

ROBOT ARENA™ : CONSTRUCT DEMOLISH CONTROL
PC MANUAL FRONT COVER

TABLE OF CONTENTS

First Things First	3
The ReadMe File	3
System Requirements	3
Setup and Installation	4
Welcome to <i>Robot Arena™: Construct Demolish Control</i>	5
Main Menu	5
Exhibition	6
Team HQ	9
Saving	11
Multiplayer	11
Using GameSpy Arcade	13
Gameplay Screen	14
Robot Workshop	18
Options	25
Pause Menu	26
Changing the Music	26
Help	26
Credits	27
Infogrames Web Sites	28
<i>Robot Arena</i> Web Site	28
Technical Support	29
End-User License Agreement	31

FIRST THINGS FIRST

The ReadMe File

The *Robot Arena™: Construct Demolish Control* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

To view this file:

- Double-click on it in the *Robot Arena 2* directory found on your hard drive (usually C:\Program Files\Infogrames\Robot Arena 2\ReadMe), or
- Click on the Start button on your Win98/Me/2000/XP taskbar, then on Programs, then on Infogrames, then on *Robot Arena 2*, then on *Robot Arena 2* Help, and finally on the ReadMe file item, or
- From the launcher screen, click on ReadMe.

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	450 MHz Pentium® II or higher
Memory:	64 MB RAM
Hard Disk Space:	170 MB Free
CD-ROM Drive:	4X Speed (8X recommended)
Video:	16 MB 3D Windows® 98/Me/2000/XP-compatible video card* (software mode not supported)
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
Multiplayer:	TCP/IP (LAN or Internet)
Modem:	High-speed Internet connection required for online play (DSL or cable modem, or faster)
DirectX®:	DirectX® version 8.1 (included) or higher
Controllers:	Mouse/keyboard (Gamepad optional)

* Indicates device should be compatible with DirectX® version 8.1 or higher.

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.
2. Insert the game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a launcher screen should appear. If AutoPlay is not enabled, double-click on the "My Computer" icon on your Windows® desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file in the install folder of the game disc and double-click on it.
4. Follow the remainder of the on-screen instructions to finish installing the CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Infogrames /Robot Arena 2/Robot Arena 2 to start the game. Or, from the launcher screen, click on Play.

Note: You must have the *Robot Arena: Construct Demolish Control* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *Robot Arena: Construct Demolish Control* CD-ROM requires DirectX® 8.1 or higher in order to run. If you do not have DirectX® 8.1 or higher installed on your computer, click "Yes" when asked if you would like to install it.

WELCOME TO ROBOT ARENA™!

Build the ultimate fighting robot!

It's machine versus machine in fast-paced, arcade-style combat where robots fight other robots. The action begins in the Robot Workshop, where players choose motors, frames, weapons and more to assemble totally unique creations to do battle. Then it's off to wage war in a variety of arena-style contests filled with ramps, platforms, obstacles and hazards that dramatically affect the match. It's no-holds-barred combat where the last one rolling wins!

MAIN MENU

Following the opening animations, you will see the Main Menu screen. Here you can choose from the following options:

Exhibition: Begin an exhibition game of *Robot Arena*.

Team HQ: Create a team, design robots and play single-player tournaments.

Multiplayer: Play *Robot Arena* with your friends (and enemies) via LAN or the Internet.

At the bottom of the Main Menu screen are the following three options:

Options: Change video and audio settings.

Credits: Read these carefully. There will be a quiz.

Quit: Don't forget to turn out the lights in the Robot Workshop before you go.



EXHIBITION

Clicking on the Exhibition button at the Main Menu brings you to the exhibition match screen. Here you can set up a quick single-player match. You can also play an exhibition game with multiple people on the same computer as long as all the human-controlled robots in the exhibition match use different controls.

Click on the buttons on the upper left of the screen to choose from the following:

- **Game Settings**
- **Arena**
- **Robots**

Game Settings

Choose a match type, weight class and match time (length).

