

ROBO-PIT 2



NTSC U/C

PlayStation®



SLUS-01563

Intergalactic Gladiators



MUD DUCK™

a ZeniMax Media brand

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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

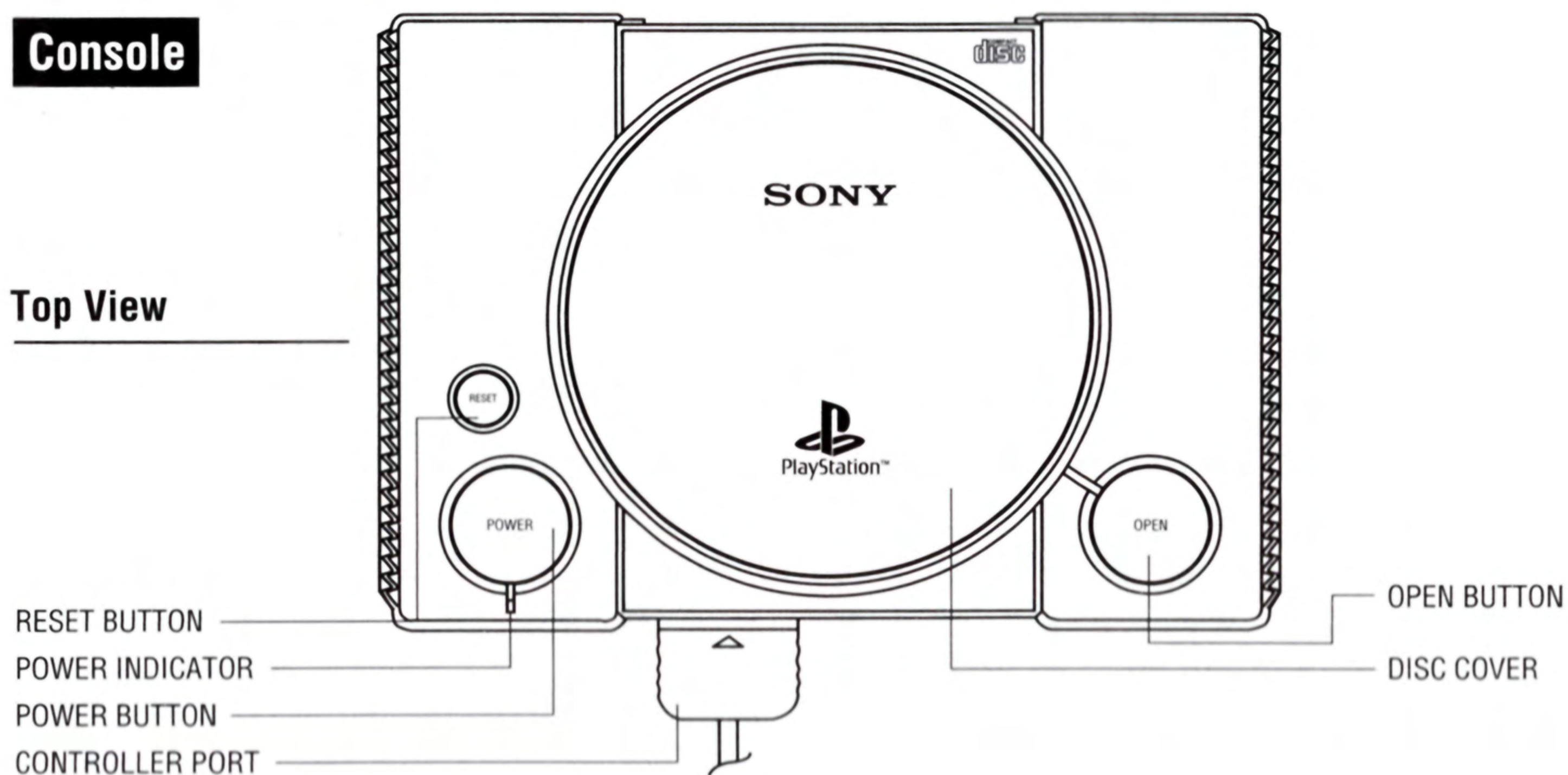
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc 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.

