GAME BOY® ADVANCE

KONAMI

AGB-BRME-USA

RAVE MASTER™ Special Attack Force!™

INSTRUCTION BOOKLET

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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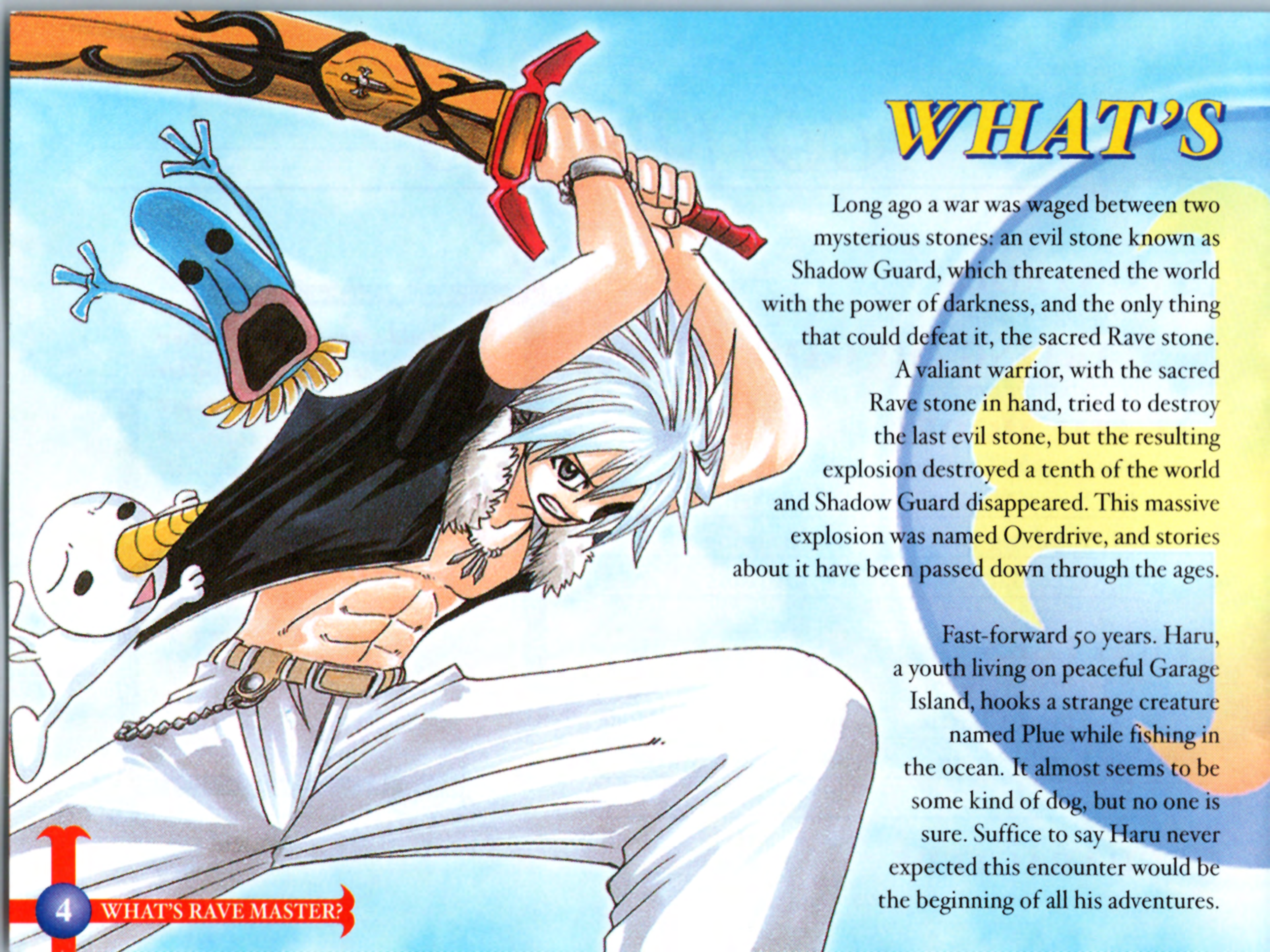
In most old-school fighting/action games, you win a battle after reducing your enemy's HP gauge to zero. But in the world of comic books and anime, the grand finale comes when a cornered character rises up, and at the end of fierce fighting, turns the tide of battle with a Special Move. That is why in this game, the player who successfully completes a Special Move wins, just like in comic book and anime battles.



WHAT'S

Long ago a war was waged between two mysterious stones: an evil stone known as Shadow Guard, which threatened the world with the power of darkness, and the only thing that could defeat it, the sacred Rave stone. A valiant warrior, with the sacred Rave stone in hand, tried to destroy the last evil stone, but the resulting explosion destroyed a tenth of the world and Shadow Guard disappeared. This massive explosion was named Overdrive, and stories about it have been passed down through the ages.

Fast-forward 50 years. Haru, a youth living on peaceful Garage Island, hooks a strange creature named Plue while fishing in the ocean. It almost seems to be some kind of dog, but no one is sure. Suffice to say Haru never expected this encounter would be the beginning of all his adventures.

RAVE MASTER?

He later meets a mysterious old man named Shiba, who entrusts Haru with the magical Rave stone. From that moment, Haru becomes the second Rave Master. Meanwhile, the evil society Shadow Guard is secretly at work on its efforts to torment the world. Haru and friends set out on a perilous journey to find the remaining Rave stones and free the world from the clutches of Shadow Guard.

Ultimately, Haru battles King, Shadow Guard's commander-in-chief. With the help of Haru's father Gale, they defeat King, but the battle costs Gale his life, and it is not the first time Haru has had to lose his father. Shadow Guard's threat is vanquished, and peace is restored to the world. Six months later, Haru and friends decide to set out on a quest for "The Memory of the Stars," which Haru's father mentioned before he died. Little did they know what powerful enemies would lie ahead.

CONTROLS

This section describes how the buttons are used and how to control the game.

