



PlayStation

NTSC U/C

PlayStation

ROCKBAND
SOCK EM™
ROBOTS

ARENA



CONTENT RATED BY
ESRB

SLUS-01124
40133-0920

Arena Combat With Customizable Robot Fighters



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

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HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

It's the 25th Century and an all new sport has emerged. Football, baseball and even professional wrestling have become boring, old and tired. Now, fans take a more "hands-on" approach by actually building the combatants! The forefathers of all this arena mayhem, the Original Red Rucker and Blue Bomber were created as boxing combatants of the future! The blistering punches of these robots were known to knock the heads off their opponents, leaving them to dangle from sparking wires, dripping with battery acid. Each in their time were national champions, kings of the ring. Now retired, they lend their expertise as ringside commentators, and a new generation of Rock 'EM SOCK 'EM™ Robots compete in the leagues. The latest technology fuels and arms these fantastic machines. Put your skills to the test with limitless futuristic technology at your disposal. **Develop the perfect fighting machine, and send the competition to the junkyard!**

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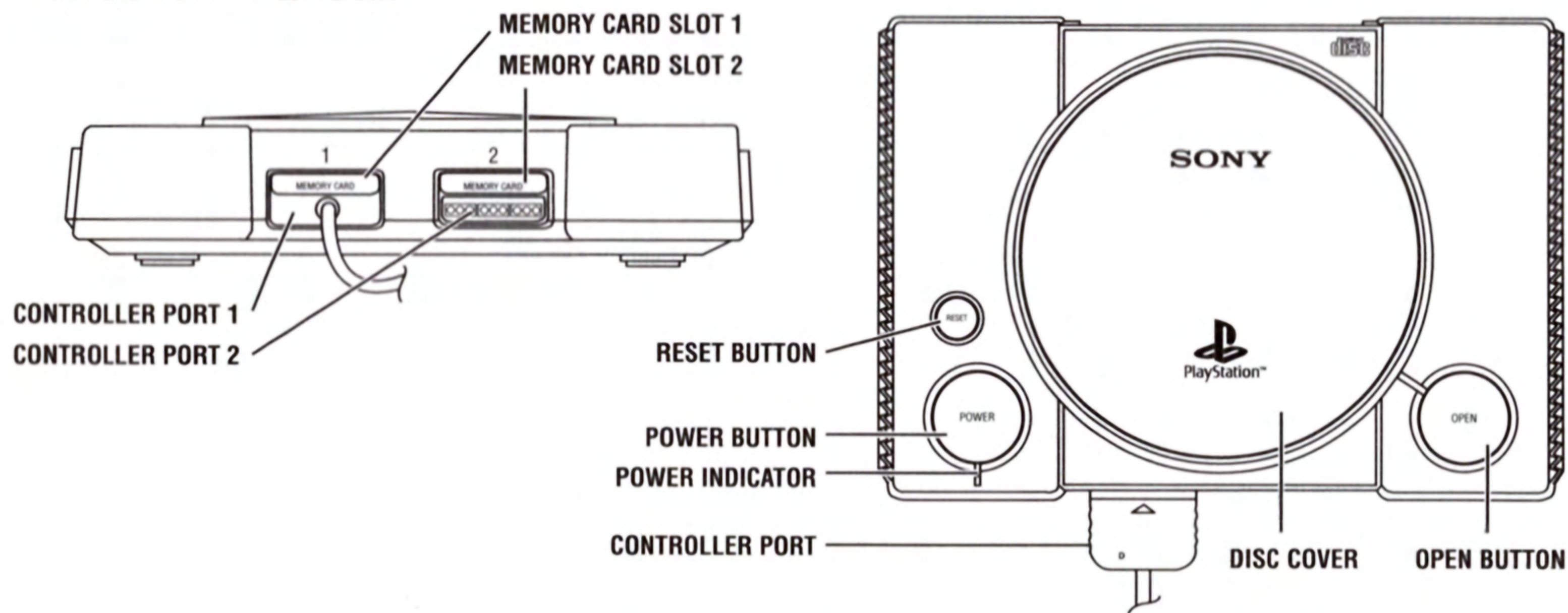
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GETTING STARTED

Console Setup

Set up your PlayStation® game console according to the instructions in its Instruction Manual.

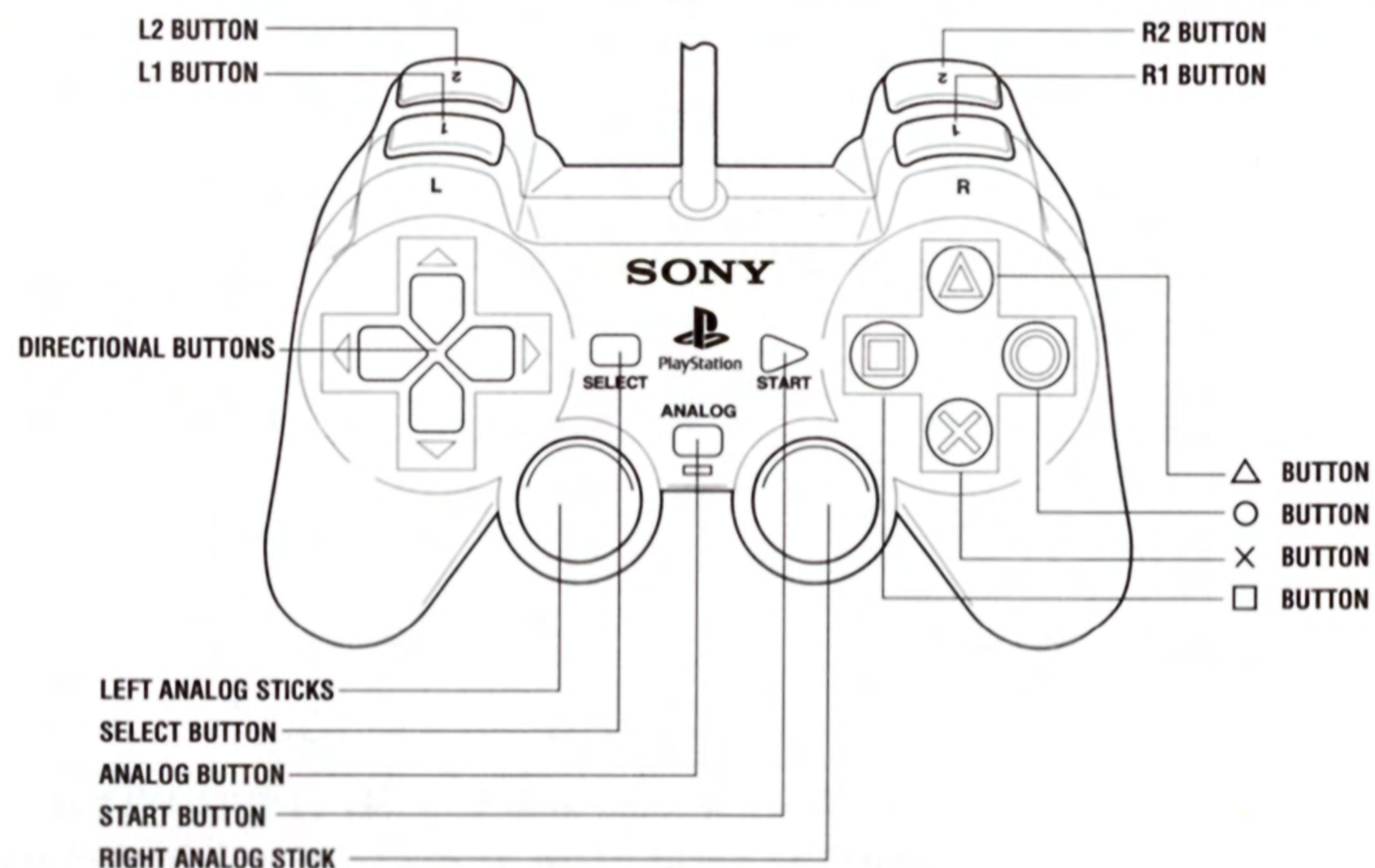


Make sure the power is off before inserting or removing a compact disc. Insert the **Rock 'EM Sock 'EM™ ROBOTS ARENA** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. After the opening movies play, the Title Screen appears. Press **START** to bring up the Main Menu.

Memory Card

A Memory Card (sold separately) is required to store your saved games and options settings. Insert a Memory Card into the PlayStation® game console *before* starting play. Do not remove a Memory Card while saving or loading games; doing so could damage game data. Memory slots are player specific. To load a robot as player 1, the memory card for that robot must be in slot 1 (or be in slot 2 to load as player 2).

Game Controls



Quick Start

To jump right into **Rock 'EM Sock 'EM™ ROBOTS ARENA** action, press **START** once the Title Screen has loaded, and select *Versus Mode* from the Main Menu.

Choose your robot and your opponent, by using **Left/Right Directional Buttons** to cycle through the bots, and pressing **×** to select them. Once both combatants have been chosen, pick the arena to fight in. Use **Left/Right Directional Buttons** to scroll through the options, then press **×** to choose one and start the game!



