Robot Wars: Advanced Destruction FAQ

by Fnlfntsyfn Updated to v1.1 on Apr 14, 2008

```
==========================================
==  Robot Wars: Extreme Destruction (GBA)  ==
==        The Fairly Complete Guide        ==
==========================================

Author:   Sorceror Nobody
Email:    fnlfntsyfn@hotmail.co.uk
Version:  1.1

==========================================
==            Table of Contents         ==
==========================================
```

```
Section 1: Basics
 1.1    Controls                  [CTRL]
 1.2    Workshop                  [WRKS]
  1.2.1    Building robots
  1.2.2    Custom arenas
 1.3    Arenas                    [ARNS]
 1.4    Battle modes              [BTTL]
 1.5    Multiplayer               [MLTP]

Section 2: Spoils of War
 2.1    Earning your Spoils       [RWRD]
  2.1.1    Tournament
  2.1.2    Bash 'n' Dash
  2.1.3    Mayhem
  2.1.4    Gauntlet
 2.2    The Index of Spoils       [INDX]
  2.2.1    Chassis
  2.2.2    Power
  2.2.3    Traction
  2.2.4    Armour
  2.2.5    Weapons
  2.2.6    Special Moves
  2.2.7    All-Star Robots
 2.3    All that Glitters...      [GOLD]
  2.3.1    The Gold Parts
  2.3.2    The Gold Bot

Section 3: Extra Info
 3.1    Cheats, Tips and Tricks   [TIPS]
  3.1.1    Cheats
  3.1.2    Unfair Advantages
 3.2    Frequently Asked Questions [FAQS]
 3.3    Important Stuff           [INFO]
  3.3.1    Legal Chitchat
  3.3.2    Version History
  3.3.3    Other Information
  3.3.4    Thanks
  3.3.5    Glossary
```


To move quickly to a subsection, press Ctrl+F to bring up the Find box and paste the relevant tag, including the square brackets. For example, to go straight to the Spoils of War index, use the [INDX] tag.

==========
== Section 1: Basics ==
==========

1.1 Controls [CTRL]

In menus:

D-pad	Move cursor
A button	Select option
B button	Cancel/Previous menu
L button	N/A
R button	N/A
Start	N/A
Select	N/A

During battle:

D-pad	Steer robot
A button	Trigger primary weapon
B button	Trigger secondary weapon
L button	Use special ability 1
R button	Use special ability 2
Start	Opens the pause menu
Select	N/A

1.2 Workshop [WRKS]

Here you can create robots and custom arenas.

1.2.1 Building robots

~~~~~~~~~~~~~~~~~~~~~~

The New Robot option allows you to build a robot using the parts available to you. You can save up to five robots. The robot is limited to no more than 100kg, thus preventing the creation of absurdly powerful robots with all the best parts. Well, that is unless we're talking about the Gold Bot... see subsection 2.3 for details.

The Quick Build option allows you to set the general stats (Offence/Defence and Speed/Control) of a robot, then the game chooses from the available parts to make a robot for you that fits the bill. This is for those of you who don't want to carefully consider every detail of the robot's construction. Any new robot has the Quick Finish option while being built, which performs much the same process on the remaining parts to be chosen, although without the control of the stats. The stats are paired; a stronger robot has lower defensive capabilities, and the faster a robot moves, the harder it becomes to control. Both pairs work vice versa as well, so a balance must be achieved.

To make changes to an existing robot, select Edit Robot. All of the components, abilities and name can be altered, with the exception of the chassis. If you want to change that, you'll have to build a new robot.

1.2.2 Custom Arenas

~~~~~~~~~~~~~~~~~~~~~

Once you unlock the Arena Editor, you can customise the existing arenas to create up to three custom arenas. Use the L and R buttons to switch between hazard placement, hazard selection, and options. Hazards cannot be placed in the corners of a custom arena, and there can only be one of each of the Pit, Disc of Doom, Spikes, Drop Zone and Flipper. The other hazards (i.e. floor jets) are limited only by available spaces. There are no rewards to be gained from victory

in a custom arena, and the central pit hazards of Acid Bath and Melting Pot are always closed off.

1.3 Arenas [ARNS]

Studio: The default arena and the only one initially available. All Tournaments are held in the Studio.

