
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-01034
eternal
eyes
CRAVE
ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

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

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story

"The War of the Goddess..." the war between the human race and an evil deity… The Evil Goddess, who had once driven much of the world to their deaths, had risen again. Humanity silent and wild-eyed with desperation, teetered on the edge of an abyss filled with terror. But not all had lost their voice of reason: Six heroes led by the hand of Fate joined forces to bring light back into the world. Among the heroes were those who were not of the human race…

The Cucurotheatro, Magical Puppeteers – the Tribe of Carnelian Gaze.

They were born under a different Law of Life from humans, possessed of crimson eyes and the power to detect "Jewels" the vehicles of this world's spiritual energies. Using these special Jewels the magical puppeteers perfected the art of infusing lifeless dolls with a soul; the dolls, called magical puppets, grew with each Jewel given them, and came to achieve physiques and abilities to rival a monster's.

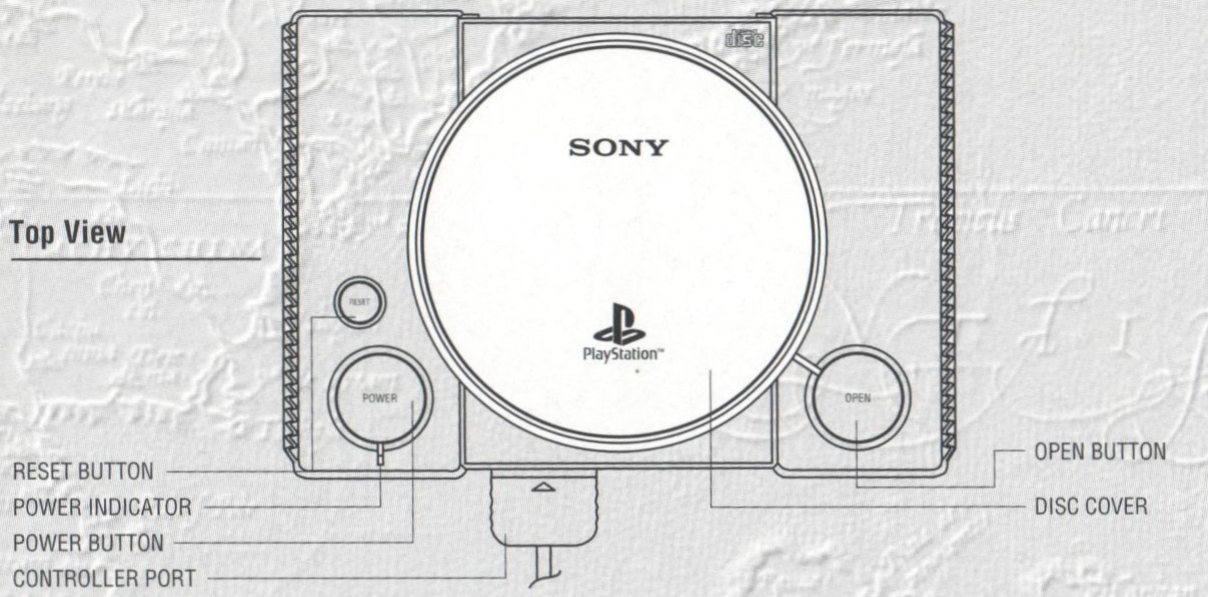
Only the chosen – known as "Magical Puppet Masters" – among even the ranks of the Cucurotheatro could control the dolls, which came to be called "Magical Puppet Monsters". The magical puppet monsters fought with the rest as sacred beings in the War of the Goddess, but when the war ended, the Cucurotheatro disappeared from sight without explanation. And with the passage of time, the knowledge of the mystical Cucurotheatro faded away from the human memory.

The story you are about to begin is the tale of a boy with Crimson Eyes.

