

Monster Rancher[®] 4



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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

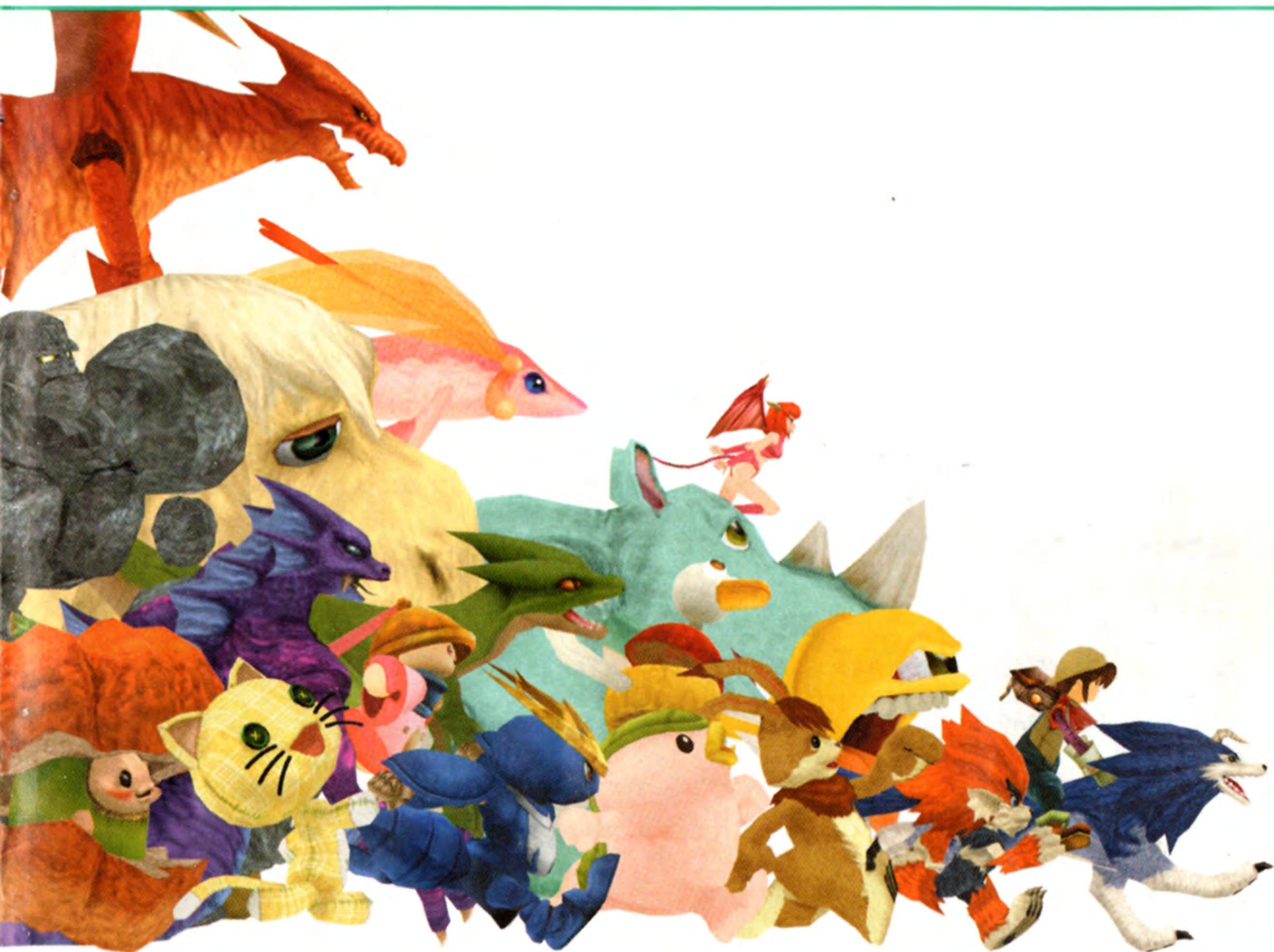
USE OF UNAUTHORIZED PRODUCT:

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

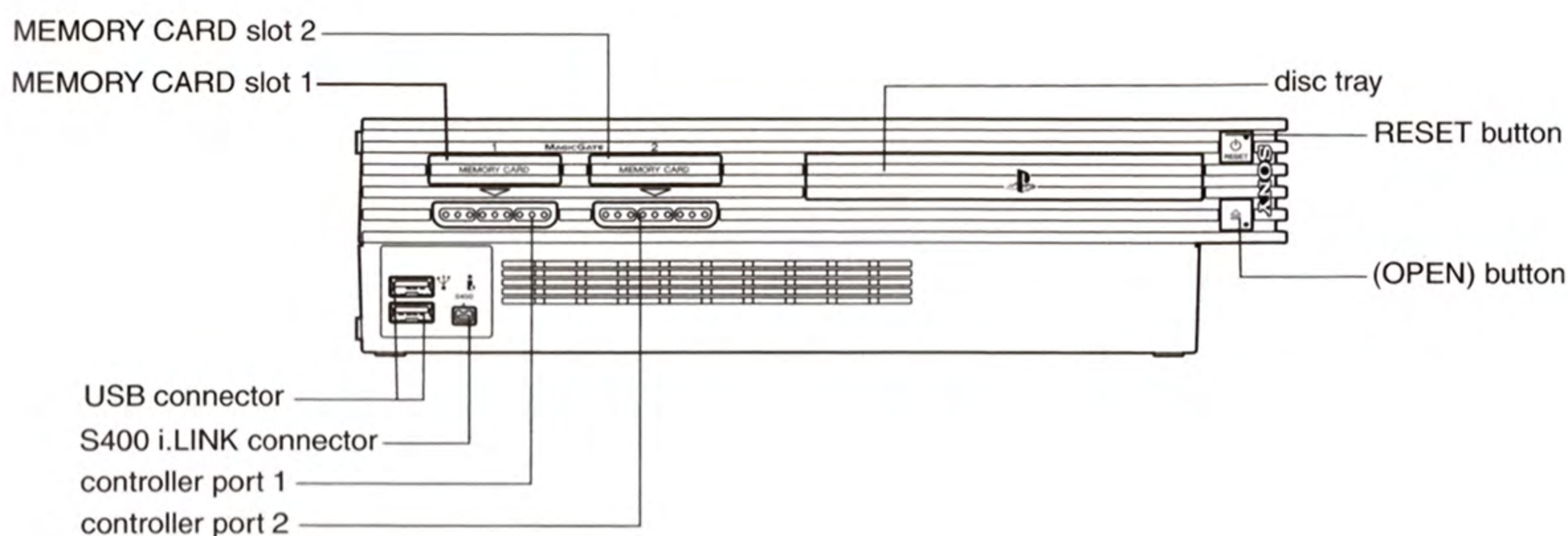
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.





