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CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES:

**WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:
  - Convulsions
  - Eye or muscle twitching
  - Loss of awareness
  - Altered vision
  - Involuntary movements
  - Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**WARNING - Repetitive Motion Injuries and Eye strain**

- Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:
  - Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
  - Take a 10 to 15 minute break every hour, even if you don’t think you need it.
  - If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
  - If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

**WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

**CONTROLLER NEUTRAL POSITION RESET**

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.
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<td>13. Robo Introductions</td>
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One day, our hero learns of a strange, autonomous robo of tremendous power. As he and his friends strive to unravel the mystery of this robo, they unearth hints of a greater secret concerning a catastrophic event that transpired centuries ago...

Our story follows a young man acting on the last words of his long-lost father—he must become a custom-robo commander. With his father’s final words on his mind, he joins up with the bounty hunters of Steel Hearts.

These tiny, remote-controlled robotic weapons operate within restricted virtual battlefields known as holosseums. The ability to mix and match the different parts of these mechanical marvels earned them the name “custom robos.”

The people who control custom robos are known as commanders. The only people who can battle and defeat commanders are other commanders.

The Police Squad, the law enforcement officials of this world, faced with this new crime wave, formed their own corps of elite commanders. They saw many brave people step forward and join them. However, the number of robo-related crimes increased with such speed that the police were quickly and severely outnumbered.

At first, our hero is a raw recruit with no training, but he soon finds that he has a talent for his chosen profession. Spending his days battling crime with his coworkers Harry and Marcia, he quickly hones his skills to a high degree.

One day, our hero learns of a strange, autonomous robo of tremendous power. As he and his friends strive to unravel the mystery of this robo, they unearth hints of a greater secret concerning a catastrophic event that transpired centuries ago...
CONTROL

Battle

For more information, see the Battle section. (P23)

If you lose a battle in Arcade mode, a timer will begin counting down.
Press (R) to speed up the countdown. Press START to continue your game.

Each robo type has its own unique abilities.

B Button

Jump.

A Button

Charge enemies.
Use this to charge into and knock down foes.

X Button

Switch places with your partner in Tag Battles.
Switch between targets in multi-enemy battle scenarios.

Y Button

Move targeting reticle.
Press and hold (X), then use (R) to move the targeting reticle.

Attack with bombs.
Press (R) to launch bombs.

L Button

Attack with pods.
Use (L) to change the pod’s launch direction.

R Button

Attack with pods.
Use (L) to change the pod’s launch direction.

If you are player 1, press (Y) to change your target from P2 to P3 to P4, in that order.

Use (R) to change the pod’s launch direction.

This is the default button configuration.
You can change the button configuration for battles in the Options menu.
**GETTING STARTED**

**1. STEP 1**
Put the Custom Robo Game Disc into the Nintendo GameCube, insert a Memory Card into Slot A, close the cover, and press the POWER Button to turn the power on. On the title screen, press START to move to the SELECT MODE screen.

**2. SELECT MODE**
Select the mode you would like to play on this screen.

**Playing for the First Time**
The first time you start the game, you can choose either Story mode, Vs. mode, or Options. Select Story mode and press A to confirm.

**Continuing a Previous Game**
If you already have a Custom Robo save file, you will see a different menu. Custom Robo contains the following game modes: Story, Arcade, and Vs. You can also adjust Controller functions and game rules in options and view detailed information for parts you’ve used in Arcade mode in the Parts Index. Arcade mode, Vs. mode, and the Parts Index become available as you progress through the Story mode.

**Game Modes**
Here are brief explanations of the game modes available in Custom Robo.

- **Single Player Only**
  - **Story Mode**
    - Mystery and adventure await in this RPG adventure. As a young robo commander, you’ll work with your friends to protect and serve the local citizenry. Along the way, you’ll find new robo parts for use in Arcade and Vs. modes.

