Upperland
Rockbot
Kyoto Evolution!
TM © Upperland Studios

[Introduction]

Thank you for downloading a copy of the Upperland's Family Computer Cassette Simulation: ROCKBOT1 (UPP-XU).

Please read this “Instruction Manual” carefully before operating to ensure correct handling and use of this product. Additionally, keep this “Instruction Manual” stored properly in a safe place.

Health Warning:
Take a 15 minute break every 2 hours of play, avoid static shock, don’t yank the power with the game on, don’t get it wet, don’t feed it after midnight and don't play it with a dancing pad.

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[Story]

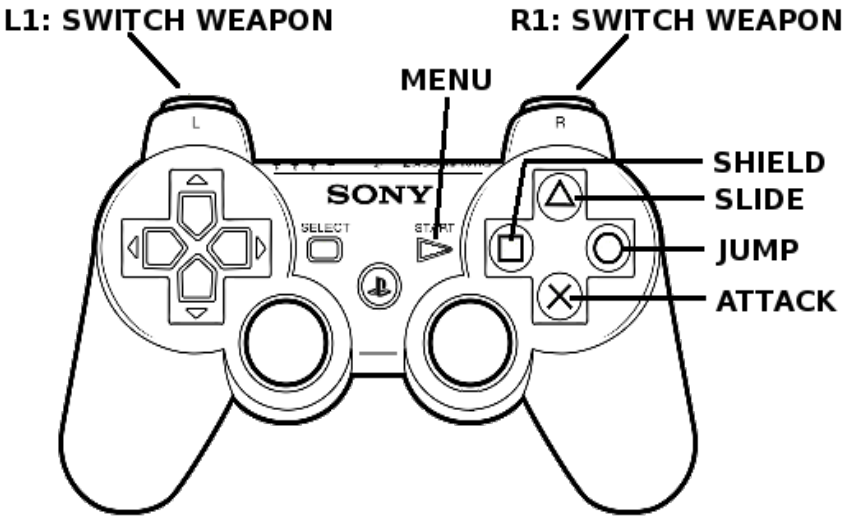
WAR HAS COME TO THE WORLD!

In the year 20XX, the city of Kyoto rests peacefully, but danger casts a shadow in the horizon as news from Tokyo speak of robots going berserk

Suddenly, explosions plague the city, marking the start of a war. An army of robots with unknown origin is attacking! The city defense forces are unable to stop their advance. Facing an eminent defeat, the army calls for help from the city university's scientists. They need to create weapons to defeat the new enemy.

Inspirited by news of a robot hero in Tokyo, young professor Kanotus creates a robot warrior project. But his first creation, called Beta, is too temperamental and unstable; he then creates a second robot, called Rockbot, with improved design, to fight along. Now, both robots need to rush to save the city and try become heroes.

[Using the control & Commands]



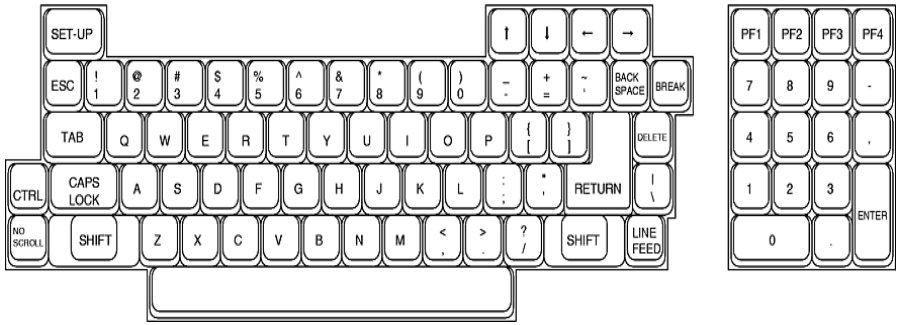
Playstation 2

O Button — Jump
X Button — Attack
Δ Button — Dash (Beta)/Slide(Rockbot)
□ Button — Shield (Rockbot)
Start Button — Open Weapon Select Menu & Make Selection

Directional Key Pad up to grasp and climb ladders. (Press the O Button to let go.)
Directional Key Pad down + O Button — Sliding

- Hold down key and press jump to dash with Betabot or slide with Rockbot.
- With Rockbot, hold attack button to charge and release it to fire a powerful attack.
- Rockbot have use shield to reflect projectiles coming in his direction.

[Using the control & Commands]



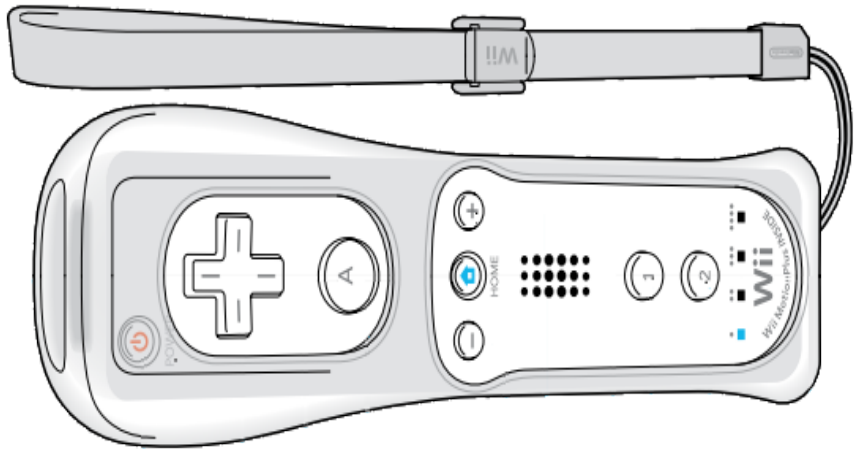
PC Keyboard

X Button — Jump
A Button — Attack
C Button — Dash (Beta)/Slide(Rockbot)
Z Button — Shield (Rockbot)
Enter Key — Open Weapon Select Menu & Make Selection

