

METAL ARMS™

GLITCH IN THE SYSTEM



SIERRA™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



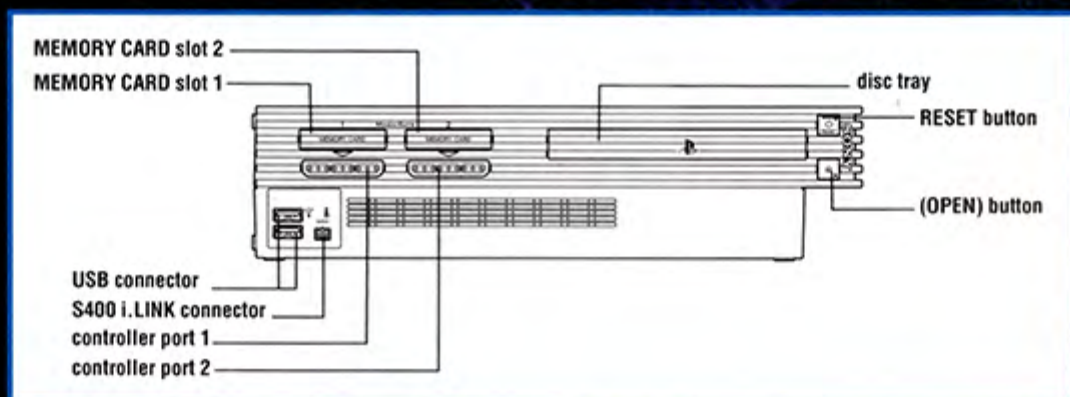
TABLE OF CONTENTS

GETTING STARTED	2
BASIC CONTROLS	3
ACTION CONTROLS	4
THE CONTROLS	5
GLITCH IN THE SYSTEM	6
THE HEADS-UP DISPLAY	8
STORY	10
CHARACTERS	14
WEAPONS	19
ITEMS	25
MORBOT ARTIFACTS	28
VEHICLES	28
ENVIRONMENTAL ELEMENTS	29
MULTIPLAYER	30
CREDITS	32
CUSTOMER SERVICE AND SALES	36
TECHNICAL SUPPORT	37



GETTING STARTED

PLAYSTATION®2 SETUP



Set up your PlayStation®2 Computer Entertainment System according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Metal Arms: Glitch in the System* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate.

Follow on-screen instructions and refer to this manual for information on using *Metal Arms: Glitch in the System*.

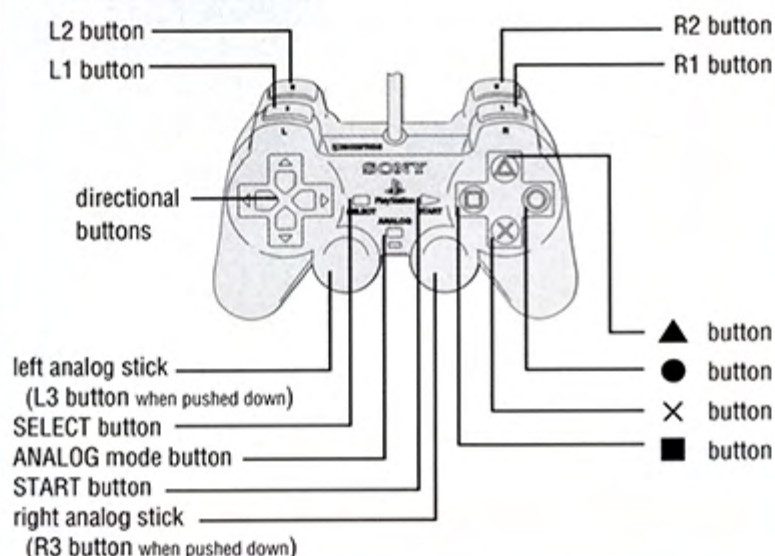
MEMORY CARDS (8MB) (FOR PLAYSTATION®2)

You may save your progress while playing *Metal Arms: Glitch in the System*. In order to do so, you must have a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 of your PlayStation®2. Game data can only be loaded and saved to a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Do not insert or remove a memory card (8MB) (for PlayStation®2) while the game is attempting to load or save game data.



BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Press the directional button to cycle through or highlight the various menu selections.