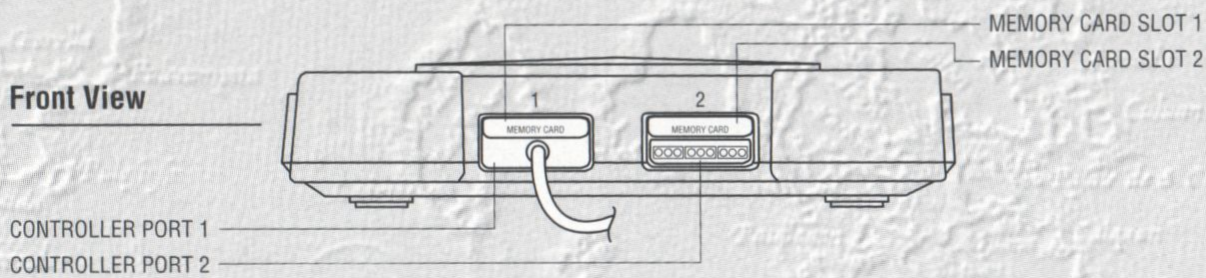


Console

Top View



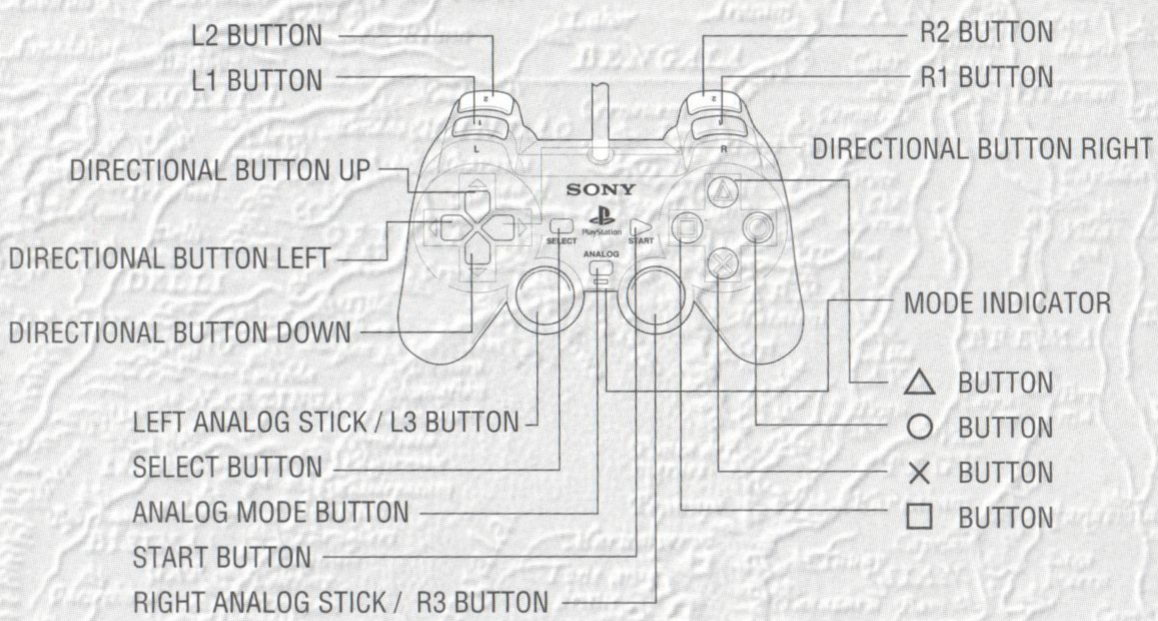
Front View



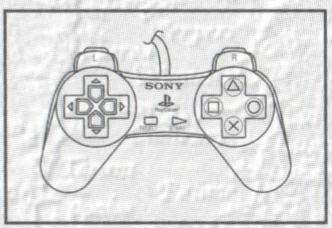
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Eternal Eyes disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen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

DUALSHOCK™ analog controller

DUALSHOCK™ analog controller



NOTE: Compatible only in Digital and Analog mode



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

using the controllers

The controls have the following functions by default:

Controller

A controller works with Eternal Eyes as described below.

✕ button:	Confirms, scrolls messages, reads, talks to or opens.
○ button:	Cancels, skips messages, displays movement range or runs (when used together with a directional button).
△ button:	Shows a Submenu for the end-of-turn command, the settings command, and the overview command.
□ button:	Not used.
L1 button:	Turns the map counterclockwise.
L2 button:	Not used.
R1 button:	Turns the map clockwise.
R2 button:	Moves the cursor during battle.
START button:	Starts the game.
SELECT button:	Not used.
Directional buttons:	Use the directional buttons to move a character and move cursor.

Analog Controller

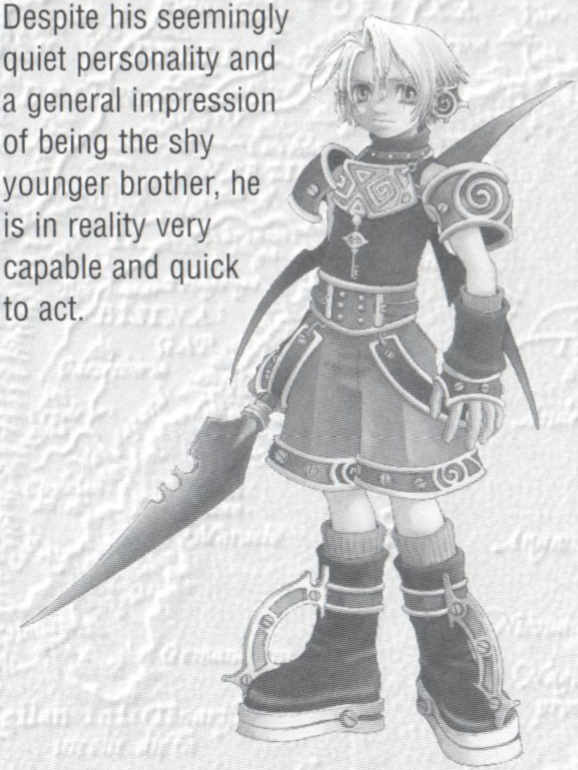
Directional buttons:	Move character, move cursor.
✕ button:	Confirms, scrolls messages, reads, talks to or opens.
△ button:	Cancels, skips messages, displays movement range or runs (when used together with a directional button).
○ button:	Shows a Submenu for the end-of-turn command, the settings command, and the overview command.
□ button:	Not used.
L1 button:	Turns the map counterclockwise.
L2 button:	Not used.
R1 button:	Turns the map clockwise.
R2 button:	Moves the cursor during battle.
START button:	Starts the game.
SELECT button:	Not used.
Left stick:	Moves (Runs) character, moves cursor (in ANALOG mode).
Right stick:	Not used.
ANALOG mode switch:	Turns on/off ANALOG mode.

* Be sure to turn on the ANALOG mode switch (the LED turns on) if you want to be able to use the left stick of the DUALSHOCK™ analog controller.
* Anything that you do with a directional button can also be done with the Left stick when the ANALOG mode is on.

the characters

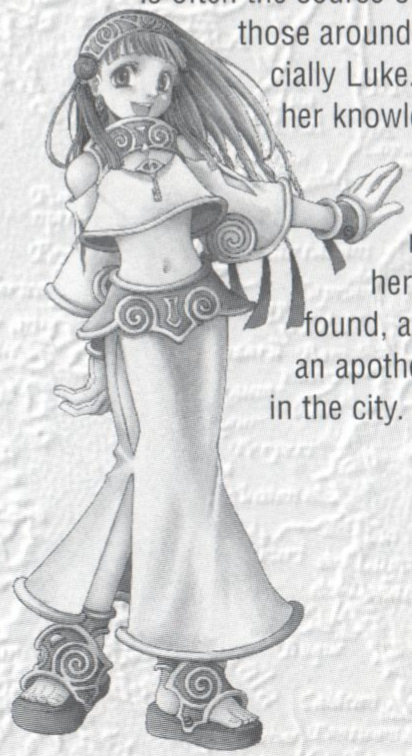
Luke, the Boy With Crimson Eyes.

Luke was born with the blood of the Cucurotheatro, the tribe known to be able to give life to and control magical puppet monsters. However, he is ignorant of his birth, and indeed of the Cucurotheatro, as his parents had passed away when he was still a baby, leaving the secrets of the tribe untold. Despite his seemingly quiet personality and a general impression of being the shy younger brother, he is in reality very capable and quick to act.



Elena, the Caring Sister.