GETTING STARTED

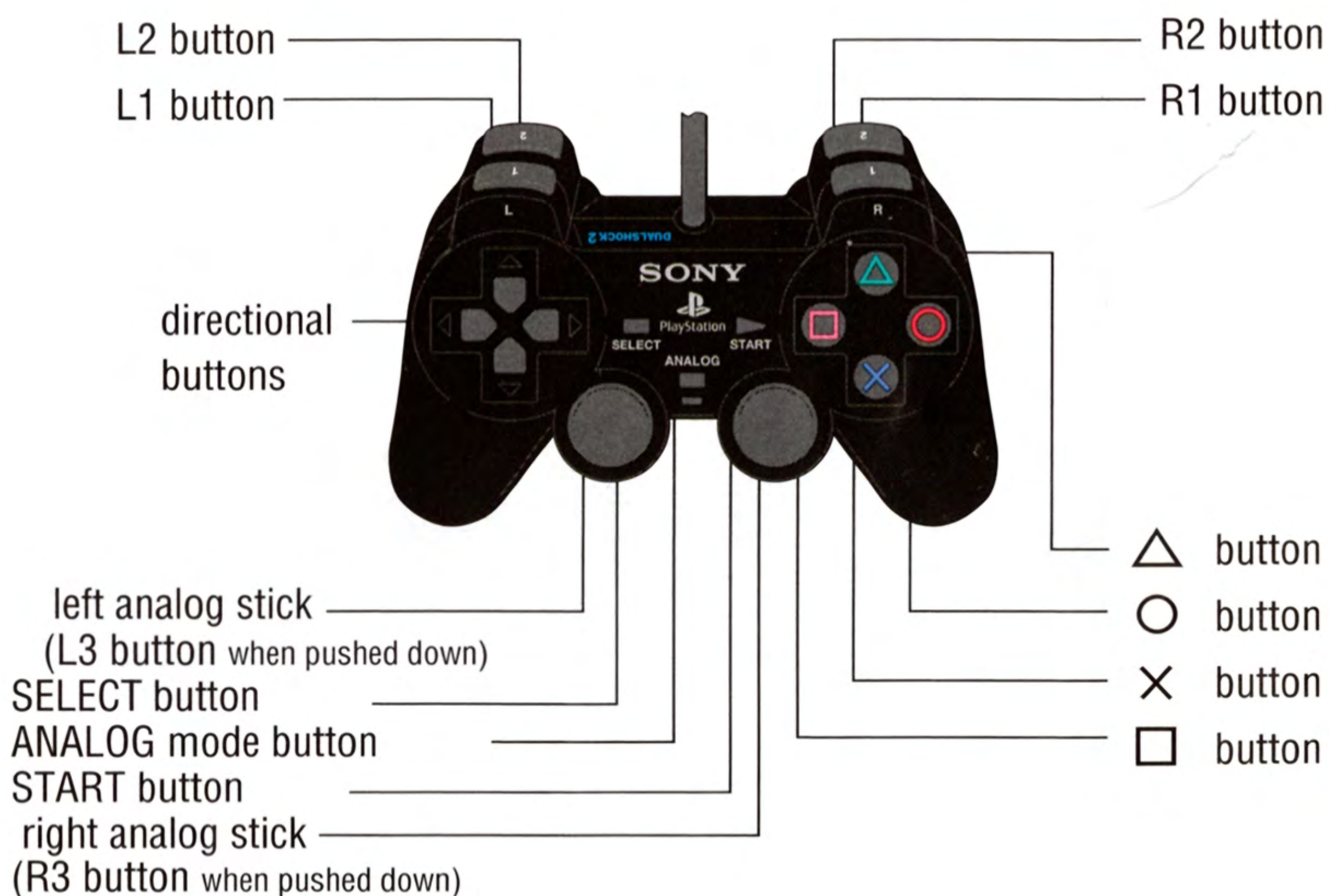


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Monster Rancher®4 disc on the disc tray with the label side facing up. Press the open button again the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



A southerly breeze blows steadily, and the warm ocean current washes against the coast. Welcome to Togle, a bustling new city blessed with a mild climate and friendly inhabitants. Mysterious stones known as "Saucer Stones" can be found here, and the local pastime consists of using these stones to create monsters to compete in "Monster Battles".

In the past there were no Monster Battles held in Togle. However, 13 years ago the ruins of a monster shrine were discovered in an ancient part of the city, and it became possible to regenerate monsters with Saucer Stones. Ever since then Monster Battles have been a popular source of entertainment for the people here.



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Thank you for purchasing "Monster Rancher 4" for PlayStation®2. Please read this instruction manual thoroughly before starting the game, and follow the correct playing procedures. We are unable to reissue instruction manuals, so please keep this manual in a safe place.

There are several organizations which run Monster Battles, but in Togle they are run by "FIMBA", the oldest and grandest of these groups. The game begins as you arrive in Togle. Get ready – there are monsters to be raised and battles to be won!



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STARTING THE GAME



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.

2. When the power indicator lights up, press the open button and the disc tray will open. Place the Monster Rancher 4 disc on the disc tray with the label side facing up.

3. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

4. After the system data loads and the Tecmo logo appears, the Title Screen will be displayed. Press the START button at the Title Screen to bring up the Main Menu. Use the directional button or left analog stick to move up or down, and the **X** button or START button to select.

TITLE SCREEN



New Game Start a new game.

Continue Continue a previously saved game. You will need a memory card (8MB) (for PlayStation®2) containing saved Monster Rancher 4 game data (see P.22).

VS Mode Battle another player using VS Mode data (see P.38).

Options Configure sound settings, etc.
Settings configured here will be saved along with saved game data.

MR4 Game Flow

Activities which are possible at the beginning of the week

Training

Schedule

The Shrine/Association

TOGGLE

THE SHRINE

Monster Regeneration
Saucer Stone Appraisal

THE ASSOCIATION

Retire Monster
Combine Monsters

REGULAR EVENTS

THE PEDDLER

Buy Training Gadgets
Arrange Training Gadgets

Carry Out Training

Training Results

Free Time
[Interacting with your Monster]

Weekend Activities

Competition

Collect Prize Money

Adventures

Acquire New
Skills and Traits

Town

Buy Items/Food

GO TO WEEK START



RAISING MONSTERS



You become the breeder "Phayne", and begin living with the monsters on the ranch. In order to succeed in tournaments and discover items during adventures, you will have to raise your monsters very carefully.

To make sure that your monsters don't become sick or injured, you will have to give them plenty of care and attention. If you do, they are sure to live up to your expectations!

Controls - Using the DUALSHOCK®2 analog controller

When playing in single-player mode, connect a controller to controller port 1.

L1/R1 button

Switch monster display.
(When raising more than one monster)

