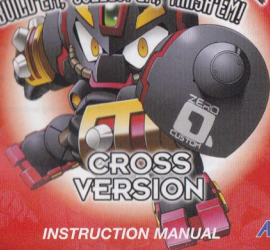


GAME BOY ADVANCE

AGB-ACVE-USA

ROBOPON²

BUILD'EM, COLLECT'EM, TRASH'EM!



CROSS
VERSION

INSTRUCTION MANUAL

ATLUS[®]

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT 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 black outs triggered by light flashes, 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
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
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

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

AIM FOR THE TOP! ROBOPON MASTER!



LISA

Cody's girlfriend.
Lively and cheerful!

DR. DISC

Lisa's father. He
studies Robopon.

CODY

The main character.

BISCO

Cody's rival. He
picks on Cody.

???

Everything about this
masked man is
shrouded in mystery.

DR. ZERO

He lost his title of
Legend 1 to Cody.

Having gained the title "Legend 1," Cody is forced to enter a tournament for the Title of "Master." But, on his way to the tournament, a freak storm has blown him off course to an island far from home! He has survived, but a new battle awaits him!

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CONTROLS

L Button

Control Pad

START

SELECT



R Button

A Button

B Button

WORLD MAP



The controls for the World Map.

+ Control Pad	Move the main character
A Button	Enter towns, etc.
B Button	Hold down to dash
L Button	Zoom out
R Button	Zoom in
START	Not used
SELECT	Not used

NORMAL MAP



The controls for the Normal Map.

+ Control Pad	Move the main character
A Button	Talk/Open doors/Open treasure chests/Examine
B Button	Hold down to dash/Cancel
L Button	Next message
R Button	Previous message
START	Menu Screen
SELECT	Not used

SHOP SCREEN

The controls for the Shop/Status Screen.

+ Control Pad	Move cursor
A Button	Decide
B Button	Cancel
R Button	See Note Below *
START	Not used
SELECT	Not used



* When buying items at a Parts Shop, this displays the changes to the Robopon you have if you were to equip the part selected L / R Button Switches between Robopon in the Status Screen.

BATTLE

The controls for the Battle Screen.



+ Control Pad	Select icon / Move cursor
A Button	Decide
B Button	Cancel (once the Battle Slot begins spinning, you cannot cancel)
L Button	Not used
R Button	Not used
START	Not used
SELECT	Not used

HOW TO START THE GAME

Insert the Robopon 2 Game Pak into the Game Boy® Advance and turn the power on. If you press the A Button or START during the opening demo, you will skip to the title screen.

Use the + Control Pad to select the mode you want to play and press the A Button to decide.

START

Start from the beginning of the game. Pick this if you're playing the game for the first time.



IF YOU PICK NEW GAME . . .

If you pick "New Game" the opening event will begin. To proceed through the conversations, press the A Button when the ▼ mark flashes. During the opening event, you will be able to input the main character's name. It can be up to 5 letters, numbers, or symbols. Use the L and R Buttons to switch between them. If you do not indicate any changes, he will be called "Cody." After this, you must enter your birthday.



OPENING
EVENT

ENTER
NAME

ENTER
BIRTHDAY

BEGIN YOUR
JOURNEY

CONTINUE

Start from where you last saved the game. You can only save 1 data file.

LINK

Using a Game Boy® Advance Game Link® Cable, you can play 2 different games. (Pg 31)

GAME SCREEN

For 4Tune Battle (pg 33) and Panel Attack 27 (pg 39), please refer to their respective pages.

MAP SCREEN

Towns / Dungeons

The towns and dungeons you can currently go to. You can go inside by pressing the A Button while on top of it.



- A** Where the main character currently is.
- B** A place you cannot go yet. As the story progresses, it will become accessible.
- C** A newly accessible place.



More locations will become accessible as you progress through your journey! Don't give up!

MENU SCREEN

You can access the menu screen watch you get from Lisa by pressing START.

