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INSTRUCTION BOOKLET

**NINTENDO
GAMECUBE™**

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

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 Eyestrain

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

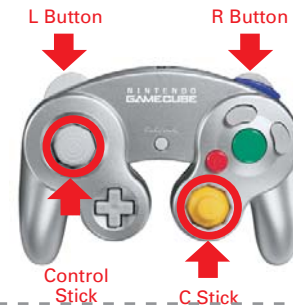
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

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.



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1-4 Player
Simultaneous

THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.



Progressive Scan
compatible

THIS GAME IS COMPATIBLE
WITH PROGRESSIVE SCAN
MODE TVs.



Memory
Card

THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.

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Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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CONTENTS

Prologue	6
Controls: Menus / Story Mode / Customization Screen	8
Controls: Battle	10
1. Getting Started	12
2. Story Mode: A New Journey	14
3. Preparing for Battle	17
4. Customization	19
5. Battle!	23
6. Story Mode: A New Journey [Continued]	26
7. Story Mode: The Grand Battle	28
8. Arcade Mode	30
9. Vs. Mode	32
10. Special Rule Battle	37
11. Options	40
12. Character Introductions	42
13. Robo Introductions	44



PROLOGUE

There are worlds slightly different from our own.
This is the story of one of them.

Small, powerful robots have become the number-one tool of criminals around this world.

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.

It was at this point that society saw the rebirth of an old profession:

the bounty hunter.

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.

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...



CONTROLS

Menus / Story Mode / Customization Screen

Controls during battle (**P10**) are different.

Control Stick Menus and Story Mode

Move character.
Move cursor and make selections.

Customization Screen

Make selections.

+ Control Pad Customization Screen

Viewer Mode **← + P22**
Zoom in with **Y**, zoom out with **X**.
Rotate camera with **Control Stick**.
Press **+ →** to return to the customization screen.

START Story Modes

Display Story menu.

Customization Screen

Finish customization.
In Story and Arcade modes, this brings up the Battle Preparation screen.
In Vs. mode, this begins the battle.

R A Button

Customization Screen

Enter Practice mode.
Confirm parts selected and test abilities. Press START and select RETIRE to return to the customization screen.

Z Button + A Button Customization Screen

Make random selections.
Robo parts are chosen randomly from the available parts.

Y Button Customization Screen

Display detailed part information in Vs. and Story modes.

X Button Customization Screen

Display help screen.
Press and hold to confirm button functions on the customization screen.

B Button Menus and Story Mode

Cancel selections.
Customization Screen
Cancel selections. Press again to return to the previous screen.

A Button Menus and Story Mode

Speak with other characters.
Investigate objects.
Confirm menu selections.

Customization Screen

Confirm customization.





CONTROLS

Battle

For more information, see the Battle section. **P23**

L Button

Attack with pods.

Use + to change the pod's launch direction.



Control Stick

Move robo.

START

Pause the game and retire from battle.

P25

B Button

Attack with guns.



★ If you lose a battle in Arcade mode, a timer will begin counting down. Press **B** to speed up the countdown. Press **START** to continue your game.
★ Each robo type has its own unique abilities. **P44**

R Button

Move targeting reticle.

Press and hold , then use to move the targeting reticle.



Attack with bombs.

Press to launch bombs.



Y Button

Switch between targets in multi-enemy battle scenarios.

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



Switch places with your partner in Tag Battles.



X Button

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



A Button

Jump.

*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.



★ 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.)

2 SELECT MODE

Select the mode you would like to play on this screen. **P13**



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.

- ★ This game requires one file and 15 blocks on the Memory Card to save game data.
- ★ If you have saved game data, you can continue playing at any time. Check to make sure you have a Memory Card inserted that contains Custom Robo game data.

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

Game Modes

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

Single Player Only Story Mode **P14**

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 robos and parts for use in Arcade and Vs. modes.



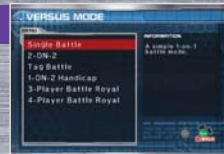
Single Player Only Arcade Mode **P30**

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 **P32**

Straight-up combat for you and up to three friends. You can play in a number of different types of robo battle.



Options **P40**

Choose controller configurations and adjust game settings.



