



PlayStation®

NTSC U/C

PlayStation®
Collection



Disciples of Gaia



SLUS-00595
8620

TM
ASCII
ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE.

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® game 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® game 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.

HANDLING YOUR PlayStation® DISC:

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

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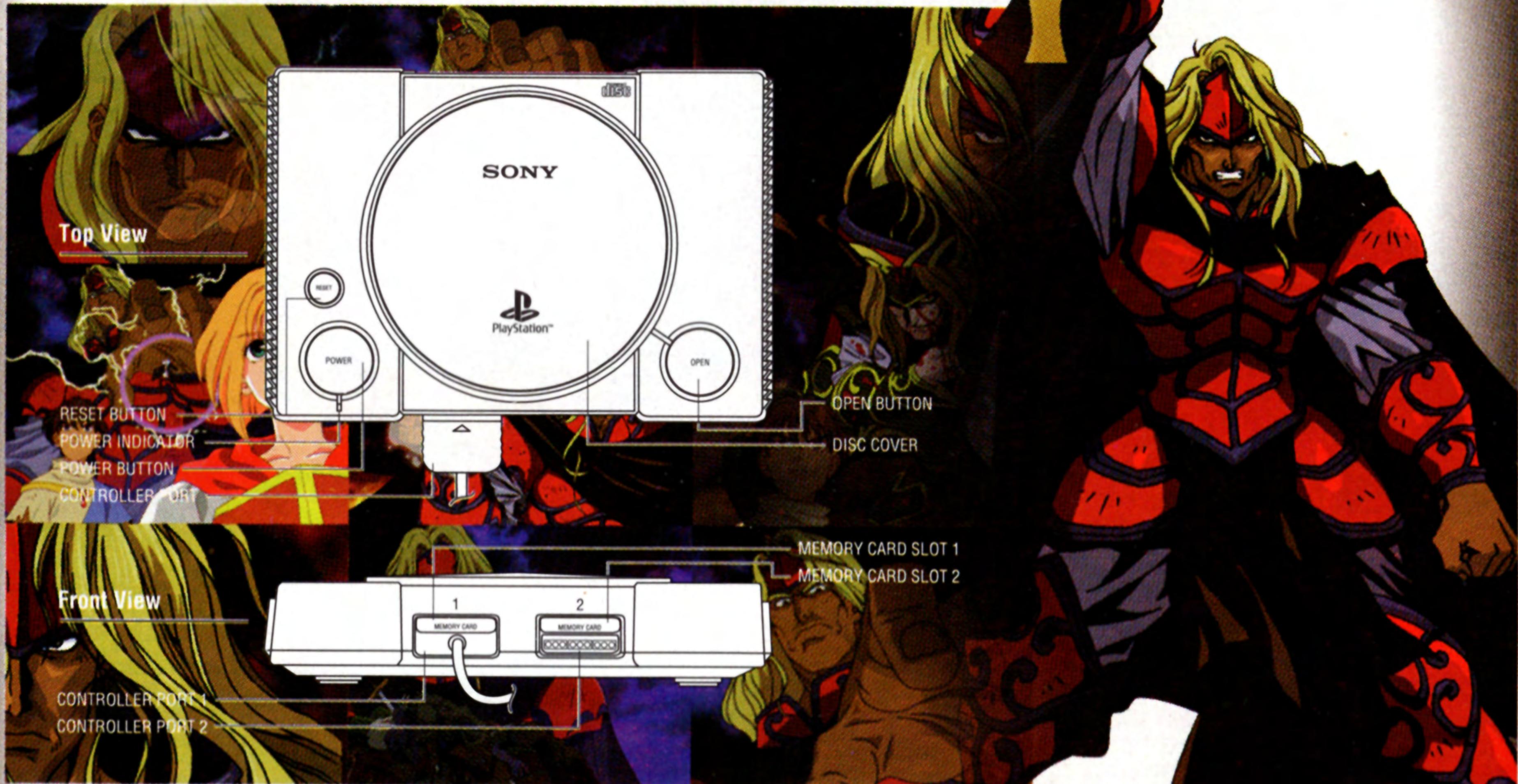
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MONSTER MINI-BOOK

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Thank you for purchasing Master of Monsters: Disciples of Gaia — software for the PlayStation® game console. Please read this manual before starting the game.

