化石超進化
SPECTROBES

Visit **spectrobes.com**
frequently for hints and tips.

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nintendo Wi-Fi connection

NINTENDO DS™

NTR ASUE-USA

# 化石超進化 SPECTROBES

INSTRUCTION BOOKLET

***PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.***

***IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.***

## ⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

  **Convulsions** **Eye or muscle twitching** **Loss of awareness**
  **Altered vision** **Involuntary movements** **Disorientation**
- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

## ⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

## ⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

## ⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

## Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

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Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**

Wireless DS Multi-Card Play 1-16

**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.**

***During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.***

EVERYONE E CONTENT RATED BY ESRB

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SPECTROBES

## BACKGROUND DATA

*Intelligence reports of an unidentified object crash-landing on planet Daichi prompted immediate operative intervention. Investigating the wreckage, officers Rallen and Jeena with the Nanairo Planetary Patrol discovered a man in a suspended animation capsule. They were able to revive the sleeper who told of an invasion of monstrous beings we now know to be the Krawl – creatures capable of devouring entire star systems. The "sleeping man" known as Aldous, explained to Rallen and Jeena how to awaken the only force capable of stopping the Krawl's onslaught: the Spectrobes. We had previously thought the Spectrobes to be extinct since the only contact reported has been through fossil forms. Apparently the sleeping man has a way to awaken the fossils from their slumber.*



## MISSION PARAMETERS

Rallen, your mission is to search for Spectrobe fossils, awaken them and train them to defeat the monstrous Krawl.

Using Child Spectrobes to search the ground for fossils, you will excavate the fossils and then awaken them in the lab system on board your ship. By feeding minerals to the newly awakened Spectrobes, you can train them to grow stronger.

Train the Spectrobes in your own unique way and use them to defend the Nanairo star system against the invasion of the Krawl.

# GETTING STARTED

1. Make sure the **POWER** switch is **OFF**.
2. Insert **Spectrobes** Game Card in the Nintendo DS™ slot.
3. Turn the **POWER** switch **ON**.

   *NOTE:* **Spectrobes** Game Card is designed for the Nintendo DS™ system.
4. Please read and accept the Health and Safety screen by touching the bottom screen.
5. If the game does not automatically launch, select the **Spectrobes** game icon from the DS launch screen.

# MAIN MENU

The different colored patrol cruisers represent the different menu options. Touch or slide a patrol cruiser to bring it to the front. Touch it again to choose that menu item.

**New Game:** Begins a new game.

**Continue:** Begins a game from your previous save.

**Options:** Allows you to set various game options, such as Voice and Wi-Fi settings. Any changes made to the options will be saved.

**Voice Settings:** Allows you to set the sensitivity of the Nintendo DS Microphone. Use the stylus to slide the mic setting from 0 to 3 (0 is default). Select Test to check the sensitivity of the microphone. Touch Confirm to save changes.

# MAIN CHARACTER DESCRIPTIONS

## RALLEN

Rallen is a young, ambitious Nanairo Planetary Patrol (NPP) officer. He is a skilled pilot who is always ready to take on a challenge. At times, his eagerness to get into the thick of things gets him into trouble, but his courage and sense of duty are well known by his superiors.

No one is sure why, but Rallen is the only one who is able to operate the Prizmod – a communication device used to command the mysterious creatures known as Spectrobes.

## JEENA

Jeena is Rallen's partner on the Nanario Planetary Patrol. She is a communications and research specialist. Her expertise is useful on missions where data on ancient relics and technologies is collected. While Rallen is in the field, Jeena is able to relay critical information that helps him train his allied Spectrobes and counter enemy attacks by the relentless Krawl.



## ALDOUS - AKA MR. X

Little is known about Aldous. Rallen and Jeena respond to a distress signal and discover him in the wreckage of an escape capsule where he has been in a cryogenic sleep for decades. His home planet was attacked by the Krawl and his scientific curiosity led him to develop a device that could harness the power of the Spectrobes to counter the Krawl threat. Aldous is the key to defeating the Krawl.

## COMMANDER GRANT

The Commander is the head of the Nanairo Planetary Patrol and is Rallen and Jeena's supervisor. He oversees the safety patrols of the Nanairo system's five inner planets from the NPP HQ on the planet Kollin.

It is unclear why he has taken a personal interest in Rallen and Jeena's latest assignment but he probably knows a lot more than he is willing to reveal.

## TYPES OF SPECTROBES

***Fossil:*** *Fossilized Spectrobes are obtained by excavation. They are then awakened to produce Child Spectrobes.*

***Child:*** *The juvenile form of a Spectrobe. Can't fight in battles, but have the ability to search for buried fossils and minerals.*

***Adult:*** *Child Spectrobes evolve into Adult Spectrobes. Can fight in battles, but lose their ability to search for fossils and minerals.*

***Evolved:*** *The final form of the Spectrobes. Only Adult Spectrobes can be Evolved into this form. Evolved Spectrobes boast superb fighting skills but are also unable to search for fossils and minerals.*



## THE KRAWL

Three common types of Krawl include:

1. ***Swar*** – They charge into their enemies headfirst.
2. ***Rach*** – They attack by spinning in circles and crashing into their enemies.
3. ***Blova*** – They attack by swinging their arms through the air.

