Culdcept

NEC
www.NECGAMES.com

TEEN
T
CONTENT RATED BY
ESRB

NEC

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

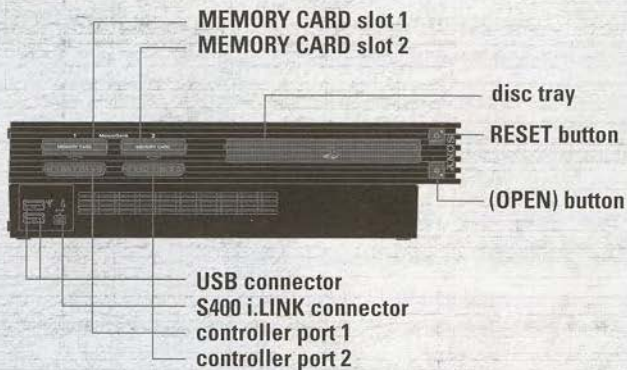## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

MEMORY CARD slot 1
MEMORY CARD slot 2

disc tray
RESET button
(OPEN) button

USB connector
S400 i.LINK connector
controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the (Culdcept) disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button

R2 button
R1 button

directional button

left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)

△ **button**
○ **button**
✕ **button**
□ **button**

THE GAME SCREEN AND OPERATION METHOD

During your turn, you will see spell-selection mode screen. Press ↑ to move a dice and press ↓ key to choose the command and change the mode.
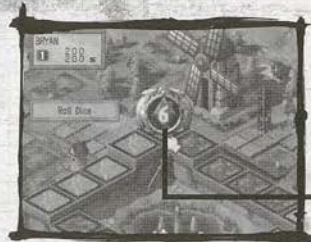
Moving a dice mode

When the dice is rolled, the character moves that number on the board. Press ↑ key in spell-selection mode to switch to the dice mode. The dice at the center of the screen will roll automatically. Press the ✕ button to stop the dice.

— A dice

Spell selection mode

The mode to use spell card (see p. 15)
 • Status panel (see p. 5)
Display player's current status
 • Mode instruction panel
Display current mode
 • Card instruction panel (see p. 5)
Display information about the card that a cursor points to
 • Cards in your hand
Displays the cards you're holding. The highlighted cards are the available spell cards that can be played at that time.

— Status panel
— Mode instruction panel
— Card instruction panel
— Deal panel

Command selection mode

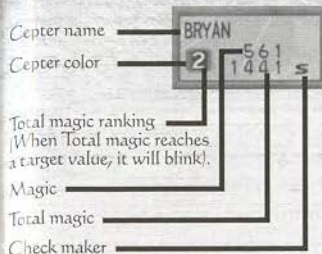The mode is able to perform each command except territory command. (p. 21–23)

— Command selection panel
— Command panel

How to operate a controller.:

directional button ↑ ↓ — Switch mode
directional button ← → — Spell card and command selections
✕ button — Choose a card and command
☐ button — View cards
△ button — View map
R1 button — Display of information
SELECT button — Help

Status Panel mode

— Cepter name
— Cepter color
— Total magic ranking (When Total magic reaches a target value, it will blink).
— Magic
— Total magic
— Check maker

Cepter name — Name of player's character.

Cepter color — Player character's logo color. There are four colors available: red, blue, yellow and green.

Total magic ranking — Display ranking of the Total magic. The frame's color will match the Cepter's color.

Magic — The magic that is currently available.

Total magic — Total value of magic, territory and symbol.

Checkpoint indicator — Shows which forts (checkpoint) have be passed on the current lap. N stands for North Fort, E stands for East Fort, W stands for West Fort and S stands for South Fort. Forts that have been passed will change to white in the Checkpoint indicator section.

Land

Creature symbol — Representation of the creature occupying the land square.

Land attribute — Color of the land square indicates the land attribute (see p. 20)

Owner's frame — The frame color matches the occupying Cepter's symbol color. The frame is thicker as the land's level is increased.

Toll/HP/MHP/ST — Push the L1 button to display the toll for that land square and the occupying creature's HP†MHP and ST stats.

— Creature symbol
— Land attribute
— Owner's frame
— Toll/HP†MHP/ST

Card instruction panel

Card rareness — The symbol shows the degree of rareness of the selected card.

Card type — There are three types of cards: creature, spell or item (see p. 14).

Attribute — The creature's Attribute (see p. 13). ~ A type is displayed on item/spell card (see p. 15)

Conditions for magic use — This indicates the magic required to use the card. Depending on the card, these conditions may include the number of the territory's attribute or that you need to sacrifice a card.

ST — Striking power of a creature. At the time of battle, the creature that's hit has its HP reduced by this number.

HP — Current creature's health power. When this drops to zero, the creature is destroyed.

MHP — The maximum HP value that the creature would have when it's healthy.

Arrangement restriction — Indicates that the land square can't be occupied by the summoned creature.

Item restriction — Indicates that the selected item can't be used in battle.

Card ability — Describes the special ability for the selected creature.

Creature Card

Giganterium — R
Creature
ST 50 H 60 (60)
G 90+

Item Limit
If the territory where the battle took place has ♡ effects, HP -20 during battle.

CREATURE-SUMMONING SCREEN INSTRUCTION

After you complete moving your Cepter, you get a land-information screen (shown at top of the page). To summon a creature, press ↓ key once. To access the command list, press the ↓ key twice to switch into that mode.

Land information
• Shows unoccupied land squares.
• Land information panel
• Detailed information about the land that the creature occupies.

Property owner — Name of Cepter whose creature occupies the land.

Value — How much Total magic the particular land adds.

Toll — The amount of magic that is paid when a Cepter lands on a square occupied by another's creature—either after losing a challenge to the occupying creature or deciding not to fight.

Level — The level of the selected land square.

Effect — If a curse has been placed on that square, information about that effect is shown (see p. 26).
Card instruction panel (see p. 5).
Support/land effect panel (see p. 20–21).

Land information panel
Card instruction panel
Support/geological effect panel

Creature selection
You are able to choose and summon a creature from the available cards. Creatures that can be used are highlighted. Card instruction panel (see p. 5)

Cards in the player's hand
Card instruction panel

Command selection
You are able to select each command. Command (see p. 22-23)

Command instruction panel
Command panel

06

BATTLE SCREEN INSTRUCTION

Battle will begin when you land on a square already held by another Cepter, or when an opposing Cepter lands on a square you occupy and chooses to fight for the spot. Press ↑ to view information on the battle. Press ↓ to change the mode so you can view information on the enemy creature and Cepter.

Deal information
Display information of deal card Card instruction panel (see p. 5)

Card instruction panel

Item selection
The screen to select an item to use in battle
Battle information panel
Display information of a creature that is going to battle

Capability value — Value of creature's ST and HP

Support/land — Support from land-type effect that a creature receives

Total — total of capability value and support/land effect

Deal
The cards that you are able to use in a battle are highlighted. Press ⊗, ○, ☐, △, L1 or R1 button to use a particular card. In case you don't use a card, press the START button.

Deal panel
Battle information panel

Creature/Cepter information
Display capability of battling creature and Cepter's current condition
Card instruction panel (see p. 5)
Status panel (see p. 5)
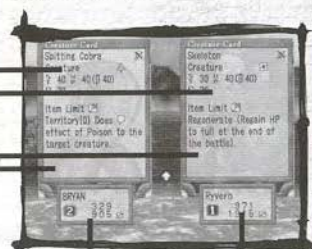
Offense side
Defense side
Card instruction panel
Status panel (Cepter information)

07

SETTING

By using "Setting," you are able to change music and sound settings, the message display speed and the controller vibration function

How to use Setting

Select "Setting" from the command screen in a game (only the settings colored yellow are available)
Select "Setting" from Maintenance screen (see p. 27) (All settings are available)

Sound
Select sound play mode to either stereo or mono

BMG
Toggle background music on or off

System sound
Toggle the system sounds on or off

Message speed
Select message display speed from one of five levels

Vibration
Toggle controller vibration function on or off

Exit setting
Close "Setting" menu and return to "Select Command" screen

SAVE DATA

There are two kinds of data to be saved to a memory card (8MB)(for PlayStation®2): One is a Cepter data, which saves the status of Story mode gameplay, and the other is book, rule and AI character data that is exported. The exported data can be imported for use in a Culdcept game played on a friend's PlayStation®2.

- Please refer to p. 30-31 for information on the import/export of external data
- A memory card with at least 62KB of free space is required in order to save Cepter data.

Save Cepter data
Saves the current status of Story mode.
Choose the Cepter you would like to save in Versus mode and select "Save" in the "Maintenance" menu.

