

ACTING ROBOTS



Next, then see the Robot Select Screen, where you can go through the various droid types available for Droids to select. To view a robot, toggle the RED (Player 1) or BLUE or 21 highlight to his portrait by pressing the direction buttons. A full scale model of that robot will appear. Select your droid by pressing any Kick or Punch keybutton. The desired one is on screen.

As a robot is selected, you will inhabit that model until it is destroyed or you prevail against supervox.

Player Games If playing a 1 player vs. CPU game, the computer will automatically provide random agents. Player 1 always controls the robot on the left (facing right).

Player Games In a two player game, each player selects a robot to control. Player 2 always controls robot on the right (facing left). Both players may select the same robot (the highlight will change to BLUE). At the end of each two player match, the losing player has the option of playing again as the droid or selecting a different one.

• **Select** You can change the color of the selected robot by pressing the UP or DOWN directional buttons to toggle through the available colors.

Handicap Meter At the upper left and upper right of the Robot Select Screen are Handicap Meters. You weak your robot's CPU to give your robot greater or lesser degrees of fighting strength by pressing the UP or RIGHT direction keys/buttons to move the handicap meter. The more blue is displayed in the meter, the more powerful the robot blows will be.

a few moments, you will see a display of the two starts. Then it's on to the site of your encounter: make it your last...



CHES

In the Electrocorp building of its many mechanical
 ices, you must survive two out of three "rounds"
 robot with each robot that detects your presence.
 you have defeated an enemy, you will go on to the
 opponent.

Robot Name The name of each robot appears at the top left and right of the screen.

gy Meters Each robot's energy is displayed on a meter at the top left or right of the screen below score. Each meter starts full/green, and empties/reddens as damage is taken. Once it is empty/red, robot is defeated.

Each round lasts for 30, 60, or 90 seconds, depending on the Game Options setting (it can also be turned off altogether). When the timer reaches 00, the round is over. The robot with the most significant damage at the end of a round is the winner.

Points are awarded for successful attacks on your opponent, with bonus points given for multi-hit (combination) attacks, first attacks and other combat variables.

Or Special Moves Meters These meters appear at the bottom left and right of the screen. When meter is flashing, you are able to perform Super Special Moves which can devastate an enemy.

ENTERING INITIALS FOR HI SCORE

If you've been defeated, you will go to the Hi Score Screen. If you are a top scorer, you will be asked to enter your initials. To do so, press the UP or DOWN directional keys/ buttons to toggle through the digits, and the LEFT or RIGHT directional keys/ buttons to change columns/ fields. Once your initials are entered correctly, press any punch or kick key/button to enter them.

ADDITIONAL ATTACKS AND STRATEGY

Special Moves

Each robot has a number of special moves. See the robot profiles to learn some of them. Experiment to learn others!

Super Special Moves

Each robot has a Super Special Move which you must learn if you hope to survive!

BASIC DEFAULT CONTROLS

MOVING

	PLAYER 1 KEYBOARD	PLAYER 2 KEYBOARD	2 BUTTON JOYSTICK	4 BUTTON JOYSTICK	6 BUTTON JOYSTICK	GRAV GRIP ADA
Walk Left	A Key	Left Arrow	Left Direction Pad	Left Direction Pad	Left Direction Pad	Left Direction Pad
WALK RIGHT	S key	Right Arrow	Right Direction Pad	Right Direction Pad	Right Direction Pad	Right Direction Pad
Jump	Q Key	Up Arrow	Up Direction Pad	Up Direction Pad	Up Direction Pad	Up Direction Pad
Crouch	Z Key	Down Arrow	Down Direction Pad	Down Direction Pad	Down Direction Pad	Down Direction Pad
Jump Left	A+Q	Left + Up Arrow	Up Left Diagonal	Up Left Diagonal	Up Left Diagonal	Up Left Diagonal
Jump Right	S+Q	Right + Up Arrow	Up Right Diagonal	Up Right Diagonal	Up Right Diagonal	Up Right Diagonal

FIGHTING

[illegible]

TERMINATION MOVES

Each robot has his own deadly Termination Move which produces maximum damage and humiliation!