## TYPES OF MINERALS & MINERGY

Like fossils, minerals can be found buried in the ground. They can be located and excavated with the help of Child Spectrobes. Although treated as precious jewels by the inhabitants of the Nanairo system, minerals are food for Spectrobes. Spectrobes can absorb the "minergy" from minerals and use the energy to grow. "Minergy" is the energy contained within minerals. There are three types: health, attack and defense.

## BASIC SHAPES OF MINERALS

***Pyramid:***
*Attack minergy*

***Rectangle:***
*Defense minergy*

***Crescent:***
*Health minergy*

*The color of a mineral indicates the amount of minergy it contains.*

## WHAT ARE CUBES?

*Cubes are glimmering objects that contain the secrets of the Spectrobes. I can decipher them for you. Cubes have the potential to unlock new features of the Lab System and the game.*

| | |
|---|---|
| ***Sigma Cube*** | *Enables DS Wireless Play* |
| ***Tau Cube*** | *Enables Nintendo WFC* |
| ***Upsilon Cube*** | *Enables the Card Input System* |

## CONTROLS

**+Control Pad:** Moves the main character (8 directions); moves the cursor.

**A Button:** Action button. Investigates in the chosen direction or speaks to the character that Rallen is facing.

**B Button:** Cancel button. Decreases the main character's speed (walk). Rallen will walk while the **B Button** is held.

**X Button:** Activates the Prizmod.

**L Button:** Shows the current status of Rallen and all the Spectrobes in the Prizmod.

**R Button:** Causes a Spectrobe to search the area around itself.

**Stylus:** Used to select a Child Spectrobe to activate its search capability, and to select a buried item and enter excavation mode.

### MENU SCREEN

**+Control Pad:** Moves the cursor for selecting things.

**A Button:** Action button.

**B Button:** Cancel button.

**L Button:** Displays attack descriptions when pressed on the Spectrobes information screen.

**Stylus:** Used to select and confirm menu items. Can be used to tap, touch, and slide icons.

# PATROL CRUISER FUNCTIONS

(the Lab System and Interplanetary Travel)

## PATROL CRUISER—MAIN DECK

**Navigator:** Opens the interplanetary travel screen.

**Recovery Pod:** Allows you to recover health and save the game.

**Elevator:** Descends to the lab deck below.

**Exit:** Allows you to leave the cruiser when on a planet.



## PATROL CRUISER—LAB DECK

When it only contains the Lab System and Recovery Pod:

**Lab System:** Used to awaken, train and add Spectrobes to your line up.

**Aldous' Capsule:** Stores information from analyzed cubes for later viewing.

**Aldous:** Will analyze cubes that you bring him.

**Elevator:** Ascends to the main deck.

### SAVING AND ENDING A GAME

The patrol cruiser's recovery pod is used to save the game. To start the pod, stand in front of it and press the **A Button**. Accessing the pod will display a message asking if you want to heal. Select Yes. The save screen will appear. Select Yes. When the save is complete, you may shut down the DS.

### CAUTION

The lab system, wireless communications function and card input system may auto-save on occasion, but when you want to stop playing the game, always make sure to save at the recovery pod first.

# USING THE PRIZMOD

## TOP MENU

The Prizmod can be activated by pressing the **X Button**.

# ITEMS

The Items section allows you to view the items and equipment in your possession. Use the tags at the upper left of the screen to toggle between the "Item" screen and "Equipment" screen.

### ITEM SCREEN

Touching the icon for an item displays information about it. To use an item, touch and slide the item icon to the "use" icon.

### EQUIPMENT SCREEN

Touching the icon for a piece of equipment displays information about it. This screen cannot be used to set equipment.

# CASE

Allows you to view fossils and minerals in your possession. Use the tag at the upper left of the screen to toggle between the "fossil" and "mineral" screens.

### FOSSIL SCREEN

Touching the icon for a fossil displays information about it. You can view information including the minergy levels and custom parts info.

### DISCARDING FOSSILS

You may carry up to 99 fossils at any time. To discard an unwanted fossil, touch and slide the icon for it to the "discard" icon. You cannot recover a discarded fossil.

### MINERAL AND CUBE SCREEN

Touching the icon for a mineral or cube displays information about it.

## BATTLE SET

Allows you to prepare for battles. Selecting "Battle Set" from the top menu will open a sub-menu with two boxes: "Rallen" and "Spectrobes."

**Rallen:** Allows you to select Rallen's equipment.

**Spectrobes:** Allows you to choose which two Spectrobes you are carrying will fight in battle.

### RALLEN SCREEN

Allows you to select Rallen's equipment. Five pieces of equipment may be set: Glove, Sword, Blaster, Suit and Item. Use the tags at the upper left of the screen to toggle among the items to be equipped. Touch and slide the item to the "equip" icon to equip it.

**Glove:** Affects Rallen's defense strength.
**Sword:** Affects Rallen's attack strength.
**Blaster:** Affects the power of Rallen's blaster.
**Suit:** Affects Rallen's health level.
**Item:** Allows you to set items for use during battle. Items disappear after being used.



## SPECTROBES SCREEN

Allows you to check the Spectrobes that have been set in the Prizmod and switch between the Spectrobes that will be used in battle. Switching between "Battle" and "Search" tags allows you to toggle between Spectrobes used for battle and those used for searching.

