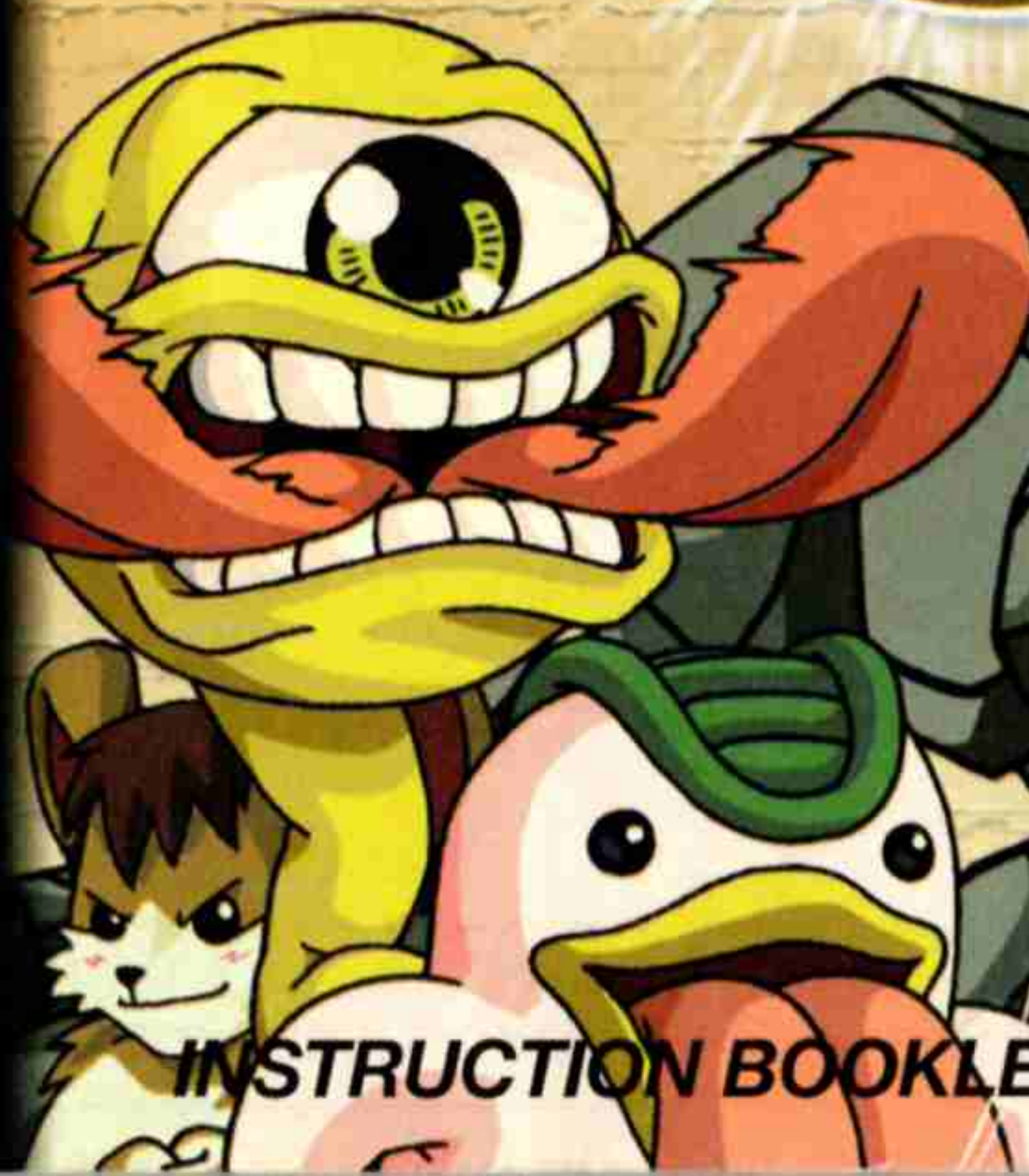


Nintendo

CGB-BSOE-USA

GAME BOY[®] COLOR

Monster Rancher[™] EXPLORER



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
COLOR

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.



Solve all of the puzzles using keys!

Tecmo challenges you by introducing a game full of mind-boggling action!

