GAME BOY ADVANCE

AGB-AYDE-USA

KONAMI®

Yu-Gi-Oh!
DUNGEON DICE MONSTERS

INSTRUCTION BOOKLET

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

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

⚠ WARNING - Seizures

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

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

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

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

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

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

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

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

⚠ WARNING - Battery Leakage

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

To avoid battery leakage:

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

EVERYONE

CONTENT RATED BY ESRB

EVERYONE

MILD VIOLENCE

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Official Nintendo Seal of Quality

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GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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

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WHAT IS "DUNGEON DICE MONSTERS"?

"DUNGEON DICE MONSTERS" (ALSO REFERRED TO AS DDM) IS A HEAD-TO-HEAD DICE BATTLING GAME BASED IN THE YU-GI-OH! WORLD. IN DDM, PLAYERS THROW DICE INSCRIBED WITH A VARIETY OF CRESTS AND BUILD A DUNGEON ON THE FIELD WITH THE DICE. MONSTER PIECES ARE PLACED IN THE DUNGEON AND CAN BE MOVED THROUGHOUT THE FIELD TO ATTACK THE OPPONENT. DDM IS AN ALL-NEW TYPE OF BATTLE STRATEGY GAME, WHICH ALLOWS PLAYERS TO DEVELOP DEEP STRATEGIES AND TACTICS.

HOW TO PLAY

Players transform the dice on the Field into a dungeon and build pathways that lead summoned monsters against your opponent. Players must defeat the enemy Die Master to win the match.

SPECIAL TERMS

Explains the items and special terms that appear in the game.

DICE

The dice are cubes inscribed with a variety of Crests that contain items or monsters. Players use them to build a dungeon on the Field.



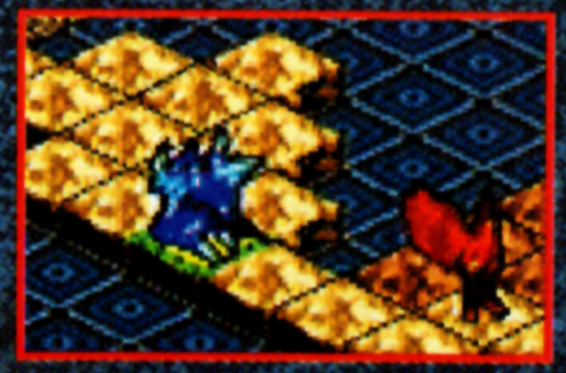
DIE FACES

There are 6 varieties in all. Each face of a die has a Crest on it. Depending on which Crests are rolled, players may be able to Summon monsters or save up Crests.



Monsters

The game progresses by moving these figures and making them battle with the enemy.



Crests

Actions such as attacking and moving require "payment" of Crests.

Field

The game takes place on a 19x13 grid of squares. This is where players build their dungeons.



Dungeon

Players use the dice to build the paths in the Field. The monsters move on these paths.

Dice Pool

The 15 dice that are used in the game make up the Dice Pool.



Dice Box

This contains all of the dice the player possesses. The box can hold up to 99 of each type of dice.



Die Master

This figure represents the players in the match. The Die Masters stand at opposite ends of the game board. (Field) Win the match by attacking the enemy Die Master 3 times.





Gameplay

Explains the 6 basic steps in the game.

1. Dice Pool Formation

Select 15 dice to be used in the game from the dice box. Players must do this before the start of a match or tournament. The game cannot start until 15 dice have been selected.



2. Roll the Dice

Players select 3 dice from the Dice Pool at the start of each turn and roll them. Depending on which Crests are rolled, monsters may be Summoned or Crests can be saved up.



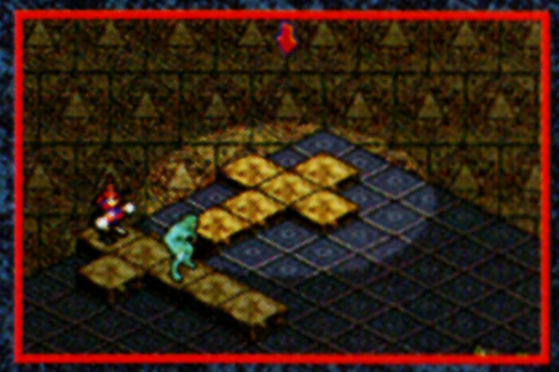
3. Summon Monster/Item

Players can Summon monsters (or items) if two or more Summon Crests of the same level are rolled. Choose one monster (or item) from the dice shown and place it on the Field.



4. Dimension

After performing a Summon, a die is "unfolded" into a flat 6-square piece and placed on the Field. This is called a Dimension. The first piece must be touching one side of the Die Master area. Any pieces after that must be connected to the player's dungeon.



