

DOKAPON Kingdom

The cover art for Dokapon Kingdom features a vibrant, cartoonish style. In the foreground, a blonde princess with a crown and a red-haired knight are shown in dynamic poses, both holding large keys. Behind them, a large, blue, armored dragon-like creature with red eyes and a skull on its chest wields a massive key. The background is a dark, purple landscape with a castle silhouette, a small green wizard, and a large yellow and green monster. The title 'DOKAPON Kingdom' is written in a large, stylized, yellow-to-orange gradient font with a blue outline. A red double-headed arrow is positioned between the two words. A small 'TM' trademark symbol is located to the right of the title.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

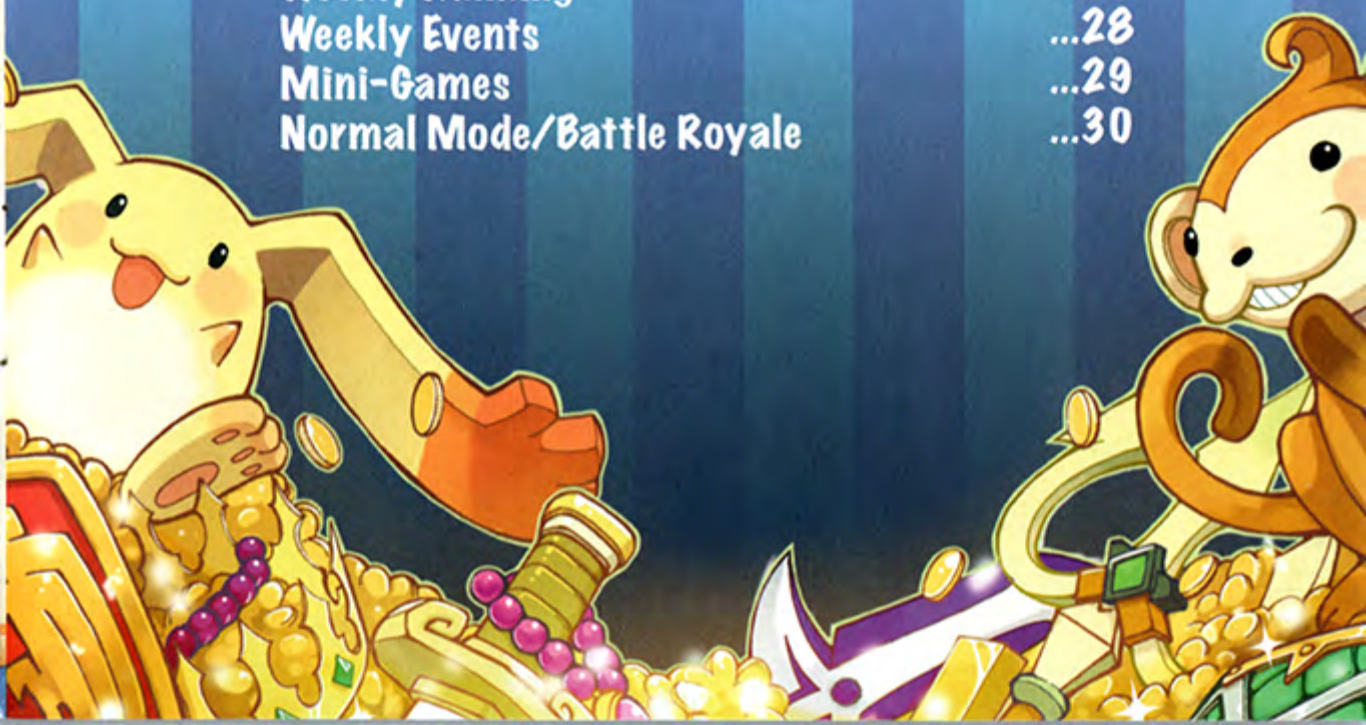
Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

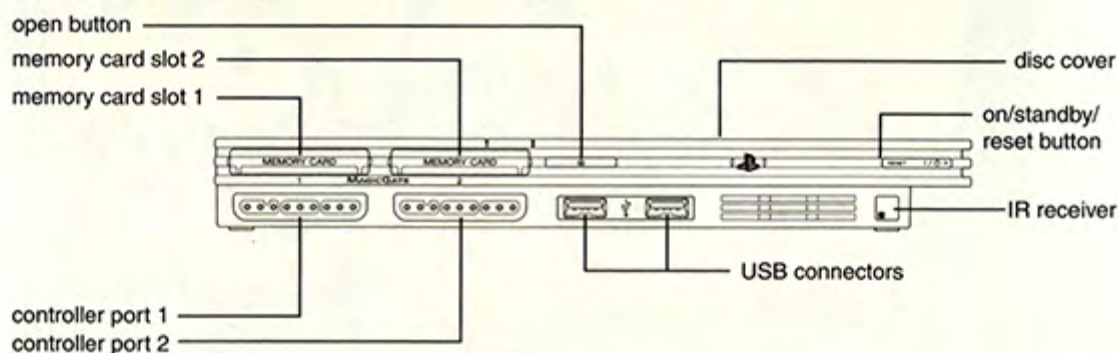
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

