

INSTRUCTION MANUAL

CUBIX™

ROBOTS FOR EVERYONE

SHOWDOWN



EVERYONE
E
CONTENT RATED BY
ESRB

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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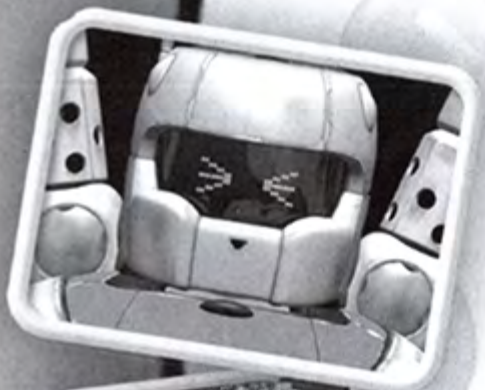
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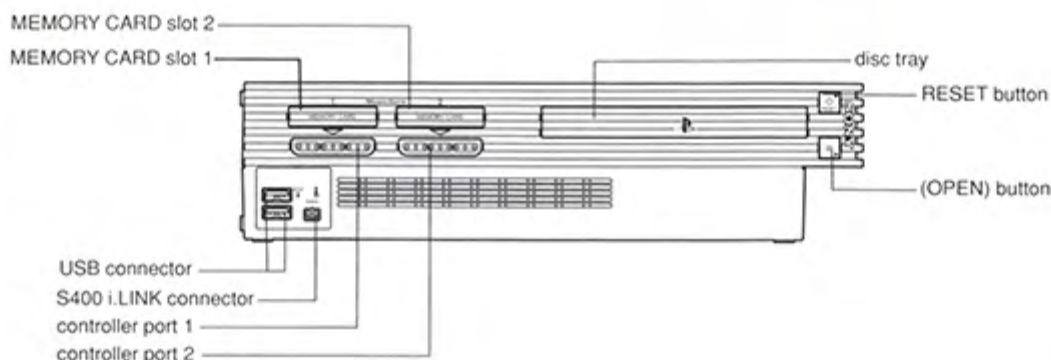


GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Cubix™ Robots for Everyone: Showdown™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

A memory card (8MB) (for PlayStation®2) is used to save game progress. Before you turn on the console, insert a memory card (8MB) (for PlayStation®2) with at least 65KB of available save space into MEMORY CARD Slot 1. (MEMORY CARD Slot 2 is not used.) It is advised that you do not insert or remove peripherals or memory cards (for PlayStation®2) once the power has been turned on.



