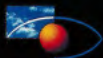


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MIRAGE TECHNOLOGIES LTD. PRESENTS

RISE TM OF THE ROBOTS

PC CD-ROM

PREPARE FOR THE MOST INTENSE SHOWDOWN EVER.

Rise of the Robots takes you into a future world, highly industrialized, where technologies have developed and crashed together to create the supreme super-tech society. The servants of this society are robots.

The city-state Metropolis 4 is the home of Electrocorp, the planet's major robot manufacturer. Electrocorp produces a wide range of machines for all possible applications, from crude industrial robots right up to highly sophisticated military and bio-simulatory models.

The Electrocorp manufacturing complex is entirely run by robots, managed day-to-day by the ultimate in robot technology, the polymorphic Supervisor-class robot.

No one knows for sure how it happened, but the Supervisor has shut down the plant, reprogrammed the security defenses to form a blockade and is planning a full-scale robot revolt.

The most lethal robot warriors ever created are now under her control.

It is believed that the Supervisor has been infected with a cyber-disease known as the Ego virus. This insidious bug creates a pleasure center in the robot's CPU, which is triggered whenever the robot does something destructive.

In order to combat this evil, Electrocorp has constructed you, a Cyborg. As the Cyborg—the first successful melding of man and machine—you must battle five robot fighters of unparalleled strength and skill, before squaring off against the ultimate challenger: the malignant, melting, morphing Supervisor.

Only one of you will survive.

STARTING THE GAME

Check PC CD-ROM System Requirements and follow instructions for setup outlined on the enclosed card. Once you have setup *Rise of the Robots*, type RISE and press [Enter]. This must be done from the CD-ROM drive. This will start the game. The *Rise of the Robots* story begins with an animated movie introduction. You will follow the Lander light transporter craft carrying the Cyborg across Metropolis 4 to the Electrocorp Tower which is the scene of the action. The Cyborg exits the Lander and enters a control room where it activates a control console. This console contains a monitor which displays the game options screen.

MAIN MENU

From the Main menu, use your up/down cursor keys or your joystick to select one-player, two-player and options preferences. Confirm your choices with the [Enter] key.

ONE-PLAYER GAME

This option pits you against the computer. You take the role of the Cyborg, and you must battle your way past a series of formidable Electrocorp robots who protect the Supervisor, the ultimate opponent. The robots you will encounter have a mounting intelligence factor. Upon selecting the one-player game, you will next see two options: Training and Mission Briefing.

TRAINING

This option lets you, the Cyborg, select between the individual robots. Using the left and right cursor keys or the joystick, select your preferred combat opponent, then confirm your choice using the fire key or fire button. You may select any of the robots except the Supervisor within this option.

MISSION BRIEFING

This option puts the Cyborg into the Security Services-directed mission, where you must meet each robot in a mounting order of combat skill and aggression. It is only by following the mission briefing and by battling your way past all the opposing robots, that you will finally meet the ultimate challenge to your combat skills—the Supervisor.

TWO-PLAYER GAME

Within this option you are able to select an opponent for the Cyborg from the range of Electrocorp robots. You will not be able to play one robot against the other—but you

will be able to pit the Cyborg against its twin. Since both combatants are player controlled, there is no difficulty level setting for this option. You cannot select the Supervisor from this option.

HANDICAP SYSTEM

This option allows a handicap to be imposed on a player who may be more skilled than his opponent, allowing for a fairer contest. Using the slider bar, increase or decrease your strength and power according to how you wish to balance the contest.

OPTION SCREEN

The various game options are selected by highlighting the selection of your choice, using your computer's keyboard cursor keys and confirming with the fire key. If you have selected joystick control during the installation, use the joystick to highlight your choice and confirm using the fire button.

DIFFICULTY LEVEL

Here you are able to select the difficulty level of play from Beginner, Easy, Medium or Hard. Select the option you require via the joystick or the keyboard. This determines the aggression and skill levels of your computer-driven opponents.

TIMER

A timer is displayed at the top of the screen and counts down as the bout progresses. You can select the length of the bouts from 30, 60 or 90 seconds. You may also select the "No Timer" option. Having selected the "No Timer" option, each bout will be a fight to a knock-out finish.

CINEMATICS

This option allows you to turn the cinematic sequences that link the different encounters on or off. For first-time players, or players that like to watch the action sequences, this option should be turned on. These sequences show how the action is progressing. By turning this option off you can go immediately to the fight scenes.

BOUTS

Each encounter with an individual robot is divided into separate bouts. For each encounter, you may choose a preferred number of bouts, from 3, 5 or 7. Each bout has a limited duration or is a fight to a knock-out finish. This is set in the "Timer" option. In order to survive and progress to the next robot, you will have to win more than half of the bouts, e.g., at least 2 out of 3, 3 out of 5 or 4 out of 7 bouts. A bout can be won in one of two ways. You can knock out your opponent, or you can win by inflicting the most damage within the bout's time span.

