



RiverCity

Super Sports Challenge

~All Stars Special~





Thank you for purchasing [River City Super Sports Challenge ~All Stars Special~].

Please read this manual before playing the game.

This document contains important information for your enjoyable gameplay.

Please refer to this manual for appropriate use of the software.

CONTENTS

- | | |
|------------------------|------------------------|
| 02 ▶▶▶ Display | 14 ▶▶▶ Getting Started |
| 03 ▶▶▶ Game Control | 15 ▶▶▶ Athletic Meet |
| 04 ▶▶▶ Program | 16 ▶▶▶ Single Play |
| 06 ▶▶▶ Items | 17 ▶▶▶ Free Battle |
| 07 ▶▶▶ Special Move | 17 ▶▶▶ Online Battle |
| 08 ▶▶▶ Main Characters | 19 ▶▶▶ Create |
| 10 ▶▶▶ Teams | 20 ▶▶▶ Option |

[About The Manual]

Notice: All screenshots in this manual are from a work-in-progress stage and may look different from the actual images on screen.

Display

Game Screen ▶▶▶



① Character	Character taking part in the program.
② Item	Dropped item.
③ Time Limit	Time left until the program ends. Everyone will be disqualified when the time is up (when it becomes 00:00), except for obstacle Relay. For obstacle Relay, you will go on to the next stage when the time is up. For the final stage, players who do not make it to the finish line will be disqualified.
④ Health	Shows the player's current health level. You will be disqualified if you get knocked down when your health gauge is empty.
⑤ Score	Shows scores and ranking for each program. When your score is deducted from 0, your score will be a minus value.

Game Control

Xbox360 Controller



Controller	1P(Keyboard)	Instruction	
Directional Buttons/ Left Stick	W,A,S,D	Walk / Dash / Movements in air, climbing up / Climbing down the walls, ladders, poles or swim [Menu] Select / Change screen / Settings	
B Button	O Key	Palm strike/Punch Pick up item/Use item/Catch item [Menu] OK [Single play event screen] Skip the dialogue	When you are knocked down, you can instantly pop up by Select, B, A and X Buttons.
A Button	U Key	Elbow attack/ Kick/ Throw item [Menu] Previous screen/ Close window [team/player selection] Cancel	
X Button	J Key	Jump [Winner announcement] Result details [Online Battle room list] Room re-search [Create registration list] delete registration	
Y Button	L Key	button [Online Battle room list] Create room [Create team list] Team detail	
Start Button	M Key	Pause Menu shown/hidden [Single play event screen] Skip the event [Loading screen for online battle] Ready	
Select Buttons	N Key	[Adjust option display] Initialize option settings	

(Note) You can adjust controller settings in option.

Program Description

Yumemicho Cross Country ▶▶▶

Race across Yumemicho! On your way to the finish line, you will have to run through houses or dash on the roofs! This thrilling stage is filled with infinite road adventure from climbing up mansions to swimming in the sewer!



Tips

You will get higher score by clearing each stage faster. Especially, the last player's playtime to cross the finish line will be counted as the winner's bonus score. Choose your character carefully considering their running speed and swimming speed for additional bonus score!

Obstacle Relay ▶▶▶

Dash through obstacle to cross the finish line!
You will run through a room filled with different types of hurdles!
Basic control is the same as the cross country game.



Tips

This is not a simple race! Attack your rivals and their damage will become your bonus score. Quick clear and higher ranks will also give you bonus score. Choose your character carefully considering their balance between power and speed for additional bonus score!!

Camphor Ball ▶▶

Form a random tag-team to climb up the pole and burst the camphor ball!
A team with a balanced mixture of climbers and beaters will win the game!



Tips

damage to the camphor ball will be your bonus score.
Choose your character carefully considering their punch power!
Anyone who manages to punch the ball will get a bonus score, which means... betraying might work here?

Battle Royal ▶▶

Random fight of four players! Only one single champion will survive! But beware! Once you're out of the arena, it'll be considered as K.O. regardless of your health! Basic control is the same as the camphor ball game.



