Instruction Pages/Screens

Intro/Splash screens

Explanation:

“COMBINEBORGS is a game where players goal is to destroy the oppositions base.

To do this you must first destroy your oppositions COMBINEBORG.

Once the COMBINEBORG is defeated the enemies base will become vulnerable as it repairs it’s COMBINEBORG.

This is only time that a player will be able to destroy the base. Explain goal of the game.”

* Explain co-op purpose and layout
* Explain multiscreen layout

Explain how combat works

The neural load required to interface with a giant robot proved too much for a single pilot. COMBINEBORGS were created as a replacement for the outdated Giant Robots. With their advanced two pilot fighting styles, COMBINEBORGS are the ultimate in building scale hand-to-hand combat.

One pilot drives the COMBINEBORG from the cockpit located in the bottom half of the Borg, enabling the top pilot to unleash the full fury of the Borg’s fatal flying fists.

Explain how to destroy base

COMBINEBORGS main functionality to defend mobile bases. The bottom pilot is in charge of moving and protecting the base while the top half scouts for enemy threats. If a threat is detected the COMBINEBORG will have to assemble in order to neutralize the threat. This forces the mobile base to be set down and left unprotected.

Mobile bases have a shield that will protect them from damage, but if their COMBINEBORG has been destroyed they have to use all of their power to repair the COMBINEBORG. This leaves the mobile base open to attacks because they can no longer power their shield.

Controls:

Explain that top player has two control layout

* One that is detached / scouting
* One that is attached / attacking

Explain Top player controls Detached

Explain Top Player Attached Controls

Explain Bottom Player Controls

CONTROLS

Top Robot Controls

Detached

Left analog

* left/ right turn
* Up/down move forward/backwards

A – connect

Attached

Left Analog

* Left / Right – Rotation

Bumpers = block

Triggers = punch

Bottom Robot

Left analog - Controls left wheel with forward and back

Right analog – Controls right wheel with forward and back

Right Bumper to boost/thrust