神機世界 EVOLUTION ETERNAL DUNGEONS

Esp

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神機世界 EVOLUTION ETERNAL DUNGEONS

NEOGEO POCKET software cartridge
★Works exclusively with NEOGEO POCKET COLOR

Thank you for purchasing this NEOGEO POCKET HANDHELD GAME SYSTEM software cartridge, made especially for the NEOGEO POCKET COLOR. Before using this software cartridge, be sure to read through this user's manual to use the software properly and to get the most enjoyment out of the game. Keep this manual in a safe place.

* The information in this manual is still being developed. Please pardon any discrepancies that may exist with the specifications of this product such as game screens, etc.

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STORY

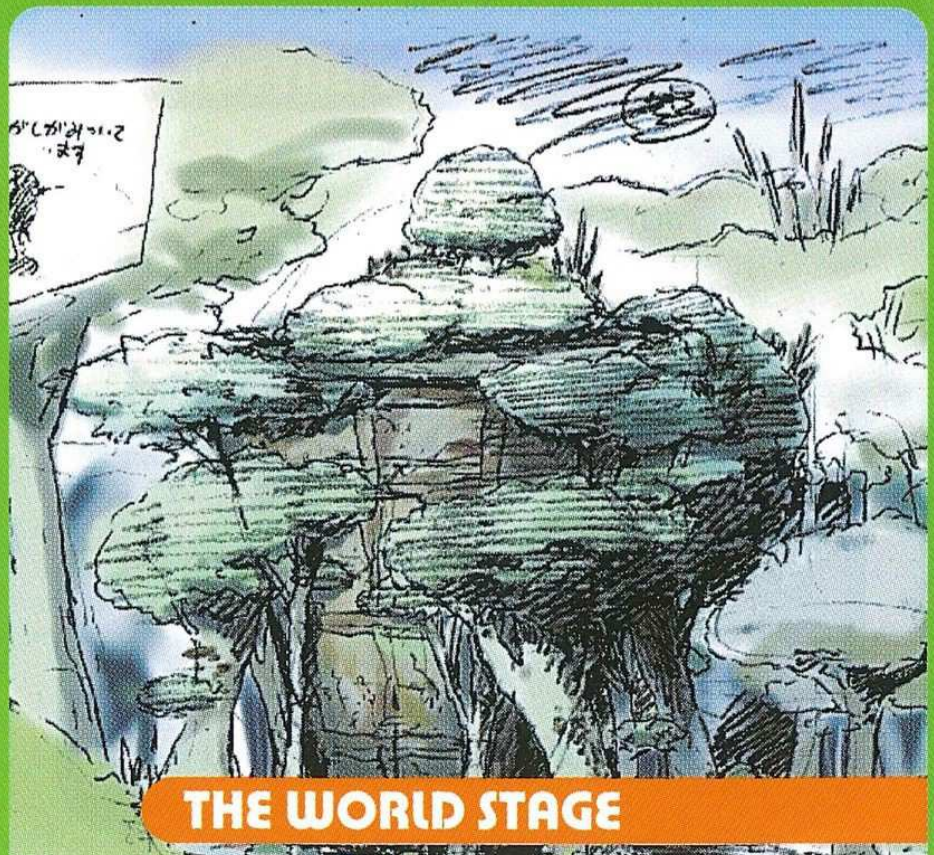
THE STORY



For many generations, the Launcher family has produced a long line of famous adventurers. They are now long since gone and this glorious heritage seems about ready to come to an end. Except that into this family is born a single son, Mag, who has dreamt all his life of becoming a skilled adventurer, just like his mother and father.

About a month after Mag's parents disappear on one of their adventures, a lone girl appears at the Launcher house with a letter from Mag's father. "You must protect this girl, Linear, until I return," is all that is written in the letter.

Mag and Linear spend their days investigating ruins under the watchful eye of their butler Gre Nade, but it's not until the day the army of the 8th Empire appears that the true adventure begins...