Tips

Fight with all your heart and show off your skills cos any damage to your rival will give you bonus score! Strong captains and vice-captains are usually good in this program... but who knows? Maybe a wimp will give you a K.O.!

Items

Various items will appear in each stage of the program.
The following items will appear in the stages.

About Items ▶▶▶



Bomb

Explodes when you throw.
Blow the other characters
up ruthlessly!



Wooden Sword

Your choice! Throw or swing!
Either will be effective!
Some Special Movements
require the wooden sword.



Magic Wand

This magical wand will
change its appearance
when used.



Dumbbell

No particularly notable
effects, but still has nice
power and reach.



Tire

Flies in an arc and rolls for a while when
it lands. While rolling, it deals damage
even to knocked-down opponents. You
should hold this with both hands since
it's big and heavy.



Bowling Ball

Flies in an arc and rolls for
a while when it lands.



Vitamin Drink

Recovers your health.
one time shot.



Fighting Ring

You can use [Kaiten Torpedo] if
you have this. [Kaiten Torpedo] is
a powerful dash attack that can
only be used in camphor ball and
battle royal.

Special Move

Characters have their own Special Moves.

Special Move can also be used in programs other than battle royal.

[Special Move List] in option shows where you can use the Special Moves.

Main Special Move ▶▶▶



Mach Kick

All A button kick attacks will turn into continuous kicks.

Applicable Character Kunio

Mach skills also include punch skills like [Mach Punch], [Mach Chop], and weapon skills like [Mach Tataki]. [Mach FumiFumi] is a special attack for knocked down rivals.



Nuts Shot

You need an item for this skill. Hit the A button during dash jump and you will fall diagonally.

Applicable Character Kunio

Shooting skills also include many varieties such as [Kakkun Shot] which shoots an item at the opponent in a curve, and [Bakuretsu Shot] which shoots an item that explodes upon coming into contact with the opponent.



Aura Punch

Hold the B button.
Your fist will be charged with energy.
Takes time to use, but reaches very far.

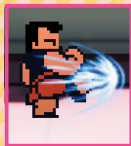
Applicable Character Saotome



Dragon Tail Kick

Hit the A button during jump for mid-AIR wheeling attack.

Applicable Character Ryuichi, Ryuji



Burst Dragon Kick

Hit the A button when you land after jump.
You will dash and hit the opponent with a powerful knee kick!

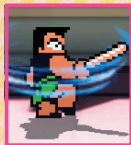
Applicable Character Ryuichi



Head-butting Special

All A button kick attacks will turn into furious head butt.
You can use this skill in race stages but it will restrict you from using elbow attack.
The opponent will be blown away when hit.

Applicable Character Goda



Stick Fighting Special

Press the B button when you have the wooden sword for wheeling sword attack! Wooden Sword is needed for this skill, but it's a super powerful Special Move with wide range and high damage.

Applicable Character Godai



Kaiten Torpedo

Press the B button when you have the fight ring for a powerful dash attack! All the characters can use this skill. (Except those who have [Mach Tataki] skill)

Main Character



Nekketsu High School

熱血高校



Kunio

The famous Hot Blooded Tough Guy of Nekketsu

- ▶ High School! **The captain of Nekketsu High Team.** Leading his juniors in the athletic meet, he aims for nothing else but victory!



Sugata

A 2nd year student idolizing

- ▶ Kunio. **Vice-Cap for Nekketsu High School team.** Bit of butthead, but has a strong sense of justice!



Nanase

An earnest 2nd year student with a

- ▶ warm heart. Sugata's best friend! People say he has a sworn brother in Reiho...



Takamine

A 1st year student of Judo Club.

- ▶ Does the dirty work for the team, and seems to have a useful source of information.



Morimoto

A fainthearted 1st year student.

- ▶ Decided to participate in the athletic meet to become stronger and manly!



Ichijou

A freshman from the countryside!

- ▶ Practicing to be a badass to forget his bullied days.



Hirosi

A 3rd year student and a friend of Kunio.

