

ZATCHBELL!

Mamodo Battles



PLAYING IS BELIEVING.

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.

CONTENTS



Getting Started	2
Starting Up	3
Story	4
Game Modes	5
Game Screen	6
Special Controls	8
Pause Menu	10
Story Mode	11
1-Player and 2-Player Modes	12
Practice Mode	14
Bonus Mode	15
Options	15
Character Introductions	16

© 2003, 2005 Makoto Raiku / Shogakukan, Toei Animation © 2005 Bandai.
BANDAI logo is a registered trademark of Bandai. Published and distributed by
Bandai Games Inc. All Rights Reserved. RenderWare and Criterion Software are
registered trademarks. Portions of this software are Copyright 1998-2005 Criterion
Software Ltd. and its Licensors.

ZATCH BELL OPENING THEME

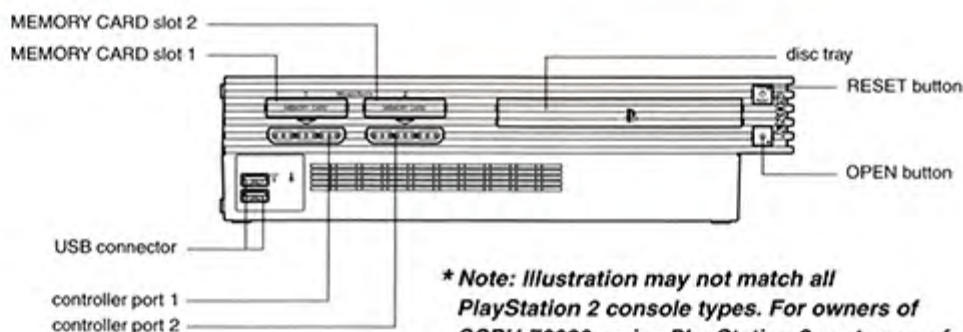
Words and Music by THORSTEN LAEWE AND GREGORY PRESTOPINO
© UNIVERSAL MUSIC CORP. ON BEHALF OF SONGS OF VIZ (ASCAP)

International Rights Secured.
Not for broadcast transmission.
All rights reserved. DO NOT DUPLICATE.

WARNING: "It is a violation of Federal Copyright Law to synchronize this
Video Game with video tape or film, or to print the Composition(s) embodied
in this Video Game in the form of standard music notation, without the
express written permission of the copyright owner."



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 disc tray will open. Place the Zatch Bell!™ Mamodo Battles™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

***This game requires a memory card (8MB)(for PlayStation®2) with at least 81 KB of open space. If you'd like to be able to save while you play, please insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or 2.**

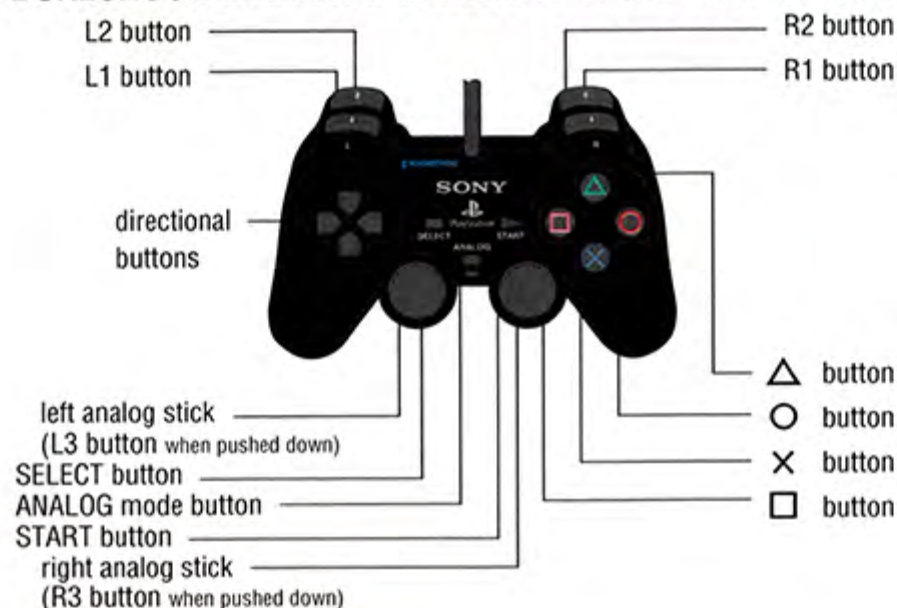
***Upon playing for the first time, you will start by creating new game data. If you choose "Cancel Autoload", then you can begin the game without creating new game data. If you do not insert a memory card (8MB)(for PlayStation®2), and want to start a game without saving, begin the game by selecting "Cancel Autoload".**

