SLES-51355

PlayStation.2

NTSC U/C

Monster Rancher 3

EVERYONE

E

CONTENT RATED BY
ESRB

TECMO 100% GAMES

"Monster Rancher" lets you create monsters from Saucer
Stones (Music CDs, game CD-ROMs and DVD-ROMs)
and maximize their strength through tough training
sessions. Ultimately, you want to stand victorious, winner
of the prestigious battle tournaments, with your
name remembered in history as one of the greatest
ranchers ever.

There are over 200 types of monsters available, but no
one knows what specific monster lurks in a particular
Saucer Stone. It's time to experiment. Let's find out what
monsters lay hidden inside your Saucer Stone collection!

Caution

Frequent and unnecessary insertion and removal of
your CD-ROMs or DVD-ROMs may result in game errors.
Therefore, perform insertion and removal only at
the specified locations and in accordance with the
on-screen instructions.

Additionally, please remember to handle your CD-ROMs
or DVD-ROMs with special care when inserting or
removing them. Careless handling could damage the
CD-ROM or DVD-ROM, resulting in improper operation.

The following discs can be used as Saucer Stones:
• PlayStation and PlayStation 2 compatible CD-ROM
• PlayStation 2 compatible DVD-ROM
• DVD videos sold in stores
• Music CDs sold in stores

Note that inserting a disc that is not compatible with the
PlayStation 2 format may result in improper operation.
For details, see the PlayStation 2 user's manual.

Long ago, before the official declaration of Monster Battles as a competitive sport...

There lived a group of people referred to as the Tochikans. They had always lived in harmony with monsters. Yet none, but the leader of the Tochikans, had the power to generate monsters from Saucer Stones. As more people began migrating to the land, monsters were given to them to help with labor and ease the everyday hardships of their lives.

Over time, monster battles began taking place at various festivals and town get-togethers. This quickly became a popular activity, and eventually large-scale battles were held. People started to hire full-time "breeders" in order to remain competitive in the fast-paced world of monster battles.

Breeders learned how to raise monsters by exploring the forests, deserts and snowfields of their land. Eventually they came up with their own unique training regimen.

The Tochikans supported the battles, because it resulted in better care and raising of the monsters. The people of Tochika traveled the world, assisting the breeders who sought their help.

Fleria is a Tochikan and a rookie advisor. She may be a little new at this, but she possesses a wealth of knowledge concerning monsters. As a Tochikan, she will travel with you, assisting in your effort to raise the most powerful and capable monsters.

CONTENTS

Getting Started

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button
USB connector
S400 i.LINK connector
controller port 1
controller port 2
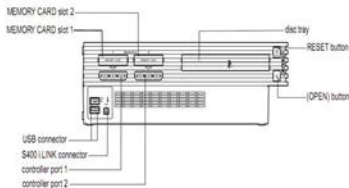
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Monster Rancher 3 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK™ 2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button
directional buttons
△ button
○ button
✕ button
□ button
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
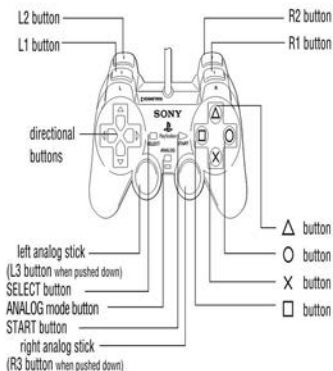
This game supports backup functionality. A Memory Card (8MB) (for PlayStation®2) (sold separately) is required in order to back up data.

During the save and/or load procedure, do not turn off the machine, nor remove/insert the Memory Card (8MB) (for PlayStation®2) (sold separately) or DUALSHOCK™2 analog controller.

Screenshots shown in this booklet may differ from those seen in the actual game.

Let's Begin the Game

Insert a disc into the main unit and turn on the power. The title screen will appear. Pressing the START Button on this screen will bring up the Mode Select screen. Choose the desired mode for play.