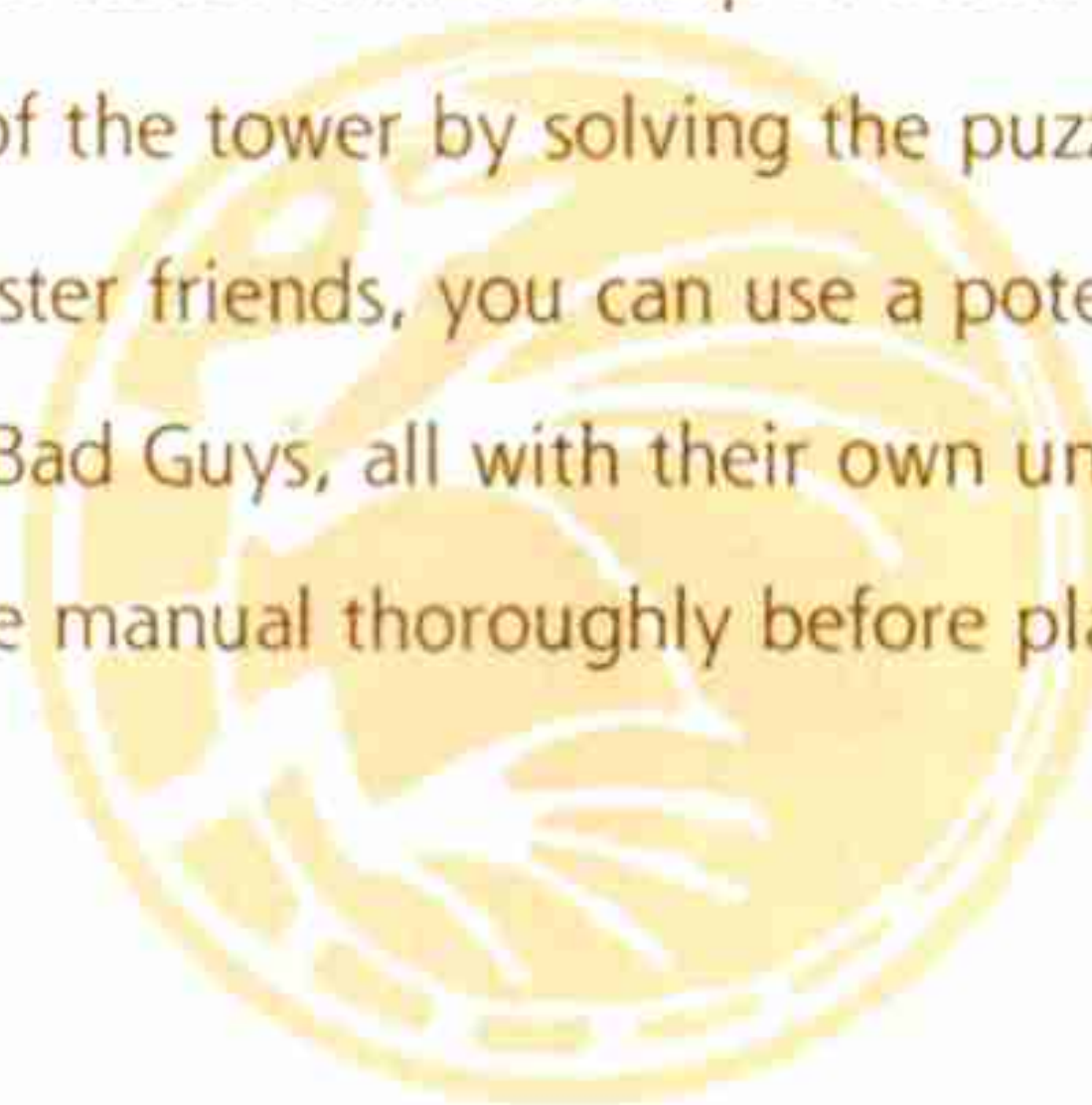
The main character, Cox, explores a tower with familiar faces from Monster Rancher.
Reach the top of the tower with the help of items and monster friends!

Clear the stages of the tower by solving the puzzles that await you.

With the help of your monster friends, you can use a potential risk to your advantage.

Cox faces many Bad Guys, all with their own unique personalities.

Please read the manual thoroughly before playing the game.



Caution

This product is for "Gameboy Color." It will not work with other consoles,
including Gameboy



Prologue

35 years before Monster Rancher...

There was a holy place on the other side of Mt. Sekitoba, where there stood a tall, white tower. According to legend, a monster was sealed within the top of the tower. The holy place was busy with many people who gathered to see the legendary monster.

A student named Cox arrived at this holy place in order to write his graduation paper.