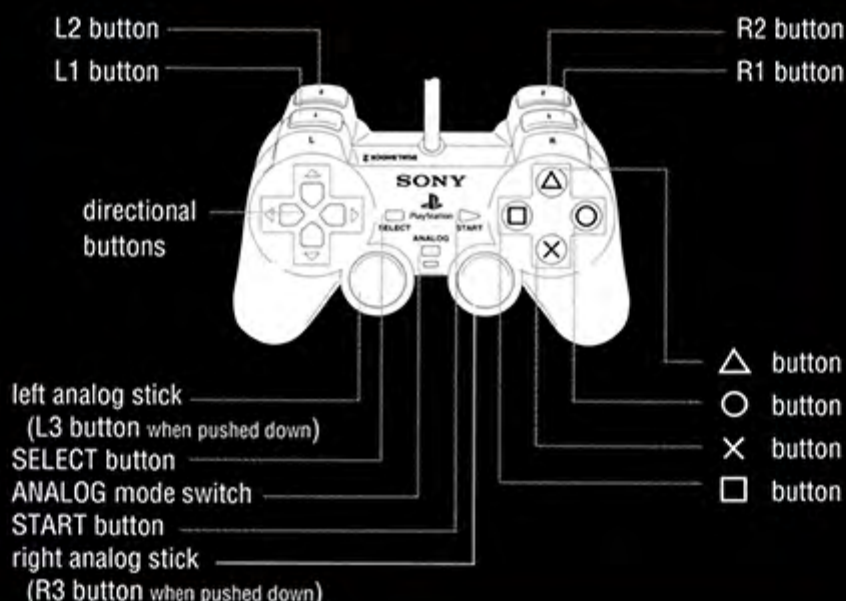
Press the × button to make a selection, go to the next screen, or change the currently selected option.

Press the ▲ button to return to the previous screen from a submenu.



ACTION CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Move	left analog stick
Turn/Aim	right analog stick
Primary Weapon Select	Hold ○ Button and scroll
Primary Weapon Fire	R1 Button
Primary Weapon Reload	Tap ○ Button Quickly
Secondary Weapon Select	Hold □ Button and scroll
Secondary Weapon Fire	L1 Button
Primary/Secondary Weapon	Directional Button (Hold to Program,
Combo Quick-Select	Tap to Select)
Action/Fly Up	△ Button
Jump/Fly Down	× Button
Flip/Stomp	Tap × Button Twice
Melee Attack	R2 Button
Exit Possessed Bot	Hold □ Button
Pause Menu	START Button
Go Back	△ Button



THE CONTROLS

Refer to the back cover 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  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 L1 Button and R1 Button (handy for multiplayer games) or the up directional button or down directional button. When you've

scrolled to the desired weapon, release the  Button. Weapon selection for Glitch's secondary weapon is identical, but uses the  Button instead.

You can save your primary/secondary weapon combo to the up directional button or down directional button (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 one of the directional buttons until a blue arrow flashes near the ammo display on the HUD. The weapon combo is now saved. Save additional combos to the other directional buttons. Then, to quick-select to your saved combos, briefly tap the desired directional button.

