

THE Hobbit



THE PRELUDE TO
THE LORD OF
THE RINGS

EmuMovies

METAL ARMS

There may be a

GLITCH IN THE SYSTEM



INSTRUCTION BOOKLET



SIERRA



NINTENDO
GAMECUBE

**FULLY READ THE SEPARATE HEALTH AND
INSTRUCTIONS BOOKLET INCLUDED WITH THIS
SYSTEM. ALWAYS USE YOUR NINTENDO® HARDWARE
WITH THE CORRECT DISC OR ACCESSORY. THIS BOOKLET
CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING
WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
 - Take a 10 to 15 minute break every hour, even if you don't think you need it.
 - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.



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VIOLENCE

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USING THE NINTENDO GAMECUBE™ SYSTEM

- Set up your Nintendo GameCube™ by following the instructions in the Nintendo GameCube™ Instruction Manual.
- Press the POWER Button, and the status indicator light will light up.
- Press the OPEN Button, and the Nintendo GameCube™ Disc Cover will open.
- Place the *Metal Arms: Glitch in the System* Game Disc onto the Optical Disc Drive with the label facing up, and close the Disc Cover.
- Follow on-screen instructions and refer to this manual for more information about playing *Metal Arms: Glitch in the System*.

Avoiding Damage to the Nintendo GameCube™ game Disc or the Optical Disc Drive

- Insert only Nintendo GameCube™ Game Discs into the Optical Disc Drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a Nintendo GameCube™ Game Disc in the Nintendo GameCube™ system for extended periods when not in use.
- Do not move the Nintendo GameCube™ system while the power is on and a Nintendo GameCube™ Game Disc is inserted.
- Do not apply labels, stickers, or other foreign objects to Nintendo GameCube™ Game Discs.



Using the Nintendo GameCube™ Controller



- Connect the Nintendo GameCube™ Controller to any Controller Socket on the front of the Nintendo GameCube™ system. For multiple players, connect additional Controllers to available Controller Sockets.
- Follow on-screen instructions and refer to this manual for more information about using the Nintendo GameCube™ Controller to play *Metal Arms: Glitch in the System*.

START/PAUSE or A Button – Start Game/Begin Play

START/PAUSE – Pause

Control Stick or +Control Pad – Select Options

Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV).

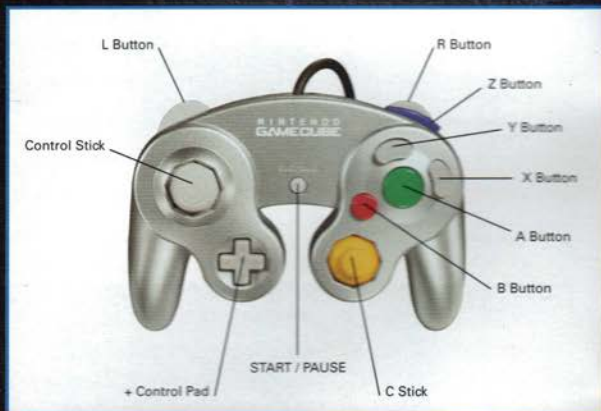
In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube™ Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube™ logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive mode will set the format of the image to a wide screen (16:9) format.



ACTION CONTROLS



Move	Control Stick
Turn/Aim	C Stick
Primary Weapon Select	Hold X Button and scroll
Primary Weapon Fire	R Button
Primary Weapon Reload	Tap X Button Quickly
Secondary Weapon Select	Hold B Button and scroll
Secondary Weapon Fire	L Button
Primary/Secondary Weapon (Combo Quick-Select)	+Control Pad (Hold to Program, Tap to Select)
Action / Fly Up	Y Button
Jump / Fly Down	A Button
Flip / Stomp	Tap A Button Twice
Melee Attack	Z Button
Special Move	
Exit Possessed Bot	Hold B Button
Pause Menu	START/PAUSE
Go Back	B Button

THE CONTROLS

Refer to page 6 of this manual for information on the game's controls. This section contains additional information.