This symbol means "data has been updated and needs to be saved." Before turning off the PlayStation 2, make sure to save the Cepter and game data.

Memory Card

{Cepter data}	EXPORT →	{External data}
Story mode status (suspended) Stock/art gallery collection, book/AI character Rule editing, Cepter's characteristic data	← IMPORT	Rule, book and AI character

Suspending Story mode

- In Story mode, you are able to roll a dice or use the "Suspend" command from the "Select Command" screen before you use a spell (see p. 23). Upon using the "Suspend" command, you are able to save the progress of the game to a memory card (8MB)(for PlayStation®2) and end the game.

- To resume a game, select "Load" from the main menu, and choose the memory card the game is saved upon. Select "Story, and then "Continue from suspended data" to start where you left off. (When you resume from a suspended game, game-analysis information or save replay data are not available for display, nor are medal acquisitions and battle records.)

~If you select "Continue" after you suspend a game, you'll lose the data from the suspended game, and the game will start from world map.

GAME MODE

When you start the PlayStation 2 and insert the disk correctly, a title screen will be displayed after an opening movie. You are able to select following modes by pushing START button on the title screen:
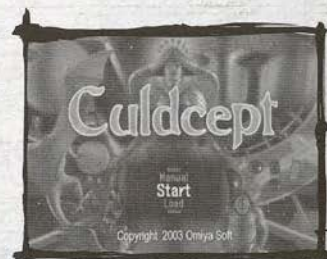
New user
Select to play "Start" to begin a new game in Story mode (see p. 10-11).

Load
Select to resume Story mode from previously saved Cepter data.

Versus
Select to play the board game with up to four players. Computer-controlled characters can also be used, as well as solo play.

Replay
Select to save a game for replay at a later time or to replay a previously stored game.

Manual
Read the on-disc manual for information on various aspects of the game.

PURPOSE OF THE GAME

A Cepter is a person with the special ability to draw power from cards. In the course of moving around the board in a game, the winner will be the Cepter who can raise their Total magic (magic + value of territory + value of symbol) to the target value, then return to the castle first.

The number of new cards that you receive is determined by your ranking at the end of a game. In a Story mode game, when you win, you have cleared that map and can move on to the next one.

## Helpful hints for raising "Total magic" in order to win a game

• **Lap bonus**
When you pass all of the forts (checkpoint) and return to the castle (starting point), you will be rewarded with bonus magic for each lap you've completed. The value of the Lap bonus changes with the number of territories or symbols you've acquired during the game.

• **Fort bonus**
The first time you pass a fort (checkpoint), you will receive magic as a Fort bonus.

• **Obtaining territory**
Your magic will be raised by placing a creature to occupy a land square, which adds it to your territory holdings.

• **Obtaining toll**
Magic changes hands in the form of a toll when an opponent Cepter lands on your territory and loses the creature battle or chooses not to fight.

HOW TO PLAY IN STORY MODE

The Story mode gives you the opportunity to playing a solo game through the vast worlds of Culdcept, meeting others and facing off against other Cepters for power. Through the guidance of Gorigan, your journey will be a mission to defeat Jeminai and foil his plan for domination of the universe. Here's how to play:

Step 1 — Registration of the Cepter

• **New game**

Select "Start" from title screen, then select a new character and input a name (12 characters maximum).
If you choose, you can save your Cepter to a memory card (8MB) (for PlayStation®2) for safekeeping. Then select "Story" from the menu, then "From beginning" for the new game to start.

• **Resume play**

Select "Load" from title screen. Select a memory card (8MB) (for PlayStation®2) that holds your save-game data, then choose a character, select "Story" and then "Continue" to begin. Once your saved game loads up, the map screen is displayed and you are able to begin from the last stage you completed. If you select "Continue from suspended data," you are able to resume a game from the point where you stopped.
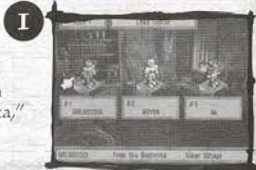
Step 2 — Book edit

When you push the ✖ button from the map screen, a menu of options are displayed. Choose "Edit Book" to clear the map and open a book. Select the book which you would like to edit and choose "Edit," which brings up the contents of the book to be altered. (see p. 27)

• **What is a book?**

The book is a set of 50 cards. In the beginning, you play with a prepared book. When you clear a map and get a card, you are able to edit the book. This enables you to tailor the book to your combat style and preferences.

Step 3 — Settings for a game

From the Maintenance menu, you can pick "Settings" to change the sound output, message output and controller vibration. (see p. 8)

Step 4 — Starting a game

From the map screen, select in which location you want to start playing and hit the ✖ button to move the character to the location. Once there, hit the ✖ button again and select "Enter here" to start the game.

—Push ▲ button to zoom out.
—If you hold ■ button while the character is moving, the character moves faster.

Step 5 — Map completion

The first Cepter who returns to the castle with more than the amount of Total magic designated for the map will be the winner. After the match is completed, a detailed analysis of the battle shows the distribution of Total magic, the Total magic for each player at the end, tolls paid and number of battle between Cepters. After viewing the analysis screen, you'll return to the map screen so you can pick another location at which to continue your quest. If you didn't beat the Cepter, you can select that location to start the challenge again.

• **About Replay mode**

The Replay option gives you the ability to save a game from beginning to end on a memory card (8MB)(for PlayStation®2). Keep a record of impressive game wins, which can then be used to analyze game strategy or show off to others!

In Versus mode, you are able to battle against up to four other players. You can select an existing character or create a new one to participate in the match. Bring an existing book or edit it for a customized strategy.

Step 1 — Registration of attending Cepter

Select "Versus" from title screen and select the Cepters who will compete. When you select "Participate," a menu is displayed:

Load — Use Cepter data that is saved on a memory card (8MB)(for PlayStation®2).

New — Create a new character.

Story Character — Calls up characters that appear in the story.

AI character: Calls up computer-controlled characters (see p. 29).

1

Step 2 — Rule setting

The rules to be used in the Versus mode can be altered to your preferences. By selecting "Set Rules," you are able to set the kind and number of cards that are in the players' books. You are also able to load a rule set that you previously created. After loading the desired rule set, select "View Rules" and verify the contents.

~It is possible to start a match without selecting different rules.

2

3

Step 3 — Map selection

Once you have the players selected for the match, click on "Battle," and you'll go to the "Map selection" screen. The maps that you are able to select are based on how much of Story mode has been completed with that Cepter and through the acquisition of medals.

4

Step 4 — Setting game conditions

After picking the map, you can edit the game options, such as the Total magic goal, length of game and whether sudden death is on or off (see p. 24-25). Push the START button after setting the options to confirm the selections and move to the next step.

Game conditions which is possible to set
—Magic Goal
—Period (number of rounds)
—BGM (background music)
—Time limit
—Subtitles (toggle on or off)
—Capture card
—Land mode
—Sudden Death (toggle on or off)

5

Step 5 — Book selection

After options are selected and accepted, each Cepter can choose which book will be used for the match. When all players are satisfied with their choices, push the ⊗ button and the match will start.

• What is an observer?

Though the rules and maps that can be used in the match vary according to how far the player has progressed in the game (amount of Story mode completed and medals acquisition), players can choose to utilize an "observer." An observer is another player who has made progress further into the game, and loading an observer uses that person's progress to open up new maps and rules for others to use, though isn't necessarily a participant in the Versus match. For example, if the Cepters playing in a Versus match have only gone as far as completing the fourth stage in Story mode, but another player has successfully battled through the first eight stages, that person can be used as an Observer to enable the Versus combatants to select other maps and rules.

Creature card (Pyre Dragon)   Item card (Flame Tongue)   Spell card (Holy Word 6)

There are three kinds of cards used in Culdcept. Each card type is designated by the design of the border around the card as well as being listed in the card information screen (see p. 5).

Creature card

The card is used by the Cepter to occupy land or selected to go against an opponent Cepter's creature in a battle. Each creature has two main statistics: HP designates the creature's "health power" or how much damage they can take from another creature, while ST indicates how much "striking power" or the amount of HP damage they will inflict on another creature with a single blow. Every time a creature is summoned to occupy a land square or is used in a battle, it costs some of the Cepter's magic.

Creature card (Efreet)

Creature attributes

Culdcept's creatures are divided into five groups by their attributes. During a battle, if the attribute of the land on which creature is located and the creature's own attribute match, the creature's HP will be increased by the land effect.

🔥 FIRE   🔷 WATER   ❓ WIND   🌿 EARTH   NEUTRAL

Fire — Best used for attack, because the creature has a big ST.