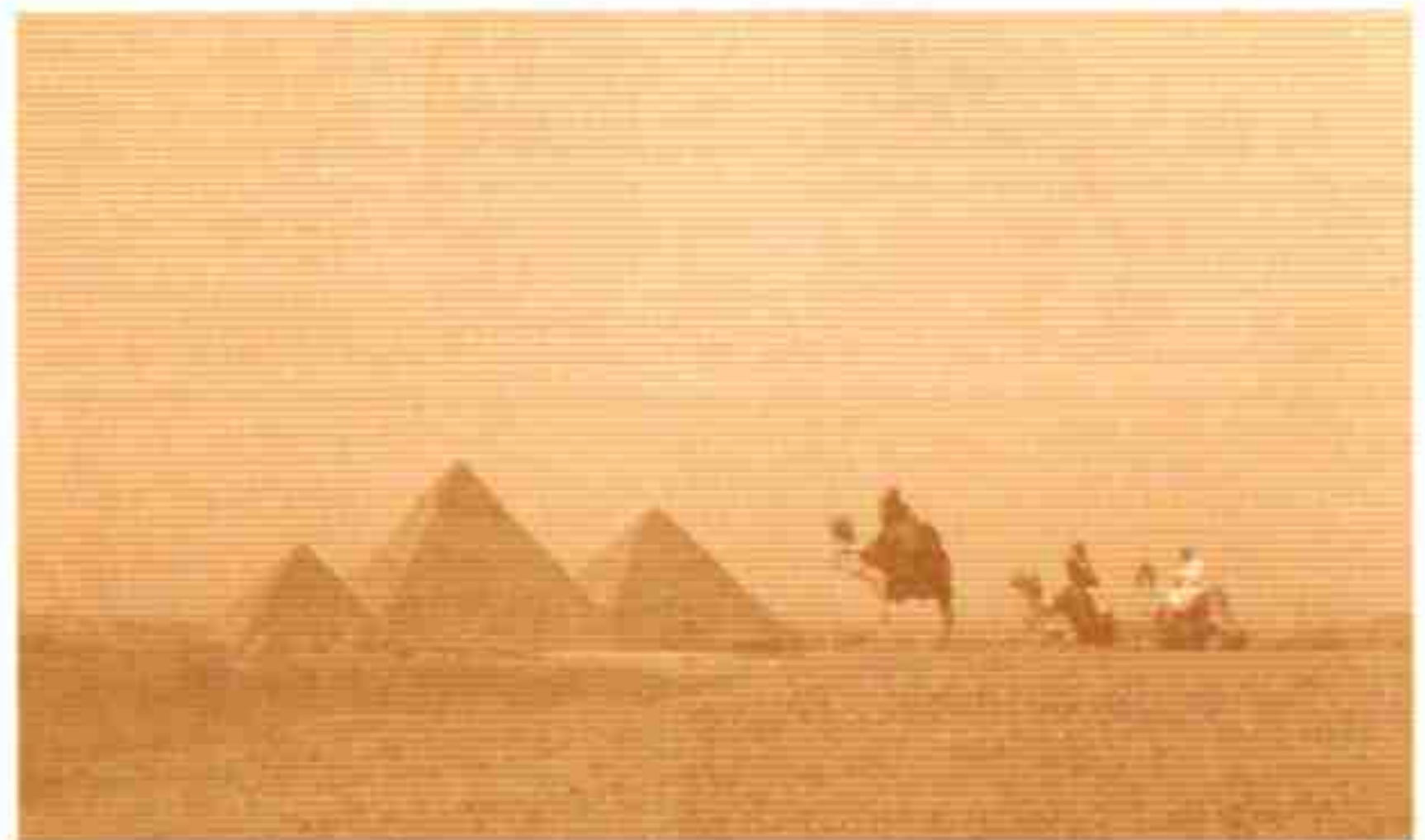




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*Due to space limitations "Phoenix" has been abbreviated to "Phenix".

Game Operation

Directional Keypad

Used to move the character or cursors.

Jump
Move left
Crouch
Move right

Select

Gets help from monster friends.



A Button

Uses the box hammer.

B Button

Sets off the "Fireworks."

Start

Pauses the game.

Box Hammer

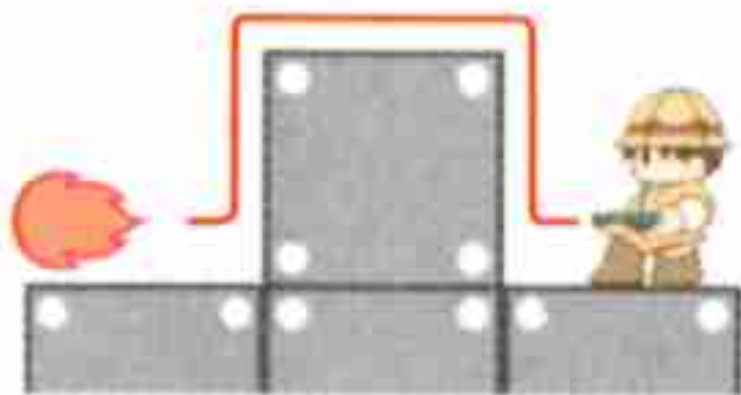


Creates or clears a box that's in front of you when you're standing, or downward diagonally when you're crouching. You can defeat a monster if you make it fall by clearing the box on which it stands. You can't make boxes on an enemy or items such as a saucer stone.