Select a Game Mode

When the Mode Select screen appears, use the directional keys to select the desired game mode, then press the START Button to choose it.

New Game

This mode starts the game from the beginning.

Continue

This mode starts the game at the point where you saved previously. (See Page 9, "Play Data.")

VS Mode

This mode puts your monsters in competition against your friend's monsters. (See Page 38, "VS Mode.")

Encyclopedia Mode

This mode lets you share the data stored in the "Encyclopedia" with your friends. (See Page 39, "Encyclopedia Mode.")

Options

This mode lets you change the game settings. (See Page 40, "Options.")

Saving Data

"Monster Rancher" employs two different types of saved information: "Play data" and "VS Data."
Please insert a memory card into MEMORY CARD slot 1 or MEMORY CARD slot 2.
When you wish to save data, you'll be asked to specify the MEMORY CARD slot in which a memory card is inserted. Choose MEMORY CARD slot 1 or slot 2 and select the file you'd like to save.

Play Data

This data contains information on game status such as monster raising and items in possession. To prevent the loss of this data, be sure to save it before you quit the game.
To save, select [SAVE] in the [SYSTEM] menu in the Raising screen (see page 21, "Menu Icons") and select the appropriate file.
Saving requires 257KB of free space per file. Up to eight files can be saved. You can load the data by selecting [Continue] in the Mode Select screen or via the [File] menu from the Raising screen.

VS Data

"VS Data" is required in order for your monsters to fight the monsters your friends have raised. To use "VS Data," select [VS Data] in the [SYSTEM] menu in the Raising screen (see page 21, "Menu Icons"). Your monster's current status is saved in VS Mode format. Each file requires 518KB of free space, and up to five files can be saved.

How to Use the Controller

The following shows the controller operations in "Monster Rancher 3." First, acquaint yourself with the basic controls of the Dual Shock™ 2 analog controller.

Basic and Raising Controller Operations

These are the basic controller operations for the title screen, the Raising screen and the Data screen.

R1 button (Data screen)
Turn page forward

L1 button (Data screen)
Turn page backward

Directional buttons
Icon selection

△ button
Help Function

○ button
Cancel

□ button
Data

× button
Select

left analog stick (when searching)
Move monster

* LED display
Not used

* If the left analog stick doesn't work during search events, check to see that the controller is in analog mode (LED is lit red).

Controller Operations During Battle

The following controller operations are used during battle:

L1 button (monster are close)
Back off

R1 button (monster are close)
Back off

Directional buttons
Move forward, move backward

△ button Use Skill (corresponding to the button)

○ button Use Skill (corresponding to the button)

□ button Use Skill (corresponding to the button)

× button Use Skill (corresponding to the button)

START button
Give up

For details on the Vibration function, see page 40, "Options."

During the game, pressing the START and SELECT buttons simultaneously will take you back to the title screen.

Acquiring a Monster

First, you'll need to obtain a monster.
You can get monsters in either of two ways--from a Saucer Stone or from the Encyclopedia—but it's probably better to regenerate one from a Saucer Stone first.
Go to the Tochikan Shrine with your favorite CD-ROM or DVD-ROM.

This is the Tochikan Shrine, the holy place of Tochika.
This place has been used to regenerate monsters for as long as we can remember, ever since god gave monsters to the Tochikan people.
The shrine is now under the rule of Pragma, leader of the Tochikans

Tochikan Shrine

The Tochikan Shrine is used for various tasks such as monster creation, putting monsters into hibernation, or saying goodbye to monsters.

● Regenerate

There are two ways of regenerating monsters: from a Saucer Stone or the Encyclopedia.

1. Saucer Stone
Monsters can be created through Saucer Stones (CD-ROMs and DVD-ROMs). Additionally, there is a "secret Saucer Stone" than can only be regenerated once you've passed a certain point in the game.

2. Encyclopedia
The monsters you've acquired will be registered in the Encyclopedia. Monsters thus registered in the Encyclopedia can be regenerated as often as necessary.

