SHONEN JUMP'S

遊戯王 Yu-Gi-Oh!™

CAPSULE MONSTER COLISEUM™

EVERYONE

E

CONTENT RATED BY ESRB

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KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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.

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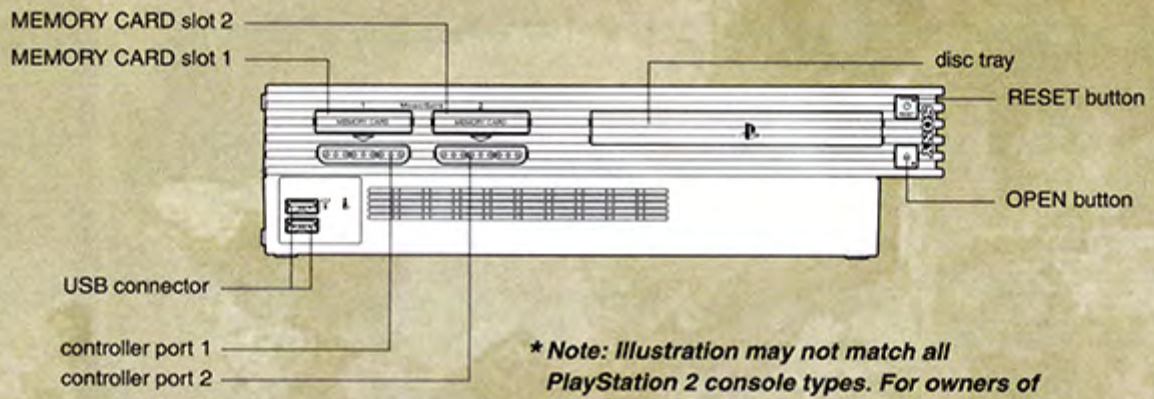
Thank you for purchasing Konami's Yu-Gi-Oh! Capsule Monster Coliseum™. For best results, we recommend that you read through this manual prior to playing the game. Konami is constantly striving to improve the quality of our products to give our customers the best gaming experiences possible. As a result, there may be some slight differences between versions of the same products, depending on when and where you played the game.

Getting Started



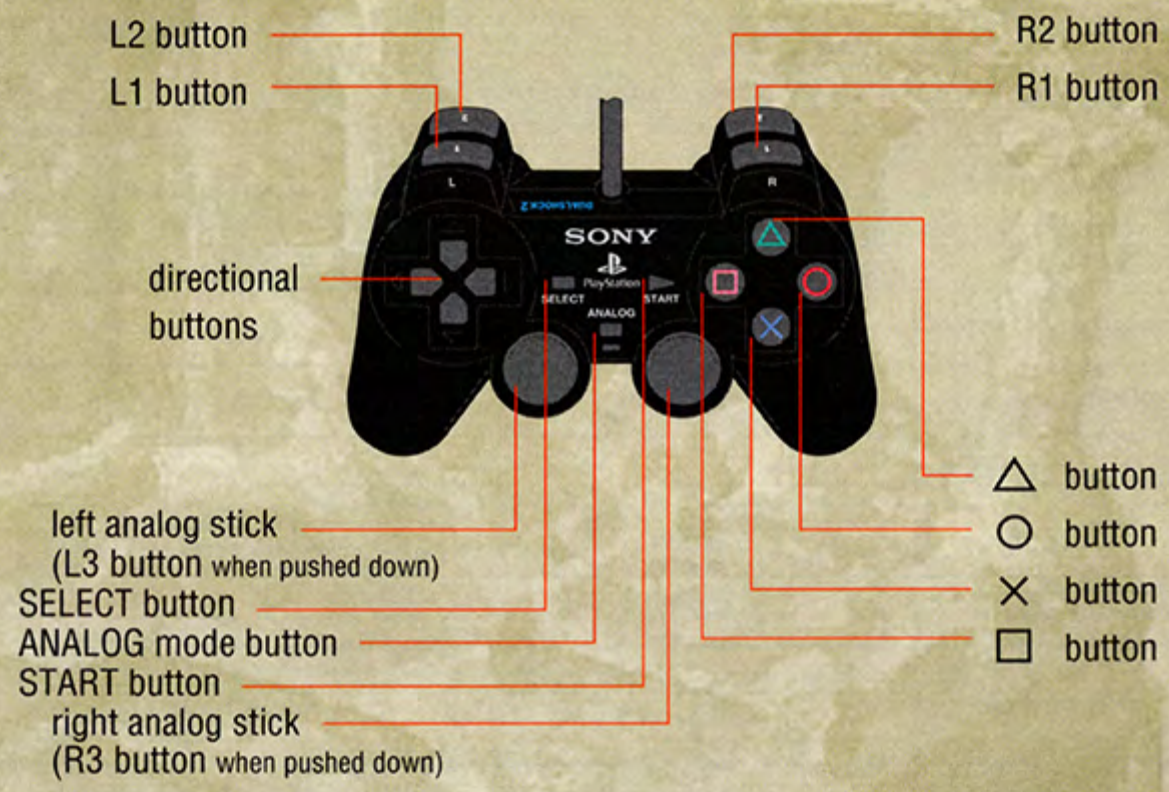
Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **Yu-Gi-Oh! Capsule Monster Coliseum™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach the DUALSHOCK®2 analog controller and other peripherals, as appropriate. Follow 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 or 2 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.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



The game can only be played using the DUALSHOCK®2 analog controller. When playing a one-player game, insert the DUALSHOCK®2 analog controller into controller port 1, and when playing with two players, insert DUALSHOCK®2 analog controllers into the controller ports 1 and 2 on the game console. The game cannot be switched between analog mode and digital mode. The mode indicator is always red, regardless of whether the vibration function has been turned on or off.

Controls

This section explains the basic controls for "Yu-Gi-Oh! Capsule Monster Coliseum™." When playing the game, please also refer to the control explanations that appear on the screen.

Controls

DUALSHOCK®2 analog controller	Standard function	Function on Tactical Map
directional button	Select category	Move cursor
left analog stick	Select category	Move cursor
right analog stick	–	View area around cursor
⊗ button	Enter	Enter/display commands
◉ button	Cancel	Cancel
△ button	Show stage details/show monster status	Change view
▣ button	Sort	Show attribute information
L1 button	Turn page	Select piece that can move
L2 button	–	Rotate view 90° (to the right)
R1 button	Turn page	Select piece that can move
R2 button	–	Rotate view 90° (to the left)
START button	Start game	Turn grid ON/OFF

Starting a Game

When the game is first turned on, you will first see the Creating System Data Screen, followed by the Title Screen. Press the START button to proceed to the Main Menu.