5. Monster Movement and Battles

A Summoned monster needs Crests in order to perform actions on the field. Therefore, it cannot act when there are no Crests. One Movement Crest is necessary for the monster to move one square. One Attack Crest is needed for a monster to attack an enemy in an adjacent square. Monsters cannot attack diagonally. (See Pg. 23 - Crests)



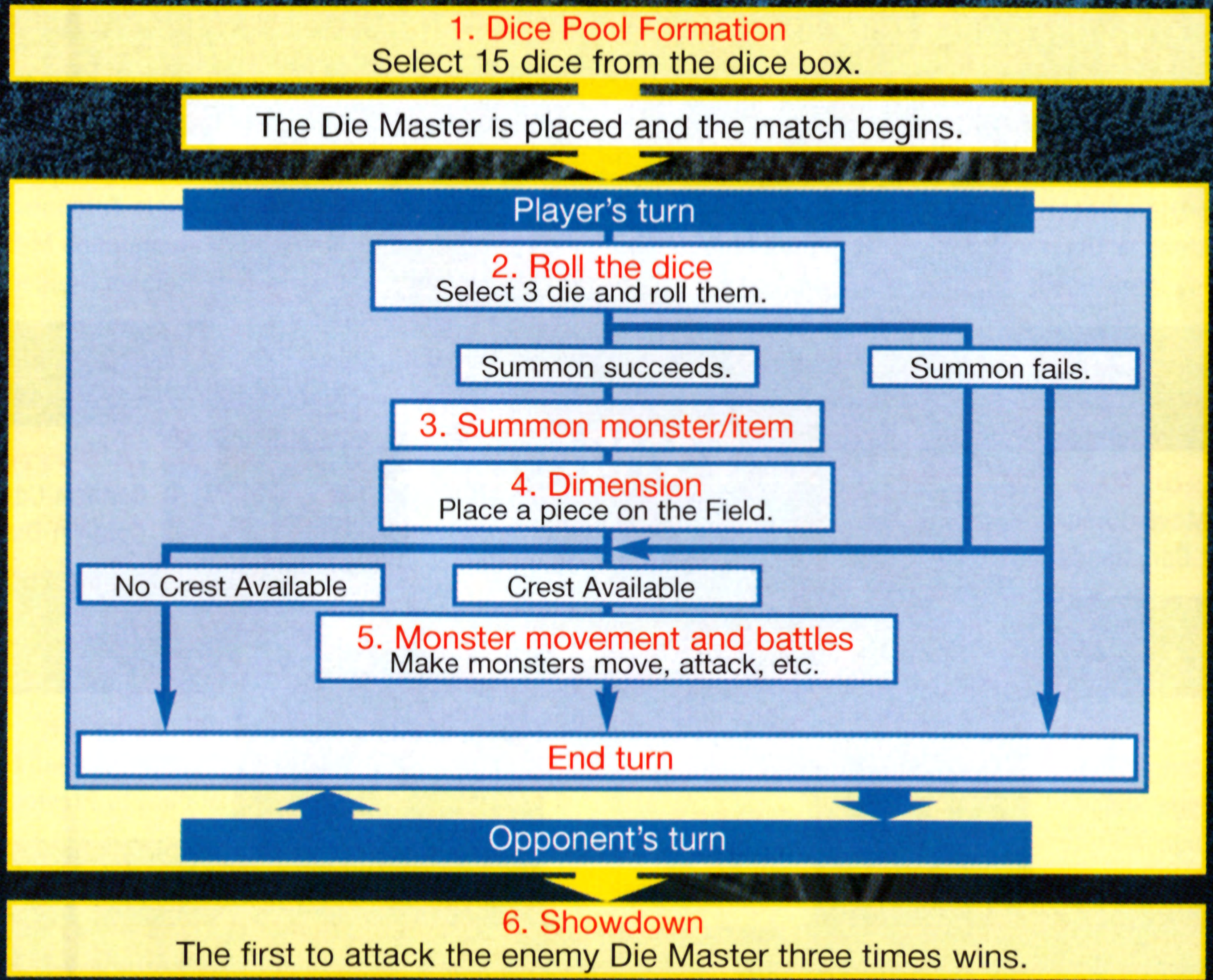
6. Showdown

Repeating steps 2-5, the player must try to attack the enemy Die Master. You must attack the enemy Die Master three times in order to win the match.



GAME FLOW

A diagram of the six basic steps in the game.



CONTROLS

Explains the basic controls of the game. For a detailed explanation of controls used during the game, please refer to each explanation page.



L BUTTON
Display Dice Details
Display Monster Details
Display Item Details

R BUTTON
Cycle Through
Summoned Monsters
Rotates Dungeon Pieces

CONTROL PAD
Move Cursor
Select Commands

A BUTTON
Confirm Commands
Confirm Dice

START
Display Menu Window
Change Shape of
Dungeon Pieces

SELECT
Change Shape of
Dungeon Pieces

B BUTTON
Cancel Commands
Return to Previous Screen

HOW TO START THE GAME

Insert the Game Pak correctly into the Game Boy® Advance system and move the Power Switch to ON. After an opening movie, the Title Screen will be displayed. (Skip to the Title Screen by pushing START during the movie.)
Press START at the Title Screen and the Title Menu will be displayed.



PLAYING A GAME FROM THE BEGINNING

To play a game from the beginning, select NEW GAME at the Title Menu and press START or the A Button. The Name Entry Screen will be displayed.

CAUTION: ONLY ONE GAME CAN BE SAVED. If NEW GAME is selected when a game has already been saved, all old data will be lost. Please be careful!