You can break a box by hitting it with your head twice by jumping.



Fireworks



When you get the "Fireworks" item, you can defeat monsters by shooting fireworks at them. The fireworks will move along the walls but will disappear once they've traveled a certain distance.



Special Moves



Your monster can use its special moves when accompanied by a monster friend. Each monster has a different special move. (See page 15 for details.)

Pause Screen



You can pause the game and view either the entire stage or your character's status. (See page 11 for details.)



Tips

These quick tips will help you get the most out of the game. Use these tips to get a higher score.

Tip 1

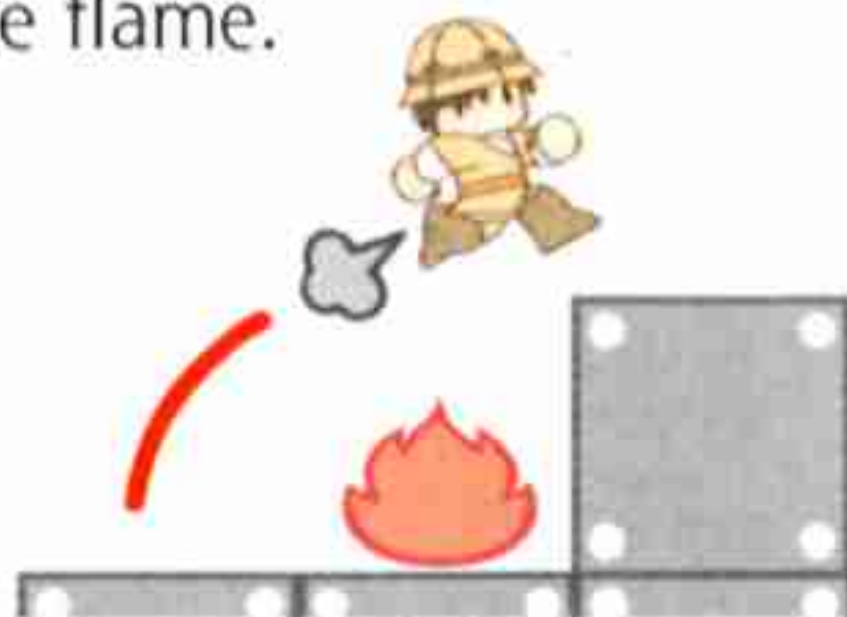


If you use your box hammer on the edge of a box, you can create a new box, one box-distance beyond where your box usually appears. By doing this, you can even create boxes on the other side of a flame.

Tip 2

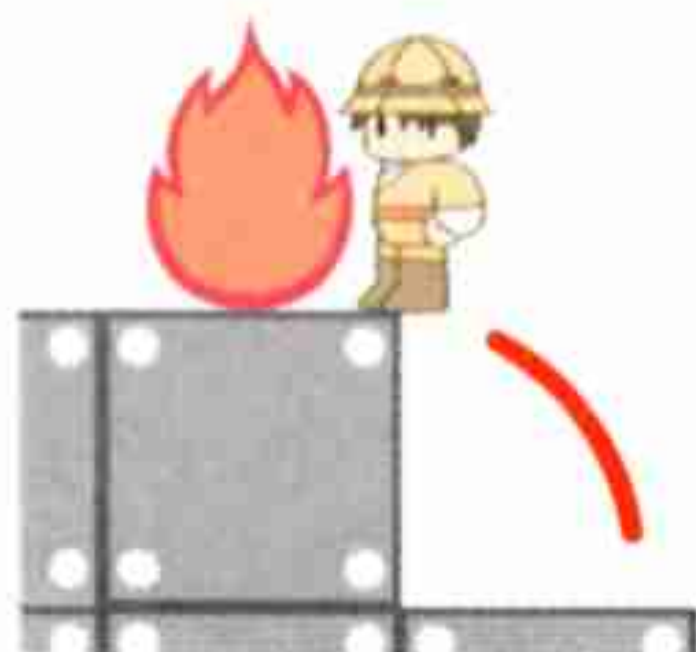


When you use your box hammer on a flame, it will momentarily make it smaller. This allows you to jump over the flame.



