MEGAMAN STARFORCE 2

ZERKER X SAURIAN

INSTRUCTION BOOKLET

CAPCOM

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

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

⚠ WARNING - Seizures

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

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

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

⚠ WARNING - Radio Frequency Interference

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

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.
If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.
To avoid battery leakage:
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV–E

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

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

Wireless DS Multi-Card Play
1 - 7

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

⚠ **CAUTION - Stylus Use**

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

A SPECIAL MESSAGE FROM CAPCOM®

Thank you for selecting MEGA MAN STAR FORCE™ 2: ZERKER X SAURIAN for your Nintendo DS™ system. CAPCOM® is proud to bring you this new addition to your video game library.

Visit Mega Man at: **www.capcom.com/megaman**

Register online at: **reg.capcom.com**

TWO MONTHS LATER...

It's been two months since Mega Man's battle with the FM-ians...

Geo Stelar no longer uses a Transer, and has now upgraded to the Star Carrier, a new type of mobile terminal. Geo is excited about trying it out, and it is at that point that his cohorts in adventure—Prez, Bud, and Zack—drop in on him.

Prez tells everyone they should make a trip to see the sights and sounds of IFL Tower in Wilshire Hills. As Electopia's largest city, it is the center of all that is cool and cutting edge. The group is excited at just the thought of going there.

But while Geo and his friends are enjoying their time in Wilshire Hills, something terrible and unexpected occurs... A mysterious man appears and throws the denizens of Wilshire Hills into a panic when he unleashes a horde of Viruses!

With the help of his partner in adventure, the alien Omega-Xis, Geo Wave Changes into the hero known as Mega Man! The battle with a new, terrible enemy is about to begin!

STAR CARRIER

The Star Carrier is a new type of mobile terminal, an upgraded form of the Transer. Saying the word "Browse!" aloud will call up the Air Display screen. The Air Display can be used to introduce yourself to others, send e-mail, make a TV phone call, and manage your Battle Cards. The most advanced feature of the Star Carrier is its ability to turn invisible EM waves into visible physical objects called "Matter Waves." This feature allows people to carry around large objects like cars and motorcycles that they can use whenever and wherever they need them.

BROTHERBAND

All Star Carriers contain a BrotherBand function for forming friendships with others. Forming a BrotherBand with someone allows you to get to know them better, because you can now view their My Page and send them e-mails. You can also send them other forms of data.

LINK POWER

The bond you share with your Brothers is given a numerical value, known as Link Power. People trust others who have a high Link Power, and everybody wants to raise their own Link Power.

CHARACTERS

GEO STELAR

Geo is a kind-hearted 5th grader who loves outer space. After his father disappeared in an accident on a space station, Geo became a loner. But other kids in Echo Ridge encouraged him to open up, and now he realizes the value of friendship. He is good at fixing machines, just like his father.

OMEGA-XIS

An energy being from outer space, Omega-Xis has a strong independent streak. His favorite pastime is going "buck wild" on Viruses. He is still living with Geo.

WAVE CHANGE!!

MEGA MAN

Geo and Omega-Xis' fused EM form. Geo uses Omega-Xis' power when fighting in the Wave World.

Geo's Friends

LUNA PLATZ
Geo's class president. She's bossy, but has a good heart.

BUD BISON
A rough, tough kid who likes to eat. Give him his favorite foods and he can do anything.

ZACK TEMPLE
A know-it-all geek. He has a strong sense of loyalty to Luna.

SONIA STRUMM
A very popular young singer. She can Wave Change like Geo.

GETTING STARTED

1. Turn OFF the Nintendo DS™ system by pressing the Power Button. (Never insert or remove a Game Card when the power is ON.)

2. Insert the *MEGA MAN STAR FORCE™ 2: ZERKER X SAURIAN* Game Card into the Game Card slot on the back of the Nintendo DS and push until it clicks into place.

3. Turn ON the Nintendo DS system by pressing the Power Button. The Health and Safety Screen will appear. Touch the Touch Screen to continue.

4. Touch the *MEGA MAN STAR FORCE™ 2: ZERKER X SAURIAN* panel on the Touch Screen. The Main Menu will appear.

5. Follow the instructions on the screen.
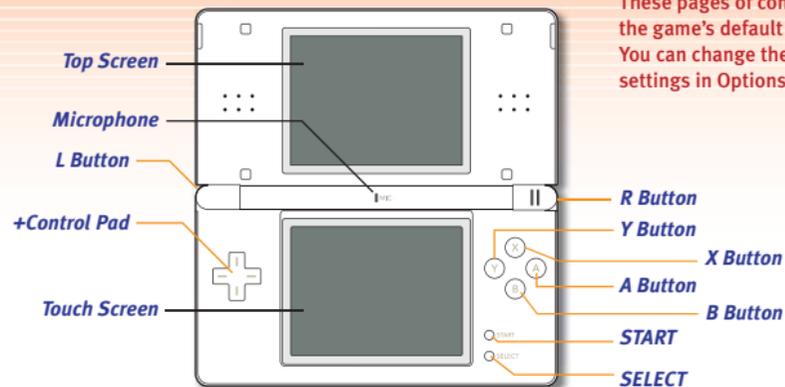
These pages of controls show the game's default settings. You can change the default settings in Options Mode.

Top Screen

Microphone

L Button

+Control Pad

Touch Screen

R Button

Y Button

X Button

A Button

B Button

START

SELECT

FIELD CONTROLS

Field Screen

❑ *+Control Pad*. . . . . . Move character/menu cursor.
❑ *A Button* . . . . Speak/Examine/Confirm.
❑ *B Button* . . . . Hold down to page through e-mails/Cancel.
❑ *X Button* . . . . Open Star Carrier menu.
❑ *Y Button* . . . . Real World: Put on/Take off Visualizer.
Wave World: Not used.
❑ *L Button* . . . . Talk to Omega-Xis.
❑ *R Button* . . . . Real World: Pulse in while on Waveholes.
Wave World: Pulse out.
❑ *START* . . . . Not used.
❑ *SELECT* . . . . Switch between Personal View, Brother Screen, and the sky.

Battle Custom Screen

Battle Action Screen
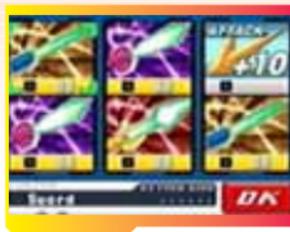
❑ *+Control Pad*. . . . . Move cursor.
❑ *A Button* . . . . Choose Battle Card/Confirm.
❑ *B Button* . . . . Cancel selected Battle Card.
❑ *X Button* . . . . Not used.
❑ *Y Button* . . . . View Battle Card description.
❑ *L Button* . . . . Run away (not always possible).
❑ *R Button* . . . . View Battle Card description.
❑ *START* . . . . Move cursor to *OK*.
❑ *SELECT* . . . . Not used.