DOKAPON Kingdom™

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GETTING STARTED



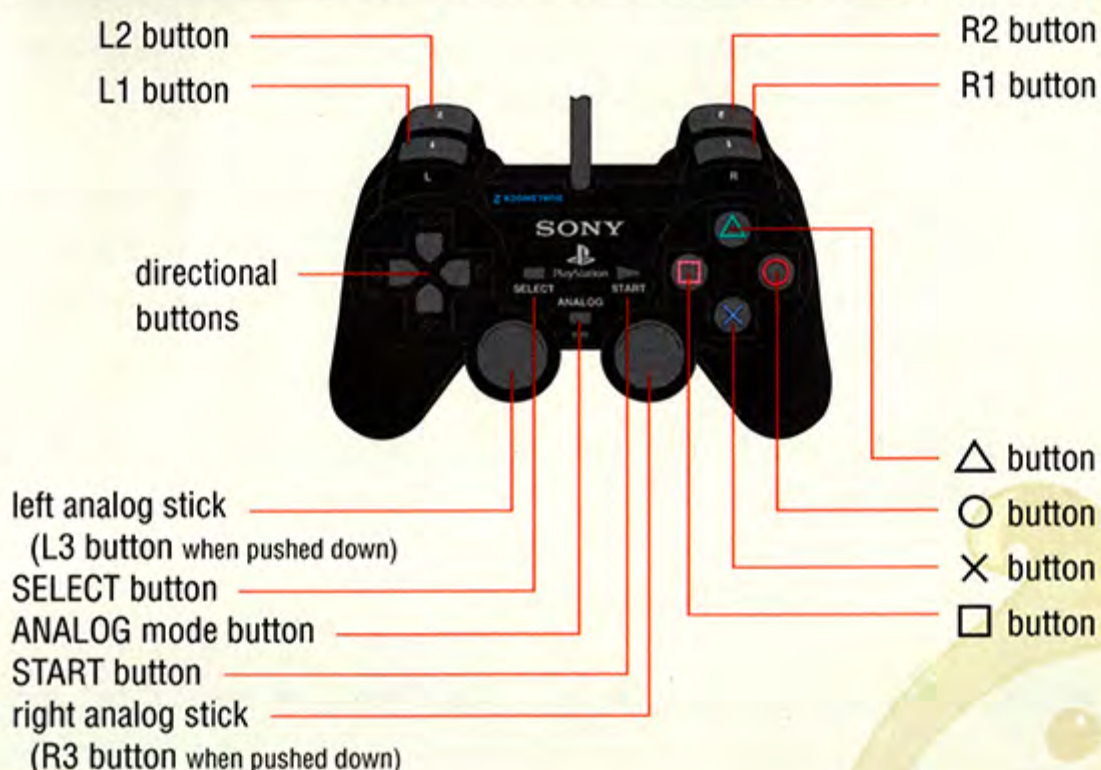
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Dokapon Kingdom disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



directional buttons	Move the cursor/Move character
Left analog stick	Move the cursor/Move character
right analog stick	Zoom in or out (during View/after spin)
START button	Display the World Map (during View/after spin)
× button	Make a selection / Confirm message / View (after spin) / Stop the Spinner / Skill and Give Up (during battle) / Scissors (Roshambo)
○ button	Cancel / Physical Attack and Defend (during battle) / Movement shortcut (on map) / Paper (Roshambo)
△ button	Offensive Magic and Defensive Magic (during battle) / Bag shortcut (on map) / View Space (during View) / Open Help menu (Settings Screen)
□ button	View shortcut (on map) / Strike and Counter (during battle) / Speed up cursor (during View) / Rock (Roshambo) / Show available moves (after spin)
L1 button	Flip page / Show Information (during battle)
L2 button	Flip page
R1 button	Flip page / Prediction (during battle) / Data shortcut (on map)
R2 button	Flip page

- ◆ During battles and events, you will be able to see the button layout at any time. The button functions will be displayed on screen, so please refer to the instructions there.
- ◆ To change control of characters from the CPU to human players, hold START at the beginning of that character's turn to switch from CPU to human control.
- ◆ The analog controller (DUALSHOCK®2)'s ANALOG mode indicator will be always be lit red.
- ◆ You can change the controller assignments and the vibration function settings from the Settings menu.

Background

Once upon a time, there was a kingdom named Dokapon where the people enjoyed nothing more than their money. The sight of its golden glimmer, the comforting clink of a full wallet, the metallic taste of a freshly minted coin... Everyone loved their cash, and nobody loved it more than the King.

One day, monsters appeared out of nowhere and attacked the towns of Dokapon Kingdom. These monsters stole people's money for their own mysterious reasons, and the people became so poor that they were unable to pay their taxes to the King.

The King, moved to tears by the plight of his people and his income, called upon heroes from far and wide to free his people from the monsters. The reward for this dangerous task is the beautiful Princess Penny's hand in marriage and the throne of Dokapon Kingdom!

A journey full of danger, intrigue, betrayal, and cold, hard cash is about to begin!



King

The King of Dokapon Kingdom. He is obsessed with money; it's all he ever thinks about. He dotes on his only daughter, Princess Penny.

Princess Penny

She looks delicate and demure, but she's very selfish. She loves her dog, Cash, whom her father bought her for her birthday.



So, What is Dokapon Kingdom?

Basic Rules

Dokapon Kingdom is a large nation that spans across 7 different continents. Spin the wheel to move across the boards and free towns from the monsters. Govern the towns you have freed to increase your wealth.



Defeat Your Rivals in Battle!

You'll fight more than monsters in Dokapon Kingdom; you can also fight other players. If you win, you can take your opponent's money, items, or even pull a prank on the loser.



Power Up by Changing Jobs

It's possible to change a character's job once that character has enough experience with their current class. Since different classes learn different skills and have different stat growths, you can truly customize your characters to defeat monsters and be more powerful than the other players!



Money is Everything

The winner of a game of Dokapon Kingdom isn't determined just by defeating monsters. Your worth is determined by your material assets, which includes the towns and castles you govern, and the amount of money you have. Whoever is worth the most wins the game!



Starting the Game

Insert the *Dokapon Kingdom* game disc into the PlayStation®2 and turn the console on. The title screen and menu will appear after the opening movie. Press the START button during the opening movie to skip it and proceed directly to the title screen.

Title Menu

Choose to start a new game, continue an old one, or change the game's settings. Use the directional buttons or the left analog stick to make a selection and confirm it with the $\times$ button.



Start

Start a new game from scratch. Select the mode you wish to play.

Story Mode	Explore Dokapon Kingdom and take part in several events.
Normal Mode	Select a turn limit. Whoever has the most money at the end of this turn limit wins!
Battle Royale	Select from three different winning conditions and start playing.

Continue

You will be able to continue a game from where you left off. The available saved games will be displayed. Select the game you wish to continue and load it by pressing the $\times$ button.

