PlayStation™

NTSC U/C

PlayStation™

# ROBO PIT™



ALTRON

KOKOPELI digital studios™

TEEN
T™
AGES 13+
CONTENT RATED BY ESRB

SLUS-00316

**WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

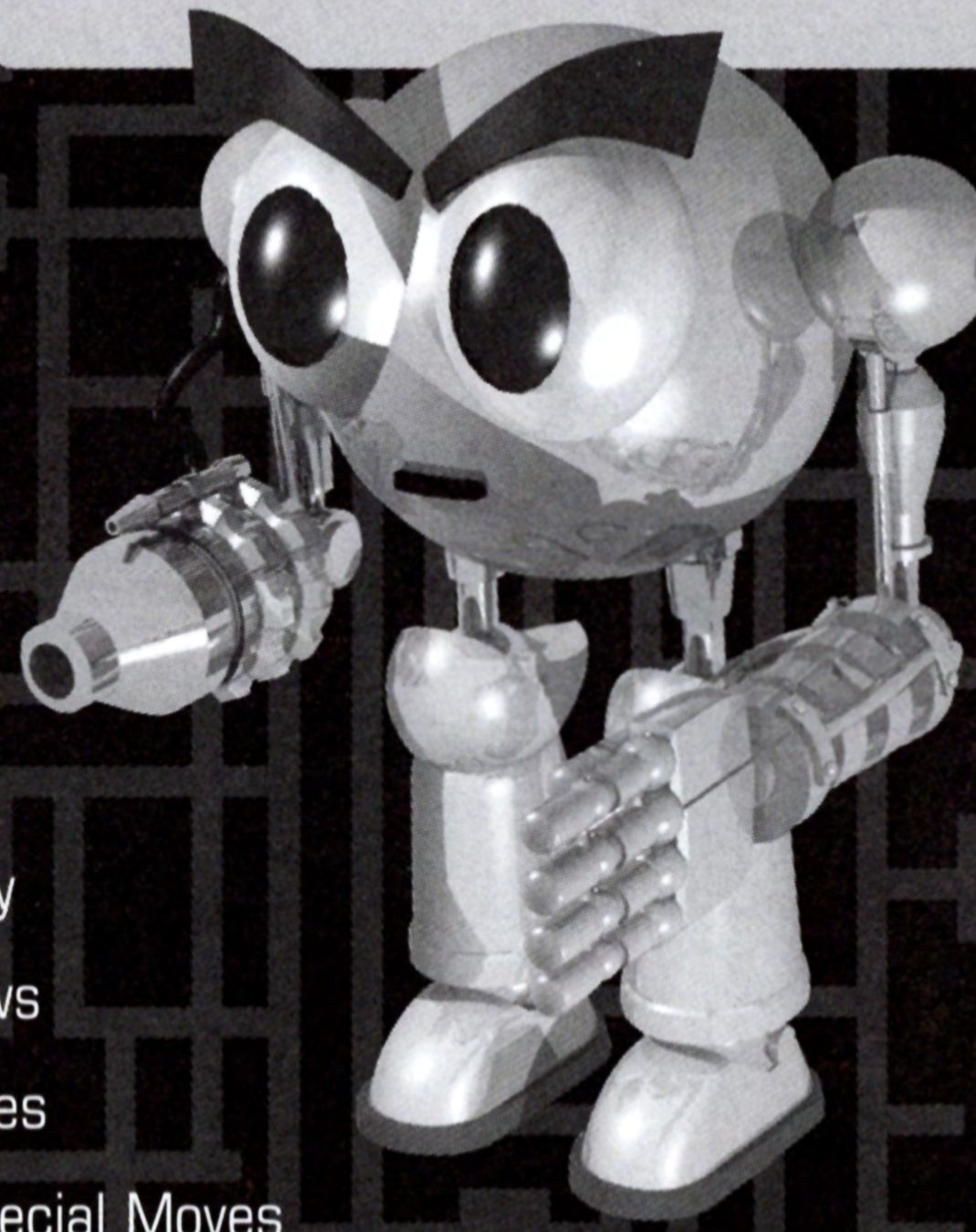
**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PlayStation™ DISC:**

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# ROBO PIT™



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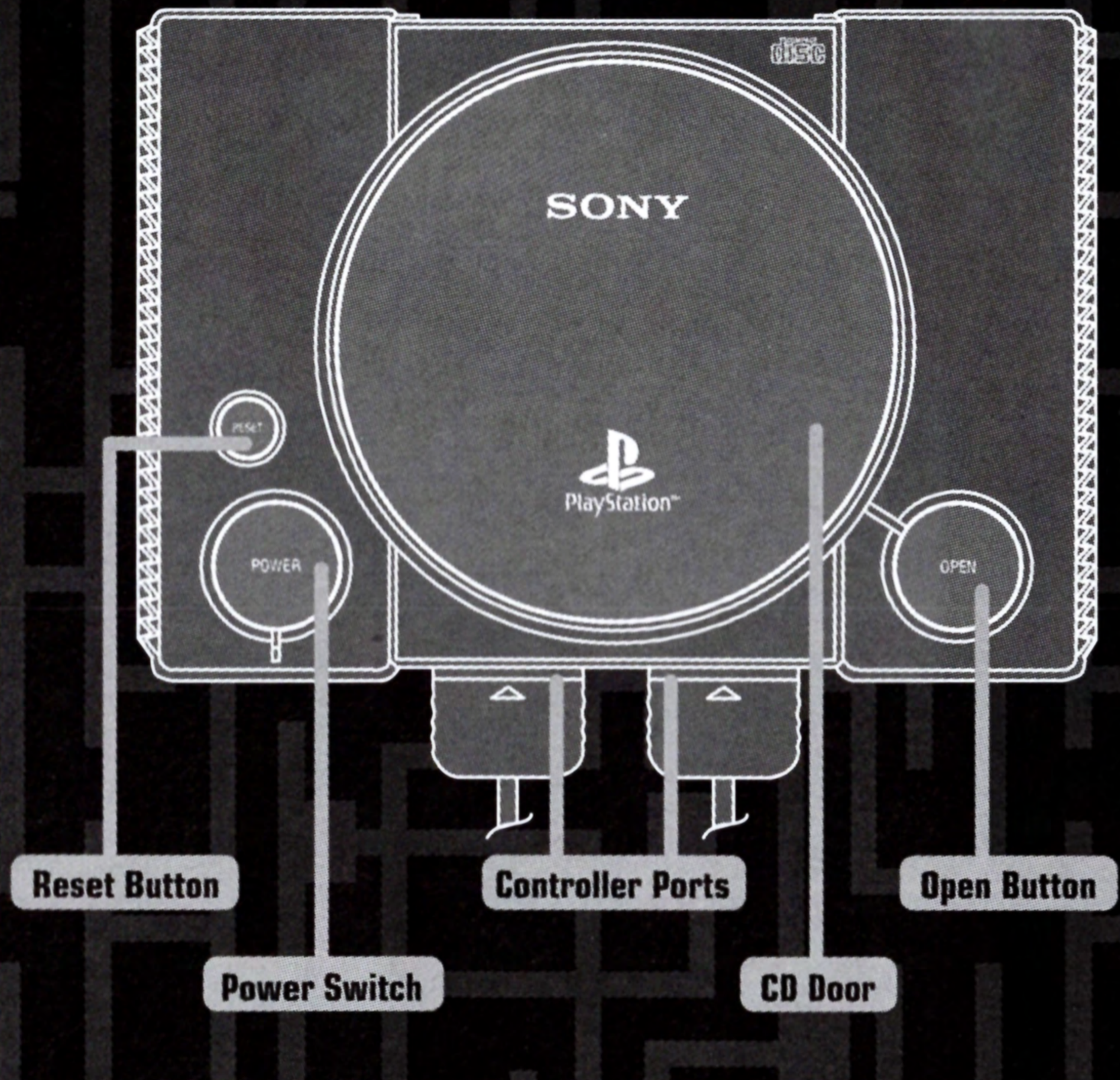

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# GETTING STARTED

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the ROBO PIT disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. To skip the opening demo screen and title screen, press the START button. The game will begin at the Main Menu Screen.

