

SEGA™

ROBO PIT™



SEGA SATURN™



ALTRON

KOKOPELI™
digital studios™

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-10002H

HANDLING YOUR COMPACT DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- 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 recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold it by the edges and keep it in its case when not in use.

Clean with a lint-free, dry soft cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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, disorientation, loss of awareness, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

TO SAVE YOUR GAME

You must use Saturn Backup Cartridges (note: One Backup Cartridge can contain up to 6 saved games), otherwise you can only save one game.

BEWARE: Insert the Backup Cartridge before starting the game. **DON'T INSERT THE BACKUP CARTRIDGE DURING THE GAME. IT COULD DAMAGE YOUR SYSTEM.**



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

ROBO PIT™



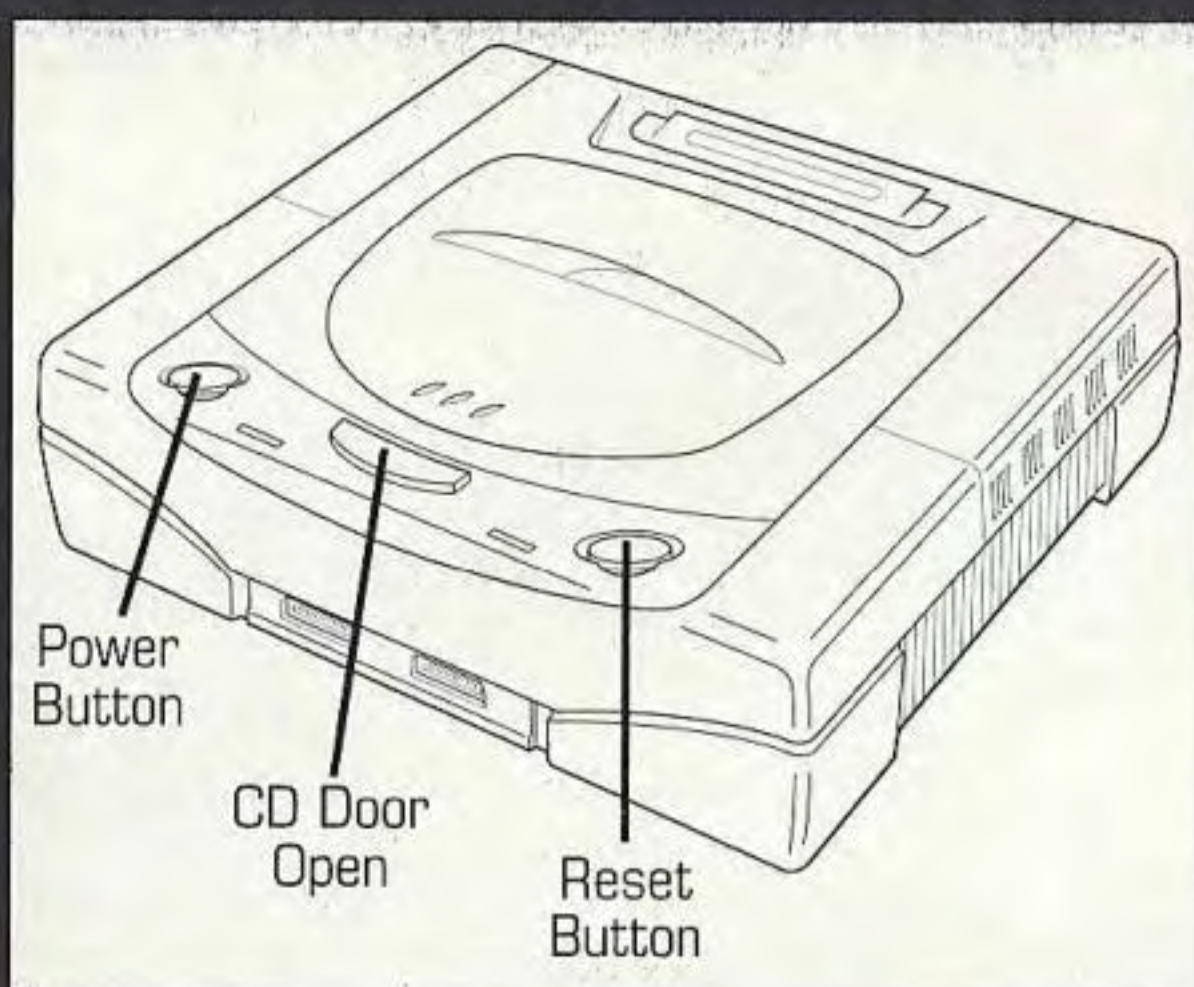
- 02 Getting Started
- 03 Controls
- 04 Your Invitation
- 06 Main Menu Screen
- 07 Creating a Fighter
- 09 Scrapping a Robot
- 10 Weapon Systems
- 12 Information
- 13 Options
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▶ HOW TO USE YOUR SEGA SATURN

This CD-ROM can only be used with the Sega Saturn System. Do not attempt to play this CD-ROM on any other CD player - doing so may damage the headphones and speakers.

