

Nintendo

GAME BOY COLOR

DMG-A6TE-USA



Monster Rancher

Battle Card

GB

INSTRUCTION BOOKLET

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Another chapter in the Monster Rancher story

The age of Monster Rancher continues....

As monster battles began to grow in popularity, kids soon realized that their smaller size made them unable to handle monsters in the same way as adults and flocked to a certain game that suited their size.

This game was safe and popular, and allowed kids to increase their knowledge of monsters. It is said that from among the game's many players emerged many fine Card Breeders. The game was known as Battle Card....

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Miracle Team

a single blow is all it takes
for a stunning comeback!



Suezo



Tiger



Gali



Hare

Speed Team

striking first for victory!



Mocchi



Dino

Introducing
the monsters
and their teams!



Golem



Pixie



Naga

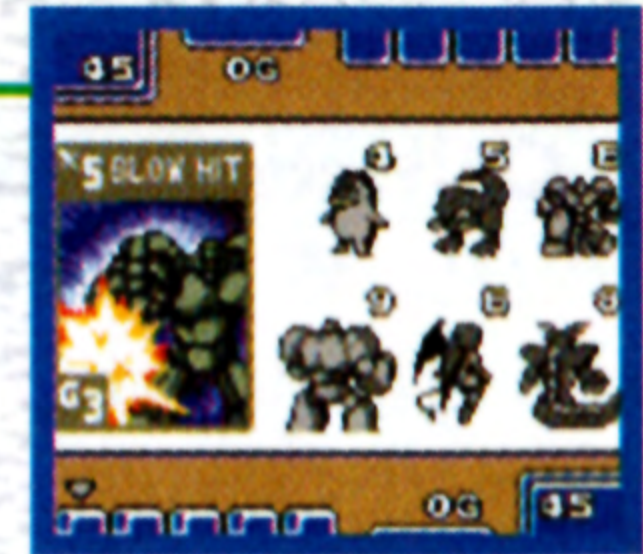
Powerful Team

destroying their opponents in one overwhelming attack!

Before you begin

What are battle cards?

Monster Rancher Battle Card GB is a card game in which two Breeders engage in battle using three monsters each. The winner is the Breeder who succeeds in knocking out all three of the opponent's monsters.



What is the goal of the players?

Collect all the cards in this world!

The goal of players is to collect all the cards on the island on which they live. There are over 100 different cards. Cards collected can also be used in battle. In other words, the more cards you collect, the stronger you become and the more you can do. Win more battles and collect all the cards, and you never know, something may just happen...

Aim for the highest level of Card Breeder - Master Class!

As the game progresses, you will take part in "License matches" at the arena. Winning a license match allows you to go up a level to the next class and increase the number of ruins you can enter. If you reach Master Class and fulfill certain criteria, you never know what will happen...

How do I collect cards?

There are two ways of collecting cards.

Collecting monster cards

Monster cards become "discs" found in the "ruin dungeons" on the World Map, locked away by the mysterious power of the ruins.

By getting discs and taking them to the "Monster shrine" to unleash the monsters inside, you can transform them into monster cards.

Collecting skill cards

In this world, there are many rival Breeders with the same goals as the main character.

Rival Breeders can be found in the "ruin dungeons" and "arena", and by engaging in a "bet battle," you can take a card from the opposing team with each win. Lose, and you lose a card....

You should aim to engage in lots of battle and collect lots of cards!

What are monster cards?