PSP

O Button — Jump
X Button — Attack
Δ Button — Dash (Beta)/Slide(Rockbot)
□ Button — Shield (Rockbot)
Start Button — Open Weapon Select Menu & Make Selection

[Using the control & Commands]

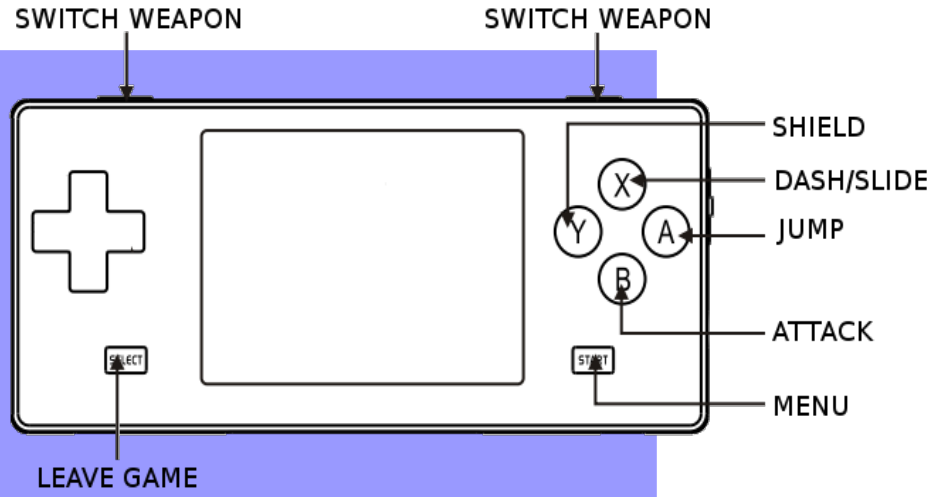


Wii

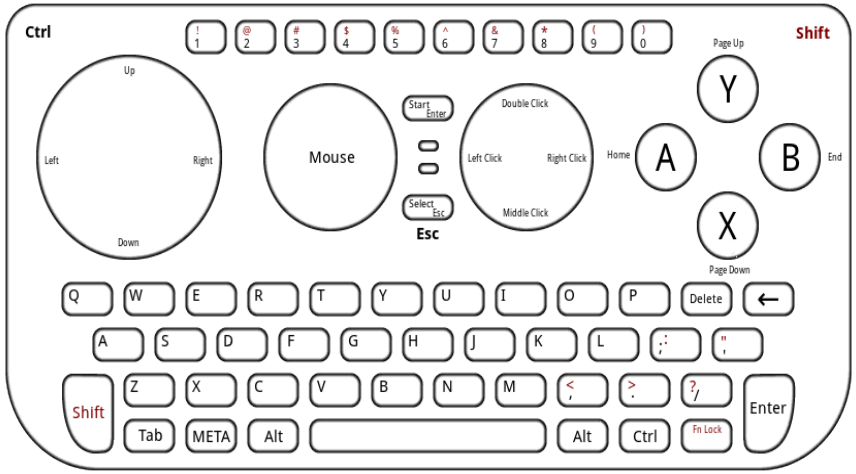
X Button — Jump
A Button — Attack
C Button — Dash (Beta)/Slide(Rockbot)
Z Button — Shield (Rockbot)
Enter Key — Open Weapon Select Menu & Make Selection

Dingoo A320 (Dingux)

O Button — Jump
X Button — Attack
Δ Button — Dash (Beta)/Slide(Rockbot)
□ Button — Shield (Rockbot)
Start Button — Open Weapon Select Menu & Make Selection



[Using the control & Commands]