1. Set up your Sega Saturn system by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad I.

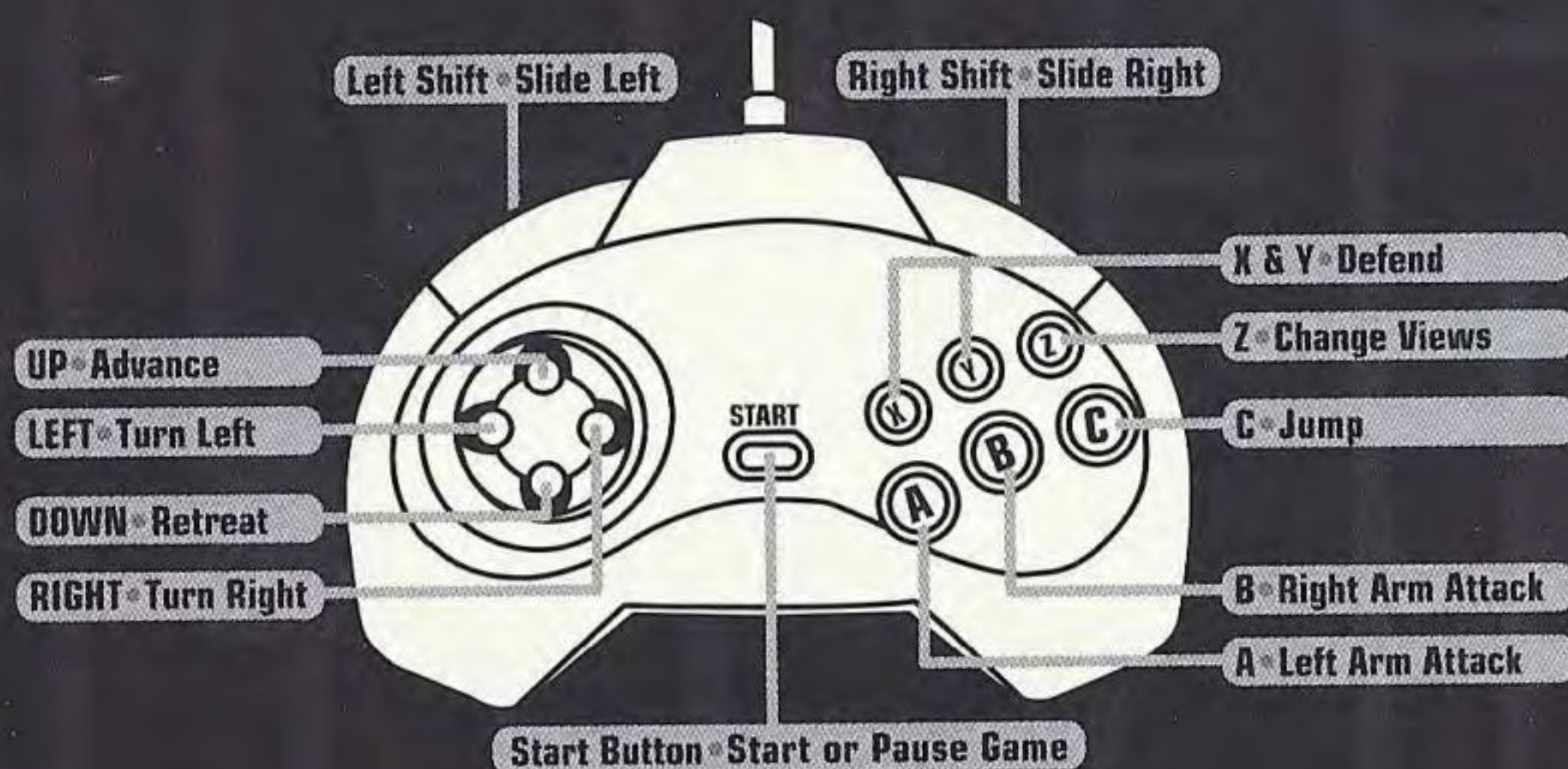


2. Place the **ROBO PIT™** CD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system Off and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the **ROBO PIT** Title Screen.
5. If you turn on the system power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the system, press the D-Pad to move the cursor to the top left button on the Control Panel, and press Start.

IMPORTANT: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out towards the edge.

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

CONTROL DIAGRAM



DIRECTIONAL PAD (D-PAD)

Advance, Retreat, Turn Right and Left

START BUTTON

Start or pause game

A BUTTON

Left Arm Attack

B BUTTON

Right Arm Attack

C BUTTON

Jump

X & Y BUTTONS

Defend

Z BUTTON

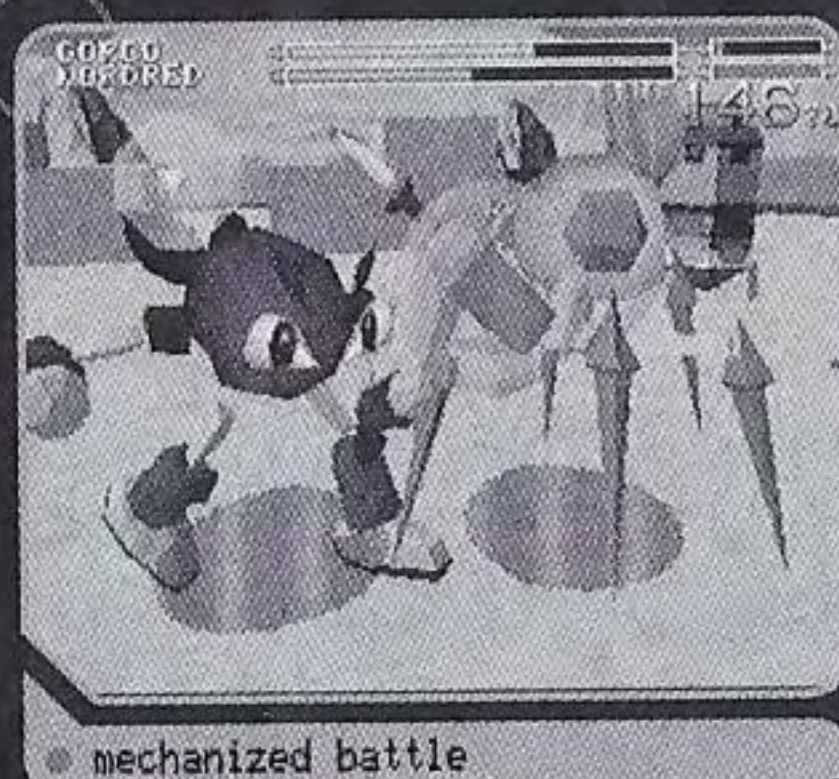
Change View

RIGHT SHIFT BUTTON

Slide Right

LEFT SHIFT BUTTON

Slide Left



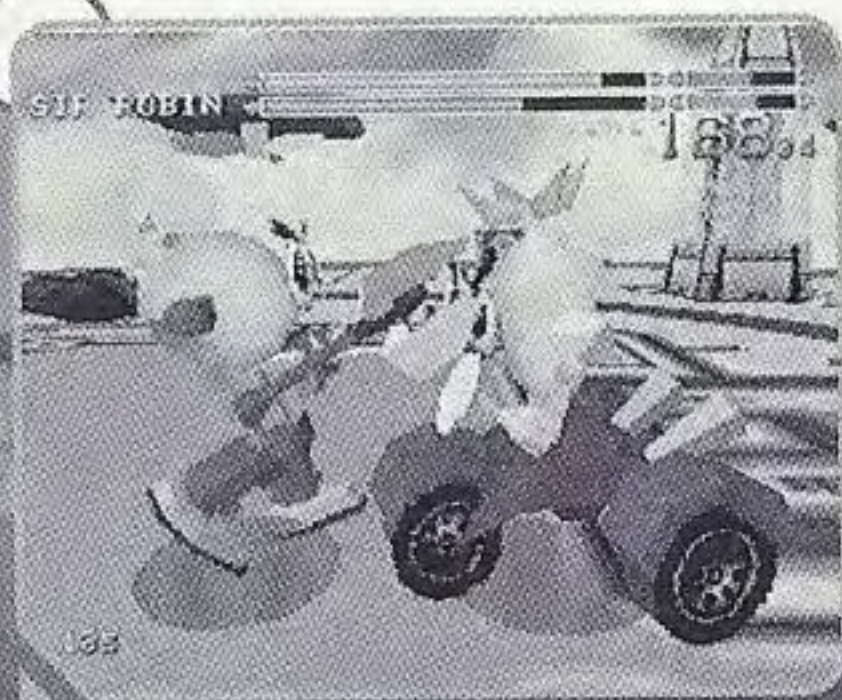
YOUR INVITATION:

CONFIDENTIAL
SECURED

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

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

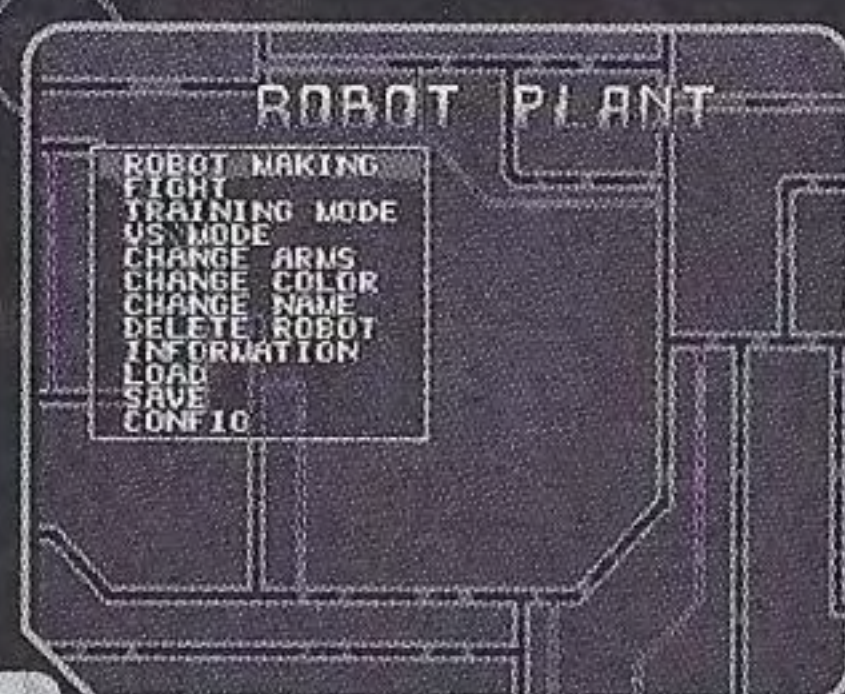
The Robo Pit battles were initiated in 2042 when all forms of physical violence against organic lifeforms were outlawed • The wealthiest corporations sponsor enormous sums of credits to develop advanced artificial intelligence fighting machines to do battle with one another • Triumphant corporations [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 planetia arena

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

The **Main Menu Screen** contains twelve options. Choose the option you want by moving the cursor Up or Down using the D-Pad and select by pressing the **A Button**. Cancel your selection by pressing the **B Button**.



◆ Main Menu Screen

▶ OPTION	FUNCTION
Robot Making >	Register and construct a new custom Robot
Fight >	One player versus computer mode
Training Mode>	Train for battle by fighting three enemies at once
VS Mode>	Compete against another player
Change Arms >	Change the weapon arms on a Robot
Change Color >	Change the color of a Robot
Change Name >	Change the name of a Robot
Delete Robot >	Delete a Robot you have created
Information >	Access a list of enemies and Robots you've created
Load >	Use System Memory or Cartridge Memory to load previously saved Robots
Save >	Save a Robot and its data
Options >	Reconfigure the game and Control Pad options

##BODY TYPE

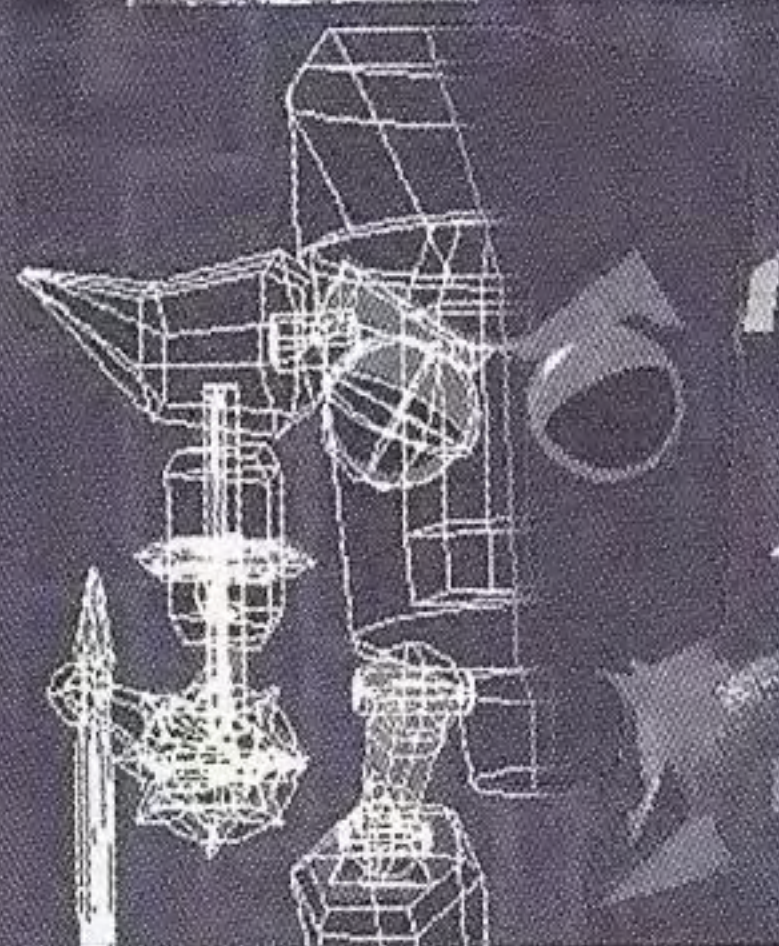
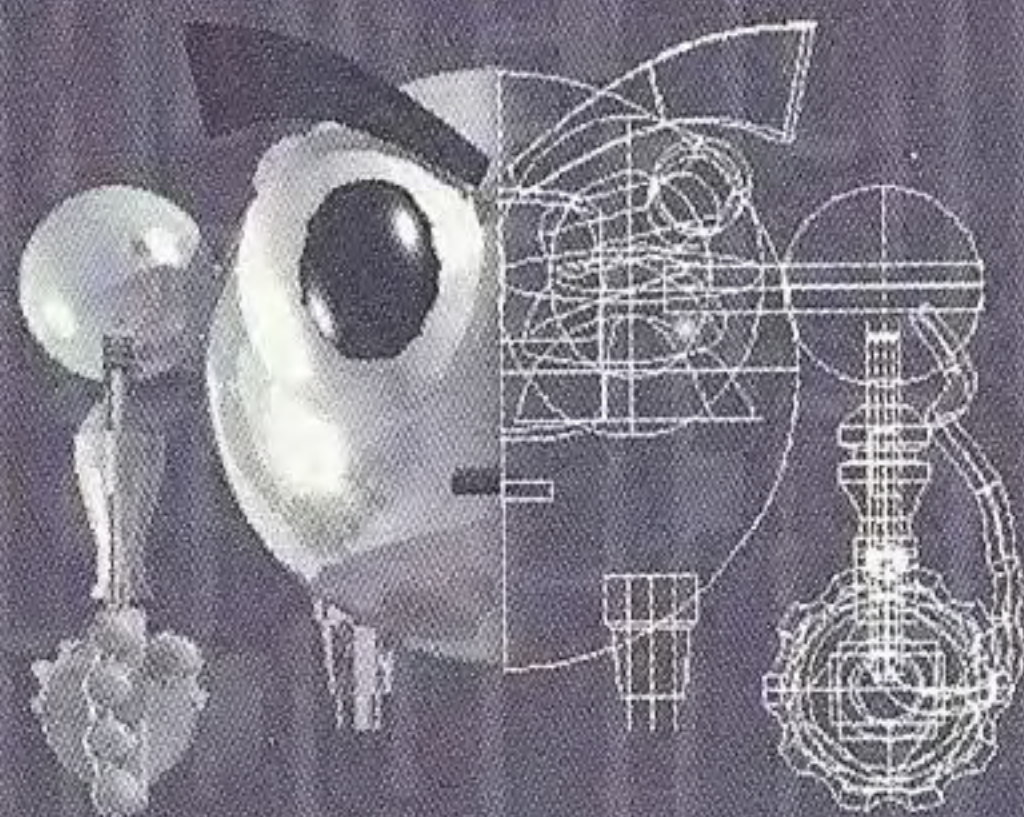
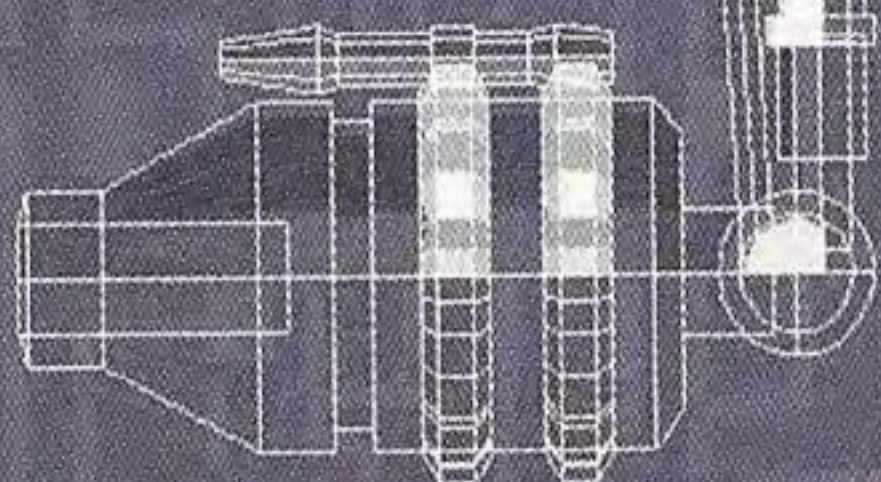
##FACE TYPE