ROBOPON

You can check your Robopon's status and equip/install Parts and Software.

- 1 Name/Level**
Also displays the Type and Class of the Robopon selected.
- 2 Experience**
Experience needed for the next level
- 3 Oil Type**
Displays the Oil Type of the selected Robopon. (pg 42)
- 4 Status**
Displays the HP, EP, Attack, Defense, Speed, Force, and Will of the selected Robopon.
- 5 Robopon Picture**
- 6 Items Installed**
Displays the Parts and Software installed in the Robopon selected.
- 7 Parts / Software / Auto / Color**
You can equip / install Parts and Software, and customize the Robopon's color.



ITEM



You can use the items you have here.

TYPE

- 1** Item, Parts, and Software are displayed according to type.

USE / DUMP

- 2** You can use or throw away items with this command.

DESCRIPTION OF ITEM SELECTED

- 3** The description of the item you have selected will be displayed here.

You can hold up to 20 of each type of item (Item, Parts, and Software).

SPARK



You must have the "Battery Folder" or else you cannot use it.

BATTERIES YOU ARE CARRYING

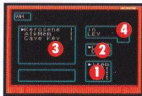
- 4** Displays all the Batteries you currently have here.

BATTERIES SELECTED

- 5** The Batteries you select are set here.

WAREHOUSE

You can store items here.



First pick the type of "Item" you want to store or remove from the frame (1). Then pick "STOR" or "RMOV" from (2).

"STOR"

The items you are carrying will be displayed in (3). Pick the items you want to have stored from there and use the + Control Pad to select the number you want to store in (4) and press the A Button.

"RMOV"

The items you have stored will be displayed in (3). Pick the items you want to remove from there and use the + Control Pad to select the number you want to remove in (4) and press the A Button.

*You cannot store or remove Robopon here. (pg 22)

DATA

You can check miscellaneous information here.

- 1 Main Character's Name / Birthdate / Title**
- 2 Total Play Time**
- 3 Amount of Money**
- 4 Number of Robopon Obtained**
Includes all ways you have obtained Robopon, not just by Sparking.
- 5 Number of Saves**



If you press the A Button on this screen, you can view the Robopon List (pg 20).

HOW TO PLAY

Here you will learn how to play the game.

TOWNS

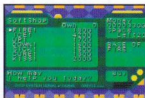
The main character has been washed ashore in Baba Village after being caught in a storm. You will meet people in various towns who will give you items or useful information. So be sure to talk to everyone.

There are also people who will challenge you to a Robopon Battle. If you win, you can get money and Batteries.



Gathering Information

You can get info on where to go next and find new Robopon.



Powering Up

There are shops that sell Items and Parts.

WORLD MAP

After you have prepared, it is time to leave the town. You will find yourself on the World Map and you should move to where you want to go.

DUNGEON

As your journey progresses, you will explore dungeons. There are many different types of dungeons, such as pyramids and caves. Here you will encounter enemy Robopon. There may be unexpected events as well ...



BATTLE ENEMIES

Build up experience by fighting enemies. Find Treasure Chests. You may find rare items!



SAVE OFTEN!

You can save anywhere in a town or dungeon. Be sure to use the "Save" command in the Menuscrin often!

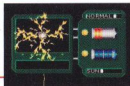
When all your Robopon are scrapped, the game is over.



WHAT IS A ROBOPON?

Robopon are robots. Here you will learn more about them!

Robopon are created from Batteries! Robopon are created by combining 2 Batteries and Sparking them. You can get Batteries from people in towns or from treasure chests in dungeons. Don't miss them!



WHAT ROBOPON WILL BE CREATED?

The Battery Combination is the Key!!

Depending on the Battery combination you use, the Robopon created will differ. Even if you use the same NORMAL Battery, combining it with a MILD Battery produces a weak Bulbot, while a HYPER Battery gives you a Wobble, a Robopon with high defense.