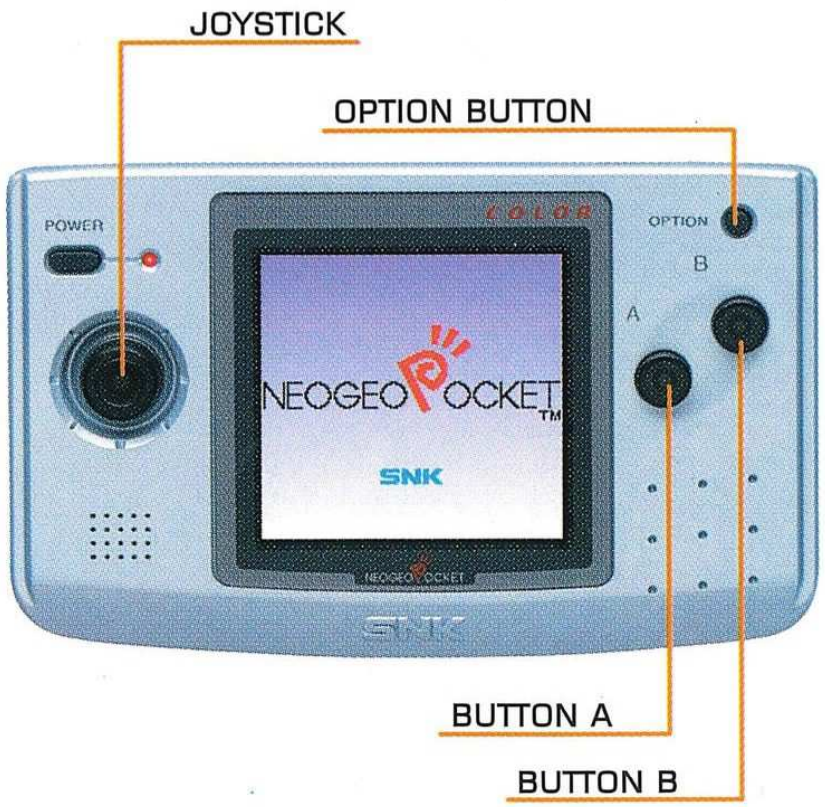


THE WORLD STAGE

Many millennium have passed since the demise of a superior ancient civilization. The civilizations that followed have now advenced enough to once again build submarines and airplanes. Now, we find ourselves at the end of the 930's epoch according to the Western calendar. Those who carry Cyframes-technology excavated from ruins of this ancient civilization are called "Adventurers" or "Cyframe Users". These individuals make their living by accepting assignments from the "Society", the organization responsible for investigating the ancient civilization.

OPERATION

THE NAME OF EACH BUTTON



THE WAY TO OPERATE

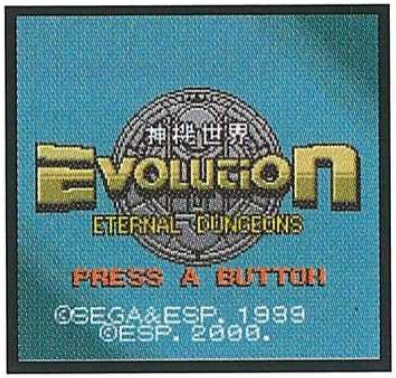
	MOVEMENT/TALK SCREEN	DUNGEON SCREEN	BATTLE SCREEN
BUTTON A	CONFIRM SELECTION FORWARD MESSAGE	CONFIRM SELECTION CHECK	CONFIRM SELECTION
BUTTON B	CANCEL SELECTION	DISPLAY MINI MAP	CANCEL SELECTION
OPTION BUTTON	COMMAND MENU	COMMAND MENU	NO USE
JOYSTICK	CURSOR MOVEMENT	CHARACTER MOVEMENT	CURSOR MOVEMENT

MEMO



STARTING GAME PLAY

Set the Software Cartridge in NEOGEO POCKET COLOR correctly and turn on the power. When you play from the Beginning, select the NEW GAME and push the BUTTON A. When you play from where you saved, select the CONTINUE and push the BUTTON A.



How to save the Game Data

When you save the game data, select the SAVE from the MENU in PANNAMN TOWN, from the OPTION in each DUNGEON FIELD or at each Save Point.

Resume Function

If you turn off the power during play, you can resume the game at each section-the place you opened MENU last in PANNAMN TOWN, the beginning of each event scene or the scene where the battle starts.

How to resume the Game

1)Turn off the power to finish the game. But don't remove the Software Cartridge.

2)After you have turned on the power again, you can select whether you will resume the game or not. If you choose to RESUME, you can play this game again in the above mentioned situations. If you select the TITLE, Opening Screen appears.

NOTE! If you remove the Software Cartridge after you have turned off the power, you can't resume the game even though you turned on the power again. Be carefull!