directional buttons/ left analog stick

Choose commands

□ button

Show command menu

△ button

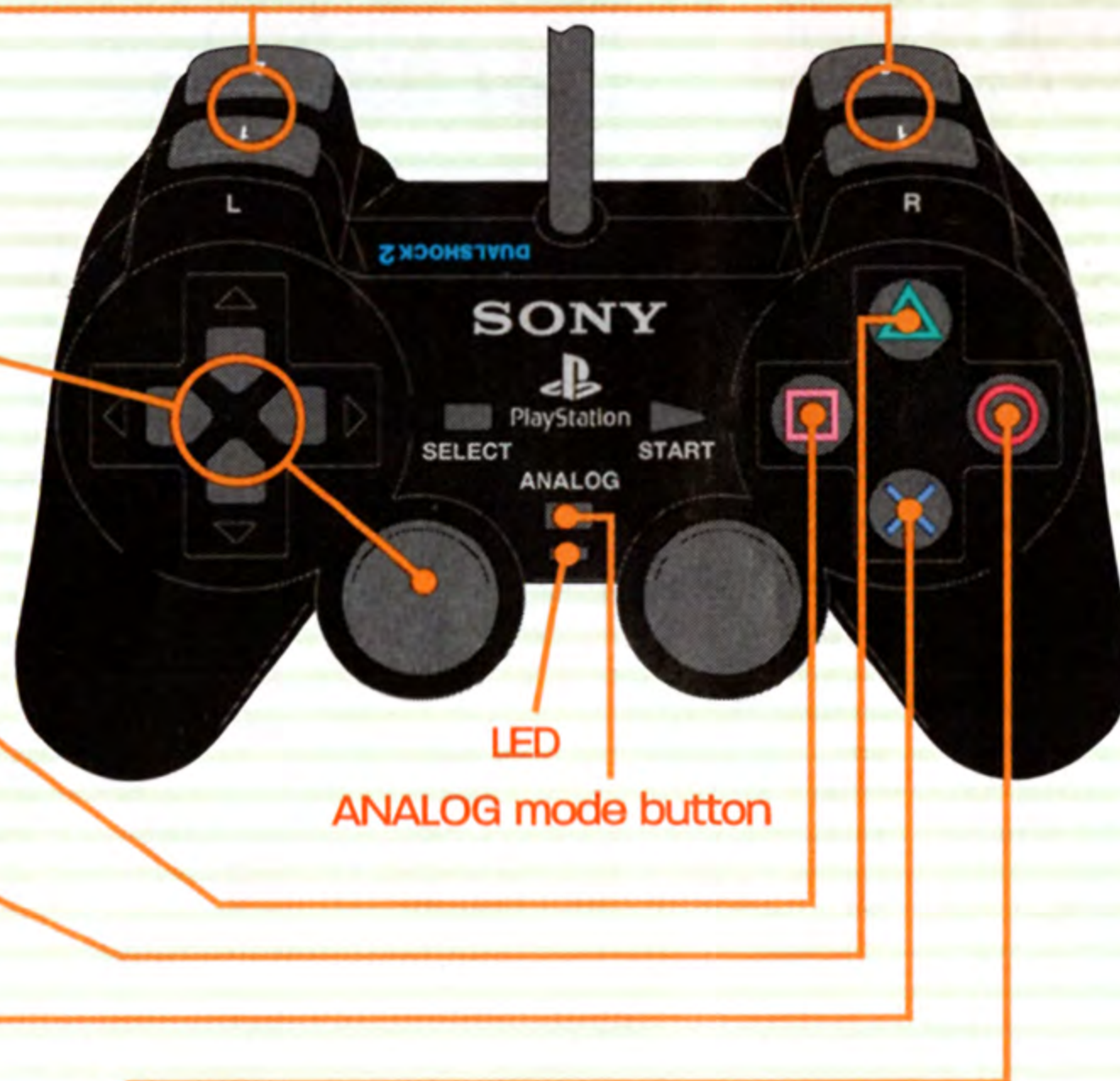
Cancel commands

× button

Enter commands

○ button

Show data screen



* The game is always in analog mode, so the LED display should always be on (the LED will glow red).

* Basic functions are the same for the DUALSHOCK® analog controller.

* The vibration function is not used.

Monster Data Screen

Here you can view a monster's statistics, personality, competition results and breeder information. When you are raising several monsters, there will be a number of data screens, so switch between these when necessary.

Monster Data



Age

This is your monster's age.

Monster Rank

When a monster's rank is low, the degree to which their parameters can be raised is limited. Try to actively participate in competitions to increase your monster's rank.

Breed

The breed of your monster.

Group

The name of the group the monster belongs to. There are 5 groups, and each breed belongs to one of these.



Basic Monster Parameters

STR. - Affects the power of strength-based skills used in battle.

INT. - Affects the power of intelligence-based skills used in battle.

ACC. - Increases the accuracy of skills used in battle.

SPD. - Decreases the accuracy of your opponent's skills in battle.

DEF. - Affects the damage you receive from your opponent in battle.

LIF. - This is a measure of your monster's health. When this value falls to zero, you will lose the battle.

Adventure Level

This is your monster's adventure level. This has an effect on the "Spirit" parameter, which is necessary for exploring.

Star Points

Until you have gained a set number of these points, you may not participate in official tournaments.

Experience Points

These are the experience points gained while exploring. Once you have gained a certain number of points, your monster's adventure level will increase.

Bonding

This shows how strong the bond between monster and breeder is. If this value is too low, the chance of training being successful will decrease, and a monster will be more likely to run wild in battle.

Focus

This shows how focused a monster is on its training. If this value is low, it may cause the success rate of training to fall.

Tired

This shows how fatigued your monster is. When fatigue builds up, it affects the success rate of training, monsters are more prone to illness.

Fullness

This shows how full your monster's stomach is. When this value is low, the success rate of training may be affected. By giving food to your monster, this value will increase.

Status

Shows a monster's status. If a monster gets sick or runs away, information will appear here.



Policy

Your philosophy on monster care and training.

Temper

This is the temper your monster was born with.

Size

Shows the current size of your monster. Size can have a slight affect on training.

Fame

This is the worldwide fame of your monster. When it gets good results at a competition, your monster's fame will rise.

Likes and Dislikes

This shows a monster's preferences. It's a good idea to check this before giving a monster food or items.

Record

This shows the monster's competition results.

Victories

This shows the number of victories.





Element Stats

This shows how attacks of a particular element will affect your monster. It affects the damage done when using or receiving attacks of that element.

Traits

Shows the traits you currently possess. Traits affect monsters in various ways. There are two types of traits, those a monster has from the beginning, and those that are earned as experience is gained through exploring. There are some traits which can only be held by monsters of particular types.



Skills

These are the skills your monster has. New skills can be learned while exploring.

Attributes

This shows the element for each skill. Even with skills of the same power, effects may differ due to element.

Skills Set

This is a list of the skills your monster has set ready for battle. You must set skills here in order to use them in battle.



Setting Skills

Use the directional button or left analog stick to select a skill and then press the X button to set it. Skills are only active over a certain distance, and they cannot be set for distances outside this range (see P.29 for more about skills).

A maximum of 3 groups of skills can be set, and you can toggle between the sets by pressing the R1 button or the R2 button during battle.

Breeder Data



Ranch Name

The name of your ranch.

Money

This is the amount of money you have. These funds are used to buy food, items and gadgets. You can gain funds by winning competitions, etc.

Breeder Rank

This shows your rank as a breeder. When this rank is low you may be limited in what you can do within the game. Your rank will increase by clearing various events in the game.

Record

This is your total player record. This reflects the results of all of the monsters you have raised.

Fame

This shows your popularity in each region.

Raising Monsters

The rearing/training calendar progresses in one-week increments. At the beginning of the week you can fill in your schedule by choosing activities from the menu. If you want to enter your monster in competitions in the future, or go exploring together, you will need to train your monster hard. But if you don't give it a rest when appropriate, your monster could get injured or sick, so take it easy!

Weekly Commands



You can choose from the menu icons your activities for the week, whether it's training, combination or saving your game, etc. When you are raising several monsters, you can make selections for each of them here.

Training

This will carry out the training selected in your schedule (see P.17).

Schedule

This is used to set a monster's schedule.

Calendar*

Here you can check the competition schedule, and register for competitions you would like to compete in.

Shrine

At the shrine you can regenerate monsters and appraise Saucer Stones. (See Page 19)

Association*

At the studio you can retire or combine monsters. (See Page 20)

System

Here you can save or load game data, and create VS data. (See Page 22)

Commands marked with a "*" cannot be selected initially. They will be unlocked as the story progresses.



Training

This will carry out the training selected in your schedule. After this, you will move on to weekend activities.

There are two ways to train your monster:



Self-Training



These are devices which give different results from training alone. The type of training affects which parameters increase. Choose a type of training that focuses on the parameters you want to improve.

* You must possess training gadgets in order to carry out this kind of training.

Using Training Gadgets

Training Gadgets

Some training gadgets are used in training, like the "Mechanical Bull", and some have an effect just by putting them somewhere on your ranch, like "Sweet Incense".



