

HYBRID HEAVEN™



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Instruction Booklet

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HYBRID HEAVEN™

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



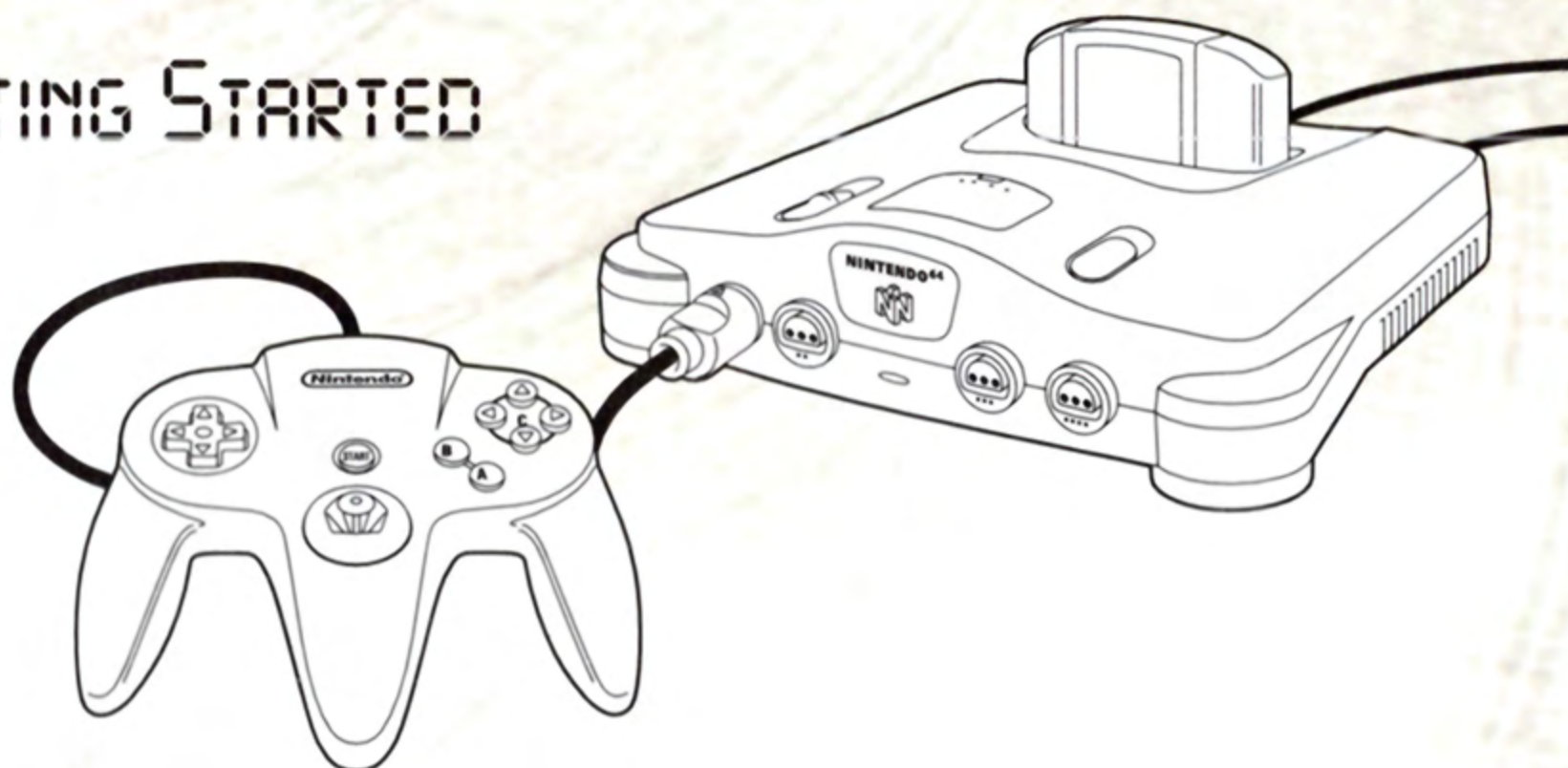
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

GETTING STARTED



Warning: Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your N64®.
2. Insert the HYBRID HEAVEN™ Game Pak into the slot on your N64®.
3. Press firmly to lock the Game Pak into place.
4. Turn the POWER switch ON.
5. At the Title Screen, press START when prompted to begin HYBRID HEAVEN™.

Note: If you want to save games, insert the N64® Controller Pak into the controller before starting play.

ACCESSORIES

THE CONTROLLER PAK

If you use a Controller Pak (sold separately), you can save your progress through the game. Please refer to the instruction manual packaged with the Controller Pak for directions on how to use it.

Saving Files with the Controller Pak

The Controller Pak memory is divided into 123 pages. You need 53 pages to save HYBRID HEAVEN data.

During the game you can only save data into the 1P Controller Pak.

The Save screen will appear when you enter Life Stations on the Field screen and attach a Controller Pak to the 1P Controller (if not already attached). To create a note, select YES and press the A button.

Data saved into one Controller Pak can be saved into another Controller Pak by going into DATA EDIT in BATTLE MODE.

Controller Pak menu

Hold down START and switch on the power to your Nintendo 64 game unit.