- ▶ A top student who idolizes badasses. An unexpected natural born gangster?



Hero

A 1st year student in Nekketsu High School! Your Player Character for

- ▶ **Single Play!** He decided to join the athletic meet to make his dull high school life interesting!



Momozono

A cheerleader from Nekketsu

- ▶ High School! A quick-witted and eloquent idol of the team!



Todo

- The new student council president of Reiho High School! He's the one who organized the athletic meet.
- A rich boy who hates badasses, he sabotages the Nekketsu team in various ways.



Hasebe

- Vice president of Reiho High School! MC of the athletic meet. The infamous gangster girl secretly known for her hidden power...?



Riki

- Ace of Hanazono High School! Captain of Hanazono team!
- Destined to be the ultimate frenemy of Kunio!



Saotome

- Pretty boy loyal to Riki. Vice captain of Hanazono!
- He grew up overseas and learnt how to practice Qigong.



Wataru

- No.2 of Hanazono attempting to be the best in the country! A skilled but cunning badass.



Ryuichi

- The older of the [Double Dragon Brothers]. Captain of Reiho High School, renowned for his special furious KICKS!



Ryuji

- The younger of the [Double Dragon Brothers]. Vice Captain of Reiho High School! Unlike his brother, he boasts a balance of PUNCHES and KICKS.



Kobayashi

- The leader of Reiho's Top 4! A clean Chop attack is his specialty. His personality turned dark after suffering from poverty after his dad's business failed.



Reika

- A lady from privileged family! Captain of Reiho Sports Team! Her bodyguards and butler protect her around.



Goda

- President of Takararyo High School, a Captain of Schools Union! His strong sense of justice and manly manner attract clouds of girls and boys to form a fan club.



Godai

- Ace of Tanibana High School and vice captain of Schools Union! Born-to-be fighter with narrow eyes. Called by the nickname [Stick Fighter], for his specialized skills on weapons!



Tinatu

- Captain of Yurigaoka Girls' High School, a school full of princesses! Goda saved her once from a pervert. Rumors say that she came to the athletic meet because she is a huge fan of him...

Team Introductions

Status description

Health... Character's health. You will be disqualified if you are knocked down when health is 0.

Punch... Determines your damage when you attack with your hands.

Kick... Determines your damage when you attack with your feet.

Weapon... Determines your damage when you swing item.

Throwing... Determines your damage when you throw item.

Agility... Determines running speed, jump and some Special Move damage.

Swim Ability... Determines swimming speed and some Special Move damage.

Strength... Determines defense, rising speed when you are knocked down and some Special Move damage.

Nekketsu High School ▶▶▶

Team of Captain Kunio, a pair of balanced Junior high school students, and three aggressive freshmen.

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Kunio	240	10	14	10	10	11	8	12	Mach Kick	Nuts Shot
Sugata	200	12	10	8	8	10	9	7	Bomb Punch	Bakuretsu Shot
Nanase	200	9	7	5	5	8	4	6	Double Chop	Sliding
Takamine	180	8	10	6	8	6	2	11	Spin Attack	-----
Morimoto	160	4	4	5	10	7	3	10	Obuobu Shot	-----
Ichijou	140	1	1	6	1	11	4	1	Hurricane	-----

Hanazono High School ▶▶▶

A power-focused team with many fight-oriented players. Nicely balanced team with an agile member to cover the slow members.

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Riki	250	14	10	10	10	8	8	14	Mach Punch	Tornado Punch
Saotome	210	12	8	8	8	11	10	6	Aura Punch	Dash Aura Punch
Maeda	180	13	12	9	7	1	1	13	Bakuretsu Kick	Mach FumiFumi
Yoshino	220	2	4	8	12	3	3	5	Mach Tataki	-----
Washio	180	6	6	6	6	12	12	8	Super Dash	-----

School Union ▶▶▶

Students from multiple schools united! Team with specialized sets of skills and unique status.

