

Cubix Robots for Everyone: Clash 'n Bash FAQ/Walkthrough

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Introduction [CUB1]

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This game is based on the cubix cartoon series, I myself am not familiar with the series so i can only provide little information about the story.

Your mission is to stop Dr.K and his robots from acquiring the Solex. With your own robot, you have to face his minions in various areas to prevent him from destroying the innocent civilians of the city.

This is my 2nd faq and as I have already stated on my previous faq, I am not a native english speaker so if anyone would like to proof read or correct my wrong grammar or wordings to me, please feel free to do so. Finally, you may contact me via e-mail at endore2003@yahoo.com.

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Interface [CUB2]

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Profiles - Your profile is like your folder, all of your data will be saved here.

New Game - Begin story mode, you can unlock new robots and maps for vs mode here.

Continue - Continue an existing adventure in story mode.

VS Mode - Here you can skirmish your own match, you can choose upto four players either computer or human, you can also set the K.O limit and energy bar visibility.

Gallery - The pictures you have collected in story mode can be viewed here, you can also trade your pictures with another GBA via linking. (for more information about the gallery, go to GALLERY GUIDE).

Options - The menu includes:
- SFX
- Music
- Control Type
- Credits

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Basics [CUB3]
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Legend - +~ = hold

Start Button - Shows the menu:
~ Exit
~ SFX
~ Music
~ Robot Menu

Robot Menu - You can choose your active robot here, or unlock new robots using your pictures.

Select Button - N/A

A Button - Accept / Jump
B Button - Cancel / Attack / Laser / Throw
L Button - Pick up / Throw
R Button - Missile

L+~R = Defend
L+~R + a = Transfer Energy
L+~R = b = Special attack (Requires Cube)

Power ups:
First-aid kit - Refills energy bar
3 arrows (>>>) - Temporarily increases Speed
Upward Arrow - Temporarily increases Jump
Lightning bolt - Temporarily increases Attack
Shield - Temporarily increases Defense
Green Battery - Refills Laser ammo
Rocket - Refills Missile ammo
Power Cube - Allows player to use special ability
Blue & red card - Gives player a random picture

Attributes:
Attack(Fist): Affects attack damage
Speed(>>>): Affects movement speed
Defense(Shield): Affects damage taken
Jump(Arrow): Affects jumping height
Throw(box): Affects attack damage when throwing

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Story mode [CUB4]

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To enter story mode, choose new game and any difficulty you want, the number of opponents and their skill will be decided depending on what difficulty you choose.

From the map, go north and press A, here you will have your first match, note that "friend" is the robot that you will have to protect, if you or your friend dies, then you will automatically lose the fight.

Stage: Botties Pit
Friend: Mr. Fixit
Enemy: Kolossal - Easy mode

Kolossal - Normal mode

Kolossal - Hard mode
Kannon

If you are playing on easy or normal mode, this match would be rather quick, but if you are playing on hard mode, this could be pretty difficult because the stage is very small, one strategy you could use here is standing near the tar, your opponent might slip giving you one or two free blows. Also, take note of the red barrels as they can do decent damage when thrown at the enemy.

After the fight, head east on the map towards the temple.

Stage: Dojo
Friend: Sewwix
Enemy: Kannon - Easy mode

Kannon - Normal mode
Katastrophe

Kannon - Hard mode
Katastrophe

The only thing you can take advantage of here is the number of throwables, you can use the two posts near the door of the dojo aswell.

On the map, head east north then east to reach the charge station.

Stage: Charge Station
Friend: Lectrix
Enemy: Katastrophe - Easy mode

Katastrophe - Normal mode
Kolossal

Katastrophe - Hard mode
Kolossal

There are two explosive barrels here, use them before the enemy uses it against you or your friend, the fireball

can do decent damage but it is very hard to take advantage of so your better off not trying. This map is pretty small so explore it first and collect all the power ups you might need before engaging the enemy specially if your on hard mode.

Go north and east to reach the carnival.

Stage: Theme Park

Friend: Hop2ix

Enemy: Kannon - Easy mode

Kannon - Normal mode

Katastrophe

Kannon - Hard mode

Katastrophe

One thing to take note of here is the size of the stage, be wary of your friend's energy before you set out collecting power ups. there is a first-aid kit near the pool and one at the tower, to reach the latter you will need a jump power up, you can walk on the rails of the roller coaster and jump on the tent or if you have a jump power up, you can take a short cut near the bush to quickly reach the tower. The only obstacle here is the roller coaster cart, if your lucky, your opponent might get bumped by it or even better, get cornered and crushed until he gets destroyed.

Go west, north, west to reah the next destination.

Stage: Downtown

Friend: Disposix

Enemy: Kannon - Easy mode

Kannon - Normal mode

Kolossal

Kannon - Hard mode

Kolossal

You can use the single lane road or the disconnected electrical wires to your advantage if you manage to lure your enemies here.

Walk east, south, and west to reach the last stage in this area.

Stage: Donut Shop

Friend: Waitrix

Enemy: Kolossal - Easy mode

Kolossal - Normal mode

Kannon

Kolossal - Hard mode

Kannon

Theres a high way here and your friend would most likely go near the traffic light so use the passing cars to crash

your opponents, theres also a power up here so make sure you get it.

Head west and north to get to the construction site.