To delete unwanted data, toggle through the notes with the Control Stick and then select the data you wish to delete. Select DELETE with the Control Stick and press the A button to delete the data.

THE RUMBLE PAK

This game supports the Rumble Pak (sold separately). If you attach a Rumble Pak to your Controller, the Controller will vibrate along with the action on screen (for example, when you attack and defend).

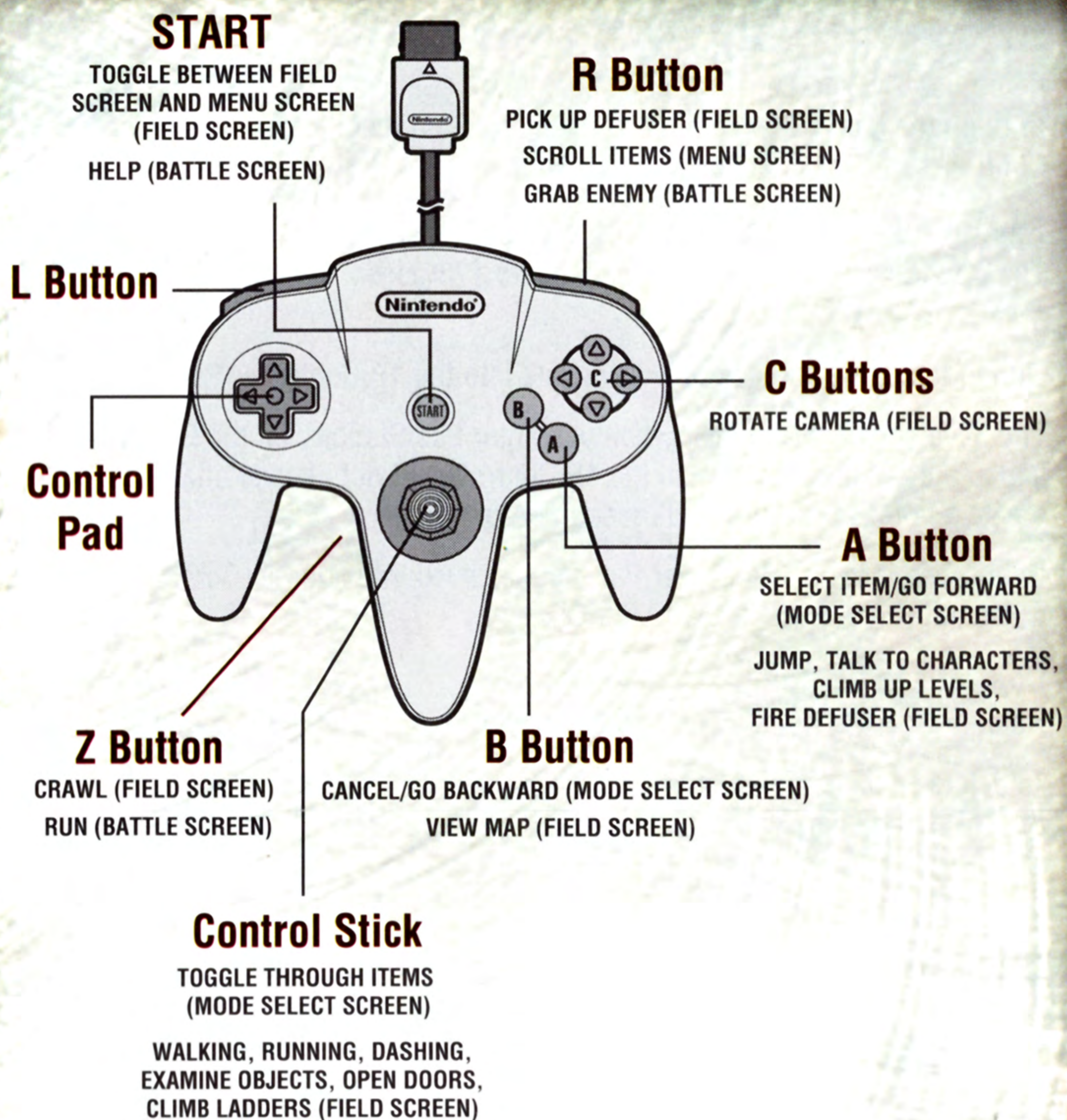
To use the Rumble Pak, first start the game with a Controller Pak attached to your Controller, then follow the instructions on screen to switch from the Controller Pak to the Rumble Pak.

When saving or loading data, follow the instructions on screen to switch from the Rumble Pak back to the Controller Pak. Do not remove the Rumble Pak during the game until instructed to do so on screen.

THE N64 EXPANSION PAK

This game supports the N64 Expansion Pak (sold separately). Before using the Expansion Pak, be sure to read its instruction manual carefully, as it contains important information on safety and how to use Expansion Pak accessories.

CONTROLS



The control buttons have different functions depending on which game screen you are on (MODE SELECT SCREEN, FIELD SCREEN, MENU SCREEN or BATTLE SCREEN). There are also additional controls for ATTACK PHASE and DEFENSE PHASE. Refer to those sections for detailed control descriptions.

GAME OVERVIEW

In this game, you use information obtained during Events to explore the Field screens, and defeat enemies appearing in Battle screens.