Weapon Selection

Glitch can arm and, in most cases, use both a primary and secondary weapon simultaneously. To select a primary weapon, press and hold down the X Button until the primary weapon select screen appears.



The weapon select screen displays information about the currently selected weapon and allows you to scroll through the weapons Glitch has in his backpack using either the L Button and the R Button (handy for multiplayer games) or the +Control Pad's Up and Down directions. When you've scrolled to the desired

weapon, release the X Button. Weapon selection for Glitch's secondary weapon is identical, but uses the B Button instead.

You can save your favorite primary/secondary weapon combo to the +Control Pad's Up and Down directions (or to all four directions if 4-Way is selected on the *Advanced Settings* menu). While playing the game, select a primary and a secondary weapon. Once Glitch has made the switch, hold down a direction on the +Control Pad until a red arrow flashes near the ammo display on the HUD. The weapon combo is now saved. Save additional combos to other directions on the +Control Pad. Then, to quick-select to your saved combos, briefly tap the desired direction on the +Control Pad.

Reloading

Go into battle prepared! You can reload your primary weapon at any time by briefly tapping the X Button.



GLITCH IN THE SYSTEM

While searching through the crumbled ruins of what was once a glorious, towering city on planet Iron Star, a small band of Droids and their robotic canine unit, Zobby, found something buried in the rubble. It was a Droid — but a Droid unlike any they had ever seen before! With a strange marking on its helmet and a design quite different from their own, the bot lay silent and motionless, shrouded in mystery. The only information the expedition could extract was its name: *Glitch*.



PLAYING

You play *Glitch*, a small but determined robot who has been thrust into the midst of a planetwide rebellion after being discovered by a remote expedition. Glitch has a mysterious symbol on his head and he possesses a unique design foreign to planet Iron Star. Due to severe damage of his memory circuits, not even Glitch knows his history. But with his planet being overrun by the evil General Corrosive and his relentless Mil army, Glitch is determined to use every destructive means he can get his metal hands on to put things right. And destruction is what Glitch knows best!

THE MAIN SCREEN



Now that you've powered up the Nintendo GameCube™ and properly inserted your *Metal Arms: Glitch in the System* Game Disc, the Main screen appears with the choices described below.

Campaign

Select *Campaign* to start a new single-player campaign, resume a campaign in progress, or replay completed missions. This option also allows you to create, edit, and delete player profiles used by both the campaign and multiplayer modes. As you complete each mission, your progress is automatically saved to your player profile.

Multiplayer

Select *Multiplayer* to play against your friends. You can also create and edit custom multiplayer game types here. For details on multiplayer, refer to the *Multiplayer* section of this manual.



THE HEADS-UP DISPLAY

The Heads-Up Display (HUD) provides essential combat and tactical information. The layout of the HUD information may vary slightly from bot to bot, but the data displayed is essentially the same.



Targeting Reticle

The targeting reticle indicates where Glitch is aiming. Position it over an enemy and when the reticle turns red, *fire!* Normally, assisted targeting is enabled. To disable, turn the *Assisted Targeting* item off on the *Advanced Settings* menu.

Primary Weapon

The Primary Weapon icon represents Glitch's currently selected primary weapon. For weapon details, hold down the X Button.

Secondary Weapon

The Secondary Weapon icon represents Glitch's currently selected secondary weapon. For weapon details, hold down the B Button.

Clip Ammo

The larger number next to the weapon icon indicates the number of rounds in the weapon's clip. For energy weapons, a graphical bar is used instead.

Reserve Ammo

The smaller number next to the weapon icon indicates the number of rounds Glitch has in reserve outside the clip.

Upgrade Level Indicator

Glitch's weapons can be upgraded. The weapon's current upgrade level is indicated by a number of green bars next to the weapon icon.

Batteries

Batteries hold Glitch's atomic energy — his life juice. When his energy depletes, his chassis will be blown apart with the smallest amount of damage. The more batteries Glitch has, the more energy he can store and the longer he can withstand attacks. Glitch starts with one battery, but his chassis can house up to six.

Motion Sensor

Glitch's motion sensor is a device that can detect the movement of other bots. The device can also distinguish between friend (yellow blips) and foe (red blips) by analyzing the high-frequency RF patterns emitted by the bot's CPU.