❑ *+Control Pad* ◄/► . . Move Mega Man left/right.
❑ *+Control Pad* ▲ . . . . . Not used.
❑ *+Control Pad* ▼ . . . . . Lock on.
❑ *A Button* . . . . Use Battle Card.
❑ *B Button* . . . . MegaBuster (hold down for rapid fire).
❑ *X Button* . . . . Not used.
❑ *Y Button* . . . . Shield.
❑ *L Button/R Button* . . . Open Custom Screen (when Custom Gauge is full).
❑ *START* . . . . Pause Battle (not usable during Wi-Fi battle).
❑ *SELECT* . . . . Not used.

* When the game is paused, press the *+Control Pad* ◄/► to toggle Camera Mode on/off.

CHOOSING A VERSION
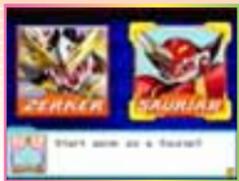
To choose your game version, press *START* and then select either *ZERKER* or *SAURIAN*.

- ❑ *ZERKER*—As the story progresses, your character will be able to transform into the knight Thunder Zerker.
- ❑ *SAURIAN*—As the story progresses, your character will be able to transform into the fiery Fire Saurian.

You can save one game for each version.

- ❑ *NEW GAME*—Start a new game.
- ❑ *CONTINUE*—Continue playing from your most recent save point.
- ❑ *AUTO BROTHER*—Switch to Auto Brother Mode.

AUTO BROTHER MODE

Auto Brothers are characters in the game with whom you form a BrotherBand. They have information based on data that you input about your friends and family. The game version you didn't choose is automatically set as an Auto Brother. When you form BrotherBands with your friends, your Auto Brothers appear as your Brothers.
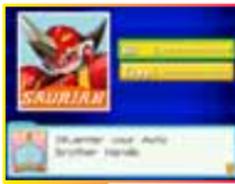
ENTRY SCREEN CONTROLS

- ❑ *+Control Pad* . . . . . . Move cursor.
- ❑ *A Button* . . . . Select character.
- ❑ *B Button* . . . . Backspace.
- ❑ *X Button* . . . . Shift.
- ❑ *Y Button* . . . . Change character set.
- ❑ *L Button/R Button* Shift cursor left/right.
- ❑ *START* . . . . Move cursor to *OK*.
- ❑ *SELECT* . . . . Next line.

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EXPLORING THE REAL WORLD

The Real World is where humans live. You can interact with people and examine things here.

TALK/EXAMINE

The Real World is where humans live. You can interact with people and examine things here.
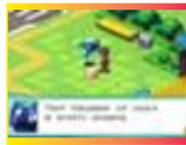
PUT ON YOUR VISUALIZER

Press the *Y Button* to put on your Visualizer. This lets you see the Wave World. Check it out!

TALK WITH OMEGA-XIS

Press the *L Button* to talk with Omega-Xis anywhere. If you're ever lost, Omega-Xis is there for you!

TRANSFORM INTO MEGA MAN

Put on your Visualizer to find Waveholes (places where EM waves have distorted space). Press the *R Button* at one of these, and Geo and Omega-Xis will EM Wave Change into Mega Man. This is called *pulsing in*.
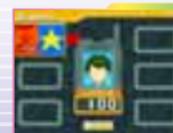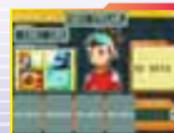
CARD TRADER

Use the Card Trader to trade multiple cards for one card from the Trader. The card you get is selected randomly. Talk to Mr. Hertz inside the Trader to exchange a Trader Ticket for one card.

TOP SCREEN

Switch between Personal View, Brother Screen, and the sky by pressing *SELECT*.

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EXPLORING THE WAVE WORLD

The mysterious Wave World cannot be seen by humans. Geo, however, can see it when he puts on his Visualizer.

FIGHTING EM VIRUSES

When traveling in the Wave World, you will encounter EM Viruses. They attach themselves to electronic devices, causing the devices to malfunction. It's up to you to face these EM Viruses in battle and delete them!

MYSTERY WAVES

You can find EM crystals known as Mystery Waves in the Wave World. By examining them, you could get a Battle Card or item. There are other, rarer mystery waves as well.

ELECTRONIC DEVICES & EM WAVES

When you approach an electronic device, you can see an EM whirlpool above it on the Top Screen. As Mega Man, ride the EM flow into the electronic device!
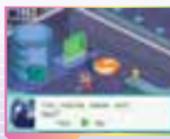
PEEK INSIDE STAR CARRIERS

Once you Wave Change, you won't be able to talk to people. However, you will be able to peek inside their Star Carriers to find out important information about them.
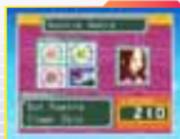
PULSE OUT

Press the R Button to return to the Real World at the point where you left it, or to walk over any Wavehole.

Geo and his friends will encounter many dangers throughout the story. Trust each other, and you will make it through!

RUN THROUGH THE GAUNTLET OF GHOSTS!

When the mysterious Hyde captures Prez and takes her to the top of IFL Tower, it's up to Geo to save her! But the ghosts that Hyde has unleashed on the city won't make things easy for you. Watch their movement closely to sneak past them!

RESCUE THE MR. HERTZES!

"HELP!!" There are lots of Mr. Hertzes trapped on a snow-covered mountain. Ski down the mountainside skillfully as you attempt to rescue them.
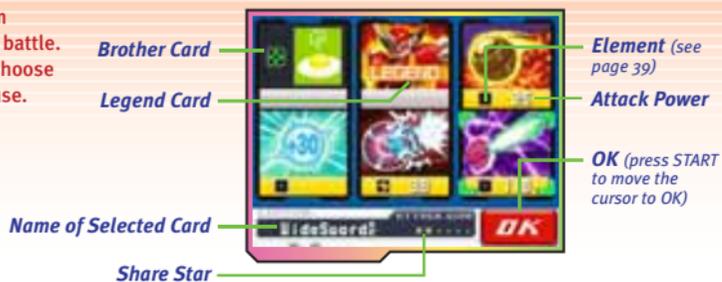
GO WHERE GEO CAN'T!

As Mega Man, you can access places that Geo can't get to in the Real World. If you notice a strange-looking spot, put on your Visualizer and check it out!

BATTLE: CUSTOM SCREEN

You will see the Custom Screen at the start of a battle. This is where you can choose which Battle Cards to use.

Brother Card

Legend Card

Element *(see page 39)*

Attack Power

OK *(press START to move the cursor to OK)*

Name of Selected Card — WideSword3

Share Star

CHOOSING A BATTLE CARD

Six cards from your currently equipped folder are randomly chosen and displayed on the Custom Screen. Move the cursor to a card you want to use in battle, and press the A Button. Then, you can use that card on the Action Screen.