### BATTLE

The two Spectrobes set in the red circles at the upper left are the Spectrobes that will fight in battle. The remaining four circles are for support Spectrobes.
A total of four Spectrobes maybe set in these circles. Touching the icon for a battle Spectrobe displays information about it. Pressing the **L or R Buttons** while the Spectrobe is being touched displays information about its Charge Attack. To switch between Spectrobes, touch the Spectrobe you wish to add and slide its icon to the spot you wish to place it. If a Spectrobe already occupies the spot, it will switch spots with the new Spectrobe.

### SEARCH

Touching the icon for a search Spectrobe displays information about it. Search abilities include range and search targets.

Search Range
Can search for Corona property Spectrobe fossils.
Can search for Flash property Spectrobe fossils.
Can search for Aurora property Spectrobe fossils.
Can search for minerals.

Cubes can be found by any Child Spectrobe.

**STATUS**

Allows you to check information about all the Spectrobes that Rallen has set in his Prizmod. Touch the window of the character you wish to confirm and its information will be displayed on the upper screen. Pressing the **L or R Buttons** while an Adult or Evolved Spectrobe is selected, it displays information about its Charge Attack.

# SEARCHING & EXCAVATING

## SEARCHING

You must have a Child Spectrobe in order to search for fossils and minerals. Different Spectrobes have different search capabilities. You must always have a Child Spectrobe with you.

## HOW TO SEARCH

1. Touch a Spectrobe on the screen or hold the **R Button** to open a search circle and scan the ground. If nothing appears inside the circle, lift the stylus from the Touch Screen or release the **R Button** to close the search circle.
2. If a fossil or mineral is present within the search circle, it will be indicated with a symbol. Even if you lift the stylus from the touch screen or release the **R Button** at this time, the search circle will remain. There are symbols for "fossils," "minerals," and "cubes."
3. Touching the fossil or mineral symbol will open the excavation screen.



## EXPLANATION OF SYMBOLS

(Fossils, Minerals, Cubes)

Some Spectrobes are only capable of locating certain things. Some can only find minerals, others only fossils. However, all Child Spectrobes can find cubes.

**Orange glow:** Indicates a buried fossil.

**Blue glow:** Indicates a buried mineral.

**Glimmering:** Indicates a buried cube.

## EXCAVATING

Touch the glowing symbol to open the excavation screen. The excavation screen allows you to use a variety of tools to excavate minerals and fossils. Fossils and minerals are fragile. If you aren't careful, they can be damaged during the excavation process.

## THE EXCAVATION SCREEN

**UPPER SCREEN**

**Time:** Displays the time you have spent excavating the object.

**Data Monitor:** Displays scan data. Press the **L or R Buttons** to scan the shape of the object.

**Depth:** Indicates the depth of the buried object.

**LV:** Indicates Rallen's excavation technique level.

**Damage Gauge:** If this gauge reaches MAX, the fossil will be destroyed.

**Stress Gauge:** Indicates the amount of stress a tool is causing on the object currently being excavated. Try to keep it out of the red zone.

**Tool Display:** Displays the currently selected excavation tool.

**Percent Excavated:** Indicates the degree to which the object has been excavated. You must exceed 95% to complete the excavation.

**TOUCH SCREEN**

**Excavation Area:** Indicates the area that you touch with the stylus to use tools.

**Tools:** Touch to display all tools in your possession.

**Tool Box 1:** A spot for a tool that can be selected during the excavation.

**Tool Box 2:** A spot for a tool that can be selected during the excavation.

**Tool Box 3:** A spot for a tool that can be selected during the excavation.

**Pick Up:** When the percent excavated exceeds 95%, you can touch "pick up" to pick the object up.

**Exit:** Quits the excavation process.



**BASIC CONTROLS**

**L Button:** Scans. **R Button:** Scans.

**Microphone:** Used to blow away rock fragments. Some tools may also be voice-controlled.

**Stylus:** Uses the tool. Also used for menu selection.

## HOW TO EXCAVATE

1. *From the excavation screen, touch the lower screen to begin breaking through the rock crust covering an object.*
2. *When a portion of the object is exposed, use the stylus to operate the tool and begin actual excavation.*

   *Press the **L or R Buttons** to scan the buried object and determine its shape. This allows you to pick the appropriate tools for the excavation process. The Drill L tool is set as the default tool when you begin an excavation.*
3. *When the percent excavated exceeds 95%, touch "Pick Up" to remove the object.*

## SWITCHING TOOLS

Usually, you can use the stylus to touch one of the three toolboxes at the right center of the lower screen to switch the tool being used. If you would like to use a tool that is not displayed on screen, touch Tool to call up a list of icons of tools in your possession. Then, touch and slide the desired tool icon into a toolbox. Touch Tool again to close the list of icons. When a tool is selected, the tool name and icon are displayed on the bottom left corner of the top screen. When the game begins, Rallen will have the following tools: Drill L, Drill M, Drill S, and Blower.

## TOOLS

You can get other tools at the tool shop on Planet Kollin.