STORY

IRON STAR

Located on the outer rim of a distant galaxy is a planet with deep secrets and a mysterious origin. It is a planet unlike any other in the universe, and yet it would go entirely unnoticed by a passing starship.

This is Iron Star, a planet inhabited by a society of robots. Although Iron Star appears to be an ordinary organic planet, it was actually constructed in the distant past by ancestors of the current inhabitants. Its construction is architectural genius, consisting of a thick metal shell fastened to a solid core in the center. The surface was terra-formed with imported dirt, shredded asteroids, and crushed ice.

Upon the planet's surface, many robot cities are scattered among the vast barren regions of the planet. Some large and some small, these robot cities are home to the majority of the planet's primary robot civilization known as the Droids. The Droids on Iron Star work with efficiency in their cities and live in the security that the planet's façade provides.

Deep within Iron Star, under its protective shell, is the planet's primary industrial region operated by a small society of enigmatic robots called the Morbots. Not much is known about the Morbots. Since the beginning of Iron Star, they have remained below, forever committed to operating the planet's most valued resource: its power. It's an unquestioned law that Droids never venture below the planet's surface. Even if that were possible: the only entrances into the Morbot region are what seem to be permanently sealed gateways decorated with unusual symbols. So mysterious is their existence that even the subject of Morbots is guaranteed to inject a hearty dose of discomfort into any conversation. No Droid really knows why this is, although there are many eerie stories about the Morbots that have been passed from one Droid generation to couldn't all be true, could they?



SCIENCE GONE WRONG

For the science Droids, improving the existing models of worker Droids has become routine. The modifications usually improve efficiency, whether it involves movement, visual and audio processing, or the tools the robots are equipped with. For generation after generation, the science Droids have progressively evolved every type of Droid in one fashion or another. That is, every type except for the science Droids themselves.

The science Droids' specialty is their extremely complex brain circuitry, which makes them the only Droids capable of comprehending the inner workings and schematics of every other type of Droid on the planet. But their own brain electronics are far too complex for them to understand, and this limitation has prevented them from evolving. For as long as Iron Star has been in existence, the science Droids have remained exactly the same. Many attempts at self-improvement have been made, but all have failed miserably, usually resulting in a twitching pile of metal with a smoking brain circuit.

The most recent attempt to build a new science Droid was devastating, and changed Iron Star forever. A team of science Droids, led by their chief scientist, Dr. Exavolt, applied radical ideas to a new robot brain. Although the first several attempts resulted in a robot with the intelligence of an electron, their perseverance finally, and for the first time in Iron Star history, produced a robot with the ambition and the know-how to evolve beyond his original design. But with this ambition came a hunger for power! The science team constructed a custom chassis to house their creation, and after a few calibrations, the new robot stood and looked around to study its surroundings. It turned to face the science team, who were standing motionless with disbelief that the impossible stood before them. It spoke four words, "I am General Corrosive."





Suddenly, from outside the science lab where General Corrosive addressed his makers, several loud explosions were heard along with laser fire and metal alloys clashing. Then silence. Other science Droids rushed down the hallways to the top-secret lab, and were shocked to find the door completely obliterated off its track. Inside, the room was demolished. Equipment was torn into pieces, still sparking and smoking. Furniture was thrown about. Broken glass and shards of metal lay spilled across the floor. And mechanical fragments of the robot science team were scattered across every corner. The debris led out of the lab, through the door, and down the hallway, where it finally vanished. Whatever did this had escaped.

It didn't take long for the Droids to piece together what had happened in the top-secret science lab. From the notes, Dr. Exavolt had been working with his team to create a new robot with a super brain. Radically new ideas were hastily used in the design and construction of the robot, and resulted in an unstable neural network in its cranium. When the robot was powered-on, its unstable brain circuit entered a state of chaos and it

destroyed the science lab and the robots in it. However, Dr. Exavolt was never found, and his whereabouts remain a mystery to this day.