The world of HYBRID HEAVEN is made up of areas and blocks. You'll need a special CODE KEY in order to access each block. Refer to KEYS on page 23.

If the code on your code key doesn't match the door code, the door won't open. Find one of the CODE CHANGERS scattered through each area to overwrite the new code.

You must figure out how to open code key doors and doors with red lamps (using code keys or other methods). It's up to you to successfully open each door and get into the next area.

If you destroy surveillance devices or "containers" (located in many places on the Field screen) you may obtain valuable items. Don't just keep running from enemies—use your defuser to blast objects apart for helpful items as you go. You start the game with a defuser, so you can start using it immediately.

You learn a variety of new moves in battle as you defeat enemies. When fighting, it's important to learn these new skills to upgrade the status of your body parts.

If an "SS" or "S" is displayed as your RANK after you win a battle, an item may appear. When fighting, try to use the best combination of skills possible to get the highest rank you can. Refer to BATTLE OVER screen on page 19.

Sometimes a hidden attack is added to the end of original combos created in the EDIT screen of COMBO.



MODE SELECT SCREEN



BASIC CONTROLS AT THE MODE SELECT SCREEN

Control Stick

Toggle through items

A button

Select item/Go forward

B button

Cancel/Go backwards (You can't use Cancel when saving).

NEW GAME (FOR ONE PLAYER ONLY)

Play a new game. Select the level of difficulty and the language before you start playing. Choose from Normal, Hard, and Ultimate in DIFFICULTY, and from English, German and French in LANGUAGE. Press the A button after you have made your selections to start the game.

CONTINUE (FOR ONE PLAYER ONLY)

Load data from the Controller Pak and continue playing a previous game from the last Life Station at which you saved. You can only change the Difficulty and Language settings at the beginning of a new game. Settings cannot be changed once a game has been saved.

BATTLE MODE (FOR ONE OR TWO PLAYERS)

In this mode you can take on a friend in VS MODE, or play "5 Matches" or "Survival" games in CREATURE BATTLE. You can also copy and exchange data in DATA EDIT. Refer to BATTLE MODE on page 24.

SOUND

Change sound settings used in the game. Before beginning play, select either STEREO or MONOAURAL, and press the A button to return to the Mode Select screen.

RESOLUTION

Change the level of resolution used in the game. Before beginning play, select from HIGH NORMAL, HIGH LETTERBOX, and LOW, and press the A button to return to the Mode Select screen.

FIELD SCREEN

HP

Your HP level shows how much life you have left. Your HP goes down when you are injured, and if it falls to zero you fail in your mission (the game ends). To boost your HP level, use a REFRESH item or go into a Life Station.

Your HP level is displayed on screen when you are injured or when you use a REFRESH item. Refer to REFRESH items on page 20.



Map

To view area maps when on the Field screen, press the B button. The red circle shows your current location. Press the B button again to go back to the Field screen.

When climbing over obstacles, the topography of the land will not be shown on the maps.

SWITCHING FIELD SCREEN PERSPECTIVE

Change camera height

Press the C ↑ Button to adjust the height of the camera to one of 3 levels.

Player central view

Hold down the C ← Button and move the Control Stick up/down/left/right to rotate the camera around the player. Refer to OPTIONS on page 10.

Camera central view

Hold down the C → Button and move the Control Stick up/down/left/right to rotate the camera around on its own axis. Refer to OPTIONS on page 10.

Player perspective view

Hold the C ↓ Button and move the Control Stick up/down/left/right to view surroundings as if looking through the eyes of the player. Refer to OPTIONS on page 10.

SWITCHING TO THE MENU SCREEN

Press START to switch from the Field screen to the Menu screen. From the Menu screen you can check which items you have, and check and change various levels. Refer to MENU SCREEN on page 9.

CONTROLS AT THE FIELD SCREEN

Walking, running, and dashing

The further down you press the Control Stick the faster your character will move.

Examining objects, opening doors

Press the Control Stick towards the object or door.

Climbing up and down ladders

Press the Control Stick towards the ladder to grasp it, press it up to climb up, and press it down to climb down.

Talking with other characters

Press the A button when in front of a character to talk with him/her.

Jumping

Push the A button while pressing the Control Stick to do a running jump, or a vertical jump when at a standstill.

Jumping and grasping/moving

Jump up towards a ledge to grasp hold of it. Press the Control Stick left/right while grasping the ledge to move in the direction pressed. In some locations you can climb up on top of the ledge you're grasping by pressing the Control Stick up. Press the A button to let go.

Climbing up levels

Stand in front of the level and press the A button to climb up.

Crawling

Press the Z button to crawl. Press the Control Stick up to advance, down to retreat, and left/right/diagonally to turn. Press the Z button again to stand up.

Picking up defuser, aiming, and firing

Hold down the R button to pick up your defuser, and press the Control Stick to take aim. Press the A or Z button to fire. Refer to OPTIONS on page 10.

MENU SCREEN

Press START at the Field screen to bring up the Menu screen. Press it again to return to the Field screen.

ITEM

Check which items you currently have, and/or use them. Press the R button to scroll through the items.

Refresh items can be used only once.

Items which can be used in the current situation are marked USABLE. Those which cannot currently be used are marked NOT USABLE. Refer to ITEMS on page 20.