***Recovery Tool:*** *Used to slightly fix damaged fossils, this tool can be used four times before it runs out.*

***Sonic Tool:*** *A tool that gently excavates using sound waves. Activate it by speaking or blowing into the microphone.*

## TOOLS (Continued)

***Blast Tool:*** *Explosively excavates objects in one shot. However, its success rate is quite low and even when it does work, you obtain no excavation experience points or bonuses.*

***Solvent Liquid:*** *Dissolves the ground to expose objects. Useful for removing the rock and dirt from tight areas.*

***Giga Tool:*** *An automatic excavator that unearths objects using a laser. The higher the percentage excavated, the higher the chance of success. If you use the Giga tool on a mineral that you have previously successfully excavated by hand, it will excavate perfectly time. However, you get no excavation experience points or bonuses when you use it.*

## EXCAVATION EXPERIENCE POINTS & EXCAVATION BONUSES

Excavating objects gives you excavation experience points. As you gather points, your excavation experience level will rise. As your level rises, your chance of causing damage to a fossil or mineral during excavation will fall. The faster you can excavate an object without damage, the more points you will receive at the end of the process. The amount of time you used the scanner will affect the number of experience points you obtain as well.

If you excavate a fossil without any damage, it will have bonus minergy or come with custom parts. The custom parts found in fossils can be equipped once the awakened Spectrobe reaches Adult or Evolved form.

# USING THE LAB SYSTEMS

The Lab System can be activated by investigating the machine located on the lab deck of the patrol cruiser.

## THE TOP MENU

Allows you to select from one of four box icons. Rotating a box to the front and touching it allows you to access its functions.

## LINE UP (BATTLE/SEARCH)

This is where the player sets their Spectrobes in the Prizmod so that they can be taken out of the Lab System. The Spectrobes that can be set in the Prizmod are as follows.

**Search:** 1 (Child Form only)

**Battle:** 2 (Adult or Evolved Form only)

**Support:** 4 (Adult or Evolved Form only)

Switching between "Battle" and "Search" tags allows you to toggle between Spectrobes used for battle and those used for searching.

### BATTLE SPECTROBES

The two spaces on the upper left of the bottom screen are for battle Spectrobes. The four spaces from the center to the right are for support Spectrobes. Displayed below are all Spectrobes that are not in the Incubator (i.e., all Adult and Evolved Form Spectrobes.) The space to the upper left of the displayed Spectrobes is an empty space used for removing a Spectrobe.

Touching a Spectrobe's icon displays detailed information about the Spectrobe. Pressing the **L or R Buttons** while an icon is being touched displays information about the Spectrobe's Charge Techniques. Spectrobes can be changed by touching the Spectrobe you wish to add and sliding its icon atop of the Spectrobe that you wish to replace. Slide the Spectrobe to an empty space to set it or remove it.

### SEARCH SPECTROBES

Allows you to exchange Spectrobes used for searching. Only one may be set at a time. Displayed below are all Child Spectrobes that are not in the Incubator. Touching a Spectrobe's icon displays detailed information about the Spectrobe. Spectrobes can be changed by touching the Spectrobe you wish to use and sliding its icon over the Spectrobe that you wish to replace.



## AWAKENING

Excavated fossils can be "awakened" to turn them into Child Spectrobes.

### FOSSIL SELECTION SCREEN

All of the fossils you've acquired are displayed on the conveyor belt. Touch the fossil you want to awaken and it will move to the center automatically. Then slide the fossil upward into the awakening machine.

The custom parts found in fossils can only be equipped once the Spectrobe grows into Adult or Evolved forms.

## FOSSILS

***NOTE:*** *The percentage (%) displayed above the fossil icon indicates its minergy level. A "P" mark indicates that a fossil contains custom parts.*

## AWAKENING SCREEN

Spectrobes are awakened by the sound of your voice. Speak into the microphone on your DS to awaken them. On the awakening screen, simply touch the "START" icon to activate the microphone. The sound of your voice will move the voice meter. Match the volume of your voice to the level specified by the fossil you are awakening and hold your voice until the countdown reaches zero. If you match your voice well, the fossil will awaken into a Child Spectrobe. If you don't succeed at matching your voice to the level specified within a certain amount of time, the microphone will shut off. To try again, simply touch the "START" icon again.

## COLOR AWAKENING

A certain cube analyzed by Aldous will unlock "color awakening." Afterwards, a switch will appear in the bottom left of the screen. Try it and see what happens! During color awakening, the voice meter will change to show three colors. During color awakening, you will always succeed at awakening the Spectrobe. The color of the meter when the Spectrobe awakens will determine its color.



## NAME INPUT

You can give names to the Spectrobes that you awaken. Use the touch keyboard on the bottom screen to input a name. The blue buttons on the left allow you to switch between English, European letters, and pictures. When you are finished entering a name, press Enter to confirm it. When you awaken a Spectrobe, it will already have a name. If you want to enter a new one, delete the default name first.

# INCUBATOR

(Commands and Capabilities)

The incubator is where you train your Spectrobes. Feeding minerals to a Spectrobe raises its level, allows it to evolve, and lets you attach custom parts.

## PET (STYLUS)

Lets you touch and slide the stylus over the Spectrobes in the incubator to pet them. Spectrobes love to be petted. By paying attention to the Spectrobes in this way, you can shorten the amount of time it will take for them to evolve in the incubator.

**PLACE**

Allows you to select the Spectrobe(s) you wish to place in an incubator room. You can select any Spectrobe that is not already in an incubator.

**FEED**

Allows you to feed minerals to the Spectrobes in the incubator.

**ZOOM**

Allows you to zoom in for a closer view of a Spectrobe in an incubator room.

