

# ROCKET ARENA™



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## INTRODUCTION

Welcome to the World of Crater, home of the Rocket Championship Tour! Choose a competitor from one of Crater's diverse regions to challenge others in Rockets-Only competition or practice your skills against RocketBots! You can also customize your playstyle with powerful artifacts. Let's get started!

**NOTE:** All *Rocket Arena* gameplay requires an Internet connection.

# COMPLETE CONTROLS

## PC CONTROL INFORMATION

Rocket Arena on PC allows you to play on a variety of control devices. For the best experience, we recommend using the Xbox One Wireless Controller. The controls listed throughout the manual assume that you are using an Xbox One Wireless Controller.

## KEYBOARD CONTROLS

















### DEFAULT CONTROLS

Move	W / A / S / D
Jump / Ascend	SPACEBAR
Descend [Select Characters Only]	C
Fire Primary Rocket	left mouse button
Secondary Ability	right mouse button
Special Ability	left SHIFT
Use Item	E
Dodge	Q
Reload	R
Throw	F
Push To Talk	CAPS
Quick Chat: Compliment	1
Quick Chat: Thank You	2
Quick Chat: Celebrate	3
Quick Chat: Whoops	4
Turn camera/character	mouse
Game menu	ESC
Scoreboard	TAB

# XBOX ONE WIRELESS CONTROLLER

**NOTE:** The instructions in this manual refer to the Xbox One Wireless Controller configuration.

## DEFAULT CONTROLS

Move	
Jump / Ascend	 or 
Descend [Select Characters Only]	
Fire Primary Rocket	
Secondary Ability	
Special Ability	
Use Item	
Dodge	
Reload	
Throw	
Quick Chat: Compliment	
Quick Chat: Thank You	
Quick Chat: Celebrate	
Quick Chat: Whoops	
Turn camera/character	
Game menu	<b>MENU</b> button
Scoreboard	<b>VIEW</b> button

# GAME MENUS

## IN-GAME MENU

**NOTE:** Accessing the Game Menu does not halt gameplay.

Press the MENU button to enter the In-Game Menu to view your character abilities, change your settings, or quit the match.

### Ability Descriptions

Review your active character's Primary Rocket, Secondary Ability, and Special Ability.

### Resume

Close the In-Game Menu and return to the match.

### Settings

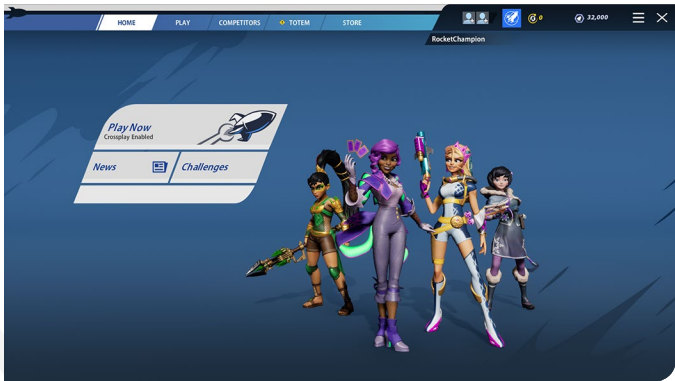
Access the Settings menu to view and/or change Game, Video, Control, and Account settings.

### Quit Match

Peek in on your friends' activities, join them, or invite them to join you.

## MAIN MENU

From Rocket Arena's Main Menu you may view the latest game news, customize your character or totem, see your Blast Pass progress, and change the game settings.

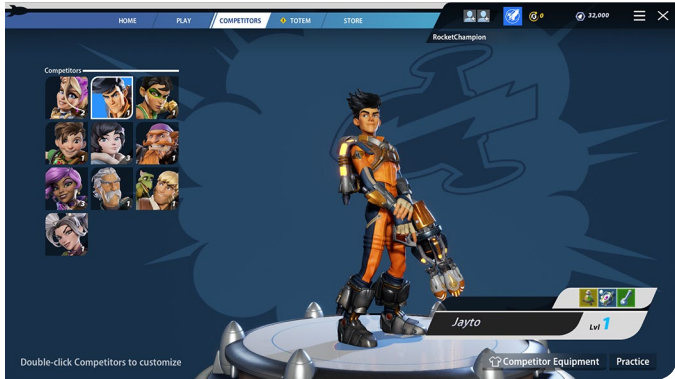


From the Home screen you may select:

<b>Play Now</b>	Quickly jump into Matchmaking.
<b>News</b>	Read the latest updates and news on Rocket Arena and the world of Crater.
<b>Challenges</b>	View your active daily and weekly challenges.
<b>Blast Pass</b>	View your progress in the Seasonal Blast Pass. <b>Note:</b> The Blast Pass is only active during Blast Pass seasons.
<b>Play Menu</b>	Access the Play Menu to Matchmake, Practice, or Create a Custom Game.
<b>Competitors Menu</b>	Access the Competitors Menu to view your character and artifact progression, customize your character outfits, chose artifacts, select megablast or return trails, and read character backstories.
<b>Totem Menu</b>	Access the Totem Menu to build and customize your totem.
<b>Store</b>	Access the store to purchase cosmetic content.
<b>Friends and Party</b>	View and manage your friends, and manage your current party, Use the Discovery Menu to link friends to your EA ID for crossplay.
<b>Settings Menu</b>	View and customize your Game, Video, Audio, Controller/Keyboard, and Account Settings.
<b>Rocket Parts</b>	View your Rocket Parts.
<b>Rocket Fuel</b>	Purchase more Rocket Fuel.

## COMPETITORS SCREEN

Select the "Competitors" from the Home screen to view and customize the characters of Rocket Arena. Each playable character in Rocket Arena is a competitor on Crater's big event, the Rocket Championship Tour.



### Character Info Panel

Displays character name, character progress level, and currently equipped artifacts.

### Select Character

Choose a portrait to select a character. Select "Competitor Equipment" to customize competitor equipment.

### Practice

Select the practice mode to practice with a character.

### Competitor Equipment

Access this screen to change character outfits, VFX trails, and artifacts.

## OUTFIT SELECT SCREEN

In the Competitor Equipment menu, you may customize the outfit of each competitor. New outfits may be unlocked by:

- Progressing characters by earning XP
- Using Rocket Parts
- Using Rocket Fuel
- Earned from the seasonal Blast Pass

## ARTIFACT SELECT SCREEN

Use the Artifact Select Screen to change your artifacts.



### Social Artifacts

Social artifacts are unlocked by earning XP in Rocket Arena. Artifacts are discovered in Crater and can be equipped to a character to produce powerful effects.

### Social Artifact Progression

Using artifacts in social matchmaking increases artifact rank level. Advancing an artifact in rank level increases its effect.

### Ranked Artifacts

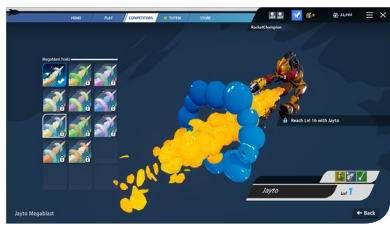
Choose artifacts to be used in Ranked Play.



## MEGABLAST TRAIL

Use this screen to customize a character's megablast trail.

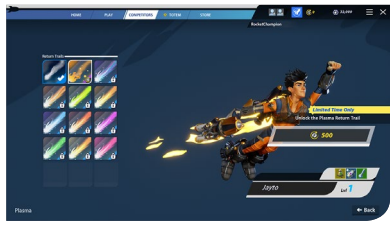
A megablast trail applies to the character that you damage and trigger a megablast on.



## RETURN TRAIL

Use this screen to customize your character's return trail.

A return trail is applied to your character on your way back into the arena.



## CHARACTER PROGRESS

The "Character Progress" screen shows your character's current level. Each of the characters has their own character progression path. By progressing your character, you will earn Rocket Parts, Totem Parts, and outfits. Earn XP in matches of Rocket Arena to progress each character.



## TOTEM SCREEN

The Totem Screen allows you to customize your totem. You may customize your:

- Totem Symbol
- Totem Shape
- Totem Pattern
- Totem Borders
- Totem Stands
- Totem VFX



## FRIENDS AND PARTY SCREEN

On the friends and party screen you may see your online and offline friends, regardless of platform. Select a friend to invite them to your party.

## DISCOVERY - CROSSPLAY

In the Discovery Menu, search for friends using their EA ID for crossplay, You can also accept sent friend invitations.

## STORE

Use the store to purchase Rocket Fuel and featured items.

# SETTINGS SUB MENUS

## Settings - Game

Language

Change the game's language.