COMMAND MENU

If you push the OPTION BUTTON in PANNAMN TOWN or each DUNGEON, the following COMMAND MENU appears.

ITEM

Use this COMMAND, when you use or throw away items The Maximum the Party can own is 32 items. (except the parts of CYFRAME and the items Characters are equipping)

USE.....Use this command to use items. If you move the JOYSTICK to the right or to the left when you choose items, the next page appears.

THROW...Use this command to throw items away. If you throw any item away, you can never pick it up again.

MEMO

EQUIP

When you equip Characters with weapons, protective equipment and accessories, use this COMMAND.

WEAPON.....Use to select weapons for the Characters. For example, the sign, "EQUIP CYFRAME", is displayed for the CYFRAME USER. If you select the slots to equip parts, the list of weapons appears. Choose any part from the list and confirm it. You can increase the slots in the UPGRADER in PANNAMN TOWN.

HEAD.....Use to have the character put on the protective equipment for the head.

BODY.....Use to have the Character put on the protective equipment for the body.

FOOT.....Use to have the Character put on the protective equipment for the feet.

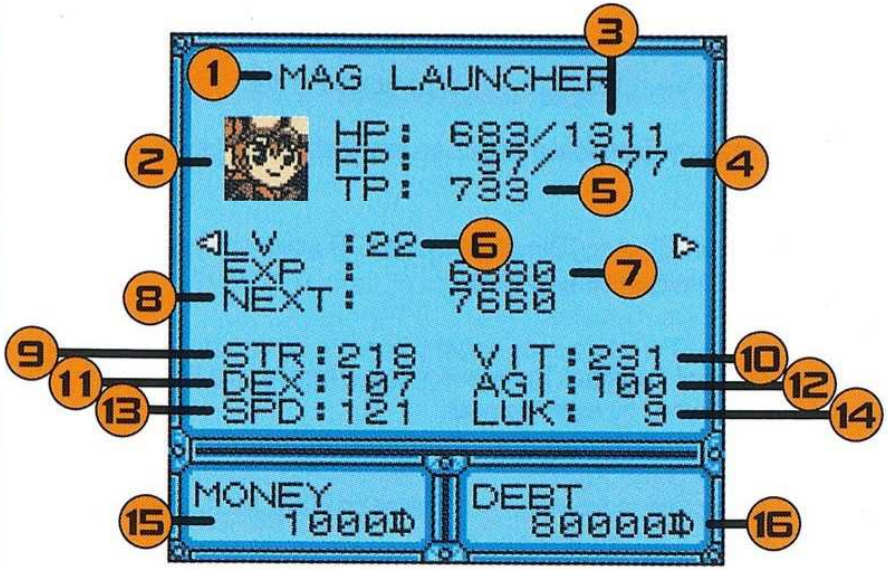
ACCESSORY...If Accessories are put on, they cause various effects.

SKILL

If TP (Tactical Point) increases to the definite quantity, Character can master another skill. The CYFRAME USER masters only the skill that his equipment is holding.

STATUS

Use to display Character's current STATUS. If you move the JOYSTICK to the right or to the left, another Character's STATUS is displayed.



1 **The Name of the Character**

2 **The Picture of the Character**

3 **The present HP / Maximum HP**
If HP reaches 0, the Character can't fight any more.

4 **The present FP / Maximum FP**
FP shows the Character's fighting sprit. Every time the Character uses the SPECIAL, his FP decreases little by little. Every time the Character fights in battle, his FP increases.

5 **TP**
TP is the Experience Points to use the SPECIAL. The Character masters a new skill with spending the TP.

6 **LEVEL**
It is the Character's current Level.

7 **EXP**
EXP is the Character's current Experience Points.

8 **The necessary Experience Points to reach the Next Level**

9 **STR**
The Power of Offense. The greater the STR gets, the higher the ability to damage enemies gets.

10 **VIT**
The Power of Defense. The greater the VIT gets, the less the damage caused by enemies gets.

11 **DEX**
The Character's dexterity. The greater the DEX gets, the greater the ability to attack enemies gets.

12 **AGI**
The rate of Avoidance. The greater the AGI gets, the greater the ability to avoid the enemy's attack gets.

13 **SPD**
The speed. It shows time between Character's actions. The order of each Character's behavior is decided by the SPD.

14 **LUK**
It is associated with the rate of Critical Attack's occurrence or the various special judgment.

15 **Money in hand**
It is the total sum of money the Party has.