NAME ENTRY SCREEN



1. Select a letter by moving the Select Cursor with the Control Pad and use the A Button to enter the selection.

2. To make a correction, use the L/R Buttons to move the Input Cursor to the letter to be overwritten and enter the correct letter. You can also erase a letter with the B Button.

3. When all of the letters have been entered, end by selecting “END” and pressing the A Button. You will be asked if the name you have inputted is correct or not. Select "Okay" if it is correct. If it is not correct, select "Cancel".



To Continue a Game

To continue a previous game, select "CONTINUE" from the Title Menu and press START or the A Button.

Saving and Loading

This game system automatically saves and loads. Game data is rewritten from time to time during play. When the power is turned ON, the save data will load and the game will restart from where a player left off the previous time.

Game Menu

The Game Menu will be displayed after the Title Screen or the Name Entry Screen. Select the play mode by moving the Control Pad up or down and enter the mode with the A Button.



Dice Pool Page 14

Allows players to organize and select the 15 dice used in the duels.

Tournament Page 14

Players can battle various characters in a tournament.

Free Duel Page 15

Players can battle their favorite opponents.

Link Duel Page 17

Players can compete in a Link Duel by using the Game Boy® Advance Game Link® Cable.

Trade Page 18

Players can exchange dice by using the Game Boy® Advance Game Link® Cable.

Grandpa's Shop Page 19

Dice can be bought and sold here.



GAME MODES

DICE POOL

Players select the 15 dice used in the duels here. (See Pg. 29 - Dice Pool Formation)



TOURNAMENT

Players battle with a variety of characters by participating in tournaments. A player wins one die for each match victory. And the player wins prize money by becoming the tournament champion. Players do not lose dice when they lose a game. Also, more tournaments become available as the player wins more tournaments.



1. Select the tournament to participate in by pressing left or right on the Control Pad. Use the A Button to enter the selection.

2. The tournament participants will be displayed. Press the A Button and a tournament chart will be formed from randomly selected battle opponents.



3. The battle opponents will be displayed with the order of players' matches. Press the A Button to start the match.

Players will then proceed to Dice Pool Formation. (See Pg. 31)

CAUTION: PROGRESS IN TOURNAMENT MODE CANNOT BE SAVED. If the power is turned OFF, the Tournament must be played again from the first round, even if the player had made it to the final round. Please be careful!

FREE DUEL

Players select a favorite opponent to battle. Any characters that have been beaten in Tournament Mode can be selected. A player acquires one die for defeating each character. Players do not lose dice when they lose a game.

1. Select the opponent with the cursor using the Control Pad. Use the A Button to enter the selection.
* A battle ranking of "Washout" results from a match that ends midway when the power is turned OFF during a match or the battery dies.



2. The opponent is displayed. Press the A Button and the game will start.



Players will then switch over to Dice Pool Formation.
(See Pg. 31)

How to connect the Game Boy® Advance Game Link® Cable

This explains how to connect two Game Boy® Advance systems with the Game Boy® Advance Game Link® Cable.

Necessary Items

2 - Game Boy® Advance systems
2 - Yu-Gi-Oh! Dungeon Dice Monsters Game Paks
1 - Game Boy® Advance Game Link® Cable

How to connect

1. Confirm that the Power Switches of both units have been switched to OFF. Insert a Game Pak into each of the systems.
2. Connect the Game Boy® Advance Game Link® Cable to the External Extension Connector of each system.
3. Move the Power Switches of both systems to ON.
4. Please refer to Page 11 for further operating instructions.

Cautions for linked play

Players may encounter operational problems under the following circumstances

- When players are using a link cable other than the Game Boy® Advance Game Link® Cable for Game Boy® Advance.
- The Game Boy® Advance Game Link® Cable has not been firmly inserted as far as it will go.
- The Game Boy® Advance Game Link® Cable is disconnected during transmission.
- Players connect the Game Boy® Advance Game Link® Cable to a connection box.
- Players attempt to connect more than 2 systems.

Link Duel

Players can battle against each other using the Game Boy® Advance Game Link® Cable. Players do not win or lose dice when they win or lose a duel.

1. First, you must connect two Game Boy® Advance systems. (See Pg. 16)
NOTE: If it is necessary to organize the Dice Pool, be sure to rebuild the Dice Pool by selecting "Dice Pool" from the Game Menu before starting a Link Duel.

2. Both players must select "Link Duel" from the Game Menu and press the A Button.

3. The names of the battling players will be displayed. Press the A Button to start the game.



The first player to press the A Button at this time will go first.



TRADE

Players can exchange dice with each other by using the Game Boy® Advance Game Link® Cable.

* Players do not have to exchange the same number of dice when trading. For example, it is possible to exchange 7 dice for 10 dice. In addition, one-way exchanges are also possible (i.e. players can exchange 0 dice for 5 dice).

1. First, you must connect two Game Boy® Advance systems.

(See Pg. 16)

* The 15 dice in the Dice Pool cannot be traded. To set dice aside, select "Dice Pool" from the Game Menu before trading and form the Dice Pool.

