Custom Robo V2 (Import) FAQ

by Scott Lewis   Updated to v0.10 on Dec 17, 2000

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Custom Robo V2 FAQ/Walkthrough v0.10
Updated December 17th, 2000
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Nintendo 64
Designed by Noise (Marigul)
Published by Nintendo
Released November 10th, 2000 in Japan

FAQ/Walkthrough written by
    Scott Lewis (slewis@cc.gatech.edu) and
    Todd Lewis  (joinordie@hotmail.com)


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===========
1  Overview
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Custom Robo V2 is a Japanese Nintendo 64 game that plays like a
cross between the Pokemon Trading Card Game and Virtual On.  The
player competes in robot battles in training areas in 3D robot
fights against others robots.  If the player wins the battle,
they often win new robot forms or new features to use on their
robots.

Goals of this FAQ, in order, are:
1. Provide English descriptions of the game controls so that
     players that cannot read Japanese can enjoy the game.
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2. Describe most of the weapons and items to remove the guesswork
   of customizing your mech
3. Provide a simple walkthrough for the game
4. Drum up interest so that this game gets released in the US!
   It's a great game!

The game is in Japanese and neither Todd nor I speak Japanese or
currently have a Japanese dictionary. The game contains a great
deal of Japanese, but the actual robot battles can be enjoyed
without knowing the language.

If someone is willing to help us translate some of the menus and
other items in the game, it would be a great help to us and the
community and would mention you in high regard in our "thanks!"
section.

1.1 Importing Questions

Custom Robo V2 is overall a very import friendly game. It does
feature a large amount of text in adventure mode and in the
multiplayer menus, but it is easy to try out each of the options
to understand what they do.

Fortunately for importers, Custom Robo V2 is a very standard RPG
style game, and anyone who is familiar with video games should
understand a number of the dialogs. For example, when a dialog
appears on the screen with two options, it is often a "yes" or "no"
dialog. Yes is always on top and no is always on bottom. Yes also
has fewer characters than no.

Knowing when to choose which one is very context dependent. We
will outline the dialog choices in the main menu system to prevent
players from accidentally erasing their progress, but we will not
be able to cover every dialog in the game. Fortunately, the single
player game dialogs never do anything destructive (to our
knowledge) and even if you answer incorrectly, they often give you
a second chance to answer again.

1.2 General Guidelines

Always remember that a game dialog will never default to a
destructive action, like erasing your game. Otherwise people who
accidentally tap the button may lose their information. So when in
doubt, go with the option that they initially chose. One exception
is that characters will ask you if you understood what they said,
and if you choose the default, they will repeat themselves. If you
notice characters repeating the same stuff again in a dialog
situation, choose the other answer to get out of the loop.

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2 Game Options
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2.1 Main Game Menu

This is the menu that appears after pressing start on the title
screen. The five choices in order are:

Single Player Either go on an adventure or compete in tournaments,
               both earn you new robot parts to use in the other
               modes

1 vs 1 Battle Go one on one robot battles with a friend

2 vs 2 Battle From two to four players battle in a tag team robot
                battle mode

Training Mode Hone your skills in the training mode against the
                drone robot with customizable AI

Options   Game options

- - - - - - - - - -
2.1.1 Single Player
- - - - - - - - - -

This is the main adventure of the game, where the main character, a
young boy who just got his first fighting robot, fights a bunch of
other robots. You can earn new battle arenas, robot bodies, and
robot parts by playing this mode.

After you choose Single Player Adventure from the menu, you will be
given an option to choose a save slot to use for your single player
game.

If you choose a vacant save slot, you will create a new game.
Creating a new game will prompt you to add your name. You can
press the R shoulder button to select different Japanese characters
as well as English characters. I would suggest writing your name
in English so that you know when you are being talked about during
the adventure. (Not that you will know what they are saying, but
it does help comprehension by being able to recognize your name,
honest!)

Then the game prompts you to choose between two choices. These are
two game modes - the first is the story mode where you have an
adventure with your character and the other is a tournament mode
where you compete for new parts in duels. The tournament mode is
only available after you complete the single player mode. Choosing
either will start those game modes.

- - - - - - - - - -
2.1.2 1 vs 1 Battle
- - - - - - - - - -

This mode allows two players to play matches against each other.

/First Menu - Select # of Rounds/

- 3 rounds
- 5 rounds
- 10 rounds
- Infinite (translation needed)

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/Second Menu - Level Selection/
See Section 3.2.1

/Fourth Menu - Robot Customization/
See Section 3.2.2

After the board has been chosen and the robots customized, the
battle begins.  A player wins a round by either knocking their
opponent's robot health to zero or, if there is a time limit for
the level, by having the higher health value at the end of the time
limit.  The first player to win the amount of rounds set initially
wins the match.

/Pause menu/
The pause menu has three options:

Continue     Unpause and continue the match
Controls     Display a graphic of the robot's controls
Quit         Quit the fight and return to the Level Selection
                menu

- - - - - - - - - -
2.1.3  2 vs 2 Battle
- - - - - - - - - -

This mode allows from two to four players to play matches against
each other, similar to Capcom's VS series of games.  The battles only
feature two robots in the arena at a time, but the robots can be
switched by pressing the top C button on the controller.  Robots that
are not on the battlefield do not heal unless they are under 150
health, at which they will heal up to 150 health.  When one robots
health reaches zero, the entire team loses, regardless of the
health of the robot offscreen.