PROJECTILES & PROGRESSION MOVES

At the beginning of the game, each robot possesses at least one projectile attack move, but as you successfully progress, you will be able to locate the CPU of a defeated opponent (by finishing him with a Termination Move), allowing you to use his projectile move. Try to use all of them! But be careful: you can only use a captured session move once. Try to stockpile these moves, as they do damage the more of them you have. Once you gain use of an opponent's projectile, its icon will appear on your Energy Meter. To use a particular projectile in your arsenal, simply use the controls/moves listed with that projectile.



CHAOS ATTACK

When an opponent is immobilized while being hit rapidly with successive blows, the combination count will increase, after which a Chaos Attack is awarded. The number of Chaos hits will appear on screen.

BACKGROUND INTERACTION

When the Background Interaction option is turned ON, there are background items which can prove fatal to the unwary.

ARM GRABBING

Characters can tear off an opponent's arm and beat him with it! This is a very difficult maneuver to perform, and another secret you must discover!

ROBOTS

There are 18 known robots Canon can choose from, but it is suspected that many more exist. The known ones appear below. Data on these robots is extremely limited, but we have managed to provide you with some of their moves. As for the rest of their deadly abilities, we must leave it to you to determine how to create each robot...

If playing with a keyboard, diagonal moves are done by holding the two keys the diagonal lies between. For example, to hit ↙ you would press AWAY, then AWAY + DOWN. To hit ↘, then DOWN.

← = Any punch key/button ← = AWAY: The opposite direction you are facing
→ = Any kick key/button → = TOWARDS: The direction you are facing



SALVO

Knife Throw → ↘ ↓ P
Ramethrower ↓ ↘ → P



CHROMAX

Low Fireball ↓ ↘ → P
Head Throw ← ← ← P



DEADLIFT

Low Fireball ← ↘ ↓ P
Teleport → → P



DETAIN

3 Hit Chaos → → P
Headbutt ↓ ↑ P



WAR

Barrel Roll ↓ ↑ P
Barrel Roll (Mid air) ↓ ↓ P



CRUSHER

Uppercut ↓ ↘ → P
Acid Spit ← ← ← P



CYBORG

Shoulder Barge ← ← → K
Flying Punch ↓ ↘ → P



PRIME-8

Ground Bash ↓ ↓ ↓ P
Swan Dive ↓ ↘ → P



NECROBORG

Flying Punch ↓ ↑ P
Lightning ← ← ← P

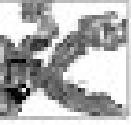


ROOK

Double Punch ↓ ↘ → P
Jet Kick ↓ ↘ → P



Fireball ↓↙←○
 Sword Dash →→→○



Cannon ↓↘→→○
 Airstrafe ↓↙←←○

GRILLER



Ground Bash ←↙↓↘→→○
 Slap Attack ←→→→○

INSANE



Bat Attack ↓↘→→○
 Football ↓↘→→○

LOCKJAW



Missile ↓↙←←○
 Mid Air Missile →→→○

VANDAL



Buzzsaw Attack ↓↘→→○
 Jet Kick (Red girl) →→→○

LOADER



Lightning →→→↓○
 Headbutt ↓↑↑○

VI-HYPER



Fireball ↓↘→→○
 Head Whip ↓↙←←○

WARNING! The above are descriptions of only those droids that have been discovered.

is in oneself, vulnerability is in the opponent. Sun Tzu, The Art of War

at as if the Supervisor wanted Coton the Cyborg IEUJ 35-21 to reach her. That there was in his very humanness she wished to possess or utilize. It had all been too easy. Amorphous Cyborg was convinced that he had defeated the liquid metal robot through combat. It was not however that combat alone had been enough. Immediately after achieving what he thought to be his final victory, he felt enveloped by her very essence, her being. He regained his consciousness, but not his cybnetic body. He had already been familiar with an alternate state of being, but this time his presence was vastly different - almost as if he had been transported to that higher plane beyond the existence of a physical body. It was an alternative to death really did exist and this was it. Coton felt kind of cellular. That is, as for the focus on it, part of something else, something vastly superior that was also a part of him. Without.....

