

TOBAL2

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COLLABORATORS

	<i>TITLE :</i> TOBAL2		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

TOBAL2

1.1 Tobal 2 Menu Translation

Tobal No. 2 Menu Translation

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CONTROLS

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CONTROLS: (DEFAULT SETTINGS)

LEFT 1 - JUMP

LEFT 2 - JUMP

RIGHT 1 - GUARD

RIGHT 2 - GUARD

TRIANGLE - UPPER ATTACK

CIRCLE - NOT USED

X - LOWER ATTACK

SQUARE - MIDDLE ATTACK

START - PAUSE

SELECT + START + L1 + L2 + R1 + R2 = RESET GAME TO TITLE SCREEN

*ANALOG USERS- BE SURE TO HAVE THE L3 / L4 BUTTONS CENTERED BEFORE PRESSING
THE "ANALOG" BUTTON ON THE CONTROLLER

MOST/ALL CHARACTERS "SUPER MOVES" ARE DONE BY: TAP LEFT, SQUARE, HOLD LEFT.
THEN RELEASE THE LONGER YOU CHARGE UP THE MORE YOUR HEALTH DEPLEATS.

CHARACTER SUPER MOVES:

CHUJI - FIREBALL EXPLOSION

EPON - PRESTAL ARROW

OLIEMS - TOSA CUTTER

HOM - MOLMORAN BEAM

FEI - BLACK BALL

ILL - GROUND WAVE HAMMER

MARY - RUSSIAN SHOT PUT

GREN - ROYAL SWORD

CHACO - RAPID EXPLOSION FIREBALL

DOCTOR V - SURGICAL PHOTON FIREBALL

MAIN MENU:

1) TOURNAMENT

2) VERSUS MODE

3) QUEST MODE

4) TRAINING MODE

5) OPTION

TRAINING MENU

PLAYER- CONTROLLER1 / CONTROLLER2 / CPU / CROUTCH GUARD / GUARD / 1 HIT GUARD
/ DOWN / JUMP / UPPER ATTACK / MIDDLE ATTACK / LOWER ATTACK

COMPUTER - CONTROLLER1 / CONTROLLER2 / CPU / CROUTCH GUARD / GUARD / 1 HIT
GUARD / DOWN / JUMP / UPPER ATTACK / MIDDLE ATTACK / LOWER ATTACK

BUTTON PRESS DISPLAY - ON / OFF / SPECIAL

STATISTICS - ON / OFF

DISPLAY SPEED - (YOU CAN ADJUST THE FRAME RATE) SLOOOO MOTION.

COLOR COSTUME - USE "RGB" PLATTE TO CHANGE CHARACTER COSTUME COLORS

THROW DEMONSTRATION-

SELECT NEW FIGHTERS

EXIT TO TITLE SCREEN

OPTION MENUS:

1) GAME SETTINGS

2) BUTTON CONFIGURATION

3) MEMORY CARD

4) REPLAY

5) SCREEN ADJUST

6) MOVIE THEATRE

7) ANALOG CONTROLLER

8) RETURN TO TITLE SCREEN

1) GAME SETTINGS:

DIFFICULTY - NORMAL / HARD ETC.

NUMBER OF SETS PER MATCH - 1 / 2 ETC.

TIME LIMIT - 30SEC ETC.

INITIAL STRENGTH - DEFAULT IS 100%

SOUND - STEREO / MONO

EXIT

2) BUTTON CONFIGURATION

3) MEMORY CARD

AUTO SAVE - ON / OFF

SAVE

LOAD

EXIT

4) REPLAY

WINNING REPLAY - ON/OFF

ENABLE SAVE OF HIGH SCORE RECORDS - ON/OFF

DISPLAY RECORDS

*ANALOG USERS - IF YOU ENABLE HIGH SCORE RECORD SAVES THEN THE
WINNING REPLAY WILL NOT BE AVAILABLE.

5) SCREEN ADJUST

"SELECT" RESETS THE SETTING TO DEFAULT

"D - PAD" ADJUSTS THE SCREEN

"START" EXITS AND SAVES

6) MOVIE THEATRE (LEFT TO RIGHT)

FMV TRAINING MANUAL

FMV DREAM FACTORY INTRO

FMV OPENING SEQUENCE

FMV QUEST MODE OPENING

(MORE FMV'S OPEN AS YOU COMPLETE THE TOURNAMENT WITH EACH OF THE CHARACTERS.)

7) ANALOG CONTROLLER

8) RETURN TO TITLE SCREEN

QUEST MODE MENUS

QUEST CONTROLS:

DPAD UP - RUN

R1 - STOP

R1 + LEFT OR RIGHT - STANDING TURN

R1 + DOWN DOWN - 180 DEGREE TURN OR "ABOUT FACE"

L1 + UP - CLIMB

DPAD - MOVE

R1 + CIRCLE - PICK UP ITEM

R1 + SQUARE - USE OR EAT ITEM

R1 + TRI - THROW ITEM

R1 + X - DROP ITEM

R1 + CIRCLE (WHILE HOLDING AN ITEM) - PUT ITEM IN BACKPACK (PLAYER CAN HOLD

UP TO 8 ITEMS)

SELECT + CIRCLE - OPENS WINDOWS

SELECT + X - CLOSES WINDOWS

L2 - TURNS ON OR OFF "ON-LINE" MANUAL

MENU:

VIEW / USE ITEMS

SLEEP

EXIT

PLAYER EXPERIENCE CHART:

(TOP TO BOTTOM, LEFT TO RIGHT)

HEAD

LEFT HAND

LEFT LEG

THROW

BODY

RT HAND

RT LEG

GUARD

STONES

STAMINA - 0=WEAK 100=STRONG

MONEY

TOTAL QUEST TIME ELAPSED

It is also possible to combine similar gem to extend the potential usage/effect of each gem -

So, if you combine purple(+4) and another purple(+4), you will be able to capture as many as 8 monsters....

Combine many similar gems to greatly increase your character abilities....

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