MENU CONTROLS

directional buttons/left analog stick

⊗ button

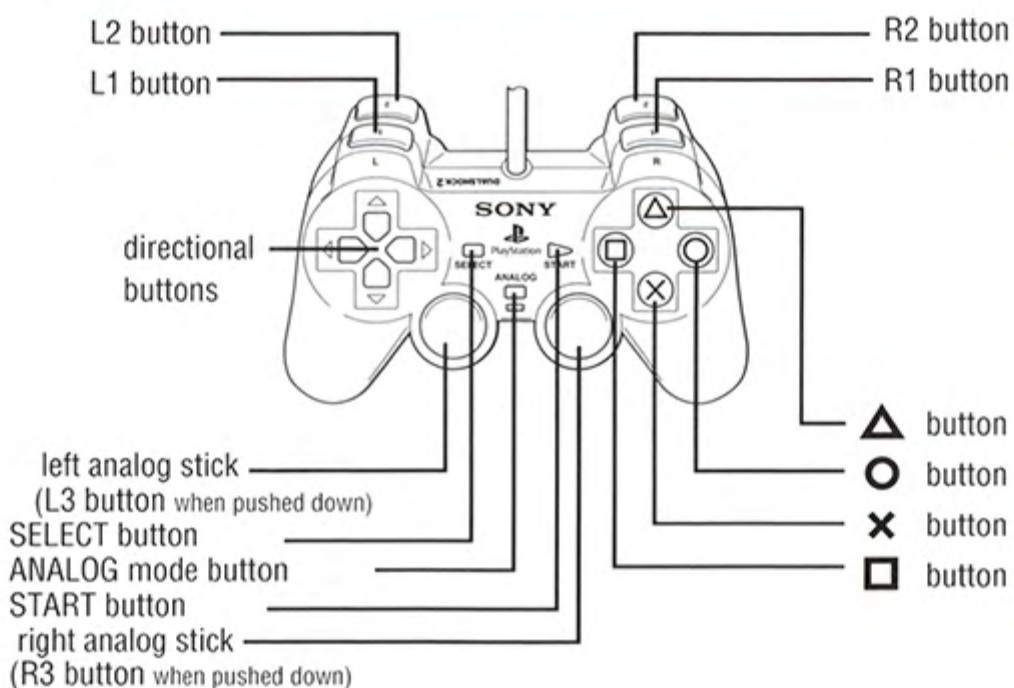
△ button

Move Through Options

Select the Highlighted Option

Cancel

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

directional buttons/left analog stick

X button

X button then □ button

□ button

L1 button

L2 button

○ button

△ button

SELECT button

START button

right analog stick

Moves Connor/Abby

Jump

Stomp

Push/Stack Objects

Rotate Camera Angle

Zoom In/Zoom Out

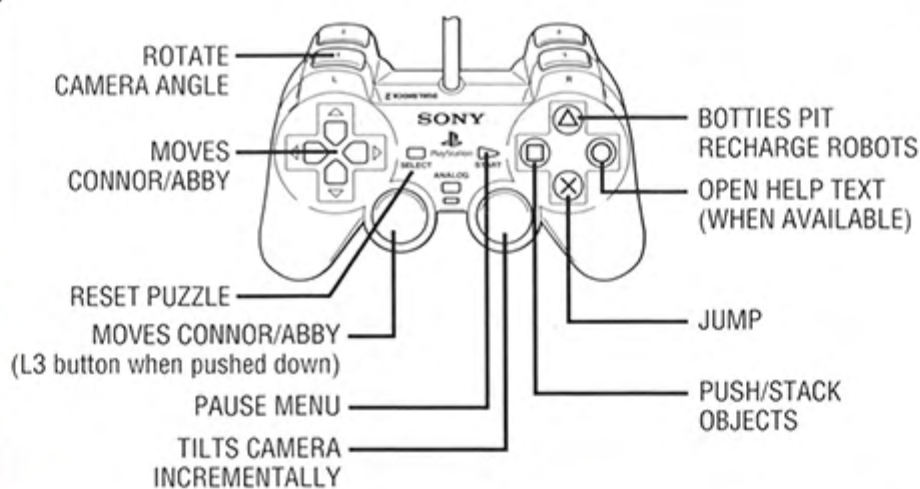
Open Help Text (when available)

Botties Pit – Recharge Robots

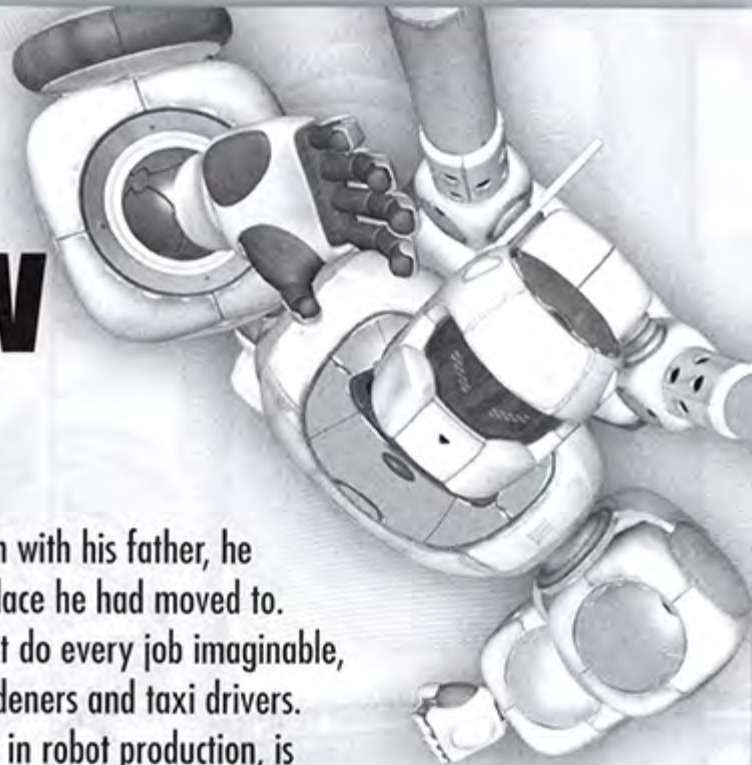
Reset Puzzle

Pause Menu

Tilts camera incrementally



GAME OVERVIEW



Story

When Connor moved to Bubble Town with his father, he couldn't believe what an amazing place he had moved to. Bubble Town is filled with robots that do every job imaginable, from firefighters and waiters to gardeners and taxi drivers. RobixCorp, the world famous leader in robot production, is located in Bubble Town itself.

Connor is a true robot enthusiast. In fact, he quickly found a group of other kids that love and want to collect robots as much as he does. Down at the Botties Pit, Abby, Chip, Mong and Hela invited Connor to join their exclusive robot club. All he needed to do to get into the club was fix a robot within 24 hours. Connor chose Cubix, a robot that everyone at the Botties Pit agreed was totally unfixable. Connor not only fixed Cubix within 24 hours and joined the club, but he also became Cubix's best friend!

But something strange has started to happen in Bubble Town. Robots of all shapes and kinds are going out of control. The powerful force called Solex has infected them, and they are going haywire and destroying everything in their path!

It's up to Connor and Abby to track down these rogue robots. It's not going to be easy, because a man by the name of Dr. K wants to extract this strong but unstable power in order to carry out his evil plans. If this happens, Bubble Town is doomed! Connor and Abby must stop Dr. K and his gigantic robot Kolossal by quickly collecting as many robots as they can.