MENUS AND SCREENS

After the opening movies play, the **ROCK 'EM SOCK 'EM™ ROBOTS ARENA** Title Screen appears. Press the **START** button to bring up the Main Menu. From this screen you have several choices. Use **Up/Down Directional Buttons** to highlight an option, and press **⊗** to select it.

Versus Mode: Pit your robot against the AI or another human player in a straight-up arena showdown. See *Battle of the Bots* on page 4 for more details.

Career Mode: In this single player game, you choose a robot to battle up through the ranks of three **ROCK 'EM SOCK 'EM™ ROBOTS ARENA** leagues. Do you have what it takes to win the Gold Belt? Campaign play is explained in *Going for the Gold* starting on page 9.

Stakes Mode: You and a friend can have your robots duke it out, with your own special parts as the prize! See *Fighting for Parts* on page 4 for more information.

Practice Mode: Practice your moves in the Training Arena, before you take on the league. Practice Mode is described in *Training for the Leagues* on page 6.

Options: Open the Options Menu, where you can configure match, sound, control and Memory Card settings. See *Changing Game Options*, starting on page 7, for details.

Memory Card: Choose to **Load** or **Save** a career game, then select which Player to load or save.

Battle Of The Bots

For metal-grinding, bolt-popping action, against the AI, or another player, choose *Versus Mode* from the Main Menu.

This brings up the Choose Robots screen, where you can pick a bot to fight with. At first, you will only be able to fight robots with Standard equipment. But once you defeat a bot with Upgraded equipment in Career Mode, you unlock that bot and all of his gear. Once you pick your robot, you can select your opponent, or a second player can choose their bot. Once both combatants have been selected, choose the arena to fight in, then press **X** to select one and start the game.

Once the arena loads you can duke it out with your opponent. See the descriptions beginning on page 15 for information on what each robot's basic moves are.

Details on fighting tactics can be found in the section *Secrets of the Ring* starting on page 14. The number and length of the rounds, along with other fight options, must be set from the Options Menu before you begin play, as described on page 7.

You can pause the game at any time by pressing the **START** button, and choose to either *Quit* the game, or *Resume* when you are ready.

Fighting For Parts

Nothing beats the thrill of matching up against a skilled opponent, with your prized plasma cannon on the line! Choose *Stakes Mode* from the Main Menu to go head to head with another player, risking equipment from your career robots' inventories.

Because this mode allows you to fight against another player, and wager a part of your robot on the outcome, you can only play in Stakes Mode if you have a *saved* career game. As you play through the league, you will win parts from other robots you detach during the fights, as well as earning prize money with which to buy additional parts (Note: money won during a career represents robot shop points only). These make up your equipment inventory.

When you are ready to play in Stakes Mode, make sure each player has placed the Memory Card with their saved Career Game into the Memory Card slots. From the Stakes Menu, use the **Up/Down Directional Buttons** to sort through your parts by location; either *Left Arm*, *Right Arm*, or *Legs*. Then use the **Left/Right Directional Buttons** to scroll through available parts of that type. The strengths and weaknesses of each part are shown graphically. For more information see



page 10.

Keep in mind that all parts are **not** of equal value. Upgraded parts are worth more than Standard parts, and some parts are more powerful than others, as well as being more expensive, or harder to win. Do not wager a part you can't afford to lose!

When you have decided, press ⊗ to ante up the highlighted part. Your opponent must also wager

a part of their own. If you think your opponent has made a fair wager, press ○ to accept their ante. If you don't want to fight for that part, you can press □ to reject the wager. Press △ to exit Stakes Mode entirely.

Do not remove your Memory Card from the PlayStation® Console while these changes are being made! Both players will lose their parts, and other errors can occur. After a stakes game, saving to your memory card will update players parts inventories.

Once the wagers are recorded, an arena is loaded and play begins. If you want the match to have a certain number of rounds, or to change any other game options, you must make these changes before you enter Stakes Mode. See page 7, *Game Options* for more information on configuring your contest.

At the conclusion of the match, the winner receives the loser's part, and it is saved into his inventory. Once again, **do not attempt to remove your Memory Card to avoid losing the part!** Both players will lose their parts, and other errors can occur.

Training For The Leagues

A true champion isn't just manufactured, he's developed over time with experimentation and a great deal of training. Every robot has a unique set of parts and abilities, and to win in the leagues, you have to know how to fight them all. That's what the training arena is for.

Choose *Practice Mode* from the Main Menu, to bring up a screen where you choose the robot to practice with. Use **Left/Right Directional Buttons** to cycle through the list of *Standard* robots, and press (X) to select one. Once you have unlocked a bot's *Upgraded* parts by defeating it during a career game, you also have the option of practicing with a bot that has *Upgraded* equipment. Once you have picked your robot you can choose your opponent, and the training arena loads.

Once the bout begins you can practice your moves against your opponent. There is no time limit and robots will quickly regenerate any damage taken. Press **START** at any time to bring up the Practice Options. The default setting for each option is listed in **boldface**.

Practice Mode Options

Change Characters: This brings you back to the Practice Mode Start Screen, so you can choose a new robot to fight with or against.

Projectile Overheat: Switches between having your Heat meter **On** or *Off*. Some special attacks heat up your bot. You can never use a special attack that maxes out your Heat meter.

Opponent Type: Switches between three response modes for your opponent, **Dummy**, where it does not fight back, *Player 2 Controlled*, or *AI*, which instructs the AI to fight back.

Reset Position: Returns both robots to their starting positions in the Arena.

Information Display: Switches between four levels of on-screen information. *Off*, which has no meters of any kind; *Level 1*, which only provides Health and Power Meters; *Level 2*, which also displays hit statistics; and **Level 3**, which also gives the button combinations used, at the bottom of the screen.

Resume: Resume practicing.

Quit: Exit the training arena and return to the Practice screen.

Changing Game Options

Selecting Options from the Main Menu brings up the Options Menu, where you can configure game settings in four categories. Use **Up/Down Directional Buttons** to highlight a category, and press \otimes to edit it. Once you have selected a category, use **Up/Down Directional Buttons** to highlight an option, then **Left/Right Directional Buttons** to change it. The default setting for each option is listed in **boldface**. When you've finished making your changes, press \triangle to exit the menu.

Fight Options

Time Limit: This sets the time limit in seconds for each round of a match: *60*, *75*, **99** or *No Limit*. If neither robot has defeated the other by the time the round is over, the judges will award victory based on which robot has the most health left. If *No Limit* is chosen, the round continues until one robot is defeated. Career games are set to 75 seconds.

Rounds: The number of possible rounds in each fight, either *1*, **3**, or *5*. In career games, rounds are always set to **3**.

Autoblock: When this is *On*, your robot automatically blocks if no other button is being pressed. This is **Off** by default.

Limbs Detach: Turns **On** and *Off* the option to have robot limbs detach

when they take an exceptionally hard blow. Any limbs you knock off an opponent are added to your parts inventory if you win the match. During a career mode, limb detach is always set to **On**.

Power Rings: Turns Power-up discs **On** or *Off*. See Page 15 for more.

Repaint Parts: Each player has the option to say either **Yes** or *No* to having any parts they add to their bot repainted in their bot's colors.

Sound Setup

SFX and Music Volume: The volume of the sound effects and music/commentary in the game. Left lowers the volume, right raises it.

Commentary/ Music: Switches between running Old Red and Old Blue Bomber's fight **Commentary** or playing *Music*. If you choose music, you can select the track here.

Set Controls

To change a control for either player, use the **Directional Buttons** to highlight a control, then press the button you wish to use for that command. If that button is already in use, the commands swap controls. When you are finished setting your controls, highlight either Vibrate or Reset and press \triangle to exit the menu.

Vibrate: Turns the Dual Shock vibration **On** or *Off*.

Reset: Returns that player's control configuration to the default.

Memory Card

Press \otimes to select this option then use **Up/Down Directional Buttons** to choose between **Load** and *Save* options. Then select which Memory Card slot to load options from or save options to. Only one set of options can be saved per Memory Card.

GOING FOR THE GOLD

Are you ready for the challenge? Take your bare bones bot into the Bronze League, and scrap it out with other robots for meager prize money. When you finally win the belt, move

on to the Silver League, with bigger crowds, bigger purses and tougher opponents. If you can fight your way up to the Gold League, you've finally hit the big time. TV. Huge Prizes. Hundreds of thousands of fans watching you pound your opponent into scrap metal. Do you have what it takes to win it all?

Listen to Old Blue and me, and we'll give a few tips to help you out.



Choose *Career Mode* from the Main Menu to enter the Career Screen.

New: Start a new game. See *Beginning Your Career* on page 10.

Memory Card: Load a saved game or save the current game to the Memory Card. The game automatically loads and saves from the Memory Card slot under the controller you are using. Thus, if you are using Controller 1, the game will load and save from Memory Card slot 1.

Challenge: Fight the other bots in the league. See *Making a Challenge* on page 11 for more details.