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 (**P14**). However, if you delete all game data on the Options screen, your available robo and parts data will be deleted as well. Be careful.

2 STORY MODE: A NEW JOURNEY

(Excluding customization details)

This is a brief introduction of the basic elements of Story mode.

1 SELECTING SAVED DATA FILES

Select which saved data file to play. You can save up to three game data files.

Playing for the First Time

If this is your first time playing, you will see three save-file slots for your game data. Use to highlight a slot and then press to confirm. Then, select A New Journey.



Continuing a Previous Game

Use to select a saved file and press to begin the game from where you last saved. You can also copy or delete files here.



Start Story Mode

- Begin a new game or continue a saved game. If all three file slots contain saved data and you want to start a new game, you'll have to delete a saved file first.

Copy File

- Copy a saved data file into an empty file slot. If all three file slots are full, you can overwrite a file. However, once you write over a file, the old file can never be retrieved.

Erase File

- Delete saved data files from Story mode here.
**Deleted saved data files can never be restored. Think carefully before deleting a saved data file.*

2 SELECTING A STORY MODE

Choose which story mode you would like to play—either A New Journey or The Grand Battle—and then press to confirm. **In the beginning, you can only play A New Journey.** The Grand Battle becomes available once you've completed A New Journey.



Playing for the First Time

If you're playing for the first time, select A New Journey and press to begin.

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

3 STARTING STORY MODE

This is it! It all starts here!

Use to move next to characters you want to talk to and press . If you see a , press to scroll through to the rest of the message.



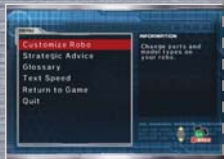
- ★ You can even speak to people who are engaged in robo battles.
- ★ Helpful game hints appear in green letters. Important terms appear in blue letters.

Once you step onto the city map, you'll find many different places waiting for you. Use to move your character in any direction. The degree to which you tilt 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.



4 STORY MENU

Press **START** anytime outside of battle or conversation to view the story menu. From this menu, you can check your robo's status, change game settings, or quit the game. Use **(C)** to choose an item, and press **(A)** to confirm your selection. To return to the game, simply select Return to Game or press **(B)**.



Story Menu

Customize Robo

P19

- Use the parts you've acquired to customize your robo. Press **(B)** to return to the previous screen.

Strategic Advice

- View hints and basic strategies for battles you've fought. Press **(B)** 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.

3 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.

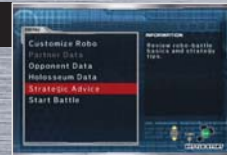
Check out the specs of your opponents' robos to plan your strategy. Press **(A)** when you're finished to proceed to Step 3.



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!!

2 THE BATTLE PREPARATION MENU

On this menu, you can view information on enemies and holosseums, access strategic advice, and adjust the game setup. Use **○** to choose an option and press **A** to confirm. Press **B** to return from submenus to the main menu. When you're ready to fight, press **START** or select **Start Battle** with **○** and press **A** to begin fighting. **P23**



Battle Preparation Menu

Customize Robo

- Choose the parts you want to use and create your own unique fighting machine. **P19**

Partner Data

- View the setup of your allies' robos.

Opponent Data

- View the setup of your opponents' robos.

Holosseum Data

- View the holosseum for the current battle, and check holosseum data.

Strategic Advice

- Review robo-battle basics and strategy tips you've picked up in Story Mode.

Start Battle

- Take the field and let the mechanized mayhem begin.



★ Menu options in gray cannot be selected.

★ Menu options for A New Journey and The Grand Battle differ. **P29**

4

CUSTOMIZATION

As you win battles in Story mode, you'll gain new robo bodies and parts data. Visit a parts generator (**P26**) 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.



See **P8** 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.

Customized Robo

View your robo outfitted with all its current parts.



Information

Vital data on robos and parts is listed here.



★ When there are two or more robos on the customization screen, press and hold **Y** to view an information window.

★ Press and hold **X** on the customization screen for help navigating.

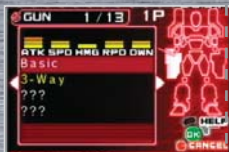
Customization Made Easy

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.

