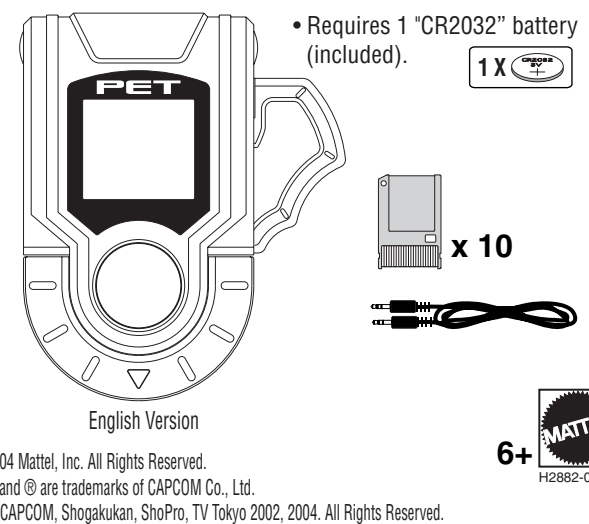


ADVANCED PET

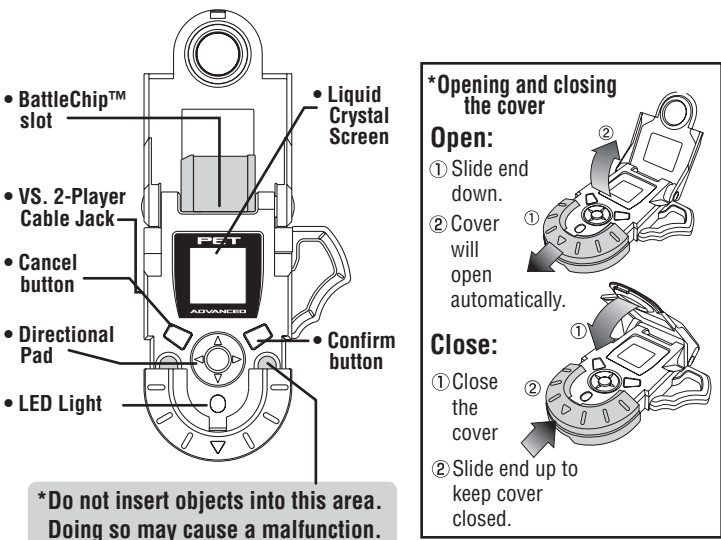
- Keep these instructions for future reference as they contain important information.



Includes

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

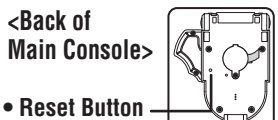
Names of Parts



*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.

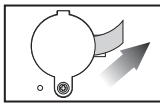


There Is No "Off" Switch

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.



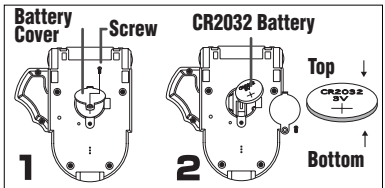
1 Battery Replacement

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

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

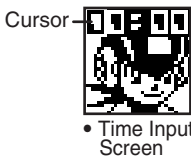
Starting a Game

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

- MegaMan™ will ask, "SET TIME"
- Advanced PET will display a Time Input Screen.

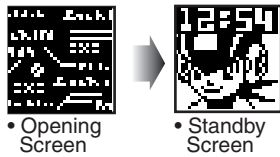
The time is displayed in 24-hour time. 12 midnight is shown as 00:00, and 12 noon is shown as 12:00. (Example) 7:35 PM is shown as 19:35.



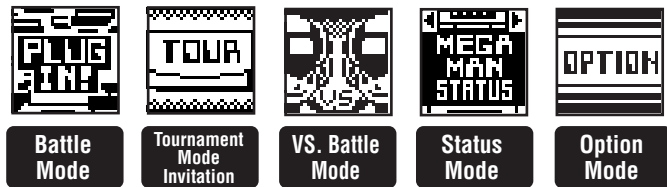
- Enter the value for the hours (2 digits). Push up and down to scroll through numbers 0, 1, and 2. Push the Confirm button to enter. Next, push the cursor right, and select a number between 0 and 9. Again, push the Confirm button to enter.



- Enter the value for the minutes (2 digits). Input values for minutes in the same manner as you did for the hours. Select between 1 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.
- The Standby Screen will be displayed after the opening animation has finished.