Luke's older sister, and hence another member of the tribe of the Cucurotheatro magical puppeteers. However, the ability to control magical puppet monsters is not among her powers. A parent figure to Luke, in the absence of their father and mother, Elena's capacity for creating confusion is often the source of worry for those around her, especially Luke. However, her knowledge of subjects such as medicinal herbs is profound, and she runs an apothecary shop in the city.



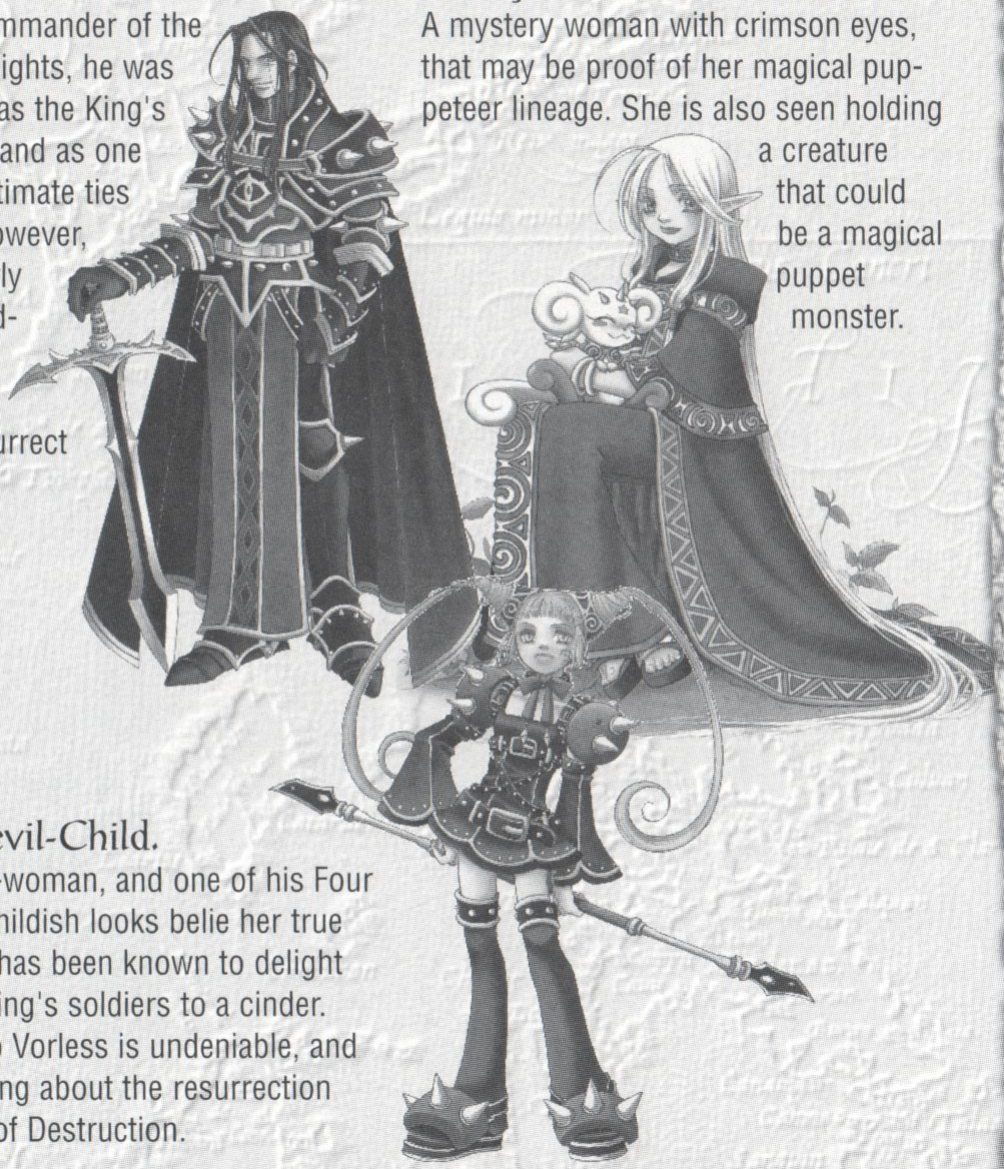
the characters

Vorless, the Fallen Hero.

The supreme commander of the inner circle of knights, he was formerly known as the King's right hand man, and as one with the most intimate ties to the throne. However, for reasons utterly unknown, he suddenly incited a rebellion. His objective: to resurrect the Goddess of Destruction.

Shillay, the Wise illuminator.

A mystery woman with crimson eyes, that may be proof of her magical puppeteer lineage. She is also seen holding a creature that could be a magical puppet monster.

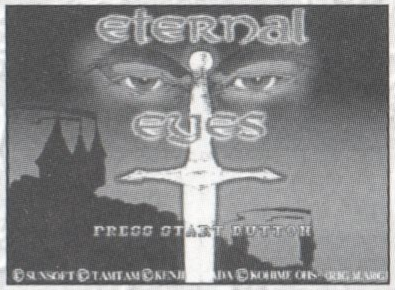


Lolita, the Devil-Child.

Vorless's hench-woman, and one of his Four Overlords, her childish looks belie her true nature, and she has been known to delight in burning the King's soldiers to a cinder. Her allegiance to Vorless is undeniable, and she works to bring about the resurrection of the Goddess of Destruction.

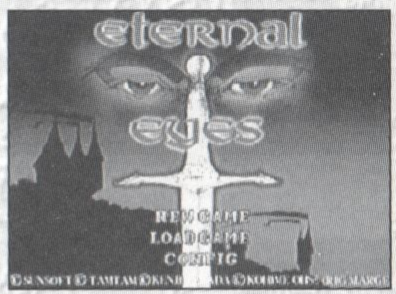
starting the game

Insert the Eternal Eyes disc and press the Power button. When the title screen appears, press the START button to start the game.



Loading and Saving Data

You can save and load your current game data using a Memory Card. To save or load your data, insert a Memory Card into MEMORY CARD slot 1.



• Starting a new game

To start a new game, select NEW GAME and press the × button.