Melting Pot: An arena with a large pit in the centre containing molten material.

Acid Bath: Similar to Melting Pot, but the large pit in the middle contains acid.

Deep Freeze: The floor is slippery, making control difficult.

Desert Storm: I'm still not sure what special properties this arena has.

Red Planet Rumble: Normal arena, but since it's on Mars the gravity is weaker.

Flipping enemies is can propel them to spectacular heights. Even Sir Killalot can be thrown reasonably high!

Slay and Display: This is not a battle arena; the Gauntlet challenges take place here.

1.4 Battle Modes [BTTL]

Quick Battle: Starts a single-round battle in the Studio between two randomly selected All-Star Robots.

Tournament: Your robot must progress through the Heats, Quarters, Semis and the Final to win.

Bash 'n' Dash: Your robot must either defeat the three opponents or survive until time's up. All three opponents are targeting your robot and will not attack each other.

Mayhem: Essentially the same as Bash 'n' Dash, but you are no longer the sole target. This means that mere survival does not guarantee you the win!

In Tournament, Bash 'n' Dash and Mayhem, replaying the Gold level after initial completion pits you against House Robots! The Tournament rounds are versus Dead Metal, Matilda, Sgt. Bash and Sir Killalot (in that order). The other battle modes have the opposition selected randomly as usual, though there is relatively little scope for variation with only five possible House Robots to occupy the three available opponent slots!

Gauntlet: Not really a battle mode, this sees your robots striving towards slightly less destructive goals...

- Slalom - Move quickly, but don't stray or hit the cones. Speed and control are _both_ vital.
- Skittles - Knock over all of the skittles in the time limit. Speed is slightly more useful here.
- Long Jump - Speed, speed, speed all the way. Just drive onto the flipper and watch your robot fly!
- Sumo-Basho - Either push Shunt out of the ring, or destroy

him. The latter is sometimes quicker!
Dump - Push the objects into the pit. Flippers, pincers and grab-claws are all useful.
Drop Zone - Drive though the barrels, but watch out for the damaging green ones. Defence is good.

1.5 Multiplayer [MLTP]

My knowledge of this is slightly limited, since I have never yet met anyone else that has a copy of the game!

Bash 'n' Dash: Same as the normal one-player version, but the players have to select a 'King' (i.e. the victim).
Mayhem: Same as the normal one-player version.
Grudge Match: A one-on-one battle between two players. Each player has the option to set an unlocked Spoil of War that the other can win. The loser doesn't forfeit the Spoil, the winner just gains it.

==========
== Section 2: Spoils of War ==
==========

2.1 Earning your Spoils [RWRD]

2.1.1 Tournament
~~~~~~~~~~~~~~~~~~
Bronze	Rollover Chassis
Silver	6 Wheel Traction
Gold	Strike Attack

2.1.2 Bash 'n' Dash
~~~~~~~~~~~~~~~~~~~~
Studio	Bronze	Track Traction	Melting Pot
	Silver	Heavy Flipper	Thunder Charge
	Gold	800W 12V Power	Destructive Criticism
Melting Pot	Bronze	650W 24V Power	Medium Axe
	Silver	750W 24V Power	Hypno-Disc
	Gold	800W 24V Power	Tricerabot 3.0
Acid Bath	Bronze	650W 12V Power	Medium Flipper
	Silver	750W 12V Power	Heavy Saw
	Gold	Steel Armour	X Heavy Spikes
Deep Freeze	Bronze	Stealth Camouflage	Thermidor II
	Silver	Heavy Disc	Acid Bath
	Gold	X Heavy Flipper	X Heavy Saw
Desert Storm	Bronze	Medium Lance	Medium Srimech
	Silver	Heavy Pincers	Heavy Lance
	Gold	Panzer MK4	Red Planet Rumble
R. P. Rumble	Bronze	Medium Spikes	Medium Disc
	Silver	Heavy Spikes	Heavy Axe
	Gold	X Heavy Disc	X Heavy Axe