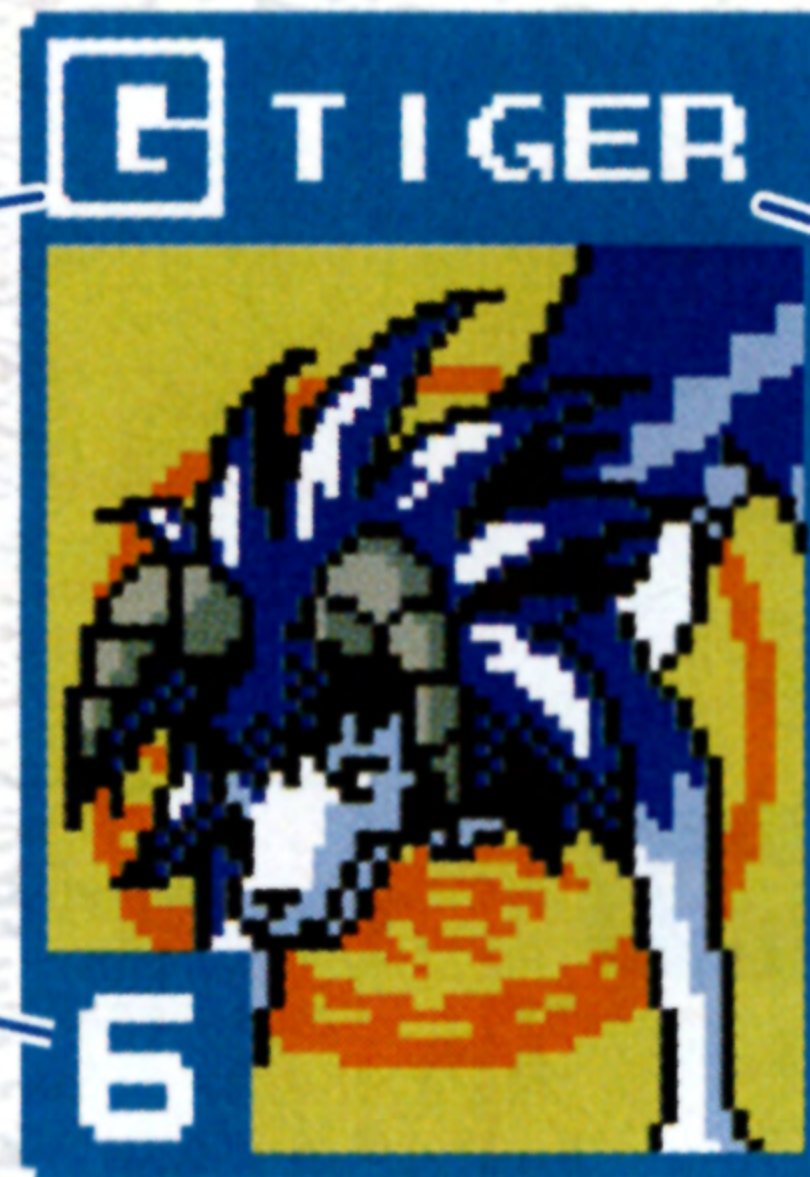
Each monster card displays a full-length picture of a monster. Monster cards are used separately from skill cards in battle.

Refer to the "INFO" screen for detailed information on card content.

Features

Monster name

Starting lives



What are skill cards?

Skill cards include attack cards, defense cards, breeder cards, and special "all-monster cards" and "total card."

Attack cards

"Power" skills

Damage your opponent efficiently.
Easily defended against.

"Smart" skills

Damage not so great but difficult to deflect.

"Special" skills

Do not damage opponent. Are never defended against.