Equip Bot: Change the configuration of your robot, using parts you've bought or won from fights. See *Perfecting Your Bot* on page 12.

Buy Parts: Buy parts using your prize money. See *Spending Your Money* on page 13 for details.

Train With Parts: Load the Training Arena, and begin a practice session with your robot's current parts. Your opponent has an identical configuration, so you can evaluate your weaknesses, as

well as your strengths. Press **START** to pause the practice and bring up the Training Menu. Select *Change Config* to exit practice and return to the Equip Bot screen so you can change your robot's parts configuration. The other options are the same as those on page 6.



Making it to the top isn't all about being fastest or strong-est. Strategy is part of the game, and bots that don't fight smart end up in the junkyard.

Beginning Your Career

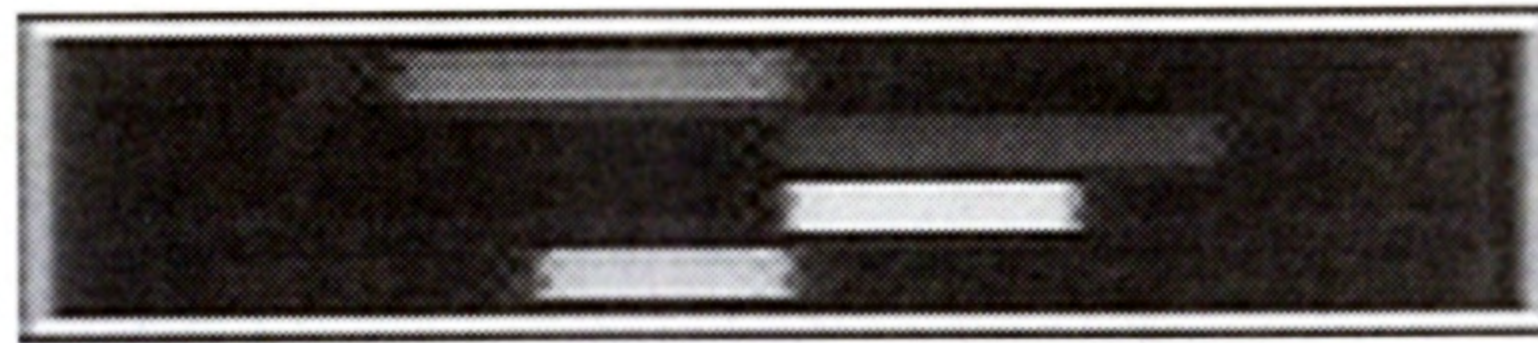
When you start a new career you have your choice of nine robots. Use **Left/Right Directional Buttons** to scroll through the list and press **⊗** to select one. The strengths and weaknesses of each robot are graphically depicted with four colored bars.

Each bot (and each of its body parts) is rated in four categories: Heat (red), Electricity (blue), Energy (yellow), and Kinetic (green). The longer the bar in a category, the more damage of that type the bot inflicts. The direction of the bar is key though. If the bar goes to the *left*, the bot is also vulnerable to that type of attack.

For example, a long Electricity bar always means the bot's lightning based damage attacks are more powerful. However, if the blue bar goes to the right, the bot takes less damage against electricity, while if it goes the the left the bot takes additional damage from electricity. The larger the bar, the more damage the bot suffers.

This bot takes a lot of damage from Heat attacks, but he also dishes a lot out. He's also fairly vulnerable to Kinetic attacks. But this robot is fine against Electric and Energy attacks, and probably has a really good punch.

Heat
Electric
Energy
Kinetic



More information can be found under *Robot Profiles* beginning on page 16. Once you choose a robot you enter the League Screen, described below.

Making a Challenge

There are three leagues in **ROCK 'EM SOCK 'EM™ ROBOTS ARENA**, the Bronze, Silver and Gold Leagues. Each league has up to eight fights, possibly more, depending on your success, with the top ranking robot holding the Belt. You must win the Belt for each league before you can progress to the next. Once you hold the Gold Belt, you become eligible to challenge elite, highly specialized robots.

You start a career game at the bottom of the Bronze League ladder. You can challenge the one robot directly above you on the ladder, or anyone beneath you, once you start to climb. In the upper left corner of the League Screen are your personal win statistics, showing your win/loss ratio, the amount of prize money you have and the number of limbs you've bought or won.



On the right side of the screen is a box listing the prize money you will win if you fight the selected robot. More difficult matches are worth more prize money, and the overall amount of the purse increases as you progress through the three leagues.



Remember that the leagues change every time. Don't count on meeting the same robots in the same order, because you won't.

Use **Up/Down Directional Buttons** to select different robots in the league, and press **X** to challenge a robot to a fight. The arena loads and the match begins. When the fight is over, you are taken to a Results screen that shows if you've won or lost, your new rank in the League, how much money you won, if any, what limbs you won or lost and your current League stats. If you defeat your opponent, you rise above them in the League rankings. Once you defeat the Belt Holder, you go on to the next league.

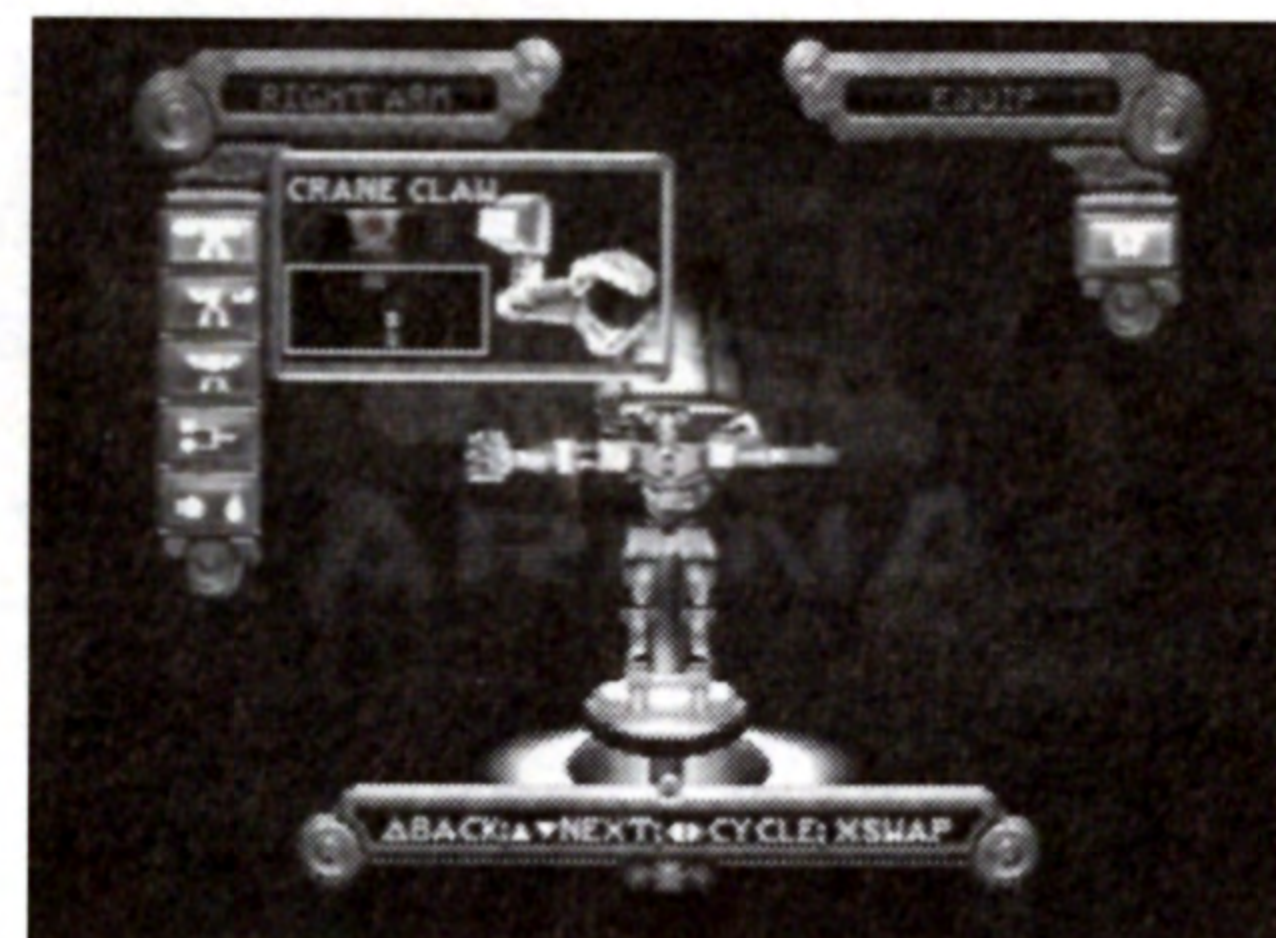
Instead of getting plastered to the ground all the time, try using ground recovery by hitting **← + X**.



