



AGES 8+
Item No. 42047

DUEL MASTERS™

DEX

INSTRUCTIONS

TIGER
GAMES

Get a Tiger!
Get the Roar!



CONTENTS

Battery Information.....	2
A Look at the Dex.....	5
Buttons.....	6
Using the Dex for the First Time.....	7
Main Menu.....	9
Cards.....	10
Decks.....	13
Tracker.....	20
Matches.....	23
Shobu.....	25
History.....	26
Games.....	26
Reminder.....	32
Time.....	34
Calculator.....	35
Contacts.....	36
Security.....	37
Maintenance.....	39
Limited Warranty.....	40
FCC Notice.....	41

1

IMPORTANT

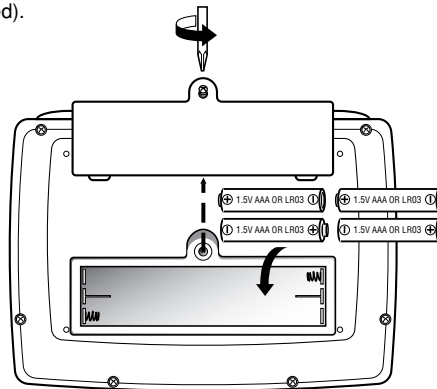
- If this game malfunctions or “locks up,” use a ballpoint pen to press the RESET button. See diagram on page 5. If the game still doesn’t function, remove and replace the batteries with fresh ones.
- Please keep these instructions for future reference.

BATTERIES

4 x AAA or LR03 batteries required (not included).

To install the batteries, do the following:

1. Use a Phillips head screwdriver to loosen the screw on the battery compartment door (located on the back of the unit) and open the door.
2. Insert new 4 x AAA or LR03 size alkaline batteries, making sure to align “+” and “-” as shown.
3. Replace the battery compartment door and tighten the screw.
4. If this game malfunctions or “locks up,” use a ballpoint pen to press the RESET button.



2



CAUTION:

1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and, in the U.S., have the doctor phone (202) 625-333 collect, or, in Canada, have the doctor call your provincial Poison Control Centre.
2. Make sure the batteries are inserted correctly and always follow the toy and battery manufacturers' instructions.
3. Do not mix old batteries and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.
Batteries should be replaced by an adult.

3

CAUTION:

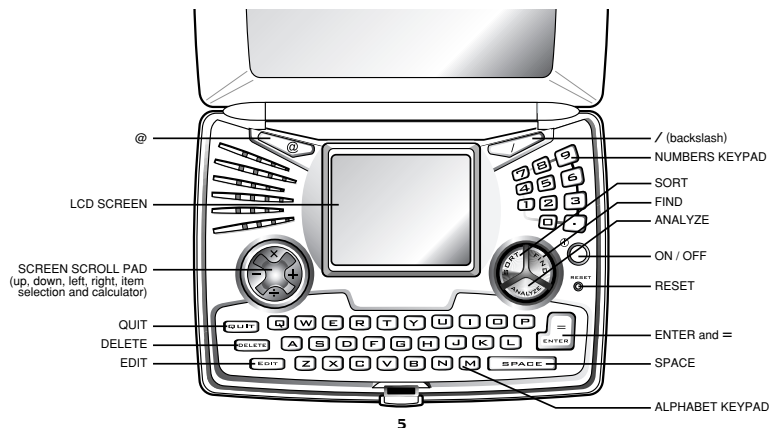
1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under

4

adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

A LOOK AT THE DEX



CONTROLS

ON / OFF

– Press to turn the DEX on and off. The unit turns off automatically after 5 minutes of non use.

SCREEN SCROLL PAD

– Press to scroll UP, DOWN, LEFT and RIGHT in various modes to make selections. Also use in CALCULATOR mode to add (+), subtract (-), multiply (x) and divide (÷).

ENTER

– Press to enter and advance through selected areas within the Main Menu and sub-menus. The ENTER button is also used to confirm entries like your name, date, addresses, personal notes, time, etc. In CALCULATOR mode, it also serves as the equal (=) function.

SPACE

– Press to insert a space between letters or numbers. Also used to clear a calculation in CALCULATOR mode.)

QUIT

– Press to move back to previous menus.

EDIT

– Press to make revisions to certain entries, or to add special punctuation marks in MATCHES, NOTES, CONTACTS and REMINDER modes.

DELETE

– Press to delete a selected letter, number, or personal entry.

SORT

– Press to sort card decks in a variety of ways. Used in CARDS mode, TRACKER mode and DECKS mode.

FIND

– Press to find specific cards. Used in CARDS mode and TRACKER mode.

ANALYZE

– Press to see a brief statistical analysis of selected items. Used in DECKS mode.

@ and /

– Use for the "@" in email addresses and the "/" in web site addresses.

6



Also use in the “Analyze Decks” feature to select different types of charts. In Game One, use these buttons to move the blocker bar left and right. In Game Two, use these buttons to select Card A or Card B.

ALPHABET KEYPAD

– Press letter buttons to enter information into various areas.

NUMBERS KEYPAD

– Press number buttons to enter information into various areas. Also use in CALCULATOR mode.

RESET

– Press with a ball-point pen if your game operates erratically or “locks up.” Clock and date files will be erased. DEX will ask “Would you like to keep record? (Y/N)”. If “N” is pressed, all saved information will be erased. See USING YOUR DEX FOR THE FIRST TIME below to re-enter data after resetting the DEX.

USING YOUR DEX FOR THE FIRST TIME

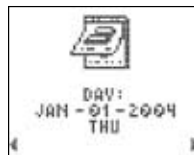
When using your DEX for the first time, you must key in certain information before the Main Menu screen will appear. The unit will prompt you with screen messages.