Settings

You will be able to change the game settings. By using the left stick or the directional button, you will be able to move the cursor down or up, and adjust options with left or right. Confirm changes with the $\times$ button, cancel with the $\bigcirc$ button, and use $\triangle$ button to open the help menu.

Message	Choose whether the text appears slowly or instantly.
Space Movement	Change the speed of characters' walking animations as they move around the map.
Sound	Select Mono or Stereo sound output.
Controller Vib	Turn the vibration function of the DUALSHOCK®2 controller on or off.
Character Voices	Turn character voices on or off.
CPU Chatter	Turn the CPU character lines on or off.
Battle Skip	Turn this on to skip the battle cutscenes during CPU characters' turns.
Display Help	Turn the Help display on or off.
Speed Feature	Turn this on to speed up the CPU characters' turns.
Auto-Save	Turn this on to have the game auto-save every week.

You will be able to change this during the game by going to "Data" and "Settings."
See page P.11.

Character Creation

When beginning a new game, you will be able to create new characters and change their appearances. Once all the options have been chosen for all characters, the game will begin.



Week Limit	Select the number of weeks until the game ends. *This option only applies to Normal Mode. (P.30)
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Starting level	You can select what level characters start at.
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Number of Players	Choose how many people are going to join in. *CPU and human control can be changed during the game.
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Name	Enter a name for your character. (CPU character names will be chosen automatically.)
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AI Strength	Choose the computer's skill level.
--------------------	------------------------------------

Gender	Choose the character's gender.
---------------	--------------------------------

Job	At the beginning of the game, you can only select from Warrior, Magician, and Thief. Other classes will become available during the course of the game.
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Color	Select the character's color scheme.
--------------	--------------------------------------

Face	Change your character's appearance and voice.
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Controller Assignment	Choose which controller each player will be using. You can assign up to 4 players to a single controller.
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Confirm Settings	Double-check the settings that you have made. To redo settings, press the ○ button and return to the previous screen.
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Turn Order	Press the × button to determine who goes first.
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Start the Game!

Controls in the Name Entry Screen:

Directional buttons / left analog stick: Move cursor.

× button: Enter letter or make selection.

“Erase” ○ button: Delete highlighted character.

“Switch” SELECT button: Switches between capital and lowercase letters.

“→” “←,” L1, L2, R1, R2 buttons: Moves the cursor one space left or right.

“Decide” START button: Finalize the character's name.



Game Flow

Start the Game!

Choose a Command

Move

Bag

View

Data

Choose a Destination Space

Empty Space

Loot Space

Building

Random Event

Battle

**Character
Event**

Repeat Daily from Sunday to Saturday

Weekly Ranking

Weekly Event
Sometimes special events begin on Sunday!

When the win conditions
have been fulfilled...

Game Finished!



Field Map

This is where most of the game takes place. Select commands to proceed with the game.

Viewing the Map

This is what will be displayed when it's your turn. The character image will change depending on your status. For example, if you are on the water, the character will be shown on a ship.

Week

Displays how many weeks it has been since the game began.

Day

This is the current day. Each player gets one turn per day.

Status

This will show the character's status. (More information below.)

Event

This will tell you if any events are going on that current week.

Commands

These are the possible commands. (P.10)



Player

This is your character!

Spaces

There are many different kinds of spaces on the map. Each of them have different effects during the game.

Other Character's Information

You can see the names, HP, and levels of the other players.

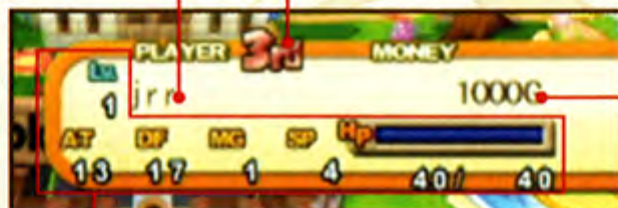
Status

Name

This is the character's name.

Rank

This is your character's rank in the game. You want to be 1st!



Stats

Lv: Level AT: Attack DF: Defense
MG: Magic SP: Speed HP: Hit Points

Money

This is how much money the character has.



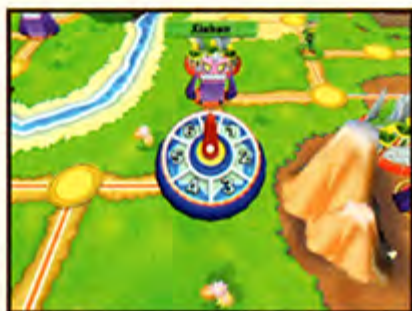
Commands

On your turn, you will be able to perform actions like moving or using an item. Use the directional buttons or the left analog stick to select the action you would like to take and press the $\times$ button. There are some shortcut buttons to help speed up this process.

Move (Shortcut: $\bigcirc$ button)

Stop the spinner with the $\times$ button. You must move the amount of spaces indicated. Press the $\square$ button to see all the spaces where you can move to after spinning. Move the cursor over one of those spaces and press the $\times$ button to move to it automatically. Press the $\triangle$ button to bring up information about the highlighted space.

You can cancel a spinner while it is spinning by pressing the $\bigcirc$ button.



Bag (Shortcut: $\triangle$ button)

You can choose to use either items or field magic. Select an item or spell by using the directional buttons or the left analog stick, and press the $\times$ button to use it. You can switch from items to magic by pressing the L1 or R1 buttons. Most jobs are only able to use 1 item or field magic per turn.

Field magic cannot be used during battle.



View (Shortcut: $\square$ button)

You will be able to view the entire map you are on by using the directional buttons or the left analog stick. View information about a space the cursor is on by pressing the $\triangle$ button. Hold down the $\square$ button while using the directional buttons to move the cursor quickly across the map. The left analog stick also moves the cursor quickly. Press L1/L2 or R1/R2 to jump to other players and big monsters.



Data (Shortcut: R1 button)

Select the information you wish to see. Use the left or right directional buttons or L1/L2 and R1/R2 buttons to change pages.

You can save your game by selecting "Save." (P.11)



Info

This will give you information about the game and the players.