Perfecting Your Bot

One of the challenges of **Rock 'EM Sock 'EM™ ROBOTS ARENA** is finding the perfect combinations of parts from different bots to blow the competition away. From the *Equip Bot* screen you can swap out parts, personalizing your robot.

Use **Up/Down Directional Buttons** to select a body part area, either *Left Arm*, *Right Arm* or *Legs*, then use **Left/Right Directional Buttons** to scroll through the available parts. Press **X** to swap the highlighted part onto your robot.



When you know you have to fight a quick bot, you may wish to swap out your normal legs for ones that move faster, or a more powerful arm for a limb that can grab.



Some of your opponents will be customized with other bot's parts, just like you. Learn to be flexible, ready to face any robot with any combination of parts.

Your inventory contains your standard parts, along with any parts that you knock off an opponent during a victorious match. Of course, you also lose any limbs that your opponent knocks off you, whether you win the fight or not. You can also buy parts with your prize money to add to your inventory.

When you select a part in your inventory, information about that part appears in the inventory window. At the top left is the name of the part, under which is the logo of the robot it came from. Below that are four colored bars, indicating the strengths and weaknesses of the part.

Once you have customized your robot to your satisfaction, you can simply select the *Challenge* button to return to the League Screen. However, you may want to try *Practice With Parts* first, to test out your new configuration.

Each of the nine player robots has a unique combination of parts from other bots that unlocks a super-combo attack. Good luck finding the perfect configuration!

Spending Your Money

Once you start winning prize money (Note: money won during a career represents robot shop points only), you're going to want to spend it. Select *Buy Parts* from the Career Screen to bring up the Buy Screen. From here you can purchase the parts of any robot you have defeated, as well as your own upgraded parts, once you have sufficient money. No upgraded parts are available while you're in the Bronze League.



Use **Up/Down Directional Buttons** to scroll through the parts categories, then **Left/Right Directional Buttons** to cycle through the available parts in

Don't go buying cheap parts just because you finally won a fight. You may need that money for a special weapon later on.



each category. Just as with the Equip Bot screen, the name and origin of each part, along with the strengths and weaknesses of the part, are shown in the description box. On the lower right of the screen is the cost of the highlighted part, how many of that particular part you own, either through purchase or winning them in various contests, and how much money you have to buy parts with. Press **X** to purchase the highlighted part. It is placed in your inventory, and you can swap it into your robot using the Equip Bot screen.

SECRETS OF THE RING

Once you set foot in the arena, you better keep your wits about you and know what's going on.

Watching the Stats

In the top center of the Game screen is a clock, ticking down the seconds remaining in the round. Unless you chose No Limit in the Options Menu (an infinity symbol will appear instead of a clock) you only have a short time to defeat your opponent!

To either side of the clock are Damage and Heat meters for each robot. The Damage meter is on top, and reduces in length as the robot gets hit. Below that is the Heat meter, which rises as your robot performs missile attacks or other special moves. If your Heat meter goes too high, you won't be able to launch special attacks until it cools. On each side, a representation of your bot shows when certain areas have been damaged. Green indicates undamaged limbs, yellow are moderately damaged and red means severely damaged or detached.

Victory and Defeat

There are several ways to lose a match. The bot that has the fewest health points remaining loses the round when the time for the round expires, and the round is over immediately if you take so much damage that your Damage meter goes to zero. In a three or five round match, if you lose two or three rounds, you lose the whole match unless you can knock out your opponent. If you lose your legs, you automatically forfeit the match on the spot. And of course, if you lose your block, the fight is over. The crowd really loves that!

Knowing the Battlefield

The arena isn't just the place you fight your matches, it is *part* of the match. Understanding how to use the ring could mean the difference between a stunning victory or a humiliating defeat. One trick of the arena is making sure your robot gets the power-ups. There are small discs in each arena designed to add a little spice to the competition. Make sure that your bot is on the disc when it activates, not your opponent! A Player needs to press **R1** + **X** to power himself up once the ring goes live otherwise nothing will happen. Another key to victory is using the walls. Designed to protect the fans from flying parts and wayward missiles, the edges of the arena are warded with an electrified field. Some bots are better hand to hand fighters than others, so don't let sluggers pin you against the ropes!

ROBOT PROFILES

The Rock 'EM Sock 'EM™ Robots are some of the toughest hunks of metal to ever compete in any arena. Each bot's bio includes some personal information for the die-hard fan, along with details on their strengths and weaknesses, and just a few of each robot's many spectacular moves. You'll have to figure out the rest yourself!

Note: ↓ = **Directional Buttons Down**, → and ← = toward and away from your opponent, usually **Directional Buttons Right** and **Left**; QC and HC = making a quarter or half-circle on the **Directional Buttons** .

Blue Bomber

A chip off his old pop's shoulder, the new Blue Bomber trains 23 hours and 60 minutes a day. This boy is a dynamo of perpetual pandemonium! From the moment he entered the arena, Blue has been a serious force to be reckoned with. This new Bomber floats like a zeppelin and stings like a tank! Having knocked his opponent's block off a total of 380 times, he confesses to singing "I Believe I Can Fly" into his opponent's ear just before the final blow.

Strengths: Lightning fast jabs, a mean left cross and stunning boxing moves. Look out for his rotating spiked right hand.

Weaknesses: A straight up pugilist, the 'New Blue' has only limited range and power attacks.

Move List:

Blue Glove:

Jab: ⊠
 Plasma Pound: → + ⊠
 Power Fist: QC ← + ⊠

Quick Steps Blue:

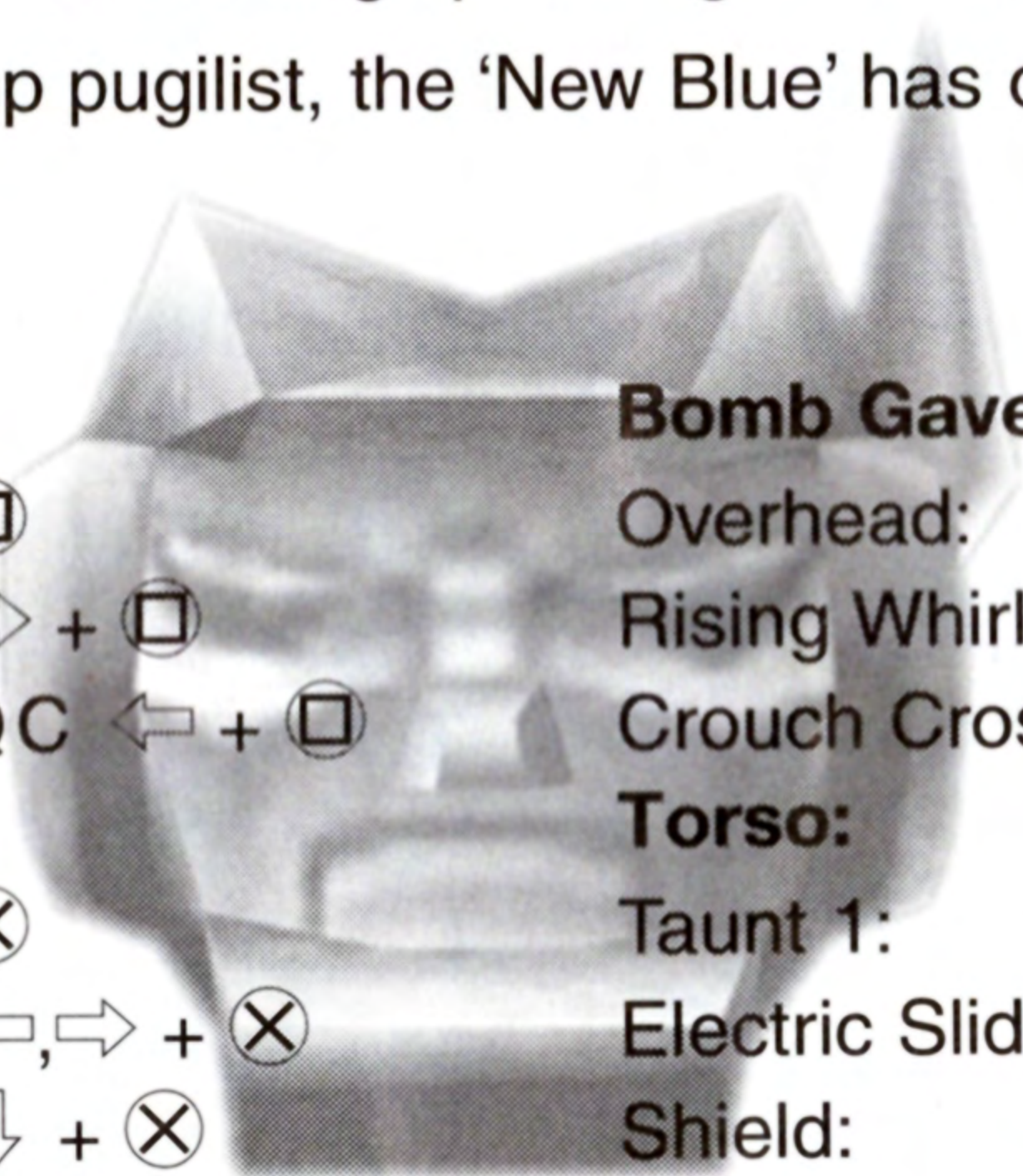
Side Kick: ⊗
 Spinning Roundhouse: ←, → + ⊗
 Low Short Kick: ↓ + ⊗

