

# GIANT FIGHTING ROBOTS

by Laminar Research  
[www.X-Plane.com](http://www.X-Plane.com)



# Giant Fighting Robots Operation Manual

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## 1. Introduction

Giant Fighting Robots is an app for iPhone, iPod Touch, Palm Pre, and Android devices from Laminar Research, creators of the X-Plane line of flight simulators. It grew out of Laminar’s experience creating the iPhone/iPod versions of the X-Plane simulator, but is itself not related to flight simulation at all (though the physics are pretty realistic!). Instead, Giant Fighting Robots is a virtual reality combat simulator.

Giant Fighting Robots is designed as a series of mini-games in which the “pilot” of the robot (which is known officially as an All-Terrain Attack Walker, or ATAW) gradually progresses to more and more advanced fighting craft as the machines get more and more capable and customizable. As the game goes on, the user will get access to Gatling guns, lasers, lightning guns, and guided machine guns (among about a dozen other weapons). Battles take place on a dozen different foreign worlds as the user fights back hordes of the heavily armed, artificially intelligent Spider bots.

Users start off in the Genesis-class ATAW, which is nothing more than a modified cargo-walker with a few aircraft air-to-ground guns mounted on the top. It is a pretty silly defense against the alien attack, but it is all humanity can throw together on short notice. As the alien invaders are defeated at progressively harder levels, the Human Cascade will have time to develop increasingly powerful ATAWs and weapon systems, making each future combat engagement more complex and violent. The user will progress to faster moving ATAWs like the

Huron, or to heavier ones like the Galaxy or Titanic, while also acquiring some really frightening weapons systems like the flame thrower, the high-capacitance laser, the ion cannon, or the guided torpedo. We believe this is the most immersive, intense combat simulation for mobile devices. Can you handle it?

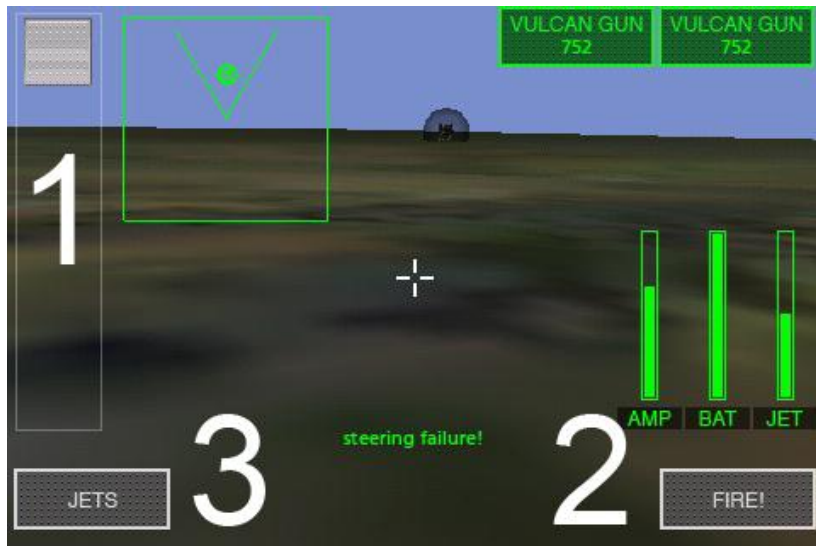


## 2. The First Mission

### I. Basic Controls

Most of the fighting craft in Giant Fighting Robots are controlled using one slider, two buttons, and the device's tilt. Tilting the device forward will bring the targeting reticle down, while tilting the device back will bring the reticle up. Tilting the device left will cause the robot to turn left, and tilting it right will turn the robot right.

The screen controls, labeled in the image on the following page, are as follows:



### 1. The throttle slider

To move the slider, touch it with your finger and drag it. When it is in the center of its range of motion, the robot is stopped. At the top of its range of motion (as shown in the image above), the craft moves forward at full speed, and at the bottom of its range of motion, the craft moves backward at full speed.