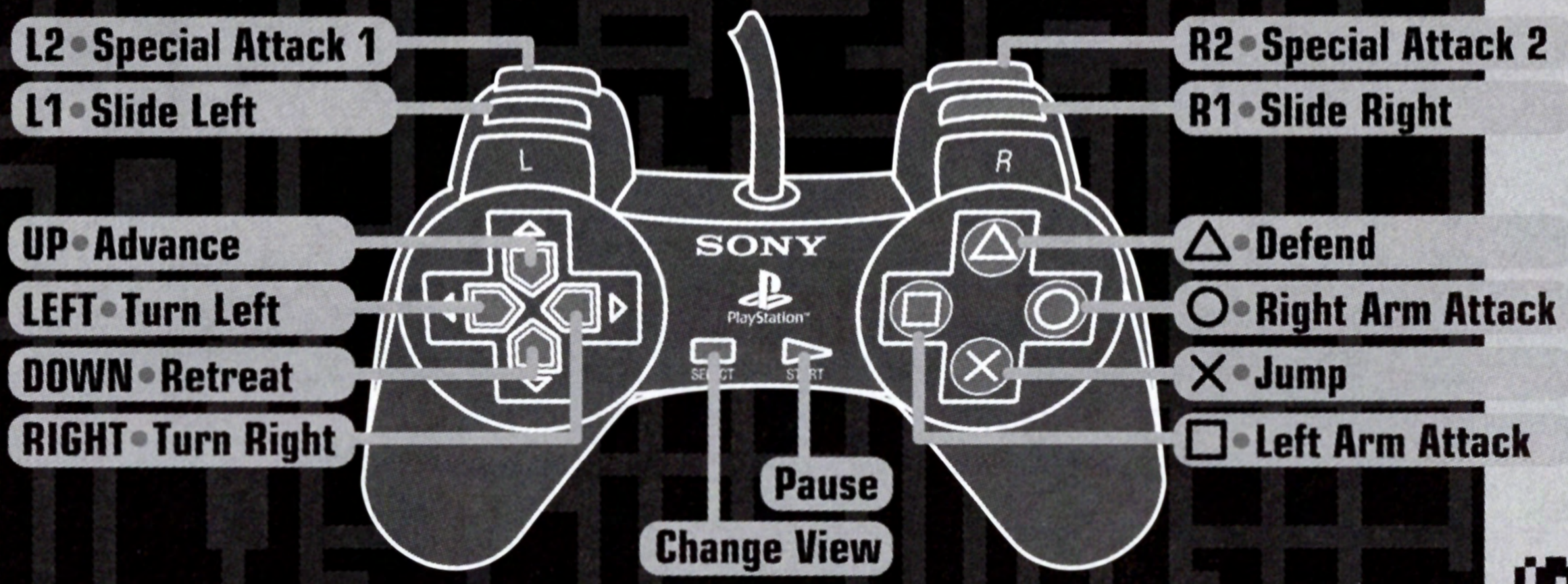
**NOTE:** There are two ways to return to the Title Screen during gameplay:

1. Press the Start Button during play to pause the game. Press the Select Button while the game is paused to enter an option screen showing **CONTINUE** and **QUIT**. Choose **CONTINUE** to resume play or **QUIT** to bring up the "**Quit Game?**" Menu. Choose **YES** to quit, returning to the Title Screen, or **NO** to resume play.
2. Hold down the Select Button, then press and hold the Start Button for 2 seconds to quit the game and return to the Title Screen.



**NOTE:** This is the default controller configuration. Specific controls can be adjusted separately for players 1 and 2 in the Configuration Screen.

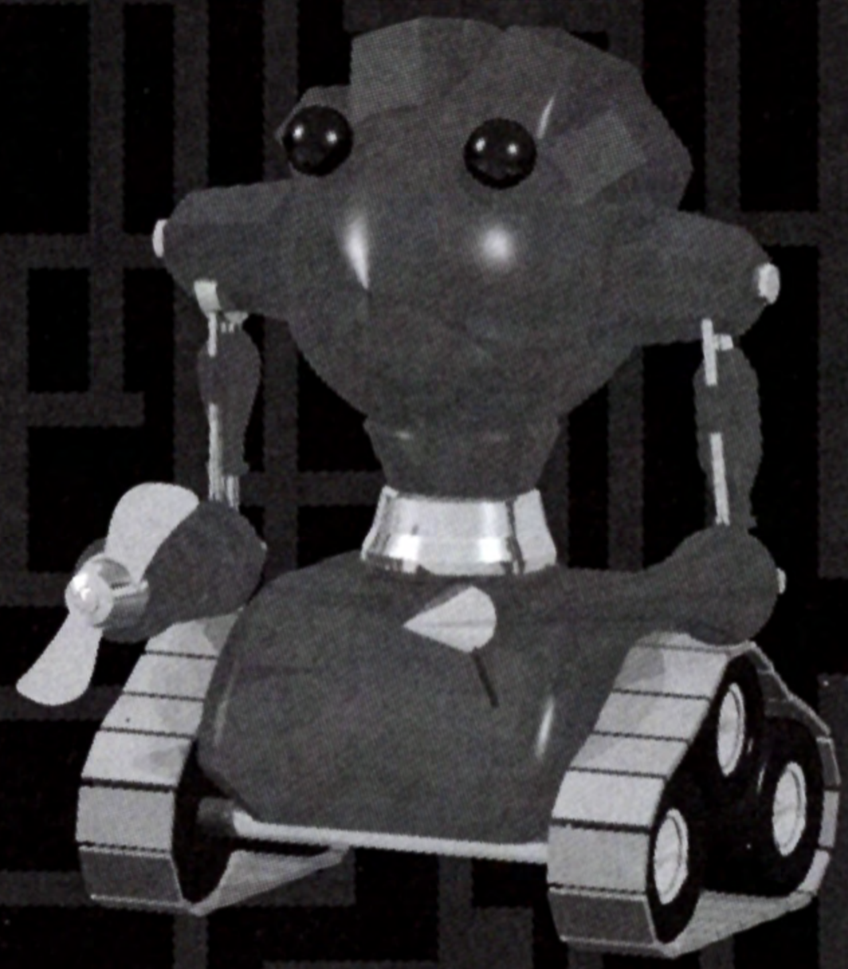
## CONTROL DIAGRAM







mechanized battle



YOUR INVITATION:

CONFIDENTIAL
SECURED

attn>coder/robo.mech>kywrds: **SCAN..**

illegal, corporate funds, experimental a.i.,
artificial intelligence battle, weapons contraband >>

**The Robo Pit battles** were initiated in 2042 when all forms of physical violence against organic lifeforms were outlawed • The wealthiest corporations sponsor enormous sums of credits to develop advanced artificial intelligence fighting machines to do battle with one another • Triumphant corporations [and Robot creators] acquire considerable prestige and profit • Any form of traditional or experimental **weapon system** may be used in the single-bout battles, the only regulation being that the winning machine must remain **functional** at the end of the battle • Advancement in the tournament is by elimination, and victorious Robots may be **upgraded** with components of defeated competitors • In the strictest confidence, you have been invited to construct a fighter to enter the Robo Pit • Details attached

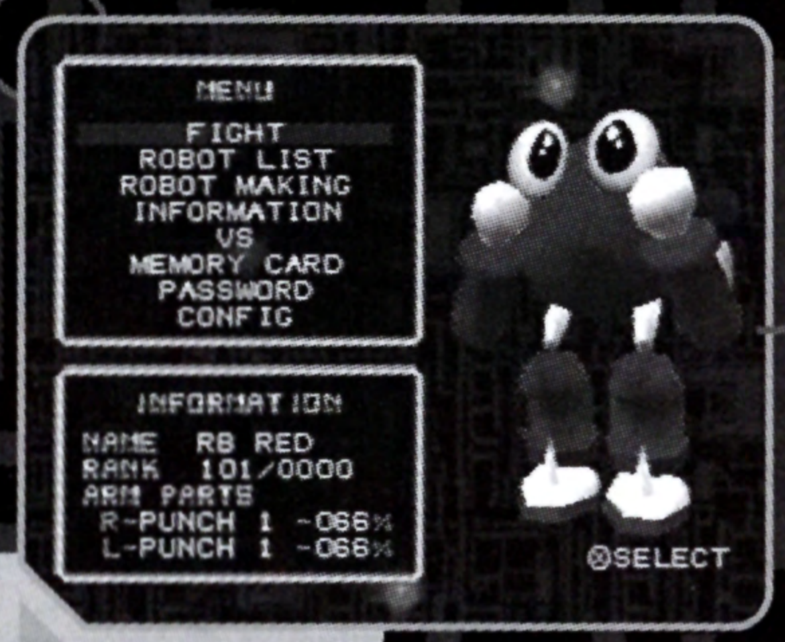



spycam: alpha plenetia arena

>Read-once message –
this coded file has been deleted...

# MAIN MENU SCREEN

The **Main Menu Screen** contains eight options. Choose the option you want by moving the cursor up or down using the Directional Buttons and select by pressing the **X Button**. Cancel your selection by pressing the **O Button**.



