SEGA™

GAME GEAR™

RISE™
OF THE ROBOTS

Printed in Japan

OFFICIAL
SEGA
SEAL OF QUALITY

INSTRUCTION MANUAL

TIME WARNER
INTERACTIVE

MIRAGE™

MANUFACTURED FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

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 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 or awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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

CONTENTS

GETTING STARTED

1. Set up your Sega Game Gear System as described in its instruction manual.

2. Make sure the power is off, then insert this cartridge into the Game Gear Console.

3. Turn the power switch on. In a few moments the title screen appears.

4. Press the Start Button on the Game Gear Control Pad to advance past the title sequence and begin play.

5. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on.

Important: *Always make sure the power switch is turned off when inserting or removing your cartridge.*

Handling Your Sega Cartridge

- This cartridge is intended exclusively for the Sega™ Game Gear™ 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 cartridge.

THE GAME

Rise of the Robots is a "new generation" computer fighting game conceived to combine state-of-the-art programming design and graphics display.

The main combat action of the game employs a specially designed artificial intelligence system by which the computer controlled opponents learn a human player's style of play and then create strategies to counter attack.

INTRODUCTION

Rise takes you to a future world, highly industrialized, where technologies have developed and fused together to create a supreme super-tech society.

The servants of society are robots. The city-state, Metropolis 4, is the setting for Rise of the Robots and the home of Electrocorp, the planet's major robot manufacturer. Electrocorp produces a huge range of machines for all possible applications ranging from crude industrial droids to highly sophisticated military and models. The Electrocorp manufacturing complex is entirely run by droids, managed day-to-day by the ultimate in robot technology, the polymorphic Supervisor class droid. The Supervisor is unique and has successfully run the Electrocorp plant for several months, that is, until she becomes infected by a highly pernicious computer Ego-Virus corrupting her behavioral programming and creating a vicious psychotic personality.

The only way to stop the Supervisor as she proceeds to take over the factory and re-program its robot workers, is to send in a human-based Cyborg to seek out and destroy her. You are the Cyborg, You have been chosen for this task. You will cause minimum damage to the immensely valuable Electrocorp plant, and cause maximum damage to any droid that stands in the way of your mission objective. You must then locate the Supervisor and terminate her activities.

