

IGPX

IMMORTAL GRAND PRIX™



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:

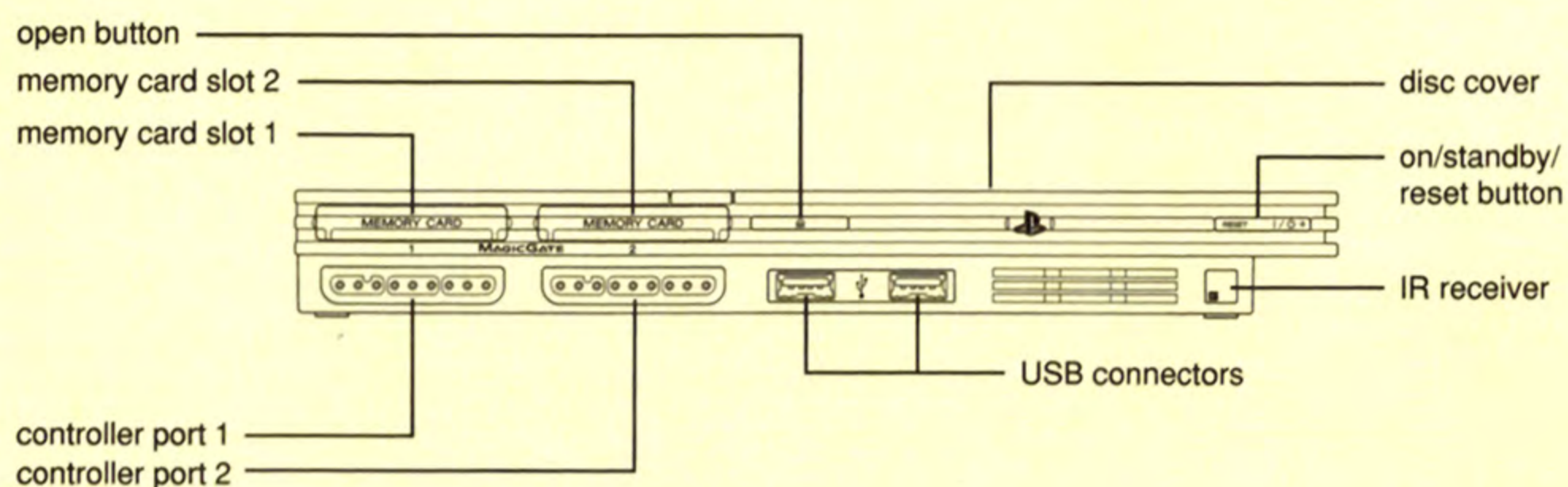
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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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GETTING STARTED

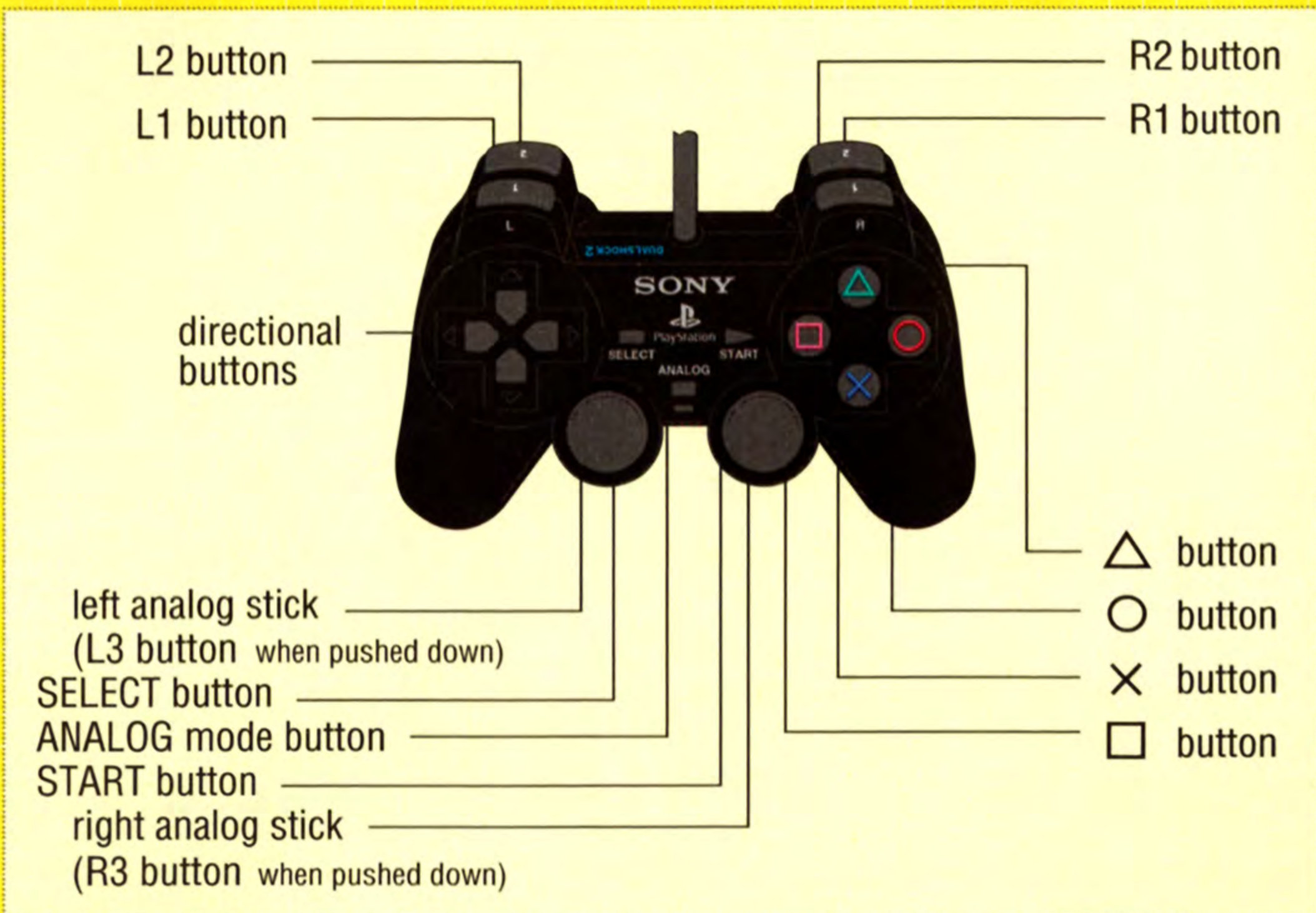


Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **IGPX™ - Immortal Grand Prix** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



