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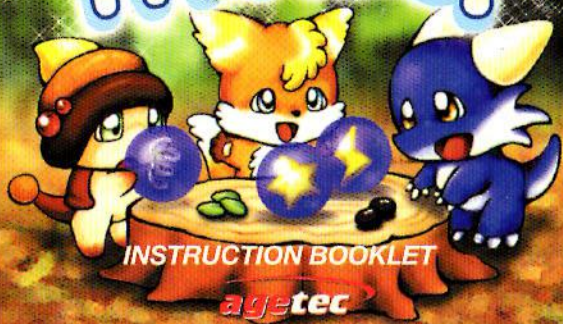
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Nintendo

GAME BOY COLOR

DMG-AJYE-USA

# Lil' Monster



INSTRUCTION BOOKLET

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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# What is Lil' Monster?

In the world of Lil' Monster there are Cans which change the energy of Gems into the form of a monster. Different monsters will be created depending on the type of Gem placed in a Can. The monsters make great pets, and people love collecting them.

Gem Battles are a popular pastime in the world of Lil' Monster. A guy called Hot Joe created the Gem battles and rules. Unfortunately there are people who break the battle rules like Hot Joe's brother, Cool Joe.

Why is Cool Joe breaking the rules?  
What could his purpose be?  
What is the legend of the Gem Chips?

To discover the answers to these questions, you will need to become the strongest Gem monster trainer.



## Game Objective

Raise and train strong monsters while searching for the six GEMChips. Battle many opponents along the way, and stop Cool Joe.

# Controls



## A Button

Confirm selection, advance message, and display the command window.

## B Button

Cancel a selection.

## Start Button

Begin a game.

## Control Pad

Make menu and command selections.

## Select

Gem explanation.

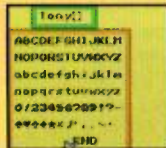
## Special Controls

- \* Reset Game:  
From anywhere within the game press Select, Start, and the A and B Buttons simultaneously.
- \* Delete Data:  
From the Title Menu screen press Up on the Control Pad, Select, and the B Button simultaneously.

# Game Options

## Starting A New Game

When starting for the first time select Start from the Title Screen. Then choose from one of the three files. Your game data will be saved to the file you choose. Take care when selecting a file so that you don't accidentally erase an old save. Once a file has been selected and confirmed the game will begin.



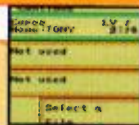
At the beginning of the game Hot Joe will ask you to input your name. Select letters using the Control Pad and confirm selections with the A Button, or cancel selections with the B Button. When you are finished, select END.

After selecting a name you will start the game in Pop Forest, open the menu screen and head on over to Olive Town. You will be greeted by a teacher who will show you how to play Lil' Monster.



## Continue

There are 3 files to select from, choose the data you wish to load. If you have no saved data you will start a new game.



## Linked Battle

Using a Game Link Cable you can exchange Gems with a friend, or challenge them to battle.



## Picture Book (Pctbk)

View data for the monsters you've raised.



## Music

Listen to in-game music or sound effects. Press Start to return to the Title Screen.

- Move the Control Pad Up or Down to choose between music and sound effects and press the A Button to confirm.
- Move the Control Pad Left or Right to select the different music and sound effects and press the A Button to confirm.

# Main Screen



From this screen you can train your monster, or use items by accessing options in the Training Menu.

**1 Monster**

**2 Monster's Name**

**3 Monster Type**

**4 Suit**

**5 HP**

When this reaches 0, the monster will return to its Gem form.

**6 Love**

Indicates how the monster is feeling. The higher the % the better off your monster is.



Name: Rob  
Suit: Diamond

Name: Marion  
Suit: Spade



# Training Your Lil' Monsters

Press the A Button while on the Main Screen to access the Training Menu.



## Move

Move your monster to different areas of the game; the items and monsters you discover will vary from area to area.



Use the Control Pad to select an area you want to move to, then press the A Button to confirm.

**1 Mt. Coral**

**2 Arena**

**3 Olive Town**

**4 Pin Desert**

**5 Tan Field**

**6 Aloe Lake**

**7 Pop Forrest**



# Map Areas

The number of areas that you can visit increases as you progress through the game. Certain areas contain Mini-games that you can participate in. Each area is unique.

## Pop Forest

This is the area where all new games begin.

## Olive Town

The only town in this world. It contains - Gem School, if you are stumped on how to train your monsters, stop by here. It also has the Goods Shop, purchase items here.

## Arena

Participate in the Battle Arena Tournament.

## Tan Field

A field full of dandelions.



Name: Tongo  
Suit: Club



Name: Libby  
Suit: Heart

# Training Items

Use items on your monsters to increase their attributes. Here are some of the more common items.

## Beef Can

Recover 100 HP

## Orange Can

Recover 30 HP

## Mini-Car

Certain areas have a Mini-Car Grand Prix that you can enter.

## Corn Can

Recover 50 HP

## Empty Can

Can left over after your monster eats.