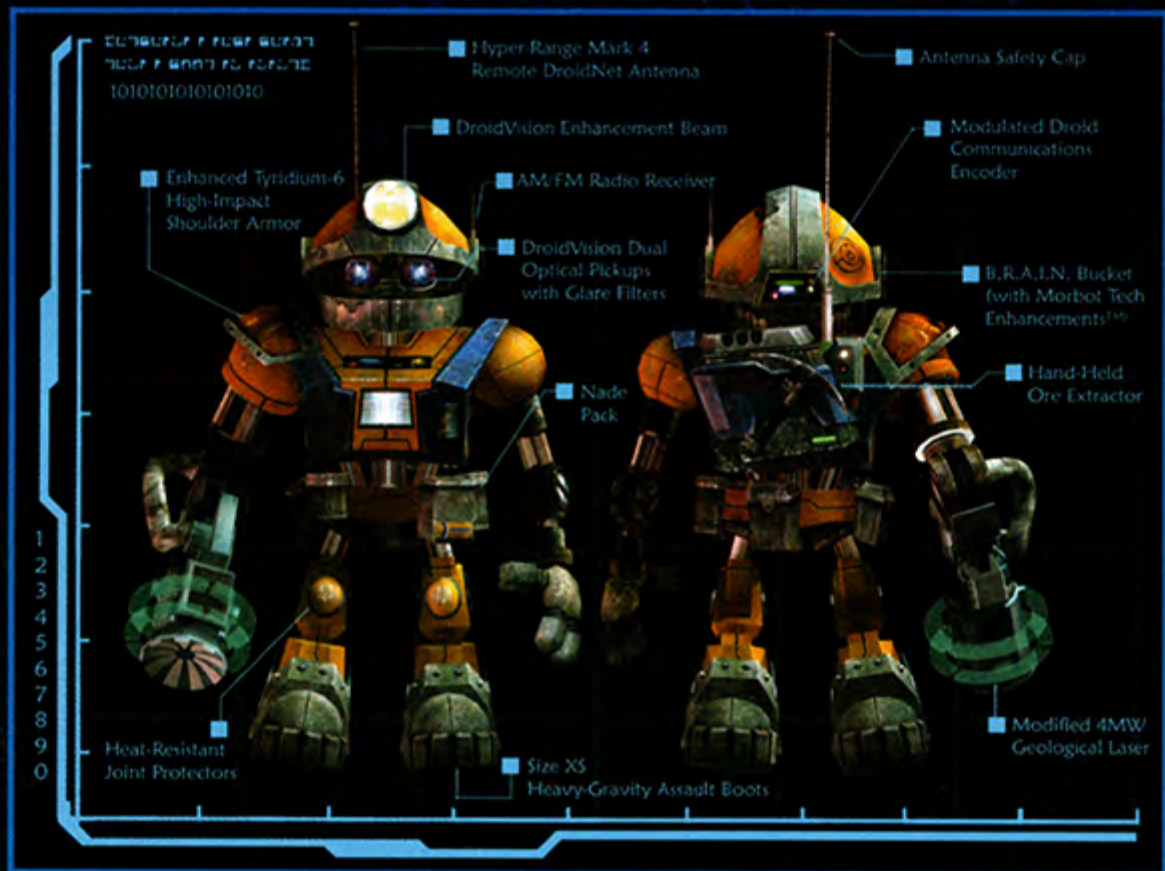
Reloading

Go into battle prepared! You can reload your primary weapon at any time by briefly tapping the  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 your PlayStation®2 and properly inserted your *Metal Arms: Glitch in the System* 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.

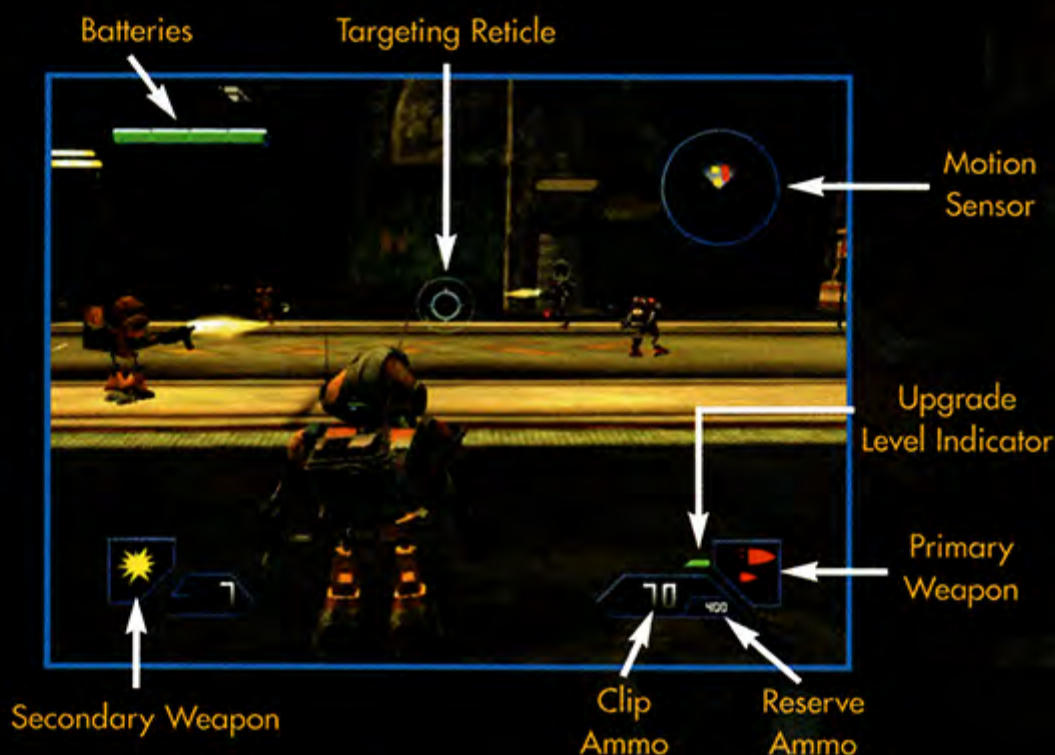
Multiplayer

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  Button.