Normal Battery
+
Mild Battery
Bulbot



Normal Battery
+
Hyper Battery
Wobble



THERE ARE 3 TYPES OF ROBOPON

There are 3 Types of Robopon! Depending on the type of Robopon you have, the Parts it can / cannot equip will differ.

Arm Type

Has very high attack power. All other parameters are also well balanced.

Move Type

These Robopon are very quick. Many Robopon of this type can be used for transportation.

Boot Type

They are slow, but have high offense and defense. They cannot install any Parts or Software.

ENHANCE YOUR ROBOPON

Enhance Your Robopon!

As shown below, you can enhance your Robopon as you level up. When you enhance your Robopon, not only do your Robopon's parameters go up, but they can also learn new skills.

INSTALLING PARTS & SOFTWARE

Parts are components that include weapons and armor. Installing them will raise the various parameters of your Robopon. Installing Software will allow you to use various skills.

Using skills will diminish EP (Energy Points).



HOW DO YOU ENHANCE

You can enhance your Robopon at the Robopon Lab. When the message "Enhance" appears after you level up, take your Robopon to the Lab.

CUSTOMIZE YOUR ROBOPON

On the Menuscrin menu, if you select "Color" from the "Robopon" menu, you can alter the color of your Robopon. Use the + Control Pad to change your Robopon to your favorite color.



BATTLE EXPERIENCE

During battles, you mostly attack with direct attacks and skills. You will gain experience once you defeat the enemy.

ABNORMAL STATUS

Sometimes during battle you will receive an attack from the enemy and become ill. You can use items or skills to recover from these abnormal statuses. Your Robopon automatically recover from abnormal status at the end of the battle. However if a Robopon is Scrapped, it must be repaired at the Lab.

Reboot
Hacked

You cannot attack for 1 turn
You can't use a skill for several turns

Suspend

You cannot move
(recovers if you get hit)

Rust
Fog

You take damage every turn
Accuracy down

WHAT IS THE ROBOPON LIST?

If you press the A Button on "Data" in the Menuscrin menu, you can view the Robopon List. The List has information about your Robopon. There are a total of 185 Robopon! Try and complete your collection!



VISITING TOWNS

There are towns and villages everywhere on the continent of Majiko. Inside them there are many shops selling Parts and Software. Each shop has their own selection of items, so be sure to stop by and check out every one.



Item Shop

Buy Items such as Kerosene



Part Shop

Buy Parts for your Robopon to use



Software Shop

Buy Software for your Robopon to use

Battery Shop

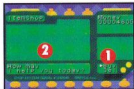
A shop that appears inside Hoffman Tower

HOW TO BUY & SELL AT SHOPS

When you talk to the shopkeeper, a screen will appear like the one at the top-right.

If you are going to buy, select "Buy" from (1) and select from the choices you have in (2).

If you are going to sell, select "Sel" from (1) and select from the choices you have in (2).



ROBOPON LAB

 They repair and enhance Robopon here.

Repair

You can have any damage fixed for free. If your Robopon becomes scrap, you will have to pay according to its level to have it revived.

Enhance

If you have a Robopon that has reached a level where it can be enhanced, bring it to the Lab. Remember, some Robopon cannot be enhanced no matter how much they level up.

Hoffman Tower Service Line

If you talk to a certain Robopon, you can store and remove Robopon from the Hoffman Tower.



LINK SPARK

Using the Game Boy® Advance Game Link® Cable, you can combine and Spark your Batteries and your friend's Batteries.

As shown on page 32, connect the Game Boy® Advance systems together with the Game Link® Cable and turn POWER switch ON. Both 1P and 2P must go to the Lab and select "Link Spark."

Once a connection is established the Spark screen will be displayed as usual. Both players are to set 2 Batteries each and press the A Button. A Robopon will be created from a total of 4 Batteries, and both 1P and 2P will get one. Maybe you can create a rare Robopon!

HOFFMAN TOWER

As the story progresses, the Hoffman Tower will be built right next to Baba Village, the starting point of the game. You can speak with Hoffman here.