Crossplay

Toggle crossplay on or off.

View Credits

Show the Rocket Arena credits.

## Settings - Video

Window Mode

Change the display mode.

Resolution

Change the display resolution.

Resolution Scaling

Change the resolution scaling.

Frame Rate

Change the maximum frame rate.

Anti-aliasing Quality

Change the anti-aliasing quality.

Post Processing Quality

Change the post processing quality.

Texture Quality

Change the texture quality.

Shadow Quality

Change the shadow quality.

Effects Quality

Change the effects quality.

Screen Space Reflections

Change the screen space reflections.

Vsync

Enable/disable Vsync.

Field of View (Horizontal)

Change the horizontal field of view.

## Settings - Audio

Master Volume

Change the master volume.

Music Volume

Change the music volume.

SFX Volume

Change the SFX volume.

Voice Volume

Change the voice over announcer volume.

Voice Chat Volume

Change the voice chat volume.

## Settings - Controller

Button Layout

Change the default button layout.

Sensitivity Behavior

Adjust the control stick sensitivity.

Vibration

Enable/disable controller vibration.

Horizontal Invert

Toggle horizontal x-axis inversion.

Vertical Invert

Toggle horizontal y-axis inversion.

Stick Acceleration

Enable/disable control stick acceleration.

## Settings - Keyboard

**Mouse Sensitivity X**

Change the mouse sensitivity on the x-axis.

**Mouse Sensitivity Y**

Change the mouse sensitivity on the y-axis.

**Horizontal Invert**

Toggle horizontal x-axis inversion.

**Vertical Invert**

Toggle horizontal y-axis inversion.

**Key Bindings**

Assign specific key bindings for controller.

## Settings - Account

**Share Usage Data**

Enable/disable sharing usage data.

**User Agreement**

View the user agreement.

**Privacy & Cookie Policy**

View the privacy & cookie policy.

## Settings - Accessibility

**Narration Path to Accessibility Menu and Chat**

Enable or disable Narration Path

**Display Chat and Item Prompts**

Enable/Disable chat and item prompts on the HUD

**High Contrast Subtitles**

Enable or disable subtitles

**Speech to Text**

Enable or disable speech-to-text

**Text to Speech**

Enable or disable text-to-speech

**Send Text to Speech Message**

Submit a Text to Speech message over voice chat

## PLAY SCREEN

From the play screen you may do the following:

**Matchmake - Social**

Select a playlist and matchmake into a social game.

**Matchmake - Ranked**

Select a playlist and matchmake into a ranked game. Your skill rank badge will go up or down depending on how you play.

# GAME SCREEN



- |                     |                         |                      |
|---------------------|-------------------------|----------------------|
| 01 Knockout Feed    | 04 Carried Objects      | 07 Secondary Ability |
| 02 Objective Status | 05 Quick Chat Menu      | 08 Special Ability   |
| 03 Reticle          | 06 Rocket Icon and Ammo | 09 Dodge Ability     |

# MULTIPLAYER

## GAME MODES



Rocket Arena multiplayer features both competitive player vs player modes (PvP), and cooperative player vs AI modes (PvE).

### Knockout

#### 3v3 Competitive PvP

Use rockets, abilities, and items to blast your opponents out of the arena. Teams score "Knockouts" by forcing opponents out of the arena. The team that reaches the score target first wins the match.

### Rocketball

#### 3v3 Competitive PvP

In Rocketball, a ball spawns in the center of the map. Two teams compete to pick up the Rocketball and run, throw, or blast it into the opposing team's goal. The first team to reach the point cap (or runs out the clock with the highest score) wins the match.

### Mega Rocket

#### 3v3 Competitive PvP

In Mega Rocket, a large rocket flies into the arena, blasting players out of the way when it lands, and creates a capture zone. The goal of Mega Rocket is to defend and capture the zone to collect the rocket. The team that captures the most rockets at the end of the timer or reaches the point cap first wins the match.

## Treasure Hunt

### 3v3 Competitive PvP

There are two ways to score points in Treasure Hunt:

#### Hold the Treasure Chest

Pick up the chest and hold it to earn points. Earn bonus points by earning the final coin from each chest.

#### Pickup Coins

In the coin round, dozens of coins spawn around the map: pick them up to score points.