Secondary Weapon

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

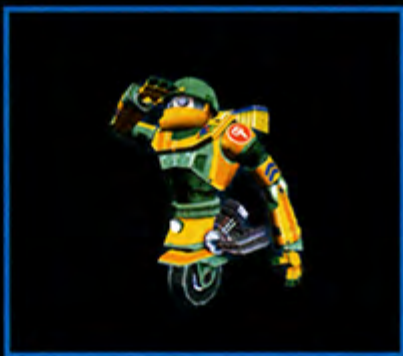
The Droids inhabit Iron Star's surface cities in abundance. There are many different types of Droid robots, from small biped miners to intelligent science bots to large transport bots. Regardless of their type, every Droid is proud of its specific contribution to Iron Star.

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.



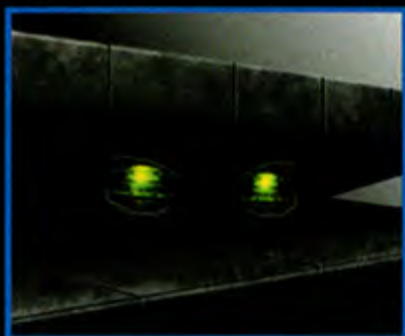
Dr. Exavolt

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.



Krunk

Krunk is the Chief Engineer for the Droid rebellion, and is Alloy's right hand (though Krunk 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. Krunk 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 lamppost, 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  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 possesses no direct means of attack, 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 science 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 trigger 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.



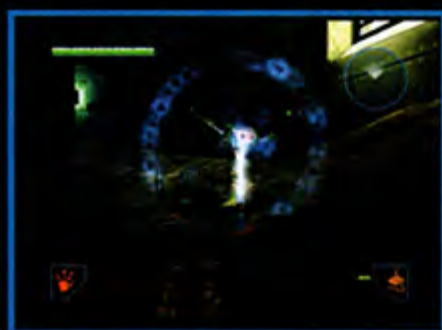
A.



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 pulling the trigger. 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  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.

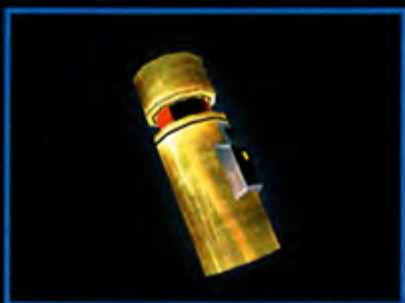
When used in conjunction with a weapon, the scope does the following:

- 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 L1 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 unfamiliar 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.

Melee Attack

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  Button. You'll have a few seconds to clear some distance before the explosion.

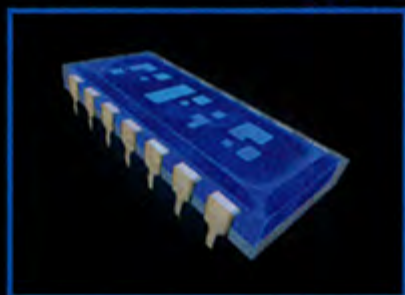




Arm Servo Upgrade

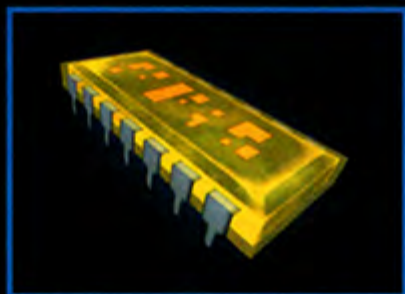
Most of the bots on Iron Star use efficient, powerful servos to animate their appendages, and Glitch is no exception. Glitch's standard arm servos allow him to use weapons, pick up items, manipulate devices, and even attack through melee.