Match Types

Robot Arena matches come in five different flavors:

- **Deathmatch:** Two bots face off head-to-head in a standard combat arena. The object of a Deathmatch game is to disable (immobilize or destroy) your opponent, or at least cause more total damage than your opponent.
- **Battle Royal:** Three or Four bots meet in a Deathmatch free-for-all.
- **Team Match:** Four bots compete in a team Deathmatch.



- **Tabletop:** Up to four bots compete to knock one another off an elevated platform.
- **King of the Hill:** Two to four bots fight to occupy a point zone longer than any other competitor.

Weight Classes

You can choose to allow all weight classes in the exhibition match or choose to restrict entrants to one of the three weight classes:

- **Lightweight:** 0 to 249.9 kilograms
- **Middleweight:** 250 to 399.9 kilograms
- **Heavyweight:** 400 kilograms and up

Match Time

Choose a time limit (in minutes) for the match. If you choose No Limit, the match will continue until only one bot remains functional.

Arena

Choose an arena for your exhibition match. The arenas available will depend on the game type you have chosen in the Game Settings screen.

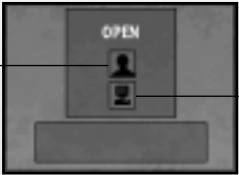
If the Hazards Enabled box is checked, the bots will have to contend with arena hazards such as hammers, saws and flamethrowers.



Robots

Up to four bots may compete in an exhibition match, depending on the game type you have chosen in the Game Settings screen (Deathmatch, Tabletop, etc.). Click on the blue "human" icon to add a robot you control. Click on the green "computer" icon to add an AI (computer-controlled) robot. You'll see icons for the weight classes on the bot pictures: Lightweight (blue L), Middleweight (green M) and Heavyweight (red H).

Add Human-Controlled Robot



Add Computer-Controlled Robot

Note: There are prefabricated (default) robots available if you don't feel like creating your own custom bot.

Once you have added a human or AI bot to an empty slot, the display changes:

Human or AI indicator

Change Robot

Team Name



Eject

Snapshot

Robot Name

Once all bots have been added, click on the Start Game button to begin the match.

TEAM HQ

The Team HQ functions as the nerve center. Here you can create teams and custom robots as well as play against AI robots in league play lasting multiple seasons.

When you first install the game, only one team will be available ("The Rookies"). You can get started immediately with this team, or you can create your own team by clicking on the New Team button.

Enter a name to identify your team, add a motto if you desire, and choose a logo for your team. Once you have created or selected a team, click on the Continue button to proceed to the Team HQ.

Robot Inventory

Your robot inventory lists all the robots on your team; every team can have up to six robots on its roster. If you create your own team, there will be no robots in your roster at first. You must either build or import at least one robot for your team.

To create a new robot in the Robot Workshop, select one of the slots marked New Robot and click on the Workshop button in the lower right of the screen. Similarly, if you wish to edit an existing robot, select the robot, then click on the Workshop button. If you do not want to create your own robot, click on the Import button to choose from one of the "extra" robots included in the game.



To share robot designs with friends, you can export and import designs by clicking on the appropriate buttons. Designs are exported to and imported from the "Robot Designs" folder in the *Robot Arena 2* directory on your hard drive (the full pathway to the default directory location is usually C:\Program Files\Infogrames\Robot Arena 2\Robot Designs).

You may also choose to scrap a robot design and start over by clicking on the Scrap Bot button.

For more details, see the Robot Workshop section of this manual, starting on page 18.

League Standings

League Standings shows your team's current rank in the league. Each time you create a team, it is entered in a league to compete in a series of events against the AI teams. Exhibition and multiplayer games have no effect on your league standings, and multiple teams stored on the same computer are considered to be in separate leagues and do not compete against one another.

Event Schedule

The Event Schedule shows various events in which you can compete. Each event is different from the others in the schedule — for example, Deathmatch play against individual opponents, Tabletop games against three opponents, etc. Your performance in each event directly affects your league standing for the current season.