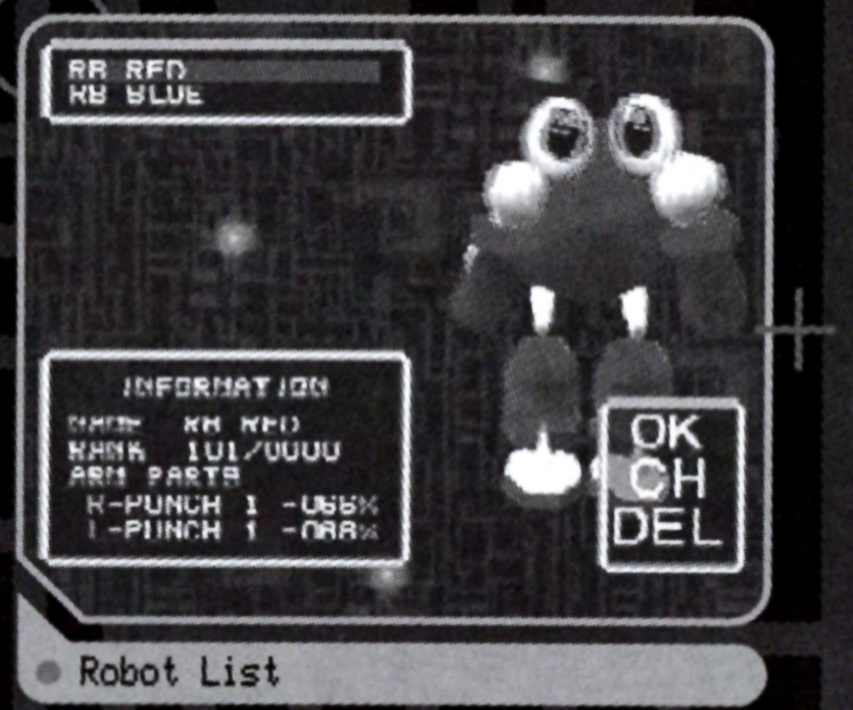

Main Menu Screen

| OPTION | FUNCTION |
|---|---|
| **Fight >** | One player versus computer mode |
| **Robot List >** | Select or delete a Robot from your list of fighters |
| **Robot Making >** | Register and construct a new custom Robot |
| **Information >** | Data screen that contains all information on a Robot including ranking and fighting characteristics |
| **VS >** | Compete against another player |
| **Memory Card >** | Load or save your custom Robot and your data [see page 14 for further details] |
| **Password >** | Get a password for your current Robot's data and ranking |
| **Config >** | Reconfigure the game options |

When you first enter the Robo Pit, your **Robot List** will contain only two Default Robots [RB RED and RB BLUE]. You can use one of these well-balanced fighters to make your challenge, but to make your battles more interesting, see the section on Robot Making [page 08] to construct your own custom Robots. As you create Robots, they will also be added to your Robot List.

Use the Directional Buttons to highlight one of the pre-created Robots from the Robot List. The information screen in the lower left will show that Robot's name, rank and current Weapon Arms.

Press the X Button to move the cursor to the small menu in the lower right. Press the X Button again to select **OK** to select that Robot, or press the Up/Down Directional Buttons to choose **CH** to change Weapon Arms [see page 10] or **DEL** to delete a Robot from your Robot List. Press the **O Button** to go back one screen.



Robot List

After selecting a Robot, you can proceed to Fight, VS or other options.

## SCRAPPING A ROBOT

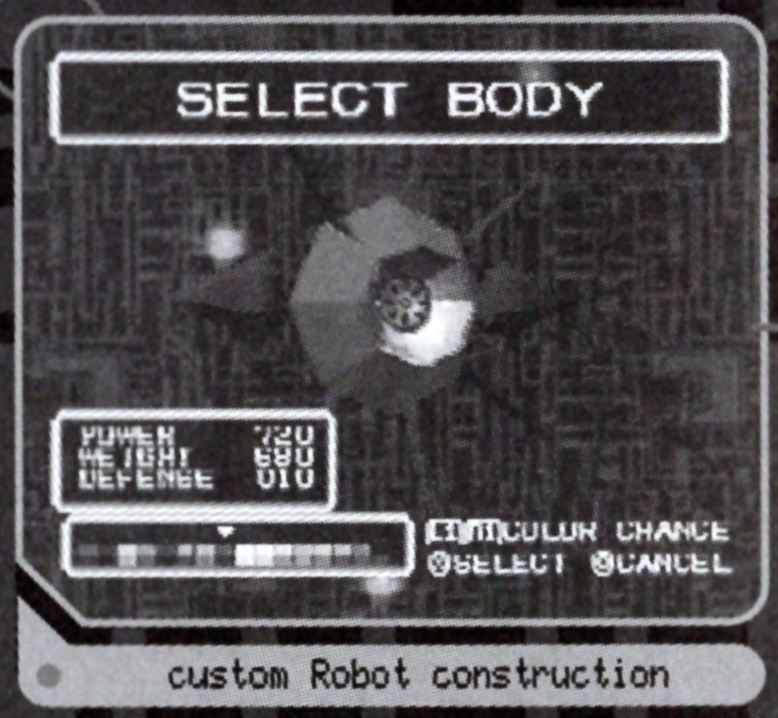
[Deleting from the Robot List]
While you're in the process of developing the perfect combination of parts and weapons, you may find it necessary to scrap one or more of your Robot designs. The Robot List can contain up to 10 custom Robots at one time – to add additional Robots, you will have to delete some older ones. The default Robots can also be deleted to make space.

**Note:** Once you delete a Robot from the Robot List, you won't be able to access it again.

# CREATING A FIGHTER

To create your own custom Robo Pit fighter, select **Robot Making** from the Main Menu. In the Robot Lab, you will select various components which will affect your fighter's speed and maneuverability in the Pit. You can also customize your Robot by selecting colors, facial features and available weapon arms. Unfortunately for you, like all rookie Robo Pit fighters, you'll start with a minimal arsenal. Don't worry, you can add to your weapons by crushing your opponents and taking an arm as a trophy. Remember to save your creation to use in the main tournament.

1. Enter the **Name** of your Robo Pit fighter using the Directional Buttons to scroll through the letters, X to select a letter, O to delete (a maximum of 10 letters).
2. Choose a **Body** type by using the Directional Buttons to scroll through the available body types, pressing X to select, O to cancel.* Body types vary in power, weight and defense. Experiment with several before taking on the tournament's toughest.
3. Choose a **Face** type by scrolling through the available faces. Press X to select.
4. Choose a **Base** type by scrolling through the available base types, pressing X to select, O to cancel.* Base types vary significantly in speed, turning ability and jumping height. The type of base you choose will affect your fighting style.
5. Choose two **Weapon Arms** by using the Directional Buttons to scroll through the available weapon arms, pressing X to select, O to cancel.* Each weapon arm is different from the others in offensive strength and type of attack. Weapons also vary in skill value, which will increase when that weapon is used effectively in battle. You can exchange weapon arms between battles. As you win battles, you will obtain additional weapons.