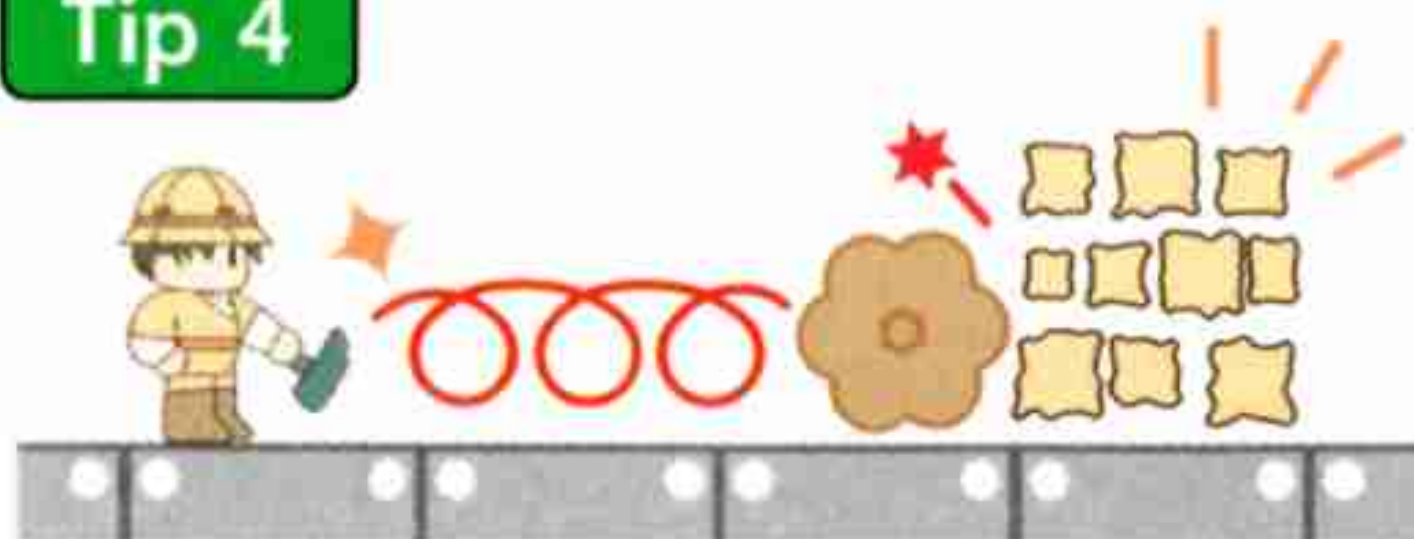


Tip 3

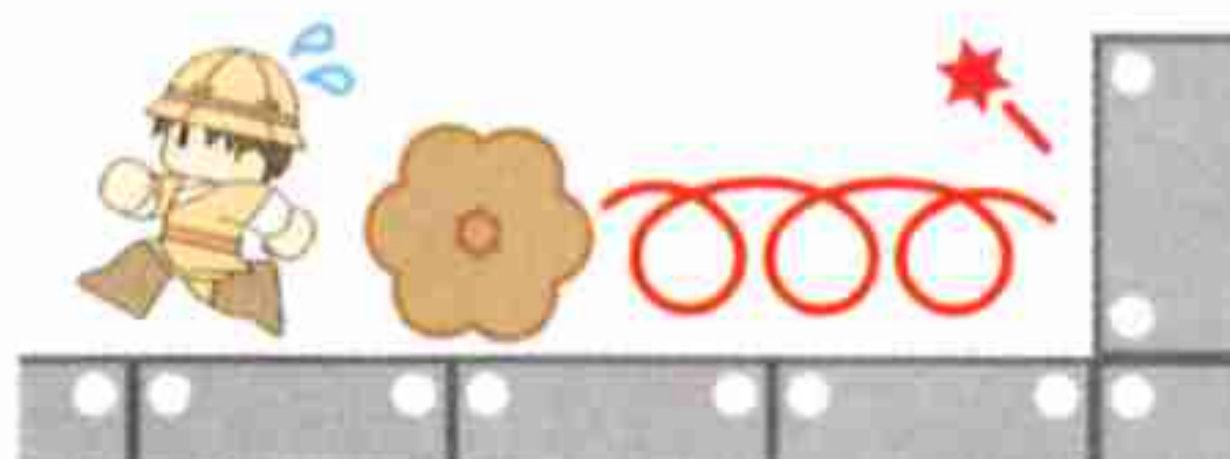


You can get on a box even with a flame on it, as long as you stand on the edge. However, you'll get hurt if you get too close.