Main Menu

The following modes are available for your enjoyment. Use the directional buttons or left analog stick ⬆ and ⬇ to select a mode, then press the ⊗ button or the START button.

Campaign Mode ••••• Defeat your opponents to advance through the stages at the Capsule Monster Coliseum in this single-player mode. Select this mode if you are playing the game from the beginning (see pp. 6-9).

Free Battle Mode ••••• In this mode, you can freely choose to battle opponents that you have already defeated in Campaign Mode (see p. 10).

Versus Mode ••••• This mode is for two-player battles. Use your monsters to fight your opponent (see p. 10).

Configuration ••••• Change game settings (see p. 10).

Load ••••• Begin the game from a save point in Campaign Mode (see p. 11).

About the save feature

You may save a game file with Save in the Entrance Hall (see pgs. 14-15), or when you clear a stage. Before you begin a game, please insert a memory card (8MB)(for PlayStation®2) with at least 277KB of free space into MEMORY CARD slot 1 or 2.

Campaign Mode

Defeat enemies to forge ahead in Campaign Mode. The first time you play the game, start with Game Entry (pgs. 8-9). The game proceeds as follows.

1 Entrance Hall

In the Entrance Hall, you will construct decks, purchase monsters, and save the game.
*The first time you play, you will register a name for the save data file and create a Symbol.

Game Entry: **pgs. 8-9.**

Entrance Hall: **pgs. 14-15.**

2 Select Area Screen

Each of the four areas contains five stages. Formidable opponents await you in each stage. In Campaign Mode, you cannot choose areas, but must instead must defeat all five enemies in one area to proceed to the next.

3 Select Stage Screen

On each stage, you will play on a different Tactical Map against a different opponent. Also, in certain areas, you cannot select stages (like Area 1).

4 Duels

Fight your enemies in duels. If you win, you may claim a number of your opponent's destroyed monsters up to the maximum for that stage (excluding Area 1).

Duels are the same in all modes. For a detailed explanation, see **pgs. 12-13.**

5 Clear Area

If you defeat all five enemies, you may proceed to the next area.

6 Game Over

Losing a duel results in game over. When this happens, you will be asked "Do you wish to continue?" Select YES or NO. For more details, please refer to "Game Over."

7 King Coliseum

The King Coliseum appears after you clear all areas.

Game Over

Game Over occurs if all your monsters are defeated, or if your Symbol is destroyed. If this occurs, you will be asked whether you wish to continue. Selecting YES will recover all destroyed monsters and return you to the Select Stage Screen. However, you will lose all experience points gained during that duel. Selecting NO will end Campaign Mode and return you to the Title Screen.

Game Entry

The first time you play Campaign Mode, you must go through a registration process. This is the time to create a Symbol, and purchase monsters and starter kits.

Player Entry

Player Entry is the registration of a name for the player's save file. Select letters with the directional buttons or the left analog stick and the ⊗ button. Press the ◉ button to erase a letter, and press the START button to complete Player Entry. If you press the START button without entering any letters, the default name, "Millenary Symbol" will be used. You can choose to "Purchase Starter Kit" or you can customize your own Symbol and starting Monsters by selecting "Build custom" which will take you to the Create Symbol section.

Create Symbol

Make your Symbol with Create Symbol. The Symbol is of central importance to your army. If it is destroyed by enemy attacks, you will lose the duel. Once you have finalized the initial settings for the Symbol, they cannot be changed mid-game.

Select Attribute

Use Select Attribute to determine the attribute of your Symbol (see pgs. 16-17 for information on attributes). Your Symbol's attribute affects all of your monsters (pgs. 21-22). Use the directional buttons or the left analog stick and the ⊗ button to select an attribute.

Select Base Design and Color

This feature is used to select the design and color of your Symbol's base. Select design and color separately using the directional buttons or the left analog stick and the ⊗ button. Neither the design nor color has any effect on the capabilities of your Symbol.

Assign Points

Use Assign Points to set the parameters of your Symbol. Use the directional buttons or left analog stick ⬆ and ⬇ to assign points, then press the ⊗ button to confirm your assignment.

MP (Monster Points)

Monster Points are the equivalent of money. Use them to purchase things like monsters.

AP (Action Points)

Action Points are consumed when a piece moves, attacks, or takes another action. The number of Action Points assigned becomes your "Base Action Points." Base Action Points is the number of Action Points that your Symbol will recover each turn.

PP (Power Points)

Power Points represent your Symbol's endurance. When your Symbol is attacked, it loses Power Points. Your Symbol is destroyed when these points reach zero.

Purchase Monsters

You can use your assigned Monster Points to purchase monsters. Select a monster and press the ⊗ button to purchase it. Press the △ button to show the monster's status, or the ▣ button to sort monsters according to attribute. Press the START button to finalize purchases. Before your purchases are finalized, you may select an already-purchased monster and press the ⊗ button to cancel the purchase. You must purchase at least 10 monsters before you can proceed to the next step. (See Lesson 2, "Choose Monsters" on p. 34.)

Purchase Starter Kit

If you wish to simplify Symbol adjustments and monster purchases in order to begin the game quickly, you have the option of purchasing a starter kit. Select the Symbol with the attribute that you wish to use and press the ⊗ button. This will show the characteristics of the selected starter kit. If you wish to purchase this starter kit, press the ⊗ button once more to finalize your purchase.

Free Battle Mode

In Free Battle Mode, you can choose to fight any opponent that you have already defeated in Campaign Mode.

Using Free Battle Mode

First, load the save file you wish to use. Refer to "Load" on p.11 to learn how to load a save file. Refer to "The Steps in a Duel" on pgs. 10-11 for information on what occurs after loading. The Entrance Hall (see pgs. 14-15) in this mode only allows use of the "Manage Monster Screen" and "Configuration." Since you cannot save in this mode, you cannot gain MP, experience points, or monsters.

Versus Mode

Fight a battle against a friend, pitting collections of monsters against each other. To play in this mode, a DUALSHOCK®2 analog controller must be available for use by the second player.