Pitching Machine

A pitching machine which throws fast balls. This builds up your monster's speed.



Rodeo

Send your monster for a ride on a violently bucking mechanical bull. This builds up life.



Slap Machine

This hits your monster non-stop, building up its stamina.

Sweet Incense

Increases the rate of recovery from fatigue if you put it on your ranch.



Aroma Pot

Increases the rate of recovery from stress if you put it somewhere on your ranch.



Artemis Sta.

Affects the focus of your monster.



Purchase and Placement of Training Gadgets

As the game progresses, a peddler will come to visit your ranch regularly. When you buy a training gadget you can choose where to place it. Until you put them somewhere on your ranch, training gadgets can't be used, so it's best to find a place for them right away. When the peddler leaves, you won't be able to change any placement until he visits again, so be careful!



*Remember, there is a limit to the space available at your ranch.



Schedule

Here you can set your monster's schedule. You can set up to 8 weeks' worth of schedule in advance. Move the cursor to the week you want to set and press the X button to bring up the Command Menu.



Training

Here you can choose the training for the week. You cannot select training with gadgets you do not possess.

Rest

Lets your monster take a rest. After resting, monsters recover slightly from fatigue and stress.

Automatic

Automatically sets up a schedule in the available schedule spaces.

- **Power** - training concentrates on strength.
- **Technique** - training concentrates on intelligence.
- **Speed** - training concentrates on accuracy.



It is possible to make changes to your schedule every week. You can select sub-menu commands by pressing the  button.

Sub-menu

[Copy]

Copy the selected week's schedule. If you then select a different week and push the X button, the data you copied will be entered for that week.

[Erase]

Deletes the schedule for the selected week.

[Erase All]

Deletes all schedule data.

[Loop At End]

If you set Loop At End, your current schedule content will be repeated until you change the settings again.

Calendar

Here you can check the competition schedule and register for competitions you would like to compete in. Select the competition you would like to enter with the left analog stick or the directional button, then press the X button to register for it (see P.25 for more on Competitions).



The Shrine

At the Shrine you can regenerate monsters and appraise Saucer Stones.



Creating Monsters

There are two ways to create monsters from Saucer Stones:

Saucer Stone Regeneration

Book Regeneration

Saucer Stone Regeneration

You can create monsters from retail CDs and DVDs. Follow the in-game instructions to insert the CD or DVD.

Book Regeneration

Create a monster from a book with monster data recorded in it. Use the left analog stick or left and right on the directional button to select a page, and press the X button to select it.

*You cannot regenerate monsters that are not yet recorded.

Saucer Stone Appraisal

Appraisal by Book

Here you can have Saucer Stones found while exploring appraised. If the result is a monster you haven't seen before, a page will be added to your Book, and you will then be able to regenerate that monster whenever you like. If the result is a monster you already have, it will not be added.

How to Record Monsters In your Book

There are various ways to record a monster in your Book:

- By creating a monster with a CD or DVD.
- By creating a new monster through combining.
- By regenerating a monster from Saucer Stones found while exploring.



The Monster Association

At the Monster Association you can retire or combine monsters.



Combine

By combining 2 monsters into 1 you can make a new monster.

*By combining monsters, the breeds of monsters you can create will increase. Breeds not shown here cannot be selected.



Combining Rules

- To combine you will need 2 monsters
- At least one of these monsters must be frozen
- Once combined, the 2 original monsters will disappear.



Combining

Combination items can be used when combining to create new monsters. These items will increase certain parameters or provide special traits. However, if you don't have any combination items, they can't be used.

Retire

Use this command to retire a monster. When you retire a monster, you can also choose to freeze it. Frozen monsters can be used later in combination. You can have up to 5 monsters frozen at a time. If you already have 5 monsters frozen, you will need to erase one monster's data before you freeze another.



* Once monsters are retired or frozen they can no longer be bred, so be careful.

Precautions Regarding Saucer Stones

Do not insert and remove CD-ROM/DVD-ROM discs more than is necessary, as it may cause problems with the continuity of the game. Only insert or remove CD-ROM/DVD-ROM discs at the appropriate times as indicated by on-screen messages.

Additionally, please be careful in handling CD-ROM/DVD-ROM discs when inserting and removing them, as scratches on the disc may prevent them from functioning properly.

The types of discs that can be used as Saucer Stones are listed below. Please do not insert discs that are incompatible with the PlayStation®2 console, as they may cause it to function improperly. For more information, consult your PlayStation®2 console owner's manual.

- PlayStation and PlayStation®2 format CD-ROM discs
- PlayStation®2 format DVD-ROM discs ● DVD video discs ● CD audio discs
- CD-R audio format discs

System

Here you can save or load game data. To use this function a memory card (8MB) (for PlayStation®2) is needed. Both MEMORY CARD slots 1 and 2 can be used.



[Save]

Save the game in progress to a memory card (8MB) (for PlayStation®2). Breeding data requires at least 140KB of free space to save.

[Load]

Load game data. When you load a game, all data from the game in progress is lost.

[VS Data]

Create data for VS Mode. There are two types of battles in VS Mode; "Single" and "Tag", and each requires special data. VS data requires at least 90KB of free space to save (see P.38, VS Mode).

●Create Single Battle Data

Single Battle data can be made not only from monsters currently being raised, but also from frozen monsters. Select the memory card (8MB) (for PlayStation®2) you wish to save to, and then choose the monster data to use. You can create Single Battle data for up to 6 different monsters.

*If you already have 6 monsters worth of data, you will need to erase one of them before you create another.

●Creating Tag Data

You cannot create Tag Battle data unless you are currently raising at least 2 monsters. Select the memory card (8MB) (for PlayStation®2) you wish to save to, and then select the monster data to use. You can create up to two groups of Tag Battle data.

*If you already have two groups of Tag Battle data saved, you will need to erase one of them before you create another.

Once the week's activities have finished, you will then move on to "Free Time".



Free Time



When you finish training for the week, you will move on to free time. During free time, you can control your breeder and interact with your monster. Depending on the status of your breeder, the number of commands you can choose will change. During free time activities you can use the following commands by pressing the X button when next to a monster.

Praise

Praise your monster.

Scold

Scold your monster.

Food

Give your monster some food.

Item

Give your monster an item.

Food and Items

During free time, you can give food or items to your monster. Food will affect your monster's fullness and body type. Items will affect your monster's focus and stress level.

Foods: Kalaragi Mango, Honey Drops, etc.

Items: Silver Nugget, Junk Toy, etc.

You can buy food and items in town. Items can also be found while exploring.

The reactions of monsters to each command will change according to its personality and current condition. It probably won't accept items or food that it hates!

During free time, open the command menu and select "Weekend" or press the $\triangle$ button to proceed to the weekend section.

Weekend Commands



You can go to competitions, go exploring, or take a trip into town. Once you have chosen a command, you cannot select any other commands for that week.

Competition*

Take part in a Competition you have registered for. (See Page 25.)

Adventure*

Head off to explore caves or the jungle. (See Page 32.)

Town

Buy items or food and gain valuable information. (See Page 36.)

Next Week

This command ends the weekend section and moves on to the next week.

Commands marked with a (*) cannot be selected at the start of the game. They will be unlocked as you progress through the story.

Once the weekend activities have finished, you will move on to the next week, and continue rearing your monsters.

BATTLES



After building up your monster's abilities, you can enter a competition. In competitions you will battle with other monsters. There are several ranks of competition, and once you have won a competition of a certain rank, you will be able to take part in higher ranked events. Take care not to get injured and take out your rivals one by one!

