

BYRON PRETOS  
MULTIMEDIA

DISC 1

USER'S GUIDE

# ROBOT CITY

THE SPECTACULAR INTERACTIVE ADVENTURE GAME

BROOKLYN  
MULTIMEDIA

## Alone in A City of Robots

Far from the 50 Spacer worlds, your survival pod crashes on a planet where a secret experiment is taking shape. *Robot City*, an entire city built and ruled by robots. Without humans to command and supervise them, these robots have evolved their own ways of doing things. Their ideas of how to obey the Three Laws of Robotics might be a little different from yours. You soon learn that *Robot City* is out of control, that the only human who might know why has been murdered, and that you are the prime suspect.

Welcome to *Robot City*!

## Package Contents

- *Robot City* CD-ROM Discs 1 and 2
- *Robot City* User's Guide
- *Robot City* Hints and Tips
- Registration card with License Agreement and Warranty

## Windows Installation and Start-Up

### Windows™ System Requirements

- PC with 486SX/25MHz or higher processor
- 8 MB RAM
- 2-3 MB of available hard disk space
- SVGA graphics (256 colors with 640 x 480 resolution)
- MPC 2-compatible double-speed CD-ROM drive or faster
- MPC-compatible sound card
- Windows-compatible mouse or similar pointing device
- Windows 3.1 or later and MS-DOS® 5.0 or later
- Windows 95 compatible

## Windows Installation and Start-Up - Continued

### Installing *Robot City*

- 1) Start Windows.
- 2) Insert *Robot City* Disc 1 into your CD-ROM drive.
- 3) Open Program Manager and select Run from the File menu.
- 4) Type d:\setup. (If your CD-ROM drive is not designated the "d" drive, change the letter "d" to the letter of your CD-ROM drive.)
- 5) Click OK or press Enter.
- 6) Follow the instructions on screen.

### Starting *Robot City*

- 1) Insert *Robot City* Disc 1 in your CD-ROM drive.
- 2) Start Windows and open Program Manager.
- 3) Open the *Robot City* program group if it is not already open.
- 4) Double-click *Robot City* icon in the *Robot City* program group window.

## Macintosh Installation and Start-Up

### Macintosh<sup>®</sup> System Requirements

- Any color Macintosh with a 25MHz 68030 or better processor
- 13-inch or larger color monitor (256 colors with 640 x 480 resolution)
- 8 MB RAM
- 2 MB of available hard disk space
- Macintosh-compatible double-speed CD-ROM drive or faster
- System 7.0 or later

### Installing *Robot City*

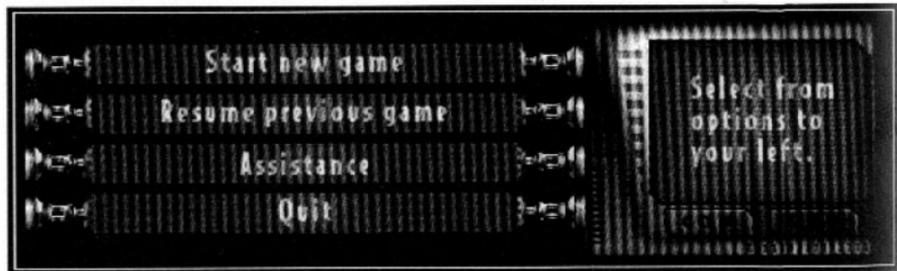
- 1) Insert *Robot City* Disc 1 into your CD-ROM drive.
- 2) Double click "Install *Robot City*" icon.
- 3) Follow the instructions on the screen.
- 4) A folder named RC will be created on your system drive in which *Robot City* will be installed.

## Macintosh Installation and Start-Up - Continued

### Starting *Robot City*

- 1) Insert *Robot City* Disc 1 in your CD-ROM drive.
- 2) On your hard drive, open the RC folder containing the *Robot City* icon.
- 3) Double-click the *Robot City* icon.

### The Main Menu



**Start New Game:** Click to start a new game from the beginning.

**Resume Previous Game:** Click to resume playing a previously saved game.

**Assistance:** Click to access instructions for using the game controls, adjust the sound volume, or view the product credits.

**Quit:** Click to exit *Robot City* and return to the desktop.

Note: Clicking outside the *Robot City* Game Window when *Robot City* is running has no effect. To access the desktop or other programs, you have to quit *Robot City* in both Windows and Macintosh versions.