***If you have a memory card inserted that is not a memory card (8MB)(for PlayStation®2), a warning message will be displayed.**

***Caution: Do not remove the memory card (8MB)(for PlayStation®2) while data is being read. This could damage the saved data.**

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

- ⊗ — Physical Attack**
- — Defensive Spell / Guard
- — Offensive Spell**
- L1 — Ultimate Spell (requires a full magic power gauge)

Directional button → — Move forward

Directional button ↑ — Move deeper

Directional button ↓ — Move closer

Directional button ← — Move back

Directional button ⇄ in rapid succession — Forward Dash

Directional button ↑ or ↓ just before spell hits — Sidestep

Directional button → + ⊗ — Partner Attack

Directional button ↑ + ⊗ — Flying Technique

△ + directional buttons ⇄ or ⇐ just before spell hits —

Sidestep Attack Magic and Counter attack

START button — Bring up the Pause Menu

**Varies in combination with directional buttons (left analog stick).

*The controls listed here are for when you're facing right. When you face left, the directional button (left analog stick) controls will be reversed.

*The button controls listed are the default settings. You can change these in the key configuration menu in Options.

*These controls correspond to the analog controller. You can use the same controls on the DUALSHOCK®2 analog controller. When using this controller, the left analog stick can be substituted for the directional button at all times.

*The mode indicator on the analog controller will normally be red (in ANALOG mode). This will allow you to control using the left analog stick.

*This game does not utilize the vibration function.

*Except for in two-player duel mode, all modes use only controller port 1.



STORY

Every one thousand years, one hundred mamodo descend upon earth to conduct the ultimate battle. The winning mamodo becomes the mighty king of the mamodo world. There is only one problem - in order for the many mamodo to use their powerful spell books, they need a human partner.

Kiyo is a brilliant but aloof 14-year old boy in junior high school. Kiyo's father, an archeologist, finds a mamodo child named Zatch unconscious in a forest in England. He sends the goodhearted and mysterious Zatch to be his son's mentor. Zatch has amnesia; he doesn't have any idea that he is indeed a powerful mamodo! It is up to Kiyo and Zatch to discover this together.

The unsuspecting Zatch and Kiyo must defend themselves against the relentless ambush of mamodo-king wannabes. Unbeknownst to their enemies, Zatch and Kiyo have formed a special bond, which enables them to unleash Zatch's incredible powers.

GAME MODES



Press the START button at the title screen to bring up the menu. Select the mode you want to play using the left analog stick (directional buttons) and confirm selection by pressing \otimes .

STORY MODE

Follow the story of different characters in this mode.

*Uses controller port 1 only.

TIME ATTACK

This mode challenges you to see how fast you can clear all 8 stages. If you manage to clear them using no continues, you can unlock hidden characters.

*Uses controller port 1 only.

2P

Choose your favorite Zatchbell character and fight it out with a friend.

*A controller in both controller ports 1 and 2 is required.

1P

Choose your character and an opponent, and fight it out with the computer.

*Uses controller port 1 only.

DEVELOP MODE

Choose a character you like, and distribute points to raise their abilities.

BONUS MODE

Spend points to buy cards, view the card gallery, or input passwords to unlock secrets.

OPTIONS

Change various game settings.

PRACTICE

A mode that lets you practice with the computer as your opponent.

GAME SCREEN

1. TIME LIMIT

2. HP

3. PARTNER GAUGE



4. MATCHES WON

5. MAX DEVOTION INDICATOR



1. TIME LIMIT

The battle ends when the timer reaches 00. If victory has not been decided within this time, the opponent with the most HP remaining will win. "Infinity" means there is no time limit, and you will fight until one of you runs out of HP.

2. HP

Your mamodo's stamina. HP decreases when a mamodo takes damage. You win by reducing your opponent's HP gauge to 0.