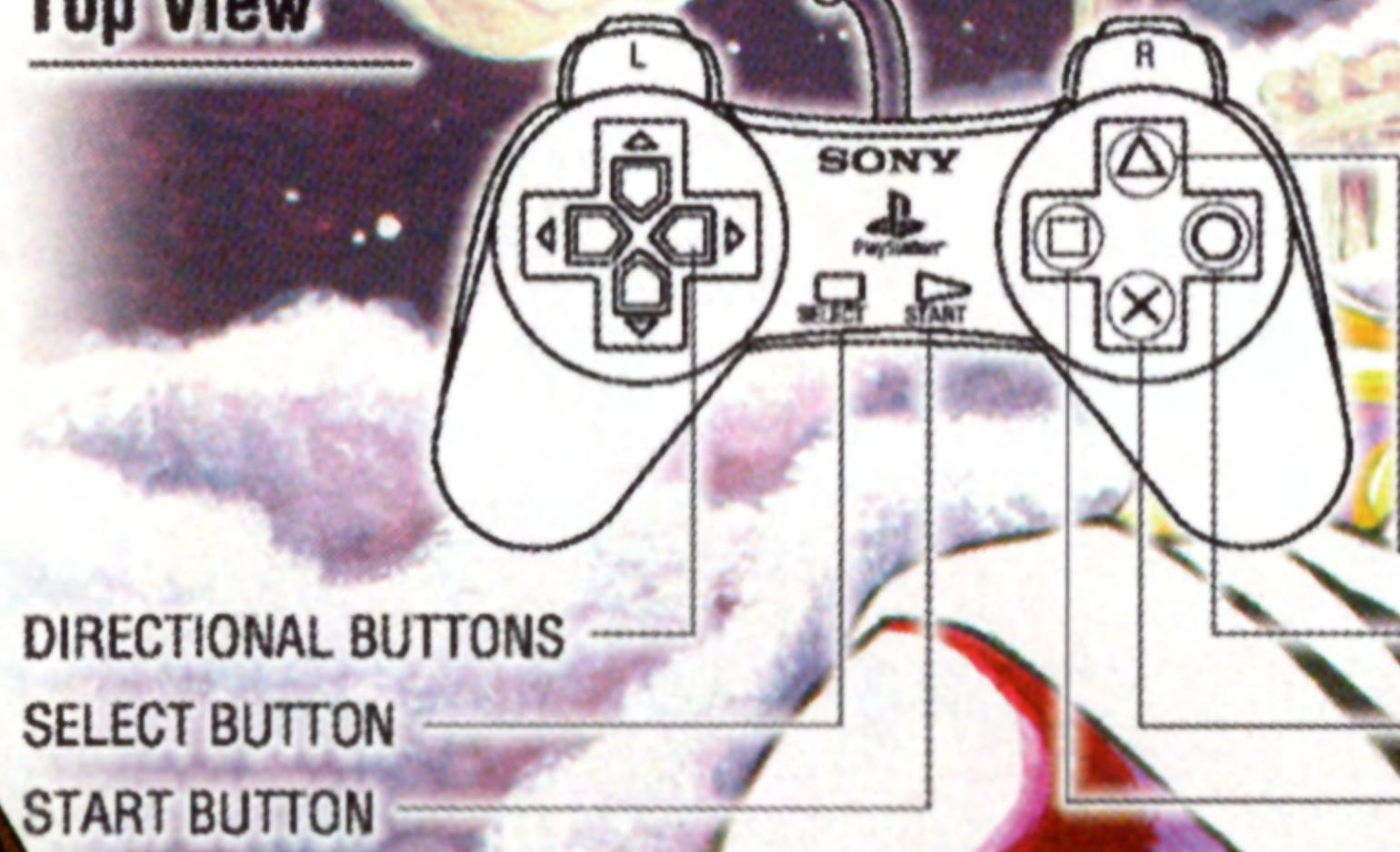
GETTING STARTED



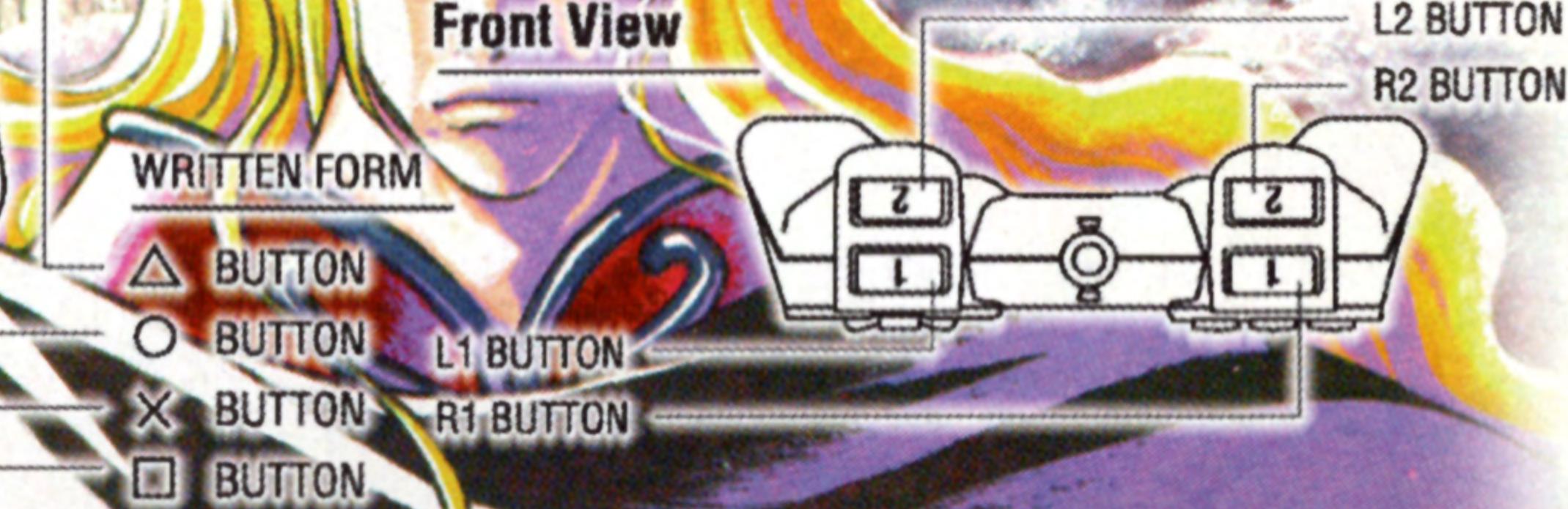
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the PlayStation® game console's power is off before inserting or removing a compact disc. Insert the Master of Monsters: Disciples of Gaia disc and close the disc cover. Insert a game controller and turn the PlayStation® game console ON. The opening story will start, and then the Title/Game Start Menu will appear. Press the Start Button to begin play. Follow the on-screen instructions to start a game.

OPERATION METHOD

Top View



Front View



CONTROLS DURING STORY MODE

Directional Buttons:

Cursor selection, movement

✗ button: Select

△ button: Cancel

○ button: Subcommand Menu (Page 16)

□ button: Switch Map Mode (Page 16)

Start button: Pause

Select button: End Turn

Enemy search range display on/off (Page 11)

L1/R1 buttons:

Select unmoved unit (Page 23)

R2 button: Start Automatic Mode (Page 18)

L2 button: Not used

CONTROLS DURING VS MODE

Controls in VS Mode are basically the same as those to the left.

