

## **WARNING**

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox® Customer Support (see inside of back cover).

## **Important Health Warning About Playing Video Games**

### **Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing



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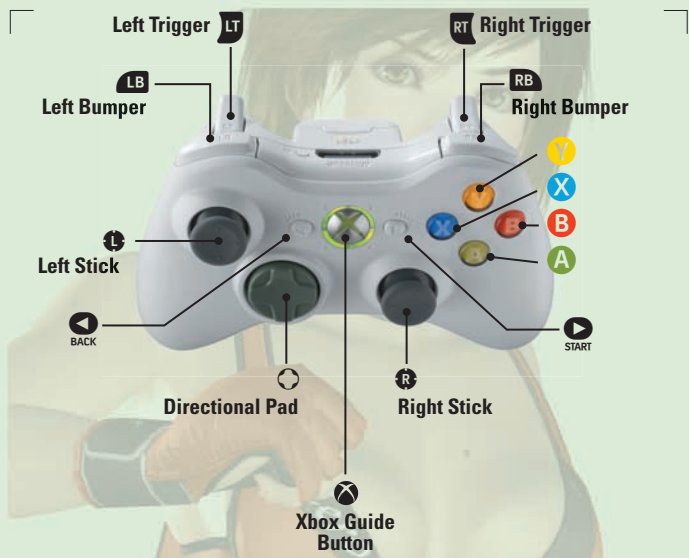
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- ⌘ Thank you for purchasing Rumble Roses™ XX from Konami.
- ⌘ Please read this manual thoroughly before playing the game.

Also, please keep this manual in a safe place so you can refer to it easily later.

[Note: Konami does not re-issue manuals.]

Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the Purchase date.



## : IMPORTANT INFORMATION ON SYSTEM SET-UP :::::

If your TV is PAL 60 compatible it is highly recommended that you enable the PAL 60 option in the Xbox 360 setup menu. This will provide smoother game play and enhance your enjoyment of Rumble Roses XX.

### To set your console to PAL 60

1. In the Xbox 360 Dashboard, select the System blade
2. Select Console Settings and press **A**
3. Select Display and press **A**
4. Select PAL Settings and press **A**
5. Select PAL-60 and press **A**
6. When prompted if you want to keep these new settings, confirm by pressing **A**

If you do not know whether your TV is PAL 60 compatible please refer to the user manual that came with the TV or contact the manufacturer.

**Xbox Live Information:** Please note that while playing on Xbox Live™ you will only be able to play against other people who's Xbox 360's are set to the same PAL option as your machine. If your Xbox 360 is set to PAL 50 you will only be able to connect to other PAL 50 players. If your Xbox 360 is set to PAL 60 you will be able to connect to other PAL 60 players and also players from outside Europe. In order to play with people from outside Europe you will need enable the PAL 60 option.

## CONTROLS DURING MATCHES

<b>Directional Pad</b>	Move character
<b>Directional Pad</b> ↑↑/↓↓/←←/→→ (tap twice in same direction)	Step in direction pressed
<b>X Button</b>	Strike
<b>Y Button</b>	Grab
<b>A Button</b>	Dash toward opponent
<b>B Button</b>	Supplemental action button
	• Pin opponent
	• Enter / Leave ring
	• Climb onto / Climb down from corner post
	• Pick up / Put down item
	• Release submission hold
	• Release pin
<b>Directional Pad + A Button</b>	Dash in direction pressed
<b>Right Bumper</b>	Guard
<b>Right Bumper + X Button</b>	Reverse strikes
<b>Right Bumper + Y Button</b>	Reverse throws
<b>Left Bumper</b>	Killer Move / Lethal Move
<b>Left Trigger</b>	H-move
<b>Left Bumper + Right Bumper</b>	XX Move
<b>Right Stick</b>	Call out to crowd

This game is presented in Dolby Digital 5.1 surround sound. Connect your Microsoft Xbox 360 to a sound system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable, or Xbox 360 S-Video AV Cable. From the "system" blade of the Xbox 360 dashboard, choose "console settings", then select "audio options", then "digital output" and finally select "Dolby Digital 5.1" to experience the excitement of surround sound.