Click on an event to enter, then choose a robot to use for that tournament. You must use the same robot for the entire tournament, but you may use different robots in different events without affecting your league standings.

Once you have entered an event, you will see the "event bracket," which lists the teams entered in the event and the current matchups. As teams win or lose matches within the event, the field is narrowed to the remaining winners. Click on the Play Next Round button to play your next match, or choose the Finish Later button to take a break from playing.

Each season has nine events. After you have played in all nine, the season will end and another season of nine events will begin. League standings do not carry over from season to season.

Team History

This lists your "kills," your current and past season rankings, and all of the trophies you have won.

SAVING

Once a tournament match is complete, your win or loss is noted in League Standings and Team History. Additionally, your robot design is saved whenever you leave the Robot Workshop. However, you cannot save a specific game and load it later.

MULTIPLAYER

Clicking on the Multiplayer button on the Main Menu brings you to the Multiplayer screen. You can compete against other players over a LAN (Local Area Network) or via the Internet using GameSpy. **Note:** If you want to play a head-to-head match with more than one person playing on the same computer, choose Exhibition from the Main Menu.

To play a LAN game, make sure the option at the top of the screen is set to Local Network. If you want to play a game via the Internet, change the option to Internet.

Click the Refresh List button to show all available games on the LAN or on the Internet. Select a game to join in the list and click the Join Game button. Some games may be locked with a password if the host has decided it is a private match.



Depending on the game type selected by the game host, a multiplayer game can have two to four players in any individual match. More than four players can join a server as spectators, however.

Click on the Create Game button to host your own multiplayer game.

Creating a Multiplayer Game

Clicking on the Create Game button brings you to the Create Multiplayer Game screen.

Give your game a server name so that other players can recognize it when they browse for the match. You can choose to make your game available only over a LAN, or open it up to players over the Internet.

Another option is to set a password so that other players who try to join the game must enter the password. This is to set up a private match between you and your friends and keep out anyone you have not invited beforehand.

Choose a match type and arena (see the Exhibition section on pages 6–8 for details). You will also notice that there is no button for choosing robots here. Robots are not selected until the game is hosted and players have joined. This allows you to change robots between matches in a multiplayer game.

Click on the Start Game button to start hosting the game once you have chosen your preferred settings. You can change the game settings and arena later if you need to, but the server name and other network settings cannot be changed after this point without starting a new multiplayer game session.

Note: *Robot Arena* uses GameSpy for hosting and joining Internet games. A firewall may prevent you from hosting an Internet game.

Multiplayer Lobby

This screen is the multiplayer pre-match area. Players, including the host, enter this area and choose robots to compete. Up to four robots can compete at a time (only two in a Deathmatch), but more than four people can join the pre-match screen. Players who do not end up competing in a match will be able to watch the game as spectators.

At the bottom of the screen you can change your chat alias. This name identifies you in this screen.

Chat Messages: Infogrames does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

To enter a robot in the match, click on the Human Player icon in one of the four robot slots, (like adding a human player to an exhibition match). If all slots are full, you will need to wait until one becomes open, but you will be able to watch while waiting for your turn.

When you are ready, click the Ready box next to your robot.

The host has a few extra options here. You can eject players from a slot if they aren't playing nicely. You can also change the game settings to pick a new game type or different arena. When all players are ready, the host clicks the Begin Match button to actually start the match. You may also add computer-controlled robots to the game to fill out the roster while waiting for more players to join.

At the end of a match, all players and spectators return to this screen to either begin again or to select new robots.

USING GAMESPY ARCADE

In addition to using the in-game browser to join and create games, you can also play *Robot Arena* online through GameSpy Arcade. If you haven't done so already, you may insert your game CD-ROM and install GameSpy Arcade at any time. Then, to play online, just follow these simple instructions:

Launch GameSpy Arcade and Go to the *Robot Arena 2* Room: Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later: Click on the *Robot Arena 2* button on the left to enter the *Robot Arena 2* room.