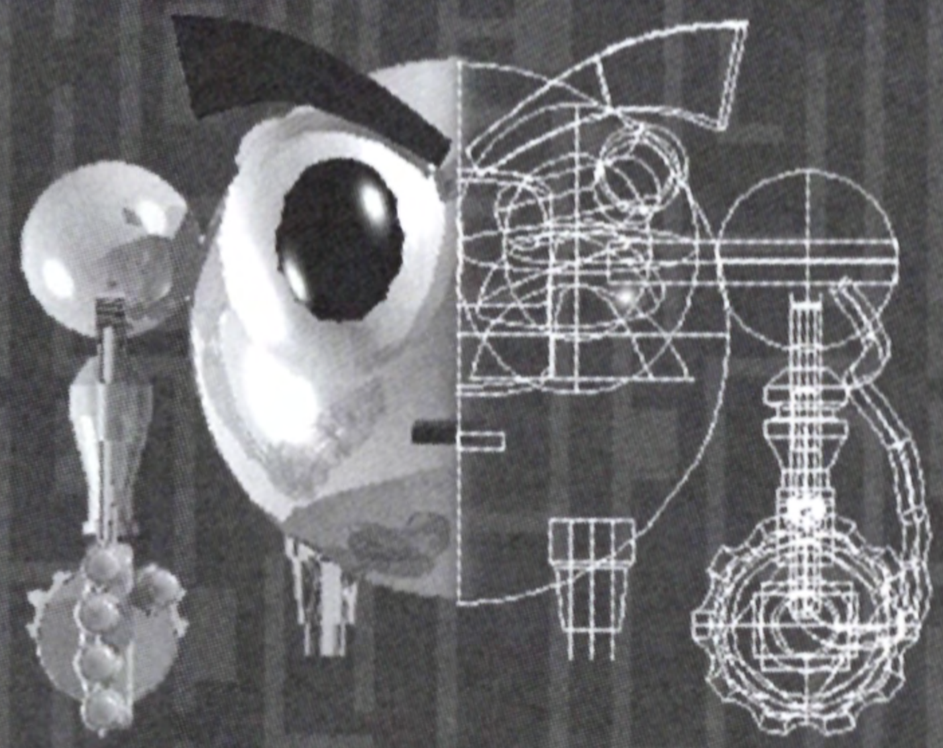
custom Robot construction

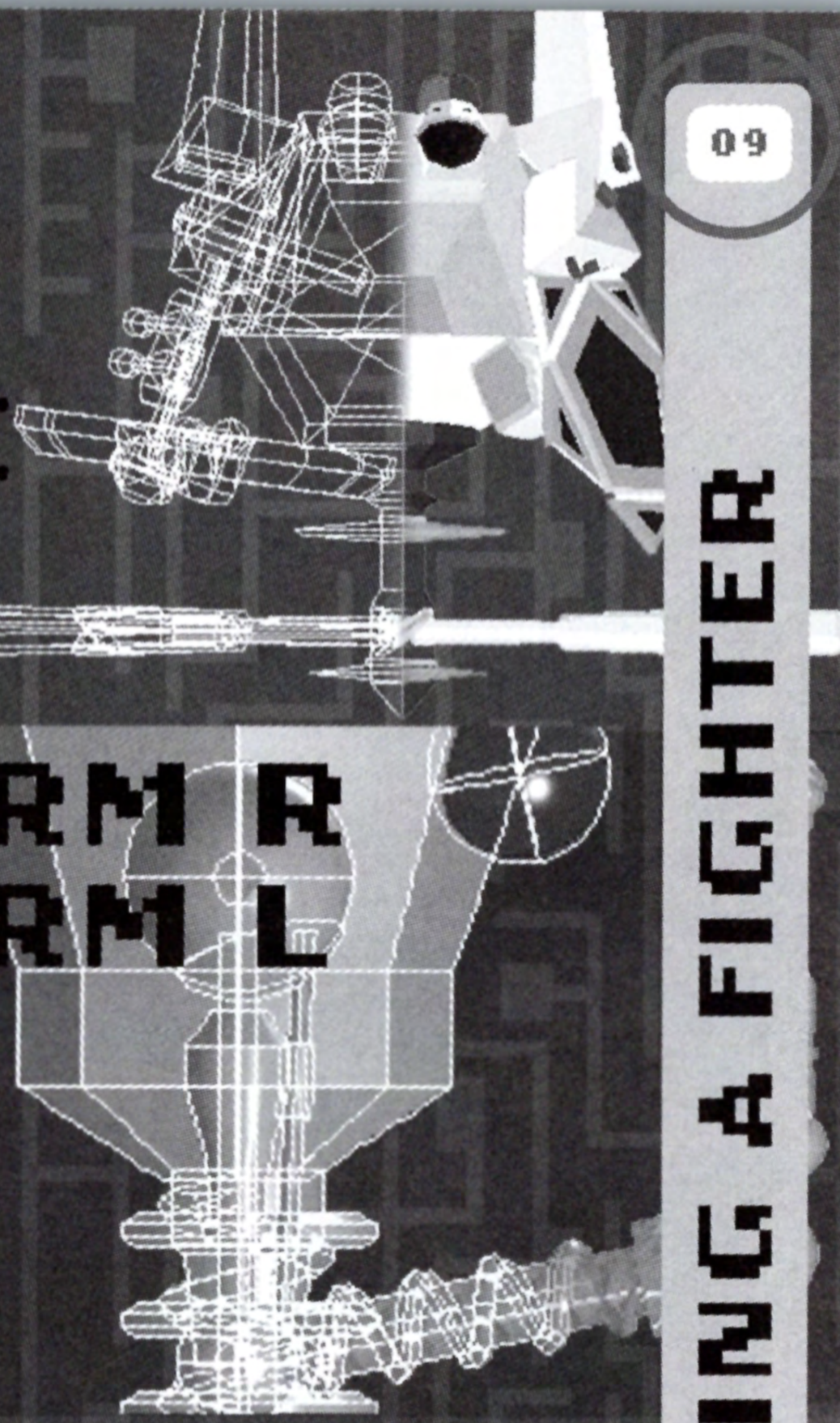
* You can change the colors of certain Robot parts by pressing the L1 or R1 buttons during the selection process. You can change the color of a weapon arm whenever you select that arm to use.

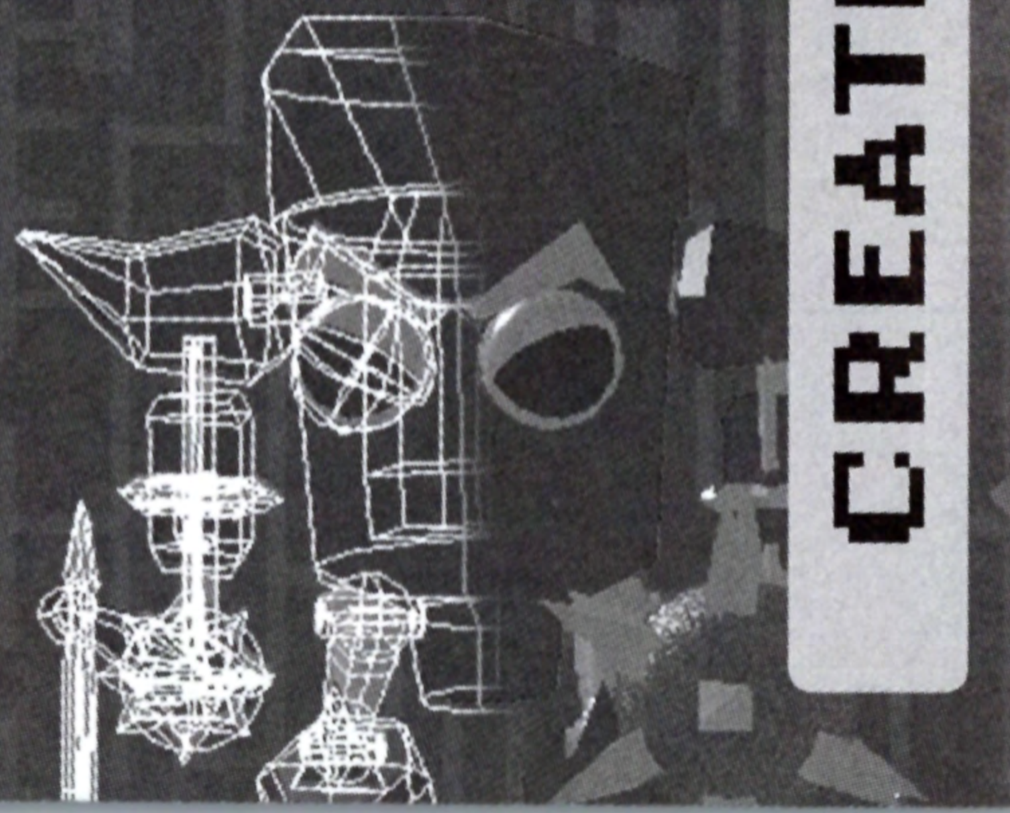
# CREATING A FIGHTER

>>NAME
>>BODY TYPE
>>FACE TYPE
>>BASE TYPE
>>WEAPON ARM R
>>WEAPON ARM L









# WEAPON SYSTEMS

In the beginning of each Robots' quest to become the #1 Robo Pit fighter, a limited number of Weapon Arms are available. As you beat other Robots, you will have the opportunity to select one of your fallen enemies' Weapon Arms. The more battles you win, the more weapons your Robot will have to destroy opposing Robots. But watch out! Lose and your Robot must forfeit one Weapon Arm used in the last battle.

Weapon Arms are rated on 5 different characteristics (Power, Speed, Defense, Type, and Skill). Use a weapon successfully in battle and that weapon's **Skill Rating** will increase. The higher the Skill Rating for a weapon, the more damage it will do to your opponents. If you lose a weapon with a high skill rating, that weapon will retain that rating if you reclaim it from any robot in a later battle. **NOTE:** A lost weapon does not have to be reclaimed from the robot that took it.

| WEAPON TYPE | SPECIAL FEATURES |
|---|---|
| **A. Punch 1-4 >** | Punch. Pick up and throw objects in arena |
| **B. Bowling/Cutter/Claw/Rocket >** | Attack enemies from a distance |
| **C. Sword/Axe/Scythe >** | Good for fighting close, high-powered but slow |
| **D. Lance/Javelin/Spear >** | Stab enemy |
| **E. Missile/Crossbow/Laser/Cannon >** | For projectile weapons, the number of shots you can fire during a battle is limited. The number of shots remaining is displayed in the bottom corner of the display on the side the projectile weapon is equipped. If you run out of ammo, that weapon can only be used to punch with. |
| **F. Sucker/Hand >** | Use to grab enemies and pull them closer |
| **G. Shield 1-4 >** | Use shields for defense or to batter opponents |
| **H. Hammer/Mace >** | Smash enemies with brute strength |

Punching arms and shields can be found in various strengths [Punch 2 is stronger than Punch 1, Shield 3 is stronger than Shield 2, etc]. Unlisted **Special Weapons** can be obtained by defeating Special Robots in battle [see page 21].