**EVOLUTION (ENCASING)**

When a Spectrobe is about to evolve, a special mark will appear. Touching the Spectrobe will cause the Spectrobe to form an encasing. The encasing will appear on the screen.

Break the encasing with the stylus to cut it open. Once you do, the newly evolved Spectrobe will emerge.



## EVOLVING SPECTROBES

*Caution: Spectrobes must be left in the incubator for a certain period of time in order to grow into Adult or Evolved forms! The amount of time depends on the type of Spectrobe. Also, in addition to the time required, some Spectrobes must attain a certain level or amount of health/attack/defense to evolve. There are four incubator rooms, each capable of holding up to two Spectrobes. Just touch the cube icon for a room to enter it.*

## EXPANDED CAPABILITIES

Obtaining certain cubes will unlock the following three expanded capabilities for the incubator.

**Evolve into Evolved Form –** Allows Spectrobes to evolve from Adult form into Evolved form. Note that no new additional icons will appear in the incubator.

**Attach Custom Parts –** Allows you to attach custom parts to a Spectrobe. A new icon will appear in the incubator. Touch it when you want to attach/change custom parts.

**Change Terrain –** Allows you to change the terrain in the incubator. You can choose from among Corona, Aurora, and Flash terrains.

Training Spectrobes in a terrain that matches their own properties has the following effects:

1. It shortens the amount of time needed to evolve.

2. It increases the amount of minergy obtained from minerals.

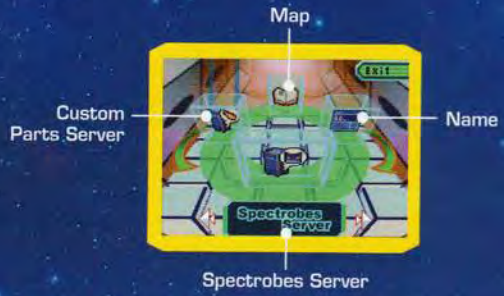
On the other hand, raising a Spectrobe in a terrain that does not match its property can hinder it from evolving or reduce the amount of minergy it obtains from minerals.



# LIBRARY

(Servers, Map, Name Change)

The library contains data about the Spectrobes you've found, including the database and status information. There are four menu items.




## SPECTROBES SERVER

The Spectrobes Server allows you to see all of your Spectrobes that are not in an incubator room or set in your Prizmod. Touch the icons of the Spectrobes to display their data. Touch the screen tags to sort the view of the Spectrobes in your possession. The options are (from left to right):

1. **Normal** = The basic display method. Organizes by type, broken down into Child, Adult and Evolved forms.
2. **By Form** = Organizes by form, with all Child Spectrobes, all Adult Spectrobes and all Evolved Spectrobes respectively grouped together.
3. **By Class** = Organizes the Spectrobes by class: Corona, Aurora and Flash.
4. **By Level** = Organizes all Spectrobes by level – from high to low.

### CUSTOM PARTS SERVER

Allows you to view all custom parts in your possession. Custom parts currently attached to Spectrobes are not displayed, however.

### DATABASE

Allows you to view a variety of information about the Spectrobes. Each Spectrobe can become one of nine combinations of color and custom parts. The Map contains data about all of the Spectrobes that you have obtained. Try your best to complete the entire database!

### NAME

Allows you to change the name of a Spectrobe.



# BATTLES

Battles occur when you encounter a black vortex while moving around within the different planets. Control Rallen and the Spectrobes to defeat the enemy Krawl. You win a battle by defeating all of the Krawl that you encounter. When a battle is over, the Spectrobes that participated may receive minergy and you may obtain currency. Sometimes you may also find items.

## THE BATTLE SCREEN

**Stamina gauge:** When Rallen issues a command to a Spectrobe, it decreases the stamina gauge. You must wait for the stamina gauge to refill before Rallen can issue another command to a Spectrobe.

## BASIC CONTROLS & COMMANDS

**+Control Pad:** Move Rallen and the Spectrobes.

**X Button:** Make Rallen attack (using a weapon or an item).

**A Button:** Build up charge (charges only when held down).

**Y Button:** Switch to Charge (CH) mode. (Only works when you have accumulated enough CH Energy.) Press a second time to return to normal.

**B Button:** Change Rallen's weapon. (Shuffles through a loop in the following order: Glove - Sword - Blaster - Item)

**L Button:** Command Spectrobe 1.

**R Button:** Command Spectrobe 2.

**Rallen's Defense:** Automatic. Rallen automatically defends himself when you are not moving him.

**SELECT:** Retreat from battle. Cannot be used when fighting Leader Krawl.

#### RETREATING FROM BATTLE

When **SELECT** is pressed during battle, a "retreat" icon will appear. Holding down **SELECT** causes the icon to begin moving off-screen. When it reaches the edge, you can retreat from the battle. If Rallen takes damage while the icon is moving, it will return to the start position and begin moving to the edge of the screen again. When you retreat from battle, you cannot obtain minergy, currency, or items. The retreat function does not work during Leader Krawl battles.



#### DEFEAT

When Rallen's HP reaches zero, you are defeated. The game will resume from the patrol cruiser's recovery pod. Even if you are defeated, you will not lose the fossils and other things that you have collected. It isn't the end of the game, but rather a chance to start over.