BATTLE CARD SELECTION RULES

When choosing Battle Cards, you must follow the rules below. You can pick a maximum of 6 cards per turn.

SAME CARDS

CARDS OF THE SAME COLUMN

WHITE CARDS
Cards with a white bar at the bottom are called *White Cards* and can be used with any other cards.

Card Types

BATTLE CARD
The most common type of card. Get Battle Cards by defeating EM Viruses, or by buying them in shops.

BROTHER CARD
Brother Cards come from your Real Brothers, Auto Brothers, and BrotherBands. You can change to Double Tribe *(page 18)* and Triple Tribe *(page 19)* Modes by choosing a Brother Card that's not the same version as you.

LEGEND CARD
Use this card to recreate one of your Best Combos and deal massive amounts of damage to your enemy. These very powerful and useful cards disappear after one use.

RUNNING AWAY

Press the *L Button* to run from battle. But be careful! You may not be lucky enough to run away, and you'll be forced to enter battle without choosing any Battle Cards!

It's Battle Time!

Select *OK* to move to the Action Screen—and the battle begins!

BATTLE ACTION SCREEN

After choosing Battle Cards on the Custom Screen, defeat your enemies on the Action Screen.

Mega Man's HP

Enemy's HP

Cards Chosen
on the Custom Screen

Custom Gauge

Next Battle Card

Card's Attack Power

FIRING THE MEGABUSTER

Press the **B Button** to fire your MegaBuster, which has unlimited ammo. Hold down the **B Button** for continuous fire. If you don't fire the MegaBuster for a short while, it will automatically charge up for a Charged Shot.

USING A BATTLE CARD

Use the cards you chose on the Custom Screen by pressing the **A Button**. The next card in line is displayed at the bottom of the screen.

GUARDING

Press the **Y Button** to make a shield appear right before Mega Man's eyes. It can withstand most attacks, but a few attacks can break through it.

COUNTERING

If your attack hits an enemy just as it's attacking, you've pulled off a successful Counter. When this occurs, 1 card is randomly chosen from your equipped folder as a Bonus Card for you to use.

CUSTOM GAUGE

The Custom Gauge begins to fill the instant you step onto the battlefield. Once the gauge is full, press the **L Button** or **R Button** to re-enter the Custom Screen.

GAME OVER

When Mega Man's HP reaches zero, the game is over and you return to the Title Screen. Be sure to save your game often!

OMEGA–XIS' ATTACK

LOCK-ON!

Pressing the +Control Pad ⬇ while on the Action Screen puts you in Lock-On Mode. Mega Man will lock-on to enemies in front of or at a 45° angle to him. If you use a card after locking-on to an enemy, Mega Man will perform a MegaAttack, and automatically charge up to his enemy and attack. During a match with a friend, Mega Man can lock-on to an opponent in front of, diagonal to, or at a 22.5° angle to himself.
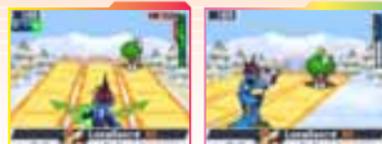
After you win a battle, you go to the Result Screen where you can see your battle time, Busting Level, and any data acquired. Your Busting Level is an evaluation of your virus busting techniques. The higher your Busting Level climbs, the more valuable items you can get after victories.

Lock onto enemies in front of or diagonal to yourself. (Main game only.)
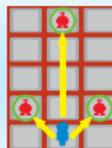
During a match, lock onto someone in front of or 45° or 22.5° to yourself. (Wireless battle only.)

GO FOR BEST COMBO!

If you fulfill certain requirements during a battle with an EX or SP class boss, then you can get a Best Combo. A Best Combo is a combination of cards that causes an incredible amount of damage. Follow the directions on-screen to name your Best Combo and record it onto a Legend Card. You can record a comment noting when to use the Legend Card. You can also share your Legend Card with friends and members of your BrotherBand.

BEST COMBO REQUIREMENTS

Use 3 or more cards (except Giga Class cards) to attack an enemy in one turn before it moves. Certain cards are also recognized as part of a Best Combo.

❏ You must make it to a certain part of the story before you can get a Best Combo.

TRIBE ON

Along your journey, you will find the OOPArt (Out of Place Artifact) that was left behind by an ancient, but highly advanced, civilization. Mega Man can use this powerful artifact to transform into one of the three powerful tribe warriors. This is called *Tribe On,* and it grants Mega Man the power of one of the tribes. To use this power, you must choose a Brother Card on the Custom Screen during battle. If you are hit by the Elemental Attack your tribe is weak to, you lose the power of that tribe for the rest of the battle.

THUNDER ZERKER

The warrior of an ancient civilization. Swinging his gigantic sword deftly and ferociously, this warrior never gives enemies a chance to defend themselves!

Element:	Elec
Tribe Ability:	Train Combo
Status Power Up:	Side Select, Elec + 20
Charge Shot:	Thunder Slash
Weakness:	Wood
LFB:	Thunder Bolt Blade

❏ In the Action Screen, hold down the A Button to unleash the Train Combo, which uses all your selected Battle Cards in one shot.

LINK FORCE BIG BANG

Link Force Big Bang (LFB) is a Special Attack that you can unleash when your Link Power is at its highest. When Mega Man pulls off a Counter in battle, he'll get a card with a Star Force insignia on it. Use this card by pressing the A Button, just like a regular Battle Card, to launch the LFB Special Attack.

FIRE SAURIAN

This muscle-bound warrior hails from the ancient tribe of Saurian. His flaming attacks send enemies running!

Element:	Fire
Tribe Ability:	Charges Battle Cards to increase attack power
Status Power Up:	Super Armor, Fire + 30
Charge Shot:	Dino Cannon
Weakness:	Aqua
LFB:	G Blazer

WOOD NINJA

Element:	Wood
Tribe Ability:	Dodges attacks using Body Double Attack*; Wood Elemental Sword provides counter hit; Charge the Battle Card to gain additional invisibility capacity and Auto Lock On
Status Power Up:	Wood + 20
Charge Shot:	Shinobi Star
Weakness:	Fire
LFB:	Demon Flurry

* Press *+Control Pad ⬆ + Y Button* for Body Double Attack. The Body Double counter move replaces blocking.

Double Tribe & Triple Tribe

DOUBLE TRIBE

Double Tribe is the result of different tribes fusing into one warrior. Double Tribe also integrates the two tribes' respective abilities to give Mega Man that extra edge in battle.

GETTING DOUBLE TRIBE

While in Tribe On Mode, select a Brother Card for a different tribe. You will have the option of choosing *DOUBLE TRIBE*. If you choose it, you become Double Tribe upon your return to the Action Screen. If you choose *ROULETTE*, you are randomly given one of your Brother's Favorite Cards.