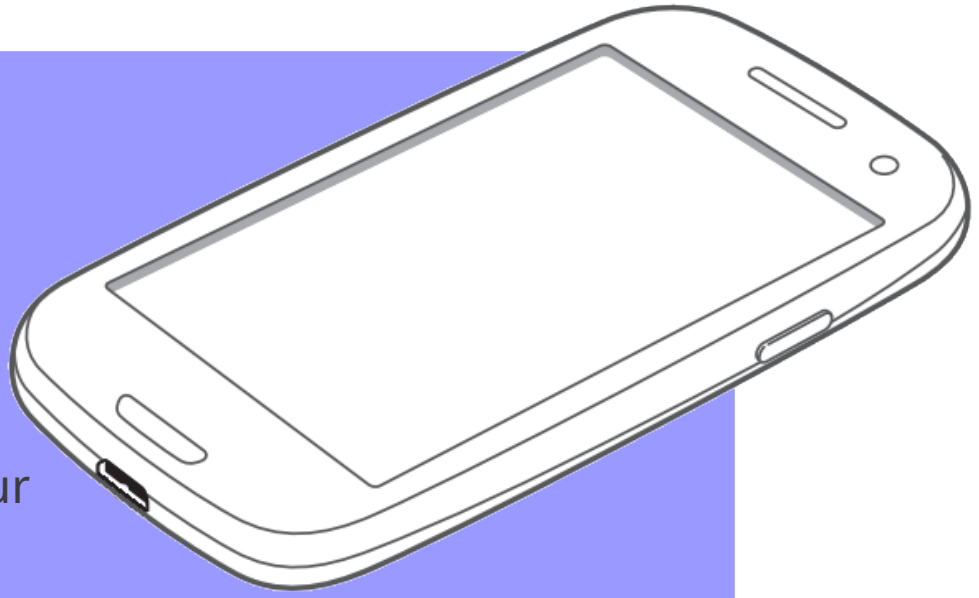


Pandora

X Button — Jump
A Button — Attack
C Button — Dash (Beta)/Slide(Rockbot)
Z Button — Shield (Rockbot)
Enter Key — Open Weapon Select Menu & Make Selection

Android

Touch Controls*:
A Button — Jump
B Button — Attack
Start — Open Weapon Select Menu & Make Selection
* You can also configure a bluetooth or USB joystick, or use built-in controls if your hardware have any.



[Game Start]

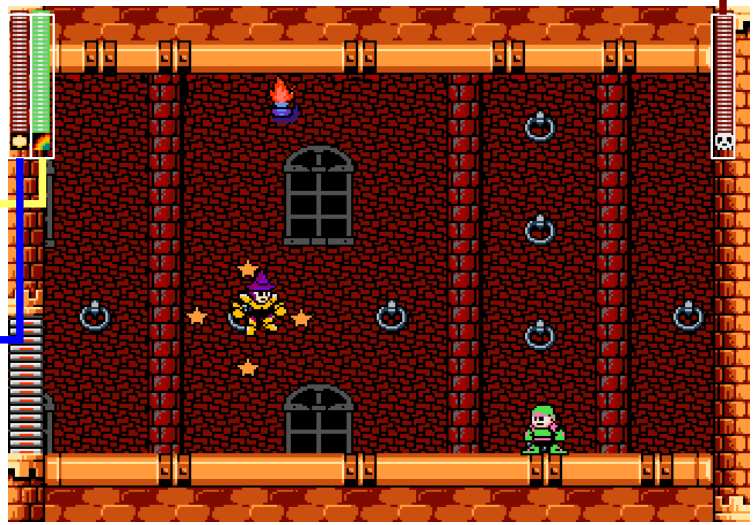
When starting the game, a player selection screen allows you to pick between Rockbot and Betabot. Rock is easier to play with due to bigger jump and charged shot, while Beta matches classic Mega Man (tm Capcom) play.

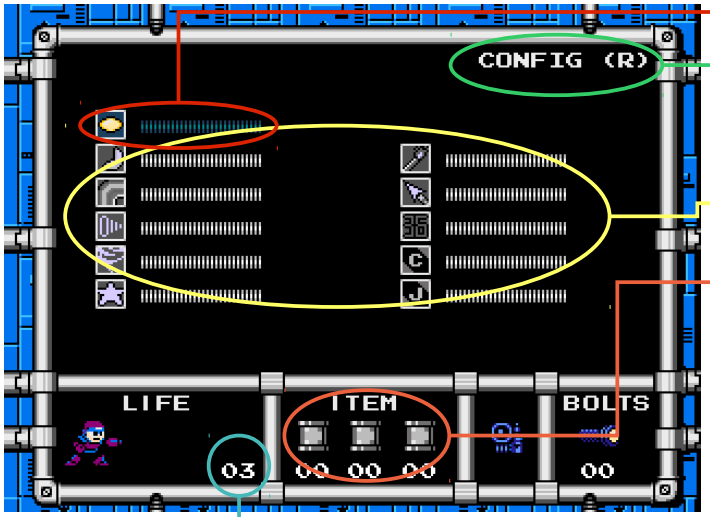
After defeating the introduction stage, the 8 boss characters of each stage are displayed on the screen. Begin playing any stage by moving the cursor over that character's image and pressing the Start Button.

After defeating the boss of each stage, you will obtain the weapon wielded by that boss.

[Screen Explanation]

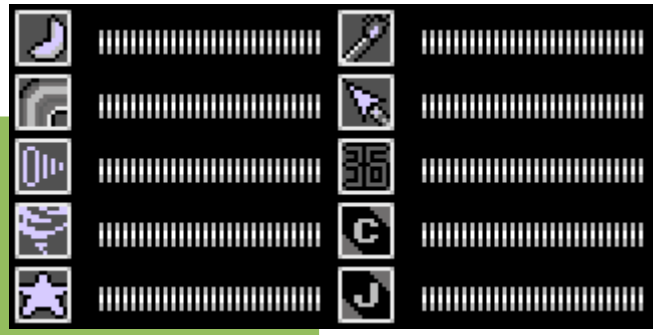
- Enemy Energy Gauge (BOSS only)
- Life Energy Gauge
- Weapon Energy Gauge





- Life Energy Gauge
- Configuration (press R button)
- Weapon Select Area
- Usable items (Energy tanks)
- Player Count

[ABOUT CHANGING WEAPONS]



