BIOMOTOR UNITRON™



Developed by
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NEOGEO POCKET™



BIOMOTOR UNITRON™

YUMEKOBO™ 夢工房

EVERYONE
E
CONTENT RATED BY ESRB

NEOGEO POCKET™ COLOR

WARNING

To get the most enjoyment out of this and other NEOGEO POCKET video games, we encourage you to follow the suggestions below:

- Take a 10 or 15 minute break after every hour of gameplay.
- Do not store the game cartridge in extreme hot or cold conditions.
- Do not attempt to open or take apart the cartridge.
- Do not clean with benzene, paint thinner, alcohol or similar solvents.

(EPILEPSY WARNING)

- The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition please consult your physician before playing video games. Individuals who have not experienced any previous seizures

WARNING

may have an undetected epileptic condition.
If you experience any of the following symptoms while playing video games consult your physician: involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation or convulsions.

Contents

BioMotor UNITRON is an adventure role-playing game where you explore a fantasy world while piloting a UNITRON robot. As you explore this world, you will face many battles with monsters and rival UNITRON pilots, and find as well as develop items to increase the power of your UNITRON. Are you ready to begin your adventure?

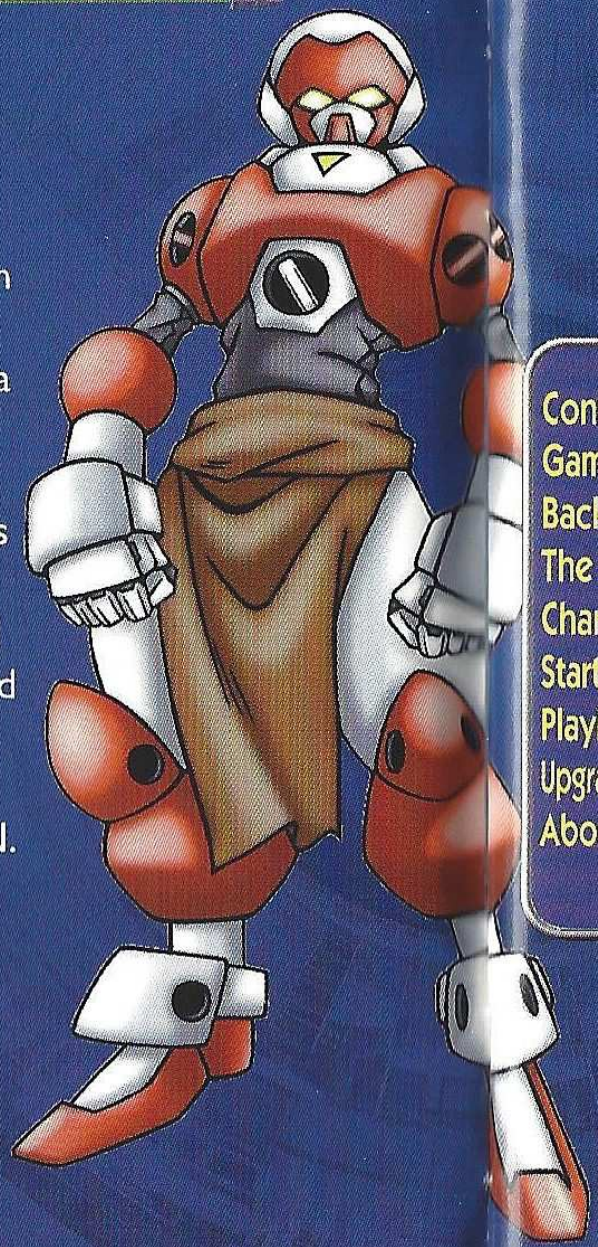
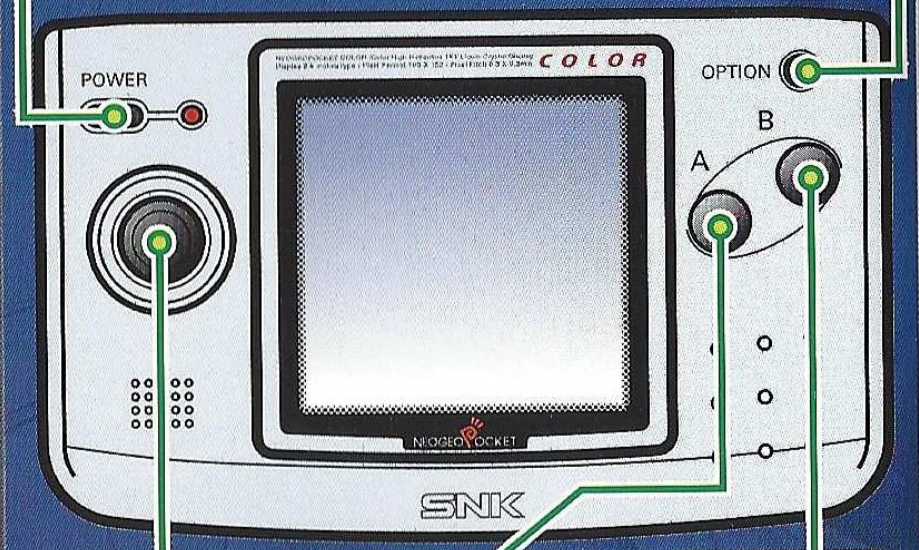