ROBOT IS DEAD. LONG LIVE THE CYBORG. CYBERWARS.

Coton had failed. Not only had the Supervisor defeated him, she had absorbed him into her system, recycling his cybnetic body, retaining only his mind. She had hooked him up to the Electrocorp building droid control network, cloning his mental patterns to create artificial intelligence of both herself and her subservient droids. By keeping his brain alive she had her subjects selected human characteristics through non-like phenomena. The droids now had actual intelligence - well, as much as the Supervisor would allow. They were now able to go beyond their original programming and design. By receiving messages through the network up to the Electrocorp Neurocomputer, they became the first species post man to separate from those machines or even animals that had gone before them. They could think. They had learned how to modify and improve their designs. They had transformed their original form of servitude into that of battle machines. They had armed themselves. The droids were geared by the Supervisor towards one primary goal - the transition of society to encompass more than just the Electrocorp building. To go outside. That is, the takeover of Metropolis 4. The Supervisor assimilated through the Cyborg's human brain patterns to complete her psychosis of evil desire. Electrocorp was not enough - she wanted total control.

Electrocorp scientists, even from outside the building knew from their tracers that Coton still existed. They had lost all two-way contact. All physical tracking had ceased from when he had penetrated the Supervisor's lair. All that was left was his cerebral life-pulse. He was gone, at least in physical form, the Electrocorp scientists knew that they had to modify their plans. The building had to go. They had tried originally to preserve the internal structure. Now they had to destroy at least its innards to contain their Frankenstein's monsters. Electrocorp Company could not financially survive the loss of the building. They could not survive the robots in the City - too many compensation claims.

The droid body and the masses were already getting curious about the long shut down at the building. Technical modifications could not be preserved as a long term reason for its closure. The consensus was that if Coton had failed (and he certainly hadn't succeeded), then drastic action be taken. The scientists, however, could not risk destroying the building itself because of the risk of failure. If the droid revolt could be controlled from within the Electrocorp building, then the propaganda could be maintained.

They managed to transmit enough data to his principles to enable them to set up a task force to create an original ego virus that the Supervisor created to control her subjects. While they didn't have time to create an antidote virus that would free the worker robots from their leader, they did have time to do something else. The proto-type tests upon copy droids went well. Firstly, they were able to communicate with the original ego-virus and then a new strain was introduced to them - the psychotic virus.

The virus encouraged its victims to act independently of their leader. Each individual robot became the master of its own universe. They now had a primary motivation to individually survive at all costs. The A-Virus class. It corrupted victim robots to the extent that their routines informed them that they were attacked from all that they came into contact with. A computer generated psychotic neurosis, a self-destructive urge.

The A-Virus was cabled in through the ethernet to the Electrocorp Neurocomputer. Anarchy was born.

Coton saw red, rather Coton thought red. He had been wallowing in his new role of Neurocomputer training chip. Entombed in the very womb of the Supervisor's intellect and charm, yet strangely freed by the sensation that perhaps he had already served her purpose and would be disposed of.

In some ways this was not unappealing to one so imprisoned.

Then the A-Virus hit him like a shot. A shot of some kind of smart-drug.

"What is this? - I've got to get out of this place. I don't care what gets in the way - even if it takes me with it."

The A-Virus was sending the robots apocalyptic. They were all on net hook up when it hit and, there were two crash hours to go before release. The Supervisor had not yet returned to the neuronet.

The Electrocorp scientists knew (hoped) that Coton was still around, albeit in some metaphysical form. They sent in human brain wave shields with the virus to keep him clear headed, assuming that if he was plugged into the net then he could survive the first Anarchy shot.