Cockpit

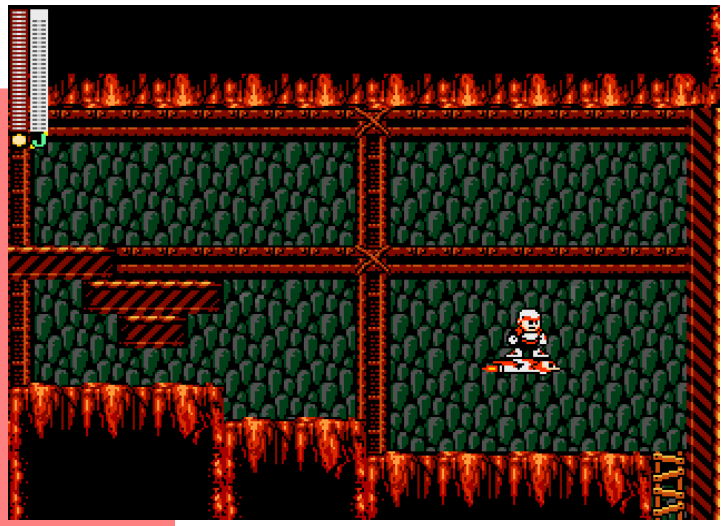
After defeating a boss and acquiring its weapon, pressing the Start Button during the game will enable switching weapons by opening the weapon display area.

By moving the Directional Key Pad up down left and right, select the initials of the weapon you wish to use and press start to confirm your selection!

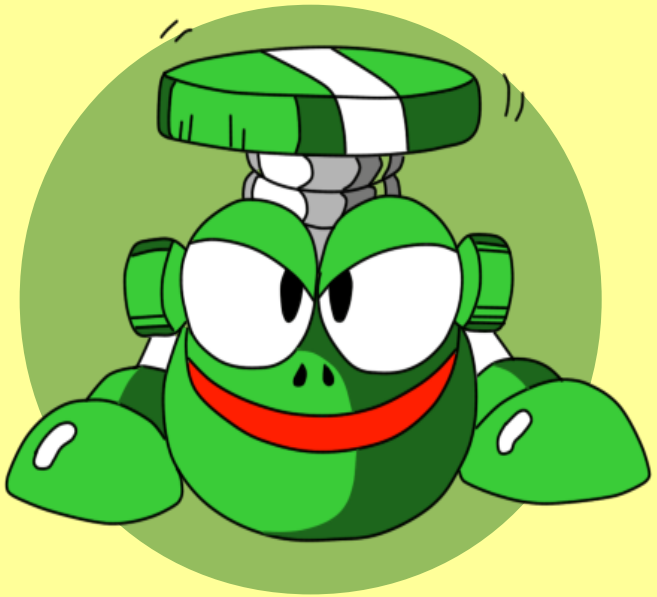
[Frog and Eagle Mascots]

Rockbot and Betabot have two companion friends which can be selected for use in the same manner as choosing a weapon.
Coil Frog helps you to reach high places and Eagle Jet helps to fly over obstables or pits.The two friends can only be acquired by defeating certain bosses.

In both cases, they cannot appear on the screen more than once at a time.



[Frog Coil]



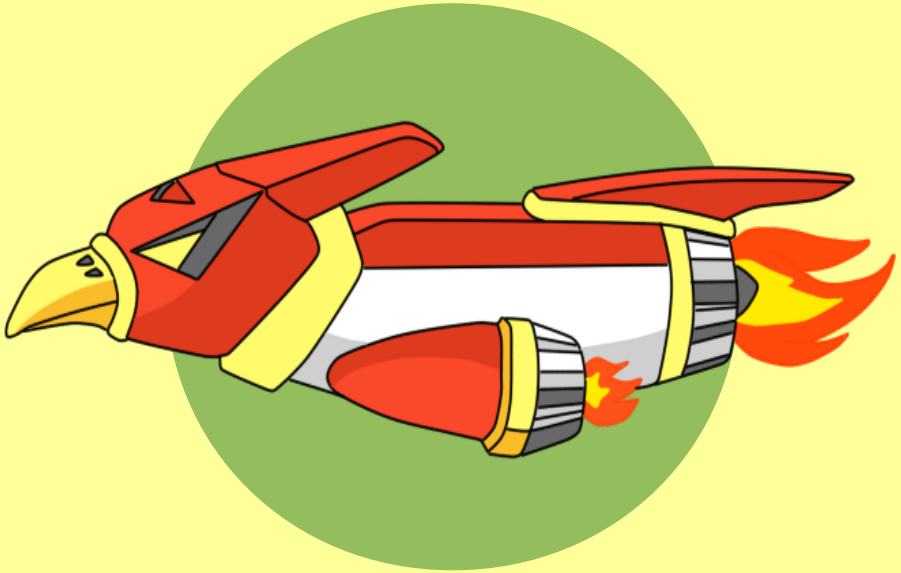
Frog Coil

This ability is availableafter beating Ape Bot's stage. Get atop Frog to perform a super jump and reache higher areas.