- **Single Player Only**
  - **Arcade Mode**
    - Battle test the parts you’ve collected. You must defeat your computer-controlled opponents on eight different stages. There are various battle types to be played.

- **1 to 4 Players**
  - **Vs. Mode**
    - Straight-up combat for you and up to three friends. You can play in a number of different types of robo battle.

**Options**
Choose controller configurations and adjust game settings.

**Continuing a Previous Game**
If your Memory Card contains Custom Robo save files, the game will ask if you want to create a Custom Robo file. (This game requires one file and 15 blocks.)

**If your Memory Card contains no Custom Robo save files, the game will ask if you want to create a Custom Robo file. (This game requires one file and 15 blocks.)**

**For more information on managing Memory Card data and formatting Memory Cards, see the Nintendo GameCube Instruction Manual.**

**Only robos and parts you have found in Story mode are available in Arcade and Vs. modes.**

**Those robos and parts will not disappear if your saved story data is deleted.**

**However, if you delete all game data on the Options screen, your available robo and parts data will be deleted as well. Be careful.**
Choose which story mode you would like to play—either A New Journey or The Grand Battle—and then press A to confirm. In the beginning, you can only play A New Journey. The Grand Battle becomes available once you’ve completed A New Journey.

There are a number of differences between A New Journey and The Grand Battle. P28

You can even speak to people who are engaged in robo battles. Helpful game hints appear in green letters. Important terms appear in blue letters.

Once you step onto the city map, you’ll find many different places waiting for you. Use D-pad to move your character in any direction. The degree to which you tilt D-pad determines your movement speed—tilt a little to walk, tilt a lot to run. Buildings with name plates above them are ones that you can enter freely to meet and speak with people.
**Story Menu**

- **Customize Robo**
  - Use the parts you’ve acquired to customize your robo. Press A to return to the previous screen.
- **Strategic Advice**
  - View hints and basic strategies for battles you’ve fought. Press A to return to the menu.
- **Glossary**
  - View an explanation of terms used in robo battles.
- **Text Speed**
  - Adjust the speed at which the text inside the message windows scrolls. Use C to select a speed and press A to confirm.
- **Return To Game**
  - Select this option and press A to return to the game.
- **Quit**
  - Choose this option and press A to exit the current game. If you use this option, your game data will not be saved; so be careful. See P27 for more info on saving in Story mode.

★ The menus for A New Journey and The Grand Battle are different. For details, please see P29.
★ This menu cannot be accessed during battles, customization, or conversations.

---

**PREPARING FOR BATTLE**

Because sooner or later, you’ll have to fight!

1) **THE FLOW OF BATTLE**

This is the way most battles will unfold.

**Step 1**

Speak with your opponents.
Talk to anyone you want to battle. If a deck (a stationary holosseum) is present, stand on the side opposite the other person and press A.

**Step 2**

Investigate opponent information.
Check out the specs of your opponents’ robo to plan your strategy. Press A when you’re finished to proceed to Step 3.

**Step 3**

Use the Battle Preparation menu. P18
Before each battle, the Battle Preparation menu will appear. On this screen, you’ll customize your robo and view information on your enemies and the holosseum so you can form the best strategy.

---

At long last, let the battle begin!!
When there are two or more robos on the customization screen, press and hold to view an information window.

Press and hold on the customization screen for help navigating.

See for Controller information on the customization screen.

Customization Screen (In Single-Player Modes)

- **Body**: The basic chassis of your robo. There are many types and styles of bodies.
- **Gun**: Guns are your robo’s primary weapon. They’re carried in the robo’s right hand.
- **Bomb**: Bombs are long-range explosive weapons. Bomb launchers are carried in the robo’s left hand.
- **Pod**: Pods are trap-like hunting weapons. Pod launchers are mounted on the robo’s back.
- **Legs**: Legs affect your robo’s jump and movement abilities. Legs attachments go on your robo’s feet.

View your robo equipped with all current parts.

Vital data on robos and parts is listed here.