VS Mode requires two controllers. When more than two players, they must take turns using the controller, as follows:

***3 players:** 1P, 3P → Controller 1,
2P → Controller 2

***4 players:** 1P, 3P → Controller 1,
2P, 4P → Controller 2



STORY

In Earthland, covered by dark green forests, earthbound humans who had lost their fear of the gods were fighting endless battles among themselves in utter chaos. The gods, constrained by strict laws, were unable to do anything but look down from heaven and watch the humans fall further into foolishness. Among the gods was one named Gaia. This god possessed strong magical powers. Gaia broke through the gates of heaven and descended to Earth with six disciples to cleanse the Earth of chaos.

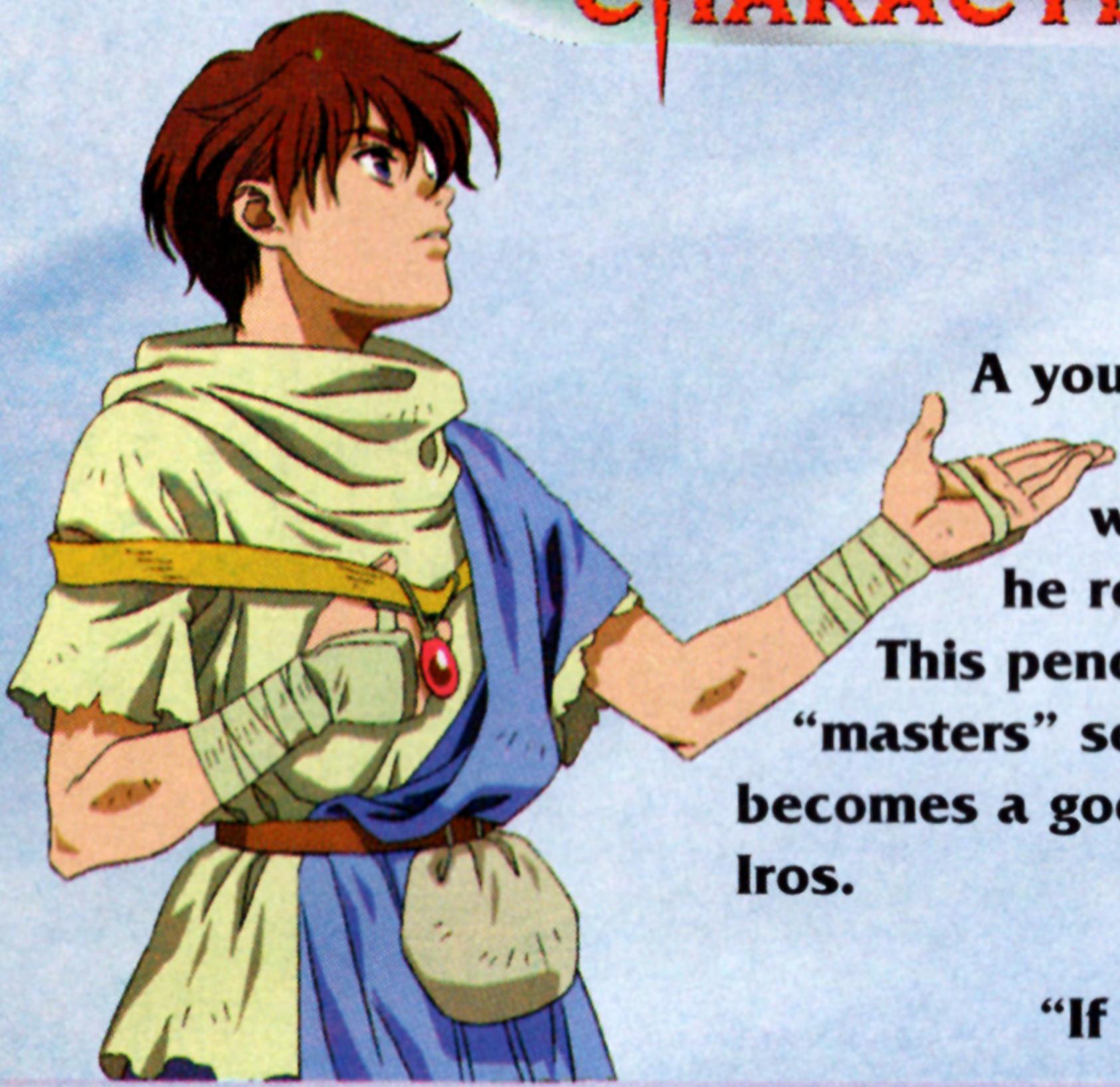
The six disciples first learned of Gaia's change of heart when he, who was destined to become the savior of mankind, began using his powerful summoning spells to bring monsters to Earth. He built magic towers with dungeons to harbor monsters until he summoned them.

Now Earth was caught in a reign of terror by Gaia and the monsters he led. The disciples who attempted to stop Gaia were sealed away in the magic tower, powerless.

Meanwhile, in a forgotten corner of Earthland, a young boy wandered the ruins of his village. His name was Iros. He had spent an unexciting but happy 15 years in this village, at least until yesterday, when the army led by Gaia swept over his peaceful home. The memories remained of burning houses, people in panic, screams of the monsters, and his father and mother dying in terror. "If only, if only I had more power! I want more power!" the boy yelled.

At that moment, a strange globe of light appeared in front of Iros. This shining globe was the master pendant, the magic power granted to the boy by the heavens.

CHARACTERS



IRO

Iros

A young boy from Earth, 15 years old.

He is wandering in the ruins of his village, which Gaia's army has burned to ashes, when he receives a magic pendant from the heavens. This pendant can summon just one of the six disciple "masters" sealed in the tower. The summoned master becomes a good friend, teacher, and trusted partner for Iros.

"If only ... if only I had more power!"

Necromancer

A stern, no-nonsense, hot-blooded type who never betrays those he trusts. He becomes a disciple of Gaia to honor a friend's deathbed request, but he is suspicious of Gaia from the beginning. He is good with a club, but the level of his other skills varies wildly. He does not like Fortuner, who he thinks has too big of an attitude.