Game Modes

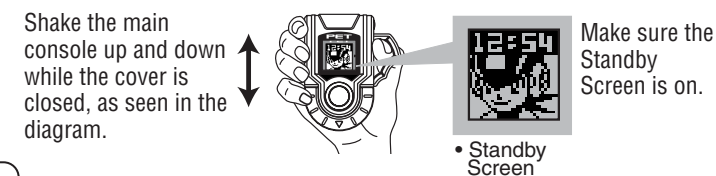


Playing in Battle Mode

In this mode, clear stages by defeating the onslaught of viruses. After each cleared stage, you will receive a tournament invitation! Challenging opponents await you at each tournament!

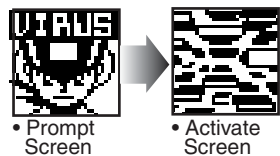
Battle Mode is not selected normally like other modes. Shake Advanced PET up and down while the Standby Screen is shown, and MegaMan™ will detect a virus, automatically entering Battle Mode.

Note: Advanced PET is installed with a motion sensor. When Advanced PET is shaken up and down, the motion sensor is activated and a virus appears. The motion sensor only operates while the Standby Screen is being displayed.



1 Virus Detected!

When MegaMan™ detects a virus, you will receive a prompt that says "A VIRUS!!" Open up the main console cover and push the confirm button to activate MegaMan™. *The virus will escape unless MegaMan™ is activated within one minute after receiving the Virus Detected prompt.

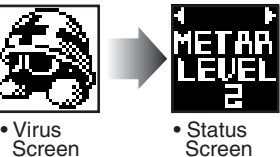


HINT: Sometimes you will receive prompts from MegaMan's friends! Push the Confirm button to read the prompts, which can include items!

- If the button is not pressed within one minute of receiving a prompt, then the console LED light will continue to flash. The LED light turns off once you have activated MegaMan™ after a virus detection.

2 Virus Status

You can view the status of viruses. Use left and right on the Directional Pad to change screens and check status. Begin the battle with the Confirm button.



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



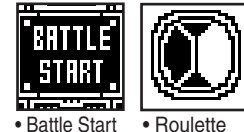
Virus Battle Mode

1 Preparing for Battle

Switch to the Roulette screen by pushing the Confirm button on the Battle Start screen.

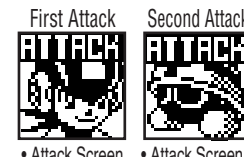
The Roulette screen determines who attacks first.

Push the Confirm button to stop the roulette. If the mark lands on the left side, you will get to attack first. If it lands on the right side, you will attack second.



2 First Attack / Second Attack

"First Attack" allows you to attack the virus on the first turn. With "Second Attack," you will receive an attack from the virus on the first turn.



3 Slot-In

At the start of your attack turn, the Slot-In screen will prompt you to plug-in BattleChip™ disks.

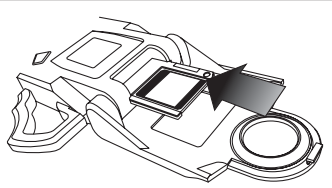
*There is a time limit for plugging in BattleChip™ disks. Be sure to plug-in your chips within the time limit.

If the plug-in time limit is exceeded, the game will automatically proceed to the Selection Screen for using the MegaBuster™.



Plugging In

Place the BattleChip™ face up, and insert it fully as shown in the diagram.



BattleChip™ Disks

There are two types of BattleChip™ disks.

Attack Chips: These BattleChip™ disks deal damage to enemies.

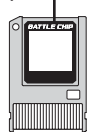
Ability Chips: These BattleChip™ disks have various non-attack support effects.

Using BattleChip™ Disks

At the start of your attack, you can plug-in one Ability Chip and one Attack Chip. When using an Ability Chip, be sure to insert it before the Attack Chip.

*If the Attack Chip is inserted first, the Ability Chip cannot be plugged in.

Ability BattleChip™ (title in blue)



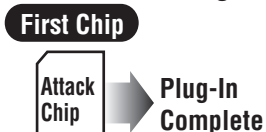
Attack BattleChip™ (title in yellow)



1 When using an Ability Chip:



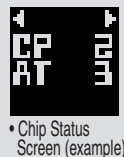
2 When NOT using an Ability Chip:



Timing the removal of BattleChip™ Disks

Remove all plugged in BattleChip™ disks when the Chip Status Screen is displayed after plug-in.