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Game Controls



Power Switch

Option Button

- not used

Joy Stick

- Move cursor
- Move character

A Button

- Confirm selection
- Buy items
- Open boxes

B Button

- Cancel
- Return to previous screen
- Camp

Background

Long ago, a world war ravaged the planet, Elscea. Lands were in chaos, kingdoms in total disarray. Had it not been for the impact of a meteor known as the Unitice, on the continent of Tridiss, the war would have led to ultimate extinction. The impact released powerful crystals called UNI-TRON which the kingdom of Rhafiace used to develop new weapons. These weapons were the Unitron Robots which turned the tide and ultimately brought peace to the planet.

It has been 199 years since the end of the war, and peace remains. Unitron robots are no longer war machines. They are now used in sporting tournaments, which the kingdom of Rhafiace holds every year to find the "Master of Masters." From a land far away, you have come with your engineer and Unitron robot to enter this tournament. The planet awaits your success.

...At the same time, unknown to anyone, something has begun stirring in a cave deep below the city. With a satisfied chuckle at the noise of humanity above it, it begins to reach out...

The LAND Of TRIDISS



Maze of Stone

Subterranean labyrinth inhabited by Lizardmen who worship the spirit of Earth.

Ruins of Wind

Said to be Birdian ruins where the spirit of Wind was worshipped.

Corridor of Deep Blue

Submarine cave protected by the spirit of Water; home of the Mariners.

Rhafiace City

Capital of the Kingdom of Rhafiace. The world-famous Arena can be found here.

Forest of Verdure

Holy ground of the Foresters; said to be the dwelling place of the spirit of Wood.

This is the continent of Tridiss, where all the action in BioMotor UNITRON takes place. Here you can find Rhafiace City, the capital of the largest kingdom on the planet, which contains the UNITRON Arena as well as many shops and buildings. Also found on Tridiss are the four shrines devoted to the spirits of Wind, Wood, Water, and Earth. There are also persistent rumors of a hidden ruin, a dungeon buried inside the earth...Will you be the one to discover it?

Characters

In BioMotor UNITRON, you may choose your player character from one of five different species, as well as the character's gender. The species you choose for your character determines what kinds of equipment you can develop, as well as your character's abilities. The abilities and design of your UNITRON also vary depending on the species you choose. Have fun exploring the various options!



Jon

Chief Engineer for the Arena. Despite his frightening appearance, he is a friendly and considerate person.



Cyrius

Wandering bard who sometimes appears in Rhafiace. Appears to be hiding a secret of some kind.



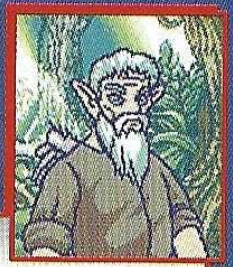
Lana

Shop owner in Rhafiace. Responsible and confident, she is highly regarded by the townspeople.



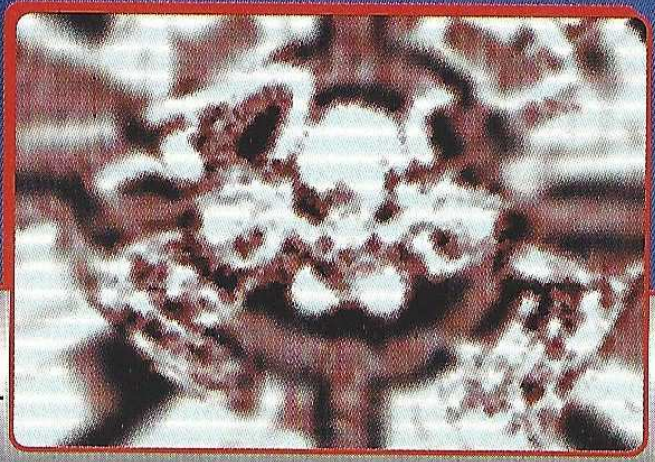
Helmut

Past Master of Masters. Lost his wings due to an injury in his last fight.