CONTROLS
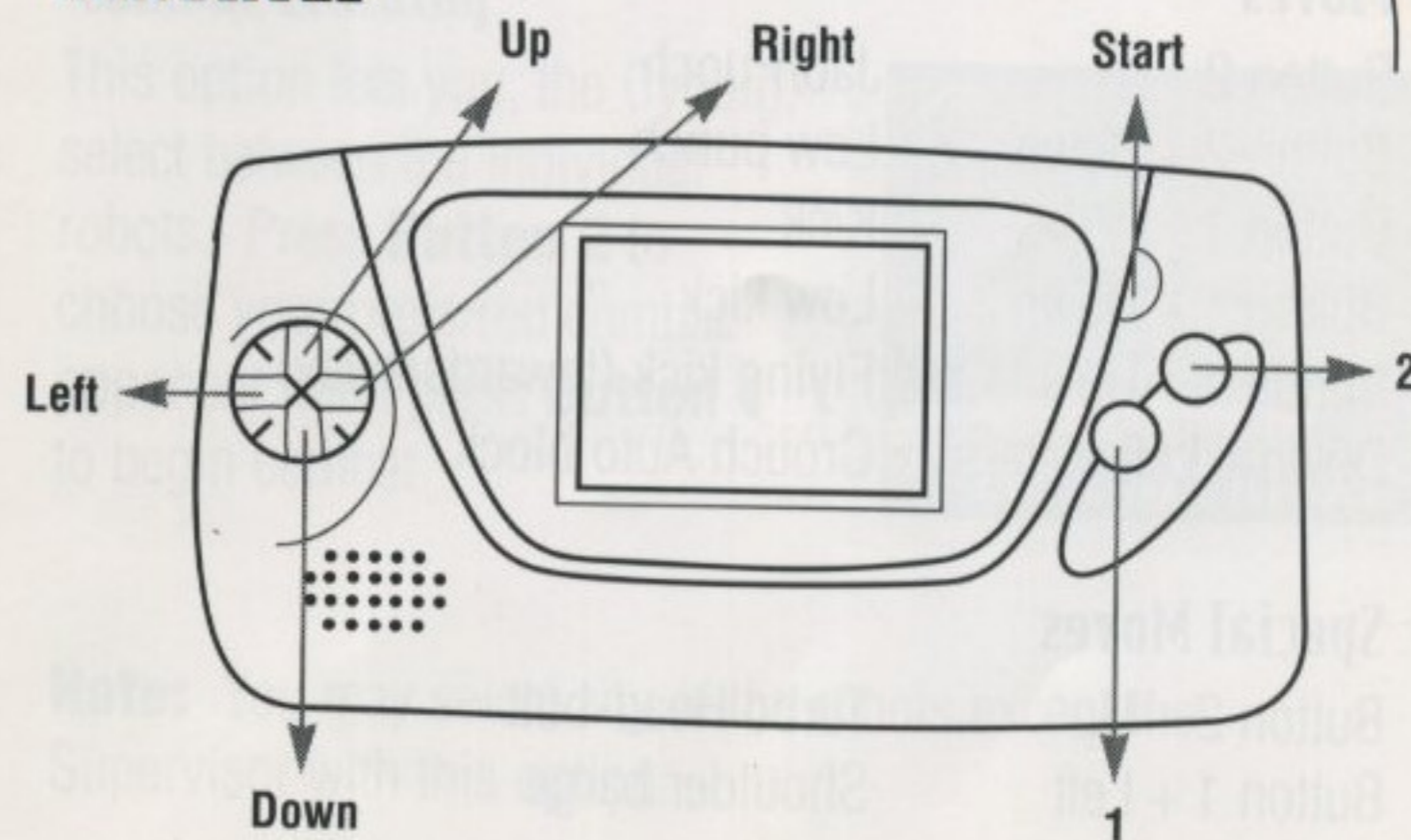
D-Pad

Up	Jump
Down	Crouch
Left/Right	Shuffle towards/away from opponent

Buttons

Button 1	Kick
Button 2	Punch

Moves

|	
Button 2	Jab/Punch
Button 2 + Down	Low punch
Button 1	Kick
Button 1 + Down	Low kick
Button 1 + Up	Flying kick (towards/away)
Down + Left	Crouch Auto block

Special Moves

Button 2 + Up	Turbo Head-butt
Button 1 + Left	Shoulder barge

MAIN MENU OPTIONS

Following title and credit screens, the game's Main Menu appears. Press **Up** or **Down** on your **D-Pad** to highlight the option of your choice, then press **Button 1** to select.
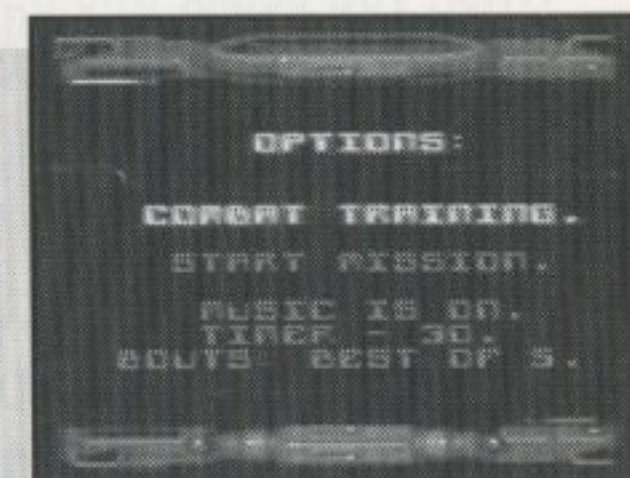
•Combat Training

This option lets you, the Cyborg, select between the individual robots. Press **Button 2** to choose your preferred combat opponent, then press **Button 1** to begin combat.

Note: You may select any of the robots except the Supervisor with this option.