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Goda	230	13	1	8	10	11	9	14	Head-butting Special	Super Dash
Godai	240	8	8	14	12	8	5	10	Stick Fighting Special	Dunk Special
Nishimura	255	13	3	3	12	1	1	1	Charge Punch	Obuobu Shot
Kumada	210	3	5	3	11	2	2	7	Human Torpedo	Spin Attack
Sawaguchi	160	5	5	5	8	7	4	4	Mozu Otoshi Shot	-----
Hayami	140	2	10	2	2	12	7	5	Hurricane Crash	-----

Reiho High School ▶▶▶

Strong team with captain-level players,
good for both race and fight stages.

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Ryuichi	240	10	13	8	7	11	8	7	Burst Dragon Kick	Dragon Tail Kick
Ryuji	230	13	10	7	8	11	9	7	Dragon Fist	Dragon Tail Kick
Kobayashi	230	12	10	10	5	10	4	10	Mach Chop	Double Chop
Mochizuki	200	4	2	8	8	15	11	6	Nitro Attack	Super Dash
Hayasaka	200	2	4	8	3	3	2	2	Mach Tataki	-----
Otonashi	180	6	2	2	1	6	5	4	No-ten Chop	-----

Reiho Shitenno ▶▶▶

A team led by Reiho's Top 4 who has high stats.

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Kobayashi	230	12	10	10	5	10	4	10	Mach Chop	Double Chop
Kinoshita	220	10	12	9	9	9	6	12	Jump Guillotine	Mach FumiFumi
Taira	210	7	8	11	10	7	3	7	Boomerang Shot	Mach Tataki
Mochizuki	200	4	2	8	8	15	11	6	Nitro Attack	Super Dash
Aoki	160	10	6	6	5	5	3	8	Mach Punch	-----
Tomiyama	140	2	5	2	5	11	12	3	Torpedo Swim	-----

Reiho Former Student Council ▶▶▶

A stable team with all the members having balanced stats.

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Onitsuka	250	12	8	7	6	7	6	13	Human Drill	Jump Elbow
Matsudo	210	2	3	4	5	4	4	11	Metamorphosis	-----
Nakamura	220	10	10	5	4	6	2	10	Bakuretsu Kick	Double Chop
Koga	200	7	11	4	6	9	8	4	Overhead	Bakuretsu Shot
Ichikawa	180	4	4	2	2	10	12	7	Super Dash	-----
Muto	140	2	7	3	2	7	3	6	Jump Guillotine	-----

Reiho Athletics Team ▶▶▶

A sports team with many good runners.
Each member has a unique personality.

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Reika	150	2	3	6	11	13	13	1	Double Jump	Hoehoe Shot
Morisawa	170	9	8	4	12	9	6	14	Inazuma Shot	Spin Attack
Goto	180	8	4	5	10	11	8	5	Kakkun Shot	Super Dash
Kunitachi	170	4	7	12	5	8	2	9	Hurricane Crash	Sliding
Irie	170	2	10	1	2	9	6	2	Overhead	Sliding
Kawada	190	6	2	3	5	5	2	7	Dunk Special	-----

Meian High School ▶▶▶

An unbalanced team with many members having unconventional Special Moves and unique stats.

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Kato	230	4	10	13	5	5	3	6	Yamada no Jutsu	Tsubame Gaeshi
Takahashi	250	12	10	3	3	11	8	12	Human Drill	-----
Sasaki	210	3	5	3	12	8	4	8	Obuobu Shot	Hoehoe Shot
Hayasi	130	2	2	2	9	9	6	1	Nitro Attack	Warp Shot
Kimura	240	3	3	3	3	12	12	9	-----	-----
Yamazaki	120	4	2	10	1	6	1	3	Yamada no Jutsu	-----

Akiba High School ▶▶▶

A team with average abilities but special Special Moves. It is said that they imitate the strongest skills.