16 **Debt**
It is the total sum of money the LAUNCHER Family borrows from the SOCIETY.

PARTY

You can change the formation in the Party or have the Character go out of the Party.

FORMATION...Use to change the formation in Battle Scene. Push the BUTTON B after you changed the formation.

DISPERSE.....Use to have the 3rd fellow go out of the Party. You can't use this COMMAND in Each DUNGEON.

TALK

You can talk with the other fellows in the Party. Subjects of the talk change in accordance with the circumstances.

SAVE

How to save in PANNAMN TOWN

You can save the game data at any place in PANNAMN TOWN. Open the COMMAND MENU by pushing OPTION BUTTON, and then select the SAVE.
You can't save the game data while the Characters are talking each other.

How to save in DUNGEONS

You can save the game data at the Save Point which appears in each DUNGEON.

SAVE DATA TO QUIT

When you save the game data to quit in each DUNGEON, open the COMMAND MENU by pushing the OPTION BUTTON, and then select the QUIT. You can't load a save data to quit twice or more. Because, after you have loaded it once, the save data to quit disappears. Be carefull!



SHOP

There are some useful shops in PANNAMN TOWN.

ITEM SHOP

The shop carries Items, Weapons, Protective Equipment and Accessories.

UPGRADER

The shop increases the slots to equip Cyframe with the parts. The shop strengthens and improves the parts. If you have the parts improved, you have to pay money. But when you have the slots increased, you need the Kit for the improvement, too.

SOCIETY

The SOCIETY is the Research Organization that is investigating the ancient civilization. It offers exploration of the ruins. It processes the mysterious items or buys them. You must repay the LAUNCHER Family's debt to the SOCIETY if the LAUNCHER Family has any. Some items discovered in the ruins are exhibited in this building.

BAR

You can't sell or buy anything in the BAR. But you can receive various information from the people in the BAR.

PARTY

The Party (fellows seeking for adventure) consists of 3 fellows.
You can't have MAG and LINEAR go out of the Party. When you have another Character join the Party, MAG comes up to the other Character and speaks to him. After that, as the choices are displayed, select the JOIN.
When you have the 3rd fellow go out of the Party, you select the DISPERSE from the PARTY of COMMAND MENU.



DUNGEON

Each DUNGEON is the main stage in this adventure as the ruins of the Ancient Civilization.
Every time the Party enters a DUNGEON, its inside structure is automatically created newly. If you push the BUTTON B, the Mini Map which was mapped automatically appears. The positions of the Party (the lead is MAG), enemies and treasure boxes are marked on the Mini Map.
If the Party enters the room where the enemies and the treasure boxes are, their positions are marked on the Mini Map.
But, if the Party goes out of the room, their positions disappear from the Mini Map.
If the Party is entrapped, The Map may be initialized(Marks disappear).
The Transporter may appear in some rooms in each DUNGEON. If the Party gets to the Transporter and confirms the message, the Party will be able to transfer from the DUNGEON to the town in a moment.

In each DUNGEON, the rule of the Turn System is introduced. The Turn System is that an enemy starts its turn after MAG has finished his turn. In short, MAG and an enemy do their actions by turns in a DUNGEON.
As long as MAG doesn't finish his turn, an enemy doesn't start its turn. So you can decide MAG's behavior, for example, using items, battle, escaping and so on, without hurry.

BATTLE

If the Party touches an enemy on the field, the Party encounters with battle. If the Party touches the enemy's back, the battle starts in advantageous situation to the Party.
If the enemy touches the MAG's back, the battle starts in disadvantageous situation to the Party.

THE KIND OF TOUCH & THEIR SITUATION

Frontal touch
The battle starts on the equal conditions.

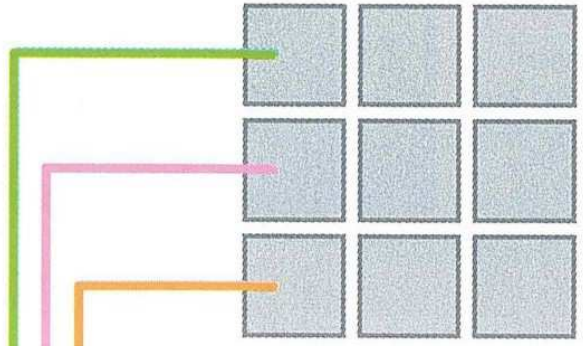
Touching the enemy's back
The player can take the initiative in the attack. In the enemy's formation in the battle, the front changes places with the rear. And the player can attack earlier than the enemy.