Entering a Competition



If you register for Competitions while training, you can take part in the weeks selected. However each Competition has a set monster ranking limit, meaning monsters from other ranks cannot enter them. You should also be aware of the following points.

Star Points

To take part in official Competition, you first need a set number of Star Points. You can gain these points by taking part in non-official Competitions. You can check your points on the monster data screen during breeding.



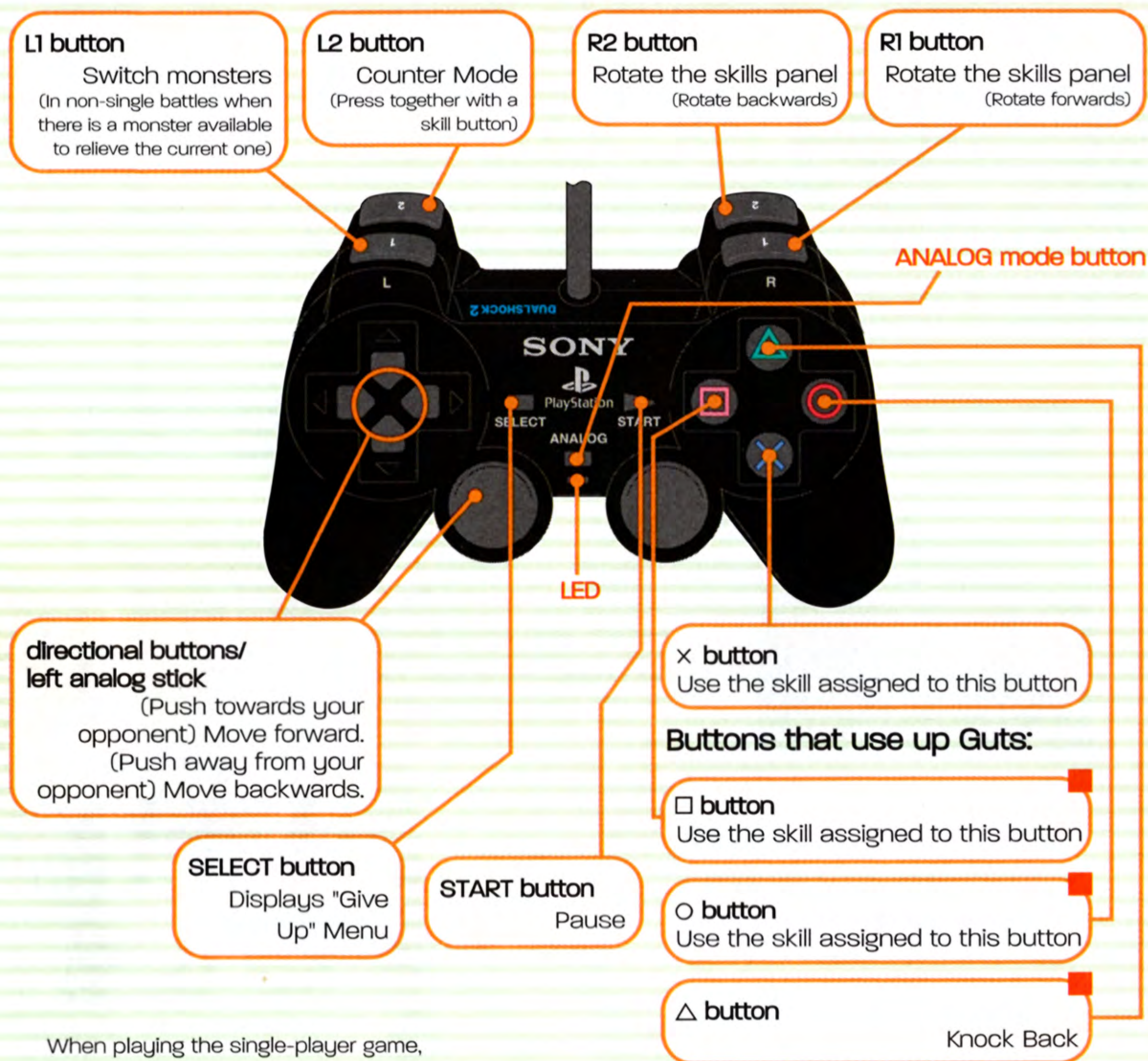
Tag Match

Some Competitions have a Tag match format. For these, you will need to have two monsters currently being raised to enter.

Group Battles

For group battles, you need the specified number of monsters to enter.

Battle Controls



When playing the single-player game, connect the controller to controller port 1

Directional button or left analog stick (towards opponent) + △ button **Step In**

Directional button or left analog stick (away from opponent) + △ button **Step out**

- * The game is always in analog mode, so the LED display should always be on. (the LED will glow red)
- * Basic functions are the same for the DUALSHOCK® analog controller.
- * The vibration function is not used.

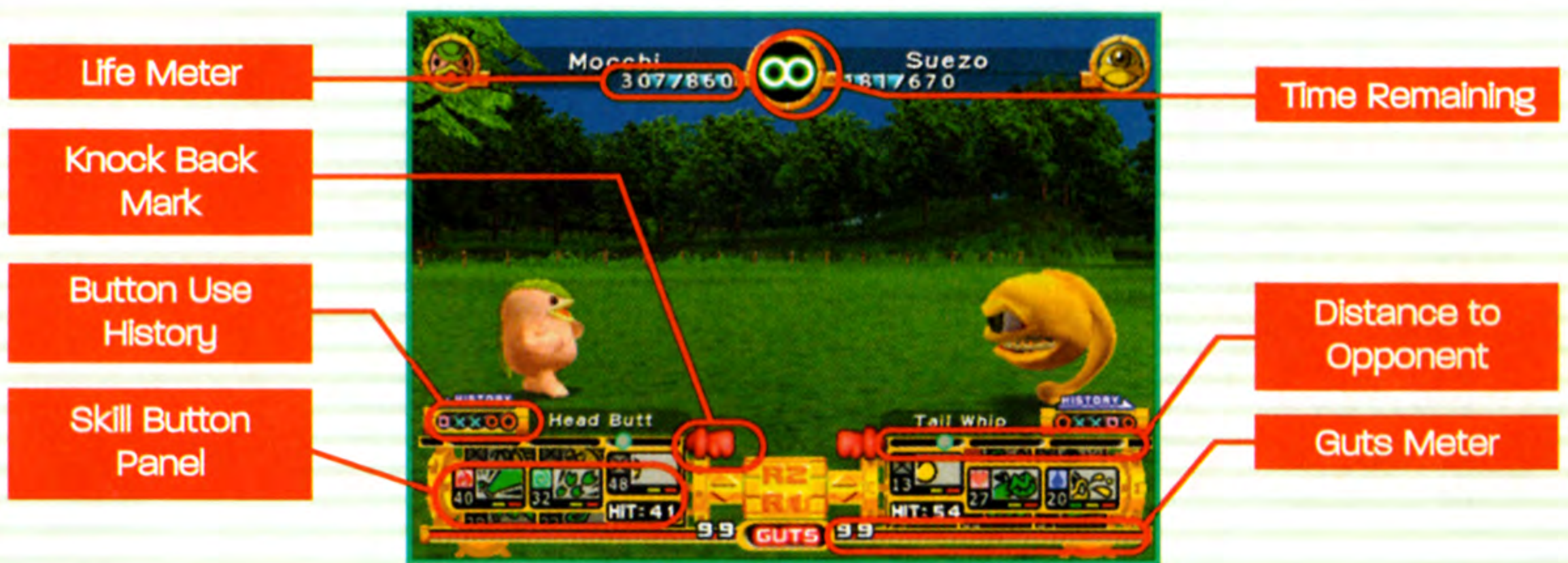
■ Decreases your Guts level by a certain amount.



