
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-01325
TECMO
Monster Rancher
HOP-A-BOUT

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Storyline

One day, as Suezo and his friends were taking a nap, they awoke suddenly to find themselves surrounded by a strange light. It was then that they realized they had been transported to an aerial ruin full of mysterious items. Thus they decided to explore this ruin in the sky in order to find their way back home.

Game Overview

The characters of Monster Rancher set out to explore an aerial ruin to find secret items (treasures) and to find their way back home. The objective of the game is to use characters that jump constantly to clear stages by using and avoiding the panels placed in the field. All stages must be cleared, and the mysterious items (treasures) must be obtained.





Starting the Game

The title screen is displayed once the disc is placed in the unit and the power is switched on. Pressing the START button on the title screen displays a choice of game modes. Select a game mode and press the X button.

Press the START button.

Choose SINGLE PLAY mode using the directional button, then press the X button to enter your selection.

Choose NEW GAME using the directional button, then press the X button to enter your selection.

Enter your name using the directional button, then press the X button.

Select a character using the directional button, then press the X button to enter your selection.

The game will begin.



Playing the Game

Advance your character using the various icons provided by the panels.

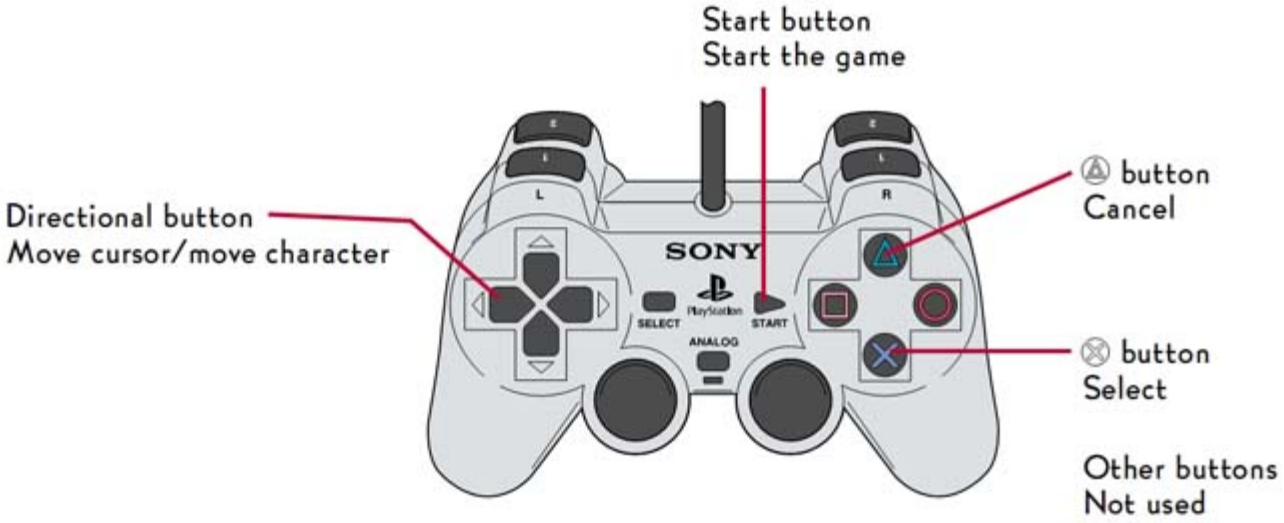
When the character reaches the goal, the stage is cleared.

The game begins with three lives contained in the life gauge. Your life decreases each time you fall from the stage or step on a skull panel. The game is over when you have no lives left.

How to Use the DUALSHOCK™ analog controller

This game is not compatible with analog mode (LED lit). Please play this game in digital mode only. The DUALSHOCK™ analog controller will vibrate even in digital mode (LED unlit).

The vibration function can be toggled on and off using the Option mode.



This game can also be played using the controller. The functions for each of the buttons are the same as those of the DUAL SHOCK™ analog controller.

Screen Description

Your accumulated points and remaining lives are displayed on the screen.



Stage Clear

When your character reaches the goal, the stage will be cleared. Points are accumulated according to the time remaining, etc. Secret items can be obtained at certain stages.

NEXT STAGE	Advances to the next stage
SAVE	Saves your progress onto the memory card
RUCKSACK	Shows the items obtained thus far
QUIT GAME	Ends the game and returns to the Mode Select screen



Panel Descriptions

There are many panels placed throughout the course, and various things occur when your character steps on one of them. Each panel your character steps on will then be marked with an X, and it will cease to have an effect.



- Your character's acceleration will be increased.
- Your remaining life will increase by one.
- Your character's acceleration will be decreased.
- Your remaining life will decrease by one.
- Your remaining time will be increased.
- Your character will jump back to the direction from which your character came.
- Your remaining time will be decreased.
- Your character will jump far in the direction of the arrow.
- Your character will jump far in a random direction.
- Your character's jumping ability will decrease.
- Your character will jump very far in the direction of the arrow.
- Your character will be able to float in the air freely for a certain period of time.
- This panel will disappear once it is stepped on.
- This panel has already been stepped on, and produces no new effect.
- Your character's jump ability will be increased.
- This determines the location of the goal ("Stage Edit" only).

Game Mode Descriptions

This game offers four modes. In Single Play mode your character will explore the ruins to find the secret items. In Stage Edit mode you can design your own stages. In VS mode you can compete against another player to reach your goal. Option mode allows you to perform various settings.