If the Error Screen is displayed because one or more BattleChip™ disks have been left in, remove all BattleChip™ disks and push the Confirm button.



★ In a single battle, each Attack Chip can only be used once.

If they are used twice, the Error Screen will appear. Ability Chips can be used as many times as you like as long as you have sufficient CP (see below).

In addition to the BattleChip™ disks included with the Advanced PET, you can use other BattleChip™ disks included with other MegaMan™ products from Mattel, Inc.



Chip Status

Use left and right on the Directional Pad to view the status of plugged-in BattleChip™ disks. At the same time, you can also view MegaMan's status.

View Chip Status

CP: Chip capacity. The more powerful the chip, the higher the CP. You cannot use chips that exceed MegaMan's CP.

AT: BattleChip™ attack power.

Damage will be inflicted upon the enemy according to the amount of attack power.

Element: The element of the BattleChip™.

There are five elements: Fire, Elec, Aqua, Wood, and Neutral.

Attack range: The attack range of the BattleChip™.

The wider the attack range, the easier it is to make a hit.

Be careful! Some attack ranges cannot be moved!

Effects of Ability Chips

Ability Chips have no Attack Power. But when used, you can take advantage of their special effects.

Examples of Ability Chips

Recovery 10: MegaMan™ will recover a small amount of HP.

There are many more BattleChip™ Disks with different effects! Check them out for yourself!

INSTRUCTION SHEET SPECIFICATIONS

Toy: MM Advanced PET
Toy No.: H2882
Part No.: 0920
Trim Size: 20.25"W x 11.75" H
Folded Size: _____
Type of Fold: Double-fold
colors: One
Colors: Black
Paper Stock: White Offset
Paper Weight: 70 lb.
EDM No.: 001

• 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.



• CP Shortage Screen

4 BattleChip™ Disks Ready!

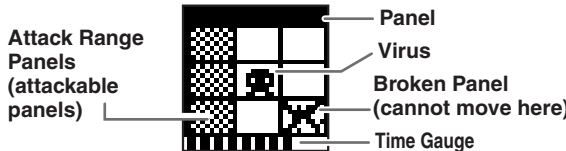
Push the Confirm button, and you will be asked to confirm your BattleChip™ choice. Use left and right on the Directional Pad to select between YES and NO, and push the Confirm button to proceed. If the first chip is an ability chip, then the game proceeds to the second BattleChip™ plug-in.



• Chip Confirmation Screen

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

Control During Battle

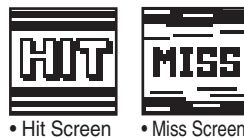


*The Battle Screen updates each turn (attack + defense phases).

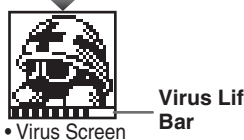
1 Control During Battle

Move the attack range with the Directional Pad, and push the Confirm button with the virus inside the attack range to attack. If the attack hits, the enemy's HP lowers by the amount of the AT (attack power). Some attacks miss, such as when you exceed the time limit.

* The attack range cannot be moved for some BattleChip™ disks.



• Hit Screen • Miss Screen



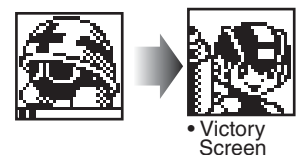
• Virus Screen

2 End Battle

The battle ends when one of the following occurs:

- ★ If one of the player's HP reaches zero, then the player that has HP remaining wins.
- ★ If five rounds pass, then the player with the largest remaining percentage of HP wins.

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



• Victory Screen

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.



• Results Screen



• Item Screen

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:

- Shake the Advanced PET repeatedly while in Standby mode to activate motion sensor for MegaMan™ to recover.
- Use the item "Full-E" if you have it. (Refer to ④ Items).
- * Check the degree of MegaMan's recovery status with Status Mode (see below).



• Defeat Screen



• Damage Received Standby Screen

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).



• Invitation Screen

2 Fighting Battles

Fight battles in the same manner as in Battle Mode. Control MegaMan™ and attack the rival NetNavi.

Victory: 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.

Defeat: 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. You will enter Tournament Mode once again. Continue fighting until you defeat the rival NetNavi. * Defeat the rival NetNavi to finish Tournament Mode and proceed to the next stage. * After clearing all Tournament Modes, you will begin again in the 2nd World. However, MegaMan's level will be reset to 1.

VS (2-Player) Mode

Attention!!