## 6: INTRODUCTION

### : TITLE SCREEN ::

#### **New Game / Load Game**



#### **New Game**

Begins a new game.

After selecting New Game the Character Select Screen will appear.

#### **Load Game**

If your Xbox 360 Hard Drive or Xbox 360 Memory Unit already contains Rumble Roses™ XX save game data you can continue from where you left off by loading that save data. After the save game data is loaded the Locker Room Screen will appear.

#### **Character Select Screen**

If you select 'New Game' you begin by choosing the character you want to use. If you change your mind and feel like using a different wrestler down the line you can always switch characters later by visiting the Locker Room.

### : CONNECT TO XBOX LIVE ::

#### **XBOX Live**

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile [your gamer card]. Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

#### **Connecting**

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#### **FAMILY SETTINGS**

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings)

**MAP SCREEN/BRIEF DESCRIPTION OF EACH MODE : : : :**

This screen is displayed after you select 'New Game' from the Title Screen and then select a character. It is also displayed after you select 'Load Game'. There are 11 different modes you can choose from.

**EXHIBITION**

Play any mode with the settings that you choose.

**SKYSCRAPER / RED VALLEY / ARENA / STREET / ISLAND RESORT**

Fight a match on each stage. The opponent and match format will be set automatically.

**SHOP**

Earn money by winning matches, then take your earnings to the Shop to buy new costumes and other goodies!

**LOCKER ROOM**

The Locker Room is the main area for managing your character. This is where you can switch characters, change partners, edit your character, adjust options, and save or load your game.

**XBOX LIVE**

Think you're good enough to take on the world? Jump into Xbox Live and prove it by challenging competitors online!

**TUTORIAL**

You can't expect to win if you don't know the basics. View the tutorials to help you learn the ins and outs of wrestling, and pick up some new tricks along the way!

**MUSEUM**

Stop by the Museum to check out character info and pictures.

**EXIT**

Return to the Title Screen.

## 8: EXHIBITION

### : DETAILED EXPLANATIONS FOR EACH MODE :::::::::::::::



#### **QUICK MATCH**

In Quick Match you can choose the match format and opponent.

#### **SINGLES MATCH**

Entries: 1 to 2 players

A pure and simple one-on-one match-up.

#### **PHM (Pure Humiliation Match)**

Entries: 1 to 2 players

A one-on-one match that can only be ended by an H-move.

#### **TAG MATCH**

Entries: 1 to 4 players

A two-on-two match that ends with a pin fall or submission by any of the wrestlers.

#### **HANDICAP MATCH**

Entries: 1 to 3 players

A one-on-two match. For the two-person team a submission or pin fall by either partner ends the match.

#### **3-WAY ROYAL**

Entries: 1 to 3 players

A three-way battle royal, in which the first one to defeat any opponent with a pin fall or submission becomes the winner.

#### **4-WAY ROYAL**

Entries: 1 to 4 players

A four-way battle royal, in which the first one to defeat any opponent with a pin fall or submission becomes the winner.

#### **STREET FIGHT**

Entries: 1 to 2 players

A one-on-one match on the Street stage. The first one to win two out of three rounds by depleting the opponent's health becomes the winner.

#### **QUEEN'S MATCH**

Entries: 1 to 2 players

A match that takes place on the Island Resort stage, in which the winner can force the loser to go through a penalty game.

## USER ENTRY

After selecting a mode you can select which Xbox 360 Controller to use.



<b>Directional Pad</b>	Shift entry position
<b>A Button</b>	Enter
<b>B Button</b>	Cancel entry
<b>START Button</b>	Finalise entries and proceed to next screen. If you press the <b>START Button</b> before all entries are filled the open slots will be filled by computer players.