### Turning Off Background Music

Press CONTROL-Z on your keyboard to toggle background music off. To turn it back on, press CONTROL-Z again (the music may not start up again right away). This will not affect speech or sound effects.

## The Game Window

**The View Area:** The upper part of the window shows your view of *Robot City*. To move around, click in this area. You can also click robots in the View Area to get their attention, click items you see to pick them up, and click buttons and controls to operate them.

**The Menu Bars:** In the lower left part of the window, up to four bars can rotate into view. These bars display your choices of what to “say” when you talk to robots and people in *Robot City*. At times, they also display the items in your inventory and menu options for controlling the game.

**The Com Screen:** The rectangle at the lower right corner of the window displays messages and information during the game.



**The SET Button:** The button marked SET, below the Com Screen, activates the Game Menu. Use this to display your Inventory, access help, adjust the sound volume and save, pause, quit, or restart the game.

**The Com Button:** The button marked COM, below the Com Screen, activates your COM Link. During the game, you may be able to talk to robots over your Com Link.

## Game Menu Options

**SET:** Clicking this button during a game causes the following options to appear:

**Inventory:** Click to examine Inventory items that you have acquired.

**Save/Load:** Click to save the game, start over from a saved game, pause the game, or quit the game.

**Assistance:** Click to change the volume, view the game's production credits, or access on-screen help.

**End current game:** Click to end your current game and go to the Main Menu to quit, resume a saved game, or start a new game.

To exit from this menu without choosing an option, click the SET button again.

**SAVE/LOAD:** Clicking gives you the following choices:

**Save game:** Click to save your current game as a file on your hard drive. When you are done saving, you will return to your game in progress.

**Resume previous game:** Click to begin from a game you have previously saved.

**Pause game:** Click to suspend your current game. To resume the paused game, click the SET button.

**End current game:** Click to go to the Main Menu.

To exit from this menu without choosing an option, click the SET button again.

**ASSISTANCE:** Clicking gives you the following choices:

**Game Controls:** Click to access on-screen help describing how to use the controls to play *Robot City*.

**Credits:** Click to see the production credits.

**Volume:** Click any of the squares on the Menu Bar to adjust the volume.

Louder volume settings show more pink squares. To exit from this menu without choosing an option, click the SET button again.

## Cursor Shapes and Game Actions

Your cursor will change shape as you move it around the game window. Each cursor shape represents a different game action that you can perform.

**Forward Arrow—Move Forward:** When your cursor turns into a Forward Arrow, you can click to move forward one step. To make the Forward Arrow appear, move the cursor to the upper center of the view area.

**Double-Headed Arrow—No Effect:** If the cursor does not change to the Forward

## Cursor Shapes and Game Actions - Continued

Arrow when it is at the upper center of the view area, you cannot move forward from your current location. A click will have no effect. (If there is a door in front of you, you may be able to move forward after you open the door.)

**Left Arrow—Turn Left:** When your cursor turns into the Left Arrow, you can click to turn left. To make the Left Arrow appear, move the cursor to the left edge of the view area.

**Right Arrow—Turn Right:** When your cursor turns into a Right Arrow, you can click to turn right. To make the Right Arrow appear, move the cursor to the right edge of the view area.

**Grasping Hand—Pick Up Item:** When your cursor turns into the grasping hand, you can click to pick up the item in view near the hand. If you move the cursor onto something that looks like you can pick it up, but the Grasping Hand does not appear, try getting closer.

**Target—Talk to Robots or Push Button or Drag Object:** When your cursor turns into a Target, you can click to interact with the robot or object at which the cursor is pointing. Sometimes, such as when you are assembling something, you can use the Target to drag objects into position. The Target appears when you move the cursor over an interactive hot spot. If the Target does not appear, try changing your position to get closer to the object, perhaps by facing the object from a different direction.

**Pointer—Use Menu Bars:** Your cursor turns into a pointer when it is below the view area inside the *Robot City* game window. Use the pointer to select choices from the Menu Bars and to click the COM and SET buttons.

**“NO ENTRY” Circle—No Effect:** When your cursor turns into a symbol that looks like a “NO ENTRY” symbol, it means the cursor is outside the *Robot City* game window. Clicking will have no effect.

## Playing the Game

### Talking to Robots and People

If you see a robot nearby that does not start talking to you on its own, clicking it will get its attention. Whenever a robot or person speaks to you, the Menu Bars will display choices of things you can say. Click the one you want. The robot or person you are talking to will react to what you say. To end a conversation, choose a response such as "That was all I wanted to know" or "Excuse me, I have to go now."