Store Robopon

Use the + Control Pad to select the Robopon you want to store and press the A Button to decide.

Take Out Robopon

Use the + Control Pad to select the Robopon you want to remove and press the A Button to decide.



MUSHROOM SHOP

If you take a mushroom to Mushman in this shop, you can get a Spirit that follows you around. Each Spirit is different, and has a different effect when it follows you (pg 43).



PLAYLAND

In Playland there are all sorts of games you can play, such as Bingo.
There are rare items you can only get by winning here..!



PLAY 4TUNE BATTLE!

If you talk to the Robopon in Hoffman Tower, you can play the 4Tune Battle against the computer. For more information on the 4Tune Battle, please see page 31.



SEARCHING DUNGEONS

Within the dungeons where enemy Robopon lie, there are many traps and treasures. Here you will learn what goes on inside the dungeons. Be careful not to get lost!



TOUGH ENEMY ROBOPON

While you are walking inside a dungeon, enemies may suddenly appear and you will proceed into battle. The deeper you wander into a dungeon, the stronger the enemy Robopon become, so be careful.



RARE ITEMS!

There may be powerful Parts, Software or Batteries hidden within the dungeons. There may also be items needed for certain events. Make sure you find all the treasure chests!



USE YOUR HEAD

There are dead-ends and rooms with switches with mysterious mechanisms in the dungeons. You must solve the puzzles in order to proceed.



SURPRISE!

Sometimes unexpected events might occur in the dungeons, such as being challenged to a Roboapon Battle. You should save often, just in case.



DON'T MISS SECRET PASSAGES!

There are secret passages in certain dungeons! If you find a place you can't get into, look around!



WIN THE BATTLE!

In order to beat the enemy Robopon, you must first know the battle system. Read and remember the following before going into battle.

ENTERING BATTLE

When you encounter an enemy in a dungeon or are challenged to a Robopon Battle, you will enter the battle screen. Your Robopon are on the left, while the enemies are on the right.



FIRST ATTACK!

If your party is quicker than the enemy party, you can attack first! But remember, the same is true for the enemy party!

STRATEGY SELECT

The 4 icons on the bottom of the screen decide the actions of your Robopon. Use the + Control Pad to select which action you want to perform and press the A Button. If you select "Fight," the battle commands will appear.



FIGHT

Selecting this will bring up the battle commands.



AUTO

Your Robopon will battle automatically for 1 turn. The Battle Slot will not apply during Auto Battle.



ESCAPE

You will attempt to flee from battle, but you will not always succeed.



SCAN

You can view the Type, Class, Oil Type, and other data of the enemy Robopon.

BATTLE COMMANDS

The icons will change to battle commands. Use the + Control Pad to select the action you want to perform and press the A Button. If you want to cancel an action, press the B Button. You cannot, however, cancel Guard.



ATTACK

A direct attack using the Parts equipped.



TECHNIQUES

Use the techniques your Robopon has learned.



GUARD

The Robopon will defend itself.



ITEM

Use an item you have.

COMMAND EXECUTION

Once you select the battle command, the battle begins. Use the + Control Pad to move the crosshair over the target of your choice, and press the A Button to decide.



WHAT'S THE BATTLE SLOT?

When you attack the enemy using the "Attack" command, pressing the A Button will stop the slot. Depending on the icon you get, various effects will occur.



Miss!

Nothing will happen



Attack Up

The effects of your actions will go up by the amount written



The Bonus Slot will spin

Bonus! The slot will spin again.



Jackpot

Makes it harder to get a Miss You receive money in the same amount as damage the enemy receives



Money

You will receive money according to the amount of damage dealt to the enemy.



Experience

You will receive experience according to the amount of damage dealt to the enemy.



Recover all HP



Damage 1 enemy



Defeat all enemies



Recover some HP

END OF THE BATTLE

Victory arrives when all of the enemy Robopon are defeated. After you win, you can receive experience and money. You can also get Batteries!