## CHANGING WEAPON ARMS

Changing your Weapon Arms depending on what weapons your opposing Robot is using is a wise strategy. This is also a good way to increase the Skill Rating on various weapons in your arsenal as your ranking climbs.

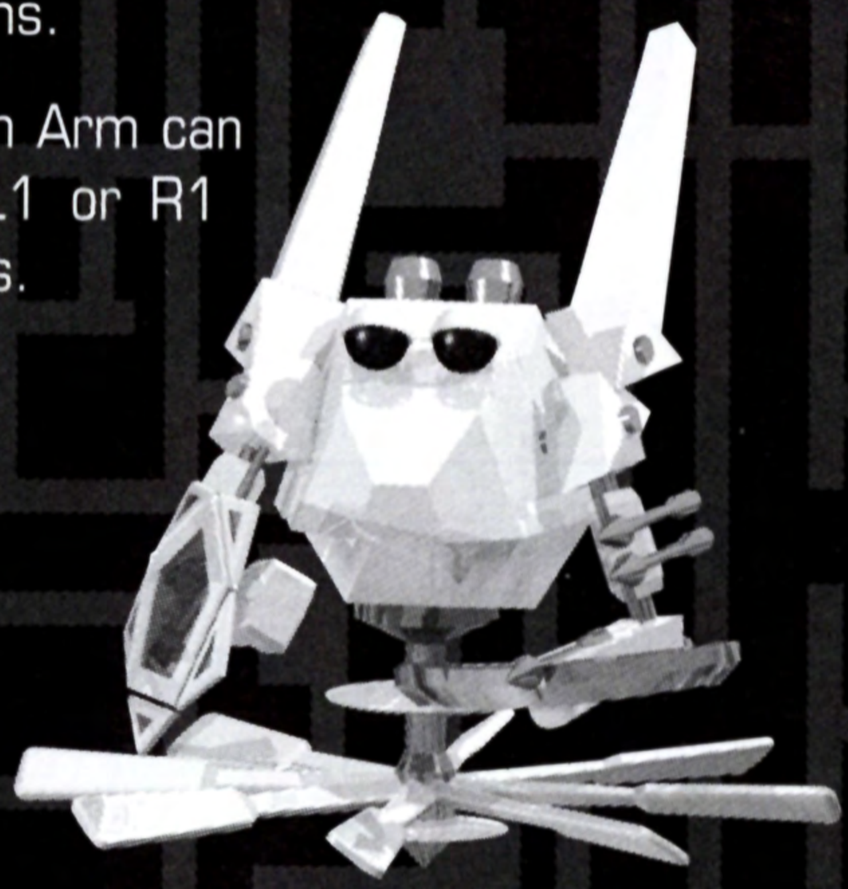



weapon arm selection

Weapon Arms can be changed by selecting your Robot from the Robot List, then selecting **CH** [for Change] from the Robot List Menu. You can also change weapons by selecting FIGHT from the Main Menu, then selecting **CHANGE** from the VS Screen.

In the Weapons Selection Screen, use the Directional Buttons to choose one of your Robot's available Weapon Arms and press the X Button to equip. Repeat this process for both Right and Left Weapon Arms.

As with the Body and Base types, each Weapon Arm can be painted a different color by pressing the L1 or R1 Buttons at any time during the selection process.

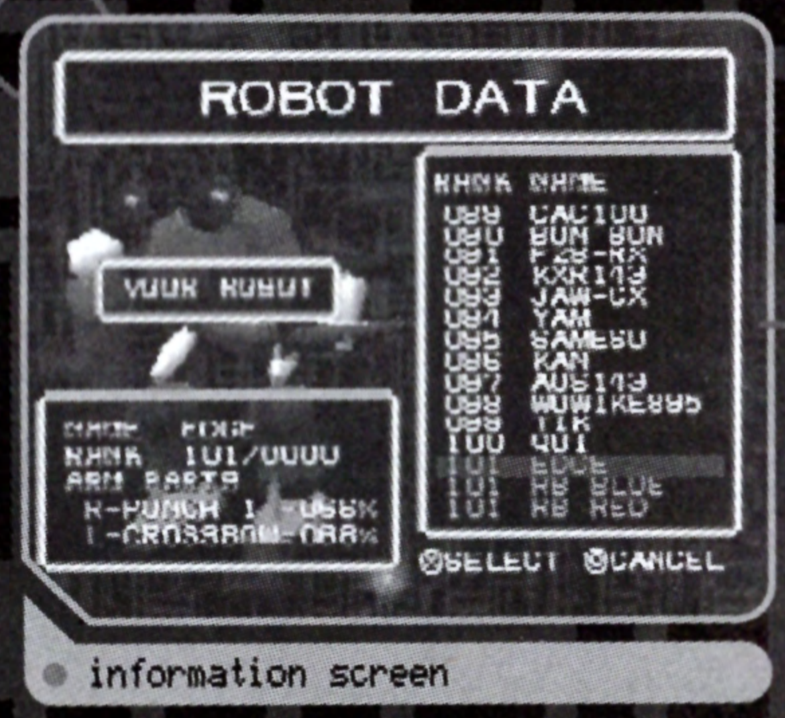


Selecting **Information** from the Main Menu Screen brings up Robot Data for your fighters or for your opponents. Your custom Robots and default Robots are listed in red. Opposing Robots are listed in white. Use the Up/Down Directional Buttons to highlight the Robot you want data on. That Robot's name, rank and current Weapon Arms are shown in the lower left of the screen.

Press the X Button to see additional data:

- That Robot's current rank
- Number of points
- Number of Wins
- Number of K.O.s [knockout wins]
- Number of Losses
- Number of Draws
- Number of Straight Wins [consecutive]
- Number of Straight Losses

Keep tabs on yourself and on the competition!
Press the **O Button** to back up one level.




information screen



Just like the custom Robots you create for the Robo Pit, you can customize game controls and options to match your style of play. Choose **Config** from the Main Menu and press the **X Button**. To change any of the available options, highlight the option using the Up/Down Directional Buttons and scroll though available choices using the Left/Right Directional Buttons. Custom controller configurations will be saved onto your memory card when you save your fighters.




| OPTION | FUNCTION |
|---|---|
| **Controller 1 >** | Scroll through 4 available controller configurations for player 1 |
| **Controller 2 >** | Scroll through 4 available controller configurations for player 2 |
| **VS Timer >** | Change the time limit in VS mode. Time limits can be set to 39, 69 or 99 seconds or -- for no time limit. |
| **Music Test >** | Use the Left/Right Directional Buttons to select one of the pieces of game music and press the X Button to listen |
| **Sound Test >** | Use the Left/Right Directional Buttons to select one of the game sound effects and press the X Button to listen |
| **Music Volume >** | Use the Left/Right Directional Buttons to increase/decrease the volume of the game music |
| **Sound Volume >** | Use the Left/Right Directional Buttons to increase/decrease the volume of the game sound effects |

## SAVING A GAME

All that work you put into creating a championship caliber fighter doesn't have to go to waste – you can save any custom fighter you create. All you need is a Memory Card to store your data. Saving stores each custom Robot you have created, their current rank in the Robo Pit tournament, their points, all of their available weapons and any custom controller configurations you have made. Each time you save, your new data replaces existing stored data. Up to 10 Robots and their data can be stored on a memory card.

**To Save A Fighter >**

1. Place a Memory Card into the PlayStation Memory Card slot.
2. From the Main Menu select **Memory Card**.
3. The screen will display Save, Load, Delete, and Initialize options.
4. Choose **Save** from the options and press the **X Button**.
5. Select the appropriate memory card slot (slot 1 or 2).
6. Choose **YES** to save your robot's data. If a game has already been saved to that memory card, you can save over it by selecting **YES** at the next menu, or choose **NO** to save on a different memory card or with a password.
7. Press the **X Button** to continue.

## FIGHTING WITH A SAVED ROBOT

(Must have saved Robot data previously)

So, you've created the ultimate fighting machine and now you want to use it against the world's best. If you've saved your fighter and you want to use it in a match or tournament:

1. Place a Memory Card into the PlayStation Memory Card slot.
2. From the Main Menu select **Memory Card**.
3. The screen will display Save, Load, Delete, Initialize options.
4. Choose **Load** from the options and press the **X Button**.
5. Select one of the two options on the screen: **Ranking** or **VS**. Use Ranking to load data for 1-Player battle. Use VS to load data for 2-Player competition.