● Hibernation

Only one monster can be raised at a time. In order to raise another monster, you'll need to place your current monster in hibernation.

3. Hibernate
Encase your current monster in a block of ice, leaving it in a state of hibernation.

4. Wake Up
A hibernating monster can be awakened here.

Fragment

New types of monsters can be registered in the Encyclopedia by collecting "Saucer Stone Fragments," which are found in various locations, and placing them here.

Part

Here you can say goodbye to your monster.

Move

You can travel to various locations with your monster.

Give Your Monster a Name

Select an appropriate name for your monster. Be warned! Once you've named your monster, the name cannot be changed, so choose wisely.
Once you've chosen a name, select the "Move" command.
Now your journey begins!

Monster Descriptions

Type and Breed

The world of "Monster Rancher 3" is populated by many diverse creatures, which are classified by basic groups referred to as "types." For example, there are "Suezo types" or "Mocchi types."
As you travel with your monster and train in select regions, it may evolve into a "breed" that's more appropriate for that specific geographical location.
Let's try to raise many monsters to fill up the Encyclopedia, rather than regenerating them all from Saucer Stones.

Monster Descriptions

The following shows the basic breeds and mixed breeds for the most common types of monsters.

Suezo

Has special moves which shield it from attack.
It's lazy however, and difficult to raise properly.

Kalaragi breed
Monzo

Monx breed
Tanuzo

Mocchi

The Mocchi type is known for its beguiling eyes and spongy soft body. Its unpredictable movements make it popular with many breeders.

Goat breed
Isobe

Kalaragi breed
Koloro

Durahan

This monster evolved from the armor worn by ancient warriors. It loves to fight, and is especially skilled in the use of the sword.

Goat breed
Drydon

Takrama breed
Galooda

Suzurin

This type of monster floats around and resembles a bell. It is especially popular with female breeders.

Brilia breed
Blizzarin

Kalaragi breed
Kuririn

Psiroller

This breed of monster moves quickly, thanks to the rollers on its feet, and can inflict great damage as well. Its reckless personality can occasionally be an advantage in battle.

Brilia breed
Rabbiroller

Morv breed
Bear-roller

Let's Raise a Monster

You will raise your monster and prepare it for battle while traveling through various environments such as forests, deserts and snowfields.

Be careful, though. Anything can happen on your journey. Your monster may become sick. Rivals may appear. You may find rare items in the course of your adventure.

Journeys are a great opportunity for you and your monster to develop a powerful bond of trust.

The Raising Screen

Calendar
Shows the current date

Bonding
Shows the bond between you and your monster (P29)

Raising Philosophy
Your philosophy for the care and training of your monster (P29)

Menu Icon
This is used for occasions such as the choosing of your raising menu.

Monster in Raising

Monster's Personality
This is your monster's current personality (P29)

How to Raise Your Monster

The calendar progresses in one-week increments in the world of "Monster Rancher 3." Use the Menu icons to select an activity you'd like to perform.

At the beginning of the game, much of your time will be spent training your monster, but sometimes you'll need to perform other tasks, such as "Item" or "Searching." Also, it's very important that your monster not be overworked. If the monster is tired, give it some rest. Once your monster is strong enough, try entering it into a contest.

Your monster must be fed at the start of each month. Monsters have different tastes in food, as well as different nutritional requirements. The bond you share with your monster, and how it grows up, will be dramatically affected by the food you give it.
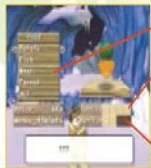
Food list

Likes and dislikes regarding food

Nutrition

Menu Icons

Choose what you want to do during the week, using the Menu icons to make your selections.
How your monster turns out is directly affected by the activities you schedule for it. The best way to ensure results is to take good care of your monster.

Raise

Your monster will need a good amount of training. When the training is successful, your monster's statistics will change accordingly.
When you choose [Raise] a screen various training options will appear. Choose the training you'd like to try.