### The Fine Art of Robot Conversation

Robots love to answer questions, so if you keep asking questions they will usually keep talking. Changing the subject can be difficult, but choosing a response such as "That's nice" or "Thank you" may give you a chance to ask something else or leave. Remember, different robots know different things, so if one robot does not know something, ask another. Repeating conversations you have had before can be a good idea, especially if you have learned more about the subject since the last time you discussed it with a robot.

### Talking by Com Link

To talk to a robot over the Com Link, click the COM button. The Menu Bars will show the names of robots you can contact. (If no names are listed, then you cannot use the Com Link). Talking by Com Link works the same as talking face to face, but some conversations can only take place in person.

### Using the Transit System

The Transit System is a fast way to get around, but you have to know where to go. If you do not see a destination listed on the Transit Pod's menu, try making the trip in more than one stop.

### Using Terminals and Control Panels

You will find various sorts of control panels and computer screens in *Robot City*. To use one, move close to it. The cursor should change to the Target shape when you position it on the panel. Click buttons to operate the controls. To exit from a close-up view, use the arrows to turn away.

## Playing the Game - Continued

### Picking Up Items

To pick up an item, position the cursor where you see the item. If the cursor turns into the Grasping Hand shape, you can click to pick up the item. Any item you pick up becomes part of your inventory.

### Using the Inventory

To open your inventory, click the SET button. The Menu Bars will display the Game Menu. Click the first option, "Inventory." The Menu Bars will now display the items you have. Click any item to select it. When you select an item from Inventory, the Menu Bars will display a list of options available for the item you have selected. Choose Put Away to return to the Inventory Menu. Choose Exit to close the Inventory. It is a good idea to learn everything you can about the items in your Inventory, but you do not have to use the items very often. In many cases, just having the item with you is sufficient.

### Changing Discs

*Robot City* uses two CD-ROM discs for the graphics and dialog of the game. The two discs are labeled "*Robot City Disc 1*" and "*Robot City Disc 2*." From time to time, a dialog box will appear requesting that you put the other disc into your drive. On Windows-based computers, use the controls of your CD-ROM drive to eject the disc currently in the drive. (On Macintosh systems, the disc ejects automatically.) Insert the other disc into your drive, wait about five seconds, then click the OK button on the dialog box to continue the game.

## Hints and Tips

For hints on how to play *Robot City*, including puzzle solving strategies and items to find, see the *Robot City Hints and Tips* booklet with Disc 2 or the HINTS.TXT file on Disc 1. Caution—reading too much may spoil the game. Start by reading the beginning of the Hints and Tips booklet. This will not give anything away, and will tell you what to read for the kind of information you need. If you have a Web browser, open MAIN.HTM, the Byron Preiss Multimedia home page, in BPMC.WEB on Disc 1. This will connect you to the Hints and Tips page.

## Attention Windows 95 Users

Please note that *Robot City* does not support program switching by pressing the ALT-TAB keys. You must quit *Robot City* using the game interface controls (see below) to use other programs.

With Windows 3.1 or Windows for Workgroups 3.11, pressing ALT-TAB has no effect. With Windows 95, avoid pressing ALT-TAB. If you press ALT-TAB, you will switch to other programs, but colors may be displayed incorrectly. If you press ALT-TAB again to switch to *Robot City*, the view screen will be temporarily blank. If this happens, restore the view screen by clicking the movement arrows to turn or move forward.

## Quitting Robot City

*Robot City* does not support pressing ALT-F4 to quit. With all versions of Windows, including Windows 95, pressing ALT-F4 has no effect. To quit *Robot City*, you must use the game interface controls as follows.

At the Main Menu, simply click Quit.

During a game, click the SET button in the lower-right corner to display the Game Menu. Click End Current Game. A dialog box will appear with three choices: Save, Don't Save, and Cancel.

**To quit without saving**, choose Don't Save to reach the Main Menu, then click Quit.

**To save your game and then quit**, choose Save to go to the Save Game screen. After the game is saved, you will return to the game. Click the SET button again, click End Current Game to reach the Main Menu, then click Quit.

**NOTE:** The SET button will not work (the Game Menu will not appear) during the game while you are talking to a robot. You cannot quit or save your game until the robot goes away.