2.1.3 Mayhem
~~~~~~~~~~~~~~
Studio	Bronze	Titanium Armour
~~~~~~~~~~~~~~

	Silver	750W 36V Power
	Gold	Razer
Melting Pot	Bronze	Deep Freeze
	Silver	Heavy Drill
	Gold	X Heavy Lance
Acid Bath	Bronze	Wheely Big Cheese
	Silver	Desert Storm
	Gold	Rosie the Riveter II
Deep Freeze	Bronze	Medium Saw
	Silver	Pussycat
	Gold	800W 36V Power
Desert Storm	Bronze	650W 36V Power
	Silver	Berserk
	Gold	X Heavy Pincers
R. P. Rumble	Bronze	CPZ Evasion
	Silver	Perspex Armour
	Gold	Arena Editor

2.1.4 Gauntlet
~~~~~~~~~~~~~~~

Slalom	Bronze	Medium Drill
	Silver	Chaos II
	Gold	X Heavy Drill
Skittles	Bronze	Medium Pincers
	Silver	Heavy Claw
	Gold	X Heavy Srimech
Long Jump	Bronze	650W 48V Power
	Silver	750W 48V Power
	Gold	800W 48V Power
Sumo-Basho	Bronze	Aluminium Armour
	Silver	Heavy Srimech
	Gold	Propeller-Head
Dump	Bronze	Tornado
	Silver	Polycarbonate Armour
	Gold	Kevlar Armour
Drop Zone	Bronze	Medium Claw
	Silver	Automatic Opponent Lock-On
	Gold	X Heavy Claw

All those not listed above (with the exception of the Gold Parts - see subsection 2.3) are available initially.

2.2 The Index of Spoils [INDX]

2.2.1 Chassis
~~~~~~~~~~~~~~

Plough	26.0kg	Requires srimech
Wedge	27.0kg	Requires srimech
Block	28.0kg	Invertible

Rollover	29.0kg	Self-righting
Gold Chassis	17.0kg	Can't be flipped

2.2.2 Power

500W 12V	15.0kg	Power	1.0	Torque	1.0	Reliability	5.0
500W 24V	16.5kg	Power	2.0	Torque	1.0	Reliability	6.0
500W 36V	18.0kg	Power	2.0	Torque	2.0	Reliability	7.0
500W 48V	19.5kg	Power	3.0	Torque	2.0	Reliability	8.0
650W 12V	17.5kg	Power	3.0	Torque	2.0	Reliability	9.0
650W 24V	20.5kg	Power	4.0	Torque	3.0	Reliability	10.0
650W 36V	22.0kg	Power	4.0	Torque	4.0	Reliability	11.0
650W 48V	25.0kg	Power	5.0	Torque	5.0	Reliability	12.0
750W 12V	23.0kg	Power	5.0	Torque	5.0	Reliability	13.0
750W 24V	26.0kg	Power	6.0	Torque	6.0	Reliability	14.0
750W 36V	27.5kg	Power	7.0	Torque	6.0	Reliability	15.0
750W 48V	30.5kg	Power	8.0	Torque	7.0	Reliability	16.0
800W 12V	28.5kg	Power	8.0	Torque	7.0	Reliability	17.0
800W 24V	31.5kg	Power	9.0	Torque	8.0	Reliability	18.0
800W 36V	34.0kg	Power	9.0	Torque	9.0	Reliability	19.0
800W 48V	37.0kg	Power	10.0	Torque	10.0	Reliability	20.0
Gold Power	17.0kg	Power	10.0	Torque	10.0	Reliability	20.0

2.2.3 Traction

2 Wheels	9.5kg	Clearance	4.0	Reliability	10.0
4 Wheels	11.0kg	Clearance	2.0	Reliability	8.0
Tracks	21.0kg	Clearance	6.0	Reliability	12.0
6 Wheels	8.0kg	Clearance	1.0	Reliability	6.0
Gold Traction	7.0kg	Clearance	0.0	Reliability	12.0

2.2.4 Armour

Fur	6.5kg	Strength	5.0
Plastic	13.0kg	Strength	10.0
Fibreglass	19.5kg	Strength	15.0
Wood	26.0kg	Strength	20.0
Aluminium	26.0kg	Strength	25.0
Titanium	26.0kg	Strength	30.0
Perspex	13.0kg	Strength	35.0
Polycarbonate	19.5kg	Strength	40.0
Kevlar	13.0kg	Strength	45.0
Steel	26.0kg	Strength	50.0
Gold Armour	5.5kg	Strength	50.0