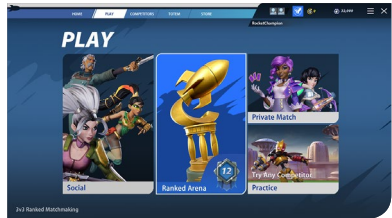
## RocketBot Attack

### 1-3 Player Cooperative PvE

Survive waves of attacks from RocketBots in Rocketbot Attack. Knockout enough Rocketbots to win the match.

## RANKED PLAY

Matchmake in Competitive Ranked Play, and win to raise your skill rank. Each Season your rank resets and the map/mode combinations change.



# ROCKET ARENA CHARACTERS

Rocket Arena has a wide variety of characters, each with their own unique rocket and play style. They can be customized and upgraded with artifacts and cosmetics.

## AMPHORA

### Master of the Deep

**Region** Crystal Reef

**Quote** No one can hold back the tide!

**Playstyle** All-Rounder

A fast and fluid striker who chases down her opponents and launches them out of the arena in a powerful cyclone.

### Primary



#### CHARGED TORPEDO

Hold to charge for increased speed and damage.

### Secondary



#### HYDRO FORM

Morph into a pool of water. Reactivate to launch opponents skyward in a water cyclone.

### Special Ability



#### BOUNCY MINES

Launch three bouncy homing mines.





## Pride of Boom City

**Region** Boom City

**Quote** I refuse to let my city down!

**Playstyle** All-Rounder

A balanced competitor who can temporarily boost his firepower and mobility with his thruster suit.

### Primary



#### SKYPIERCER ROCKETS

Fast and accurate single fire.

### Secondary



#### ROCKET SWARM

Unleash a swarm of mini-rockets.

### Special Ability



#### THRUSTER SUIT

Temporarily boost mobility and Skypiercer Rocket's damage, firing three rockets instead of one.



## Legacy of Gemstone Jungle

**Region** Gemstone Jungle

**Quote** The Spirit of the Jaaqua lives through me!

**Playstyle** Skirmisher

A relentless competitor who charges headfirst at her opponents, KO-ing them with lightning-fast efficiency and powerful combos.

### Primary



#### SPEAR ROCKETS

Quick-firing and short-ranged rockets.

### Secondary



#### BOLA SNARE

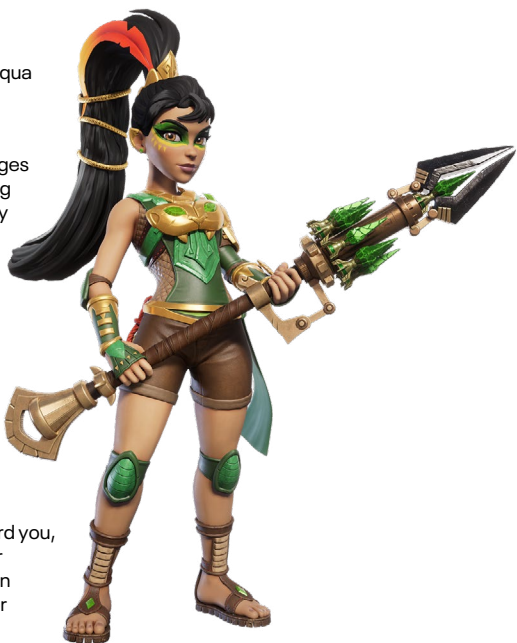
Pull opponents toward you, then unleash a Spear Rocket that homes on snared opponents for increased damage.

### Special Ability



#### JAAQUA CHARGE

Hold to aim before ferociously lunging forward.



## RocketBot Repairman

<b>Region</b>	Unknown
<b>Quote</b>	Your Junk, My Treasure!
<b>Playstyle</b>	Skirmisher

A short-range skirmisher who closes the distance between his opponents with a thrown teleporter.

### Primary



#### SCRAP ROCKETS

Short ranged and rapid-fire homing rockets.

### Secondary



#### BOOMERANG

A thrown boomerang damages opponents and ricochets off walls before returning to Plink.

### Special Ability



#### SKEDADDLE BALL

Throw a teleporter. Reactivate to teleport to its location and damage nearby opponents.



## General of the Realm

<b>Region</b>	Serrata Peaks
<b>Quote</b>	Justice for the Kingdom!
<b>Playstyle</b>	Precision

A nimble competitor who picks off her opponents with precise, charged strikes.