##BASE TYPE

##WEAPON ARM R

##WEAPON ARM L

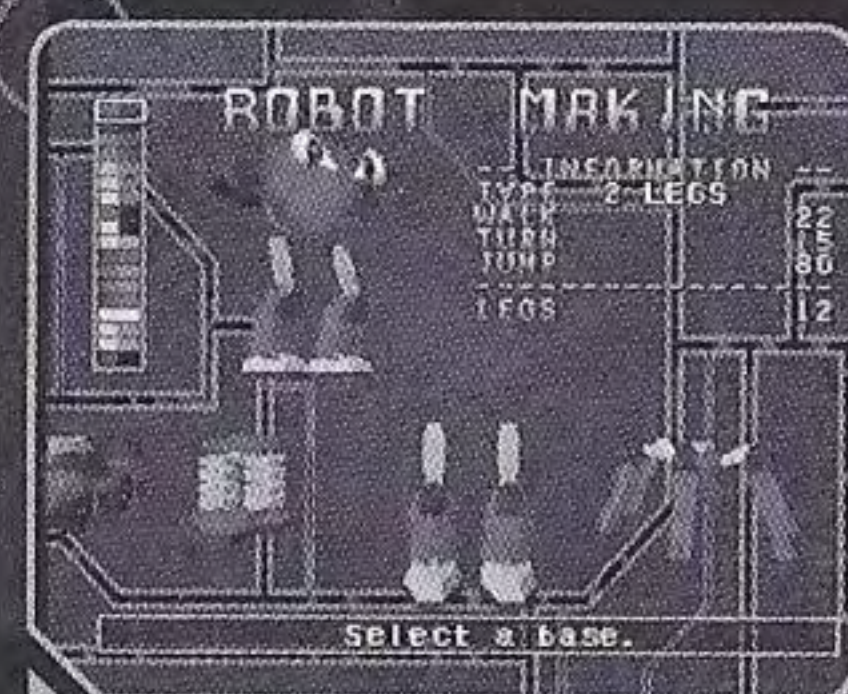
##NAME



CREATING A FIGHTER

When you first enter the Robo Pit, you must create a Robot to make your challenge.

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 their arms as trophies. Remember to save your creation to use in the main tournament.

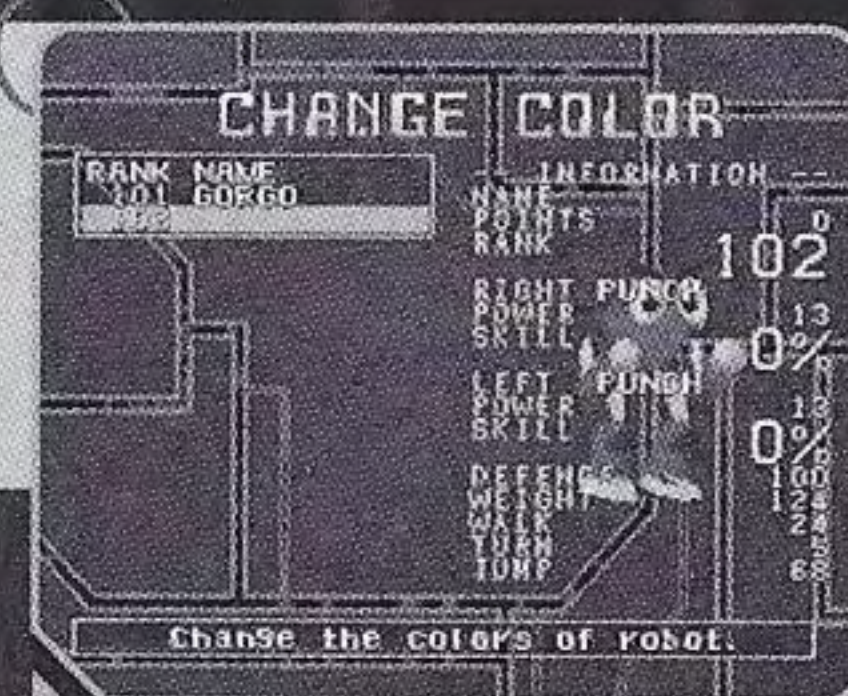


● creating a Robot

1. Choose a **Body** type by using the D-Pad to scroll through the available body types, pressing A to select, B to cancel.* Body types vary in power, weight and defense. Experiment with several before taking on the tournament's toughest.
2. Choose a **Face** type by scrolling through the available faces. Press A to select.
3. Choose a **Base** type by scrolling through the available base types, pressing A to select, B to cancel.* Base types vary significantly in speed, turning ability and jumping height. The type of base you choose will affect your fighting style.
4. Choose two **Weapon Arms** by using the D-Pad to scroll through the available weapon arms, pressing A to select, B 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.
5. Enter the **Name** of your Robo Pit fighter using the D-Pad to scroll through the letters, A to select a letter, B to delete (a maximum of 10 letters).



You can change the colors of certain Robot parts by pressing the up or down buttons during the selection process. You can change the color of a Weapon Arm whenever you select that arm to use.