Water — These creatures are better in defensive situations, because they have higher HP or better skills to defend the territory.

Wind — This creature has capability of "First Strike" or the first attack in a battle, which gives it better offensive skill.

Earth — This creature has higher defensive talents, because it has "Support" capability, which means that another creature can be summoned to join it, and that the second creature's HP/ST stats are combined with those of the first creature in a battle.

Item limitation

Some items can't be used in battle because of restrictions on the creature:

❌ No weapon   No protective equipment   No item   No scroll

No weapon — Can't use such weapons as a spear or a long sword.

No protective equipment — Unable to use protective equipment items, such as chain mail and leather armor.

No item — Item cards, such as Wing Boots, can't be used.

No scroll — Can't use scroll items, such as Wind Cutter or Freeze.

Creature's capability

Each creature has a unique capability. For details, please refer to page 2/3 "Creature's Capability" in the online manual.

Abilities

The following is a list of creature abilities, as well as the effect they have in a match:

• **First Attack** — During a battle, defense is able to initiate the first strike. (When both sides have First Attack ability, the offensive side starts the battle as usual.)

• **Last attack** — This is the opposite of a First Attack, and the offensive side's attack is prevented. (When both sides have Last Attack, the offensive side starts the attack as usual.)

• **Poison** — Adds a curse effect of poison to the creature. The poisoned creature loses HP each time a battle ends.

• **Paralyze** — It curses the creature with paralysis. The afflicted creature is unable to attack, use a special capability or use items.

• **Defense type** — It is not able to attack, and the creature can not be moved with the "Territory" command.

• **Support** — You are able to use a creature card like an item card to enhance the existing character's battle skills. When a battle starts, the new creature's ST and HP are added to that of the existing creature. (The creature that was used for support is disposed of after the battle.)

• **Instant death** — When an attack is successful, it destroys an opponent regardless of how much HP the opponent has remaining. However, such an attack has certain conditions and a success rate of less than 100%, which means it doesn't work every time it's used.

• **Neutralize** — The creature doesn't receive damage from the opponent's attack. However, when the opponent creature uses a scroll, it is impossible to neutrallize the attack.

• **Critical hit** — Under special conditions, it gives an opponent 1.5 times more damage than a normal strike. When a weapon item is used, it offers 1.5 times the ST of the weapon's normal capability.

• **Scroll critical hit** — When a scroll is used, it gives 1.5 times the damage of the scroll's normal ST.

• **Regenerate** — If at least one point of HP remains at the end of a battle, the creature will recover to the value of MHP (maximum HP).

• **Penetration** — The attacking creature ignores the land effect and gives damage to the occupying creature.

• **Support** — When it's located, make ST and HP of other creatures that are suitable for conditions increase and decrease.

• **Territory** — This capability is utilized if the creature is on a square and the "Territory" command is selected. It has a effect similar to casting a spell.

• **Global Effect** — When summoned, it affects the whole game.

Creatures that have Global Power

Some neutral-attribute creatures in Culdcept are living idols. When they're used, their power affects the whole game, not just the square they occupy.

~A living idol is easily spotted on the map because of the waves that radiate from it onscreen.

Gold idol — Disregards the cost of other than the magic of creature summons.

Clay idol — The damage caused by spell and territory decreases 10 HP.

Silver idol — This defensive creature gets to have the first attack.

Item card

This card adds support to a creature in a battle, providing increased HP or ST or perhaps a special power to a creature, though it does cost the Cepter some magic power to use. Some items can't be used by certain creatures.

Weapon   Protective equipment   Item   Scroll

Kris

Item card types

Weapon — It primarily raises a creature's ST, which increases the damage to an opponent in a battle. It is effective if it is used at the time of an attack.

Protective equipment — It raises the creature's HP and makes it harder for it to be destroyed in a battle. It is effective when used at the time of defense.

Item — It gives a power or beneficial effect to a creature—it can transform the creature or give First Attack capability temporarily, among other effects.

Scroll — It bypasses the land effect and causes an opponent to take damage anyway.

Spell card

As the name implies, this card enables the casting of a spell by a Cepter or a creature, though it does cost the Cepter some magic power to use. It can offer one of various effects, such as taking magic from another Cepter or manipulating the spots on the dice. Depending the length of the effect provided by the card, its benefit can be instantaneous or place a curse on a creature with longer-term results.

Single instancce   Multiple instancce   Single cursing   Multiple cursing

Punisher

Spell card types

Single instance — A spell that provides its effect to single Cepter or creature instantly.

Multiple instance — A spell that demonstrates the effect to multiple Cepters or creatures instantly.

Single cursing — A spell that places a curse effect on single Cepter or creature.

Multiple cursing — A spell that puts curse effect on multiple Cepters or creatures (see p. 26).

Rareness of a card

Based on how difficult it is to acquire, each card has a rareness degree. The level of rareness for a particular card is displayed at lower-right corner in the card-selection screen.

• N (Normal)= This type of card is fairly routine.
• S (Strange)= A Strange card is less common.
• R (Rare)= This card is much less likely to be received.
• E (Extra)= The Extra card is a unique card that can only be obtained when specific conditions are met.

Rare

GAMEFLOW

Each Cepter plays a turn by rolling the dice and moving that number of squares on the map board. If the Cepter has a spell card in hand, though, that spell can be cast prior to rolling the dice. After the dice roll, the Cepter may choose to summon a creature. When all Cepters have finish their respective turns, the round is ended and the next one will begin.
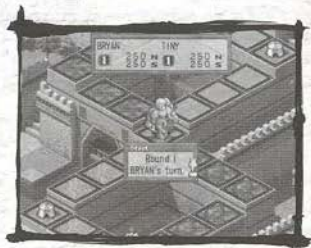
Take a card:

When the turn starts, a card is added from the book to the player's automatically. Each player is able to hold a maximum of six cards at any time. If the card received at the start of a turn would cause the player to have seven cards, one must be discarded.

Use spell:

The player is able to use an available spell card before rolling the dice, but it's optional. If there's no card available or the player chooses to jump right to the dice roll, pressing the ↑ button will roll the dice.

Dice roll:

Press the ✗ button to stop the rolling dice, then move on the map that number of squares. If the player comes to an intersection, the possible directions will be shown so the player can choose the desired direction for the character to move.

Summon creature or use territory command:

The player can summon a creature to occupy a territory if it's unoccupied. If the Cepter's own creature is already on that square, the territory command can be used for beneficial effect, such as leveling up the land or changing its land attribute.

Map information

Most of map boards on which the game is played are big loops. A Cepter starts at a castle and must pass all forts (checkpoint), then return the castle and receive a magic bonus.
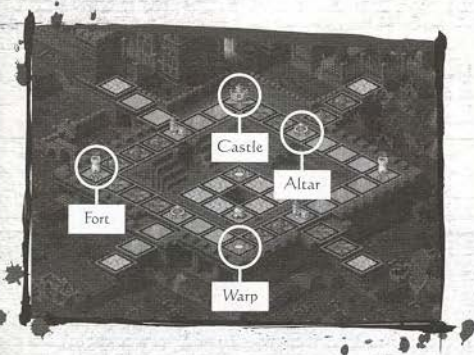
What is a map area?

Most map is made up of several areas (see p. 21). The map-display screen before the match shows the layout of areas that make up a map.

1) Draw a card

During each turn, a card is automatically added from the book to the player's hand. A maximum of six cards can be held at once, and a card needs to be discarded if it exceeds that number.

~When all 50 cards are drawn from the book, the cards are shuffled automatically and the book is put back into play.

2) Using a spell

After a card is drawn, a spell-selection screen is displayed. Card that can be used are highlighted, and those that can't be played are grayed out. To use a spell card, move the cursor with the ← and → buttons, then select it with the ✗ button. After the spell is used, the game will shift automatically to dice mode. If, on the other hand, a card won't be played at this point, use the ↑ button to move to dice mode.
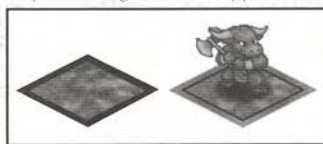
3) Roll the dice

After the dice roll, the Cepter will automatically be moved that number of squares. If there is an intersection, the remaining numbers of moves will be shown on the dice, and the possible directions the Cepter can go are displayed. After choosing the direction and hitting the ✗ button, the Cepter moves the remaining squares. When a territory already occupied by that Cepter is passed, the territory's frame will flash. After moving, territory command can be used on the territory that is flashing.

4) Summon creature

After moving on the map board and stopping on a land square, the Cepter is able to summon creature from one of the highlighted cards in the hand. Move the cursor with the ← and → buttons, then select the desired card with the ✗ button.