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Takaoka	190	12	7	8	8	12	7	11	Aura Punch	Spin Attack
Kawanaka	190	9	9	9	9	9	6	9	Mach Kick	Double Lariat
Fukuma	150	10	3	2	3	11	7	8	No-ten Chop	Double Jump
Motowaki	170	5	5	5	5	13	14	10	Super Dash	Bakuretsu Shot
Kamikawa	120	4	1	4	1	3	1	8	Hurricane	Bomb Punch
Chitose	110	8	2	3	2	5	1	7	Mach Chop	Human Torpedo

Senridai High School ▶▶▶

High health but pathetic with weapons. In one word, they only have grit.

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Sonokawa	250	8	10	7	8	10	10	11	Big Bang	Super Dash
Mori	240	11	11	5	5	8	5	10	Mach Punch	Mach Kick
Ito	240	12	1	2	2	4	1	8	Double Lariat	Tornado Punch
Ogura	240	3	11	4	3	8	4	12	Bakuretsu Kick	Overhead
Sakagami	240	4	2	4	8	9	7	6	Kakkun Shot	-----
Tsushima	240	2	5	2	7	4	3	2	Compression Shot	-----

Kagemura High School ▶▶▶

Short, mid and long range styles are mixed well in this team.

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Kamijo	220	7	11	7	12	10	7	8	Penetration Shot	Bakuretsu Kick
Yamamoto	210	4	12	2	12	10	7	6	Inazuma Shot	Sliding
Mochida	200	11	10	9	12	12	12	8	Human Torpedo	Torpedo Swim
Kondo	150	7	2	7	1	4	2	6	Mach Tataka	Charge Punch
Onishi	180	10	5	4	2	5	3	7	Jump Elbow	-----
Kai	190	12	4	3	2	8	3	8	Mach Punch	-----

Hattori High School ▶▶▶

A team that specializes in speed.
All the members are specialized in running.

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Yoritsune	240	6	12	6	14	14	13	5	Ninja Shot	Tsubame Gaeshi
Mitsusada	180	1	10	2	7	14	11	1	Ninja Shot	Overhead
Kuwatari	160	1	10	1	5	13	11	2	Ninja Shot	Sliding
Akaboshi	210	2	12	3	6	12	11	2	Ninja Shot	Mach Kick
Mitsu	160	1	4	2	5	15	15	1	Ninja Shot	Torpedo Swim
Tobita	180	10	2	2	5	11	11	5	Tornado Punch	-----

Osoreyama High School ▶▶▶

A team that specializes in defense.
They resist endless attacks as if they are zombies.

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Ugajin	240	6	9	9	9	6	6	15	Human Drill	Spin Attack
Tamayama	230	4	9	5	12	11	5	15	Penetration Shot	Nitro Attack
Enma	200	7	3	2	3	12	7	15	Big Bang	Dash Aura Punch
Fuke	180	8	6	1	10	8	3	15	Mozu Otoshi Shot	-----
Untani	160	1	3	1	2	13	8	15	Super Dash	-----
Kozuma	170	7	3	3	3	4	2	15	Aura Punch	-----

Yurigaoka Girls' High School ▶▶▶

A skillful team equipped with gaility and technical counter-skills to diverse range attacks, though they don't have players with high health.

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Chinatsu	170	11	8	9	9	12	7	11	Mach Chop	Nitro Attack
Yuki	160	8	8	6	10	13	13	10	Nuts Shot	Super Dash
Megumi	160	9	9	1	4	10	3	7	Dash Aura Punch	Mach FumiFumi
Mami	140	10	5	2	3	8	4	8	No-ten Chop	Double Chop
Atsuko	150	2	2	2	11	10	2	5	Boomerang Shot	Compression Shot
Kazuyo	150	2	3	3	6	14	14	7	Bakuretsu Shot	Torpedo Swim

Sigma High School ▶▶▶

A dangerous team only made up of members using unspecified random attacks!

Player	Status								Special Move	
	Health	Punch	Kick	Weapon	Throwing	Agility	Swim	Strength		
Saji	230	13	10	7	7	7	4	13	Charge Punch	Head-butting Special
Yukizaki	200	13	7	7	7	11	7	7	Tornado Punch	Jump Elbow
Hoshina	180	8	13	10	8	4	4	4	Bakuretsu Kick	Jump Guillotine
Yusa	170	10	7	5	4	8	3	5	Double Lariat	-----
Soma	140	3	3	2	2	3	2	10	Human Drill	-----
Kazato	150	4	10	2	3	5	4	6	Mach Kick	Mach FumiFumi

※ There are other hidden teams you can find when you play the game!