Bomb Shot:

Super Fist Bomb: QC ← + ⊠

Bomb Gavel:

Overhead: → + △
 Rising Whirlwind: QC → + △
 Crouch Cross: ↓ + △
Torso:
 Taunt 1: ⊠ + ○
 Electric Slide: **R1** + ○
 Shield: QC ← + ○

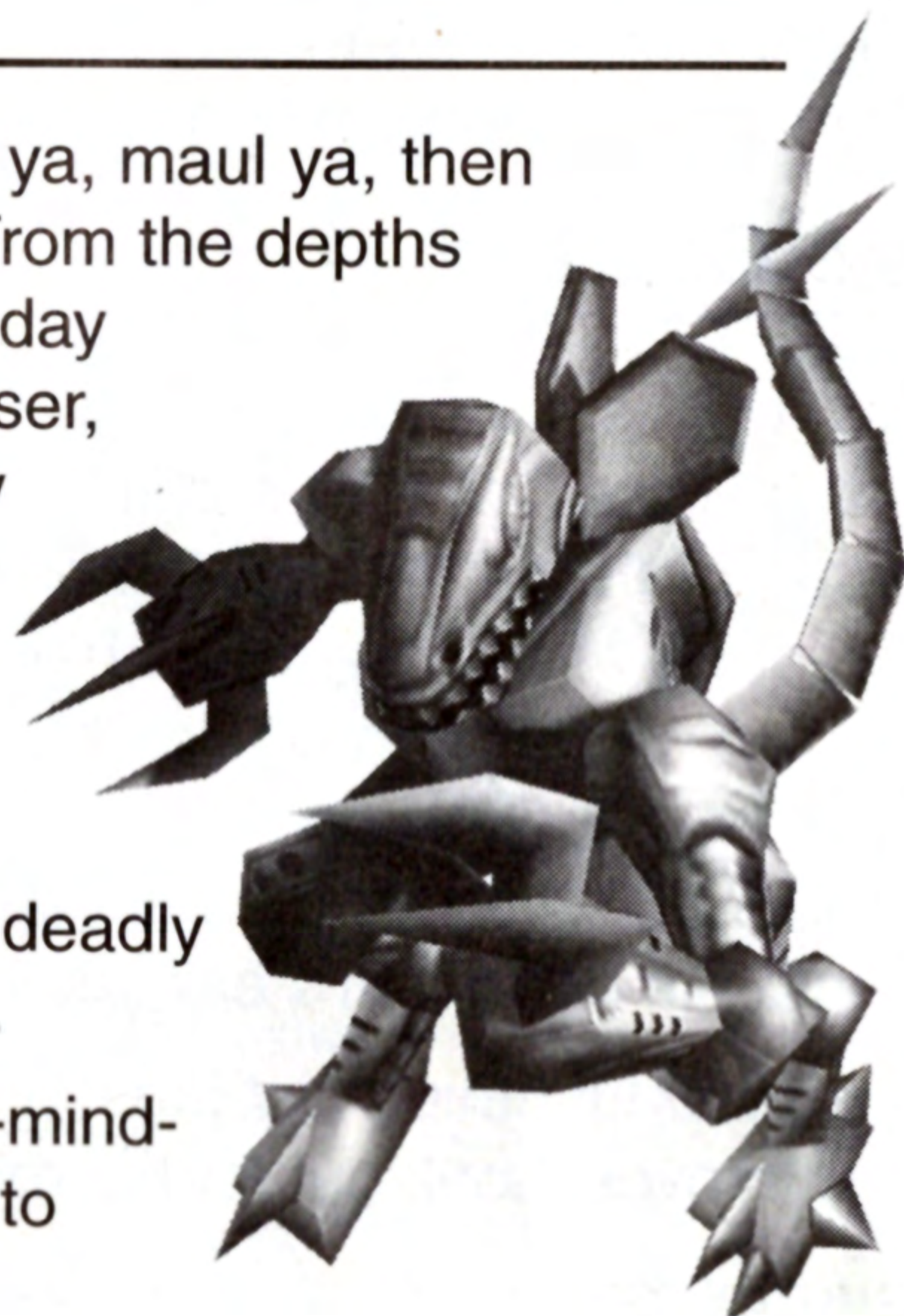


Dino Venger

A pure Jurassic bone breaker, he can kick ya, claw ya, maul ya, then eat ya, all faster than you can say tyrannosaurus! From the depths of the Cretaceous, the T-Wrecks line gives modern day destruction a prehistoric twist. Always a crowd pleaser, Dino Venger is as fierce as they come and has only one program command: 'Kill!' On Tuesday mornings, you can find him terrorizing the streets of Manhattan, or kicking back watching the soaps.

Strengths: Dino can use any part of his body as a deadly weapon. Watch out for the wicked spiked tail attack.

Weaknesses: This big guy is lumbering and single-minded. Though he has quick bursts of speed, he tends to run out of steam faster than other bots.



Move List:

Dino Slicer:

Quick Slash Jab: □

Lunging Backhand: ← + □

Overhead Claw: R1 + □

Dino Peds:

Mini Tail Swipe: X

Jump Kick Slash: → + X

Tail Spin: ←, → + X

Dino Triple Cutter:

Heat Seeker: R1 + △

Dino Claw:

Spin Slash: QC → + △

Side Missile: R1 + △

Throw: R2

Torso:

Lunge Down: → + ○

Lizardman Headbutt: ←, → + ○

Mini Flame: ○

Mini Flame projectile: R1 + ○

Large Flame: HC → + ○



General Warfare

General Warfare is one mean, lean fighting machine. The General conquers the arena every Saturday night, quenching his thirst and lust for combat. Outfitted with outrageously expensive gear and weapons — straight from the deep purses of the Department of Defense — General Warfare brings major pain to the nuts and bolts of his opponents. He's currently fighting a court battle with the league over the legality of his gatling gun, and says he enjoys blowing bubbles and running super fast with scissors.

Strengths: Fire power, Fire Power, FIRE POWER. 'Nuff said!

Weaknesses: Not the strongest puncher in the world, and slow to turn or side step. What'd ya expect?!? This guy was made to charge!

Move List:

Two Star Cannon:

Overhead Smash:

Major Sword:

Throw:

Army Boots:

Military Kick:

Roundhouse:

Crouch Sweep:

Essence of Tank:

Tread Trample:

←,→ + ◻

QC → + ◻

◻ + ⊗

QC → + ⊗

→ + ⊗

↓ + ⊗

→ + ⊗

Phat Gat:

Big Upper:

Backhand Slap:

Triple Blast:

Torso:

Front Kick:

Power Kick:

Chest Laser 1:

→ + △

←,→ + △

→,→ + △

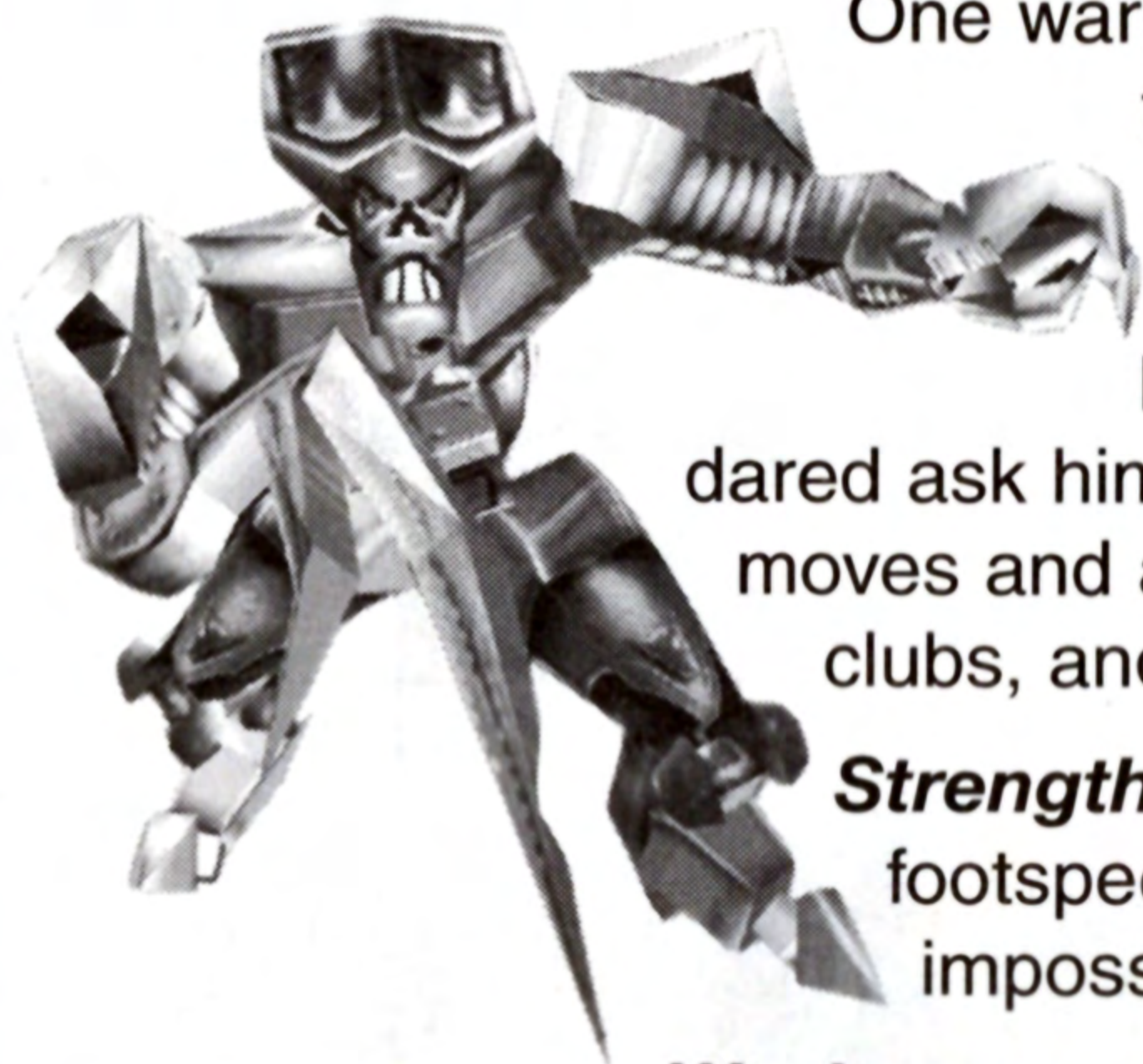
○

←,→ + ○

R1 + ○



Head Case



One warped-out freak from another planet...scratch that, from another universe! This neck wrenching head collector says winning is as easy as taking candy from a baby's intestines. No one knows if Head Case has a green card or not, no one has dared ask him! What he does have are mega-tons of unorthodox moves and attacks. Head Case claims to like 'bumpin' at the clubs, and on weekends he phones his 'homies'.

Strengths: Weirdo-unpredictable moves, combined with footspeed and good ranged weapons make him almost impossible to block.

Weaknesses: A bit of a glass (or maybe crystalline) jaw.

Head Case's energy pack doesn't seem to like this atmosphere much so recharges are always top priority for him.

Move List:

Mantis Hook:

Mantis Punch:

Mantis Saucer:

Slash Out:

Pluto Boots:

Shin Kick:

Jumping Toe Claw:

Kick Up:

Receptor:

Gut Punch:

Can Opener:

Claw Sucker Punch:

Claw Detonator:

Punch Up:

Torso:

Punch Rush:

Eye Beam:

Quick Sweep:



QC → +

↓ +



←, → +

↓ +

→ +

→ +

HC ← +

↓ +

←, → +

R1 +

↓ +

Nuclear Wastor

A radioactive fission powered dynamo, Nuclear Wastor blows away the competition! First built by a retired nuclear reactor engineer, the big Nuke is a high energy crowd pleaser. When he isn't blistering the paint off his opponents, NW is fond of summer afternoon BBQs and taking care of his tropical fish.

Strengths: Great projectile attacks and extremely agile in the ring. Look out when he goes 'Nuclear'!

Weaknesses: Weak close in when the punching starts, and Nuclear Wastor doesn't have much reach. If you can catch him, you can beat the grease out of him. Good luck catching him!



Move List:

Fire Thrower:

Lean Left Elbow:

Dual Fireballs:

Sprinkler Taunt:

Nuclear Rods:

Shin Kick:

Drop Kick:

Heel Kick:

Gattling Blastor:

Chain Gun Blast:

←, → + □

QC → + □

HC ← + □

⊗

←, → + ⊗

← + ⊗

HC → + △

Snatcher:

Claw Cross:

Electric Ball:

Torso:

Spinning Back Heel:

Single Missile:

Jump Stomp:

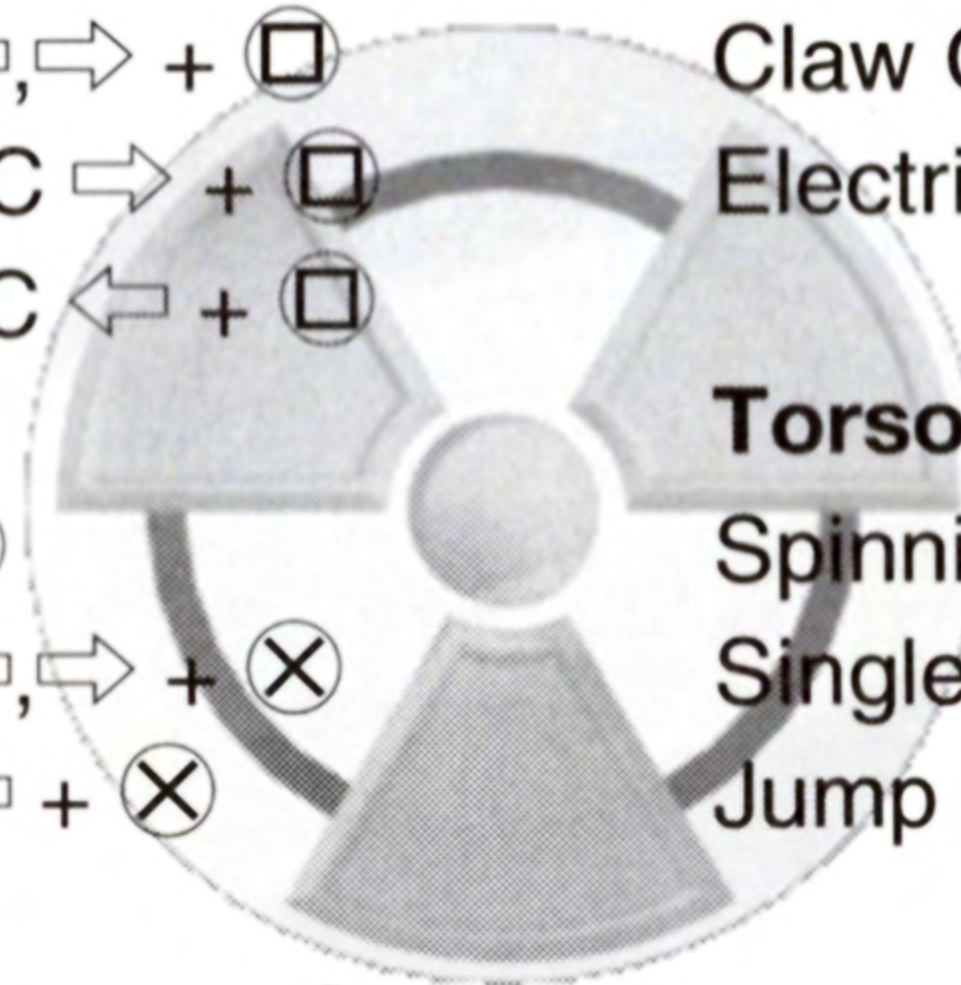
△

R1 + △

← + ○

R1 + ○

QC → + ○



Red Rocker

A legacy of the Great Red Rocker franchise, Red was manufactured only a few years ago and is in tip-top shape. With over 400 wins, all by way of knockout, this kid really lives up to his lineage. He claims to have gotten his game face from playing poker with dear 'Old Red'. When he's not knocking heads off in the ring, he can be found in front of the TV listening to his legendary grand dad's humorous commentary as an arena announcer, and scoping out the competition.

Strengths: Just like his counterpart Blue Bomber, this guy knows how to punch! Having a mandible of steel, you better hit him hard and hope for the best!

Weaknesses: Not many special gadgets or ranged weapons...this guy was designed to duke it out toe-to-toe.

Move List:

Red Glove:

Elbow:

→ + □

Lunging Uppercut:

R1 + □

Crouch Jab:

↓ + □

Quick Steps Red:

Double Side Kick:

⊗

Foot Stomp:

← + ⊗

Crouching Short Kick:

↓ + ⊗

Right Rocker:

Upward Grenade:

QC ← + △

Rock Gavel:

Cross:

△

Gavel Smash:

→ + △

Throw:

R2

Torso:

Head Butt:

○

Counter:

□ + △

Mines:

QC → + ○



Slamurai

A perfect warrior; without the flaws and hesitations of the flesh, Slamurai can attain what no human samurai ever has. A mechanical warrior of tremendous skill, without the emotional or intellectual capacity for dishonor, Slamurai credits his inner chi for the destruction he brings to the ring. Over half of his wins come by way of knockout, usually leaving his opponents with no remaining limbs.

Strengths: The combo king! Slam has the best kung-fu moves in the leagues. He's fast, can take a punch, and usually wins!

