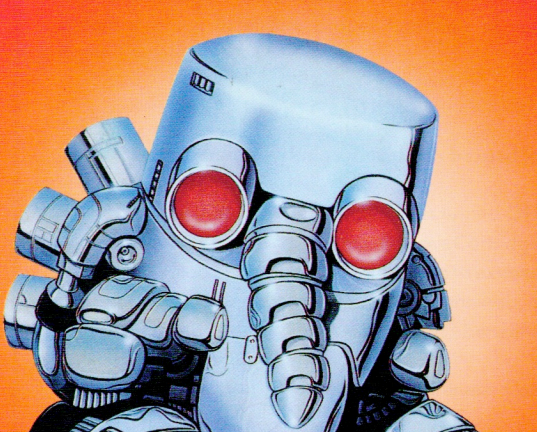
TRECO™



ATOMIC ROBO-KID™

INSTRUCTION MANUAL

SEGA GENESIS
16-BIT CARTRIDGE

Thank you for selecting Treco's ATOMIC ROBO-KID ™ Game Cartridge. Please read this instruction manual before starting, to ensure proper handling of your game. Enjoy!!!

SAFETY PRECAUTIONS

1) The Sega Genesis Cartridge should only be used for the Sega Genesis System ™
2) Make sure that your Genesis System is turned OFF when inserting or removing your Genesis Cartridge.
3) Avoid subjecting your Genesis Cartridge to extreme temperatures and shock. Do not touch terminals, or subject cartridge to thinners, solvents, benzene, alcohol and other cleaning agents.
4) Do not attempt to disassemble your Genesis Cartridge.
5) Pause for 10-15 minutes after long periods of continuous game play.

LOADING INSTRUCTIONS

1) Make sure the power switch on your Genesis System is in the OFF position.
2) Insert the Atomic Robo-Kid ™ Cartridge into the console as directed in your Genesis System Manual. The cartridge label should be faced towards you, and firmly inserted within the slot.
3) Turn the power switch on your Genesis System to the ON position. If nothing appears on the screen, recheck insertion.

MISSION DATA

RE: Information download to Atomic Robo-Kid profile

Several years ago, a burst of intense radiation fell upon our colony. Its origin was unknown, except that it appeared to originate somewhere deep in space. The radiation was devastating to all colony life-forms, killing most, and mutating whatever remained. It also adversely affected our colony's geography, and continues to change it (though scout reports suggest that there may be some outside force involved).

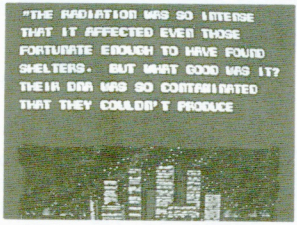
In the aftermath of this apocalypse, a handful of humans struggle in vain to survive. We are now dominated by hostile, intelligent beings. Several fearsome "governors" have seized control, rendering us powerless. We have been constantly battling the mutant armies, but our conventional weapons and fleshy bodies, are no match against their speed, power, and numbers. Without help from earth's forces, we cannot fight for long.

We have also discovered that the radiation and atmospheric conditions have made it nearly impossible to survive outside or, to our dismay, reproduce. Foreseeing the possible destruction of Terra-12, our scientists developed EVE, a bio-droid housing human DNA, and capable of delivering healthy human offspring. However, the conditions under which we live have made it nearly impossible to reach her underground chamber, lessening the chance of any future survivors.

As our last hope, we have developed the synthetic soldier series - androids designed specifically for battle in this hostile environment. Our ultimate, and working, creation is the Atomic Robo-Kid. We hope that his fusion-driven systems, multiple weaponry, and near human intelligence will prove to be more than a match against these invaders, and ultimately revive the EVE system into a new world.

As Atomic Robo-Kid, you must penetrate the domains of the mutants and terminate the governors. You will be able to "warp" through zones by entering portals. Power and systems updates will be available in the form of crystals (see section on crystals).

Good Luck!

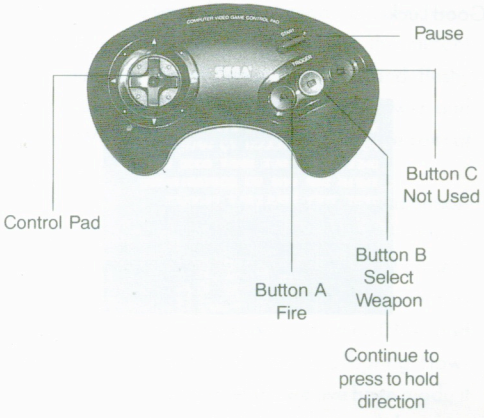


The Controls

To do battle with the evil mutant empire, you'll need to know what your doing!

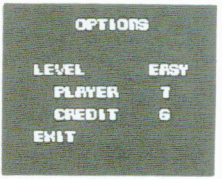
The Basics:

Below are the basic key functions for the Genesis Control Pad.



Option Screen

In the Options Screen, you will be able to change the difficulty level of the game, which will change the number of Robo-Kids and Continues per game.