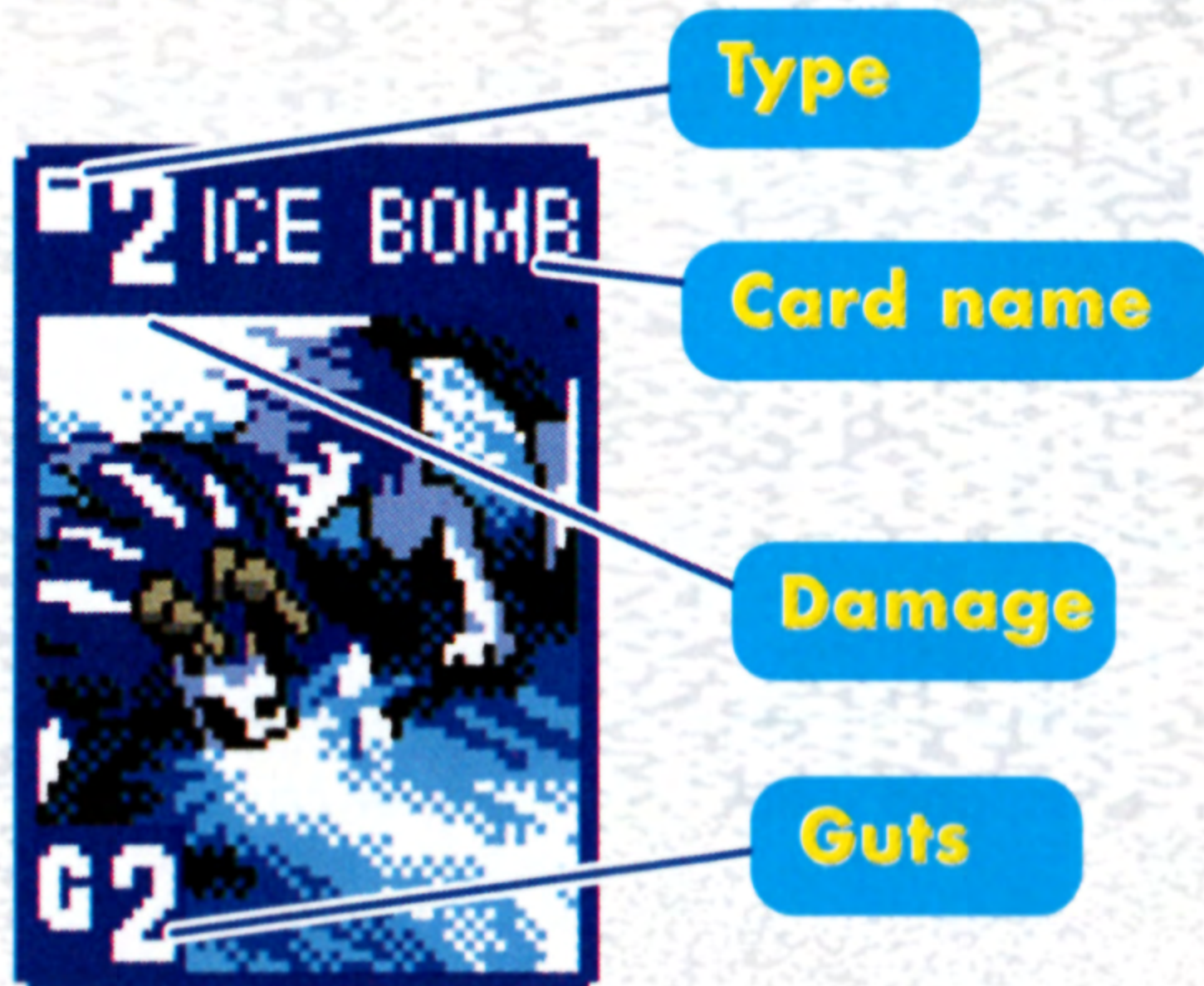
Defense cards

"Dodge" skills

Render the attack totally ineffective. There are attack cards, however, that cannot be "dodged" so be careful...

"Defense" skills

Allow you to minimize damage.



Other cards

Breeder cards

Use these to help monsters.

All-monster cards

Card allowing use of all monsters

Total card

Play these cards to affect the course of the battle.

Getting started

Menu

Press START on the title screen and a menu screen will appear. Select "NEW GAME" to begin the new game, Select "LOAD GAME" to recommence with the saved data.

NEW GAME

Choose this option when you want to start a new game from the beginning. Be careful, as saved data will be lost.

LOAD GAME

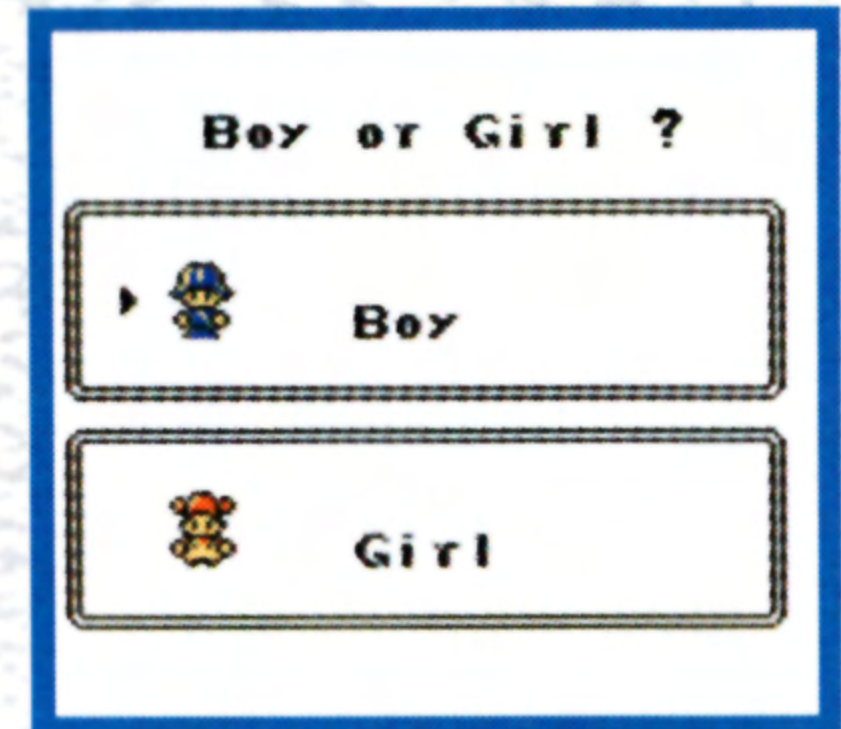
Choose this option to continue a game using saved data.