To begin, press the ON button. After the opening animation screens, you will be prompted to do the following:



1. ENTER NAME – Type in your name using the alphabet keypad. Then press ENTER.

Making Changes: For this and all other typed entries, press the SCREEN SCROLL PAD to the left to scroll back to the entry you want to change. When that entry is blinking, simply retype your entry and press ENTER. In some cases you will first have to use the DELETE button to erase an entry.



2. ENTER MONTH – The month “JAN” will begin flashing. To change the month, press the SCREEN SCROLL PAD up or down to select the correct month. Then press ENTER.

3. ENTER DATE – The date “01” will begin flashing. Use the NUMBERS KEY PAD to enter the correct date.

4. ENTER YEAR – The year 2004 will begin flashing. To change the year, press the SCREEN SCROLL PAD up or down to select the correct year. Then press ENTER.

5. ENTER AM / PM – The AM will begin flashing. To change from AM to PM, press the SCREEN SCROLL PAD up or down. Then press ENTER.

6. ENTER TIME – The hour will begin flashing. Use the NUMBERS KEY PAD to enter the correct hour and minute. Then press ENTER. For example, enter 02 for 2 o'clock.

7. ENTER 12 or 24-HOUR TIME – The 12-HOUR (regular) time will begin flashing. Press ENTER to select regular time. To change to 24-HOUR (military time), press the SCREEN SCROLL PAD up or down to select 24-HOUR. Then press ENTER.

8. ALARM – An ALARM icon will appear, and AM will begin flashing. This feature may be used later as an alarm clock to remind you of an important match. For now, you must set something. Press the SCREEN SCROLL PAD up or down to select AM or PM. Then press ENTER. The hour will then begin flashing. You may leave the time as it is or change it by using the NUMBERS KEY PAD to enter any hour and minute. Then press ENTER.





ALARM ON will then appear. Press the SCREEN SCROLL PAD up or down to select ON or OFF. For now, we suggest that you select ON. Then press ENTER.

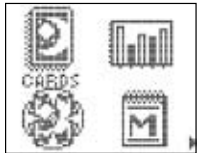


9. SOUND – A SOUND icon will then appear. Press the SCREEN SCROLL PAD up or down to turn the sound ON or OFF. For now, we suggest that you select ON. Then press ENTER. **You will then go automatically to the MAIN MENU.**

Note: You can edit any of these fields later when viewing them in the TIME mode. More about this later in the instructions.

MAIN MENU

You can access 12 totally cool “modes” of operation from the Main Menu. When the Main Menu screen first appears, you will see 4 different icons.



Press the SCREEN SCROLL PAD up or down, and left or right to move through the screens and view all of the modes. Whenever you see a screen arrow flashing in a corner, you may press the SCREEN SCROLL PAD to the right or left to see additional icons.

Press the SCREEN SCROLL PAD up, down, left or right to select an icon. When an icon is selected it begins to flash, and the name of the feature appears.

9

Note: the default icon flashing is CARDS.

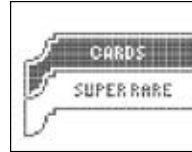
Press ENTER to go to the mode you have selected. (You will then see an animation for that mode.)

CARDS

This mode includes information about all of the cards. The SORT and FIND buttons may be used within this mode.



1. From the Main Menu, select CARDS, and press ENTER. The cards are organized into two sub-menus which include CARDS and SUPER RARE.



2. Press up or down on the SCREEN SCROLL PAD to select either CARDS or SUPER RARE. Then press ENTER.

CARDS: A numerical list of cards appears. Regular card decks are identified in the database as D1, D2, D3, D4, and D5. Each card is numbered with 3 digits. For example: 001 for card 1. Part of each card title also appears on the screen.

SUPER RARE: A numerical list of cards appears. Super Rare card decks are identified as S1, S2, S3, S4, and S5. For example: S1 includes the Super Rare cards from deck 1, and S5 includes the Super Rare cards from deck 5. Each card is also numbered with 3 digits. For example: 001 for card 1. Part of each card title also appears on the screen.

10



Press the SCREEN SCROLL PAD up or down to move through a list of cards. Select the card you want to view, and press ENTER.

After pressing ENTER, a graphic image of the card will appear. To read the card specs, press ENTER again.

Press the SCREEN SCROLL PAD up or down to continue reading more about this card.

Press QUIT to move back to previous menus.

MOVING QUICKLY THROUGH THE CARD LIST: When the numerical card list is on the screen, you can quickly find a card by pressing the letter on the keyboard that matches the first letter of the card name you want. For example, press "T" and a list of card names starting with "T" appears on the screen. You may also go to a deck number database by pressing 1 through 5 on the numbers keypad. For example, to go to Deck 3, simply press "3."

FINDING MATCHING STAT CARDS: When a specific card's stats are on the screen, press the SCREEN SCROLL PAD up or down to select a stat. When the stat you want is selected, press FIND. All cards matching that stat will then be listed by number.

This option works for the following stats:

- Civilization
- Creature Race
- Casting Cost
- Card Type
- Power
- Energy
- Rarity

Example: Highlight the Creature Race stat on a card and press FIND. You will see all of the other cards with the same Creature Race stat.

Press QUIT to move back to previous menus.

SORTING CARDS

At the CARDS screen shown below, press SORT to go to the Sort Options screen.



Below are the 9 ways you can sort cards:

Sort Options	
Card name	(Alphabetical A-Z)
Collector #	(Low to high, Deck 1 to deck 5.)
Civilization	Civilization (Light, Water, Darkness, Fire, Nature)
Card Type	(Creatures, Spells)
Ability	(Alphabetical – cards no special ability listed at end)
Cost	(Low to high)
Power Points	(Low to high)
Rarity	(Common, Uncommon, Rare, Very Rare, Super Rare)
Creature Race	(Alphabetical)

On this screen, press the SCREEN SCROLL PAD up or down to select an option. Then press ENTER.