## SAVING A GAME

If you're not using a Memory Card or want to save additional Robots, you can use a Password to save your Robot, current points, ranking and arsenal.

**To save a Robot using a Password >**

1. Go to the Main Menu and use the **Robot List** to select the Robot you want to save.
2. Select **Password** from the Main Menu Screen.
3. Select **Output** from the Password Menu Screen.
4. Write down the Password carefully, making sure to record upper case, lower case and numbers correctly.
5. Each Password contains data for only one Robot. If you want to save another Robot, return to the Robot List, select another Robot and repeat the above process.

**NOTE:** When you save a Robot using a Password, its skill level for each weapon will be rounded down to the nearest interval of 0, 33, 66 or 100.

## FIGHTING WITH A SAVED ROBOT




password entry screen

**To use a Password to restore a Robot >**

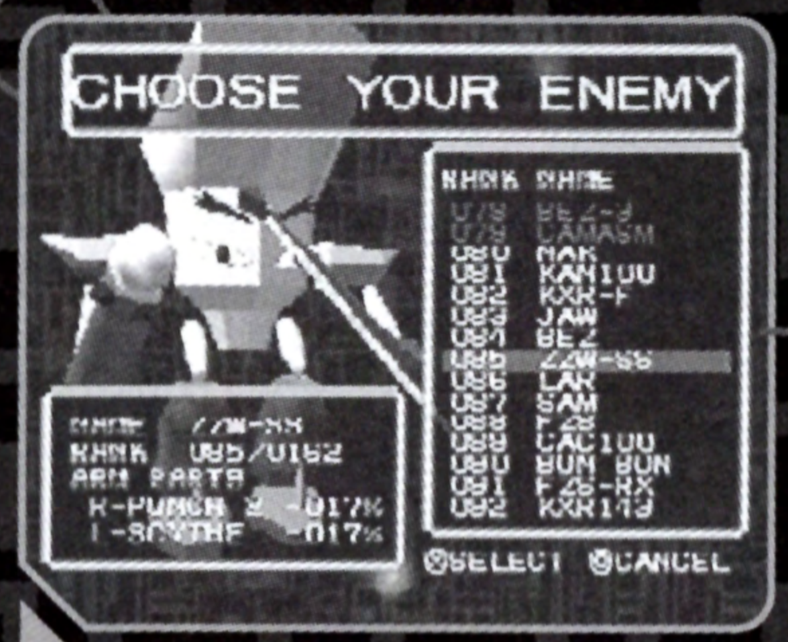
1. Select **Password** from the Main Menu Screen.
2. Select **Input** from the Password Menu Screen.
3. Enter the Password carefully, making sure to enter upper case, lower case and numbers correctly.
4. The Robot is restored to your Robot List. To restore additional Robots, repeat the above process.



PASSWORD

Now that you are equipped for battle, prepare to enter the Robo Pit!

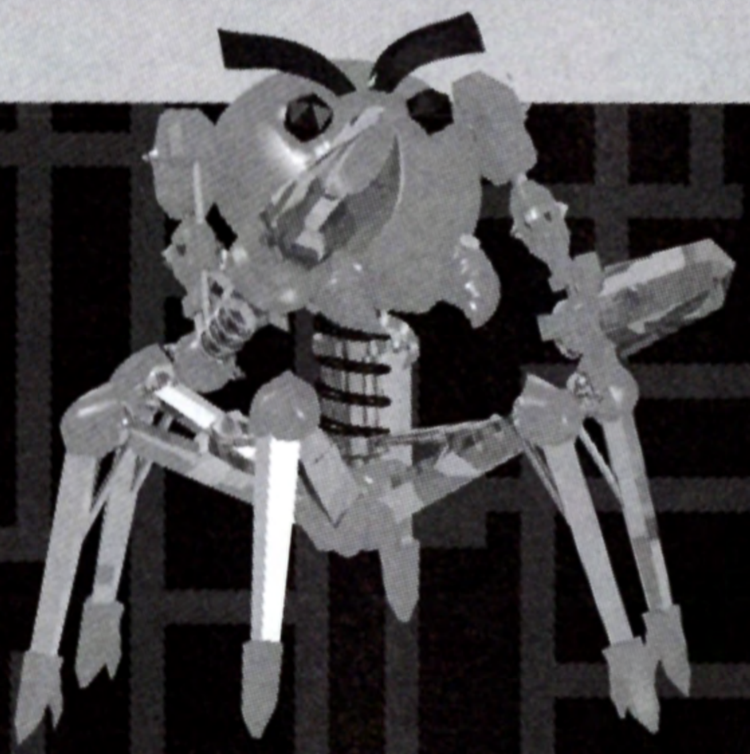
If the Robot you want to fight with is not currently selected, select **Robot List** from the Main Menu Screen and choose your Robot. Load data from a Memory Card or use Password if necessary. Return to the Main Menu Screen and select **Fight**. The Rankings Screen appears. Your custom Robots' names appear in red, opponents appear in white. Use the Up/Down Directional Buttons to highlight one of the available opponents. Press X to select.



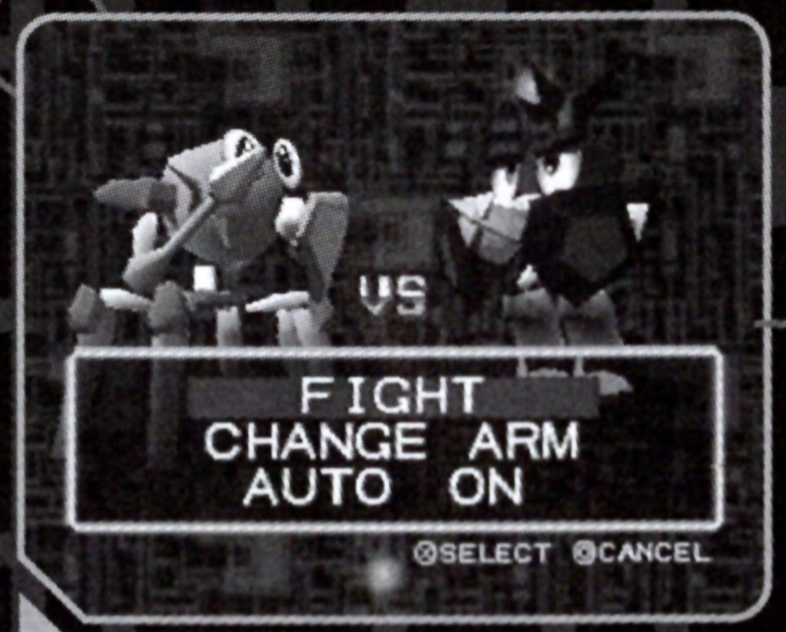

rankings screen

1. Your Robot may challenge any fighter below it in ranking or within 20 places above your current ranking. For example, if you are in 101st place you may only challenge the Robots above you up to the 81st ranked Robot. If you've just created a new Robot or are using a default Robot to make your challenge, you'll begin at the lowest ranking, 101st.
2. Your Robot cannot challenge a default Robot or a custom Robot you have created.
3. Placing the cursor on a Robot's name displays that Robot's name, rank and equipped Weapon Arms.
4. Use the O button to cancel, returning to the Main Menu Screen.

## FIGHT!



Once you have selected an opponent, the VS Screen appears, showing your Robot and your opponent. Press the X Button to select **OK** and begin battle. If you want to change Weapon Arms, use the Up/Down Directional Buttons to select **Change Arm** and enter the Weapons Select Screen [see page 10]. After selecting weapons, you will return to the Rankings Screen. Press X to select **OK** and begin battle.