3. PARTNER GAUGE

This gauge indicates the "Spell Power" (needed to perform spells and special techniques), and the "Devotion" (needed to perform Ultimate Spells) that you presently have. Activating spells and special techniques will consume "Spell Power," although "Spell Power" will restore itself as you attack your opponent. You can increase your "Devotion" by performing physical attacks, like punching or using your partner to help you attack your opponent. When your "Devotion" meter reaches its max, you can use your Ultimate Spell.

4. MATCHES WON

A win is represented by a 🏆

5. MAX DEVOTION INDICATOR

This appears when your Devotion reaches its max. Press **L1** to activate your Ultimate Spell.

SPECIAL CONTROLS

PARTNER COMBO



Partner and mamodo cooperate to attack the opponent.

Partner Combo 1

Directional button ⇨ + XXXX

Partner Combo 2

Directional button ⇨ + XXX □ (The finish will be offensive magic).

PHYSICAL ATTACK COMBOS

Turn consecutive attacks into a technique

Physical Attack Combo 1

(Some characters can link XXXXX combos) XXXX

Physical Attack Combo 2

XXX □ (the finish will be offensive magic).

OTHER SPECIAL TECHNIQUES

Dash Attack

Press ⊗ while dashing toward your opponent

Flying Technique

Directional button ↑ + ⊗

Sidestep Attack Magic

Just before magic hits you, press directional buttons ↑ or ↓

Sidestep Attack Magic + Counter Attack

Just before magic hits you, press △ + directional buttons ⇨ or ⇩.

Just Guard

Press □ when the opponent attacks. If successful, it will create a time lag in which you will be able to counterattack.

ULTIMATE SPELLS



Once your Devotion reaches "MAX," you can activate your Ultimate Spell by pressing **L1**.

ULTIMATE SPELL VS. ULTIMATE SPELL



When both combatants activate an Ultimate Spell at the same time, it becomes a button-mashing competition. Press the button displayed repeatedly. The side that presses it the most times will break the opponent's spell, and the winner's Ultimate Spell will be the one that strikes.

BLOCKING AN ULTIMATE SPELL

When an Ultimate Spell is used against you, using your defensive magic with just the right timing will allow you to reduce the damage you take, at the price of losing all of your Spell Power.



PAUSE MENU

During a battle, press the START button to bring up the pause menu. Use the left analog stick (directional buttons) to choose items on the menu, then press \otimes to select.

CONTINUE

Return to the battle.

CHANGE BUTTON CONFIGURATION

Choose what you would like to change by pushing up and down on the left analog stick (directional buttons), and then press the corresponding button on the controller that you would like to change the control to.

Press the START button to return to the pause menu.

*To change the 2P controls, press the start button on the controller inserted in controller port 2.

TECHNIQUE CHART



Here you can confirm the magic commands for the character you are controlling. Press the \odot to return to the pause menu.

RETURN TO MENU

End the mode you are playing, and return to the menu screen.

STORY MODE



Follow the stories of various Zatch Bell! characters in this mode. In story mode, you can earn points based on the results you achieve.

FROM THE BEGINNING / CONTINUE

“From the Beginning” Play from the beginning of story mode. Press \otimes to advance the story.

“Continue” Play from where you left off last time.

Note: The first time you play, you will only be able to choose “From the Beginning.”

DESTINATION CHOICES



Choose the place you'd like to go, and select with \otimes . Battles and events will occur based on the places you go.

CONTENTS

Look at story events you have already completed. Events you haven't seen will be displayed as “????” and you will not be able to select them.

MAIN MENU

After your results are displayed, you can save your game data and return to the main menu.



1-PLAYER AND 2-PLAYER MODES

Choose a character you like, and fight it out with a friend.
*A controller in both controller ports 1 and 2 are needed.

CHARACTER SELECT



Use the directional buttons to choose your characters, and press \otimes to select. If you choose "?" and press \otimes , it will choose characters for you randomly. If you want to use a character you have developed, select your character and then select "developed" from the side menu.
Notes: To use a developed character you must have a memory card inserted. In Single-Player mode you can choose your opponent character using the 1P controller.

HANDICAP SELECT

Set your handicap using the left analog stick (directional buttons). This changes your character's strength. You may only set a handicap for a 2P battle.

STAGE SELECT

Choose the stage on which you will fight. If you choose "?," the stage will be chosen automatically. Stages cannot be chosen during Time Attack.

CONTINUE (TIME ATTACK ONLY)

When you lose in a Time Attack match, the continue screen will appear. You can press the START button before the counter reaches 0 to try the match again. When you continue, your time will continue to count up starting from the time it was when you lost.