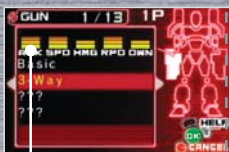
*You can also select parts randomly. For details, see the section on special customization functions on **P35**.



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**.



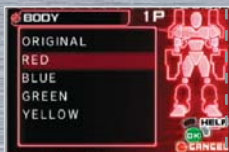
Parts that appear in yellow on the customization menu are parts you have not yet used. To view detailed information on any part from Vs. mode, press .

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.



The max number of bars for robo parts is 5.

BODY	Max of 5 bars, with 3 being standard.	BOMB	Max of 5 bars, with 3 being standard.
DWN	Down: how difficult it is to knock the robo down.	ATH	Attack: the damage the bomb inflicts when striking opponents.
DEF	Defense: the degree to which damage taken is reduced.	SPD	Speed: the speed at which the bomb flies.
SPD	Speed: the robo's ground speed.	SIZ	Size: the area the bomb's detonation covers.
SKY	Sky: how well the robo moves while jumping.	TIM	Time: the duration of the bomb's detonation.
ATH	Attack: the robo's attack strength.	DWN	Down: how easily the bomb knocks opponents down.
GUN	Max of 5 bars, with 3 being standard.	POD	Max of 5 bars, with 3 being standard.
ATH	Attack: the damage the gun inflicts when striking opponents.	ATH	Attack: the damage the pod inflicts when striking opponents.
SPD	Speed: the speed at which the gun's rounds fly.	SPD	Speed: the speed at which the pod travels.
HMG	Homing: how much the gun's rounds home in on opponents.	HMG	Homing: to what degree the pod homes in on opponents.
RPD	Rapid: the speed at which rounds can be fired consecutively.	SIZ	Size: the area the pod's detonation covers.
DWN	Down: how easily the gun knocks opponents down.	TIM	Time: the duration of the pod's detonation.

3 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 **○**, and press **A** to confirm. This will return you to the customization screen. There is no time limit in the Practice Arena.

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.



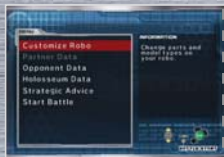
4 Viewer Mode

Press **←+→** to enter Viewer mode and look at your robo. Press **Y** to zoom in and **X** to zoom out. You can change the camera angle with **○**. Press **←+→** to return to the customization screen.



5 Finish Customization

When you've finished customizing your robo, press **START** to return to the Battle Preparation menu. **P18**



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

5 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.

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 **○**.



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**, **B**, **X**, or **Y** to speed this countdown up. Once the countdown reaches zero, your robo will transform and be ready to attack. **P10**



Viewing the Battle Screen

● Story-mode battle screen



Time Remaining

*Some battles have no time limit.

Player 1's Robo

Player 2's Robo

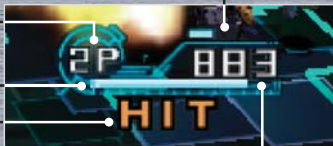
Player 2's HP Gauge

Player 1'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

Player
HP Gauge
Robo Condition



Knockdown Meter

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

Remaining HP

● 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. P38

Pause Screen in Battle

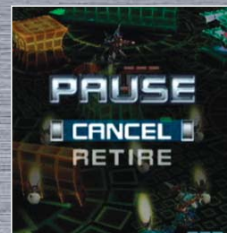
Press START to halt a battle in progress.

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

A battle ends when one of the participants loses all HP or when time runs out.

Victory

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

P26



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.



6 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.

1 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.



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.



2 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 **○** 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.

3 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.**





STORY MODE: THE GRAND BATTLE

Once you clear A New Journey, you can choose The Grand Battle from the Select Mode screen. The Grand Battle are a series of competitive tournaments for players who finished A New Journey—the opponents are more powerful, more parts are available, and there is a greater variety of battles. Play The Grand Battle to acquire parts you missed in A New Journey and maximize your customization options.

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 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
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.

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

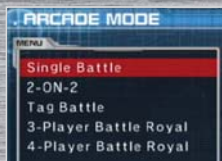
In comparison to A New Journey battle options, The Grand Battle contains a variety of different battles. They include Tag, Handicap, and Battle Royal matches, among others. For specific rules, please see the Arcade and Vs. Mode sections.

