



NTSC U/C

PlayStation®

ROBOTTATION™



MIDWAY®

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.

HANDLING YOUR PlayStation™ DISC

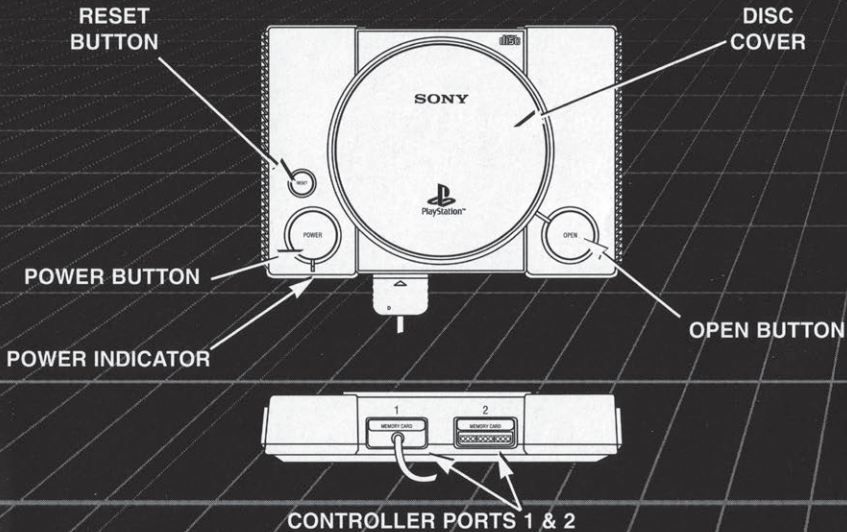
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact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

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GETTING STARTED

Set up your PlayStation™ Game Console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the RobotronX™ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ Game Console. Follow on-screen instructions to start a game.

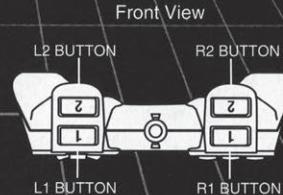
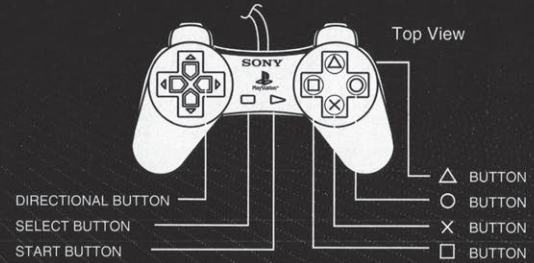


CONTROLS

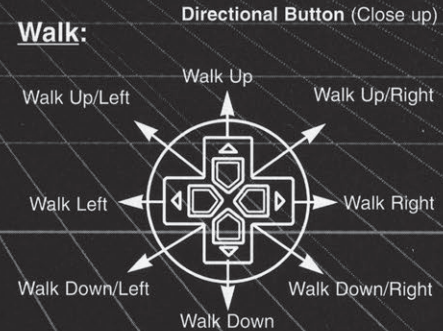
Aim and Fire :

- Fire Up - **▲ Button**
- Fire Down - **X Button**
- Fire Left - **Square Button**
- Fire Right - **Circle Button**

To fire diagonally, press two adjacent keys simultaneously.
For example: **Up + Left** or **Right**;
or **Down + Left** or **Right**.

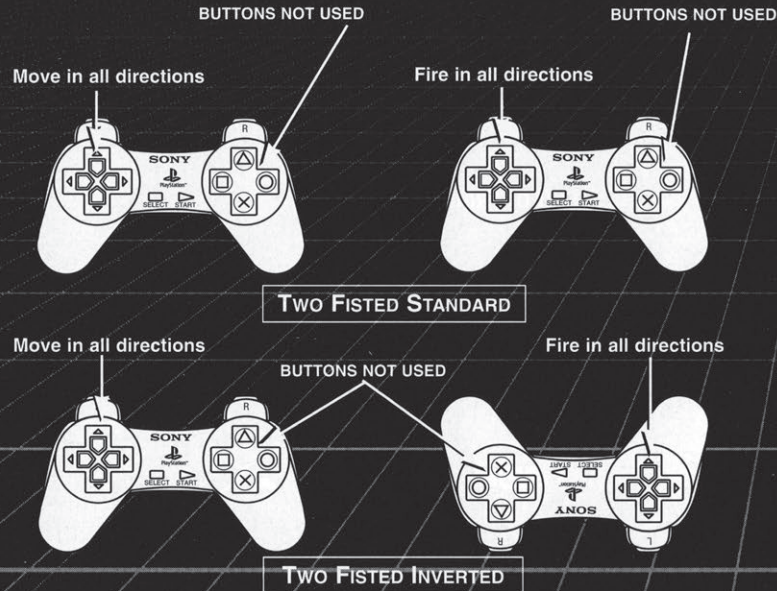


Walk:



CONTROLS

RobotronX lets you play using both controller Directional Buttons to move and shoot (see **Configure Controls**, pg. 9). There are two ways to hold and use the controllers. One of the two controllers must be held upside down. The diagrams below demonstrates how to operate them.