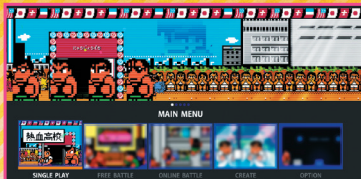
Getting Started

Title Page ▶▶



Press the Start button to move to the main menu from the title page

Main Menu ▶▶



Game modes will be displayed.
Select a mode with your directional buttons, and confirm with the B button.

Mode Selection ▶▶

Single Play	You will play this game as the story goes on. This is a single player mode to clear each chapter. Your character will participate in the athletic meet as a freshman of Nekketsu High School. Your goal is to snatch victory in the athletic meet! Other teams and characters will be unlocked once you meet the conditions.
Free Battle	You can set your own rules. (Number of players: 1~4) If you win the game in a certain way, you will unlock characters that you can use in other modes.
Online Battle	You can fight against other players online. If you want a quick match, press [Quick Match]. If you want a match with free settings, press [Lobby Match].
Create	[Register Character] You can edit your character's appearance and status as you like. [Team Formation] Make your original team with characters you generated or unlocked. [Course Design] Design your original course in 3 types of editing. Change the order of programs or number of items. Your original teams and courses are playable for free battle and online battle [Lobby Match].
Option	Adjust button settings, volume, script speed. Also, look into the encyclopedia to see the list of your Special Moves, registered characters and BGMS.

About Data Save ▶▶

Autosave available. When you clear a stage, unlock any hidden element or change your setting, the data will be automatically saved.

Athletic Meet

Basic procedure for the athletic meet is explained below.

Team Selection ▶▶▶

Choose your team! You only have Nekketsu, Hanazono, Reiho and the Schools Unions at first, but you can unlock other teams from your single play. You can also select your original team you registered in [Team Formation] in some modes.



Select Players For Your Team ▶▶▶

Choose your player! Look at the character's health carefully when you select your player. You may also want to consider whether their status fit into program goals. Press the A button before the final choice if you want to change your mind.



Program Ranking Announcement ▶▶▶

Program Ranking is announced after each program. Bonus scores are earned according to your ranks.



Intermittent Ranking Announcement ▶▶▶

After clearing a program (you can set up the number of rounds for each program), total score will be announced! You may hear the cheerleaders' congratulating screams if you are high in the ranking!



Individual Awards Announcement ▶▶▶

After all the programs, personal ranking will be announced! Individual player may be awarded for their accomplishments during the gameplay! bonus score and score deductions are applied for individual awards... You may be surprised by unexpected results!

Winner Team Announcement ▶▶▶

Finally the Winner Team Announcement! Press X button for detailed result screen after announcements.

You can check the [Total Team Score], [Characters' Individual Awards] and [Personal Score Ranking].



Single Play

Your character for single play is not Kunio, but the **original character you generated!**

This character is a 1st year student in Nekketsu High School, and his goal is to win this athletic meet. But **Todo's conspiracy** has made this chaotic athletic meet even more complicated...

Story

Yamada, the former student council president of Reiho High School, had planned for the domination of all high schools, and to reign above all of them. However, Yamada's plans were thwarted by Nekketsu High's Kunio and Hanazono High's Riki. A month passed after Yamada has left Reiho High.... The once chaotic and aggressive Reiho High students have now regained their order, and is now led by the new Student Council President, Todo. For all the trouble Yamada had previously caused, Todo expressed his apology, and proposed an Inter-High School Sports Competition, where all high school students shall sweat it out and compete against one another, fair and square. However, this was all but a ploy.

Player Character

Generate your player character. Type in your character's name and select hair, face and skin color. At first, your character status will be set at the lowest. But the character will grow stronger as you play the game by winning the matches and levelling up!