CHARACTERS

DROIDS

The Droids inhabit Iron Star's surface cities in abundance. There are many different types of Droid robots, from small biped miners to intelligent science bots to large transport bots. Regardless of their type, every Droid is proud of its specific contribution to Iron Star.

Since the Mil domination of the planet, most of the Droids have been thrust into slave labor for the Mils. Those that resisted have been "recycled." Despite this Mil domination, a small band of Droid rebels led by Colonel Alloy have managed to launch attacks from their secret base in Droid Town.



Zobby

Zobby is the robotic canine that, along with a small band of Droids, discovered Glitch in the ruins. He can't talk, but he can drive a Mil Rapid Armored Transport (RAT) and is quite good with the RAT's mounted RJV-780 20mm depleted — Vorium machine gun.



Colonel Alloy

Colonel Alloy is commander of the Droid rebellion. Long ago, Alloy was a Droid architect, designing the incredible cities that populate Iron Star. His final project, cut short as the war between the Droids and the Mils began, was known as Droid Town, and its location still remains a secret to the Mils.





Dr. Exavolt

Dr. Exavolt was once the Chief Scientist of the pre-Mil Iron Star, and the only Droid on the planet capable of understanding the complex internal workings of the robots on the planet. In his quest to expand Droids beyond their original capabilities, Dr. Exavolt created General Corrosive, which turned out to be a disaster for the entire planet. Though

General Corrosive obliterated the science lab he was created in, Dr. Exavolt's remains were never found.



Krank

Krank is the Chief Engineer for the Droid rebellion, and is Alloy's right hand (though Krank has four). He can turn a bag of bolts into a deadly weapon in six seconds flat while simultaneously delivering a stream of obscenities

that would make a Morbot blush. Krank has engineered many weapons and much equipment for the rebel forces, but one of his most ingenious achievements is the Control Tether device.



Agent Shhh

If you hear a talking mailbox or get called over by a lamp post, you might want to listen because it's probably Agent Shhh hiding in the midst of a covert operation. Agent Shhh is Alloy's master spy and is currently assigned to Mil

City. He's an excellent source of Mil information.



Shady and Mr. Pockets

Shady and Mr. Pockets are your friendly neighborhood Barter Droids that tend to turn up in the strangest of places. Track them down by listening for their boom box, then approach them and press the Y Button. For the right numbers of Washers, they will sell you anything

they can get their hands on — whether it belongs to them or not!

Other Droids

There are always friendly Droids out there ready to join the cause. Whether you help them out or just talk to them in the streets, you never know who might be willing to lend a metal hand.

MILS

Shortly after the science disaster, General Corrosive emerged again. Using his supreme intellect, he took over a robot manufacturing plant and modified it to produce an army of robot minions dedicated to his lead. He called his new race the Mils; their charter was to throw Iron Star into complete chaos and build a new empire using the Droids as slave labor.

One by one, they took over every one of the robot manufacturing plants and eventually most of the cities on the planet. Everything the Droids produced was taken by the Mils, while the Droids lived in poverty, surviving on the scrap parts and trickles of power that the Mils tossed down to them. Any sign of resistance from a Droid resulted in his being "recycled" (a popular Mil euphemism). It seemed that overnight Iron Star had become destined for doom.

Below is data on several Mil units. Be warned that General Corrosive is continually improving and upgrading his current bot designs, as well as introducing completely new Mil bots with even more devastating capabilities.





Grunt

The Grunt is the basic fighting unit of General Corrosive's Mil army. Though their intellectual circuits are primitive, these units can be armed with a flexible arsenal of small arms and can be mass-produced quickly with minimum resources. Encountered in small numbers, they can be easily defeated. But in large numbers, it's often a very different story.



Guard

The Mil Guard is larger, stronger, faster, and more intelligent than the standard Grunt. And unlike the Grunt, it's not easily scared off. Older Guard versions were armed with Blasters. However, those obsolete models have recently been replaced by Corrosive's latest design and the Guard is now armed with a mysterious new

array of weapons. No further data is available.