Weaknesses: Slamurai doesn't have many long distance weapons. He likes to slice and dice up close and personal.

Move List:

Kurosawa Slicer:

- Jab Backhand: ◻
- Big Slice: →, → + ◻
- Blade Palm: R1 + ◻



Wrist Blade:

- Cross: ◻
- Uppercut: QC → + ◻
- Shogun Steps:**
- Side Kick: → + ✕
- Right Knee: →, → + ✕
- Crouch Kick: ↓ + ✕
- Torso:**
- Drop Kick: ←, → + ○
- Double Kick: →, → + ○
- Quick Bow: R1 + ○
- Tsai Blade:**
- Down Slash: QC → + ◻

Stakeout



Public Relations Bot X7456 has been the backbone of the National Police Force for three decades now. The toughest in his squad, Stakeout dishes out justice at ringside whenever he can. Ya gotta hope this guy only gives you a ticket when he pulls you over. With 10,000 arrests, and 28 broken arms since his reactivation, Stakeout enjoys long walks on the beach and wearing fuzzy bunny slippers.

Strengths: Stakeout has mean close range moves, and defenses like no other bot. Watch out for his taser attack, it can scramble your controls, leaving you dazed and confused.

Weaknesses: Sub-par speed and maneuverability. But who needs to run fast when you have the long arm of the Law?

Move List:

Baton:

Baton Punch:

Laser Blast: **R1** +

Baton Smash: QC +

Cop Kicks:

Side Kick:

Lunge Front Kick: +

Axe Kick: , +

Riot Shield:

Shield Upper: QC +

Hand of Justice:

Power Cross:

Lunging Punch: +

Gut Punch: , +

Torso:

Missile 1: **R1** +

Low Roundhouse: +

Lunge Knee: +



X-Cavator

X-Cavator has been one mean addition to the Rock 'EM Sock 'EM™ lineup. Able to demolish skyscrapers like they're made out of playing cards, think of what he can do to a few tons of robotic flesh in the arena. He's a one man destruction zone just waiting to mash metal. This guys plows through robots like pavement. His favorite movie is the "Deranged Chain-Face Rearrange" and his only love is Curly from the Three Stooges. Sure, he's got bad grammar, but he makes tanks look like tinker toys!

Strengths: Devastating punches. You're in for a pummeling if he can catch you!

Weaknesses: Three things: slow, slow, and very slow. Stay out of his way and blast him from across the ring.

Move List:

Wrecking Ball:

Shoulder Ram:

←, → + ◻

Ball Slam:

QC → + ◻

Punch Down:

↓ + ◻

Earth Movers:

Front Kick:

→ + ⊗

Step Launch Kick:

←, → + ⊗

Slide Kick:

↓ + ⊗

Jackhammer Fist:

Triple Buster:

HC → + △

Crane Claw:

Right Cross:

△

Uppercut:

→ + △

Throw:

R2

Torso:

Stomp:

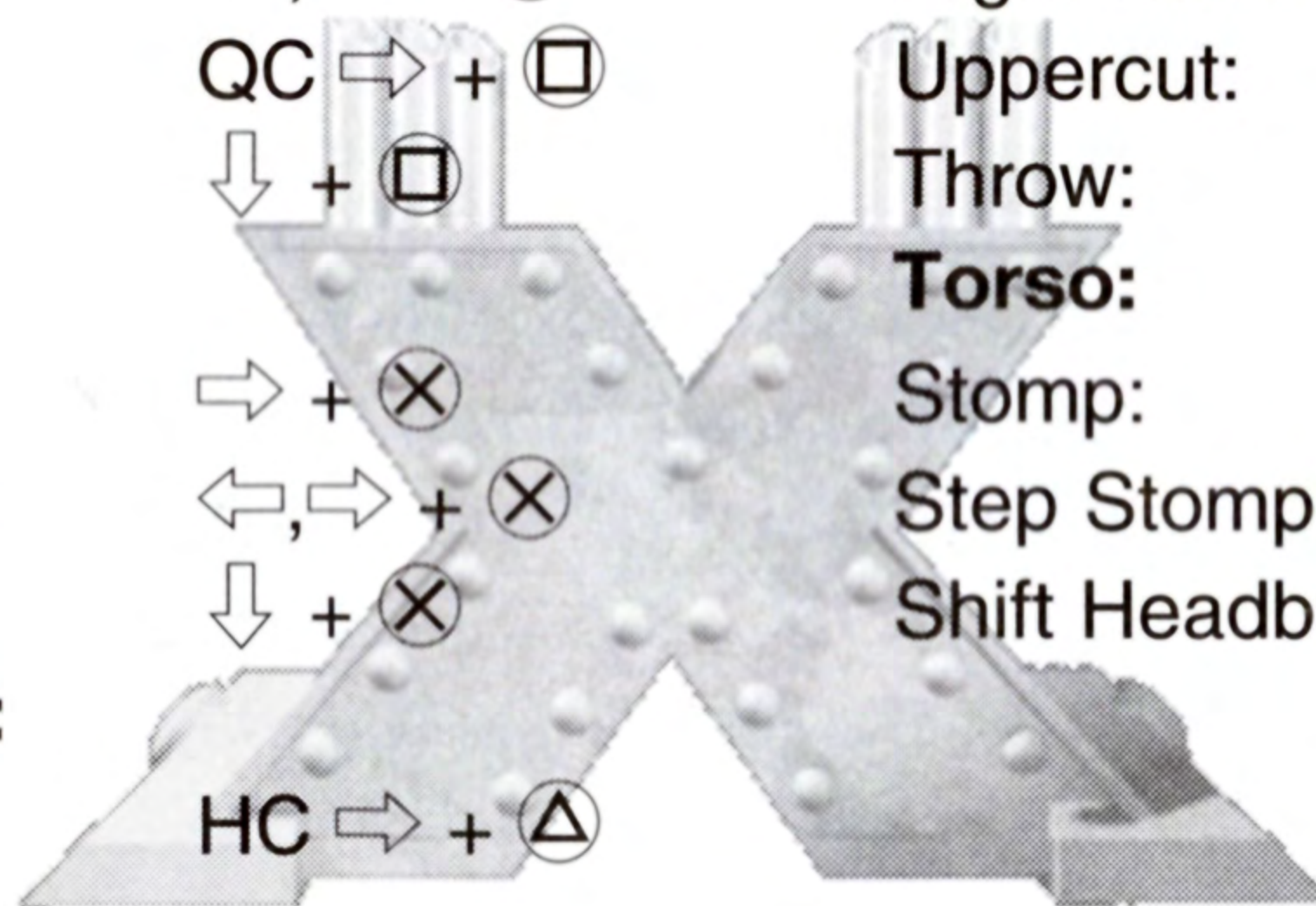
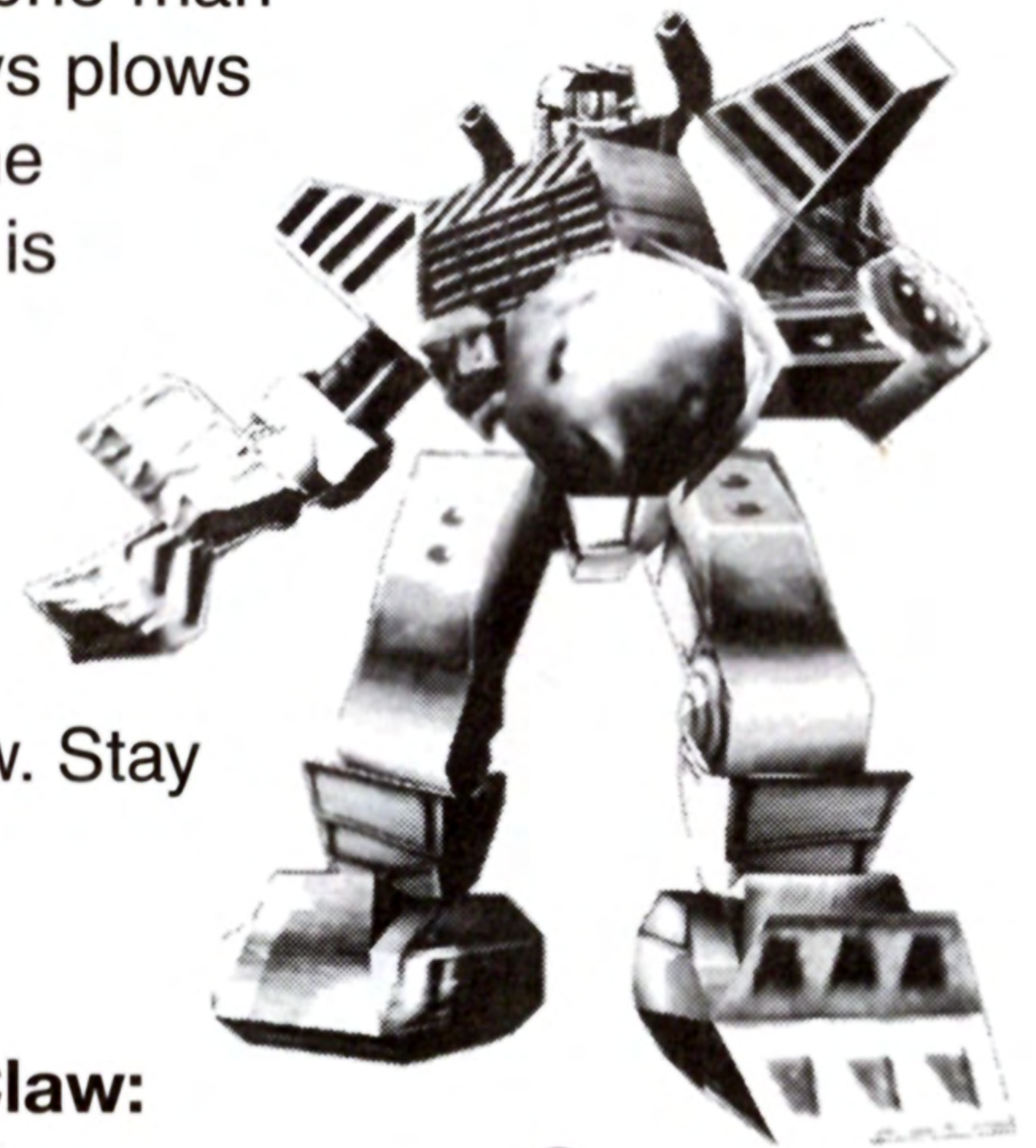
←, → + ○