Tip 4



If you use your box hammer on a Puncho that has been transformed into a pumpkin, it will roll and break blocks or defeat other monsters. However, it will bounce back when it hits a wall.

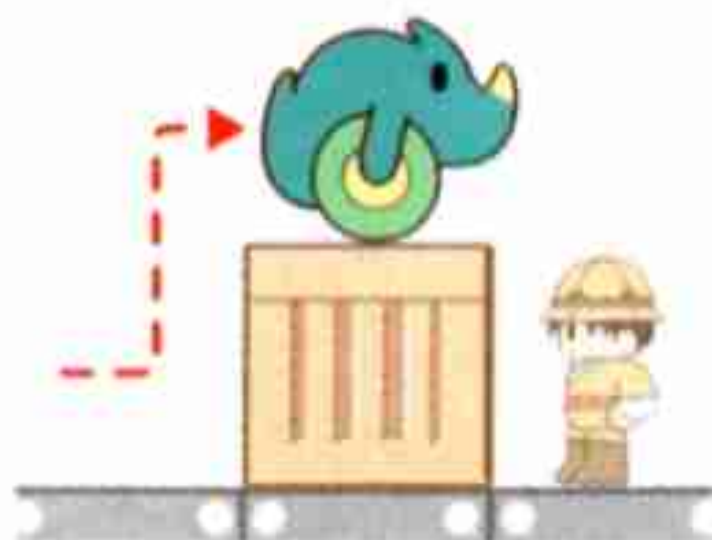


Tip 5



By using the box hammer while you're falling, you can slow the speed of your descent. By doing this you can gain time to avoid touching a monster below yourself.

Tip 6



If you erase a box in front of you right after Psylora gets on it, Psylora will fly through the air because it has no place to stand.





Game Screen

Control Pad

Each room has a golden key. By getting this golden key and opening the Exit door, you will be able to go to the next room. But that doesn't mean you can take your time. There is a time limit for staying in the room, and when the time reaches zero you'll run out of energy. Also, the time left will be added to your points.





Pause Screen

Pressing Start during the game will display the Pause screen. Here you can view your status or the entire stage. You can also stop the game and return to the Map screen by selecting TOWN.

Status Screen



You can view the items or monsters you carry.

Stage Screen



This provides a view of the entire stage in which you're playing. You can check the location of items, as well as the exit.



Items

Various items of assistance are hidden in the room.



Golden Key

This is the most important item, which opens the Exit door of each stage.



Tororon A•B

Increases the amount of time left. Tororon A will double your time, and Tororon B will multiply your remaining time by five. However, the time will run out that much faster.



Hourglass

The Orange Hourglass sets the time remaining time to 5,000, and the Blue Hourglass sets the time remaining time to 10,000.



Bell

Getting the bell will release a Suzurin from the door. Touch the Suzurin to rescue it. You get an extra player for every 10 Suzurins you rescue.





Cox's Hat

This is Cox's hat. It will give you an extra player.



Small Bomb

The Small Bomb increases the number of times you can use fireworks by one. The Big Bomb increases the number of times you can use big fireworks by one.



Fire Place

Increases the number of fireworks you can carry.



Gunpowder

Changes the "Small Bombs" you carry into "Big Bombs."



Crystal

The Red Crystal extends the distance the fireworks travel. The Blue crystal dramatically extends that distance.

**Red Wing**

Sends you to the bonus stage.

**Duck Doll**

Destroys all selected enemies.

**Alf**

All enemies will become Suzurin.

**Saucer Stone Fragments**

Collecting four fragments will create a whole saucer stone, in which you can seal "Good Guy Monsters."

**Treasure**

Bonus points. There are several other treasures, and some will give you many bonus points.

Monsters

In the tower there are Bad Guy Monsters who work against you and Good Guy Monsters that will become your friends and help you. The Good Guy Monsters that become your friends will use their powers to help you. There are many types of Bad Guy Monsters, and they will attack you in various ways.

Good Guy Monsters

These are monsters that will help you. They are trapped somewhere in the tower. You can save them by sealing them within the saucer stones. Sealed Good Guy Monsters can be regenerated at the Shrine, where they can become your friends.



Suezo

Allows you to see all items on the stage.





Hare

Your speed of movement doubles for a certain period of time.