Name/sex of main character

If you select "New game" you will need to register the sex and name of the character.

Sex

Decide first on Boy or Girl. Press the **+** Control Pad **▲** or **▼** to select and the A Button to enter your selection.



Name

Register the name of the character. Use the **+** Control Pad to choose the letters and press the A Button to enter. If you make a mistake, press the B Button to clear one letter at a time.



Fields

Using the buttons to move fields



+ Control Pad

Use to control the cursor e.g. for moving characters and selecting commands.

The A Button

Use to select options. Also used when talking to people (facing the other person) and to open treasure chests.

The B Button

Use to cancel (return to the status immediately preceding).

SELECT

Use to turn the status window on and off.

About the town

Different people live in the town, which contains the following buildings.

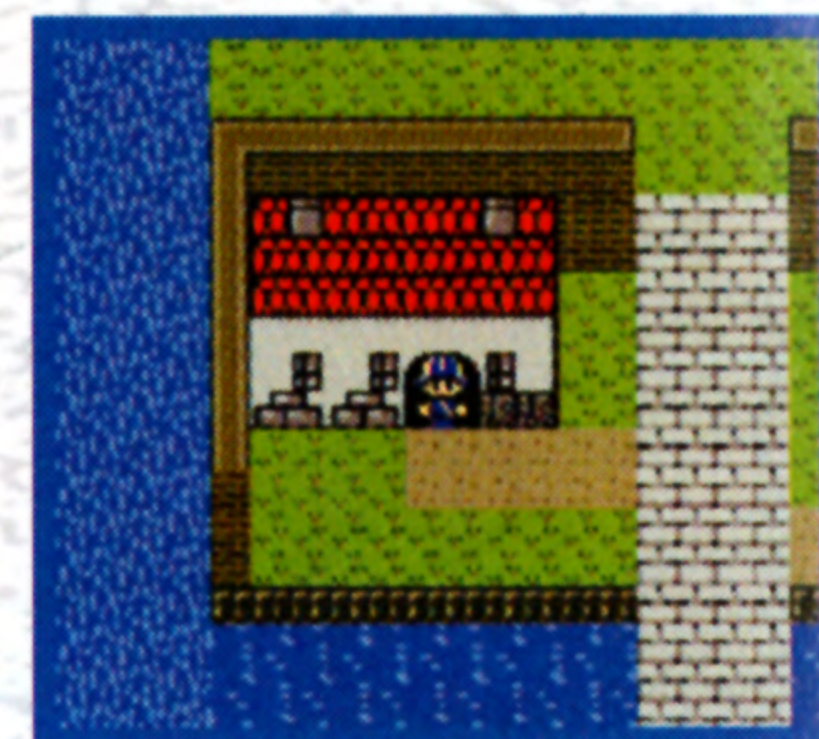
Monster card shrine

At the monster card shrine, the energy from discs brought back from the dungeons is used to copy new monster cards or monster cards players already have.



Monster card studio

At the monster card studio, "Old-paint" brought back from the dungeons is used to copy the skill cards of players.



Arena

Enjoy different types of battle at the arena.

- **Betting Battle**

Bet skill cards on the outcome of battle with rivals at the arena.

- **Item Battle**

Bet items on the outcome of battle with rivals at the arena.

- **Game Link cable betting battle**

Connect to your friend's Game Boy by cable and bet cards on the outcome of battle.

- **Game Link cable normal battle**

Connect to your friend's Game Boy by cable and engage in battle without betting.

◆ Set up your battle items before battle here too to use them to good effect.

◆ If you keep winning in battle at the arena, you will go up a class.

When you go up a class, good things happen. The girl at reception will tell you how many consecutive engagements you have won.



Dock

At the dock, you can trade cards and items with friends via Game Link cable.



World Map

Leave the town and go on to the World Map.

The World Map lets you move from the town to the ruins.

As you move to higher classes, the number of ruins you can enter increases.



Ruins and dungeons

When you move from the World Map into the ruins, you will encounter dungeons that change each time you enter.