•Start Mission

When you select this option, the story begins with animated movie introduction where you will see the Lander light transporter craft carrying the Cyborg across Metropolis 4 to the scene of the action, the Electrocorp Tower. The Cyborg enters Electrocorp's security services area where you must meet each robot in a mounting order of combat skill and aggression. By following the mission briefings and by battling your way past all the opposing robots, you may finally meet the ultimate challenge to your combat skills... The Supervisor.

•Music

Press **Button 1** to turn music **On** or **Off**.

•Timer

The Timer is displayed at the top of the screen and counts down as the bout progresses. In the event of a knock-out, the time remaining contributes proportionally to a bonus score. You can select the length of the bouts from **30**, **60**, **90**, or **120** seconds. If time expires before a knock-out occurs, the winner is determined by which robot has the most energy remaining. You may also select None, and each bout will be fought to a knock-out finish.
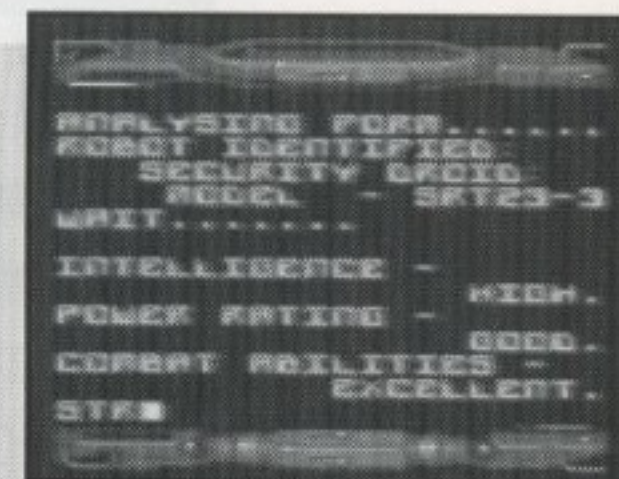
•Bouts

Each encounter with an individual robot is divided into separate bouts. You can set this option to a **Best of 3, 5, or 7 bouts**.
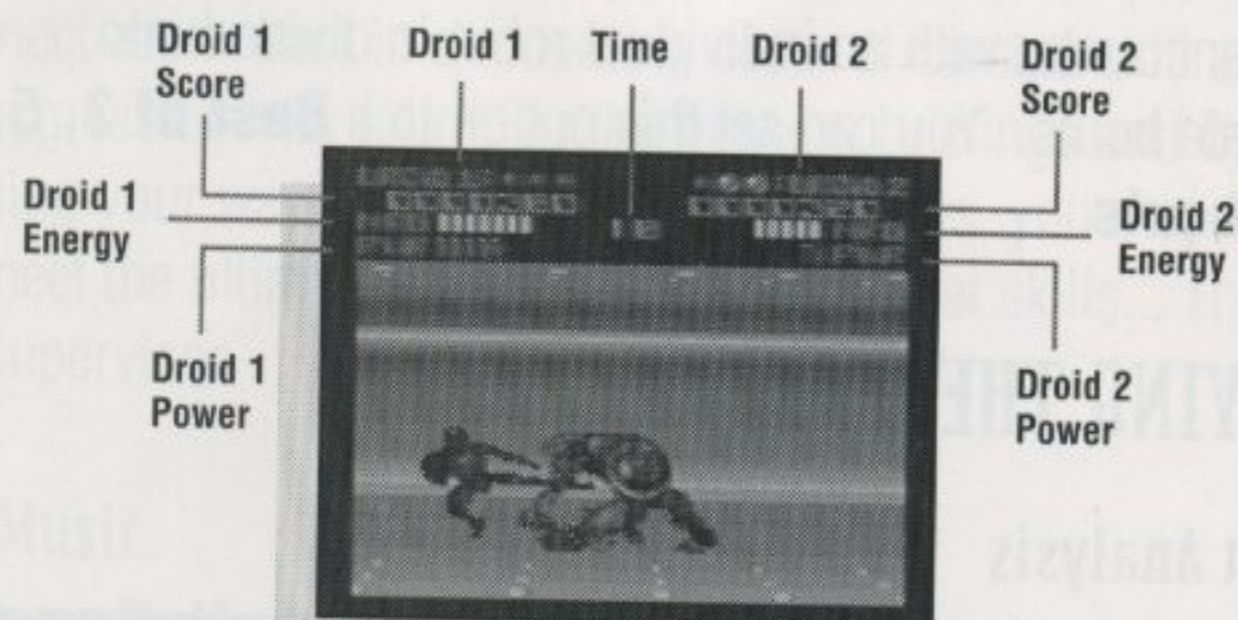
PLAYING THE GAME