## The Get Command

Use this command to get items that are available in a particular area.



# Gems

Gems have mysterious powers. A total of 60 different Gems are available and allow access to a variety of monsters, which can be trained and fought. There are two distinct types of Gems:

## Circle Gems

All of which have different effects when used.

- Rocker
- Poop
- XLaser
- Powder



## Square Gems

When held, these types of Gems provide a specific benefit. Ex: Changing an opponent's status or attack power.

- S Change
- Life
- Hbrnate
- Shield

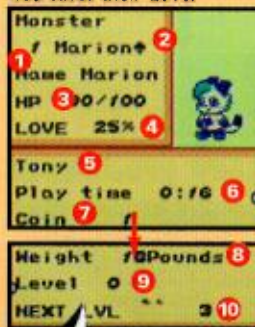


## Note:

Strong and rare Gems are tough to come by and some Gems only become available by swapping them with a friend.

# Training Status

Choose Status (Stat) to view your monster's vital statistics. Pressing Start at the Status Screen will allow you name your monster. Changing a monster's name decreases their Love.



Name: Zubedan  
Suit: Club

1 Name, #, Type

2 Suit

3 HP

4 Love

5 Player's Name

6 Game Time

7 Coin

Indicates the number of coins in your possession.

8 Weight

A light monster has a faster action meter than a heavy monster.

9 Character Level

10 Next Exp

When this number reaches zero your monster will gain a level.

# Saving

Choose Save to access the system to save your game progress. When prompted to Save, use the Control Pad to choose yes or no and press the A Button to confirm.



# Prepare For Battle

Your Deck determines your success in Battle. Before beginning a Battle select Gem from the Training menu. Then select Deck and choose 20 Gems to place in your Deck. Create a DECK that consists of a variety of GEMS, this will allow you more flexibility during a Battle. Victory is achieved when your opponent's HP reaches 0.



1	2
Clutz	Catcher x2
Clutz	Clutz x2
Kick	
Kick	
Roll	
Roll	

## 1 Deck (Dck)

In battle you will use the Gems contained in your Deck. A Deck consists of 20 Gems.

## 2 Pack (Pck)

This is a list of all the Gems you currently have in your possession. You can carry up to six of each Gem.

# Collecting Gems

Winning battles requires strong Gems. Below are some hints to help you in your quest to acquire all 60 Gems.

## Get Gems In Battle

Get Gems by participating in battles. Defeat enemies to acquire new Gems.

## Get Gems In Mini-Games

Get Gems by participating in Mini-Games. By using items or visiting certain areas you can play Mini-Games, some Gems can only be acquired by participating in Mini-Games. The Mini-Games are Mini-Car Race, Shuffle Game, Trolling Game, Gem Rok

# Battle Rules

These are the rules of engagement.

## Rule 1

20 Gems can be placed in a Deck, no more no less. ^^

## Rule 3

No more than 4 Gems of the same type can be kept in a Deck.

## Rule 2

You are able to take a total of 4 Gems into battle. These are randomly selected from the Deck, and will appear on-screen during a battle.



# Creating a Deck

Creating a well-balanced Deck will make your battles easier.

## Discover The Opponent's Suit

If you know the suit of the monster you are about to fight, you should create a Deck to take advantage of your knowledge of suit strengths. Ex. If your character is of the Heart suit and encounters an opponent of the Club suit, you would want to use Cblock/Ckiller in order to defeat it more easily.

## Break an Opponent's Defense

If an opponent is using Reflect when you are equipped with only powerful Gems, take advantage of Gems like Hammer or GemWave to break the opponent's defense.

## Know When To Attack

When fighting an opponent who has a Reflect Gem, strong attacks against them will actually hurt you (note: this works both ways). So in this case you're probably best off using a less powerful attack, such as Clutz, so you don't do yourself as much harm.

Knowing which Gems an opponent has in their Deck is very important for winning a battle with that opponent. Fight an opponent many times in order to learn their Deck well.

# Starting a Battle

To begin a battle, head toward the Arena or another area where you can fight. Select Gem from the Training commands, then choose Set. A list of Gems will be displayed. Select a Gem, then choose Battle or Item. When Battle is selected your fight will begin. The strength of the opponent you face depends on the strength and rarity of the Gem you use.

When you choose Item, you can try to give it to your opponent.

If your HP reaches zero you lose the battle, and the GEM set taken into the battle. If you think you cannot win, press START to give up. Giving up also causes your GEM set to be lost.



## Gaining Experience

EXP is gained after defeating an opponent, when your EXP reaches zero you will gain a level. Make sure to gain a lot of EXP before challenging stronger monsters.



# Battle Screen

This screen is displayed when a Battle begins.



1 **Monster Name**

2 **HP**

3 **Action Meter**

Attacks can be executed when this meter is full.

4 **Gem Area**

4 Gems are randomly chosen from the Deck.

5 **Suit**

6 **Status Display**

## The Action Meter

When the meter is full, select a Gem to attack with. The meter also indicates how fast your monster is. Lighter monsters have faster Action Meters. The speed of execution is faster with a higher Love %.