[Eagle Jet]

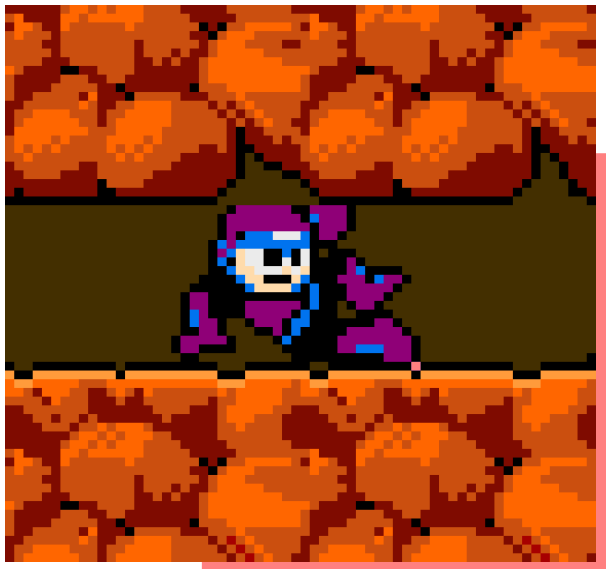
Soars freely through the air. Watch its energy usage carefully or you can fall!!

(WARNING)
Cancelling Eagle while moving over a danger zone or an area without footholds will cause the player to drop and fall. Please use caution.



Eagle Jet

[Using Slide/Dash]



By holding the Directional Key Pad down and pressing the JUMP button, the player can perform a slide to get out of many tough situations!!

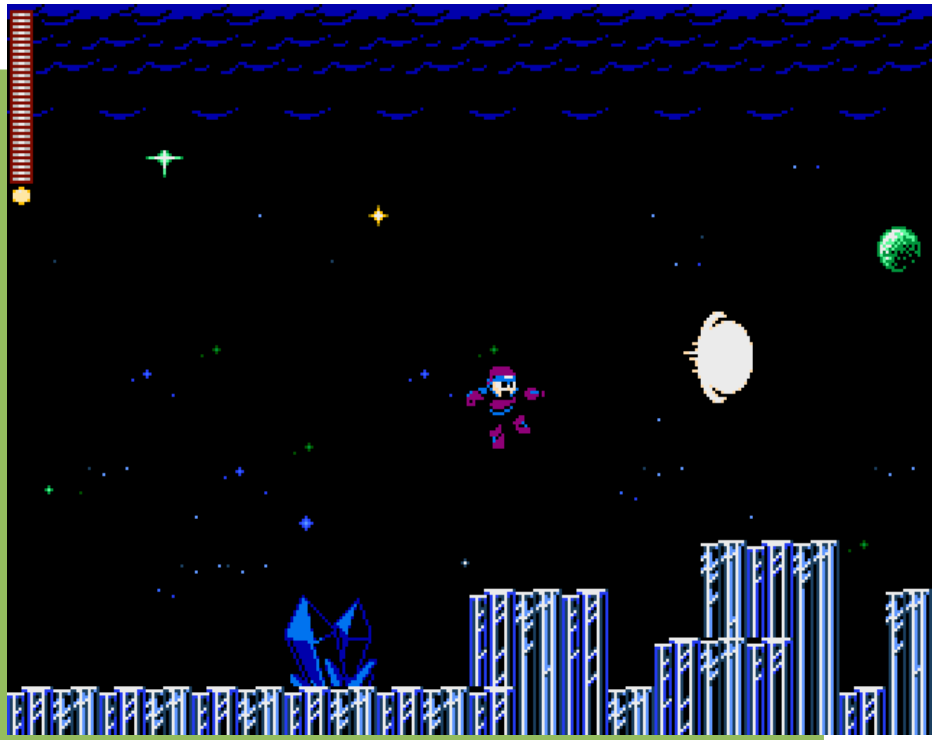
By using this nimble burst of speed, you can slide underneath and slip past your enemies, and that ’s not all!!

There are some narrow passageways that can only be traversed by sliding!!

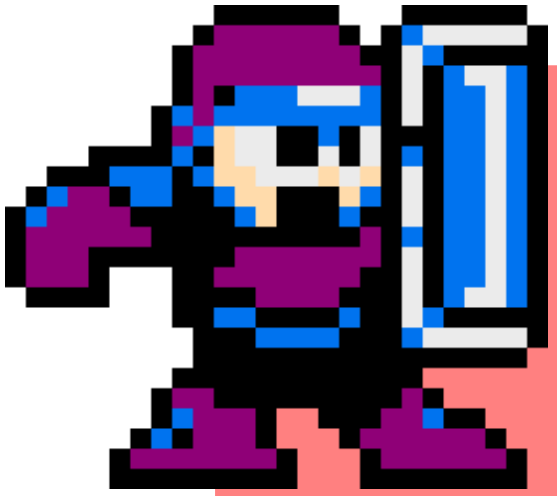
[Rockbot's Charged Shot]

When playing with Rockbot, press and hold down the Attack button and he will start charging his weapon. Release the button to fire up a powerful attack that can defeat strong enemies on a single shot!

Betabot can't charge, but fires two shots at once, making easier to hit difficult target.



[Using Rockbot's Shield]

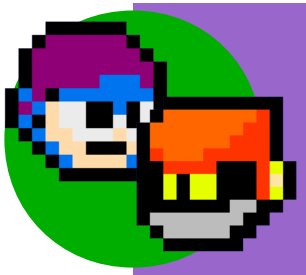


When pressing the shield button with Rockbot, he will raise his shield to protect himself from enemies projectiles by reflecting those.
Betabot is not equipped with a shield.

Warning

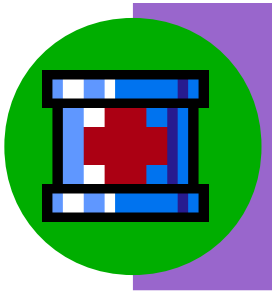
You are still vulnerable if a projectile comes from the opposite direction you are facing and also from damage from contact with enemy body.