## CH ATTACKS

The Spectrobes can use CH Energy to launch powerful attacks. These are called CH Attacks. Every Spectrobe has at least one unique CH Attack. The amount of CH energy required to use it depends on the specific CH Attack.

#### PERFORMING CH ATTACKS

Press the **Y Button** to switch to CH mode.

Press the **L or R Button** to perform the CH Attack.

## STROKE COMMANDS

This game uses a new type of command system referred to as "stroke commands." The **L or R Buttons** can be used to give Spectrobes commands. Depending on the Spectrobe, that may be enough to launch an Attack. Certain Spectrobes have sub-menus with more options.

Spectrobes can have from 1 to 3 strokes.

**One-Stroke:** Activates an attack by pressing the **L or R Button** once.

**Two-Strokes:** Activates a technique by pressing the **L or R Buttons** and then the **X, Y, A, or B Buttons** as indicated.

**Three-Strokes:** Activates a technique by pressing the **L or R Buttons**, one of the **X, Y, A, or B Buttons** and another one of the **X, Y, A, or B Buttons** as indicated.

## COMBO ATTACK

When you accumulate four units of CH Energy, your two battle Spectrobes can join forces to make a combination attack. Combo attacks change depending on the specific two Spectrobes involved, so make sure to try lots of different

combinations. Also, Spectrobes that have been trained together for a long period of time in the incubator and become friends will have combo attacks that are more powerful than normal.

### LAUNCHING COMBO ATTACKS

Wait until you have accumulated 4 CH energy units (MAX).

Press the **Y Button** to switch to CH mode.

Press the **L and R Buttons** simultaneously.

## USING ITEMS

In order to use items during battle, they must be loaded into the Battle Set ahead of time. If you have placed an item in your Battle Set, you can use the **B Button** to change equipment during battle to display the item, and press the **X Button** to use it. The only items that can be used in battle are one-time-use types, so they can only be used once per battle. If an item is used in battle, you must replace it in the Battle Set to use it in another battle.

## SUPPORT SPECTROBES & EFFECTS

The support effects of Spectrobes set in the "Support" positions in the Prizmod affect the abilities of Rallen and the battle Spectrobes. There are four support effects.

**Attack:** Affects attack power.
**Defense:** Affects defense power.
**Speed:** Affects movement speed during battle.
**Charge:** Affects CH energy charging speed.

Support Spectrobes

Support Effects

The power of support effects is determined by the total power of the four Spectrobes in the support positions. This means you should consider your choices thoroughly when setting Spectrobes using the Line Up function.

# INTERPLANETARY TRAVEL

The patrol cruiser is used to travel among the planets in the Nanairo star system. Investigating the center of the cockpit area opens the navigation screen, allowing you to select the planet to which you would like to travel.

# PLANETS

## THE NANAIRO STAR SYSTEM

A solar system consisting of a beautifully glimmering star and seven planets.

| | | |
|---|---|---|
| | Genshi | A volcanically active planet covered in lush forests. Home of the fossil research institute. |
| | Daichi | A planet enveloped in dangerous auroras. Home of Table Top Mountain. |
| | Kollin | Capital of the Nanairo star system. Headquarters of the Planetary Patrol. |
| | Nessa | A desert planet full of mineral hunters. A site of ancient ruins. |
| | Ziba | A planet with a powerful magnetic field. Has two moons: Akaboshi and Aoboshi. |
| | Himuro | An ice-shrouded planet that orbits in sync with Meido. |
| | Meido | The farthest planet. Follows the same orbit as the sun. |

# THE TRAVEL SCREEN

Nanairo Star System map (upper screen)

The lower screen displays the planets of the solar system. Planets to which you can travel are marked with a "P#" symbol.

Touch "Exit" to leave the navigation screen.

***NOTE:** At first, only the first five planets are displayed in the game. As the story progresses an arrow appears in the upper right. Touching it opens a map of the outer planets.*

**PLANET SCREEN**

Touch a planet on the planet screen and then touch "DATA" to view the data for that planet.

**UPPER SCREEN**

Shows a description of the selected landing area on the planet.

**TOUCH SCREEN**

Touch and slide left or right to rotate the planet display. If a planet has multiple landing areas, the rotation will stop over each one.

Touch "BACK" to return to the star system map.

The number of selectable planets and landing areas displayed in the navigator will increase as the story progresses. Make sure to rotate planets and check for new landing areas from time to time.

## MOVING FROM PLANET TO PLANET

1. Touch the planet you would like to visit on the star system map. The planet name and a "DATA" icon will appear. Touch "DATA" to open the planet screen.
2. Use the stylus to touch and slide the planet and select a landing area.
3. Touch the panel marked "Area #" to display a confirmation message. Select "yes" to move your ship to that area.

## MOVING AROUND ON PLANETS

1. On the solar system map, touch the image of the planet on which you are currently located. The planet name and a "DATA" icon will appear. Touch "DATA" to open the planet screen.
2. Use the stylus to touch and slide the planet and select a landing area.
3. Touch the panel marked "Area #" to display a confirmation message. Select "yes" to move your ship to that area.



# THE CUBE LIST

The Cube List is created when Rallen brings a cube to Aldous to analyze for the first time. The Cube List can be accessed by investigating Aldous' escape capsule. The information contained in the cubes can be accessed again at any time. As you proceed through the game, the cubes will reveal all sorts of valuable information, so it's important to bring new cubes to Aldous for analysis.

