
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY ESRB
SLUS-00917
VIRTUAL MONSTER BREEDER
Monster Rancher 2
Don't miss the animated series on
BKN
KID'S NETWORK!
TECMO

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.

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.



Welcome to the world of Monster Rancher 2!

Thank you for purchasing "Monster Rancher 2" for the PlayStation® game console.
To fully enjoy the game, we recommend that you read the manual thoroughly.

The PocketStation personal game unit may not be available outside of Japan.

How to Use the Controller (2)



When fighting a Monster:

[Directional Button Left]
This button will control a Monster's movements.
It will move the monster to the left.

[L1 Button & R1 Button]
This button will move the cursor to change the Fighting Technique.

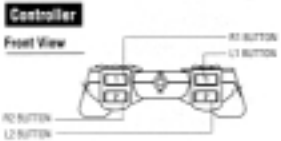
[Square Button]
This button is used to change the Fighting Technique.

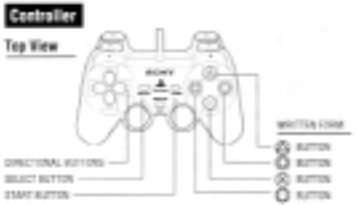
[SELECT Button]
This button will allow you to withdraw from a fight.

[Triangle Button]
This button will knock an enemy back away from you.

[X Button]
This button will confirm a chosen technique.

[Directional Button Right]
This button will control a Monster's Movements.
It will move the monster to the right.





Let's Start.

Turn the Power on.

Install the disc into the PlayStation® game console player and turn the power on. The Title screen will appear after the Opening Movie. When you press the Start Button on the Title Screen, the screen will change to the Game Mode Screen. Select the Game Mode you wish to play.

The Game Mode Screen

If you want to play from the beginning,
Select "New Game."

If you want to start where you last played,
Please select "Load Game."

If you want to fight against a friend using the Monsters you raised,
Select "1P VS 2P." Find out how on Page 25.



Where Should I Go?



Ranch
You will raise the Monsters here. Also, training will take place here (See p11)

Erranty Management Office
You will need to pay money in order to acquire greater skills (See p13)

Town
As the game begins, you will come here first. You can obtain mdnsters here. (See p8)

To the Monster Battle
This is where the Monster Battles takes place. You can earn some extra money fighting here. (See p18)







Let's Obtain the Monsters

Go to Town when You Want to Obtain a Monster.

Town, You will come here when you select "New Game" on the Game Mode Screen, or "Town" on the Ranch Screen.

Calendar

"Market," "Shrine," and "Lab" These three areas in town, "Market," "Shrine," and "Lab," are the places where you can obtain monsters or allow them to hibernate.

"Hall of Fame" In the "Monster Hall of Fame," you can view records of Monsters you raised in the past. (See p9)

"File" Click here if you want to save the game data. (See p22) This is the Monster you are raising now.

"Ranch" Click here if you want to go back to the Ranch.



What Kind of Monster Do You Want?

Go to the Market

I want to generate a Monster from the CDs I own. Go to the Shrine and ask the priest about it. (See p9)

I want to leave my Monster somewhere.
I want to combine the Monsters I own.
Go to the Lab. (See p9)

Noted Places in Town

1. Market
Here, you can obtain an ordinary Monster in the game. Monsters that can be obtained are Tiger, Macchi, etc. Available Monsters will change depending on the season.

2. Monster Shrine
With your own CDs, you can generate all kinds of Monsters. Install the CD into the PlayStation and do what the priest instructs you to do.

3. Monster Lab
You can freeze, revive, delete and/or combine the Monsters you are raising. Certain monsters can only be generated by combining other Monsters that you own.

"Combine"
You can combine the monsters that are frozen here.

"Freeze"
You can freeze the monsters you are raising here. The frozen monsters can be used in the "1P VS 2P Mode."

"Revive"
You can revive the frozen monsters here.

"Delete"
You can delete the frozen monsters here.



4. Monster Hall of Fame
Records of excellent monsters are kept here.

Name Your Monster

The monster you have just obtained is 0 years old. Name it with love.
Please be aware that you cannot change the name once you have started using the monster with that name. When you are done naming it, let's take it to the Ranch.

This is where the Ranch life begins.

JOY: This helpful bird will guide you through the game.



Let's raise your Monster

Since the Monster that you obtained and brought to the Ranch is 0 years old, it will sometimes be stubborn, or it may not properly follow training instructions. But, don't worry. It will be brought up to be a strong and great Monster if you raise it with love.



Raising 1: Drill

You will train the Monster here. The ability of the Monster to improve will depend on what kind of training it receives.

