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KONAMI®



HYBRID HEAVEN™

NINTENDO 64

INSTRUCTION BOOKLET

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Nintendo

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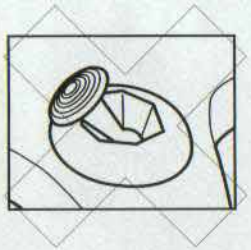
VAROITUS : LUE HUOLELLISESTI LAITTEEN VARUSTEISIIN KUULUVAT KULUTTAJATIEDOT JA HUOMAUTUKSET ENNEN NINTENDO-LAITTEEN, PELIN (GAME PAK) TAI MUUN VAURSTEEN KÄYTTÖÄ

THE NINTENDO 64 CONTROLLER

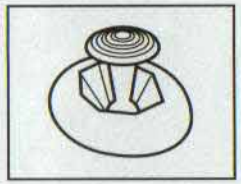
Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision 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 down 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.

HYBRID HEAVEN™

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Controller Pak & Rumble Pak

■About 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.

■Creating notes (save files)

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 the START button 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.

■About 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.

■About 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.

■Controller Pak error messages

- Start game without save capability? Yes No / Starting game without save capability.

* Select "Yes" to start game without save capability. Attach a Controller Pak to the 1P Controller if you want to be able to save.

- Select the play data you wish to load. / Loading this play data. Load Don't load / Canceling data load./ Data load completed. / Data load failed. Canceling data load.

* Choose the data you wish to use and select "Load". If you don't wish to use saved data select "Don't load", then choose "New Game" from the Mode Select screen.

- Could not create note in the 1P (2P) Controller Pak. Try again. Cancel.
- The Controller Pak is not properly connected. Please reattach it.
- There is a problem with the Controller or the Controller Pak. Reattach. Restore data.
- Files may be deleted if you restore data. Don't restore. Restore.
- Reattach Controller Pak. / Attach another Controller Pak.
- Delete this note? Don't delete. Delete. / Deleting note. / Canceling note deletion. / Failed to delete note.
- Could not create note in the 1P (2P) Controller Pak. Try again. Cancel.
- Attach a Controller Pak. After attaching, do not detach or reattach until instructed to do so.
- Attach Rumble Pak if you wish to use it.
- There is no Controller Pak attached to the 1P (2P) Controller. / The Controller Pak is not properly connected to the 1P (2P) Controller. / A Rumble Pak is attached to the 1P (2P) Controller. / A peripheral device other than a Controller Pak is attached to the 1P (2P) Controller. / Attach a Controller Pak to the 1P (2P) Controller. / Reattach Controller Pak to the 1P (2P) Controller. / Exchange the 1P (2P) Controller Pak.
- There is a problem with the 1P (2P) Controller or the 1P (2P) Controller Pak. Reattach. Restore data. / Files may be deleted if you restore data. Don't restore. Restore.
- Canceling data load. / Loading pre-existing data. / No loadable play data available. / Cancel data load? Yes No / Use pre-existing data? Yes No

* Check whether the Controller Pak is properly connected. If the same message keeps appearing, the Controller Pak or the saved data may be bad. Attach another Controller Pak, or start a new game instead of playing a saved one.

• There are no "Hybrid Heaven" game notes in the 1P (2P) Controller Pak. / Creating a "Hybrid Heaven" game note in the 1P (2P) Controller Pak. / Not enough space available in the 1P (2P) Controller Pak. This game requires at least 53 pages of memory. Delete unwanted data or attach another Controller Pak. / There are already 16 game notes in the 1P (2P) Controller Pak. This game requires at least 1 note and 53 pages of memory. Delete unwanted data or attach another Controller Pak.
* Attach another Controller Pak with sufficient memory or delete unwanted data.
• Save play data? Save Don't save / Select a save location. / Saving current play data into this location. Save Don't save / Canceling data save. / Save completed. / Save failed. Canceling data save. / Cancel data save? Yes No / Canceling data save.
• Use pre-existing data? Yes No / Loading pre-existing data.
• Controller Pak is not attached. / Attach Controller Pak. / Controller Pak is not properly connected. / Reattach Controller Pak.
* Follow the instructions on screen.
• A peripheral device other than a Controller Pak is attached to the 1P (2P) Controller. / There is a problem with the Controller or the Controller Pak.
* Check whether the Controller Pak is properly connected. If the same message keeps appearing, the Controller Pak may be bad. Attach another Controller Pak, or refer to your Controller Pak user's manual.
• Restore data in Controller Pak? Reattach. Restore data. / Files may be deleted if you restore data. Don't restore. Restore.
* Files may be deleted if you restore data, so take care when executing this command.
• There are no "Hybrid Heaven" game notes in the Controller Pak. / Exchange Controller Pak. / No loadable play data available. / Select the play data you wish to load. / Data is not saved. / Loading this play data. Load Don't load / Data load failed. / Data load completed. /Data load failed. Canceling data load.
* Attach a Controller Pak containing "Hybrid Heaven" game note(s).
• Controller Pak is not connected. Canceling edit.
• Copying into 1P (2P) Controller Pak.
• Select Controller Pak containing play data you wish to copy. / Select Controller Pak into which you wish to copy play data. / Select play data you wish to copy. / Select location into which you wish to copy play data. / Copying play data. Yes No / Canceling data copy. / Data copy completed. / Data copy failed. / Quit file edit? Yes No / Quitting file edit.
* Attach the Controller Pak containing the data you wish to copy to the 1P Controller, and attach a Controller Pak with enough available memory to the 2P Controller.