- **Customized Robo**
- **Opponent Data**
- **Partner Data**
- **Customize Robo**
- **Battle Preparation Menu**
- **Holosseum Data**
- **Strategic Advice**
- **Start Battle**

Menu options in gray cannot be selected.

Menu options for A New Journey and The Grand Battle differ.

Menu options in gray cannot be selected.

Menu options for A New Journey and The Grand Battle differ.

As you win battles in Story mode, you’ll gain new robo bodies and parts data. Visit a parts generator to access the new robos and parts you can use in future battles. The key to becoming a master commander is learning how to customize well. Find parts that both fit your style of play and counterbalance the parts used by your opponents. The more you customize, the deeper the game becomes.
Customization Made Easy
Here’s a quick explanation of the steps necessary to customize your robo.

1. Select part to be customized
Select the part you want to customize with ( ) and press A to view the parts list.
You can also select parts randomly. For details, see the section on special customization functions on P35.

2. Select part to be equipped
Use ( ) to scroll through the available parts, then press A to select one.
Your robo’s body, gun, bomb, pod, and legs can all be customized. See the information window for a detailed explanation of each part. The ?? indicates a part you cannot yet access.

For information on ability graphs, see P21.

Parts that appear in yellow on the customization menu are parts you have not yet used. To view detailed information on any part from Vs. mode, press .

Color-Change Screen (Body only)
When you select a body, you can also choose a color scheme for your robo.
You can select from the following color schemes:
- Original
- Red
- Blue
- Green
- Yellow

Parts Graph Explanation
For each part, a corresponding graph illustrates that part’s abilities. The following is an explanation of the abbreviations used on the graph.
The bars displayed above an ability indicate the part’s performance level for that ability.

- MAX: Max of 5 bars, with 3 being standard.
- FOR: For each part, a corresponding graph illustrates that part’s abilities. The following is an explanation of the abbreviations used on the graph.

<table>
<thead>
<tr>
<th>BODY</th>
<th>Max of 5 bars, with 3 being standard.</th>
</tr>
</thead>
<tbody>
<tr>
<td>DWN</td>
<td>Down: how difficult it is to knock the robo down.</td>
</tr>
<tr>
<td>DEF</td>
<td>Defense: the degree to which damage taken is reduced.</td>
</tr>
<tr>
<td>SPD</td>
<td>Speed: the robo’s ground speed.</td>
</tr>
<tr>
<td>SIZ</td>
<td>Size: the area the bomb’s detonation covers.</td>
</tr>
<tr>
<td>SKY</td>
<td>Ski: how well the robo moves while jumping.</td>
</tr>
<tr>
<td>TIM</td>
<td>Time: the duration of the bomb’s detonation.</td>
</tr>
<tr>
<td>ATN</td>
<td>Attack: the robo’s attack strength.</td>
</tr>
<tr>
<td>DWN</td>
<td>Down: how easily the bomb knocks opponents down.</td>
</tr>
<tr>
<td>GUN</td>
<td>Max of 5 bars, with 3 being standard.</td>
</tr>
<tr>
<td>ATH</td>
<td>Attack: the damage the gun inflicts when striking opponents.</td>
</tr>
<tr>
<td>SPD</td>
<td>Speed: the speed at which the gun’s rounds fly.</td>
</tr>
<tr>
<td>HMG</td>
<td>Homing: how much the gun’s rounds home in on opponents.</td>
</tr>
<tr>
<td>RPD</td>
<td>Rapid: the speed at which rounds can be fired consecutively.</td>
</tr>
<tr>
<td>DWN</td>
<td>Down: how easily the gun knocks opponents down.</td>
</tr>
<tr>
<td>POD</td>
<td>Max of 5 bars, with 3 being standard.</td>
</tr>
<tr>
<td>ATH</td>
<td>Attack: the damage the pod inflicts when striking opponents.</td>
</tr>
<tr>
<td>SPD</td>
<td>Speed: the speed at which the pod travels.</td>
</tr>
<tr>
<td>HMG</td>
<td>Homing: to what degree the pod homes in on opponents.</td>
</tr>
<tr>
<td>SIZ</td>
<td>Size: the area the pod’s detonation covers.</td>
</tr>
<tr>
<td>TIM</td>
<td>Time: the duration of the pod’s detonation.</td>
</tr>
</tbody>
</table>
When the robo cube lands, a timer starts counting down the time it will take your robo to transform. This timer starts at a random number between one and six. Repeatedly press $A$ or $B$ to speed this countdown up. Once the countdown reaches zero, your robo will transform and be ready to attack.