2. Both players must select "Trade" from the Game Menu and press the A Button.

3. The dice box will be displayed. Please select the dice to be traded. Highlight the die to be traded and press the A Button. (Up to 10 dice can be chosen at any given time)





4. Confirm the trade list when the dice have been selected. (Move through the list by moving the cursor to the right in the dice box.) To remove a die from the trade list, highlight the selected die and press the A Button.



5. When players have decided what dice to trade, highlight OK and press the A Button. Players will be asked if they want to trade or not. Select "YES" or "NO" and press the A Button. The trade will occur when both players select "YES".



Grandpa's Shop

Dice can be bought and sold here. Select "Grandpa's Shop" from the Game Menu and press the A Button. The shop will be displayed. Select an option and press the A Button. Selecting "Leave the Shop" or pressing the B Button will return the player to the Game Menu.



Buying Dice

Players acquire the funds to purchase dice by winning tournaments. In addition, the number of varieties of dice that can be purchased increases as players win tournaments.

1. The dice that can be purchased will be displayed. Highlight the die you would like to buy and press the A Button. (Up to 10 dice can be chosen at any given time) You can check the cost of the selected die by pressing the R Button.



2. You can confirm the purchase list by moving the cursor to the right in the dice box. To remove a die from the purchase list, highlight the selected die and press the A Button.



3. Once you have completed your selections, highlight "OK" and press the A Button. You will be asked to confirm your selection. Select "YES" to pay for the dice and complete your purchase or "NO" to go back and make more changes.

Selling Dice

Dice can only be sold when a player has more than 15 dice. (there are extra dice in the dice box)

1. Pick out the dice to sell. The dice box will be displayed. Highlight the die you would like to sell and press the A Button. (Up to 10 dice can be chosen at any given time) You can check the selling value of the selected die by pressing the R Button.



2. You can confirm the selling list by moving the cursor to the right in the dice box. To remove a die from the selling list, highlight the selected die and press the A Button.



Total Dice Cost

Current Total Money

3. Once you have completed your selections, highlight "OK" and press the A Button. You will be asked to confirm your selection. Select "YES" to sell the dice or "NO" to go back and make more changes.

DICE AND MONSTERS

DICE

Dice differ according to the Crests (patterns) inscribed on their faces and their colors. The dice also have levels.



DIE COLOR

There are six die colors. The colors show the Types of monsters that can be Summoned (five varieties) and items.

White .... Spellcaster	Green ..... Beast
Blue ..... Warrior	Red ..... Dragon
Yellow ..... Undead	Black ..... Item

DICE LEVELS

The number shown at the center of the Summon Crest represents the level of that die. The die level shows the level of monster or item that can be Summoned. The higher the level of a monster, the more difficult it is to Summon.



NOTE: There are fewer Summon Crests on high-level dice so there is a lower chance that a player will be able to roll matching faces for high-level Summons.
In addition, the numbers written on the sides of other Crests show the Crest Number, representing the number of Crests that can be acquired.



Crests

There are six varieties of Crests that may appear on a die. Any Crest other than the Summon Crest can be saved up.



Summon Crest:
Crests for Summoning monsters (or items). A Summon can be completed if 2 or more of the 3 dice rolled turn up with the same Summon Crest number.



Movement Crest:
Used to move monsters; can be saved up.



Defense Crest:
Used by monsters when defending with normal defenses or special abilities; can be saved up.



Attack Crest:
Used by monsters when attacking with normal attacks or special abilities; can be saved up.



Magic Crest:
Used by monsters when activating magic effects; can be saved up.



Trap Crests:
Used by monsters when activating trap effects; can be saved up.

Monsters

There are over 100 varieties of monsters in all. Each one has special characteristics that can be strategically used in battle.

Detailed Data

This is displayed with the Detail command or the L Button.











Special Abilities

Some monsters possess special abilities. Players can check whether or not a monster has special abilities and can view the details and effects of special abilities by pushing the L Button while the monster is highlighted.
Players can activate the effect listed in the special abilities explanation by paying the indicated number of Crests. Movement, magic and attack effects can be used during a player's own turn. Defense effects can be used when one of your monsters is attacked. Trap effects can be used at any time when the requirements are met.
If "Dimension" is written in the explanation of special abilities, that monster's abilities are activated automatically when it is Summoned to the Field.

In addition, if "In Play" is written, that monster's abilities can be exercised continuously for as long as it remains on the Field.



Crocozaurus

When attacking during one's turn, ATK can be increased by 10 points by consuming one Attack Crest. Up to 3 Crests can be used per turn.



Gator Dragon

When being attacked during an opponent's turn, damage can be lowered by 10 points for each Defense Crest that is consumed. There is no limit to the number of Crests that can be used per attack.

Special Types

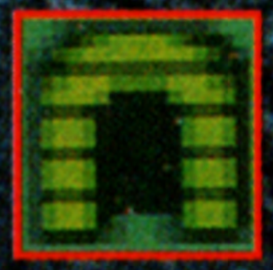
Some monsters have Special Type abilities. These abilities do not consume Crests.

Special Type Icons

Flight



Tunnel



Flying Attack



Flight

Flying monsters can only be attacked by other flying monsters or special monsters that can attack flying monsters. These monsters need two Movement Crests to move one square but can fly over non-flying monsters.

Tunnel

These monsters can move 'under' other monsters.