Refresh: Select a life restoration item.

Weapon: Select an attack item.

Key: Check which of the key items you possess are most important for you in your current situation.

TECH LIST

Check which battle attacks you can use and the level of skill they require. All attacks on this list can also be used in BATTLE MODE. Refer to BATTLE MODE on page 24.

STATUS

Check your current status. Switch between the General Status list and the Body Parts status list by pressing the Control Stick up/down.

General Status

Level: Shows your current overall status level. When your status level rises past a certain point, you'll be able to use combo attacks in Battle Mode.

HP: Shows your current HP level.

Stamina: Shows your current stamina level.

Offense: Shows your current overall attack power.

Defense: Shows your current overall defense power.

Speed: Shows how fast you can move in battle.

Reflex: Shows how quickly you can react in battle.



Body Parts Status

Offense: Shows the attack power of each of your body parts.

Defense: Shows the defense power of each of your body parts.

Hit Count: Shows how many times you've injured the enemy with each of your body parts.

Damage Count: Shows how many enemy hits you've taken on each of your body parts.

OPTIONS

Change a variety of game settings. Those displayed in RED are default settings.



Map

Select from ROLL or FIX for map display rotation.

Camera/Defuser

Set the controls for moving the camera perspective and defuser perspective up/down to NORMAL or REVERSE. When set to NORMAL, pressing the Control Stick up moves the perspective up, and pressing it down moves the perspective down. When set to REVERSE, these controls are reversed.

Stance

Set player stance to RIGHT to make your character face right when fighting, and set it to LEFT to make him/her face left.

Battle Cam

Decide whether you want to be able to switch the camera angle during battle (ON), or not (OFF).

Battle Disp

Set display to ON to make a body part glow if its status becomes critical during battle, or OFF to disable this function.

SAVING AND LOADING

SAVING

1. Go into a Life Station on the Field screen. After your HP has been fully restored, the Save Data screen will appear. (Follow the instructions on screen, and select a save file.)

When switching from the Control Pak to the Rumble Pak, follow the instructions on screen.

2. Press the Control Stick up/down to toggle through the four save files, and press the A or START button to select one.
3. Select SAVE, and press the A button. Your data is saved.

LOADING

1. Select CONTINUE at the Mode Select screen to bring up the Load Data screen. (Follow the instructions on screen, and select a save file).

When switching from the Rumble Pak to the Control Pak, follow the instructions on screen.

2. Press the Control Stick up/down to toggle through the four save files, and press the A or START button to select one.
3. Select LOAD and press the A button. Your data is loaded.



BATTLE SCREEN



FLOW OF EVENTS ON THE BATTLE SCREEN

1. When you encounter an enemy on the Field screen, the Battle screen will appear.
2. Based on your timing and how close you are to the enemy, pressing the A button will bring up the ATTACK PHASE screen. Input your attack command from this screen. Refer to ATTACK PHASE on page 16.
3. When an enemy attack is about to hit you, a WARNING message will appear on screen, followed by the DEFENSE PHASE screen. Input your defense command from this screen. Refer to DEFENSE PHASE on page 18.
4. If you reduce your enemy's HP to 0, you win the battle and the BATTLE OVER screen will appear. On the other hand, if your HP is reduced to 0, you have failed in your mission and the MODE SELECT screen will appear. Refer to BATTLE OVER screen on page 19.

THE BATTLE SCREEN APPEARS IN THREE DIFFERENT SITUATIONS:

Fight!

When you encounter an enemy, the message "Fight!" appears and the Battle screen comes up. Both you and your enemy start with Power levels of zero.

Advantage!

If you sneak up behind an enemy, the message "Advantage!" appears and you can attack first. You start with your Power level at maximum, and your enemy starts at zero.

Surprise Attack!

If your enemy catches you by surprise from behind, the message "Surprise Attack!" appears and your enemy attacks you first. You start with your Power level at zero, and your enemy starts at maximum.

EXPLANATION OF BATTLE SCREEN

Power

Your Power level determines how much damage your attacks inflict on the enemy. It falls temporarily after you attack or use items, but is then progressively restored. If "Wait" is displayed, it means you cannot input "Phase" commands until your power is sufficiently restored.

Stock Power

If your overall status level increases, your maximum Power level also increases and the extra power is stocked. You can stock a maximum of 4 extra power units, making it possible to attack 5 times in a row if you use your normal power unit as well. In the ATTACK PHASE the "Combo" command is displayed, allowing you to use combo attacks. Stock power is necessary to execute combo attacks.

Stamina

If your Stamina level drops, it takes longer to restore your Power level and the number of attacks you can do decreases. Your Stamina level temporarily decreases when you attack your enemy, but is then progressively restored. At the end of a battle it is completely restored. Also, if your overall status level increases, the amount of stamina lost for each attack decreases. If you do your next attack or are injured by an enemy attack before you have completely recovered your stamina, you will have to use a "Stamina Charger" or "Battle Charger" item to replenish it. Refer to ITEMS on page 20.

STATUS DURING BATTLE

If you are seriously hit by an enemy attack, a Status Abnormality is displayed. The part of your body that was hit temporarily loses some of its offensive and defensive power. As the battle continues, the Status Abnormality will progressively return to normal.