Example: Select "Ability," press ENTER, and you will see all of the card numbers grouped by ability.

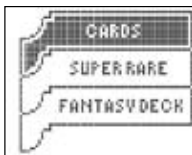
Press QUIT to move back to previous menus.

DECKS

This mode lets you create your own fantasy decks of cards.

A deck can be 40 or more cards with no upper limit. However, there can be no more than 4 of any one card, and there must be at least one card from each civilization. The SORT and ANALYZE buttons may also be used within this mode.

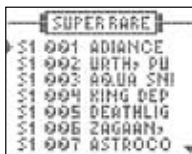
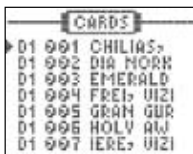
From the Main Menu, select DECKS, and press ENTER. The cards are organized within submenus including CARDS, SUPER RARE and FANTASY DECK.



IMPORTANT: FANTASY DECKS only appear as a listing after you create your first one. You may create up to 5 Fantasy decks – using existing cards. (Each deck is assigned a number – 1 through 5.) Here's how:

Press SCREEN SCROLL PAD up or down to select one of the sub-menus. Then press ENTER.

A new sub-menu screen will list all of the cards available. See below for examples:



13

Cards are numbered and may be viewed as previously described.

Press the SCREEN SCROLL PAD up and down to move through the list.

When you select a card you want to use in a Fantasy deck, press a number button (1 through 5) that represents the Fantasy deck to which you want to assign the card.

Example: To add card D2 017 to Fantasy deck 1, select that card and press the number 1 key. Each time you press the appropriate number key, the highlighted card will be added to that Fantasy deck. You can add multiples of the same card.

The screen will then ask you to confirm the selection. Press "Y" for yes or "N" for no.

Press QUIT to move back to previous menus.

To review your Fantasy deck(s), return to the DECKS sub-menu, select FANTASY DECKS, and press ENTER.

You will see 5 Fantasy decks listed. Press the SCREEN SCROLL PAD up and down to select the deck you want to see. Then press ENTER. The screen will display the Fantasy deck number, how many cards are in the entire deck, name, a list of the cards, and how many of each are in the Fantasy deck. See screen example below.



Press the SCREEN SCROLL PAD up or down to select NAME. Then press ENTER. A new screen will appear for you to type in a name (up to 31 characters) for the deck. Then press ENTER.

Press QUIT to move back to previous menus.

14

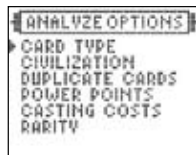
SORTING CARDS and DECKS

Cards and decks are sorted as previously described.

ANALYZING FANTASY DECKS

Use this function to analyze a Fantasy deck that you have created. A complete deck needs 40 or more cards. However, you may still analyze a deck that is less than 40 cards.

1. Return to the DECKS sub-menu, press the SCREEN SCROLL PAD up or down to select FANTASY DECKS, and press ENTER.
2. Press the SCREEN SCROLL up or down to select the Fantasy deck number you wish to analyze. Then press ENTER. Then press ANALYZE to go to the Analyze Options screen shown below.



Press the SCREEN SCROLL PAD up or down to select the option you want. Then press ENTER to start the Analyze feature.

ANALYZE OPTIONS: Each option chosen is represented with a graphic chart or table chart. You may select either chart format by pressing the @ or / (back slash) button. The DEX defaults to the graphics chart.

Press QUIT to move back to previous menus.

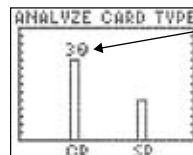
15

Here is how each "Analyze" option works:

Card Type: When this option is selected, the DEX lists how many Creatures and Spell cards you have in the Fantasy deck selected. (Evolution Creatures Card counts as Creatures Card.)

Following are examples of the "Card Type" screens.

Part of each card title also appears on the screen



Graphics Chart

In the graphic chart, bars illustrate that there are 30 Creature cards and fewer Spell cards in this deck.

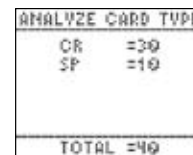
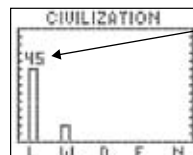


Table Chart

In the table chart, the exact number of each type of card is shown.

Civilization: When this option is selected, the DEX lists how many cards are in each of the 5 Civilizations of the deck you selected.

Following are examples of the "Civilization" screens.



Graphics Chart

In the graphics chart, bars illustrate that there are 45 Light cards and fewer of the other civilization cards in this deck.

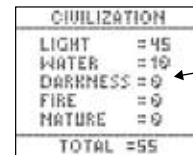


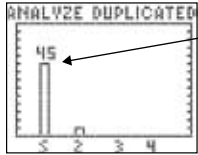
Table Chart

In the table chart, the exact number of each type of card is shown.

16

Duplicated Cards: When this option is selected, the DEX lists how many single cards, duplicates, triplicates, etc. you have in a deck.

Following are examples of the "Duplicated Cards" screens.



Graphics Chart

In the graphics chart, bars illustrate that there are 45 single cards, and fewer duplicates, triplicates, etc. in this deck.

SINGLE	= 45
2	= 5
3	= 0
4	= 0
TOTAL = 50	

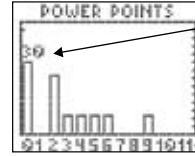
Table Chart

In the table chart, the exact number of each type of card is shown.

Power Points: When this option is selected, the DEX counts and sorts the cards based on their Power Point value. Power Points range from 0 to 11,000+.

Note: The charts round-off power point totals in 1000-point increments. If a card has a power point of 2500, it will be listed in the 2000 list.

Following are examples of the "Power Point" screens.