Flying Attack

These monsters can attack flying monsters.



TYPE

There are five types of monsters and some are stronger or weaker compared to the other Types. (Please refer to the Type Hierarchy Chart). Damage is offset in battles that occur due to these relationships.

Monster Type Icons

Spellcaster 

Undead 

Beast 

Warrior 

Dragon 

· A superior Type attacks an inferior Type … superior Type ATK +10
· An inferior Type attacks a superior Type … superior Type DEF +10
* Even if the superior Type (defending) does not defend normally, damage will be reduced by 10. For details about damage, please refer to page 44.

Type Hierarchy Chart



Items

There are ten varieties of items in all. They can restore HP, improve ATK and have other helpful uses.

Detailed Data

This is displayed with the Detail command or the L Button.



Explanation of Special Effects

An item's effect will be activated if a monster, whether friend or foe, enters its square. Items usually disappear once they have been activated.



Medical Aid Kit

A monster that enters a square with a Medical Aid Kit will have 20 HP restored.



Warp Hole

If two or more warp holes are on the Field at the same time, a monster entering one warp hole will move to the other warp hole.

* "Warp Holes" do not disappear after being activated.

DICE POOL FORMATION

Players choose dice to use in the game from the dice box.

- Choose 15 dice and start the game.
- Any number of the same type of die can be used.

DICE BOX

Only shows the dice in possession









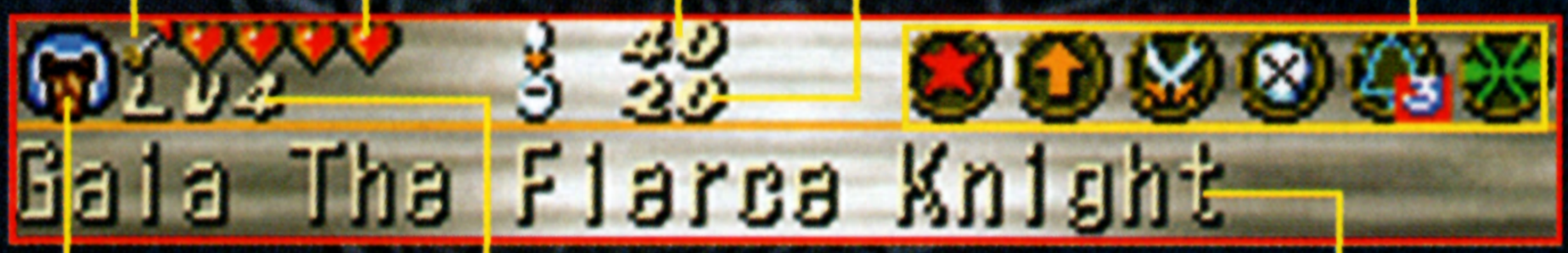
Dice Pool







Dice Data



Dice Pool Formation Flow

1. First, the dice box will be displayed. Highlight the die you would like to add to your Dice Pool. (Detailed monster data can be viewed with the L Button.) If the die selected is OK, press the A Button to place them in the Dice Pool.



2. Check the Dice Pool. Players can switch to the Dice Pool by moving the cursor to the right in the dice box. Return dice from the Dice Pool back to the dice box by highlighting the selected die and pressing the A Button.



3. Players select 15 dice by repeating Steps 1 and 2. When the Dice Pool has been formed, press the B Button at the Dice Box Screen. Players will be asked to confirm the current Dice Pool. Select "YES" to confirm or "NO" to go back and make more changes.



Note: Dice Pool Formation will not end until there are 15 dice in the Dice Pool.

GAMEPLAY

The Die Master is placed on the Field in a predetermined position (the Die Master area). The player to go first will be decided automatically.



Win Requirements

· The first player to attack the Die Master three times and reduce his life points ("LP") to zero is the winner.

Die Master

This figure represents the players. It cannot attack, defend, or move. The Die Master has no HP, instead it has 3 LP. Regardless of the enemy monster's ATK, it loses 1 LP each time it is attacked and is defeated after its LP have been reduced to 0 by three attacks. Its LP cannot be restored with special abilities or items.



· A player can also win by Summoning all of the Exodia series onto the field.

Exodia Series

There are five parts: Right Leg of the Forbidden, Left Leg of the Forbidden, Right Arm of the Forbidden, Left Arm of the Forbidden and Exodia the Forbidden.
If both arms and both legs are on the Field, Summoning Exodia the Forbidden will win the game.



Rolling the Dice

Players choose 3 dice at the beginning of each turn and roll them.

· If two or more Summon Crests of the same level are rolled, a monster or item can be Summoned.
· If a Crest other than a Summon Crest is rolled, it is saved in the Crest Pool. (This has no effect on the success of the Summon.)



Choose Dice

Manual Selection

1. Line up the cursor with the field for setting the dice and press the A Button. The dice will be displayed. Choose a die by pressing the Control Pad left and right.



2. If the selected die is OK, press the A Button to set it. By performing the same operation, choose the remaining two dice.



3. To change the dice selected, highlight the selected die and press the B Button. The dice will disappear and clear the field. Repeat Steps 1 and 2 to reselect dice.