## CHARACTER SELECT SCREEN



Select character  
Choose a character to use.

Select costume / colour  
Change costumes and colours.

<b>Directional Pad</b>	Move character selection
<b>A Button</b>	Enter selection
<b>B Button</b>	Back

Once all players [including computer players] have selected their characters the Stage Select Screen will appear.



## STAGE SELECT

Choose a stage for the match.

[If you have selected Street Fight or Queen's Match the Stage Select Screen will not appear.]



<b>Directional Pad</b>	Select stage
<b>A Button</b>	Enter selection
<b>B Button</b>	Return to Character Select

## MATCH SCREEN

You can confirm your settings on the pre-match confirmation screen.



<b>A Button</b>	Confirm
<b>B Button</b>	Return to Stage Select
<b>Y Button</b>	Display ability parameters

## SKYSCRAPER/RED VALLEY/ARENA

On the Skyscraper, Red Valley and Arena stages your opponents and match formats are pre-determined. You cannot change costume colours for these matches.

Fight a one-on-one match on the Street stage. During a Street Fight health gauges will be displayed for each wrestler. When a wrestler's health gauge is depleted she loses the round.

Winning two rounds will win the match. In addition, some of the controls are different than in standard matches.

## STREET STAGE LAYOUT



## CHANGES ON THE STREET STAGE

- 1 You can perform a grappling attack in one step from a standing position.
- 2 You can perform a rising attack while getting up from a fall.
- 3 You can press the **X Button** while stepping to perform a step attack, which will knock your opponent into the air.
- 4 You can only dash forward.
- 5 You can step by pressing the Directional Pad and the **A Button**.



Fight a one-on-one match on the Island Resort stage, with an added bonus at the end! If you win a Queen's Match you can force the loser to go through a Penalty Game, and then just sit back and watch as the loser embarrasses herself.

## ⌋ PENALTY GAME SELECTION ::

Choose the type of Penalty Game before the match, including the action and costume. Once the selections are made select 'NEXT' to begin the match.

<b>Directional Pad</b>	Move cursor
<b>A Button</b>	Enter selection
<b>B Button</b>	Back

## ⌋ VIEW PENALTY GAME ::

You can control the camera while watching the Penalty Game. After the Penalty Game ends the character will react according to her personality.

<b>X Button</b>	Turn window display on / off
<b>Left Bumper</b>	Change point of view
<b>Left Stick</b>	Zoom camera
<b>Right Stick</b>	Move camera
<b>START Button</b>	End Penalty Game



In the Locker Room you can change characters, create your own character, adjust options, save game records, and much more.

## CHARACTER CHANGE

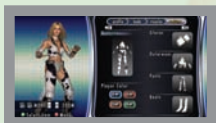
Switch to a different character. [For all modes except Quick Match.]

## PARTNER CHANGE

Switch to a different partner for tag team matches. (For all modes except Quick Match.)

## CUSTOMISE

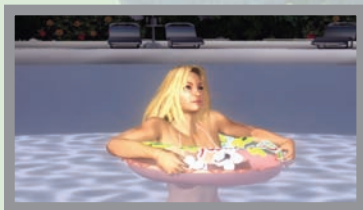
Change the costume and physique of your character.



## EDIT

Choose different parts to create your own custom character, or edit an existing custom character.

## PHOTO SHOOT



You can shoot photographs of your character in a variety of different situations, and even save your favourites.

## GAME SNAPSHOT

View the photos you saved in Photo Shoot mode.

## SOUND TEST

Listen to background music and character voices.

## OPTIONS

### MATCH RULES

Adjust rules and settings for matches.