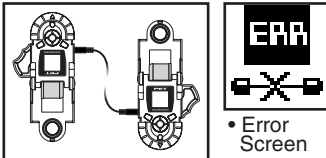
Two Advanced PETs are needed to play in this mode. *You cannot play in VS (2-Player) Mode with only one console.

Setting Up VS (2-Player) Mode

Connecting with the Cable

First, use the VS (2-Player) Cable included with the product to connect the 2 Advanced PET consoles via the cable connection jacks.

*If the cable is not inserted properly, an error message will appear, and it will not be possible to enter VS (2-Player) Battle Mode.



• Error Screen

• Notes on Connection:

If connection of the 2 consoles is not carried out correctly, the Error Screen appears. This may also happen if the connection is disrupted when the cable is pulled on during battle, or if the cable is accidentally disconnected. In these cases, do the following:

1. Disconnect the cable from both consoles.
- *In some cases, if the cables are quickly reinserted, the game continues, but it is highly recommended that you go through the proper procedure and disconnect the cable from both consoles.
2. The Error Screen will appear. Push the Confirm button to proceed to the Standby Screen.
3. Insert the cable into the cable connection jacks of each of the consoles.
4. Begin from the initial mode selection.

* A connection error will not cause you to lose MegaMan™ data.

* Because data is communicated between machines simultaneously in VS (2-Player) Battle Mode, in some cases a slight time lag may occur during connection. Be aware of this possibility.

Control During Battle

1 Preparing for VS Battle

1. Mode selection

Push the Confirm button on the Standby Screen and select the mode with left and right buttons on the Directional Pad. Push the Confirm button in VS (2-Player) Battle Mode to begin.



• VS Battle Screen

2 First/Second Attack and Plug-Ins

Just as in Battle Mode, first and second attack order is determined with Roulette. Once first and second attack is determined, the player attacking carries out plug-ins with BattleChip™ disks first in the same manner as in Battle Mode.

*During this time, the Loading Now Screen appears on the second attack player's screen.

After the first attack player finishes plug-ins, the Loading Now Screen appears on both sides. When both players push their respective Confirm buttons, the battle begins.

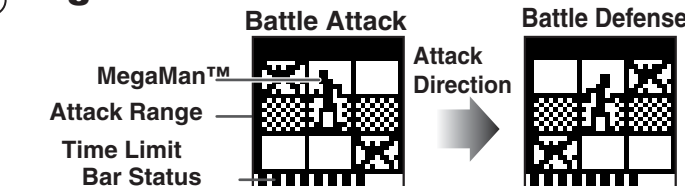
Note: In VS (2-Player) Battle Mode, the game only proceeds once both players have pushed their respective Confirm buttons. Be sure to check each other's progress while proceeding through the game.



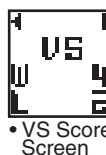
• Loading Now Screen

Fighting in VS Battle

1 Begin Battle!



- The player attacking first (attacking side) uses the Directional Pad to move the attack range. The player attacking second (defending player) controls MegaMan™ with the Directional Pad.
- The attacking player pushes the Confirm button within the time limit to attack. Play continues in turn until one of the player's HP reaches zero, or 5 turns have elapsed.



• VS Score Screen

2 End Battle

When the battle ends, each player's scores for the VS Battle appear. "W" indicates number of wins, and "L" indicates number of losses.

HINT: There may be a surprise waiting if you gain enough VS Battle wins!

Viewing Status Mode

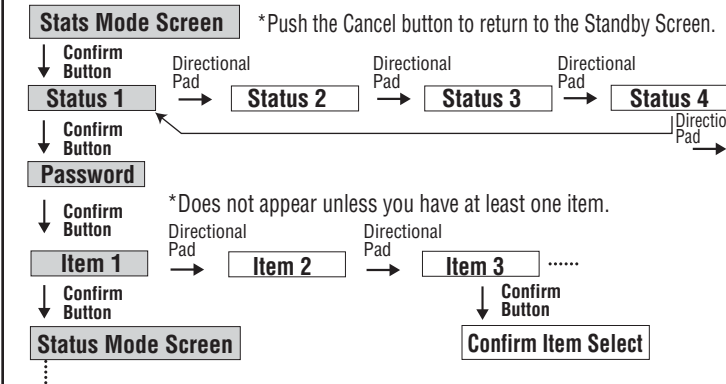
1 Select Mode

Push the Confirm button on the Standby Screen, and use left and right on the Directional Pad to select a mode. Push the Confirm button on MegaMan™ Status Mode to begin. Use left and right on the Directional Pad and the Confirm button to switch between screens.



