

Roton

Roton

A tale of doomed panic

by
Mark Sheeky



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Let us begin.



Roton

Contents

THE MAD UNIVERSE

Objective	5
Controls	7
Display	8

SANITY

Credits	10
About	11
Other Games	12

Roton

THE MAD UNIVERSE

Roton

Objective

You awake trapped in an insane universe. Pilot your Manta fighter and destroy increasing numbers of enemies. The aim of the game is to continue fighting until you can fight no more.



Shoot stars to release a pickup, but beware of space invaders hiding inside.



Red Pickup: Faster shots for a short time
Blue Pickup: Plasma shots for a short time
Yellow Pickup: 1000 Points
Green Pickup: Smart Bomb

Roton

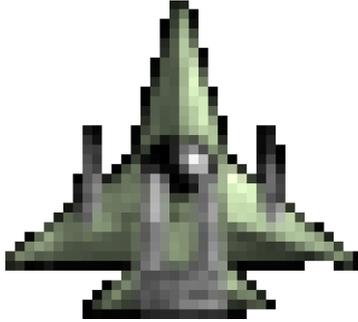
Smart Bombs will kill all of the enemies on the screen when deployed.



Every 8 levels there is a bonus stage. Shoot all of the jewels and gain an extra life.

Roton

Controls



Move the mouse left and right to rotate your Manta. Press Left Mouse to fire and Right Mouse to thrust. Press the Middle Mouse button or the Spacebar to activate a Smart Bomb.

Press P to pause/resume the game, and press Esc to abort the game or quit.

Roton

Display



Lives are shown left of your score, a maximum of three are permitted.



Smart Bombs are shown right of the score, up to three can be present. You don't begin with any Smart Bombs, these are available as pickups.

Roton

SANITY

Roton

Credits

Roton

Roton was developed by Mark Sheeky.

Cornutopia Software

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Roton

About

Roton

Roton is a conversion of the 1992 Amiga game Roton, and is one of several mouse-controlled 'circle shooters' from my game canon. After Amiga Roton came Xenex, which used larger sprites (closer in scale to this PC version; Roton Amiga used tiny sprites in the mould of Llamatron or Microbes). On PC, this evolutionary tree led to Gunstorm and Gunstorm II, 3D versions which use a similar game metric. Outliner (on Amiga and PC) also use this metric, and the control system used in Flatspace was directly inspired by it.

Roton was developed and first released in 1999, originally bundled on CD-ROM with two other games of mine: Trax, and Martian Rover Patrol. Because of its use of CD-based music, the game was not released or distributed digitally until 2023, when I updated it for contemporary computers.

You can find out more about my artwork, and browse my complete software catalogue on www.marksheeky.com. Search for Mark Sheeky on Amazon to discover more of my books and music.

Roton

Other Games

Visit the Cornutopia Software website or search for Mark Sheekey to see more titles. The current Cornutopia games catalogue is:

Thermonuclear Domination
Arcangel: The Legacy Of Peace
Roton
Martian Rover Patrol
Trax
Noise Station
Radioactive
Breakout Velocity
Fallout Velocity
Bool
Yinyang
Outliner
Firefly
Flatspace
Taskforce: The Mutants Of October Morgane
Future Pool
Gunstorm
Flatspace II
Future Snooker
Gunstorm II
Flatspace III

Roton