[About Items]



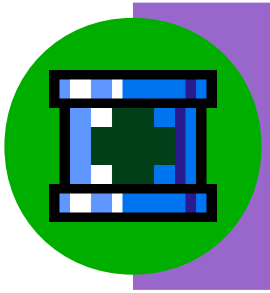
1UP

Player count increases by 1 man.



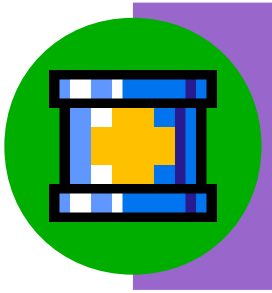
Energy Can

When this item is used, all life energy is fully recovered.



Weapons Can

When this item is used, all weapons energy are fully recovered.



Special Can

When this item is used, all life and weapons energy are fully recovered.

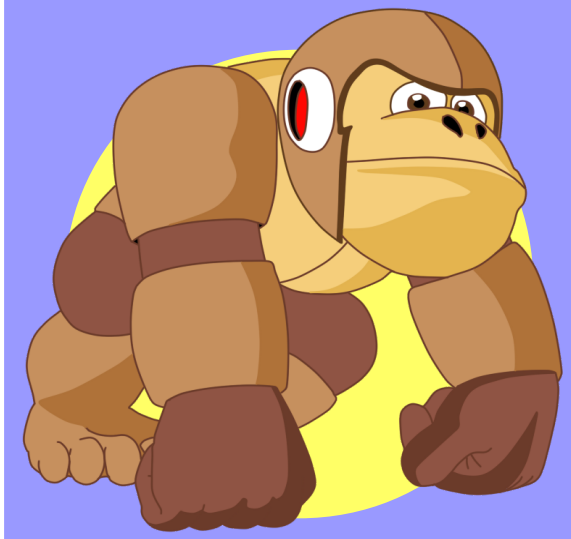
Life Energy

Recovers the player's life.
(Large/Small)

Weapon Energy

Recovers weapon energy.
(Large/Small)

[The Characters of Rockbot 1]



No. 001

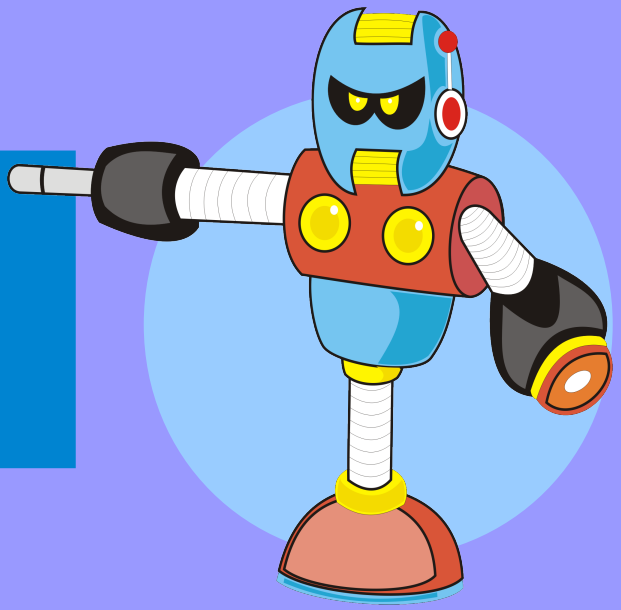
Ape Bot

- Ivan Fiedoruk
- Iuri Fiedoruk

No. 002

Techno Bot

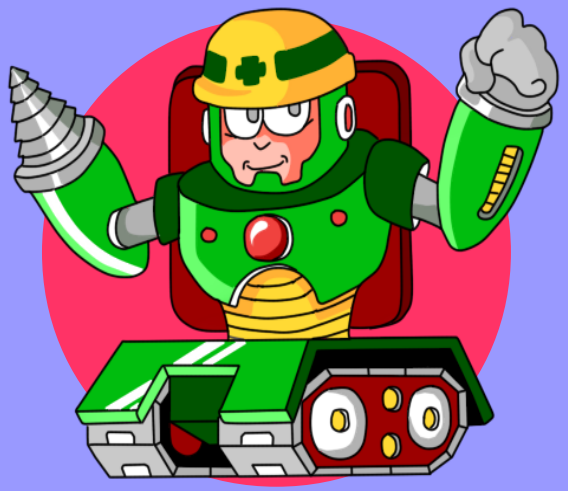
- Fabiano “Chikago” Saccol
- Iuri Fiedoruk