Find or Start a Server: Once you're in the *Robot Arena 2* room you can meet or greet other players, find servers or create your own server. The top half of the application will list all of the available servers, including the number of people playing and your connection speed. Click on the Create Room button to start your own server and wait for people to sign up. Or, double-click on a server of your choice to join in.

Joining and Starting a Game: Once you double-click on a server or start your own, you'll be in a staging room, in which you can trash talk with your fellow players and prepare for combat. When you're ready to play, click the Ready button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. Arcade will fire up *Robot Arena*. Let the battle begin!

Problems?

If you have problems using Arcade, whether installing, registering, or using it in conjunction with *Robot Arena*, consult GameSpy help pages, located at <http://www.gamespyarcade.com/help> or e-mail us by using the form located at <http://www.gamespyarcade.com/support/contact.shtml>.

Infogrames does not control, and disclaims any responsibility or liability for, the functioning and performance of third-party web sites and any content on or available through third-party web sites.

GAMEPLAY SCREEN

The gameplay screen is where the real action happens! Whether you are playing an exhibition match, a multi-player game, or playing through the single-player tournament events, this screen will look and function similarly.

In a single-player game, a brief introduction will precede the match, describing the arena and its hazards. Click on the Skip Intro button to skip this introduction.



HUD



The corners of the screen display the amount of damage the various robots have taken, the amount of battery power and compressed air pressure they have remaining, the status of their control boards, and the points each they have earned in the current match.

Controls

Your robot's controls depend on the individual robot you have selected. When you design a robot from scratch, you set up its controls yourself. For all default robots (which are installed along with the game), the controls are as follows:

Action	Key
Forward	W
Backward	S
Turn Left	A
Turn Right	D
Fire Weapon	Spacebar (if applicable)

Note: The default robot named "Forkie" also uses the R and F keys to raise and lower its lifting fork.

Damage

The goal of a battle is typically to eliminate or immobilize your opponents, or, barring this, earn more points than your opponents while avoiding elimination or immobilization yourself. You damage other robots by hitting them with your weapons or chassis, or by pushing or luring them into the hazards scattered throughout the different arenas. Be careful with your attacks, however, as every time you strike your opponent, your own robot takes a small amount of damage from the attack. Be sure you always have a few secondary attacks up your sleeve, or you'll find yourself in trouble late in a match.

As you do damage to opposing robots, you will see numbers on your screen. Green numbers are points scored by damaging your opponents, while red numbers are points you are taking from hazards.

Scoring

If you are unable to eliminate or immobilize your opponents in a match, you can still win by earning points for damaging opposing robots. In King of the Hill matches, you earn points for occupying the point zone at the center of each arena.

Eliminating Opponents

A robot can be eliminated from a battle in several ways.

The most exciting way to eliminate an opponent is to batter it into scrap with your brilliant assault. As you damage the opposing robot, you may be able to remove its wheels and weapons, and you will see its armor become crumpled and flattened by your own attacks. Once you have done full damage to an opponent's armor, you can begin to damage its control board. Every time you hit an opponent's control board, a brief flash of blue sparks will surround that robot. When you have hit the control board three times, the robot is destroyed.

If a robot becomes immobilized for more than 10 seconds, it is eliminated from the match. Robots can be immobilized by being flipped upside down, by becoming suspended between the edge of a ramp or platform and the arena floor, or by having all their wheels knocked off by a particularly industrious opponent.

Additionally, robots can be eliminated from a match by falling into (or being knocked into) pits in the arena.

Note: In Tabletop matches, the goal is to eliminate your opponents by knocking them off the play surface into the pit surrounding the "tabletop."

Camera Control

Whenever a new match begins, your robot will be in the center of the screen, and the camera will follow your movements through the arena. If you wish to change the camera view, press the following keys:

Camera Angle	Key
Orbit Camera	F2
Cycle Static Cameras	F3
Watch Camera	F4

Note: See "Default Camera Type" under "Video Options" on page 25 for more information.