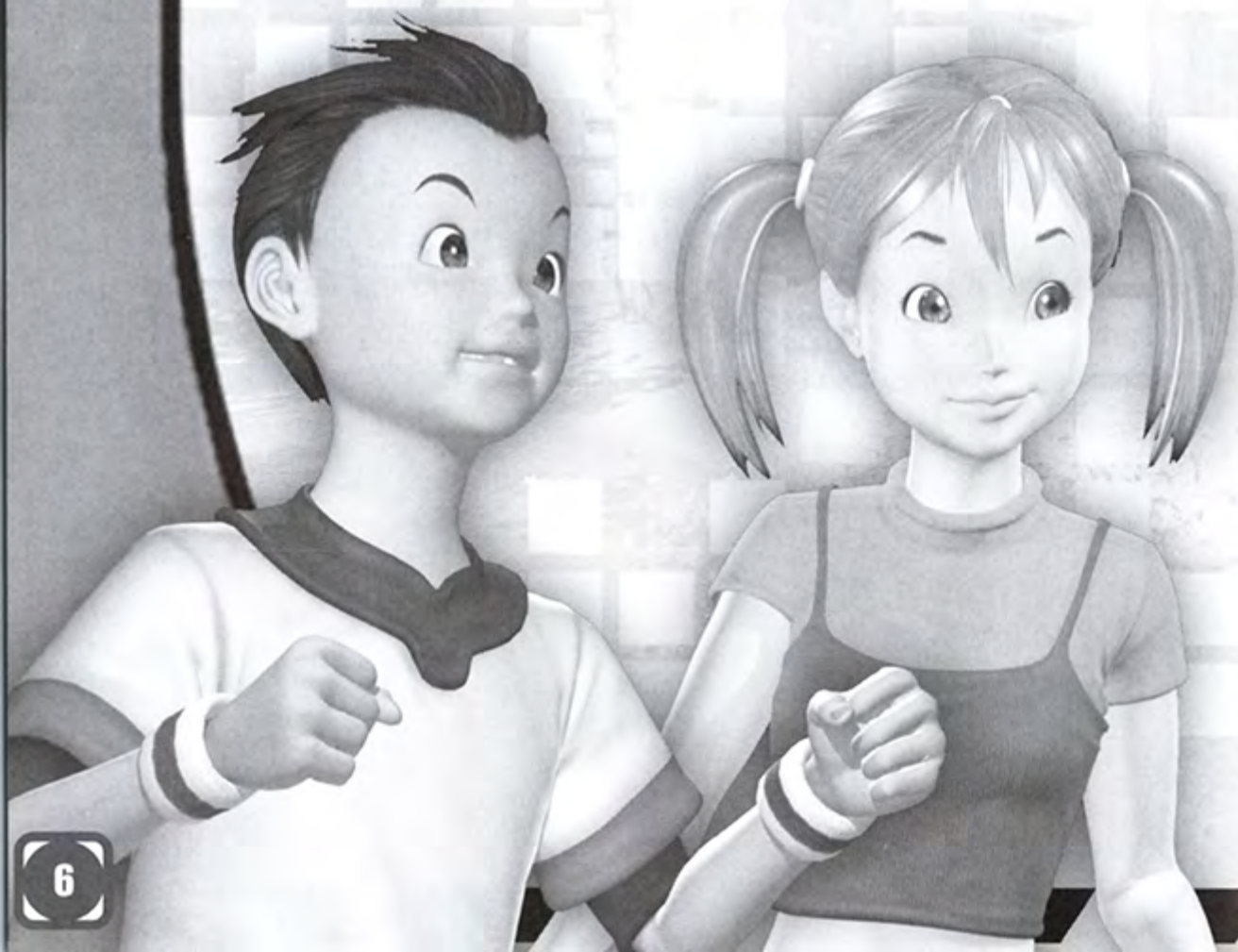
Gameplay

In *Cubix: Showdown*, you get the chance to collect an entire set of robots, each with its own personality and special abilities. The bigger and better your collection is, the easier it will be to defeat Dr. K and his horde of super-bad monster-sized robots.

Playing as Connor or Abby, you will explore different areas of Bubble Town in search of solex-infected robots to rescue and add to your collection. Along the way, you will be faced with a variety of puzzles.

To rescue a robot, you must use a robot in your collection to battle it. If your robot defeats the solex-infected robot, the new robot is saved and added to your collection! Once a robot is in your collection, you can use it to battle other solex-infected robots.

In addition to rescuing and collecting robots, you must also be ready to take on Dr. K's bad bots: Katastrophe, Kontraption, Klawber, and ultimately, Dr. K and the monstrous Kolossal!



STORY MODE

Exploration

As either Connor or Abby, you'll be exploring the districts of Bubble Town in search of solex-infected robots. There are five malfunctioning robots in each district. Whenever you contact a solex-infected robot, battle begins! Here are a few things you should know about exploring Bubble Town.





Donuts [Health]

Keep an eye on your Health. A nasty fall or contact with a hazard will result in a loss of one health unit. Lose all your Health and it's back to the start of the district.



Batteries (Robot Health)

Collect Batteries to recharge your robots' Health. You can initially collect up to 100 points of battery power. You can transfer collected battery power into individual robots at the Botties Pit. Press the  button to access the Botties Pit, select the robot to charge, then press and hold the  button. Make sure your robots are fully charged (have full Health) before using them in combat.

Note: The Botties Pit is only available after completing the first (residential) district.




Cubix Transformation Cubes

There are five Cubix Transformation Cubes in each district. Collect them all and you can use one of the "Cubix Transformations" in combat.

Cubix Transformations

In Single Player Story Mode there are 5 Cubix Cubes hidden in each district. Find these to upgrade Cubix to different transformations, like Cubix Jet.



Puzzles


You're going to encounter puzzles in your adventures in Bubble Town, so you'll need to be familiar with each of the different maneuvers you'll use to solve them. Solving each puzzle gets you cool stuff like bonus items and access to new areas.

Pushing

You can push an object by standing next to it and pressing the  button.




Stacking

When you push an object against a fixed object, the first object gets stacked on top of the second. However, when two objects are stacked, they become too heavy to move. Press the  button to stack objects.

Rolling

Some objects will need to be rolled into a different position or stacked on another object. Press the  button to roll an object.

Sliding

When pushed, some objects will slide until they hit something stationary. Press the  button to slide an object.

Switches

Stand or stomp on a switch to turn it off and on. You can also place objects on switches to activate them.

Conveyer Belts

When an object is placed on a conveyer belt, it moves in a certain direction at a certain speed. The direction of the conveyer belt can sometimes be reversed.



Water

Water is hazardous so don't try swimming. Instead, try pushing objects into the water and walking across them.

Moving Platforms

Use these moving objects to get safely across dangerous areas.