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  Button. To use the RAT's turret, walk Glitch near the gun and press the  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 a 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  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  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, two players can fight head-to-head against each other. 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.
- Spy 'N Stick – Use the Rivet Gun and Scope in this form of Timed Bot Brawl.
- Sling-Bomb – Play this form of Timed Bot Brawl using the Slingshot and Coring Charges.

From the *Choose Game Type* screen, select the Game Type and press the  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  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  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  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  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  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 press the  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 other player bots and you'll receive points when they do. 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!



CREDITS

Sierra / Vivendi Universal

QA

Project Lead	Associate Lead
Michael Cabison	Vincent Delupio

Testing

Jose Beltran	Ulysses Forosan	Jason Colombetti	Dylan Kozlowski
Matt "Hold Your Ground" Jensen	Matthew Byward	Don Carroll	Bradley Atwood
Peter Elmore	Crystal Jensen	Kit Chan	Lauren Kamieniecki
Chris Richardson	Aaron Hartman	Arabian Nazel	Pierre Shorette
Andrew Warwick	Brian Douglass	Ben Hines	Noah Evans
Brian Kang	Cameron Austin	Craig Dawkins	Robert Bradbury
Andrew Dank	Cris Lee	Calvin Wong	Reynand De Castro
Daryl Doane	Daniel Quesada	Dereck Queza	Raymond Hsiao
Daniel Trunk	Donna Woo	Evan Branning	Reed Sekiya
Fausto Lorenzano	Gino De Felice	Hattan Shobokshi	Sergio Terrazas
Jennifer Johnson	Jonathan Masterson	Joseph Olivas	Wilson Fung
Jared Yeager	Jason Reis	Kevin Jackson	William Maddock
Kenneth Kupis	Lester Broas	Lina Hedgecoth	Linda Quinlan
Luis Vasconez	Alberto Gil	Mike Kurilko	Michael Palomino
Martin Valdez	Nathan Gary	Paul Edwards	Robert Bare
Red Magpantay	Rodrigo Reyes	Stephen Yang	Tony Black
Terrance Brant	Takeshi Yoshino		

Technical Requirements Group

Ali Raza	Joaquin Meza	Jamie Saxon
----------	--------------	-------------

Game Media Configuration Lab

Mark Jihanian	Robert Gardner	Afolabi Akibola	Jason Perry
---------------	----------------	-----------------	-------------

Sr.	Executive	VP
Producer	Producer	Development
Mike Jacob	Rich Robinson	Kelly Zmak
Production	Public	Manual
Operations	Relations	Design
Manager	Erica Dart	Brian Johnson
Julie Pitt	Sarita Churchill	

Brand Manager Marketing Director Group VP Marketing

Michael Cowan	Craig Howe	Nicholas Longano
---------------	------------	------------------

Localization Team

Annette Lee	Laura Casanellas Luri	Annemarie Leonard	Anke Mc Elligott
Viviana Guglielmi	Maria José Alvarez	Caroline Bidet	Anthony Fitzgerald
Fabrice Williams	David Hickey	David Fleming	Fiachra Synnott

Special Thanks: Jim Wilson, Michael Pole, Mike Ryder, Peter Della Penna, Lee Rossini, Adam Fossa, Shari Lindholm, James Shaw, Molly O'Brien, Egil Gloersen, Angela Mendez, Paula Bynan, Erin Alvarez, Annie Eckles, Bill Dugan, Tracy Gibbs, Michelle Jacob, Avery Jacob, Anna Thompson, Cherie Lutz, M2S2, Raven, Bogey, Creative Domain, Kovell Fuller, Wong Doody, Martina Breen



MASS MEDIA

Executive Producer Producer

David Todd

Bernie Whang

Lead Programmer Programmers Tools Programming

Andy Green

Chris Shrigley

Ken Jordan

Dan Pinal

Nigel Spencer

David Todd

Bob Hickman

Simon Clarke

Ian Sabine

Artists

Alvyn Ramirez

Garrett Nguyen

Additional Artwork

Robin Karlsson

Music, SFX, and Movie Conversion

Bernie Whang

Software Tools Guru

Ken Jordan

Game Engineering Manager

Mike Berro

Testing

Donald Mendoza

Garrett Nguyen

Ryan Todd

Brett Bigley

Alvyn Ramirez

Support

Charlene Bohnhoff

Andrew Burg



Swingin' Ape Studios

Concept & Game Design

Swingin' Ape Studios

Programming

Steven Ranck
John Lafleur
Michael Starich
Pat MacKellar
Christopher MacDonald
Nathan Miller
Jeremy Chernobieff
Mike Elliott
Michael Scholz
Russell Foushee