❏ You can only transform once per turn. The Brother Card stays on your Custom Screen with a Tribe insignia on it for as long as you are in Double Tribe Mode.
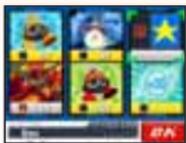
ZERKER SAURIAN

Element:	Fire
Tribe Ability:	Train Combo
Status Power Up:	Side Select, Super Armor, Elec + 20, Fire + 30
Charge Shot:	Dino Cannon
Weakness:	Aqua
LFB:	Vanishing Blazer

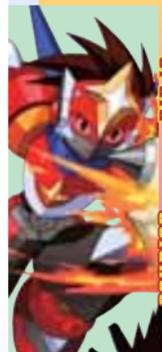**SAURIAN ZERKER**

Element:	Elec
Tribe Ability:	Charges Battle Cards to increase attack power
Status Power Up:	Super Armor, Side Select, Elec + 20, Fire + 30
Charge Shot:	Thunder Slash
Weakness:	Wood
LFB:	Vanishing Blazer
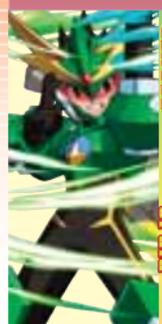
ZERKER NINJA

Element:	Wood
Tribe Ability:	Train Combo* *(see page 16)*
Status Power Up:	Side Select, Elec + 20, Fire + 20
Charge Shot:	Shinobi Star
Weakness:	Fire
LFB:	Elemental Blade

NINJA ZERKER

|	
Element:	Elec
Tribe Ability:	Charges Battle Cards to increase attack power. Dodges attacks with lock-on + Body Double Attack*
Status Power Up:	Side Select, Wood + 20, Elec + 20
Charge Shot:	Thunder Slash
Weakness:	Wood
LFB:	Elemental Blade

NINJA SAURIAN

Element:	Fire
Tribe Ability:	Charges Battle Cards to increase attack power Dodges attacks with lock-on + Body Double Attack*
Status Power Up:	Super Armor, Wood + 20, Fire + 30
Charge Shot:	Dino Cannon
Weakness:	Aqua
LFB:	Enma Gale Garrison

SAURIAN NINJA

Element:	Wood
Tribe Ability:	Charges Battle Cards to increase attack power*
Status Power Up:	Super Armor, Wood + 20, Fire + 30
Charge Shot:	Shinobi Star
Weakness:	Fire
LFB:	Enma Gale Garrison
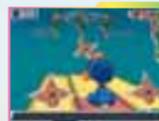
* Press *+Control Pad* ⬆ + *Y Button.* for a Body Double Attack. The Body Double counter move takes the place of blocking.

Tribe King

Fusing all three tribes turns Mega Man into the ultimate warrior—Tribe King! (Tribe King disappears after three consecutive turns.)

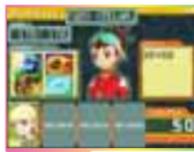|	
Element:	None
Tribe Ability:	Doubles all Battle Cards' attack power; Gains abilities of all tribes during Tribe On*
Status Power Up:	Side Select, Super Armor, Elec + 20, Wood + 20, Fire + 30
Charge Shot:	Over Slash
Weakness:	None
LFB:	Czar D Breaker

YOUR STAR CARRIER

Star Carrier

PERSONAL VIEW

Check all your personal information on the Personal View Screen. Choose different pages to view here.

OMEGA-XIS

Read all Omega-Xis' relevant data and equip weapons for him. Access the Equip Abilities and See Records Screens here.
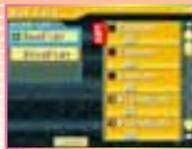

BROTHER

Review all the people with whom you've formed a BrotherBand.

ITEMS

View and use Items such as Sub-Cards, Matter Waves, and Key Items. Set the wallpaper for your Personal View here.

BATTLE CARDS

Edit and equip Card Folders on this screen.

LIBRARY

See all the Battle Cards you've gained. Also, view changes from friends, and names of cards you have yet to find. The bottom left corner of each card has a five-digit number you can use with the Capture Mode of the Star Carrier toy (sold separately).
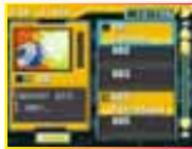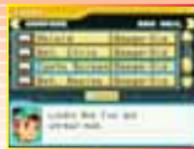

NETWORK

Battle other players, form BrotherBands, and trade Battle Cards via the wireless connection or the Wi-Fi network.
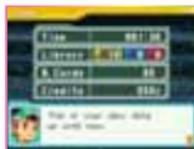

MAIL

Throughout the game, you receive e-mails and Brother Mail. Check your mail here. Use this page to send e-mails to your friends and Cipher Mail to Legend Master Shin.

SAVING YOUR GAME

Save your current progress in the game.

MAIN MENU

Your HP and Zennys are displayed at the bottom of the Main Menu Screen. When your HP reaches zero, your game is over. Zennys are the currency used in the *MEGA MAN STAR FORCE™ 2* world.

PERSONAL VIEW

Main Character's Name

HP

Favorite Cards

Brothers

Geo Stelar

Abilities

Link Power

Select different screen areas by touching them, or by moving the cursor with the *+Control Pad* and pressing the *A Button.*

❏ **MAIN CHARACTER'S NAME**—Geo Stelar. You cannot change this name.

❏ **HP**—Geo's current HP level.

❏ **FAVORITE CARDS**—Displays the Battle Cards you've selected as your Favorites. Opens your Card Folder so you can edit your Favorite Cards.

❏ **BROTHERS**—Shows characters with whom you've formed a BrotherBand throughout the game. Select a character to go to that person's My Page.

❏ **GEO STELAR**—Select this to go to your My Page.

❏ **ABILITIES**—Displays up to four equipped Abilities. Select this to go to the Abilities Screen.

❏ **LINK POWER**—Your Link Power level.

MY PAGE

Use My Page to learn more about your Brothers. When you form a BrotherBand with your friends, you can view their My Page. You can also edit your own My Page here.

Handle

Avatar

Favorite Cards

Link Power

Best Combo

Secret

Comment

Select different screen areas by touching them, or by moving the cursor with the *+Control Pad* and pressing the *A Button.*

❏ **HANDLE**—The nickname you will be known by when sending data. Select this to edit your Handle. (Try to make your Handle unique, as other people might have the same Handle when you use Nintendo Wi-Fi Connection. Make sure your Handle is appropriate and respectful of others.)

❏ **AVATAR**—You can draw a picture to be your avatar. Select this area to edit your avatar.

❏ **FAVORITE CARDS**—Displays the Battle Cards you've selected as your Favorites. Select this to open the Card Folder to change your cards.