Normal Control

Moves the cursor so you can make selections from menus, etc.

Battle Control

Control Pad Right/Left: Move your character. Pressing twice rapidly in the same direction makes your character run.

Control Pad Down: Defend against an attack.

Pressing Control Pad Down twice: Descend down a level.

Pressing Control Pad twice (while being tossed in the air by an attack)**:** Take a defensive stance. (Prevents the dropping of Key Items. Also enables the next action to be taken soon after landing.)

★ Groove Smash ★

Pressing the Control Pad and the B Button at exactly the same time initiates a Groove Smash. A Groove Smash breaks through an enemy's defenses and doubles the damage upon a successful hit.

SELECT

Battle Control

Strike a pose and pause the battle.

L Button

Battle Control

Use Battle Cry 1.

Control Pad Down + L Button
Use Battle Cry 2.

R Button

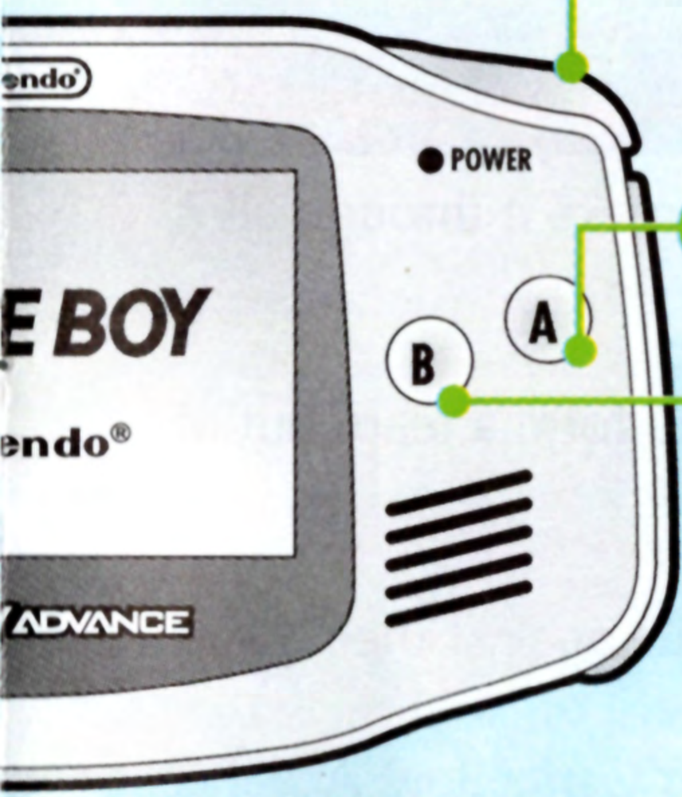
Battle Control

Use Critical Move 1 (usually a sideways attack).

Control Pad Up + R Button: Use Critical Move 2 (usually an upward attack).

Control Pad Down + R Button: Use Critical Move 3 (usually a downward attack).

R Button in midair: Use an Aerial Critical Move (Critical Move 1, 2, or 3).



A Button

Normal Control

Confirms a menu selection, etc. Also displays the next message.

Battle Control

A Button (while jumping)**:** Perform a double jump.

A Button + B Button: Initiate a Duel Attack.

B Button

Normal Control

Cancel an operation. Also used for returning to the previous screen.

Battle Control

Initiate a Normal Attack.

Control Pad + B Button: Initiate a Strong Attack in the direction pressed.

(During a normal attack) **Repeated pushing of B Button:** Initiate a Multiple Attack.

A Button + B Button: Initiate a Duel Attack.

START

Battle Control

Initiate a Special Move and switch to the Special Move Mode screen.

STARTING THE GAME

Insert the Game Pak into the Game Boy® Advance and turn on the power switch. The Title screen will appear. Pressing START while in the Title screen displays a menu. Select a game mode by pressing the Control Pad Up/Down and confirm your selection with the A Button.

Story Mode P.09 Single-player mode. Select a character and try to make it through all 7 stages.

Ranking Battle P.11 Single-player mode. Battle simulation in which you form a team out of acquired characters to do battle.

Free Battle P.17 Single-player mode. Select any character and battle against the CPU.

Link Battle P.20 Up to four players can battle simultaneously using Game Boy® Advance Game Link® Cables. Team battles and other game types are available.

Training P.24 Practice the game controls on an unmoving opponent.

Options P.25 Adjust various game settings, check your Clear Time, and change Battle Cries.

GAME MODES

Story Mode

Select a character and try to make it through all seven stages of the game. During battles, the CPU controls the other characters. The order and which opponents you battle varies each time you play.

* Nine characters are initially available. As the game proceeds and you satisfy certain conditions, the number of available characters will increase.

Playing through Story Mode

Start by selecting a player character.
Use the Control Pad to select the character to use and confirm the selection with the A Button.

* You can change the character color using the L/R Button.

The game will introduce you to the selected character and STAGE 1 will begin. If you win, you can proceed to the next stage. The game completes when you beat STAGE 7. Your Clear Time will be automatically saved.

* When Game Level is EASY, your Clear Time will not be saved.

Game Over

The game ends and this menu appears if no victory is reached within the time limit or if you lose the battle.

Retry Retries the stage from the beginning.

Return to Title screen Ends the current story and returns to the Title screen.

Ranking Battle

Form your own team out of acquired characters and aim for the top rank through battles against teams that appear in the original series, such as the Legion of Ghosts and Demonoids, plus teams unique to the game.
In the Load Data screen, selecting New Game clears any Ranking Battle data up to that point, allowing you to start from the beginning. Selecting Continue allows you to play using your previously saved data.

Entering the Team Name

Selecting New Game from Ranking Battle displays a screen for entering your team name. Team names can be up to 16 characters long. Use the Control Pad to move the cursor, the A Button to confirm selections, and the B Button to cancel (delete a character). START moves the cursor to OK. Team names can be changed by selecting Change Team Name in the Team Management screen.

