

Custom Robo Holosseum FAQ

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[CUSTOM ROBO]

For the Nintendo Gamecube

HOLOSSEUM FAQ

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< TABLE OF CONTENTS >

- [1] INTRO
- [2] CONTROLS WHILE SELECTING HOLOSSEUMS
- [3] BATTLE RULES
- [4] HOLOSSEUMS
- [5] CONTACT INFO
- [6] SPECIAL THANKS
- [7] SPECIAL CREDITS
- [8] LEGAL INFO

< [1] INTRO >

Due to circumstances beyond my control, I am not able to complete the Locations section of the Holosseum listings. Any information provided would be greatly appreciated, by me and the readers of this FAQ. Proper credit will be given.

Hi! I'm Dragoonman and welcome to my fourth attempt at an FAQ! If your wondering, my other three didn't make it. The first two I was too lazy to finish and the third, well sucked. Well, thats enough about my other FAQs now on to this one. I decided to make this FAQ because A) There were no FAQs for Custom Robo at the time and B) I thought a Holosseum FAQ would be useful.

In this FAQ you will find all the general information about all the Holosseums in the game along with some detailed strategies.

If you have any questions, suggestions, notice any errors or would like to help out, please see the Contact Info section. Proper credit will be given.

Now on with the FAQ!

< [2] CONTROLS WHILE SELECTING HOLOSSEUMS >

These are the controlls for chossing a holosseum in VS. Mode:

Control Stick: Select Stage

A: Confirm

B: Cancel

X: Help

Y: Change Battle Rules

L: Secret Mode

(You can still move the cusor after confirming with the A button.)

Press the B button after confirming to finish.)

R + Control Stick Up/Down: Select Page

< [3] BATTLE RULES >

After pressing Y while selecting a holosseum in VS. Mode, you can change two of the battle's rules.

1) Battle Time

-This changes the length of the battles. You can select infinite, 90 seconds, 120 seconds or 180 seconds.

2) Friendly bomb and pod blasts cause damage

-This chooses whether or not your ally's (if you have one) pod and bomb explosion damage your robo. You can select ON (does do damage) or OFF (doesn't do damage).

< [4] HOLOSSEUMS >

This is where you will find all the information on the Holosseums. As this part is not totally complete yet, any help would be appreciated. Please see the Contact Info section for more information. Proper credit will be given.

This is how you read this FAQ:

Holosseum Name: The name of the holosseum

Location: Where in the game you earn the holosseum

Description: The in-game description of the holosseum

Strategy: My personal recommendation of strategy for each individual stage

Notes: Any special note about the stage

Here is the list of all 35 Holosseums:

Holosseum Name: Basic Arena

Location: The starting Holosseum

Description: A Stage that sets the standard for robo battles. The formation of the obstacles is well-balanced and makes this a prime place for normal battles.

Strategy:

Notes:

-Hold Z while selecting this map to battle in the frame of this map.

Holosseum Name: Diamond Fences

Location:

Description: A stage with a peculiar wall pattern. Try not to get cornered.

Strategy:

Notes:

Holosseum Name: High-Rise Plaza

Location:

Description: A stage distinguished by two wall types: high columns and low triangular platforms.

Use the high walls to evade attacks.

Strategy:

Notes:

Holosseum Name: Basic Cell

Location:

Description: A Basic Arena with magma pools in its two corners. Be careful

when using a slide shot.

Strategy:

Notes:

-You can run past the larger magma pool by hugging the wall.

Holosseum Name: Diamond Cell

Location:

Description: A Diamond Fences stage with magma pools in its corners. Be careful around the molten areas.

Strategy:

Notes:

-You can run past the square magma pool by hugging the wall

Holosseum Name: High-Rise cell

Location:

Description: A High-Rise Plaza with magma pools in its corners. Be careful when fighting near the molten areas.

Strategy:

Notes:

-You can run past the large magma pool by hugging the wall.

-Be careful not to cut the corner with the triangular magma pool in it to sharp to avoid running into the pool.

Holosseum Name: Crevice Court

Location:

Description: An irregular arena with haphazardly strewn walls and obstacles. Use the unpredictable cover to help you attack.

Strategy: Use a fast robo with fast, long range weapons and run back and forth behind the uneven walls, shooting your opponent at every chance you get.