4. When 3 dice have been selected, select "GO" and press the A Button. The dice will roll.



Automatic Selection

If you select a goal such as "Summon Monster" or "Save Crest", the CPU will automatically select dice with a high probability of accomplishing your goal. Only one main goal and one sub-goal can be selected.
*Since rolling dice is a matter of probability, the roll of the dice will not always achieve the goal. Also, if two goals are selected, dice selection will be performed with the main goal as the primary requirement and the sub-goal as the secondary requirement.

1. Highlight the main goal (the left window) and press the A Button. The monster and Crest lists will be displayed. Choose the desired goal. Players can scroll through Crests by pressing Up and Down on the Control Pad or scroll through monsters by pressing Left and Right on the Control Pad.



2. If the selected monster or Crest is OK, press the A Button. It will be input as the main goal. The operation is performed in the same way to choose the sub-goal.



3. To change or abandon a goal, Highlight the goal to be changed and press the B Button. This will clear the goal window. To choose another goal, repeat steps 1 and 2.

4. When the goals have been chosen, highlight "SET" and press the A Button. 3 dice will be selected automatically. Then highlight "GO" and press the A Button. The dice will roll.



*If a player uses automatic selection and the chosen set dice are not acceptable, "Manual Selection" can still be used. (See Pg. 34 - Manual Selection)
Goals and dice can be changed freely until "GO" is selected.

Rolling the Dice

Choose 3 dice and select "GO" to roll the dice.
If two or more dice of the same level Summon Crest are rolled, a monster can be Summoned. In addition, all Crests other than Summon Crests can be saved up in the Crest Pool.





(Example of a successful Summon) The Summon succeeds. Player acquires 3 Movement Crests.

(Example of a failed Summon) The Summon fails. Player acquires 2 Attack Crests and 3 Magic Crests.

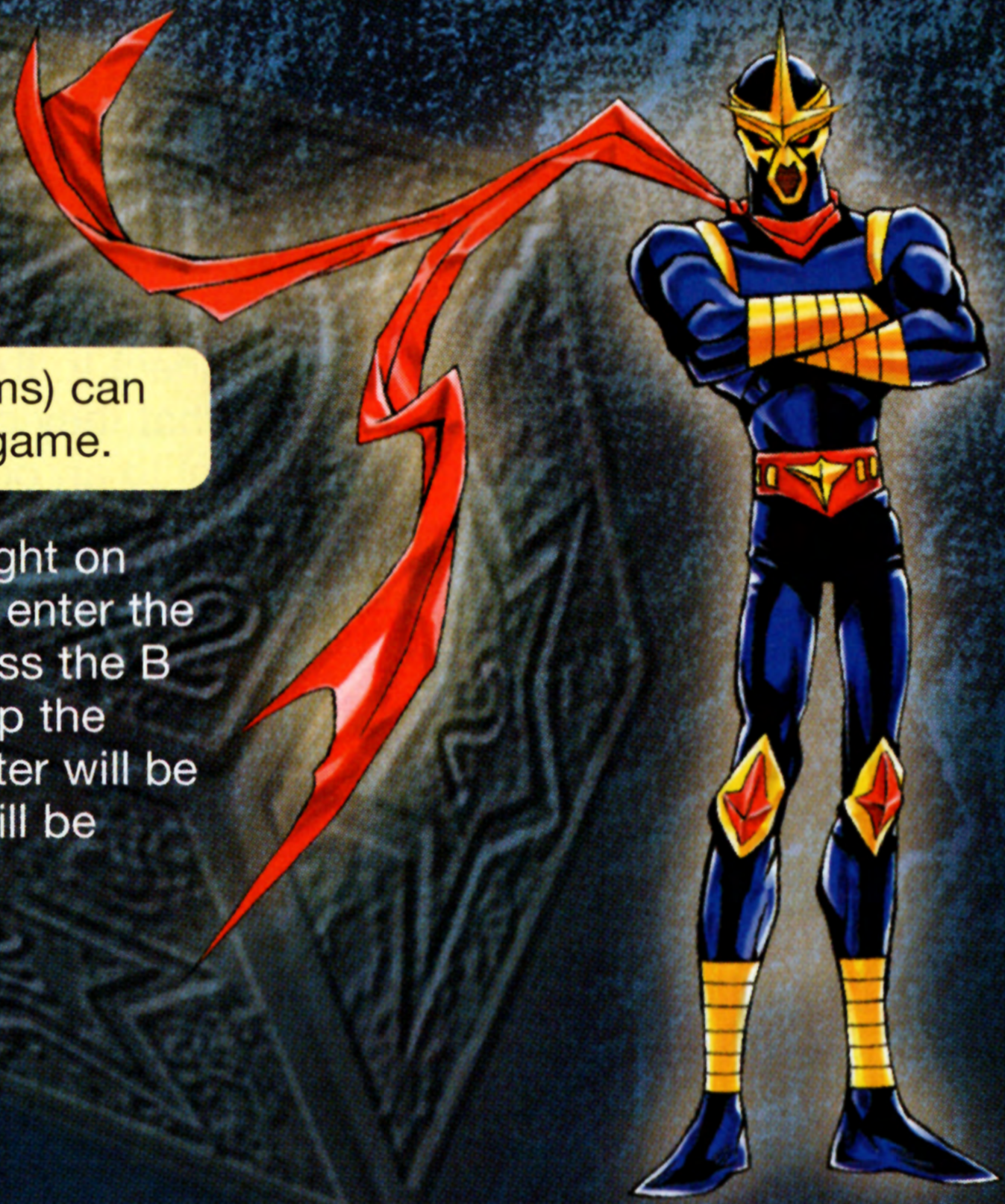
Monster Summoning

If a player's Summon is successful, he can choose one die from those showing a Summon Crest and play it on the Field.