## Primary



### CHARGED BOLT

A precise bolt. Charge to shoot faster and farther.

## Secondary



### SNOW GLOBE

Deploy a Snow Globe that slows incoming rockets. Charged Bolt shots from inside the Globe are faster and hit harder.

## Special Ability



### GRAPPLE HOOK

Grapple to nearby surfaces, or damage enemies by hitting them directly.



# BLASTBEARD

## Forgetful Treasure Hunter

**Region** Crater's Edge

**Quote** Lost me trophy but I'm sure to win another!

**Playstyle** Area Denial

A sturdy competitor who uses an explosive shockwave to punish opponents who dare get too close.

### Primary



#### ROCKET CANNONBALL

A cannonball with an arcing, high-impact blast.

### Secondary



#### CHARGED ANCHOR

Charge and fire a hard-hitting anchor rocket.

### Special Ability



#### SHOCKWAVE

Knock back nearby opponents and destroy incoming rockets.



# MYSTEEN

## Master of Illusions

**Region** Conjura

**Quote** What you see is NEVER what you get...

**Playstyle** Disruptor

A magical competitor who tricks her opponents by swapping places with her double.

## Primary



### Card ROCKETS

An accurate single shot. Every third consecutive attack fires a three-round burst.

## Secondary



### MIRROR SHIELD

Conjure a shield that blocks incoming rockets.

## Special Ability



### PHANTASM

Materialize a Mysteen double. Reactivate to swap places with it.



## Guardian of Fort Rocket

**Region** Fort Rocket

**Quote** Under siege the rockets fly, hold our Fortress in the Sky!

**Playstyle** Area Denial

A jetpack-equipped artillery specialist who barrages the arena from above.

### Primary



#### BOUNCING BEAUTY

A bouncing grenade. Hold to delay detonation.

### Secondary



#### ARTILLERY SALUTE

Call down a cascading artillery line.

### Special Ability



#### ZEPHYR STRIKE

Lock-on and initiate a giant rocket strike.



## Crater's Premier Megadon Tracker

### Region

The Wilds

### Quote

Megadon Roam these Wilds. Let's Find Them.

### Playstyle

Precision

A sniper with a winged friend who launches opponents skyward in wind vortexes.

## Primary



### BLUNDERBLAST

A ricocheting, short-range cluster shot.

## Secondary



### MEGADON SCOPE

Use a scope to fire a ricocheting sniper rocket.

## Special Ability



### ZIK'S VORTEX

Fire a wind vortex that blasts Boone backwards and pushes opponents with tremendous force.





## No Speed Limits. No Rules!

<b>Region</b>	The Boiler
<b>Quote</b>	Ride the chaos!
<b>Playstyle</b>	Skirmisher

An aggressive competitor who rushes down her opponents with a hoverboard.

### Primary



#### DOUBLE WHAMMY

Rapid fire explosive projectiles that alternate between the weapon's twin barrels.

### Secondary



#### MAG MINES

Lob mines that attach to any surface or foe.

### Special Ability



#### SHATTER SLAM

Activate Shatterboard flight and kick opponents with your board attack.



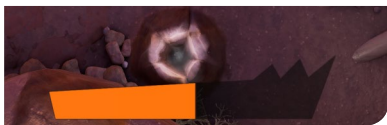
# GAMEPLAY

Use this section to learn and master the unique combat in *Rocket Arena*.

## ROCKET BLASTS

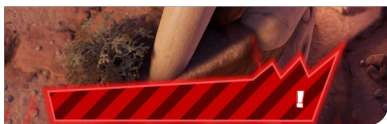
### Blast Bar

Your Blast Bar increases whenever you're blasted by an opponent. The higher your Blast Bar, the farther you'll fly when hit by an ability or rocket. Your Blast Bar decreases as long as you are not hit by more blasts.



### Megablasts

When your Blast Bar is completely full, you're in Megablast Danger! At this state, even the smallest impact can trigger a Megablast, which'll send you flying into a guaranteed KO!



### Rocket Jumping

Fire a rocket at the ground, wall, or any solid object to Rocket Jump—a great way to quickly navigate a level, avoid incoming fire, or quickly move towards an objective. Rocket Jumping will not injure you.

### Rocket Climbing

Fire repeatedly at a wall to Rocket Climb: great for quick environment navigation, avoiding a KO, or recovering back into the Arena.