Graphics Chart

In the graphics chart, bars illustrate that there are 30 cards with a power of 0 points. There are fewer with 1,000, 2,000, 3,000 etc. points. Press the SCREEN SCROLL PAD to the right and left to view the entire chart.

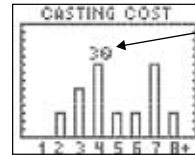
0	= 30
1000	= 0
2000	= 25
3000	= 5
4000	= 5
5000	= 5
TOTAL = 85	

Table Chart

In the table chart, the number of cards with each Power Point amount is shown.

Casting Cost: When this option is selected, the DEX counts and sorts the cards by the Casting Cost located in the upper left hand corner of the card. The Casting Costs range from "1 to 8+".

Following are examples of the "Casting Cost" screens.



Graphics Chart

In the graphics chart, bars illustrate that there are 30 cards with a Casting Cost of 4. There are fewer cards with higher Casting Costs. Press the SCREEN SCROLL PAD to the right and left to view the entire chart.

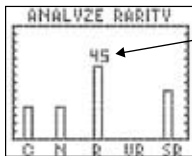
1	= 0	5	= 10
2	= 10	6	= 10
3	= 20	7	= 30
4	= 30	8+	= 10
TOTAL = 120			

Table Chart

In the table chart, the number of cards with each Casting Cost is shown.

Rarity: When this option is selected, the DEX counts and sorts the cards based on Rarity. This includes Common (C), Uncommon (N), Rare (R), Very Rare (VR), and Super Rare (SR).

Following are examples of the "Rarity" screens.



Graphics Chart

In the graphics chart, bars illustrate that there are 45 Rare cards. There are fewer cards with other levels of Rarity.

ANALYZE RARITY	
COMMON(C)	=20
UNCOMMON(N)	=20
RARE(R)	=45
VERY RARE(VR)	=0
TOTAL =115	

In the table chart, the number of cards with each level of Rarity is shown.

ANALYZE RARITY	
SUPER RARE(SR)	=30
TOTAL =115	

Table Chart

Additional Analyzing Options: There are two special deck analyzing options which you can use once you unlock them with a secret code! They are described briefly below.

Decks: Allows you to sort your cards by the decks (DM 1-5) in which they were originally released.

Special: Allows you to count and sort cards in your Fantasy Deck(s) based on their 5 special abilities: Blocker (BL), Triple Breaker (TB), Double Breaker (DB), Slayer (SC), and Shield Trigger (ST).

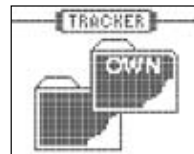
See page 39 to learn how to unlock these additional options.

TRACKER



This mode let you create a list of the cards you own and helps you keep track of those cards. It also lets you create a list of the cards you want.

From the Main Menu, select TRACKER, and press ENTER. TRACKER is organized into two sub-menus including WANT and OWN, as shown below. Press the SCREEN SCROLL PAD up or down to select WANT or OWN. Then press ENTER.

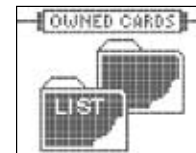
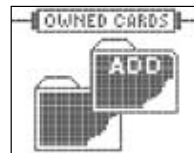


OWN

When this option is selected, a new screen appears entitled OWNED CARDS. This option allows you to view, edit, and add the cards you have in your collection.

The OWNED CARDS screen will display 2 folders: ADD and LIST, as shown below.

Press the SCREEN SCROLL PAD up or down to select ADD or LIST. Then press ENTER.





ADD: When this option is selected, a list of all existing cards will appear. Press the SCREEN SCROLL PAD up or down to find cards that you own. Each time you find one, press the SCREEN SCROLL PAD to the right to indicate how many of that card that you own. Each time the SCREEN SCROLL PAD is pressed to the right, the amount increases by 1. Or, press the SCREEN Scroll Pad to the left to decrease the amount by 1.

Moving Quickly through the Card List: When the card list is on the screen, you can quickly find a card by doing the following:

1. Sort the cards by CARD NAME.
2. Press the letter on the keyboard that matches the first letter of the card name you want. For example, press "T" and a list of card names starting with "T" appears on the screen.

LIST: When this option is selected, your cards (along with the amount of each owned) are listed. To change the amount shown in front of a card name, press the SCREEN SCROLL PAD up or down until you reach a card you want to change. Then press the SCREEN SCROLL PAD to the right to increase the number by 1. Or, press the SCREEN Scroll Pad to the left to decrease the amount by 1.

Moving Quickly through the Card List: When the card list is on the screen, you can quickly find a card by pressing the letter on the keyboard that matches the first letter of the card name you want. For example, press "T" and a list of card names starting with "T" appears on the screen.

Sorting: This list may be sorted as described previously in the CARDS section of the instructions.

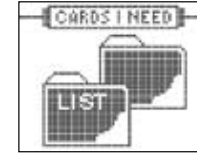
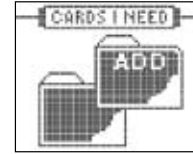
Press QUIT to move back to previous menus.

WANT

When this option is selected, a new screen appears entitled CARDS I NEED. This option allows you to keep track of all the cards you DON'T have or that you are looking for.

The CARDS I NEED screen will display 2 folders: ADD and LIST, as shown on the following page. Press the SCREEN SCROLL PAD up or down to select ADD or LIST. Then press ENTER.

ADD: When this option is selected, all existing cards are shown. You can create a list of cards



you want by adding checkmarks in front of the names. Begin by pressing the SCREEN SCROLL PAD up or down. When the card name you want is selected, press the SCREEN Scroll Pad to the right to place a checkmark next to the card name. Or, press the SCREEN Scroll Pad to the left to remove a checkmark from a card name that you don't want.

Moving Quickly through the Card List: When the card list is on the screen, you can quickly find a card by doing the following:

1. Sort the cards by CARD NAME.
2. Press the letter on the keyboard that matches the first letter of the card name you want. For example, press "T" and a list of card names starting with "T" appears on the screen.

