TEAM DROID

JAM EDITION

Introduction

Double Trouble is a new pack of twelve levels for the *Team Droid* puzzle game. The name indicates that everything comes in twos. There are two data cards on every level. There are two card readers to receive those cards. And there are two robots to help deliver them.
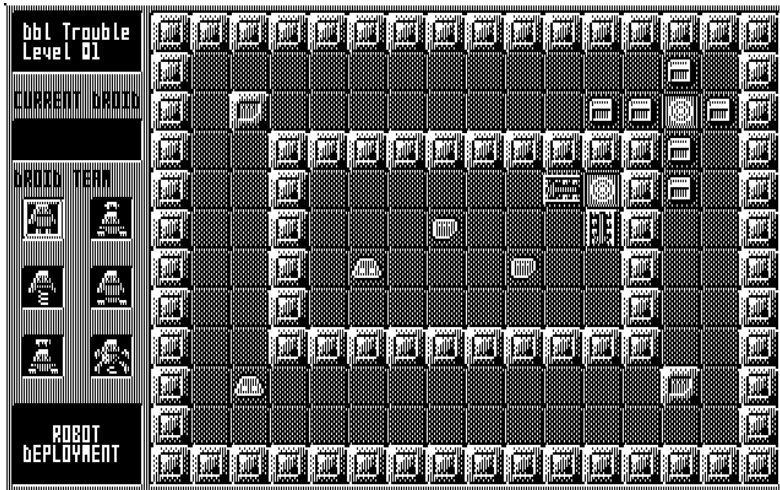

Figure 1: An example level from the level pack.

In some of these levels, the robots work independently of one another, each delivering one of the cards to one of the readers. In other levels, the robots have to work together, one carrying the cards while another helps to clear the way.

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 *Double Trouble* 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 *Double Trouble* disk into your A: drive and type the following command:

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

When prompted to insert the destination disk, eject the *Double Trouble* 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 *Double Trouble* 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 *Double Trouble* disk into your floppy disk drive and issue the following command instead.

```
C> copy a:\dbltroub.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 ← and → keys to change the setting until you see *Dbl Trouble*. If you start a new game now, it will use the *Double Trouble* level pack.

Figure 2: Selecting the Double Trouble 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 *Double Trouble*, and vice versa.

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