The Battle Screen

In battle, the monster which reduces its opponent's life to zero or the monster with the highest percentage of life remaining when time runs out will be declared the winner. There are three kinds of skills: short-range, mid-range and long-range. Keep a careful eye on the gap between you and your opponent and choose skills appropriate to the distance between you.

The Guts Meter, which is depleted as you use skills, replenishes as time passes, but you should remember to keep checking on how much you have remaining.



Life Meter

This decreases as you take damage. If it reaches zero, you will lose by K.O.

Knock Back Mark

When monsters are at close quarters, this mark will appear. At this point you can push the Δ button to Knock your opponent back, putting distance between you.

Button Use History

This is a record of the buttons used to activate skills. Refer to this when you counter an opponent's attack.

Skill Button Panel

Shows the skills assigned to each button and the Guts required to use them.

Distance to Opponent

Shows the distance between you and your opponent on a radar screen. It is divided into short-range, mid-range, long-range, and out-of-range sections.

Guts Meter

Shows your current Guts level. When a number in the skill panel is greater than this, you cannot use that skill. This meter replenishes slowly with time, but it won't go over 99.

Battles

Battle Preparation



Before you begin battle, you can check information about your monster or the monster you will battle against. Also, if you decide that your monster is not in fighting condition, you can withdraw from a battle or withdraw from the competition altogether.

Match

Starts the battle.

Info

- * Self - View data for your monster.
- * Enemy - View data for your opponent's monster.

Withdraw

- * Competition - Withdraw from all remaining battles.
- * Match - Withdraw from the current battle. You will lose by default.

Battle Rules

Battle is decided depending on the following conditions

Victory Conditions

- If you reduce your opponent's life to 0 (K.O. victory)
- If you have the most life percentage remaining when time runs out. (judgment victory)
- If the remaining life percentage of both monsters is the same,

victory will be judged on total damage caused,

Guts used and attack success rate.

Defeat Conditions

- If the monster the player is controlling has its life reduced to 0 (opponent's K.O. victory)
- If you have the lower life percentage remaining when time runs out.



Skills

You will not always be able to use your skills to attack your opponent's monster during a battle at will. To use each skill a certain amount of guts are necessary. Also, each skill can only be used at the specific range (short-range, mid-range, long-range) they are set to. During battle, skills which are available to use will move and light up.



Skill Icons

- 1. Shows the accuracy of the skill
- 2. Shows skills appropriate for the current distance between you and your opponent.
- 3. Shows amount of Guts needed for the skill

Guts



Guts are necessary to use skills. The Guts Meter decreases temporarily when skills are used, but slowly refills over time. When your Guts Meter level is less than the number written on the skill icon, you cannot use that skill.

Counters



After your opponent launches an attack, if you press a skill button (O button, X button, or □ button) while holding in the L2 button before the counter input gauge (the circular gauge in the lower middle part of the screen) disappears, you can perform a counter-attack . When the gauge is blue it means player 1 is able to counter, and when it is

red, player 2 can counter. If you press the same button your opponent used to launch their attack, your counter-attack will succeed. If not, it will fail.



*Counter-attacks can only be used after you reach a certain point in the story. However, they can always be used in VS Mode.

Chain Bonus



After Counter-attack Mode is unlocked, if skills assigned to the same button continue to hit their target without being countered, a chain bonus will be awarded.

O button

Increased accuracy
(however, damage caused will decrease slightly)

□ button

Increased damage
(however, accuracy will decrease slightly)

X button

Both accuracy and damage increase slightly



Each bonus will continue to increase for a maximum of 5 successive hits.

* Until Counter-attack Mode is unlocked, no matter which button is pressed, the effect will be the same as pressing the X button. Also, chain bonuses are not received even after successive hits.

Partnership Attacks

These can occur sometimes in Tag Battles. After fulfilling certain conditions and causing the "Partnership" effect to be activated, pressing a skill button (O button, △ button, or □ button), will cause the partner waiting in the wings to cause additional damage to your opponent.

Combination Skills

Can only be used in boss battles when exploring. These only occur when you have 3 monsters with you. The skills that you can use vary depending on the group that the monsters belong to.



Special States

During battle if you fulfill certain conditions your monster can enter a special state.

● Example ●

Guard - Reduces damage received from attacks.

Composed - Movement speed and rate of Guts Meter replenishment increase, but toughness is reduced.

Confused - Your monster is more likely to run wild.

Running Wild

In this state your monster will not respond to any of your instructions. This happens more often if the bonding value of your monster is low.

"Give Up" Menu



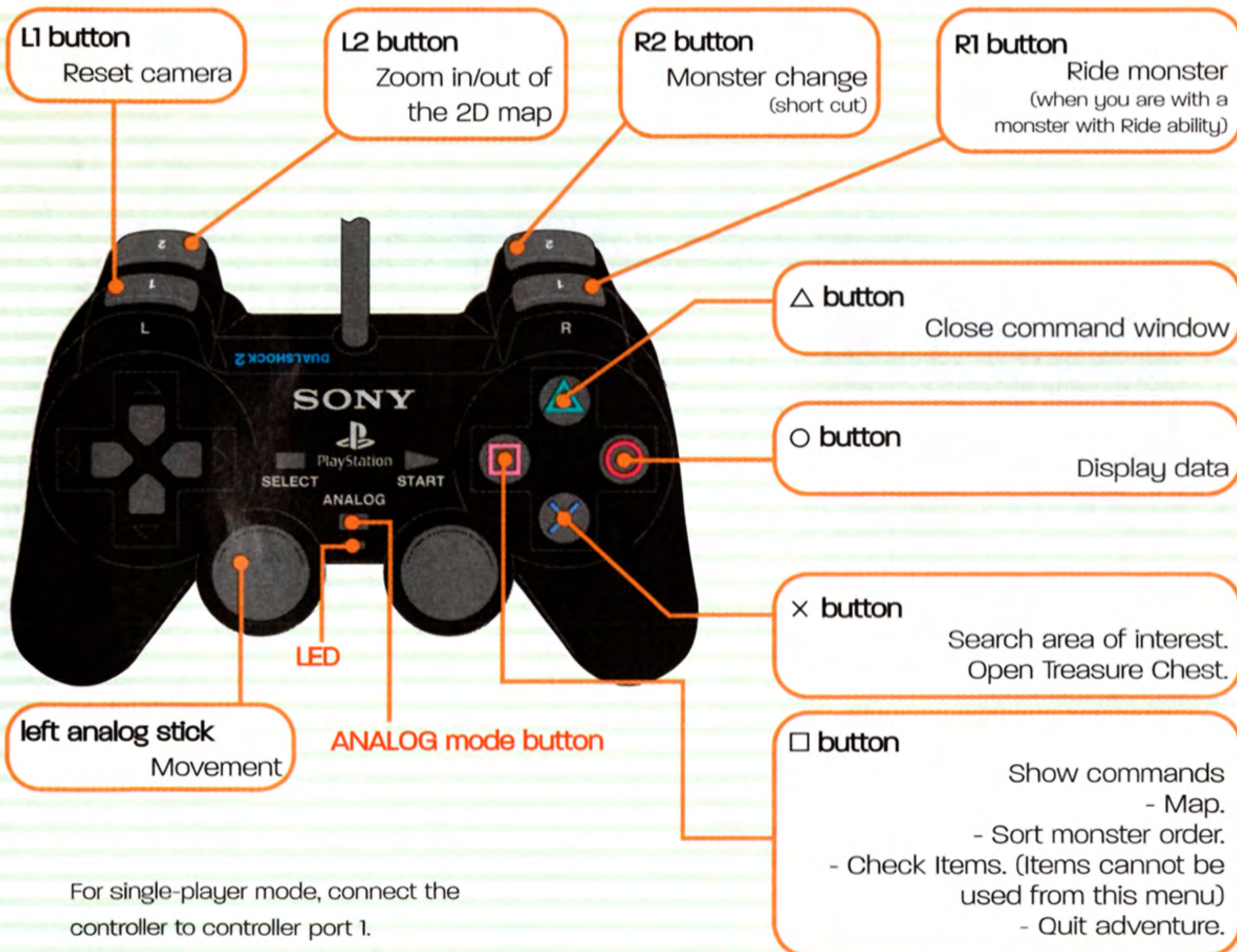
Press the SELECT button to bring up this menu. Use the left analog stick or up and down on the directional button to choose "yes" or "no", and the X button to select. If you choose to give up, the battle is automatically lost.