IF YOU LOSE...

If all of your Robopon are defeated, the game is over. The game will then return to the title screen, and you will have to begin from where you last saved. Be careful!

SET THE AUTO-BATTLE FEATURE!

You can set the actions your Robopon will take during Auto Battle from the Robopon screen in the Menu screen. Press the A Button on "Auto" in the Robopon screen.



There are 3 different types of fighting patterns in "Auto."

PLAY YOUR FRIENDS

Using the Game Boy® Advance Game Link® Cable, you can have fun playing your friends. There are also 2 other games available: 4Tune Battle (2P) and Panel Attack 27 (4P) (pg 39)

MULTI-GAME PAK 2 PLAYERS

4TUNE BATTLE

You must have 2 Game Paks for this 2-player game. Please connect the Game Link® Cable as shown on page 32. Pick "Link" then "4Tune" from the title screen. Then pick the Robopon that you will play as. If you want to pick another Robopon, select "Yes" when the game asks you "Use a Robopon in the Warehouse?"

Select from the Robopon that you have stored. After you have selected your member to participate, you must pick which League you will play in. Then pick which battle you want to play and let the games begin!



HOW TO CONNECT THE GAME LINK® CABLE

4Tune Battle/Link Spark

What you need:

Game Boy® Advance systems - 2

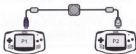
Robopon 2 Game Pak - 2

Game Boy® Advance Game Link® Cable - 1

How to Connect:

- 1) Make sure that the POWER switches of both Game Boy® Advance systems are turned OFF. Then, insert the Robopon 2 Game Paks into each system.
- 2) Connect the Game Boy® Advance Game Link® Cable to the socket on each system.
- 3) Turn the POWER switch ON on each systems.
- 4) Please refer to page 31 for 4Tune Battle.
Please refer to page 22 for Link Spark.

*Player 1 is the system with the smaller plug.



2-PLAYER GAME

JUMPER

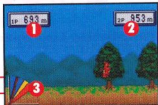
JUMPER

- 1) Player 1's current distance
- 2) Player 2's (COM) current distance
- 3) Angle Gauge - Shows the angle of the Robopon flying.

JUMPER RULES

In this game, players compete to see who can jump the farthest. When on the ramp, be sure to keep an eye on the wind direction. If you jump with the wind, you will fly farther! After you have jumped from the ramp by pressing the A Button, hold and let go the A Button, to keep your balance. If you do not land properly, your distance will automatically be set to "0."

There are 3 rounds in a game, and the one with the furthest total distance wins.



PUNCHER

PUNCHER

- 1) Robopon's name, level, and current record (1P)
- 2) Round indicator
- 3) Robopon's name, level, and current record (2P or COM)
- 4) Player 1's Robopon
- 5) Player 2's (COM's) Robopon
- 6) The Robopon's record when it hits the sandbag
- 7) The Timing Gauge - The farther to the right the meter is, the stronger the punch. If the meter stops on a skull mark, your turn will be wasted



PUNCHER RULES

In this game, players compete with their punch power. Powerful Robopon have the advantage here. Press the A Button to stop the Timing Gauge on the bottom-right corner of the screen. There are 3 rounds in a game, and the player with the most points wins.

Try to stop the gauge when it is furthest to the right!



ITEMAZE

ITEMAZE

- 1) The falling items
- 2) Robopon's name, level, and current HP (1P)
- 3) Round indicator
- 4) Robopon's name, level, and current HP (2P or COM)



ITEMAZE RULES

Items will fall down this twisting maze. There are items that hurt you and items that do not. Use the + Control Pad to select the end of the maze you think will have a safe item and press the A Button to decide before the opponent does. You can scroll the screen by pressing the B Button. There are 3 rounds in a game, and the one with the most HP remaining wins. Getting hit by dangerous items will lower your Robopon's HP. The Robopon whose HP falls to 0 will lose automatically.

Safe Items



Dangerous Items



You can recover HP by getting Safe Items!