Team Management

Allows you to check the current team status, including the number of team members, money, and wins/losses. Also, selecting commands at the bottom of the screen with the Control Pad and pressing the A Button moves to the relevant screen.

Get Characters

Allows you to check the current team status, including the number of team members, money, and wins/losses. Also, selecting commands at the bottom of the screen with the Control Pad and pressing the A Button moves to the relevant screen.

Ranking

Allows you to check your team's Ranking and the enemy teams you can battle. Selecting an enemy team using the Control Pad and pressing the A Button allows you to check enemy team members. If you want to battle the team, select Yes and press the A button.

Team Formation

Select team members from among the characters you have acquired. Up to five members can join a battle, but you can also fight with just one character. Character selection is limited by your team's Capacity, which is determined by its Rank. The stronger the character, the more Capacity that character will use when selected. No more members can be selected once the Capacity is exceeded. When you have formed your team, select Battle using the Control Pad and press the A Button to start.

Available capacity

Capacity used

Map Screen

When a battle begins, friendly characters will appear on the map. Placing the cursor on the character you want to move and pressing the A Button will display an arrow. Place the cursor on the square to move the character and press the A Button to move to that location. Only one character can be moved per turn, and movement is limited to one square forward, backward, right, or left. The battle begins when a character enters a square adjacent to an enemy.

Energy Gauge

Characters have an Energy Gauge that falls each time they do battle. Try to avoid battling with the same character every time because the attack power is reduced each time the gauge falls.

Energy Gauge

Battle Screen

Fighting is nearly the same for Story Mode and Free Battle, but Duel, Battle Cries and Special Moves cannot be used. Also, Majin and Oni do not have a Strong Attack, Critical Move, or Groove Smash. The time limit is 60 seconds and you lose if the Tension Gauge goes to zero. When time runs out, the winner is determined by the highest Tension Gauge.

Multiple Battles

Multiple battles result when there are more than one enemy in adjacent squares, so be careful when moving. Multiple battles also result when allies are in adjacent squares. The player will control 1P, while the CPU automatically controls the rest of your allies. Having more than one character on your side when fighting an enemy is to your advantage.

Battle Results

The battle ends when the entire enemy team has been defeated. Each time your team wins a battle, it receives money according to its Ranking, which also goes up with a victory against a higher ranking team. When you beat a team ranked lower than your team, you only win money. When an entire allied team is defeated, your team's Ranking goes down one. Regardless of whether your team wins or loses, characters that lose during a battle will disappear.

Change Team Name

Allows you to change your team name. The process is the same as with team name entry.

Quit

Quits Ranking Battle and returns to the Mode Menu screen.

Free Battle

You can select any character you want and battle against the CPU. You can also have up to four characters join the battle and even stage team battles, including 2-on-2 battles.

Playing a Free Battle

Start by selecting a game mode.

Normal Battle Characters fight each other.

Team Battle Characters are divided into Team A and Team B before they fight.

Press the Control Pad up/down to select a mode and press the A Button to confirm your selection.

What is Team Battle?

The characters that will be in the battle are divided into Team A and Team B before they fight.

- If four characters are participating, a 2-on-2 or 3-on-1 battle is possible.
- If three characters are participating, a 2-on-1 battle results.

In battle, team members fight together to defeat the enemy.

- Characters on the same team cannot hurt each other.
- The Tension Gauge level required to initiate a Special Move and the button mashing contests in Special Move Mode are determined on a per-team basis.

The next step is player selection. Set up the Team, Character, and Handicap for both 1P (the character you will control) and COM (controlled by the CPU).

* Team can only be selected in Team Battle mode.

Cursor

Team Select either Team A or Team B.

Character Select the characters.

Handicap Allows you to change the attack power. (The higher the number, the higher the attack power.) Select a number from 1 to 6. (Default: 3)

1 Move the cursor using the Control Pad to select the setting you want to change and press the A Button.

Placing the cursor on a COM setting and pressing the B Button will display "NO ENTRY," indicating that the selected COM will not be in the battle. If you place the cursor on NO ENTRY and press the A Button, the settings for that COM will appear, so that you can set it up to join the battle. Use this procedure to determine how many (one to three) COM opponents (characters controlled by the CPU) will be in the battle. Also, pressing SELECT will randomly change the COM characters that will be in the battle.

2 The selected setting can now be changed, so press the Control Pad Right/Left to select the character and other settings and confirm with the A Button. Pressing the B Button returns to setting selection.

3 When you are done, place the cursor on OK and press the A Button.

Finally, select a stage (where the battle will take place). Use the Control Pad to move the cursor to the stage you want and confirm with the A Button and the battle will begin.

Link Battle

Linking Game Boy® Advance systems with Game Boy® Advance Game Link® Cables allows up to four players to battle simultaneously. Also, CPU characters can join battles and battles can be waged between teams.

* Refer to "Linking the Game Boy® Advance Game Link® Cable" on pages 22 and 23 for important information on making connections and playing game link battles.

Playing a Link Battle

Connect the Game Boy® Advance systems together and turn on the power switches to start the game. In the Title screen, select Link Battle and press the A Button. **Once all players have selected Link Battle**, 1P should press the A Button one more time.

"YOU" will appear on the bottom portion of the screen, representing your player name.

The next step is player selection. Each player sets up their own Team, Character, and Handicap.

* Any player can set up COM. Also, placing the cursor on COM and pressing SELECT will randomly change the COM character.

When you are done, select OK and press the A Button. The player selection is complete when all players have done this.

Set the time limit for the battle. Select from three different time limits and press the A Button. Next, select the stage (where the battle will take place). The battle will start once you have selected a stage and pressed the A Button.

* Refer to "Free Battle" on page 17 for information on the player and stage selection procedures.

Linking the Game Boy® Advance Game Link® Cable

This section describes how to link together Game Boy® Advance systems using the Game Boy® Advance Game Link® Cable.