Smashing Objects

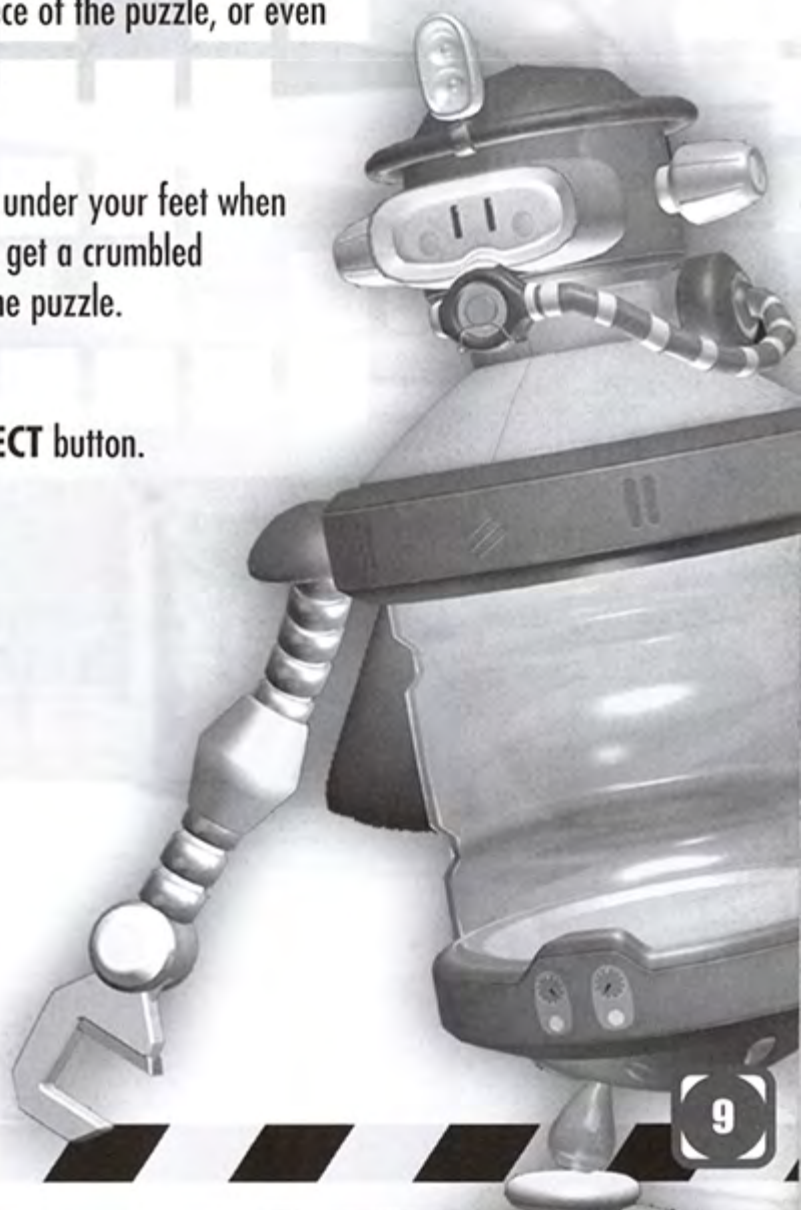
Some objects can be smashed when 'stomped' on. Press the  button to jump, and then press the  button to stomp. Smashed objects may contain bonus items, another piece of the puzzle, or even the way out!

Crumbling Objects

A crumbling object will fall from under your feet when you stand on it. The only way to get a crumbled object to come back is to reset the puzzle.

Resetting the Puzzle

To reset a puzzle, press the **SELECT** button.





Combat

While you are exploring Bubble Town (see "Exploration" for more details) and you've found a solex-infected robot you want to battle, just walk right up to it and combat begins. Combat is a turn-based system with either player vs. player (Battle – see p. 20) or player vs. a solex-infected robot (Story Mode).

Objective

In order to win, you must knock out all of your opponent's robots. Each robot has a Health Rating. As soon as a robot's Health Rating is down to zero, that robot is out and cannot be selected during that turn in combat. Whenever someone's robots have all been reduced to zero, then that player has been defeated.

You can recharge your robots with batteries before combat begins (see "Exploration" for more details) and try to battle the same robot again later.

Note: You can only recharge robots in Story Mode.

Selecting Robots for Your Team

Before combat begins, you must select three robots from your robot inventory to make your combat team. Each robot has a Damage Rating, a Health Rating, a Type and a Special EPU Chip.



Damage Rating

This is the attack potential each robot has in combat. For example, if Cubix's Damage Rating is 34 and he successfully attacks an opponent, he will do 34 points of damage to that robot. These damage points may be affected for other reasons, such as the type of robot you are fighting or any EPU chips played.

Health Rating

When a robot is damaged in an attack, the damage points inflicted will be taken directly from their Health Meter. For example, if Aquatix inflicts 30 points of damage on Brutix, and Brutix has a Health rating of 60, Brutix's Health will be reduced by half.

Note: Health does not affect what damage is caused.

Type Table

Every robot falls into one of five types — Power, Fire, Water, Radiation and Electric. These can affect what damage is caused when a robot attacks an opponent. The table here shows the effectiveness of different robot types.