Notes:

Holosseum Name: L Formation

Location:

Description: A stage distinguished by L-shaped walls. Use the cover to your advantage.

Strategy:

Notes:

Holosseum Name: Checkmate Foundry

Location:

Description: A stage based on a factory. Learn to use the conveyor belts on the sides.

Strategy:

Notes:

-Remember not to run against the conveyor belts, as this makes you a slow, easy target.

Holosseum Name: Castle Keep

Location:

Description: A stage based on a castle's inner keep. Use the sprawling walls to your advantage.

Strategy:

Notes:

Holosseum Name: Castle Citadel

Location:

Description: A stage based on the inner citadel of a castle. The central wall where the stone lantern stands can be vital to victory.

Strategy:

Notes:

Holosseum Name: Lost World

Location: Final Battle in A New Journey with Rahu III

Description: A strange, organic arena with 4 round obstacles. The stage is somewhat large, so fight from an advantageous range.

Strategy:

Notes:

Holosseum Name: Flower Garden

Location: Your first battle with Anthony and Timothy in the park

Description: An arena based on a pleasant park. Use the central arch to your advantage.

Strategy:

Notes:

Holosseum Name: Chinese Bowl

Location: The Chinese restaurant owner in the training gym tournament in A New Journey

Description: A stage based on a Chinese bowl. Use the inclined environment to your advantage.

Strategy:

Notes:

Holosseum Name: Robo's room

Location: The washroom in the amusement park

Description: A stage reminiscent of a lavatory. The small area and large number of walls makes it somewhat difficult to move.

Strategy:

Notes:

Holosseum Name: Nature Park

Location: First encounter with Rahu in Bogey's

Description: A stage designed to mimic the natural world. Use the central bridge to take control of the entire stage.

Strategy: There are three main strategies that fit into this holosseum:

- 1) Do as you normally do. Not much else to say about this.
- 2) Go under the bridge do dodge attacks and sneak up on your opponent. This can be a great technique because the bridge blocks two sides. The only problem with this is that it works both ways as it tends to obscure your view too. A good weapon for this is the Dragon Gun as you are protected during the long pause after you shoot.
- 3) Go on top of the bridge so that you can hit your opponent almost anywhere on the field. I personally don't like this because you can also get hit from nearly anywhere. A good weapon for this Strategy is anything that goes fast.

Notes:

Holosseum Name: Little Locomotive

Location:

Description: An arena designed to look like a child's play area. Advanced fighters will use the train for both offense and defence.

Strategy:

Notes:

Holosseum Name: Merry-Go-Round

Location: The 'Fantastic Fighting Four' in the amusement park

Description: A stage designed to look like a merry go round. Fire at your foe from between the horses.

Strategy:

Notes:

Holosseum Name: Magma Hole

Location:

Description: If a robo walks on the middle of this stage, the ground will sink and allow magma to seep through.

Strategy:

Notes:

-The tower in the middle of the stage never sinks below the magma.

Holosseum Name: Magma Ruins

Location:

Description: A stage surrounded by a ring of magma. Over time, the magma slowly melts the stage...

Strategy:

Notes:

-Avoid moving near the edge as: 1)The magma rises 2)It is easy to knock you into the magma, which causes a great deal of damage.

Holosseum Name: Ice and Snow

Location: Your first battle with Marcia in the training gym tournament in A New Journey

Description: An arena covered in ice and snow. Watch your footing on the slippery floors.

Strategy:

Notes:

-Beware of sliding on the ice, especially if you are using a Little Raider or Formula legs

Holosseum Name: Frozen Field

Location: Your first fight with Sergei in Bogey's

Description: A field entirely covered in ice. Be careful when walking on the ground.

Strategy:

Notes:

-Beware of sliding on the ice, especially if you are using a Little Raider or Formula legs

Holosseum Name: Dead Line

Location:

Description: A conveyor belt that constantly feeds into a sea of magma. Don't let your robo drift to its doom.

Strategy: Use parts that immobilise or knock down your opponent to let him/her drift into the magma.

Notes:

Holosseum Name: Double Dead Line

Location:

Description: A stage bracketed on both sides by magma. The conveyor belts on the left and right sides move differently, so be very careful.