NOTE: This game is made for use with a DUALSHOCK®2 ANALOG CONTROLLER.

NOTE: The DUALSHOCK®2 ANALOG CONTROLLER LED display is always red. Left analog stick operations are always enabled.

NOTE: The DUALSHOCK®2 ANALOG CONTROLLER vibration function can be turned on and off under the Options setting regardless of the state of the LED display.

NOTE: When playing alone, connect the DUALSHOCK®2 ANALOG CONTROLLER to controller port 1.

NOTE: When you see combinations such as "○ button + × button" in this manual, this means to press both of the buttons shown at the same time.

All operations are set to the default settings. Button operations can be changed under Options.

GAME CONTROLS

L1 button.....	Switch camera
L2 button.....	Left-arm special
directional buttons	Select menu, give instructions to team
left analog stick	Select menu, move/turn around machine
R1 button.....	Block
R2 button.....	Right-arm special
R3 button (press down right analog stick).....	Switch machine you are controlling
L2 button + R2 button.....	Leg special
△ button.....	Cancel/Combination
○ button.....	Grab
× button.....	Confirm/Battle
□ button.....	Boost/Super Boost
START button.....	Display pause menu

BATTLE

[GRABBING]

○ button after grabbing.....	Shove down opponent
× button after grabbing (when equipped with middleweight parts).....	Grab and punch
× button after grabbing (when equipped with heavyweight parts)	Throw

[FIGHTING]

× button during boost	Boost attack
One rotation of left analog stick + × button.....	Spinning attack

[COMBINATION MOVES]

With the combo gauge full, press

× button, × button, △ button.....	Team combo
--	------------

[BLOCK]

Press the R1 button at the right time when an opponent attacks.....	Deflect
---	---------

Press the × button when bouncing off the track.....	Safe landing
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[OTHER]

Press the ○ button, × button, △ button and ○ button consecutively	Recover from crash
left analog stick rotation	Escape a grab

STARTING THE GAME

WHAT IS IGPX?

The year is 2049, and motor sports have evolved into combat-based races played by teams of robots three-on-three. The robots are high-speed humanoid sports mechs, also known as IG Machines. They travel at breakneck speeds averaging over 350mph, bolting to the finish line while pulling every trick in the book to trip up their opponents along the way. This sport has become the most exciting, yet also the most brutal competition in the world. Welcome to the world of **IGPX™ - Immortal Grand Prix!**

STARTING THE GAME

Turn on the PlayStation®2 computer entertainment system and correctly insert the **IGPX™ - Immortal Grand Prix** DVD-ROM. After the opening movie, the Title Screen will appear. You can skip the opening movie by pressing the START button. Press the START button again at the Title Screen to proceed to the Start Menu.

GAME MODES

[GP MODE]

Your goal is to win races and move to the top of the IG League. You can also customize your machines. Select New Game to start a new game or Load Game to load saved data from a previous game.



[VS MODE]

In VS Mode, you can play against a friend or on your own against the computer. Select New Game to start a new game or Load Game to load saved data from a previous game.



[SAVE AND LOAD]

A memory card (8MB)(for PlayStation®2) with at least 105KB of free space is needed to save game data.

IGPX RULES

TEAMS

Races are held between two teams of three (three-on-three). Each of the three IG Machines on a team has a different position and special characteristics. Note: The screens below show the basic setup of Team Satomi.



[FW - FORWARD]

A well-balanced machine that handles both offense and defense.



[MF - MIDFIELDER]

A machine that has excellent maneuverability, but low attack strength and durability.



[DF - DEFENDER]

Contrary to the Midfielder, this machine has poor maneuverability but excellent attack strength and durability.

COURSES

The courses are about 60 miles in length. There are a wide variety of courses, all designed with numerous hills and sprinkled with obstacles.

[OBSTACLES]

If you hit an obstacle, you will crash and suffer major damage.

[JUMPS]

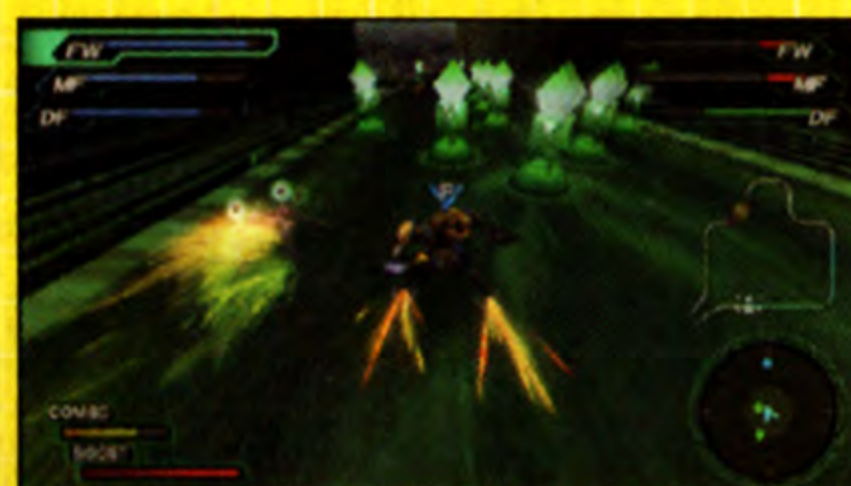
The course contains a number of small jumps, as well as parts where the road itself forms a giant jump.

