PlayStation

NTSC U/C

PlayStation®

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CONTENT RATED BY ESRB

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DRAGON SEEDS

BREED BEASTS FOR BATTLE

USING MEMORY CARD DATA FROM ANY PLAYSTATION® GAME

JALECO

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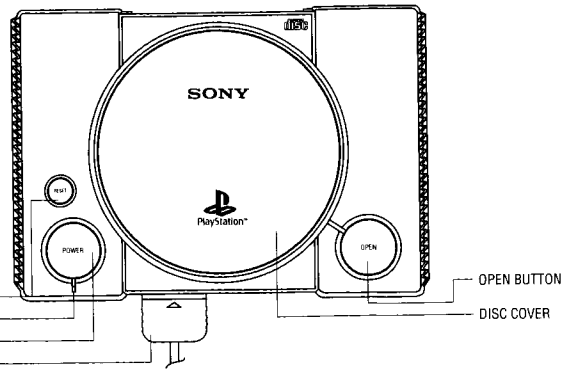
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SETTING UP YOUR GAME

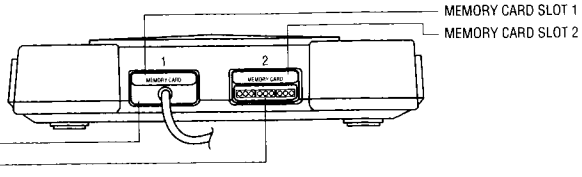
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the DRAGONSEEDS disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

Top View

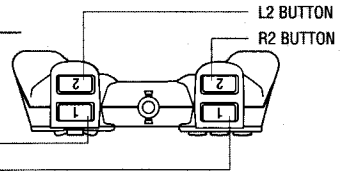


Front View

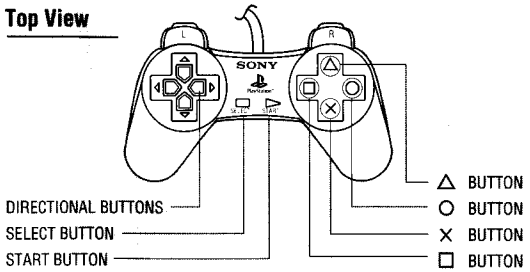


Controller

Front View



Top View



MENU CONTROLLER FUNCTIONS

DIRECTIONAL BUTTONS — move through selections

- ✖ — Decision/Enter
- ▲ — Cancel decision/Return to previous screen
- ■ — Scroll text

BATTLE CONTROLLER FUNCTIONS

Default Settings for Player 1
DIRECTIONAL UP — Step forward
DIRECTIONAL DOWN — Step backward
✖ — Special attack
■ — Reflector
● — Weapon attack
▲ — Cancel
L1 — Intimidation
R1 — Intimidation
START — Pause Menu, Surrender

MAIN MENU

New Game — Breed and train dragons for combat in "story" mode.
Continue — Continue a previously saved game.
Vs. Memory Card Battle — Use any Memory Card data from any PlayStation game to create a team of combat-ready dragons.
Vs. Battle — Engage in combat against another dragonsage.
Trade — Trade your dragon with another dragonsage.
Options — Configure battle settings.

OPTIONS

Battle Configuration

Command:	Manual – Dragons are player-controlled during combat.
	Auto – Dragons are free to decide their battle strategy.
Input Lmt:	Time allowed to enter commands.

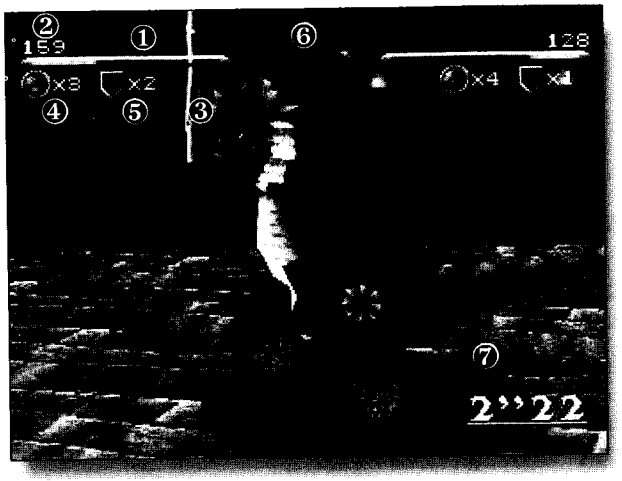
Show Data:	Opponent data displayed during battle
	HP– Health Points – a dragon's strength
	SP– Special Points – remaining special attacks
	RP– Reflector Points – remaining usage
Vibration:	For use with the Dual Shock™ Analog Controller.
	Toggle Vibration mode, ON or OFF
Sound:	Adjust sound setting (Stereo/Mono) and volumes.