Rest

When your monster is tired, be sure to let it rest.
You won't be able to do anything for a full week, but your monster will be rested and full of energy next week.

Battle

This allows you to enter your monster into Monster Battle Tournaments. When this option is chosen, the Tournament Schedule screen will be displayed. Be sure to register for any tournaments which you'd like to participate in.
(See page 34, "Monster Battles.")

Items

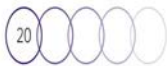You can use this option to purchase items or use the items you've acquired, etc.
(See page 30, "Items.")

System

To save your game progress, choose this option. There are two types of save data: play data and VS Data. (See page 9, "Saving Data.")
Choose this to make changes to the "Options" settings. (See page 40, "Options.")

Move

Use this to go to the Tochikan Shrine or another location.

Raising Locations

The raising of your monster can take place in a total of five different locations.

In the beginning you'll raise your monster in the "Morx" forest. The weather is nice there, making it easy for the raising of monsters. But as you progress through the game you'll be able to visit different locations.

As you raise your monster, it may change its form into that of a "Mixed Breed." (See page 15, "Types and Breeds.")
This indicates that your monster has "adapted" to suit its needs in a particular region. For example, if you raise your monster in the snowfields, it may evolve to a form more appropriate for that environment.
Of course, your monster can also acquire skills that are unique to its surroundings, and in the course of training you may encounter other monsters or trigger unique events.

You should make the effort to explore different regions with your monster.
There is a certain element of danger involved, but only with great risks can you become a champion breeder.

Five regions for the raising of your monster

"Morx" Forest
Morx is a forest area in the north-western portion of the continent. Rookie breeders tend to start here, since it's well-suited for the raising of monsters. The area is blessed with gifts from the forests, such as nuts and mushrooms.

"Brillia" Snowfield
Brillia is the vast tundra to the north of the continent. Due to its location, there is no sunshine throughout the whole year. Moreover, the region is eternally covered in snow. There are many people who train their monsters in the cold of this environment, on the slopes between the mountains.

"Goat" Ocean
A coastal area on the western side of the continent
The weather here is warm. The beautiful Goat Ocean has a higher concentration of oxygen than normal, thus allowing your monster to train underwater.

"Takrama" Desert
Takrama is an expanse of desert in the southwest of the continent.
It is shut out from the outside world, and is therefore used by breeders who want to raise their monsters in solitude. There is very little life in Takrama, given the harshness of the environment.

"Kalaragi" Jungle
The vast Kalaragi jungle lies to the south of the continent. Here the weather is hot and humid. Much of the area remains uncharted and shrouded in mystery. There are many creatures which can only be found in this area.
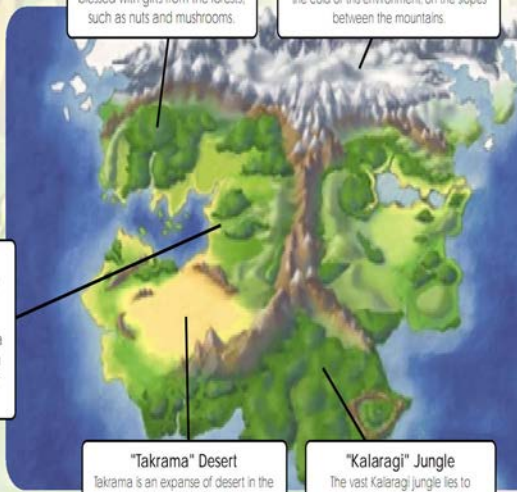
Events

Between the seasons
A light rises up from the
earth.
May there be good fortune
in the light.
May there be an awakening
in the light.

There is no guarantee that your monster raising efforts will always go well. Random events will be triggered over time. Take "Injuries/Sickness," for example. A monster, once it has become tired, is more susceptible to injuries and sickness. Once this befalls your monster, it can not do anything until it is fully healed. That's why it's important to let your monster rest, rather than pushing it with complete disregard for its health.

Your monster may even "Run Away" if it gets too stressed out. You have to be especially careful with monsters that don't take you seriously.