SHADOWS

This option allows you to turn the robot's shadows on or off. Some slower computers may run faster with the shadows turned off.

SCREEN SHAKE

This option allows you to turn the screen shake on or off as the robots engage each other in combat. Once again, turning off the screen shake may speed up the action for slower computers.

CONTROLS

Rise of the Robots can be played directly from the keyboard, or with a joystick. You will have selected from these control methods during the installation process. If you would like to change any of the control parameters, from joystick to keyboard or vice versa, or change the active keys on your keyboard, you will need to run the install program.

Exit from the game, or move back one menu, using the [Esc] key on your keyboard. You will now be at the DOS prompt. Type SETUP, press [Enter] and you will find yourself in the setup program. Follow the on-screen instructions to carry out whatever changes you wish to make.

GAME FORMAT

SCORING

Each player's score is displayed on the screen above the starting position of the particular fighter, i.e., on the left or right of the screen. Score points are gained by damaging your opponent. The most important way of building a hefty points score is through landing powerful strategic hits on your opponent. The use of special moves is an essential factor when building a respectable points tally.

POWER OF BLOWS

This information is critical if you want to amass a credible score. The longer you hold down your designated keyboard power button, or fire button for joystick users, the more power you will deliver upon its release. Be careful; using high-power kicks and punches leaves you open to fast counter-attacks.

COMMANDS

The Cyborg and each robot can be controlled with single-key commands: Jump (Up); Crouch (Down); Shuffle towards and away from an opponent (Forward / Back); Punch / Kick (Fire button 1); Block (Fire button 2, PC joysticks only).

MOVES AND SPECIAL MOVES

Each robot has a variety of moves, which are derived from each robot's unique abilities (see chart next four pages). Special moves are devastatingly powerful when they connect. They can cause massive damage and will contribute greatly to the user's points score. Special moves are, however, difficult to execute and will require practice to master. You will need to use special moves to succeed in the Rise Mission; they are critical to your survival.

ROBOT		MOVES	KEY SEQUENCES	SPECIAL MOVES		KEY SEQUENCES
The Cyborg	Jab	Fire button		Shoulder barge	Back + Forward + Fire button	
	Flying kick	Fire button + Up		Turbo head-butt	Down + Up + Fire button	
	Low punch	Fire button + Down				
	Kick	Fire button + Back				
	Big punch	Fire button + Forward				
	Low kick	Down + Forward + Fire button				
	Crouch autoblock	Down + Back				
The Loader	Punch	Fire button		Double fork-slash	Forward + Forward + Fire button	
	High kick	Fire button + Up				
	Mid kick	Fire button + Forward				
	Low kick	Down + Back + Fire button				
	Low punch	Down + Fire button				
	Crouch autoblock	Down + Back				
The Builder	Uppercut	Fire button + Up		Pile driver	Down + Back + Up	
	Backhand	Fire button + Forward + Back		Bomber jump	Down + Forward + Up	
	Hand sweep	Fire button + Down				
	Low hand sweep	Down + Back + Fire button				
	Low punch	Down + Fire button				
	Crouch autoblock	Down + Back				

ROBOT	MOVES	KEY SEQUENCES	SPECIAL MOVES	KEY SEQUENCES
The Crusher	Jab	Fire button		Down + Forward + Fire button
	Kick	Fire button + Back		
	Claw jab	Fire button + Forward		
	Low kick	Down + Back + Fire button		
	Low punch	Down + Fire button		
	Crouch autoblock	Down + Back		
	Flying punch	Fire button + Up		
The Military	Jab	Fire button	Cyber slash Catapult spin	Back + Forward + Fire button Down + Up + Fire button
	Uppercut	Fire button + Up		
	High kick	Fire button + Forward		
	Spin kick	Fire button + Back		
	Low kick	Down + Back + Fire button		
	Low punch	Down + Fire button		
	Crouch autoblock	Down + Back		
Aerial side kick	Up + Fire button			
The Sentry	Mile-high kick	Fire button + Up	Flying jet kick	Down + Down + Fire button
	Mid kick	Fire button + Forward		
	Punch	Fire button + Back		
	Low kick	Down + Back + Fire button		
	Low punch	Down + Fire button		
	Crouch autoblock	Down + Back		

TECHNICAL SUPPORT (800) 565-8944

For additional technical and trouble-shooting information about *Rise of the Robots*, refer to the README file in the *Rise of the Robots* root directory. For further information, call our technical support hotline (800-565-8944) between the hours of 9:00 A.M. and 7:00 P.M., Pacific standard time.

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