If the land square landed upon is empty, the Cepter can take possession of the square by summoning summonsing to guard that spot. However, if the square is already occupied by an opposing Cepter, the newly summoned creature will battle it for possession. If the existing creature wins, possession of the square will be maintained by the opposing Cepter. If the newly summoned creature wins, though, the land changes hands and the victorious creature then maintains guard over the square.

Switching between the modes (before the dice roll)

After moving on the map board and stopping on a land square, the Cepter is able to summon creature from one of the highlighted cards in the hand. Move the cursor with the ← and → buttons, then select the desired card with the ✗ button.

If the land square landed upon is empty, the Cepter can take possession of the square by summoning summonsing to guard that spot. However, if the square is already occupied by an opposing Cepter, the newly summoned creature will battle it for possession. If the existing creature wins, possession of the square will be maintained by the opposing Cepter. If the newly summoned creature wins, though, the land changes hands and the victorious creature then maintains guard over the square.

Dice Roll
↑↓
Spell Selection/Use)
↑↓
Command Selection
(information display, etc.)

When creatures can't be summoned

There are magic requirements and conditions that must be met in order for a creature to be summoned during a turn. If all the requirements are not met, the player is not able to summon a creature. When the summons is impossible, an explanatory symbol is displayed at the upper-right corner of the card.

G	Insufficient magic is available.		The creature can't attack, because it's a defensive creature.
	The creature can't be used because it doesn't meet the requirements of land occupation.		The creature can't enter the battle due to the effect of a spell.
	The creature can't be used on that type of land.		The creature can't be summoned due to the effect of a spell.
	There is no card that can be sacrificed in the hand.		

HP recovery

The creature's HP is decreased from battle damage or a spell cast on it by an opposing Cepter. If the creature's HP reaches zero, the creature is destroyed. If the HP level becomes low, it needs to be recovered. There are three methods to recover HP:

• Recover by a complete lap
Each time a Cepter goes completely around the map board, all of the Cepter's creatures on the board recover 20% of their MHP, which is added to their HP (up to but not exceeding their MHP).

• Recover by spell
A spell card with an HP recovery effect can be used to cure a creature's health.

• Exchange creature
If the player already has a creature on a square and subsequently lands on that square, a creature card from the player's hand can be chosen to take the place of the one on the board. The creature returned to the player's hand will regain its full HP as specified by its card.

Having a battle

If one Cepter summons a creature after landing on an opposing Cepter's territory, a battle will start. If the invading Cepter chooses not to summon a creature or the battle is lost, magic is taken from the loser as a toll, and given to the victor. If the invading Cepter's creature wins, however, no toll will be paid and the land will change hands.

How to choose the creature to use in battle

When one Cepter stops at an opposing Cepter's territory, icons appear on the creature cards in the invading Cepter's hand to indicate the comparison of the basic power values between each creature card and the creature occupying that square. Keep in mind, however, that it's only a rough comparison. Item cards used and the power of the opposing Cepter's creature may potentially change the battle's outcome. (See p. 20-21 for information on land and/or support effect.)

It is possible to destroy opponent's creature, if…

• The invading creature's ST + support effect exceed the opponent creature's HP + land effect.

• The invading creature's ST + support effect equals the opponent creature's HP + land effect.

However, it is impossible to destroy opponent's creature, if…

• The invading creature's ST + support effect are less than the opponent creature's HP + land effect.

Battle flow

• **ST/HP calculation display** — Result of support effect and land effect is added to ST and HP of each creature.

• **Item selection:** Players need to select items with the ST and HP stats of the occupying and attacking creatures in mind. Once the players have chosen their items (if any), the attacking creature has its selected item implemented first, followed by implementation of the item chosen for the occupying creature.

• **Offense side attack**
The attacking side attacks first—unless a occupying creature usees a power or item to get the initial attack.

• **Defense side attack**
A counterattack is done when the defending creature isn't destroyed by the invading creature's first attack.

• **Battle results**
1) **Defense side destroyed** — The land becomes a territory for the invading side, and the creature that won then takes over occupation of that square.
2) **Offense side destroyed** — The losing Cepter pays a toll to the victorious Cepter. The vanquish Cepter's creature card is not returned to the player's hand.
3) **Both sides destroyed** — Both sides lose their respective creatures and the land becomes empty. There is no toll payment by either side.

Deal information — View deal information

The power for a card in the player's hand is displayed. The cards that are able to be used in a battle are highlighted.

Item selection — Select item card

Among the cards that are highlighted, the player can choose one card to be used in battle. When the cursor is on the desired item card, push a button (❌, ●, ■, ▲ button, **L1** or **R1** button) to use it. If, however, no card is to be used, push the START button to skip the card-selection screen. Then, a battle will start.

Creature-Cepter information — Creature information of your Cepter and opponent's Cepter

You are able to view basic power of both creatures who will battle and each Cepter's status. The value of the land effect or support effect is not added to the creature's power.

Land types

There are various kinds of land; however, they are roughly divided into two types: regular land and special land.

Regular land feature

This land can be taken as your territory by summoning a creature to occupy it. When you use a creature that matches the land attribute for that square, you are able to obtain a beneficial land effect (level of land x 10) to raise HP. However, there are also lands that certain creatures can't occupy due to individual restrictions.

•Fire	•Water	•Wind	•Earth	•Multi-attribute	•Neutral attribute
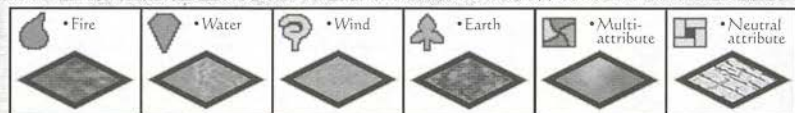
~Multi-attributes influence the land effect on all types of creatures—earth, water, fire or wind. It also won't add to a land chain.
~Neutral land doesn't add a land effect on any creatures, nor does it add to a land chain.

Special land squares

There are seven types of special land squares. On these locations it isn't possible to summon a creature.

Castle — After a player passes all of the territories (checkpoints) and a castle, a lap bonus is received. Additionally, each creature that's located on the map at that time will recover 20% of their MHP, which is added to their HP (up to but not exceeding their MHP).

Fort — A bonus is received when a fort is passed for the first time. (You are able to check which forts have and haven't been passed by looking at the colors of the fort symbols in the status screen.)

Shrine — You are able to buy/sell symbols when you stop o pass it (see p. 24).

Prophet — You are able to choose and take one type of card from your book to add to your hand when you stop at this location.

Altar — When you land on this square, the oracle causes unexpected things—it could be either good or bad—to happen.

Bridge — This acts as a warp panel that takes the Cepter from one area of the map board to another when it's landed upon or passed.

Warp — The Cepter is forced to a remote area when it lands on the warp square. Nothing happens when it's passed.

~When a Cepter lands on the castle square, the "Territory" command can be used to alter all territories.

Land effect

If a creature's attribute is the same as the land's attribute, there will be a land effect added. An HP bonus of the land level x 10 is added to a creature in a battle. As a land square's level is raised, the frame around it is thicker, which makes it easier to see the strength of an opponent's land holdings.

Example:
Fire attribute creature + Fire attribute land ➡ land effect

 + ➡ HP + 10

(Minotauros) (level of land)

Land effect only affects a creature's defensive skill. A character located on a land square with no attribute doesn't receive a land-effect bonus.

Land chain

What is a land chain?

When a Cepter's creatures occupy more than one land square of the same attribute, the land value and its respective toll increases. It is known as a "land chain."

The chain of the land feature of fire

The chain effect happens within the same area even if each territory is not next to each other.

•2 chain•

Land chain effect

The land chain can be a powerful benefit, and as more land squares are changed, the effect becomes stronger. Additionally, when the land effect is combined with the boost received when the land is leveled up, it's even more dominant. For that reason, collecting lands of the same attribute becomes one of the key strategies in playing Culdcept.

•2 chain•   •3 chain•

3 chain Toll up! Land of value up!
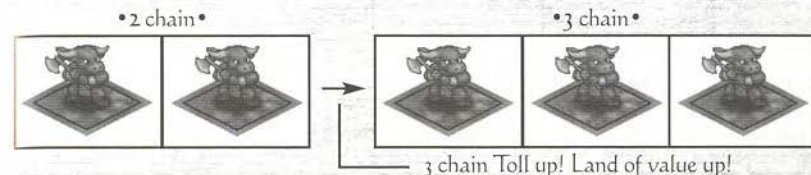
About map areas

Some maps are made up of different sections called "areas." They are considered to be separate in the game, so there are some factors that need to be taking into account in the course of a match on such a map:
• Land chains only exist within the same area.
• Value of symbols are calculated within each area.
• There are some spells that only work within the area in which they're cast.