ROBOPIT 2 GAME MANUAL

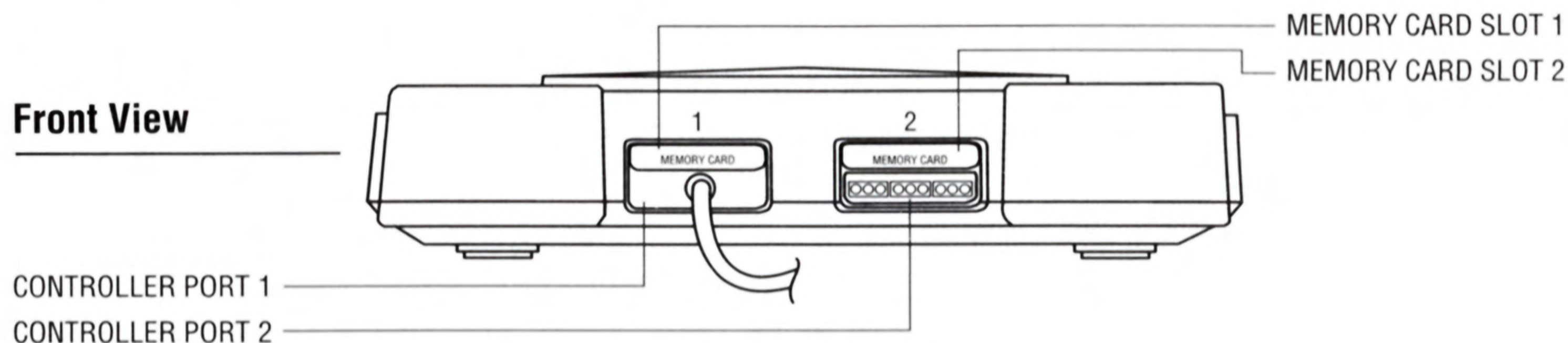
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Console

Top View



Front View



STARTING THE GAME

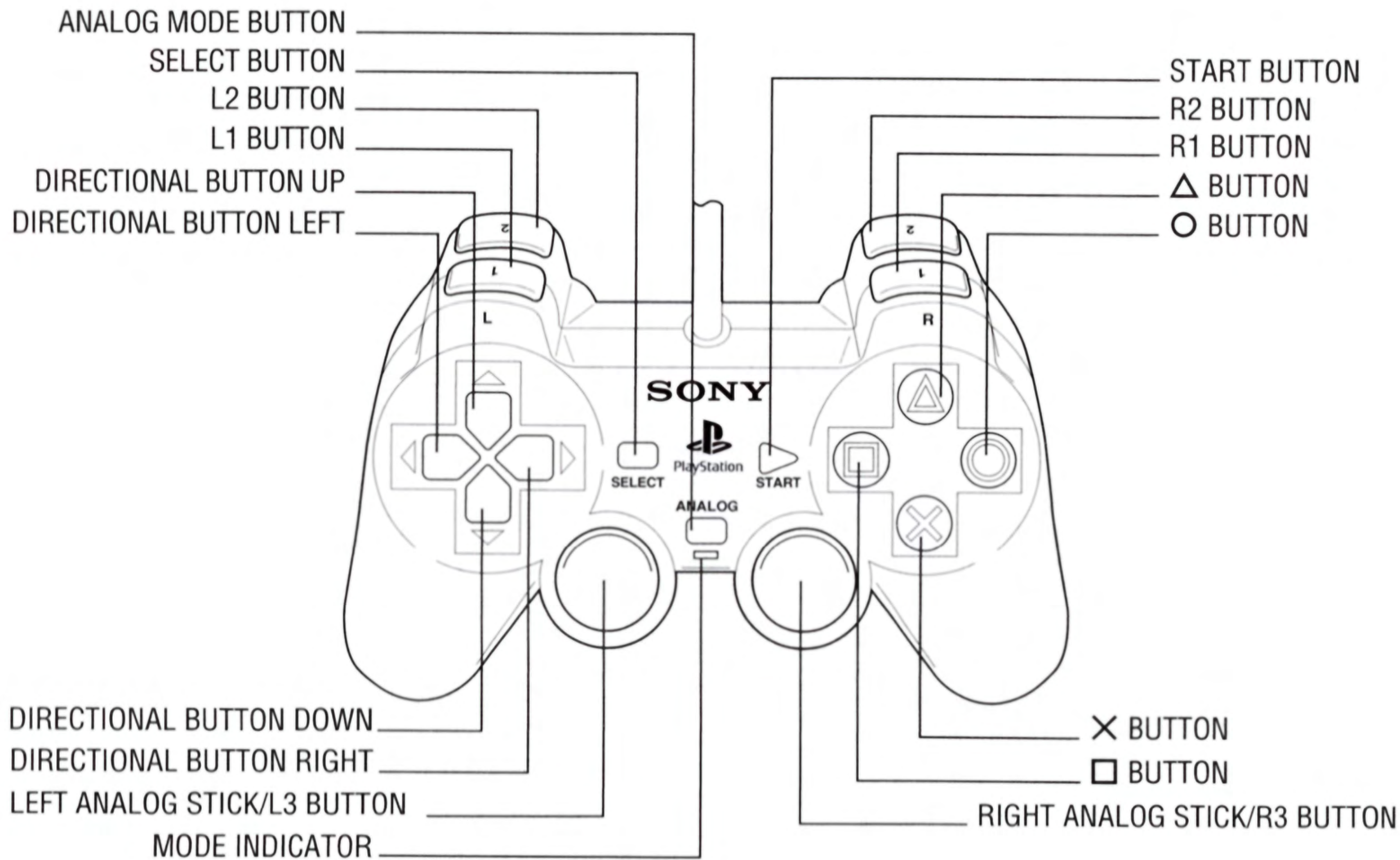
1. Set up your PlayStation® game console according to the instructions in the Instruction Manual.
2. Make sure the power is OFF before inserting or removing a disc.
3. Insert the **Robopit 2** disc and close the Disc Cover.
4. Insert game controllers and turn on the PlayStation game console.