Robot Analysis

After you've selected Combat Training or Start Mission from the Main Menu, your Cyborg's scanning capabilities completely analyze its opponent's strengths, weaknesses, and overall threat.

Read the analysis carefully for any information that will help you defeat your opponent. When you're finished, press the **1 Button** to begin combat.

The Battle

Droid 1 Score — Droid 1 — Time — Droid 2 — Droid 2 Score

Droid 1 Energy — Droid 2 Energy

Droid 1 Power — Droid 2 Power

During each fight, the top of the play screen keeps you updated on the fight's progress. It displays the following information:

•Droid 1 and 2

During each battle, you (the Cyborg) are always Droid 1, fighting from the left side of the screen.

•Victory Indicator

Located next to Droid 1 and Droid 2 on the upper panel, these icons represent the amount of victories accumulated during the bout. The number of icons needed depends on the amount of bouts chosen from the main menu (see **Bouts**, pg. 10, for details).

•Score

Your score is displayed on the screen above the starting position of the Cyborg on the left of the screen. The most important way of building a hefty point score is through landing powerful strategic hits on your opponent. You will need to practice and use your experience to work out just how to achieve this. The use of your special moves is an essential factor when building a respective points tally. A quick knock-out will also build those points up.

•Energy (NRG)

This horizontal colored bar graph diminishes as the robots take on damage. At the beginning of each fight, the bars are green (energy strong). As you begin to take on more damage the graph turns yellow (energy warning) then red (energy critical). The first robot to completely diminish his opponents energy bar wins the bout.

•Power (PWR)

As the fight is in progress, this gauge gives you an indication of the power of each robots blows. The further the gauge extends toward the middle, the more damage that the robot has inflicted.
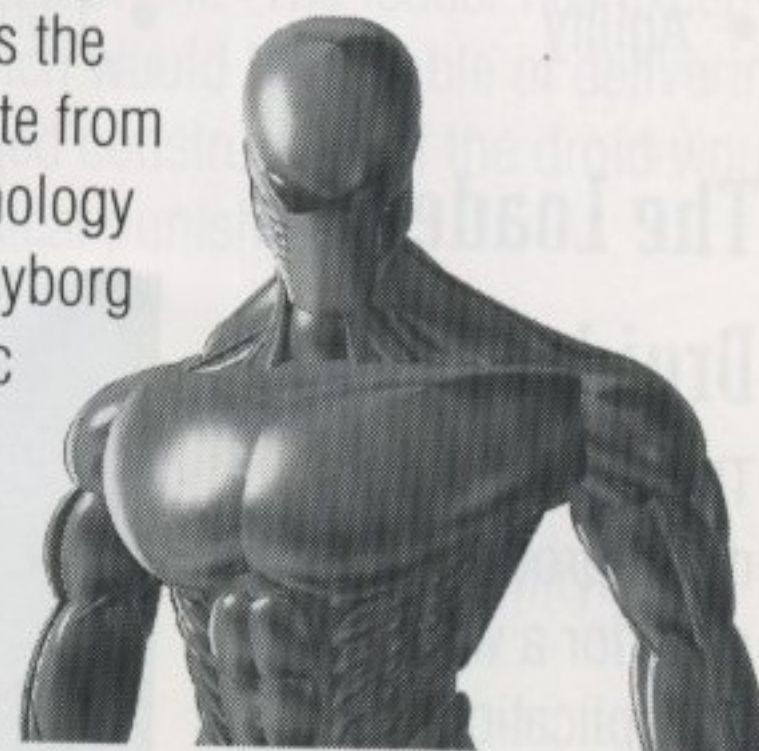
•Time

In the center of the upper play screen is the time of the bout. This time can be set at the Main Menu (see **Timer**, pg. 8, for details). When this time runs out, the bout ends and the robot with the most energy (NRG) wins the bout.