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DISC 2

HINTS AND TIPS

# ROBOT CITY

THE SPECTACULAR INTERACTIVE ADVENTURE GAME



## Robot City Hints and Tips

### ISAAC ASIMOV'S THREE LAWS OF ROBOTICS

1. A robot may not injure a human being, or, through inaction, allow a human being to come to harm.
2. A robot must obey the orders given it by human beings except where such orders would conflict with the First Law.
3. A robot must protect its own existence, as long as such protection does not conflict with the First or Second Laws.

### PART 1: How to Play

Part 1 covers some fine points of playing *Robot City* without giving away the game's secrets.

### SHOULD YOU READ PART 1?

Yes. Expert computer game players might not need these tips, but everyone will benefit from reading them.

### PART 2: Special Aspects of *Robot City*

Part 2 gives hints on some of the more unusual features of *Robot City*. Some of the hints will tip you off about things that will happen in the game, but no more than a movie preview would tip you off to what happens in a movie.

### SHOULD YOU READ PART 2?

Probably. We think that most players who read this section will enjoy the game more. Some experienced players might prefer not to read it, but be warned: the more you think you know about computer adventure games, the more likely it is that *Robot City* will catch you unawares.

### MORE HINTS ON THE DISC:

The HINTS.TXT file on *Robot City* Disc 1 contains the full text of Parts 1 and 2 with an extended section, Part 3, covering almost everything in the game. Open the HINTS.TXT file using any word processing or text editing program.

### SHOULD YOU READ PART 3 OF THE HINTS.TXT FILE?

This is up to you. Refer to Part 3 if you need a specific hint not found in Parts 1 or 2, have reached a point where you cannot proceed no matter what you try, or want to experience the story without spending lots of time solving problems.

## Part 1

**Q: How do I get started?**

**A:** Read the *Robot City* User's Guide. The "Playing the Game" section of the *Robot City* instruction booklet will tell you most of what you need to know about getting around in *Robot City*.

**Q: I see a door across the room. But when I try to walk there, I'm never quite lined up with it. What's wrong?**

**A:** When you move around in *Robot City*, you are moving in forward steps and ninety degree turns. When you turn left or right, you are still standing in the same place, but are facing in a different direction. When you turn, you turn a square corner. So if you're facing north and you turn left, you will be facing west. If you turn the same way four times, you will come back to the same view where you started.

A common problem occurs with this kind of movement system when there's something you're trying to get to, such as a door or a control panel, and you can see it but it's not right in front of you. Suppose you can see a door in the direction you're facing but the door is in the left side of your view, not in the center. You're facing the correct direction, but you're not standing in the correct place to use the door. You want to step to the left — but you can't! You can only step forward or turn to the left. You have to turn to the left, then step forward, then turn back to the right.

If you haven't played other computer games that use this kind of movement, you may find that it takes some practice to get used to it.

**Q: I know how to move around, but there's a control panel I can't get to. It's always off to one side or the other, never in front of me.**

**A:** If you can't face something squarely no matter how much you reposition yourself, then you don't need to use it.

**Q: There is a door that won't open. Why?**

**A:** Step forward as close to the door as you can. Make sure the door is centered in your view. Some doors open automatically. If a door doesn't open by itself, look for a button to click that might open the door. If the door is part of an elevator, you may need to go up or down before the door will open. (You may have to turn around to find the elevator controls.)

If there's no way to open a door, don't worry about it. Go somewhere else. Later you may come back and find that things have changed.

**Q: I can't pick up an object.**

**A:** If you see something that looks as though you can pick it up, but the Grasping Hand doesn't appear when you move the cursor on top of the object, try changing your position to get closer to it, perhaps by facing the object from a different direction. Some small objects cannot be picked up at all because they are not useful.

**Q: How can I avoid a robot I don't want to talk to?**

**A:** If a robot isn't moving, you can ignore it by moving forward past the robot or by turning away. (If you do want to talk to the robot, click it to get its attention.) But if a robot is determined to talk to you, you can't avoid it. When a robot blocks your way, you have to convince it to let you pass.

**Q: A robot is talking to me. How can I get it to go away so I can do something else?**

**A:** When you're talking to a robot, you can't move away or use the SET button until the robot leaves. When you come to the end of the current topic of conversation, look for a choice on your list of things to say such as, "That was all I wanted to know" or "Excuse me, I have to go now." Statements such as this tell the robot that you don't want to talk any more.

**Q: How do I read a "Journal Page" that I found?**

**A:** The Inventory menu lists all the pages you've found on one bar. For example, if you've collected three pages, the Inventory menu will display a bar that

reads "Journal Pages: 1 2 3." Click the number of the page you wish to select. Clicking the words "Journal Pages" or the blank part of the bar to the right will not have any effect. For example, click the number "2" to select the second page. If you have only one page, click the number "1." Once you've selected a page, you can click "Read" and "VIEW DATA" to display the contents.