Executive Producer

Steven Ranck

Additional Programming

Dan Stanfill
Pinniped Software
www.pinniped.com

Testers

Erik Frimodig

Audio

Director of Audio
Keith Arem
PCB Productions
www.pcbproductions.com
Additional Music by
Michael Cohen
Howard Ulyate
Chris Vargo

Voice Cast

Dave Wittenberg
Daran Norris

Dan Castellaneta
Corey Burton

Rob Paulsen
Perry Zombolas

Patrick Warburton

Special Thanks: All – Mike Jacob and the entire team at Sierra and Vivendi Universal;
Steve R. – Diana, Devon, Ainsley, Linda, M&D; Scott G. – Tanya; Mike S. – Shannon;
Keith L. – Greg L., Andrea L., Tawnya M., Amanda T., Ginger N., Mark S.;
Sean O. – Diana, Rocky Dog; Jeff L. – Jenn W, Simon L; Gary C. – Wendy, Delsin;
Dave – Monica, Maximus, Maisie, Margaret; Nathan – My family, my friends and Kristin;
Mac – Susie, Mom, Mike, Luigi; M. Scholz – My wife Bernadetta.

Art

Scott Goffman
Matthew G. Bell
Gary T. Carbonell
Guy Sparger
Sean O'Daniels
Michael McInerney
Craig Voigt
Steve Crow
Tina "KittyKombat" Hou