• Continuing a saved game

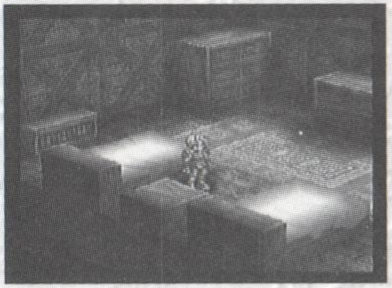
To resume a previously saved game, select LOAD GAME and press the × button.
When the files in the Memory Card are displayed, choose the one you want to load and press the × button.



• CONFIG

Use the directional buttons to modify the settings, select "OK", and press the × button. If you choose "Revert to Default," the settings are changed back to the original default settings. You can change the settings by pressing the ○ button during play and selecting "Settings."





• Saving/Loading a Game

Saving and loading is done in Luke's upstairs bedroom. You can also choose to save the game before you enter a battle.



• Save

To save the game data in Luke's house: Go to the red bed in the house and press the ✕ button. Choose the space you want to save in, and press the ✕ button. If there is already a file saved in that space, the 'overwrite' message appears. Select "Yes" if you want to overwrite it.

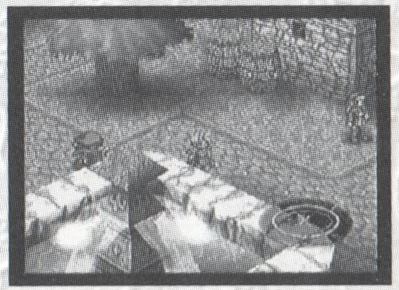
To save the game data before you enter a battle: On the battle preparation screen, select SAVE from the left menu, and press the ✕ button. Choose the space you want to save in, and press the button. If there is already a file saved in that space, the 'overwrite' message appears. Select "Yes" if you want to overwrite it.



• Load

Go to the blue bed in the house and press the ✕ button. Choose a file and press the ✕ button.

the town



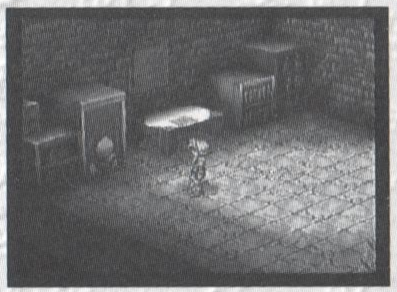
There are various shops and sources of information in the town. It may be useful to know your way around from early on in the game.

• Talking to people/Entering a building

You can talk to people by pressing the × button while facing that person. If you press the × button while facing a door, you can enter the building through that door.

• The Secret Room at Home

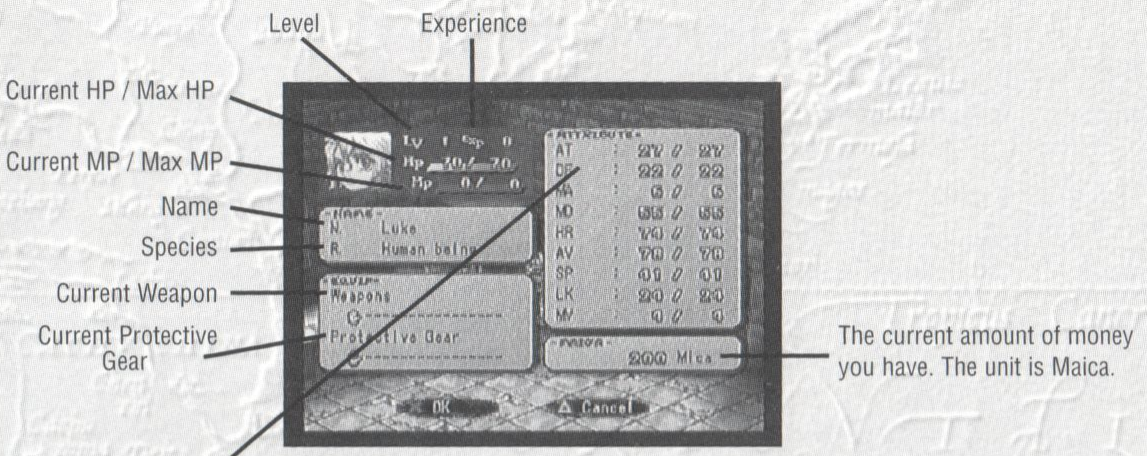
Here you can pick up various pieces of information, sort out your equipment, and do several other things.



Reviewing Status, Equipment, or Items

• Status

To show a character's status, choose the character and press the × button.



Parameters

Overall Attack Power / Basic Attack Power:	Power to attack the enemy.
Overall Defense Power / Basic Defense Power:	Power to prevent damage.
Overall Magical Force / Basic Magical Force:	Magical power.
Overall Resistance / Basic Resistance:	Resistance to attack by magic.
Overall Hit Rate / Basic Hit Rate:	Probability of hitting when attacking.
Overall Evasion Rate / Basic Evasion Rate:	Probability of dodging enemy attacks.
Overall Swiftness / Basic Swiftness:	Speed.
Overall Luck / Basic Luck:	Good things happen when this is high.
Overall Mobility / Basic Mobility:	The number of steps that can be taken per turn in battle.

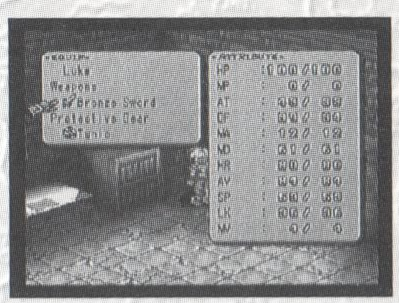
* The Overall Parameters are the character's status including the bonuses and equipment additions. The basic parameters are simply the character's normal status without the bonuses and equipment.



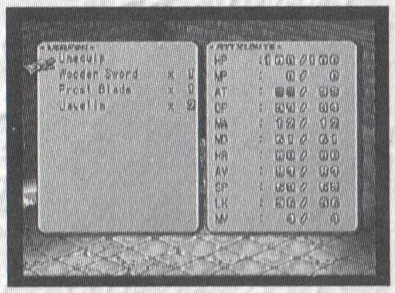
• Equipment

To sort out equipment, choose the character and press the ✕ button.

Choose which type of equipment you want to add, replace, or remove, and press the ✕ button for the equipment list to appear. With the directional buttons, choose a piece of equipment, and press the ✕ button to obtain it.