[COURSE OUT AREA]

Machines that fall off the course into the course out area are instantly retired from the race.

[BUMPY TRACK ZONES]

It is difficult to control the machines when maneuvering in these areas due to the heavy vibrations from the bumpy track.



THE RACE

The race is made up of three battle-filled laps around the course. The winner of the race is determined by totaling the points received per team for each machine that crosses the finish line, with more points going to those that finish sooner. The team with the most points at the end wins.

If all three IG Machines of either team are retired from the race, the race ends immediately.

RANK ORDER AND POINT DISTRIBUTION

1st place.....	15 points
2nd place	7 points
3rd place	5 points
4th place	3 points
5th place	2 points
6th place	1 point
Removal from race..	0 points

[FLOW OF THE RACE]

The race takes place in the following order:

[FIRST LAP]

During the first lap, the competitors race around the track while setting up their overall strategy. The race style of each IG Machine on your team is selected at this point. This style will set the pattern for how each machine behaves during the race when it is not given specific instructions otherwise.



DIFFERENT STYLES:

NEUTRAL: If you choose this style, your team members both attack and race.

BATTLE: A style in which the IG Machine commences an all-out-attack against its opponents regardless of its remaining HP level. In this style, Team Combo gauge fills faster while the Super Boost accelerates more slowly. This style commands the machine to focus on actively attacking its opponents.

RACE: IG Machines with this style are set on winning the race by outpacing their opponents. They keep their distance from their opponents and solidify their defense by avoiding battle.

[BATTLE LAP]

In this second lap, attacks against your competitors are allowed.

[FINAL LAP]

In the third lap, your viewpoint of the race changes for about the last 1/4 of the lap. Your Super Boost can be used at this point.

GAME SCREEN



[1. TEAM HP]

Displays the HP levels for each IG Machine belonging to Player 1. A machine's HP level drops each time it sustains damage, and it is retired from the race when its HP level reaches zero.

[2. INSTRUCTIONS TO TEAM]

Shows the current instructions to the team.

[3. RECOVERY GAUGE]

Indicates the amount of strength you have to recover from a crash or a grab. The gauge is shown when you crash or are caught with a grab attack.

[4. COMBO GAUGE]

You can execute team combo maneuvers when this gauge reaches MAX.

[5. BOOST GAUGE]

This shows the Boost Gauge for the IG Machine you are controlling.

[6. OPPONENT'S HP]

Displays the HP levels for each machine on your opponent's team.

[7. RADAR]

Shows the location of each machine.

[8. COURSE MAP]

Red-colored areas: Areas in which to exercise Caution, because there are obstacles on the course.

Aqua-colored areas: Race areas in which it becomes possible to use a Super Boost on the 3rd lap.

PLAYING THE GAME

The button operations shown here are all the default button settings.

PLAYER MOVEMENT [left analog stick]

Push the left analog stick in the direction you would like to move.

Rotation: Rotate the left analog stick once.

CAMERA MOVEMENT [right analog stick]

Push the right analog stick to change the camera position.

Close View: Push the right analog stick forward and the camera follows the player to show the front view.

Wide View: Push the right analog stick backward and the camera pulls back to more easily show the surroundings.

BOOST [○ button + left analog stick]

Hold down the ○ button and push the analog stick in any direction to boost your speed in that direction. The Boost Gauge in the lower-left area of the screen indicates your remaining boost power and will decrease only while you are boosting. When the Boost Gauge reaches zero, you will no longer be able to use your boost until your boost power is replenished. The Boost Gauge will gradually increase when you are not boosting.



SUPER BOOST

Press the ○ button five times repeatedly and the Charge Gauge will appear. Build up the Charge Gauge by pressing the button repeatedly. When the Charge Gauge reaches MAX, Super Boost will be activated. Super Boost will continue until the gauge is empty.



The duration of the Super Boost is determined by the remaining HP at the time that the Super Boost is activated. The more HP remaining, the longer the Super Boost can be used.

During League 1 it is possible to enter Speed Mode. From League 1 on, when some teams, like Team Satomi, accelerate with a Super Boost the IG transforms. When Super Boost is finished, the IG will revert back to normal.

PLAYING THE GAME

BATTLE RULES

During the race, you can attack competitor IG Machines to disrupt their driving. There are three major kinds of battle techniques: fighting, grabbing and blocking.



[FIGHTING]

This includes offensive moves such as punching and kicking. If a move is blocked, it will have no effect.

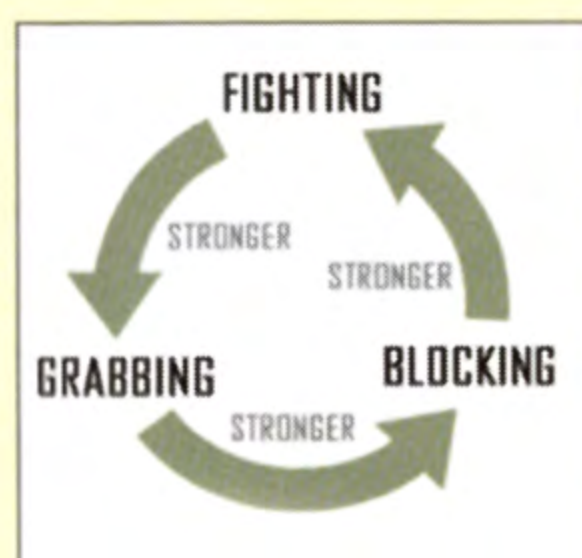
[GRABBING]

This assisting technique allows you to grab your opponent before using a fighting move. A grab cannot be blocked, but it takes some preparation to set up, making it all for naught if an attack is used on you during that time.