???

Being whose existence is shrouded in mystery. According to the legend, it split the darkness and appeared in a burst of light.



Starting a New Game

1. After correctly inserting the game cartridge into your NeoGeo Pocket, press the Power button to turn it on.

2. The opening demo will play. When the demo finishes, the Title screen will be displayed. Choose your desired option. (You can skip the demo by pressing the A button.)



NEW GAME:	Selecting this option begins a new game
LOAD GAME:	Selecting this option allows you to continue a saved game
OPTION:	Selecting this option allows you to change game parameters

3. If you are playing for the first time, you should select NEW GAME and press the A button. Doing so will take you to the Character Creation screen.

4. The first thing you will do in the Character Creation screen is to determine what your UNITRON master's species and gender will be. Your partner's gender will be automatically set to whichever gender you do not choose.



5. Next, you must choose a name for your character and your partner.



6. After you have completed creating your character, a message will appear asking you to confirm your selections. When you do, the game will begin.

Playing the Game

As you play BioMotor UNITRON, you will encounter many people who will give you hints and information about the game and the land of Tridiss. If you get lost or don't know what to do next, go back to town and try talking to different people.



Some good places to talk to people are the Pub, Downtown, the Park, and the Fountain.

Hints

- The location some people appear in varies according to your rank.
- What people say to you will change based on your rank. When your rank changes, try talking to people, even if you've talked to them before.
- Some people may have special items or information to give you...

Upgrade Your UNITRON!

You can perform maintenance on your UNITRON at the Works in Rhafiace City. There are two different kinds of maintenance you can do: Equipping and Developing your UNITRON.



Equipping Your UNITRON

This refers to changing the equipment attached to your UNITRON. You can make your UNITRON stronger by replacing old parts with newer, more powerful parts. You should go to the Works and try equipping your UNITRON as soon as you find new parts and equipment.

Developing Your UNITRON

Development allows you to create new parts (arms) for your UNITRON. You do this by adding material you find to arms you already have. Some materials are very rare and hard to find, but all the more powerful for it. Whenever you find material, you should go to the Works and try developing it.

About Your UNITRON

A UNITRON is a man-shaped combat robot powered using an energy-filled ore called Uni-Tron, which is taken from The Unitice, a meteor that fell on Elscea. After going through a special purification process, Uni-Tron becomes a round crystal called a UNITRON Core. These cores are used to power UNITRON robots, which are made up of interchangeable Arm, Leg, and Backpack parts.

Parameters

HP	A UNITRON's endurance. A UNITRON is destroyed if its HP reach 0.
EP	A UNITRON's energy rating. Attacks use up EP at varying rates.
AP	A UNITRON's attack rating. It affects the amount of damage done by an attack.
SP	A UNITRON's defense rating. It affects the amount of damage a UNITRON receives.
RP	A UNITRON's agility rating. It affects accuracy in combat and how well a UNITRON dodges attacks.
MP	A UNITRON's movement rating. It affects combat speed.
AT	A UNITRON'S strength/weakness.

Parts

Body	A UNITRON's base body.
Core	The source of a UNITRON's energy.
Arm	A UNITRON's weapon.
Leg	A UNITRON's mobility.
Pack	Part attached to a UNITRON's back that allows for additional power.

Arms and Materials

One of the most exciting things about being a UNITRON master is developing new arms. Arms can be developed and made stronger by combining them with special materials. Material can be bought at a shop, or it can be found in the wilderness or in a dungeon. Some special kinds of material can only be obtained by trading items for it.

Arms

- Hacken: An Arm with a cutter attached to the upper arm.
- Lancer: A metal alloy Arm shaped like a spear with a sharp point.
- Hand Gun: An Arm with a revolver attached to it.

Material

- Steel: Basic metal material.
- Silver: Silver specially crafted for use in weapons.
- Mithril: Magical metal fashioned by faeries.



Development Example

Hacken + Silver = Saber



Adding the Silver material to the Hacken Arm will produce the Saber Arm. The number of different Arms you can make is limited only by your imagination and the material you find.

Development

In order to develop new Arms for your UNITRON, you must go to the Factory, where your partner is. Once you have an Arm, material to use, and any tools you want to use, you should go to the Works and start developing.