About the chain under an alliance

In Versus mode, it is possible for Cepters to create an alliance. The land-chain effects benefit the alliance even more, because their combined land holdings create an even more powerful chain.

Support effect

In the manner similar to a land chain, the support effect occurs when adjoining land squares are occupied by the same Cepter's creatures. In that event, the number of lands that are next to each other times 10 is added to any of those creatures' HP if they should be drawn into a battle.

•Example
When the lands next to each other are yours

Support effect •ST + 10   Support effect •ST + 10
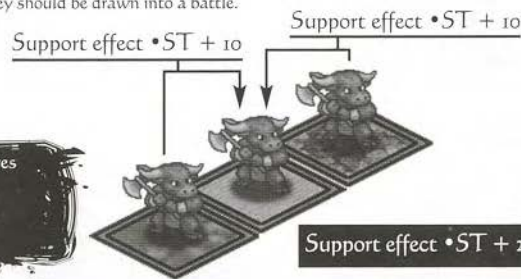
Unlike the land effect, creatures on both sides—defensive and offensive—are able to benefit from the support effect.

Support effect •ST + 20

Command

From the command panel, it is possible to utilize various commands: "Territory," "Map" and "Information." However, the "Territory" and "End" commands are able to be used only following a dice roll. Also, the "Suspend" command is only available during Story mode play, before dice rolling or spell selection.
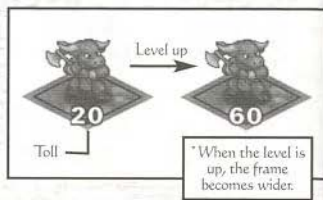
Territory

This command enables you to adjust aspects of the territories that your creatures occupies, such as leveling up of the land or exchanging one creature with another. In most cases, the "Territory" command is only able to be used on land squares that were passed in the course of the dice roll during that turn (land on which the owner's frame is flashing). However, if a castle or fort square is landed upon directly, you are able to use the "Territory" command on all your occupied territories on the map.
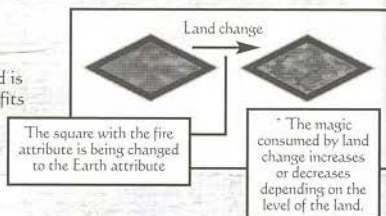
Level up Land

When the "Territory" command is used and the "Level Up Land" selection is chosen, you get the benefit of having that land square (or all, if it follows landing on a Castle or Fort square in that turn) get a value increase. Not only is the creature on that square more powerful, but the toll and land effect are increased as well. Leveling up land costs the player some magic, however, and the higher the level, the higher the amount of magic that needs to be paid.


Level up

Toll

*When the level is up, the frame becomes wider.

Land change

Another beneficial option under the "Territory" command is to change the attribute of a land square. The player benefits by increasing a chain, if other squares of that attribute are occupied, but there is a substantial cost of magic to make such a change.

Land change

The square with the fire attribute is being changed to the Earth attribute

* The magic consumed by land change increases or decreases depending on the level of the land.

Creature movement

The player is able to move creature one measure. It is effective in occupying adjoining territories to acquire the support effect. However, it is not able to move to special land feature. When it moves to the territory of the opponent's Cepter, it will start a battle. The movement cancels the effect of a curse on the territory. The defense type of creature is not able to move.
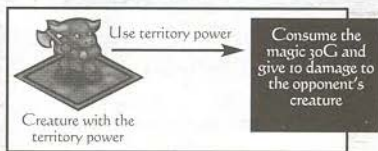

Move

The territory which is moved out becomes empty.
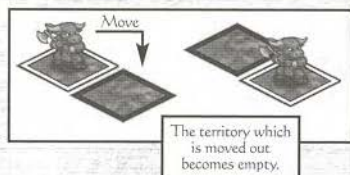
Creature exchange

This command switches a creature occupying the land square with one from your hand. This can be used to better match a creature to the land attribute for a strategic advantage., but it can also remove a weak or damaged creature from the map in favor of a stronger or fresher one. (The removed creature is returned to the player's hand for later play, and if it's damaged, it returns to MHP again.) Exchanging creatures costs the player some magic.

Exchange

HP and curse recover when creature has returned to the hand.

Creature power

If you have the creature that has the territory power, you are able to use the power by the "Territory" command. The territory power is treated same as spell. For example, the Cepter or creature, which are not set as the object of spell, cannot be selected.

Use territory power

Creature with the territory power

Consume the magic 30G and give 10 damage to the opponent's creature

Example: When a Minotauros who has creature power "territory "30" 10 damage to the opponent's creature" is used.

Map

The "Map" command brings up information about the map board. It also enables the player to move the cursor around to view various statistics about particular squares (such as land value, toll and creature details). That makes it helpful to plan out a strategy before a move or in preparation for a battle over a land square.

Help

Help message according to the situation is displayed. When you select "Read Manual," the in-game manual is displayed, which helps provide key information about the game, how it's played and its rules.

Information

This section provides useful information about the current game, such as the cards in the player's hand, specific Cepter details, the number of symbols (see p. 24) or details about the current map. * Please refer to page 2/3 in the "Information Command" section in online manual for detailed information.
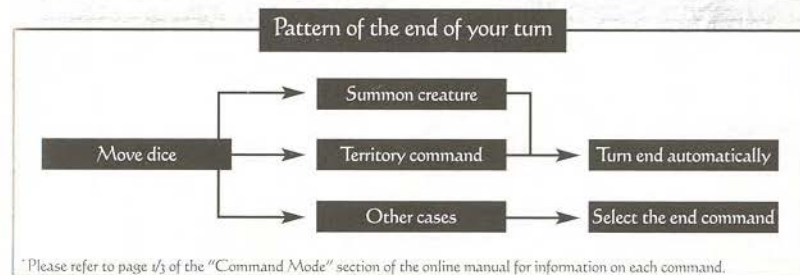
Suspend

If a player needs to stop a game, but would like to return to finish it later, the "Suspend" command is helpful. It saves the game status to a memory card, and can be subsequently loaded back in from the title screen using the "Load" command. A game can be suspended only during the Story mode play, before dice rolling or spell selection.

Setting

Various game options, such as the message display speed and controller vibration are able to be changed under this selection.

End

This ends your turn, but it's only available after the dice roll.

Pattern of the end of your turn

Move dice → Summon creature → Turn end automatically

Move dice → Territory command → Turn end automatically

Move dice → Other cases → Select the end command

* Please refer to page 1/3 of the "Command Mode" section of the online manual for information on each command.
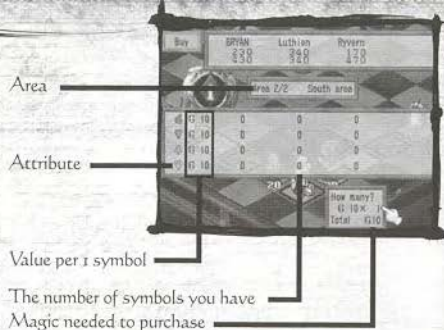
Symbol

A symbol is the gods' symbol that can be purchased in exchange for magic at a shrine. The value of the symbol is related with the value of land in the corresponding area. If it is well utilized, it is possible to increase magic.

Example
This is an example of the map "Versus map 1." The value or degree of upgrade of symbol depends on maps.

Area
Attribute
Value per 1 symbol
The number of symbols you have
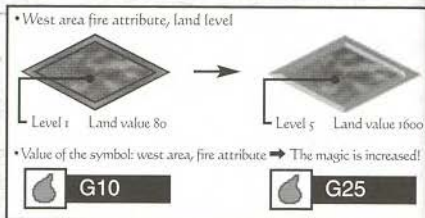Magic needed to purchase

Symbol purchasing

The symbol that you are able to purchase at once is only the symbol of one attribute.
Select the area with land to buy a symbol by direction key ←•→, and select the symbol by direction key ↑•↓ and decide by ◉ button. Then, decide the number of symbols to buy.

·The maximum number of symbols that you are able to buy at one time is 50.

·West area fire attribute, land level

Level 1 Land value 80 → Level 5 Land value 1600

·Value of the symbol: west area, fire attribute ➡ The magic is increased!
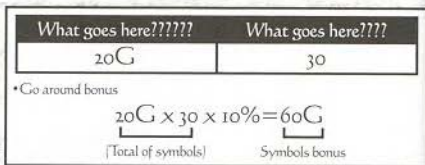
G10 → G25

Symbol bonus

If you have a symbol, you are able to obtain a symbol bonus with a Lap bonus, and a total of 10% of the symbol value is added to the Total magic. However, if the opponent's Cepter has the same kind of symbol, only the Cepter who has the symbol the most is given the bonus. If the number of the symbols is the same, no one is able to obtain the bonus.