2.2.5 Weapons

Light Flipper A/B	16.0kg	Speed	2.0	Power	3.0	Reliability	7.0
Light Axe	8.5kg	Speed	6.0	Power	4.0	Reliability	4.0
Light Lance	8.0kg	Speed	2.0	Power	3.0	Reliability	6.0
Light Drill	10.5kg	Speed	1.0	Power	1.0	Reliability	7.0
Light Spikes	2.5kg	Speed	1.0	Power	1.0	Reliability	10.0
Light Claw	25.5kg	Speed	4.0	Power	6.0	Reliability	9.0
Light Saw	10.0kg	Speed	3.0	Power	5.0	Reliability	6.0
Light Pincers	12.5kg	Speed	3.0	Power	5.0	Reliability	10.0
Light Disc	18.5kg	Speed	4.0	Power	6.0	Reliability	8.0
Light Srimech	11.5kg	Speed	4.0	Power	4.0	Reliability	10.0
Medium Flipper A/B	19.0kg	Speed	4.5	Power	5.0	Reliability	7.5
Medium Axe	12.5kg	Speed	7.0	Power	5.0	Reliability	4.0

Medium Lance	10.0kg	Speed	3.0	Power	4.0	Reliability	6.5
Medium Drill	13.5kg	Speed	2.0	Power	3.0	Reliability	8.0
Medium Spikes	5.5kg	Speed	1.5	Power	2.0	Reliability	10.0
Medium Claw	28.0kg	Speed	6.0	Power	7.0	Reliability	9.0
Medium Saw	14.0kg	Speed	5.0	Power	6.0	Reliability	6.0
Medium Pincers	15.5kg	Speed	5.0	Power	6.0	Reliability	9.0
Medium Disc	22.0kg	Speed	6.0	Power	7.0	Reliability	7.0
Medium Srimech	14.5kg	Speed	6.0	Power	6.0	Reliability	10.0
Heavy Flipper A/B	25.0kg	Speed	7.0	Power	7.0	Reliability	8.0
Heavy Axe	17.0kg	Speed	8.0	Power	6.0	Reliability	4.0
Heavy Lance	12.5kg	Speed	4.5	Power	5.0	Reliability	7.0
Heavy Drill	17.0kg	Speed	4.0	Power	4.0	Reliability	9.0
Heavy Spikes	8.0kg	Speed	2.0	Power	3.0	Reliability	10.0
Heavy Claw	31.0kg	Speed	8.0	Power	8.0	Reliability	8.0
Heavy Saw	17.0kg	Speed	7.0	Power	7.0	Reliability	6.0
Heavy Pincers	18.5kg	Speed	7.0	Power	7.0	Reliability	8.0
Heavy Disc	26.0kg	Speed	8.0	Power	8.0	Reliability	6.0
Heavy Srimech	20.5kg	Speed	9.0	Power	9.0	Reliability	9.0
X Heavy Flipper A/B	28.5kg	Speed	8.0	Power	8.0	Reliability	8.5
X Heavy Axe	22.0kg	Speed	9.0	Power	7.0	Reliability	4.0
X Heavy Lance	16.0kg	Speed	6.0	Power	6.0	Reliability	7.5
X Heavy Drill	20.0kg	Speed	5.0	Power	6.0	Reliability	10.0
X Heavy Spikes	11.0kg	Speed	4.0	Power	4.0	Reliability	10.0
X Heavy Claw	36.5kg	Speed	10.0	Power	10.0	Reliability	8.0
X Heavy Saw	22.0kg	Speed	9.0	Power	9.0	Reliability	6.0
X Heavy Pincers	24.5kg	Speed	9.0	Power	9.0	Reliability	7.0
X Heavy Disc	32.5kg	Speed	10.0	Power	10.0	Reliability	5.0
X Heavy Srimech	24.0kg	Speed	10.0	Power	10.0	Reliability	9.0
Gold Flamethrower	15.0kg	Speed	10.0	Power	7.0	Reliability	10.0
Gold Grab-Claw	18.5kg	Speed	9.0	Power	10.0	Reliability	10.0

2.2.6 Special Moves

180°-Turn	Rotates the robot instantly by 180°.
360°-Turn	Rotates the robot instantly by 360°.
Power Slide	Robot becomes faster but harder to control.
Feint	Robot turns first left then right.
Stealth Camouflage	Robot becomes less noticed by CPU robots.
CPZ Evasion	Robot temporarily resists moving into the CPZs.
Berserk	Robot moves erraticaly in all directions.
Thunder Charge	Robot moves rapidly forwards.
Automatic Opponent Lock-On	Robot faces constantly towards target enemy.
Strike Attack	Robot moves rapidly forwards.