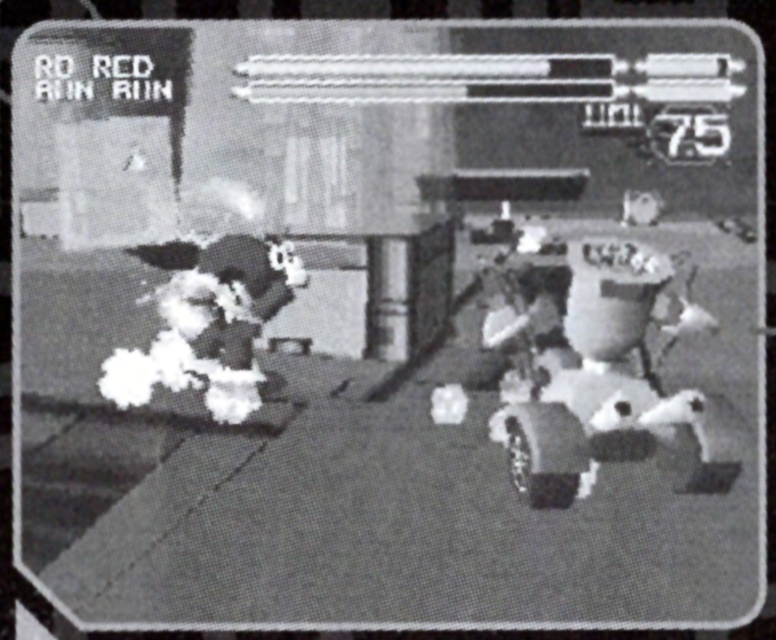

VS screen

## ARTIFICIAL INTELLIGENCE

**Auto On/Auto Off >**

If you would rather build Robots than fight, you're in luck. Robo Pit fighters can be controlled by their own on-board artificial intelligence. In the VS Screen, use the Up/Down Directional Buttons to select **Auto Off** – press the X Button to change this to read **Auto On**. Select **OK** and press the X Button to begin battle.

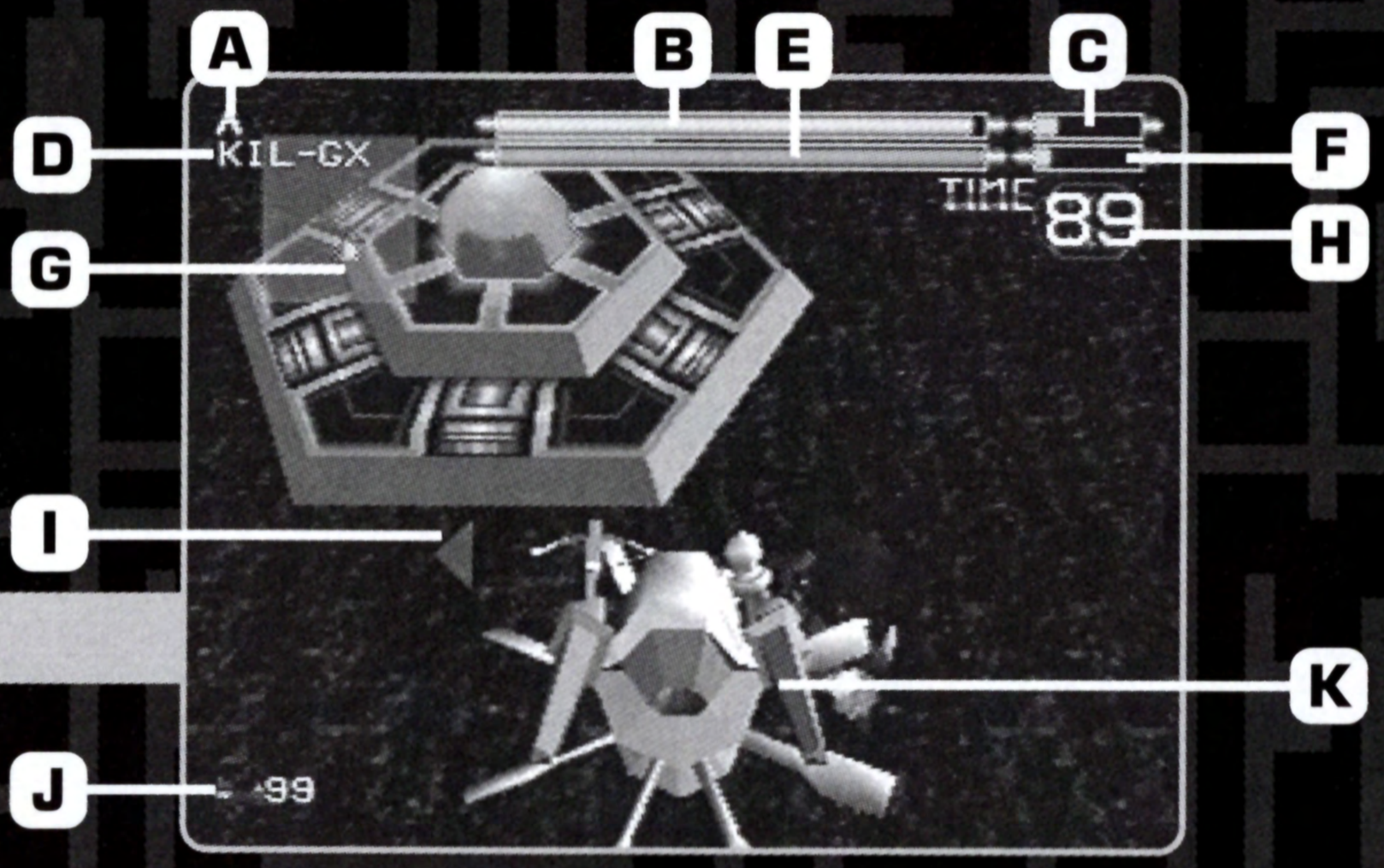
Sit back and relax [if you can] and watch your creation hold its own against enemy machines. Auto Battle Mode is an excellent way of testing your Robot creations, finding their weak and strong components, and for discovering new fighting strategies.




auto battle [AI] mode

The battle will proceed normally, and when your Robot wins or loses, you will return to the VS Screen. To continue with Auto Battle, select a new opponent, change Weapon Arms if desired, and select OK in the VS Screen. To take control of your Robot back, switch to **Auto Off** between battles.

# SCREEN DISPLAY




**A Player 1 Robot Name >** Your Robot

**B Player 1 Energy Bar >** Amount of Energy remaining for your Robot

**C Player 1 Special Bar >** When full, your Robot can perform a special attack

**D Player 2 Robot Name >** Enemy Robot > normally controlled by computer

**E Player 2 Energy Bar >** Amount of Energy remaining for enemy Robot

**F Player 2 Special Bar >** When full, enemy Robot can perform a special attack

**G Radar Screen >** A miniature overhead view of the entire arena. Your Robot is shown as a Yellow Dot, your opponent as a green dot. The Radar Screen rotates so that the upper edge of the Radar is the direction of your Main View.

**H Bout Timer >** Counts down from 99. When it reaches 00, the bout ends.

**I Enemy Indicators >** These red arrows point to your enemy when it is not visible in your Main View

**J Projectiles Remaining >** The number of projectiles remaining in a projectile weapon, in this case indicating that there are 99 arrows remaining in the Crossbow in your Robot's left Weapon Arm

**K Main View >** The Main View normally shows your Robot from behind

# BATTLE VIEWS

When fighting in the Robo Pit, there are three standard views to select from, changeable at any time by pressing the Select Button:




standard 1-player view

## STANDARD

The **Default View** for 1-Player games is from slightly behind and above your Robot.




1-player far view

## FAR

Press the Select Button once for a view **Far** away from your Robot,




robocam 1st Robot view

## ROBOCAM

Press the Select Button twice to view the battle from your **Robot's Perspective**. Press the Select Button once more to return to the standard Default View.

In the Robo Pit, bouts are decided under the following rules>

1. A fight consists of a single bout with a time limit.
2. Arenas for each battle are selected randomly. Each arena contains obstacles and objects which can be thrown.
3. If one of the Robot's energy bars diminishes to zero, the other Robot wins the bout.
4. If the Bout Timer reaches zero, the Robot with the highest amount of energy remaining in its energy bar will be declared the winner.
5. A Robot can win by forcing an opponent out of the Pit.
6. If both Robots leave the Pit at the same time or have the same amount of energy when time runs out, the battle ends in a draw.
7. The victorious Robot can claim one of the loser's Weapon Arms at the bout's end.

## POINTS

The number of points your Robot wins or loses in a bout is determined by the opposing Robot's ranking relative to yours. If you defeat an opponent with a much higher ranking than yours, you will gain more points than if you defeat a robot with a similar rank. Also, if you are defeated by a considerably higher ranked fighter, you will lose more points than if you are beaten by a similarly ranked one. Try fighting high-ranking opponents to gain points quickly, but be careful – those machines got to the top of the ranks by making scrap metal out of the likes of you!

## ADDING TO YOUR ARSENAL

If you defeat an enemy Robot, you have the choice of taking one of its arms to add to your arsenal of weapons. If you already have both of the opponent's weapons in your arsenal, adding one of the weapons will not change your arsenal. Obviously, there is an advantage to fighting Robots that have weapons that you don't have. Each time you obtain a new weapon, the skill level for that weapon will be low. Use weapons in battle to increase their skill level, making them more dangerously effective.

