



TECHNOSWORLD

RIVER CITY & TECHNOS ARCADE CLASSICS

Online Manual



Contents

Starting the Game	03
Game Modes	04
Controls (Nintendo Switch™)	06
Controls (PlayStation®5)	08
Controls (Steam®)	09
DIP Switch Usage	11
“Dodgeball Battle” Mode	12
Titles Included	13
Contact	14

Starting the Game

Title Menu

Upon starting the game, you can select the following from the menu:



Offline Play	Start the game locally. Use this option when playing local multiplayer.
Online Play	Connect to the internet to enjoy versus or cooperative play for each title online. Note: A subscription to the relevant platform's online service is required for online play.
Achievements	You can check achievements here. (Nintendo Switch™ version only) Note: For the PlayStation®5 version, achievements are managed via the Trophy system. For the Steam® version, achievements can be viewed in the Steam® Library.
Settings	Configure various settings. You can also change your avatar, title, and wallpaper from here.

Game Modes

Offline Play

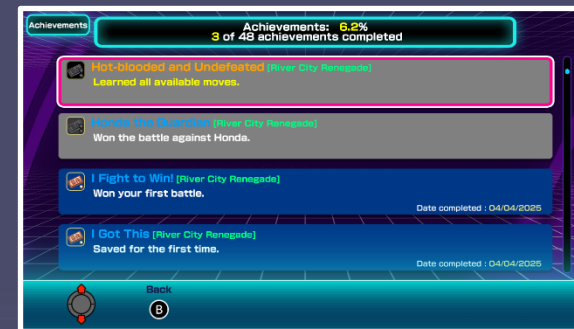


Start local gameplay here. Choose from 12 titles to play.

Use this mode also for local multiplayer sessions.

You can also load each game's saved data from the game select screen.

Achievements



Achievements are gameplay challenges that unlock when specific conditions are met for each title. On the Achievements screen, you can view both the achievements you've earned and the requirements for unlocking them.

Note: Achievements can be viewed in-game only on the Nintendo Switch™ version. On PlayStation®5, use the Trophy feature. On Steam®, achievements are shown in the Steam® Library.

Online Play



In online play mode, enjoy competitive and cooperative gameplay with other players.

Quick Play	Search for existing rooms and jump straight into online matches.
Create a Room	Set the game title, number of players, and visibility settings to create your own custom room.
Find a Room	Join an existing room by specifying the game title, room number, or selecting a room where your friends are playing.

Note: Online play requires a subscription to the respective platform's online service.

Game Modes (Settings)

Settings

Avatar

In online play, you can set your displayed avatar image as well as character and title settings. Check unlock conditions on each settings screen.

◆Character:

Set the avatar image displayed during online play.
Characters become available upon meeting unlock conditions.

◆Nickname:

Set the title displayed during online play. Combine up to 3 words freely.
Titles become available upon meeting unlock conditions.

Edit Background

You can change the gameplay background and wallpapers for each title.



Display Settings

Adjust visual presentation and demo playback behavior through "Mode Settings" and "Demo Settings."

◆Mode Settings

Choose the screen display mode: Standard, 4:3, or Full Screen.
You can also toggle scanline effects for a retro look.

◆Auto Protection Settings

- Demo : Choose whether to display demo movies after a period of inactivity on the Game Select screen.
- Prevent screen burn-in : Toggle screen burn-in prevention features on or off.

Controls

Configure the button layout for each connected controller.