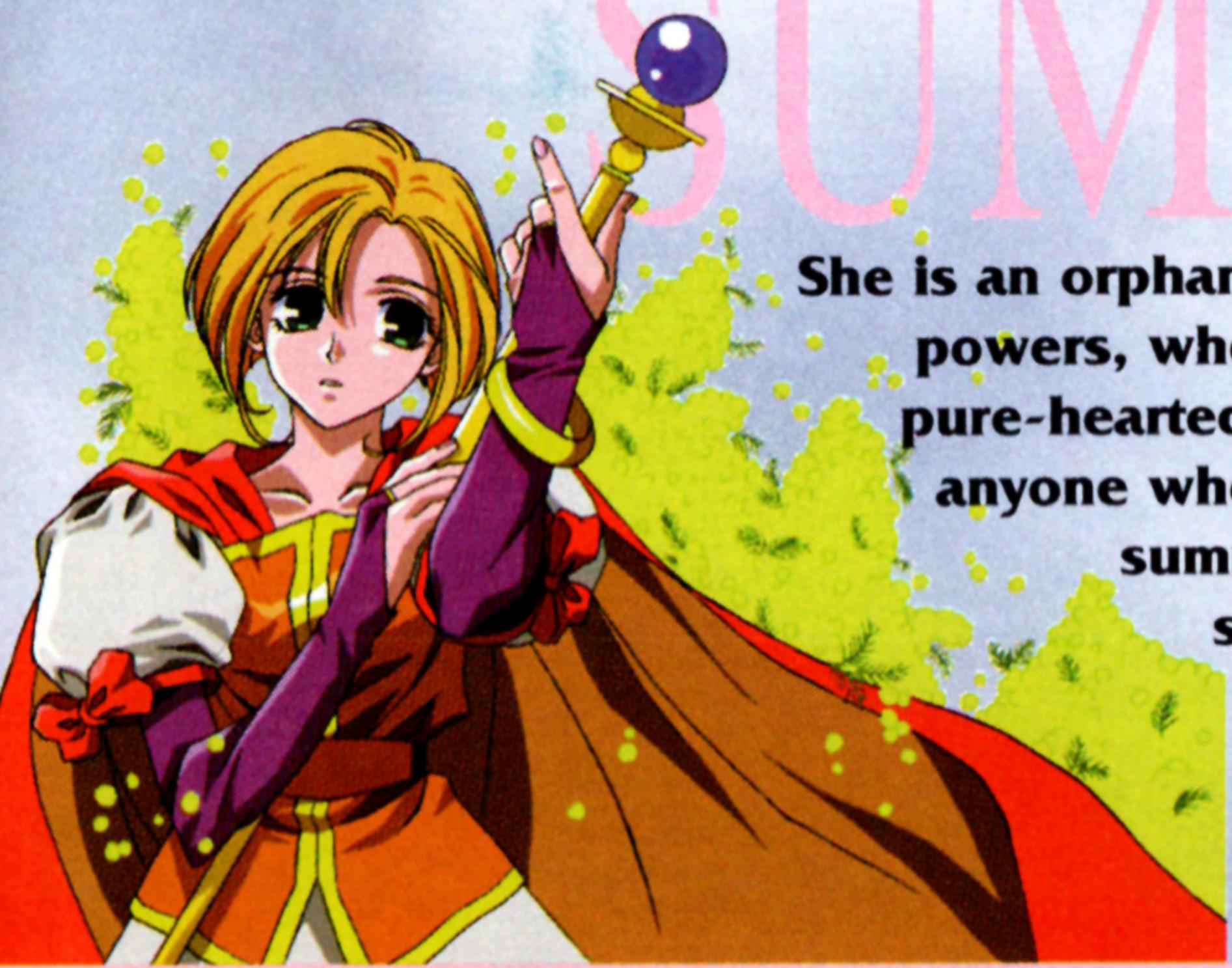
Alignment: Chaos

"Har, har, har! There may be an age difference, but we're both adults. We'll get along!"



SUMMONER

Summoner



She is an orphan, endowed at birth with amazing magic powers, who is taken in and raised by Gaia. A pure-hearted little girl, she will devote herself to anyone who is kind to her. Her special skill is summoning, and her special item is a scepter. She does not like Warlock, who treats her like a child.

Alignment: Neutral

"Oh, so you're my master. I'll do anything for you, master!"

JUSTICE

Justice

A person with the determination to see that her own brand of justice is done. She cannot forgive Gaia's unjust behavior, and has vowed to stop Gaia, even if she loses her life in the process. She wields a mighty sword and hates the Shadow Master, who commits vile deeds with absolutely no remorse.

Alignment: Law

"If your goal is the same as mine, let's fight together."



WARLOCK

Warlock



He may look like a young boy, but he is actually the eldest of the six disciples. He meets Gaia, whose magic is stronger than his, and asks to become his disciple. His magic becomes overwhelmingly superior. His special item is a magic wand. He does not get along with Necromancer, whose skills are so volatile.

Alignment: Law

"Okay, then. If I'm the one you want, I'll help you all I can."

FORTUNER

Fortuner

Makes friends extremely easily. She has experienced the tragedy of losing a lover to death, and is blaming herself for not having been able to save him. She becomes Gaia's disciple to forget her sadness and become a stronger person. Her special item is a feather fan. She does not like the arrogance of Justice, who always thinks she's right.

Alignment: Chaos

"So, you're the one who wants my help. Hmm, you're a pretty good judge of character, aren't you."



SHADOWMASTER

Shadowmaster



Known for his poker face, he uses desperate means to attain his goals. He broke through the gates of heaven once, and faced certain death, but Gaia took him in as a disciple because of that very skill. Ever since, he has been Gaia's right-hand man and handled all his corrupt work. All of his skills are good.

Alignment: Neutral

"I am truly powerful, but I don't have a great cause that's worth starting a war. But if you have such a cause, I'll give you my power."

GAIA

Gaia

An extraordinary genius born in the heavens. Possesses powerful magic and overwhelming charisma. He rails at the inability of the heavens, restricted by laws, to act upon their concern for the Earth and the nether regions. He takes matters into his own hands and descends to Earth with six disciples. However, his behavior causes great devastation to the planet.