Sorting: This list may be sorted as described previously in the CARDS section of the instructions.

Press QUIT to move back to previous menus.

LIST: When this option is selected, all cards with a checkmark in front of them (cards you need) are shown. You may remove checkmarks in front of the names of cards that you no longer need or want. Begin by pressing the SCREEN SCROLL PAD up or down. When the card you no longer want is selected, press the SCREEN Scroll Pad to the left to remove a checkmark next to the card name.

Moving Quickly through the Card List: When the card list is on the screen, you can quickly find a card by pressing the letter on the keyboard that matches the first letter of the card name you want. For example, press "T" and a list of card names starting with "T" appears on the screen.

Sorting: This list may be sorted as previously described.

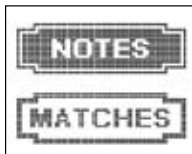
Press QUIT to move back to previous menus.



MATCHES



This mode lets you keep track of matches (competitions) and keep notes.



From the Main Menu, select MATCHES, and press ENTER. Two sub-menus will appear on the screen – NOTES and MATCHES.

Press the SCREEN SCROLL PAD up or down to select either of these sub-menus. Then press ENTER.

MATCHES

When this option is selected, the screen will display “Would you like to enter your own match info? (Y/N)” Type “Y” for yes, or “N” for no.

If you typed “Y” for yes, press the SCREEN SCROLL PAD down to select any of the listings shown below.

Use the alphabet and number keyboards to type in the following information. Press ENTER after completing each line:

- Who Played:** (enter the names of your challengers)
- Dates:** (enter the date(s) that you played)
- Where:** (enter the location you played)
- Who won:** (enter the names(s) of the winners)

The screen will then display “Would you like to save your match info? (Y/N)” Type “Y” for yes, or “N” for no.

After entering all information, a list of matches is shown.

- **To add to the list**, press EDIT, and follow the directions above.
- **To edit a match listing**, select it, press ENTER, press EDIT, and then press “Y” for yes.

23

- Make your changes using the delete key and then retyping your information. Then press ENTER again.
- **To delete a match listing**, select it, press DELETE, and press “Y” for yes.

Note: You may save up to 20 matches. To list additional matches, you must delete old ones.

Press QUIT to move back to previous menus.

NOTES

When you first use this option, the screen will display “Would you like to enter your own notes?” Do either of the following:

Type “Y” for yes, or “N” for no.

If you type “Y” for yes, you may then use the alphabet and number keyboards to type in your notes.

Special Punctuation: While writing notes, you may add special punctuation choices like “?”, “!”, and many others by pressing the EDIT key. This will bring up a list of additional characters. Press the SCREEN SCROLL PAD up or down to select a punctuation mark. Then press ENTER.

Press ENTER when you have finished writing your notes. The screen will display “Would you like to save your notes?” Type “Y” to save your notes. Type “N” if you do not wish to save your notes.

Your notes are then shown.

- **To edit your notes or add to them**, press EDIT when notes are shown, then press “Y” for yes. Use the SCREEN SCROLL PAD to move to selected points in the text you wish to edit, add to, or delete. Make your changes using the delete key, and retyping your information. Then press ENTER again.
- **To delete your notes entirely**, press DELETE when notes are shown, then press “Y” for yes.

Memory: When the NOTES file is full, the screen will display “Warning. Memory Low. Please Delete Some Text.” Press QUIT or ENTER to move back to the notes. Then do one of the following:

- Press ENTER to save the existing notes. (or)
- Use the delete key to delete some text. Then press ENTER again.

24

Note: You may press the SCREEN SCROLL PAD left and right to move through text you have written.

Press QUIT to move back to previous menus.

SHOBU

This mode lists the bios for all of the characters in the world of SHOBU.

From the Main Menu, select SHOBU, and press ENTER.

To learn more about any of the characters shown on the screen (and below), press the SCREEN SCROLL PAD up or down to select a name. Then press ENTER.

CHARACTERS

Shobu Kirifuda
Hakuoh
Kyoshiro Kokujo
Mimi Tasogare
Rekuta Kadoko
Knight
Gyujiro Japan
Kintaro Nanba
Mikoku
Toru Kamiya
Kaoru Koguma

An image of the character you selected will appear on the screen. To read the character bio, press ENTER again. The first page of the bio information will appear. Press the SCREEN SCROLL PAD up or down to view additional information.

Press QUIT to move back to previous menus.

25

HISTORY

This mode provides fascinating and detailed information about the world of Duel Masters.

From the Main Menu, select HISTORY, and press ENTER.

To choose any one of the subjects shown on the screen (and below), press the SCREEN SCROLL PAD up or down to select a listing. Then press ENTER.

SUBJECTS

Fire
Water
Light
Dark
Natural
Kaijudo martial

An image will appear on the screen, followed by the Kanji character. Press ENTER to view information about the character. Press the SCREEN SCROLL PAD up or down to view additional information.

Press QUIT to move back to previous menus.

GAMES

This mode has two exciting Duel Masters games.



From the Main Menu, highlight GAMES, and press ENTER.

To play Game One or Game Two, press the SCREEN SCROLL PAD up or down to select your choice. Then press ENTER.

26

Game One

Object of the Game: Destroy 11 creatures after breaking through protective shields. You will have 3 lives to complete the game.

Hitting Shields: The game is activated when an opponent's shield appears near the top of the screen. Press ENTER to launch the "attack ball." Use the "blocker bar" at the bottom of the screen to deflect the attack ball back at the shield. Press the "@" button to move the blocker bar to the left and the "/" (back slash) button to move it to the right.

Note: The blocker bar can also be moved by pressing the SCREEN SCROLL PAD left and right.