❏ **LINK POWER**—Your Link Power level.

❏ **BEST COMBO**—Displays the name you've given to your Best Combo. Select this to edit your Best Combo.

❏ **COMMENT**—The message displayed on your My Page. Select this to view and edit your comment.

❏ **SECRET**—A secret that you only share with your BrotherBand. Select this to view and edit your secret.

❏ **YOUR PROFILE**—Scroll to the bottom of your My Page to view and edit your profile.

Brother's Avatar

Tribe Insignia

Link Power Added

Your Avatar
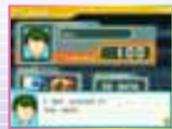
On Air
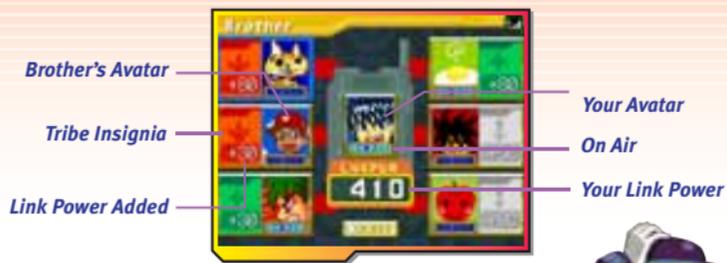
Your Link Power

- ❏ **BROTHER'S AVATAR**—Displays your Brothers' avatars.
- ❏ **TRIBE INSIGNIA**—Shows your Brothers' tribes.
- ❏ **LINK POWER ADDED**—Number added to your total Link Power.
- ❏ **ON AIR**—Displayed when your Brother is connected to Nintendo Wi-Fi Connection.
- ❏ **YOUR AVATAR**—Displays your avatar.
- ❏ **YOUR LINK POWER**—Your Link Power level.

FORMING A BROTHERBAND

Using the DS wireless connection, choose either *BATTLE* or *BROTHER REQUEST,* and then battle. Or, using Nintendo Wi-Fi Connection, choose *FRIEND CODE INVITE* and you'll be able to form a BrotherBand!

Select *EQUIP WEAPON* to look at and equip Omega-Xis' weapons.

Weapon Name

MegaBuster Attributes

- ❏ **WEAPON NAME**—Name of weapon Omega-Xis has equipped.
- ❏ **MEGABUSTER ATTRIBUTES**
    - ▸ **ATTACK**—Shot power. The higher the number, the more powerful the attack.
    - ▸ **RAPID**—Rate of fire. The higher the number, the faster the MegaBuster shoots.
    - ▸ **CHARGE**—How fast the MegaBuster charges up for a Charged Shot. The higher the number, the shorter the wait time.
- ❏ **EQUIP ABILITY**—Enter the Abilities Screen to equip and un-equip abilities. *(See page 29.)*
- ❏ **SEE RECORDS**—Select this to check how fast you've deleted SP class bosses. My record (*MY*) is your clear time, and Best record (*BST*) is the fastest clear time among you and your friends. If BST is very fast, the attack power of your SP Battle Cards will increase. You can also view your Brothers' Ranking, and delete your or your Brothers' records for the highlighted boss by pressing the *A Button*. Records data is updated every time you connect with your friends.
- ❏ **EDIT WAVE COMMAND CARDS**—On the Omega-Xis Screen, press *SELECT* to enter the Wave Command Cards Edit Screen.

BATTLE CARDS

CARD FOLDERS

Card Folders are where you store the cards you want to use in battle. At first, you have one folder that you can freely edit, and a spare folder that you cannot edit. As you progress in the game, you get another spare folder that you can edit. Spare folders are affected by your BrotherBand status. For example, if you cut ties with one of your Brothers, you may not be able to place certain cards in the spare folder, or you may not be able to equip certain cards.
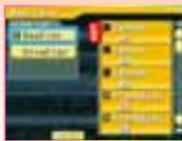
EDITING A CARD FOLDER

You can add or swap cards in and out of your Card Folder by going to your Card Box. To see your Card Box, press the *+Control Pad* ◀/▶ on the Card Folder Edit Screen. Select the first card, and then select a second card; those two cards will switch places. Select the same card again to send another one to your folder. Sort your cards by pressing the *X Button* and choosing from the sort options. Press the *L Button* or *R Button* to scroll up or down by pages. Press *SELECT* to clear your folder.
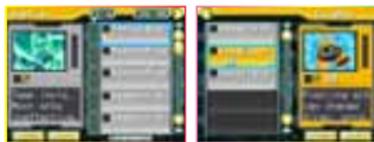
RULES FOR BUILDING CARD FOLDERS

- ❑ A folder must have at least 30 cards.
- ❑ It can have a maximum of 3 of the same Standard Cards.
- ❑ It can have a maximum of 5 Mega Class Cards and 1 Giga Class Card, but no doubles.
- ❑ It can only have 1 Legend Card in an allocated slot.

BATTLE CARD COLORS

YELLOW—Standard Class Card.

BLUE—Hard-to-get Mega Class Card.

RED—Extremely rare Giga Class Card.

WHITE—Can be paired with any other card(s) on the Custom Screen during a battle.

SPECIAL CARDS

STAR CARDS

These cards increase the Attack Power of Battle Cards with the same name. You can have up to 3 Star Cards in pre-allocated spots. You can only have 1 Star Card in your folder. Use Star Cards like normal Battle Cards in battle. The higher the number of Attack Stars (Star insignia) on the Star Card, the higher the Attack Power of the Battle Card you pair it with.

BROTHER CARDS

Brother Cards allow Mega Man to Tribe On and use Double and Triple Tribe in battle. They are automatically added to your folder, but you can turn this feature on and off by selecting it on the Card Folder Edit Screen. If you choose not to transform, you will be randomly given one of your Brother's Favorite Card to use.

LEGEND CARDS

Legend Cards allow you to reuse a certain Attack Combos during battle. These attacks will be the Best Combo you recorded on the card. You obtain a Legend Card when you form a BrotherBand, update your data, and exchange Best Combos with Legend Master Shin. You can only have one Legend Card in your folder, and it disappears after one use. When you select the Legend Card, its data appears, and you can add it to, or delete it from, your folder.

CHOOSING FAVORITE BATTLE CARDS

Highlight a Battle Card in your folder and press the *Y Button* to make it one of your Favorite Cards. You can have up to 4 Favorite Cards at one time. These cards appear as White Cards on the Custom Screen during battle. You must choose 4 cards. If you choose a combination of Mega and Giga Class Cards, then you can only have 2 cards as your Favorites, and you can only have 1 Giga Class Card at any one time.
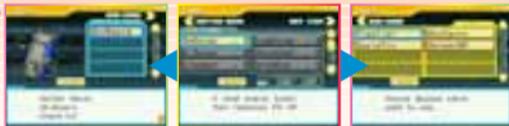
Favorite Cards appear as Brother Cards on your Brothers' Custom Screens. By choosing *ROULETTE,* your Brothers can use one of your Favorite Cards.
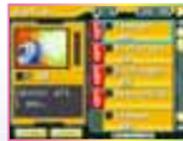
ITEMS & E-MAIL

ITEM SCREEN

The Item Screen has three separate menus: Matter Wave Screen, Sub-Card Screen, and Key Item Screen. Press the **+Control Pad** ◀/▶ to switch between screens.