• The Equipment Needed

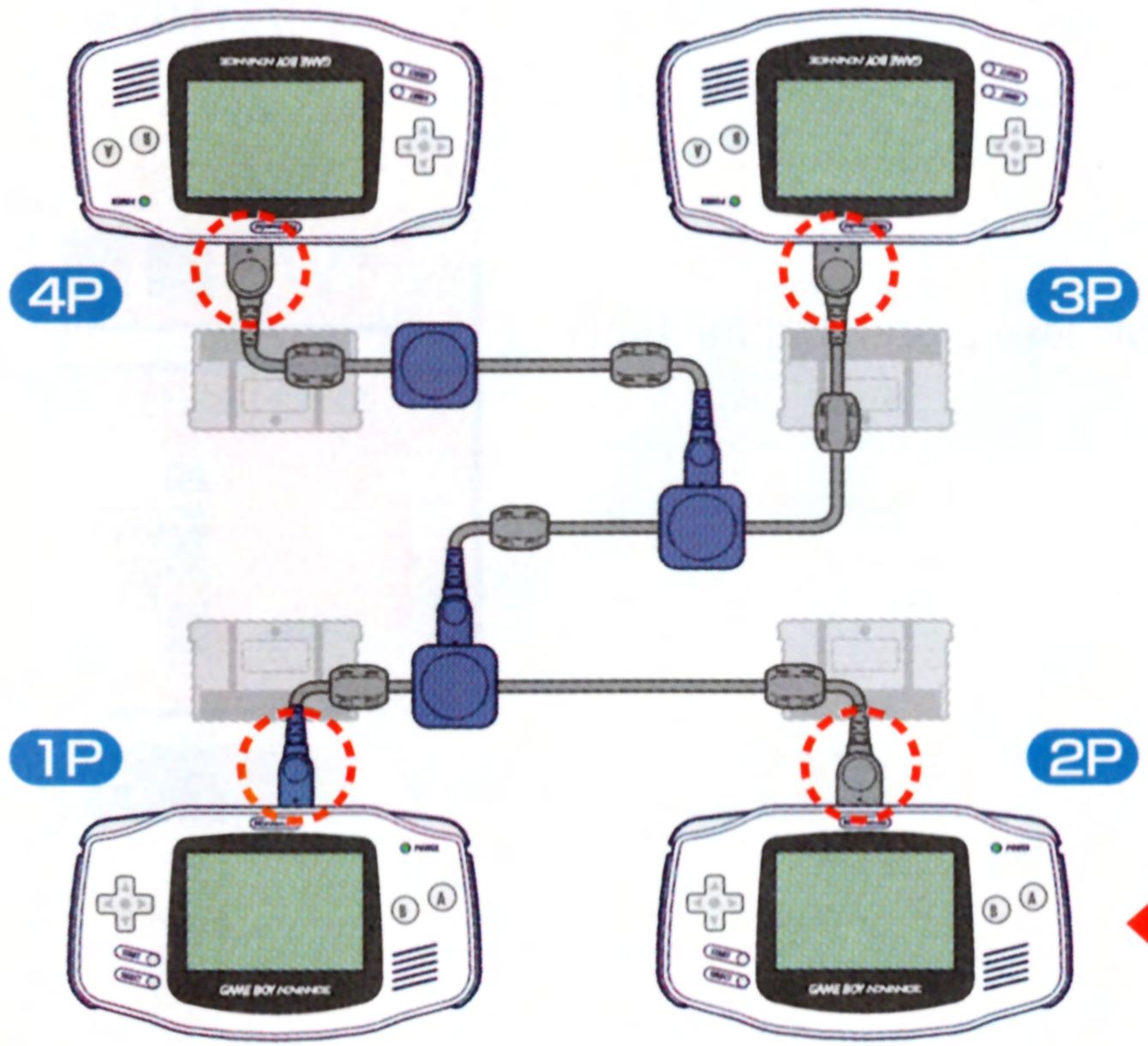
- Game Boy® Advance . . . . . 1 for each player
- RAVE MASTER ~Special Attack Force!~ . . . . . 1 for each player
- Game Boy® Advance Game Link® Cables
  - 2 Players . . . . . 1 cable
  - 3 Players . . . . . 2 cables
  - 4 Players . . . . . 3 cables

• How to Connect

1. Make sure the power switch on all systems is off and insert a Game Pak into each one.
2. Connect the Game Boy® Advance Game Link® Cables together and connect them to the External Extension Connector on each system.
3. Turn on the power switch for all of the systems.
4. See page 20 for the subsequent steps.

* When playing with two or three players, do not connect systems and Game Boy® Advance Game Link® Cables that will not be used.
* The player with the system connected to the small plug will be 1P.

System and Cable Connections



- **Precautions for Game Link® Play**

  Systems may fail to communicate or malfunction in the follow cases:
  - A network cable other than the Game Boy® Advance Game Link® Cable is used.
  - The Game Boy® Advance Game Link® Cable is not plugged all the way in.
  - The Game Boy® Advance Game Link® Cable is unplugged while the systems are communicating.
  - The Game Boy® Advance Game Link® Cable and the systems are not properly connected.
  - More than four systems are connected.

Refer to the figure to the left when connecting Game Boy® Advance Game Link® Cables to each system. (Note the differences in plug size.)

Training

This mode allows you to select the character you want and practice moves.

Playing a Link Battle

Start by selecting and setting up the characters that will be in the battle. Set up the Character and Handicap for both 1P (the character you will control) and COM (controlled by the CPU).

Next, select the stage (where the battle will take place) and the battle will begin.

* Refer to "Free Battle" on page 17 for information on the character and stage selection procedures.

Notes on Training

Training differs from normal battles in the following ways:

- This is the mode for practicing the controls and moves for the 1P character. COM characters will not move.
- The game will not switch to Duel Mode even if you land a Duel Attack.
- Battle Cry Supply will always be full. It will never drop, even if you use a Battle Cry.
- The game will not switch to Special Move Mode.

Options

These options allow you to check game settings and the clear time as well as change Battle Cries.