/First Menu - Select # of Players/

1p vs 2p  Both players choose two robots and control both of them
             in combat.

1p vs 2p  One player chooses and control two robots while the other
      3p    two players join forces, each customizing their own
             robot to take turns fighting player one.

1p vs 3p  Two teams, each with two players with customizable robots.
2p     4p

Tutorial  A cute but lengthy introduction to the concepts of 2 vs 2
             battle.

/Second Menu - Select # of Rounds/

- 3  rounds
- 5  rounds
- 10 rounds
- Infinite (translation needed)

/Third Menu - Level Selection/
See Section 3.2.1
Note - there is no time limit in 2 vs 2 mode.
```

/Fourth Menu - Robot Customization/
See Section 3.2.2
There is a difference from the other Robot Customization Menus
in that the features for all four robots are displayed on the
screen at once and there is not enough room for the view window
to display the appearance of the weapons you are selecting.

After completing the robot customization phase, the four robots
do battle, two at at time. The first one to damage one of the
opponent's robots to zero health wins.

/Pause menu/
The pause menu has three options:

Continue   Unpause and continue the match
Controls   Display a graphic of the robot's controls
Quit   Quit the fight and return to the Level Selection
                  menu

- - - - - - - - - -
2.1.4 Training Mode
- - - - - - - - - -

This allows the player to test their skill and new robot
customizations against a computer (or human) controlled robot.
The player can customize their opponent's robot and set their
fighting style and skill level.

/First Menu - Level Selection/
See Section 3.2.1

/Second Menu - Robot Customization/
See Section 3.2.2

There are two features unique to Training mode in the Robot
Customization mode. Both new options appear at the bottom of
the screen near the opponent robot. The first one is difficulty
setting, where the player can set the skill of the opponent, or
choose to have the second player control the robot. The
second one is fighting style. You can choose to have the robot
play a primarily ground game, a flying game, or an evasive
long range game.

If either robot's health goes to zero, their health immediately
restarts at 1000 points. If they recieved more damage than they
had health points, the remaining damage is deducted from the
1000 start points. For example, if a robot is at 50 health and
recieves 75 points of damage, 50 points of the damage would
destroy the robot and then the other 25 would spill over to the
new 1000 points, effectively starting the robot at 975.

/Pause menu/
The pause menu has five options:

Continue   Unpause and continue the match
Robot Customization Return to the Robot Customization menu
Level Select   Return to the Level Selection menu
Quit   Return to title screen of the game
Controls   Display a graphic of the robot's controls

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- - - - - - -
2.1.5  Options
- - - - - - -


The options menu screen has 5 choices.

They are in order:
  - ??? (two choices, default left)
  - ??? (two choices, default right)
  - ??? (two choices, default left)
  - ??? (two choices, default right)
  - Erase Game

Choosing Erase Game will create a dialog asking if you are sure
that you want to erase your game.  The default is no, so you have
to choose yes.  It will prompt you again to make sure, so choose
yes if you are sure.  (We learned this the hard way!)

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2.2  General Menus
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These are menus that appear a number of times in the game and
follow almost all the same rules.

- - - - - - - - - - - - - -
2.2.1  Level Selection Menu
- - - - - - - - - - - - - -


The player chooses what level they want to battle on for this menu.
The player can unlock more maps to play on by playing through the
single player adventure game.  Often when a map is featured in the
single player mode, it is unlocked in this menu.

Controls

Analog stick        Navigating the menus and highlighting the
                      appropriate map
A button            Selects
B button            Cancels
C buttons           Brings up a help menu listing the controls
L shoulder button   Nothing
R shoulder button   Toggles random secret mode.  Once random secret
                      mode is activated, when the player presses the
                      A button to select a map, one is chosen at
                      random and the map display window displays
                      snow.
Z trigger           Provides description on how to perform random
                      level select
Z + A               Randomly selects a map to play, but the results
                      are visible, unlike using random secret mode.

Once a map has been chosen from the menu, the map will zoom in for
a closer view of the level.  In 1 vs 1 mode, the player will be
given a choice of time limits, between 120 seconds and infinite
time.

- - - - - - - - - - - - - - - -
2.2.2  Robot Customization Menu
- - - - - - - - - - - - - - - -
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This screen allows the player to optimize their battle robot with
parts such as body, gun, missle, pod, and footwear. New parts can
be earned by defeating opponents in single player mode.

The menu options

Body   Choose the body for the robot. The body effects the
           movement speed, dash style, and amount of damage that
           can be taken before the robot falls down.

Gun   Choose the primary gun for the robot, which is fired by
           the A button.

Bomb   Choose the bomb for the robot, which is a secondary
           indirect attack activated by the B button. Usually
           only one bomb can be fired at a time.

Pod   Choose the robot's pod which is backpack can be used by
           the Z button to drop or fire items at the enemy. Often
           these items track the opponent and explode when nearby
           to inflict damage.

Footwear   Choose the robots boots. This effects the robot's
           jumping height and dashing styles.

Handicap   Choose the starting health of the player. For example,
           if 100 is selected, the robot will start with 1000
           health. If 20 is selected, they will start with 200.
           (Available only in 1 vs 1 and 2 vs 2 multiplayer modes)

Tactics   Choose the fighting style of the drone robot. The first
           option allows the second player to control the robot.
           The next three are ground, air, and long range accordingly.