2.2.7 All-Star Robots

Destructive Criticism	Rosie the Riveter II	Wheely Big Cheese
Tricerabot 3.0	Bigger Brother	Propeller-Head
Firestorm III	Thermidor II	Dominator 2
Hypno-Disc	Panzer MK4	Chaos II
Pussycat	Tornado	Stinger
Razer	101	

2.3 All that Glitters... [GOLD]

2.3.1 The Gold Parts

~~~~~~~~~~~~~~~~~~~~~~
The fabled Gold Parts are harder to get than normal Spoils of War. Any one game can have up to five of the six parts, and the only way to gat the other one is to start a new game (but you'll forfeit another one instead) or win it from another player via Grudge Match (see subsection 1.5). The Gold Parts are basically super-powered parts on a level with the best of the normal Spoils, but all light enough to be used together in one robot... the Gold Bot. Some of the parts have unique properties: the Gold Chassis is completely impossible to flip, the Gold Grab-Claw Weapon is the only weapon with three stages to its use (open, grab, pull) and the Gold Flamethrower Weapon is more powerful than it may seem.

If you use the Gold Chassis, the weapons and traction are _forced_ to be the Gold ones. However, all of the other Gold Parts can be used independently of one another. Any old robot can utilise the Grab-Claw Weapon, Flamethrower Weapon, Traction, Power, or Armour. On the Gold Chassis, the Grab-Claw is the front weapon and the Flamethrower is the rear one. For any other robot chassis, they can often be either the front _or_ back weapon.

I daresay there is some debate as to what abilities to give the Gold Bot. I personally like Power Slide, as it gives that extra bit of engine power, which comes in very handy for dragging stubborn opponents to the Pit's edge. Still, each to their own. If you want, you can let me know what you suggest. Just explain the reasons as well.

Repeated plays through the game have given some insight into obtaining these elusive parts, and I list my findings here. These should be treated as speculation, though they do seem reliable:
(1) Win the Gold rank Tournament.
(2) Win the Gold rank Tournament versus the House Robots.
(3) Win _all_ of the Gold rank Bash 'n' Dash versus the House Robots.
(4) Win _all_ of the Gold rank Mayhem versus the House Robots.

I still can't figure out where the fifth one comes from, and I have a sneaking suspicion that I once found one after doing a Gauntlet challenge, suggesting replaying a random challenge is needed to get the last Gold Part for the game. Any further information for this would be incredibly valuable, so please do let me know if you can tell me anything!

For reference, here is a guide to the Gold Bot's statistics. I've never had the whole robot, but I have independently had all of the Gold Parts at some point, so I have pieced most of this together. Any special change occuring on completion of the Gold Bot remains beyond me, so if there is any such thing (admittedly, I doubt it) it obviously won't be seen here.

2.3.2 The Gold Bot
~~~~~~~~~~~~~~~~~~~

Weight	80kg
Speed	12mph*
Armour	Gold Armour
Weapon Strength 1/2	10/7
Weapon Speed 1/2	9/10
Strengths	Presumably everything
Weaknesses	Presumably none

* This may be wrong. Although the best non-Gold Power has the same stats as Gold Power, it is heavier. A heavier robot may be slowed down by the excess weight. For reference, the robot used to get this stat weighed 94.5kg.