Using Versus Mode

First, load the save files that will be used in the duel, starting with player 1. Refer to "Load" on p.11 to learn how to load a save file. If you have two memory cards (8MB)(for PlayStation®2), insert one each into MEMORY CARD slots 1 and 2. After loading is complete, and you have prepared for the duel in the Entrance Hall, it is time to select an area to duel in. After selecting a stage, you must set duel conditions. Note: you do not gain MP or experience points for winning duels in this mode. Also, when you wish to save your play data, players 1 and 2 must carry out separate saves in the Entrance Hall (see p. 15).

Using save data in Versus Mode
If you have two sets of save data from Versus Mode with different Symbols on your memory card (8MB)(for PlayStation®2), you can pit the two Symbols against each other in a Versus Mode game. However, you cannot use two sets of save data with the same Symbol.

Settings

Use Settings to set the duel conditions. First, select the setting that you wish to change and press the ⊗ button. Next, use the directional buttons or left analog stick ⬅ and ➡ to change the setting, and press either the ◉ or ⊗ button to enter the change. When you have finished determining settings, press the START button to begin the duel.

MP ••••• The player's Monster Points.

Max AP ••••• IThe player's maximum Action Points.

Maximum Deployment ••••• Maximum number of monsters that can be placed on the map.

Ante Monster ••••• Select a monster to give to your opponent if you lose the duel. The ante monster is selected from the Capsule Stock (see p. 14).

Your Deck after the Duel

After completing a duel in which a monster was anted, the winning player claims the ante monster from the losing player. The monster is removed from the losing player's deck and added to the winning player's deck.

Configuration

Use Configuration to change Sound, Voice, and Vibration settings. Select a category, and use the directional buttons or left analog stick ⬅➡ and the ⊗ button to change settings.

Sound ••••• Select the type of audio output.

Voice ••••• Turn character voices ON or OFF.

Vibration ••••• Turn the DUALSHOCK®2 analog controller vibration feature ON or OFF.

Load

Use Load to begin play from the point the game was saved in Campaign Mode. Select a MEMORY CARD slot which contains a memory card (8MB)(for PlayStation®2) with the save file you wish to load and press the ⊗button. This will display the list of save files on that memory card (8MB)(for PlayStation®2). Select a save file to load and press the ⊗button.

The Steps in a Duel

This section describes the steps in a duel. For more detailed explanations of individual categories and terms, please refer to the corresponding pages. The steps in a duel vary slightly from mode to mode.

1 Prepare your Deck

You can take a maximum of 50 monsters with you for a duel. First, use "Manage Monsters" in the Entrance Hall to create a capsule deck.

Entrance Hall > Manage Monsters: **p. 14**

2 Select Area

Select an area to duel in. In Campaign Mode, you cannot select the area.

3 Select Stage

Select a stage to duel in. However, you cannot choose stages in some of the areas in Campaign Mode.

4 Choose Monsters

After you choose the area and stage to duel in, choose which monsters to deploy within the limitations of that stage's maximum deployment and your monster points.

About Monsters: **pgs. 21-22**

5 Position Monsters

This is the step where you position your monsters on the Tactical Map. Keep in mind a monster's Land Form attribute and Map attribute when choosing its position.

Attributes > Land Form Attributes, Map Attributes: **p. 17**

Tactical Map: **pgs. 18-19**

Positioning/Tactical Map Commands > Positioning: **p. 20**

6 Player Turn

Duels are carried out using a turn-based system, in which the player and enemy take turns making moves. Select a command from Monster Commands to make a monster move or attack. Monsters can also Level Up, Evolve, Fuse, etc.

Positioning/Tactical Map Commands: **p. 20**

Monster Commands: **pgs. 23-25**

About Monsters > Level Ups, Evolution, Fusion: **pgs. 22 and 25**

7 Enemy Turn

Select End Turn on Tactical Map Commands to complete your turn and relieve control to the enemy (you will lose control until the enemy's turn is over). When the enemy has completed a turn, it once again becomes your turn. This process repeats until the duel is finished.

8 Exit Duel

If a player's Symbol or all of a player's monsters are destroyed, that player loses and the duel ends. When a player wins a battle, the player earns experience points and Monster Points, and may claim one of the enemy's defeated monsters (does not apply to Free Battle Mode). In Versus Mode, the winning player only gains a monster in Ante Battles. In Versus Mode, the player cannot gain Monster Points or experience points.

About Monsters > Claiming Monsters: **p. 22**

Entrance Hall

Arrange your monsters and save play data in the Entrance Hall. Always make a stop at the Entrance Hall before a duel.

Manage Monsters

Arrange your monsters and check on their status with Manage Monsters. Players can hold up to 50 monsters inside a collection called the Capsule Deck. If your Capsule Deck monsters are maxed out at 50, and you claim a monster by defeating an enemy, this monster will automatically be sent to your Capsule Stock. Monsters purchased from shops will also automatically go to your Monster Stock.

Build Unit

Use Build Unit to transfer monsters between the Capsule Deck and Capsule Stock. Select the monster you wish to move on the Capsule Deck screen and press the ⊗ button. You will proceed to the Capsule Stock Screen. If you wish to replace the monster with a different one, choose a new monster from the Capsule Stock and press the ⊗ button. If you wish to remove the original monster from the Capsule Deck, choose a blank spot in the Capsule Stock instead of a new monster and press the ⊗ button. Use the △ button to check Detailed Status, and press the L1 or R1 buttons to turn the pages.

Monster Collection

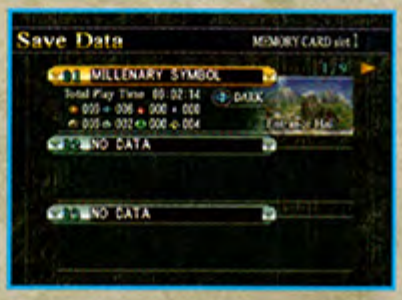
Use the Monster Collection to check on monsters in your possession. Use directional buttons or left analog stick ⬆ or ⬇ to select a monster and press the ⊗ button to display the monster as a piece to be placed on the Tactical Map. Press the R1 button to display the 3D battle scene model of the monster.