"I am the great Gaia. Oh, monsters resurrected from the depths of the Earth, destroy the land by fire. Send this world to the darkness of Chaos!"



GAME DESCRIPTION

This is a unique turn based game set in a fantasy world of swords and magic. Players become monster/masters, controlling various monsters and conquering enemies to occupy magic towers and acquire more army units. This game has three modes: Story Mode, Single Map Mode, and VS Mode.

Turns, Phases, and Units

In this game, the master operated by the player and the opposing master take turns. Each master's moves are called "phases," and a full cycle of moves is called a "turn." One turn is complete when all friends and foes have completed their moves. During each player's turn, possible moves include summoning, movement, battle, and powerful spells. The characters operated by the player during the game are called "units."

Conditions for Map Victories and Completing the Game

On each map, there are multiple masters set against the competing player. The computer operates all opposing masters (in VS Mode, the players operate them). Victory is attained when all enemy masters have been conquered.

There is a specific ending turn for each map. If the opposing masters cannot be conquered within the designated number of turns, or the master operated by the player is conquered, the game is over.

GAME MODES

The title screen appears after the opening screen. Choose a mode using the directional buttons, and select it with the button.



Story Mode (one player)

This mode follows a game scenario and is the main mode. The player becomes the young boy Iros and his ultimate goal is to use the power of his new ally, the master, to clear each map, conquer the evil ruler Gaia, and bring true peace to this world. Monsters nurtured here may be transported to the next map. Also, saved data can be used in VS Mode.

Iros can acquire only one master ally. The story line changes according to which master has become your ally.

*The first map is a practice map, with instructions on using commands, etc. Learn the general game flow here. (Anything that does not appear on the first map will be explained the first time it appears.)

Enemy Detection

“Shade” units appear in several of the maps. Maps occupied by these units are covered with fog, making it difficult to detect enemy troop movements. On these maps, the visual range is the movement capacity of each unit + 1. This is the enemy detection range. When the cursor is placed on a unit and the Select button is pressed, the enemy detection range of that unit is displayed. Press it again to turn this display off.

Once the shade is conquered, the fog lifts, and the map is visible as usual.

Single Map Mode (One Player)

There are 20 original maps. This is a single-level mode, in which the game is over when the map has been completed. The monster army cannot be carried over.

VS Mode (Two-to-Four Players)

Two-to-four players can battle on a VS Mode map. Only in the two-player VS Mode can monster armies nurtured in Story Mode be loaded to battle against each other. When the battle is won, only one unit can be selected from the losing player's monster data to add to the winner's army.



MASTERS

The six disciples of Gaia sealed away in the magic tower become masters. The player (Iros) selects one of them and battles enemy armies.

Master Selection

When Story Mode is selected, the master selection screen appears after the opening screen. Use the directional buttons to choose a master, and select it by pressing the  button.

Masters' Skills

Masters that are summoned have the following skills.

Movement

The master can move within his movement capability range. Masters also can move the monsters they control within their movement capability range. The monster movement range differs for each selected monster, and is displayed on the map.

Summoning

Masters summon monsters, and use their power. Monsters within the range of each master's ruling power can be summoned. Ruling power is determined by the number of magic towers that are occupied plus the intelligence of the master.

Placement

Monsters brought from the previous map are placed on the new map. Placement is possible only when the master is in the magic tower. Generally, monster placement is possible within 1-hex surrounding the master. Also, the placement location may be restricted according to the selected monster. The number of monsters that can be placed is determined by the ruling power range.

Shadow Master

Neutral

Levelheaded and task-oriented, he quickly rose to become Gaia's devious henchman. Since being banished from Gaia's flock, his wits and skills are put to the test in the fight for his own survival.



SELECT YOUR MASTER

Powerful spells

These spells have a wide range of effects. They can be used within the range of the master's powerful spell abilities. There are four types of powerful spells.

Note: you can only use magic once per turn.

***Recovery spells**

Recover friendly monsters' hit points and magic points.

***Attack spells**

Inflict damage on enemy monsters.

***Defense spells**

Protect friendly monsters from enemy attacks.

***Help spells**

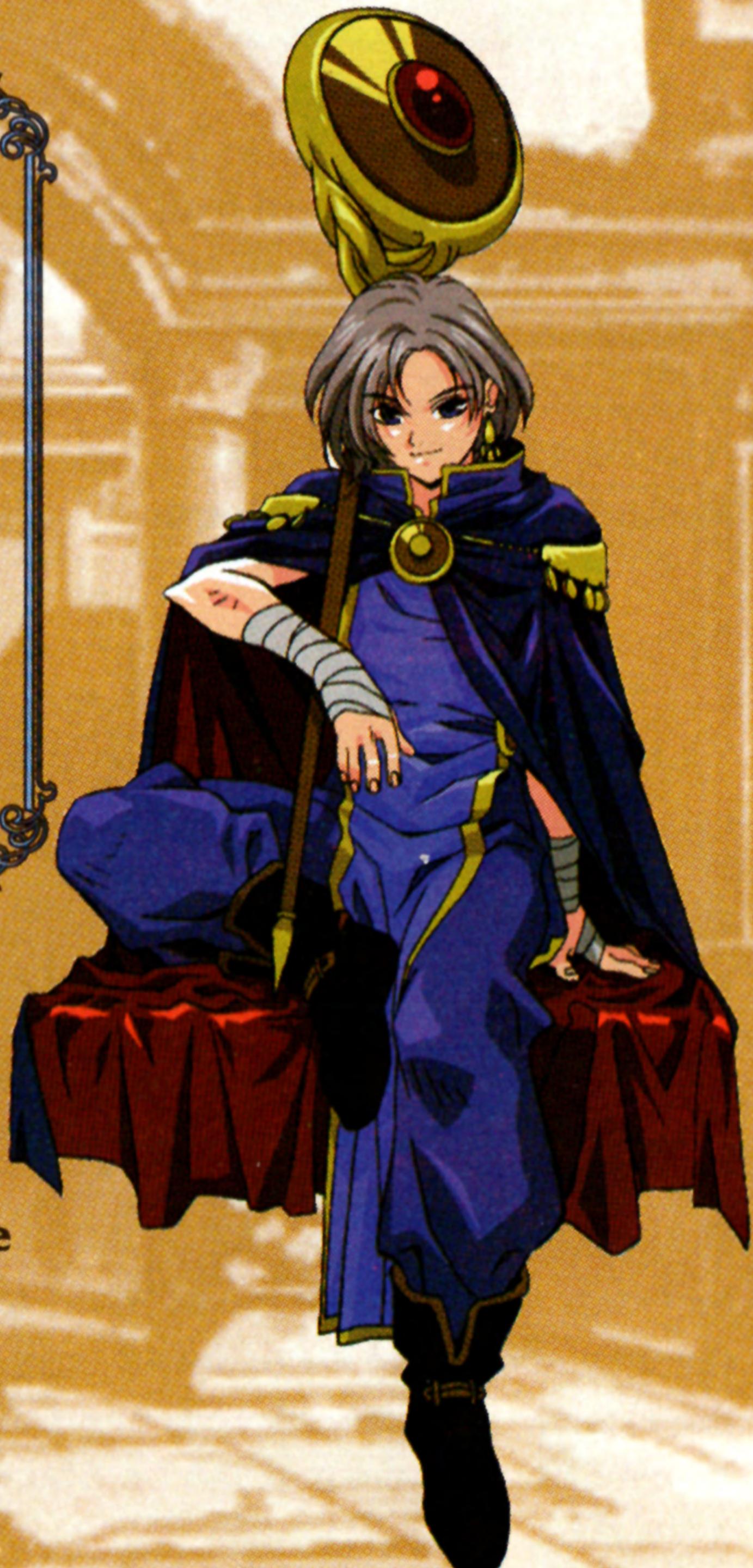
These spells aid war strategy. Various spells are available, including those that put enemies to sleep, or change the time.