==========

```
==          Section 3: Extra Info          ==
==============================================
--------------------------------------
3.1     Cheats, Tips and Tricks [TIPS]
--------------------------------------
3.1.1   Cheats
~~~~~~~~~~~~~~
It is always dubious whether built-in 'cheats' (unlike glitches) are truly
cheats. After all, they were put into the game on purpose. The following cheats
are even listed on the BBC website for the game! To use them, simply build a
robot and give it the relevant name. All of these have to be refreshed if the
console is turned off, but you can do this by just going to Edit Robot and
okaying all the existing parts. You don't even have to save the changes, just
get to the 'Save Changes?' choice after finishing the robot. The HARD CASE robot
isn't the only one to become invincible; the cheat affects all robots used until
the game is turned off, including All-Star Robots if you use them.

HARD CASE       Makes robots invincible. However, you can still fall into the
                Pit/Melting Pot/Acid Bath. You are also not immune to the Refbot
                so your robot still needs to stay the right way up!
CONVERSE        Unlocks all of the All-Star Robots.
SPARE PARTS     Unlocks all of the robot parts except for the Gold Parts.
GLADIATOR       Unlocks all Arenas, including the Arena Editor.
GOLD FINGER     Allegedly unlocks all Gold Parts, but it's fake.

The last one is quoted on many websites, including the BBC site. It doesn't
work. I've tried it, along with about twenty variations. Why the _official_ BBC
site would list a false code is beyond me...

3.1.2   Unfair Advantages
~~~~~~~~~~~~~~~~~~~~~~~~
Here I list a few little tips and tricks which, while not spectacularly
impressive, can sometimes prove a handy little boost to your chances of success.
If anyone has any others to suggest, let me know. Full credit will be given.

> A quick win is sometimes in hand if you can get an opponent to follow you
  across the Pit just as you open it. While timing is tricky, and opponents
  aren't always daft enough to drive across the Pit, even the House Robots fall
  for it sometimes. Even Sir Killalot can be dumped in the first few seconds of
  the match if you're _very_ lucky!

> The Gold Grab-Claw is brilliant when combined with a powerful engine. Just
  lurk near the open Pit, wait for your opponent to venture near, then grab,
  turn, and drag them into the Pit (sideways - you don't want to fall in too).
  If a little extra push is needed, repeat the 'open' stage of the claw...
  the kick it gives is surprisingly strong.

> It doesn't matter if you lose as long as all your opponents lose first.
  Kamikaze methods such as powering into the Pit are fairly okay provided
  your demise occurs even fractionally after the last opponent's.

> Don't underestimate the usefulness of a Flipper. A flipped enemy may not take
  a huge amount of damage, but if they land badly they can be almost disabled
  for several seconds while they attempt to regain their normal orientation.
  Take advantage and push them into the Pit or attack them (carefully - you
  don't want to help them return to normal), or just sit and watch (popcorn is
  optional) while the Refbot counts them out.

> The House Robots can help you in the Studio - sometimes they make faster work
  of an opponent than you can manage. If you're bored, use my satisfying method:
```

kill the resident House Robots before taking down the designated opponents!

> If you are using the HARD CASE cheat, you don't need armour at all. Exploit this to make a stronger-than-usual robot with the weight limit being a lesser problem. No armour means a _minimum_ of 6.5kg spare, which is pretty handy.

3.2 Frequently Asked Questions [FAQS]

Q. I've completed all of the challenges, and the Player Information shows that I've got all of the trophies, but I'm still missing some of the Spoils of War. Why haven't I got them?
A. Assuming the Spoils you are missing aren't just Gold Parts, it might be a consequence of a cheat, particularly one of the 'Unlocks all...' ones. Just replay the rounds you should have won them from and you'll get them.

Q. Where are the Gold Parts?
A. I wrote this guide for a reason.

Q. Is it possible to unlock the House Robots?
A. I wish. If it is possible, I don't know about it.

Q. What does <X> mean?
A. If the term you need isn't in the glossary already, I'll be happy to add it.

Q. Do you have a cheat for <X>?
A. No. If I did, it would be in the guide by now.

Q. Do you have any good robot ideas?
A. Apart from 'Gold Bot', no. If you want to suggest any, I could add a section.

Q. <Anything irrelevant>
A. Stop wasting my time.

3.3 Important Stuff [INFO]

3.3.1 Legal Chitchat

~~~~~~~~~~~~~~~~~~~~~

DISCLAIMER: I am nothing to do with the BBC, Mentorn, Warthog, Gamezlab, Nintendo etc. They own all the rights, and the TV show's roboteers get credit for their robots. I own none of it... but I do own a copy of the game.

This guide is the property of Sorceror Nobody, aka Jacob Turner. Plagarism is not acceptable. This is intended for private use, not distribution. I have not used material from other guides, but since there's not _that_ much to say about this game really, shared material may occur. I assert that all such cases are coincidental and don't constitute plagarism on my part. It's my first ever serious guide (not in a humour sense, obviously), so be nice.

My brand of humour might not be to your liking. If this is the case, either deal with or find another guide.

3.3.2 Version History