Stats	The current character's stats and field / battle skills.
Equip	The current character's equipped weapon, shield, accessory, offensive and defensive magic.
Assets	The current character's cash, town assets, Local Items value, and net worth.
Items	The current character's items and field magic.
Towns	You can see which players control the various towns and castles.
Standing	The current rankings of all the players.

Gallery

You can review all the stuff you've seen in the game with the gallery. Use the directional buttons or left analog stick to select something, then press the $\times$ button to view the information about it.

Jobs	The job description, experience levels, and stats.
Monsters	Monster descriptions and stats.
Weapons	Weapon descriptions, prices, rarity, and stats.
Shields	Shield descriptions, prices, rarity, and stats.
Accessories	Accessory descriptions, prices, rarity, and stats.
Local Items	Local item descriptions.
Hairstyles	Descriptions of the hairstyles.

Instruction

This will tell you the basic rules of the current game.

Map	You can see some information about the map.
Battle	You can see some information about battles.
Other	You can see some information about the controls and status effects.

Settings

Change the game options and the controller settings from this menu.

Basic	Change the game's settings, such as sound and message speed. (P.06)
Controls	Change how each character is controlled.
Objective	See the current goal of Story Mode or Battle Royale, and weeks lefts for Normal Mode.

Save

You can save your game here. Saving requires at least 312KB of open space on the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Select the saved game slot you wish to use and confirm your selection with the $\times$ button. The memory card must be in MEMORY CARD slot 1 or MEMORY CARD slot 1-A if you are using a multitap (for PlayStation®2).



Please be safe with your save data. Pulling out the memory card while the game is saving could corrupt the saved game data.

Types of Spaces

There are many different kinds of spaces. Different things will happen when players land on them. Some of them will help you, while others can cause you problems. Make sure you know what can happen before you move to another space!

Empty Space

You'll encounter monsters and character events when landing on Empty Spaces. If you land on an Empty Space with another player on it, you will enter a battle with that player. If you land on a space where another player is currently in a fight, you can choose who you want to battle. (P.24)



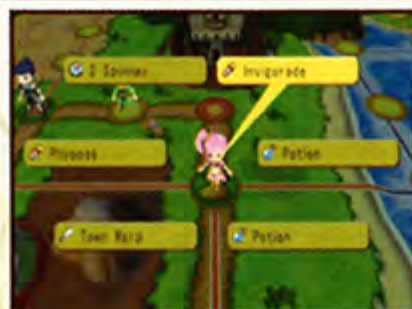
Magic Space

Stop the spinner with the X button. You will get the field magic that the spinner stops on. In the beginning of the game, when you have little money and low stats, it may be a good idea to land on this space.



Item Space

Stop the spinner with the X button. You will get the item that the spinner stops on. In the beginning of the game, when you have little money and low stats, it may be a good idea to land on this space.



Loot Space

You can get all kinds of cool stuff from these spaces, even a huge pile of gold! Stop the spinner with the X button. You will get whatever the spinner stops on.

Money Box	Receive some money.
Red Loot Box	High risk, high return.
White Loot Box	You might get something good.
Locked Box	You will need a "Magic Key" to open this box.
Weapon Box	Receive a weapon.
Shield Box	Receive a shield.
Battle Magic Box	You can get either offensive or defensive battle magic.



Money Box



Red Loot Box



Locked Box



White Loot Box



Bank Space

You can either collect taxes and Local Items from the towns (P.14) or castles (P.18) that you own, or invest in a town you own. Choose a town or castle, then select to "Invest" or "Collect." A Collection Space allows you to collect taxes from all the property you own at once.



Bank Space



Collection Space



Castles cannot be invested in at Bank Spaces.

Harm Space

If you land on one of these spaces, you will be damaged or poisoned, and you will also encounter an enemy. Try to avoid landing on these if you can.



Warp Space

By throwing money into the Levito Spring, players can be transported to either Dokapon Castle or a Temple. Select your destination from the list and press the X button to confirm.



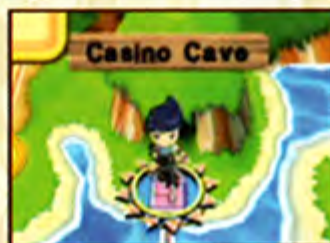
Dark Space

Something's odd about this space... Some people have been known to become quite powerful after landing here, but at what cost? If being in last place is driving you batty, you may want to head to the Dark Space.



Passage Space

Landing on this space will let you move to a different map.



Towns

If you free a town from the monster that is terrorizing it, the grateful townspeople will declare you their owner. You can collect taxes from the towns you govern, which is the best way to earn wealth and increase your ranking among the other players. In Story Mode, killing the Big Monsters in towns will allow the story to progress.

■ Liberate the towns!

Towns can be freed by defeating the monster attacking it. If a town is not controlled by another player and it has no monster on it, just landing on the Town Space will give you the town. When you own a town, that town's value is added to your total worth.

If you save a town from exceptionally tough monsters, the King will have a prize for you.



■ Invest in your towns!

When you land on a town you govern, the people will ask if you would like to invest some money into that town. If you do, the town's level will go up and the town may become more valuable. If a town's level is high enough, the town will occasionally produce a Local Item. You can also invest in towns at a Bank Space. (P.13)

The level and the value of a town might change because of an event.



■ Collecting Taxes

Every day, the town will generate taxes for you. To collect those taxes, you will have to land on a town that you own, or you can stop at a Bank Space to receive the tax money.

The higher the town's level, the more money it will pay you.



■ Local Items

When a town's level is high enough, it may create a special Local Item for the player who owns it. You can sell these items at a shop, or give them to the King as a present.

The King might not like everything you bring him... Try it and see!



■ When you land on another player's town...

If you land on a town owned by another player, a menu will appear. If you select "Stay" you can pay money to heal HP. This money will be added to the town's saved taxes. If you select "Attack" you can steal the tax money and Local Item from that town. If you select "Exit" you will leave without doing anything.



Landing on a town you own will let you stay and heal HP for no charge.

When you attack a town...

You'll play Roshambo with the town's mayor. If you win, you receive the collected tax money and Local Item for that town. If you lose, you'll be 'Wanted' for a week. If another player defeats a 'Wanted' player, they will receive a nice reward.