● custom Robot construction

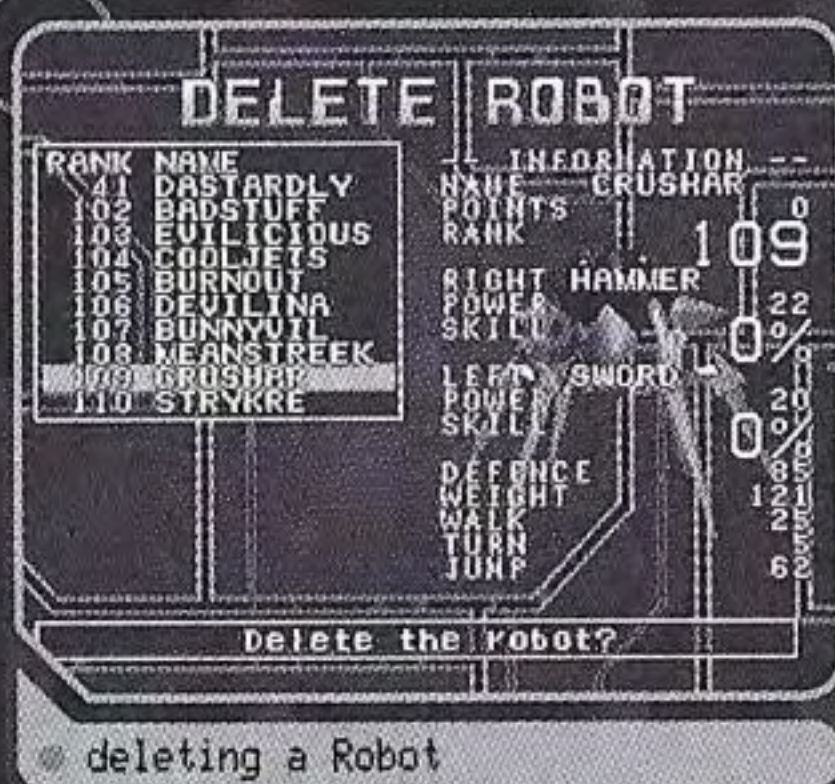
After creating a Robot, you can proceed to **FIGHT**, **VS** or other options.

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.

TO DELETE A FIGHTER

1. Choose **Delete Robot** from the Main Menu and press the A Button.
2. Select the Robot you want to delete from your Robot List and press the A Button.
3. You will have two choices, **Delete** and **Cancel**. Highlight **Delete** and press the A Button to scrap your Robot.

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



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 claim 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 the Weapon Arms it used in the 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

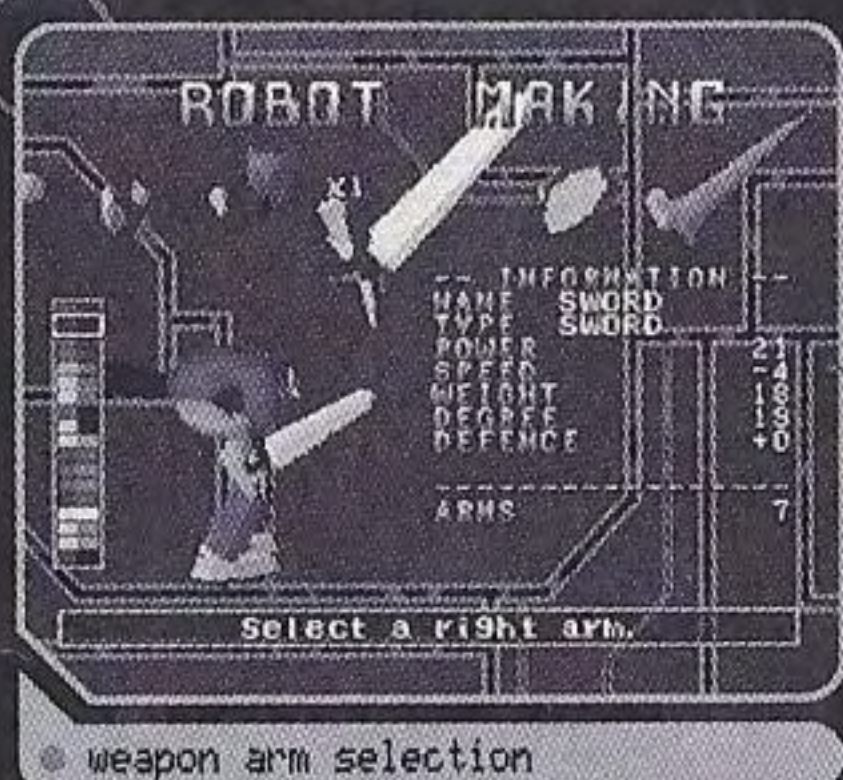
- A. Punch/Middle Punch/Big Punch >** Punch. Pick up and throw objects in arena
- B. Hammer/Fire Punch/Boomerang >** Attack enemies from a distance
- C. Sword/Axe/Kama >** Good for fighting close, high-powered but slow
- D. Lance/Squid/Spear >** Stab enemy
- E. Small Gun/Bow Gun/Laser/Cannon >** For 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 screen 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 A,B/Buckler/Talon >** Use shields for defense or to batter opponents
- H. Heavy Hammer/Mace >** Smash enemies with brute strength

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 Arms can be changed by selecting **CHANGE ARMS** from the Main Menu, or by selecting **FIGHT** from the Main Menu and then selecting **CHANGE ARMS** from the VS screen.

In the Weapons Selection Screen, use the D-Pad to choose one of your Robot's available Weapon Arms and press the **A 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 D-Pad Up or Down 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. Use D-Pad Up/Down to highlight the Robot you want data on. That Robot's name, points, rank, and current Weapon Arms are shown on the right half of the screen.

Press the **A Button** to see additional data on the Robot:

- Total Battles
- Total Wins
- Total Losses
- Total Draws
- Fighting Power

Press the **A Button** again for even more stats:

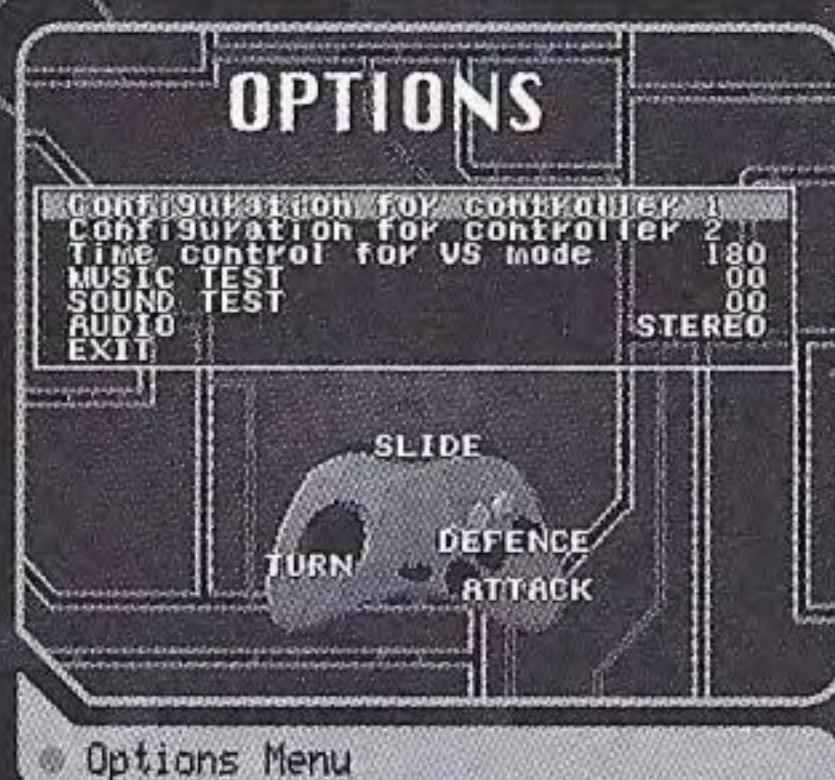
- Right Arm Skill
- Left Arm Skill
- Right Arm Power
- Left Arm Power
- Right Arm Speed
- Left Arm Speed