Reminder: Each robot has a measure of Artificial Intelligence. As you fight, they will learn from your moves and tactics, then retaliate accordingly. You should consider mixing up your moves to keep them guessing.

ROBOT PROFILES

The Cyborg

The Electrocorp Cybernetic Organism model ECO 35-2 represents the ultimate development to date from Electrocorp's Sci-Bio Technology team. The ECO 35 series cyborg is the first anthropomorphic droid to successfully meet the corporation's design and performance spec for this secret project.

The Cyborg's chassis engineering and power system has endowed the ECO 35 with considerable strength, many times greater than that of resident human CPU's original body. This feature tends to greatly increase the Cyborg's self confidence and aggression potential, making it a formidable combatant that is ideally suited to hand-to-hand combat. The Cyborg is the perfect choice for the Rise mission.
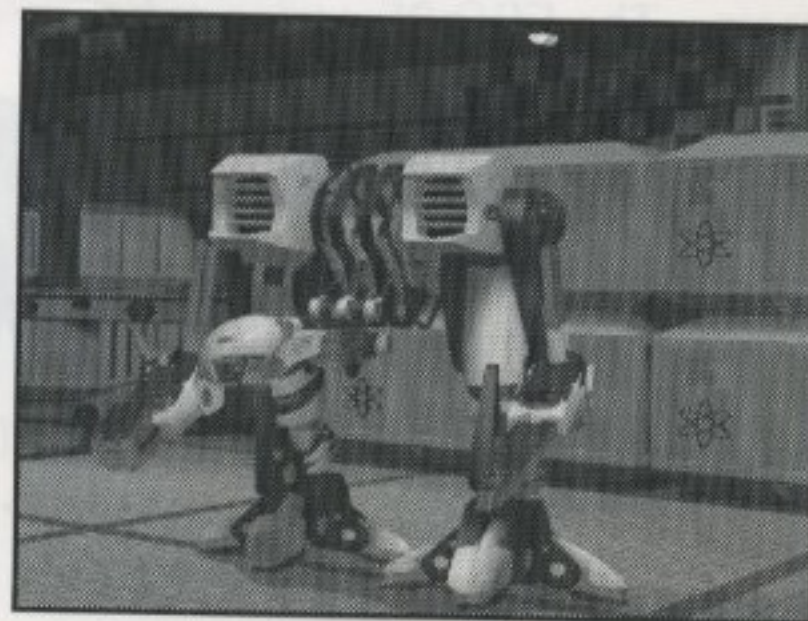
Strengths	Weaknesses
• Intelligence	• Human CPU
• Agility	• Can Suffer Mental Fatigue

The Loader

Droid

The loader droid is a mass-produced robot used for a wide range of applications in manufacturing plants

considered to be old technology and is being replaced by the more sophisticated BHF03 Builder type droid. The quality of the design and construction of this particular machine indicates its sustained valve within the Electrocorp production lines.

This droid has never been assigned combative tasks, and possesses no self-defense software other than the regular standard hazard avoidance procedures. Of course reprogramming is possible and it is probable that this droid could make a formidable opponent. The loader has exceptionally powerful arms which would be capable of delivering damaging blows, the rugged construction of the droid would also withstand much physical punishment.

| Strengths	Weaknesses
• Solid Build	• Slow
• Powerful Arms	• Limited Tactical Ability

The Builder Droid

The BHF03 Builder droid is designed to supersede them ore primitive Loader class. The huge BHF03 is designed to carry heavy plant components around the engineering floors of manufacturing units.