Associate Producer

Keith Landes

Animation

Scott Goffman

Level Design

David M. Adams
Evan Hort
Matt Krystek

Manual

Steven Ranck
David M. Adams

Assistant Producer

Jeff J. Love

Mark "E. Chu" Lee

Matthew Peronto

Sound Design

Keith Arem
Mark Lanza
Chris Vargo
Jonathan Wareham

Dialog Recorded at
PCB Studios, CA

Music by

Keith Arem
Orpheus Soundstation

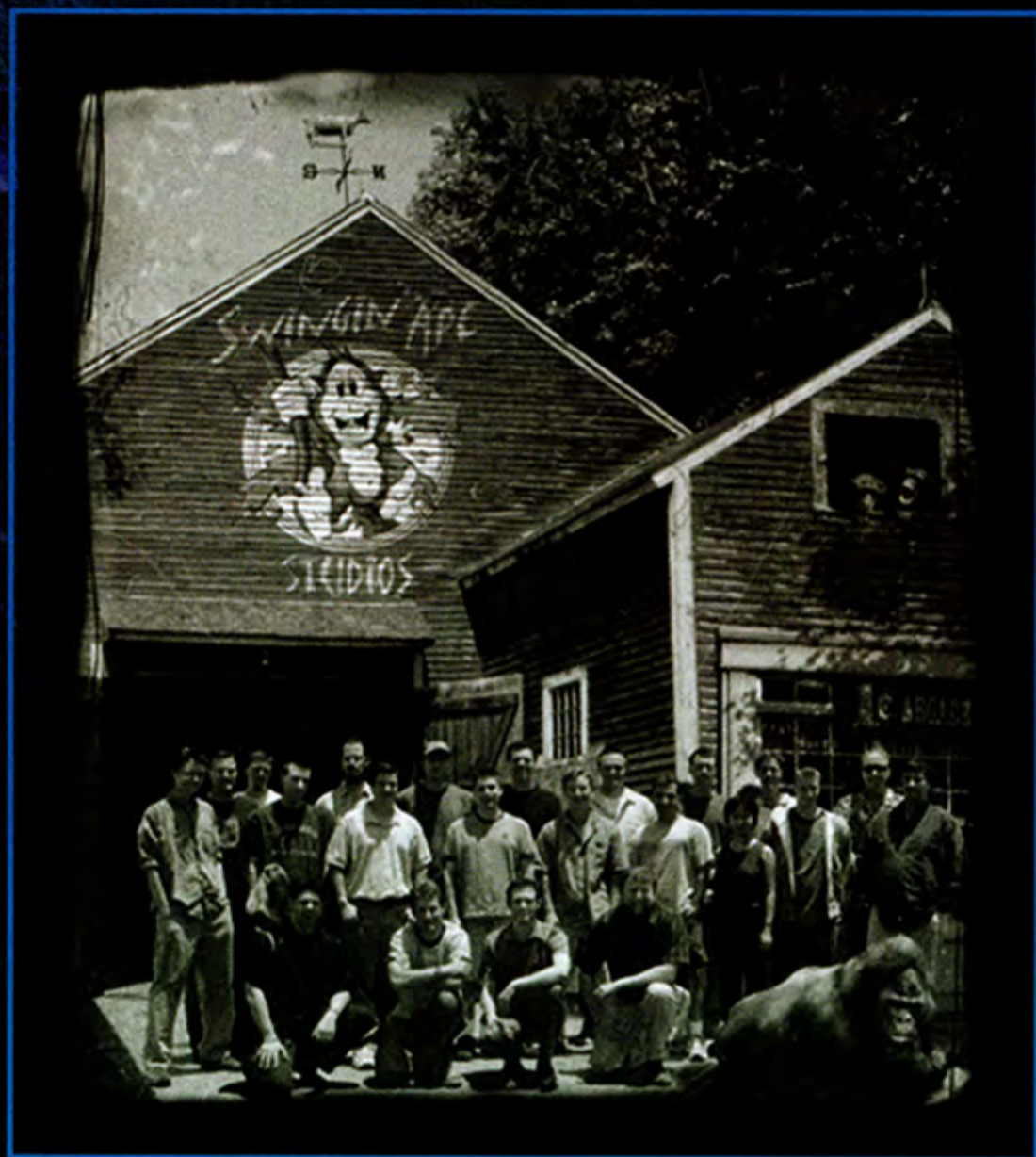
Story by

Swingin' Ape Studios

Written and Directed by

Dave Wittenberg
Keith Arem





About Swingin' Ape Studios (www.swinginape.com)

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.

We love making games. We love playing games. We love monkeys. We love working in an industry that actually rewards creativity. In short, we love our jobs, which is why we work so hard. We hope you enjoy the results.



CUSTOMER SERVICE AND SALES

United States

U.S.A. Sales Phone: (800) 757-7707 or (310) 649-8008

Hours: Monday-Friday 8 AM to 4:30 PM PST

International Sales: (310) 649-8008

Hours: Monday-Friday 8 AM to 4:30 PM PST

Fax: (310) 258-0744

Sierra Entertainment, Inc.

6060 Center Drive

6th Floor

Los Angeles, CA 90045

Phone: (800) 757-7707 or (310) 649-8008

Fax: (310) 258-0744

<http://www.sierra.com>

On-Line Sales

Internet USA:<http://www.sierra.com>

To replace your disc(s) please send only the damaged disc, a copy of your dated receipt, and a letter explaining the problems you are experiencing to:

Product Returns*:

Vivendi Universal Games, Inc.

Sierra Warranty Returns

4247 South Minnewawa Ave.

Fresno, CA 93725

* Returns to this address valid in North America only.

Copyright © 2003 Sierra Entertainment, Inc. © 1998-2003 Sierra Entertainment, Inc. Sierra is a trademark of Sierra Entertainment.



TECHNICAL SUPPORT

North America

Sierra Entertainment offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (310) 649-8033, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write or fax us with your questions, or contact us via our Web site - <http://support.vugames.com>

Sierra Entertainment
Technical Support
4247 South Minnewawa Avenue
Fresno, CA 93725

Main: (310) 649-8033
Monday-Friday, 8:00 A.M. - 4:45 P.M. PST
Fax: (310) 258-0755
<http://support.vugames.com>

Sierra and the Sierra logo are registered trademarks of Sierra Entertainment Inc, in the U.S. and/or other countries. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc.

All other trademarks are the property of their respective owners.