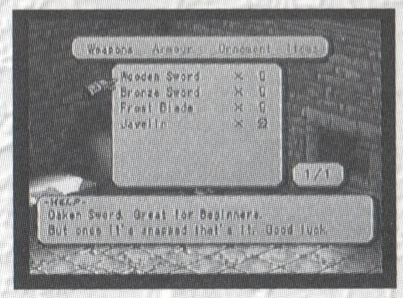


When you acquire equipment, the status shown in the Attributes Window on the right changes. If any of the parameters turn green, it signifies an increase, and if they turn red, a decrease. See page 11 for information on status.



• Items

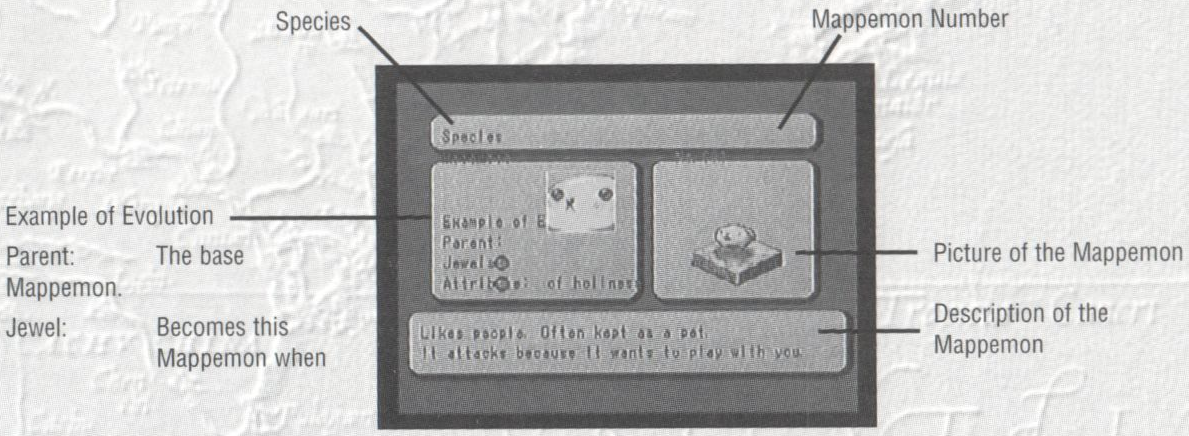
Shows what items are currently in your possession. Select the type of item, and press the ✕ button to see the list. Choose an item using the directional buttons and a description of it will appear. You can change lists by pressing the ⬅ and ➡ directional buttons.



Mappemon Index

With the directional buttons, choose a magical puppet monster and press the ✕ button to view the index.





Example of Evolution

Parent: The base Mappemon.

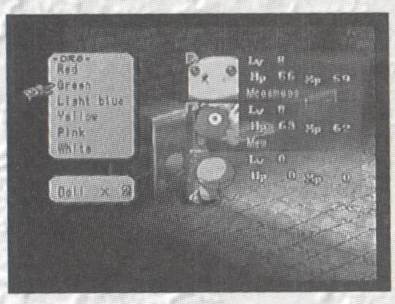
Jewel: Becomes this Mappemon when

Evolution of Mappemons

• Status

To show a character's status, choose the character and press the ✕ button. See page 11 for more on status.

• Jewels



By hitting a Mappemon with a Jewel you can cause the Mappemon to evolve. The change is dependent on the color and type of Jewel used. First choose the color of the Jewel and press the ✕ Button. For more on Jewels and Mappemons see page 25.

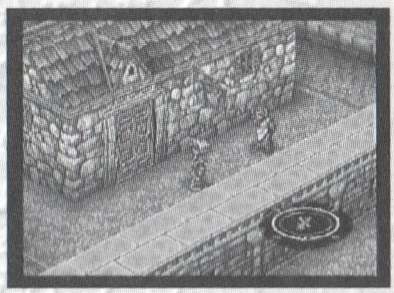
• Swapping

To swap Mappemons around, first choose one Mappemon, and press the ✕ button. Then choose the Mappemon you want to swap it with, and again press the ✕ button.

• Renaming

To change the name of a Mappemon, select the Mappemon and press the ✕ button. With the directional buttons choose the letters of the name and press the ✕ button to enter them. Once you have finished, go to "OK", and press the ✕ button.

Shops



At a shop you can buy and sell items, and sort out your equipment. Choose a command and press the ✕ button.

• Buy

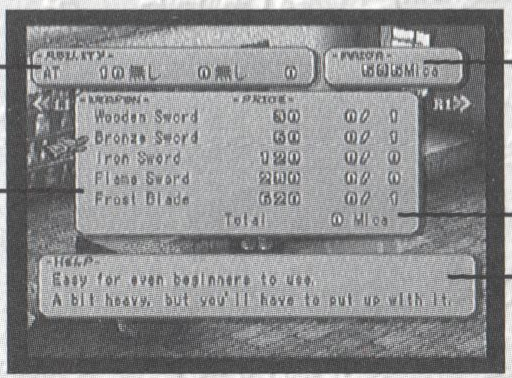
To buy an item, select the type of item you want to buy and press the ✕ button. Use the ⬆ and ⬇ directional buttons to choose an item from the list that appears, and determine the amount or number by using the ⬅ and ➡ buttons. To change lists press the L1 or R1 button.

Once you have chosen the quantity of the item you want to buy, press the ✕ button. A 'confirm' message appears, so if you want to proceed with buying what you have selected, choose "yes."

Ability:

Your Status changes when you are equipped with the item.

Name of Item, Price, Number purchased / Your Current Stock



The current amount of money you have

Total Price

Message Window

• Sell

To sell an item, select the type of item you want to sell and press the × button. Use the ⬆ and ⬇ directional buttons to choose the item from the list that appears, and determine the amount or number by using the ⬅ and ➡ directional buttons. To change lists press the L1 or R1 button.

Once you have chosen the number of items you want to sell, press the × button. A 'confirm' message appears, so if you want to proceed with selling what you have selected, choose "yes."

• Equipment

To sort out your equipment, choose a character and press the × button. For more information, see pages 24 and 25

• Exiting the Shop

Close the shop window.



voyage map



If you leave the town, the voyage map will appear on the screen. Using the cursor, select a destination and press the × button. The number of destinations you can select increases as the game goes on.