***See Page 21 for detailed explanations of powerful spells.**

Items

As you progress through the map, you can obtain items by occupying towers. Discovered items can be used or given to monsters for use.

***See Page 22 for detailed explanations of items.**



Masters' Alignments

Masters have three alignments: Law, Neutral, and Chaos.

The types of monsters that can be summoned differ for each alignment. The alignments are specific to each master, and will not change throughout the game.

Law: This is the “good” alignment.

Characters with this alignment are stronger in the daytime and weaker at night.

Chaos: This is the dark alignment.

Characters with this alignment are stronger at night and weaker in the daytime.

Neutral: This is the neutral alignment. Time does not affect the power of characters with this alignment.

*It is easier for masters to summon monsters who possess the same alignment as they do. It requires greater ruling power for a master with a specific alignment to summon a monster who does not have the identical alignment.

WINDOWS

There are four types of windows displayed on the game screen. See the appropriate pages for detailed explanations of each window.

Main Window (Page 16)

This displays basic data on the player's army, the number of turns that have been taken, etc.

Command Menu (Page 17)

The directives and action commands available for the units during a turn are listed here.



Subwindow (Page 16)

Switch to this window to display data about the monster that your cursor is pointing to, and the entire map.

Subcommand Menu (Page 17)

Commands for viewing skill charts and settings are listed here.

READING THE WINDOWS

Main Window

Player's army (blue emblem),
enemy army (red, yellow, or
purple emblem)

Name of master in current phase

Towers under rule



Current turn/Turn limit

Current time

Geographical position

Number of monsters ruled

Total monster ruling power &
maximum ruling power

Subwindow

When the cursor is on a unit

Alignment

HP/Max HP

MP
(Magic Points)

Experience pts.