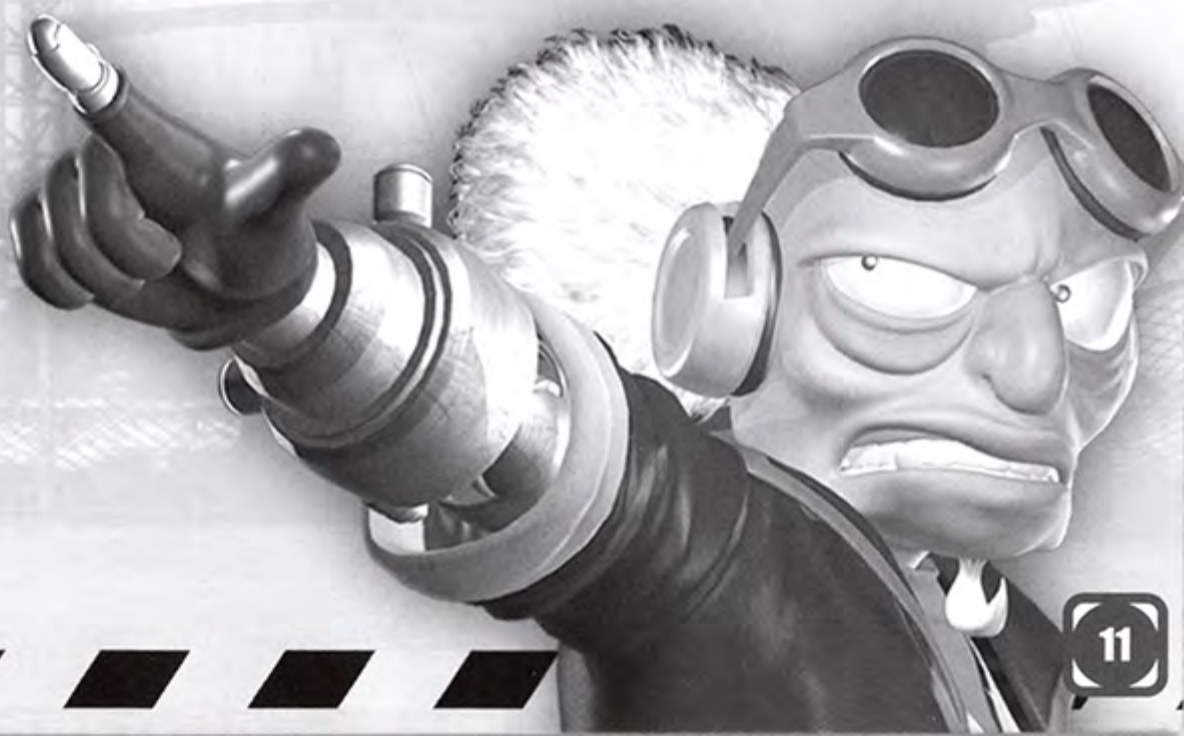
When you look at the Type Table, it may seem as if a robot with the Power Type isn't a very good choice because it's weak against Electric and Radiation, and only average against Fire, Water and other Power robots. However, Power robots do have better Damage Ratings and Health to make up for it.

The best way to learn what robot Types work best against other robot Types is to experiment in combat.



The Type Table is a 5x5 grid with icons for Power, Fire, Water, Radiation, and Electric types. The diagonal elements are all '='. The table shows that Power is weak against Electric and Radiation, while Electric is weak against Power and Radiation. Water is weak against Fire, and Fire is weak against Water. Radiation is weak against Electric. All other combinations result in an '='.

	Power	Fire	Water	Radiation	Electric
Power	=	=	=	-	-
Fire	=	-	-	+	-
Water	=	+	-	=	+
Radiation	+	-	=	+	+
Electric	+	+	-	-	+



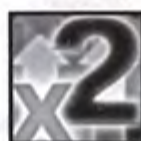
EPU Chips

An EPU chip is a special wildcard that can be played before combat and can influence the outcome. Only one EPU chip can be played for each round of combat.

Once the EPU chip is played it is gone unless the player gains a bonus EPU chip. A player may choose not to use an EPU chip and go straight to battle. This is useful if the player is saving his EPU chip(s) for a more appropriate time in the battle.

There are seven types of EPU chips:

Double Damage



If you play this EPU chip and win, your opponent's robot's damage is doubled. Save this one until you are confident you'll win the attack.

Invert Wheel



Play this EPU chip to reverse the Targeting Wheel's colors. For example, red becomes blue and blue becomes red. This is useful to play on yourself if you are in control of the wheel and your segments are thin, or on an opponent if his segments are wide and he is in control of the wheel.

Steal Health



If you play this EPU chip and win, your robot gains the same amount of Health as the damage he caused to your opponent. So if Cubix causes 34 points damage and his Health was at 5 points, he would gain 34 points in Health for a total of 39 points. Remember, your robot can't have more than 100% Health, so don't play this chip if your robot's Health is already full.



Health

Use this chip to gain an extra 25 points of Health whether you win or lose the attack. The Health is added before the attack, so if you play this chip and lose, Health is added before the damage is taken off. Remember, your robot can't have more than 100% Health, so don't play this chip if your robot's Health is already full.



Shield

Use this EPU chip, and whatever damage is done to your robot is halved.

This chip is best played when you think you may lose the attack. Otherwise, it is ineffective and used up.



Virus

This chip makes the Targeting Wheel spin out of control, making it very hard for your opponent to target. Don't play this if you are in control of the Targeting Wheel.





Unblockable

If you play this EPU chip and win the attack, any defense your opponent has will be stripped away. This is useful if your opponent is very defensive in his tactics.



Choosing a Robot for Combat

Now that you have chosen three robots for your team, you must select which one of them will go into combat first. You should pick a robot that has a high Damage Rating and is a powerful Type against your opponent's robots.

Press the  button,  button or  button to secretly select your chosen robot!

Name	Type	EPU
Acoustix	Radiation	Steal Health
Aquatix	Water	Unblockable
Attractix	Electric	Virus
Botanix	Water	Double Damage
Brutix	Power	Shield
Cerebrix	Electric	Virus
Cubix	Power	Double Damage
Cubix Jet	Fire	Health
Cubix Plus	Electric	Invert Wheel
Delishix	Fire	Double Damage
Detectix	Fire	Unblockable
Directix	Radiation	Shield
Disposix	Power	Health
Excavator	Radiation	Unblockable
Heroix	Power	Unblockable
Hop2ix	Radiation	Virus
Hovertank	Water	Virus
Ixmow	Water	Steal Health
Ixtinguish	Water	Steal Health
Lectrix	Electric	Unblockable