Scout

The Mil Scout is a small ground-based patrol unit that scans the nearby environment for Droid intruders. Though it is small and lightly armored, the Scout plays an important role in Mil defense. Once the Scout has discovered

an intruder, it kicks its motors into overdrive and races toward the nearest alarm circuit to activate the alarm. All nearby Mil units will be alerted, often taking the intruder by deadly surprise.



Titan

Few Droids have lived after an encounter with a Mil Titan. The Titan is among the largest of General Corrosive's Mil army, and has an extremely intelligent tactical AI circuit. Armed with twin chainguns, a shoulder-mounted rocket launcher, and the raw

tonnage to crush small Droids, the Titan is a force to be reckoned with — and it understands this. Its thick armor can withstand such a severe pounding that the Titan fears nothing. It's a badass SOB that has been programmed with the single goal of complete Droid annihilation, and it absolutely will not stop — ever — until its enemy is nothing but a pile of shrapnel.

General Corrosive

General Corrosive is the product of an unfortunate scienc experiment led by the Droids' chief scientist, Dr. Exavolt. Corrosive is extremely intelligent, and has designed and manufactured a new race of bots called the Mils, which have taken over Iron Star and enslaved the Droids. General Corrosive, as he demands to be called, has also built a huge bot chassis for himself that is so well armored that it's completely indestructible. Towering over tall buildings, General Corrosive rules quite literally with an iron fist and a cold heart.



WEAPONS

To defeat the powerful Mil army, Glitch will have to use many types of weapons. Some weapons have been converted from tools by the Droid engineering corp. Others have been stolen from fallen Mils. Still others exist in the environment itself. Many weapons can be upgraded by acquiring valuable Equipment Upgrade Kits (EUKs), which enhance and even add to weapon functionality.

Glitch can acquire weapons, ammunition, and EUKs by several means:

- Picking them up from destroyed Mils
- Discovering them in the environment, sometimes hidden and sometimes in the open
- Using washers to purchase them from the Barter Droids, Shady and Mr. Pockets
- Receiving them from Droids you help

Some weapons attach to Glitch's right arm and others can be used by his left hand. In most cases, Glitch can use both types simultaneously. The following is data on a few weapons.



Mining Laser

Once used by Miner Droids to cut through rock, the 4MW geologic laser has been modified by Droid rebel engineers to be powerful enough to blow apart small Mil bot chassis. The laser's energy

pump is replenished from its operator's battery and, therefore, never runs out of ammunition.

The Mining Laser can be upgraded with an Equipment Upgrade Kit.



SPEW

The Small Projectile Emitter Weapon (SPEW) is a Mil-developed machine gun used by upgraded Mil Grunts. It fires a rapid stream of metal-shredding projectiles at high velocity. The SPEW's accuracy decreases

the longer the R Button is held down; fire short bursts for optimal damage.

The SPEW can be upgraded with an Equipment Upgrade Kit.



Ripper

Krunk engineered the Ripper by combining parts from several industrial Droid tools. The Ripper fires razor-sharp blades that specialize in severing bot limbs and appendages. The blades have

little impact on the victim's energy level, but can easily slice through a shoulder ball joint or knee axle, severely hindering the enemy bot in its capabilities.

The Ripper's blades can also slice through steel cables made of softer metal, which can be identified by a red tint. The Ripper's targeting reticle will also turn red when a sliceable cable lies under it. Look for sliceable cables throughout the environment — slicing them at the right moment could turn a dismal situation into certain victory.

The Ripper can be upgraded with an Equipment Upgrade Kit.





Control Tether

Arguably Krunk's most ingenious device, the Control Tether allows its operator to hack into and control other bots. Originally, the device was a Mil-developed diagnostic tool used by the elusive Mil science bots

to fix bugs in their patients' operating systems. However, Krunk's modified version allows its operator to possess and control most types of enemy Mils, making it one of the most valuable weapons in the Droid rebel arsenal.



A.



B.



C.



D.

To use the Control Tether, aim the device at the flashing pink data port located on the enemy bot. Not all bots have data ports, so plan carefully. After a few moments, the device identifies and locks on to the data port, flashing green bars on the HUD. Once locked, fire the device by pressing the R Button. A fiber-optic cable will quickly spool out and latch on to the bot's data port, establishing a link between the operator and the targeted bot. You will now be in complete control of that bot and may use its unique capabilities at will.