Mersenne Twister Binary



Copyright © 1997 – 2002, Makoto Matsumoto and Takuji Nishimura, All rights reserved. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
3. The names of its contributors may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

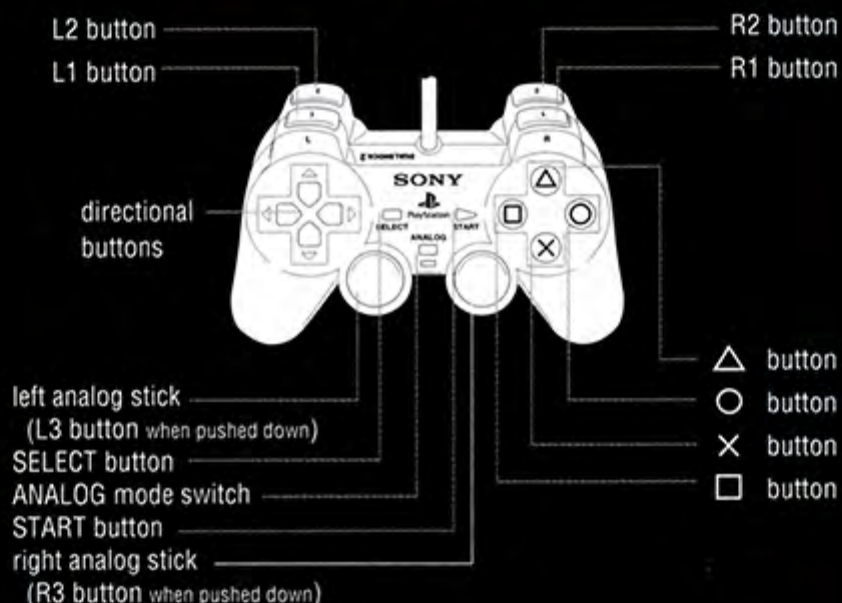
Developed by Swingin' Ape Studios, Inc. Some elements © 2000 – 2003
Swingin' Ape Studios, Inc.





ACTION CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Move	left analog stick
Turn/Aim	right analog stick
Primary Weapon Select	Hold ○ Button and scroll
Primary Weapon Fire	R1 Button
Primary Weapon Reload	Tap ○ Button Quickly
Secondary Weapon Select	Hold □ Button and scroll
Secondary Weapon Fire	L1 Button
Primary/Secondary Weapon	Directional Button (Hold to Program,
Combo Quick-Select	Tap to Select)
Action/Fly Up	△ Button
Jump/Fly Down	× Button
Flip/Stomp	Tap × Button Twice
Melee Attack	R2 Button
Exit Possessed Bot	Hold □ Button
Pause Menu	START Button
Go Back	△ Button



TECHNICAL SUPPORT

North America

Sierra Entertainment offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (310) 649-8033, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write or fax us with your questions, or contact us via our Web site - <http://support.vugames.com>

Sierra Entertainment
Technical Support
4247 South Minnewawa Avenue
Fresno, CA 93725

Main: (310) 649-8033
Monday-Friday, 8:00 A.M. - 4:30 P.M. PST
Fax: (310) 258-0755
<http://support.vugames.com>

CUSTOMER SERVICE, SUPPORT AND SALES

United States

U.S.A. Sales Phone: (800) 757-7707 or (310) 649-8008
Hours: Monday-Friday 8 AM to 4:30 PM PST

International Sales: (310) 649-8008
Hours: Monday-Friday 8 AM to 4:30 PM PST
Fax: (310) 258-0744

Sierra Entertainment, Inc.
6060 Center Drive
6th Floor
Los Angeles, CA 90045
Phone: (800) 757-7707 or (310) 649-8008
Fax: (310) 258-0744
<http://www.sierra.com>

On-Line Sales

Internet USA: <http://www.sierra.com>



SIERRATM

SIERRA ENTERTAINMENT PRESENTS

THE Hobbit™

THE PRELUDE TO
THE LORD OF
THE RINGS™

thehobbit.sierra.com

OFFICIAL GAME
BASED ON THE LITERARY WORKS OF J.R.R. TOLKIEN



PlayStation®2

VIVENDI
UNIVERSAL
games



SIERRA™



Vivendi Universal Games, Inc. 4247 S. Minneawawa Ave., Fresno, CA 93725

"The Hobbit" interactive game: ©2003 Vivendi Universal Games, Inc. All rights reserved. The Tolkien Enterprises logo, "The Hobbit", "The Lord of the Rings", and the characters, events, items and places therein, are trademarks or registered trademarks of The Saul Zaentz Company, dba Tolkien Enterprises, and are used under license by Vivendi Universal Games, Inc. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. ©2003 Sierra Entertainment, Inc. All rights reserved. "Sierra" and the Sierra logo are trademarks or registered trademarks of Sierra Entertainment, Inc., in the U.S. and/or other countries. Developed by Inevitable Entertainment, Inc.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A.
THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. 7208510