At the start of each battle, cannon pods launch all participants’ robo cubes into the arena. When the counter reads LAUNCH, all robo cubes will fire across the holosseum. Aim the cannon pod with $X$.

Practice Arena Display Explanation

**Damage**
The amount of damage you’ve done to your opponent with the last attack.

**Hit**
This tells you how many times you hit the opponent consecutively.

About Player Colors
The color of your HP gauge, the cannon pod that launches your robo, etc. are fixed. P1 is always red.

Starting Battles
At the start of each battle, cannon pods launch all participants’ robo cubes into the arena. When the counter reads LAUNCH, all robo cubes will fire across the holosseum. Aim the cannon pod with $X$.

When the robo cube lands, a timer starts counting down the time it will take your robo to transform. This timer starts at a random number between one and six. Repeatedly press $A$ or $B$ to speed this countdown up. Once the countdown reaches zero, your robo will transform and be ready to attack.

After finishing customization in Vs. mode, press START to go straight to battle.

Finally, it’s time for combat! There are two ways to win: attack your opponent and reduce his or her hit points to zero or have the most hit points remaining when time runs out.

See P10 for battle controls.

Practice Arena
After you’ve selected your parts, press $R$ to enter the Practice Arena. You can test the parts you’ve selected for speed, power, ease of use, etc. To exit, press START, select RETIRE with $C$, and press $A$ to confirm. This will return you to the customization screen. There is no time limit in the Practice Arena.

Viewer Mode
Press $+$ to enter Viewer mode and look at your robo. Press $+$ to zoom in and $-$ to zoom out. You can change the camera angle with $X$. Press $+$ to return to the customization screen.

Finish Customization
When you’ve finished customizing your robo, press START to return to the Battle Preparation menu.

See P10 for battle controls.

Damage
The amount of damage you’ve done to your opponent with the last attack.

Hit
This tells you how many times you hit the opponent consecutively.
**Viewing the Battle Screen**

- **Story-mode battle screen**
  - **Time Remaining**
  - **Player 1’s HP Gauge**
  - **Player 2’s HP Gauge**

*This is a 2-player Vs. match. In 3- and 4-player matches, the number of gauges increases correspondingly.*

- **Viewing HP Gauges**
  - **Knockdown Meter**
  - **Player 1’s Robo**
  - **Player 2’s Robo**

*This decreases when you are hit. When it is depleted, your robo will be knocked down.*

- **Robo Status**
  - **ACTION** The robo has just transformed and is ready for action.
  - **HIT** The robo is taking damage.
  - **DOWN** The robo has been knocked down.
  - **REBIRTH** The robo’s systems are rebooting after the robo was knocked down.
  - **XCHANGE** The robo cannot change with its partner in Tag Battle.

**Pause Screen in Battle**

- **Press START to halt a battle in progress.**

**Continue Fighting**

To return to the match select CANCEL with and press to confirm.

- **Retire**

To exit a battle and return to the previous screen, select RETIRE with and press to confirm.

*If you retire from a match, that counts as a loss.*

**Battle Results**

- **Victory**
  - If you win a battle, you continue to the next scenario.

- **Defeat**
  - If you lose a battle, you will be returned to the scene immediately prior to the battle. In Story mode, ties are treated as losses.

- **Retire**
  - To exit a battle and return to the previous screen, select RETIRE with and press to confirm.