**DIFFICULTY** Adjust computer opponents' skill level.

**ENTRANCES** Turn entrance sequences on or off.

**NORMAL MATCH LENGTH** Adjust the length of matches.

**STREET FIGHT LENGTH** Adjust the length of Street Fight matches.

**LETHAL CHARGE SPEED** Adjust how quickly the Lethal Move Indicator charges.

**H-POINT CHARGE SPEED** Adjust how quickly H-points build up.

**VIBRATION** Turn vibration on or off.

**KEY CONFIG** Adjust the controller configuration.

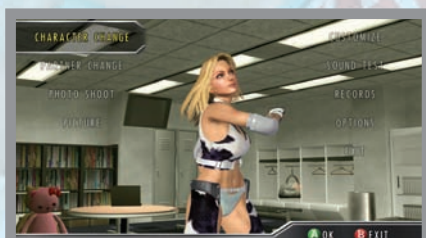
**CHANGE BGM** Change background music for stages.

**DATA SAVE** Save your game data.

**HOST DATALOAD** Load your game data.

**GUEST DATALOAD** Load a guest user's character data.

**RECORDS** View your game records.



<b>Directional Pad</b>	Select control to change
<b>A Button</b>	Display control menu / Enter
<b>B Button</b>	Back

### SOUND RULES

Adjust settings for sound and subtitles.

**BGM VOLUME** Adjust background music volume.

**SE VOLUME** Adjust sound effect volume.

**VOICE VOLUME** Adjust voice volume.

**AUDIENCE VOLUME** Set the volume of the audience's voices.

EXIT

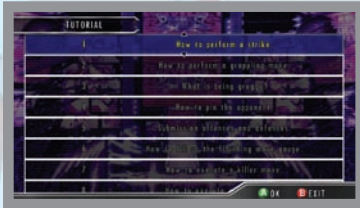
Leave the Locker Room and return to the Map Screen.

SHOP



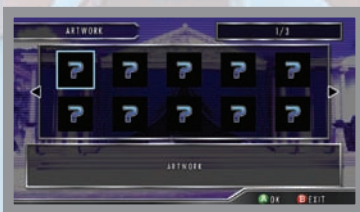
Purchase costumes for your custom character, penalty games, actions to use during photo shoots, entrance animations, etc. You can earn money to use in the shop by winning matches.

TUTORIAL



Learn how to manoeuvre your character and execute various moves.

MUSEUM



View artwork.

CHARACTER EDIT



Create your own custom character, or edit characters you've already created. You can get more costumes by buying them in the Shop, or via content downloads.

## ■ XBOX LIVE



Play against other opponents via Xbox Live. To play online you must be connected to Xbox Live.

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

### Connecting

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### Family Settings

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## ■ PLAYER MATCH

A match that doesn't count toward Rankings.

## ■ RANKED MATCH

A match that counts toward Rankings.

### QUICK MATCH

Automatically searches for the best session for your settings.

### CUSTOM MATCH

Search for a session based on conditions such as region, host rank, and match type.

### CREATE SESSION

Host your own session and set the rules and match format.

- **RANKING** :.....

View rankings for each match type and total rankings.
- **PHOTO UPLOAD** :.....

Upload photos you took in the Photo Shoot mode to Xbox Live for other users' enjoyment. Before you upload photos the photos must be saved to your Xbox 360 Hard Drive or Xbox 360 Memory Unit.
- **PHOTO DOWNLOAD** :.....

You can download and view photos that other users have uploaded to Xbox Live.
- **USER PROFILE** :.....

Change settings such as your region and team.
- **CONTENT DOWNLOAD** :.....

You can purchase items and other goodies in the Xbox Live Marketplace.
- **LOCKER ROOM** :.....
- **SUPERSTAR MODE** :.....

Characters have popularity ratings that rise or fall based on their fighting styles and the results of their matches. When a character's popularity reaches a certain point she becomes a 'Superstar'. Her entrance sequence will be upgraded to a superstar entrance, and her moves will be upgraded as well.
- **MONEY** :.....

You can earn money by winning matches and then use that money to purchase items in the Shop. You cannot win money by playing against other people - you can only earn money when playing by yourself.
- **TITLE MATCHES** :.....