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

INFORMATION	
RANK NAME	NAME TORTUKA
1 TORTUKA	POINTS 2086
2 GEOMANTIS	Total battles 0
3 SLINKY	Total Wins 0
4 BOUNCER	Total Losses 0
5 TOMTOM	Total draws 0
6 MELONBALL	Fighting power 1508
7 MATA HARI	
8 LANCELOT	
9 PALEY	
10 POOBOY	
11 ASSASSIN	
12 AFTERBURN	
13 PUT EM UP	
14 GINSU	
15 WHIZZER	
16 POISON	
17 RUSTY	
18 CHRISTINE	
19 SLIMER	
20 PANZER	

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 **Options** from the Main Menu and press the **A Button**. To change any of the available options, highlight the option using D-Pad Up/Down and scroll through available choices using D-Pad Left/Right. Custom Control Pad configurations will be saved when you save your fighters.



OPTION FUNCTION

- Control Pad 1 >** Push the A Button to customize Control Pad 1
- Control Pad 2 >** Push the A Button to customize Control Pad 2
- Time control for VS Mode >** Change the time limit in VS mode. Time limits can be set to 30, 60, 120, 180, or 240 seconds
- Music Test >** Use D-Pad Left/Right to select one of the pieces of game music and press the A Button to listen
- Sound Test >** Use D-Pad Left/Right to select one of the game sound effects and press the A Button to listen
- Audio >** Use D-Pad Left/Right to choose Stereo or Mono
- Exit >** Return to Main Menu

▶ 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. 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 Control Pad 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 system memory.

To Save A Fighter >

1. From the Main Menu screen, select **SAVE**.
2. You can save your Robot on System Memory or Cartridge Memory. If you do not have a cartridge, choose **System Memory** and press the **A Button**.
3. Choose **Save** from the options and press the **A Button**.

▶ 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:

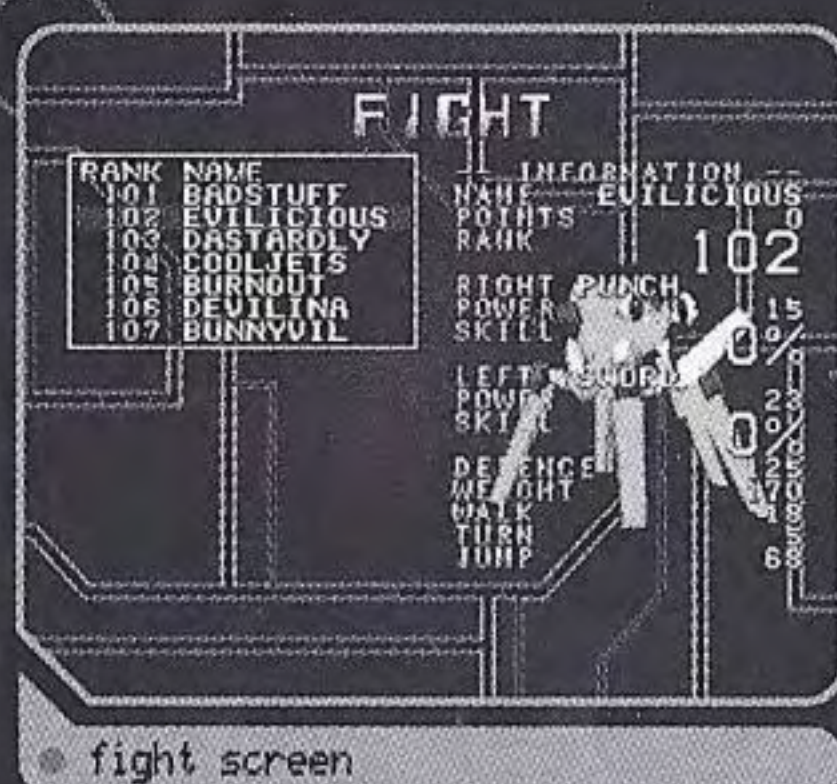
1. From the Main Menu, select **LOAD**.
2. You can load your Robot from System Memory or Cartridge Memory. If you do not have a cartridge, choose **System Memory** and press the **A Button**.
3. Choose **LOAD** from the options and press the **A Button**.

Note: Robots for the VS Mode can only be saved and loaded using cartridge memory.



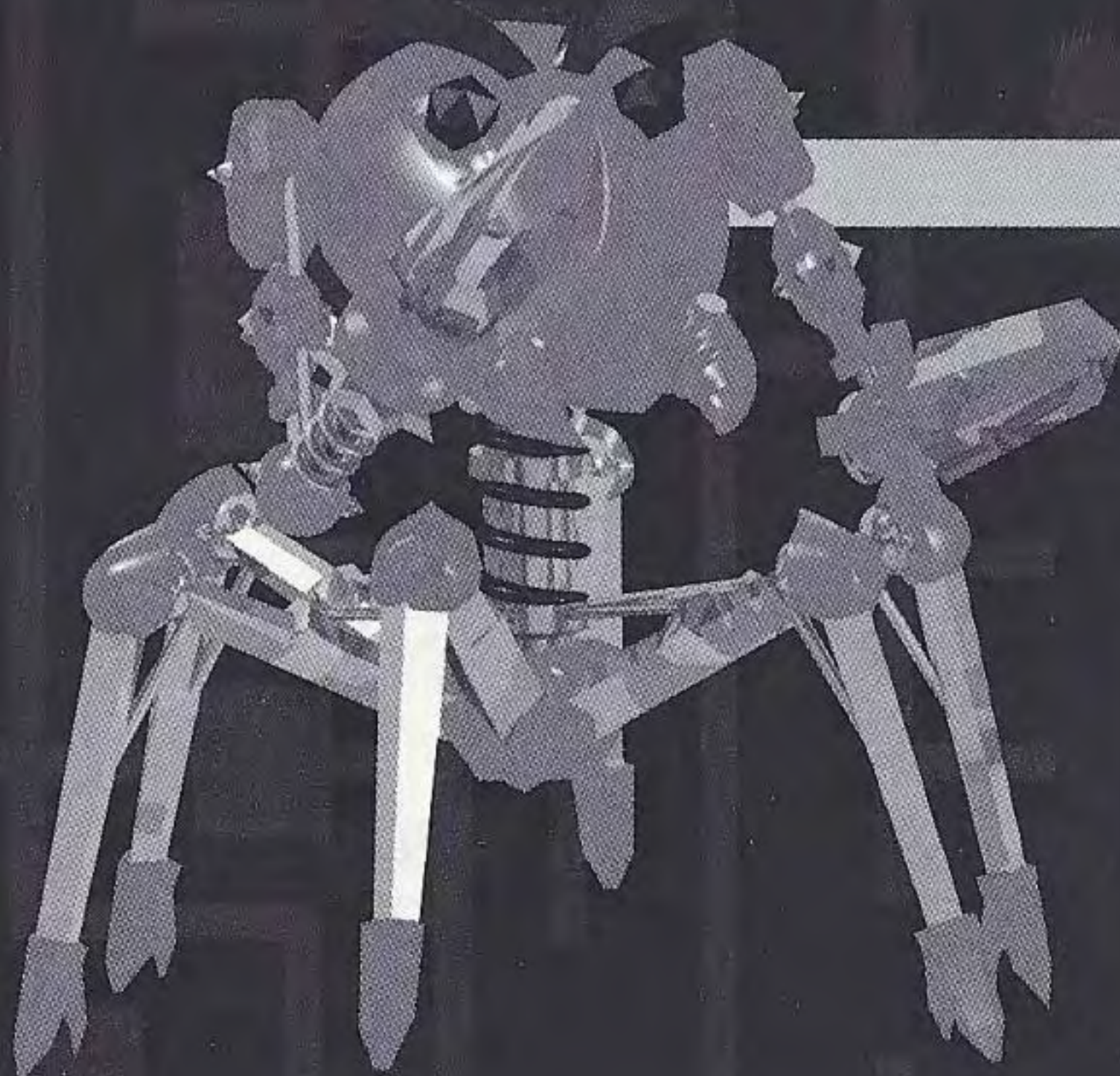
Now that you are equipped for battle, prepare to enter the Robo Pit!