Example:
The bonus of the symbol with 30 Fire symbols (value 20G) {In this example, opponent's Cepter doesn't have the symbol}

What goes here??????	What goes here????
20G	30

·Go around bonus

$$20G \times 30 \times 10\% = 60G$$

[Total of symbols]   Symbols bonus

Lack of magic

When you are not able to pay toll, you need to give up territory or symbol, change those to magic, and pay it. The territory, which you gave up, becomes level 1, empty land.

Magic depletion (bankrupt)

Regardless you gave up your land and symbol because of the lack of magic, you will bankrupt by magic depletion when Total magic becomes minus. The Cepter, which is bankrupt, is given some magic, sent to a castle, and attend the game continuously.

Sudden death

One of the options for a match is to set it up in a sudden death format. Sudden death starts when one of the Cepters obtains more than half of the Total magic needed to win. When the Cepter whose magic is depleted appears, the game is over, and the Cepter with the most Total magic wins.

Final result

When one of the Cepters meets or exceeds the Total magic goal for the match, then returns to a castle, the match ends with that Cepter winning. That's followed by a display of the Cepters' rankings, with their Total magic figures determining the placements. After the ranking announcement, an analysis of the game is displayed, and then cards are given based on the player rankings. If the replay data is saved, the game's data is stored on the memory card., from which it can be called up and played back later.

Period

Before a match begins, the option can be set to have a game last a specific number of rounds. When the game hits that mark, the Cepter who has the most Total magic wins.

Alliance

An alliance is a situation when two or more Cepters choose to combine into a single team to battle against others. It is mainly used in Versus mode.

~It may occur in Story mode by compulsion.

Forming an alliance

Alliances are set up before the match begins. After designating that Cepters that will be in a match, alliances can be determined by using the ▲ button to specify one team of Cepters and the ● button to designate the other team.

Rule of alliance

· The Total magic is calculated in each other sum total.
· No toll is charged when members of the same alliance land on each other's territories.
· Territories occupied by members of the same alliance combine into chains.

Map clear during alliance

The Total magic of Cepters that are in an alliance is calculated together. [SAME AS ABOVE] When the sum total of the alliance members' Total magic reaches the magic goal, and one of the alliance's Cepters returns to a castle, the alliance wins the match.

Curse

Curse is a special effect that gives continuous influence over a Cepter or territory by the power of spell or creature. A curse icon is displayed on the Cepter or territory that's affected.

The methods to remove the curse:

- Wait until the curse's effect time ends (unless the curse doesn't have an effect time, in which case it lasts forever or until another method is used to remove it).
- Use a "Remove Curse" spell that is able to get rid of the effect.
- If a territory is cursed, it can be removed by exchanging or moving a creature onto that square.
- If a different curse is placed, the previous curse disappears.

• Curse Type (territory)

- Poison — creature's HP decreases
- Paralyze — creature can't attack, use item or special abilities
- Confuse — receive 30% of damage given to others
- Sleep — toll can't be collected
- Remove territory effect — land effect does not apply on creatures
- Wing — during battle creature attacks first and has +20 STR
- Camouflage — creature obtains land effect regardless of element
- Force Stop — makes a passing cepter stop on a territory
- Increase passage bonus — the toll of this territory increases
- Death after battle — creature is destroyed after battle
- Convert damage — damages other than scroll attacks are ineffective
- Spirit walk — creature can move to a distant vacant land within the area
- Soul hunt — when creature is destroyed by a spell, player gets magic equivalent to MHP x 5G

- Item unusable — offense or defense side can use items in battle
- Lower ability — during battle, creature obtains -20 STR/HP
- Unupgradeable territory — territory level can't be changed
- Increase ability — during battle, creature obtains +20 STR/HP
- Parasite — owner of territory -100G at the end of a battle
- Unfightable — this territory can't be invaded
- Fountain — first cepter that lands on this territory gains 400G MP
- HP unchangeable — creature will be unable to receive or regain damage by spells or territory abilities
- Change toll — the toll of this territory will be halved
- Disable special abilities — no other effect but this one will be exerted during battle
- Mine — first cepter to land on this territory will lose 50% of their MP
- Regenerate — creature will regenerate and gain +20 HP during battle
- Untargetable — territory will not be subject to spell or territory ability
- Captured effect — creature will be unable to move and lose 20 HP at the end of battle

• Curse Type (Cepter)

- Untargetable — cepter will not be subject to spell or territory ability
- Change magic — MP usage amount changes upon using a card
- Disable summons — cepter can't use creature cards
- Raise Symbol value — symbol value changes temporarily
- Dice Control — effect that dictates the number rolled with dice
- Soul steal — gains MP of 50G x destroyed creature
- Cancel draw — gets rid of the card picked at the time of draw
- Change lap bonus — lap bonus increases
- Disable facility use — temple and prophet become unusable
- Disable movement — become unable to move
- Disable operation — become operated by the computer

- Acquire magic power — every round receive magic equal to 10G x number of cards in hand
- Capture toll — can obtain toll fees that other cepters obtained
- Toll control — the toll of this cepter's territory changes
- Change toll — the toll that this cepter pays changes
- Mistletoe — every time any cepter gets 5-7, 50G is obtained
- Life force — can't cast a spell, but may summon creatures and use items
- Revelation — territory command can be used on all territories
- Disable Items — Items can't be used during battle
- Disable Invasion — creature can't be summoned for the purpose of invasion
- Torture — every round, lose magic equal to 20G x number of spell cards
- Invisibility — player's territory will not be subject to spells or territory ability

---

The "Maintenance" command has various kinds of functions such as book editing, saved data manager, obtained card, or illustration viewing. The main functions which are used during play are introduced here.

The things can be done in maintenance

- Book — Add a new book or edit an existing book.
- AI — Create an AI character (see p. 32).
- Rule — Create rules for a Versus match.
- Save — Saves a Cepter's data onto a memory card (8MB)(for PlayStation®2).
- Results — View the detailed battle records from Story or Versus mode.
- Stock — View the cards that the player has available for books.
- Gallery — A viewable collection of the various illustrations that appear in the background of the Game Analysis screen.
- Medal — Displays medals (which are granted when certain conditions have been met) that have been obtained during the course of the game.
- Settings — Various settings within the game can be changed.
- Export data — Enables the import and export of external data.
- Manual — Opens up the in-game manual.
- Exchange — For trading cards with other Cepters (in Versus mode only).
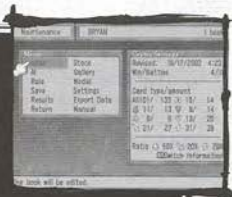
Book editing

The card set that a player takes into a game is called a book. It can be edited to create a 50-card set that is tailored to a specific strategy. In fact, a player can have multiple books for use in different situations. Culdcept enables the creation and editing of books, which is especially helpful when new cards are received.

Book-editing rules

- Each book consists of 50 cards.
- The same card can put into only four books.

1) Book-editing procedure

- Open book-editing screen — In order to perform book editing in Story mode, there are mainly two ways to accomplish it. After Cepter data is loaded, select "Maintenance" from menu screen, then choose "Book." If, however, a Story mode game is already in progress, push ● button, then select "book editing" from the menu.

2) Open a book to edit

From the saved books that are available, select a book to be edited by moving the cursor to the desired book, then press the ● button. (If you'd like to start with a fresh book, pick "new book" selection.) From the menu, select "Edit," which will bring up the book-editing screen. A maximum of ten books can be saved.

3) Replacing cards (book editing)

A book can be edited to your wishes. Simply select the cards that you would like to put into a book, up to a maximum of 50.

Book-editing screen

All the cards that you have are classified by their type. There are six Creature card groups (one for each of the four land attributes, as well as one that are good for all land attributes and one that ???), one group for Item cards and one group for Spell cards. Additionally, there are three other card groupings:

New! — This group holds all the newly available cards that have been obtained through gameplay.
All cards — The cards that the player has available from all of the groups combined can be viewed here.
Catalog — This is a chart of all the different cards in the game, though the only ones that appear are those that the player has available; the rest are blank and aren't filled in until the player receives them as new cards. There are 480 cards available in Culdcept.

Each of the book-editing screens also display the statistics of how many of each card type is in the particular book, how many of each card type are available to be put in the book and what percentages of each of the three card types have been collected by the player.