- ❏ *MATTER WAVES*—Matter Waves are a new technology that turns EM waves into actual physical manifestations. Geo will find them useful on his adventures, and he can Materialize the Matter Waves at certain spots on the Field Screen.

- ❏ *SUB-CARDS*—Sub-Cards contain cards that restore Mega Man's HP and have other various effects when used.

- ❏ *KEY ITEM SCREEN*—The Key Item Screen shows all the items you've pick up during the game, such as your Star Carrier and Visualizer. You can also change your Personal View's wallpaper here.
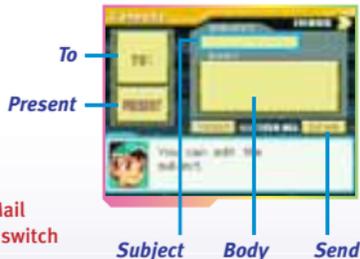
MAIL SCREEN

To

Present

Subject   **Body**   **Send**
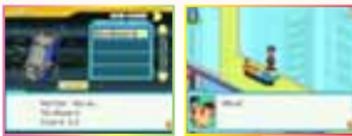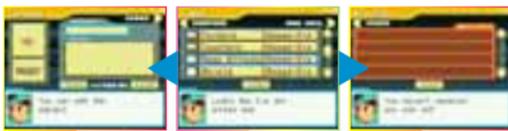
The Mail Screen has three separate menus: Compose Screen, Mail Box Screen, and Bro Mail Screen. Use the **+Control Pad** ◀/▶ to switch between screens.

- ❏ *TO:*—Person receiving the mail.
- ❏ *PRESENT*—Send a Battle Card with the mail!
- ❏ *SUBJECT*—Edit the Subject line.
- ❏ *BODY*—Edit text in the mail.

- ❏ *SEND*—After filling in the subject and body and choosing a recipient, you can send the mail. The mail will be sent when you update your data.

Press *SELECT* to rewrite the entire mail.

ABILITIES

Link Power Used

Quantity

Ability Name

Abilities Equipped

Remaining Link Power

Link Power

Mega Man can buy abilities with his Link Power. The higher your Link Power, the more abilities you'll be able to equip. To equip an ability, select *EQUIP ABILITIES* from the Omega-Xis Screen.

RULES FOR EQUIPPING ABILITIES

- ❏ When you get an ability, it will be displayed in the list on the left. The amount of Link Power required to equip it will also be displayed.

- ❏ To equip an ability, highlight it and press the *A Button*. The ability appears in the Abilities Equipped list on the right. The corresponding points are subtracted from your total remaining Link Power. These points will be returned when you unequip the ability. If an ability is worth more than your remaining points, you will not be able to equip it.

- ❏ Press the *Y Button* for an explanation of each ability.

- ❏ Press *SELECT* to unequip all your abilities.

CONNECT

USING THE WIRELESS CONNECTION

WHAT YOU NEED:

❑ **2 Nintendo DS™ systems.**
  ▶ 2 systems are required for *Battle, Brother Request,* and *Card Trade.*
  ▶ Up to 7 systems can be used for *Data Update* and *Sky-Hi Coliseum.*

❑ **1 *MEGA MAN STAR FORCE™ 2* (*ZERKER X NINJA* or *ZERKER X SAURIAN*) Game Card.**
  ▶ 2 Game Cards are required for *Battle, Brother Request,* and *Card Trade.*
  ▶ Up to 7 Game Cards can be used for *Data Update* and *Sky-Hi Coliseum.*

PROCEDURES

1. Make sure all the Nintendo DS systems are turned OFF, and that each one has a Game Card in the card slot.

2. Turn ON the systems. The DS Menu Screen will appear.

3. Touch *ZERKER X NINJA* or *ZERKER X SAURIAN.*

❑ *See pages 31-33 for further instructions.*

WIRELESS CONNECTION

Using the local wireless connection, you and your friends can choose *BATTLE, BROTHER REQUEST, CARD TRADE* or *DATA UPDATE.*

HOST SELECTION SCREEN

Using the local wireless connection, one person's system is the Host, and the other systems are the Clients. Decide with your friends who will be the Host.

❑ *HOST*—The Host sends out signals to the Client systems.

❑ *CLIENT*—Clients connect to the Host system.

❑ *ENTER NUMBER*—Enter a number to find other people who have chosen the same number. This makes it easier for you and your friends to find each other when numerous Hosts and Clients are in your area.
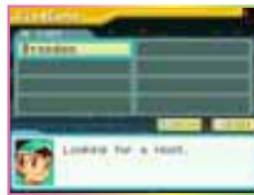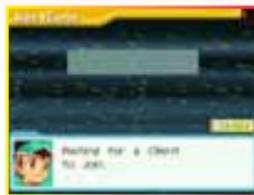
BATTLE OPTIONS

After choosing *BATTLE,* you can choose from these options.

❏ *1 RD/3 RD PRAC MATCH*—Choose 1 or 3 rounds. The Host determines the amount of turns each player gets before the battle begins. Practice matches do not count toward your record, and you cannot wager Battle Cards on them.

❏ *1 RD/3 RD MATCH*—You can wager Battle Cards on these matches, and the results count toward your record.

You can use Brother Request after the first match.

LEGEND CARDS

When you turn *LEGEND CARD ON*, a Legend Card will be in your folder when you battle.

When you choose *BROTHER REQUEST,* the *1 RD PRAC MATCH* and *LEGEND CARD OFF* options will automatically be selected.

You can register someone as your Brother only after the battle is over. Once a Brother is registered, you will get a Legend Card for the Best Combo your Brother has equipped.

❏ Players who power up Mega Man with a Wave Command Card have a Star Mark next to their cursor.

❏ Using the wireless connection resets the Attack Star you had taken out.
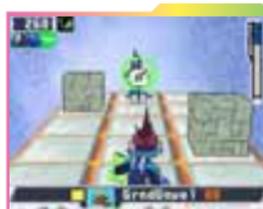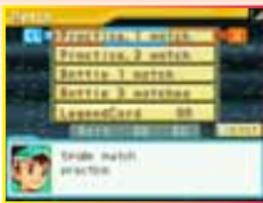
TRADE

Trade Standard Cards, Mega Class Cards, Star Cards and Legend Cards with your friends via the wireless connection. There are some cards you will not be able to trade.
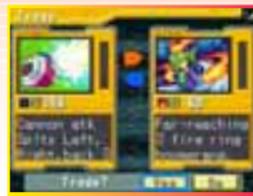
DATA UPDATE

You can have up to 7 systems (1 Host and 6 Clients) connected and updating data simultaneously. The following things can happen as a result of updating data.