When the match is over, the Match Results screen is displayed. All robots entered in the match will be shown along with their point totals. If a robot has been eliminated, the Match Results screen will indicate how it was eliminated, and the Match Winner will be identified.

Repair Screen

If you are playing the single-player tournaments, you will take damage in each round. If you win a round, you will find yourself at the Repair Screen where you will have a half hour of "game time" to repair your robot before the next round begins. Each repair takes a certain amount of time to complete. By selecting a repair from the list and clicking on the Repair

button, you can fix various parts of your robot before the next round begins. You might not have time to fix everything, so choose which things you think are most important to repair. Items marked with an asterisk (*) have been knocked off your robot and will not be available in the next round unless you repair them!

Click on the Finished button when you are ready to continue.

ROBOT WORKSHOP

The Robot Workshop, accessed via the Team HQ, allows you to create your own robot designs "from scratch." Create a chassis design, add components — motors, control boards, batteries, weapons and more — wire your controls, and pick a paint job for your robot. Then use your custom robot to compete online or against the computer opponents.

The Workshop is a place for experimentation and learning, so feel free to try different options as you build your robots.

The Workshop is divided into several sections:

- **Overview**
- **Chassis**
- **Components**
- **Wiring**
- **Paint Shop**
- **Test Robot**

We *strongly* recommend you review the Tutorials to learn how to use the tools available in the Robot Workshop. These Tutorials provide complete, illustrated instructions for creating the robot of your dreams. To access them, click on the Start button on your Windows® taskbar, then on Programs, then on Infogrames, then on *Robot Arena 2*, then on *Robot Arena 2 Help*, and finally on the Tutorials item.

Overview

At the top of the screen there are buttons for each area of the workshop. You'll begin in the Overview area, but can switch from one area to another as you work on your robot. Some areas are dependent on others. For example, you can't add components to your robot until you have created a chassis, and you cannot wire your robot's controls until you have added a control board to your design.



Most of the workshop areas have a 3D view of your robot on the left side of the screen, and some options or controls on the right side. If you haven't built a robot chassis yet, you won't see anything in the 3D view.

The Overview section lets you name your robot and shows you how much the robot currently weighs. You can also take a "snapshot" of your robot that is used in other areas of the game as a preview of the robot.

Use the Forward Heading slider to indicate which direction is "front" for your robot. This can become important if you find that your robot is beginning matches facing the wrong way.

Rotate nearly any 3D view in the Workshop by clicking and dragging in the window with your right mouse button. Zoom using the mouse wheel (or the Page Up and Page Down keys).

Chassis

This is the area where you create the main framework that makes up the shape of your robot and select an armor material used to construct it.

Structure Design

Robot Arena: Construct Demolish Control lets you design your own custom chassis shape. Click on the Structure Design button to show a blank blueprint. If you already worked on a chassis during this session, you will see your last chassis shape.

Step 1 of creating your chassis is to draw the outline of your robot baseplate (the bottom of your robot). Imagine you are looking at the robot from the top down, and begin plotting points on the blueprint grid to draw your outline. If you choose Draw Freeform, place the mouse cursor over the grid and click the left mouse button to place points and make a shape. There are a few rules to follow:



- Your final point must connect back to the first one.
- No lines can ever intersect.
- No two points can be closer than one grid unit.
- Corner angles cannot be smaller than a minimum angle amount.
- You have a maximum of 16 points.

If you choose Circle, use the slider to adjust the radius. If you choose Rectangle, use the Length and Width sliders to create the shape you want.

In Step 2, the baseplate shape that you drew has been extruded into 3D space. The Height slider sets how high the top of your chassis is. The 3D window on the right shows a preview of the chassis. Click the right mouse button, then drag and rotate the shape. You still have a blueprint to work with (on the left side of the screen), but now you are editing the *top* outline of your robot. You can't draw a new shape, but you can move points to a new position. This lets you create slanted panels to modify the chassis shape.

When you are finished editing points and are satisfied with the height of the chassis, click on the Finished button. Once you have added components to your chassis, you will not be able to modify the shape of the chassis without deleting the components, so make sure you have the design you want before continuing.