When the attack ball hits your opponent's shield, it will break a hole in it, and then travel back toward you. It is possible for the ball to hit the side of the screen, increase its speed and change its angle of movement. Continue using the blocker bar to bounce the ball back at your opponent's shield.

If you don't destroy the shield fast enough, it will move in 30 second intervals from the top of the screen toward the bottom. If you haven't destroyed the shield by the time it gets toward the bottom of the screen, a new shield will begin to appear at the top of the screen. It is possible to break through a section of one shield and then hit the next shield if both are on the screen at the same time. Again, if you take more than 30 seconds to destroy the shield, it will begin a gradual movement down the screen.

Note: To pause and resume gameplay, press ENTER.

Losing a Life: If you don't destroy the first shield by the time it gets near the bottom of the screen, you lose a life.

Note: If you don't move fast enough to bounce the attack ball back at a shield, you may also lose a life.

Eliminate the Creatures: Once the shields are destroyed, you must face off against Duel Masters creatures! Each creature appears at the top of the screen, quickly moving left and right, and shooting attack balls at you. Try to bounce the ball back at the creature(s) without getting hit.

Each creature must be destroyed by a set number of hits before more shields appear.

Creature: Kintaro Nanba (will take 3 hits to destroy)

Shield 1: one layer

Creature: Rekuta Kadoko (will take 3 hits to destroy)

Shield 1: one layer

Shield 2: one layer

Creature: Knight (will take 3 hits to destroy)

Shield 1: one layer

Shield 2: two layers

Creature: Kaoru (will take 4 hits to destroy)

Shield 1: two layers

Shield 2: two layers

Creature: Toru Kamiya (will take 4 hits to destroy)

Shield 1: one layer

Shield 2: three layers

Creature: Hakuoh (will take 5 hits to destroy)

Shield 1: two layers

Shield 3: three layers

Creature: Mimi Tasogaro (will take 5 hits to destroy)

Shield 1: two layers

Shield 2: three layers

Creature: Hakuoh (will take 5 hits to destroy)

Shield 1: three layers

Shield 2: three layers

Creature: Gyujiro Japan (will take 6 hits to destroy)

Shield 1: two layers

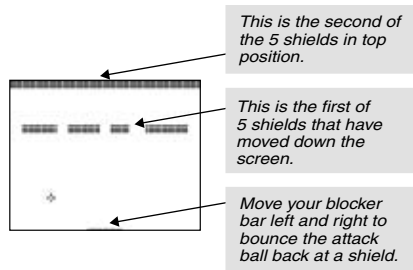
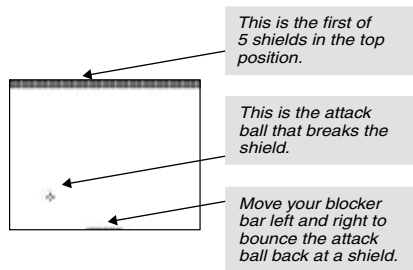
Shield 2: four layers



Creature: Mikoku (will take 7 hits to destroy)
 Shield 1: one layer
 Shield 2: two layers
 Shield 3: three layers

Creature: Hakuoh (will take 8 hits to destroy)
 Shield 1: four layers
 Shield 2: four layers
 Shield 3: four layers

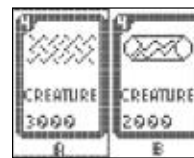
EXAMPLES OF SCREEN PLAYING FIELDS



Press QUIT to move back to previous menu.

Game Two

Object of the Game: It's you against the DEX! Win hands by playing stronger cards than the DEX. Take all 25 cards from the DEX to win the game.



The game starts automatically by "shuffling the cards." You and the DEX are each given 25 cards at random. You are then shown TWO of your cards. Pick the card you want to use in battle by pressing the "@" button or "/" (backslash) button. Then press ENTER to "go to war" against the game unit.



The screen will then ask you to confirm your decision. Type "Y" for yes, or "N" for no. (If you type "N," you will go back to the previous screen where you must again pick a card.)

The screen will then reveal the card picked by the DEX. The card with the highest strength wins by taking the losing card. If the card strengths are equal, the card with a plus (+) after the strength wins. If both cards are identical, the card with the higher cost wins.

Press ENTER to continue to the next round. The remaining card (from the original two) stays "in your hand," and a new card from your deck is displayed. Choose the card you want to play as described above.



Score: The number of cards in your hand is shown in the bottom left corner of the screen. The number of cards held by the DEX is shown in the top right hand corner.

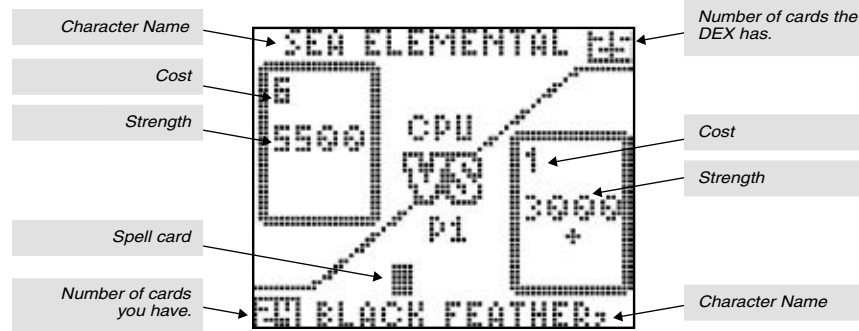
Spell Cards: If a spell card from your deck appears on the screen, it will be set aside and another card will automatically appear. This also applies to cards held by the DEX. All spell cards remain set aside until a Creature card appears.

The stronger Creature card wins the losing card, plus any Spell cards set aside,

Spell Card “Strategy”: If you have two spell cards on the screen before going to war, choose one of them, and it will then be placed “on the side.” Another card from your deck then automatically appears on the screen. The odds are you will get a Creature card next. If you don’t like that Creature card, and you still have one spell card left on the screen, choose the spell card, which will also be placed on the side.