ADVENTURES



In this mode, you can take monsters you have raised out exploring. While exploring you can sometimes teach your monsters new skills or find rare items. In dungeons you will face all manner of challenges, so it's a good idea to form a party of monsters to overcome these.

Adventure Controls



For single-player mode, connect the controller to controller port 1.

- * The game is always in analog mode, so the LED display should always be on (the LED will glow red)
- * Basic functions are the same for the DUALSHOCK® analog controller.
- * The vibration function is not used.



Command Menu

[Map]

Shows a map for the floor you are on.

[Sort]

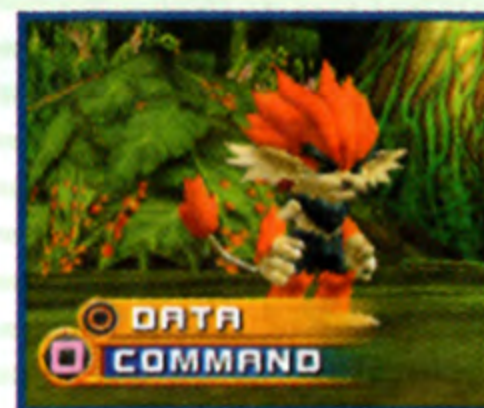
Change the order of the monsters that are with you.

[Item]

Check the items you have acquired while exploring.

[Quit ADV.]

Quits exploring and return to the ranch. However, if you choose this option the adventure will be declared a failure, and your monsters will return very fatigued.



Adventures and Exploring

As the game progresses, you will be able to go exploring in caves and jungles. You can take up to 3 monsters with you when you go on an adventure. While exploring you may be attacked by monsters known as "strays", so make sure your monsters are prepared.

Places to Explore

In the early stages of the game you are limited in the places you can go exploring, but your options will increase as the game progresses. Choose an area to explore with the left analog stick or up and down on the directional button, and enter your selection with the X button.

After deciding where to go on your adventure, choose which monsters to take along. Press the X button with the cursor on the name of the monsters you wish to take with you. A number will appear next to their names to indicate that they have been selected.



Press the START button to finish selection and start exploring!

About Energy



This is an important parameter for exploring. Energy is depleted as you move, and when it runs out, your monster will gradually begin to lose life. When you still have Energy remaining, the life you have lost in battles with stray monsters, etc, will be slowly replenished. However, while life is being replenished, Energy will decrease faster than usual.

Monster's Special Abilities



Among the traits your monster can gain, there are some, such as the ones below, which can benefit you while exploring.

Ride Ability

You can ride your monster if it has this ability. Some terrain can only be passed through by riding on your monster. There are several types, and their characteristics vary.

Search Ability

Search areas of interest to find treasure chests. There are several different kinds of area that can be examined, and each can only be searched by a monster with the appropriate ability.

Acquiring skills and traits

Experience points are acquired by defeating stray monsters, and once you have a certain amount your monster will gain a level. When your monster gains a level, it will sometimes be able to learn new skills and traits.



Acquiring Items

Items can sometimes be acquired when you defeat stray monsters in battle or find treasure chests.

About Saucer Stones

Saucer Stones are one of the items you can find while exploring, and they contain monster regeneration information. If you find a Saucer Stone, you should get it appraised at the shrine. It may enable you to regenerate a rare monster. (see P.20 for more on Appraisal.)

About Boss Battles



As you progress through the game, you may come across gigantic boss monsters. Boss battles have important significance to the story. Keep trying until you defeat them! The controls and victory conditions for boss battles are the same as for normal battles (see P.25)

Ending Adventures

To finish exploring safely, you must complete your set task, or reach the exit of the dungeon. After an adventure is finished, all of the monsters you took with you will feel a little tired. It is best to give your monsters a decent break after you return from exploring.

If all of your monsters have their life reduced to 0 during an adventure, your exploration will end in failure. In this case the monsters will be more fatigued than usual. An adventure is also declared a failure if you select "Quit ADV." from the Command Menu.

TOWNS



In towns you can buy items and food from the item shop, and gain information by talking to the townspeople. Visiting many towns and experiencing lots of things is the best way to improve your breeding skills.

Going To Towns

You can get there by selecting "Towns" from the weekend Command Menu. In towns you can buy items at the item shop, or talk with the townspeople to gain new information.

At first you can only visit Togle, but as you progress through the game you will also be able to visit towns in other regions. Choose the region you want to visit with the left analog stick or up and down on the directional button, then press X button to select.

*Once you have visited a certain town, you won't be able to go to any other towns that week.



Item Shop

There is an item shop in each town, and here you can buy items or food for raising monsters. Depending on the region there may be slight differences in the products available.



The People of the Countryside

In the towns of each region live many different people. Even if you have nothing special to talk about, it's always a good idea to hear what they have to say.



VS MODE



Here you can pit the monsters you have raised against a friend's monsters. Get together with your friends and prove that you're the best breeder of them all!

How to use VS Mode



You can hold a 2-player battle. Choose "VS Mode" from the Title Screen, and select the VS Mode you wish to use. Connect controllers to both controller ports 1 and 2.

Single Battle Mode

A one-on-one battle, using one monster each.

Tag Battle Mode

A two-on-two battle; each player uses two monsters each.

To hold these battles, special VS Mode data is needed (see P.22).

Position the cursor over the entry area and press the X button to read the VS data. At this point you can carry out VS battle settings.

VS Battle Settings

- Time Limit (60 seconds/99 seconds/none)
- Select Stage
- Tournament style/Point Match style
- Keep Life (Enable/Disable)

*Keep Life is only available when Tournament style is selected.

In single battle Mode, you can set up to 5 rounds for a battle.
Only 1 round can be set for a Tag Battle..

Select "Start", and the battle will start. Battle controls and victory conditions are the same as for normal battles. (See Page 25)



BREEDING TIPS



Here are some tips you will want to know as a breeder. If you remember these guidelines, you will be able to raise your monsters more effectively.

Monster Lifespan

When a monster reaches the end of its life, it must be retired. Retired monsters can't be raised any further.

When many monsters are retired at the same time, it can become difficult to continue the game, so it's best to raise monsters of different ages.

Monster Affinity

There is a parameter called "Affinity" for monsters being raised on the ranch together. Affinity is an important factor that can affect many game elements. Depending on the breed, there are monsters that will start out with poor compatibility, but this problem will disappear if they are raised together for a long time. If you raise many monsters together with patience and perseverance, you are sure to gain better results than by raising monsters alone.