Armor

After you have created a chassis, you can add armor to the chassis. You may add armor immediately, or add armor after you have decided on your internal components.



You have a choice between four armor types, each with a different strength (the number on the left) and weight (the number on the right). You might want a lighter material so that your robot can make a certain weight class or to drive faster. Or, if you aren't concerned about weight and speed, you can pick a heavier material to give your robot more protection.

If the Apply Default Chassis Appearance box is checked when you pick an armor type, your chassis appearance will be modified to look like that particular armor. If you prefer to paint the chassis surface yourself (or have already done so), you can uncheck this option and your chassis appearance will not be changed. Note that weight and defensive strength of your armor are not affected by this option, only the visual appearance.

Note: You can return to the armor screen at any time to change the armor for your robot.

Components

Here you see a transparent 3D view of the chassis that lets you see the shape of your robot and also place components inside of it. Click and hold the right mouse button with the cursor over the 3D view of your robot to rotate the 3D view. Use the mouse wheel to zoom in and out. You will need to adjust your view often to accurately place components.



Click any of the categories in the upper right of the screen (Power, Extenders, Mechanics, etc.) to display a list of components. Notice that these lists each scroll from left to right. Select a component to show a preview and description. The preview window may show green attachment points that you can click on to select; when you attach the component to your robot, it will be attached at the green attachment point.

To place a component on the baseplate, click on the Attach button to begin the attachment process. The component will appear in your 3D view at the position of your mouse cursor. Move your mouse over the robot and the component aligns itself to the baseplate, showing that it can be placed there. To place the component, click your left mouse button. The component must be completely inside the chassis. If it is intersecting with a chassis wall or another component, it will appear red, indicating an invalid position.

If you want to rotate a component, hold down the Shift key and move your mouse. If you want to raise a component up off of the baseplate, hold down the Ctrl key. These modifiers must be used before the component is placed. Once placed, a component cannot be moved (unless you remove it and replace it). To remove a component, select it in the 3D view and click on the Remove button, or press the Delete key.

Some components cannot be attached directly to the robot and must be attached to other components. For example, a wheel can only attach to a motor axle. The attachment process is the same, but instead of holding the component over the baseplate, hold it over the component to which you want to attach it. It will snap to the nearest valid attachment point.

Wiring

The wiring screen has a blank robot controller that you can build however you like. There are nine empty slots for controls that can be wired to components in your robot.



There are three different control types available:

- Switch:** This toggles power ON or OFF each time you use it.
- Button:** This sends power to a component while the button is pressed, and turns power OFF when the button is released. It is also used to trigger components needing instant input, such as a burst motor.
- Analog:** This is like a gamepad (or joystick) and provides variable power to a component. If you are using a keyboard to control your robot, the analog control can only send full 100% positive or negative power. With an analog gamepad connected, you can use the sensitivity of the device to send partial power.

Click and drag any of the control types onto an empty slot in your controller. A window will ask for a name for this control as well as the input that will activate it, such as a key on your keyboard or a button on a gamepad. Click the input field and press a key on your keyboard or a button on your gamepad to assign it to the selected control.

To wire the control to a specific component, select the control you placed (a selected control is outlined in blue), then click on a motor or piston in your 3D view. Some motors and pistons can only be wired using certain control types. For example, a burst motor can only be wired using a button to trigger it.

The component-wiring window will then give you options to specify how the control will affect the component. Some components may only have one option. Others, such as a spin motor, may be wired to spin clockwise or counterclockwise.

Note: You can press the F1 key during a match to see the robot controls display, to remind you of the keys or buttons you've assigned for various controls.

Paint Shop

The Paint Shop lets you customize the appearance of your robot's chassis. A dropdown menu allows you to select from a number of appearance options.

If you would rather paint the chassis by hand using your own paint program, you can use the Export and Import buttons to save a template, go paint it, and then reload it back in.