When the cursor is on a specific card, the number of that specific card in the book can be changed by using the ▲ button (to raise the number) or the ■ button (to lower the number). The card's detailed information viewed by pressing either the ● or ✖ button.

4) Closing the edited book

When the desired edits to the book are completed, selecting "End" from the menu brings up a confirmation window with three options:
Apply — Saves and closes the book with the changes that were just made.
Disregard — Returns the book to the form it was in before it was opened for editing.
Return — Returns to the book-edit screen to continue making changes.

Score

The score offers a detailed record of the results from Story mode or Versus mode. It can be used to analyze previous matches and track various statistics.
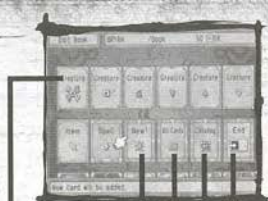
Score screen

Whole map — The synthesized score data in all maps is displayed.
Each map — Scoring data for individual maps is displayed.
Select map and push ● button. Then, the score data for the map is viewed by direction key ↑·↓.
Also it is possible to view the score data by the right stick. When you push R1 button, the order of map list distribution is switched.

• order of the # of maps ➡ • order of the # of match-ups ➡ • order of the # of winnings ➡ • the last time ➡ • order of the map name (alphabetical order)

When you push L1 button, the switching order reverse above.

Icon and each type of card
NEW!
All cards
Catalog
End

Map list of the past match-ups

A score data of each map

Data can be viewed with a score

Total time	Last time of play
# of match-up	# of winning
At the end of Total magic / magic / land / symbol	
# of toll payment / maximum / accumulation	
# of battles (invasions) / winnings	
# of battles (defends) / winnings	
# of go-around spell territory	

CREATION AND EDITING OF AN AI CHARACTER

An AI (artificial intelligence) character is a Cepter that you can create for use in a Versus match, and it comes complete with its own book to use and a basic gameplay strategy. There are various ways of playing, such as downloading the AI character which other player created from "Culdcept official site" and have a Versus match.

AI character creation

1) Select character symbol

Select "AI" from the "Maintenance" menu, select "New AI" to create a character, and choose a body type for how the character will look during a game.

2) Input a name

Each AI character can be given a unique name, with a maximum of 12 characters.

3) Editing

After a character is created (or there are others available on the memory card), choose the character to be edited by moving the cursor to the AI character you would like to alter, then push the ● button. Select "Edit" from the menu displayed, which brings up an assortment of editable features:

* Profile — A short text description that you can enter about the AI character.
* Character — The Cepter's appearance in the game, which can be selected from a number of previously created body types.
* AI (Battle/Assignment) — Settings for the AI's handling of certain combat situations (such as creature placement and defensive orientation) during a battle. Each of the criteria is ranked in importance from 1–9.
* AI (Spell/Symbol) — Settings for the AI's handling of spells and symbol (such as the amount of magic used during spellcasting and the amount of symbols bought at once) during a match. Each of the criteria is ranked in importance from 1–9.
* AI (Card/Territory/Move/Alliance) — Settings for the AI's handling of certain navigational and strategic situations (such as the importance of different card types, leveling up land squares and the avoidance of high-toll squares) during a match. Each of the criteria is ranked in importance from 1–9.
* Book Name — A player-customized name for the AI's book.
* Book — The section that enables creation and editing of the AI's book.
* Copy Book (AI book ➡ Normal book) — A utility for copying the AI character's book into a book that can be used by the main character.
* Copy Book (Normal book ➡ AI book) — A utility for copying one of the main character's books into a book to be used by the AI character.
* End Edit — The selection to exit the editing mode and return to the "Manage AI" area. The game prompts the player to confirm the changes with "Apply," "Discard" or "Return to Edit mode."

Playing as an AI

When all of the aspects of creating an AI character are completed, the character can be used for play in a Versus match. During match set-up, select "AI character" from the Cepter participation screen in the Versus mode and load it from Cepter data or a memory card (8MB)(for PlayStation®2.). To load from a memory card (8MB)(for PlayStation®2.), it is necessary to export an AI character in advance (see p. 30-31).

CREATION AND EDITING OF RULES (RULE COMMAND)

To make the game more flexible, Culdcept enables the creation of original rules, such as adding new restrictions on what cards that can be put into a book. For a created rule, it's possible to import/export rules between the game and a memory card (8MB)(for PlayStation®2).

Rule creation methods

1) Input a name of the rule

Select "Rule" from the "Maintenance" menu, and then choose "New Rules." Create a name for the rule, up to a maximum of 12 characters.

2) Editing the rule

Place a cursor on the rule that you would like to edit, then push the ● button. Select "Edit" from the displayed menu, and set the rules in detail. These include the following criteria:

• Profile — A short text description that you can enter to describe the rule.
• Game Options— This selection sets the criteria for a match, including the time limit, what map will be used and whether or not there'll be Sudden Death enabled on a match.
• Useable Map — Picking which maps are open to use in a match, but it enables making a map (or maps) unavailable, if the player chooses.
• Card Restriction (Card amount by category) — Limits are determined here on the number of cards that will be available per category.
• Card Restriction (Card amount per card) — Limits are determined here on the number of each kind of card that will be available.
• Card Restriction (Category Amount) — Sets the number of cards in each category, with up to 50 possible in each category.
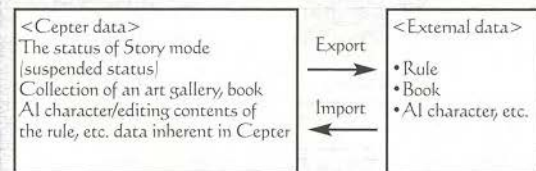
3) Reflect the editing result

When you select "End Edit," the window "Would you like to save changes?" is displayed. If there are no problems, choose "Apply." The created rule is used in the Versus mode. You can otherwise select "Discard" to cancel any changes that were made, or "Return to Edit mode" to make more changes to the rule.
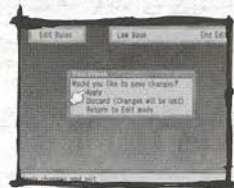
EXTERNAL DATA EXPORT AND IMPORT (EXPORT DATA COMMAND)

In Culdcept, it is possible to export or import a user-created book, AI character or rule data to a memory card.

<Cepter data>		<External data>
The status of Story mode (suspended status) Collection of an art gallery, book AI character/editing contents of the rule, etc. data inherent in Cepter	Export → Import	• Rule • Book • AI character, etc.

* The name of the Cepter cannot be used for the name of the exported data. When you try to export the data using the Cepter's name, you will be prompted to change the name. Input a different name for the data, then export it (no influence on the original data name).

Data that can be moved with the "Export Data" command:
• Book data (see p. 27-28)
• AI character data (see p. 29)
• Rule data (see p. 30)

There is some data that can't be exported/imported:
• Replay (see p. 11)
• Map (see p. 12)

How to handle exported/imported data

Insert a memory card (8MB)(for PlayStation®2) into one of the PlayStation 2 slots. From the "Maintenance" menu, select "Export Data" to bring up the options for exporting, importing or deleting game-related data.

Exporting

1. Select "Export Data" from the "Maintenance" menu. Select the item that relates to what you want to export: "Book Data," "AI Character" or "Game Rules."
2. Select a memory card (8MB)(for PlayStation®2) to export external data. If a book or an AI character is being exported, Culdcept will ask if you want to make the contents of the data secret so other players can't view them.

Importing

1. Select "Export Data" from the "Maintenance" menu, then choose "Import." The next screen will give you the option to select the memory card (8MB)(for PlayStation®2) that holds the external data to be imported.
2. Select the item that relates to what you want to import: "Book Data," "AI Character" or "Game Rules."

* When external data is imported, the process will be prohibited if the imported item's name matches data that already exists on the receiving side. Simply changing the data name will make it possible to import.

Methods for exporting/importing data
• Copy data between PlayStation®2 systems using a memory card.

MEDALS

If certain conditions are met during a game in Story mode or Versus mode, you are rewarded with a medal at the end of the match. There are 50 different medals available, and each medal has a secret condition that needs to be completed in order to receive it. Also, each time a certain number of medals is acquired, it unlocks one of the maps in Versus mode as a bonus.

Examples of medal requirements

Name of medal	What to do
"The pursuer of the duty"	Complete Story mode
"Time Tramper"	Maximum continous rolls of 1 (x3)
"A crazy sickle"	Take land from opponent more than 20 times

Rule to obtain medals

Medals can only be obtained during play under the following situations:

• All opponents have to be using Story mode characters (the match used personal match or AI characters are not allowed).
• The player can not be in an alliance with other players (however, an exception is if the alliance is included as a condition of the game).
• The game is not interrupted with the "Suspend" command in Story mode (the judgment to obtain medals becomes invalid).