*This decreases when you are hit. When it is depleted, your robo will be knocked down.*
Using Parts Generators

If you win a battle, you gain access to parts data from your opponent. You cannot use those parts until you download the data from a parts generator, though.

Locations of Parts Generators

All parts generators look like the one shown here. You'll find them all over town, so be sure to check them often.

Using Parts Generators

To use parts generators, simply stand in front of them and press A. The parts generators automatically upload any new data to you, giving you access to the new parts. If you have no new parts data, the parts generator will let you know.

Once you have downloaded parts data, you can use those parts to customize your robo.

Story Mode: A New Journey

(Outside of Battle)

After winning a battle, you continue the story where you left off. Sometimes, you will gain access to new parts, so be sure to stop by a parts generator and check. At a certain point in the game, you will enter your name on the Name Entry screen.

Parts Generator

If you win a battle, you gain access to parts data from your opponent. You cannot use those parts until you download the data from a parts generator, though.

Name Entry

At a certain point in the game, the Name Entry screen will allow you to enter your name. You can use up to eight characters in your name.

Use D-pad to choose letters, numbers, or symbols, and press A to input them. Use B to delete characters. Once you're finished, select END and press A.

If the name you've entered is OK, select YES and confirm with A.

Remember, you cannot change a name once it has been entered and confirmed.

Saving in Story Mode

Your progress is saved automatically in Story mode. If you do not have a Memory Card inserted, you will be asked if you want to save. If so, insert a Memory Card, select YES, and press A. Don't risk losing your progress! Make sure you have a Memory Card inserted into your GameCube's Memory Card Slot A!

Managing Memory Cards

*Do not remove your Memory Card or touch the POWER Button while saving. This may damage your Memory Card or the Nintendo GameCube.
About Handicaps
If you lose to the same opponent two or more times in The Grand Battle, you get the option of adjusting your opponent’s HP. If you do so, the battle will be scored as a handicap match.

The Scoring System
The following criteria determine your points for winning battles:

**Bonus Points**
- Hit Points: 30 points per remaining hit point
- Time: 100 points for each second remaining on the timer
- Perfect: 5,000 points for taking no damage
- Destruction: 10,000 points per robo destroyed

**Deducted Points**
- Losses: Lose 10% for each loss
- Handicap*: Lose 25% for each 25% handicap—illegal parts count as handicap

*About Handicaps
If you lose to the same opponent two or more times in The Grand Battle, you get the option of adjusting your opponent’s HP. If you do so, the battle will be scored as a handicap match.

Starting The Grand Battle
You can begin playing The Grand Battle by selecting it at the end of A New Journey or from the Select Mode screen. Either way, you must clear A New Journey before you can play The Grand Battle.

What’s the Difference?
In The Grand Battle, you don’t play through a traditional story as you do in A New Journey. Instead, you fight in a series of tournaments against the residents of your city. Your performance is rated, and your scores are recorded.

Scoring System
The following criteria determine your points for winning battles:

**Bonus Points**
- Hit Points: 30 points per remaining hit point
- Time: 100 points for each second remaining on the timer
- Perfect: 5,000 points for taking no damage
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*About Handicaps
If you lose to the same opponent two or more times in The Grand Battle, you get the option of adjusting your opponent’s HP. If you do so, the battle will be scored as a handicap match.

Menu Differences
The Story [P16] and Battle Preparation [P18] menus are slightly different in the two Story modes. The differences are explained here.

### The Grand Battle Story Menu
In addition to the menu options from A New Journey [P16], The Grand Battle menu also contains Grand Battle Rules and Score Data.

#### Grand Battle Rules
- Check the rules of a particular battle and view explanations of unique terms.

#### Score Data
- View scores for individual tournaments.

### The Grand Battle Battle Preparation Menu
The Battle Preparation menu here has all of the selections of the A New Journey menu [P18] plus Score Data.

