CRAVE ENTERTAINMENT

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DEVELOPED BY

PLAYER 1

http://www.player1.com

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ROBOTRON 64

INSTRUCTION MANUAL

TEEN
AGES 13+
CONTENT RATED BY ESRB

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CRAVE ENTERTAINMENT

NINTENDO 64

WARNINGS

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO ® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.
THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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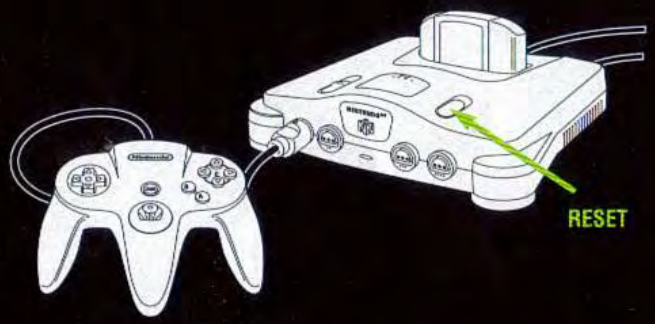
GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power **OFF** on your N64™.
- Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place.
- Turn the power switch **ON**. After the appearance of the title and legal screens, you may bypass at any time by pressing **START**.



Delete Controller Pak Menu

Press and hold the **START Button** upon powering up or a reset to access the Delete Controller Pak Menu. This will allow you to view and delete saved information off a N64 memory pak.

CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power **ON**, do not move the **Control Stick** from its neutral position on the controller.

If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned **ON**, this position will be set as neutral. This will cause games using the **Control Stick** to operate incorrectly.

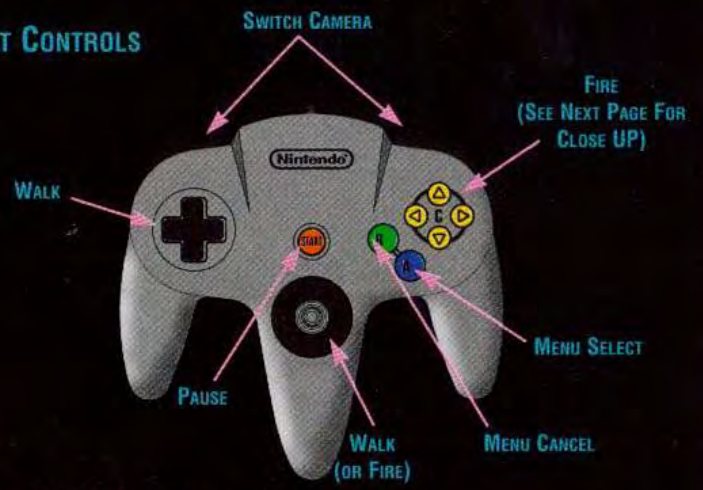
To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

CONTROLS

Robotron 64 lets you play using both Controller Sticks to move and shoot (see **Configure Controls**, pg. 7). The diagrams below demonstrate default button configuration for Controllers 1 and 3.

Default Controls



Two Fisted Standard (Using Controllers 1 & 2 together or 3 & 4 together).

Note: When using the Two Fisted configuration, all other default controls (besides Walk and Fire) remain the same.

CONTROLS

Walk

Aim & Fire

Note: To aim or fire diagonally, press two adjacent buttons simultaneously.

Note: If no controller is plugged into Controller Socket 3, Player 2 uses Controller 1.

MENU SELECTIONS

- Press **Up** or **Down** on the **Control Pad** to highlight menu items.
- Press **Left** or **Right** on the **Control Pad** to cycle options.
- Press the **A Button** to select an option.
- Press the **B Button** to go back to the previous menu.

MAIN MENU

One Player
Select this option to play a 1 Player game.

Two Players
When you select this option, you and a friend will take alternate turns playing. Each time a player dies in the arena, the other player takes a turn. If one player runs out of **Lives**, the other player will continue to play as long as he has **Lives** remaining. Both players' games are separate from one another.