You can find complete details on creating custom textures in the Tutorials. To access them, click on the Start button on your Windows® taskbar, then on Programs, then on Infogrames, then on *Robot Arena 2*, then on Robot Arena 2 Help, and finally on the Tutorials item.

Color Fill

Color Fill lets you select any color and fill your chassis with it, or you can click a single panel to just fill in one side of your chassis.

Texture Fill

Texture Fill is similar to Color Fill, but you can pick a graphic texture instead of a solid color.

Surface Layers

Surface Layers adds a semi-transparent layer on top of your existing chassis paint job. For example, you could use Color Fill to paint the chassis blue, then use Surface Layers to add layers of dirt and scratches on top of it.

Edge Lines

Edge Lines gives you several choices for modifying the appearance of the edge seams for each panel of your chassis.

Decals

You can apply Decals to a specific point on any panel of your chassis, without filling the entire panel (as Texture Fill does). You can adjust the size of the decal by moving the on-screen slider. You can also hold down the Shift key and move the mouse left or right to rotate the decal before placing it.

Test Robot

This small test garage lets you try out your robot to see if it works the way you wanted it to without the pressure of avoiding giant sledgehammers and razor-sharp spikes. You can select a few options to put cinder blocks, crates, or other obstacles in the test area to crash into. You will also see how long your battery and air power last while you drive your robot or fire its weapons. Remember that your robot won't move at all if you forgot to add batteries!

OPTIONS

The Options button, available on most screens, allows you to adjust video and audio options.

Video Options

Click on the Video button on the Options screen to change the following settings:

- Screen Resolution: Larger screen resolutions may run slowly on systems equipped with older video cards.
- Fullscreen: Uncheck this box to run the game in a window.
- Graphic Detail: Low detail is less attractive but may improve performance on low-end machines.
- Effects: Turning OFF the visual effects may improve performance on low-end machines.
- Status Messages: Turning this option OFF will hide the HUD elements, the damage indicator numbers, and the floating status messages (such as immobility countdowns). Although turning this option OFF means you will see less information, you may prefer this mode for gameplay. You may also notice a small performance improvement on systems equipped with older video cards.
- Default Camera Type: Choose the default camera type used whenever you first enter an arena. By default, this is set to the "watch" camera.

Audio Options

Click on the Audio button on the Options screen to change the following settings:

- Sound Effects: Turn sound effects ON and OFF with the checkbox and adjust their volume with the slider.
- Music: Turn music ON and OFF with the checkbox and adjust its volume with the slider.
- Arena Introductions: Turn OFF to disable the introductory voiceover that plays in the arena when you begin a new match.

PAUSE MENU

During a match, you can press the Esc key to "stop time" and bring up the Pause Menu. Then select from the following choices: Resume Game, End Match, Options or Quit. (Not available in Multiplayer games.)

CHANGING THE MUSIC

In the *Robot Arena 2* directory on your hard drive (usually C:\Program Files\Infogrames\Robot Arena 2) you will find a directory for MP3 music files. If you wish to change the music that plays in the game, you can place your own music files in the sub-directories:

- Main UI: Music plays at all menu screens except in the Team HQ and Robot Workshop.
- Team HQ: Music plays at all screens in the Team HQ.
- Workshop: Music plays at all screens in the Robot Workshop.

HELP

The Help button is at the bottom of nearly every screen. Click on it to see a Help screen if you're having trouble.

CREDITS

Infogrames

Paul Rinde
V.P. of Product Development

Peter Armstrong
Director of Product Development

Nate Birkholz
Producer

Amy Jordán
Associate Producer

Bob Foscolo
V.P. Quality Assurance & Technical Support

Dave Degnan
Michael Yong Hathaway
Q.A.

Chris Munson
Associate Brand Manager

Ann Marie Bland
Director of Marketing

Steve Martin
Director of Creative Services

Elizabeth Mackney
Director of Editorial & Documentation Services

Kristine Meier
Art Director

Roderick Tilley
Graphic Designer

Randi Kravitz
Documentation Specialist

Paul Collin
Copywriter

Gabriel Interactive, Inc.