BATTLER

You can fight the computer or your friends in a Robopon battle. All the controls are the same as a normal battle. Test the fruits of your labor!

Practice Mode

A practice match. The results are not saved.

Memorial League

The results of the battle are saved, but it doesn't affect your rank.

Premier League

The results of the battle are saved, and depending on the number of battles won, you get a rank name. You must have the "Hi-Medal" in order to participate.



HOW TO CONNECT THE GAME LINK® CABLE

Panel Attack 27

What you need:

Game Boy® Advance system – 2-4

Robopon 2 Game Pak - 1

Game Boy® Advance Game Link® Cable —1-3

How to Connect:

- 1) Make sure that the POWER switch is OFF. Then, insert the Game Pak into 1P Game Boy® Advance system.
- 2) Connect the Game Boy® Advance Game Link® Cables to each other.
- 3) Make sure that the 1P system has the smaller plug connected to it. Connect the rest of the Game Link® Cables to the sockets of each system.
- 4) Turn the POWER switch ON for all systems.
- 4) Please refer to page 39 for setting up Panel Attack 27.

*Do not connect more Game Link® Cables or Game Boy® Advance systems than you are playing with.

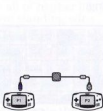
Please connect the Game Link® Cables and Game Boy® Advance systems as shown on the right.
(Notice the size difference of the plug where the Game Pak goes.)

CONNECTION TROUBLESHOOTING

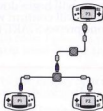
NOTE

The game may not function correctly or the Versus Mode may not function in the following cases.

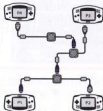
- When a cable other than an official Game Boy® Advance Game Link® Cable is being used.
- When the cable is not connected firmly into the sockets. When the Game Boy® Advance Game Link® Cable is either pulled out or inserted during communication between the systems.
- When the Game Boy® Advance Game Link® Cable is connected to the Junction Box. When more than 3 Game Boy® Advance systems are connected.



2-PLAYER GAME



3-PLAYER GAME



4-PLAYER GAME

**SINGLE-GAME PAK
4 PLAYERS**

PANEL ATTACK 27

**Single Game Pak
4 Players**

PANEL ATTACK 27

You Can Play with 2-4 Players with 1 Game Pak.

Please connect the Game Link® Cables as shown on page 37. Pick "Link" then "Panel Attack" from the title screen. If the Game Link® Cables are connected properly, the Panel Attack loading screen will appear, and the game will begin downloading. Once the download finishes, each player will confirm which Robopon they are using. After everyone presses START, the game will begin.



Robopon Select



Game Start

SINGLE-GAME PAK 4 PLAYERS

PANEL ATTACK 27



Each Player's life. The player whose turn it is will have his/her names high-lighted. You have 4 lives. If you cannot connect the path correctly, you lose a life. If you get hit by a Skull you will lose 2 lives.

PANEL ATTACK 27 RULES

In this game, players use the + Control Pad to connect the paths and lead the Skull to your opponents. When a player loses all of his/her life, he/she is out of the game. The last person standing wins.

The time it takes for the Skull to cross 1 panel is considered 1 turn. You can do as much as you want during that period of time.

You can move the panels next to the Empty Space by using the + Control Pad. i.e.) If you want to move the panel above to the Empty Space, press ▼.

You can rotate the panels next to the Empty Space. i.e.) If you want to rotate the panel above the Empty Space, press ▲ while holding down the A Button.

When the turn ends, the next player gains control.



ROBOPON LIST

Here are some Robopon you can make by sparking batteries.
Keep changing battery combinations until you get what you want!



SunZero

Type: Arm

Class: Punch

Oil: O

Designed for battles. It is a powerful Robopon that devastates its opponents with destructive power.



Scooter

Type: Move

Class: Land

Oil: B

A fad that's rapidly going out of style. He knows a lot of tricks.



Hexbot

Type: Boot

Class: Monster

Oil: B

A Mysterious being with arcane powers of darkness. It's loyal if you prove yourself worthy.