You will then have two spell cards on the side, and you automatically get another card from your deck on the screen. Once you have two Creature cards on the screen, pick one and the game will continue.

EXAMPLE OF SCREEN BATTLE



Press QUIT to move back to previous menus.

REMINDER



This mode lets you write a reminder and set an alarm to it. From the Main Menu, select REMINDER, and press ENTER. The screen will display “Would you like to enter a reminder to yourself? (Y/N)” Type “Y” for yes, or “N” for no. If you type “N,” you will automatically return to the Main Menu.

After typing "Y," use the alphabet and number keyboard to type in a reminder. Press ENTER when you have finished writing.

Special Punctuation: While writing a reminder, you may add special punctuation choices like "?", "!", and many others by pressing the EDIT key. This will bring up a list of additional characters. Press the SCREEN SCROLL PAD up or down to select a punctuation mark. Then press ENTER.

When you have finished writing your reminders, the screen will then display "Would you like to save the reminder to yourself? (Y/N)"

If you type "Y," a new screen will then display "Would you like to set the alarm for your reminder? (Y/N)"

- Type "N" if you do not want to use the alarm feature. Your reminder will still be saved, but without the alarm feature attached to it.
- Type "Y" if you want to use the alarm feature. The date and alarm clock features will appear on the screen. Set them to the specific date and time you want as described on page 34. Press ENTER when you have finished.

A list of your reminders is then shown.

- **To add reminders,** press EDIT (while on the screen listing them). Then press "Y" for yes. Then write your new reminders as described above.
- **To edit a reminder,** select it, press ENTER, then press EDIT, and then press "Y" for yes. Make your changes using the delete key and retyping your information. Then press ENTER again. You may also press the SCREEN SCROLL PAD left and right to move through text you have written.
- **To delete your reminder,** select it, press DELETE, and press "Y" for yes.

Memory: When the REMINDER file is full, the screen will display "Warning memory low, please delete some text." Press QUIT or ENTER to move back to the reminder. Then rewrite it, and press ENTER to save it.

Special Reminders: Your DEX will automatically provide you with special reminders! If your

DEX is turned off when one of these reminders "appears," it will automatically sound an alarm 3 times to alert you. If alarm is set to OFF it will not sound. The next time you turn your DEX on, the special reminder will appear again.

Press QUIT to move back to previous menus.

TIME 



This mode lets you change your name, date, time and alarm features that were set up the first time you used your DEX.

From the Main Menu, select TIME, and press ENTER.

Select from the different sub-screens by pressing the SCREEN SCROLL PAD to the right or left. A small arrow on the bottom right corner shows up if there are additional screens to be viewed.

You may change any of the features highlighted by pressing EDIT, and then following the instructions on page 8.

Countdown: One of the sub-menus within TIME features a "countdown" timer. You can set this timer to launch a countdown toward your next match!

1. Enter the length of time before the event is to occur. Begin by typing in the hours remaining (00 – 23). Then type in the minutes remaining (00-59). Then press ENTER. (You do not type into the "seconds section." This is used by the DEX to display the last 60 seconds left in the countdown.)

Example: if you have a match coming up in four hours and twelve minutes, you would press 0,4,1,2, and then press ENTER.

2. START will automatically be selected. Press ENTER to begin the countdown.

- To stop the countdown, press the SCREEN SCROLL PAD to the right to select STOP. Then press ENTER. To resume the countdown, press the SCREEN SCROLL PAD to the left to select START. Then press ENTER.

- To reset the countdown, press the SCREEN SCROLL PAD to the right to select RESET. Then press ENTER. Then Press EDIT. Follow step 1 above to reset the countdown.

Note: After leaving the TIME mode, you may still reset the countdown by returning to the countdown screen, pressing EDIT, and following step 1 above.

Press QUIT to move back to previous menus.

CALCULATOR



This mode gives you access to the built-in calculator.
From the Main Menu, select CALCULATOR, and press ENTER.
Use the number buttons to enter numbers.

Press THE SCREEN SCROLL PAD as follows to enter mathematical symbols:

- Press up to enter the multiplication symbol (x).
- Press down to enter the division symbol (÷).
- Press left to enter the subtraction symbol (-).
- Press right to enter the addition symbol (+).

Press the ENTER key (=) to complete the mathematical operation.
Press the SPACE key to clear all calculation steps and numbers.
Press the "C" key to clear the current input number.

Press QUIT to move back to previous menus.

35

CONTACTS



This mode lets you enter names, addresses, phone numbers, email addresses, website listings and more.

From the Main Menu, select CONTACTS, and press ENTER. The screen will display 2 contacts including TIGER GAMES and WIZARDS OF THE COAST. To add a contact, press "EDIT."

The screen will display "Would you like to add contact info?" Do either of the following:

Type "Y" for yes, or "N" for no. (If you type "N," you will automatically return to the main menu.

If you type "Y," the screen will display the following:



Use the alphabet keyboard to type in a name. Then Press ENTER.
Type in the remaining information and press ENTER after completing each line.

Special Punctuation: While writing, you may add special punctuation choices like "?", "!", and many others by pressing the EDIT key. This will bring up a list of additional characters. Press the SCREEN SCROLL PAD up or down to select a punctuation mark. Then press ENTER.

When you have finished entering contact information, the screen will then ask "Would you like to save?"

Type "Y" for yes to save the information you have just entered. Type "N" for no if you do not wish to save it.

36

A list of your contacts is then shown.