Ask yourself:

Is attacking this town really worth the risk? Consider attacking towns that have a lot of tax money...



- :Rock
- :Paper
- × :Scissors

Press the corresponding button to play that hand.

Win!



You win the Local Item (if available) and the tax money from that town. But, you can't take the town itself.

Lose...



You will be declared a Wanted criminal for a week. When you are Wanted, you won't be able to stop on any building spaces.

Dokapon Castle

This is where the King lives. When you enter the castle, your HP will be healed and status effects will be cured. Several options are only available at Dokapon Castle.

Status effects that make you unable to enter Dokapon Castle cannot be cured by landing on this space.



Job	You can change your character's job here. Before you change jobs, you can see the stats of each class. Select an available job and press the X button to confirm. Some jobs require you to meet certain prerequisites. If you get a message saying that a new job is available, try going back to the castle!
Gift	If you give the King a Local Item, he will add the value of the item to your total worth. The King has his likes and dislikes, and the values of the items will vary.
Hair	You can change your hairstyle by getting a haircut from the Royal Stylist, Karlie. Select the new style you want from the list.
Exit	You will return to the map.

Temples

The Temples will heal some status effects for free. You can send Local Items to the King from the Temples, as well. When sending items to the King, you can choose whose name to put on the card. If you have something you know the King hates, you might want to put someone else's name on it. If you are killed, you will be revived at the last Temple you visited.



Heal	Cures some status effects for free. The status effects that can be cured here are listed on Page 17.
Gift	If you give the King a Local Item, he will add the value of the item to your total net worth. The King has his likes and dislikes, and the values of the items differ. You can also choose who it says the item came from. Use this to your advantage!
Exit	You will return to the map.

Status Effects

Field Status Effects (and what cures them!)

	Footsore You can only move 1 space per turn. Healed by: Panacea, Miracle Serum, Super Cure, or visiting a Temple or Dokapon Castle.		Paralysis You will be on your current space for 1 more turn. Healed by: Panacea, Miracle Serum, Super Cure, or visiting a Temple or Dokapon Castle.
	Fear You will be unable to challenge other players or monsters to a fight for a few turns. Healed by: Miracle Serum, Super Cure, Panacea, or visiting a Temple or Dokapon Castle.		Seal You will be unable to use items or Field Magic. Healed by: Super Cure, or visiting a Temple or Dokapon Castle.
	Doom The Reaper will come for you unless you kill whoever cast the spell on you first! Healed by: Miracle Serum, or defeating the player who doomed you!		Wanted You will be forbidden from entering buildings and any player who kills you will earn a big reward! The effect will wear off after a week.
	Poison You will take damage every turn. Healed by: Panacea, Miracle Serum, Super Cure, or visiting a Temple or Dokapon Castle.		Z Plague A contagious disease that causes a severe amount of damage every turn. Healed by: Miracle Serum, or visiting Dokapon Castle.

Status Effects in both the Field and in Battle

	AT Down Reduces your attack power. Healed by: Miracle Serum, Super Cure, or visiting a Temple or Dokapon Castle.		DF Down Reduces your defense. Healed by: Miracle Serum, Super Cure, or visiting a Temple or Dokapon Castle.
	MG Down Reduces your magical power. Healed by: Miracle Serum, Super Cure, or visiting a Temple or Dokapon Castle.		SP Down Reduces your speed. Healed by: Miracle Serum, Super Cure, or visiting a Temple or Dokapon Castle.
	All Down Attack, Defense, Magic, Speed, and HP will all decrease. Healed by: Miracle Serum, Super Cure, or visiting a Temple or Dokapon Castle.		Sleep You will be unable to move or fight back.

Battle Status Effects

	Confusion Your character won't always perform the commands you select. Healed by: Super Cure		Curse Sometimes you will attack yourself. Healed by: Soul Mop, Super Cure, or visiting a Temple or Dokapon Castle.
	Blind Your accuracy will decrease. Healed by: Super Cure		Restricted You won't be able to use one of your Commands.
	Charmed You won't be able to use "Attack" or "Counter" Commands.		Offensive Magic Seal You won't be able to use offensive magic.
	Battle Magic Seal You won't be able to use offensive or defensive magic.		Bound You won't be able to "Give up" or "Counter."
	Squeeze You won't be able to move or attack.		Petrified You won't be able to do anything at all.

Castles

The King might give you a castle as a reward for doing something special. Castles are worth more than towns, and you can also collect taxes and Local Items from them. By investing in a castle, the value of Local Item it produces will increase.

Castles cannot be attacked like other buildings.



Stay	By paying a fee to rest at a castle, your HP will be healed. If you own the castle, you can stay there for free.
Invest	Invest in the castle to make it produce a more valuable Local Item. Select the amount of money you want to invest and confirm it with the X button.
Exit	Leave the castle and return to the map.

Shops

There are Weapon, Item, and Magic Shops. Each type of shop carries different kinds of goods.

There will be times when you are unable to enter shops, either because of events or your character's status.



Buy	Purchase goods from the store. You can only have one of each type of equipment at a time, including Offensive and Defensive magic. You will have to give up the equipment you have if you decide to buy another of the same type.
Sell	Sell your inventory to the store. Choose what type of item you want to sell and select an item. Confirm the selection with the X button.
Attack	Attempt to rob the store. If you can beat the shopkeeper in a game of Roshambo, you will receive an item they carry for free. Sometimes, you may even receive something special.
Exit	Return to the map.

Special Shop Days

Shops are closed on Sundays. On Saturdays, Shops have sales where everything is 25% off. Sometimes big weekly sales also occur. (P.28)



Casino Space

The casino belongs to the richest man in the world, Green Jr. You can bet your money to play the casino's slot machine. If you win, you will receive special items as well as cash. If you have some extra money lying around, why not give it a try? The casino never closes.



Play	Select how much money you want to bet. The prizes will differ depending on how much you wager. You can view the potential prizes by using the directional buttons, left analog stick, or L1/L2 and R1/R2.
Exit	Leave the Casino and go back to the map.