Battle attack

Magic attack



When the cursor is not on a unit

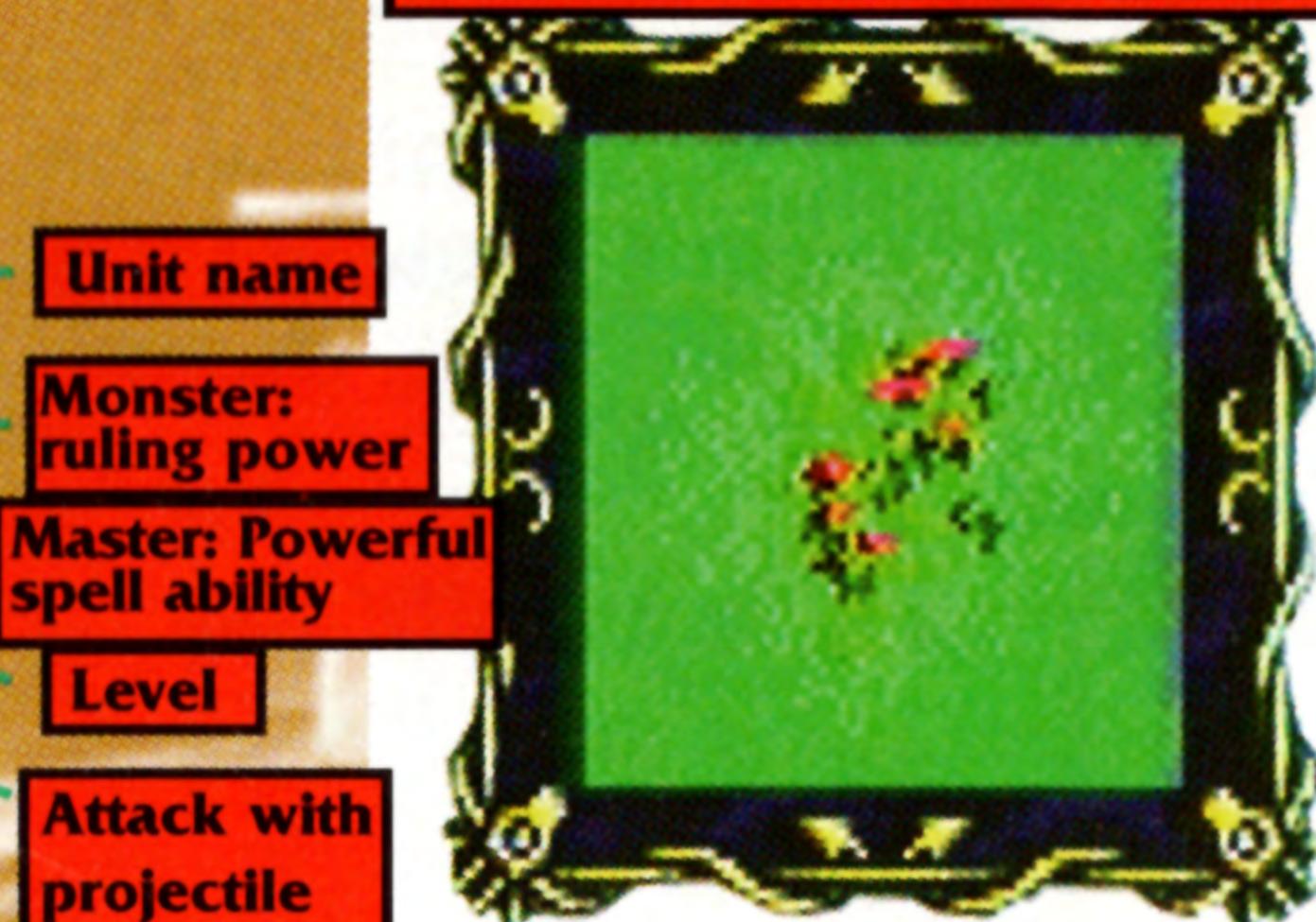
Unit name

Monster:
ruling power

Master: Powerful
spell ability

Level

Attack with
projectile



Cursor



Command Menu

To display this menu, place the cursor on the master and press the button.

Move: Moves a monster.

Summon: Summons a monster.

Powerful Spell: .. Uses a powerful spell.

Attack: If a monster is near the master, a battle begins immediately.

Placement: Places monsters carried over from previous maps.

Item:..... Uses items possessed.

Subcommand Menu

During the game, press the button to see a window that displays skill charts and settings. You can also save and load from this window.



Skill Chart: Specific skills for each monster are listed here in six categories: skill values, movement value, defense value, weapon name, attack power, and deflection rate. Placing the cursor on a unit of this chart and pressing the Start button allows you to change its name. (Masters' names cannot be changed.) You can press the Select button to display individual performance charts.

| ABILITIES | MOVE | DEFENSE | WEAPON | OFFENSE | AVOID | | |
|-----------|------|---------|---------|---------|-------|----|---|
| UNIT NAME | LV | EX | HP | MP | INT | AG | E |
| Summoner | 01 | 00 | 082/082 | 03/03 | 195 | 13 | |
| Magician | 01 | 00 | 029/029 | 04/04 | 020 | 12 | |
| Witch | 01 | 01 | 022/022 | 04/04 | 018 | 10 | |
| Neophyte | 01 | 00 | 035/035 | 04/04 | 018 | 13 | |
| Neophyte | 01 | 00 | 036/036 | 04/04 | 014 | 15 | |
| Troll | 01 | 01 | 061/061 | 00/00 | 009 | 08 | |
| Unicorn | 01 | 01 | 046/046 | 00/00 | 029 | 13 | |

| ABILITIES | MOVE | DEFENSE | WEAPON | OFFENSE | AVOID | | |
|-----------|------|---------|---------|---------|-------|----|---|
| UNIT NAME | LV | EX | HP | MP | INT | AG | E |
| Summoner | 01 | 00 | 082/082 | 03/03 | 195 | 13 | |
| Magician | 01 | 00 | 029/029 | 04/04 | 020 | 12 | |
| Witch | 01 | 01 | 022/022 | 04/04 | 018 | 10 | |
| Neophyte | 01 | 00 | 035/035 | 04/04 | 018 | 13 | |
| Neophyte | 01 | 00 | 036/036 | 04/04 | 014 | 15 | |
| Troll | 01 | 01 | 061/061 | 00/00 | 009 | 08 | |
| Unicorn | 01 | 01 | 046/046 | 00/00 | 029 | 13 | |



Environment: Used for turning animations on and off, and for setting the game to Automatic Mode. Select the setting you wish to change by using the up and down Directional Buttons. The on/off switch is operated by pressing the Start Button.

Automatic Mode

You can have the computer control the activities of summoned monsters by pressing the R2 button. Use the button to select each item. An explanation of the items follows.

Occupation: Places priority on occupation.

Battle: Places priority on attacking enemy units.

Individual: Pressing the R2 button will engage a preset action (occupation or battle) for each unit (monster). The initial setting is for battle.

Total: Pressing the R2 button will instruct the computer to manage all incomplete unit actions, except for the master. (However, any evolution will halt the game until there is input from the player.) In some situations, the computer will decide not to move the unit.

Save: A memory card can be used to save the game at its current status including monsters that you have nurtured. When the Save screen appears, select the data you wish to save, using the Directional Buttons.

**This game requires a memory card (sold separately). The card must be inserted in Memory Card Slot 1 for Player 1, and requires at least three blocks of empty space. When the memory card is full, you cannot save a game.*

Load: A saved game can be loaded for continued play. Select the play data from the Load screen using the Directional Buttons.



MASTER COMMANDS

Summon

Calls up monsters for battle. The monsters that can be summoned differ for each map. Monsters can be summoned only when the master is on a magic tower. Monsters can be called as long as the master has ruling power. Ruling power is determined by master intelligence + occupied magic towers.



How To Summon

Select "Summon" from the Command Window to display a list of monsters that can be summoned. Choose the monster to be summoned using the Directional Buttons, then press the **X** button to make your selection. Next, select the location where the selected monster is to be placed. The location for summoning is the hex adjacent to the one where the master is located. The monster then appears in the designated location.

Placement

This places monsters that were nurtured on previous maps and brought along to a new map. Placement can only be done while a master is on a magic tower. As with summoning, placement can be done only as long as the master has ruling power.