Raising 2: Erranty

You will send your Monster to various locations on the continent for an erranty for a period of one month. Though the Monster's abilities will increase while here, it will cost you money.

The kinds of improvement, or techniques to be taught will differ depending on the location used for an erranty.

Your Monster may master some techniques you have not seen before.

Some erranty locations won't allow your Monster to enter if its ability level is low. It would benefit your monster if you send it to various locations.



Raising 3: Rest

Rest is a very good aid in raising your Monster.

If you keep your hard working Monster from resting, it might turn out to be a bad Monster due to too much stress, or at worst, it may even die. Your consideration for the Monster's well being is very important.

The Monster's Parameter I: What is Your Monster's Ability?

Your Monster's characteristics can be seen by viewing its Parameter. The Parameter will increase or decrease during the drill and the erranty period. We will explain some of the basics here.

Lif: *The Monster's Life.* When the life bar indicates 0 during a battle, the Monster just might die.

Pow: *The Monster's Power.* Higher numbers enhance the Monster's techniques of striking blows, and lowers the power of an enemy's technique of striking blows.

Def: *The Monster's Total Defense power.* The higher a number is on this gauge, the stronger your Monster will be and the harder it will be for an enemy to inflict damage upon your Monster.

Ski: *Shows the accuracy of the Monster's Offensive Force.* Also, the number here will indicate the probability of success regarding certain techniques, such as the Recovery technique.

Spd: *The Monster's Ability to evade an attack.*

Int: *This indicates the Monster's Intelligence.* The higher the number is, the more advanced the power of its techniques are, such as Psychic power. Also it will lower the power of an enemy's similar techniques.

Fame: *This indicates how popular the Monster is.* If the Monster defeats a strong enemy, its popularity will increase. With the audience's support, popular Monsters might show some awesome abilities.

In addition to the above, there are other parameters that indicate outcomes such as, the **"Number of Escapes"** [*RUNAWAY*], **"Number of sicknesses"** [*SICKNESS*], **"Number of Injuries"** [*HURT*], **"Your Monster's general health"** [*RESISTANCE*], and **"Its Likes and Dislikes"** [*LIKES*] and [*DISLIKES*].

The Monster's Parameter 2: Loyalty and Raising Conditions

This information can be seen on the Ranch screen.



Loyalty: *The Monster's feeling toward you.* If you lovingly raise it, its loyalty will increase, and the more it will be obedient to you. (0 ~ 100)

Raising Condition: The number of this parameter will change depending on whether you spoil or discipline your Monster. It seems that if you raise it strictly, it will try to do its best, but it might not live long. On the other hand, if you spoil it too much, it will live longer but might not become that strong.







Various Events

Various things may happen if you live on the Ranch for a long period of time.

Injury/Sickness: The Monster will get injured or easily become sick when it is tired. The injured or sick Monster will be sent to rest until it gets better.

Mail: Various letters from the IMA, the Item Shop, etc. will be delivered to you.

Escape: A Monster will escape from the ranch if it accumulates too much stress. Be careful, especially in regard to dishonest Monsters!

Adventure: When your Monster improves its abilities, adventurers might hear about its reputation and come to visit your Monster. As you lend your Monster to the adventurer, an adventure game will begin. The items you will find during the adventure will become the ranch's belongings. Good luck and try to find a lot of goodies.



Items

When you select the Menu Icons on the Ranch Screen, it will change to the Item Screen. Here, you can buy or sell items, and use them for the Monster you are raising.

These items have various effects on raising a Monster. However, be aware that some of them also have side effects.

In addition to purchasing items at the item shop, you can obtain them at a tournament or other events.

Among the available items, there are those which will have special effects when you use them as "Secret Seasoning," during the combining of your Monsters at the lab. Let's sample a variety of items.

We Will Introduce Some of the Items Here.

Star Prune: A Fruit harvested in the Torble area. It is popular among young women. Also, there is a rumor that a Monster will become popular if it eats the Star Prune.

Crab's Claw: This is a very tasty treat when you boil and eat it. It will improve a Monster's health.

Powder: A Decoction of hibernating Insects. Since it will burn off unnecessary fat from a body, feeding it to an over weight monster can be quite effective.

Kasseitan: A secret medicine from the Far East. It will activate and strengthen the skin function of a Monster, but it also has a side effect of slowing down the monsters movements.

Sculpture: You will be enchanted by the beautiful smile of this goddess. Simply carrying it will have an effect on your Monster.

Dino's Tail: This appears to be a type of Dinosaur tail, but its effect is unknown. There is a rumor that it is no more than a good luck charm.

Monster Battle

When your Monster has developed enough abilities, Let's make a challenge at the Monster Battle and earn some Money!