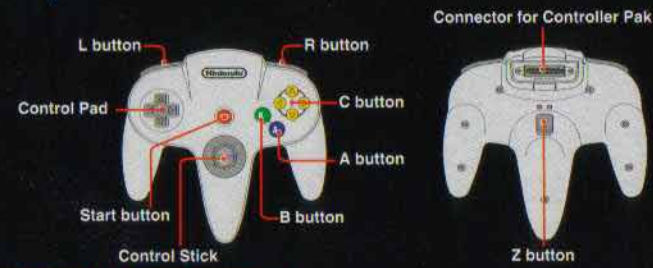
GAME RULES

Progressing through the game

- 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 move through each block.
  * Refer to "Keys" on page 14.
- If the code of 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 have to work out how to open code key doors and doors with red lamps (using code keys or other methods). It's up to you to work out how to 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. When fighting, as well as trying to defeat your enemy, 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 13.
- Sometimes a hidden attack is added to the end of original combos created in the "Edit" screen of "Combo".

MODE SELECT

Controller parts



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.

1. Insert the game pak into your Nintendo 64 game unit, and check that the Controller and Controller Pak are correctly attached. Controller jacks 1 and 2 correspond to Controllers 1 and 2 respectively.

2. Switch on the power. The Title demo and Mode Select screen will appear.
   * Do not touch the Control Stick when switching on the power.

3. Select "New Game" to start a new game, or "Continue" to load a game previously saved into the Controller Pak and continue playing it.



About the Mode Select screen

New Game (for 1 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 15.

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

What you see on the 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 14.
- **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 perspective when on the Field screen



Change camera height
Press the C button up to adjust the height of the camera to one of 3 levels.



Player central view
Hold down the C button to the left and move the Control Stick up/down/left/right to rotate the camera around the player.
* Refer to "Options" on page 9.



Camera central view
Hold down the C button to the right and move the Control Stick up/down/left/right to rotate the camera around on its own axis.
* Refer to "Options" on page 9.



Player perspective view
Hold the C button downwards 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 9.

Switching from the Field screen to the Menu screen



Press the START button 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 clamber 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 9.

Menu screen

Press the START button 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 14.

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 15.
- **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.

[**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**] Set camera to ["On"] to display attacks clearly during battle, or "Off" to disable this function.

[**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. Carefully calculating your timing and how close you are to your enemy, press the A button to bring up the "Attack Phase" screen and input your attack command.
3. When about to be hit by an enemy attack, 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 13.
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 13.

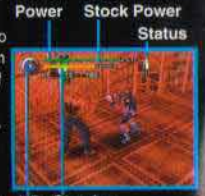
What you see on the Battle screen

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 unawares, 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!** .. f 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.
- **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 14.

Status during battle

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

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.

"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 the C button up at the Battle screen to bring up an explanation of your current situation on screen.

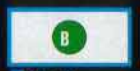
Attack Phase

Carefully calculating your timing and how close you are to your enemy, press the A button to 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

These are attack commands. 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.

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".
   * You can create combos using stocked power only. When you select "End" a combo using less power than the stocked power will be created.
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 15.

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 and 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.

Battle Over Screen

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



Increase in 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.

* 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.

* Flame Shot, Ice Shot, Poison Shot,and Ion Shot have SP, and can be used three times in a row.

KEYS

Code Key	Used to open doors requiring an access code.
Map Viewer	Used to read area maps.
Defuser	Used to stop machines working.
Memory Card	Used to release locks on devices.

* Key items cannot be used during battle.

Battle Mode

Battle Mode Select screen

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.
* f 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 he 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.Carefully calculating your timing and how close you are to your enemy, press the A button.

2.Select an attack command and input it. 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 "Set 2".
* 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	Swing: Hook/Spin kick
Turn: Back blow/Back 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 button.

· 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 button.

Creature Battle

This mode is for 1 player only.

* 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.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.

Creature Profiles

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

[Description]

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

[Moves]

Upper hook **Mid hook**



Pollux



[Description]

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

[Moves] **Low side kick**

Low kick **Middle side kick**

Seginus

[Description]

Seginus has an arsenal of throws at his disposal.

[Moves]

Neck throw **Brainbuster**

Bodyslam **Soccerball kick**



CLONE MAN



[Description]

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

[Moves]

Upper uppercut **High kick**

Mid uppercut **Low kick**

Upper hook **Middle side kick**

NAOS

[Description]

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

[Moves]

Upper hook **Low kick**

Mid hook **Low side kick**



GOMEISA



[Description]

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

[Moves]

High front kick **Headcrush**

Middle front kick **Piledriver**

Low front kick **Bridge suplex**

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