After fulfilling certain conditions during your matches you can earn the right to participate in a Title Match. If you win a Title Match your character earns the title of 'Champion'!
- **SPECIAL TAG** :.....

Certain character combinations form Special Tag Teams. Playing a match with a Special Tag Team results in different entrance sequences and special XX Moves.



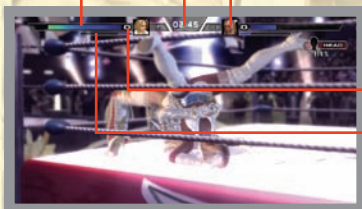


### : GAME SCREEN (NORMAL ARENA) ::::::::::::::::::::

Finishing Move  
Gauge

Elapsed Time

Character Expression



Finishing Move Counter

Humiliation Rating Gauge

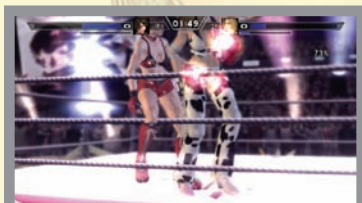
### : GAME SCREEN (STREET FIGHT) ::::::::::::::::::::



Time display

Health Bar

### : STRIKE ATTACKS AND STRIKE REVERSALS ::::::::::::::::::::



**X** Button

Strike attack

**Right Bumper +**

**X** Button

Reverse a strike attack

### Strike Combos

You can perform a combination of strike attacks by pressing the **X Button** repeatedly. The number of hits in the combo will vary by character. If you press the strike attack button in conjunction with the **Directional Pad** you will perform a kick combo.

<b>X Button (press repeatedly)</b>	Punch combo
<b>Directional Pad + X Button</b>	Kick combo

### PARTS DAMAGE

Each attack deals out damage to the Head, Body, Arms or Legs. When one of these parts takes damage an icon appears for that body part.

### GRAPPLING

There are two steps involved in grabbing and throwing an opponent.

#### Step 1 From the Standing Position

Press the **Y Button** and the **Directional Pad** to grab your opponent. Depending on the Directional Pad input you will enter either a standing grapple or a ground grapple.

#### Step 2 While Grappling

From a grappling position press the **Y Button** and **Directional Pad** again to throw your opponent.



#### Grabbing From a Standing Position

<b>↑ + Y Button</b>	Upper body ground grapple
<b>↓ + Y Button</b>	Lower body ground grapple
<b>← / → + Y Button</b>	Standing grapple

## : FINISHING MOVES :::

As you deal out damage to your opponent during a match the finishing move gauge at the top of the screen will build up. When it fills completely the counter will increase by one. This counter indicates the number of times you can use a finishing move.

All playable characters have Lethal Moves and Killer Moves. Lethal Moves can be used only when your opponent is in a specific situation; Killer Moves can be used whenever the gauge is fully charged.

Also, characters that start with a weapon can also perform a finishing move using the weapon. Other characters that pick up that weapon during the match will not be able to do the same move.

**Lethal Moves**

Once you have placed your opponent in a position that fulfils the conditions for the Lethal Move press the **Left Bumper**.

**Killer Moves**

Regardless of your opponent's position you can press the **Left Bumper** to perform a Killer Move.

**Lethal Moves with Weapons**

When a character that started with a weapon is standing in front of her opponent press the **Left Bumper** to perform a weapon-based Lethal Move.

## H-Moves



As you land attacks and avoid your opponent's attacks your opponent's humiliation rating will rise. When her rating reaches the maximum point she will become humiliated for a set period of time. While your opponent is humiliated pull the **Left Trigger** to perform an H-move.