PAUSE MENU

Pressing START during a battle places the game into Pause mode.
To continue a battle, select NO.
To surrender, select YES.



THE BATTLE SCREEN



❶ **Health bar:** If a dragon's health is fully depleted in battle, it will die.
❷ **Health:** A numerical display of a dragon's health. If the value reaches zero, the dragon will die.
❸ **Commands:** A block appears for each command entered.
❹ **Special attack:** The remaining number of times a dragon can use a special attack.
❺ **Reflector:** The remaining number of times a dragon can use a reflector
❻ **Range:** Estimated distance between the dragons.
❼ **Time:** The amount of time remaining in a battle.
A numerical value showing the amount of damage incurred by an attack will appear below the energy bar.

BATTLE COMMANDS

Weapon attack
When selected, a dragon uses its weapon. If it connects with the opponent, the attacking dragon's muscle attribute increases. A miss decreases a dragon's attacking power.

Special attack
Effective regardless of the distance between opponents. There is a limit to how many times a special attack can be used in a battle. Be careful, special attacks can be reflected back by an opponent.

Reflector
Used to defend against a special attack by reflecting the attack back toward the opponent. A small percentage of the attack is absorbed by the reflector. The reflector is completely ineffective against a weapon attack. During a battle, a reflector can be used a limited number of times. After that, special attacks are completely absorbed, not reflected.

Forward
Dragon moves one step forward. A dragon is defenseless while moving forward.

Backward
Dragon takes one step backward. A dragon is defenseless while moving backward.

Intimidation
Used to provoke an opponent. A dragon is defenseless when using this move.
Use this move to increase the amount of damage incurred by a weapon attack.

THE RULES OF BATTLE

COMMANDING YOUR DRAGON

To command your dragon in battle, enter any combination of two commands. After each player, or dragonsage, inputs two commands, the dragons will simultaneously execute their first move. This is followed by the simultaneous execution of each dragonsage's second move. After all the commands have been completed, the cycle repeats.

INCREASING ATTACK EFFECTIVENESS DURING BATTLE

If a weapon attack succeeds, a dragon's muscle increases. If a dragon successfully uses a special attack, the effectiveness of subsequent special attacks will also increase. A dragon's attributes can also be improved through training at the Training Center. The Junk Shop is also rumored to have special items to improve a dragon's abilities.

DEFEAT AND SURRENDER

A dragon is defeated when its energy reaches zero. At this point, THE DRAGON DIES AND IS UNRECOVERABLE. Wise dragonsages will surrender and save their dragon from doom. To surrender, press the Start button and select YES. The battle will be recorded as a loss, but your dragon's life will be spared.

DRAGONS FROM MEMORY CARD DATA

This mode enables a player to create a team of three mature dragons using Memory Card data from any PlayStation game. These dragons are combat-ready. Changing the order of the data on a Memory Card, using the PlayStation game console's memory card manager screen, will create a different team of dragons. THESE DRAGONS CAN ONLY BE USED IN THE VS. MEMORY CARD BATTLE MODE.

Make sure you have two Memory Cards with at least one block of data from any PlayStation game. Insert the Memory Cards into Slots 1 and 2. Three dragons are displayed for each player. Select BATTLE to begin fighting or STATS to view a dragon's attributes.

VS. BATTLE

This mode allows two players to battle for additional funds, weapons or reflectors. Each player must have a Memory Card with the Dragonseeds data of their currently active dragon. Insert the Memory Cards into Slots 1 and 2. Select a dragon. At this point, an item must be placed for wager. At the end of a battle, the winner is awarded all items placed for wager.

TRADE MODE

This mode allows you to trade your dragon with another player. Each player must have a Memory Card with the Dragonseeds data of their currently active dragon. Insert the Memory Cards into Slots 1 and 2. Select a dragon. A player may also add money to the trade. Both players must select OK at the prompt in order to complete the transaction.

TOURNAMENT INFORMATION

There are four divisions: Baby, Junior, and Fighter. When a dragon becomes the champion of the Fighter division, it qualifies for the Word Dragon Council Championship division.