Single Play Mode

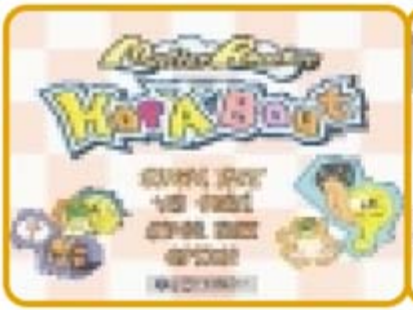
This is a single-player mode in which your character searches for secret items.
You may also practice by selecting a stage in the PRACTICE mode.

VS Mode

This is a mode in which two people compete in order to reach the goal in the fastest time.
There are no limits to lives in this mode. You can fall from the stage as many times as you like.

Option

Use Option mode to perform settings such as vibration on/off. Choose a category using the up and down directional button, then enter your selection with the right and left directional button.







Stage Edit

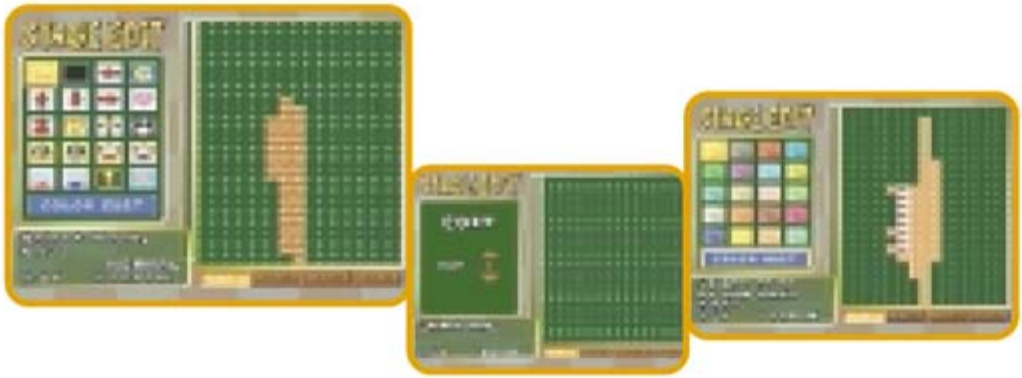
With this mode the player can design his or her own stage. Up to four stages can be created at once, and four stages can be saved in one memory card block.

About Editing

A cursor will be displayed in Stage Preview at the right side of the screen once a block is selected in Block Selection Field on the left side of the screen and the X button is pressed. Pressing the X button again will place the selected block. Basically, a stage is created by repeating the process.

Color Edit

Selecting COLOR EDIT in "Block Selection Field" at the left side of the screen will allow you to choose the color of a normal block.
Multiple colors cannot be used in the same stage.



Memory Card

A System File or an Edit File will be created determined upon the saved data. This can be verified in the Memory Card Management screen.

System File

System File stores the option settings, single-play data (up to 20 data), and the high scores. This occupies one block per memory card.

Edit File

This stores the stages created in Edit mode (up to four stages per block). Multiple blocks can be created in one memory card.



Characters

Mocchi:

Mocchi came from a CD-Rom. Unlike most monsters, Mocchi is playful, cute, innocent and likable. He's pudgy, resembling a "Sakura Mocchi," which is a traditional Japanese cake. Much like Mocchi, this dessert is sweet! When fed well and cared for, Mocchi is very obedient and can be easily trained making the perfect companion on any journey.





Suezo:

A giant eyeball monster that is known to be selfish and timid. He has a tendency to brag about his ability to "hop" to great heights. However, despite his scary exterior, Seuzo is very kind, sentimental, and good-natured.





Hare:

Smart and tricky, Hare devotes himself to creating effective strategies.

He calculates everything and is very picky when spending money. However, he never places money before the lives of those he cares about.

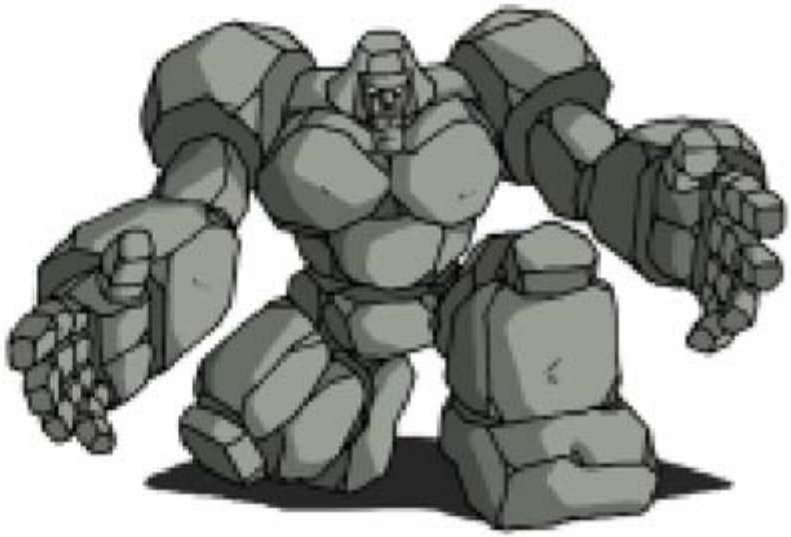




Golem:

A giant rock shaped monster that protects the grave of the disc, a monument in the Golem Forest. His rock solid structure is intimidating to many. However, due to his quiet nature he is very gentle and kind. His appetite is rather large but does not pose a threat to others.
His favorite meal consists of large rocks, which add to his physical stature. His favorite drink is a 32-oz glass of sand that he finds in Golem Forest.






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Monster Rancher 2







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Extra Special Thanks
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and the entire U.S. Tecmo Staff

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3. If the Tecmo service technician is unable to solve the problem by the phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective TPR, and return your TPR freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within 90-day warranty period to:

Tecmo, Inc. Consumer/Service Department
PMB#5553 21213-B Hawthorne Boulevard
Torrance, CA 90503

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