If an enemy has touched the MAG's back, ...
The enemy takes the initiative in the attack. In the Party's formation in the battle, the front changes places with the rear. And the enemy can attack earlier than the player.

MEMO

STARTING BATTLE

In the battle the COMMAND BATTLE system is introduced. In other words, even if you selected any COMMAND for the Character and confirmed it, it takes a few seconds until the Character executes the COMMAND. The Character's waiting time differs by each COMMAND. The Character, whose waiting time has ended, executes his COMMAND earlier.



	Power of Offense	Power of Defense	The Time until Character executes the COMMAND
The Front	High	Low	Short
The Middle	Average	Average	Average
The Rear	Low	High	Long

COMMAND

ATTACK
LINEAR and GRE attack with the Weapons they are equipping. The CYFRAME USER attacks with his CYFRAME.



SPECIAL
LINEAR and GRE use their good skill which they have by nature as the SPECIAL. The CYFRAME USER uses the SPECIAL which his wearing CYFRAME PARTS are holding.
(CF. Page 22 concerning the SPECIAL)

ITEM
When you use the items of the healing or the attack the Party owns, use this COMMAND.

MOVE.....When you have the Characters go forward or backward step by step, use this COMMAND.

DEFEND...Use this COMMAND to strengthen the defense.

FLEE
When all of the members in the Party who can fight are in the rear, this COMMAND appears. The Party can escape from the battle except a certain case if you use this COMMAND.

THE BATTLE ENDS

If the Party defeats all enemies in the battle or either all enemies or all members of the Party escape from the battle, the battle ends.
Every time the Party wins the battle, the members of the Party get the Experience Points (EXP). And they might get an item once in a while.

If all members of the Party have been defeated in the battle.....

If all members of the Party have been defeated in the battle, the rescue party which the SOCIETY requested rescues the members. But the expense to rescue is on the LAUNCHER Family as the debt. The Character's LEVEL, the Experience Points and the money in hand don't change. But the appraisal items disappear.

MEMO

SPECIAL ATTACK

SPECIAL

The Character can do stronger attack by spending his some TP. If TP reaches the definite quantity, The Character learns another SPECIAL by spending that. When the Character has learned one SPECIAL during the battle for the first time, The Character automatically do the SPECIAL without spending his TP just once. The SPECIAL the CYFRAME USER can use is only the SPECIAL the parts of his equipment are holding.

ATTRIBUTIVE ATTACK

If the Character attacks the enemies by using the attribute of their weakness, the damage to the enemies gets stronger than the usual. But if the Character attacks the enemies by using the contrary attribute of their weakness, the damage to the enemies gets less than the usual.

The kind of the attributes

FIRE.....The effect is the fire and the high fever. This is effective to the enemies who have the attribute of the ice.

ICE.....The effect is the ice and the cold. This is effective to the enemies who have the attribute of the fire.

LIGHTNING...The effect is the electric shock. This is effective to the mechanical enemies or the enemies who have the attribute of the ice.

UNUSUAL STATUS

It shows that you can't control the Character's action during the battle.

UNABLE TO FIGHT...
It shows the HP has reached 0. The charater can't fight any more.

SLEEP...
The Character has fallen asleep. He doesn't move until he gets well. But if he has received any attack, he wakes up and fights.

PARALYSIS...
The Character can't move because of his numb body. He doesn't do any action until he gets well.

CONFUSION...
The Character's mind is in the confusion. He attacks the enemies or the fellows automatically until he gets well.

BRAINWASHING...
The Character is manipulated by the enemies. He attacks the fellows until he gets well. But if he has received any attack, he might recover himself.

POISON...
The Character has been given the poison. After he has finished his action, the poison damages him immediately.

SEAL...
The Character can't use his SPECIAL.

ANGER...
The Character has lost himself in fury. The Power of Offense gets greater. And he attacks the enemies automatically until he gets well.

RECOVERY...
After the Character has acted, his HP reverts.

BLINDNESS...
The Character is in pitch darkness. His DEX and AGI get less until he gets well.

CURSE...
The Character is cursed. His SPD and LUK get less until he gets well.