Arm Selection

First, you must choose the Arm you wish to develop. Almost all Arms can be used for development (there are some that cannot). However, be careful: any Arm used in development will be lost regardless of whether or not development is successful!



Material Selection

After selecting an Arm to develop, you must choose which material to use. Each Arm will only work with a certain kind of material, so be careful in your selection.



Tool Selection

Once you have selected an Arm and material, the Arm that will be produced by the combination is displayed. The probability of success will also be displayed. If you wish to raise the chance of successful development, you can choose to use a Tool. However, be careful: any Tool used in development will be lost regardless of whether or not development is successful!



Development

After you have selected a Tool, you can begin development by pressing the A button. If development is successful, the new Arm will be added to your inventory. If the development fails, you lose all items used.



Hints

Arm development is influenced by the Engineering level of your partner. You won't be able to develop strong Arms while your partner's level is low. You should start with simple Arms to let your partner gain experience.

Combat

Combat in the Arena is divided into six different grades based on ranking. To increase your ranking, you must defeat all other UNITRON masters in your grade. The number of masters in each grade varies from 3 to 6. If you can defeat all other masters in your grade, your ranking will go up, and you will win prize money.

Grade	Title	Prize Money
Championship	Master of Masters	100000
Grade S	High Master	50000
Grade A	Lord	25000
Grade B	Duke	10000
Grade C	Marquis	5000
Grade D	Viscount	2500
Grade E	Rookie	1000

Once you win Grade S, you will be ready to fight for the title Master of Masters. With hard work and a little luck, this coveted title can be yours! But there are also rumors of another secret grade beyond that...

There are four dungeons located on Tridiss. Each of these dungeons-the Forest of Verdure, the Corridor of Blue, Ruins of Wind, and the Maze of Stone-has a secret hidden within its deepest level. Only the bravest and most capable UNITRON master can succeed in conquering them-are you up to the challenge?

Forest of Verdure: This huge forest spreads across the continent's eastern coast. The holy ground of the Foresters, it is protected by the Wood spirit.

Corridor of Blue: This underwater cave, hidden in an inlet to the south, is the home of the Mariners. A shrine to the Water spirit can be found here.

Ruins of Wind: Hundreds of years ago, this was a city of the Birdians, where they worshipped the spirit of the Wind.

Maze of Stone: This ancient cave was said to have once been inhabited by the Lizardmen. An altar dedicated to the spirit of the Earth can be found here.



The configuration of each dungeon, as well as the location and contents of treasure boxes, changes every time you enter a dungeon.

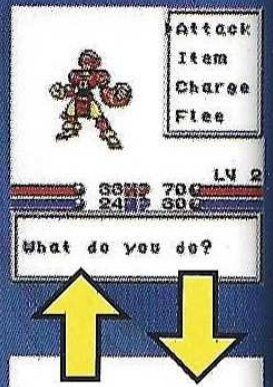
Fighting

Battles are fought the same way in the dungeon as they are in the Arena. A battle ends whenever one of the participants flees or when one or more of the participants' HP reaches 0. You may perform one of four actions in battle:

- **Attack:** Attack using an Arm (Right or Left) or a special attac
- **Item:** Use an item that can be used in combat.
- **Charge:** Restore 30% of your Energy.
- **Flee:** (Surrender) Retreat from the battle. However, this may not always succeed. If you are in an Arena fight, you may always surrender.

Choosing a Action

When you encounter an enemy, you choose your action first. However, in order to use the "Attack" command, you must have enough Energy. If you do not, you will not be able to attack.



Performing an Action

Once you have chosen an action, battle begins. The participant with the highest MP moves first. Once both you and your enemy have performed your actions, you return to the Action Selection menu.



Attack Action

Choosing the Attack action allows you to attack the enemy (which uses up EP). You choose from one of three attacks: Right Arm (R Arm), Left Arm (L Arm), and Special. Special refers to attacks made using Special Techniques you can learn from certain people.



Item Action

Choosing this action allows you to use an item that can be used in battle. You cannot combine this with other actions.



Charge Action

Choosing this action allows your UNITRON to collect energy from the air around it, recharging its reserves. Although you cannot take any other action, your EP will be restored by 30%. Equipping your UNITRON with certain accessories can increase this recharge rate even more.



Flee (Surrender) Action

Choosing this action causes you to retreat, giving up the battle. However, it doesn't always work, meaning there are some fights you can't run away from. If this action fails, you will not be able to take another action for 1 turn. Surrendering in the Arena always has a 100% success rate.