Note that in some craft, there may be a second slider at the bottom of the screen. This controls the turret (and also where the HUD is “looking”), while leaving the robot’s controls untouched. At the center of its range of motion, this slider leaves the turret facing forward. Moving the slider left and right move the turret accordingly.

### 2. The FIRE! button

Tap this button to fire a quick burst from the robot’s weapons, or hold it to fire a sustained volley.

### 3. The JETS button

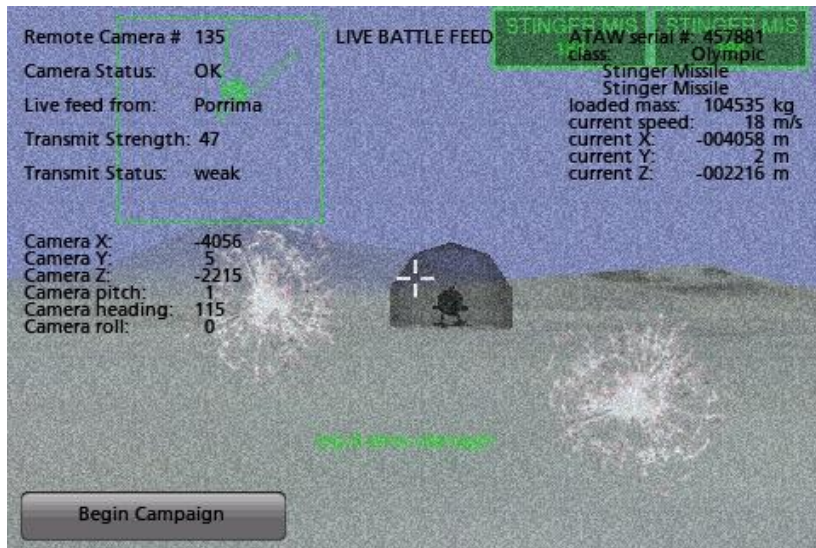
Tap and hold this button to engage the robot’s jets, causing it to fly upward and forward. Tilt the device left and right to steer, or let go of the button to cause the robot to drop back to the ground. Be careful though—fall too hard and system damage will occur. To prevent this, tap the **JETS** button intermittently on the way down, taking away some of the craft’s momentum.

Note that the robot’s reactor will slowly create ionized gas to recharge the jet motor. Thus, larger reactors will recharge the jets more quickly. The jet motor is one of the weakest parts of the robot’s armor and thus one of the first systems to be knocked out by enemy fire.

## II. Walkthrough

### A. Configuring the First Battle

Upon opening Giant Fighting Robots, a live video feed is displayed from a battleground where, at this very moment, humanity is fighting back the Spiders. Click the **Begin Campaign** button to get started.



The setting of the story is as follows:

Aliens have invaded our outer colonies with no warning, and we are madly trying to raise a defense as our outposts fall, scrounging up anything we can to defend ourselves with!

You will command an All-Terrain Attack Walker, or ATAW... They are calling them “Giant Fighting Robots” in the press now. Standard X-Plane views and pinch-zoom rules apply [more on this in Section III of this chapter].

Click the **Mission Briefing** button. The specific mission will randomize on each load, with a quick description given of the mission’s location and why the battle needs to be fought.

Next, click the **Tech Briefing** button. The first robot available is a Genesis-class ATAW—humanity’s first effort at such a craft, little more than a modified all-terrain cargo-bot. This is the best form of defense available given the circumstances.

After being briefed on the ATAW, tap the **Weapon Review** button. The only weapon available for the first level is the Vulcan Gun.

Click the **Arm ATAW** button. Again, the only weapon available, the Vulcan Gun, is already selected. As the campaign progresses, more weapons will be available to choose from. The robots house two, four, or six weapons bases, allowing users to strategically decide among the mix of offensive and defensive technologies.

Next, tap the **ATAW Systems** button. On this screen, the ATAW’s components can be selected. By default, the lowest level reactor, battery, armor, and jet capacity are selected. Higher quality systems are heavier, and the craft can only be equipped with so much weight.