It is advised that you do not insert or remove peripherals or memory card(s) once the power is turned on.

CONTROLS

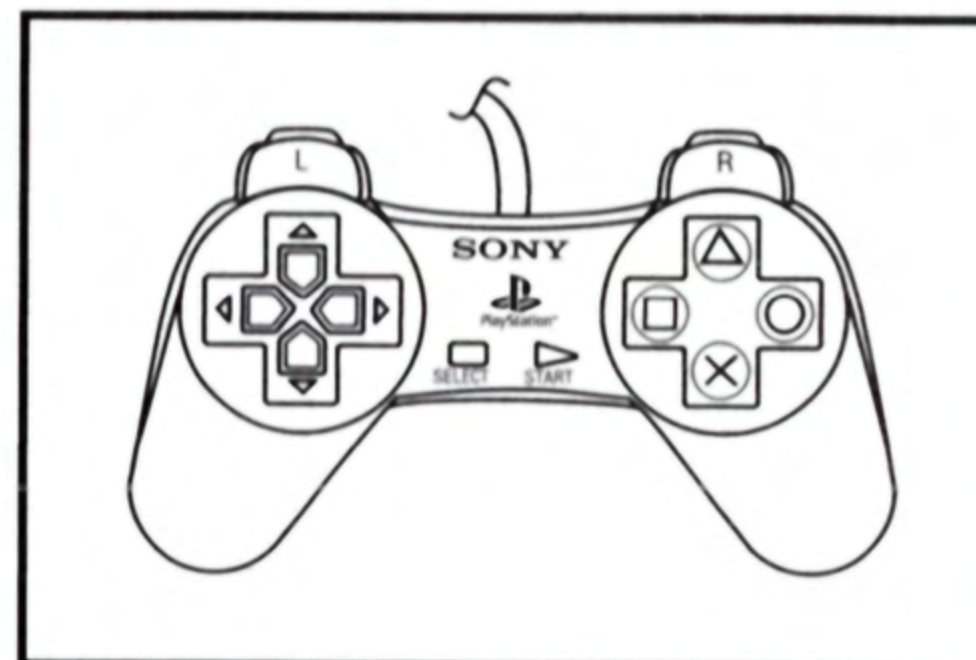
Robopit 2 uses the following controls:

DUALSHOCK® analog controller



NOTE: Compatible only in Digital and Analog mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.