**Q: Can I give Alpha a different Skill Cube than the one I put in when I assembled him?**

**A:** Yes. Go to the place where you originally built Alpha. Then turn around and talk to Alpha. Tell him to return to the repair bay. He will stand in the repair bay and allow you to choose a different cube to insert. You can only tell Alpha to go to the repair bay if you are already standing at the repair bay yourself.

**Q: I got inside a walking robot vehicle. How can I get out of it?**

**A:** You must return the vehicle to the exact location it was in when you entered it. The words "Exit to Lift" will then appear on a button on the vehicle's control panel. Click this button to get out of the vehicle.

**Q: A robot told me to wait. What should I do?**

**A:** Most things that happen in *Robot City* are triggered by your actions. If you stand still and wait for something, nothing will happen. Stay active. If you're waiting for a robot to return to you with information, stay in the area but keep moving around. Find another robot to talk to in the meantime. Also, remember that it's not always best to do what the robots tell you to do.

## Part 2

### Getting Out of the Apartment

You've found the door, but there's a robot there telling you that you can't leave. Don't give up. These robots are highly advanced. They can change their minds. (Of course, they're not so highly advanced that you can't fool them sometimes.) Keep trying.

## **Operating Computer Terminals**

You operate computer terminals by clicking to push buttons or choosing from menus. Many computer files fill more than one screen. Look for buttons that display additional information from the same computer file, as well as buttons that move you from one file to another.

## **Finding Your Way in the Streets**

The most unusual thing about *Robot City*, besides the fact that only robots live there, is the way that the streets and buildings rearrange themselves as you move around. You can usually retrace your steps and go back to where you came from, at least for a few blocks, but there are no guarantees. Humans have been known to get lost very easily and to have trouble finding the places for which they're looking. Making maps doesn't help.

Here is some advice for negotiating the streets of *Robot City*:

### *1. Know where you're going or what you're looking for.*

Yes, it is possible to just wander around the streets, exploring, until you find interesting things. But this is only for the most patient and adventurous players. It will save you a great deal of time if you figure out the name or the general location (sector number) of the place you want to go before hitting the streets. When that's not possible, you should at least have some idea of what you're looking for, so you can ask the robots you meet in the streets about it as you go.

### *2. Learn to use the Transit System.*

Once you know the name or sector number of the place you're going, use the underground Transit System to get there. Keep in mind that the Supervisor robots control the Transit System, so you need to ask them for Transit System access to each sector after you learn that you need to go there.

When you enter a Transit Pod, the places you can travel to are limited to those shown on the Pod's destination menu. If you're certain that the Transit System goes to your destination, but it doesn't appear on the Pod's destination menu,

then you'll need to take more than one ride. Choose another destination from the menu (such as the Apartment or Compass Tower), and see if your final destination comes up on the next menu when you arrive there. If you're lucky, the Transit System will take you to the very street you want. If not, then at least you'll be in the right sector, closer to your ultimate destination.

*3. If you are lost, use the Transit System.*

If you've gone a long way searching for a location, and you think you might have missed it or wandered into the wrong sector, enter a Transit Station and use the System to return to the place you started your search and try again.

*4. Search thoroughly.*

Once you enter one of the enclosed square "intersections" that join the streets together, look on all sides and check out all the streets that connect to that intersection before entering any other intersections. This will guarantee that you don't accidentally pass by your destination.

*5. Learn to recognize familiar streets.*

As you explore *Robot City*, you will notice that many streets look the same. When you see a street you've seen before, it doesn't necessarily mean you've returned to the same location. *Robot City* constructs most of its streets using a standard set of patterns. But when you're looking for a new location, look for streets that are different. Look for buildings, shapes, and features that you haven't seen before. For example, when looking for the Compass Tower, look for a very large building with a square moat around it.

**Searching for Journal Pages**

If you're looking for Journal Pages you'll need to look carefully. Some of them are well hidden. The ones that are outdoors can all be seen from your normal walking path along the streets. (You don't have to constantly turn toward the side walls when you search, though once you see one, you may have to turn to the side to be in position to pick it up.) Some of the ones that are indoors are harder to find; you may have to look in places you wouldn't normally turn toward.