- **To add contacts** (maximum of 25), press EDIT (while on the screen listing them). Then press "Y" for yes. Then write your new contacts as described above.
- **To edit a contact**, select it, press ENTER, then press EDIT, and then press "Y" for yes. Make your changes using the delete key and retying your information. Then press ENTER again. You may also press the SCREEN SCROLL PAD left and right to move through text you have written.
- **To delete a contact**, select it, press DELETE, and press "Y" for yes.

Memory: When the CONTACTS file is full (25 contacts), you will have to delete an old contact before adding a new one. Do so by selecting an old contact, pressing DELETE, and selecting "Y" for yes.

Press QUIT to move back to previous menus.

SECURITY



This mode provides password protection.

From the Main Menu, select SECURITY, and press ENTER.

To access one of the sub-menus shown on the screen (and described below), press the SCREEN SCROLL PAD up or down to select a listing. Then press ENTER.

PASSWORD

This allows you to lock and unlock DEX features.

Locking a Mode: The screen will display "Please enter your security password." Type in a password (1 to 8 letters) that you will remember. Then press ENTER. Confirm the password by

retying it, and pressing ENTER again.

A new screen will display "Please select which functions you wish to lockout." Press ENTER to go to the Main Menu icons.

Select a mode you want to "lock" with the password. Then press ENTER.

- Type "N" for no if you do not wish to lock this mode. The icon will stop flashing.
- Type "Y" if you wish to lock this mode. You will return to the Main menu and see a locking animation for this icon.

Upon returning to the Main Menu, you may select additional modes to be locked.

Unlocking a Mode: Select the mode you wish to unlock. Then press ENTER. The DEX will ask you if you wish to unlock the mode. If you press "Y for yes," you will be directed to enter the password. You will then return to the Main Menu, and the locking animation will be gone.

Press QUIT to move back to previous menus.

Changing a Password: Return to SECURITY mode, select the Password sub-menu, and press ENTER. The screen will ask if you want to change the password. Press "Y" for yes. The following screen will direct you to enter your old password. Do so, and press ENTER.

- If you typed in the old password correctly, you will then be directed to type in a new password.
- If you typed in the old password incorrectly, the screen will tell you so. Press ENTER and try again.



WARNING!

If you lock the SECURITY mode, and forget your password, you will have to press the Reset button to begin again. All stored information will be erased.

When you have finished locking your chosen modes, press QUIT to return to the Main Menu.

DMAX CODE

This feature allows you to enter a code to unlock two “secret” card deck analyzing functions called “Decks” and “Specials.” After they are unlocked, these functions may be accessed within the Analyzing section of the DECKS mode.

Upon entering the DMAX submenu, the screen will direct you to type in your DMAX code. This can be any six numbers, letters, or combination of letters and numbers that you wish. Then press ENTER. The screen then indicates that “The DMAX code is unlocked and two new analyze functions are now available in the DECKS mode.”

Press QUIT to move back to previous menus.

AUTOMATIC SHUT OFF

The unit turns off automatically after 5 minutes of non-use.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.

39

DEFECTS OR DAMAGE

If your game has been damaged or something has been left out, DO NOT RETURN IT TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

**Hasbro Inc.
P.O. Box 200
Pawtucket, RI 02862, USA.**

In your note, mention the name of your game, its model number, and tell us briefly what the problem is. Also include sales slip, date, date of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Hasbro Inc. warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Hasbro's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Hasbro. Product returned to Hasbro without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Hasbro's option) for a service fee of U.S. \$14.50. Payments must be by check or money order payable to Hasbro Inc.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

40

All product returned must be shipped prepaid and insured for loss or damage to:

**Hasbro Inc.
Consumer Returns A-847
1027 Newport Ave.
Pawtucket, RI 02862, USA.**

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HASBRO IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL HASBRO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights, which vary, from state to state. For more information about Hasbro Inc., our products and special promotions, please visit our web site at: www.hasbro.com.

FCC NOTICE

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

41

(2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Customers in Canada may call 450-670-9820.

UK CONSUMER INFORMATION

PLEASE RETAIN THIS INFORMATION FOR FUTURE REFERENCE. Should you have any difficulty operating this product, please write to us at:

Hasbro UK Ltd
Hasbro Consumer Affairs
PO Box 43, Caswell Way, Newport, Wales, NP19 4YD
or telephone our Helpline on 00 800 2242 7276

42



TIGER
GAMES

The HASBRO and TIGER names and logos, and this game's shape and graphics are TM, [®] & © 2004 Hasbro, Pawtucket, RI 02862. USA. All Rights Reserved.
U.S. Patent Pending

Distributed in the United Kingdom by Hasbro UK Ltd., Caswell Way, Newport, Gwent NP9 0YH. Distributed in Australia by Hasbro Australia Ltd., 570 Blaxland Road, Eastwood, NSW 2122, Australia. Tel: (02) 9874-0999. Distributed in New Zealand by Hasbro New Zealand Ltd., Albany Highways, Auckland, PO Box 100 940. North Shore Mail Centre, Auckland, New Zealand 1333. Tel: (649) 415-9916.

Hasbro Canada, Longueuil, QC, Canada J4G 1G2.
Please keep company details for future reference.

® denotes Reg. U.S. Pat. & TM Office

www.DuelMasters.com/dex

Duel Masters, the Duel Masters logo, characters and their distinctive likenesses are TM and © 2004 Wizards · Shogakukan · Mitsui-Kids.

PROOF OF PURCHASE
Duel Masters™ Dex



420470000IWHB-01

Free Manuals Download Website

<http://myh66.com>

<http://usermanuals.us>

<http://www.somanuals.com>

<http://www.4manuals.cc>

<http://www.manual-lib.com>

<http://www.404manual.com>

<http://www.luxmanual.com>

<http://aubethermostatmanual.com>

Golf course search by state

<http://golfingnear.com>

Email search by domain

<http://emailbydomain.com>

Auto manuals search

<http://auto.somanuals.com>

TV manuals search

<http://tv.somanuals.com>