Medal-listing screen

From the "Maintenance" menu, choose "Medal" to display the chart of medals that are available and that have already been received. When you push the ✕ button on any of the red dots, a hint pops up to offer a clue as to how that medal can be acquired.

2 TECHNIQUES TO WINNING

1) Make sure that creatures match the plot of land they're occupying

When creature has the same attribute as land it's placed upon, the land effect gives it a boost (see p. 22), where the HP added is equal to the land level x 10. Increasing a creature's HP makes it harder for an opponent to take the land from him.

Example:
Summon a Minotauros (fire attribute)
on a land square with fire attribute (at level 1)

Minotauros HP40
+
10 (land level 1 x 10)

Minotauros HP becomes 50!

2) Build a chain of land

When you can summon creatures onto more than one land square of the same attribute, a chain is created. The value of the land is raised, along with its toll and its Total magic. The larger the number of land squares that make up the chain, the more beneficial the effect on all those squares.

Fluctuation of land value in case of level 1 land (land value 100) ^ ( ) • toll

	1 chain	2 chains	3 chains	4 chains	5 chains
level 1	100 (20)	150 (30)	180 (36)	200 (40)	220 (44)
level 2	200 (60)	300 (90)	360 (108)	400 (120)	440 (132)
level 3	400 (160)	600 (240)	720 (288)	800 (320)	880 (352)
level 4	800 (480)	1200 (720)	1440 (864)	1600 (960)	1760 (1056)
level 5	1600 (1280)	2400 (1920)	2880 (2304)	3200 (2560)	3520 (2816)

3) Level up the land you obtain

When land is improved, the land value, its toll and the HP of occupying creature are all increased. If an opponent lands on a land square that has been leveled up considerably, land of a higher level makes it more difficult for the invader to capture the land successfully. The defeated foe also must pay a larger toll as a result. And when a chain is created using higher-level land, the land's value is that much larger.

Level up of land	Price (toll)
level 1	100 (20)
level 2	200 (60)
level 3	400 (160)
level 4	800 (480)
level 5	1600 (1280)

Example Land level up from 1 to 3!

The land value up from 100 to 400, toll up from 20 to 160!

HP of Minotauros up from 40 to 70!

^ In case level 1 land (land value 100)

4) Use items in a battle

Some Item cards are critical to victory in a battle. A Protective Equipment card is used for to hinder the attack of an enemy by increasing the occupying creature's HP. When invading an enemy's land, a Weapon card makes the creature's attack more powerful by raising its ST. These are fundamental methods for defeating an opponent. In preparation for key battles, try to keep at least one Weapon card and one Protective Equipment card in your hand at all times.

Meise (weapon)
Add 20 to ST

Leaser armor (protector)
Add 20 to HP

5) Utilize Spell cards effectively

Spell cards can conjure various effects, which create an advantage for the caster or a disadvantage for the recipient. Understanding the capability of each Spell card and the best time to use it are important tactics.

Mana
Obtain # of
go-around x 50G

Holy word 6
For subject Cepter,
next spot dice on
dice becomes 6

6) Edit the book

Each time a match is won, you obtain new cards. Scan the statistics for each card, then edit the book to replace weak cards with more powerful cards that will make your book stronger. When you encounter a highly competitive opponent during a Story mode match, it's a smart strategy to return to the previous map, win to collect more cards, build up your book through careful editing, then challenge the tougher rival again—but this time with more potent skills.

7) Raise the Total magic with a symbol

A symbol is like a "stock" so to speak. When the worth of corresponding land of area rises, the value of symbol also rises, so does Total magic. When you purchase the symbol of your land and raise the level of land, you are able to increase Total magic considerably. It is also effective to buy the symbol of the land which your opponent are likely to raise the level. Although a symbol seems to be difficult at the first glance, it's not true. If you fully utilize it, you are able to raise the Total magic effectively and to make a big difference against your rival.

[Planning/Development] —
Omiya Soft
www.omiyasoft.com

Game design/Game graphic —
Takayuki Jingu

Character setting/Game graphic
Card illustration/ Sound effect —
Kairough Ketu

Game graphics —
Yoshinori Ishiyama

Main programer —
Yukihiro Higuchi

Director/Programer —
Hideo Suzuki

Card illustrations —
Yuji Kaida
Ayano Koshiro (Ancient Corporation)
Katsuya Terada
Yuri Hanayama

Card illustration/Image illustrations —
Naoyuki Katoh
Satoshi Nakai

Movie/Image illustrations —
Minoru Kusakabe
Takuya Imamura
Aya Takano

Music —
Kenji Ito

[Tuning]
SARUGAKUCHO Inc. —
Toru Hashimoto
Noboru Matsumoto
Naoya Kojima
Eiko Kawakubo
Yoshiaki Kawamura
Junya Hoshino
Atsuhito Watanabe
Koichi Tada

Lead QA (US) —
Mike Weiner

[Manual & Package]
U.S. —
Bryan Frodente - Beeline Group
Andy Eddy

[Manual & Package]
Japan —
Michihiro Fukita (BASE'68)

Creative direction /Art direction —
Sayaka Mitake (FACULTY WORKS)

Manual framework/Writing —
Shusuke Motomiya (One-up)
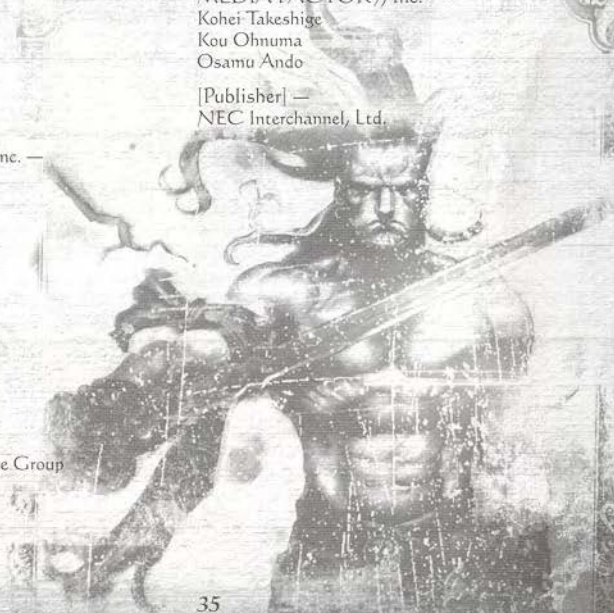Noriko Tsuyuki (One-up)

[Special Thanks] —
Shinya Kaneko
Kazuhisa Sakata
Yasushi Kurokawa
Clint Kurahashi
Steve Hanawa
James Tu
Joshua Cloud
Kaori Ogawa
Chris Clark
Nathan Bosia

ALL CEPTERS!

[Producer]
NEC Interchannel —
Norman Evangelista a.k.a. "The Grand Poohba"
Nelson Chiu

MEDIA FACTORY, Inc. —
Kohei Takeshige
Kou Ohnuma
Osamu Ando

[Publisher] —
NEC Interchannel, Ltd.

LIMITED WARRANTY

PLEASE READ THIS LICENSE CAREFULLY BEFORE USING THE PROGRAM. BY USING THE PROGRAM, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT USE THE PROGRAM.

NEC INTERCHANNEL LIMITED WARRANTY

NEC Interchannel warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, NEC Interchannel agrees to replace the Recording Medium free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by NEC Interchannel. This warranty shall not be applicable and shall be void if, in the judgment of NEC Interchannel, the defect has arisen through abuse, mistreatment or neglect. This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including and warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate NEC Interchannel. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose are limited to 90-day period described above. In no event will NEC Interchannel be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this NEC Interchannel product, including damage to property, and to the extent permitted by law, damages for personal injury, even if NEC Interchannel has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the NEC Interchannel's liability shall be limited to the fullest extent permitted by law. This warranty gives you specific right. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original receipt, showing the date of the purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and NEC Interchannel will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. NEC Interchannel is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment, or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for $20.00 USD made payable to NEC Interchannel, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and NEC Interchannel will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. NEC Interchannel is not responsible for products not in its possession.

WARRANTY CONTACT INFO

Website: http://www.necgames.com/support
Phone: (408) 774-0400

CUSTOMER SERVICE MAILING ADDRESS

Cunsumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

NOTICE

NEC Interchannel reserves the right to make improvements in the product descried in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the descried software man be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of NEC Interchannel.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at (800) 771-3772.