DEVELOP MODE



Use the points you earn from playing the other game modes to increase the abilities of your unlocked characters. Select your character then push the left analog stick (directional buttons) up or down to choose the ability you would like to level up, then push the left analog stick (directional buttons) right to distribute points to the chosen ability. The number of points required for the next level up in each ability is displayed. Once you are finished distributing points, choose "OK" and press \otimes .

Press \odot once you are finished with developing your characters.

STRIKE

As you raise your strike power, the damage that you deal using punches and kicks will increase.

SPELL POWER

As you raise your attack spell level, the strength of your spells will increase. In battle, when both opponents use a spell at the same time, the spell with the higher level will cut through to deal damage to the opponent.

HP

Developing your HP will result in another life gauge on top of your normal red life gauge. This added HP will be displayed as a "Yellow bar" over your normal HP.



PRACTICE MODE

In this mode you set the character you are fighting to various settings to use for practice.

CHARACTER SELECT

Choose the character you want to control using the left analog stick (directional buttons) and press ⊗, then choose your opponent character and press ⊗.

STAGE SELECT

Select the stage to fight on. Choose “?” to randomly select a stage.

SCREEN INTRODUCTION

The buttons you press will be displayed on the screen from left to right. In addition, the number of hits in a combo and damage dealt will be displayed.

Select “Return to Menu” from the pause menu to end practice and return to the menu screen.

You can change the computer settings in the pause menu. See the game options on page 15 for more information.

BONUS MODE



Spend points you have earned in "Story Mode" or "Time Attack" to buy cards to unlock hidden mamodo. You can also view the cards you have acquired or input special passwords to unlock hidden items.

CARD SHOP

You can buy cards using the points you acquire during "Story Mode" and "Time Attack". Choose the category of card you want, and press \otimes to begin scrolling through the cards. Cards cycle through randomly, so when you think you are ready press \otimes to stop the cards and see what you have purchased.

CARD GALLERY

You can look at the cards you have bought in the Card Shop. Use \square L1 and \square R1 to change pages, \square L2 and \square R2 to change card categories, the left analog stick (directional buttons) to view cards and \otimes to select. On the card display screen, you can push the left analog stick (directional buttons) up and down to scroll up and down the card, \square L2 and \square R2 to zoom in and out, and \square L1 and \square R1 to change cards.

As you purchase cards you unlock hidden characters. What parts of the game will you change?

OPTIONS

GAME OPTIONS

Change settings for "Difficulty (Computer Strength)" "Number of Rounds" and "Time Limit."

KEY CONFIGURATIONS

Change settings for the buttons on your controller. See page 10 "Pause Menu" for details on how to change control settings.

SAVE/LOAD

Save (Load): Save or load your game data. When saving or loading, select which MEMORY CARD slot you would like to save or load to.
Auto Save: Change this setting based on whether you would like data to save automatically during the game.

TIME RANKING

You can look at the rankings you have achieved in "Time Attack" mode.

CHARACTER INTRODUCTIONS

ZATCH

Zatch is a mamodo kid who was sent by Kiyo's father to mentor Kiyo. When Kiyo reads from the "Red spell book," Zatch shoots lightning. Zatch does not remember about his past in the mamodo world.



Signature move: Zaker

KIYO

Kiyo is a genius but aloof 14-year old boy. Since meeting Zatch and becoming the owner of the red spell book, he starts to change for the better.

BRAGO

He is a cool mamodo kid who has the ability to control gravity. He yearns to become a strong and powerful king.



Signature move: Reis

SHERRY

Brago's human partner, Sherry, fights to end the battles once and for all, and to save her friend, Koko, from the evil hands of Zofis.

KANCHOMÉ

Just like Zatch, Kanichomé was one of the inferior kids in the mamodo world. For that reason, Zatch is his biggest rival. Kanichomé has the power to transform himself.



Signature move: Poruk

FOLGORE

Folgore is a world renowned Italian superstar. Kiyo does not trust him because of his questionable language and behavior. Folgore has a very close relationship with his mamodo Kanichomé.



Tia

Tia is a strong willed girl who befriends Zatch. She is skilled in defense spells, and knows about Zatch's past in the mamodo world.