• From the Second Visit Onwards

The first time you travel to a place, an event occurs, but after you have completed that event, you might come back again to find that you can do things such as shopping like in a normal town. For example, the first time you go to Goondocks you enter a dungeon straight away, but once cleared, you can do things like shopping there.

Example: Goondocks

First Visit: An event occurs



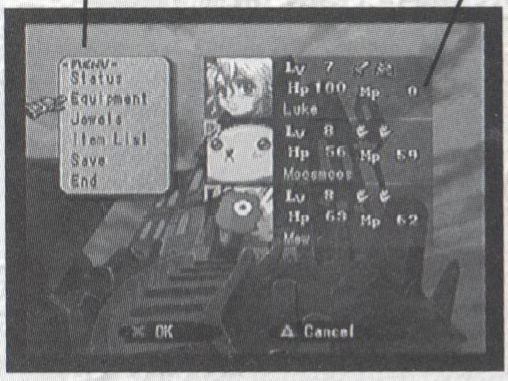


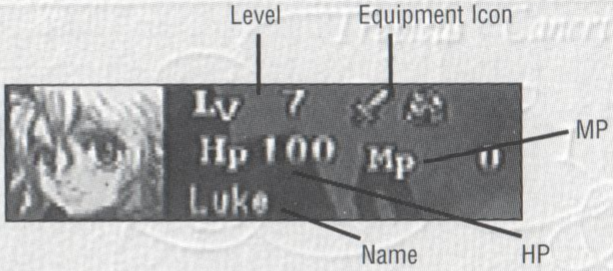
Second Visit Onwards



preparing for battle

Just before you enter a battle, a battle preparation screen is displayed. You can use this to make various preparations.





• Status

Shows a character's status. Choose the character and press the × button. For more information, see page 11.

• Equipment

Arranges a character's equipment. Choose the character and press the × button. See page 11 and 12 on how to arrange equipment.

• Jewels

Hits magical puppet monsters with jewels. For more information, see page 23.

• Items

Shows your current stock of items. For more information, see page 12.

preparing for battle

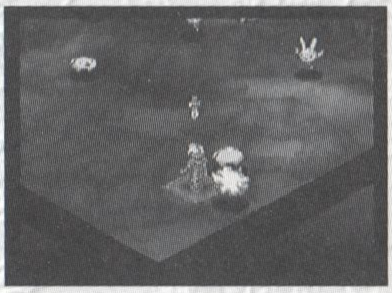
• Save

Saves the current game. For information on how to save, see page 8.

• End

Ends battle preparation, and displays destinations. Choose a place with the ⬅ and ➡ directional buttons and press the × button.

battles



Battles in this game are worked in turns. When it's the player's turn, bring the cursor over the character and press the × button to bring up the battle menu. Choose a command and press the × button. Every time a character attacks an enemy, experience points are awarded, and if that increases the character's level, the character's health is brought up to full. The only characters that participate in battle are Luke and magical puppet monsters.

Battle Commands

• Movement

With the directional buttons select a square within the displayed range, and press the × button. Then, if you are happy with the place you have selected, choose "OK" and press the × button to move the character. When moving, the height, and the X and Y co-ordinates of the map are shown. Once you have moved, you cannot cancel the move and take the character back in the same turn.





• Attack

With the directional buttons choose the square within the displayed attacking range which you want your character to make an attack on, and press the × button. The attacking range differs from weapon to weapon.



• Magic

A command that can be selected by the magical puppet monster.

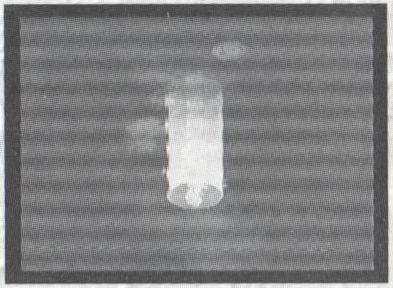
With the directional buttons choose a square, within the displayed magic range, and press the × button.



• Jewel

If you lay a jewel on the ground it becomes a trap, if you throw it at an enemy it does them damage, and if you throw it at a magical puppet, it becomes a Mappemon. First choose the color of the jewel, and then specify the actual jewel.

With the directional buttons choose a square, within the displayed throwing range, which has a Mappemon or a magical puppet on it, and press the × button. For more information on Mappemons and jewels, see page 23.



• Item

Uses an item you already have. Select the item you want to use from the list that appears and press the × button. The item lists can be switched by using the ⬅ and ➡ directional buttons.

With the directional buttons choose a square within the displayed item range which you want to use the item on, and press the × button.

• Status

Shows the character's status.

• Auto

Sets whether you control your magical puppet monsters or whether they act on their own. If you want to control them, choose "OFF."

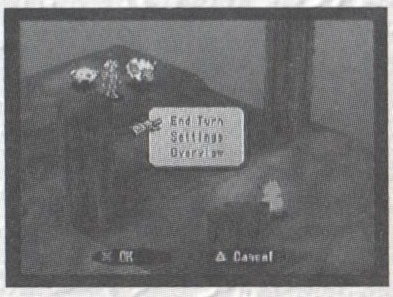
• Wait

Ends the turn, and keeps the character standing in that position. Use it when you don't want a character to move at all.

When all your characters have finished their actions, it becomes the enemy side's turn.

Sub Commands

When you press the ○ button, below commands are shown.

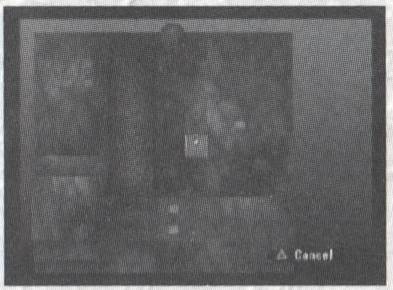


• End Turn

Issues the wait order to all your characters that have not yet done anything this turn, and ends your turn.

• Settings

Brings up the config screen.



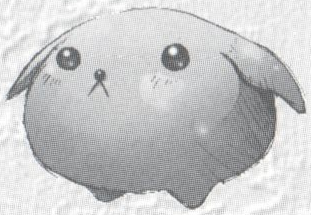
• Overview

Shows the overview map. You can move the cursor around with the directional buttons.