           (Available only in training mode)

Difficulty Choose the difficulty setting of the drone robot. The
           first four directly control the difficulty, with the
           first top most option being very easy, proceeding to
           the fourth option which is very hard. The last menu
           option on the bottom seems to be very easy. I'm not
           sure what it is supposed to do.
           (Available only in training mode)

The controls for the Robot Customization menu are:

Analog stick   Highlights menu items
A button   Selects
B button   Cancels
C buttons   Show information on the highlighted item
R shoulder button Toggle secret mode to hide selections from your
                     opponent
L shoulder button Nothing
Z trigger button   Prints a text message at the bottom (???)
Start   Submits changes to robot
Z + A   Randomly assigns the robot's attributes

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3 Battle Information
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The robot battles involve two robots in an arena fighting using their various weapons. Most matches start with both robots being fired out of a player controlled cannon at the start of the round. Then the dice transform into the robots and the battle begins.

3.1 Pre-fight Launch

Before most fights, both robots are in dice form in a launcher placed somewhere in the level. The players can aim the cannon for their robot using the analog stick anywhere in the level.

Once both robots have been launched, the dice roll around. The icon on the dice represent appropriate parts of the robot. The "top" of the dice represents the head, the opposite side represents the feet, and each side represents each arm. The front and back represent the front and back of the actual robot.

How fast a robot can begin fighting is determined by the orientation of the dice. If the robot lands with his head up, his feet start on the ground and he can move almost immediately after he transforms. Conversely, if the feet are at the top of the die, the character starts on his head and takes a while to stand up.

Button mashing helps the robots get on their feet faster.

3.2 Battle Controls

These are the controls for the robot after they have transformed from dice form and are standing on their feet.

Analog stick   Moves your character around the play area
A button   Fires the primary gun
B button   Fires the secondary missle weapon
                   If you hold the B button down, you will see a red
                     target on the ground that you can move around
                     with the analog stick. Releasing the button
                     will fire the bomb at that location.
C left button   Melee attack (on ground only)
C right button   "
C down button   "
C up button   Switches robots (2 vs 2 Multiplayer mode only)
L shoulder button "
R shoulder button Jumps, pressing again after the jump may result
                     in a dash depending on the character chosen.
                     Some characters can have many dashes.
Start button   Pauses the game and brings up pause menu

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4 Task list
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4.1 Stuff we can do

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Pause menu for single-player mode
Does the body part that you land on effect the power of that
   item?
More battle specific information
Walkthrough
Guide to all the items
Explaination of Single Player Battle
Purpose and Properties of Dice


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4.2  Stuff we need help with
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Since we don't know Japanese, any translation help would
be awesome.


The items we need translated in order are:
- Options menu choices
- The fifth option in the round select menu
- Text that appears in the bottom of the Robot Customization
    screen when the Z trigger button is pressed
- Any very basic info that we have missed (i.e. controls,
    basic options, etc.)
- The body statistics on the Robot Selection Screen - we
    know there are four, but what are they?
- The weapon statistics on the Robot Selection Screen -
    ditto above.
- Anything at all about the plot - names, locations, etc.
- Translations for robot part names


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5  Thanks!
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- Mad props to Noise for making this game.  It's great fun.
- Props to Nintendo for releasing it.  Any chance for a US release?
    What about a sequel for GameCube sequel, eh?
- CJayC for hosting this FAQ at www.gamefaqs.com


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6  Version Information
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0.10 (Dec 17th, 2000) - Added 2 vs 2 time limit comment
                        Added pause menu info for every mode
                           but single player mode
                        Added info on the launcher and the
                           dice
                        Rearranged the FAQ to put the
                           menus before the battle information


0.09 (Dec 17th, 2000) - Almost got to the point where the
                           the basic options of the game are
                           fully specified.  Soon to be
                           moving into the single player
                           mode.
                        Fixed the layout to print correctly
                        We have come to believe that the
                           fifth item in the round selection
                           menu is infinite, but we would
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                              love to have some confirmation on
                              that by someone who knows Japanese.
                        Elaborated on the fixes for the Robot
                            Customization Menu
                        Added explaination of how handicaps work
                        Filled in the 2 vs 2 section
                        Filled in the Training Mode section
                        Added more things to the to-do list!  :)
                        Fixed a number of oversights

0.02 (Dec 16th, 2000) - Added bomb targetting to controls
                        Created level selection menu and robot
                            customization menu areas describing the
                            features available.
                        Flushed out 1 vs 1 battle mode more.

0.01 (Dec 15th, 2000) - First version of the FAQ
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