Characters in the dungeons

- **Rival Breeders**

Your rivals are looking for discs, just like you. Bump into them and be prepared for a card battle!

- **Guardians**

Guardians use the mysterious power of the ruins to guard the treasure chests. Unless you use certain items, you will not even be able to see them. Bump into them and you will be forced to engage in card battle. Beat them in battle and they disappear. Lose and your dungeon counter goes down by one.



- **Descendants**

Descendants guard the discs in the bottom room of the dungeons. They are the descendants of the race who built what are now the ruins. Only players whose skills have been tested and acknowledged in card battles can obtain discs.

◆The custodian at the entrance will explain the dungeon to you.

Dungeon counters

When you enter a dungeon, a "dungeon counter" will be added to your status details. This counts your lives in the dungeon, and if this number reaches zero you will be forced to leave the dungeon. Your dungeon counter will decrease by one if you lose in battle to a guardian.

Battle

Battle controls



+ Control Pad

Use to move the selection cursor. Press ▲ and ▼ to group cards for selection.

The A Button

Use to open windows and make selections.

The B Button

Use to cancel (return to status immediately preceding), also to open sub-windows.

START

Opens the card "INFO" screen.

SELECT

Use to change displays on total card and for window displays.

Battle screen

The bottom of the screen shows your card and the top, your opponent's card.

Player's monsters

Monster lives are displayed at the top right.

Total card and enlarged display of cards

Displays an enlargement of the card currently selected, and the total card used during battle.

Player's hand

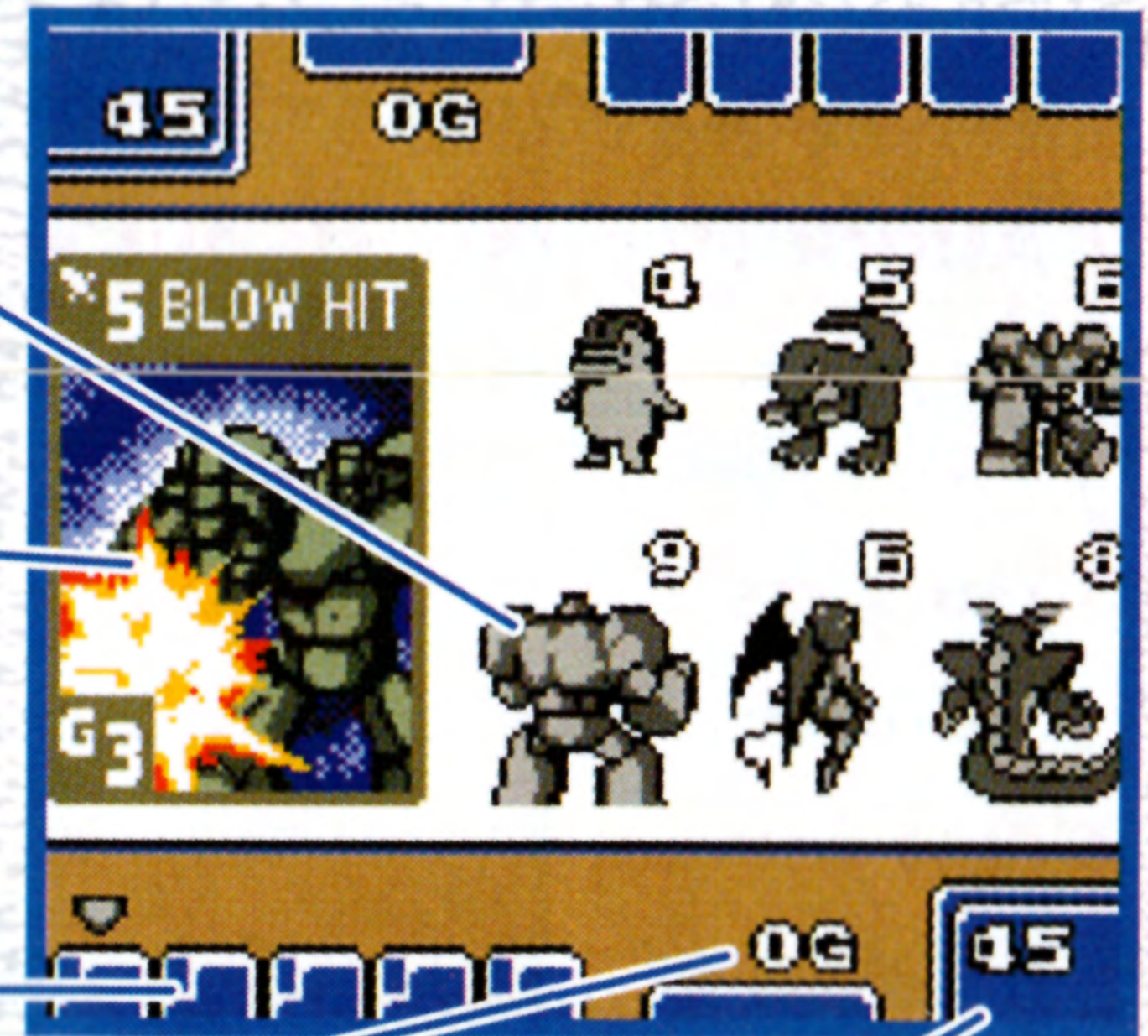
You may have up to five cards in your hand.