Parameter Changes

Among the magic and items are some which can alter a character's parameters.

Ison:	Decreases enemy's resistance.
Tomento:	Increases ally's resistance.
Yaraff:	Decreases enemy's magical force.
Wokus:	Increases ally's magical force.
Lips:	Decreases enemy's hit rate.
Skily:	Increases ally's hit rate.
Incle:	Decreases enemy's evasion rate.
Kishone:	Increases ally's evasion rate.
Terman:	Decreases enemy's attack power.
Bize:	Increases ally's attack power.
Tarm:	Decreases enemy's defense power.
Ahz:	Increases ally's defense power.

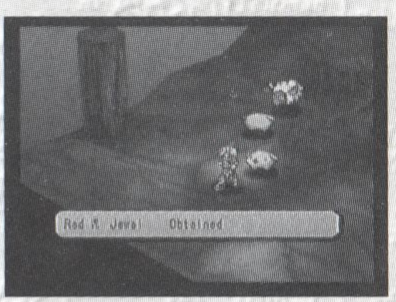


Treasure Chests

Sometimes when you kill an enemy, a treasure chest may be left behind.

To obtain what is inside the treasure chest, you have to attack it. However if an enemy destroys it before you do, it is lost.

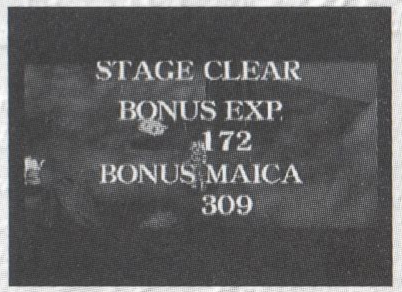




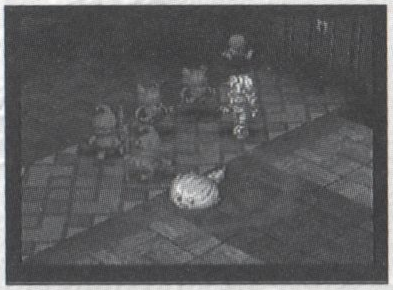
Stage Cleared (The End of the Battle)

The stage is cleared when you kill off all the enemies. At this point all of your characters that have survived the battle receive bonus EXP (Experience Points) and bonus Maica (Money). Also, it is possible to return to a dungeon that you have already cleared.



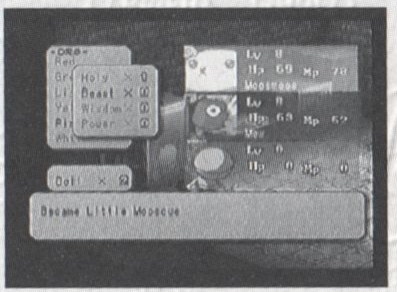


Magical puppet monsters, a.k.a. Mappemon, can be created by getting a magical puppet (which you can find for example in a dungeon) and throwing jewels at it. You can take up to three of them into battle. Also, by giving them different kinds of jewels, they may evolve, or perhaps learn some new magic.



Mappemon Evolution

For a Mappemon to evolve, there are two things that you have to do. First, you have to make sure your Mappemon is at a high enough level to evolve, and secondly you have to give jewels to it, in a given order. Throwing jewels at them randomly will get you nowhere.



For example, let's say there is a Mappemon, which evolves when a red jewel is given to it when it is at least level 2.

If you give this Mappemon any jewel other than "red," it will not evolve, but may learn a magic spell or, if not, get an increase in status.

Even if you do give it a red jewel, the Mappemon will not evolve if it's level is not at 2 or higher.

Each time a Mappemon evolves, the requirements for the next evolution also become harsher.

For example,

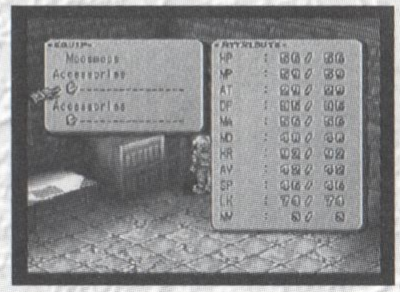
First Evolution: Level 3 or greater, Red Jewel x 1
Second Evolution: Level 8 or greater, Red Jewel x 2
Third Evolution: Level 15 or greater, Red Jewel x 2 + Yellow Jewel

Jewels can be found inside treasure chests in dungeons. Go ahead and try out lots of different evolutions.

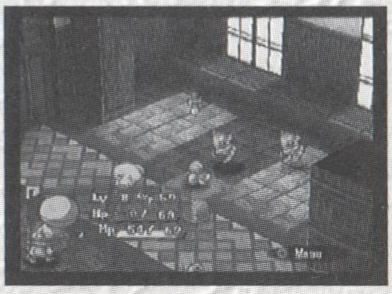
Mappemon Equipment

Mappemons can wear up to two accessories.
Accessories are not sold at shops, and the only way of getting hold of them is from treasure chests in dungeons.

If a Mappemon dies...



If a Mappemon's HP is reduced to 0, it turns back into a magical puppet.



Arms

Item Name	Effects
Wooden Sword:	Oaken Sword. Great for Beginners. But once it's snapped that's it. Good luck.
Bronze Sword:	Easy for beginners to use. A bit heavy, but you'll have to put up with it.
Iron Sword:	The blade has been made particularly sharp. Rusts easily, needs care.
Spear:	Small and light. Great for beginners. Not that expensive to buy.
Javelin:	Popular among the soldiers of Gross Castle. Suitable for more experienced adventurers.
Flame Lance:	A spear which is able to incinerate anything with just one thrust.
Short Bow:	Relatively small. Great for beginners. Take care of it and let it will last a lifetime.
Longbow:	A bit big but it's worth it for the power. The sort that the soldiers of Gross Castle use.

Protective Gear

Item Name	Effects
Tunic:	Made of leather. Great for beginners. Even if it's your favorite, wash it sometimes.
Leather Armor:	Armor made of buckskin. Light and hard-wearing. You can depend on this in the beginning.
Breastplate:	Made of strong iron, and difficult to penetrate. Problem is that it's heavy. Don't let it rust.