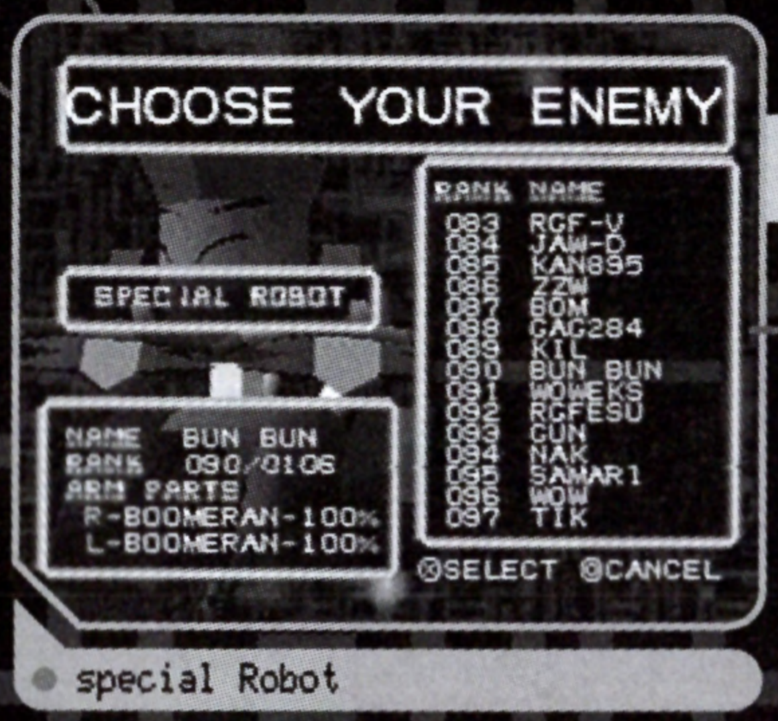
If you are defeated, one of your arms will be claimed by your opponent.

## MOVING UP THE RANKS

Your goal in the Robo Pit tournament is to reach the top of the rankings – first place. You don't have to beat every one of the 100 opponents to move up, but you will need to keep fighting to gain better weapons and increase your skills.

Beating Robots above your ranking will gain you points and increase your rank. Fighting Robots below your ranking won't improve your rank much, but gives you fighting experience and is a good way to get new weapons for your arsenal [or reclaim weapons you've lost in battle].

Each time your Robot battles, whether you win or lose, your Robot and the enemy Robots will move up and down in the rankings. Most likely, you and your opponents will be fighting with different weapons as well. Things change constantly in the Pit – stay on your metal toes!



special Robot

## SPECIAL ROBOTS

As you move through the ranks, you will encounter a few "Boss" Robots, indicated by the notation **"Special Robot"** when you highlight their name in the Ranking List. These Special Robots possess unique special weapons and exceptional skill in using them. Defeat these mean machines and the special weapons are yours. If you lose, the Special Robots won't take any of your Weapon Arms, since they aren't interested in your inferior weapons. However, you will still lose points and ranking if you are defeated.

## SPECIAL ATTACKS

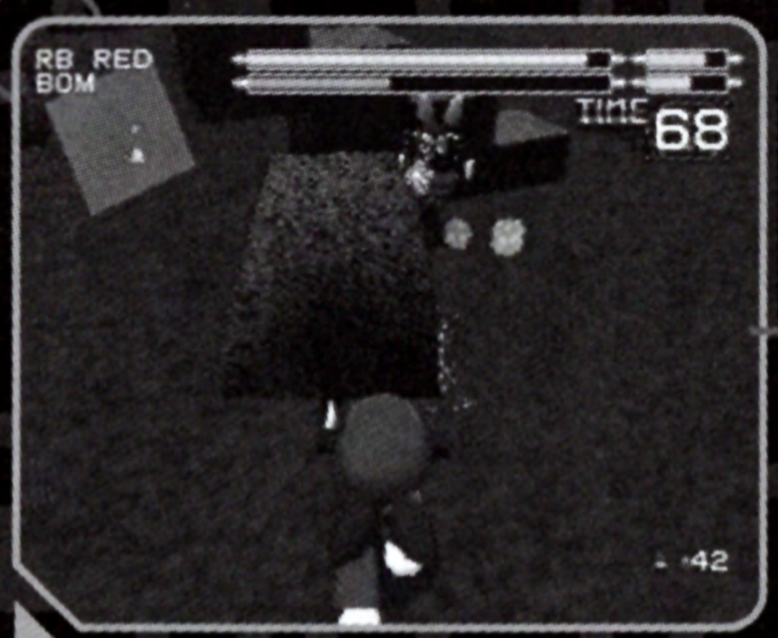
All Robots have the ability to launch powerful **Special Attacks** when their Special Bar is full. This Special Bar fills when you attack other Robots or when your Robot receives damage. When completely full, a Robot's Special Bar will flash. Launch a Special Attack by pressing the L1 or R1 Buttons. Keep an eye on your Special Bar – and on your opponent's!




special attack

## THROWING OBJECTS

All's fair in war – and anything goes in the Pit. All of the arenas of the Robo Pit contain various objects, including crates, columns, trees and floating asteroids, that you can pick up and throw! You can only throw objects if your Robot is equipped with a Punch Weapon Arm [Punch 1, 2, 3 or 4 Arm].




throwing an object

**To pick up and throw an object >**

1. Maneuver your Robot directly in front of an object and press the attack button on the side that you have a Punch Weapon Arm [as if you were punching the object].
2. Your Robot should pick the object up and carry it with its Punch Arm.
3. Turn and aim so that your opponent is directly ahead of you, then press the attack button again to throw.

You can move and jump while carrying an object, but if you get hit by the opposing Robot, the object will be lost.

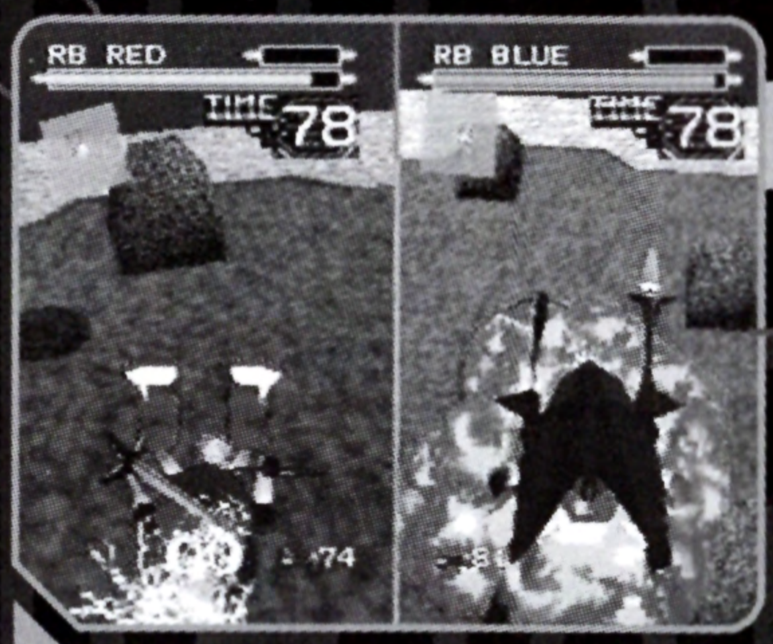
Ready to pummel a friend in the Robo Pit? Select your toughest battle machine that you've honed in tournament fight to test it against a human opponent.

Player One will be using the Controller in Control Port One and Player Two will be using the Controller in Control Port Two.

Each player will use the Up/Down Directional Buttons to highlight one of the available Robots from the Robot List. Create a new Robot, load data from Memory Cards or use Passwords to prepare your fighters. Select **VS** from the Main Menu Screen.

Fighting and Pit Rules remain basically the same as for 1-Player fighting. Your goal in VS Battle is to trash your opponent's Robot, so you won't have to worry about moving up in rank, losing or gaining Weapon Arms, or increasing the skill level of weapons.

The **Viewscreen** for VS Battle is split, with Player One using the left half of the screen and Player Two using the right. All the screen indicators remain the same as in 1-Player fighting [see page 18].



split-screen VS battle

As with 1-Player fighting, pressing the Select Button will change each player's view independently. Each player can also select **Auto On** for Automatic Battle.

At the end of each bout, you will return to the VS Screen, where you can select a different Robot to fight with or change Weapon Arms on your Robot.

# PASSWORD RECORD

ROBOT NAME »

DATE »

NOTES »

« PASSWD 1

ROBOT NAME »

DATE »

NOTES »

« PASSWD 2

ROBOT NAME »

DATE »

NOTES »

« PASSWD 3

ROBOT NAME »

DATE »

NOTES »

« PASSWD 4

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KOKOPELI DIGITAL STUDIOS warrants to the original consumer purchaser that this Disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOKOPELI DIGITAL STUDIOS will repair or replace the Disc, at its option, free of charge. To receive this warranty service:

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