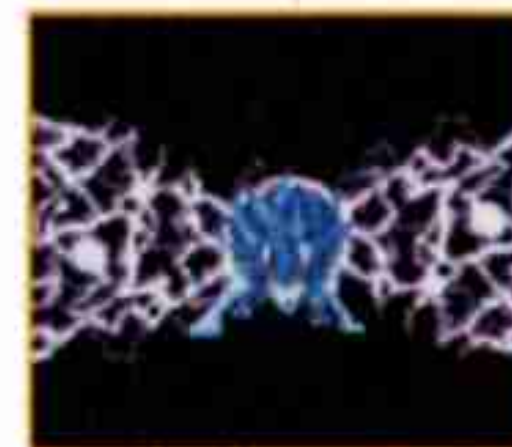
Gali

Stops the movement of all objects, including the timer, except for yourself.



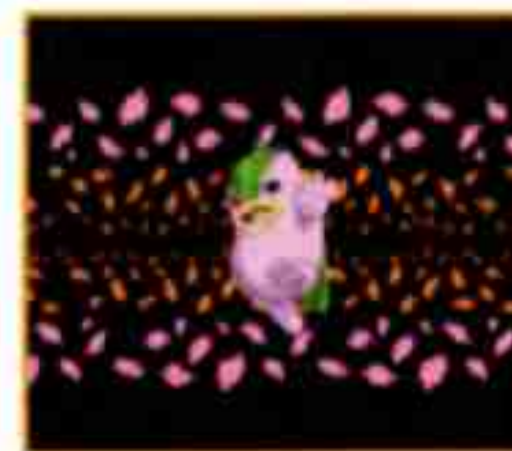
Tiger

Defeats all monsters on the stage.



You will become invincible for a certain period of time. When you're invincible, simply touching your enemies will defeat them.

Mocchi



Golem

Breaks all boxes, including the "unbreakable"



Phoenix (Phenix)

This monster's power remains unknown.





Bad Guy Monsters

These are monsters that will attack you. They will move and attack differently, depending on their type. You can usually defeat them by dropping them, but that isn't always the case, so be careful.



Tacopi

It moves only in one direction, either to the left or right. When it hits a box, it will break it and continue to move in the opposite direction.

Naga

It will chase you with its claws. It won't be defeated even if you drop it.



Jell

When it sees you, it will come right at you, breaking all boxes in its way.



Dino

It moves to the left or right, breaking boxes in its way by breathing blasts of fire. When you get closer, it will attack you with fire as well.



Plant

It moves to the left or right, spitting seeds that break boxes.



Henger

Moves to the left or right.



Ghost

It moves up and down. It moves while breaking boxes in front of it.





Puncho

It becomes a pumpkin when you face it. You can roll it by using the box hammer while it is in this state.



Psylora

It moves along boxes and walls. If you break the box it's on, it will take the direction it faced when it was on that box.

Joker

It moves to the left or right, breaking the boxes in front of it.



Ducken

Attaches to the wall and fires missiles at certain intervals to break blocks.

Flame

The Red Flames will disappear once they're dropped, but the Blue Flames will continue burning even when they are dropped.





Map Screen

This map shows the Tower, plus other places such as the Shrine and the Stage Studio, to help you. Some places will require certain items and monsters, so your actions throughout the game will become very important.

Map Screen

Monster Checkroom

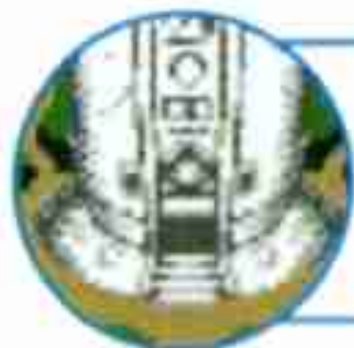
White Tower

Stage Studio



Guard House

Shrine



White Tower

This is where the legendary monster is said to be sealed.



Guard House

This is where you can save or load your game contents.
(See page 24.)



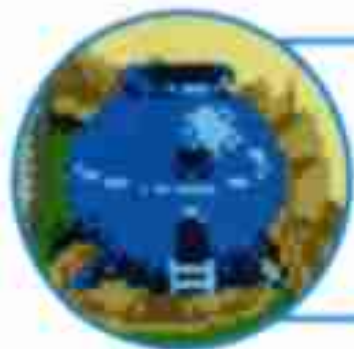
Monster Checkroom

This is where you can check the monsters you've regenerated.
(See page 25.)



Shrine

This is where you can regenerate monsters sealed within the saucer stone. (See page 26.)



Stage Studio

This is where you can create your own original rooms.
(See page 27.)