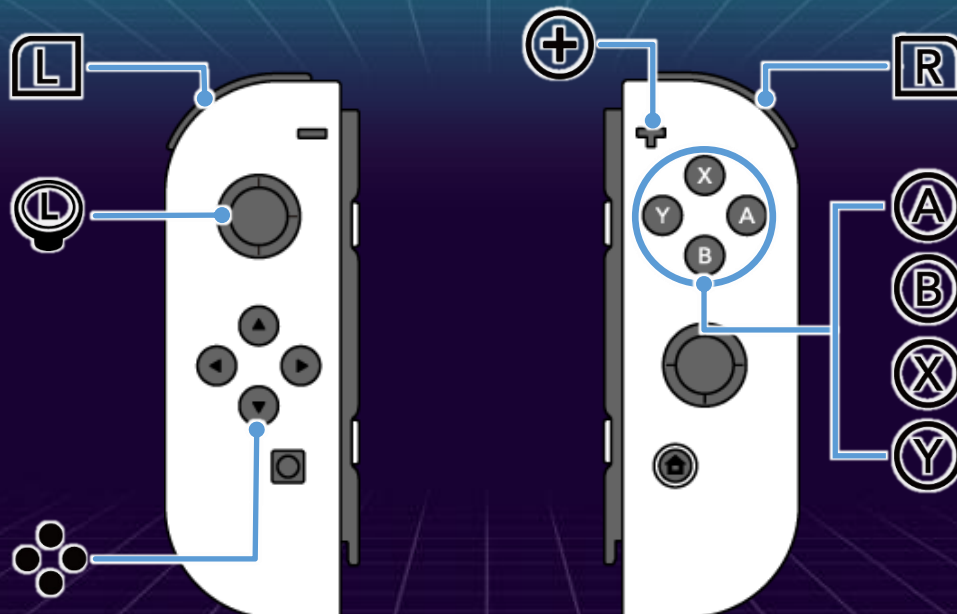
Sound

Adjust volume settings for each game title and system-wide audio.
You can also toggle reverb effects and fine-tune sound quality.

Language

Change the language used throughout the game.

Controls (Nintendo Switch™)



Menu Controls

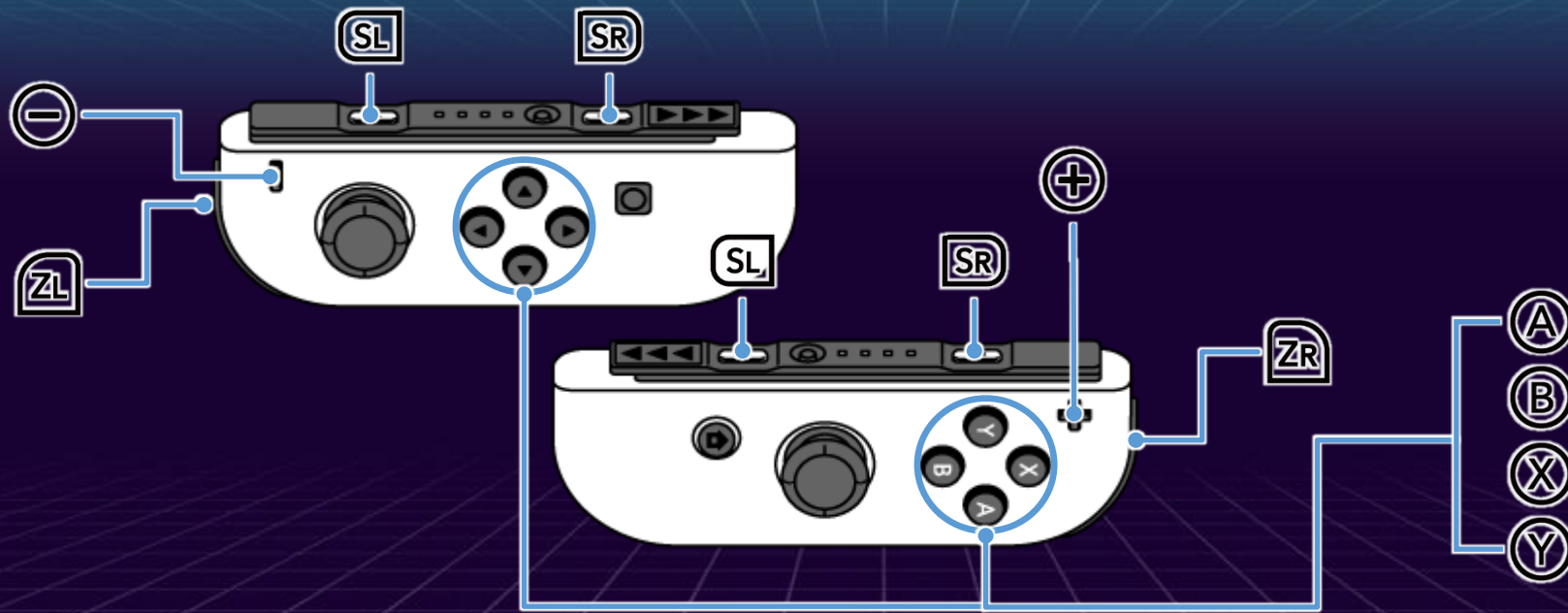
Pad / Stick	Move cursor
Button	Confirm / Continue
Button	Cancel
Button	Game Description
Button	Ver Switch / Data Mgmt.
Button	Sort toggle