· A maximum of 10 monsters (or items) can be Summoned onto the Field per game.

Choose the dice by pressing Left or Right on the Control Pad. Press the A Button to enter the selection. At this time, players who press the B Button will be asked if they wish to stop the Summon. If "YES" is chosen, no monster will be played on the field and the Summon will be cancelled.

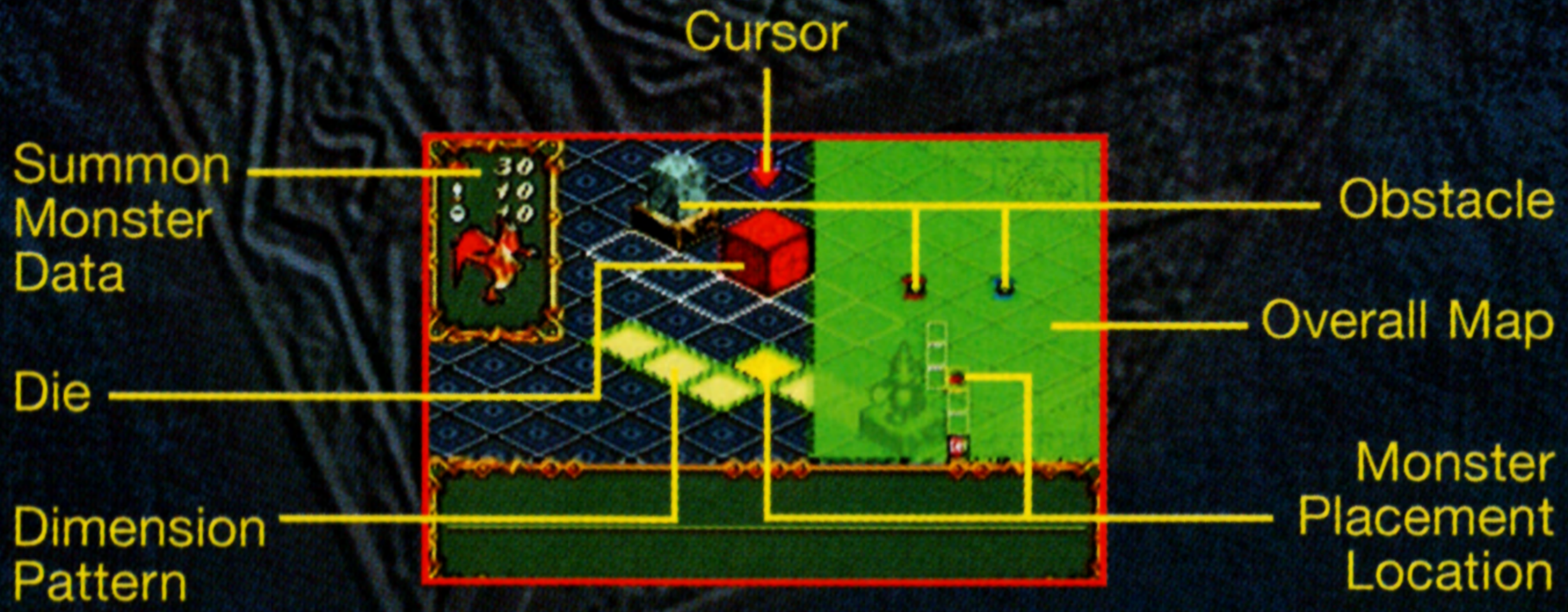




Dimension

"Dimension" refers to the "unfolding" of a die and placing it as a flat, six-square piece on the Field. When players succeed in a Summon, a Dimension must also be performed. After a die is placed onto the field, it cannot be rolled anymore.

- The first Dimension must be placed so that one side touches the Die Master area.
- All following Dimensions must connect to the player's dungeon pieces.
- Dimensions cannot be placed so that they overlap other dungeons, overlap any square directly horizontal or vertical to an obstacle, or stick out of the Field.



Controls

Control Pad: Moves the piece and the cursor.
A Button: Places the shape on the Field.
B Button: Returns a player to the Summon Select Screen.
(See Pg. 37 - Monster Summoning)
R Button: Rotates the dungeon piece.
L Button: Displays detailed data about the selected die.
START/SELECT: Changes the shape of the piece.