- Head injury: You faint and are temporarily unable to move.
- Body injury: You temporarily lose some of your ability to recover stamina.
- Arm injury: You cannot use that arm to punch.
- Leg injury: You cannot use that leg to kick.
- Blackout: You cannot input commands until you recover consciousness.
- Slow: You move more slowly.
- Poison: Your HP level decreases unit by unit, and you lose attack and defense power. Poisoning has no permanent effect.

Awesome and Weak

If you inflict major damage on your enemy, "Awesome" is displayed on screen, but if you fail to hit your target properly "Weak" is displayed. Correctly judging the distance between you and the enemy is the key to success in battle.



CONTROLS AT THE BATTLE SCREEN

Moving

The length of your stride depends on how far down you press the Control Stick. It takes longer to restore your Power level when you're moving.

Quick movement

Press the Control Stick twice in the direction you want to move to increase your speed. This will reduce your Power level a little.

Running

Hold down the Z button and press the Control Stick to run in that direction. This reduces your Stamina level.

Changing direction of aim

Press the B button to swing your gun left or right. Press the B button and the Control Stick up to move one step forward and swing your gun left/right. Press the B button and the Control Stick down to move one step back and swing your gun left/right.

Grabbing enemy

Approach your enemy and press the R button to grab him/her, then press the A button to bring up the "Attack Phase" screen. Input the throw command to throw the enemy. If you are grabbed by your enemy, you can go into the "Attack Phase" screen in the same way to release their hold.

Flipping over fallen enemy

Approach your enemy and press the R button to flip him/her over. The particular move used depends on whether the enemy is lying face-up or face-down.

Moving behind enemy

Grab your enemy and press the Control Stick two times to the left or right to move behind him/her. There are some attacks you can only execute when in this position.

Resting

If you are knocked down by the enemy, hold down the Z button to stay on the ground. When you are in this position you can recover power and stamina more quickly. Release the Z button to get up again.

Help

Press START at the Battle screen to bring up an explanation of your current situation on screen.



ATTACK PHASE



Based on your timing and how close you are to the enemy, pressing the A button will bring up the ATTACK PHASE screen. Press the Control Stick left/right to toggle through the commands, up/down to select an attack/item, and the A button to execute it.

ATTACK PHASE CONTROLS

Entering Attack Phase/Executing commands

Use the Control Stick to select commands and the A button to execute them. When your enemy is behind you, you can only use Refresh items. When you are holding on to your enemy you can only use Technique attacks.

Canceling

Press the B button to cancel the Attack Phase. (You cannot cancel the Defense Phase.)

Attack

You can select from PUNCH, KICK, TECHNIQUE and COMBO attacks. The type of attacks available at any one time depends on the situation. Press the Control Stick left/right to bring up a list of the available attack types, press it up/down to select one, and the A button to execute it.

Punch: Punch your enemy.

Kick: Kick your enemy.

Technique: Throw your enemy or do a “newaza” move.

Combo: Unleash a combo attack.

Combo

If your overall status level increases sufficiently, you can do a maximum of 5 combos in a row.

You can execute combos using stocked power only. When you select END, a combo using less power than the stocked power will be created.

Edit: Make up a combo of punches and kicks. You can save a maximum of 3 combos.

Select: Select from pre-existing set combos and your own original combos created in "Edit".

Creating original combos

1. Select EDIT. Choose an attack from the list and press the A button to execute it. If you have enough Power remaining after the attack is executed, you can select another attack. You can keep adding attacks until you run out of power or select END.
2. Select YES when the confirmation message appears on screen. To save your new combo, select a combo to delete from the combo list. Select YES when the confirmation message appears and press the A button.
3. The saved combo is now available for selection from the combo list.

Items

Use items found on the Field screen. Use the Control Stick to select an item, and the A button to use it.

Refresh: Select and use a restoration item.

Weapon: Select and use an attack item.

When you use an item, you lose the same amount of Power (one unit) as when you attack.

Depending on the state of the battle, some items can be used ("Usable") and some cannot ("Not Usable").

LEARNING ENEMY ATTACKS

Whenever you are hit with an enemy attack, you learn how to do that attack. The new attack is then displayed in the ATTACK PHASE list, and can also be used in Battle Mode.

If you are hit with a left/right punch or kick, you learn how to execute that punch/kick in both directions. Refer to BATTLE MODE on page 24.

DEFENSE PHASE



When you're about to be hit by an enemy attack, a WARNING message will appear on screen, followed by the DEFENSE PHASE screen. Press the Control Stick left/right to toggle through the commands, up/down to select a defensive move, and the A button to execute it.

No warning will appear if you have already been knocked unconscious by a previous enemy attack.

You can only use STEP commands if you've been attacked from behind by the enemy.

COMMANDS FOR DEFENSIVE MOVES AGAINST PUNCHES/KICKS

- Step: Press the Control Stick to move the cursor in the direction you wish to dodge, and press the A button to execute.
- Counter: You may be injured by the enemy if you execute this counter-move. If you execute it successfully, your Power units will go down by one.
- Guard: Guard against enemy attack to reduce the amount of damage you take.