THE DRAGONSEEDS CITY: EVENTS

An event, such as shopping or training consumes 3 hours. You can engage in up to 6 events per day.

Clone Lab

New dragons are created at the Clone Lab. The director of the lab, Tomas, will guide you through the cloning process. Select a species and complete its DNA structure by combining DNA segments. Segments are represented by keywords. When these keywords are strung together, they will form phrases. There is a rumor among dragonsages that certain "keyword phrases" are more effective than others.

Nursery

Immediately after the cloning cycle, baby dragons must receive basic skill training at the Nursery. As a dragonsage, you must choose two attributes that should be enhanced while the dragon is under the care of the Nursery's headmaster. The basic skill training takes 24 hours.

Biobank

The Biobank allows each dragonsage to store a maximum of 16 dragons. A dragon's data is stored in a memory tube, then regenerated when requested. During storage, a dragon does not age or mature.

Apartment

This is your home. Here you can arm your beast with new items, view your collection of trophies, rest your dragon, adjust game options, or save and end a game. Select REST to advance time in increments of 3 hours, 6 hours or NEXT MORNING. During rest, a dragon's weight and strength increases.

Public Shop
Visit the shop for any of your equipment needs. A variety of weapons and reflectors can be bought or sold. Items tend to change daily, so you'll want to visit here often. Newly bought items can be equipped on the spot. The store manager will have your old gear shipped back to your apartment.

Junk Shop
An interesting place that sells rare items. Ishuka, the owner of the shop, doesn't always have something for sale, but you'll want to stop by–just in case. Here's a list of some of the items you might find for sale.

Polish — Increases the percentage of a special attack reflected back toward an opponent.

Ironweed — Improves a dragon's strength.

Fastweed — Improves a dragon's speed.

Vigor herb — Improves a dragon's muscle.

Jewels and Rocks — Improves a dragon's special attack.

Pablo's
A hive of cutthroats and rogues. Young dragonsages like to come here to wager on fights and sharpen their dragon's skills. None of the fights here are sanctioned by the World Dragon Council.

Memory Forest
Here, you can release your dragons into the wild. Dragonsages will release their fighters when they become too old to fight. You can also catch wild dragons. Remember, wild dragons do not age or evolve, and they cannot be used in official tournaments at the Battle Arena.

To capture a wild dragon, you'll need to have three things: a Memory Card inserted into Memory Card Slot 2, an empty Biobank tube, and an active adult dragon. Dr. Hiro, a researcher in the forest will help you.

Training Center
Bring your dragon here to improve its fighting ability. Follow the on-screen instructions for each training session.

Battle Arena
The official site of all World Dragon Council sanctioned events.

TIME
Time will progress after each event; such as a visit to the junk shop. To advance time manually, select REST at the Apartment menu.

SAVING YOUR GAME
You'll need a Memory Card (sold separately) to save your data. Make sure your Memory Card is properly inserted into Memory Card Slot 1. If you are saving a game which was saved previously, be sure to use the same memory card. To save your game, go to your apartment, select SAVE, then follow the on-screen instructions.

LOADING A SAVED GAME
Make sure that the Memory Card with your DRAGONSEEDS game data is properly inserted into Memory Card Slot 1. Select continue at the main menu, then follow the on-screen prompts to load a saved a game.

DRAGON ATTRIBUTES
At the city map, press the ● button to view your dragon's attributes. When a dragon is at rest, its weight and strength increase. However, it ages one year per human day. Veteran dragonsages recommend that you maintain a balanced regimen of fighting and rest.

WEAPONS AND REFLECTORS
There is a large variety of equipment suitable for any dragonsage's budget. To purchase weapons, visit the Public Shop or Junk Shop and follow the on-screen instructions.

Weapons
There are three weapon classifications: Short blade, Sword, and Axe. The larger axe weapons are heavier and will cause a lot of damage, but they can impede your dragon's speed. Smaller weapons will cause less damage, but improve your dragon's speed.

Reflectors
There are three reflector classifications: Small, Normal, and Wide. Reflectors are only effective against special attacks. During a battle, a reflector can be used a limited number of times. After that, special attacks are absorbed, not reflected. The larger, more heavier ones can reflect a greater percentage of an opposing dragon's special attack. But be careful, the weight of a large reflector will impede a dragon's speed. Also, the reflection percentage decreases with the size of the reflector.