



USER'S MANUAL

THE STORY

CUBE DROID saves the galaxy

A COUPLE OF DAYS AGO, IN A GALAXY NEARBY... A MYSTERIOUS SHIP LEFT THOUSANDS OF METAL SQUARES AND HUGE ROBOTS BEHIND.

GRADUALLY, THE THOUSANDS OF SQUARES AND ROBOTS STARTED COVERING THE SURFACES OF THE PLANETS OF THE GALAXY, ENDANGERING THE LIVES OF THEIR ENTIRE POPULATIONS.

THE STORY

LUCKILY, A SMALL SCRAP PLANET CLOSE-BY ESCAPED THE ATTENTION OF THE MYSTERIOUS SHIP.

CUBE DROID, A RETIRED MILITARY ROBOT, BOOTS UP ONCE MORE, READY TO SAVE THE GALAXY...



HOW TO PLAY

PICK UP ALL BATTERIES FROM THE LEVEL AND ESCAPE IN YOUR LAUNCHER CAPSULE.

YOU CAN PUSH CRATES, BUT YOU CANNOT PULL THEM. THINK WELL BEFORE YOU ACT, AS ONE WRONG MOVE COULD LEAVE YOU STRANDED, UNABLE TO FINISH THE LEVEL.

PUSH THE CRATES TO REACH WHERE YOU NEED TO GO WHILE HIDING FROM ENEMIES THAT WANT TO DISABLE YOU.

HOW TO PLAY



WITHOUT THE POWER OF THE BATTERIES. THE MAGNETIC CONNECTION BETWEEN THE GROUND PLATES CAN NO LONGER BE SUSTAINED AND THE ENTIRE LEVEL WILL BREAK APART — SENDING ITS BITS INTO SPACE.

HOW TO PLAY

CUBE DROID AND THE LAUNCHER CAPSULE LAND IN DIFFERENT PLACES INDEPENDENTLY AT THE START OF EACH LEVEL. HOWEVER CUBE DROID CANNOT TAKE OFF ON ITS OWN.

BUT NO WORRIES, THE LAUNCHER CAPSULE IS PERFECTLY CAPABLE OF FLYING CUBE DROID TO THE NEXT LEVEL ONCE THE MAGNETIC FIELD IS GONE!



THE PLANETS

THERE'S SIX PLANETS IN THIS GALAXY. EACH PLANET IS SURROUNDED BY SIX LEVELS, CLOSING THEM IN LIKE A CURF



THE STEP COUNTER KEEPS TRACK OF HOW MANY TIMES YOU MOVED. THERE IS NO LIMIT, BUT YOU CAN TRY TO BEAT YOUR OWN RECORD. FOR FUN

THE PLANETS

IT'S YOUR TASK TO DESTROY EACH OF THE 36 LEVELS.



LEVELS START OFF EASY, BUT SLOWLY THE DIFFICULTY STARTS TO INCREASE. THE BRAIN BOSS, WHO ENGINEERED THE LEVELS, KEPT THE HARDEST LEVELS FOR LAST.

CONTROLS

WITH THE CURSOR KEYS OR A JOYSTICK IN PORT ONE, YOU CAN CONTROL THE MENU SCREENS AND THE PLAYER.

DURING GAMEPLAY, THE FIRE BUTTON IS NOT USED, BUT YOU WILL STILL NEED IT TO CONTINUE BETWEEN LEVELS



CONTROLS

SOME OTHER HANDY KEYS DURING GAMEPLAY ARE:

ESC RESTARTS THE LEVEL IF YOU GET STUCK. NO WORRIES, THERE'S NO "LIVES" IN THIS GAME. YOU CAN TRY AS OFTEN AS YOU WANT.

STOP TAKES YOU BACK TO THE MAIN MENU. THIS WAY YOU CAN SELECT ANOTHER LEVEL YOU ALREADY PLAYED. MAYBE BECAUSE YOU WANT TO IMPROVE YOUR STEP COUNT?

PASSWORDS

AFTER COMPLETING EACH LEVEL, A PASSWORD WILL APPEAR ON TOP OF THE SCREEN. TAKE NOTE AND YOU WILL BE ABLE TO START FROM THAT LEVEL NEXT TIME



TO INPUT THE PASSWORD, GO TO THE LEVEL SELECT SCREEN AND PRESS TAB. THIS WILL OPEN UP A WINDOW WHERE YOU CAN INPUT THE PASSWORD.

PASSWORDS

WHEN USING PASSWORDS TO RESTORE YOUR PROGRESS, YOUR STEP COUNT WILL UNFORTUNATELY BE LOST!

IF YOU WANT TO TRACK OR IMPROVE YOUR STEP COUNTER, MAKE SURE TO USE A PAC FOR STORING PROGRESS.

WITH A PAC, THERE'S NO NEED TO REMEMBER PASSWORDS (BUT YOU CAN, IF YOU WANT)

THERE'S ROOM AT THE END OF THIS MANUAL TO WRITE THE PASSWORDS DOWN!