Shop

You can buy and sell monsters at the Shop. First, select "Buy" or "Sell". Next, select a monster and press the ⊗ button to purchase it. Press the △ button to show Detailed Status, or the ▣ button to sort monsters acording to attribute. Press the START button to exit. You can cancel the monster selection by selecting the monster again and pressing the ⊗ button. You cannot sell monsters unless you have more than 10. Purchased monsters will be stored in your Capsule Stock. After purchasing a monster, go to Manage Monsters and use Create Unit to add newly purchased monsters to your line-up.

Save

Use Save to save play data. Select a MEMORY CARD slot which contains a memory card (8MB)(for PlayStation®2) and press the ⊗ button. Next, select a file to save and press the ⊗ button to save play data.



Configuration

Use Configuration to adjust Sound, Voice, and Vibration settings just like with Configuration on the Main Menu. See p. 11 for a detailed explanation.

Return to Title Screen

Use this function to return to the Title Screen.

Attributes

Attributes are important factors which can dramatically affect the outcomes of duels. When creating a Symbol or Unit, you should always keep in mind the relationship between the attributes.

Types of Attributes

There are eight attributes: Light, Dark, Fire, Water, Earth, Wind, Wood, and Thunder. Symbols, Monsters, Land Forms, and Maps are all associated with one of these attributes. The power relationship between attributes is as follows. Note: when there is no power relationship between two attributes, they have no effect on each other.

Symbols and Attributes

Your Symbol's attribute affects all the monsters you have summoned onto the map. Basically, this means that the Symbol strengthens the characteristics of monsters with the same attribute and weakens the capabilities of monsters with conflicting attributes. There are also monsters that are not affected in any way.

When the Symbol's attribute is the same

*AT value is rising.

Unaffected state

When the Symbol has a conflicting attribute

*PP value is dropping.

Monsters and Attributes

When monsters face each other in battle, each of the monsters' own attributes also play an important role in addition to the effects of Land Forms, the Map itself, and their respective Symbols. The monster with an attribute advantage, as determined by the relative strengths and weaknesses of attributes, gains AT and DF, while the weaker of the monsters loses AT and DF.

Land Form Attributes

Land Forms are also associated with an attribute which affects both Symbols and monsters. Press the ◉ button on the Tactical Map to check the Land Form attribute of the space indicated by the cursor. Land Form attributes can change with Land Form Changes (see p. 19) and as a result of the special abilities (see p. 24) of monsters.

Map Attributes

Like Land Forms, the Tactical Map itself is also associated with an attribute which affects all monsters and Symbols. Press the ◉ button on the Tactical Map to check the Map Attribute of the space indicated by the cursor.

The Tactical Map

Duels take place on the Tactical Map. The Tactical Map is a limited field which is sometimes affected by floods, earthquakes, or other events.

Interpreting the Tactical Map

On the Tactical Map, press the START button to show the grid, the L2 and R2 buttons to rotate the map, the △ button to change the view, and the right analog stick to check the area around the cursor. When the grid is on, the spaces that you cannot move to are indicated in green. Select a Symbol or monster on the Tactical Map and press the ⊗ button to pull up the Monster Commands menu; select any other space and press the ⊗ button to pull up the Tactical Map Commands menu.

Tactical Map: Basic screen

- **Character Name** — *In Versus Mode, the name of the Save File is shown.
- **Symbol Attribute**
- **Symbol**
- **Symbol AP**
- **Cursor**
- **Capsule**

Tactical Map: With a monster selected

- **Enemy monster**
- **Friendly monster**
- **Monster Commands (see pp. 23-25)**
- **Attributes advantageous to this monster**
- **Attributes disadvantageous to this monster**
- **Parameters of selected monster**

Tactical Map: With grid showing

Tactical Map Commands

Grid

Press the START button to show grid.

Rules

Each player's Symbol and monsters are positioned on the Tactical Map. The player whose Symbol is attacked and destroyed, or who loses all of his or her monsters deployed on the Tactical Map, loses the duel. The object is, therefore, to be the first player to destroy your opponent's Symbol or to finish off all of his or her monsters.

Moves of Pieces

Duels are based on a system of players taking turns. Each monster can only take one action per turn. If a monster is destroyed, it cannot be deployed on the next stage.

Change in Land Form

Land Forms are associated with attributes (see pgs. 16-17) which affect play. When certain events occur, such as earthquakes or floods, the map may change. This can cause the Land Form attributes (see p. 17) to change, or make previously blocked-off areas accessible.

Before map change

After map change

Positioning/Tactical Map Commands

Use Tactical Map Commands to end your turn or to adjust general game settings. Use Monster Commands to give orders to monsters to move or attack.

Positioning

In a duel, after first and second attacker are determined, players position their monsters. First, choose a spot to place your Symbol within the light blue area with the directional buttons or the left analog stick and press the ⊗ button. Next, a prompt appears asking you to choose between positioning your monsters with "Manual place" or "Random place." Choose your preference with the directional buttons or with the left analog stick and press the ⊗ button. If you choose "Manual place," then place the monsters in the same manner as you did the Symbol.

Tactical Map Commands

Select a space that is not occupied by a Symbol or monster and press the ⊗ button to view the Tactical Map Commands and the maximum AP for that map. Select a category with the directional buttons or with the left analog stick and press the ⊗ button. The following are descriptions of the selections:

End Turn ••••• Ends the player's turn.

Unit List ••••• Check on your Symbol and the monsters, which are deployed on the Tactical Map. Select a monster and press the ⊗ button and the cursor will automatically move to that monster. Also, you can use the △ button to show the monster's capabilities.

Attribute Chart ••••• Pulls up a diagram indicating the relationships between attributes (see p. 16).

Surrender ••••• Use this command to surrender. Select YES if you wish to surrender, or NO if you do not, and press the ⊗ button. When you surrender, a menu will appear with two options: "Try again?" and "Return to Select Stage." If you select "Try Again," you can try again starting with choice of first and second attacker. When you surrender, you forfeit all experience points gained in the duel.

Config ••••• Use Configuration to change general settings (see p. 11).

About Monsters (I)

Each monster has its own characteristics: one monster may have high AT, while another may have high DF. Understanding these characteristics is a key to attaining victory.

Interpreting Parameters

Press the △ button in the shop or on the Select Monster screen, or use Monster Commands on the Tactical Map and select "Capability" to view the monsters' detailed parameters. Press the ⊗ button to view the next page.