Shopping

You can buy or sell parts and items at the shop in Rhafiace City.

Buy or **Sell**

Confirm

Parts	Item
Core	Accessory
Arm	Item
Leg	Tool
Pack	Material

After entering the shop, you must decide whether you wish to buy or sell something. Then, you choose what you want to sell or buy: parts and items. You can select what you want to buy or sell by moving the cursor next to it and pressing the A button. Once you press the A button, the transaction is complete, so be sure you have the right item!





In UNITRON, the number of the same items you can get is limited to 9.

Parts & Materials List

You can buy many things at the shop, including parts, material, tools, and items. Here is a list of some of the items you can buy that you might find useful in your adventures.

Name	Function
FixIt	Restores varying amount of HP based on level of FixIt
FullFx (FullFix)	Restores all HP
Clear (Canceler)	Returns status to normal
PwrDrv (Power Drive)	Temporarily raises AP
EField (Energy Field)	Temporarily raises SP
SitClr (Site Clear)	Temporarily raises RP
Turbo	Temporarily raises MP
Absorb	Temporarily lowers enemy's AP
AcidBm (Acid Bomb)	Temporarily lowers enemy's SP
Jammer	Temporarily lowers enemy's RP
MagFlr (MagFlare)	Temporarily lowers enemy's MP

Monster List

There are many different kinds of monsters in the four dungeons on Tridiss. Here is a list of some of them.

Name	Affinity	Description
Stump	Wood	Monster that appears as a tree stump.
Spidey	Wood	Large spider with strong poison.
Pumper	Wood	A sentient, mobile pumpkin.
Trappr	Wood	Mutant plant that walks.
Firey	Wood	Demonic horse wreathed in flames.
Bulbet	Wood	Fungus monster that likes to play pranks.
Scythr	Wood	Large wasp that has scythes on forelegs.
Wooden	Wood	Spirits said to be guardians of the forest.
Orka	Water	Giant, aggressive dolphin.
Fishen	Water	Merfolk; natural enemy of Mariners.
Deep1	Water	Goldfish that adapted to life on land.
Whirly	Earth	Snail with a hard shell.
Horned	Wind	Variety of winged, horned squirrel.
Jyster	Wind	Lonely ghost.
Niten	Earth	Strongest of the golem types.

As shown above, each monster has an affinity. Taking this into consideration when you fight can lead to an advantage in battle.

Trading

You can trade items and parts with your friends if they also have a copy of BioMotor UNITRON and a Link Cable. Be sure the cable is securely attached to both NeoGeo Pocket units before turning the power on. Do not attach the cable while the power is on and you are playing a game, as this may interfere with the normal operation of the NeoGeo Pocket and cause damage to the game or your NeoGeo Pocket.

Step 1

With the Link Cable attached, go to the Trade screen from the Works menu. After the cable connection is confirmed, the game will display the Trade Item Selection screen.



Step 2

After you and your trading partner have both selected items for trade, press the A button to begin the trade. If the trade is successfully completed, the items will exchange ownership-the item you traded will appear in your partner's inventory, and vice-versa.

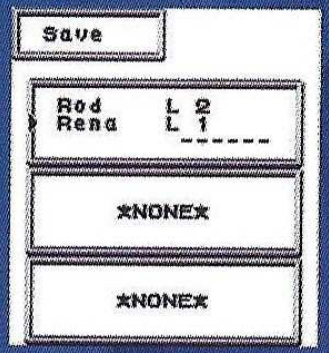


Saving & Loading Games

Loading and Saving Data

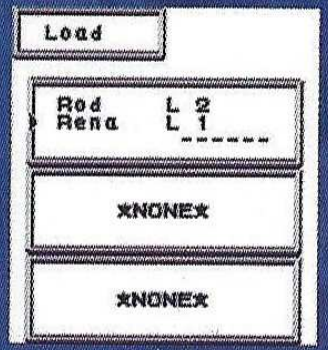
You may only save games at the Factory. In addition to saving your game, you can also load a saved game at the Factory.

Saving a Game



If you lose a battle in a dungeon, your UNITRON will be automatically returned to the Factory, but you will lose any items and money you were carrying. To prevent the loss of important items, you should save regularly. You can save your game from using the Data screen of the Factory menu.

Loading a Game



You can load a saved game from the Title screen or by using the Data screen of the Factory menu. You should select this option if you do not want to begin a new game.

Notes



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