BHF03 droid carries a highly developed power transfer system. From the high energy electro-magnetic server housed in the massive thorax, it is able to instantly inject bolts of energy into the slave units within its limbs. The rapid response, especially of the Builder's arms, results in huge masses of metal sweeping through the air that deliver blows with a force of several tons.
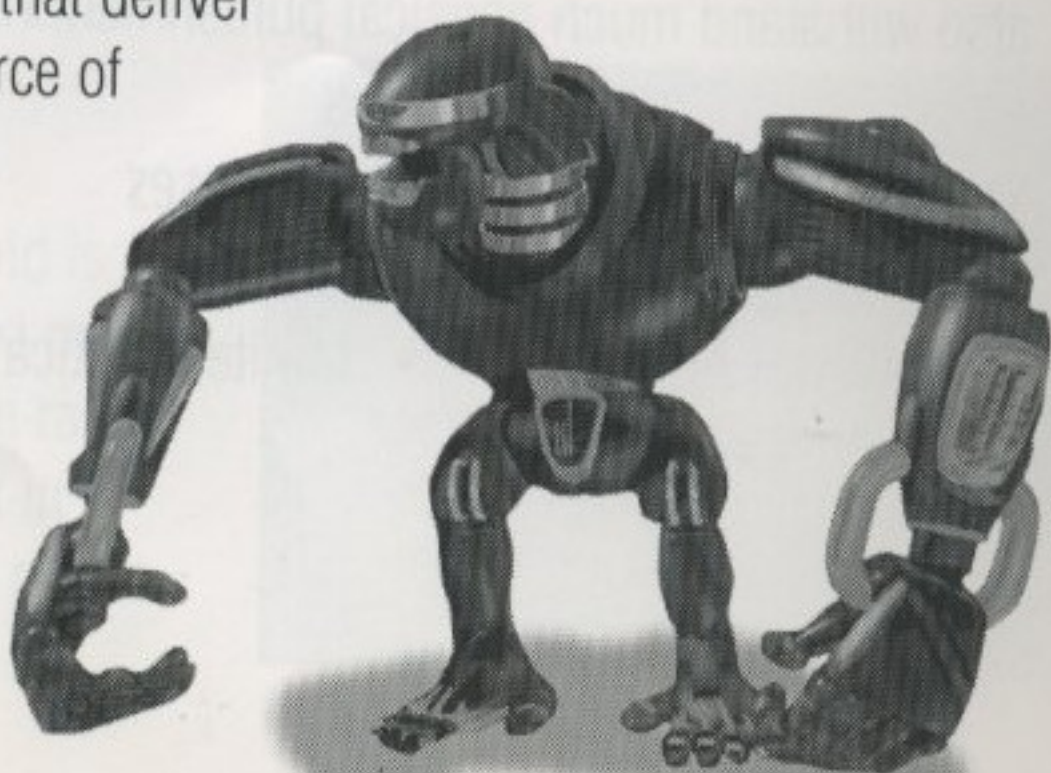
The builder droids rather top-heavy design coupled with his limited intelligence dictates a rather static combat style. The Builder tends to crouch rather than use its full height of some 3 meters. The tactic gives protection for its lower limbs and presents a squat armored bulk to an attack which can be difficult to penetrate.