Signature move: Saisu

MEGUMI

Megumi is a popular idol singer and the keeper of Tia's spell book. She and Tia befriended Kiyo and Zatch. Megumi cares for Tia like a sister.



ZOFIS

Zofis is a heartless mamodo kid that has manipulated and altered Koko's personality to change her into a coldhearted person. He has the power to turn a mamodo or human's heart from warm to cold.

Signature move: ??

KOKO

Although she grew up in poverty, Koko was a warmhearted person and Sherry's best friend. But after meeting the mamodo Zofis, who manipulates and controls Koko's mind, Koko becomes a cold hearted person.





HINTS & TIPS

????

On the Title Screen, enter the commands: Directional buttons $\uparrow, \uparrow, \downarrow, \downarrow, \leftarrow, \rightarrow, \leftarrow, \rightarrow, \otimes, \odot$ to acquire a new character.

Enter the password provided on the CCG card in specially marked packages to unlock more hidden elements!

Press Directional buttons $\uparrow, \uparrow, \downarrow, \downarrow, \leftarrow, \rightarrow, \leftarrow, \rightarrow, \odot, \otimes$ on the Title Screen and discover the surprise!

CATCH AN ANIME SPELL!

KIYO'S A GENIUS, BUT THE ONE THING HE DOESN'T KNOW IS HOW TO MAKE FRIENDS. WHEN HIS DAD SENDS A LITTLE BOY NAMED ZATCH TO HELP, KIYO DISCOVERS THAT ZATCH ISN'T EXACTLY HUMAN... SOON MAKING FRIENDS BECOMES THE LEAST OF KIYO'S PROBLEMS!



**EXCLUSIVE, FREE
ZATCH BELL!
CCG CARD INSIDE!**



**THE TOP-RATED
TV SHOW NOW
AVAILABLE ON DVD**



ZATCH BELL!, VOL. 1:

**THE LIGHTNING BOY FROM
ANOTHER WORLD**

In stores 11.08.2005

\$19.98!

ZATCH BELL!

Visit WWW.ZATCH-BELL.COM to find out more!

**COMPLETE YOUR ZATCH BELL! COLLECTION TODAY—
GRAPHIC NOVELS 1-3 IN STORES NOW!**

CATCH A MANGA SPELL!

ZATCHBELL!

Kiyo doesn't have many friends and his too-smart-for-his-own-good attitude doesn't help. So his dad sends him a little boy named Zatch. But Zatch isn't exactly human... When Kiyo reads from Zatch's spell book, not having friends becomes the least of his problems!

**EXCLUSIVE
CGG
IN VOLUME 2!**



Zatch Bell!, Vol. 2
Story & Art by Makoto Raiku



Zatch Bell!, Vol. 1
Story & Art by Makoto Raiku

**ONLY
\$9.99!**

**START YOUR
GRAPHIC NOVEL
COLLECTION
TODAY—NOW
AVAILABLE AT
STORE.VIZ.COM!**



www.viz.com

© 2001 Makoto RAIKU/Shogakukan Inc.
Final covers are subject to change.
* Limited to 30,000 copies.

90-DAY LIMITED WARRANTY

Bandai America Incorporated (Bandai) warrants to the original consumer purchaser that this Game (not including Game Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase.

To receive this warranty service:

Do NOT return your defective Game to the retailer.

Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-714-816-9500. Our Customer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game, and return your Game freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America Incorporated
Consumer Service Department
5551 Katella Avenue
Cypress, CA 90630

This warranty shall not apply if the Game has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Game and return the defective Game freight prepaid to Bandai, enclosing a check or money order for \$10.00 payable to Bandai America Incorporated. Bandai will, at its option, subject to the conditions above, repair the Game or replace it with a new or repaired Game. If replacement Games are not available, the defective Game will be returned and the \$10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may have other rights which vary from state to state.

ZATCH BELL!

THE CARD BATTLE

ORGANIZED PLAY PRIZES



* Limited Edition
Tournament Entrant Cards



* Limited Edition
Tournament Winner Cards



* Limited Edition
Game Organizer Cards

...AND THIS IS JUST
THE BEGINNING.

Zatch Bell! The Card Battle has arrived in full force with an awesome array of cool tournament prizes available at participating Bandai Organized Play gaming stores. Go to www.zatchbellccg.com and see how you can be part of the fun!

BAN
DAI

© 2003, 2005 Makoto Raiku / Shogakukan, Toei Animation

viz
media