Player's guts pool

Current guts status is displayed above the card.

Player's pile

Displays current pile from among cards.



Use SELECT to change the card enlargements and total card.

Battle progress

In this game, attack and defense take turns playing. Follow the four steps below to attack.

1 Draw step (make a five-card hand)

The attack side takes cards from the pile to make up five cards in its hand. If this side already has five cards, just one card is taken from the pile and this card becomes a guts card.

2 Attack step (knock out your opponent's monsters!)

Use your own guts; monsters and breeders that have not been knocked out can each have one turn at using skill cards.

3 Guts step (earning guts)

You can make the remaining cards in your hand guts cards.

4 End of turn

Attack and defense sides swap and return to the Draw step.

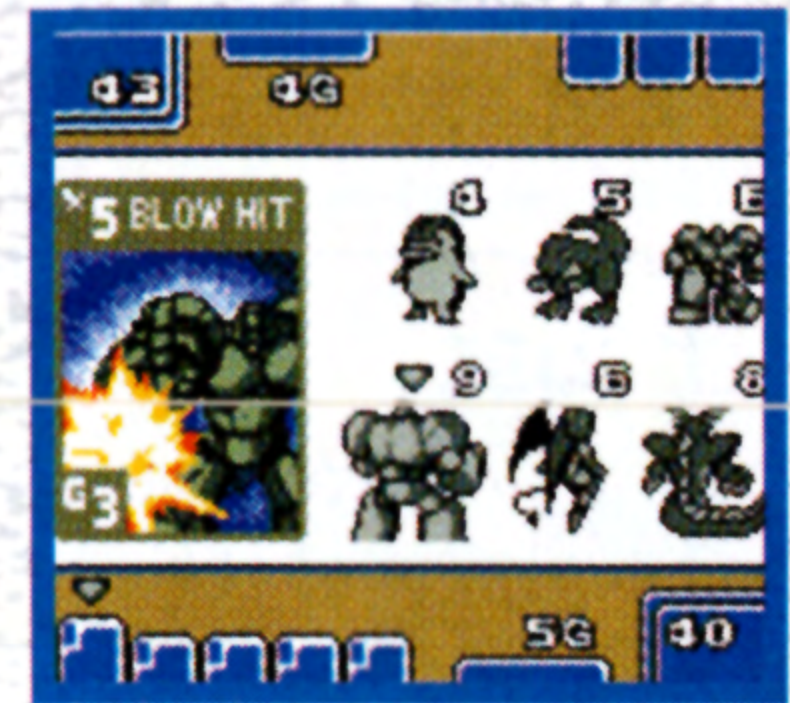
The game progresses in this manner until one side loses by having all its monsters knocked out by being unable to assemble a hand of five cards at the Draw step.

Player attack

When it is your turn to attack, you can use your guts and attack once using each remaining (i.e. not knocked out) monster.