Strengths
- Powerful Arms
- Efficient Blocking Tactics

Weaknesses
- Vulnerable Legs
- Slow Speed

The Crusher Droid

The Crusher droids were introduced into the Electrocorp production halls when a series of Builder class droids developed autonomous routines and destroyed an entire production line. When not required to act as production line "bouncers", Crusher droids are used for entering hazardous areas on the production lines to free jammed machinery and extract waste materials.
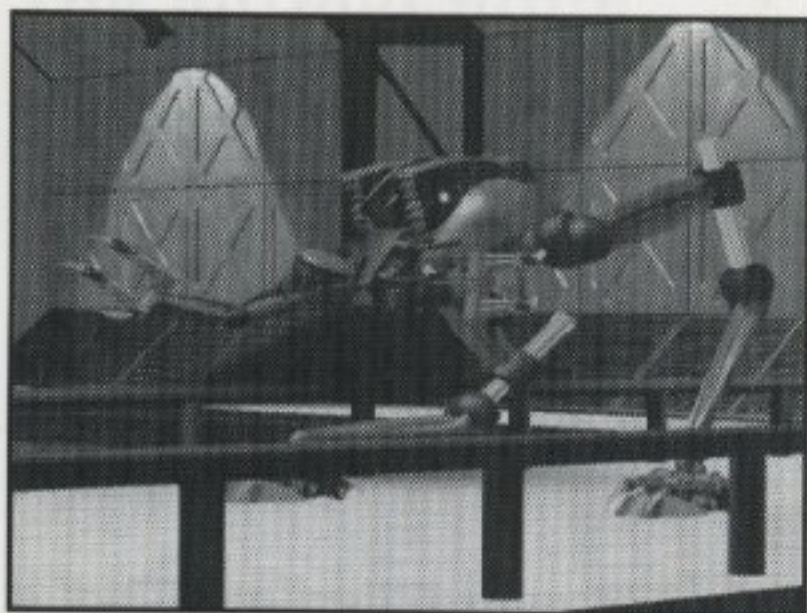
As a machine specifically designed to destroy, the Crusher droid, once under the control of the Supervisor, is an opponent which presents an immediate serious threat to the Cyborg.

As a combat droid, the Crusher class robot is formidable due to its speed and pincer arms, which must be avoided at all costs. Its insect-like form can also confuse some combat droids' sensory equipment.
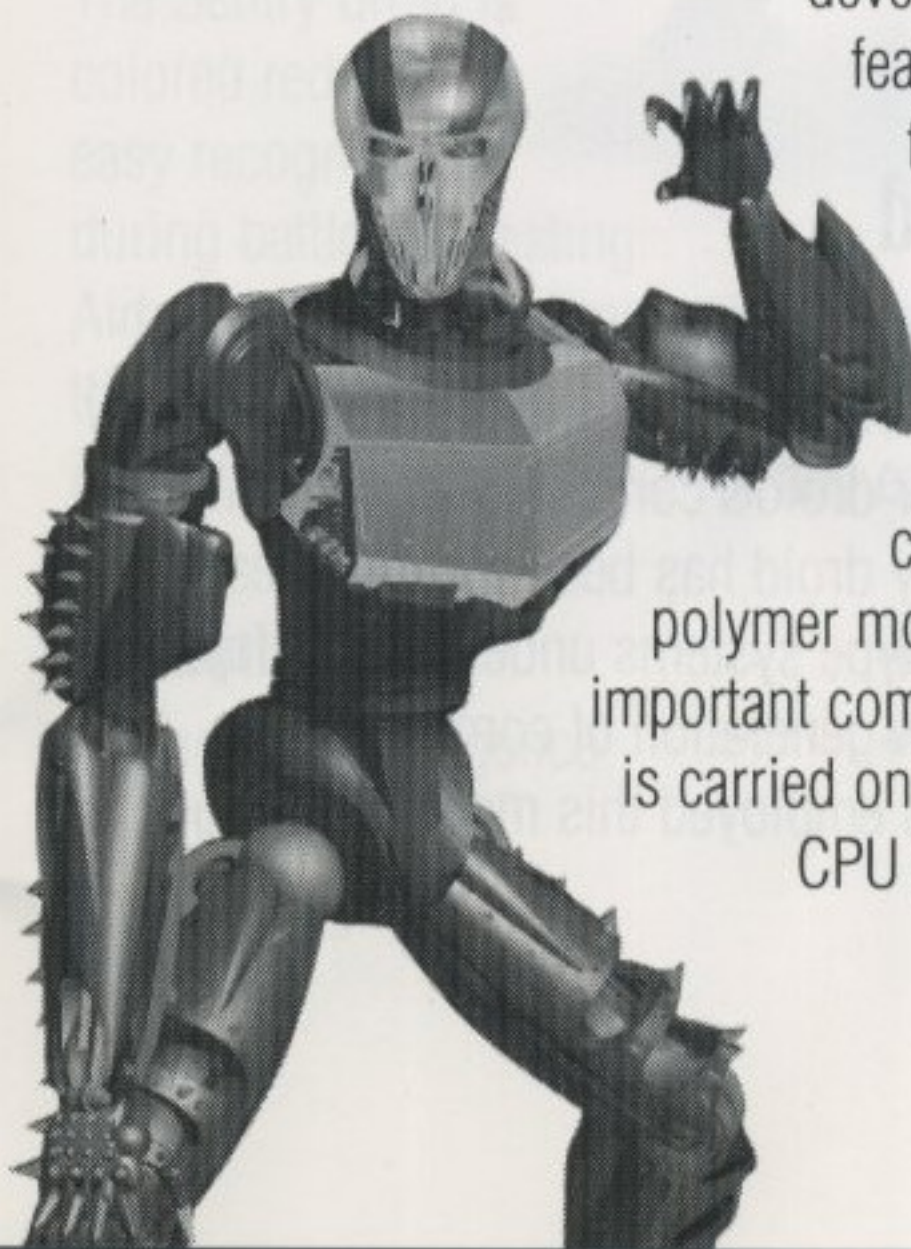
Strengths