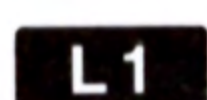





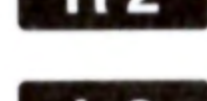
GAME CONTROLS

Map Screen:

| | |
|-----------------------------|--|
| Select |  button |
| Cancel |  button |
| Call up option menu |  button |
| Call up status screen |  button |

*Press **DIRECTIONAL button** up twice in quick succession to dash.

Battle Screen:

| | |
|----------------------------|--|
| Move | DIRECTIONAL button |
| Strafe Right |  button |
| Strafe Left |  button |
| Right Weapon Attack |  button |
| Left Weapon Attack |  button |
| Jump Boost |  button |
| Block |  button |
| Right AT Ball Attack |  button |
| Left AT Ball Attack |  button |
| Change Point of View | SELECT button |
| Pause | START button |

* This game can use **MEMORY CARD** slots 1 and 2

HOW TO PLAY THE GAME

Title Screen

Story Mode

The player will make their own robot to fight with enemies along a set storyline.

VS Battle

Two-player battle mode. Choose from 15 different robots, and fight.

Robot Making Screen

- Select Story Mode, and this screen will come up
- The player can make up his own robot to use.
- Choose between head, body, right arm, left arm, leg, right AT, left AT parts; press the **X** button to choose, and then use the **DIRECTIONAL** button to switch between them, and press the **X** button to confirm.
- Use the **R1** and **L1** buttons to rotate left and right, and the **R2** and **L2** buttons to rotate up and down.

On the Robot Making screen, press the **START** button to move to the next item. After you complete parts select, finish character modification, and name entry, to complete your robot.

In **Robopit 2** there are 146 different parts to choose from, each with their own offensive and defensive capabilities.

Movement Screen

- When it's time to move around the coliseum, the map screen will appear.
- Use the **DIRECTIONAL button** to choose where you want to go. When there is an enemy in that room, the robot and its status will be displayed. Confirm it with the **X button**. (Use **○ button** to cancel).
- You can only move to adjoining rooms. Rooms you have already been to will appear in yellow.
- You can take arms and AT from enemies you defeat in battle (However, when you lose, your parts will be taken away.)
- After you defeat an enemy, you can receive experience and skill. Based on this, your robot will Level Up or Skill up.

About Attack Techniques

By using directional and attack buttons properly, you can use Jab, Straight Punch, Hook, and Uppercut.

- J (Jab) **○ or ■ button**
- S (Straight Punch) **DIRECTIONAL button** ↑ + **○ or ■ button**
- H (Hook) **DIRECTIONAL button** ← or → + **○ or ■ button**
- U (Uppercut) **DIRECTIONAL button** ↓ + **○ or ■ button**

Combinations

By pressing the attack buttons in the right order, you can form chains of attacks.


Example:

- H -> H
- J -> J -> J -> S
- J -> S -> H
- J -> J -> H -> U

Try using attacks other than Jab, using the left and right equally.

Finishers



When your SP Gauge is full, input the command below to be able to deliver a finishing move.

- Attack Finisher  +  buttons
- AT Finisher **R2** + **L2** buttons

After inputting a combination, while the player's body is shining, input the following command to deliver the finisher.

- Consecutive attacks (After combination)  +  buttons
- Giant Swing (After combination) **DIRECTIONAL button**  or  +  +  buttons
- Downed Attack  button +  +  buttons

While facing a downed opponent, you can deliver supplemental attacks.

Just before you touch your opponent, press  or  button, and your attack power will increase.

What to do when you're down

When you're down and you need to get up quickly, press all the buttons at once.
(Excluding **R1**/**R2** and **L1**/**L2** buttons)

This will deal with opponent's supplemental attacks.

