

## FACT SHEET

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## *Custom Robo™ Arena*

<b>Format:</b>	Nintendo DS™
<b>Launch Date:</b>	Q4 2006
<b>ESRB:</b>	RP (Rating Pending)
<b>Game Type:</b>	Action Role-Playing Game
<b>Accessories:</b>	Nintendo DS Rumble Pak™
<b>Players:</b>	1-2 via Nintendo® Wi-Fi Connection, Multi-Card Play or DS Download Play
<b>Developer:</b>	Noise

### **KEY INFORMATION**

Custom Robo: The sport of tomorrow. In the not-too-distant future, competitors battle customized robot warriors in holographic battle arenas. Victory is determined not only by fighting skill but also by how well Robo Commanders design their robot gladiators, so players need both brawn and brains to survive.

- Players explore a sci-fi landscape as they fight toward the Custom Robo championship, powering up their Robos as they go. With tons of unique parts, there are literally millions of possible Custom Robo combinations, giving players complete control over how they fight their battles.
- Players can challenge their friends to one-on-one Robo battles anytime and anywhere using either Nintendo Wi-Fi Connection, Multi-Card Play or DS Download Play.
- Players use the touch screen to customize every aspect of their Robo, including its weaponry, and then polish it up after every battle to bring it back to top fighting form.

**Game storyline:** In the not-too-distant future, mankind relies on tiny, telepathically controlled robots to perform such dangerous tasks as deep-sea research, disaster relief and interplanetary exploration. These popular and easily customized “Robos” also form the favorite sport of tomorrow: battling in the holographic arenas called “holosseums.” Now that criminals have taken to using these mighty miniature machines as weapons, the Custom Robo phenomenon has grown into a problem for the whole of society.

**Characters:** A young boy transfers to a new school, where he meets Robo-battle champion Saki, a young girl who won the championship partnered with her brother. Now, she’s looking for a new Robo Commander to groom into a champion, and in this young

boy, she sees remarkable potential. However, Saki has a secret, and when the young boy discovers the truth about his new partner, his world changes forever.

**How to progress through the game:** The bulk of *Custom Robo Arena* takes place in holographic battle arenas called “holosseums.” Players pit their Custom Robos against one another in fast-paced, melee-style combat. Each Robo can be outfitted with different parts, from arm-mounted guns and bomb launchers to specialized pod weapons that have their own unique behaviors. Some pods pursue the opponent, while others lie in wait for the enemy to draw near. Players customize their robots by swapping out weapons, legs and body frames to create the ideal combination of attack, speed and defense to suit their gaming styles.

Outside of the battle arenas, *Custom Robo Arena* plays like a role-playing game in which players walk through the futuristic city setting and interact with other characters as they struggle to win the Custom Robo championship. The multiplayer aspect pits two players against each other in the holosseum. Battles can be played using Multi-Card Play or Nintendo Wi-Fi Connection and, if only one player has a game card, using DS Download Play.

**Special powers/weapons/moves/features:** Each Custom Robo is made up of a number of distinct parts: a body, legs, a gun, a pod pack and a bomb launcher. Each of these parts provides unique abilities. For example, guns have different ranges and effects, bombs have different blast radiuses and pods have different behaviors. Any part can be attached to any Custom Robo body. Players construct their ideal fighting robots and then take them into the holosseum to fight. Battles are a combination of the player’s skill – not only at fighting but also at designing a superior Custom Robo.

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