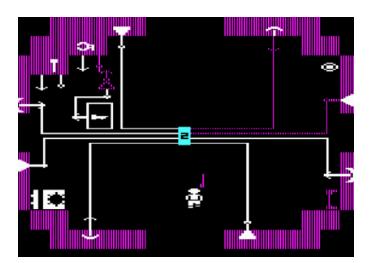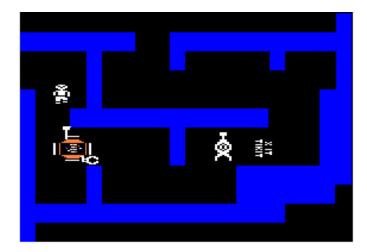# Robot Odyssey 1

Mike Wallace and Leslie Grimm, 1984
Apple II (and other platforms)
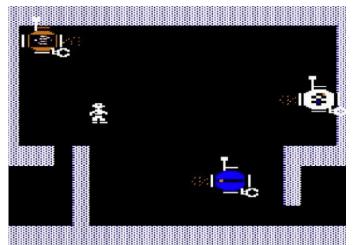

The inside of a robot. Go inside to connect logic to various ports: thrusters, grabbers, battery, eye, antenna, bumpers, etc…

The outside of your robots, which autonomously move around a living robot city. They can be placed inside of one another.
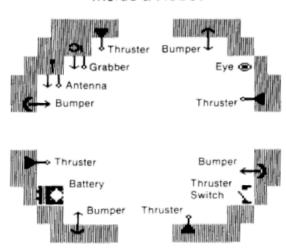

Inside a Robot

Highlights:
• An elaborate extension of *Rocky's Boots* (Auerbach 2014).
• Extremely difficult. (Intended sequel never made.)
• Adventure game structure. Overcome puzzles that impede your journey.
• World editor (I think)—tools for authoring the world are included and exist inside of the game.
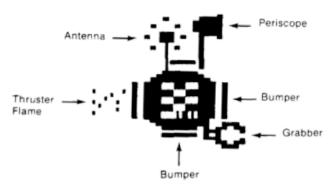• Fully recursive: design and burn circuits; put robots in one another.

Auerbach, "The Hardest Computer Game of All Time." *Slate.* (2014)

Outside a Robot