Event Screen

Each chapter contains one match, and there are event screens before and after the match for the stories. You may skip the lines by pressing the B button or skip the whole page by pressing Start button.



Only Available In Singleplay

Some chapters have special rules like every item turns into bombs or player change restrictions unless the player is disqualified. Those special rules will be explained in the event screen right before the match starts.

Unlock Conditions

You can unlock teams, looks or Special Moves if you meet certain conditions in clearing the chapter. Data will be automatically saved when you unlock something.

Level Up

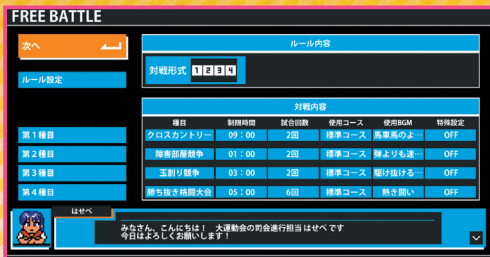
Your status will be improved according to your performance while you clear each chapter. All of your team members will also improve. However, they will all be initialized when you start a new single play.

▶Get Special Move

Player character can learn the Special Move of a rival character when he wins the game. You are allowed to have 2 Special Moves in total, so you have to remove one of your existing Special Moves when you learn a new one.

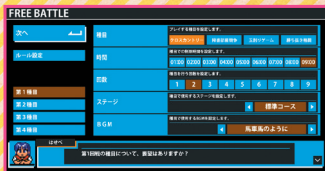
Free Battle

You can freely set your own rules in free battle.



Program Selection Screen ▶▶▶

This is where you can change rule settings and adjust your 4 programs and rules to apply for them. You can determine which program to play, how long the playtime will be, number of rounds in which background and even BGM.



Team Selection ▶▶▶

You can join free battle for 2p~4p by pressing Start button. It is not allowed for the players to choose the same team, so move quick to choose the team you like. Your range of choice will be expanded by unlocking more teams from your single play.

Unlock Conditions ▶▶▶

If you win CPU with meeting specific condition without any Settings rearrangement, you can unlock hidden characters or new parts for [Character Registration] or [Team Formation] in Create menu.

Online Battle

There are two types of match: [Quick Match] and [Lobby Match].

Quick Match ▶▶▶

You can quickly match yourself with another player in any program under given settings.

► Fight Rules

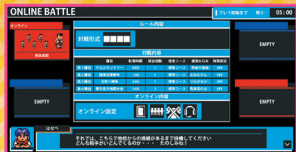
Fight rules for quick match is described below. Original team cannot be played.

	Program	Games		Program	Games
The Round 1	Cross Country	1	The Round 3	Camphor Ball	1
The Round 2	Obstacle Relay	1	The Round 4	Battle Royal	3

► Lagging Time and CPU

When you play with other players, the game starts when everyone finishes choosing a team and turns on the timer (00:00) or everyone calls for ready. While you wait for other players, you can check the rule/stage settings and comments.

If there are less than 4 players in the game, CPU will join to fill the slots.



Lobby Match ▶▶▶

Basic controls are same as free battle, but you can set your own rules or programs to play with.

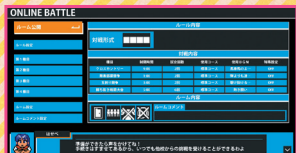
► About The Rooms

In lobby match, players are matched by going into the room a player generated. Antenna in the room list screen will show up the strength of network connection and the character icon implies the number of players in the room. When there is no room you want to join in, you may press X button to renew your search.



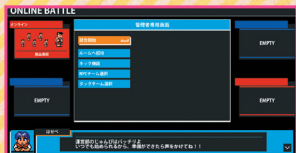
► Create Rooms

In room search screen, you can also generate a new room by pressing Y button. The screen will look same to the settings screen of free battle, and you can also adjust the settings or change the room comment.



► Authority Of The Host

Room host can watch host-only screen while you wait. In this screen, you can go for a forced start, kick players out of the game, make new combination for matches.