Through his pain and anger, Coton figured out a possible escape. He realized what the Electrocorp scientists must have done - remembering some of the early A-virus tests. There was a slim chance that he could download his neuro-computerized-soul-essence into any of the hooked up robots.

Having trained them all in thinking, he knew their various weaknesses and strengths. If he could download himself, erase the file transaction, maybe he would have a chance. If he left a synchi-image of himself on the neuro-net it would take the Supervisor maybe two hours to discover that he had gone.

The robot plug ports lay before him on the neuro net. He could see all the robots and their derivations. Coton had to decide very, very quickly which droid to enter. Which robot had the appropriate weaponry characteristics to get him through the others to have another crack at the Supervisor. The Anarchy Virus was pumping like crazy around his mind. Yes, he wanted another go at her! To think he was almost completely seduced. He'd shut down her little show. He'd make her eat it, he'd erase her file, but which droid should he choose?

MINIMUM SYSTEMS REQUIREMENTS

- 486DX/33MHz PC (486DX2/66MHz recommended)
- 4MB RAM (8MB RAM & 7100K extended memory for hi-res model)
- 3MB hard disk space, double-speed CD-ROM drive
- DOS 5.0 or greater (Windows 95 compatible)
- VGA graphics card (VESA compatible)
(1MB VLB SVGA graphics card recommended)
- Gamepad and sound card recommended; supports Advanced Gravis™ GRIIP™

INSTALLATION

RISE 2 RESURRECTION™ runs directly from your CD-ROM drive. The game program does create a directory called **C:\ACCLAIM\RISE2**, which is used to store a small configuration and highscore files.

TO PLAY RISE 2 RESURRECTION™

1. Turn on your computer. Insert the **RISE 2 RESURRECTION™** CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate).
2. At the DOS prompt (C:\>), type the letter corresponding to the CD-ROM drive on your computer (most are either D or E) followed by a colon (:), then press the ENTER key.
3. At the D:\> or E:\> prompt, type **RISE2** [Enter].

If you experience any difficulty running **RISE 2 RESURRECTION™**, please consult the Technical Supplement included with your game.

TO PLAY RISE 2 RESURRECTION™ IN WINDOWS 95

1. Turn on your computer. Insert the **Rise 2 Resurrection™** CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate).
2. You will see the **Rise 2 Resurrection™** window. Click on the **RUN RISE 2** option button to run the game. You may also choose to **Exit** or **Set up** (see below for a more detailed explanation of **Exit** and **Set up**).

SET UP/OPTIONS

The first time you boot up **RISE 2 RESURRECTION™**, the first thing you see is the **Set Up Screen**. The first time you see this screen, the game will ask you to select the appropriate language, and select other game options. After you have done this once, the screen can be quickly bypassed (unless you wish to make further changes) by pressing ENTER.



YOUR SET-UP

Keys are used to highlight menu items. Highlight an option in the left hand window, and any extra information presented in the right hand window. The strip window at the bottom includes extra information about the highlighted choice.

UP/DOWN cursor keys move the highlight within the current window.

LEFT/RIGHT cursor keys move the highlight between the left and right windows.

ENTER goes through sub-menu option choices.

ESC goes the highlight from the right hand window back to the left automatically.

Once you need it, you can select **HELP** from the left hand list by highlighting it, then pressing ENTER. This will bring up a numbered list of topics. Press the number for the help you require. Alternatively, you can press any time, and get help on the menu item that is currently highlighted.

If you're happy with the set-up, select **CONTINUE** and press ENTER.

If you make a mistake or change your mind, you can always revert to the **DEFAULT** settings at any time by selecting this option in the right hand window.

RESURRECTION™ features many useful options which allow you to optimize game play for your system and to adjust game play to suit your preferences.

Choose from five languages you wish to have game text appear in.

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Use the following input devices:

Keyboard (players 1 & 2)

2 Button Joystick (players 1 & 2)

4 Button Joystick (player 1 or 2)

6 Button Joystick (player 1 or 2)

Gravis Grip (players 1 & 2)

Between input devices, each player in turn moves the highlight to the device area, then presses

the desired control option appears. Press ENTER to select a control device.