Name	Type	EPU
Maximix	Power	Shield
Mozzarelix	Fire	Shield
Mr Fixit	Electric	Double Damage
Pestixide	Water	Shield
Propelix	Radiation	Double Damage
Sewwix	Electric	Health
Vendix	Power	Virus
Weldnfix	Fire	Virus
Katastrophe	Power	Virus
	Electric	Health
	Radiation	Shield
Klawber	Power	Unblockable
	Fire	Steal Health
	Radiation	Invert Wheel
Kolossal	Power	Invert Wheel
	Fire	Double Damage
	Electric	Health
Kontraption	Power	Virus
	Water	Double Damage
	Radiation	Steal Health

Choosing an Attack

Select the attack you want to use. You have three choices:



- | | | | |
|---------------------------------|------------|-------------------------|-------|
| <input type="checkbox"/> button | AGGRESSIVE | High Attack/No Defense | 75/25 |
| <input type="checkbox"/> button | STANDARD | Mid Attack/Mid Defense | 50/50 |
| <input type="checkbox"/> button | DEFENSIVE | Low Attack/High Defense | 25/75 |

When you choose one of these three buttons, you are trying to predict whether you will win the attack. If you are confident your robot will win the attack, you should choose an Aggressive attack. If you think your robot may be weaker than your opponent's or that your opponent will win the Targeting Wheel (see "Targeting Wheel" below), you should choose a Standard or Defensive attack.

Your opponent also chooses an attack. Only one person will win the attack, but the choices here will affect the damage results.

EPU Chip Selection

The player can now choose an EPU chip to play or go straight to battle. (For more detail, please see "EPU Chips" on page 12.)

Press and hold the **R1** button and then scroll using the ◀ and ▶ directional buttons to review the EPU chip description.



Targeting Wheel

Round 1

When all robots, attacks and possible EPU chips have been selected, an opponent is targeted. In one-player mode, it is always the human player. In Multiplayer Mode, Player One is targeted.

If Player One is blue, he or she must stop a spinning pointer within his or her colored blue segments of the Targeting Wheel. As soon as Player One presses the **X** button, the pointer will spin once more and then stop. If the pointer stops in a blue segment, Player One wins the attack. If it stops in the other color, the opponent wins the attack instead.

Initially the Targeting Wheel is half one color, half another color, so it should be fairly easy to stop the wheel in the correct color with a bit of practice.



Round 2

If Player One is successful in stopping the pointer in his or her color, Player One retains control of the Targeting Wheel. The players make their selections again. They can choose a different robot, new attacks and EPU chips.

But this time, when Player One gets back to the Targeting Wheel, his or her color

segments are smaller. This makes it harder to stop the pointer in the right color. If Player One misses his or her color, the opponent's robot will attack instead. Also, control of the Targeting Wheel now passes to the opponent. When control passes to the other player, the Targeting Wheel resets to 50/50 colored segments. Each time a player makes successful attacks by stopping the pointer in his or her color, the segments of the wheel will get smaller and the pointer will get faster. Therefore, when each player makes his robot selection, he should take into account who is in control of the Targeting Wheel, what difficulty setting it will be at, and whether he is confident he can correctly stop the pointer in his color or not.



Advanced Techniques

Increasing Damage Rating

Each time you successfully use a robot in combat, its Damage Rating goes up. It will go up a maximum of three times, significantly increasing the potential damage your robot can inflict on your opponent. The amount that it will go up depends on the robot and what stage of combat it's in.

For example, if you have Detectix, and you've won two times with this Fire Type robot, you will probably be tempted to keep using him because his strength has increased. Your opponent would be wise to choose a Water Type robot like Pestixide, because this would halve any damage taken (or double an attack if your opponent wins).

Experience Point Upgrades

Each time your robot goes into battle and wins, it permanently increases its Damage Rating by one point. This will go up to a maximum of 10 extra points. When you get new robots in Story Mode, you'll have to decide whether to keep older robots which may have better Damage Ratings due to experience, or go with the new robot which probably has better stats than earlier robots.

Note: Experience point upgrades can only be awarded in Story Mode. However, once awarded, they remain at that level to be used in Multiplayer/Tournament Modes.



BATTLE

Battle Mode allows you to jump right in and battle friends using any robots you have collected while playing in Story Mode. (See Story Mode – Combat p. 10, for more details.)

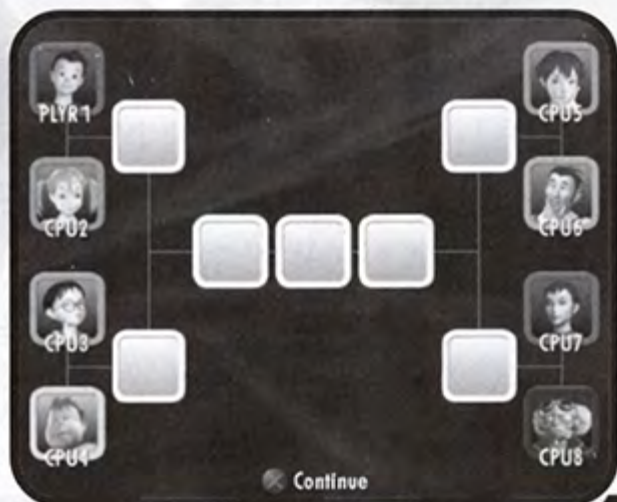
CHALLENGES

There are 6 different challenges you can face. Here you will fight all of the robots in a particular district of the Story Mode game using robots you have collected. Select a district you want to fight in, and then select three robots from your inventory of robots accumulated while playing Story Mode. Once you have selected your robots, you will battle against all of the robots in the district you have selected.

Note: Only districts that you have accessed in Story Mode will be available.

TOURNAMENT

Here, you and up to 7 friends can take battle against each other in a single elimination tournament. Each player will select a human character to play as and three robots that have been unlocked while playing Story Mode to use in battle. After each round, the previous round winners will continue to battle until one player is left.