Load Game
If you've previously played a game and saved it to your Controller Pak, you can load that file and continue the game (see **Load Game**, pg. 8).

Setup
Select this option to go to the Setup Screen, and select from the various game play options (see **Setup**, below).

SET-UP

Difficulty
Robotron64 has three difficulty levels. Press the **Control Pad Left** or **Right** to select **Easy**, **Normal** (default), or **Insane**.

Change Speed
Press the **Control Pad Left** or **Right** to speed up or slow down the speed of everything. Yes, everything, including Eugene.

SET-UP

Audio Settings
Make changes to the game's default audio settings. Press the **Control Pad Left** or **Right** to cycle the settings or sounds of these options:

Music Volume
Adjust the game's music volume. The default is 8.

Sound FX Volume
You can also adjust the game's FX (Sound Effects) volume. The default is 6.

Play Music Track
Select one of the 11 music cuts available in the game. The music will change as you cycle through them.

Configure Controls
Robotron 64 allows you to choose how you want to use the Control Stick: to Walk or Fire weapons. You can make changes to the Player 1 or Player 2 configuration. Highlight the appropriate Controller option, then press the **Control Pad Left** or **Right** to cycle the settings. Experiment with different settings. When you've made the changes you want, select **Use Setup**. Select **Cancel** to exit without making changes.

LOAD GAME

Robotron 64 has two methods available to continue previously played games: enter a **Password** or **Load** a game from your Controller Pak. Read below for information on both methods.

PASSWORDS

New passwords appear on the Pause Menu Screen each time you add 1,000 points to your score. Write it down, then you can enter it when you select **Enter Password** from the Load Game Screen.

To enter a password, select **Enter Password**, then press the **Control Pad Left** or **Right** to select a letter, then press any **C Button** to select it. Enter all 10 characters in the password. The game will automatically load if the password is correct. If you enter an incorrect password, you will be prompted and return to the Load Game Screen. If this happens, select **Enter Password** again, then re-enter the correct password.

LOAD GAME

With a Controller Pak inserted in Controller Port 1 only, you can save played game files, then re-enter them later to continue a game. When you select this option, the Load Game Screen is displayed. As many as eight files may be saved and stored.

Highlight and select the game you want to restore. You'll then return to that game. A slot marked "**Unused**" has no saved game.

VIEW CONTROLLER PAK

Select this option to view and delete any saved files. If you want to delete a file, select it, then select **Delete** when prompted.

PAUSE OPTIONS

Anytime during gameplay, press the **START Button** to view the Game Paused Screen. Select Continue to return to the game. You can also **Save** or **Quit** a game in progress.

To save a game using a Controller Pak in Controller Port 1, select **Save**, then highlight the slot you want to save the game to. You can select a used or unused slot. Press the **A Button** to save your game. The level and number of players will be indicated. Select **Exit** to return to the Game Paused Screen.

To make changes to your current game, select **Options** from the Game Paused Screen. The options available are **Change Speed**, **Music Volume** and **Sound FX Volume**.

For more information on these options, see **Setup**, pgs. 6 and 7.

ROBOTRON: THE STORY

In 2084, inspired by his never ending quest for progress, man perfects The Robotrons, a robot species so advanced that man is inferior to his own creation. Guided by their infallible logic, The Robotrons conclude the human race is inefficient and therefore, must be destroyed.

You are the last hope of mankind. Due to a genetic engineering error you possess superhuman powers. Your mission is to stop The Robotrons and save the last human family.

THE ARENA

As you fight to save humanity, your **Score** and the amount of **Lives** remaining are displayed in the upper portion of the screen. Stay in the clear and gun 'em down.

The object of the game is to clear each arena of the deadly robots as you rescue as many members of the human family as possible. Simply make contact with the humans to rescue them, and collect valuable points.

LEVEL GATE

Level Gates are created when a magical grunt is destroyed. If entered, a Level Gate will randomly warp the player forward through levels.

ELECTRODES

There are many different types of electrodes ranging from simple objects to electrodes with particular game play features. They are:

ELECTRODE 1
Basic Electrode

ELECTRODE 2
Basic Electrode

ELECTRODE 3
Basic Electrode

ELECTRODE 4
Giant Electrode, found in the Electrode Forest.

