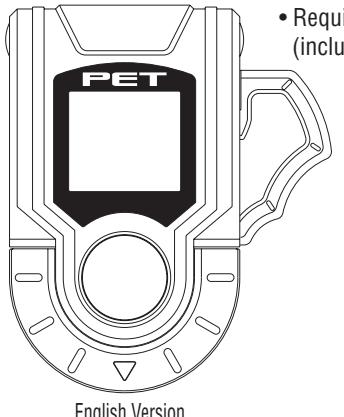


ADVANCED PET

- Keep these instructions for future reference as they contain important information.



English Version

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- Requires 1 "CR2032" battery (included).

1 X

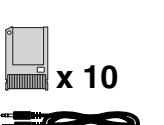
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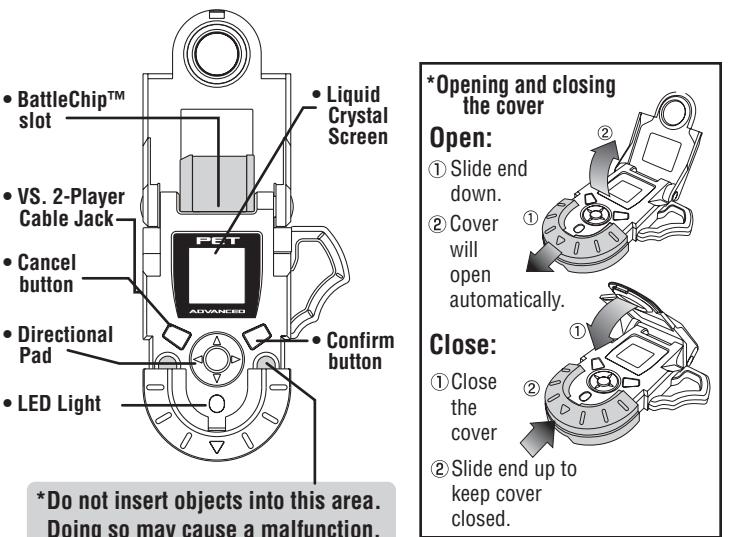
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Includes

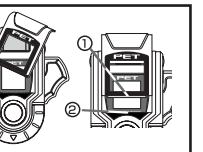
- Advanced PET (main console)
- BattleChip™ Disks (10)
- VS. 2-Player Cable (1)
- Instruction Sheet



Names of Parts

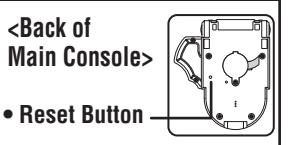


*If the cover of the main console comes off, follow the diagram to the right, fitting 1 onto 2 and pushing from the top.



Reset (Erasing Data)

Push the reset button with a pointed object to erase all saved data and start play from the beginning. Make the choice to reset carefully, since erased data cannot be restored.



There Is No "Off" Switch

When Advanced PET is left unplayed and no button is pushed for a certain amount of time (approximately three minutes), the screen will automatically shut down (energy-save mode). When you wish to resume your game, push the Confirm button, Cancel button, or Directional Pad.

Battery Installation/Replacement

- * Before playing, remove the insulating sheet in the battery box on the rear of the main console.
- * This product is specified to run on a CR2032 battery. Do not use other battery types.
- * Batteries are to be inserted with the correct polarity.

1 Battery Replacement

If the liquid crystal screen dims or the game volume becomes weak, replace the battery. Replace it with one new CR2032 battery (not included). Be sure to replace the battery after holding the Cancel button for approximately three seconds with the Standby screen showing (or while the console is in energy-save mode, as indicated by a darkened screen). The screen will go dark while replacing the battery.

* When replacing the battery, be sure to do so within 30 seconds after removing the previous battery. If excessive time is taken to replace the battery, or if a button is pressed during the battery change, data will be erased.

* After the battery is properly replaced, hold down the Cancel button for more than one second. The game will switch to the Standby screen, and you will be able to continue play.

2 Battery Installation

1 Remove battery cover on the back of the console with screwdriver (not included).



2 Remove battery and replace with a new CR2032 battery (not included) in the orientation shown. Replace cover and tighten screw.

*Be sure that the + and - sides of the battery face the correct direction.
*Use a screwdriver that matches the screw size.

A parent or guardian should assist in all battery-changing operations.

Starting a Game

Be sure to push the reset button before starting your first game. After the opening title, MegaMan™ (your NetNavi) will appear and say hello.

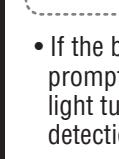
Set the Time

1 MegaMan™ will ask, "SET TIME"



Greeting Screen

2 Advanced PET will display a Time Input Screen.



Time Input Screen

The time is displayed in 24-hour time. 12 midnight is shown as 00:00, and 12 noon is shown as 12:00. (Example) 7:35 PM is shown as 19:35.

Hour Value

00 : 00

3 Enter the value for the hours (2 digits). Push up and down to scroll through numbers 0, 1, and 2. Push the Confirm button to enter. Next, push the cursor right, and select a number between 0 and 9. Again, push the Confirm button to enter.

4 Enter the value for the minutes (2 digits). Input values for minutes in the same manner as you did for the hours. Select between 0 to 5 for the first value, and 0 to 9 for the second. Enter the values for the minutes and push the Confirm button to finish setting the time.