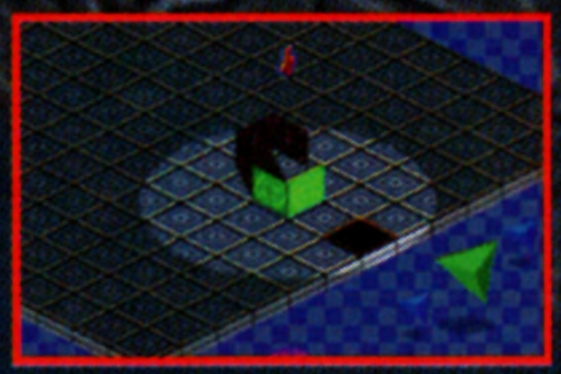


Build a Dungeon

1. Move the piece with the Control Pad. Change the shape with START or SELECT and rotate the piece with the R Button until it is in the desired area.

2. Press the A Button and the piece will be placed on the Field. Monsters (or items) will be Summoned.





Monster Movement and Battles

Players move monsters and defeat enemy monsters in order to attack the enemy Die Master.



Controls

Control Pad: Moves the cursor, selects commands
A Button: Displays the Action Menu for the selected monster, inputs commands, etc.
B Button: Cancels commands
L Button: Displays detailed data for the monster selected
R Button: Scrolls the cursor through ally monsters
START: Displays the Menu Window

Menu Window

Press START at the Field Screen and the Menu Window will be displayed. Choose an option and enter the selection with the A Button. The B Button returns players to the Field Screen.



End Turn
Ends a player's turn and moves to the opponent's turn.

Battle on (off)
Toggles battle animations on and off.

Quit Game
Surrenders and stops a game in the middle of play. Quitting a game will count as a loss.

Attack Action Menu

Select a monster during your turn and the Attack Action Menu is displayed. If you choose an allied monster you can select an action and enter the selection with the A Button.



Move
Moves monsters around the field. Movement Crests are necessary to move the monsters. (See Pg. 43)

Attack
Attacks an adjacent enemy monster. Attack Crests are necessary to attack. (See Pg. 44)

Ability
This command can only be used for monsters with special abilities. If you have sufficient crests, select the ability and press the A Button to activate it. Some monsters may have more than one ability, but only one can be activated per turn.



Detail
Press the L Button to display detailed monster data.
(See Pg. 24 - Detailed Data)

Defense Action Menu
This menu appears when a player receives an attack from an enemy monster during his opponent's turn. Choose a command and enter the selection with the A Button.



Wait
This is used to take no action against an attack. Players receive the enemy monster attack directly.

Guard
This is used to defend against enemy attacks. Defense Crests are necessary in order to defend. (See Pg. 45 - Damage Assessment)

*Please refer to the Attack Action Menu section regarding "Ability" and "Detail".

Movement

Players use Movement Crests to move their monsters.

- One Crest must be used to move a monster one square.
  *Two Crests are necessary to move flying monsters one square.
- Monsters can move one square horizontally or vertically for each Crest used.
- Most monsters cannot pass over other monsters when moving.
  *Flying monsters and tunneling monsters can pass over or under other monsters on the Field.

How to Move

Choose "Move" from the Action Menu.
1. The range of possible moves will be displayed. Move the cursor to the desired destination and press the A Button.



2. When a monster is moved, the number of Movement Crests consumed will be displayed. The number in parentheses indicates the number of Movement Crests in the player's possession. If the number of Crests is acceptable, press the A Button to move.



Battle

Players attack an enemy monster or defend against an enemy in battle. A monster will be cleared from the field when its HP reaches 0. Defeated monsters cannot return to the game, except under special circumstances.

Normal Attack

By using Attack Crests, players can attack enemy monsters.

- A monster can attack an enemy monster once in a player's turn.
- One Attack Crest is necessary to attack.
- Players can only attack monsters in horizontally or vertically adjacent squares.

Normal Defense

By using Defense Crests, players can defend against enemy monster attacks.

- One Defense Crest is necessary to defend.
- As long as a player has Defense Crests, he can defend each time he is attacked.

Attacking/Defending with Special Abilities

If attacking and defending activates special abilities, only Crests consumed for special abilities will be used.

Damage Assessment

Battle damage differs according to whether a player is normally defending against the attack or not defending at all.

When Defending:

Damage is equal to the difference between the attacking monster's ATK and the defending monster's DEF.

- **The attacking monster's ATK > the defending monster's DEF**

▼

The defending monster receives damage.

- **The attacking monster's ATK = the defending monster's DEF**

▼

No damage is assessed.

- **The attacking monster's ATK < the defending monster's DEF**

▼

The attacking monster receives damage.

When not Defending:

The attacking monster's ATK is directly inflicted upon the defending monster.

A monster can remain on the Field as long as it has HP remaining. A monster's lost HP cannot be restored unless a healing special ability or item is used. Monsters that receive damage equal to or above their HP are destroyed and removed from the Field.

Attacking

Select "Attack" from the Action Menu.

1. The possible attack range (one square to the left, right, front, or back) will be displayed. Move the cursor to the target and press the A Button.



2. The enemy monster will react to a player's attack. The battle will then begin. (See Pg. 45 - Damage Assessment)



About Battle Animation

If "Battle On" has been set in the Menu Window, the battle animation can still be skipped by pressing the A Button after the target has been entered and before the battle begins. The B Button may also cancel the battle animation at any time. If "Battle Off" has been set, pressing the A or B Button allows players to see the battle animation.



NOTES



NOTES



NOTES



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