Guard Impact **△** button + **○** or **□** button

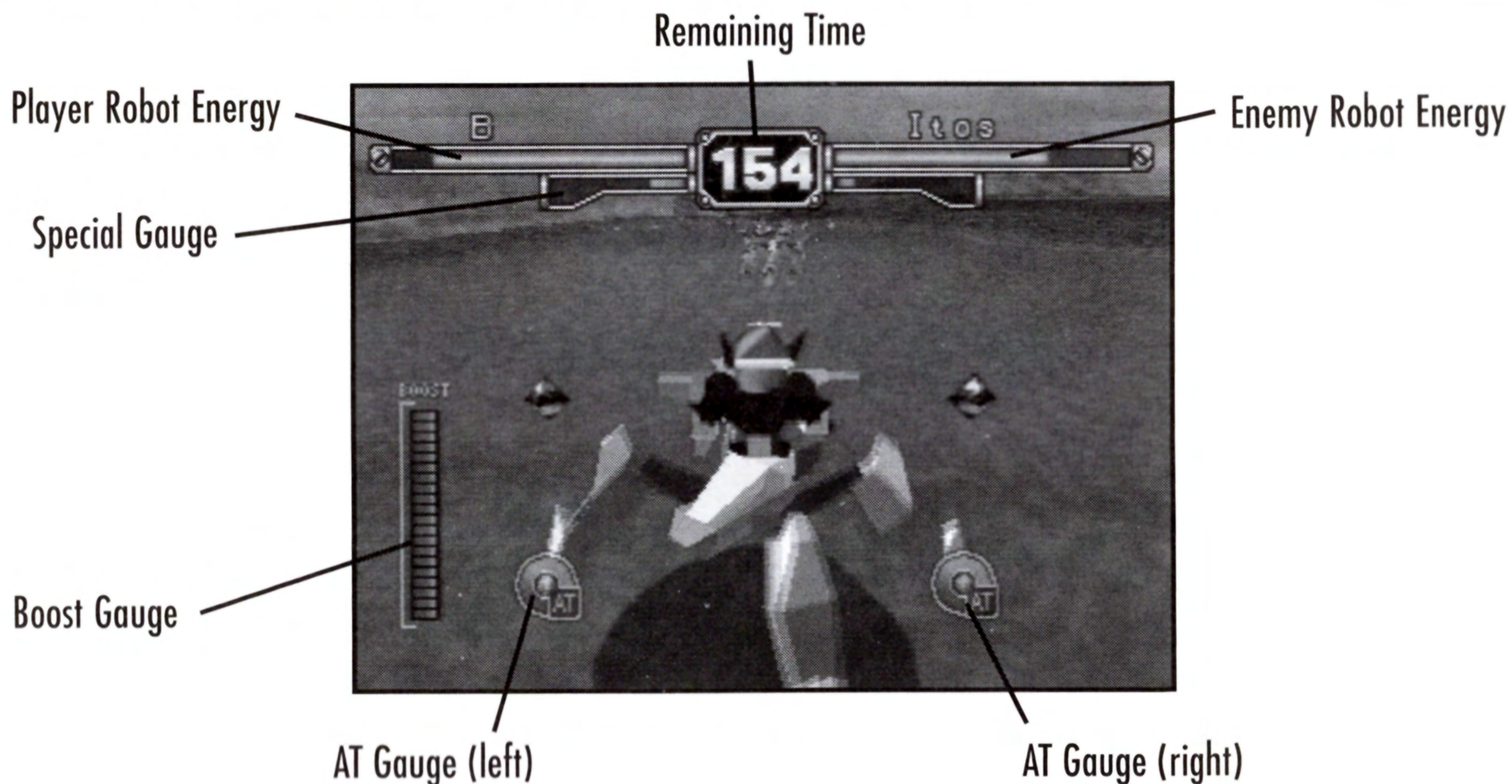
If you input the right commands just before your enemy hits you, you can counter their attack. If it is successful, your enemy will be unable to move for a short time, which can give you the advantage in the battle.

*Does not apply to AT attack

Boost

Press the **×** button twice to boost. If you keep pressing it, as long as there is something in your Boost Gauge, you can fly freely through the air. Your gauge will slowly begin to refill while you're walking.