Also, there may be times when rivals come and offer to trade you Saucer Stone Fragments. You can only carry up to 12 Fragments at a time, so be sure to have extra room in your inventory for opportunities such as this.

An event called the "Search" will occur several times a year throughout the course of raising your monster.

There are times when the ranch may seem different than usual.
This is a prelude to the fact that the change in seasons invigorates the earth, and thus various events may occur.

The search, in which you and your monster investigate the region during specific times of the year, will allow your monster to experience what it can't experience under normal circumstances.

How to Search

1. Purchase a "Ran Ran (orchid)," as required for searching.
2. Give the monster a direction using the directional buttons.
3. When the monster finds a "strange light" that rises from the earth, press the ◉ Button to check it out.

You can find an item or accessory...
Or make changes to your monster...
Or encounter stray monsters...
Many surprising adventures await.

You can search until the effects of the Ran Ran (orchid) wear off.

The events that occur are determined by various conditions such as the region, time of year and type of monster you've chosen. Continue your search by listening to the advice of other breeders.

Data Screen

Pressing the ⬤ button in the Tochikan Shrine or the Raising screen will bring up the Data screen.

You can view your breeder and monster data, the Monster Encyclopedia, and accessory information.

Many data screens take up multiple pages. Press the R1 button to turn the page to the right (forward), or the L1 button to turn the page to the left (backward).

⬤ Breeder

Use this to view breeder information. (See page 27, "Breeder Data.")

⬤ Monster

Use this to view the information on your monster.
You also use this to assign battle skills to the buttons on your controller. (See page 28, "Monster Data.")

⬤ Encyclopedia

Use this to view the Monster Encyclopedia.

⬤ Accessories

Use this to equip your monster with accessories, input images from digital cameras, etc.
(See page 31, "Accessories," and page 32, "Using Your Digital Camera.")

Breeder Data

The Breeder Data screen is actually a trio of screens: "Status," "Fragments" and "Raising."
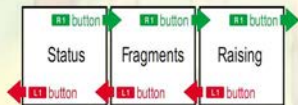
Monster Hearts

"Monster Hearts" are the accumulation of all the experience and knowledge a monster has collected throughout its life: that wisdom has been crystallized in form by a mysterious power.

When a Monster Heart is used on another monster, the experiences and knowledge of the elder monster are passed on to the new monster.

The Monster Hearts you acquire are treated as items, and can be used at any time you like.

However, a Monster Heart can only be used on a single monster. Therefore, use it wisely and with caution.

Monster Data

The Monster Data screen is comprised of six variables: "Parameters," "Skills," "Skill Information," "Characteristics," "Succession History" and "Others."

* "Succession History" is only available to a monster that has received the wisdom of a Monster Heart.

Monster Parameters

The characteristics of your monster are shown in the monster parameters. The parameters will fluctuate, depending on your [Raising]. Be sure to raise your monster effectively, keeping in mind the following fundamentals:

Life This is a measure of your monster's health. When that value reaches 0 in battle, you have lost the match.

Strength This is your monster's strength. As this number increases, your monster will inflict more damage with its attacks. Likewise, the damage your opponent can inflict will decrease.

Intelligence This is your monster's intelligence. As this number increases, skills such as ESP will cause more damage to the opposing monster. At the same time, your opponent will inflict less damage with similar attacks.

Speed This is your monster's ability to evade attacks. As this number increases, there is a greater probability that your monster's attacks will connect as well.

Toughness This is your monster's defensive strength, which determines the amount of damage your monster will sustain when it's attacked.

Bonds with Your Monster and Raising Status

Bonding This gauge indicates the love between you and your monster. However, there is no bonding between you and your monster when the monster is first born. Monsters are just like humans: Without loving care and nurturing, they will become upset. The bond you create will grow stronger as you raise your monster gently. Your monster will listen to what you say more often as this bond strengthens.