While in possession of an enemy bot, straying too far from the point of possession will sever the control signal. Alternatively, the signal can be severed at any time by holding the B Button for several seconds.

Enemy Mils won't be fooled by a possessed bot for long, so don't act too obvious if you wish to retain your anonymity. Some classes of Mil bots may never be fooled. Regardless, there are a number of ways to blow your disguise.

Hint: You can also use the Control Tether to distract enemy bots by luring them to investigate the impact noise.

The Control Tether can be upgraded with an Equipment Upgrade Kit. The upgrades provide quicker operation and also reconfigure the armor of the possessed bots so it is stronger.



Equipment Upgrade Kit

Many of Glitch's weapons can be upgraded using the Equipment Upgrade Kit (EUK). When Glitch acquires an EUK, the specific weapon associated with that EUK will be upgraded with

improvements. The current upgrade level is indicated by the number of green bars adjacent to the weapon's icon in the HUD (refer to the HUD diagram in the Heads-Up Display section).





Scope

The scope is an optical telescopic device with an electronic circuit that gathers the optical data and sends it to the active weapon. It is compatible with a number of weapons, but not all. The scope's

HUD icon will flash red when it cannot be used with the current weapon.

When used in conjunction with a weapon, the scope does the following:

- Provides zoom capability
- Increases the weapon's accuracy
- Displays information about the target

To activate the scope, equip it alongside a compatible weapon and tap the L Button to toggle between the zoom levels. To obtain the target information readout, hold the scope reticle over the target while zoomed.



The Scope can be upgraded with an Equipment Upgrade Kit. The upgrade provides increased zoom and weapon accuracy.



Coring Charge

Once used by Droid Miners to blast ore out of rock mines, the Coring Charge is an explosive charge powerful enough to rattle any metal chassis. When tossed from Glitch's left hand, close-range targets can be

attacked while the primary weapon is being used — a devastating combination. Skillful users may find ways of tossing the charges at great distances. Coring Charges are effective against small and medium armored Mils. It's rumored that newer-model Grunts have been programmed to use Coring Charges as well.



Recruiter Grenade

Labeled with familiar hieroglyphs, this mysterious device is made quite obviously from Morbot technology. Dubbed the Recruiter Grenade by Droid rebels, the device has the unique ability to permanently reprogram the allegiance subroutines of

nearby Mils so that they become allies of the Recruiter Grenade's user. Not all Mils are susceptible to being recruited. Only Mils with the recruiter icon above their heads can be recruited. The icons will appear only when the Recruiter Grenade is equipped.

GlitchSlap Melee

For close-quarter fighting, Glitch can whip his current weapon at nearby bots for a punishing, joint-shattering impact. See the Controls section for information on how to use the melee attack.



ITEMS

Glitch is likely to find many items throughout Iron Star that he can use. Once picked up, some items are used automatically while others require activation. Below are some popular items. As with weapons, there are a number of ways to acquire these items.



Washer

Washers are extremely valuable on planet Iron Star, for obvious reasons. Collect washers from destroyed Mills and use them to purchase weapons, ammunition, items, and upgrades from Shady

and Mr. Pockets, your friendly neighborhood barter Droids.



Det-Pack

The Det-Pack is an extremely powerful explosive that can be placed only in areas designated by the Det-Pack receptacle icon.

To place the Det-Pack, walk up to the receptacle and press the Y Button. You'll have a few seconds to clear some distance before the explosion.



Arm Servo Upgrade

Most of the bots on Iron Star use efficient, powerful servos to animate their appendages, and Glitch is no exception. Glitch's standard arm servos allow him to use weapons, pick up items, manipulate devices,

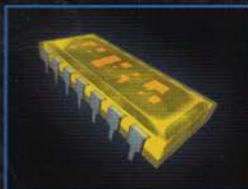
and even attack through melee. By applying upgrades to his arm servos, Glitch can switch weapons and reload some weapons with greater speed. In heated battles, this can give Glitch the edge he needs to be victorious.