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 **P12** to begin playing.

1 MATCH SELECTION

Use **○** to select the type of battle you want to play and press **A** to confirm.



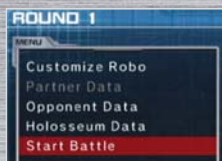
Single Battle	A simple 1-on-1 battle.
2-ON-2	A 2-on-2 team battle. P37
Tag Battle	Choose a 2-robot team, then swap your robots during the battle. P38
3-Player Battle Royal	A 3-player battle. The last robot standing wins. P39
4-Player Battle Royal	A 4-player battle. The last robot standing wins. P39

2 BATTLE PREPARATION MENU

Navigate the Arcade mode Battle Preparation menu in the same manner as the Story mode Battle Preparation menu. **P18**

Use **○** 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 **○** and press **A** to begin the match.



3 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.

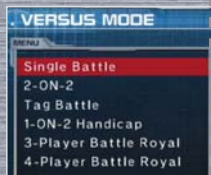







9 VS. MODE

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.



1 MATCH SELECTION

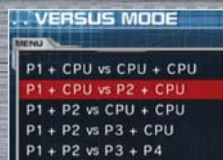
First, use  to choose a match type, then press  to confirm.



Single Battle	A simple 1-on-1 battle.
2-ON-2	A 2-on-2 team battle. 
Tag Battle	Choose a 2-robo team, then fight the foe while swapping your robos. 
1-ON-2 Handicap	A 1-on-2 handicap battle. 
3-Player Battle Royal	A 3-player battle. The last robo standing wins. 
4-Player Battle Royal	A 4-player battle. The last robo standing wins. 




2 PLAYER SELECTION

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





- ★ 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.

3 STAGE SELECTION






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



Press  to see Controller information on the Stage Select screen. 

Special Functions on the Stage Select Screen

Random Stage

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



Secret Select Mode

Press **L** to block the screen with static. This prevents other players from knowing which holosseum you've selected. Holosseum selection continues as normal, using **○** and **A**. Press **B** to exit the Stage Select screen, or press **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 **Y** on the Stage Select screen to manually set up battle rules. Press up or down on **○** to highlight an option then press right or left on **○** to adjust that option. Select OK at the bottom of the screen and press **A** to confirm the rules setup. To return to the previous screen without changing any rules, press **B**.



Adjustable Battle Rules

Battle Time	90, 120, 180, ∞ [Endless]
Victory Conditions	Change conditions for winning [2-on-2 Handicap only]
Friendly fire damage	ON/OFF
Allies block gun rounds	ON/OFF
Friendly pod and bomb blasts cause damage	ON/OFF
Pods explode on robots other than their primary targets	ON/OFF
Allies' charges cause damage	ON/OFF

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

CUSTOMIZATION SCREEN

Basic customization is the same as in Story mode [P19]. However, there are also additional features that appear only in Vs. Mode. Press START to begin fighting.



Press **X** on the customization screen to see Controller functionality.

Special Functions on the Customization Screen

Random Customization

Use Random Customization to choose your robo's parts randomly from the available parts. Press and hold **Z** and then press **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 A Button.



Secret Select Mode

Press **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 **○** and **A**. However, you can remain on the same screen, moving the cursor with **○**, even after your selections have been made. Press **B** once to finish customizing that part. To exit Secret Select mode, simply press **L** one more time.



★ 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.

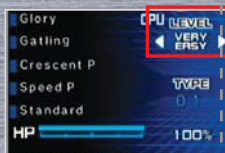


★ After completing customization in Secret Select mode, press **B** to return to the Stage Select screen. If you enter the customization screen again, Secret Select mode will be turned off.

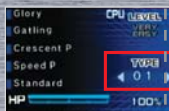
Setting CPU Strength

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 **○** to choose a setting.

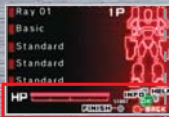


Next, move to the TYPE option and again move **○** left and right. The robo will change to match the type selected. When you're finished, press **START**.



Adjusting HP Settings

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



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

10

SPECIAL RULE BATTLES

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

1 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 **Y** 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!



2 HANDICAP BATTLE

Rules

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



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REV-D

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REV-01

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