~~~~~~~~~~~~~~~~~~~~~

Version 1.1 completed 12th April 2008. A few small typos and continuity errors corrected, and two sites added to the allowed sites list (see below).

Version 1.0 completed 31st March 2008. No further versions planned unless new

material comes to my attention!

3.3.3 Other Information
~~~~~~~~~~~~~~~~~~~~~~~~
Feel free to contact me at fnlfntsyfn@hotmail.co.uk with suggestions, info or even just typo alerts. I'm not the most frequent checker of emails, so don't worry if you don't hear back quickly. If you want to host this guide, ask me first. Any contributors receive full credit. Just don't bombard me with email.

Sites that have permission to host this guide:
GameFAQs (www.gamefaqs.com)
Super Cheats (www.supercheats.com)
Neoseeker (www.neoseeker.com)

3.3.4 Thanks
~~~~~~~~~~~~~~
All those companies for making the TV show and game.
You if you're reading and appreciating this.
Me...ah come on, don't I get some credit for writing this thing?
Anyone else who contributes. As of this version, there isn't anyone.

3.3.5 Glossary
~~~~~~~~~~~~~~~~
Are you confused by any of the words or terms I've used in my guide? Desperate for some clarification? Fear not, for I have created a glossary! The bracketed numbers refer to footnotes at the end.

Robot	A mechanical construct which, in this context, is built to try and defeat other robots, purely for entertainment purposes, on a television program (and in games based on said program).
Robot Wars	The aforementioned television program.
Arena	The place in which participating robots cause metal carnage.
Spoils of War	The token term for the rewards in this game.
Multiplayer	More than one person making metal carnage, rather than letting the CPU do it for them. Usually involves two to four humans, a similar quantity of GameBoy Advance consoles and copies of the game, and a GameBoy Advance Link Cable. Failing that, the same but with GameBoy Advance SP consoles.
Single Player	A bit like Multiplayer, except with only one person and a lot more CPU. In other words, not that much like Multiplayer.
CPU	Central processing unit. In other words, controlled by the game.
House Robots	Robot Wars's own robots, who kill any competitor who dares stray near. The ones you'll meet in the game are Matilda, Dead Metal, Shunt, Sgt. Bash and the dreaded Sir Killalot.
CPZ	Corner patrol zone, ordinarily inhabited by a House Robot. Which makes me wonder quite where the 'patrol' comes into it, since they generally stay pretty much in one place.
Chassis	The main body of a robot. Without this you have a lot of exposed components and not much of a robot.
Power	This is the robot's engine which lets it charge into battle, run
~~~~~~~~~~~~~~~~

	away, or wander aimlessly while being slowly smashed into small pieces by the opponents. The last one is not recommended.
Traction	The robots use this to avoid being stuck in one spot forever. Goes well with an engine in this respect.
Weapon	Thing attached to the robot to make it somewhat more capable of actually harming its opponents.
Armour	A futile attempt to delay a robot's imminent transformation into a sorry little heap of fragments.
Special Ability	A subroutine in the robot control programming that is activated by a certain operator on the control device. In other words, press L or R to make the robot do something that wears off after a while and prevents both itself and the other one from being reused until just _after_ they would come in handy.
Srimech	A dodgy contraction of the words 'Self-righting mechanism'. Linguistic experts are still conducting an extensive five year study to try and ascertain how to pronounce it. Robot experts advise that you simply build a robot that doesn't need a srimech.
All-Star Robot	Some of the more famous robots from the repeatedly aforementioned television program. In other words, some of your favourites, some you hate, and some that you've just never even heard of.
Roboteers	The people holding the remote controls, and usually the ones who made the robot. Their job is commanding robots with a combo of electrical signals, sinister mind control, and raspberry jam.(1)
Pit	The region of lesser altitude within an arena, which is safe until some damn fool blunders into a 'great big threatening BUTTON'(2) on the wall. Once open, robots can undergo rapid descent into it.
Disc of Doom	Absurdly overdramatic name for a spinning thing on the floor which damages robots who drive onto it. It is triggered much like the Pit, but with a yellow button instead of a red one.
Refbot	A nonaggressive House Robot which is nonetheless capable of one-hit KOing a robot... very slowly.
Gold Parts	Used to make the Gold Bot.
Gold Bot	The coolest robot in the game.
Light	Used to describe a weapon which is not as heavy as a heavy one.
Medium	Weapon which weighs a few kilograms more than the light version.
Heavy	Like X Heavy, but less so.
X Heavy	Like heavy, but more so.
Currency	A concept which, while common to many games, doesn't enter into this particular game. If it was in the game, the Gold Bot would presumably be worth quite a lot of it.
Srimech	A word that looks stupid no matter how many times you see it.