COMMANDS FOR DEFENSIVE MOVES AGAINST THROWS

- Escape: Release enemy's hold on you and dodge out of the way.
- Reversal: You may be injured by the enemy if you execute this counter-move. If you execute it successfully, your Power units will go down by one.
- Take Fall: Move with the force of your enemy's attack to reduce the amount of damage you take.

COMMANDS FOR DEFENSIVE MOVES AGAINST "NEWAZA"

- Roll: Roll left or right to release enemy's "newaza" and get out of the way.
- Counter: You may be injured by the enemy if you execute this counter-move. If you execute it successfully, your Power units will go down by one.

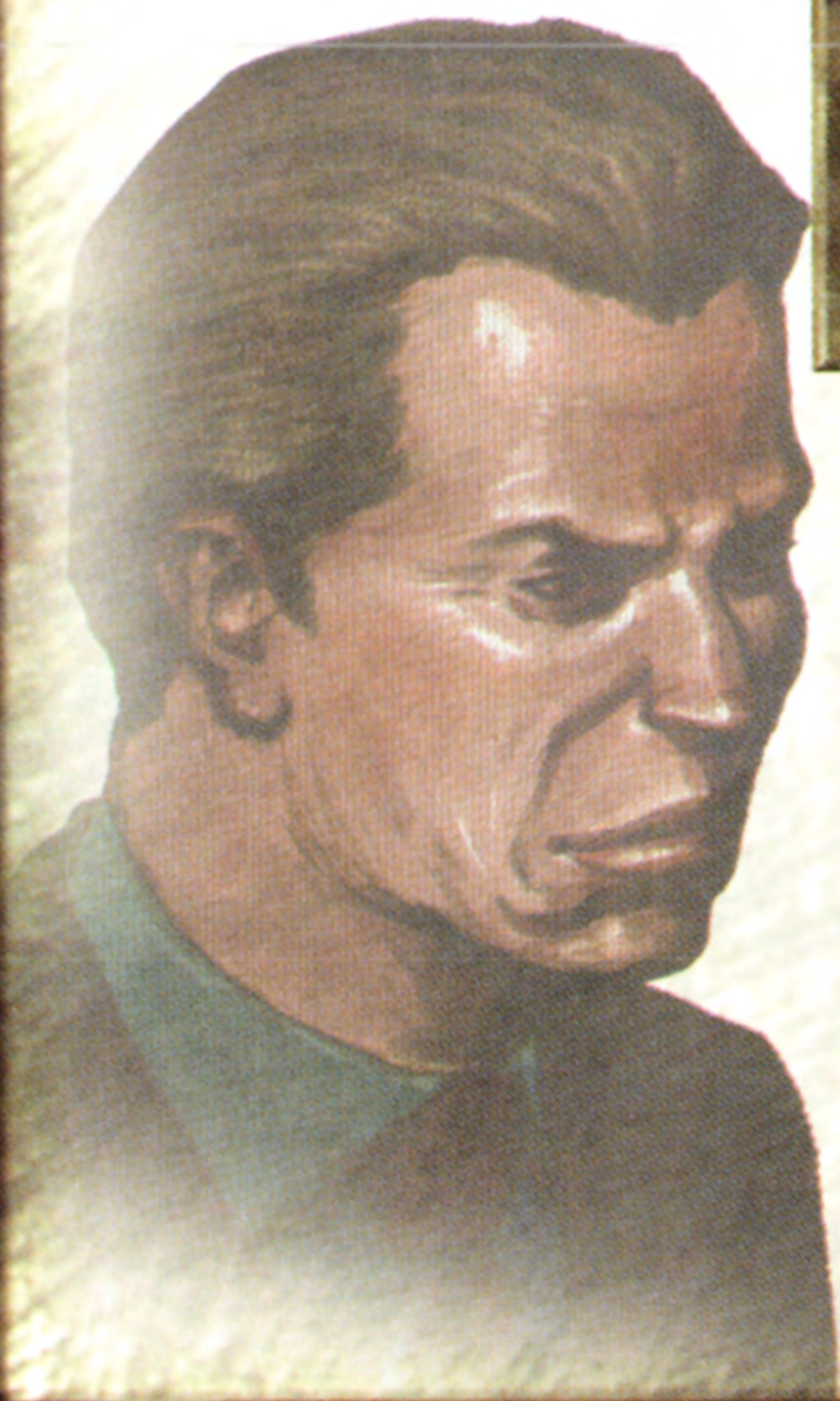
When a battle ends, a variety of data is displayed on screen, then you return to the Field screen.

BATTLE OVER SCREEN

BATTLE DATA DISPLAY

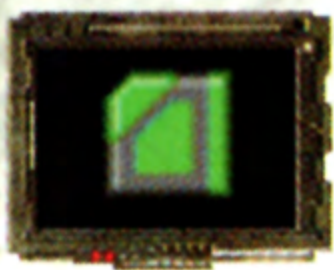
You can view the following data at the end of a battle:

- Finish: The number of decisive attacks.
- Phase: The number of attacks made by you and your enemy.
- Hit Rate: The number of successful attacks.
- Rank: How well you did in the battle. The highest rank is "SS" and the lowest is "E".
- Body parts: Displayed if the level of your body parts increases as a result of the battle.
- Parameters: Displayed if fighting parameters increase.
- New move: Displayed if you learn a new move.