FM-PAC

TO HEAR MUSIC IN CUBE DROID, YOU NEED TO HAVE AN MSX-MUSIC DEVICE SUCH AS AN FM-PAC. WITHOUT MSX-MUSIC, YOU WILL ONLY HEAR SOME SOUND EFFECTS.

USING A PROPER FM-PAC WITH SRAM YOU WILL ALSO BE ABLE TO STORE YOUR PROGRESS.

In the lower left corner of the main menu, you can see which MSX-MUSIC and/or PAC capabilities were detected on your MSX.

FM-PAC

On the Level Select screen, press SELECT to open the slot selection screen where you can pick a new slot or an existing "disabled" entry.

MULTIPLE PLAYERS CAN USE THE SAME PAC DEVICE BY SELECTING A DIFFERENT SLOT NUMBER. THE DATA IN THE PREVIOUSLY ACTIVE SLOT WILL BE MARKED "DISABLED" BUT WON'T BE LOST.

AFTER A RESET, THE GAME ALWAYS STARTS WITH THE LAST USED ACTIVE SLOT.

ON THE FOLLOWING PAGES YOU WILL FIND ALL THE ENEMY ROBOTS THAT INVADED THE UNIVERSE.

BE CAREFUL AND LEARN HOW THEY BEHAVE IN THE GAME SO YOU CAN AVOID THEM OR EVEN USE THEM TO YOUR ADVANTAGE!



ROLLEr saw



ÅLWAYS MOVING AROUND, LOOKING FOR TROUBLE.

RELENTLESSLY FOLLOWING THE

PLAYER AROUND.

USE THIS TRACKING BEHAVIOR TO MAKE IT GO WHERE YOU WANT.

BUT COME TOO CLOSE AND YOU WILL BE CUT IN HALF!

Lazer Tower



MAKE SURE YOU DON'T GET ANYWHERE IN HORIZONTAL OR VERTICAL SIGHT OF A LAZER TOWER

AS IT WILL IMMEDIATELY FRY THE PLAYER WITH ITS RAY.

PLACE SOMETHING INBETWEEN TO MOVE PAST.

GUARDIAN



WHEN YOU START
THE LEVEL, THESE
WILL BE IN
STAND-BY MODE.
NOT MOVING, AND
YOU CAN SAFFLY

TOUCH THEM.

HOWEVER WHEN YOU PICK UP ALL BATTERIES AND THE ALARM SOUNDS. THEY WILL KICK INTO ACTION AND IMMEDIATELY COME LOOKING FOR YOU!

cannon



On STAND-BY AT THE START OF THE LEVEL. BUT WHEN YOU SPRING THE ALERT, THEY WILL FIRE

HORIZONTALLY OR VERTICALLY WHEN THEY SPOT AN INTRUDER

TAKE COVER BY PLACING CRATES IN FRONT OF THEM, OR MAYBE EVEN USE OTHER ENEMIES TO BLOCK THEIR SHOTS.

mover



THIS FRIENDLY
FELLOW MOVES
FORWARD.
NOTHING ELSE, IT
MOVES UNTIL IT
BUMPS INTO

SOMETHING.

TOTALLY HARMLESS AND CUBE DROID CAN SAFELY TOUCH IT... BUT MAKE SURE YOU DON'T LET IT MOVE INTO PLACES WHERE YOU DON'T WANT IT!

Brain Boss



DOESN'T MOVE.
DOESN'T ATTACK.
CAN'T HURT THE
PLAYER. THAT IS.
IT CAN'T HURT
THE PLAYER

DIRECTLY.

This is the architect of the levels and therefore the biggest enemy of them all. Sending the brain into space is the only way to free the galaxy.

CUBE DrOID ORIGIN

DOES CUBE DROID LOOK FAMILIAR?
BACK IN 2010 I MADE THIS GAME
TOGETHER WITH DEVILISHGAMES FOR
THE FLASH PLATFORM. THESE GAMES
COULD BE PLAYED IN THE BROWSER.
BUT UNFORTUNATELY FLASH HAS BEEN
CANCELLED

CUBE DROID WAS QUITE WELL RECEIVED AND IT'S A SHAME IT CAN'T BE PLAYED ONLINE ANY LONGER.

LUCKILY OUR MSX COMPUTERS STILL WORK. AND NOW WITH CUBE DROID PORTED, WE CAN KEEP PLAYING!

CUBE DYOID ORIGIN



THIS IS HOW CUBE DROID LOOKED BACK IN 2010. PRETTY SIMILAR, RIGHT? I COULDN'T DO THE 3D EFFECTS ON THE MSX THOUGH!



SLOT 2

HAVE YOU GOT THE QUARTET CARTRIDGE? THEN READ THIS!

PUT IT IN SLOT 2 AND YOU CAN PLAY ALL LEVELS WITH A TWIST. REGULAR CRATES ARE NOW TELEPORT CRATES. BEWARE THAT NOT ALL LEVELS CAN BE COMPLETED LIKE THIS, BUT IT'S FUN TO PLAY AROUND WITH.



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THANK YOU FOR SUPPORTING NEW MSX SOFTWARE!



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