In-Game Menu Controls

Button	Move cursor
Button	Confirm / Continue
Button	Cancel
Button	Open DIP Switch Menu ✖

✖ Available only in certain ARCADE titles.

Controls (Joy-Con™ Shared Play)



Joy-Con (L)	Joy-Con (R)	Menu Controls
ZL + -	ZR + +	Open Menu
		Confirm / Switch items within DIP Switch Menu
		Cancel
SL + SR	SL + SR	Open DIP Switch Menu

Controls (PlayStation®5)



Menu Controls

Directional Buttons / Left Stick	Move Cursor
ⓧ Button	Confirm / Continue
◯ Button	Cancel
△ Button	Game Description
□ Button	Ver. / Data
■ L1 ■ R1 Button	Sort Toggle

In-Game Menu Controls

⏏ Button	Move Cursor
ⓧ Button	Confirm / Continue
◯ Button	Cancel
■ L1 ■ R1 Button	Open DIP Switch Menu ※

※ Available only in certain ARCADE titles.

Controls (Steam® • Gamepad)



Menu Controls















+ D-pad / LS Left Stick	Move Cursor
A Button	Confirm / Continue
B Button	Cancel
Y Button	Game Description
X Button	Ver. / Data
LB RB Button	Sort Toggle

In-Game Menu Controls

+ D-pad	Move Cursor
A Button	Confirm / Continue
B Button	Cancel
LB RB Button	Open DIP Switch Menu ✖

✖ Available only in certain ARCADE titles.

Controls (Steam® • Keyboard)

Icon	1P Controls	2P Controls	Basic Action
	W	Arrow ↑	Move Cursor Up
	S	Arrow ↓	Move Cursor Down
	A	Arrow ←	Move Cursor Left
	D	Arrow →	Move Cursor Right
	J	Num4	A Button (Confirm)
	K	Num5	B Button (Cancel)
	U	Num7	X Button
	I	Num8	Y Button
	O	Num2	RB Button
	P	Num1	LB Button
	;	Num+	START Button
	L	Num-	SELECT Button
	Enter	NumEnter	System Menu
	B-Space		Chat (※Online Only)

Press L • R simultaneously: Open DIP Switch Menu

※ Available only in certain ARCADE titles.

DIP Switch Function - How to Use

DIP Switch Menu

In the DIP Switch Menu, you can adjust various difficulty-related settings, including difficulty level, remaining lives, etc.

Compatible Titles

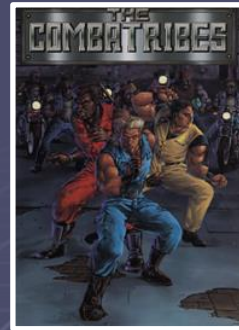
The DIP switch function is available for the following 4 titles:



CHINA GATE



SHADOW FORCE



THE COMBATRIBES



XAIND SLEENA
-SOLDIER OF LIGHT-



DEMO SOUND	Toggle playback of sound during the advertisement demo screens.
DIFFICULTY	Adjust the game's difficulty level.
TIMER SPEED	Set the in-game timer speed.
PLAYER STOCK	Set the number of player stocks (lives).
STOCK EXTEND	Set conditions for increasing player stocks (lives).
CONTINUE	Toggle the continue function.
NUMBER OF PLAYERS	Set the number of players who can join the game.

