The LAND Of TRIDISS

Maze of Stone
Subterranean labyrinth inhabited by Lizardmen who worship the spirit of Earth.

Ruins of Wind
Said to be Birdian ruins where the spirit of Wind was worshipped.

Corridor of Deep Blue
Submarine cave protected by the spirit of Water; home of the Mariners.

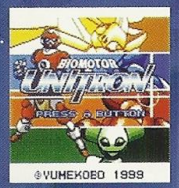
Rhafiace City
Capital of the Kingdom of Rhafiace. The world-famous Arena can be found here.

Forest of Verdure
Holy ground of the Foresters; said to be the dwelling place of the spirit of Wood.

This is the continent of Tridiss, where all the action in BioMotor UNITRON takes place. Here you can find Rhafiace City, the capital of the largest kingdom on the planet, which contains the UNITRON Arena as well as many shops and buildings. Also found on Tridiss are the four shrines devoted to the spirits of Wind, Wood, Water, and Earth. There are also persistent rumors of a hidden ruin, a dungeon buried inside the earth...Will you be the one to discover it?

Starting a New Game

1. After correctly inserting the game cartridge into your NeoGeo Pocket, press the Power button to turn it on.
2. The opening demo will play. When the demo finishes, the Title screen will be displayed. Choose your desired option. (You can skip the demo by pressing the A button.)



NEW GAME:	Selecting this option begins a new game
LOAD GAME:	Selecting this option allows you to continue a saved game
OPTION:	Selecting this option allows you to change game parameters

3. If you are playing for the first time, you should select NEW GAME and press the A button. Doing so will take you to the Character Creation screen.
4. The first thing you will do in the Character Creation screen is to determine what your UNITRON master's species and gender will be. Your partner's gender will be automatically set to whichever gender you do not choose.

5. Next, you must choose a name for your character and your partner.

6. After you have completed creating your character, a message will appear asking you to confirm your selections. When you do, the game will begin.

About Your UNITRON

A UNITRON is a man-shaped combat robot powered using an energy-filled ore called Uni-Tron, which is taken from The Unitice, a meteor that fell on Elscea. After going through a special purification process, Uni-Tron becomes a round crystal called a UNITRON Core. These cores are used to power UNITRON robots, which are made up of interchangeable Arm, Leg, and Backpack parts.

Parameters

HP	A UNITRON's endurance. A UNITRON is destroyed if its HP reach 0.
EP	A UNITRON's energy rating. Attacks use up EP at varying rates.
AP	A UNITRON's attack rating. It affects the amount of damage done by an attack.
SP	A UNITRON's defense rating. It affects the amount of damage a UNITRON receives.
RP	A UNITRON's agility rating. It affects accuracy in combat and how well a UNITRON dodges attacks
MP	A UNITRON's movement rating. It affects combat speed.
AT	A UNITRON'S strength/weakness.

Parts

Body	A UNITRON's base body.
Core	The source of a UNITRON's energy.
Arm	A UNITRON's weapon.
Leg	A UNITRON's mobility.
Pack	Part attached to a UNITRON's back that allows for additional power.

Arms and Materials

One of the most exciting things about being a UNITRON master is developing new arms. Arms can be developed and made stronger by combining them with special materials. Material can be bought at a shop, or it can be found in the wilderness or in a dungeon. Some special kinds of material can only be obtained by trading items for it.

Arms

- Hacken: An Arm with a cutter attached to the upper arm.
- Lancer: A metal alloy Arm shaped like a spear with a sharp point.
- Hand Gun: An Arm with a revolver attached to it.

Material

- Steel: Basic metal material.
- Silver: Silver specially crafted for use in weapons.
- Mithril: Magical metal fashioned by faeries.

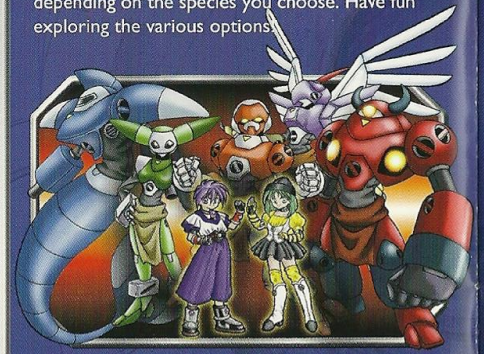
Development Example

Hacken + Silver = Saber

Adding the Silver material to the Hacken Arm will produce the Saber Arm. The number of different Arms you can make is limited only by your imagination and the material you find.

Characters

In BioMotor UNITRON, you may choose your player character from one of five different species, as well as the character's gender. The species you choose for your character determines what kinds of equipment you can develop, as well as your character's abilities. The abilities and design of your UNITRON also vary depending on the species you choose. Have fun exploring the various options!



Chief Engineer for the Arena. Despite his frightening appearance, he is a friendly and considerate person.

Jon

Wandering bard who sometimes appears in Rhafiace. Appears to be hiding a secret of some kind.

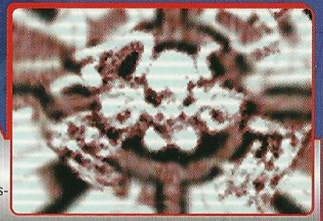
Cyrius

Lana

Shop owner in Rhafiace. Responsible and confident, she is highly regarded by the townspeople.

Helmut

Past Master of Masters. Lost his wings due to an injury in his last fight.



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Being whose existence is shrouded in mystery. According to the legend, it split the darkness and appeared in a burst of light.