MEMO

TALK SYSTEM

If you open the COMMAND MENU in PANNAMN TOWN or each DUNGEON and select the TALK, MAG can talk with the other fellows in the Party. Subjects of the talk change in accordance with the circumstances. For instance, If MAG talks to the fellows in each DUNGEON, they tell him concerning the DUNGEON or the enemies. If MAG talks to the fellows in PANNAMN TOWN, you can get the information to proceed with this story or see the Character's personality that is a little different from the ususal.



COMBINE

You can combine items in the warehouse of MAG's house.
You can combine unnecessary items or create precious items by combination.

The rate combination succeeds at depends on MAG's LEVELS OF COMBINATION. And the number of created items also depends on MAG's LEVELS OF COMBINATION.

Every time MAG's LEVELS OF COMBINATION increases ten points, the items you can combine increase.

MEMO

COMMUNICATE

In "EVOLUTION ETERNAL DUNGEONS" , You can combine items with your friend by using the NEOGEO POCKET LINK CABLE. (sold separately)

After reading the Treatment Guid of LINK CABLE well, start to communicate.

When you play this game for the first time (In case no Save data is in the game.), you can't select the COMMUNICATE until MAG can move to the warehouse of his house after the Opening Event has ended.

PROCEDURE TO COMMUNICATE

Things to Prepare

NEOGEO POCKET COLOR Main Unit.....2 units
"EVOLUTION ETERNAL DUNGEONS" Software Cartridge.....2 cartridges
NEOGEO POCKET LINK CABLE.....1 cable

After checking that the 2 NEOGEO POCKET COLOR units are turned off the power, connect the LINK CABLE.

▼

To the next page

After checking that the 2 Software Cartridges are set correctly, turn on the power.

▼

Select the COMMUNICATE from the Warehouse MENU of MAG's house and confirm it.

▼

Select the items you combine by the communication.

▼

After both of you finishied preparing, start to combine by the communication.

You can combine items with your friend by the communication.
The kind of item you can combine by the communication is only the Appraisal Item.
Each offers one of his items and combine them. The item created by combination distributed to each of you.
The LEVELS OF COMBINATION is not fixed particularly in combination by the communication.

But you can always get the Experience Points to combine after communicating.

QUESTIONS & ANSWERS CONCERNING COMBINATION

Q : What is the LEVELS OF COMBINATION?

A : It shows the power to combine.
The higher LEVELS OF COMBINATION gets, the more the number of the item you can combine increases. And the rate combination succeeds at also gets higher little by little.

Q : The combination we can't combine exists, doesn't it?

A : The combination is associated with congeniality. If you select uncongenial items, you can't combine them.

Q : What is the difference between the combination and the combined by the communication?

A : In combination, you can combine the items you usually use. But the kind of item you can combine by the communication is only the Appraisal Item. Each has its special combination.
Many precious items you can get by combination or combined by the communication exist.

Q : Can we combine the item made by combination and the item combined by the communication?

A : Sure, you can do.
But if they are uncongenial each other, you can't combine them.
If you use the item combined by the communication so that you combine, you might create the rare item you have never seen.

CHARACTERS



The hero of this story. His parents were famous adventurers, so he has always wanted to be one, too. The Launcher family has had good relations for generations with the Republic's academic society simply called the Society, which is why Mag was chosen for this assignment. His personality is short-tempered and he can't resist a fight. The Cyframe he uses is a huge hand.

MAG LAUNCHER



LINEAR CANNON

The story's heroine. Reserved and serious, she doesn't talk and no one knows where she comes from. She opens up only to Mag and she accompaines him on adventures. Linear also feels that she is different from everyone else in some way. She is a bright-eyed girl, but no one knows her age. She doesn't use a Cyframe.



The only child of the Launcher family's rivals, the Gun family. The Gun family had no sons, so it was Chain's duty to undergo special training to become an adventurer. A feud had gone on between the Launcher and Gun families for generations, but Chain seems to have taken a liking for Mag. She has a wild personality, is selfish and hates to lose at anything. Her skill as an adventurer is about equal to Mag's. She uses a Sword Cyframe.

CHAIN GUN

The Launcher family butler. He always calls Mag "Young Master Mag", which never fails to infuriate Mag. He doesn't look like it, but his keen eye for strategy in dangerous situations makes him an invaluable companion on adventures and in battle.

GRE NADE





PEPPER BOX

A female adventurer who comes from a third country. She is cheerful and jolly, but at the same time wild and unpredictable. Unexpectedly, she becomes a great friend of Mag's. She uses a Bazooka Cyframe.