[BLOCKING]

This allows you to prevent an opponent directly in front of you from using an attack on you. It will reduce the amount of damage from an attack to zero, but it cannot protect you from being grabbed.

These three techniques are related as shown in the diagram to the right. There are a variety of other elements that also come into play, such as deflecting and specials, making battle all the more interesting.



[DEFLECTING] See page 13.

[COMBINATION] See page 15.

FIGHTING [X button]

Punches your opponent.

[COMBO]

Press the X button continuously.

This will unleash a combo attack on your opponent. The type and number of hits your combo attack inflicts will vary depending on the weight of your arm parts.

[BOOSTED ATTACK]

Press the X button while boosting.

Attacking while boosting will allow you to take advantage of your acceleration to dish out a super powerful blow to your opponent.

[ROTATING ATTACK]

Press the X button after rotating the left analog stick once.

Rotating the left analog stick will cause your machine to rotate. Press the X button at this time to assail your opponent with a rotating attack.



GRABBING [O button]

Use this to grab your opponent and segue into other skills. If you grab your opponent successfully, a list of skills that can be subsequently performed will be displayed on the screen. Note: You cannot grab when using some parts.

[SHOVING DOWN YOUR OPPONENT]

Press the O button after grabbing your opponent.

This can be performed by all machines. You can shove your opponent onto the track to inflict damage.



PLAYING THE GAME

[GRAB AND PUNCH]

Press the **X** button after grabbing your opponent.

Only machines equipped with midleweight arm parts can perform this maneuver which delivers a powerful blow to the opponent machine after grabbing it.



[THROW]

Press the **O** button after grabbing your opponent.

Only machines equipped with heavyweight arm parts can perform this maneuver of picking up the opponent machine and hurling it away.



[SKILLS SPECIFIC TO CERTAIN PARTS]

Equipping a machine with special parts changes the grabbing attacks that it can perform.

Skill for Heavyweight Leg Parts Stomp

Press the **X** button after shoving your opponent down.

This allows you to inflict damage by stomping on your opponent after shoving it down to the ground.

Skill for Middleweight Arm Parts Grab and punch

Press the **X** button after grabbing your opponent.

Use this technique to punch or kick your opponent after grabbing it.

Skill for Heavyweight Arm Parts Throw

Press the **X** button after grabbing your opponent.

Use this technique to hurl your opponent away after grabbing it.

[ESCAPE FROM A GRAB]

Press the **O** button, **X** button, **□** button and consecutively + rotate the left analog stick.

Your Recovery Gauge will appear when you are grabbed by an opponent. Press the **O** button, **X** button, **□** button and **△** button consecutively + rotate the left analog stick to fill up your recovery gauge and shake free of your opponent's hold on you once the gauge reaches MAX.



BLOCK [R1 button]

This allows you to block fighting maneuvers from your opponents. You must face the opponent directly to block its attack and protect yourself from damage.



DEFLECT [R1 button]

If you press the R1 button with just the right timing when attacked, you can deflect an opponent's attack back on itself. Any machine that has an attack deflected will be stunned, giving the deflector the perfect chance to retaliate. You cannot grab an opponent immediately after it has had an attack deflected.



CRASHING

If an IG Machine is attacked or if it runs into an obstacle, it will flip over and crash. A crashed machine is dangerous as it is subject to damage and can also become an obstacle for other machines, causing them also to crash.

[RECOVERING FROM A CRASH]

Press the ○ button, × button, □ button and △ button consecutively + rotate the left analog stick.

When your machine crashes, the Recovery Gauge will appear. Press the ○ button, × button, □ button and △ button consecutively + rotate the left analog stick to fill up your recovery gauge and recover from the crash once the gauge reaches MAX.



[SAFE LANDING]

Press the × button with just the right timing.

During a crash, if you press the × button at just the right time when the machine bounces up after rebounding off the track, you can absorb the impact of the crash and recover immediately.



PLAYING THE GAME

HINT

[PILE UPS] If an IG Machine comes into contact with a crashed machine, it will also crash. If you can cause your opponent's other machines to crash in the same spot and form a pile up, your ranking in the race will quickly advance.

SPECIALS

L2 button (left arm), **R2** button (right arm), **L2** button + **R2** button (legs)

If you equip your machines with special parts in Garage, you will be able to utilize their unique features. Some of the parts that you have available to install in the Garage are specially equipped with what is called a special. Read below to find out what specials can do.

[LONG-DISTANCE SPECIAL]

This kind of special allows you to inflict damage on a machine or cause it to crash from far away.

[PROTECTION SPECIAL]

This special can automatically act as a block or emit a smoke screen to allow you to dodge an enemy attack.

[COMBO SPECIAL]

This special is used when employing a combo to increase the range of your fighting attacks.



COMBINATION [△ button]

Depending on the situation, you can unleash a variety of combination attacks by pressing the △ button. A successful combination attack will inflict a large amount of damage on the opponent and add to your result points, in addition to boosting your combination gauge.

[EXTRA COMBINATION: △ BUTTON]

If an attack launched using the △ button hits the opponent, it will send the opponent flying. If you then press the △ button one more time, one of your teammates will go in for an attack. If the teammate's attack is successful, this forms what is called an extra combination.



[TAG COMBINATION: △ BUTTON]

If you press the △ button while grabbing a teammate, your teammate can slip away and perform a spinning attack.

[OTHER COMBINATIONS]

Catch Combination

This is carried out by successfully attacking an opponent that is being grabbed by one of your teammates, or by a teammate attacking an opponent that you have grabbed.