ELECTRODE 5
Basic Electrode

ELECTRODES

ELECTRODE 6
Basic Electrode

ELECTRODE 7
This electrode cannot be destroyed, but will destroy Eugene.

DEFLECTOR
These electrodes can be used to amplify and spread your weapon against the evil robotron hordes.

TRANSFORMER
These electrodes are used in the Beam Maze.

MINE
A useful tool in the quest to eradicate the human race. One wrong step and you're toast.

POWER UPS

Robotron 64 has several different types of Power Ups that will help you boost your firepower and defeat your enemies. They are:

SHIELD
The shield produces laser rings that absorb enemy weapon fire and multiple direct enemy impacts.

TWO WAY
This weapon fires forward and behind Eugene and is great for thinning a crowd.

THREE WAY
For people who appreciate the direct approach, this weapon fires 3 shots forward providing maximum spread.

FOUR WAY
This 3 way weapon produces mines that can be used to lay mine fields with deadly efficiency.

POWER UPS

GAS GUN
Emits a giant cloud of toxic gas, destroying everything that comes in contact with it.

1 UP
This shining beacon of hope amidst the robot terror may be your last chance for survival.

SPEED UP
Speed ups can be collected multiple times allowing a burst of speed when things get insane.

FLAME THROWER POWER UP
The flame thrower is an extremely destructive weapon at close range, reducing everything it touches to charred rubble.

THE ENEMIES

Take a look at the following profiles to size up your enemies. This is important information to know prior to the battle. The name of each enemy is displayed, along with the amount of points you receive for destroying them. Here they are:

GRUNT
These Ground Roving Unit Network Terminator grunts are the force of the arena. They're programmed to seek and destroy you. They are a 3D version of Original Robotron Grunt character. Score: 100

GRUNT 2
The Jetpack grunts descend from the sky to squash you like a grape. They can hover up above a crowd and dive straight toward Eugene. Score: 100

GRUNT 3
The psychotic obelisk grunts strike with deadly force. These Chrome Grunts require 2 hits to destroy, and move slightly faster than Grunt 1. Score: 150

GRUNT 4
These X-ray grunts possess the power of limited visibility and arrive in groups. They require 2 hits to destroy. Score: 150

THE ENEMIES

HULK (INDESTRUCTIBLE)
These hulk robotrons seek out and destroy the last human family. This 3D rendition of the classic Robotron's hulk is equipped with claws that grab and crush any humans they find. Score: None

HULK 2 (INDESTRUCTIBLE)
These hulks scavenge for body parts. They're equipped with a nozzle that can suck up Eugene or humans that pass in front of them. They won't stop until all humans are destroyed. Score: None

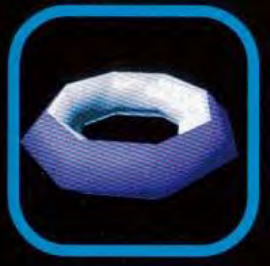
HULK 3 (INDESTRUCTIBLE)
This masher hulk searches for humans to mash, but it will always attack Eugene when near. They tend to move quicker than other Hulks. Score: None

HULK 4 (INDESTRUCTIBLE)
Beware of these shredder hulks who will stop at nothing until every human has been exterminated. Shredder hulks are equipped with razor sharp pushmower blades that slice, dice, chop, and puree the last human family. Score: None

THE ENEMIES

SPHEROID
This is a 3D version of the classic robotron's Spheroid character. Spheroids are programmed to manufacture relentless enforcer robotrons. Score: 500

SPHEROID 2
These seeder spheroids manufacture an onslaught of mine layer enforcers. Their sole purpose is to manufacture enforcers until you are overwhelmed. Score: 1000



SPHEROID 3
You can't escape the terror of these Gigantoids. They're powerful and relentless. The Gigantoid Spheroid must be hit many times to destroy. Score: 1500