MINI-GAMES

There are a variety of mini-games in *Cubix: Showdown* to play with your friends and family. To access them, simply go to the Main Menu and select "Mini-Games".

There are 16 games in all. A few will be open when you start the game. The others will be unlocked as you play through the Story Mode as Connor and Abby.



DonDon's Speed Match

Try to find more matching pictures than your opponents. As you find matches your score will go up. The winner is the player who matches the most pictures.



Cerebrix's Slider Knockout

Each player has identical puzzles shown on the screen. The players must unscramble the puzzle as quickly as they can — the slowest player is knocked out. The last player left is the winner.



Diagnostix's Robot Count

Over the course of 3 rounds you will be shown a picture of a specific robot(s). Your job is to count how many times they appear on the screen. In the third and final round, you will have to count ALL of the robots that appear. The winner is the player who correctly counts the most robots.



Cheddrix's Wheel Race

Be the first Cheddrix to cross the finish line. Tap the  button repeatedly to make your Cheddrix run faster and the  button to jump over small hurdles.



Disposix's Garbage Gobble



Catch as much garbage that is falling from the top of the screen as possible. The winner is the player with the highest score when time runs out.



Cubix's Cube Match



Match the cube colors that Cubix shows you. As he shows you a color, you must match that color by pressing the corresponding button on the Controller. As players get wrong matches, they are eliminated. The winner is the last player standing.

Attractix's Magnet Grab



You must pull Detectix from the top of the screen down to you by tapping the  button while avoiding different obstacles along the path. Releasing the  button will allow Detectix to fly back to the top. The first player to successfully grab all of the Detectix robots wins.

Dr. K's Target Range



Shoot down Dr. K's evil robots in a shooting gallery, but avoid hitting friendly robots. Hitting evil robots will cause your score to increase, while hitting friendly robots will cause it to decrease. The first player to reach the score of 30 wins.



DonDon's Memory Game

This is a turn-based photo matching game, where each player takes one turn at a time. If a player makes a match, he gets another turn. If he doesn't, the next player takes a turn. The winner is the player who matches the most pictures.



Cerebrix's Tile Puzzle

Taking place over 6 rounds, each player must unscramble the same puzzle. Points are given for being the first (4 points), second (3 points), third (2 points), and last (1 point) to unscramble the puzzle in each round. The player with the most points at the end of the 5th round wins.



Diagnostix's Multi Spotter

You must count specific robots on the screen. Each robot will have a particular button assigned to it for counting. The winner is the player who correctly counts the most robots.



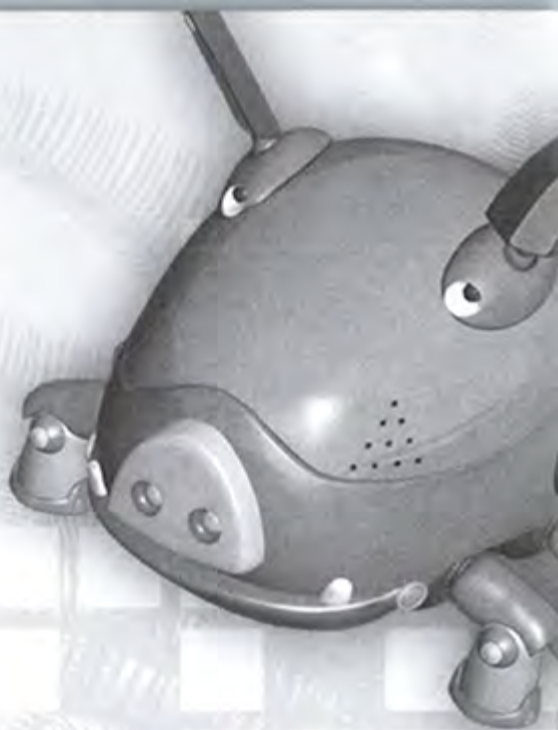
Cheddrix's Time Trial

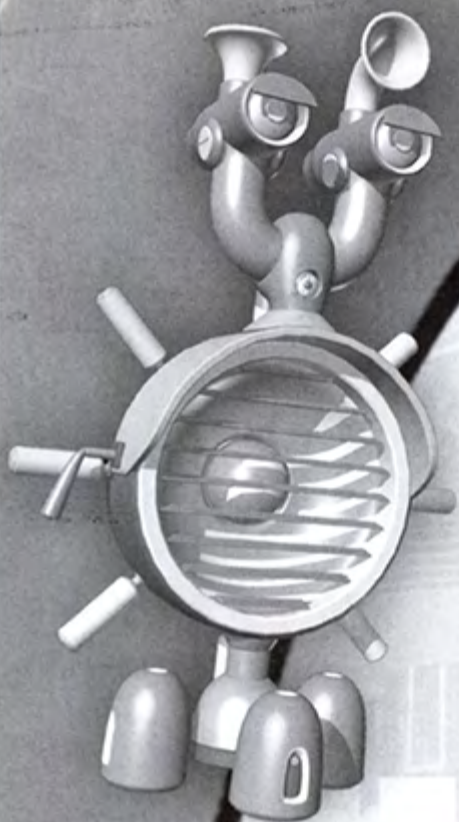
Similar to Cheddrix's Wheel Race, you will be racing against other Cheddrix bots. However, this time you will have a limited amount of energy and you have to collect as much cheese as possible to keep your energy up. But avoid the bad cheese, as it will decrease your energy. The player that lasts the longest without losing all of his energy wins.



Disposix's Junk Munch

Catch all of the Solex vials that are the same color as you. Catching someone else's color will give them some of your points. The first player to 200 points wins.





Cubix's Reaction Game

As Cubix colors are displayed on the screen, you must match them. The faster you can match the color, the more points you will receive. The winner is the player with the most points when time runs out.