### Return Protection

If you're knocked out of the Arena, you'll soon be flown back in with a temporary Return Protection Shield, which'll keep you safe from enemy fire.

# ITEMS

Use gameplay items to help turn the tide in combat. Once you pick up an item, it is in your inventory and you may activate it with the Use Item button. Items have varying gameplay effects.

## FINDING ITEMS

- By picking up a "Random Item Box" you will receive a random item.
- Teammates may grant you items using the "Mega Gift" item
- Certain artifacts may grant you an item

## PRACTICING WITH ITEMS

You may practice using items in Practice mode.

## BOMB



Throw the bomb to trigger a big explosion and blast opponents out of your way.

Great for finishing KOs or clearing a path towards an objective, such as a Rocketball goal or Mega Rocket Zone.

## ROCKET MAGNET



Deploy the Rocket Magnet to defend an area. Once activated, the Rocket Magnet will pull in incoming rockets fired by the opposing team.

With good positioning and timing, a Rocket Magnet can save you from knockouts, protect a teammate, or assist in capturing an objective. The Magnet is strictly defensive and will not blast other players. The Rocket Magnet has a limited time duration, so use it wisely.

## MEGA GIFT



Use the Mega Gift to grant a random item to each of your teammates, including yourself. The Mega Gift works very well when its activation is coordinated with your teammates.

## NINJA HEADBAND



Activate the Ninja Headband to temporarily supercharge your Dodge ability.

The Ninja Headband will appear on your character when activated. The Headband increases your Dodge Distance and reduces the cooldown time of the Dodge Ability—letting you dodge rockets and easily maneuver around the arena.

## SPEED BOOST



Activate the Speed Boost to give you a quick boost in movement Speed. Great for avoiding incoming rockets, picking up coins in Treasure Hunt, and running with the RocketBall.

## TRIP MINE



The Trip Mine is the ultimate defensive trap. Once planted, a team-colored beam emits from the mine. If an opponent collides with the beam, they are blasted.

Place mines to cover your tracks when opponents are coming after you, or near objectives to get the jump on aggressive players.

# ARTIFACTS

You earn and unlock artifacts by playing Rocket Arena. In the Character Customization menu, you can equip up to three artifacts per character. Unlike cosmetics, artifacts have gameplay-changing effects.

All unlocked artifacts start at level 1: the higher the level, the more powerful their affect. Upgrade artifacts by using them in combat.

Artifacts have a set level in Ranked Play.

## GEMSTONE ELIXIR



### Type

Mobility

### Effect

Ground movement speed increased

## FROZEN BUBBLE



### Type

Defensive

### Effect

Return Protection cannot be canceled and lasts longer

## DIGSITE MAGNIFIER



### Type

Utility

### Effect

Chance to receive a random item after Arena Returns

## HUNTER'S IDOL



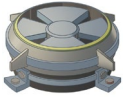
### Type

Defensive

### Effect

Damage and impulse taken reduced

## AXIAL FAN



### Type

Mobility

### Effect

Rocket Jump strength increased

## BLASTBIRD



### Type

Offensive

### Effect

Deal increased damage

## JAAQUA AMULET



### Type

Mobility

### Effect

Move faster while in Megablast Danger

## REEF BUOY



### Type

Utility

### Effect

Taking damage reduces your active Special Ability cooldown

## SUPERCAVITATOR



### Type

Utility

### Effect

KOs reduce all active Ability cooldowns

## BERNO'S BELT



### Type

Mobility

### Effect

Ground jump height increased

## COLDSNAP LOCKET



### Type

Defensive

### Effect

Dodge distance increased

## UNSTABLE CANISTER



### Type

Offensive

### Effect

Deal more damage the higher your Blast Meter

## BOOST CAPACITOR



### Type

Mobility

### Effect

Air movement speed increased

## ROCKET RADIO



### Type

Defensive

### Effect

Blast Bar regeneration delay decreased

## POWDER KEG



### Type

Offensive

### Effect

Deal more damage while on the ground

## FROSTY THERMOMETER



### Type

Defensive

### Effect

Dodge cooldown reduced while in Megablast Danger

## BOOM BIT



### Type

Offensive

### Effect

KOs briefly boost damage

## ZEPHYR VEST



### Type

Mobility

### Effect

Move faster after Arena Returns



## BASTION BELL



### Type

Defensive

### Effect

KOs decrease the time until health regen starts

## CRYSTAL CROWN



### Type

Utility

### Effect

Using your Special Ability reduces your active Secondary Ability cooldown

## PROSPERO'S SAIL



### Type

Utility

### Effect

Use an Item for a chance to receive another Item

## JUKING JUKEBOX



### Type

Mobility

### Effect

Same direction air jump strength increased

# MAPS

The world of Crater is home to many diverse regions. Maps exist within each region.