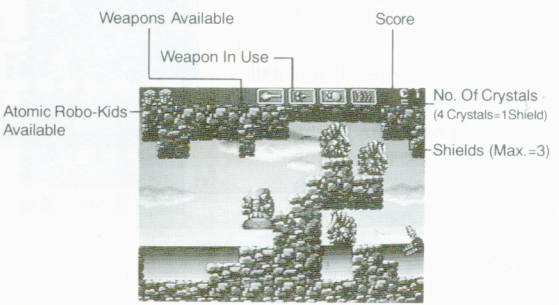


Easy	- 7 Men	6 Continues
Med.	- 5 Men	4 Continues
Hard	- 3 Men	2 Continues

To enter the Options screen, select OPTIONS after the title screen appears.

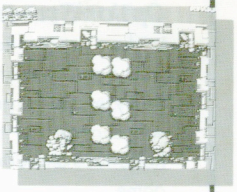
Main Screen

Below is an explanation of what you'll see on the Main Screen.



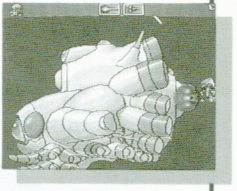
Battle Mode Screen

Occasionally, Robo-Kid will have a showdown with a psychotic unit. In this screen, you will only be able to move within the left side of the chamber, and duel with blasters.



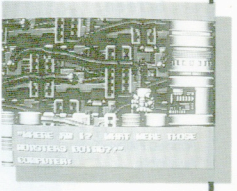
Governor Chamber Screen

You will have full independent movement in the Governors' chamber, but don't stay in any one place too long!



Intelligence Screen

While in the Intelligence screen, you will have a dialogue with one of the many AI (Artificial Intelligence) Computer banks. Read carefully and enjoy the break!

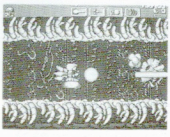


Crystals and Items



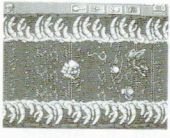
Crystals - These revolving jewels are everything for Robo-Kid! By shooting a Crystal Fly, Robo-Kid can recover a crystal. Shoot the crystal yet again, and its molecular structure will change. Once the right "structure" appears, all Robo-Kid has to do is pick it up and he'll have that item. Shown below is each crystal type and what it can do.

Pick up the Red, "unmarked" crystals at the beginning of the game in order to fire-up the Atomic engines!



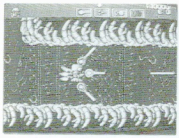


Fission Gun - Few creatures can survive a direct hit from this powerful weapon. It packs quite a wallop!



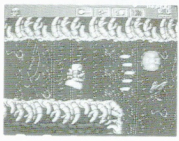


Missile - This projectile can be used both offensively and defensively. The Missile can be fired in almost any direction, but is short range. The nuclear blast it creates will wipe-out almost anything, including enemy fire!





3-Way - A powerful needle pistol, this weapon shoots in three directions at once.





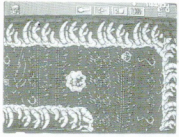
5-Way - Though it only shoots a short distance, the 5-Way creates a shower of death in front of the Kid.



Speed Up - When Robo-Kid connects with this crystal, his speed will double! But watch out, extra speed can cause you to slam into something all too easily!

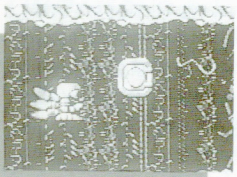


Rensha - Lock on to the Rensha crystal, and you'll have automatic rapid fire. Just press the "A" button.



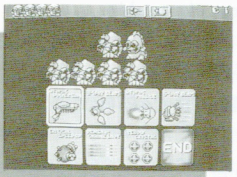


Shields - By collecting four "unmarked" yellow crystals, the Kid gains a shield. This shield will automatically go up if Atomic Robo—Kid is hit. Max. number of shields = 3.



Portals

In every adventure, except for Boss confrontations and battle modes, you will have to find the Portal to continue.



The Merchant

Another way to gain extra items, other than picking up crystals, is by meeting "The Merchant", a dinosaur-like android placed in strategic positions behind enemy lines. Just walk up to the merchant and "talk", and the screen will switch to Shop mode. Make your selection from anything in the shop (Press the A button to select), but be careful, for each new item will cost you 1 Atomic Robo-Kid!

Warranty Info.

TRECO warrants to the original consumer purchaser that the TRECO cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, TRECO will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive this warranty service:

1. DO NOT RETURN YOUR TRECO CARTRIDGE TO YOUR RETAIL SELLER.
2. Notify the TRECO Consumer Division of the problem requiring warranty service by calling :

   (213) 782-6960
3. If the TRECO service technician is unable to solve the problem by phone, he will provide you with instructions to return the defective cartridge to us. He will issue a Return Authorization number, which must be recorded on the outside packaging of the defective cartridge. The cost of returning the cartridge to TRECO's service center shall be paid by the purchaser. Please return cartridge along with dated proof of purchase to:

TRECO
2421 205th Street, Suite D-204
Torrance, CA. 90501

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the same conditions set forth herein. In no event shall TRECO be liable for consequential or incidental damages resulting from the breach of any expressed or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, to the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.



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