About the Battle Screen and Battles



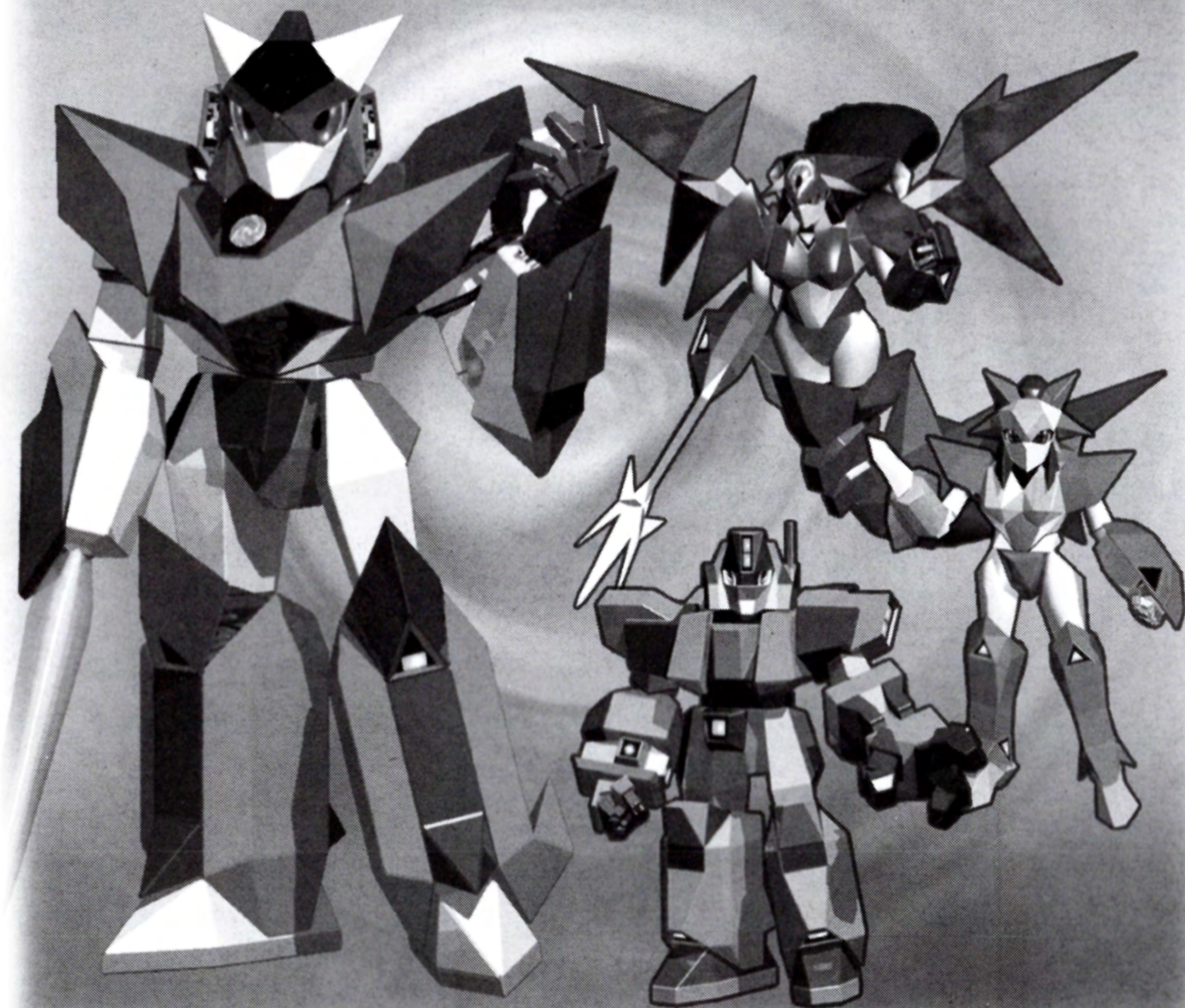
Issues of Battle

- If there is an enemy in the room, go to the battle screen.
- If you win against an enemy, you can take one of his arms or AT.
- After you defeat an enemy, you can receive experience and skill. Based on this, your robot will Level Up or Skill up.
- The victory and defeat will be decided within the time limit
- The robot who first reduces his opponent's energy to zero wins.
- In story mode, the decision will be made when time is up.
- When a combination or finisher is used at the edge of the ring, it will be a ring out.

How to start a Link Battle

Connect the Link Cable (sold separately) to a second PlayStation, and you can have a Link Battle in the same type of screen as story mode.

- Choose VS mode on each PlayStation, then select Link Battle.
- Go to the VS Main Screen of VS Mode
- If you select Link Battle first, it will be 1P.
- Load data and make your entry, then begin the battle.