⊗ button

1. **Name**
2. **Level**
3. **Experience**
   Shows total experience points and experience points needed for Level Up.
4. **Action Points (and AP Recovery)**
   Number of AP consumed to make a move, and the number of AP recovered on the next turn after summoning this monster.
5. **Monster Points**
   Shows the price of the monster. The Symbol's MP indicates the total monster points in that player's possession.
6. **Power Points (PP)**
   Shows the monster's endurance. If enemy attacks reduce this number to 0, this piece is destroyed.
7. **Capsule Information**
   Shows endurance and DEF when in capsule form. Also, shows a rank based on the combination of those two numbers.
8. **Attribute**
   Shows the monster's attribute.(see p. 16.)
9. **Type**
   Shows monster type. Monsters of the same type have no power relationship, and do not affect each other's capabilities.
10. **Attribute Effect (AE) Rate**
    This value indicates the degree of influence of the Symbol, Land Form, and Map on this monster.
11. **Attribute Effect**
    Indicates the change in capability values due to the Tactical Map and Symbol attributes.
12. **Original PP and PP after attribute**
    Shows original PP and PP after effect of attribute.
13. **Original AT and AT after attribute**
    Shows original AT and AT after effect of attribute.
14. **Original DF and DF after attribute**
    Shows original DF and DF after effect of attribute.
15. **Movement Range**
    Shows movement type and movement range.
16. **Attack Range**
    Shows attack type and attack range.
17. **SPA Range**
    Shows SPA range and number of uses, and the amount of AP consumed for each use of the SPA.
18. **SPA Description**

About Monsters (2)

Obtaining Monsters

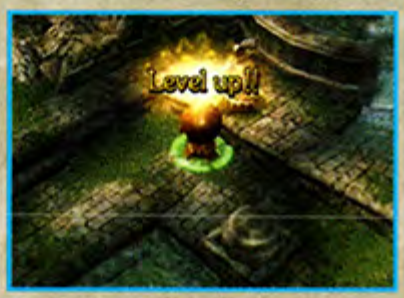
There are two ways to obtain monsters. You can use MP at the Shop in the Entrance Hall to purchase monsters, or defeat opponents in Campaign Mode or Versus Mode to claim them.

Claiming Monsters from Opponents

It is possible to claim monsters by defeating opponents. You can only claim a monster which was destroyed during the duel with that opponent. Make sure to destroy the monster that you want to claim before the duel is finished.

Level Up

In this game, monster Level Ups accentuate the characteristics of the monster making the Level Up. A Level Up does not necessarily make the monster stronger. When a monster attacks or destroys an enemy monster, it gains experience points. After gaining a certain number of experience points, you will be asked whether to Level Up that monster or not. Use the directional buttons or the left analog stick and press the ⊗ button to decide.



About Bases

Each piece's base changes the movement type of that piece. The diamond-shaped base moves in straight lines (horizontally or vertically), the hexagon-shaped base moves diagonally, and the square-shaped base can jump over squares.

Base Shape	Movement Type
Diamond	+ type : Can only move in horizontal/ vertical straight lines

Base Shape	Movement Type
Hexagon	X type : Can only move in diagonal straight lines

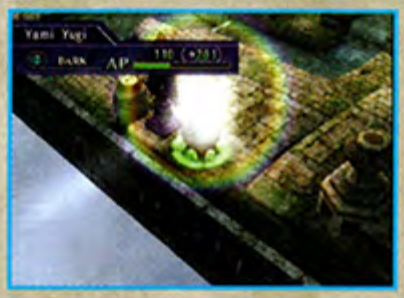
Base Shape	Movement Type
Square	Stepping stone type : Can jump over one square

Monster Commands (I)

Place the cursor on a monster and press the ⊗ button to pull up the Monster Commands menu. Use the directional buttons or the left analog stick to select a command and press the ⊗ button.

Summon

At the start of a duel, monsters are still in capsule form. Before a monster can move, attack, or take some other action, it must be summoned from its capsule.



Move

Use this command to move your monster. Use the directional buttons or the left analog stick to select the space you wish to move to and press the ⊗ button. The area indicated in light blue indicates that monster's movement range. However, if an enemy monster is positioned in a space inside your monster's area of movement range, your monster cannot move across that space. The three types of movement ranges are as follows.

Monster **Movement range**

+ type

X type

Stepping stone type

Monster Commands (2)

Attack

Select Attack to attack an enemy. Select an enemy to attack with the directional buttons, left analog stick, or L1 and R1 buttons and press the ⊗ button. This will bring up the Confirmation Screen. On the Confirmation Screen, press the L1 or R1 button to turn the Battle Animation ON or OFF, and press the ⊗ button. The area indicated in orange is the attack range of that monster. Note that you cannot attack a distant enemy monster even if it is within your attack range if there is another enemy monster positioned closer to you. Also, you may attack after moving, but cannot move after attacking. The three types of attack ranges are as follows.

Monster **Attack range**

+ type

X type

Stepping stone type

Special Ability

Some monsters have special abilities that allow them to heal or change a Land Form attribute (see p. 17). Special abilities vary from monster to monster, and certain abilities can only be used a certain number of times, or cannot be used until certain conditions have been met. Just like with movement and attacks, a monster's special ability has a limited range. Also, a monster cannot use a special ability after moving. When a monster uses a special ability, the monster's turn is ended.

This is "Heart Beam," Happy Lover's special ability. It heals a friendly monster's PP.

Special Ability (SPA) Types	
Charge Type	Limited number of uses
AP-consuming Type	Each use of the special ability consumes a certain amount of AP.

Evolve

When certain conditions are met (these conditions differ for each monster), you may use AP to change the monster into a different monster. Select Evolve to bring up the selection menu, and select "YES" and press the ⊗ button if you wish to evolve the monster. When a monster evolves, it starts over at Level 1, and both the strengths and weaknesses of the original monster are magnified. When you cause a monster to evolve, the original monster is removed from your deck, and the evolved monster is added to your deck to replace it.

Root Water

Evolves into

High Tide Gyojin

Fusion

Fusion occurs when conditions are fulfilled for two or more monsters and they are combined to make a new monster. You can fuse two or more monsters by using the requisite amount of AP per monster, as long as all the monsters involved are able to move and are positioned next to each other. Select "Fusion" to pull up the selection menu and press YES to fuse the monsters. The monsters which were fused together are removed from your deck, and the fused monster is added to your deck to replace them. Be aware that this will change the number of monsters in your deck.