More advanced weapons like lasers and ion guns require large amounts of electricity, as do the shields and cloaking devices (when available). To feed them, the robot will need large reactors and/or battery packs, but be wise about how the ATAW is “optioned out.” The robot’s motors (which enable the ATAW to walk), reactors, batteries, armor, and jets all need to be carefully selected, because the bot has a maximum equipped battle weight which cannot be exceeded.

Once the systems are configured, click the **Launch the Attack** button to begin the fight!

## B. Fighting

Combat in Giant Fighting Robots is fairly uncomplicated, though still engaging. To begin, drag the slider on the left side of the screen (the throttle) to the top. This will start the robot walking forward. Look at the radar (found in the upper left, right next to the throttle) to find your target. The center of the radar represents your craft, and the angle formed by the two lines represents your field of vision. Tilt the device left or right until the enemy is within the field of view. As the throttle is already set to move forward, the robot will now be moving toward the alien target.

When the enemy is within range, tilt the device left, right, forward, or back to track the alien's movement. At the same time, press (and optionally hold) the **FIRE!** button to attack. Note that you can put two fingers on the display and drag them together or apart to zoom in and out to more clearly see your target. Once the alien craft takes enough damage, its shield will go down. From there, it's only a matter of time until it is destroyed. Unless the bot is equipped with guided munitions, you'll need to lead the target if it is moving to ensure that your weapon or weapons strike with maximum effectiveness.

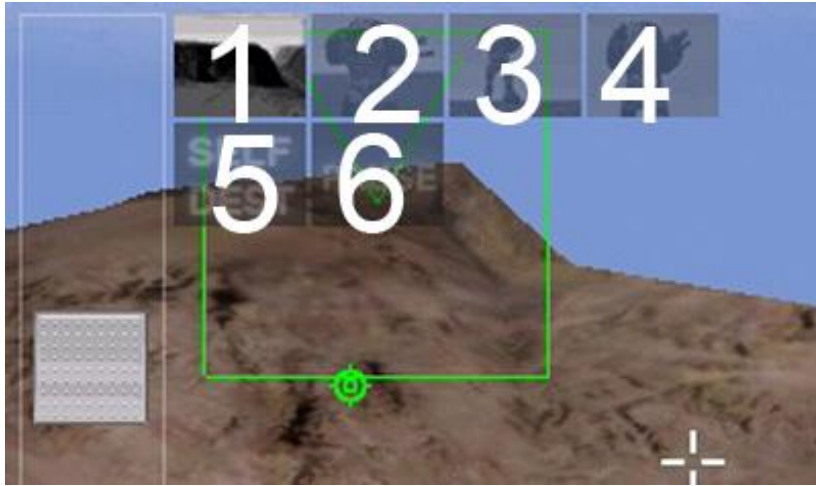
The enemy robot won't go down without a fight. As your ATAW is hit by enemy fire, systems will begin to fail. This could result in anything from diminished control

(caused by a leg failure) to the HUD flickering out (from an HUD failure) or shattered glass through your viewport. If enough systems become damaged, the bot will sound an alarm and eventually will be destroyed. In this case, the user thankfully survives, though with a damaged reputation. Due to the defeat, the scientists fueling the war effort against the Spiders will not have had time to upgrade the ATAW's capabilities, so the next mission will use the same robot and thus the same level of difficulty.

## III. Using the In-Game Menu

Tap the center of the screen to make the menu appear.

The menu options, labeled in the image at the top of the following page, are as follows:



#### 1. Internal view with HUD

This is the default view for the robot, described in depth in Part A, The Head-Up Display, found below.

#### 2. Standard external view

This gives an external view centered on the robot. The user can tap the screen and drag to pan the view around the craft. Two fingers may be used to zoom in by touching the screen with both fingers far apart, then bringing them closer together. To zoom out, touch two fingers close together and drag them apart.