Return to the Main Menu Screen and select **Fight**. A menu of your customized Robots appears. Press D-Pad Up/Down to choose your fighter and press the **A Button**. A list of possible opponents will appear. Choose one and press the **A Button** to select.



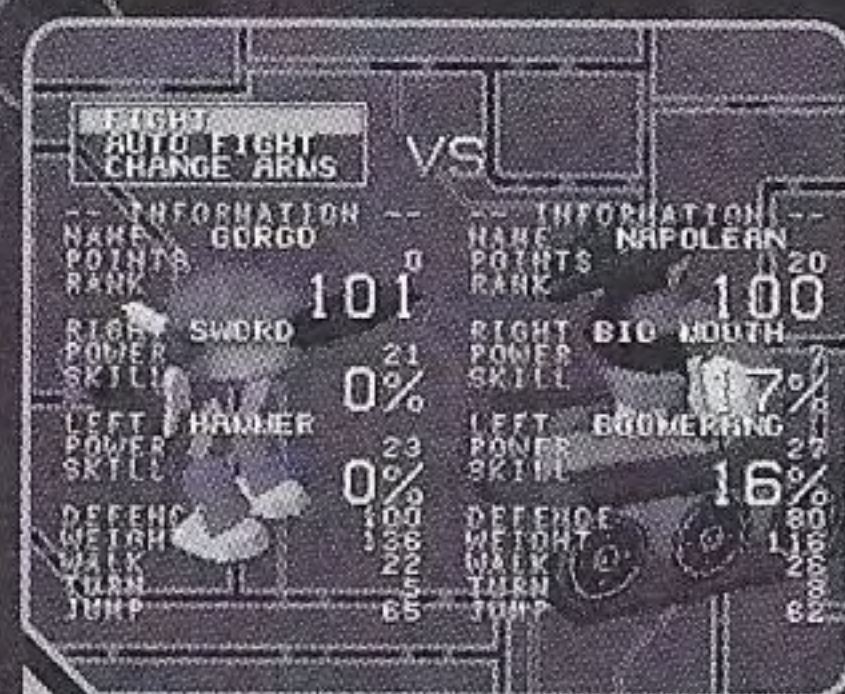
fight screen

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 to make your challenge, you'll begin at the lowest ranking, 101st.
2. Your Robot cannot challenge 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 B 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 A Button to select **FIGHT** and begin battle. If you want to change Weapon Arms, press D-Pad Up/Down to select **Change Arms** and enter the Weapons Select Screen [see page 10]. After selecting weapons, you will return to the Rankings Screen. Press A to select **FIGHT** and begin battle.