Raising Philosophy Whether to raise your monster strictly or freely: it's up to you. When raising your monster, try to put yourself in its situation. Basically, your monster will work hard if you're strict, but it won't live long. On the other hand, if you spoil your monster, it will live long, but it won't be strong.

Personality This is your monster's personality. A monster possesses inherent personalities according to its type, but its personality may change in accordance with how it's raised.

Assigning Battle Skills to Buttons

The "Skills" screen in the Monster Data screen is used to assign skills that your monster can use during battle to the ●, ✕, ▲ and ■ buttons on your controller.
One monster can have up to four different skills. You must discard one skill in order to obtain a fifth, and that is done in this screen as well.
Pressing the ● button gives you a basic description and level information for the skill you've chosen.

Useful Items for Raising

Items

You can perform actions such as buying, selling or using your items when you select "Item" in the menu. The items have various effects which affect the raising of your monster. Some items also have side effects, so be careful when using them.

You can acquire items as "tournament prizes," at events, or buy them at stores.

Takraman Pepper

This food item is similar to the chili peppers for which the Takrama (desert) region is famous.

Beaming Rock

This mysterious stone naturally relieves your monster of the stress that can diminish its abilities.

Flare Bit

A beautiful crystal fragment that shines with a gorgeous red glow. It's believed this crystal has something to do with the acquisition of skills.

Ran Ran (orchid) Leaf

Ran is a plant that lives by absorbing essential nutrients from the earth. Your monster will awaken with a sniff of its strong scent.

Saucer Stone Fragments

A fragment of a Saucer Stone containing a monster. However, it has lost its power because it is incomplete. Each monster type has its own color. When you collect four Saucer Stone Fragments of the same color and offer them to the Tochikan Shrine, one mixed breed of that monster type will be registered in the "Encyclopedia" as a reward.

You can acquire Saucer Stone Fragments all across the land. Always be on the lookout for them.

Accessories

Your monster can be equipped with a variety of accessories.
There are accessories which can be worn by every type of monster, and there are some that are available only for specific types. There are even accessories which change your monster's abilities.

You can get accessories from stores, battles, or events. Also, on special occasions, a monster can be regenerated from a Saucer Stones complete with special accessories.

Let's look for different accessories and use them to outfit your monster in the latest fashions.

Sunglasses

Tiara

Ribbon

Breast Plate

Moustache

Bandage

There are many more accessories. Let's find them and make your monster look cool!

Using Your Digital Camera

You can import an image from a digital camera (SONY PictureParadise-compatible) and place it on an accessory "mask."

'PictureParadise' is the new feature that allows you to import image data to compatible software by connecting the unit to a PlayStation 2. Connect the PictureParadise compliant hardware device with its USB cable to the USB port of 'PlayStation 2'. Set the compliant hardware device to the mode used for PC connection.

PictureParadise-compatible devices

*All Sony Digital Still Cameras and Sony Digital Video Cameras compatible to Memory Stick and USB interface.

*Sony USB reader/writer (MSGC-US10 not included)

USB-compatible devices sold by Sony Corporation

DSC-F505/DSC-F505V/DSC-F55V/DSC-S30/DSC-S50/DSC-S70/DSC-P1/DSC-S75/DSC-P30/DSC-P50/DSC-S85/DSC-P20/DSC-P3/DSC-P5/DSC-F707/MVC-FD92/MVC-FD97/DCR-PC110/DCR-TRV17/DCR-TRV30/DCR-TRV330/DCR-PC9/MSAC-US1/MSAC-US1A/MSAC-US5

The camera models listed may or may not be compatible with Monster Rancher 3.(TM) Tecmo will not assume responsibility for any camera models that are or are not compatible with the PictureParadise technology utilized in Monster Rancher 3.The PictureParadise logo is a trademark of Sony Corporation.All rights reserved.

How to Import Images

Press the ● button in the Tochikan Shrine to enter the Data screen, then choose "Accessory" from the menu. Or select "Item" in the Training screen and choose "Accessory" from the menu.