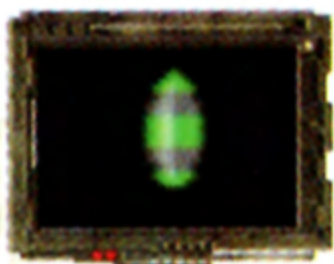


ITEMS

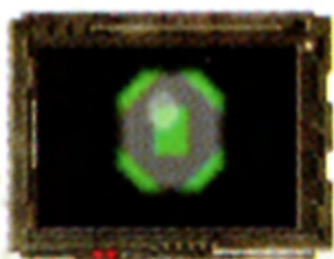
REFRESH ITEMS



Life Charger: Restores HP.



Stamina Charger: Restores stamina.



Battle Charger: Restores HP and stamina.



Speed Restorer: Gets rid of the "Slow" status abnormality.



Poison Restorer: Gets rid of the "Poison" status abnormality.



Super Restorer: Restores HP and gets rid of status abnormalities.



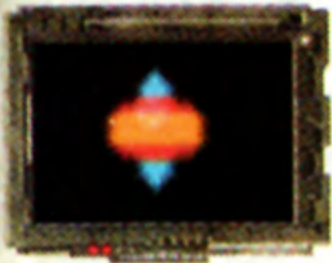
Offense Raiser: Increases your parameters and boosts your attack power.



Defense Raiser: Increases your parameters and boosts your defense power.



Speed Raiser: Increases your parameters and boosts your speed.



Ring Eraser: Neutralizes enemy and allows you to escape when in battle.

NOTE: Life Charger, Stamina Charger, and Battle Charger come in four types—S, M, L, and X. The exact amount of HP and/or stamina restored for the S, M, and L types varies depending on the item. X restores 100% for all three items.

WEAPONS



Flame Shot: Shoots fire at your enemy.



Poison Shot: Shoots poison at your enemy.



Ice Shot: Shoots ice at your enemy.



Hurricane Shot: Unleashes a hurricane against your enemy.



Ion Shot: Shoots liquid ions at your enemy.



Offense Enhancer: Increases your attack power for one battle only.



Defense Enhancer: Increases your defense power for one battle only.



Speed Enhancer: Increases your speed for one battle only.



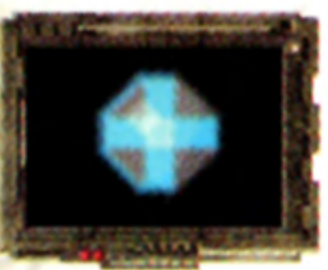
Stamina Booster: Increases the speed at which you recover stamina (for a fixed amount of time).



Power Booster: Increases the speed at which you recover power (for a fixed amount of time).



Offense Drainer: Decreases your enemy's attack power for one battle only.



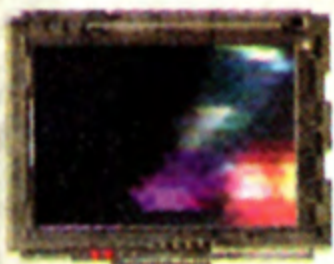
Defense Drainer: Decreases your enemy's defense power for one battle only.



Speed Drainer: Decreases your enemy's speed for one battle only.

Note: The Flame Shot, Poison Shot, Ice Shot, Hurricane Shot, and Ion Shot are available in standard and SP versions. Standard shots can only be used once in battle while the SP shots can be used three times in a row.

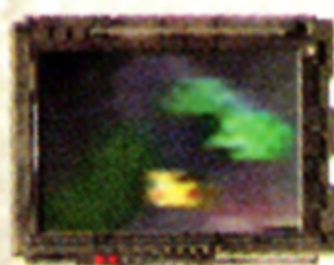
Keys



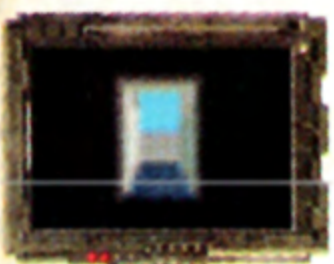
Code Key: Used to open doors requiring an access code. Renew your code key at Code Changers to gain access to other levels.



Map Viewer: Used to read area maps.



Defuser: A key weapon against machinery.



Memory Card: Used to release locks on devices.

NOTE: Key items cannot be used during battle.

BATTLE MODE



VS Mode

Play a 2P game against a friend using data saved into the Controller Pak.

Creature Battle

5 Matches: Fight against 5 enemies. For 1 player only.

Survival: Fight against enemies you took on in the main game mode. For 1 player only.

Data Edit

Copy and exchange data files.

VS Mode

In this mode you use special VS Mode controls instead of the normal Phase controls to fight. When using saved Controller Pak data, attach Controller Paks containing this data to both the 1P and 2P Controllers before switching on the power.