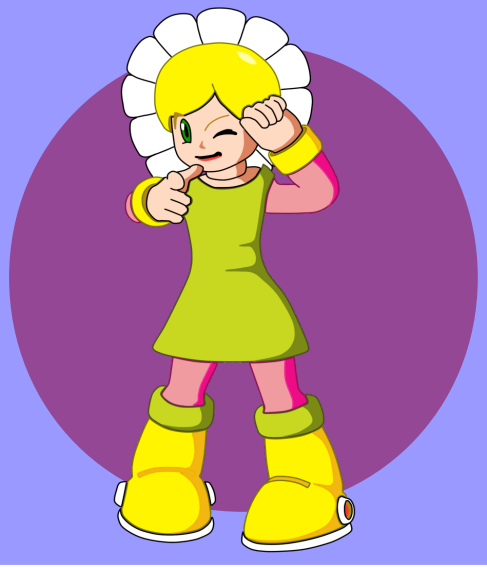


No. 003

Dynamite Bot

- Giuliano “Kobold” Saccol
- Iuri Fiedoruk





No. 004

Daisie Bot

- Arismeire Kümmer Silva Fiedoruk

No. 005

Spike Bot

- Iuri Fiedoruk

No. 006

Mummy Bot

- Arismeire Kümmer Silva Fiedoruk

No. 007

Seahorse Bot

- Arismeire Kümmer Silva Fiedoruk
- Iuri Fiedoruk

No. 008

Mage Bot

- Arismeire Kümmer Silva Fiedoruk

Ghost

Tucano

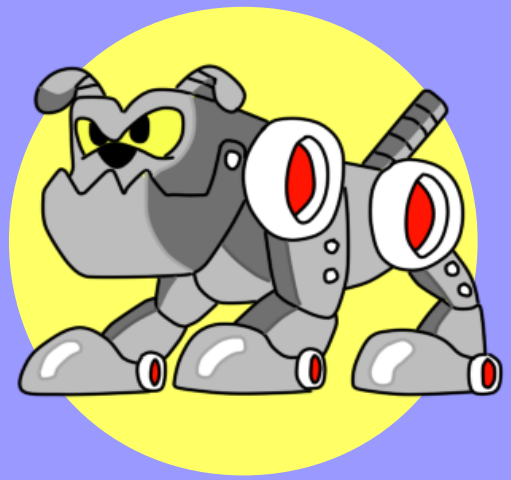
Siri

Penguin

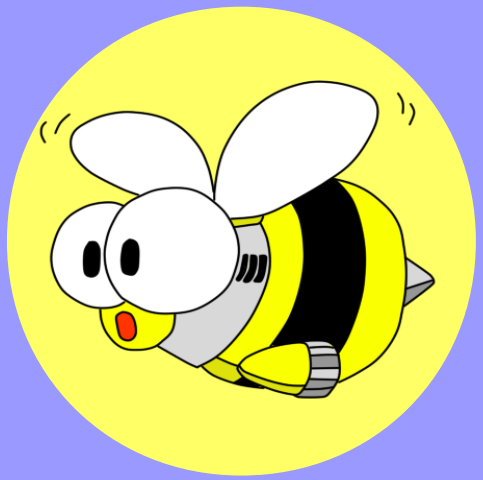
Turtle

Ema

Driller

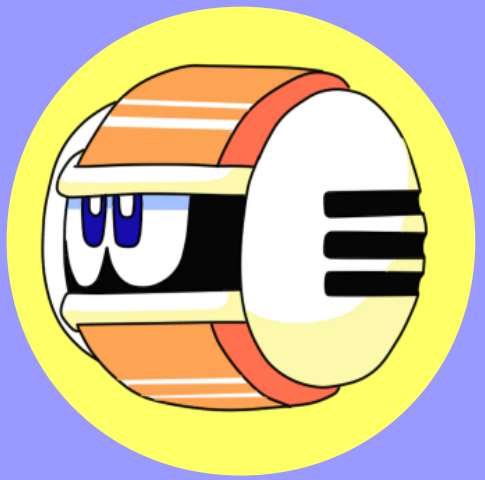


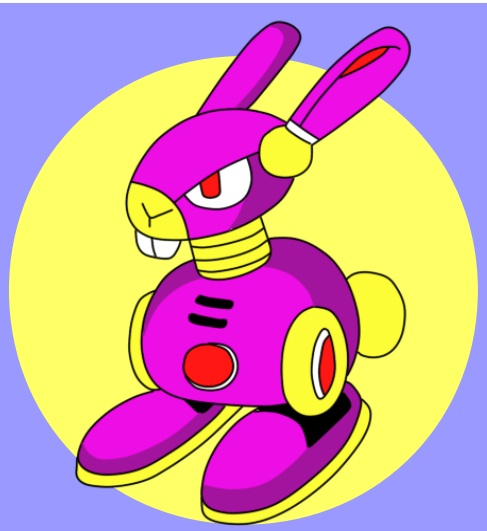
Bulldog



Fat Bee

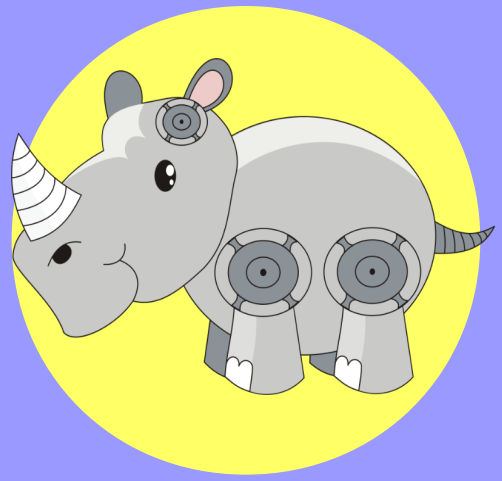
Cannon Ball

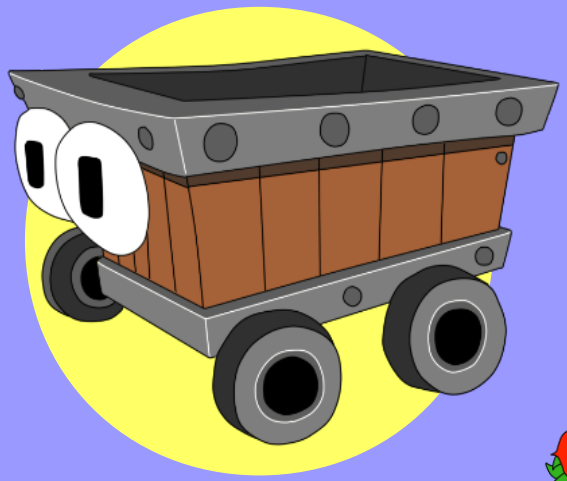




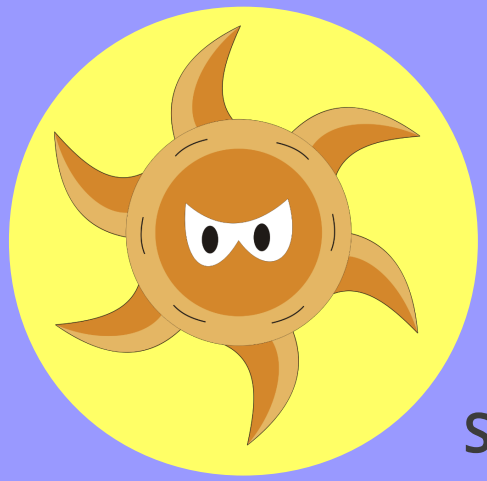
Trick Rabbit

Rhino

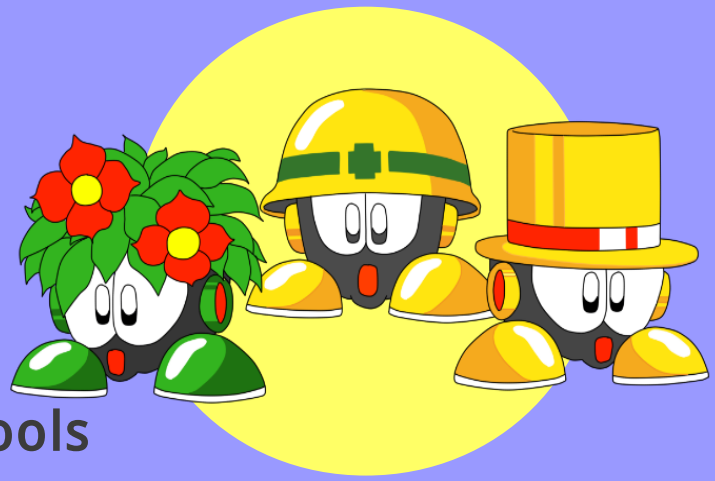




Mine Cart



Spinning Blade



Metools

THE STORY

OF

ROCKBOT

ROCKBOT STORY

In the year 200X, industrial use humanoid robots have been created thanks to the steady progress of science. These robots can work round the clock tirelessly 24 hours a day, at a superhuman rate.
Then one day, some shocking news arise in Tokyo: “The robots have begun going out of control one after another! At this rate, mankind will be ruled by robots!”

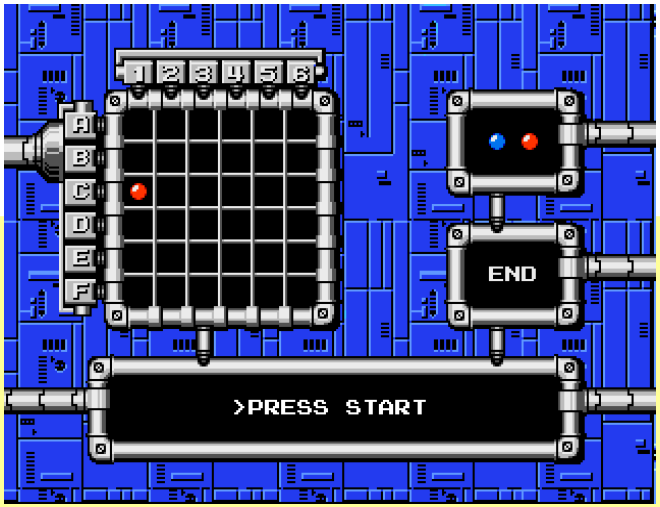
Fearing to have the same destiny, the city of Kyoto prepare for the worse. One night, the fear becomes truth, an horde of unknown robots attack.

Being unable to stop the enemies, the city security forces call for help from the university's scientists in order to create warrior that match the enemies strength One professor comes with a project for fighter robots. After his first construct is unstable and unwary, he improves the project and build other one to fight along.

Now, even without being fully tested and stable, both robots, born to fight, will have to prove their value and become heroes saving the city.

Go! Go! BETABOT and ROCKBOT!! Only you can defeat the 8 robot masters, and find out who is responsible for this violence!

[About Password]



After clearing a stage or getting a Game Over, a password like the one in the image above will be displayed. The bosses you've defeated, as well as the weapons and items you've obtained will be stored in the password according to the location of the chips. (The player count is not saved, however.)

Come time to input the password, use the A Button to select a chip color, then move the cursor to the proper location and press the A Button again to place each chip.

The A Button can also be used to remove a chip that 's already been placed.

This product is based on characters from the Mega Man (Rockman) game that is trademark and copyright of Capcom Inc.

The source code is licensed under the GPL2 and is freely available at http://www.sf.net/projects/rockbot-game.
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For use in all countries in the world.
Have fun and create more games!

Upperland Studios

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