Cover Combination

A cover combination is performed by attacking an opponent that is grabbing, shoving down, or carrying out a combo attack on one of your teammates.

Cooperative Dash

Press the ◎ button when a teammate is being grabbed. This will send your teammate running off in a mad dash. Unlike other combination moves, this has no other benefits.

PLAYING THE GAME

HINT

Performing combinations will increase your Combo Gauge much faster than normal. It's a good strategy to carefully mix combination moves to maximize your advantage in battle.

[TEAM COMBO]

When you inflict damage upon an opponent, your Combo Gauge in the lower-left area of the screen will increase. When the gauge is at MAX, press the $\times$ button, $\times$ button and $\triangle$ button to perform a team combo. A team combo is where two or three of the machines on your team deploy successive attacks on a single opponent.



1. First, one machine enters the combination $\times$ button, $\times$ button, $\triangle$ button to initiate the team combo on an opponent. The opponent machine will be passed to a teammate.
2. Your control will then switch to the machine closest by, allowing you to attack again. If yet another machine from your team is nearby, use the combination $\times$ button, $\times$ button, $\triangle$ button to pass the opponent again.
3. If you are then able to attack with the third machine, the combo will make a full round against your opponent.

During the combo, if you continue pressing the $\times$ button without pressing the $\triangle$ button, you can attack your opponent with a finishing blow that will cause it to crash.

Note: Team Combo Counter: If you are being attacked with a team combo, press the **R1** button at the right time while you are being attacked to counter the team combo. Your Combo Gauge will decrease when you use a team combo.

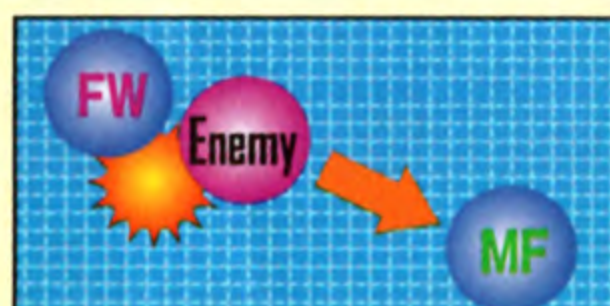
Note: Regardless of whether the team combo succeeds or fails, you can keep trying as long as the Combo Gauge is flashing.

HINT

When the Combo Gauge is full...

Note: You can initiate and finish a team combo no matter where you are positioned.

Note: The machine being controlled is shown with a green glow.

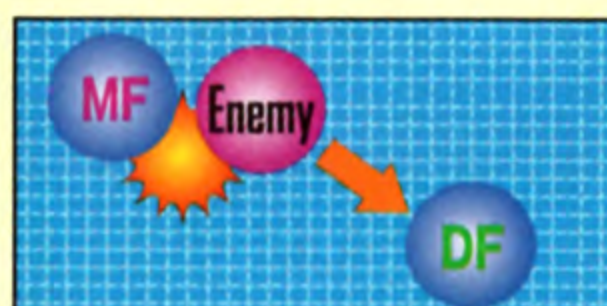


[FW]

ENEMY:

⊗ button, ⊗ button, △ button

Initiate team combo!



[MF]

ENEMY:

⊗ button, ⊗ button, △ button

Continue team combo!



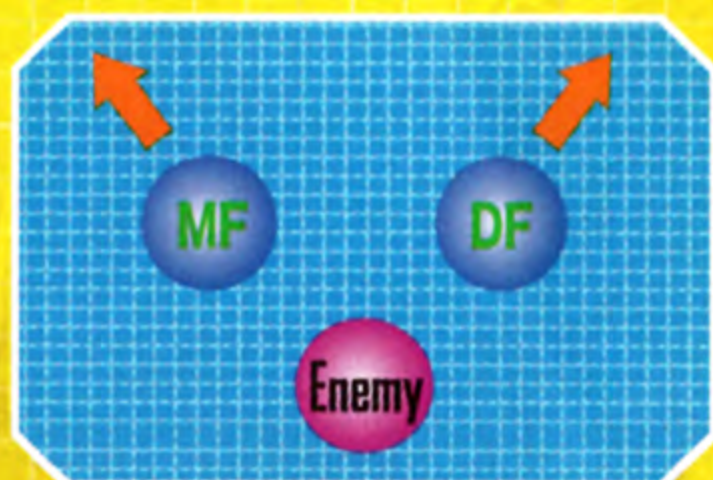
[DF]

Use a combo to finish it off!

INSTRUCTIONS TO YOUR TEAM [directional buttons]

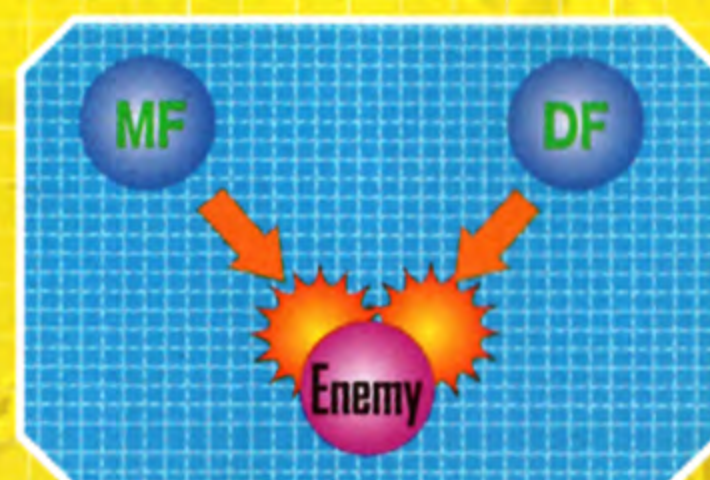
You can send instructions to the IG Machines on your team that you are not currently controlling. The instructions you can send are selectable using the directional buttons.