- Agility
- Speed

Weaknesses

- Vulnerable CPU Housing
- Vulnerable Arms When Extended

The Military Droid

The military Class Droid (Code Name: The Exterminator) has been designed specifically for combat and security applications. The Exterminator is Electrocorp's generic combat class robot and has rapidly become the standard machine in all the planet's military organizations. The Exterminator, recruited by the Supervisor, is a top secret development model and features modifications not found on production military droids.

The Exterminator has a titanium alloy skeletal chassis with laminated polymer moldings protecting all important components. Extra armor is carried on the thorax to shield the CPU and central power supply.

The Exterminator droid has advanced artificial intelligence and is readily trainable alongside its human comrades. The Exterminator is the first pure combat droid which the Cyborg will meet in its search for the Supervisor.

Strengths

- Speed
- Tactical Intelligence
- Heavy Blow-Force

Weaknesses

- Vulnerable CPU Housing
- Vulnerable Limb Joints

The Sentry Droid

Designed by Electrocorp's Japanese subsidiary, the formidable Sentry droid is a further development of the technology used in the Exterminator droid's construction. Up until the Rise mission, the Sentry droid has been a pure research model employing prototype systems under test for future incorporation into a new generation of combat robots. Now the Supervisor has employed this model to be her first line of defense in a direct attack on her command floor high in the Electrocorp tower.

The particular Sentry model enlisted by the Supervisor for her defense, carries radio frequency leaping ability. The Sentry droid is colored red for easy recognition during battlefield testing.

Airborne agility and limb articulation in excess of the industry standard humanoid model, turns this robot into a high category threat for any opponent.

Strengths

- Tactical Intelligence
- Speed
- Aerial Agility

Weaknesses

- None Identified

The Supervisor

The 'parent form' of the Supervisor is that of a stylish female. This shape was arrived at by allowing the development robot to decide its own personal characteristics both physical and intellectual, these fundamental bases are immutable yet the Supervisor's design does allow extended periods of 'morphing' into other three dimensional shapes to suit particular tasks.

The Supervisor droid is a total departure from conventionally engineered robots. This machine is the product of Electrocorp's New Technologies Division and remains a secret to the outside world.

It is the radical 'loose' atomic structuring of all the robots' components that allows morphing to take place.

It is without a doubt a consequence of a flaw in the Supervisor's radical technology, that she has developed the 'Ego Virus'.

It is evident that her resident personality has become corrupted, most frighteningly, emulating psychopathic conditions found historically only in human subjects.
This behavior disorder coupled with the Supervisor's super-intelligence and physical morphing abilities ensure that she poses the greatest threat to the Cyborg and, in turn, the whole of Metropolis 4.

Strengths

- Tactically Intelligent
- Morph-Capable
- Speed

Special Moves:

- Mutation
- Melting and Re-forming

Weaknesses

- None Identified

CREDITS:

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