How to set Options

Press the Control Pad Up/Down to move the cursor and select menu items. Press the Control Pad Right/Left to change the Game Level, Time Setting, and Player Mark. To select Clear Time, Reset Data, or Change Battle Cry, then press the A Button.

Game Level Selects the game difficulty for Story Mode/Free Battle. Select EASY, NORMAL, or HARD.

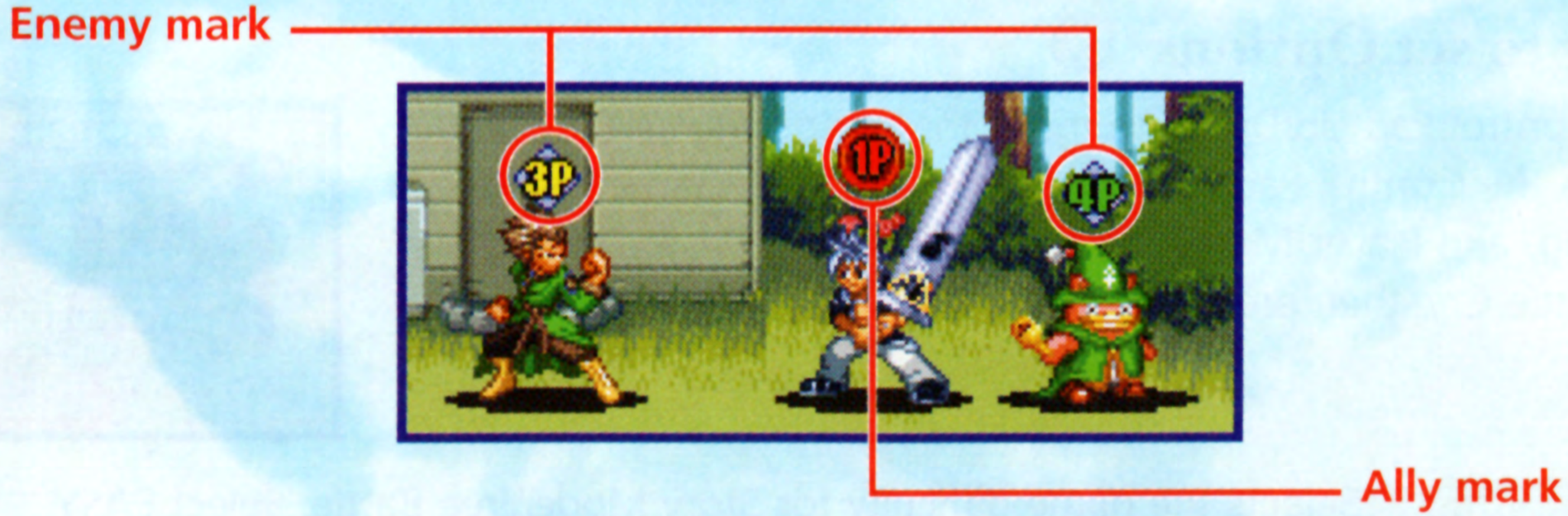
Time Setting Sets the time limit for Story Mode/Free Battle. Select 3 Min., 5 Min., or Unlimited.

* If you select 3 Min. or 5 Min., the game will end if a conclusion is not reached with the time limit.

Player Mark

Shows/hides the player marks that appear above character heads while playing. The 1P mark will be displayed for allied characters, including player characters, and the 1P mark, will be displayed for enemy characters.

* These marks will not be displayed in the Bonus Stage.



Clear Time

The fastest clear time will be recorded for each character that has completed the Story Mode. You can view the times by pressing the Control Pad Up/Down. Pressing the B Button returns to the Options screen.

* The Clear Time will not be recorded when you complete the game at EASY difficulty.

Clear Time

Resets saved data, returning the system to the initial state. To do this, select Yes and press the A Button.

Change Battle Cry

You can change the Battle Cry for each character. Press the Control Pad Up/Down to select the line you want to change and confirm with the A Button. Pressing the Control Pad Right/Left switches between screens. Once you select the line to change, Edit and Original will appear. Select Change if you want to change the line or Original if you want to return it to its default setting.

Lines can be up to 31 characters long. Use the Control Pad to move the cursor, the A Button to confirm selections, and the B Button to cancel (delete a letter). START moves the cursor to OK. The effect of the Battle Cry does not change even if you change the text in the line.

BATTLES

Flow of Battle

Battles work in the following way:

Battle Mode

Side-view action (basic screen). The goal of this mode is to use a variety of attacks to satisfy the conditions for getting Key Items and for filling up the Tension Gauge so that you can initiate a Special Move.

Special Move Mode

This mode can be entered by satisfying the conditions in Battle Mode. It is a button-mashing contest to see who wins the battle. If you win, the game will proceed to the Special Move Demo.

Duel Mode

Scoring a Duel Attack hit initiates a one-on-one battle with your opponent. This is a contest to see who enters commands the fastest. If you win, you will be able to use a Battle Cry in Battle Mode.

Battle Cry

Enables a character to power up.

Finish!!

Battle Mode

This is the basic screen for battles.

Understanding the Screen

Tension Gauge

This gauge indicates the level of activity on each side. When you score a hit, your opponent's gauge falls and yours rises. (The gauge will rise/fall even while defending).
When your gauge fills up to the following levels, it will start flashing, indicating you can use a Special Move.

2-player battle	75% or more
3-player battle	50% or more
4-player battle	40% or more
Team battle	75% or more total combining all team members

You will get knocked out if your gauge runs too low, during which time you cannot control your character. After that, your gauge will recover to a certain level and the battle will resume.

Key Item Light

Indicates whether you currently have a Key Item. The light will be on if you do.

Key Item

When a character goes down as the result of a special attack, they will drop a Key Item. Key Items are required to initiate Critical Moves and Special Moves. Dropped Key Items can be picked up again by passing over them.

Key Item

Time Count

The supply increases by one when you win in Duel Mode. Using one of these allows you to use a Battle Cry that powers up your character.