Note: The diagram shows the FW machine being controlled.



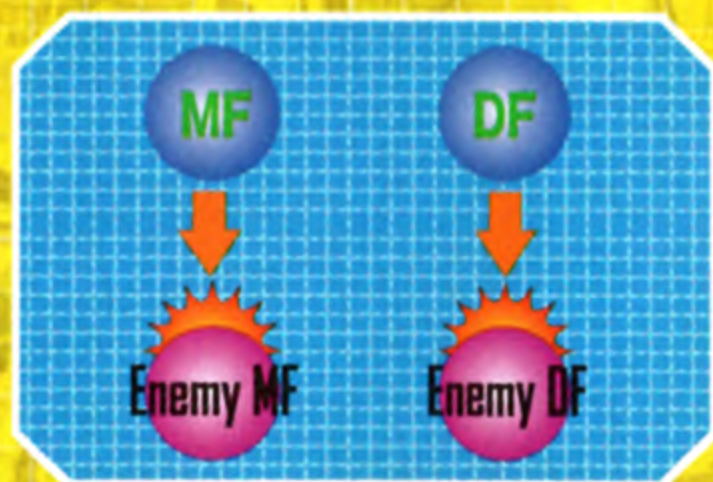
[DEFEND: UP DIRECTIONAL BUTTON]

Avoid battle with opponents.



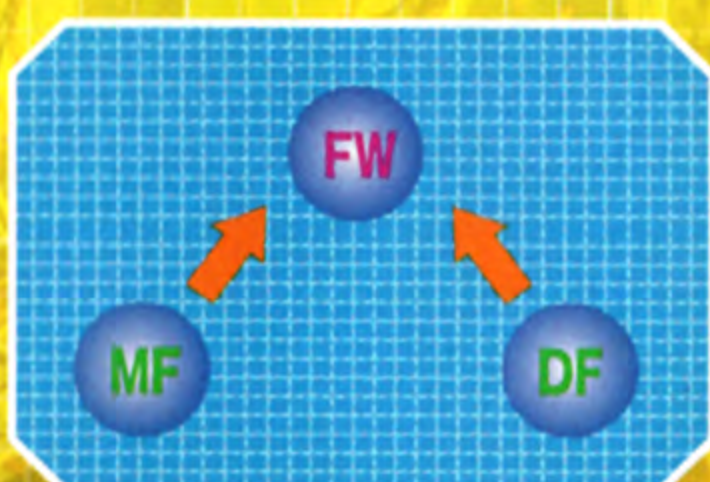
[CROSSFIRE: LEFT DIRECTIONAL BUTTON]

Focus an attack on the IG Machine with the least amount of HP.



[MAN-TO-MAN: RIGHT DIRECTIONAL BUTTON]

Attack the opponent IG Machine in the corresponding position.



[RALLY: DOWN DIRECTIONAL BUTTON]

Move in close to the IG Machine being controlled.

PLAYING THE GAME

SWITCH CONTROL TO ANOTHER MACHINE

[R3 button - press the right analog stick]

Press the R3 button to change control to a different machine. Control will switch from FW to MF to DF and then back to FW each time you press the button.



SWITCH CAMERA ANGLE [L1 button]

You can switch the camera vantage point between looking either at the front of the IG Machine you are controlling or the rear.



[FRONT]



[BACK]

PAUSE [START button]

This will pause the game and display the Pause Menu.

[PAUSE MENU]

Quit

Ends the current race and takes you to the Main Menu.

Cancel

Continues the game.



In GP mode, you participate in the IG League as Takeshi Jin of Team Satomi and attempt to outrank the competition and become GP race champion.



GP MODE FLOW

The IG League contains three levels: League 3, League 2 and League 1 (from lowest to highest). GP Mode begins with training – a practice stage where attacks will not affect your HP level.

After training, each League has five rounds of battle and the best teams will move on to the playoffs. The winning team advances to the next League.

You will earn points depending on your race results. You can use these points to purchase customized parts to change the equipment of your IG Machines.

[SIMULATED BATTLE]

As the game progresses, you can challenge your opponents in a race that is separate from the league races. This is called simulation battle. If you win, you will sometimes receive benefits, such as being able to purchase parts that only your opponent team has.

GRAND PRIX

In this mode, you can choose the opponent you wish to race.

[TUTORIAL]

It is possible to view four types of movies that explain the game. At the start of the game it is possible to watch only the first and second movies, and as the player progresses through the game it will become possible to view the two remaining movies.



CONTROL METHOD

Basic Controls

GARAGE USAGE

Using the Garage

RACE STRATEGY

Race Strategy

SPEED MODE

Variations in Speed Mode

GARAGE

In the Garage, you can customize your IG Machines.

Press the **L1**/**R1** buttons to switch among the IG Machines you would like to customize.

[SETTING]

This allows you to change parts.

Use the directional buttons or left analog stick up/down to select the part (right arm, left arm, legs, optional) you would like to change. Select the part you would like to equip the IG Machine with using the directional buttons or left analog stick right/left. Press the **X** button to confirm, or the **△** button to cancel your choice.



DATA

The larger the value, the more advanced the power of the equipment is.

Offense strength: The amount of damage you will inflict upon your opponent.

Defense strength: The amount of damage you can block.

Agility strength: The amount of speed you will get.

Stability strength: The amount of force required to cause you to crash.

[PAINT]

You can change the color of your IG Machines. Select the color you would like using the directional buttons or left analog stick left/right. Press the **X** button to confirm and exit this setting.



[STATUS]

Here, you can check the data and status of your IG Machines and pilots. Machine data is ranked from CC to AA, with AA being the highest rank.



[BUY]

Select the parts you would like to purchase with the directional buttons or left analog stick left/right, and confirm your selection with the $\otimes$ button.