Attractix's Obstacle Race

Steer Detectix through 3 different obstacle courses. The winner is the player who finishes all three courses first.

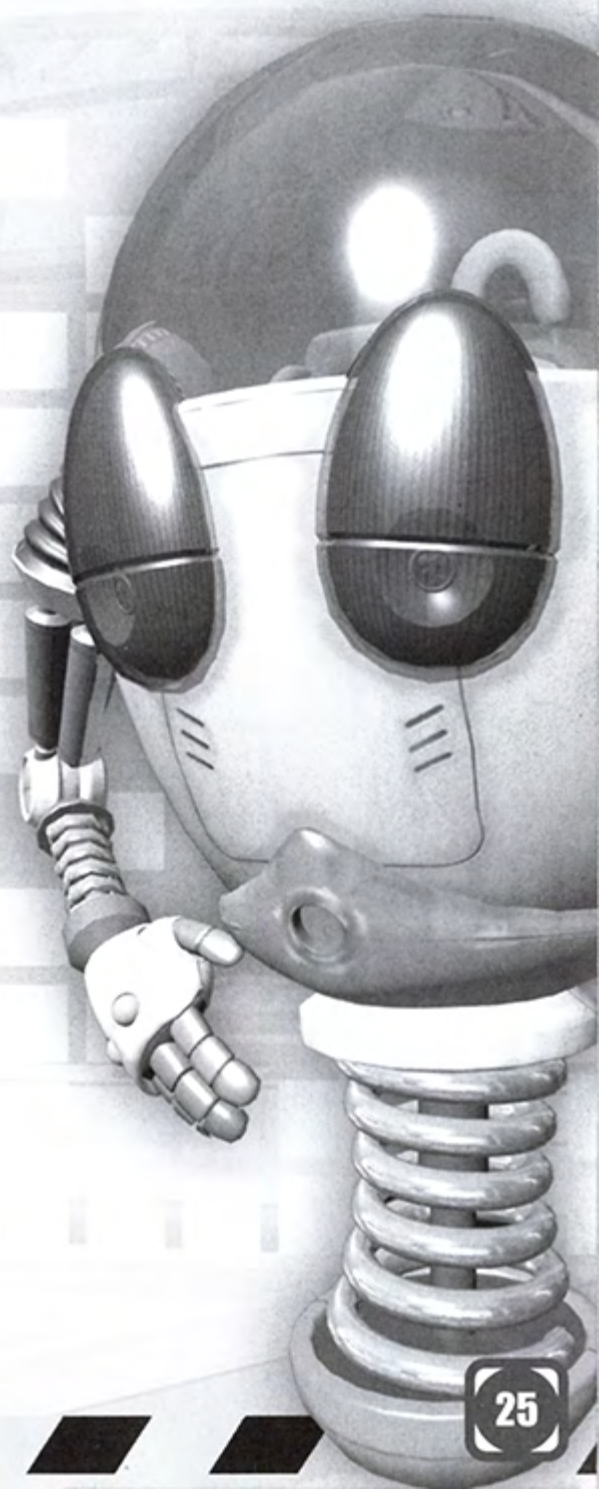


Dr. K's Rapid Fire

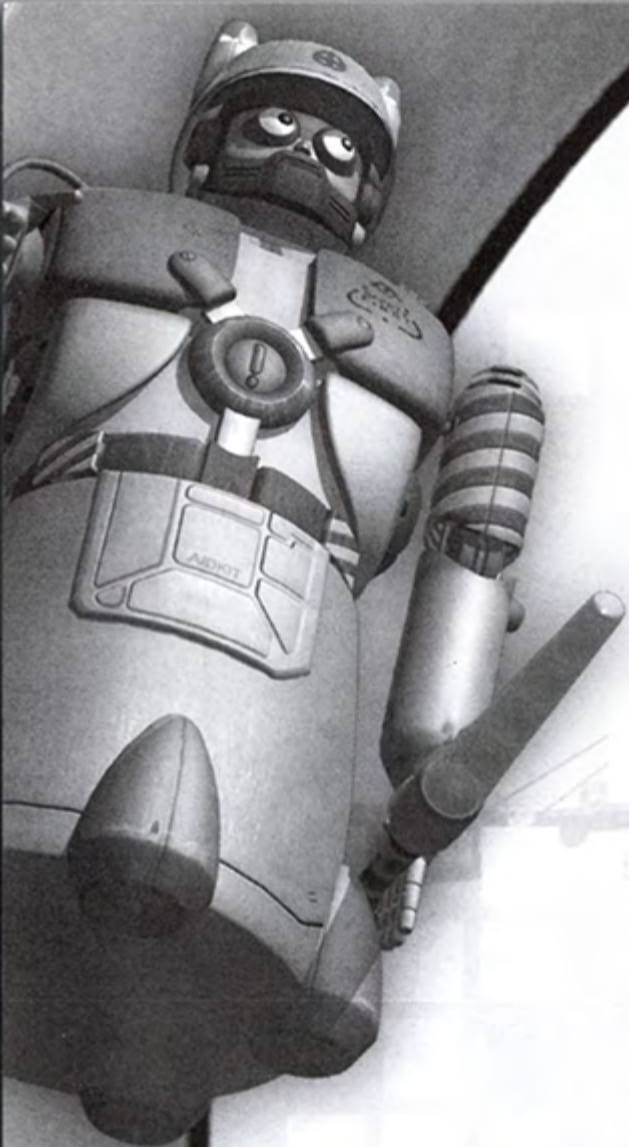
A robot target will appear one at a time. Be the first to hit the target to gain points. The winner is the player who has hit the most robots after all 30 robots have appeared.



NOTES



NOTES



CUSTOMER SUPPORT

Website

Visit www.3DO.com/support for late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' websites, and the latest product updates.

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PMN-5318-271