## THE CUBE LIST SCREEN

The upper screen displays information from the cube being analyzed. The lower screen shows a list of cubes that you have brought to Aldous so far. Newly obtained cubes are indicated with a [new] symbol.

## HOW TO ANALYZE CUBES

1. *Touch the cube icon on the lower screen. The cube number (name) and contents of the cube will appear on the upper screen.*
2. *Touch the icon of the cube you wish to analyze and slide it to the glowing hex on the upper left of the lower screen. The cube is now ready to analyze.*

## SHOPS

You will encounter a variety of shops as you make your way through the game. You can buy items and equipment there. In addition, there is a shop that allows you to sell minerals that you have excavated for currency.



# CARD INPUT SYSTEM

Obtaining a certain cube will unlock the card input system in the lab of your patrol cruiser. The card system can be used to input data from actual physical cards in order to obtain new Spectrobes and custom parts.

## ENABLING THE SYSTEM

In order to unlock the card input system, you must find and bring a certain cube to Aldous.

## INSTRUCTIONS & LIMITATIONS

1. Once it has been enabled, activate the card input machine by investigating it.
2. Once the card input system has been activated, follow the instructions on the upper screen to match the four corner points of the card to the corners of the lower screen. Touch the screen through the 7 holes on the card, in the order indicated on the card.

3. Next, touch through the holes in the card in the order indicated on the card itself.
4. If the code you input is correct, you will receive Spectrobes or custom parts, minerals, or cubes.

**LIMITATION 1**

There is a limit to the number of Spectrobes that you can carry, and once it has been reached you cannot add more. If this happens, re-organize your Spectrobes in the Spectrobes Server.

**LIMITATION 2**

You can input the same card a maximum of four times. This means you can only obtain four of the same Spectrobe (from a single card). Certain cards can only be input a single time.

**LIMITATION 3**

Certain cards cannot be input until you have reached a certain point in the game. If you have this kind of card, you need to wait until you reach that point to use it.



# DS WIRELESS PLAY

Obtaining a certain cube will unlock the DS Wireless Communications system in the lab of your patrol cruiser. Activating the DS Wireless Communications system allows you to enjoy the Exchange, VS Battle and Matchmake Battle features of the game.

## TRADING

(Spectrobes, Fossils, or Custom Parts)

This feature allows you to trade Spectrobes, custom parts or fossils with your friends. You can exchange Spectrobes for Spectrobes, custom parts for custom parts, or fossils for fossils. All exchanges are one-to-one only. If you want to exchange with a different person, you will need to connect to their DS.

# VS BATTLE

(One-on-One)

This feature allows you to battle against your friends. These battles are one-on-one, and the first person to win the specified number of battles is declared the winner.

**Battles:** The number of victories that need to be secured in order to win. (1, 2, 3, 4, 5)

**Total Time:** The time limit for each battle. (1:00, 2:00, 3:00), 5:00, 10:00, 99:59) in minutes.

**Item:** Indicates whether the use of items is allowed during battle ([O]/ [X])

**Ultimate Form:** Indicates whether the use of Ultimate Form (Geos) is allowed during battle ([O]/ [X])

***The [bracketed] items indicate default settings.***

***NOTE:*** *Items used as well as damage received during VS Battles are not reflected in the game story scenario. Additionally, the equipment or Battle Set used for VS Battles does not affect the line up you have selected for the game story scenario. You will not obtain currency or minergy from VS Battles.*

At the end of a VS Battle, all conditions revert to their original status.



# MATCHMAKE BATTLE

(3 - 16 participants)

In this mode, one person acts as a "Master" who is hosting a Communication Battle championship.

**MASTER (1 PERSON)**

The person acting as the Master cannot compete in battle, but sets the rules for the battles, chooses the battle setup, and determines the winner.

**CONTENDERS (2 - 15 PEOPLE)**

The contenders battle against each other in the setup determined by the Master.

**HOW MATCHMAKE BATTLES WORK**

1. The Master gathers contenders.
2. The Master sets the battle rules.
3. The Master determines the battle setup – this determines individual match-ups.
4. The contenders proceed to battle one-on-one. Contenders without assigned opponents wait until the other contenders' battles are over.
5. When all battles are over, the Master determines another battle setup and the battles begin again.

6. When the number of battles as set in the rules has been reached, the Master determines a "best three" for the championship. Those selected don't necessarily have to be those with the most wins. The Master can freely select any contenders they like.

**Battles:** The number of rounds that will be played. (1, 2, 3, 4, 5, 6, 7) (The defaults depend on the number of contenders.)

**Total Time:** The time limit for each battle. (1:00, 2:00, 3:00, 5:00)

**Item:** Indicates whether the use of items is allowed during battle (O / [X])

**Ultimate Form:** Indicates whether the use of Ultimate Form (Geos) is allowed during battle (O / [X])

***NOTE:*** *A Matchmake Battle requires a minimum of three participants. Also, with many players in one area, wireless reception may become unstable; so it is recommended you play in an area without other equipment that may generate radio waves. Before using the Wireless Communications feature of your DS, make sure to read the manual supplied by Nintendo with the game system thoroughly.*

At the end of a Matchmake Battle, all conditions revert to their original status.



# NINTENDO Wi-Fi CONNECTION

Once you obtain the Tau Cube and give it to Aldous, the Nintendo WFC Machine in the lab of your patrol cruiser will be unlocked.