Slot Machine

Once the slot machine starts spinning, use $\square$, $\triangle$, and $\circ$ to stop the reels. Once the main reels stop, the sub reel will continue to spin for a bit and then stop as well. Your prize will be determined and your turn will end.

Sub Reel

This single reel spins around and determines what items you win.

Main Reels

The results of the three reels here determine how much money you win.



Jobs

There are more jobs in the game than the starting three. Once you fulfill certain requirements, new jobs will be opened to you. The jobs have different stats and salaries, so make sure you think about what kind of character you want to have. You can change your job at any time by entering Dokapon Castle.

Unlock New Jobs

When your character has fulfilled certain requirements, a message will appear telling you that you have unlocked a new job. That means it's time to visit Dokapon Castle and see the King. (P.16)



Change Jobs at the Castle

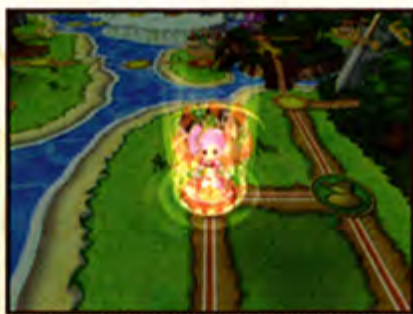
You can change your job at Dokapon Castle by selecting Job from the menu.



Job Skills

Field Skills

Your current job's Field Skill will automatically activate sometimes at the beginning of your turn. Every job's Field Skill is different, so check "Info" to see an explanation of your current job skill. (P.11)



Battle Skills

Each job has a set of skills they can use in battle. As you become more experienced at your job, you will learn new Battle Skills. When you learn a new skill, you will have the option of keeping your current skill, or replacing it with the new skill. When you master a job, you will be able to recall skills from that job even after you change to a new job. You can check out information about the skills you have learned by checking "Info" in the "Data" menu. (P.11)



Job Descriptions

These are some of the jobs you can have. There are more jobs in the game than what are shown here...



Warrior

A job that relies on brute strength and physical weapons.



Magician

A job that focuses on magical attacks.



Thief

Uses speed to steal things from other players!



Cleric

Helps their fellow man with holy powers. Their gift comes from faith.



Spellsworn

A well-rounded fighter, skilled with both weapons and magic.



Alchemist

Produces items using magic. It's said they can turn rocks into gold...



Ninja

Assassins who quietly strike from the shadows. They attack quickly.



Monk

Warriors who have honed their fighting skills, and use their bodies as weapons.



Acrobat

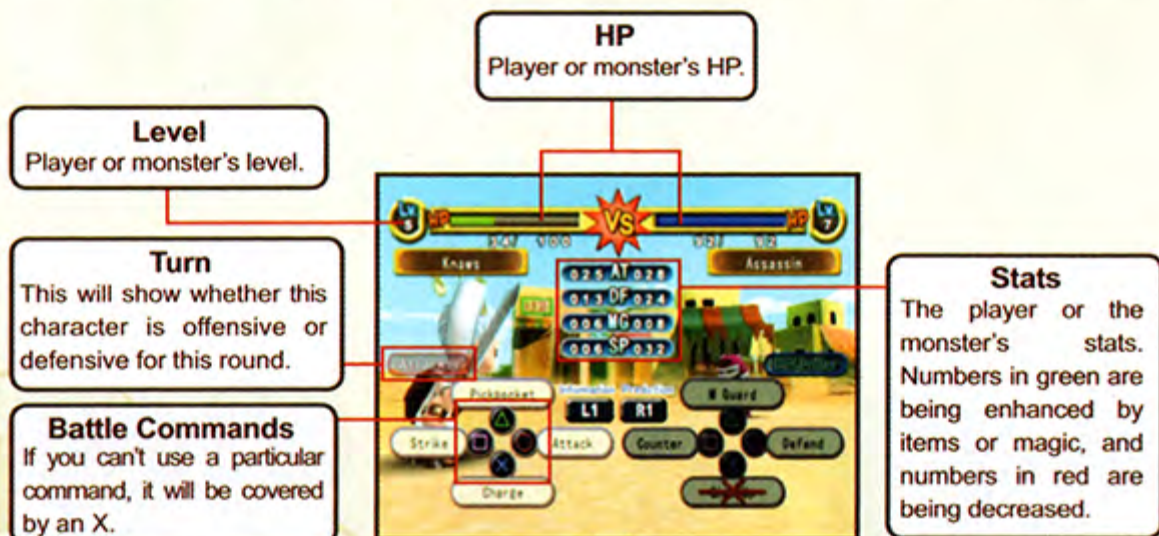
Professional entertainers who can even act like they're dead!

Battle

You will sometimes encounter monsters when landing on Empty Spaces or in towns under attack. If you land on an Empty Space with another player on it, you will enter a battle with that player.

Viewing the Battle Screen

In battle, you can see descriptions of magic and skills in play by pressing the L1 button. Press the R1 button to see a prediction of what will happen for any particular outcome.



Information Screen
Hold the L1 button for a description of the skills and spells you may face in this battle.



Prediction Screen
Hold the R1 button to see what the outcome may be for each command. If you've never fought this opponent before, you will be unable to predict the battle.

	Minimal damage		High damage
	Low damage		Certain Death
	Average damage		Can't use

Battle Rules

Each battle consists of one offensive turn and one defensive turn. When one of the combatants reaches 0 HP or gives up, the battle is over. If the battle isn't over after each combatant has had one offensive turn, the battle will continue the next day. You cannot move on the field map while you are in battle.

When the battle begins, the player initiating the battle will choose cards to decide who will attack first. Choose a card with the directional buttons and select it with the $\times$ button.



Offensive Turn

Offensive side: Attack by selecting a command.
Defensive side: Defend by selecting a command.



Defensive Turn

After the first attack, the attacker and defender will switch places.



Battle undecided

If either fighter loses or surrenders...

Next Player

Battle is put on hold until next turn.



Battle Over!

You may gain EXP, gold, and items for winning battles.