Michael Root
Producer

Perry Board
Game Design, Lead Artist

Charlie Barrows
Game Design, Lead Programmer

Sam Bloomquist
William Rieder
Programmers

Troy Buckley
Artist

Randy Ryan – Hamsterball Studios
Mike Bloomquist – Endemic Audio Productions
Music

INFOGRAMES WEB SITES

To get the most out of your new game, visit us at:

<http://www.us.infogrames.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.infogrames.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ina-community.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Infogrames does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Infogrames web sites is subject to terms and conditions, which you can access at:

www.us.infogrames.com/terms_of_service.asp

ROBOT ARENA WEB SITE

<http://www.robotarena.com>

Infogrames does not control, and disclaims any responsibility or liability for, the functioning and performance of third-party web sites and any content on or available through third-party web sites.

TECHNICAL SUPPORT (U.S. & Canada)

Help Via the Internet

Up-to-the-minute technical information about Infogrames, Inc. products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.ina-support.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames, Inc. **Tech Support** at **(425) 951-7110**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Tech Support Access Number** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Tech Support Access Number is 24596**. When prompted by the Automated System, enter the product's Tech Support Access Number.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7110** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Infogrames, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package and installing or otherwise using the Software you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA you may not install or use the Software and within 15 days of purchase you must call the Tech Support telephone number listed in the manual accompanying the Software (the "Manual"). Select the Automated Phone System's Main Menu option for Consumer Services and follow the prompts.

You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

COPYRIGHT

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. All title and copyrights in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

GRANT OF LICENSE

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

PERMITTED USES

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may make and maintain one copy of the Software for backup and archival purposes, provided that the original and copy of the Software are kept in your possession.
3. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

RESTRICTIONS

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the Software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.

4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event it's destroyed or becomes defective.

EDITOR AND END-USER VARIATIONS

If the Software includes a feature that allows you to modify the Software or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software, including the construction of new levels (collectively the "Variations"), subject to the following restrictions. Your Variations: (i) must only work with the full, registered copy of the Software; (ii) must not contain modifications to any executable file; (iii) must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party; (iv) must not contain any trademarks, copyright-protected work or other property of third parties; and (v) may not be commercially exploited by you, including but not limited to making such Variations available for sale or as part of a pay-per-play or timesharing service.

TERMINATION

This EULA is effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

LIMITED WARRANTY AND DISCLAIMER OF WARRANTIES

You are aware and agree that use of the Software and the media on which is recorded is at your sole risk. The Software and media are supplied "AS IS." Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use for ninety (90) days from the date of purchase. The warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this warranty, you may at your sole and exclusive remedy, obtain a replacement free of charge.

if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSIBLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

LIMITATION OF LIABILITY

IN NO EVENT WILL THE COMPANY OR ITS EMPLOYEES OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AN AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

CHOICE OF LAW AND VENUE

This EULA is governed by the laws of the United States of America and the State of New York, exclusive of its conflicts of law provisions. The exclusive venue for litigation regarding or arising from this EULA is New York County, New York and you agree to submit to the Jurisdiction of the courts of New York County, New York for any such litigation.

MISCELLANEOUS

If any provision or portion of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA.

This EULA constitutes the entire agreement between you and the Company regarding the Software and its use.

© 2003 Gabriel Interactive, Inc. All rights reserved. All other trademarks and registered trademarks are the property of their respective owners. Manufactured and marketed by Infogrames, Inc., New York, N.Y.

Windows and DirectX are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Pentium is a trademark or registered trademark of Intel Corporation or its subsidiaries in the United States and other countries.

This product contains software technology licensed from GameSpy Industries, Inc.
© 1999-2003 GameSpy Industries, Inc. All rights reserved.

Uses the Havok™ Middleware Physics System. Havok.com™,
© Copyright 1999-2003 Telekinesys Research Limited. All Rights Reserved.

ROBOT ARENA™: CONSTRUCT DEMOLISH CONTROL
PC MANUAL BACK COVER