Chip

Integrated circuits, or *Chips*, are sometimes required to open pneumatic doors or operate Control Consoles. Acquire Chips by defeating certain Mills or by finding them in the environment. Don't

forget to check with the local barter Droids as well.



Secret Chip

Secret Chips are similar to standard Chips, but unlock special multiplayer levels. There are Secret Chips in most of the single-player levels, but some are hidden so stay alert. In addition, many levels also

award a Speed Chip for completing the level within a certain amount of time. To unlock all of the multiplayer levels, you'll need to acquire most of the Secret and Speed Chips in the campaign.





Energy

The robots on Iron Star all require a common resource: atomic energy. Atomic energy is the most valuable resource on the planet; without it, robots cease to operate. In addition to powering the bot's

many systems, including locomotion, brain functions, and sensors, atomic energy is used to strengthen the bot's chassis and many joints. When a bot's energy is depleted, its chassis can be blown apart with the smallest of weapons.

The energy level of a bot drains as it takes damage. To replenish its atomic energy supply, bots can pick up energy vesicles from destroyed bots or from the environment — or even purchase some for a few Washers.



Battery

By design, Droid bots use a common type of atomic Battery that stores a limited amount of energy. Each Battery can store 100 units of energy. Glitch begins the game with one Battery, but his chassis can house up to six. Find more Batteries and live longer!

MORBOT ARTIFACTS



Various Morbot Artifacts can be found throughout planet Iron Star. When picked up by Glitch, the Artifacts mysteriously empower Glitch in various ways. The Morbot Artifacts have no effect on any bot other than Glitch, which seems to reinforce the connection between Glitch and the Morbots.

VEHICLES



RAT

Glitch will surely encounter various vehicles along the way. One such vehicle is the *Mil Rapid Armored Transport* (RAT), a rugged vehicle with six-way independent

suspension capable of negotiating the roughest terrain. The RAT is equipped with a RJV-780 20mm depleted-Vorium machine gun that can rotate 360 degrees as well as pitch up and down.

To drive the RAT, walk Glitch near the driver's seat and press the Y Button. To use the RAT's turret, walk Glitch near the gun and press the Y Button.

Keep a lookout for other vehicles, as they may give Glitch the advantage.



ENVIRONMENTAL ELEMENTS

Be aware of your surroundings! There are many helpful as well as hazardous elements built into Iron Star's varied environments. Below are just a few things to look out for.



Control Console

The Control Console is a Mil machine that can remote-operate a freshly manufactured Mil. The operator is usually another Mil, though Glitch can use the machine if he's fortunate to find one. Some Control Consoles require Chips to operate. Others are ready to use.

To use a Control Console, stand in front of it and press the Y Button to insert the Chips or activate the machine. Once the machine has been activated, you'll be in full control of a freshly manufactured Mil of your very own! While the machine is in operation, it extends an impenetrable shield around its operator.

For more information on bot possession, see *Control Tether* under the *Weapons* section.



Switch

Switches are used throughout planet Iron Star to open pneumatic doors and operate equipment. To activate a Switch, walk up to it and press the Y Button. Some switches can be used only by Mils.

Hazards

Despite being a planet built for robots, Iron Star is full of environmental elements hazardous to bot components. Avoid water, acid, and liquid metal. However, mercury and black oil pools can be waded through without a problem.



MULTIPLAYER

In multiplayer mode, up to four players can fight head-to-head either individually or as teams. In addition to playing several built-in game types, you can also create and edit your own game types and save them to your player profile.

Before you enter multiplayer mode, make sure you and your opponents have created player profiles from the *Campaign* selection on the *Main* screen. If desired, more than one player may share the same player profile in multiplayer games.

To start a multiplayer game, select *Multiplayer* from the *Main* screen. On the *Players Join In* screen, each player joins the game and selects a player profile to use.