Attack Commands

These are the commands you can use when taking offensive action. Choose any button to attack the opponent. Certain conditions may make you unable to use certain commands.

- button: Attack △ button: Offensive Magic
- button: Strike × button: Battle Skill



Defensive Commands

These are the commands you can use when taking defensive action. Choose any button to defend against the opponent's attack. Certain conditions may make you unable to use certain commands.

- button: Defend △ button: Defensive Magic
- button: Counter × button: Give Up



The Command Relationships

Each command has pros and cons. Usually, the best defense for an attack is the same button as the attack itself. These are the following relations:

Attack	VS	Defend	→	Decrease in damage to the defender
Strike	VS	Counter	→	Defender takes no damage + Counter attack
Atk Magic	VS	Def Magic	→	Decrease or nullify damage and magical effects.

Battle Ends

If one of the combatant's HP drops to 0, or they Give Up, the battle is over. If both combatants are still standing at the end of both their offensive turns, the battle continues.

■ If the battle ended

By winning battles, you can get items, gold, and EXP, and can continue with the game on your next turn.

■ If the battle did not end

The battle will continue the next day. The space where the battle is taking place will have a fighting cloud over it. If another player moves onto this space, that player can choose who to fight.



To the Victor Go the Spoils!

When you win a battle against a monster, you get EXP, money, and sometimes items. If you defeat another player, you might get EXP and can select an action from the list below. The options available will vary depending on how you defeated your opponent.



Rob	You can take away your opponent's items, money, or property.
Give	Pass a negative effect you are currently suffering, or an unwanted item you are carrying, on to the opponent.
Prank	You can take away your opponent's dignity in a variety of fun ways.
Forgive	You can forgive the opponent, and let them off easy.

Leveling Up and Getting Skills

Once you have earned enough EXP through battle, you will level up. Your HP will be refilled, your stats will increase according to your current and mastered jobs, and you can choose some stats to increase yourself. Fighting enough battles will increase your job experience and allow you to learn new Battle Skills. You will be able to choose whether you want to learn the new skill or keep the skill you currently have.



If You Lose a Battle

Depending on how and to whom you lose, the outcome will change.

When your HP drops to 0

If your HP reaches 0, you will be sent to Dokapon Castle or the last temple you visited. You will be revived after 1~3 turns. If you are defeated by a monster, you may lose money, items, etc. If you are defeated by another player, you will receive the punishment that the opponent chooses. If the opponent chooses to insult or forgive you, you will not lose anything.



When you Give Up

You will get penalized for giving up, but not as much as when you are defeated. Giving up is a viable tactic if you know that you can't beat your opponent.



Character Events

These events occur randomly when you land on an Empty Space. In these events, mysterious characters will appear and speak with you. These are just some of the people you will meet:

Gutz the Blacksmith

If you pay Gutz what he asks, he will create a weapon or a shield for you. There is a slight chance that he may be unsuccessful.



Mitch Digger

When Mitch appears, he will ask if you want to pay him to dig a hole near one of the towns you own to create a hot spring and increase the town's value. There is a chance that he will fail.



Kira the Merchant

She sells items that you usually can't find in regular shops. Of course, you can try to rob her, but why would you want to do that?



Rico Jr.

Rico Jr. will appear and challenge you to a battle. He's very strong, and you won't receive EXP for defeating him, but he may drop a special item.



Weekly Ranking

After every Saturday, the Weekly Ranking will be announced. The ranking will be shown as detailed below:



Current Money You can see how much cash everybody is currently carrying.

Salary Each player's salary will appear. If your job level increases, you will get a raise. Meeting certain requirements may give you a bonus.

Asset Values You can see the value of the properties owned by all the players.

Total Value The players' net worth will appear.

Rankings Ranking will be given to the players based on their net worth.

Graph This line graph shows how the players have been performing in relation to each other.
If you press the ☐ button, it will go back to the Ranking Screen. Press the ☐ button to save, and the ☐ button to continue the game without saving.

Weekly Events

Sometimes a Weekly Event will occur on Sunday. There are good events and bad events that will affect everyone. Here are some of the Weekly Events that can occur:

Bargain Sale

All goods will be 40% off in all stores! When this is in effect, you will have a week to purchase items at this reduced price.



Epidemic

A serious disease has begun to spread... The King needs to collect taxes from all the towns to support his health care program!



Thief!

A mysterious thief appears and steals money from the coffers of player-controlled towns... then gives it to the lowest-ranked player! The towns struck by this burglary will be chosen at random.



Wabbit Explosion

When this event occurs, every time you land on an Empty Space, there's a high chance that you will encounter a Wabbit. They say that someone who can defeat a Wabbit will have good luck...



Mini-Games

Sometimes, you will be able to participate in mini-game events instead of having Weekly Events.

Green Coliseum

The richest man in the world, Green Jr., is holding a gladiatorial contest. When this event occurs, all the players will be moved to the Coliseum and fight each other. Green Jr.'s hired mercenary, Comacho, will also join the fight to keep things interesting. The last one standing is declared the winner. During this event, you will not be able to surrender or run away.

*After this event, all characters will start from the Coliseum Space.



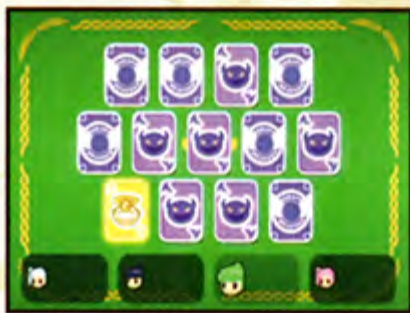
Hairstyle Contest

Karlie the Stylist will announce a hairstyle contest and tell you the contest's theme. The show will take place in one week. After that period, all players will gather at Dokapon Castle to participate in the fashion show. Karlie, the King, and Princess Penny will grade everyone on their appearance and adherence to the theme. The player in first place will receive a cash prize.



XIII (Thirteen)

Green Jr. has decided to play a card game with all the players, and all players are obligated to participate. Thirteen cards are placed on the table. Players will take turns drawing cards until someone gets the Angel card. Whoever gets the Angel card will win a cash prize.