1. The 1P and 2P Data Select screens will appear on the left and right of the screen respectively. Select the data you wish to load and the file you wish to use with the Control Stick and press the A button. You can load both 1P and 2P Controller Pak data.
2. When both players have selected the files they wish to use, the Character Select screen will appear. Press the Control Stick left/right to select a character and a Power level, move the cursor to the OK button, and press the A button. The characters available for selection and the moves you can use vary depending on the saved data you're using. If you hit the LOAD button at the Character Select screen, you'll return to the Data Select screen.
3. The Stage Select screen will appear. Press the Control Stick left/right to toggle through the stages, and press the A button to select one.
4. After the battle, the winner will be displayed, and the number of battles s/he has won will be shown using star marks.

Retry: Play again using the same settings.
Change: Return to the Character Select screen.
Exit: Return to the Title screen.

VS Mode controls

The C button is used to input commands, so that your opponent can't see what you're doing. When on the defensive, you input defense commands using the PHASE screen.

Executing punches/kicks

1. Based on your timing and how close you are to the enemy, pressing the A button will allow you to enter an attack command.
2. Select an attack command. If you select COMBO, the customized combos saved into the current file will be displayed.
3. If you select PUNCH or KICK, choose whether to attack from the left or right. If you select COMBO, select an attack from CUSTOM or SET. Hold down the Z button and choose SET to select SET2. You cannot create original combos in VS Mode.
4. Select a level for your attack, from High, Medium, and Low. If you select LOW for a punch, it will automatically switch to MEDIUM.
5. Select the type of attack:

Straight:	Punch/Front kick
Turn:	Back blow/Back kick
Swing:	Hook/Spin kick
Push:	Uppercut/Side kick

TRY AGAIN will be displayed for moves your current character has not learned. Input the command once again.

6. After inputting your attack, the Defense Phase screen will appear.

Executing throws

Press the R button to grab your enemy, then press the A button to bring up the list of attack commands. Press the Control Stick left/right to switch between the different moves, and input a move using a combination of the R/Z button and C buttons.

Executing attacks when your enemy is down

Press the A button when your enemy is on the ground, then select KICK or TECHNIQUE. A list of available attack commands will be displayed. Press the Control Stick left/right to switch between the different moves, and input a move using a combination of the R/Z button and C buttons.



CREATURE BATTLE

This mode is for 1 player only. When using saved Controller Pak data, attach Controller Paks containing this data to the 1P Controller before switching on the power.

1. Select 5 MATCHES or SURVIVAL, and press the A button.
2. The Data Select screen will appear. Toggle through the files with the Control Stick and press the A button to select one.

Creature Battle rules

In this mode your character and stage are selected for you.

Your level is the same as in the saved data you are using, but you can't use any items previously acquired. You receive items at the end of a battle corresponding to the rank you achieved in that battle. In the same way as the main game mode, you acquire experience through battle and increase your level.

You cannot save your progress in this mode, unless you clear all stages of the main game and use that data to play a SURVIVAL match.

If you lose all your HP, you fail in your mission and return to the Title screen.

DATA EDIT

In this mode you can copy HYBRID HEAVEN data, and exchange it between two Controller Paks. When playing a game you haven't yet saved, you need to enter a "Life Station" and save it into a Controller Pak before you can copy or exchange the data.

Before switching on the power to your Nintendo 64 unit, attach a Controller Pak containing the HYBRID HEAVEN data you wish to copy or exchange to the 1P Controller. If you want to exchange data, a second Controller Pak must be attached to the 2P Controller.

Copy

1. Press the Control Stick up/down to toggle between the 2 Controller Paks, and press the A button to select the one you wish to copy from.
2. Press the Control Stick up/down to toggle to the other Controller Pak (the one into which the data will be copied), and press the A button to select it.
3. Press the Control Stick up/down to toggle between the play data files in the first Controller Pak, and press the A button to select one.
4. Press the Control Stick up/down to toggle between the copy locations in the second Controller Pak, and press the A button to select one. Press the A button again when the confirmation message is displayed. Your data is now copied.



CREATURES

You learn enemy moves when hit by enemy attacks, which makes you stronger. It's important to strike a balance between attacking and defending, to give yourself the chance to learn new moves.



SPICA

Spica has long scythe-like claws, and specializes in punch attacks.

Moves: Upper hook/Mid hook



POLLUX

Pollux sends opponents flying by kicking out with his long legs.

Moves: Low kick/Low side kick/Middle side kick



SEGINUS

Seginus has an arsenal of throws at his disposal.

Moves: Neck throw/Bodyslam/Brainbuster/
Soccerball kick



CLONE MAN

As well as a variety of attacks, Clone Man has powerful self-restoration capabilities.

Moves: Upper uppercut/Mid uppercut/Upper hook/High kick/Low kick/ Middle side kick



NAOS

Naos sometimes drops items from his body when hit by an attack.

Moves: Upper hook/Mid hook/Low kick/Low side kick



GOMEISA

To defeat Gomeisa, try making attacks based around straight punches.

Moves: High front kick/Middle front kick/Low front kick/Headcrush/Piledriver/Bridge suplex

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- ☎ 95¢ per minute charge
- ☎ \$1.25 per minute support from a game counselor
- ☎ Touch tone phone required
- ☎ Minors must have parental permission before dialing

Hints are available 24 hours a day.

Live support Monday-Friday 8:00 A.M. to 4:30 P.M. Pacific Time.

Prices and availability are subject to change, U.S. accessibility only.

NOTES

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