## **Finding Clues to the Murder**

To solve the murder, you'll need to find clues about what happened, as well as solid evidence to prove your case. Conversations with robots, data stored in computers, objects you find, messages you receive, and locations you visit all contain clues. You'll need Alpha's help to examine the evidence and build your case.

As you learn more, remember that revisiting places you've already been to, or asking questions you've asked before, can be worthwhile, especially if you have new information to work with. Also, different robots know different things, so sometimes asking different robots the same question can reveal additional clues.

## **Asking Yes/No Questions**

Often you may ask a robot a question that can be answered with a simple "Yes" or "No," such as, "Have you seen a robot acting strangely?" If the robot answers "No," keep asking the question of different robots you meet. Eventually, you may meet one who has the answer you're looking for.

## **Accusing a Suspect**

As you find evidence and clues, discuss the case with Alpha by asking Alpha to review the investigation. He will help you sort through your findings, and he'll tell you where your evidence is conclusive and where it's weak. If you end the conversation by saying, "I'm going to tell a Supervisor that [SOMEONE] did it," then when you talk to a Supervisor in the Compass Tower, you can do so. But the Supervisor may or may not be convinced.

## **Making Progress in *Robot City***

You can't ever be completely stuck in *Robot City*. You can die, or reach a point where the game ends in an undesirable way, but short of that, no setback is permanent.

If you miss out on critical information by choosing the wrong choices when you are talking to a robot, you will get other chances to discuss that topic again, or to find the same information another way.

The robots can be very stubborn. Always remember that even though they are intelligent, they are not human. Their logic is not always based on common sense.

Sometimes all you need to convince a robot is the correct line of argument, and the correct line is often not the most obvious one.

Sometimes, though, arguments alone will not work. If you don't succeed in several tries, you may need to accomplish something else first. Listen carefully when a robot tells you the reasons why it will not do what you want. This information may be a clue to what you need to do to change the robot's mind.

If you do not have any ideas for what to do next, ask yourself these questions:

- Have you talked to Alpha recently?
- Have you talked to any robots on the street or any Supervisor robots lately?
- Are there any missing objects that you can search for or ask the street robots about?
- Are there locations you have not visited in a while?
- Have you learned or acquired anything new that might give you access to something new in an old location?
- Is there a location where Alpha might be more useful with a different Skill Cube?

Pay attention to what you see, hear, and read. When you ask questions, be thorough, but don't ask at random. Don't just ask every question on the menu because it is there. Think about what you might have seen or done to make Derec want to ask that particular question. Then, pay attention to the answers you get.

## **Technical Support Services**

For help using *Robot City*, refer to this manual, view the READ\_RC.TXT on Disc 1, or click Assistance in the Game Menu. If you still need assistance, please call our technical support line at (212) 691-5860, Monday through Friday, 10:00AM to 5:00PM EST.

## World Wide Web Hints and Tips Site

If you have a Web browser, you can connect to the World Wide Web *Robot City* Hints and Tips Site by opening MAIN.HTM, the Byron Preiss Multimedia home page, in BPMC.WEB on Disc 1. This will connect you to the Hints and Tips page. <http://www.byronpreiss.com>

*Robot City* is a "Recommended Hot Pick" of the Sci-Fi Channel. To visit The Dominion, the Sci-Fi Channel's Web site, click The Dominion logo. <http://www.scifi.com>

## Robot City Credits

Producer:	Byron Preiss
Creative Director:	Andrew Davies
Art Director:	Dale Fowler
Programming Manager:	Peter Parks
Editor-in-Chief:	Jeremy Ross
Library Programmer:	Brandon Bogle
Lead Programmer:	Shawn Baird
Game Editors:	Walt Freitag & Barbara Lanza
Project Manager:	Don Wiest
Technical Advisor:	John Mayo-Smith

Please see the Credits section in the game for a full listing of the *Robot City* team.

## About Byron Preiss Multimedia Company

Founded in 1992, Byron Preiss Multimedia Company develops and publishes a wide range of interactive multimedia software under several imprints. *Robot City* appears under the Brooklyn Multimedia imprint.

Other Byron Preiss Multimedia titles appearing under the Brooklyn Multimedia imprint are *Gahan Wilson's The Ultimate Haunted House* and *Ray Bradbury's The Martian Chronicles*.

For more information: Byron Preiss Multimedia Company, 175 Fifth Avenue, Suite 2122, NY, NY 10010. <http://www.byronpreiss.com> • [bpmc@aol.com](mailto:bpmc@aol.com)

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