Dokapon Cards

Another one of Green Jr.'s card games. The objective is to find matching cards. If you get a match, you will win the item shown on the card and go again. If you get a bomb card, you will lose one of the items you've won so far! If one player gets all of the matches, there will be a bonus.



Normal Mode

In this mode, you get to choose how many weeks you want to play before the game ends. The winner is the person who has the most money at that time.

Setting the Week Limit

Choose how many weeks you want to play, from 1 to 999. This number can be changed by going to Data and Settings > Objective during the game.



Results

Once the set number of weeks have passed, the game's results will be announced at Dokapon Castle. Once the ranking is done, you can save your clear data and return to the title screen.



Battle Royale

There are 3 different kinds of races in this game mode. Each one has specific requirements. This is different from the other game modes, as money is not the objective here. You can view the goal at any time by going to Data and Settings > Mode.



Town Race	The winner is the person who can liberate the selected town first. The town will be selected at random.
Kill Race	A race to defeat the other players a specified number of times. You will not be able to surrender when fighting other players.
Shopping Race	Whoever brings the designated items to Dokapon Castle first wins! All the items must be in your inventory at once.



Character Concept Illustrations

"Mitch Digger"

NOTES TO MODELER:

- *Eyes don't blink, but mouth moves
- *Three facial expressions: Normal, Happy and Sad.
- *Exaggerate sad face by having him put his right hand on his chest and his left hand over his head.

Not a bowtie!



- ・両手を上下させる。
- ・体を左右にゆらす。
- ・体は正面を向く

バンガーッ

Happy!

Arms move up and down
Body tilts left and right.
Body faces forward.

Sad



Brbrbr...



Mitch's pink color under his nose is modeled after the real digger.

Character vibrates while drilling.



Appearance On Screen



"The King"

"Princess Penny"



NOTES TO MODELER:

- *Eyes blink, but no mouth movement – his whole beard animates
- *Four facial expressions: Normal, Laugh, Panic, and Anger.
- *The chair will sometimes be empty.

Back of his head



Happy 笑い



慌てる Panic



Anger 怒り



Throne



Original sketch when he is sitting on the throne.



Laugh

NOTES TO MODELER:

- *Eyes blink and mouth moves
- *Five facial expressions: Normal, Laugh, Hope, Surprise, and Worry.
- *Will appear on The field map, so create walking animation.



Worry



Surprise



Hope: If possible, make the cheeks redder and increase the white in the eye highlights.

"Cash"



The puppy doesn't move much, other than wagging his tail.



Front

Cash's features:

- *No eye blinking or mouth movement.
- *Two types of facial expressions: Normal and Disappointed.



Back

"Karlie the Stylist"



Arms rise up slightly.



Both move smoothly behind her.



Bring arms back up and spin knives around.



Close-up sleeve initial sketch.



Her hair from the back.



NOTES TO MODELER:

- *Eyes blink and mouth moves
- *Two facial expressions: Normal and Smiling.
- *She will spin onto the screen, so be sure to fully render her back.



"Angelo"



"Hans the Arms Dealer"

NOTES TO MODELER:

- *Eyes blink and mouth moves
- *Four facial expressions: Normal, Proud, Angry, and Defeated.



This will spring in and out



Proud moment



Sad moment



The fist moves in and out

The grass breaks and swings around."

"Robo-Agent / Robo-Sassin"

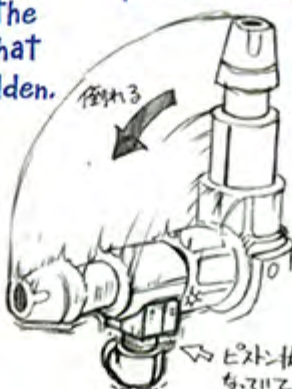
NOTES TO MODELER:

- *No eye-blink or mouth movement
- *Two facial expressions: Normal and Angry.

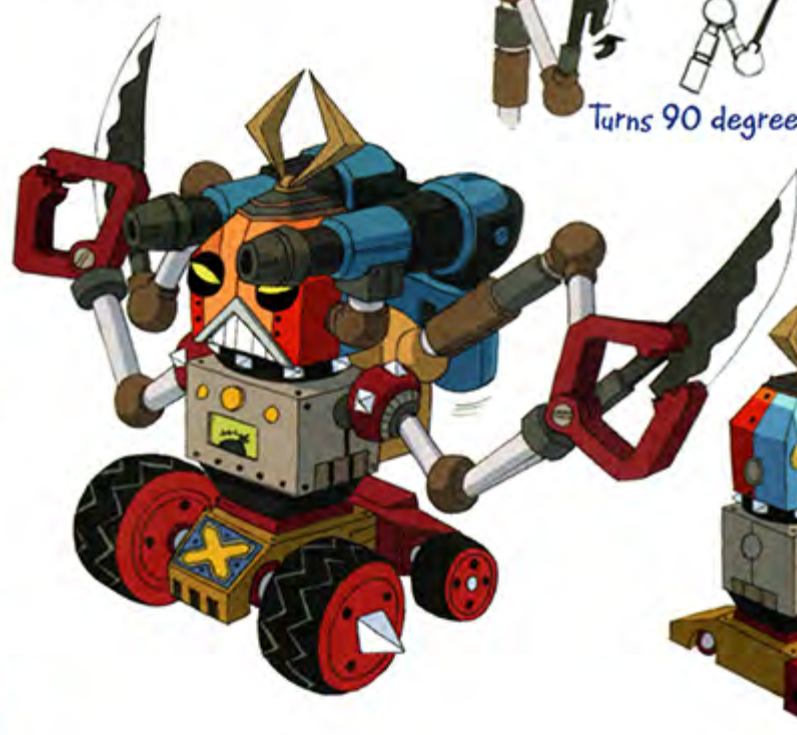
When seen from the front, the fact that it's a knife is hidden.



Turns 90 degrees.



The cannon will come down and snap into place on the pistons.



*Both facial expressions are to be on the front and back of the head. When changing, the head will spin 180 degrees.



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