#### 3. “Walk-by” external view

This will fix the external camera at a certain distance from the robot, panning to track the craft, but not moving to keep up with it.

#### 4. Fixed trajectory external view

This view will note the current speed and direction of the robot’s movement and move itself in the same way. Thus, if the robot continues at the same speed and in the same direction, the camera will stay the same distance away, but if the robot changes speed or direction, the camera will change in its distance from the robot.

#### 5. Self-destruct

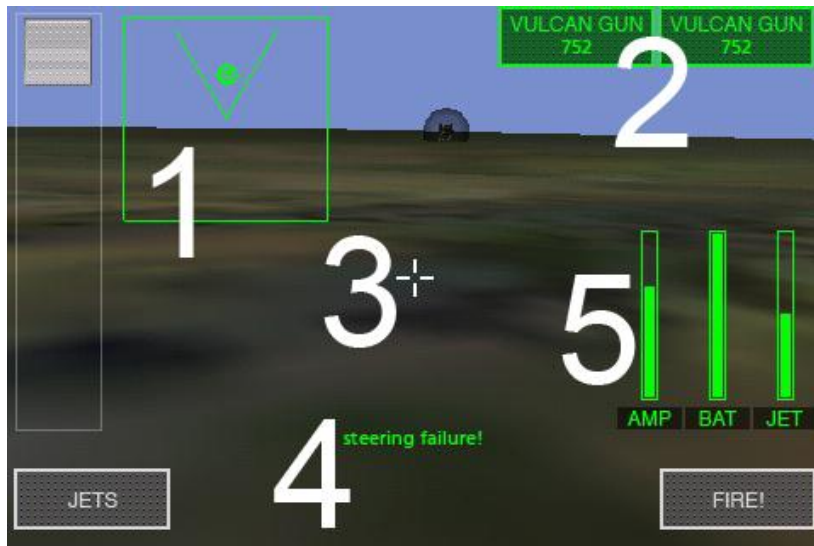
You may find yourself in the situation where your munitions are depleted and you have no recourse other than to self-destruct. Tapping this button once will arm the robot’s self-destruct. If it is tapped a second time, the robot will destroy itself, ending the mission. To cancel, tap the center of the screen.

#### 6. Pause

Tapping this button will pause the game.

### A. The Head-Up Display

The head-up display (or HUD) is the most useful screen for controlling the robot. It displays the following information, labeled in the image at the top of the next page:



#### 1. The radar

This shows the position of an enemy relative to the user's robot. The lines forming a 45 degree angle represent the user's field of view; any enemies within these lines are visible, while enemies outside the lines are not visible. As you zoom in and out in this view, the field of view lines will change in width.

#### 2. The weapons status

This displays which weapons are selected and number of rounds available.

#### 3. The targeting reticle, or crosshair

This represents where the robot will fire.

#### 4. The systems status

This displays updates to the robot's systems, noting when damage inflicted on the robot results in the failure of its components. For instance, if the HUD fails, the status displays on this screen will begin to flash intermittently.

#### 5. System Status

This displays the amount of energy available from the robot's reactor, batteries, and jets.

### IV. Using the Pre-Game Menu

#### A. Starting a New Campaign

To begin a new campaign, select the New Campaign tab from the initial window (as shown in the image at the top of the first column on the following page). Tap and drag the slider to change the level of difficulty, then press the **Start New Campaign at This Difficulty** button. This will completely erase the previous campaign, returning the user to stage one.



**THIS IS TO START A TOTALLY NEW CAMPAIGN! ONLY HIT THIS TO START OVER FROM THE BEGINNING AT A NEW DIFFICULTY.**

Slide the difficulty slider to as high a level as you dare... and hit the **NEW CAMPAIGN** button to start a new campaign!

Winning at 100% difficulty is standard... no big deal! If you can win at 150%, then you are doing well!