By running the Nintendo WFC, you can connect to the Internet and download things such as new Spectrobes, video clips, and custom parts. You can also upload and register your scores from the layer battles and your battle Spectrobes and items to the Spectrobes.com rankings site.

## VIEWING RANKINGS

***NOTE:*** *You cannot view rankings from the Nintendo DS. To view rankings you must use a PC or other device that can view web pages.*

## Wi-Fi SETTINGS

You have to enable the proper settings in order to perform Nintendo WFC functions.

The Wi-Fi settings are located in the options section of the title menu. To alter these settings please access Wi-Fi Settings from the Options selection.

For more information regarding Wi-Fi settings, please refer to the Nintendo Wi-Fi Connection Guidebook.

## NINTENDO WFC DOWNLOAD

Nintendo WFC Download enables players to use the Wi-Fi connection to download Spectrobes, video clips and custom parts. These items cost DL Points so you must have enough saved DL Points to download

### DL POINTS

DL Points are download points and you can use them to purchase different types of items. When you download for the first time, you will receive 30 points. Afterwards, you will receive an additional 10 points each Friday.



## STORING POINTS

***NOTE:*** *If you do not access the points each Friday, they will not be stored and you will not receive them the following week along with the next week's points.*

## DOWNLOAD INSTRUCTIONS & RESTRICTIONS

### INSTRUCTIONS – MOVIE AND DATA DOWNLOAD

1. You can start the Nintendo WFC by pressing the **A Button** in front of the machine once it has been added or unlocked in the game.
2. Select WFC Download. Then follow the instructions displayed on screen and proceed to the list of downloadable content.
3. Touch the item that you want to download once, and a description will appear on the top screen.

4. Once you've read the description and confirmed that you want to download the item, touch the item name one more time. You will then be asked to confirm whether or not you wish to proceed with downloading the item. Select Yes.
5. Once the download has begun, please wait patiently for the download to complete.
6. Video: Once the download is complete, you can start the video playback.

   ***NOTE:*** *You can view the video clip as many times as you would like, but you can not save the clip. Once you've closed the movie, the data will be lost. However, downloading the movie again will not cost additional DL points.*
7. Data: Once the download is complete, details regarding the data will be displayed. When you press the **A Button**, the data will be saved and the required DL points will be deducted.

**RESTRICTIONS**

The number of Spectrobes that you can have at any given time is restricted to 256. Once you have obtained 256 Spectrobes, you will not be able to download any more. You must have enough saved DL Points to download a specific item.

***NOTE:*** *When setting Nintendo WFC Settings, be sure to refer to the Nintendo WFC Guidebook.*



## SEQUENCE BATTLE SCORE UPLOAD

Using the upload feature, you can upload and register your high scores achieved during the sequence battles, as well as your battle profile to the Spectrobes.com website.

You cannot confirm your rankings via the Nintendo DS. To view rankings you must access the Spectrobes.com website using a PC or other device that can view web pages.

## UPLOAD INSTRUCTIONS & RESTRICTIONS

**INSTRUCTIONS – DATA UPLOAD**

1. You can start the Nintendo WFC by pressing the **A Button** in front of the machine once it has been added or unlocked in the game.
2. Select Upload. A confirmation message will appear, select Yes.
3. The Nintendo DS will connect to the Spectrobes website, and upload your high scores and other battle profile information, including what Spectrobes you have set in the Prizmod.

4. A message will be displayed when the download is complete. If an error occurred, an error message will also be displayed.

***NOTE:*** *To confirm data you've uploaded, you must access the Spectrobes.com website. To do so you must use a PC or other device that can view web pages. Regarding linking your high scores to your account on the website, please follow the instructions available on Spectrobes.com.*

**RESTRICTIONS**

**Restriction 1:** In order to upload Sequence Battle scores, you must have at least one saved Sequence Battle score saved.

**SEQUENCE BATTLES**

Sequence Battles let you challenge yourself to see how many battles in a row you can win. After every battle, there will be an interval period where you can re-organize the Spectrobes in your Battle Set and change any equipment, if desired. If you win the total number of battles for the specific Sequence Battle, you will "clear" that Sequence Battle and win a special prize. You may also choose to give up in the middle of a Sequence Battle. The encounter symbols (vortex) for Sequence Battles have a unique shape. Seek them out and challenge yourself! There are a total of seven Sequence Battles. There is only one at first. After completing the game, the remaining 6 become available in different locations throughout the Nanairo star system.



## PROPERTIES

In the world of Spectrobes, there are three properties: "Aurora," "Corona" and "Flash."

**Corona** is strong against Aurora.

**Aurora** is strong against Flash.

**Flash** is strong against Corona.

In addition, each property has a corresponding color. Corona is red, Aurora is green, and Flash is blue. The Krawl are color-coded by property as well, so make sure to watch carefully and try to attack with stronger Spectrobes.

## MOVING THROUGH THE STORY

(Talking to Jeena and the Commander)

*If you ever feel lost because you've been focusing attention on excavating and training Spectrobes, try talking to Jeena or Commander Grant to remind you about your current mission.*

# NINTENDO Wi-Fi

Nintendo Wi-Fi Connection allows multiple Spectrobes owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).



# CUSTOMER SUPPORT

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# Warranty & Service Information

REV-P

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