Using a joystick, it must be calibrated to ensure proper directional control.

CONTROLS

Controls for both players appear on the sub-menu.

To change the default key setup, the player must first press the DOWN direction key/button to

enter the key settings area and press ENTER.

Player must then assign/enter each key which will perform a given function. Even if just one key is

used, ALL MOVES MUST BE RE-ENTERED.

After Player 1 has finished configuring his or her keyboard, Player 2 may do so, following the steps above.

Joystick Controls

Using a 2 button joystick, you will have fewer attack options. Both players may use 2 button controllers, or

one player use the keyboard and the other use a 2 button controller.

Joystick Controls

Using a 4 button controller, one player uses the keyboard and one uses the 4 button controller.

Joystick or Gravis Grip

Using a 6 button controller, one player uses the keyboard and one uses the 6 button controller. If

using a Gravis Grip adapter, both players may use Gravis Grips, or one

use the keyboard the other a Grip.



ND

A series of options allows you to configure your soundcard.

Choose your volume and set other

options.

Background Sound

• **Sound Effects** — Allows you to hear sound effects, but not music.

• **CD Streamed Music** — The incredible music, including "Cyborg" by Brian May, will run directly from your CD for the best music quality.

• **Digital Music** — Allows you to play the music from your hard drive.

Digital SoundCard

• Choose between OFF (if you don't have a sound card) or ON.

Selected SoundCard

If ON is selected, you will then see a menu featuring the majority of popular soundcards. Scroll to your soundcard and press ENTER. The default PORT, IRQ and DMA settings for your soundcard will automatically be detected. You may change these settings by highlighting the setting you wish to switch. If it is configurable, a pop-up menu with possible settings will appear. Highlight the desired setting and press ENTER.

NOTE: If your soundcard is not among those listed, select NONE from the soundcard menu. If you have questions about PORT, IRQ and DMA settings, please refer to your soundcard manual.

Test SoundCard

Highlight this and press enter to ensure that your soundcard is set properly to play **RISE 2 RESURRECTION™**.

SOUND QUALITY

Choose from five settings, ranging from Low Quality (High Speed) to High Quality (Low Speed). The better your sound quality, the more game speed is reduced.

VIDEO

Select this option to set your video configuration.

GAME OPTIONS

Difficulty Set the difficulty meter to suit your skill.

Timer Choose to play with the round timer set to OFF, 30, 60, or 90 seconds.

Cinematics	Toggle On or Off
Back Animation	Toggle On or Off
Back Interaction	Toggle On or Off
Shadows	Toggle On or Off
Screen Shake	Toggle On or Off
Parallax Scrolling	Toggle On or Off

Help On screen help is available to enhance your gaming experience.

Quit To Exit the game and return to your operating system, highlight this option and press ENTER.

Continue Return to main option menu.

TITLE SCREEN

You will then see the Title Screen with the Main Menu, featuring these choices: **START**, **SET UP**, **HI SCORE**, **CREDITS** and **EXIT**. To enter any of these choices, highlight it using the UP or DOWN directional keys/buttons. The highlighted option can be selected by pressing any kick or punch control.

• **START** — Let the mayhem commence! This choice starts the game, but you'd probably worked that out already...

• **SET UP** — Selecting this takes you back to the game set up screen, so that you can fine-tune **RISE 2 RESURRECTION™** to your liking.

• **HI SCORE** — Selecting this option brings up a top scorer's table of robot combat experts. Pressing any control key or button will bring you back to the Title Screen.

• **CREDITS** — This choice lets you know about the talented people who brought you this fine game. Again, pressing any control will bring you back to the Title Screen.

• **EXIT** — Selecting this takes you out of the game and back to your operating system.

TO START A GAME, highlight START and press FIRE.

ESC pauses the game and brings up a list of options in the game

F10 is a hot key shortcut that allows you to re-calibrate a joystick.

F10 quits the battle and takes you back to the title screen.

