

SONIC

ROBO BLAST 2

KART

MANUAL

**KART
KREW**

Race

Time



00' 07" 11



Item

Minimap



Rankings



Lap count



1/3

CHECK

Nearby player

Position

2

Battle

Time

04' 13" 60

WANTED

Item

Minimap

Rankings

(Extra points
for hitting!)

WANTED

Bumper count

Nearby player

WANTED

CHECK

2/3



CONTROLS

Default Gamepad




CONTROLS


Default Keyboard

 Aim Forward

  Turnings

 Aim Backward

 Accelerate

 Drift

 Brake

 Use/Throw Item

 Look Backward

 Menu  Pause

 Viewpoint

 Rankings/Scores

 Screenshot

 Record GIF

 1st Person



GAMEPLAY



Grants you an item!
Better ones given to those behind



Boost you in the direction
you are currently facing



That's a bounce pad!
Springs you high with full mobility



Indicates **Jawz** is targeting you!
Defend yourself if possible



Drift well to earn mini boost!
Blue is weak, Red is strong

GAMEPLAY

Battle



Bumpers are health
Lose them and be eliminated!



Tells you an opponent's item!



Fill **Karma** to rejoin the fray!



Attack as bomb for **karma**
They lose a **bumper**



Protect by giving items for **karma**
Gives good items

ITEMS

Throw Forward or Backward!
Shield you until you "fire" again



Spinout opponents
Block incoming threats!



It's a fake?!
Plants a timed bomb on someone!



Straightshot that causes knockback
Bounces off walls!



Lock-on & shoot!
Hunts down its target



A timed explosion!
Motion activated for convenience!

ITEMS



Activate instantly on "fire"



Boost of speed
Steals **bumpers** in battle!



Grow large and run over opponents!
Boosters send you speeding!



You can do **anything!**
Not even offroad can stop you!



Spreadshot fire 5 bouncy balls
Watch out for them bouncing back!



Pass through objects/offroad
as you steal an opponent's item!

ITEMS



Race Only



Battle Only



Activate instantly on "fire"



Boost until fuel runs out
Mash, and you'll waste it!



Send an explosive present to 1st
Only perfect play keeps away!



Send out a thunderclap
Use for defense or offense!



Shrink all racers ahead of you
Take advantage of dropped items!



Spring into the air to dodge
Be mindful what you land on!

TIPS

Race

- Ease off drift when **boosting**
Since you'll have higher acceleration
- Dragging items will **slow you down**
Be decisive quickly
- Items held behind or around by players
can't be stolen by Hyudoro
- Get a start **boost** by timing accel
right when "1" appears
- Items held by players will litter
the track if they are hit by anything
- Hold accelerate when respawning
to perform a **Drop Dash!**

TIPS

Battle

When "**Wanted**" you have a better chance at good items!

A quick double tap will drop bananas
Great for offense!

Don't run away from danger, be **brave!**
Juke it **head on**, dodge narrowly

Invincible players might
try to get **two** hits in

Falling off the stage is
always a **bumper** loss

Be prepared right from the start!
Perfect start boosts steal **bumpers!**

TIPS

★Advanced tech

You can trick **Jawz** into **hitting walls**
It is always aiming for your back!

Vertical speed affects **throws!**
A toss can have deadly **accuracy**
when you're falling!

Release your **drift** and keep steering
in during a **boost** to **Slip-tide**
U-turns are no match!

Blue streaks indicate the "**Speed-Up**"
state, acceleration at its peak
Better handling, so **take advantage!**

Speed is conserved in the air - time
your **boosts** to end just before hitting
a ramp or spring to **go flying!**

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THIS GAME SHOULD
NOT BE SOLD



discord.gg/WJm9dtN

KART
KREW