Melting Pot	An oversized Pit containing a molten material which is essentially pointless as it has no effect on the fate of any robot which falls in. Also the arena in which it is found.
Acid Bath	An oversized Pit containing a corrosive fluid which is essentially pointless as it has no effect on the fate of any robot which falls in. Also the arena in which it is found.
Weight	A value assigned to all robot parts to ensure that no robot is too powerful by way of a simple yet blunt method. All the best robot parts are of a large weight, so the 100kg limit restricts the use of too many such parts. Fortunately, the Gold Parts are not so heavy and have no such problem.(3)
HARD CASE	The best cheat in the game. Period. Well, unless someone knows a _working_ Gold Parts cheat.
GOLD FINGER	So worthless I won't even bother to put it in the glossary.(4)
Glitch	An unintentional mistake in the programming of a game which is invariably found and usually exploited by the video gaming community. In other words, the spawn of MissingNo.
Offence	Something you shouldn't take at my guide. Seriously though, it's how good the robot is at attacking.
Defence	Makes a robot slightly less prone to being destroyed i.e. how resistant the robot is to damage.
Speed	An illegal substance, or a film starring Keanu Reeves. Alternatively, how fast a robot can move.
Control	Oppression of the populace. If not, then it's how easy it is to stop the robot crashing into the Pit.
FAQs	Queries that are made on a very regular basis.
Disclaimer	The bit where I deny everything and claim nothing.
Gauntlet	In a completely wrong context for this game, an armoured glove. In the correct context for this game, a set of six challenges designed to test your robots' less carnage-based capabilities.
Red Planet	The fourth planet (with two natural satellites) in orbit around Sol, about halfway along the Orion arm of the Milky Way galaxy. In simpler terms, it's a popular brand of chocolate bar.(5)
Reliability	A value assigned to most of the robot parts. What it actually means is never really explained.(6)
Sir Killalot	Dangerous and hard to beat. If you finally manage to flip him, he has a seemingly perfect srimech that always flips him the right way up. Experience tells me he has srimechs on all sides.
Srimech	One of those things that has the property of endlessly cropping up where it is not wanted. The frequency of its appearance has been mathematically proven to be directly proportional to how irritating it is, which explains why my guide has so many of the damn thing turning up in it.

```
Glossary        The very last bit of my guide, where I explain loads of things
                that don't really need that much explaining, just so that I get
                an opportunity to make a lot of really bad jokes.(7)

FOOTNOTES:
~~~~~~~~~~
(1) The mind control and raspberry jam are absurd lies. At least I hope so,
    otherwise we need to be very afraid.
(2) Which should never ever ever be pressed.(8)
(3) Despite being made, presumably, of a fairly heavy meatallic element.
(4) I did warn you about my brand of humour.
(5) Just in case you still don't get it, it's Neptune.(9)
(6) The same goes for all the other part stats. A couple of them are fairly
    obvious, but sadly many of them aren't.
(7) Sadly, this is completely true.
(8) Twenty-five (non-existent) points to whoever can identify this quote.
(9) Seriously though, it's Mars. I'm honestly not joking this time.
```

This document is copyright Fnlfntsyfn and hosted by VGM with permission.