*Push the Cancel button to erase inputted values.

*Time can be corrected later in the Option Mode.

5 The Standby Screen will be displayed after the opening animation has finished.

HINT: Elements

There are four elements, which have power relationships as shown in the diagram on the right! During battle, stronger elements deal double damage, and weaker elements deal half! Neutral attacks are unaffected!

Example of Effects of Elements

Element of your BattleChip™: Fire

Element of Virus: Wood

Damage X2!

Neutral

Double Damage

Fire

Double Damage

Wood

Aqua

Double Damage

Elec

Double Damage

Neutral

Double Damage

Fire

Double Damage

Wood

Aqua

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Double Damage

Elec

Double Damage

Neutral

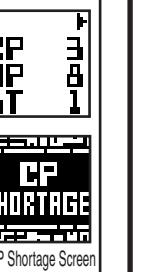
Double Damage

- **Checking MegaMan's status** •
CP: MegaMan's BattleChip™ capacity.
If a BattleChip™ CP exceeds MegaMan's capacity, then MegaMan™ cannot use that BattleChip™. When a chip is used during battle, MegaMan's CP is drained by the amount of the chip CP. When CP reaches 0, MegaMan™ can only use the MegaBuster™.

HP: MegaMan's physical endurance.
MegaMan™ loses HP with each hit he takes. When his HP falls to zero, the game is over.

AT: Attack power of the MegaBuster™.

This number increases with level-ups and item effects.



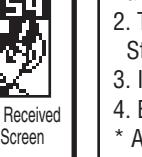
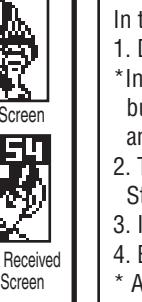
Victory:

After the MegaMan™ Victory Screen is displayed, push the Confirm button to show the Results Screen. It shows MegaMan's level, EXP (experience points) earned in the battle, number of turns, AT/T (number of Attack Chips used in the battle), DF/T (number of Ability Chips used in the battle).
Sometimes you will receive an item after a battle.



Defeat:

When MegaMan™ is defeated, he is unable to fight battles for a period of time. Carry out one of the following in order to recover from the battle-impaired status:



• If the first chip is an ability chip, then the game proceeds to the second BattleChip™ plug-in.

• Hint: If you do not use a BattleChip™, then your attacks will automatically be carried out with the MegaBuster™.

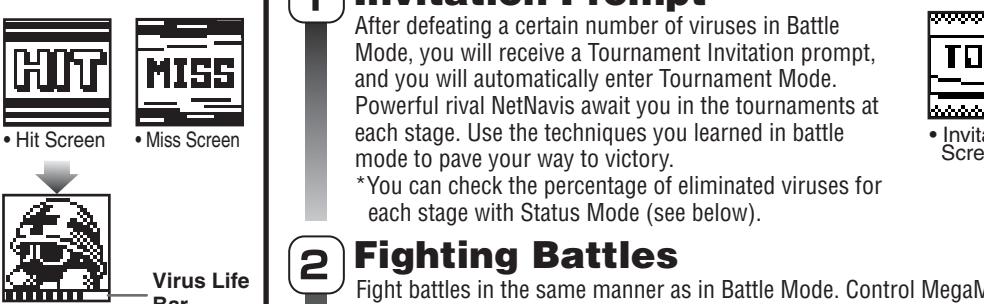
Notes on Level Ups

- MegaMan's level goes up each time he earns a predetermined amount of EXP (experience points). MegaMan™ does not rise to Level 2 just from reaching Stage 2.
- Gain experience points by defeating viruses and rival NetNavis. No matter how many rivals you defeat, HP, AT, and CP values will not rise until MegaMan's level goes up.
- However, obtaining certain items can raise HP, AT, and CP values.

Tournament Mode

After defeating a number of viruses, you will receive a Tournament Invitation prompt! Defeat the rival NetNavis in the tournament to clear the stage, and proceed to the next!

- 1 **Invitation Prompt**
After defeating a certain number of viruses in Battle Mode, you will receive a Tournament Invitation prompt, and you will automatically enter Tournament Mode. Powerful rival NetNavis await you in the tournaments at each stage. Use the techniques you learned in battle mode to pave your way to victory.
* You can check the percentage of eliminated viruses for each stage with Status Mode (see below).



- 2 **Fighting Battles**
Fight battles in the same manner as in Battle Mode. Control MegaMan™ and attack the rival NetNavi.

• Hint: Like in Battle Mode, push the Confirm button on the MegaMan™ victory display to display the Results and Items screens. Press the Confirm button [again] to show Stage Clear.

• Hint: When MegaMan™ is defeated, he cannot fight again until his hit points recover. When they do, viruses will appear once again. After defeating 10 viruses, you will receive a Tournament Invitation prompt.

• Hint: You will enter Tournament Mode once again. Continue fighting until you defeat the rival NetNavi.

• Hint: Defeat the rival NetNavi to finish Tournament Mode and proceed to the next stage.

• Hint: After clearing all Tournament Modes, you will begin again in the 2nd World. However, MegaMan's level will be reset to 1.

• Hint: After 5 turns, MegaMan™ has 40% HP remaining. Virus has 20% HP remaining. MegaMan™ wins!

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