SPHEROID 4
This reinforced Megaroid is almost indestructible. You'll need to inflict an onslaught of firepower to bring this one down. The reinforced Megaroid moves quickly requiring numerous hits to destroy. It manufactures super seeder enforcers. Score: 1500

THE ENEMIES

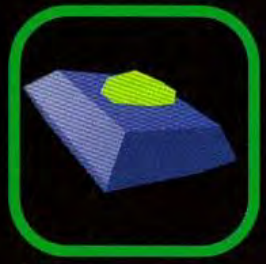
ENFORCER
This is a 3D version of classic Robotron's Enforcer enemy which is created by Spheroid robotrons. These relentless Enforcer robotrons mercilessly seek to destroy you. Score: 150

ENFORCER 2
These seeder enforcers are programmed to manufacture deadly land mines that block your path. They are created by Spheroid 2 's. They're sneaky in their mine placement. Watch your step. Score: 250

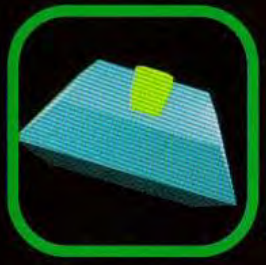
ENFORCER 3
These Electrobots are created by Spheroid 3's. They require 2 hits to destroy. They hover erratically, making them difficult targets. Score: 300

ENFORCER 4
These deadly super seeder enforcers move quickly and spread mines which block your path. They require 3 hits to destroy. Super seeders are created by Spheroid 4's. Score: 500

THE ENEMIES



QUARK
This is a 3D version of the classic robotron quark. Quarks are programmed to manufacture tank robotrons that assassinate with deadly efficiency. Score: 1000



QUARK 2
Turbo quark robotrons move slightly faster and are programmed to manufacture shadow tanks. Score 1500

QUARK 3
This reinforced super quark requires 2 hits to destroy. They manufacture silo tanks. There is no escape. Score: 2000

QUARK 4
The Mega Quark requires 3 hits to destroy and changes direction quickly. The reinforced Mega Quark possesses a weapon-absorbing energy barrier and manufactures ejector tanks. Score: 2500

THE ENEMIES

TANK
This is a 3D version of the classic Tank robotron. These vicious tank robotrons fire shells that rebound off the arena walls. Score: 200

TANK 2
The shadow tank robotrons fire shells from both arms that quickly destroy all life. Score: 250

TANK 3
The silotron tanks are programmed to launch tissue-seeking missiles that relentlessly pursue you. Score: 500

TANK 4
The ejector tanks hurl a small army of byte robotrons that jump and cling to human tissue. Score: 1000

THE ENEMIES

BRAIN
Beware of this ingenious brain robotron that possesses the power to reprogram humans into sinister progs. Score: 500

BRAIN 2
Run from the sinister surgeon brains that can produce multiple poison waves. Surgeon's require 2 hits to destroy. Score. 750

BRAIN 3
The Gigantic mega brain can produce multiple poison waves and can reprogram humans through telekinesis. Mega Brains require many shots to destroy. Score: 3000

BRAIN 4
Slug brains can release 4 poison waves each time they fire. Slugs require 3 hits to destroy. Score: 1000

THE ENEMIES

NANOBYTE
These Nanobytes cling on to Eugene causing him to slow down slightly with each added enemy. When 5 Nanobytes have clung onto Eugene, he will die. Score: 200

DYNOBYTE
Dynobytes seek human tissue and clamp onto victims, then they detonate, producing raw material to be harvested for reprocessing. Score: 200

ANT
These minions of the Guardian protect him from Eugene at all costs. Careful, because they can track you down in a blink of an eye. Score 100

ALL PROGS
Behavior: Progs are Programmed humans that chase and destroy Eugene. No Score

THE ENEMIES

?

You'll have to meet him yourself to find out what he's all about. You'll know him when you see him.

YOUR HERO

CREDITS

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Kathy Cunningham
Matt Bloom
Shelley Futch
Tim Lindquist

FOR TOM. YOU FINALLY FOUND A WAY TO STOP WORKING ON ROBOTRON!

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