MENU SELECTIONS

- Press **Up** or **Down** on the **Directional Button** to highlight menu items.
- Press **Left** or **Right** on the **Directional Button** to cycle options.
- Press the **X Button** to select an option.
- Press the **▲ Button** to go back to the previous menu.

ROBOTRONX: 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.

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 turns playing. When one player loses, the other player takes his 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 Memory Card, you can load that file and continue the game (see **Save Game**, pg. 15). 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, then select **Exit** to return to that game. A slot marked "**Unused**" has no saved game.

Options - Select this option to go to the Options Screen, and select from the various game play options (see **Options**, next page).



OPTIONS

CD Volume - Adjust the game's CD music volume. Press the **Directional Button Left** or **Right** to cycle through the available volume levels. You'll hear the music volume change as you make adjustments.

FX Volume - You can also adjust the game's FX (Sound Effects) volume. Press **Directional Button Left** or **Right** to cycle through the available volume levels.

CD Track - Select one of the 19 music cuts available in the game. Press **Directional Button Left** or **Right** to cycle through the available music. The music will change as you cycle through them.

Difficulty - *RobotronX* has three difficulty levels. Select **Easy**, **Normal** (default), or **Insane**.



OPTIONS

Starting Lives - You can adjust the number of Lives you have during the game. Select from 1 to 10 lives. Use a high number of Lives until you get pretty good. Then taper that number down to make the game more difficult.

Extra Life Score - To make things even easier (or harder), you can adjust the amount of points it takes to win an extra life during the game. Select from 10, 25, 50 or 100 thousand points, or select **Never** to disable the extra life option. Set this option low to win extra Lives easier, or make it a high number or Never to make things tougher.

Configure Controls -(See Configure Controls, next page.)

Restore Defaults - Before play, you can select this option to restore all options to the game's original default settings.

Exit Options - Exit the Options Screen.

CONFIGURE CONTROLS

Select this option to make modifications to your controls. Here are the options:

P1 Default Controls - To change the configuration for Player 1, highlight this option, then press **Directional Button Left** or **Right** to cycle between Standard and Two Fisted configurations. (See **Controls**, pg. 3 or 4 for diagrams of both control options.)

Note: You must have two controllers plugged in to select the Two Fisted controller option.

P2 Default Controls - Player 2 may select a different configuration than Player 1. Controls will switch between the two configurations as players take turns playing. Highlight this option, then press Directional Button Left or Right to cycle through the other available control pad configurations.

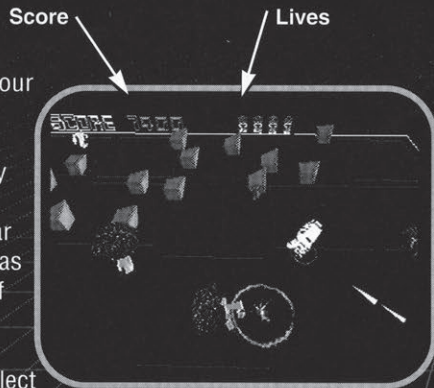
Use Setup - Once you've made your modifications, select this option to accept them and return to the Options Screen.

Cancel - Exits the Configure Controls Menu, disregarding any changes made.



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 GATES

Level Gates are created when a magical grunt is destroyed. If entered, a Level Gate will randomly warp the player forward or back through levels. Either -1, -3, 0, +1, or +5. Level Gates do not appear in the last 10 levels.



ELECTRODES

There are 10 different types of electrodes ranging from simple objects to electrodes with particular game play features. They are:



Electrode 1: Basic Electrode



Electrode 2: Giant Electrode, found in the Electrode Forest, levels 30-40



Electrode 3: Basic Electrode



Electrode 4: Basic Electrode



Electrode 5: Basic Electrode



Electrode 6: Basic Electrode



Electrode 7: Attractor Electrodes require 20 shots to destroy.



Electrode 8: Repeller Electrodes require 20 shots to destroy.

ELECTRODES



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



Wargate - This device allows instantaneous movement and provides a quick escape in emergency situations.



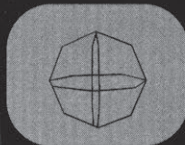
Transformer - These electrodes are used in the Beam Maze 40-50.



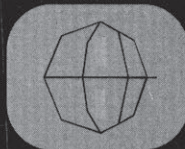
Mine - A useful tool in the quest to eradicate the human race. One wrong step and you're toast.

POWER UPS

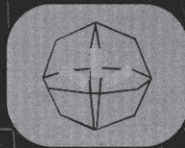
Robotron X has several different types of Power Ups that will help you boost your firepower and defeat your enemies. They are:



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



Two Way - This weapon fires forward and behind Ugene 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.