• MegaMan Status Mode Screen

<Viewing Stats>

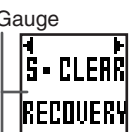


2 Status Details

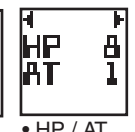
Switch screens to view the following information. Level: This is MegaMan's level. It increases with EXP (experience points). EXP: MegaMan's experience points. Experience points are gained by winning battles in Battle Mode or Tournament Mode. When your level rises, the EXP number resets, and begins counting again. CP: MegaMan's capacity. S-Clear: Shows your progress towards clearing the stage. This gauge rises with each defeated virus. When the gauge maxes out, you will receive a Tournament Invitation. * The number of viruses you must defeat is different for each stage. VS: Shows the total results in VS Battle Mode. HP / AT: Shows MegaMan's endurance and the attack power of the MegaBuster™. These numbers rise with Level Ups and the effect of certain items.



• Level Screen



• S-Clear/Recovery Screen



• VS Results Screen • HP / AT Screen



• Password Screen

3 Password

When certain conditions are met in the game, a password appears. This password is not used in the Advanced PET but can be used as a "Lot Number" to input in the Nintendo® Game Boy® MegaMan Battle Network 4 games available from CAPCOM Co., Ltd. Sold separately. For details, please refer to the MegaMan Battle Network 4 instruction manual. * You can check the password in Status Mode. However, only the latest password is saved in Status Mode, so it is recommended that you make note of all passwords when obtained.

4 Items

Check and use items obtained in battles. Some items are used automatically after they are obtained. Others are selected and used in Status Mode. Use items to fight battles more effectively. Using items: Select and display the item you wish to use, and then push the Confirm button. Next you will be asked to confirm your choice. Select YES and push the Confirm button to confirm your selection. The item will come into effect during your next battle. * Items that boost HP, AT, or CP values automatically raise MegaMan's status when obtained.



• Select Item Screen



• Item Screen

Main Types of Items

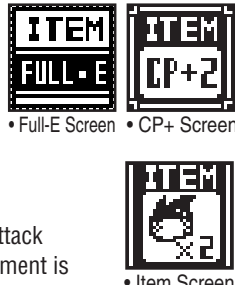
Full-E: Instantly makes it possible to fight battles again after a battle defeat.

HP+1: Raises MegaMan's max HP by 1.

AT+1: Raises MegaBuster™ attack power by 1.

CP+1: Raises MegaMan's CP by 1.

Fire, Aqua, Wood, Elec: In the next battle, the attack power of BattleChip™ disks belonging to that element is doubled.



• Full-E Screen • CP+ Screen • Item Screen

Option Mode

1 Select Mode

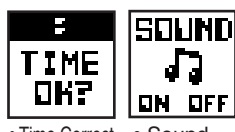
Push the Confirm button on the Standby Screen, and select Option Mode using left and right on the Directional Pad. Push the Confirm button to enter the mode. Push the Confirm button again to scroll through Time Display, Sound Display, and Standby Screen.



• Option Mode Screen

2 Correct / Toggle

The time can be corrected on the Time Display Screen. Push the Cancel button to change inputted values. Toggle the game sound on the Sound Display Screen with left and right on the Directional Pad, and push the Confirm button to make a selection.



• Time Correct Screen • Sound Screen

Battery Safety Information

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your toy (product). To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna. Increase the separation between the equipment and receiver. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio/TV technician for help.

Mattel, Inc.
333 Continental Blvd.
El Segundo, CA
(310) 252-2400

NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment. • THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003. • Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Mattel, Inc., 333 Continental Blvd., El Segundo, CA 90245 U.S.A. Consumer Affairs 1 (800) 524-TOYS. • Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. • Mattel Australia Pty Ltd., Richmond, Victoria. 3121. • Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China. • Dimport & Diedarkan Oleh: Mattel SEA Ptd Ltd.(993532-P) Lot 13.5, Menara Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ.

INSTRUCTION SHEET SPECIFICATIONS	
Toy: _____	MM Advanced PET
Toy No.: _____	H2882
Part No.: _____	0920
Trim Size: _____	20.25"W x11.75" H
Folded Size: _____	Double-fold
Type of Fold: _____	One
# colors: _____	Black
Paper Stock: _____	White Offset
Paper Weight: _____	70 lb.
EDM No.: _____	001