Battle Cry
You can use a Battle Cry by pressing the L Button or Control Pad Down + L Button. Battle Cries have a variety of effects, including "Increase Attack Power." Effects vary by character.

Tension Gauge

If you set a 3 Min. or 5 Min. time limit for Time Setting, "Time Count" will be displayed for the last thirty seconds. When Time Count reaches zero, the battle will automatically end.

Playing in Battle Mode

In this mode, you attack and defend with a character. You can initiate a variety of moves with different button combinations. To initiate a Special Move, raise your own gauge level within the Tension Gauge.

Duel Mode Results when you strike an opponent on the ground with a Duel Attack initiated by A+B Button.

Special Move Mode Results when you press START after the Tension Gauge reaches a certain level and you have a Key Item.

Pausing a Battle

Pressing SELECT makes your character strike a pose and pauses the battle. In the menu that appears, make a selection with up/down on the Control Pad and confirm with the A Button.

Continue Resumes the battle.

Title Displayed when playing in Story Mode. The battle ends and you return to the Title screen.

Select Displayed when playing in a game mode other than Story Mode or Ranking Battle. The battle ends and you return to the Select Player screen.

Duel Mode

The Duel Mode screen appears when you strike an opponent on the ground with a Duel Attack (A+B Button) while in the Battle Mode screen.

Understanding the Screen

Time Gauge — Time limit for Duel Mode.

Input Commands — Press the Control Pad in the direction of the arrows in order, starting from the leftmost command.

Playing in Duel Mode

You can beat your opponent and push him back by entering the Input Commands first. The one who wins at this twice will be declared the winner of Duel Mode. If the time limit expires before either side wins twice, the one with the most wins will be declared the winner.

When you win in Duel Mode, your Battle Cry Supply increases by one. On the other hand, if you lose the duel, your Tension Gauge falls dramatically.

Duel Interference

When three or more characters are fighting, a character that is not participating in a duel can interfere with a dueling character by attacking him/her. However, dueling characters have a certain degree of resistance, making it quite difficult to get near them.

Special Move Mode

Satisfying the required conditions in the Battle Mode screen and pressing START moves you to the Special Move Mode screen.

Understanding the Screen

Character that initiated the Special Move (team)

Time Gauge

Tension Gauge

Character preventing the Special Move (team)

Time Gauge Time limit for Special Move Mode.

Playing in Special Move Mode

You can raise your Tension Gauge by rapidly pressing the A, B, L, R Buttons and the Control Pad. The player that initiated the Special Move (or a player of that team) and the player trying to prevent the Special Move (or a player of that team) engage in a button-mashing contest within the time limit. The former is trying to preserve the Tension Gauge level for initiating the Special Move while the latter is trying to lower the opponent's Tension Gauge so that he/she cannot initiate it.

You win in this mode by preserving a Tension Gauge level capable of initiating the Special Move. The Special Move Demo is shown if victory results.

If you fail to preserve the Tension Gauge level, it will fall dramatically, and you will return to the Battle Mode screen.

Changing Difficulty in the Special Move Mode

In the button-mashing contest during Special Move Mode, the player who initiated the Special Move gains an advantage each time Special Move Mode is entered. It becomes easier to win the second time than the first time, and by the third time, Special Move Demo is entered right away, completely skipping the button-mashing contest in Special Move Mode.

Normal Stage

There are a variety of stages in Battle Mode. Some stages may limit characters actions while others may have an impact on the characters in them. Use the effects of each stage to your advantage in battle.

Garage Island

In this mode, you attack and defend with a character. You can initiate a variety of moves with different button combinations. To initiate a Special Move, raise your own gauge level within the Tension Gauge.

Silver Knight

Battle on the deck of the Silver Knight, the ship Haru and friends use during their adventures. The Silver Knight sometimes rocks from side to side in the rain, causing characters to slip across the deck. Use this movement for effective attacks.

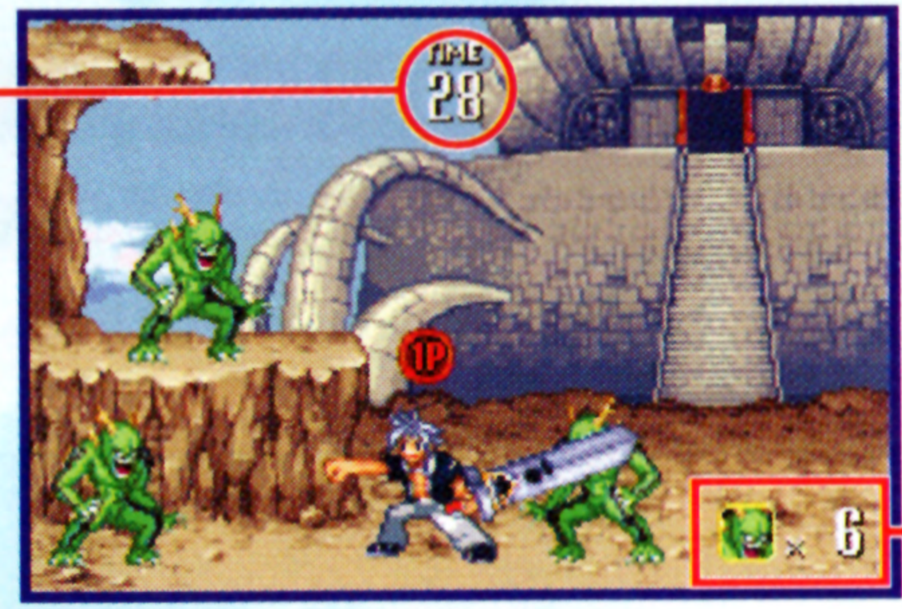
Voracious Stomach

Battle against a ferocious demon stomach that captures its prey by disguising itself. In this case, it mimics a cave. Stomach acid collects at the bottom of the demon stomach, damaging those who fall in. Battle the enemy while skillfully jumping from rock to rock.

Bonus Stage

There are bonus stages available from Story Mode.