❏ As the game progresses, your Link Power increases.

❏ Everyone's unsent mail is sent.

❏ You find out new things about your Brothers.

❏ You receive a Legend Card for the Best Combo your Brother has equipped.

❏ You share the names of Battle Cards not in your library.

❏ The record times are updated.

❏ Profiles and messages are exchanged.

❏ Changes in My Pages are reflected.

You can save mail you receive by following the instructions on-screen. Make sure you set the time and date on your Nintendo DS system.

NINTENDO WI-FI CONNECTION

You can use BATTLE, BROTHER REQUEST and DATA UPDATE with friends who are far away (but still in the country) by connecting to Nintendo Wi-Fi Connection.

BATTLE OTHERS ON THE NETWORK

Via Nintendo Wi-Fi Connection, you can battle against others who are connected to the network at the same time. The result of each battle is displayed on the Wi-Fi Records.

❑ Remember, it's not polite to turn the power *OFF* in the middle of a battle.

BATTLE BROTHERS ON THE NETWORK

Via Nintendo Wi-Fi Connection, you can battle against your Brothers who are connected to the network at the same time. When Brothers are connected to the Wi-Fi network, the words *ON AIR* appear below their avatars. Select a Brother, and then request a battle. The result of each battle is displayed on the Wi-Fi Records.

ATTACK STAR TAKE OUT

After a Wi-Fi battle, you return to the Star Carrier's Menu Screen. You receive an Attack Star for each battle you win (up to 6). Attack Stars increase the Attack Power of all Star Cards and Standard Class Cards. (Your Attack Stars disappear when you return to the Sky-Hi Coliseum, Title Screen or network, even if you save your game).
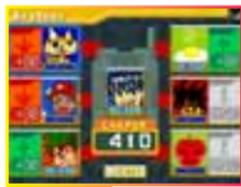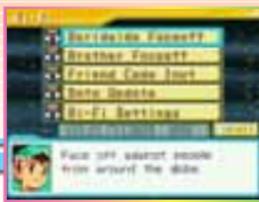
FRIEND CODE

Friend Code lets you become Brothers with remote friends via Nintendo Wi-Fi Connection.
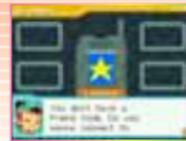
1. When you connect to Nintendo Wi-Fi Connection for the first time, you will get a Friend Code. Select *FRIEND CODE INVITE* to enter the BrotherBand Screen. Select your avatar to display the code for you and your friend. If you don't have a Friend Code, you will be asked if you want to use Nintendo Wi-Fi Connection.

2. Tell your friends your Friend Code so you can find them when you connect.

   ❑ *Share your Friend Code only with people you trust. Never post a Friend Code on the Internet or tell it to someone you don't know. If you do, you might receive unwanted data or messages. Don't share your Friend Code with strangers!*

3. Select *FRIEND CODE INVITE* to go to the BrotherBand Screen, and then select the slot you want to save to. When you connect to Nintendo Wi-Fi Connection, your Brother will be registered.

4. If your friend isn't ready yet, wait some time before reconnecting to Nintendo Wi-Fi Connection. When you select *FRIEND CODE INVITE*, the word *READY* is displayed on the BrotherBand Screen. Once that happens, you can reconnect.

Exchange Friend Codes by mail or on the phone.
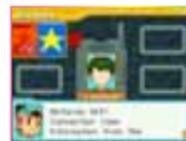
DATA UPDATE

Nintendo Wi-Fi Connection allows you to update your data with remote friends.

NINTENDO Wi-Fi CONNECTION SETTINGS

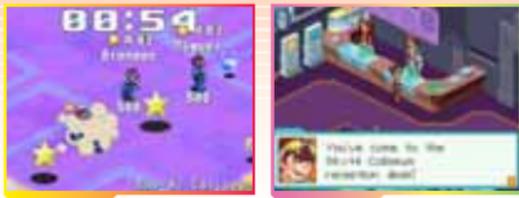For more information about Nintendo Wi-Fi Connection, see page 43.

SKY-HI COLISEUM

Use the Sky-Hi Coliseum with 2 to 7 friends via the wireless connection. Show your friends how powerful you are by letting loose on them in battle!

USING THE SKY-HI COLISEUM

Once you get far enough in the game, you can talk to Legend Master Shin on the third floor of the Shopping Plaza. He is holding Sky-Hi Coliseum events. If you invite friends to your Coliseum, you will be the Host; if you go to your friends' Coliseums, you will be the Client.

❏ Follow the EM waves coming from the antennae on top of IFL Tower to get to the Sky-Hi Coliseum. Then follow Mr. Hertz's instructions.

❏ The Sky-Hi Coliseum can only be used with the wireless connection. It cannot be accessed with Nintendo Wi-Fi Connection.

ATTACK STAR TAKE OUT

When you finish battling in the Sky-Hi Coliseum, you receive an Attack Star for every battle you won (up to 6). (Your Attack Stars disappear when you return to the Sky-Hi Coliseum, Title Screen or network, even if you save your game).

SKY-HI COLISEUM RULES

Race to get the most Stars in a 3-minute period. The person with the most Stars wins!

❏ **STARS**—All players start off with 3 Stars. Pick up all the Stars you see on the ground!

❏ **BATTLE**—Once everyone is connected, the Sky-Hi Coliseum battle can begin. (If you stay on the Custom Screen for more than 10 seconds, the battle begins automatically.) Battles are timed, and end after one turn. Deliver as much damage to your rivals as you can within the time limit. There's no time to think long and hard about what you want to do!

❏ **WINNING**—The player who deals the most damage wins. If you beat a rival in battle, you get half that person's Stars. Deleting your rival nets you all their Stars. If you get deleted, you can start again with all your HP.

❏ **FOLDERS**—At the beginning of the battle, all players have 12 Battle Cards in their folders. Finding dropped folders adds 6 cards to your folder. Each folder has an element; the last folder you pick up will be your element. Remember: you receive twice the usual damage from the element that is your weakness. If you have Light Sword, Wind Star or Dino Rock, your element will not change.

❏ **STAR BOMB**—When you get a Star, your speed increases. While this is a good thing, sometimes Stars turn into Star Bombs. A Star Bomb explodes after 30 seconds, and you lose all your Stars! Attach a bomb to your rival during battle!

GAME HINTS

TALK WITH OMEGA-XIS!