## THE GOLDEN ZEPHYR

### Size

Large

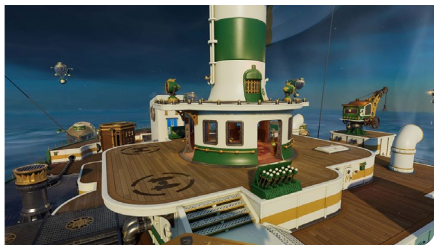
### World

Fort Rocket

### Unique Features

The Zephyr's surrounding platform vessels are great for recovery from KOs with well-timed Dodges.

Careful rocket-jumping allows nimble navigation from the lower to higher decks.



## MEGADON JUNCTION

### Size

Medium

### World

The Wilds

### Unique Features

The Rocket Rail Line Express train speeds through Megadon Junction. Keep an ear out for its horn to avoid being blasted!



## STAR OF CRATER

### Size

Medium

### World

Crystal Reef

### Unique Features

A large, brilliant crystal serves as the focal point for combat. Holes in rock formations provide cover from incoming rockets



## SHIMMERING DEPTHS

### Size

Large

### World

Crystal Reef

### Unique Features

Crystal Subs move through the map, providing Rocket Jumping opportunities. Watch out for underwater geysers that blast water skyward!



## HYPERSONIC HEIGHTS

### Size

Medium

### World

Boom City

### Unique Features

UFOs move through the world, providing great pathing opportunities to avoid KOs and run the Rocketball. Grab items in the hypersonic gardens near the Berno Boom statue to help push objectives.



## APOGEE ACRES

### Size

Medium

### World

Boom City

### Unique Features

Each starting area in Jayto's home has a defensible blast window that may be opened by firing at it. Well timed rocket-jumps and rocket climbs are key to maneuvering through the center of the map.



## STOMPY'S REFUGE

### Size

Medium

### World

The Wilds

### Unique Features

This high ground near Boone's Outpost provides a great location to both blast opponents and look for Megadon. Dodging rockets near the Megadon ribcage and avoiding fire in the dig site is key to preventing KOs.



## FROSTWIND GROVE

### Size

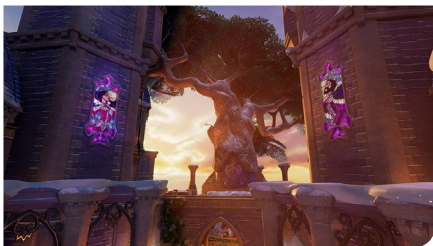
Large

### World

Serrata Peaks

### Unique Features

Navigate the large tree to avoid incoming fire and get the drop on opponents. Use the secret passageways between the spires to run the Rocketball and sneak up on opponents in Mega Rocket zones.



# ICEFALL KEEP

## Size

Large

## World

Crystal Reef

## Unique Features

Use the jump-pads for quick navigation through the Icefall Keep: great for getting in and out of combat.



# VEHICLES

Keep an eye out for vehicles in the arenas of Crater!

## CRYSTAL SUB



### Region

Crystal Reef

### Strategy

Use as a firing point, or navigation aid when running the RocketBall.

## UFO



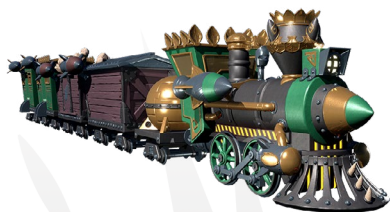
### Region

Boom City

### Strategy

Use to create unique movement paths in objective modes, or to avoid getting knocked-out if you're lucky!

## ROCKET RAIL LINE EXPRESS



### Region

The Wilds

### Strategy

Blast enemies into its path for a KO or ride it for a quick transition, but watch out—the Rocket Rail Line, while frequently late, does not stop!

# WORLD OF CRATER

Crater is made up of diverse regions, each represented by a hero in the Rocket Championship Tour.