The tournaments consists of 6 ranks, E, D, C, B, A, S, and an indiscriminate rank, F. You can participate in E and D first. If you win in these ranks, you will be promoted to the next rank and participate in that rank and the following tournament ranks. We wish you good luck in winning the four major tournaments in the S rank and obtaining the title, "The Master Trainer."

You can go to the Monster Battle Screen by selecting the "Battle" icon from the Menu Icons on the Ranch Screen.

"Battle"
The battle starts here, but you may or may not wish to give your Monster instructions before the fight begins. The choice is yours.

"Information"
This will tell you how to proceed during the battle.

"Withdraw"
In a round-robin tournament, if you think that your Monster is worn out and can win the tournament without participating in the next battle, select this icon. You can withdraw from this particular fight and move on to the next battle. (However, In a regular tournament, this move will be considered as a drop from the entire tournament.)

"Drop Out"
You can drop out of a tournament and go back to the Ranch. You will not receive any money if you decide to drop out of the tournament.

The Monster Battle Begins.

The Monster's Life gauge
Whichever Monster completely diminishes its energy, or has a lesser amount of energy than another Monster when time runs out, it will lose the battle.

The Battle Time Left

Name of the Monsters

Type of Techniques Selected

Available Technique Icons to Use

The Strike Accuracy of the Selected Techniques

Guts You cannot use these techniques without them.

Distance gauge regarding an Enemy

The Amount of Guts Consumed by Using a Selected Technique

Knock Back Symbol
This symbol will appear when you get too close to an enemy. You can knock the enemy back with the [*Triangle BUTTON*]. △

In regard to operations during a battle, please read "Information" prior to that battle.

Winning the Battle.

Guts and Techniques!
A Monster's Guts will decrease when you resort to certain techniques or get attacked by an enemy. The amount of Guts required to use each technique has previously been determined, and you cannot use a technique unless you have enough accumulated Guts for it. Don't continuously launch techniques without thinking. It might be a good idea to save your Guts and wait for the opportunity to attack.

Understand the Characteristics of the Techniques!
Each technique has a different effective characteristic. Some techniques have a high probability of a hit while others focus on damaging an enemy, or lowering the count on its "Guts gauge." Consider the kind of technique that will be effective on a particular enemy, then instruct your Monster in using that technique.

Foolery is Fatal
If your Monster's loyalty is low, it will tend to do foolery during a battle. An enemy will easily attack it when acting this way. It is indeed fatal. Make sure to increase your Monster's loyalty. On the other hand, chance is in your corner when an enemy does foolery. Attack the enemy immediately.

Keep your Distance from an Enemy with "Blow Back!"
Since the use of each technique requires a suitable distance from an enemy in order to be effective, you cannot use it unless the enemy is in the right position. Needless to say, you have to make sure your Monster keeps proper distance away from the enemy, but if the enemy comes within a suitable distance to launch a technique at you, knock the enemy back with the [*Triangle BUTTON*]. △ This improves the range of distance.

Never Lose a Battle By K.O. [Knock Out]
If your Monster is K.O.'d by an enemy during a battle, it might get injured, or even worse, it may die. Chances of being K.O'd increase when your Monster is tired or fights a powerful Monster. So don't push your Monster too far and wear it out. It would be better for you to give up the battle by pressing the [SELECT Button].

A Good Monster? or Bad Monster?
Besides a Monster's loyalty, it also possesses its own positive or negative character traits. A Monster with positive characteristics is a "Good Monster." Most of them are passionate. A Monster with negative character is a "Bad Monster." Many of them love their own freedom. They are different; especially in the way they fight during a battle. The differences are described as follows, so keep them in mind. Remember, their nature can be controlled by the way you raise them.

A Good Monster:
Sometimes a good monster can reverse a bad situation when it is in a pinch. It might even win a battle by an upset K.O. It tends to master "Recovery" and "Sharp" techniques.

A Bad Monster:
Sometimes a bad monster gets really mad when it gets hit. It tends to master "Drain" and "Heavy" techniques.



When you want to Save your Data, or when you want to continue where you left off.

How Do I Save My Data?
If you want to quit the game, or if you want to save your data at a certain point, insert the MEMORY CARD tightly into either MEMORY CARD slot on the PlayStation. Select "File" from the Menu Icons in the Town or Ranch Screen. The screen will change to the File Screen. You can save the game data by selecting "Save Data."

What If I want to continue the game at the point where I last saved?
Insert the MEMORY CARD, which contains the game data you wish to play, place the MEMORY CARD in to the MEMORY CARD slot or MEMORY CARD slot 2 and select "Load Game" from the Title Screen. The game will begin at the point where you last saved.