Firegrass

Petit Dragon

Fusion

Darkfire Dragon

Capability

View the monster's capabilities. See p.21 to learn how to interpret the parameters.

List of Tactical Maps

There are different enemies in the five stages of each area. The Tactical Maps differ depending on the enemy. Learn the characteristics of each map before you begin playing.

The brimming fountain on this map gets its water from a lion-shaped water gate. This map is filled with waterways, making it to your advantage to bring along plenty of water attribute monsters.

This giant facility is being eaten from inside-out by a mysterious lifeform. The narrow pathways make it necessary to move your monsters carefully, lest they be caught spread out in a thin line.

Electric Cage

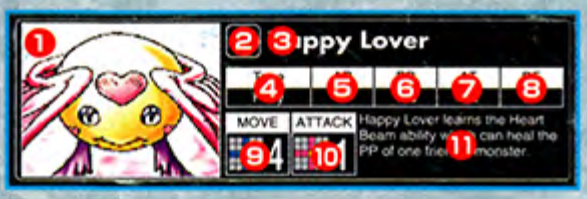
This map has an outer-space theme. The initial positions are close to each other, making the positioning of your monsters and the order in which you summon them crucial to success.

Sacred Street

This map is set on a town bustling with Christmas activity. Your enemy lies close. If a monster ventures forth alone, it may come under concentrated attack.

List of Monsters (I)

Interpreting the categories



1. Monster graphic
2. Monster attribute (see p. 16)
3. Monster name
4. Monster type (see p. 21)
5. AP consumed by action
6. Monster endurance
7. Monster Attack Points
8. Monster Defense Points
9. Movement type and range (see p. 23)
10. Attack type and range (see p. 24)
11. Explanation

Happy Lover

Type	AP	PP	AT	DF
Fairy	45	170	102	26

MOVE	ATTACK
4	1

Happy Lover learns the Heart Beam ability which can heal the PP of one friendly monster.

Skelengel

Type	AP	PP	AT	DF
Fairy	50	208	101	20

MOVE	ATTACK
2	2

Skelengel's wide attack range makes it possible to assist attacks from the rear of the unit.

Kuriboh

Type	AP	PP	AT	DF
Fiend	30	205	111	20

MOVE	ATTACK
2	2

Kuriboh is a very useful monster with high PP and ATK, despite having a low AP.

Interpreting Attribute Icons

Dark Attribute

Earth Attribute

Wind Attribute

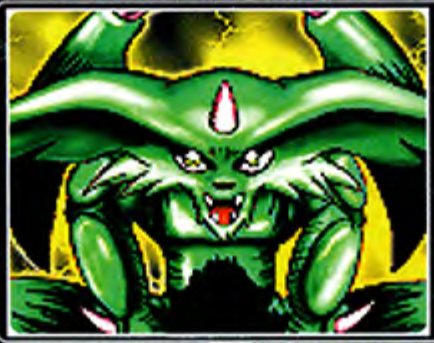
Water Attribute

Light Attribute

Thunder Attribute

Wood Attribute

Fire Attribute



Feral Imp

Type	AP	PP	AT	DF
Fiend	85	238	117	26

MOVE	ATTACK
2	2

The high PP and attack range of this monster explains its rather high AP.

Haniwa

Type	AP	PP	AT	DF
Rock	40	235	125	5

MOVE	ATTACK
2	1

This monster has a capsule rank of S; its PP in capsule form is 400.

Larvas

Type	AP	PP	AT	DF
Beast	50	246	127	13

MOVE	ATTACK
2	1

When it reaches a certain level, Larvas evolves into Mon Larvas.

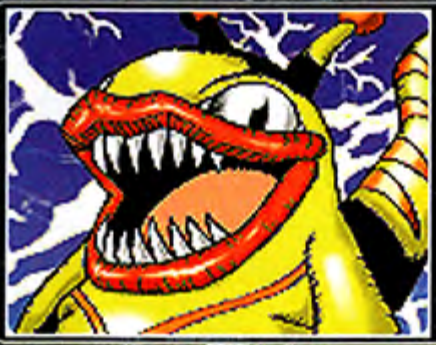
Steel Scorpion

Type	AP	PP	AT	DF
Machine	30	140	130	18

MOVE	ATTACK
2	2

When it reaches a certain level, Steel Scorpion learns the powerful special ability, Ceremony of Thunder.

List of Monsters (2)



Kaminarikozou

Type	AP	PP	AT	DF
Thunder	64	150	134	22

MOVE	ATTACK
3	2

Kaminarikozou has a wide range of movement and attack, but a low PP, making solo work dangerous.

Firegrass

Type	AP	PP	AT	DF
Plant	50	180	155	12

MOVE	ATTACK
3	1

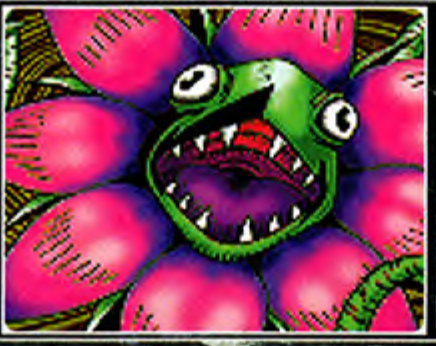
Firegrass has a limited attack range, but more than makes up for it with a powerful ATK.

Petit Moth

Type	AP	PP	AT	DF
Insect	25	165	110	22

MOVE	ATTACK
2	1

Petit Moth learns the special ability Forest Healing, which heals a friendly monster for 100 PP.



Man Eater

Type	AP	PP	AT	DF
Plant	72	195	120	25

MOVE	ATTACK
2	2

This monster has a wide attack range for a Wood monster.