## Status

Your monster's status can be affected by enemy attacks.

**Poison (PS)**

**Palsy (PL)**

**Confuse (CF)**

**Receive damage on each turn.**

**Cannot move for 1 turn.**

**Random GEM selection.**

# Suits

Each monster has a specific suit (Spade, Heart, Diamond, and Club). These affect the damage that a monster receives, or is able to inflict during battle. The advantage provided by one suit over another is illustrated below.



Spade has the advantage over Heart  
Heart has the advantage over Club  
Club has the advantage over Diamond  
Diamond has the advantage over Spade

The Diamond and Heart suits are equal  
and have no advantage over the other.

The Spade and Club suits are equal  
and have no advantage over the other.

Ex: If a monster with the Spade suit attacks a monster with the Heart suit, it will do more damage to the Heart character than any other suit.

Name: Makmki  
Suit: Heart





# Cans

Cans are used to create monsters. When a monster's HP reaches zero it turns back into a Gem. Place a Gem in a Can in order to revive the monster.

Different monsters are available depending upon the Gem placed in the Can. Place strong or rare Gems in a Can to get better monsters.

## Link Up

Exchange or Battle your monsters with a friend using the Game Link Cable. Select Link from the Training Menu. Next select Battle (Btle) or Exchange (Exchg). Select the data file containing the Gems you want to use.

**BATTLE**-Create a Deck then go to the Battle screen.  
**EXCHANGE**-Here you can exchange Gems with a friend.

### Example



# Training Tips

## Collecting Powerful Gems

Strong Gems are necessary to get strong monsters. Collecting better Gems will make your progress through the game's story easier.



## Your Love Percentage

Love percentage is important during battle. Having a higher Love percentage allows your monster to move faster.

## Low Fat Diet

Keep an eye on your monster's weight, if they are too heavy they won't be able to move as fast.



# Circle Gem Chart

The following is a list of all of the Gems, starting with The Circle Gems.

1	Rocker	Drop rock on your opponent's head
2	Poop	Set enemy action meter to zero
3	XLaser	Defeats Reflect
4	Powder	Confuse enemy
5	Kick	Direct attack
6	Vampire	Steal 30 HP
7	Copy	Repeat attack
8	Combat	Turn one of enemy's gem to Death
9	Combo	With 2 in Gem Area 1st Combo = 40 damage With 3 in Gem Area 1st Combo = 60 damage With 4 in Gem Area 1st Combo = 100 damage
10	GemWave	Switch enemy gems
11	Virus	Bad Gem. When used, you receive damage. Infects all of your Gems with a virus.

12	Hi kick	Direct attack
13	Stun	Freeze enemy for 1 turn
14	HedButt	Direct attack
15	Sword	Attack with sword
16	Bio	Turn one of enemy's gem to Virus
17	Charm	Freeze enemy for 1 turn
18	UHF	Defeats Reflect
19	Nail	Nail attack
20	Spinout	Direct attack
21	Poison	Poison enemy
22	Remedy	Heal poison
23	Drgnsl	You will get damage but give more damage to enemy.
24	Needle	Direct attack
25	Punch	Direct attack
26	Powerfl	Recover HP to 200
27	Hammer	Break enemy's shield and Reflect
28	Heal	Recover HP to 50



29	Healx2	Recover HP to 100
30	Healx4	Recover HP to 200
31	Catcher	Direct attack
32	Dowser	Use all gems on Gem area in 1 turn
33	Plasma	Defeats Reflect
34	Flash	Freeze enemy for 1 turn
35	Clutz	1pt damage only
36	MtrDrve	Meteor drop
37	S Killer	100 damage to suit Spade enemy
38	H Killer	100 damage to suit Heart enemy
39	C Killer	100 damage to suit Club enemy
40	D Killer	100 damage to suit Diamond enemy

## Square Gem Chart

41	Shield	1/2 sword damage
42	Death	Bad Gem. You will receive 10pts damage per turn
43	Hbrnate	+HP50 when using other gem
44	Dream	When receiving damage from enemy, the enemy will also receive 10pts damage.
45	Counter	Enemy will receive 20% of damage you receive from the enemy when the enemy attacks you
46	Reflect	Your attacks come back to you, enemy's attack come back to the enemy.
47	MinHand	Enemy receives double damage
48	Helmet	Protection from overhead damage such as Rocker.
49	Life	You receive 10 HP per turn
50	Vaccine	Status recover
51	HiSpeed	2X Action meter speed
52	S Change	Change your suit to spade

53	H change	Change your suit to Heart
54	C Change	Change your suit to Club
55	D Change	Change your suit to Diamond
56	H Change	Change your suit to star
57	S Block	1/2 damage from Spade Enemy
58	H Block	1/2 damage from Heart Enemy
59	C Block	1/2 damage from Club Enemy
60	D Block	1/2 damage from Diamond Enemy

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