Understanding the Screen



Time Count The time remaining in the Bonus Stage. The Bonus Stage will automatically end when it reaches zero.

Bonus Count The number of defeated Oni and Majin.

Playing in a Bonus Stage

Your objective in the Bonus Stage is to defeat as many Oni and Majin as possible within 60 seconds. If you clear the stage, you will earn money according to the number defeated. You can use this money in Ranking Battle.

Notes on the Bonus Stage

The Bonus Stage differs from normal battles in the following ways:

- The time limit will be 60 seconds, no matter what time you have set.
- The Tension Gauge will not appear. Also, Special Move Mode is not available.
- You cannot use Duel Attacks or Battle Cries.

Battle Tips

Here are a few tips for players having a tough time winning battles.

Master Your Defense!

It is not a good idea to keep blindly attacking in an attempt to damage your enemy. This gives the enemy opportunities to strike back and damage you between your attacks. Remember to defend against your enemy's attack while you are trying to score a hit.

Use Battle Cries Effectively!

The use of Battle Cries has different effects on each character, including Increased Attack Power and Increased Speed. Such effects are crucial to turning a battle in your favor. To use a Battle Cry, however, you must first win a Duel and build up your Battle Cry Supply, so keep going after your enemy with Duel Attacks.

Special Move Mode Is a Button-Mashing Contest!

Special Move Mode, in which you try to perform Special Moves, is a button-mashing contest. To win this contest, it is crucial to fill the Tension Gauge as much as possible in Battle Mode. The higher the gauge, the more favorable your starting position going into the button-mashing contest.

CHARACTERS

HARU

The second Rave Master, who takes over where Sword-Master Shiba left off. As Rave Master, he sets out on a perilous journey to free the world from the clutches of the evil society Shadow Guard.

★ Move & Battle Cry ★

Special Move : Dual Explosion

Critical Move 1 : Melforce

Critical Move 2 : Blue Crimson (can be used mid-air)

Critical Move 3 : Explosion

Battle Cry 1 : This is the power of Rave!!

Effect : Increased Attack Power

Battle Cry 2 : Heed the call of the warriors!

Effect : Increased Speed

MUSICA

Leader of the Silver Rhythm gang, and a Silver Claimer - able to freely manipulate silver into anything he wants. He is searching for the Silver Ray to fulfill his promise to his mentor Rizen.

★ Move & Battle Cry ★

Special Move	: Silver Spear
Critical Move 1	: Silver Whip
Critical Move 2	: Spinning Silver Flower (can be used mid-air)
Critical Move 3	: Gospelion Silver
Battle Cry 1	: I won't hold back like Haru!
Effect	: Increased Attack Range
Battle Cry 2	: Alright, I'll make you shut up!
Effect	: Increased Defense

★ Move & Battle Cry ★

Special Move	: Uncontrolled Etherion
Critical Move 1	: Tonfa Blasters (can be used mid-air)
Critical Move 2	: Tonfa Blaster Spray
Critical Move 3	: Slide Attack
Battle Cry 1	: Now you're gonna get it!
Effect	: Increased Attack Range
Battle Cry 2	: Someone tell me-- who am I?!!!
Effect	: Slowly Increase Tension Gauge

ELIE

An amnesiac girl in search of someone who can tell her who she is. During her travels with Haru, she realizes that the key to her memory lies with Rave. Elie has the power of Etherion, which even distorts time.

GRIFF & PLUE

Strange creatures that travel with Haru. Rave Bearer Plue constantly quivers like gelatin. Griffon Kato (Griff) is a cart driver.

★ Move & Battle Cry ★

Special Move	: Plue's Final Attack
Critical Move 1	: Plue Toss
Critical Move 2	: Roof Transformation
Critical Move 3	: Apology (can be used mid-air)
Battle Cry 1	: Pu-puuun! Pu-puuun!
Effect	: Auto-Guard
Battle Cry 2	: Alright! I'm getting pumped up!
Effect	: Increased Speed

★ Move & Battle Cry ★

Special Move	: Triple Black Dragon
Critical Move 1	: Fire Dragon of Drought
Critical Move 2	: Dragon of Yellow Dust (can be used mid-air)
Critical Move 3	: Dragon of Illusion
Battle Cry 1	: I sense unconditional victory!
Effect	: Increased Critical Move Power
Battle Cry 2	: I too fight because I believe.
Effect	: Increased Defense

LET

A member of the Dragonrace and one of the Five Palace Guardians who protect King. However, he joins up with Haru and friends in search of powerful opponents to fight. He later calls for the Rite of Dragons and succeeds in becoming a full-grown dragon.

RUBY

A penguin-like humanoid who owns a casino in the sky. He is very fond of rare items and uses the immeasurable wealth inherited from his father to collect them. The ability to perform magic lies dormant within him.

★ Move & Battle Cry ★

Special Move	: Rising Storm
Critical Move 1	: Air Ball (can be used mid-air)
Critical Move 2	: Rising Storm
Critical Move 3	: Magic Reflection
Battle Cry 1	: I can fight too, boyo!
Effect	: Fly for a Limited Time
Battle Cry 2	: Disappear sometimes, boyo!
Effect	: Invisible for a Limited Time

★ Move & Battle Cry ★

Special Move	: Blue Bliss
Critical Move 1	: Water Caesar (can be used mid-air)
Critical Move 2	: Liquid Army
Critical Move 3	: Seeing Ocean
Battle Cry 1	: Ocean Magic packs a big punch!
Effect	: Auto-Guard
Battle Cry 2	: Mermaids can be veeeery scary!
Effect	: Flood Stage and Swim

CELIA

A mermaid whose village was destroyed by the Oni who were after the mermaids' magic. Celia was shopping in a neighboring village, and was thus spared a terrible fate. She sets off to help Haru and friends.

REINA

The only woman among the Shadow Guard generals. She was ordered by Lucia to get Shin Claire, but she instead secretly follows the Silver Claimer Musica because he might know the whereabouts of Silver Ray, one of her father's works.

