

Introduction

Conveyors is a pack of twelve levels for the *Team Droid* puzzle game. As the name implies, the levels feature conveyor belts. They don't just get in your way in this level pack: you'll often use them to pass data cards from one robot to another.

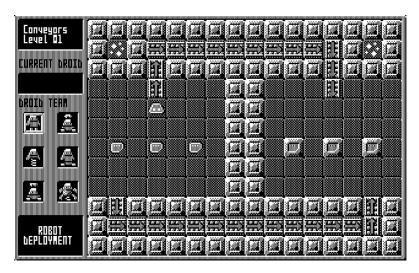


Figure 1: An example level from the level pack.

The levels have a great deal of variety apart from the use of conveyor belts. There are levels for single and multiple robots. There are levels where the conveyor belts aid the robots, and others where they get in the way. There are levels with and without guards, and sometimes the guards aid your mission.

The original level pack starts easy and introduces the elements of the game one by one. This level pack is different: the challenge starts from the very first level. So if you've played through the *Jam Levels* pack and want more, then *Conveyors* level pack is what you're looking for.

Installing the Level Pack

This level pack isn't a stand-alone game, and requires *Team Droid: Jam Edition* installed on either a floppy disk or a hard disk.

If you play *Team Droid* from a floppy disk, and have just a single floppy disk drive, then put the *Conveyors* disk into your A: drive and type the following command:

```
A> copy a:\convey.lev b:\
```

When prompted to insert the destination disk, eject the *Conveyors* disk and insert your *Team Droid* play disk in its place. Once the copying is finished, you will be ready to play the new levels.

If you have two floppy disk drives, insert the *Conveyors* disk in drive A: and your *Team Droid* play disk in drive B:, then issue the same command. No disk swapping will be necessary.

If you have *Team Droid* installed on a hard disk, then insert the *Conveyors* disk into your floppy disk drive and issue the following command instead.

```
C> copy a:\convey.lev c:\tdroid
```

This assumes that your *Team Droid* game is installed on drive C: in a directory called tdroid, as instructed in the *Team Droid* manual. If you installed to another drive or directory, then you will need to adjust the command accordingly.

Playing the Level Pack

To play the new levels, launch *Team Droid* as normal. If you're not already on the *Set Up Game* screen, then select *New Game* from the menu. On the *Set Up Game* screen, move the cursor bar down to the *Levels:* prompt. Press the \leftarrow and \rightarrow keys to change the setting until you see *Conveyors*. If you start a new game now, it will use the *Conveyors* level pack.



Figure 2: Selecting the Conveyors level pack.

If you want to go back to playing the *Jam Levels* pack or any other level pack, come back to this screen and change this setting again. Note that if you load an old game that was playing another level pack, this setting will also change to match the game.

Something the original game manual doesn't state clearly is that there is a separate high score table for each level pack. So you won't see any of the high scores you achieved playing the *Jam Levels* when you are playing *Conveyors*, and vice versa.