[SELL]

Select the parts you would like to sell with the directional buttons or left analog stick left/right, and confirm your selection with the $\otimes$ button.



Note: If a part has a special, you can display information about the special using the $\otimes$ button.

SAVE

You can save up to three games. Select the location to save the game. A confirmation message will appear asking you if you are sure that you want to save your data. Select "Yes" to save.

OPTIONS

[SOUND SETUP]

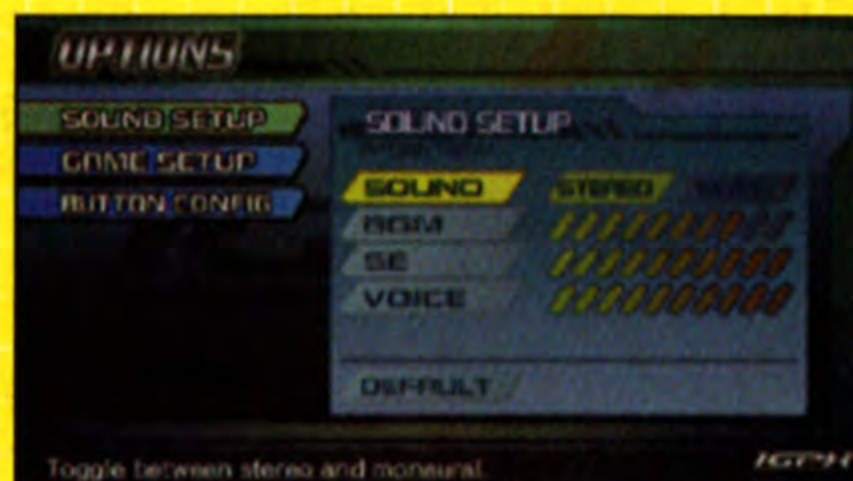
Sound: Select either stereo or mono.

BGM: Adjust the background music volume.

SE: Adjust special effects volume.

Voice: Adjust the volume for voices.

Default: Reset to default settings.



[GAME SETUP]

Level: Adjust the level of difficulty.

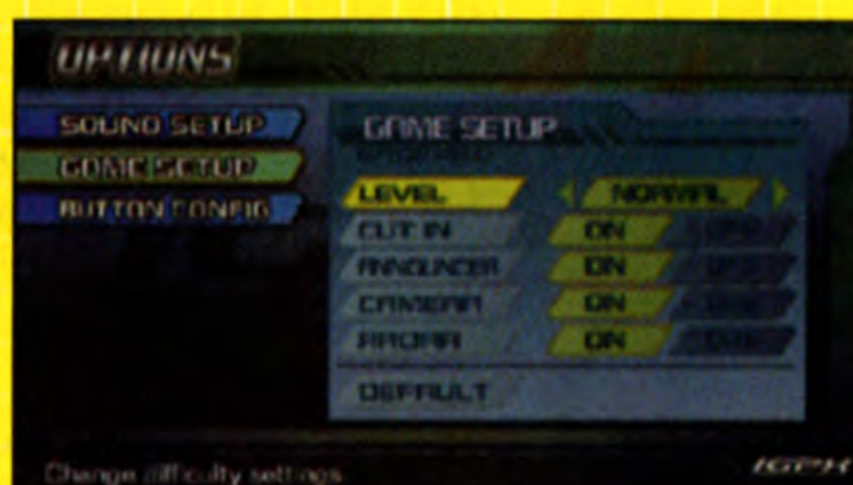
Cut in: Turn on/off the cut-in feature.

Announcer: Turn on/off the race announcer's voice.

Camera: Turn on/off the attack camera movement.

Radar: Turn on/off your race radar display.

Default: Reset to default settings.



[BUTTON CONFIGURATION]

You can change the setup of the buttons on the controller. Select the item you would like to set, and press the **X** button to change the setting of that item. Use the directional buttons or the left analog stick left/right to select, and press the **X** button to confirm your selection.

Buttons: Change the function assigned to each button.

Note: Information in brackets denotes team instructions.

Vibration: Turn on/off the controller vibration function.

Default: Reset to default settings.



This is competition mode. You can play against a friend or on your own against the computer. You have the choice of using a customized team, any team that you have unlocked, or an original team that you create yourself. The number of machines and race courses you can select from will increase as the game progresses. When playing with somebody else, connect a DUALSHOCK®2 ANALOG CONTROLLER to controller port 2.

[VS SETTINGS]

Player

Select the number of players (Player 1 against the computer, or Player 1 against Player 2).

Machine Selection

Select your machines.

IG Machine

Each team can group together machines as they wish to create original teams.

Customize

Battle with your own Team Satomi. You can change parts in the Garage and load data from previous games.

Lap

Decide the number of laps the course will have (minimum: 3, maximum: 9).

Course Select

Decide which course you will race.

Options

Change the game settings.

Start

Begin the race.



VS MODE

RACE DESCRIPTION

When playing against the computer, the race is the same as normal. When playing with somebody else, Players 1 and 2 select their race style at the same time.



[1. PLAYER 1 TEAM HP]

Shows the HP levels for each of Player 1's machines. The HP level will decrease when damage is sustained, and an IG Machine will be retired from the race when its HP level reaches zero.

[2. PLAYER 1 COMBINATION]

When the Combo Gauge reaches MAX, team combos can be executed.

[3. PLAYER 1 TEAM BOOST GAUGE]

This is the Boost Gauge for the IG Machines controlled by Player 1.

[4. PLAYER 2 TEAM HP]

Shows the HP levels for each of Player 2's machines.

[5. PLAYER 2 TEAM COMBO GAUGE]

This is the Combo Gauge for Player 2's machines.