Playing a Built-in Game Type

Several built-in game types are offered and ready to play:

- **Bot Brawl** – The first bot to destroy a certain number of other bots wins.
- **Timed Bot Brawl** – The bot with the most points after a certain amount of time wins.
- **Possession Melee** – This is a form of Bot Brawl with only Control Tethers and Recruiter Grenades.
- **King of the Hill** – The first bot to capture and hold the hill area for 2 minutes wins.
- **Moving Hill** – This is a form of King of the Hill where the hill area changes positions periodically.
- **Reverse Tag** – Be IT for 2 minutes to win. Become IT by destroying the current IT bot or by destroying any bot when no bot is currently IT.
- **Tag** – Avoid being IT. The bot with the least time being IT wins. The first bot to be it for 2 minutes ends the game. You become IT if you're destroyed by the bot who's currently IT.

From the *Choose Game Type* screen, select the *Game Type* and *Play Mode* (Individual or Team) and press the A Button to begin.



Creating a New Custom Game Type

Note that this option is available only if at least one player who has joined the multiplayer game has chosen a player profile.

1. From the *Choose Game Type* screen, press the X Button to enter the *Edit Custom Game Types* screen.
2. Select the player profile for which you want the new custom game type to be saved and press the Y Button. Only the profiles selected by the players who joined the game will be offered.
3. Use the virtual keyboard on the *Edit Name* screen to give your custom game type a name. Select *Done* when finished.
4. Select the rules for your custom game on the *Game Rules* screen. When done, press the A Button. Your new custom game type will be saved to the player profile.

Editing a Game Type

1. From the *Choose Game Type* screen, scroll the Game Type selection to the game type you'd like to edit and press the Y Button. You can edit built-in game types as well, but your changes will not be saved.
2. Edit the rules for your custom game on the *Game Rules* screen. When done, press the A Button. Your changes will be saved to the player profile.

Playing a Custom Game Type

From the *Choose Game Type* screen, select the Game Type and Play Mode (Individual or Team) and press the A Button to begin.

Possession and Recruitment

Multiplayer games can allow possession of NPC bots and recruitment of NPC and player bots! Tether into a Titan, for example, and pummel your opponents. Or steal away the Titan your opponent is in. Recruit an NPC and have him fight by your side. Or recruit a player bot and you'll receive points when he does. There are many possibilities that introduce substantial depth into the standard multiplayer games. Players who become experts in possession and recruitment scenarios will have a definite edge over those who don't!



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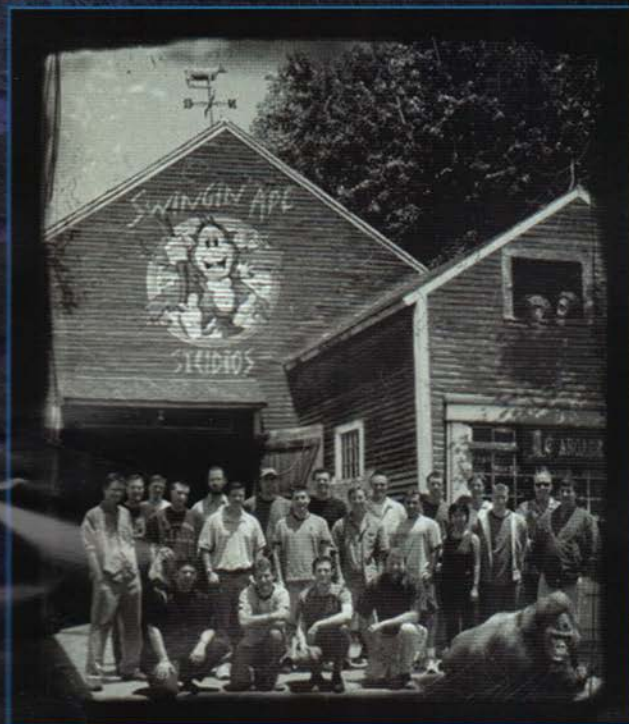
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Swingin' Ape Studios was founded in 1923 for the purpose of making creative, exciting, innovative video games. The games we made back in those days were fun, but severely limited by the technology of the time. Eventually, we decided to disband the company until the technology could catch up with our ideas. That time finally came in July of 2000, and we think it was well worth the wait.

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Mersenne Twister Binary

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