Tokbot

Type: Arm

Class: Fighter

Oil Type: O

A Robopon based on old cellular phones. It cannot fight at all in areas where the signal is weak. It is very powerful, though.



Meddy

Type: Arm

Class: Healer

Oil Type: ?

A nurse-type Robopon that is capable of general medical treatment. The giant syringe is actually a powerful machine gun.

**Timzup**

Timzup has a sense of humor, but can't laugh because it has 2 screws loose. It is very humorous.

Type: Boot

Class: Material

Oil Type: B

**Fighter**

A male fighting machine based off the popular Razor Robopon. Its specialty is its sharp movement.

Type: Arm

Class: Punch

Oil Type: A

OIL TYPE AFFINITY**DEFENDING SIDE**

	A	B	O	AB	?
A	Like	Hate	Hate	Hate	Like
B	Hate	Hate	Like	Like	Hate
O	Hate	Like	Hate	Like	Like
AB	Hate	Like	Like	Hate	Hate
?	Like	Hate	Hate	Like	Hate

**ATTACKING
SIDE**

PARTS LIST

Here are some parts you can get in the game. Depending on the Type and Class, your Robopon may not be able to equip them, so use the R button to check before you buy.

Part	Compatible Type	Attack	Defense	Speed	Force	Will
MagSword	Arm/Fighter	13	11	7	3	5
Ion Punch	Arm/Punch	11	10	9	4	6
MegaGlov	Arm/Punch	18	16	12	8	14
Whip	Arm/Sorcer	8	7	8	9	8
Can-Ball	Move/Land	10	8	12	3	7

SPIRIT LIST

Spirits come from mushrooms. The effects they have and the length of time they last vary from Spirit to Spirit. Here are a few examples ...

Name	Effect	Length of Time
Akibo	Lowers the price of items at the store	500 Steps
Carol	Lowers the chance of an encounter	500 Steps
Dimitri	Raises the chance of an encounter	30 Battles

SOFTWARE LIST

When starting off, you should buy "FIRE 1" for offense and "KISS 1" for healing. The more powerful the skill, the more EP it requires.

Software Name

FIRE 1
UP 1
DOWN 1
SICK
CURE 1
KISS 1

Learned Skill

Fire
Shield▲
Shield▼
Sleep
AntiRust
Kiss

Effect

Fire attack on 1 opponent
Powers up Defense for 1 ally
Powers down Defense for 1 opponent
Puts 1 opponent into Suspend
Cures Rust status of 1 ally
Recovers HP of 1 ally

COMBINING SOFTWARE

Robopon can generally install up to 3 pieces of Software. Depending on the combination of Software, you can use powerful skills!

Software Name

FIRE 1
WIND 2
DOWN 1

HATE 1
WIND 2
HATE 2

Skill

Fire
Sonic
Shield



ITEM LIST

Here are some items you can get over the course of the game.
It is a good idea to buy a lot of healing items before entering a dungeon.

Item Name	Effect
Kerosene	Recover 30 HP
Oil	Recover 80 HP
Start Up	Recover from Suspend
AtkMem	Raises MAX Attack power
Escape	Escape from a dungeon
10Volt	Recover 30 EP

GETTING ITEMS

There are other ways of getting items besides buying them at a shop.
There might be rare items in unexpected places!

- 1) From shops
- 2) From people
- 3) From treasure chests
- 4) From houses
- 5) From defeated enemy Robopon

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GAME HINTS!

1-900-225-5285 24 hours a day, 7 days a week. This call is \$1.25 per minute. Must be at least 18 years old or have parents permission to call. Touch Tone phone required. Call to listen to helpful hints that can help you master Tactics Ogre!

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The ATLUS logo features the word "ATLUS" in a bold, stylized font. The letters "A" and "L" are blue, while "T" and "U" are red, and "S" is blue. The letters are closely spaced and have a slight shadow effect.

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