### Reversing Killer Moves

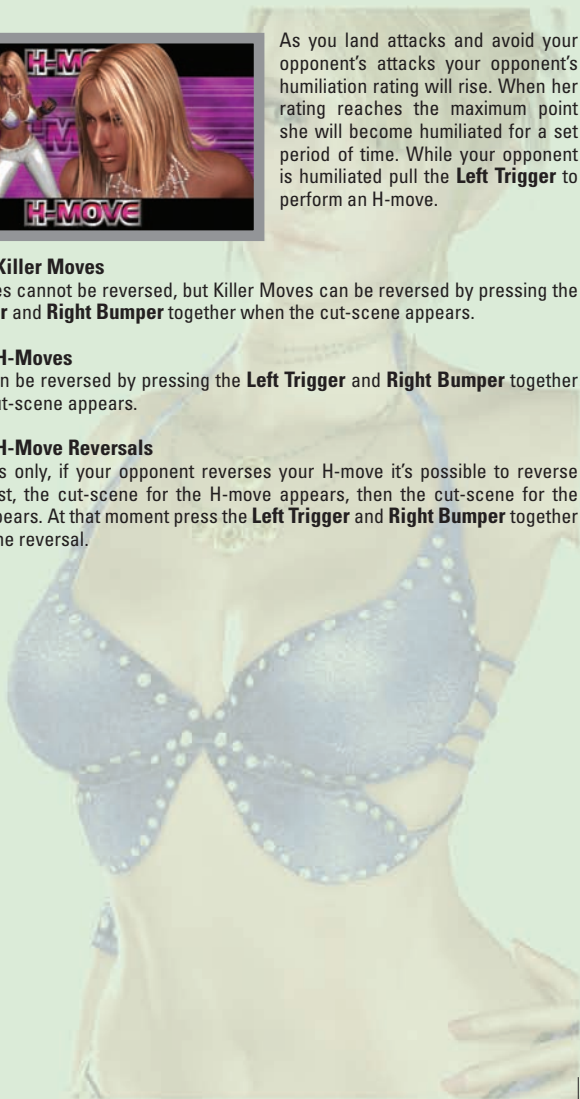
Lethal Moves cannot be reversed, but Killer Moves can be reversed by pressing the **Left Bumper** and **Right Bumper** together when the cut-scene appears.

### Reversing H-Moves

H-moves can be reversed by pressing the **Left Trigger** and **Right Bumper** together when the cut-scene appears.

### Reversing H-Move Reversals

For H-moves only, if your opponent reverses your H-move it's possible to reverse it again. First, the cut-scene for the H-move appears, then the cut-scene for the reversal appears. At that moment press the **Left Trigger** and **Right Bumper** together to reverse the reversal.



## : XX MOVES



During tag matches or handicap matches, if your partner character is waiting in the corner and both your finishing move gauge and your partner's finishing move gauge are full, you can unleash a XX Move - a wildly powerful double-team action move! XX Moves cannot be reversed.

The controls differ slightly depending on whether your partner is controlled by another player or the computer.

**Performing a XX Move with a Computer-Controlled Partner**

Press the **Left Bumper** and **Right Bumper** together.

**Performing a XX Move with a Human-Controlled Partner**

First, the active character presses the **Left Bumper** and **Right Bumper** together. The XX preparation cut-scene will appear, and the partner must also press the **Left Bumper** and **Right Bumper** together. If successful the two characters will perform the XX Move. If the move fails the finishing move gauge will decrease by one.

**Ability Parameters**

As you fight your way through many matches your character's abilities will slowly evolve. Depending on how you fight your attacks may grow more powerful, and your walking may become quicker, etc. You can view your ability parameters after a match ends, or on the Matchmaking screen.

■ KONAMI DIGITAL ENTERTAINMENT GmbH .....

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**Manual & Packaging Design**

an.x

**Manual Translation**

MSM



This game is presented in Dolby Digital. Connect your Xbox to a sound system with Dolby Digital technology using a digital optical cable with an Xbox Advanced A/V Pack or Xbox High Definition A/V Pack. Select "Dolby Digital" in the Dashboard menu of the Xbox to experience the excitement of surround sound.