Step Stomp:

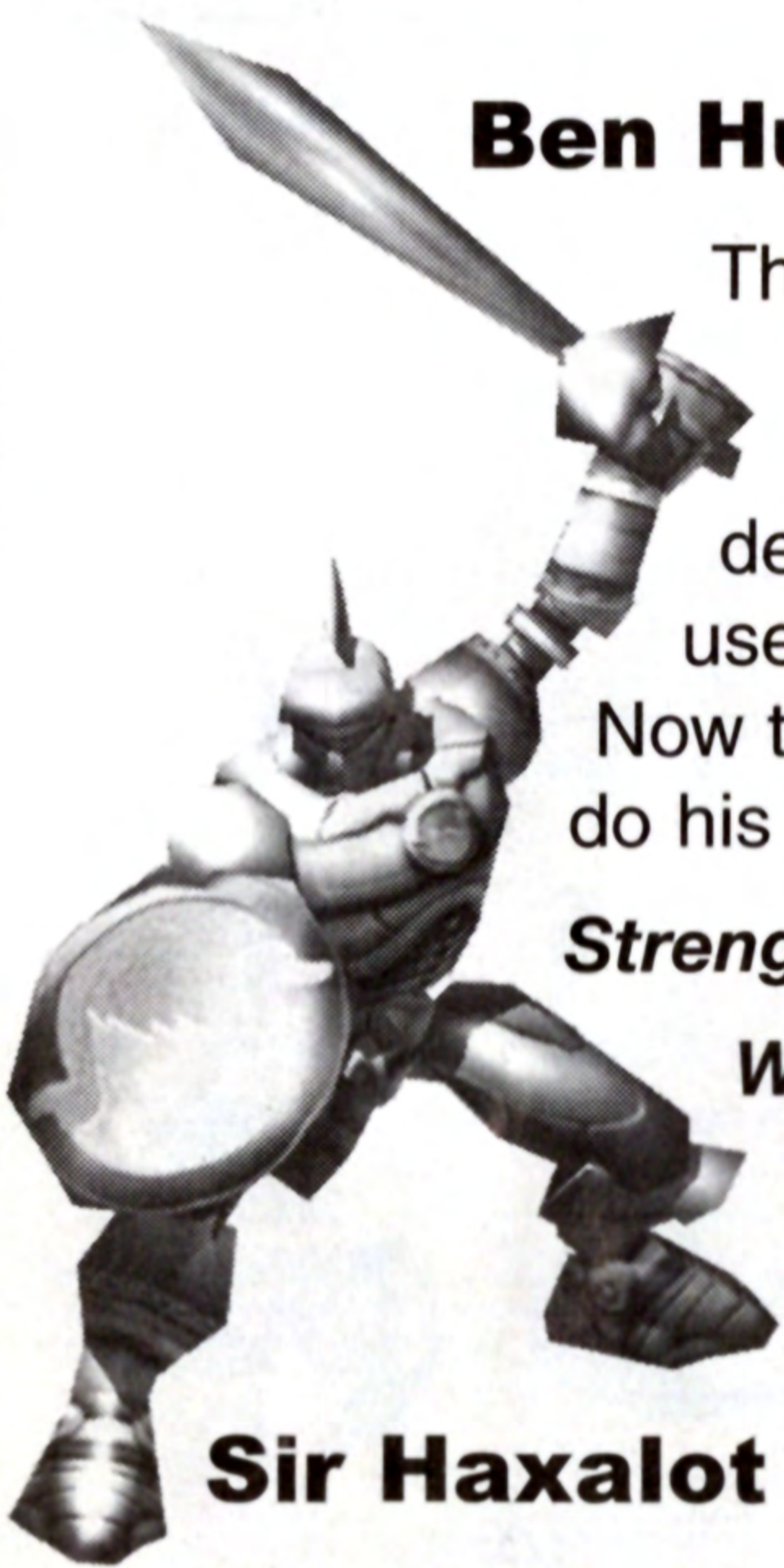
R1 + ○

Shift Headbutt:

↓ + ○



Ben Hurt

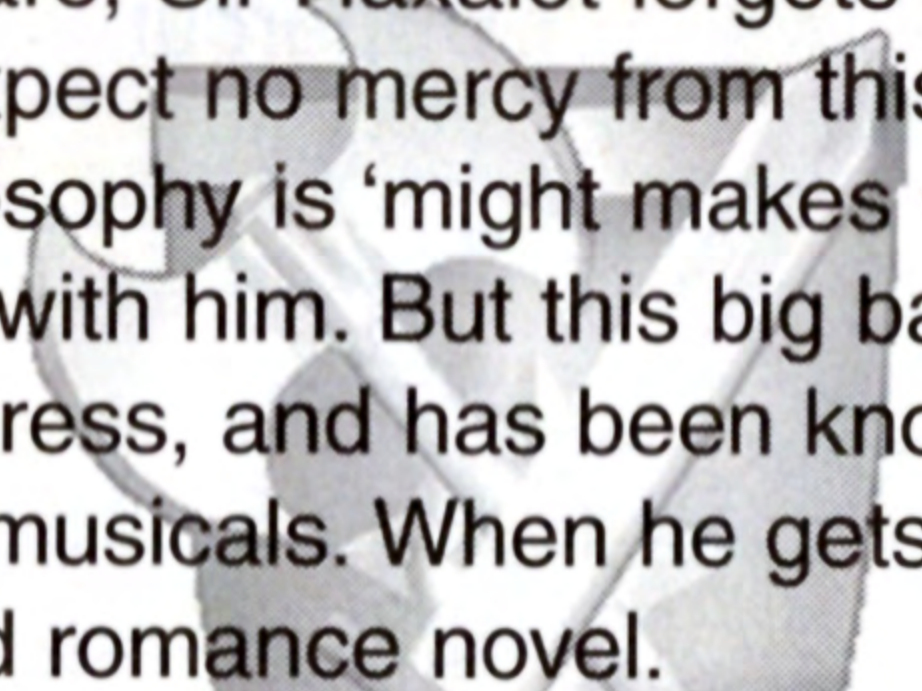


This modern gladiator is always ready to free any upstart challenger from his head! His lucky opponents get toyed with for the pleasure of the crowd, the less fortunate are simply destroyed as quickly and brutally as possible. His old battle cry used to be 'We who are about to cease functioning salute you!' Now that he's above ordinary league competition, he lets his sword do his talking.

Strengths: Too many to list.

Weaknesses: Not much, but he likes to play to the crowd. Hitting him when he's distracted is your best chance.

Sir Haxalot



Half knight, half nightmare, Sir Haxalot forgets all about chivalry when he enters the ring. Expect no mercy from this former Gold League champion, his philosophy is 'might makes right', and only the strong survive a match with him. But this big baddy has a soft spot for damsels in distress, and has been known to cry buckets of oil at Broadway musicals. When he gets a chance, he loves curling up with a good romance novel.

Strengths: Massive (too big to throw), powerful, almost limitless strength and health.

Weaknesses: Hard to find any!

Tywrenchula

Cold and sinister, Tywrenchula sends a shiver into the circuits of even the most hardened league competitors. Fans fight about which of his eight limbs has the most devastating weapon, but if you ask what's left of his former opponents, they just say it doesn't matter. Now mostly retired, he sits at the center of his specially designed arena and waits for anyone foolish enough to come calling. When opponents are scarce, he takes up his knitting needles, making sweaters for underprivileged children.

Strengths: Twice the limbs means twice the attacks. There's no way to stop them all.

Weaknesses: What weakness?



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