Training Gadget Size

There are many varieties of training gadgets, and those with stronger effects will take up more space on your ranch. There is a limit to the space available on your ranch, so pay attention to the size of the training gadgets you choose if you want to raise many monsters together effectively.



THE CHARACTERS



Phayne

[Default name; you can name him whatever you like]

His potential qualities as a breeder were recognized and he got into the prestigious Elives School, but after a certain incident he ended up dropping out. He then stowed away on a freight ship headed for Togle.





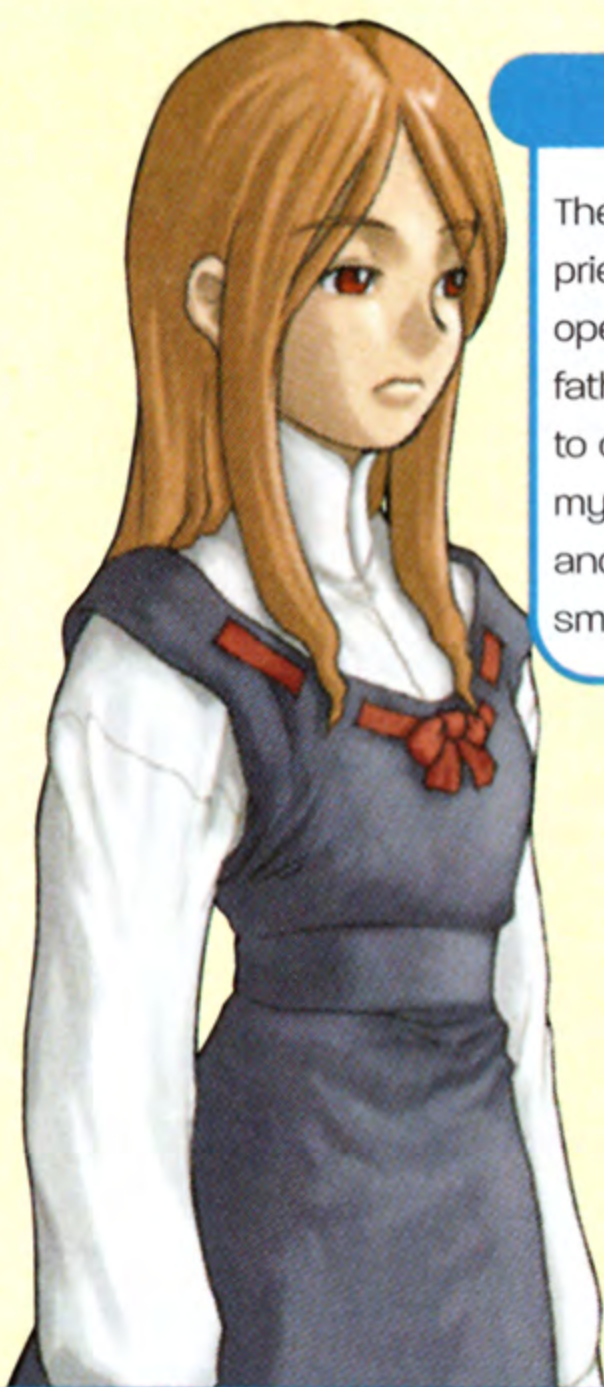
Teetee

A formerly famous breeder who once was a popular member of FIMBA. Monster's abilities couldn't match her own popularity, however, so recently she has lost a lot of her standing. But she's still as proud as ever.



Cesare

A local personality who works in the shrine at Togle. He is also Rio's father. Always carrying out his duties with courtesy, he watches over Rio lovingly.



Rio

The only daughter of the Togle priest Cesare. She doesn't open up to anyone but her father, and dislikes talking to others. However, this mysterious girl loves monsters, and will always be seen smiling when around them.



Yuri

The girl at the Togle item shop. She's always cheerful and optimistic. She wants to become a monster breeder herself one day.

THE MONSTERS

Ogyo

Fish-type monsters which swim through the sky. Their elegant movements fascinate people, but they apparently have a slightly domineering nature.



Madillo

Armadillo-type monsters which have hard-looking shells. They are especially deadly when rolled into a ball. Their shells can also be used as weapons...



Ripper

Weasel-type monsters which bewilder opponents with their agile movements. They can cut at opponents with the knife-like hairs which grow from their arms.





Mocchi

Characterized by their quirky movements, they are popular with many breeders. Unfortunately Phayne doesn't get along with them.

Garu

Lion-type monsters, whose vitality is their main strength. They are popular due to their friendly nature.



Suezo

Mysterious monsters which, although sly and cheeky, are somehow still lovable. They specialize in moves that deplete an opponent's Guts.



Antlan

Hero-like monsters who are fierce and proud. It's said that they can't stand "bad guys".



MONSTER RANCHER® 4

Staff Credits

Planners

Hiroshi Nishizawa
Kohey Harito
Tomotaka Shiroichi
Masayuki Nagamine
Hisao Okamoto
Hiroyuki Aoyagi
Toshihiko Kodama

Programmers

Manabu Kiguchi
Atsushi Yamaguchi
Takashi Inamoto
Mikiyasu Kambayashi
Takeshi Yoshizawa
Takanori Yoshida
Yoshihiro Ueno
Takayuki Shigematsu
Masaki Asakura

DataWork

Joe Toyoda
Yoshifuru Okamoto
Hiroyuki SADAmatsu
Takeshi Ohmori
Kazutaka Ootsuka

Designer

Yusuke Shimada

Location Designers

Yoichi Hirose
Yuuki Yamaki
Hirohisa Kaneko

Monster Model

Yasuhiko Matsumura
Yuki Nakajima
Daisuke Ota
Kazuyoshi Horiuchi
Keisuke Watanabe
Taisuke Katakura
Eiichi Sakao
Yoshinori Kobayashi

Other Model Designers

Akiko Saito
Natsue Yamaguchi
Masashi Kubo
Takehiko Kanaoka
Tetsuya Ietsune
Mitsuaki Uchida

2D Character Designers

Misato Sakaki

2D Designers

Kazunaga Sakaue

Motion Designers

Takashi Morimoto
Satoshi GEL Iwase
Yasuaki Takahashi
Akie Ohgaki

Manabu Morimoto

Takayuki Shimada

Fumiaki Enomoto

Sound Effects & Music

Yutaka Fujishima
Aoi Tohshi
Riichiro Kuwabara

Artwork

Keiji Inoue

International Sales

Isamu Fukada
Mitsuru Tsutsumi
Miki Sato
Keiko Kawashima
Mayumi Karito
Andrew Szymanski

Director

Shiro Sakamoto
Yasushi Tsujii

Producer

"Satoshi ""WAKE UP""Kanematsu"

Executive Producer

MAX NAKA

Cooperated Companies

Sony Computer Entertainment Inc.
Studio Takuranke Corporation
Key Note Corporation
CatsPawz

US Credits

John Inada
Tony Tarpey
William Cox
Mimi Tabuchi
Lorena McDonald
Norma Matautia
Yumi Saiki
Melody Pfeiffer
Keiko Saegusa
Keiko Suzuki
Dennis Chacon
Brian "Finn" Hoisko
Hugo Reyes

Special Thanks to:

Lisa Shock - www.monster-rancher-metropolis.com
Taylor - aka: Monster Fenrick
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Ed Tan
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Packaging Design

Jun Hasunuma

Cooler Kids appear courtesy of DreamWorks Records.



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