Dodgeball Battle Mode



This mode supports up to 4 players only.

Dodgeball Battle Mode

"Dodgeball Battle" Mode is a mixed-mode playable in "Kunio's Dodgeball Time, C'mon Guys!" enabling battles and cooperative play for up to 4 players. With no centerline or outfield, players can enjoy hotblooded battles without constraints.

Playing With Multiple Players

- 1 : Start the game with four controllers connected.
- 2 : Select "Local Play."
- 3 : Choose "Kunio's Dodgeball Time, C'mon Guys!"
- 4 : On the "Game Mode" screen, press the controller's left and right keys (to adjust settings) and arrange 1P~4P in the center of the lower court displayed on-screen.
- 5 : Select "Dodgeball Battle" Mode.
- 6 : Configure desired match settings and select "Battle."
- 7 : Configure desired teams and stages.
- 8 : Select "Match."
- 9 : Choose your members and formations to begin battle.

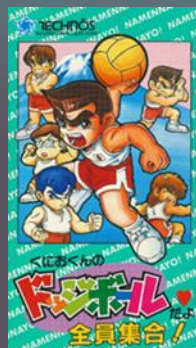
※You can also change the number of players from the "Strat Time" screen by selecting "Change Mem."

Titles Included



River City Renegade

Release : 1992
Platform : Super Famicom
Players : 1-2 Players (Simultaneous)



Kunio's Dodgeball Time, C'mon Guys!

Release : 1993
Platform : Super Famicom
Players : 1-4 Players (Simultaneous)



Downtown River City Baseball Story ~Play Ball, Kunio!~

Release : 1993
Platform : Super Famicom
Players : 1-2 Players (Competitive)



KUNIO'S ODEN

Release : 1994
Platform : Super Famicom
Players : 1-2 Players



THE COMBATRIBES

Release : 1992
Platform : Super Famicom
Players : 1-2 Players



SugoroQuest++ - DICENICS-

Release : 1994
Platform : Super Famicom
Players : 1-4 Players (Simultaneous)



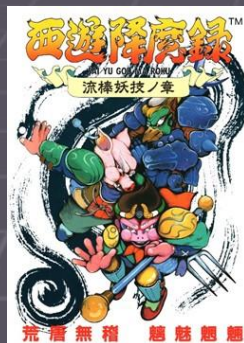
DunQuest

Release : 1995
Platform : Super Famicom
Players : Single Player Only



XAIND SLEENA - SOLDIER OF LIGHT-

Release : 1986
Platform : Arcade
Players : 2 Players Alternate



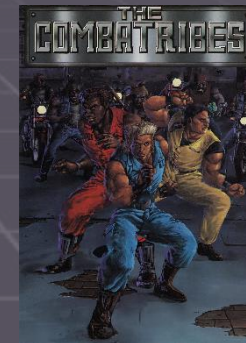
CHINA GATE

Release : 1988
Platform : Arcade
Players : 1-2 Players (Simultaneous)



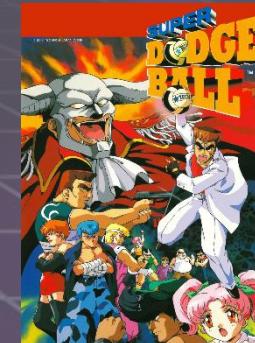
SHADOW FORCE

Release : 1993
Platform : Arcade
Players : 1-2 Players (Simultaneous)



THE COMBATRIBES [ARCADE]

Release : 1990
Platform : Arcade
Players : 1-2 Players (Simultaneous)



Super Dodge Ball

Release : 1996
Platform : Arcade (MVS)
Players : 1-2 Players (Competitive)

Contact

Contact information for inquiries about this product

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