Select "Equip" from the menu to bring up the accessory-equipment screen. Selecting "Mask" at this point will place a "digital camera" icon in the text.Press the ✖ button to import the image.

1. Importing from the Camera

A maximum of images from the camera can be displayed on the lower half of the screen. Use the directional buttons to move the cursor and select the image you'd like to import. Press the ✖ button to import the image. The image list can be switched by pressing either the L1 or R1 button.

2. Clipping out the Image

This function lets you modify the image selected in step 1 by clipping it out or changing the brightness, etc., in order to make it appropriate for application to a mask.

Modification	Button Used
Move Clip Size	Directional buttons
Change Clip Size	Directional buttons L1 button
Rotate Clip Size	Directional buttons L2 button
Change Clip Shape	Directional buttons R1 button
Change Image Brightness	● button
Change Image Contrast	● button

Selecting an Image to Place on Your Mask

Press the ● button in the Tochikan Shrine to enter the Data screen. From the menu, choose "Accessory." Or, select "Item" in the Training screen and choose "Accessory" from the menu.

You can equip your monster with accessories by selecting "Equip" from the Accessory screen. Select "Mask." Pressing up and down on the directional buttons will display the stored images in the order in which they were stored. Press the ✖ button when the image you'd like to use is displayed. Your monster will then be equipped with a mask featuring the image you've selected.

Monster Battles

Once you've trained your monster to an adequate level, try entering different tournaments.

In tournament competition there are the following six ranks: E, D, C, B, A and S, as well as the "free rank," in which differences in rank don't matter. "E" is the first rank you can enter in any tournament, until such time as you win a tournament. Following that, you can enter at level "D."

Thus, each tournament rank you clear allows you to proceed to the next rank. Make "Master Breeder" rank your goal!

How to Start Monster Battles

Choose the [Battle] menu icon in the Raising screen and register for the tournaments in which you'd like to participate.

When the tournament week arrives you'll be able to participate in the "Monster Battle Tournament."

● Tournament

The monster contest will begin after you choose whether or not to give orders during battle.

● Withdraw

You will at some point withdraw from battle. Sometimes it is wiser to withdraw from a match if you think there's little chance of victory. However, in a round-robin tournament you can withdraw from just one battle and move on to the next, instead of withdrawing from the entire tournament.

● Information

You can also view data on your opponent.

How to Fight Monster Battles

The monster battles are ready to begin!
Your monster moves forward and back through use of the left and right directional buttons. You can use this function to gauge your distance from your opponents and apply your skills more successfully.

Skills can be used by pressing the button corresponding to the "Skill Button Panel." (See page 29, "Assigning Battle Skills to Buttons," for information on this procedure.)
There are three types of skills: "Short Distance", "Middle Distance" and "Long Distance." Each of these moves is used according to your distance from the opponent. During battle it's helpful to be aware of the "Distance Meter."
The "Guts" reading is gradually depleted as you use skills, but will recover with time. Be sure to check the "Guts Meter" occasionally.

Life Meter
If this reaches 0, your monster is KO'd.

"Blow Away" Mark
You can blow your opponent away when this mark is present.

Your current distance

Skill Button Panel
To use a skill, press the corresponding button.

Distance Meter
The skills that can be used according to the distance from your opponent are displayed here.

Skill Panel
This panel displays the skills assigned to the buttons.

Remaining Time
When this reaches 0, a "Judgment" will be called. The combatant with the most life wins.

Guts Meter
"Guts" represents the energy used to perform skills. Even if depleted, it will recover with time.

Consumed Guts
This area will be shaded when you don't have enough Guts.

Accuracy Meter
This four-level meter indicates the accuracy of your skills.

Battle Tips

The following are "Tips for Monster Battles" that will eventually be helpful to you as a breeder.