Selecting cards to use

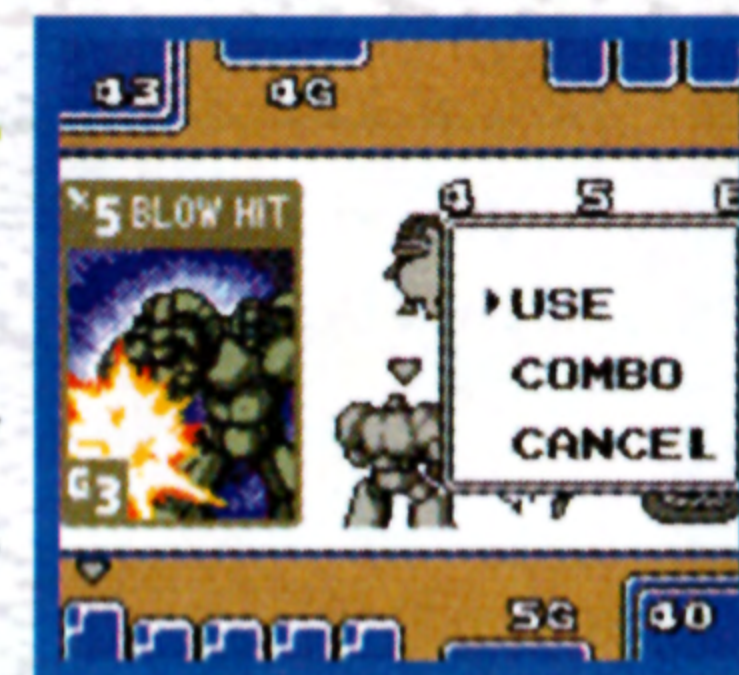
Use the **+** Control Pad to move the cursor and select your cards.
You will not be able to select cards that are unable to be used, or select cards if you have insufficient guts.



Player attack (continued)

Opening windows

Use the A Button to open windows and the B Button to open sub-windows. By selecting an option from the window you can make a final decision on the cards your monsters will use.



USE

Final card decision, then selection of select target of skill

INFO

View detailed card information

DUMPED

View your own or opponent's discarded cards

ENGUTS

Add guts to your guts pool

END

End the current step

COMBO/PLURAL

Combine two or more cards to use

CANCEL

Reselect your cards.

CARD

View details of if not-"the total card" currently in play.

MONSTER

View monster data

GIVEUP

Stop battle

Player defenses

If you have a "Defense card" in your hand for the monster being attacked, immediately before your opponent's attack commences you can protect your monster.

Guts are also required to use defense cards. You can defend the same monster as many times as you like in one turn.

Opening windows

In the same type of operation as for attack, you can "defend" or "dodge" your opponent's attack.



USE

Final card decision, then selection of target of skill

INFO

View detailed information on selected card

DUMPED

Check your own or opponent's discarded cards

COMBO

Combine two or more cards for use. Select in the order you wish to use.

CANCEL

Reselect your cards.

PASSDF

Skip defense.

Status

Status screen

Press SELECT while in the town or dungeons in the ruins or while moving between fields to open the Status screen. The status screen tells you the current status of players and allows you to use five commands.



Player name/sex

Player class

Battle items set

Equipment

No. of times shovel used

No. of cards currently held

Current location of player

Dungeon counter (Only in dungeons)

TEAM and FILE screens

View team and card details on the Team and File screens.

Team screen

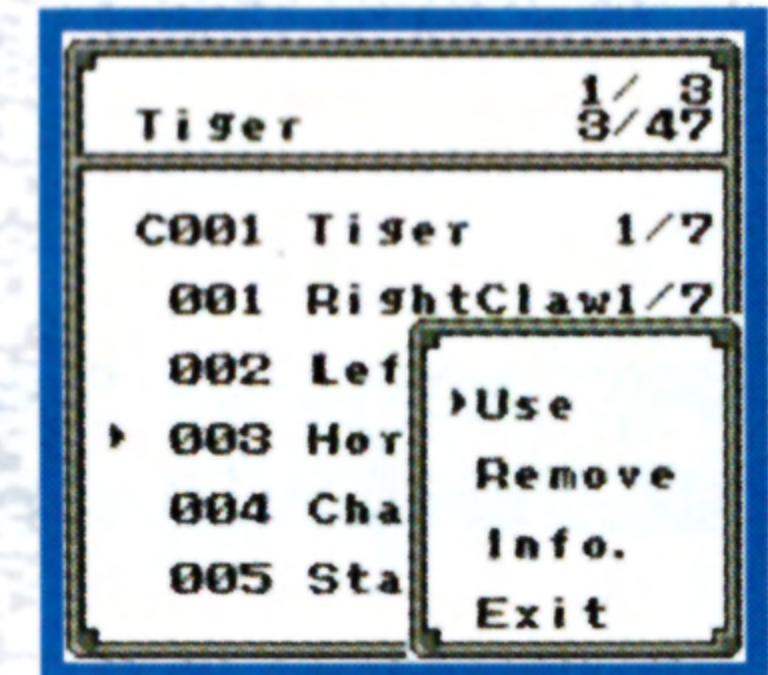
The team screen is used to change the cards to be used by the player in battle. Follow the basic team rules to make up a team.