Interpreting the Movement Range icon

+ type

Stepping stone type

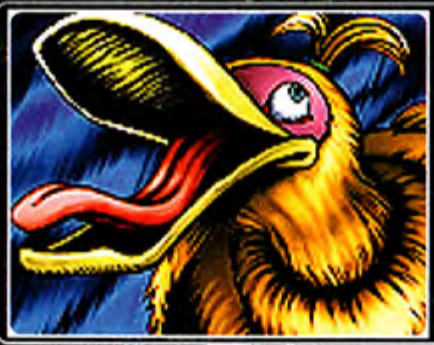
X type

Interpreting the Attack Range icon

+ type

Stepping stone type

X type

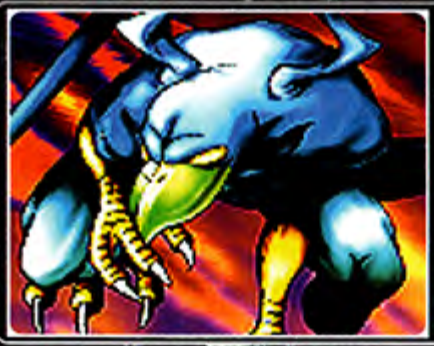


Droll Bird

Type	AP	PP	AT	DF
Winged Beast	27	165	121	40

MOVE	ATTACK
4	1

The Droll Bird has average capabilities, but an amazing movement range of 4 spaces horizontal or vertical.

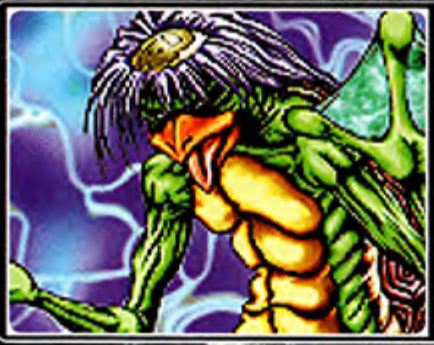


Kurama

Type	AP	PP	AT	DF
Winged Beast	55	180	125	43

MOVE	ATTACK
3	1

Kurama should only be deployed on maps advantageous to it, since it is very sensitive to Map Attributes.



Psychic Kappa

Type	AP	PP	AT	DF
Aqua	48	180	111	45

MOVE	ATTACK
2	1

Psychic Kappa learns Water charm, which increases the DF of one friendly monster within its area of effect.

Root Water

Type	AP	PP	AT	DF
Fish	72	186	115	40

MOVE	ATTACK
2	2

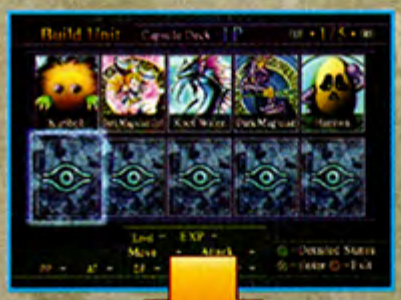
Root Water can evolve into High Tide Gyojin.

Lesson (I)

Try following these steps in a duel. You can also refer to this section if you try playing for the first time and find you are not sure of how to proceed. Refer to the corresponding pages for more detailed explanations.

1. Prepare your Capsule Deck

Prepare your deck with Build Unit under Manage Monsters in the Entrance Hall. Build your deck with up to 50 monsters (this is the maximum that you can take with you to a duel). Monsters purchased in the Shop are stored in your Capsule Stock. If you purchase new monsters, be sure to add them to your deck.



This is the Capsule Deck screen. Monsters stored here can be used in duels. Select a monster that you wish to remove.

The game switches to the Capsule Stock screen. Now, select a monster that you wish to add to your Capsule Deck.

The monster was moved to the Capsule Deck screen.

Note on Building Units

When building your unit, keep in mind the type of opponent and map, and choose monsters with advantageous attributes.

Move Cursor:
directional button/
left analog stick

Enter:
⊗ button

Back:
◎ button

Flip page:
L1 button/
R1 button

Detailed Status:
△ button

2. Select area and stage

There are four areas, each containing five stages. Each stage contains one opponent. Clear the area by defeating all five opponents. First, select an area, and then select a stage.

The Select Area screen. Select the area you wish to play (does not apply to Campaign Mode).

The Select Stage screen. Select one of these stages (does not apply to Area 1 of Campaign Mode).

Check your opponent's Symbol attribute

On the Select Stage screen, you can see your opponent's Symbol attribute. By knowing what attribute is central to your opponent's unit, you can strategically plan the composition of your own unit.

3. Dialogue Screen

After you select a stage, a conversation with your opponent will be shown.

Dialogue between characters makes the duel more exciting!

Move Cursor:
directional button/ left analog stick

Enter:
⊗ button

Back:
◎ button

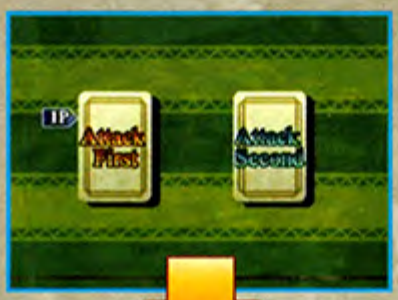
Stage Details:
△ button

Enter:
⊗ button

Lesson (2)

4. Determine First and Second Attacker

Cards are used to determine first and second attacker. The victor is given the choice of going first or second. The second attacker gets first pick of territories -- either the blue or red area of the map.



Turn over one of the eight cards to reveal a number. The player with the higher card decides whether to attack first or second. You cannot choose the same card that your opponent has chosen.

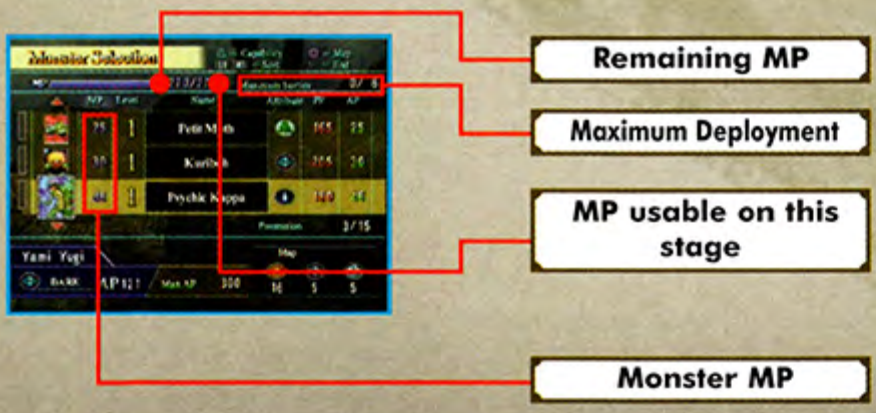
After determining first and second attacker, the player who became second attacker chooses a territory. (Either the blue or red territories.) Regardless of whether the player chooses the red or blue area, once the duel starts, your own area is shown in blue.