Guts and Skills

Guts are depleted when you use skills or when an opponent hits you. Each skill requires a certain amount of Guts to perform. If you don't have enough Guts to perform a skill, you'll have to wait until the Guts replenish to a necessary level. Moreover, the higher the Guts value is, the more likely your monster will be to hit its target. Many ranchers recommend saving your Guts choosing your attacks carefully, rather than depleting all your Guts right away.

The way to victory is understanding your skills.

Each skill has different characteristics. Some of the effects are "Accuracy Focused" (high hit percentage), "Damage Focused" (high damage potential), and "Guts Down" (if successful, it will deplete the enemy's Guts). Be sure to understand the differences in these skills. It's important to maximize the use of these skills.

"Rebellious" is dangerous!

When the degree of "Bonding" is low, the monster will often act in a "rebellious" manner. Dodging becomes extremely difficult when your monster is in the "unknown" state, and therefore the opponent can strike your monster with greater ease, inflicting more damage. It may even cost your monster's life! On the other hand, if your opponent's monster is in the "unknown" state, go ahead and attack it. This will turn the tables …and give you the advantage!

Use "Knock Back" to keep your distance.

Each skill has a certain range in which it can be used. You cannot use a skill when your opponent is out of range. "Knock Back" is an effective way of pushing away an opponent who is too close. An enemy that is knocked back will be thrown far away, making it easier to maintain your monster's ideal range.

The danger of KO losses

If your monster gets KO'd, there is a chance it can be injured. In the worst case, it may even die. When your monster is tired or if the opponent is simply too strong, your monster is susceptible to getting KO'd. Sometimes it's better to give up rather than risking your monster's health.

VS Mode

Use VS Mode when you'd like to have the monster you've raised fight a monster your friend has raised. This mode will require a memory card (8MB) with "VS Data" saved on it.
(See page 09, "VS Data.")

The monsters must first be entered in VS Mode. There are five entry slots available for each of the players, 1P and 2P. You can assemble matches from 1-on-1 up to 5-on-5. Press the ✕ button while the cursor is on the Entry Bracket to read the data for one monster from "VS Data" in order to enter in VS Mode.
You can also change the operation (1P/2P/COM) or use reference data.

● Start Battle

Starts the match

● Settings

Implements various battle settings

- Stage
  Selects the battle stage
- Format
  Choose from the "elimination" system or the "point" system.
- Time
  Select either "60-second time limit" or "no time limit."
- Life Display
  Switches the Life gauge display on and off
- Handicap
  Sets handicap settings

● Go back

Exits VS Mode and returns to the title screen

Encyclopedia Mode

In Encyclopedia mode you can view the contents of the Monster Encyclopedia. You can also have your friends copy pages out of their encyclopedias in order to fill in your missing pages. Additionally, you can improve the regeneration information in your pages.

● Load

Select the Right or Left button on the screen to read the "Encyclopedia."

● Save

Saves the contents that have changed in your "Encyclopedia."


● Put Away

Puts away the "Encyclopedia" you've been reading

● Look/Compare

This function opens the "Encyclopedia" to be read. Use the directional buttons or the R1/L1 buttons to turn the pages. Press the ● button to switch content (Regeneration Information/Descriptions). When the ✕ button is pressed with two encyclopedias open, you can copy the contents of a page to another encyclopedia (however, you can't copy monsters which the other player does not have access to yet). Press the △ button to close the Encyclopedia.

● Go Back

Exit the Encyclopedia mode and return to the title screen.
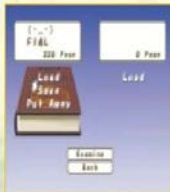
Options

In Options you can change the sound settings and the analog controller's vibration settings.

Use the Up and Down Buttons on the directional buttons in order to select the category you'd like to change. Use the Left and Right Buttons to alter settings.

Audio Output

Switches between stereo and mono sound

Vibration

Switches the analog controller's vibration function on and off. The vibration mode will be changed according to the settings made here, regardless of Analog Controller Mode (LED unlit/lit in red).

BGM Volume

Changes the BGM volume (0 through 20).

SE Volume

Changes the SE volume (0 through 20).

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