#### Score Data
- View scores for individual tournaments.

### Battle Differences
In comparison to A New Journey battle options, The Grand Battle contains a variety of different battles. They include Tag, Handicap, and Battle Royal matches, among others. For specific rules, please see the Arcade and Vs. Mode sections.
8 Arcade Mode

In this single-player mode, you’ll take on CPUs and try to clear all 8 stages. Arcade mode becomes available once you complete A New Journey. Select Arcade mode from the Select Mode screen to begin playing.

Match Selection

Use D-pad to select the type of battle you want to play and press A to confirm.

<table>
<thead>
<tr>
<th>Battle Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single Battle</td>
<td>A simple 1-on-1 battle.</td>
</tr>
<tr>
<td>2-ON-2</td>
<td>A 2-on-2 team battle.</td>
</tr>
<tr>
<td>Tag Battle</td>
<td>Choose a 2-robo team, then swap your robos during the battle.</td>
</tr>
<tr>
<td>3-Player Battle Royal</td>
<td>A 3-player battle. The last robo standing wins.</td>
</tr>
<tr>
<td>4-Player Battle Royal</td>
<td>A 4-player battle. The last robo standing wins.</td>
</tr>
</tbody>
</table>

Battle Preparation Menu

Navigate the Arcade mode Battle Preparation menu in the same manner as the Story mode Battle Preparation menu. Use D-pad to highlight a selection and press A to confirm.

From any submenu, press B to return to the Battle Preparation screen. Once you’re ready, press START or choose Start Battle with D-pad and press A to begin the match.

Continue Screen

If you are defeated, press START to return to the Battle Preparation menu and try again. If the timer reaches 0, the game will end, taking you back to the Select Mode screen. Press B to speed through the countdown.
**VS. MODE**

Vs. mode is a 1- to 4-player mode where you can battle against friends or CPU enemies. Once you’ve saved a game in A New Journey, Vs. mode will open. Once you clear A New Journey, you can battle CPUs in Vs. mode. To play Vs. mode, simply select it on the Select Mode screen.

**MATCH SELECTION**

First, use D to choose a match type, then press A to confirm.

<table>
<thead>
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<td>A 2-on-2 team battle.</td>
</tr>
<tr>
<td>Tag Battle</td>
<td>Choose a 2-robo team, then fight the foe while swapping your robots.</td>
</tr>
<tr>
<td>1-ON-2 Handicap</td>
<td>A 1-on-2 handicap battle.</td>
</tr>
<tr>
<td>3-Player Battle Royal</td>
<td>A 3-player battle. The last robo standing wins.</td>
</tr>
<tr>
<td>4-Player Battle Royal</td>
<td>A 4-player battle. The last robo standing wins.</td>
</tr>
</tbody>
</table>

**PLAYER SELECTION**

On this screen, you determine the number of human players and CPU participants. Use D to highlight a selection and press A to confirm.

**STAGE SELECTION**

To select a holosseum, simply highlight it with D to view it in the upper portion of the Stage Select screen, then confirm your choice with A. Then, you will proceed to the customization screen.

**Random Stage**

Select the ? icon if you want to pick a holosseum randomly. Press A here, and the holosseum will be displayed onscreen. Press A again to battle on this holosseum. If you want to select another holosseum, select ? again and press A.

**Special Functions on the Stage Select Screen**

- CPUs become available only once you’ve cleared A New Journey.
- If you choose to use CPUs, you can set individual CPU strength and robo customizations.
- Press B to see Controller information on the Stage Select screen.
Secret Select Mode

Press \( \text{L} \) to block the screen with static. This prevents other players from knowing which holosseum you've selected. Holosseum selection continues as normal, using \( \text{○} \) and \( \text{A} \). Press \( \text{B} \) to exit the Stage Select screen, or press \( \text{L} \) again to exit the Secret Select mode.

If you choose Random Stage while in Secret Select mode, no one will know which holosseum has been selected.