How To Place Monsters

Select "Placement" from the command window for a list of monsters that can be placed. Choose the monster to be placed using the Directional Buttons, use the **X** button to make your selection, then select a placement location. The location for placement is the hex adjacent to the one where the master is located.

Powerful Spells

Masters have access to various types of magic spells. The type available to each master is different, but as the game progresses and the master's level increases, the number of available spells increases. These spells can be used only once per turn.



How To Use Powerful Spells

Select “Powerful Spells” from the Command Window, and select a powerful spell from the list of spells. If the selected powerful spell is labeled “All” that spell will affect the entire enemy army (or your army). Spells not marked “All” require that the cursor be placed on a specific monster targeted for a spell intended for the enemy army (or your army). For powerful spells that affect a large area, select the monster that will perform the central role.



Major Powerful Spells

Recovery Spells

Heal: Restores hit points (HP) to one friendly unit.
All masters have this spell.

Charge: Restores magic points (MP) to one friendly unit.
Initially, only the Summoner can use this.

Attack Magic

Fire: Attacks one enemy unit with fire. Fortuner, Summoner, and Warlock can use this from the beginning.

Freeze: Attacks one enemy unit with cold air. Necromancer, Fortuner, and Shadowmaster can use this from the beginning.

Lightning: Attacks one enemy unit with lightning. Fortuner, and Summoner can use this from the beginning.

Mind: Psychologically attacks one enemy unit. Fortuner and Warlock can use this from the beginning.

Defense Magic

Shield: Guards one friendly unit against physical attacks from enemies. Shadowmaster and Necromancer can use this from the beginning.

Help Magic

Haste: Increases the agility of one friendly unit for one phase only.
Initially, only Shadowmaster can use this.

Speed: Increases the mobility of one friendly unit for one phase only.

Sleep: Puts the enemy to sleep for one turn.

Initially, only Necromancer can use this.

Slow: Decreases the agility of one enemy unit for one phase only.
Initially, only Justice can use this.

Items

When masters or monsters occupy a tower, they may be able to obtain items. Items obtained are gathered by the master, who will use the collected items or assign them to monsters. Select Items from the Command Window for a list of items currently possessed.



How To Use or Assign Items

Choose the item for use or assignment from the item list, and press the \times button to make your selection. Next, choose the monster for item use or assignment, and press the \times button again to make your selection.

When an item is assigned, it cannot be unassigned.

MONSTER COMMANDS

Move

Masters can move monsters on the map. Monsters have their own mobility range and cannot move beyond that range.

How To Move

Place the cursor on the monster to be moved. The movement range of the monster is displayed on the map. Place the cursor where the monster is to be moved, and press the **X** button [to confirm your selection].

Check to make sure that the monster has moved and press the **X** button again.

(The L1 and R1 buttons will move the cursor to unmoved units.)

Occupation

When a monsters arrives at a neutral, enemy magic tower or palace, they automatically occupy that tower or palace. The master's ruling power will increase with the number of occupied magic towers.



Attack

Monsters can attack enemy monsters in close proximity. When an enemy is next to the location a monster has been moved to, an attack begins automatically.

(Attacks can be canceled by pressing the Δ button.)

Attack Flow

First, place the cursor on the unit that will make the attack and press the \times button. This activates Movement Mode. Move the selected monster next to the monster you wish to attack. (If it is already nearby and movement is not necessary, select that same location.)

When movement has been completed, the cursor is automatically placed on the object to be attacked. If there are multiple targets, select one of those. (Attacks can be canceled by pressing the Δ button.)

A weapon chart will be displayed. Select your attack method.

The battle animation is displayed, and the battle begins.

(If the enemy does not have access to the selected attack method, it will not fight back.)

Monsters with 0 HP after a battle will disappear from the map.



SINGLE MAP MODE

This mode is used when there is only one player. There are 20 maps in all, but the game is over when one map has been completed. To continue playing, select a new map. However, you cannot take any monsters with you.

When Map Mode is selected on the title screen, two choices are displayed: NEW GAME and LOAD GAME. Select NEW GAME to start a new game and LOAD GAME to continue a game.

When NEW GAME is selected, the map number and the full view of the map are displayed. Choose with the up and down Directional Buttons and press the button to select. Next, the master selection screen is displayed. Select the master you want to use. When the master is selected, the selected map appears and the game begins.

The game can be saved during Map Mode (see Page 18 for how to save). To resume a game, first select LOAD GAME. A game can also be resumed by loading it from the Subcommand Menu during the game.



VS MODE

This mode allows two to four players to play at the same time (an additional controller, sold separately, is required to play in this mode).

Only in two-player VS Mode can monsters nurtured in Story Mode be loaded and pitted against each other. This mode has an exciting twist: when you win a battle, you can claim one of the other player's monsters.

Select "VS Mode" from the title screen, then select New Game to start a new game. To play using saved data, select LOAD GAME and select the data to load from the data management screen. (Data cannot be saved in two-player VS Mode.) First, select a map. The map is specific to VS Mode, and five maps are available for each player. Certain maps may limit the number of players able to participate. (In VS Mode, the master is determined, in order, ahead of time.)



How To Play in Two-Player VS Mode

1. First, select a map.
2. Insert the memory card in Memory Card Slot 1, and load Player 1 data.
3. Remove Player 1's memory card from memory card slot 1, insert the Player 2's memory card into slot and load Player 2 data.
4. Before beginning the game, select one of your opponent's monsters that you'd like to have.
5. Play the game.
6. Insert the winner's memory card in Memory Card Slot 1, and save the data.
7. Return to the title screen.

NOTES

LIMITED WARRANTY

ASCII Entertainment Software, Inc. (AES) warrants to the original purchaser of this (AES) product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. AES agrees for a period of ninety (90) days to either repair or replace, at its option, the AES product. You must call (650) 780-0166 to receive instructions to obtain repair/replace services.

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ASCII Customer Service Department/Technical Support Line (650) 780-0166 — Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday-Friday, 9am-5pm Pacific Time. There is no charge for this service.

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The ultimate one-handed controller for strategy and RPG games.



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