Stage: Constr.Site

Friend: Weldnfix

Enemy: Katastrophe - Easy mode
Kolossal

Katastorphe - Normal mode
Kolossal

Katastrophe - Hard mode
Kolossal

If your playing easy mode, this is your first time fighting two enemies at once, use the elevator to get to the top, there is a first aid kit, a power up, and some ammunitions and use it against them, there is also a power-up near the elevator or a first-aid kit if youtr playing normal mode.

Go north and prepare yourself to fight Dr K. himself.

Stage: Dr.k's Lair

Friend: None

Enemy: Kolossal - Easy mode
Dr. K.

Kolossal - Normal mode
Katastrophe
Dr. K.

Kolossal - Hard mode
Katastrophe
Kannon
Dr. K.

This fight can be very hard if you dont have a strategy specially if your playing on hard mode, the best and easiest way to beat this stage is by using the environment to work for you. Next to the pile of crushed cars is a structure made of steel, there are two barrels of acid on it's sides, what you want to do is keep jumping ontop of the structure and then to the ground, your enemies will eventually get stuck in the corners of the barrells and ends up melting them. You might also stand next to the top of the barrels for better results.

Dr.K. can be a real pain in the ass, if your not using the above strategy, he would keep throwing bombs while you are fighting the other robots, it's best to destroy the other robots before fighting dr. k because he can be hard to hit, once all the other robots are defeated, go to the southeast of the map to pick up some barrels and throw them at his face, these projectiles can do the most damage on him, you can also stock up on laser and rocket ammunition and take your time hitting him.

Congratulations! you have beaten the game! If you are playing on normal mode, Hard mode will now be unlocked for you, you can also play the story mode again to collect all of the pictures and unlock all of the robots, this game has great replayability and you will not easily get bored even if you replay the game over and over, you can also try the vs mode and skirmish your own battles.

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Robots [CUB5]
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You can acquire new robots by exchanging them for pictures. These pictures can be acquired from battling robots in story mode. In this section, i will show each robot's Attributes and their special abilities.

Each attribute is graded as follows:

Low
Below Average
Average
Above Average
High
Very High
Max

CUBIX

Attack : Above Average
Speed: High
Defense: Average
Jump: Above Average
Throw: Average

This guy is pretty much balanced and is a good choice for beginners. Special ability: Cubix jumps and launches four homing energy particles. His ability is pretty much weak and is only as strong as two missiles, it can also miss a lot when it hits the walls. I recommend using this skill, only when you and your enemy is on a large open area.

MAXIMIX

Attack: Average
Speed: Very High
Defense: Average
Jump: Very High
Throw: Average

He's one of the most dextrous guys out there so if you wanna go fast and furious (or just annoy the heck out of your opponents) this is the guy for you.

Special ability: Maximix repeatedly jumps to create an earthquake on the entire field.

This is like a weaker version of colossal's ability.

QUIXTREME5000

Attack: Above Average
Speed: Average

Defense: Average
Jump: Above Average
Throw: Average

Well, he's a pretty much average but his special ability is something else.

Special ability: Quixtreme unleashes a great burst of speed damaging and knocking back anyone he hits.

Now this is one of the better abilities, it can actually kill someone at full health if you manage to corner him.

IXGUARD

Attack: Very High
Speed: Low
Defense: Max
Jump: Average
Throw: Above Average

He's the strongest bot in my opinion, with the highest defense and a very good attack, he is perfect for direct mauling.

Special Ability: Ixguard launches a barrage of homing missiles.

This is a stronger version of kannon's ability, it can take out upto 1/2 of the enemy's life, the only down side is that it requires a large area to execute properly.

SECURIX

Attack: Above average
Speed: Low
Defense: Above Average
Jump: Above average
Throw: Above average

Nothing noteworthy about this guy.

Special Ability: Securix creates a barrier made out of multiple boomerangs.

This is a pretty decent ability even though it can only dish out minor damage, this is because of its capability to sometimes block incoming missiles.

KANNON

Attack: Very High
Speed: Average
Defense: High
Jump: Above Average
Throw: Above Average

Just like a lesser version of Ixguard (im running out of descriptions)

Special Ability: Kannon launches 4 slow moving homing missiles.

This ability, like him, is like a lesser version of ixguard's, the only difference

is that it can be used on a smaller area and that the projectiles are slower.

Although easy to evade, this can actually be used in conjunction with regular attacks due to its slow speed.

KATASTROPHE

Attack: Very High
Speed: Average

Defense: High
Jump: Above Average
Throw: Very High

With very good offensive stats, he is a favorite of most players.

Special Ability: Katastrophe gains speed and spins around creating a vacuum that pulls his enemies towards him, those that get close enough are damaged and knocked back.

Now this is easily the most powerful ability there is, aside from its vacuum, speed, good damage, and knock back capabilities, it also has a very good duration. It can kill all of your enemies if you manage to get them cornered.

KOLOSSAL

Attack: Max
Speed: Average
Defense: Very High
Jump: Above Average
Throw: Very High

Is it just me or does the story writers have something against the letter c? anyway, this guy is the badass of the badasses, he has the best offensive strength and a very high defense to back it up.

Special Ability: Kolossal hammers the ground creating a powerful earthquake. A very powerful ability and a lot of fun when used on vs mode with 3 enemies.

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Copyright [CUB6]

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Credits [CUB7]
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- To Geline Raina Martinez, my wife who without her
patience, this guide would never have been created, I also thank her for
proof reading some parts of the faq.

- VisualBoyAdvance, The emulator that I used to make this
guide.