Guard House

By saving the game contents in the "Guard House," you can resume the game from the point where you last left it and turned off the power.

After clearing a room, you can stop the game and go to the Map screen by choosing NO instead of going to the next room, or by selecting TOWN in the Pause screen.



[Save]

Saves the data of game progress.

[Load]

Loads the data of games you've played before.

[Exit]

Returns to the Map screen.

If you go to the tower after you load the game, Naji will ask you whether or not you want to continue from where you left off last time. You can continue by choosing Restart.



Monster Checkroom

You can carry only one monster at a time. This is the place where you can check the monsters you've regenerated from within the saucer stone.

After clearing a room, you can stop the game and go to the Map screen by choosing NO instead of going to the next room, or by selecting TOWN in the Pause screen.



[Check]

You can check the monsters you've regenerated from within the saucer stone.

[Take]

You can take a monster you've checked.

[What?]

This gives a description of the Monster Checkroom.

[Exit]

Returns to the Map screen.



Shrine

You can regenerate monsters at the Shrine with a saucer stone in which a Good Guy Monster is sealed by collecting four fragments of saucer stones. The regenerated monsters will become your friends, and you'll be able to get help from them.

After clearing a room, you can stop the game and go to the Map screen by choosing NO instead of going to the next room, or by selecting TOWN in the Pause screen.



[Stone]

Regenerates the monster sealed within a saucer stone.

[Ask]

Provides an explanation for each situation.

[Exit]

Returns to the Map screen.

Stage Studio

You can create your own rooms using the Stage Studio. You can also exchange your original stage data with your friends using the Link function.

After clearing a room, you can stop the game and go to the Map screen by choosing NO instead of going to the next room, or by selecting TOWN in the Pause screen.



[Rooms]

Create your own rooms.

[Attack]

Lets you play in the rooms you've created.

[Ask]

Provides an explanation for each situation.

[Link]

You can give to or exchange with your friends the rooms you've created using the Link function.

[Exit]

Returns to the Map screen.





Procedure for Creating Original Stages

You can exit any step by selecting Exit.

- **Select a location to create a room.**

You can set a maximum of three original stages.



- **Select the contents of the room.**

You can decide on the contents of the room you've selected.

- **MAKE** Creates the interior of the room
- **ERASE** Erases the room contents and makes it a vacant room
- **PLAY** To play in the room you've created
- **RENAME** Renames the room you've created



- **Select the size of your room.**

You can determine the size of the room you've selected.

- **BIG** Creates a big room.
- **SMALL** Creates a small room.



- **Select arrangements**

Determines the arrangement of items and monsters of the room you've selected. Be sure to place an "Exit" Door and a "Golden Key." You can exit by pressing the B button.

- **STAGE** Selects the room background
- **BLOCK** You can place blocks or the Exit door
- **ITEM** Places keys and items
- **CHARA** Places the player and monsters
- **PLAY** Testplays the room you've created
- **SAVE** Saves the room you've created

This completes the creation of your original room.

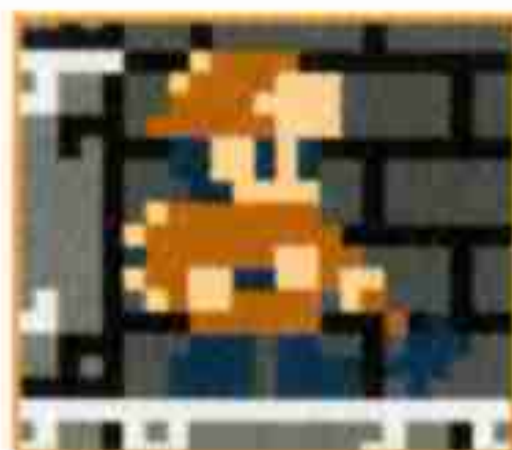
Characters

This game has many characters other than yourself. Some characters help you, but others will work against you.



Cox

Your character in this game. He's collecting reference material about the Phoenix (Phenix), as part of his research in college.



Naji

The tower guard. He helps you as you ascend the tower.





Verde

A girl who works at the Monster Checkroom. She's one of the top-class monster breeders.



Pashute

A young priest at the Shrine. He regenerates the saucer stones you brought in.



Bodka

A nice man who operates the Stage Studio.



Toamuna

A descendent of the natives that have been protecting the tower. She helps you save and load your data.





Mistral



Rafaga



Kalum



Tempest



Nada

Nada is a dark priest who has four magician followers. She has invaded the tower to get the legendary power, where she transforms Good Guy Monsters into Bad Guy Monsters.

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PRINTED IN JAPAN