Strategy: Use parts that immobilise or knock down your opponent to let him/her drift into the magma.

Notes:

-Be aware at all times of which way the conveyor belts and walls are moving.

Holosseum Name: Panic Cubes

Location: Your first fight with Eliza at the Lab during the Z Syndicate raid

Description: An arena filled with vertically oscillating block obstacles. Master the terrain to achieve victory.

Strategy: Use a robo with a high jump or the High Jump Legs to move over the blocks with firing a weapon that goes up then comes down, like the Sword Storm Gun or the Tomahawk Bomb.

Notes:

-Try to avoid getting tapped in the middle of the arena

Holosseum Name: Panic Walls

Location:

Description: An arena that boasts retracting walls. Time the movement of the walls as you fight.

Strategy: Use a robo with a high jump or the High Jump Legs to move over the walls with firing a weapon that goes up then comes down, like the Sword Storm Gun or the Tomahawk Bomb.

Notes:

-Try to avoid getting tapped in the middle of the arena

Holosseum Name: Scramble Walls

Location:

Description: A more difficult version of the Panic Walls stage. The walls here elevate in an odd pattern.

Strategy: Use a robo with a high jump or the High Jump Legs to move over the walls with firing a weapon that goes up then comes down, like the Sword Storm Gun or the Tomahawk Bomb.

Notes:

-Try to avoid getting trapped in the middle of the arena

Holosseum Name: Loading Dock

Location: Holosseum test Tournament in The Grand Battle

Description: A stage distinguished by a suspended platform. It's always moving, so be careful.

Strategy: Use the High Jump Legs to get onto the platform from where you can bombard your opponent.

Notes:

Holosseum Name: Battle Gear Station

Location: Holosseum test Tournament in The Grand Battle

Description: A cogwheel-themed arena. Use the platforms atop the spinning cogwheels to gain the advantage.

Strategy: Stay on the cog-wheels and use a gun with good homing like the Dragon gun while the rotation helps you dodge attacks.

Notes:

Holosseum Name: Impact Craters

Location: Holosseum test Tournament in The Grand Battle

Description: An arena based on a ruined region. The ground splits and moves over time.

Strategy:

Notes:

-You cannot cross or fall through the gaps that appear

Holosseum Name: Sudden Death

Location: Holosseum test Tournament in The Grand Battle

Description: The smallest stage. Short-range battles here are always intense.

Strategy:

Notes:

Holosseum Name: Gigantix Sprawl

Location: Holosseum test Tournament in The Grand Battle

Description: The largest stage. Figure out your optimal distance and fight from afar.

Strategy:

Notes:

Holosseum Name: No Man's Land

Location: Z Leader simulation

Description: A stark arena with absolutely no walls. Attacks that don't normally hit your foe may work here...

Strategy:

Notes:

-Hold Z while selecting this map to battle in the frame of this map.

Holosseum Name: Practice Stage

Location: After beating A New Journey, it痾 the stage you fight in during the credits

Description: A stage designed for target practice and tactics training.

Strategy:

Notes:

Holosseum Name: Dark Star

Location: Earned through Vs. Battles (50 Battles with the same robo)

Description: An arena that mystifies the senses. Be careful; it's difficult to gauge the distance between you and your foe.

Strategy: A good body to use on this stage is a Strike Vanisher as it can be hard to keep track of it due to the disorientating views.

Notes:

-Try to avoid getting disorientated by the spinning and changing of the view

< [5] CONTACT INFO >

Here's how you can reach me:

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E-Mail: silver_zarch@hotmail.com

Please do not send chain mail, junk mail, etc. to my e-mail address. Anyone doing so will be immediately blocked.

Due to circumstances beyond my control, I am not able to complete the Locations section of the Holosseum listings. Any information provided would be greatly appreciated, by me and the readers of this FAQ. Proper credit will be given.

< [6] SPECIAL THANK >

I would like to thank the following people:

- Nintendo, for making such an awesome game
- CJayC and rocketlauncher, for posting this on their sites
- My parents, for obvious reasons
- My brother, for paying for half of the game

< [7] SPECIAL CREDITS >

This is for people who have helped out.

I would like to thank:

- TheGreenReaper for the No Man's Land info
- acel580 for the No Man's Land description, Dark Star info among other things

< [8] LEGAL INFO >

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