► Friend

If you generate a [Hidden] room by changing the participation level in online settings, players can enter your room only when you invite them. Also, you can send a friend invitation after the match.

Register Character ▶▶▶

You can generated an original character to put into a team.

▶ Registered Character List

Screen for the list of registered original characters. The maximum number of characters you can register is 30.

You can select the registered characters in the list to edit the status.



Name	Enter the name of the character. 6 letters maximum.
Appearance	Determine the appearance of your original character. You will have additional face or hairstyle parts if you have unlocked them in single play or free battle.
Status	Set status and Special Move for your character. You can unlock more Special Moves as you play single play stronger characters will cost more, so you might find it harder to form a team.
Special Training	You can try your character out in any type of program while editing.

Team Organization ▶▶▶

You can form your original team with your unlocked characters and original characters.

▶ Registered Team List

Screen for the list of original team. 5 teams are maximum.

You can edit the teams when you choose one.



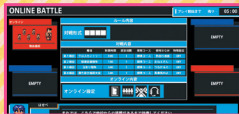
Team name	Enter the name of the team. 6 letters maximum.
Team Members	Select your players and cheer leaders. First player and second player will become captain and vice captain and will have additional status bonus. The total cost of all the members cannot exceed 20 because of the limitation of budget.

Course Design ▶▶▶

You can design your own original course that you can play in free battle or online battle's lobby match.

▶ Registered Course List

A list of designed courses. 20 is the maximum. You can edit the course when you choose one.



Course Name	Enter the name of the course. 6 letters maximum.
Program	Select your program for the course design.
Stage Settings	In fighting games like camphor ball / battle royal, you cannot change the stages so you can only determine the contents.
Test Play	Test the stage you are designing.

Option

You can adjust your play settings including BGM, volume of SE and speed of lines, or you can see the list of Special Moves or the characters.

Play Settings ▶▶▶

Adjust play settings.



① BGM Volume	Adjust BGM volume from 1 to 10.
② SE Volume	Adjust SE volume from 1 to 10.
③ Text Speed	Adjust speed of messages from 1 to 4. [Slow] is the slowest and [Very Fast] is the fastest option.
④ Buttons Settings	Determine the buttons for [Punch][Kick] and [Jump] for your gameplay.
⑤ System Color Setting	Adjust color setting of your screen. The changes will be applied once you finish changing settings.

Special Move Book ▶▶▶

List of the Special Moves in the game.

You can check action, command and playable programs for each skill.



Character Book ▶▶▶

You can check the profile of characters.

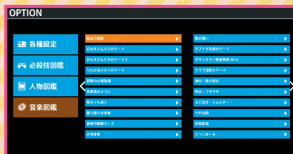
Search for the unlock conditions for hidden characters!

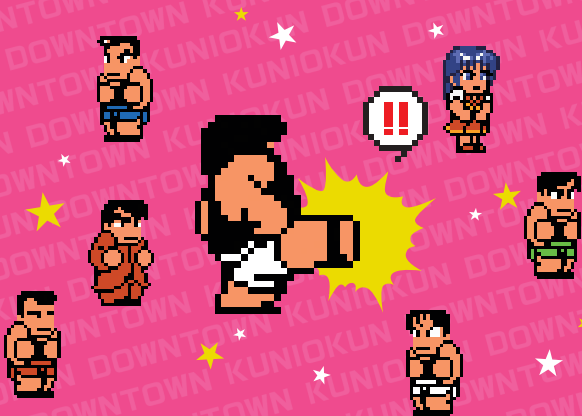


Music Book ▶▶▶

You may listen to the BGMs and CMs in the game.

You can move up and down with your directional buttons. B button will play the music and press B button again to pause it.





H2 Interactive Co., Ltd. Information Center

Address

A 605 Gangseo Hangang Xi Tower,
401 Yangcheon-ro, Gangseo-Gu, Seoul, Korea, 157-200

E-Mail

support@h2interactive.co.kr

(Hours) 10:00 ~ 13:00 / 14:00 ~17:00 (Excluding Sat., Sun. and National Holidays)