[6. PLAYER 2 TEAM BOOST GAUGE]

This is the Boost Gauge for the IG Machines controlled by Player 2.

Note: Team instructions and Recovery Gauges for both Player 1 and 2 are displayed.

RACE TEAMS

TEAM SATOMI 001



FORWARD



TAKESHI

MIDFIELDER



AMY & LUCA

DEFENDER



LIZ

This team has recently worked their way to the top. Their teamwork still has a few glitches, but their individual skills and talent are what gives the team its power.

TEAM BLACK EGG 002



FORWARD



RICARDO

MIDFIELDER



GRANT

DEFENDER



GLASS

This team is characterized by the unique style of striving to earn the maximum number of points possible by focusing almost entirely on defense and rarely attacking other opponents.

TEAM EDGE RAID 003



FORWARD



BJORN & SOLA

MIDFIELDER



BELLA

DEFENDER



BRET

Team Edge Raid - often the topic of many conversations - uses animal navigation and is known for its team cooperation. In a sense, they are the team that takes IGFX to the cutting edge.

RACE TEAMS

TEAM SKYLARK 004



FORWARD



FANTINE

MIDFIELDER



JESSICA

DEFENDER



ELISSA

This has been an all-female team from its inception. While they enjoy fame as IGPX idols, they are known for playing rough and skillfully carrying out battles.

TEAM SLEDGE MAMMA 005



FORWARD



YAMMA

MIDFIELDER



TIMMA

DEFENDER



DIMMA

Often called the strongest and meanest, this rough-playing IG-1 heel team is willing to try anything if it will help them win.

TEAM VELSHTein 006



FORWARD



CUNNINGHAM

MIDFIELDER



JAN

DEFENDER



DEW

Team Velshtein is a well rounded team with IG Machines that maintain a good balance between speed, defense and offense. The team pilots demonstrate superior skill, proven by the fact that they won the IG-1 championship two years in a row.

IGPX

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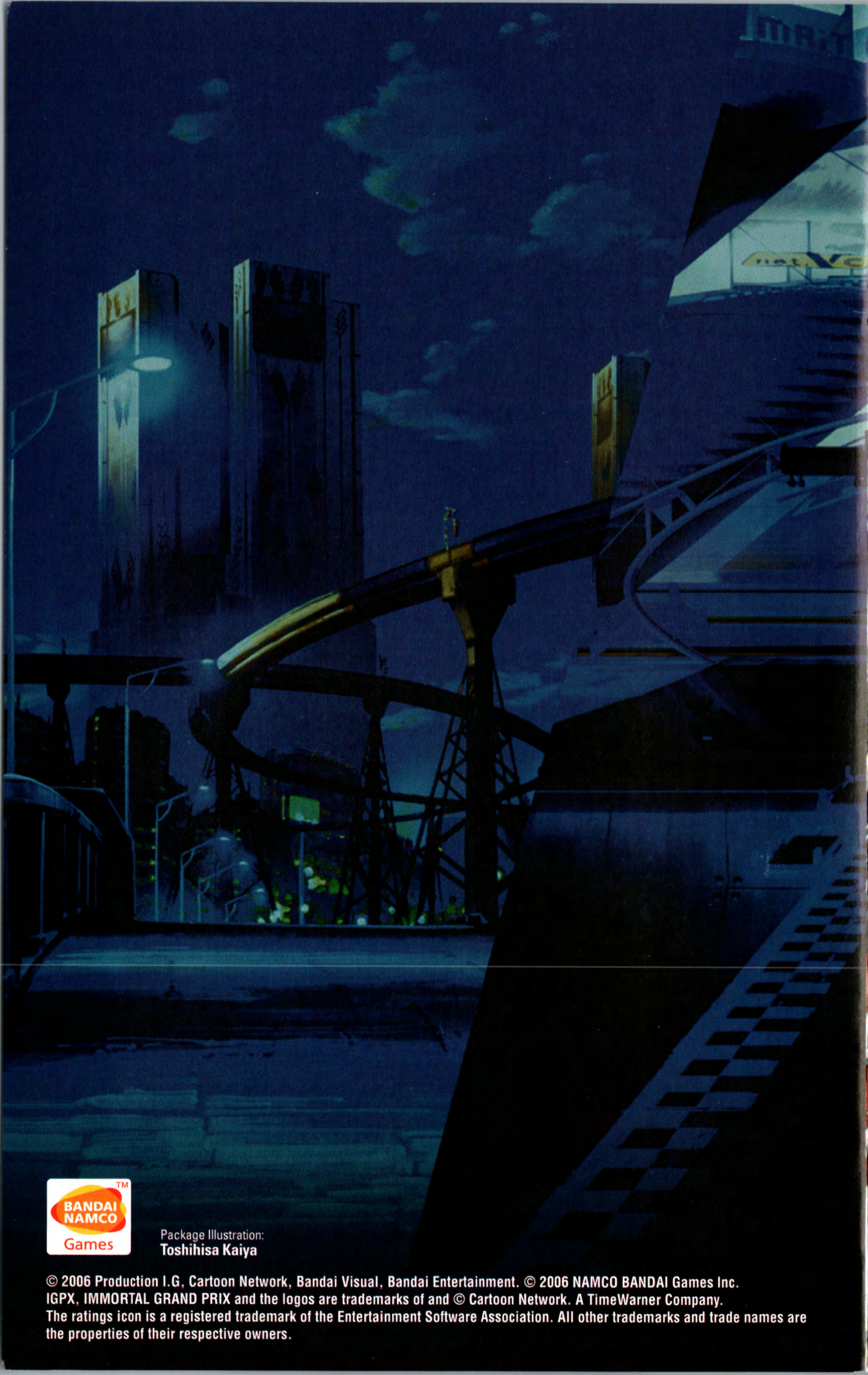
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