Are you stuck? If you're not sure what to do or where to go, press the *L Button* to talk with Omega-Xis. He may have a useful hint for you.
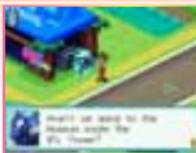

HELP OUT A MR. HERTZ!

In the middle of battle, you might encounter a Mr. Hertz entangled with an EM virus. Because the Mr. Hertzes are weak, you have to delete the viruses without hurting them. If you're successful, the grateful Mr. Hertz will give you a present!

LEND A HELPING HAND!

There are lots of people around the world. You can access information about them through their Star Carriers, but only when you're in Wave Change form. Find out what worries, fears, hopes and dreams they all have, and help them out!
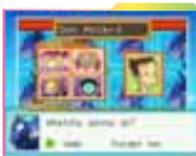

CHECK OUT EVERYTHING!

Omega-Xis may ask you questions about the things you check out. Giving him honest answers will help you in your conversations with the people in town. The things you write down will appear in the story of the game, so don't write anything that might scare people away.

ELEMENTS

Battle Cards, Viruses, and even Mega Man belong to one of the five elements in the game: Fire, Aqua, Elec, Wood, and None. Mega Man's default element is None, but when he takes on the powers of one of the tribes, he gains an element. Some elements are more effective against others, and deliver twice the normal damage in those cases. Experiment with different combinations and bring out the full power of each Battle Card!

❏ A *Fire Element* attack on an enemy standing on a grass panel delivers double damage!

❏ An *Aqua Element* attack on an enemy on an ice panel freezes it!

❏ An *Elec Element* attack deals twice the damage to an enemy in a bubble!
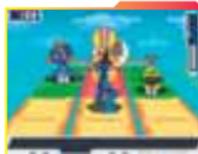
When Mega Man reverts to normal mode, he can no longer be hit with double damage.

CIPHER MAIL

Send a Cipher Mail by choosing Legend Master Shin as the recipient. Your mail will automatically be sent to CIPHER, so write a secret message in the body of the text. If you write the secret message correctly, you'll get a reply from Legend Master Shin. Look in different places and at various items to find secret messages.
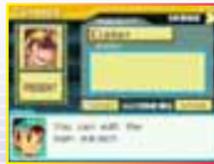
EM WAVE CHANGE

When Geo and the AM-ian Omega-Xis fuse, that's called EM Wave Change. Harp and I can do it, too!

A human who Wave Changes gets powers and abilities normal people don't have, including the ability to sneak peeks inside people's Star Carriers.

I can only talk about these things with Geo...

BROTHERBAND

The BrotherBand is an interactive data transfer program that helps you solidify friendships. Even if you're separated from your friends by great physical distances, you're still connected by your BrotherBand.

When someone becomes your Brother, you can see that person's Secret. If you write anything rude, you'll have to answer to me!

I love me some cheeseburgers!

LINK POWER

I've done some thorough research on Link Power, and I've added that information to the Zackpedia.

If someone has a high Link Power, then that person is trusted by a lot of people.

And trust isn't the only good thing about having a high Link Power! The higher it is, the more abilities you can equip! This means that having a high Link Power can actually make you stronger.

- You can equip more abilities if you have high Link Power.

- Form BrotherBands with others, and as the story progresses and you update data, your Link Power will go up!

TOUCH COMMAND SYSTEM

TOUCH COMMAND SYSTEM

Use Wave Command Cards (sold separately) to get Items, power up Mega Man, and write on blank Battle Cards! You can find blank Battle Cards throughout the game.

WAVE COMMAND CARD

1. Press **SELECT** on the Omega-Xis Screen or select a blank card from your Card Box to go to the Touch Command System Screen.

2. Place the Wave Command Card to fit on the Touch Screen.

3. Enter the command by touching the holes in the card.

4. You'll hear a sound when you enter the command correctly, and then you'll return to the previous screen.

Input now.

EXIT

### LINK UP WITH A GAME BOY® ADVANCE GAME PAK!

Start a session of *MEGA MAN STAR FORCE™ 2* with a *MEGA MAN BATTLE NETWORK®* series Game Pak in the Game Boy® Advance Game Pak slot.

You will receive an e-mail from a certain someone:

"At present, when attempting to access external data using a Star Carrier, you may encounter some strange data."

See what awaits when you take up the call to adventure!

❏ You must have progressed to a certain point in *MEGA MAN STAR FORCE™ 2* before you receive an e-mail from that certain person.
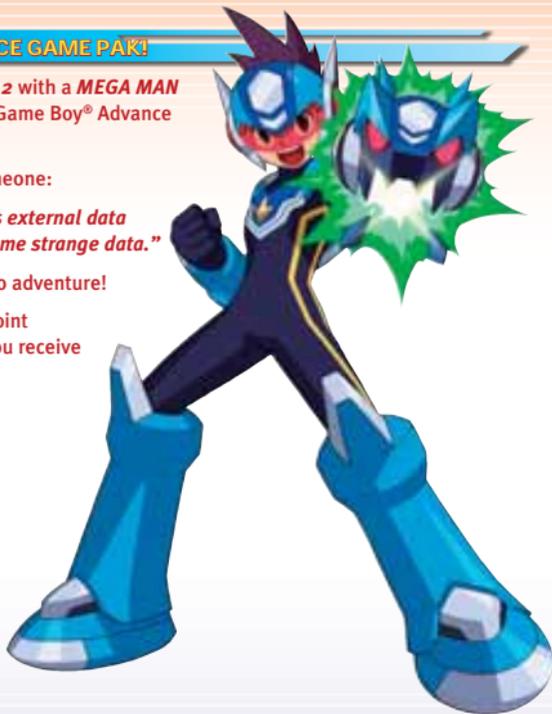
This game is *MEGA MAN STAR FORCE™ 2: ZERKER X SAURIAN*. Different transformations, powers, and Battle Cards are available in the *ZERKER X NINJA* version. This version can connect wirelessly with *ZERKER X SAURIAN* and *ZERKER X NINJA* versions.

WIRELESS CONNECTIVITY

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

NINTENDO WI-FI CONNECTION

Nintendo Wi-Fi Connection allows multiple (2-7) owners to play together over the internet—even when separated by long distances.

❏ To play Nintendo DS games over the internet, you must first set up Nintendo Wi-Fi Connection on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.

❏ To complete Nintendo Wi-Fi Connection setup, you also need access to a wireless network device (such as a wireless router) and an active broadband or DSL internet account.

❏ If you do not have a wireless network device installed, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo Wi-Fi Connection instruction booklet for more information.

❏ Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using Nintendo Wi-Fi Connection.

❏ You can also play Nintendo Wi-Fi Connection compatible games at selected internet hotspots without additional setup.

❏ The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

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

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1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.

2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Card to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Card certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM ENTERTAINMENT, INC.
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