Start New Campaign at This Difficulty

## B. Playing against Another User

In addition to fighting against the game's artificially intelligent aliens, users can battle one another in a death match-type game. In this multiplayer mode, users can select the ATAWs' weapons, reactors, batteries, armor, engines, and jet duration to maximize the lethality of their attack.

To use the multiplayer mode, both players must be on the same wireless network. When the Multiplayer tab is selected from the opening menu screen (as shown in the image at the top of the next column), the game will search for other users on the network to play against. This is where the game becomes nearly impossible to put down!

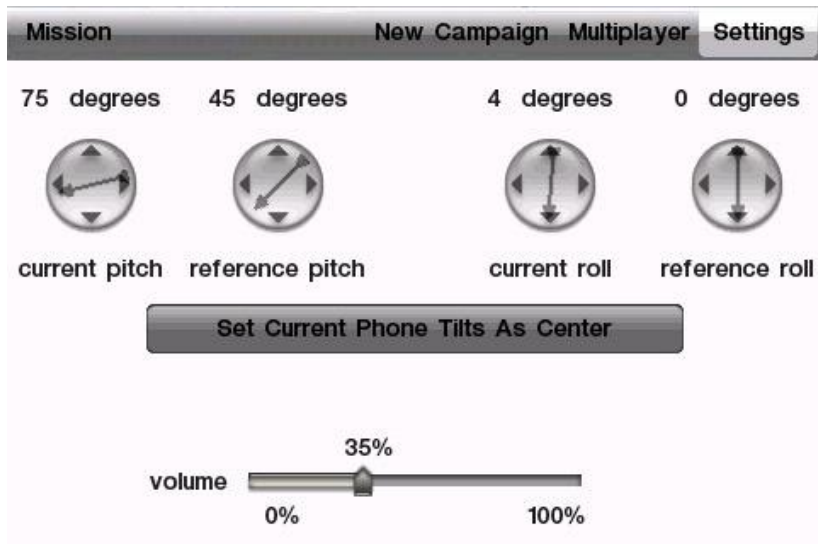
I am searching for other players now. (Uses much battery!)  
Other players must be on the same wireless network as you.  
Go to your iPhone or iPod **SETTINGS**, choose **WI-FI**.  
In there, **CHOOSE A NETWORK**, and have your friend do the same.  
Once you are both on the same network, both of you come here.  
Then, at this screen, I will show you everyone on this network!

Searching!

After your device has found another copy (or multiple copies) of Giant Fighting Robots running on the network, select it from the list and then hit the **Mission** button to begin.

## C. Changing Volume and Calibrating Controls

Opening the Settings tab will display the screen on which the device's "control zeros" (that is, where its tilt is registered by the game as giving no input) can be adjusted. Simply hold the device at the desired angle and tap the **Set Current Phone Tilt as Center** button (shown in the image at the top of the next page) to make the current attitude of the device the point for which input is zero. This lets the user control the robot with the phone in his or her lap when sitting or standing, or held vertical when lying down—kind of convenient!



Additionally, the **volume** slider can be tapped and dragged to adjust the in-game volume.

### 3. Tech Support

The only technical issue that Giant Fighting Robots' customer support has yet encountered with the app is caused by the hardware exceeding its RAM allocation.

Many users leave their iPod, iPhone, or iPad on for literally months at a time (the hardware appears to be off when in fact it is in standby mode). In some cases, this can cause too much "garbage" to be stored in the RAM. The Giant Fighting Robots app is so demanding on the hardware that it comes within 2% of crashing every device every time it is launched. If the "garbage" isn't cleaned out of the RAM periodically by restarting the device, it is possible that the app will require more than the available RAM, causing a crash.

To perform a reboot of the iPhone, iPod Touch, or iPad, hold the top power button down for six seconds, then use your finger to slide the power switch on the screen to off. Leave the unit off for two to three minutes before turning it back on.

The crash described above happens very infrequently, and in all cases is fixable by restarting.

If you need further assistance please contact Customer Service at [info@x-plane.com](mailto:info@x-plane.com), or at 913-269-0976.