★ Move & Battle Cry ★

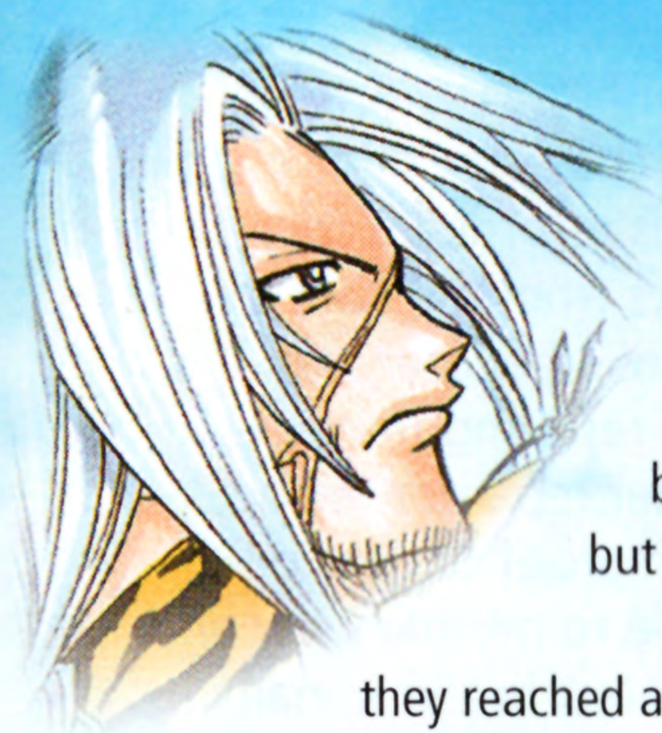
Special Move	: Mikado of Pure Silver
Critical Move 1	: Ostrich (can be used mid-air)
Critical Move 2	: Peregrine
Critical Move 3	: White Kiss
Battle Cry 1	: You'll pay for not asking me!
Effect	: Auto-Guard
Battle Cry 2	: Do you want to play?
Effect	: Opponent Drops Key Item

★ Move & Battle Cry ★

Special Move	: Gran Shario
Critical Move 1	: Element of Wind
Critical Move 2	: Element of Mist (can be used mid-air)
Critical Move 3	: Element of Lightning
Battle Cry 1	: Come, you who defile time.
Effect	: Fly for a Limited Time
Battle Cry 2	: Fate will lay its course.
Effect	: Opponent Drops Key Item

SIEG HART

An elemental master and the Guardian of Time. His mission is to destroy those who distort time. Once an enemy of Haru and friends, he has now resolved to protect Elie.



GALE

Haru's father and a former ally of King. A lamentable event in the past bred hatred between Gale and King, but in the battle known as "The Merging of Time," they reached a mutual understanding.

★ Move & Battle Cry ★

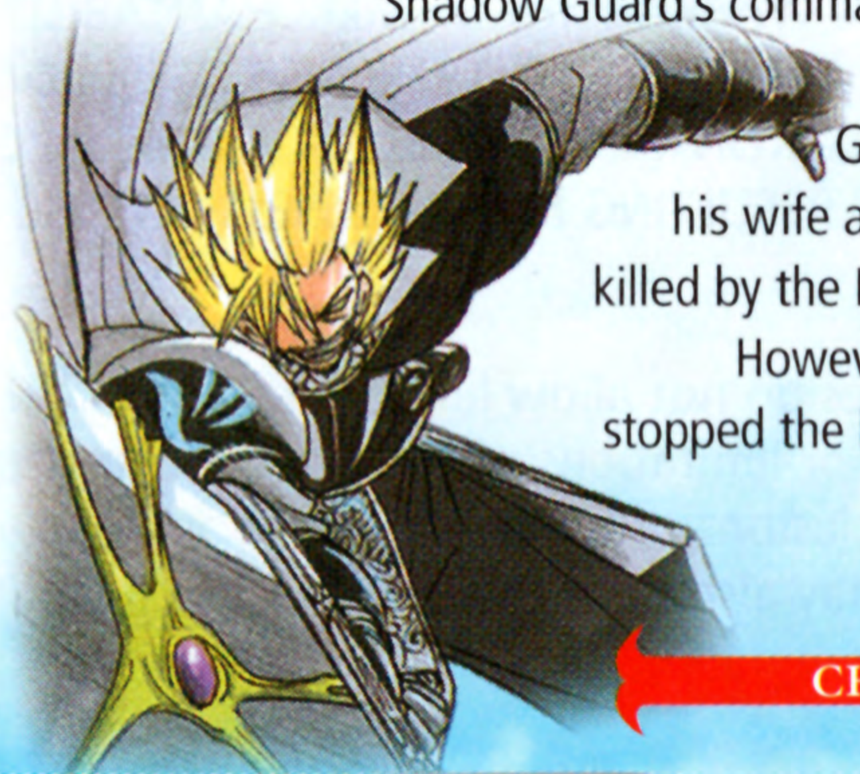
Special Move	: Air, Sheath, Slash
Critical Move 1	: Meet the Wall! (moving punch)
Critical Move 2	: Sky Slash (can be used mid-air)
Critical Move 3	: Wave Cut
Battle Cry 1	: Be gone to the eternal sky!
Effect	: Increased Attack Power
Battle Cry 2	: Outta my way! I'm heading home!
Effect	: Increased Speed & Invincibility during Dashes

★ Move & Battle Cry ★

Special Move	: Desperado Bomb
Critical Move 1	: Black Zenith
Critical Move 2	: Blue Crimson (can be used mid-air)
Critical Move 3	: Silfarion
Battle Cry 1	: I'll show you everything I've got!
Effect	: Increased Attack Power
Battle Cry 2	: Hmph! Smartaleck!!
Effect	: Increased Speed

KING

Shadow Guard's commander-in-chief. He has hated Gale ever since his wife and child were killed by the Imperial army. However, he himself stopped the Prison of Time to end it all.



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