CREDITS

Translator Elizabeth Michele Ellis

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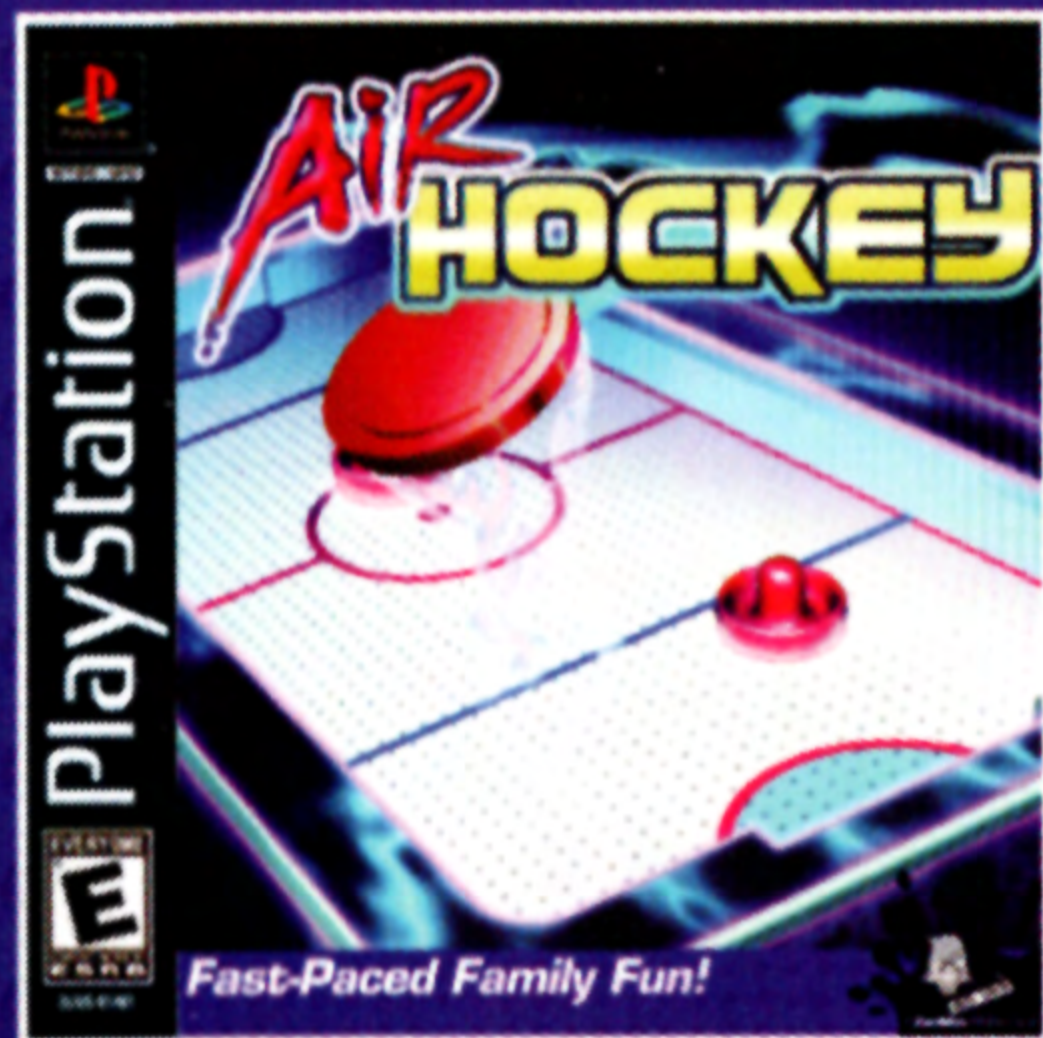
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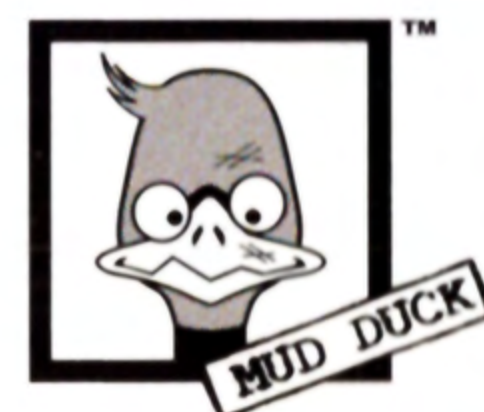
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