**Battle Rule Settings**

Press \( \text{X} \) on the Stage Select screen to manually set up battle rules. Press up or down on \( \text{○} \) to highlight an option then press right or left on \( \text{○} \) to adjust that option. Select Off at the bottom of the screen and press \( \text{A} \) to confirm the rules setup. To return to the previous screen without changing any rules, press \( \text{B} \).

**Random Customization**

Use Random Customization to choose your robo's parts randomly from the available parts. Press and hold \( \text{○} \) and then press \( \text{A} \) to select your robo's parts randomly. If you don't like the random parts you receive, you can still choose your parts manually by using the Control Stick and the \( \text{A} \) Button.

**Adjustable Battle Rules**

<table>
<thead>
<tr>
<th></th>
<th>90, 120, 180, ( \infty ) (Endless)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battle Time</td>
<td>Change conditions for winning (2-on-2 Handicap only)</td>
</tr>
<tr>
<td>Victory Conditions</td>
<td>ON/OFF</td>
</tr>
<tr>
<td>Friendly fire damage</td>
<td>ON/OFF</td>
</tr>
<tr>
<td>Allies block gun rounds</td>
<td>ON/OFF</td>
</tr>
<tr>
<td>Friendly pod and bomb blasts cause damage</td>
<td>ON/OFF</td>
</tr>
<tr>
<td>Pods explode on robos other than their primary targets</td>
<td>ON/OFF</td>
</tr>
<tr>
<td>Ally’s charges cause damage</td>
<td>ON/OFF</td>
</tr>
</tbody>
</table>

*Rules differ depending on the game mode and the number of participants.*

**Secret Select Mode**

Press \( \text{L} \) to conceal your parts. Part names will appear as ???, and your robo will not be visible, preventing your opponents from seeing which parts you've equipped. You still customize your parts using \( \text{○} \) and \( \text{A} \). However, you can remain on the same screen, moving the cursor with \( \text{○} \), even after your selections have been made. Press \( \text{A} \) once to finish customizing that part. To exit Secret Select mode, simply press \( \text{L} \) one more time.

Press \( \text{B} \) on the customization screen to see Controller functionality.
10 **SPECIAL RULE BATTLES**

Here are explanations of special battle types that appear in The Grand Battle and Vs. mode.

### 2-on-2 Battle

**Rules**

You and your partner compete against two opponents. In The Grand Battle, you lose once your HP reach zero, even if your partner robo still has HP remaining. In Vs. mode, the battle continues even if one robo is defeated.

Press **Up** to change the opponent you are targeting. You can not switch targets while firing your gun. Your ally cannot hurt you with gun fire, but you will take damage from your partner’s bombs and pods, so move with caution!

Next, move to the TYPE option and again move **Left** and **Right**. The robo will change to match the type selected. When you’re finished, press **START**.

### Handicap Battle

**Rules**

This battle pits you against two enemy robos. Press **Up** to change the opponent you are targeting. You can not switch targets while firing your gun.

Do not press **START** until all customization is finished. If you press **START**, battle will begin immediately.

---

**Setting CPU Strength**

If you choose to have CPU participants in a Vs. match, you can adjust each CPU’s strength.

There are 5 strength settings: Very Easy, Easy, Normal, Hard, and Very Hard. Press left or right on **dire** to choose a setting.

Next, move to the TYPE option and again move **Left** and **Right**. The robo will change to match the type selected. When you’re finished, press **START**.

**Adjusting HP Settings**

By adjusting the HP gauge located below the robo parts, you can handicap certain players in battle. Use **Up and Down** to select the HP gauge. Then press right or left on **dire** to set the HP amount to any of the 6 levels, between 20% and 100%. Press **START** to finish customization.

In Secret Select mode, you can select parts repeatedly by pressing **A**. The last part you select and confirm with **A** will be the part equipped.

After completing customization in Secret Select mode, press **B** to return to the Stage Select screen. If you enter the customization screen again, Secret Select mode will be turned off.
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