Basic team rules

Must include three different monsters.

The pile must have exactly 50 cards.

One pile may include a maximum of three of the same card.



File screen

Enables you to view all of your cards.

Useful for checking cards won in battle or traded.



Card "INFO"

On the Team or File screens or during battle, select a card and choose the "INFO" command to view detailed information on that card.

Skill cards differ considerably in content, so be sure you understand the details of the cards you use.



Button "A" tells you more about the special effects of cards

ITEMS

To use items, bring up the Status screen when moving between fields, select the "Item" command to bring up the Item screen, and select your item. There are three broad categories of item.

Battle items - set these in advance when moving between fields to use in the next battle.

Field items - can be used to direct effect within fields.

Equipment - change the player's status in some way when worn.



The Item screen has the following three commands.

INFO

Use to view detailed information on the item.

USE

Equip yourself with or use the item.

REMOVE

Remove the equipment or item set.

Settings (“SET” command)

Use to change the speed of messages, etc. and battle settings.

To change settings, bring up the Status screen when moving between fields and choose “SET” from the command window to open the Settings screen.



MESSAGE SPEED

The speed at which messages are displayed can be altered to any one of five speed settings.

ANIMATION

Turn the animations on the battle screen on and off.

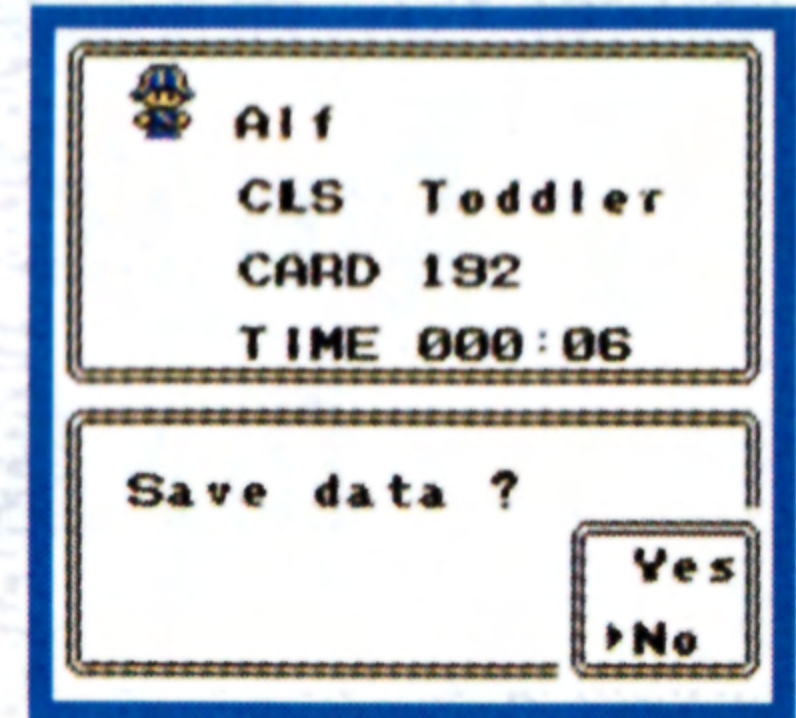
SOUND

Turn music and sound effects during games on and off.

SAVE

Saves the game as it is on the Status screen.

Do not remove the Game Pak while content is being saved. If you wish to pick up the game from where you left off, the game will recommence from this status.



Abbreviations used in the game

Quick Reference for Abbreviations used in the game

Card "Info" screen

C:	Card Type (ex. Breeder card, Total card, etc...)
K:	Kind of skill (ex. Smart, Power, etc...)
A:	Object of attack
E:	Element
Bolt:	Thunderbolt
Mys Power!!:	Mysterious Power

"DUMPED" screen

MyD-CD: your discard
YrD-CD: your opponent's discard

Messages of results screen

COMM. BTL: communication battle

TOP REC.: top record

(number) WINS: number of successive series of victory

Messages of Warning and the others

TTL: total

PWR: power

SMRT: smart

SPCL: special

BRDR: breeder

KO'D: Knocked Out

L/R KEY: Left/Right key, the + Control Pad ◀/▶

"SET" screen

Slw: Slow

Fst: Fast

Dungeon

B: Basement

F: Floor

In battle

PASSDF: Skip defense

Dumped: View your own or opponent's discarded card.

Window menu in battle

ENGUTS: Add guts to your guts pool

INFO: Detailed card information



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