Move Cursor:
directional button/
left analog stick

Enter:
⊗ button

5. Choose Monsters

Choose the monsters which you wish to use in the duel. Each stage has different restrictions on the number of deployable monsters and the amount of MP. The sum of the deployed monsters' MP must not exceed the MP limit. As long as you stay within the limits, you can deploy a few monsters with high MP and still be able to deploy many monsters with low MP.



Move Cursor:
directional button/
left analog stick

Enter:
⊗ button

Capability:
△ button

Map information:
▣ button

End:
START button

Change order:
L1 button/
R1 button

6. Position Monsters

Now it is time to position your Symbol and monsters. Your territory is indicated in blue. Position your Symbol first, then your monsters.

Position your Symbol inside the blue area.

Next, select the monster positioning method. Select "Random place" to position pieces randomly, and "Manual place" to do so manually. Just like with the Symbol, position your pieces within the blue area.

Tip for Monster Positioning

When positioning monsters, you will see an area of light blue spaces and area of orange spaces. The light blue spaces indicate the monster's movement range, and the orange area indicates attack range. Place your monsters in a manner that will give them freedom of movement.

You can change the map view while positioning monsters. Take advantage of the different views to check on enemy territory and measure distances before placing your pieces.

Select:
directional button/
left analog stick

Enter:
⊗ button

Capability:
△ button

Rotate Map:
L2 button/
R2 button

Change view:
△ button

Lesson (3)

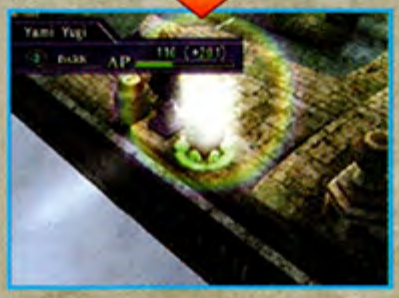
7. Start with Summoning

Monsters are placed on the map in capsule form. Monsters cannot move or attack while they are in capsule form – you must summon monsters from their capsules. Your Symbol consumes AP to summon monsters and to take actions. When your Symbol runs out of AP, it cannot make any more moves that turn.

Select a monster and then select "Summon" from the Monster Commands menu.

Symbol AP

AP Consumed for Move



AP is consumed, and the monster appears from inside the capsule.

Summoning Order

When you summon a monster with high AP, you may find that your turn will end with that single summoning. Since your AP is limited, it is wise to begin by summoning a few monsters with low AP in order to build up your AP recovery rate (see below), and then to summon monsters with higher AP on later turns. This method makes for more efficient use of your turns.

Recover AP

Apart from the AP that was assigned to the Symbol when it was created, each monster is assigned a +AP value. When a monster is summoned, the Symbol's AP recovery rate increases by the value of the +AP. It is in your favor to summon more monsters, since the more your summon, the more AP you recover at the end of each turn.

Move Cursor:
directional button/ left analog stick

Enter:
⊗ button

Back:
◉ button

Show commands:
⊗ button

8. End Turn

When your Symbol runs out of AP, it cannot make any more moves that turn, and you will be asked if you wish to end your turn.

Select "End Turn" on the Tactical Map Commands menu...

...when there are no monsters with moves remaining.

9. Enemy's Turn

You cannot control anything during the enemy's turn. Think of it as an opportunity to observe your opponent's actions in anticipation of your next chance to act. When your opponent's turn ends, it becomes your turn again.

The enemy's turn. If a monster take damage from an enemy attack, remember to move that monster on your next turn.

Select:
directional button/ left analog stick

Enter:
⊗ button

Show commands:
⊗ button

Lesson (4)

10. Let's try Moving

Select "Move" from Monster Commands and a portion of the spaces on the map will be indicated in light blue. This area indicates the range of that monster's movement. Choose a space to move to, and when the Monster Commands menu appears, press "End" to complete that monster's turn.

A Lone Wolf gets Eaten Alive!

It is extremely dangerous for a single monster to face the enemy army alone, lest it become the target of a concentrated attack that will result in immediate destruction.

Move Cursor:
directional button/ left analog stick

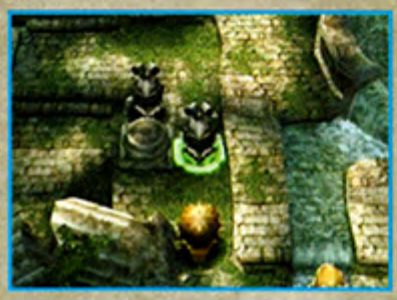
Enter:
⊗ button

Back:
◉ button

Show commands:
⊗ button

11. Let's try an Attack

When an enemy is within the attack range of one of your monsters, select "Attack" from the Monster Commands menu. Select an enemy to attack, and the confirmation screen will appear. Decide whether to attack by pressing YES or NO. Also, at this time you can decide whether to turn the Battle Animation ON or OFF.



Move Cursor:
directional button/
left analog stick

Enter:
⊗ button

Back:
◎ button

Show commands:
⊗ button

Turn battle animation ON or OFF:
L1 button/
R1 button

12. Victory

A duel consists of a series of turns consisting of movement and attacks. Destroy your opponent's Symbol or all of your opponent's monsters to win.

Lesson (5)

13. MP, EXP, and Claiming Monsters

When you win a duel, you gain MP, Clear Bonus EXP, and monsters. MP is used to purchase monsters, and EXP develops your monsters. Also, you can claim one or more of the monsters that you destroyed during the duel. The number of monsters you can claim depends on the limit for that stage.

Select:
directional button/ left analog stick

Enter:
⊗ button

The total MP points are added to the MP in your possession.

The Clear Bonus EXP is added to the Symbol and to all the monsters that survived the duel without being destroyed.

Each stage has its own limit on the number of monsters you can claim. You can claim any enemy monster that was destroyed.

If You Can't Win

If you cannot win a Duel with the monsters currently in your possession, try returning to the Entrance Hall to buy/sell some monsters and change your monster line-up.
In this game, the stronger monster is not necessarily the more powerful one, as monsters can be affected by Map and Land Form attributes and by the attributes of the monsters they face in battle.

Notes

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