POWER UPS



Four Way - This 3 way weapon produces mines that can be used to lay mine fields with deadly efficiency.



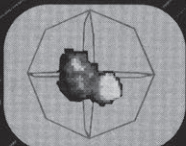
Pulse Wave - The electromagnetic pulse wave (E.M.P.) has a wide field of damage and works best at close range.



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.

IN-GAME OPTIONS

At anytime during the game, press the **START Button** to bring up the In-Game Options Menu. Here they are:

Continue - Continues the game.

Save Game - With a Memory Card inserted into your PlayStation, you can select this option to save your current game. The Save Game Screen will appear. It displays 8 slots available to save a game. Press **Up** or **Down** to select a location to save your game, then press the **X Button**. You'll be asked if you want to "**Overwrite this Game**". Select **Yes** to save the game or **No** to return to the Save Game Screen.

CD Volume - (See **CD Volume**, pg. 7)

FX Volume - (See **FX Volume**, pg. 7)

Select Camera Mode - You can change the default camera mode. When you select this option, the Select Camera Mode Screen appears. Select **Normal** to use the default camera or **Overhead** to play the game from directly above the playing surface. Select **Cancel** to return to the In-Game Options Screen.

Quit Game - Quit the current game in progress. You'll be prompted to select **No** to continue the game or **Yes** to return to the Main Menu.



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 Ugene. 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 invisibility and arrive in groups. They require 2 hits to destroy. Score: 150

THE ENEMIES



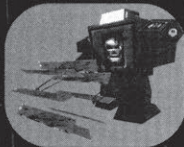
Hulk (Indestructible) - These hulk robotrons seek out and destroy the last human family. This 3D rendition of the classic Robotron's hulk is equipped with claws that grab and crush any humans they find. Score: None



Hulk 2 (Indestructible) - These hulks scavenge for body parts. They're equipped with a nozzle that can suck up Ugene 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 Ugene 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

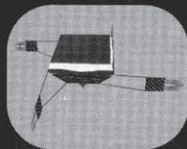


Spheroid 3 - You can't escape the terror of these Gigantoids. They're powerful and relentless. The Gigantoid Spheroid must be hit many times to destroy. Score: 2500



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

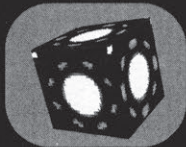


Enforcer 4 - These deadly super seeder enforcers move quickly and spread mines which block your path. They require 3 hits to destroy. Super seeders are created by Spheroid 4's. Score: 500

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 1 - 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

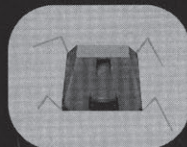


Brain 3 - The Gigantic mega brain can produce multiple poison waves and can reprogram humans through telekinesis. Mega Brains require many shots to destroy. Score: 3000

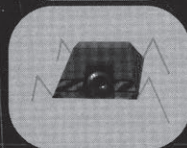


Brain 4 - Slug brains can release 4 poison waves each time they fire. Slugs require 3 hits to destroy. Score: 1000

THE ENEMIES



Nanobyte - These Nanobytes cling on to Ugene causing him to slow down slightly with each added enemy. When 5 Nanobytes have clung onto Ugene, 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



All Progs - Behavior: Progs are Programmed humans that chase and destroy Ugene. Score: 100

CREDITS

MIDWAY HOME ENTERTAINMENT TEAM

| | |
|--------------------------------------|---|
| Executive Producer | Michael Rubinelli |
| Assistant Producer | Brian Lowe |
| Sound Tools | Scott Patterson |
| Sound and Music | Aubrey Hodges, Tekno Man (a.k.a Danny Lewis) |
| Print Design & Production | Debra Austin, Dave Young, Shawn Murphy, Robert Shepherd & Jon Mongelluzzo |
| Midway Testing | Benjamin Larkin, Jason Barnes, Jeff Truax, Joshua Hutchins, Florence Mandilag & Fred Pampo |
| Special Thanks | Eugene Jarvis, Jim Flaharty, Justin Heber, Mark Guidarelli, Michael Gottlieb, Michelle Boyd, Sam Duval & Shari Bernstein |

PLAYER 1 TEAM

| | |
|---------------------------|--|
| Game Code | Ian Morrison |
| Windows '95 Code | Takashi Kurosaki |
| PlayStation Code | Tom Ketola |
| Nintendo 64 Code | Marcus Goodey |
| Design | George Weising |
| Graphics | Jason Gee |
| Assistant Producer | Matt Saia |
| Sketch Artist | Carlos Ortega |
| Agent | Bob Jacob |
| Special Thanks | David Oxstein & all at MI Software Tim Lindquist & all at Dimension Publishing Mike Engle, Alan Grier, Fred Johnson, Mindy Kamo, Alice Lin, Kathy Cunningham, Sean Lord & David Rosenbaum |

Also, special thanks also to John Rowe for pushing the "START" button.

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