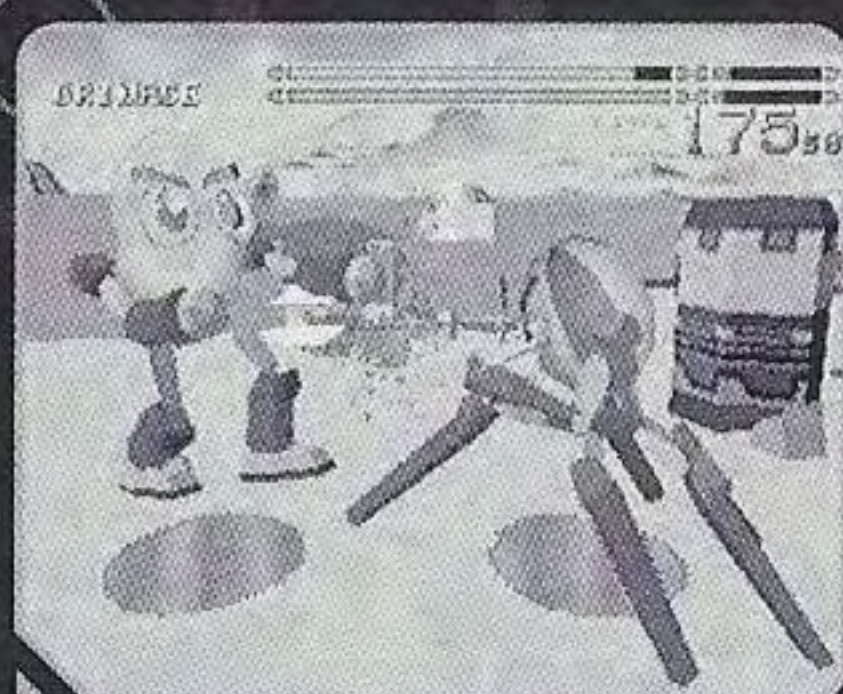


VS screen

ARTIFICIAL INTELLIGENCE

Auto Fight >

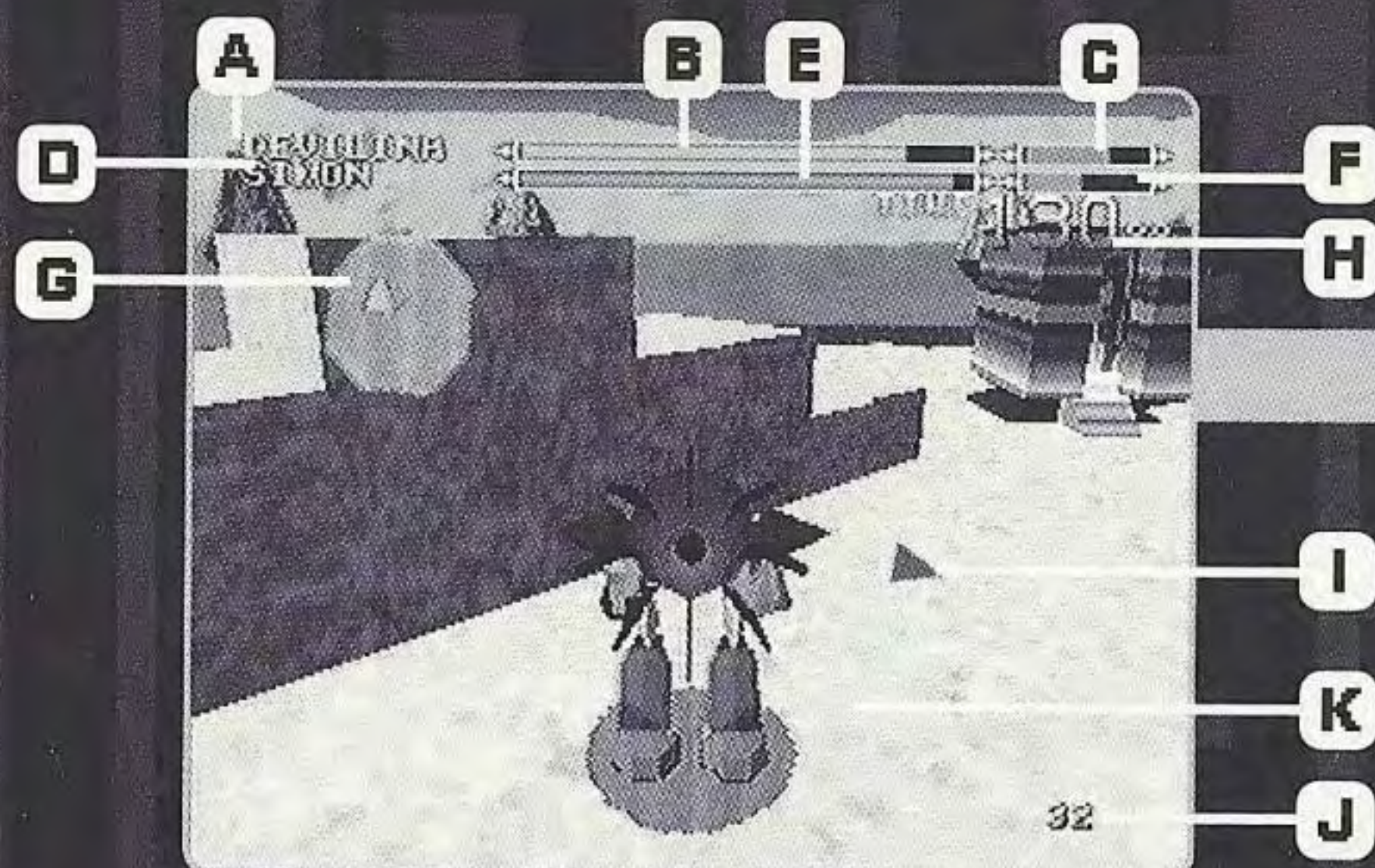
If you would rather build Robots than fight, you're in luck. Robo Pit fighters can be controlled by their own on-board artificial intelligence. In the VS Screen, use the Up/Down D-Pad to select **Auto Fight** and press the A Button to change this to read **Auto On**. Select **OK** and press the A Button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



auto battle [AI] mode

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.

The battle will proceed normally, and when your Robot wins or loses, you will gain or lose weapons, points, skill, and rank accordingly.



- 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 as the match proceeds. 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 32 projectiles remaining in the Robot's right Weapon Arm
- K Main View >** The Main View normally shows your Robot from behind

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

► STANDARD

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



● standard 1-player view

► FAR

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



● 1-player far view

► ROBOCAM

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



● robocam 1st Robot 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 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 can take 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 allow you to use it on both arms of your Robot if desired. 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, both 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 ROBOTS

As you move through the ranks, you will encounter a few "Boss" Robots, indicated by the notation **"No Data"** when you highlight their name in the Ranking List. These Special Robots possess unique special weapons and exceptional skill in using them. 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

Special Bar



special attack

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 forward D-Pad twice, then right or left arm attack buttons, or the A and B Buttons simultaneously. Keep an eye on your Special Bar – and on your opponent's!

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.



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.

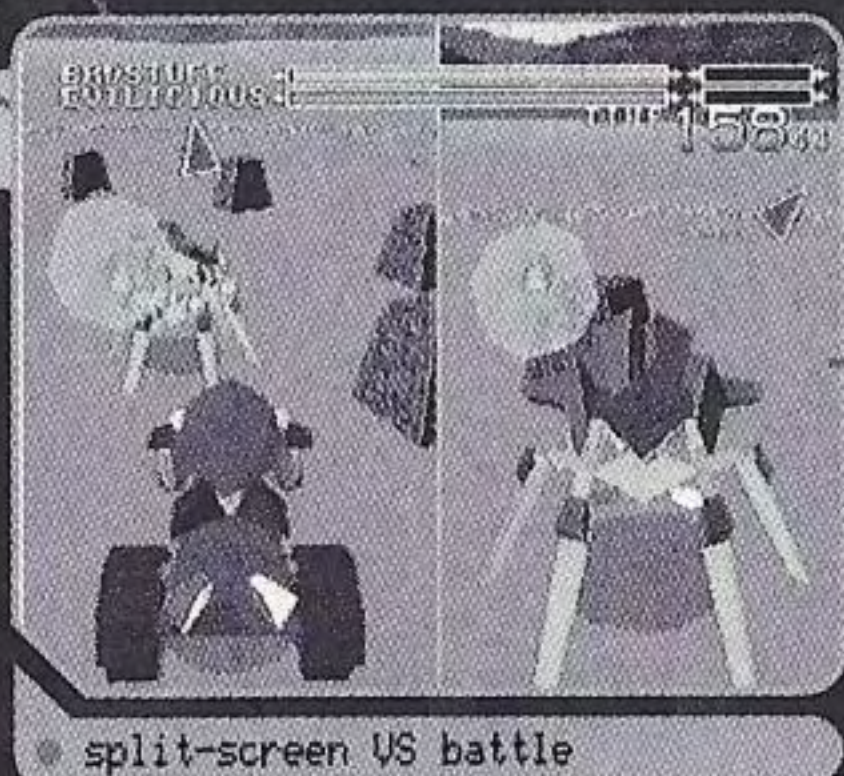
Ready to pummel a friend in the Robo Pit? Select your toughest battle machine that you've honed in tournament fight to test it against a human opponent.

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

Each player will press D-Pad Up/Down to highlight one of the available Robots or create a new Robot to do battle. Select **VS MODE** 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 17].



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

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

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>http://www.thq.com

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:

1. DO NOT return your defective Disc to the retailer.
2. Notify the KOKOPELI DIGITAL STUDIOS Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the KOKOPELI DIGITAL STUDIOS service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Disc, and return your Disc freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

KOKOPELI DIGITAL STUDIOS Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the Disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the Disc develops a problem after the 90 day warranty period, you may contact the KOKOPELI DIGITAL STUDIOS Consumer Service Department at the phone number noted. If the KOKOPELI DIGITAL STUDIOS service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Disc. Send the defective disc, along with \$10.00, freight prepaid to KOKOPELI DIGITAL STUDIOS. If replacement Discs are not available, the defective Disc will be returned and the \$10.00 payment refundable.

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