Accessories

Item Name	Effects
Cat Claws:	Claws made of metal. Hurts if scratched by it. Can attack swiftly like a cat.
Nunchuk:	Made of hard wood. Be careful not to hit your head with it.
Wooden Mallet:	Made of hard wood and will hurt if it hits you. Something those DIY dads just can't miss.
Metallic Horn:	A horn made of copper. Hurts quite a bit if it touches you.
Bladed Teeth:	Fangs made of steel. Cuts quite easily. Bites with satisfaction.
Bandana:	A smart bandana. Wrap it around your head like a pirate.
Kitten Suit:	A big and furry cat costume. Quite sweet.
T-Shirt:	Something bought at a souvenir shop. Easy to move in, but has a suspicious logo.
Karate Dogi:	A suit for Karate. Makes you feel a bit stronger.
Wrestler Pants:	Tight pants that professional wrestlers wear. Boost your morale.
Trainers:	Trainers made of leather. Perfect for running around in.
Collar of Power:	A collar that exposes your dormant power. Increase your MP by wearing it.
Ribbon:	A cute ribbon made of satin. Protects from all status defects.
Star Pendant:	A silver, star-shaped pendant. Protects from poison.
Moon Pendant:	A gold, moon-shaped pendant. Protects from paralysis and sleep spells.
Necklace:	A necklace made of a pretty stone. Protects from silence spells.
Anklet:	An anklet made of a pretty stone. Protects from confusion spells.

items

Items

Item Name	Effects
Riceball:	Made of the standard rice produced in Gross. Recovers a bit of HP.
Rice Sandwich:	Made of rich rice produced in Gross. Contains meat and vegetables. Recovers HP.
Clover:	A lucky four-leafed clover. Recovers a bit of MP.
Mint:	A refreshing mint leaf. Dissolves poison.
Whistle:	A small whistle which makes an irritating sound. Cure for drowsiness.
Dad's Smack:	Dad's smack for his bratty son, full of love. Dispels confusion.
Mocha Bean:	Coffee break is always the time for talk. Dispels silence.
Molotov Cocktail:	A little glass bottle which you light and throw. Effective on water/ice enemies. Use with care.
Star Fragment:	A shiny piece of star. Throw, and a comet will shoot down at the enemy.
Blizzard Essence:	An essence for a freezing blizzard. Throw, and a blizzard will strike the enemy.
Magical Puppet:	By combining this figure with jewels, it transforms into a magical puppet monster.

magic

Magic is categorized by the area it takes effect on, as follows.

Area in which Magic takes effect

One enemy inside range	A
An area centered around one enemy inside range	B
Enemies in a straight unobstructed line	C
Whole Floor	D

Name	Rune	LV	Area of Effect	Effect
Red				
Hammer	Holy	1	A	A bonfire flame rises under the feet. A small amount of damage results.
Siah	Beast	1	C	Throws a fireball. A small amount of damage results.
Igs	Wisdom	1	B	Makes a high-heat explosion. A small amount of damage results.
Temp	Power	1	B	Spreads a wave of flame. A medium amount of damage results.

Name	Rune	LV	Area of Effect	Effect
Green				
Cure	Holy	1	A	Restores a small amount of MP to you and your companions.
Skily	Holy	1	A	Increases hit rate of one ally.
Terman	Beast	1	A	Decreases AP for a certain amount of time.
Tarm	Beast	1	A	Decreases DP for a certain amount of time.
Wokus	Beast	1	A	Increases magical force of one ally.
Medy	Wisdom	1	A	Restores a small amount of HP to you and your companions.
Amedy	Power	1	B	Restores a small amount of HP to some of your companions.
Tomento	Power	1	A	Increases resistance of one ally.
Lightblue				
Icicle	Holy	1	A	Drops a small icicle. A small amount of damage results.
Lavy	Beast	1	C	Throws a block of ice. A small amount of damage results.
Freeze Ray	Wisdom	1	B	Surrounds the enemy with cold. A small amount of damage results.
Shan	Power	1	B	Makes a geyser. A small amount of damage results.
Yellow				
Grail	Holy	1	A	Throws a small stone from above. A small amount of damage results.
Kemall	Beast	1	C	Attacks with invisible claws. A small amount of damage results.
Gravito	Wisdom	1	B	Changes the gravity. A small amount of damage results.
Gustoa	Power	1	A	Causes a vacuum whirlwind. A small amount of damage results.
White				
Bolt	Holy	1	A	Throws a thunderbolt. A small amount of damage results.
Nebula	Beast	1	C	Bursts a dark fog from the ground. A small amount of damage results.
Illue	Wisdom	1	A	Sends the enemy into a different dimension of space and eliminates them.
Kishone	Wisdom	1	A	Increases evasion rate of one ally.
Exgion	Power	1	A	Surrounds the enemy with a luminous light and then explodes. A large amount of damage results.
Pink				
Ison	Holy	1	A	Decreases resistance of one enemy.
Lips	Beast	1	A	Decreases hit rate of one enemy.
Incle	Wisdom	1	A	Decreases evasion rate of one enemy.
Yaraff	Power	1	A	Decreases magical force of one enemy.



some magical puppet monsters



Mooscue
Likes people. Often kept as a pet. It attacks because it wants to play with you.



Powan
People used to use its fur to make clothes. Even today there seem to be Powan ranches.



Cardian
Card guard.
Faithful to leader.
53 in a battalion.



Elekin
Males only form a group. They croak. Males and females live separately.



Pumpkin Head
Plant type. Head is a pumpkin. A bit stupid. Derived from a scarecrow made for a festival.



Screw
Draws opponent into a whirlpool. Continues till opponent gets dizzy and faints.



Mantee
A Latin insect. Dances when it hears music. Has a sharp sickle; dangerous to approach.



Jackal
Wild instincts. Excellent smell and hearing. Difficult to tame. Some keep it as a guard dog.



Evil Cat
Capricious, uneven in attack. Likes milk. Reacts to anything that moves.



Phew
Ghost type. Likes quiet thought. Gets angry if disturbed when sleeping.



Heyup
True form unclear. Very capricious. Some say it is a messenger of a god.

There are lots of other Mappemons. Try out lots of different evolutions.

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