What if I want to stop the game I'm playing now and play with another saved game?
During the game, go to the File Screen by selecting "File" from the Menu Icons in the Town or Ranch screen and then select "Load Data." At this point, you can begin playing a previously saved game. Don't forget to save the data regarding the game you are currently playing. If you do not, the Data will be lost.



The Monsters

There are more than 300 different races of monsters in this game! If you combine monsters from different races, a new breed of monsters carrying the characteristics of both the united monsters may be born. Here, we will introduce the most typical monsters in the game.

Mocchi
Height: 1.42 m
Weight: 72 Kg
It has cute, rounded eyes and is shaped like a Sakuramochi (a rice cake color of a Japanese cherry blossom).

Hopper
Height: 1.20m
Weight: 48 Kg
It has big eyes and a small body. It's a mischievous Monster. Its nature is to rush head on into a situation, ignoring its breeder's instructions. It loves to battle.

Niton:
Height: 1.68 m
Weight: 70 Kg
A kind of warm water clam that has been 'monsterized'. Because of its cowardice nature, it is easily worn out when it is scolded or receives hard training.

Zuum:
Height: 2.38 m
Weight: 1100 Kg
An earnest Monster with a strong tail and legs for weapons. Its pedigree is considered to be a similar race to that of the FIMBA's Monster "Dino."

Gaboo:
Height: 1.2 0m
Weight: 150 Kg
It's shaped like a big blob of mud. It stretches to 8m when it extends its arms. Contrary to its scary looks, it is rather earnest and shy.

Baku:
Height: 2.75 m
Weight: 2785 Kg
This Monster is a nondescript character. It's a glutton and it doesn't like trouble. The sightseeing ride on its back is a main attraction at some tourist resorts.

Battle Between the Monsters you're Raising

If you select "1P VS 2P," the third game mode on the Title screen, you can have the Monsters you raise fight each other by retrieving all of the saved data in the memory card.

**You can only use "Frozen Monsters" within the Fighting Mode. You cannot select a Monster for the versus mode if the saved data of a particular game contains no frozen Monsters at the Monster Lab. The result from the versus mode won't effect data previously saved.



"Start"
This begins the battle.

"Control"
This will open the window to allow selection of the Control Modes for a battle.

Control Window

1P MAN vs. 2P MAN: Both 1P and 2P will be controlled by you, the player.
1P MAN vs. 2P COM: 1P will be controlled by the player and 2P will be controlled by the computer.
1P COM vs. 2P MAN: 1P will be controlled by computer and 2P will be controlled by the player.
1P COM vs. 2P COM: Both 1P and 2P will be controlled by computer.

"Entry"
Select two Monsters to fight

"Exit"
Select this when you wish to exit the Fighting Mode.

Data from Monster Rancher 1

If you have stored monsters on a MEMORY CARD from "**Monster Rancher**", the data can be used in "Monster Rancher 2." In addition to generating Monsters from your CDs, you can also generate Monsters at the Shrine in town by using slates (MEMORY CARD) in which Monsters are sealed. Go to the Shrine in town and select the "Slate" icon. Then, insert the MEMORY CARD containing the data from "**Monster Rancher**" tightly into the MEMORY CARD Insertion Window on the PlayStation. Follow the instructions on the screen. Your dear old Monsters will be brought back to life again. (However, some Monsters might turn into different races on Monster Rancher 2. But it depends on the types of Monsters you are dealing with.)

Monster Rancher

A Detailed Monster Raising Simulation Game (SLG) in which you raise the Monsters generated from CD's and have them fight in battles.

General Tips

- Save frequently.
- Manage your money wisely.
- Plan a schedule for training, breeding, working, raising and fighting your Monsters.
- Consider both your Monsters physical and emotional well being at all times.
- Experiment with various combinations when mixing monsters at the lab.
- Try as many CD's as possible at the shrine
- And above all, Don't forget to rest your Monster.

LIMITED WARRANTY

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("TECMO") warrants to the original consumer that this Tecmo Product ("TPR") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the TPR, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective TPR to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling: 1-310-787-2900. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday
3. If the Tecmo service technician is unable to solve the problem by 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 the 90-day warranty period to:

Tecmo, Inc. Consumer/Service Department
21235 Hawthorne Boulevard, Suite 205
Torrance, CA 90503

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REPAIRS AFTER EXPIRATION OF WARRANTY:

If the TPR develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Department at the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the outside packaging of the defective TPR and return the defective TPR "freight prepaid" to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the TPR or replace it with a new or repaired TPR. If replacement TPRs are not available, the defective TPR will be returned and your payment refunded.

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