

MONSTER MONPIECE™

Instruction Manual

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To Our Valued Customers

We thank you for purchasing Monster Monpiece.
We appreciate your support and hope you enjoy the game!

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NOTE: The screenshots used in this manual were captured while the game was still under development. The screenshots may vary slightly from the retail product.

Default Keyboard Layout

Basic controls

Directional buttons	Move cursor
K key	Confirm
L key	Cancel

Event scene controls

K key	Advance text
L key	Hide/ Reveal dialogue window
I key	Log
O key	Skip messages
B key	Auto message display

World map controls

Up/Down/Left/Right key	Move cursor
W/S/A/D	Move cursor freely on the map
K button	Move character to the cursor location
L button	Reset cursor location
Numpad 8/5/4/6	Zoom in/out
Numpad 9	Reset zoom in/out
I key	Move to HQ
O key	Move to Deck Edit Screen
B key	Move to System Screen

Default Keyboard Layout

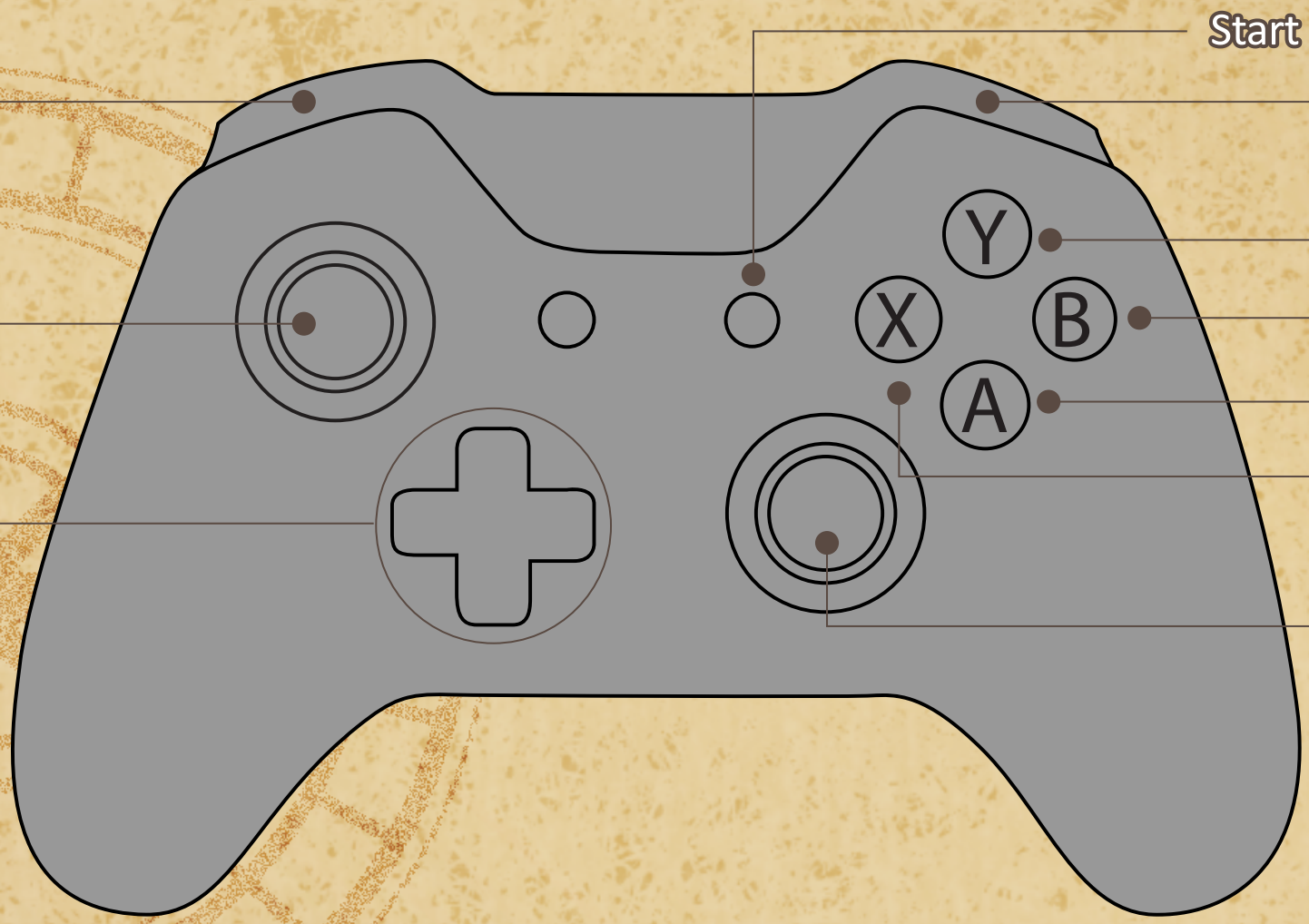
First Crush♥Rub controls

Left click and drag	Rub
Right click	Touch
Double left click	Poke
Click and hold both the left and right mouse buttons at the same time and drag	Pinch
Hold both left and right mouse buttons and rapidly move mouse up and down	Extreme Love Mode
W/S/A/D	Move camera

Card battle controls

Up/Down/Left/Right key	Move cursor
L key	Cancel
K key	Confirm
I key	View card information
Numpad 8/5/4/6	View card parameters
Numpad 7/9	Switch information page display
B key	Give up

Default Gamepad Layout



Default Gamepad Layout

Basic controls

Directional buttons	Move cursor
A button	Confirm
B button	Cancel

Event scene controls

A button	Advance text
B button	Hide/ Reveal dialogue window
Y button	Log
X button	Skip messages
Start button	Auto message display

World map controls

Directional buttons	Move cursor
Left stick	Move cursor freely on the map
A button	Move character to the cursor location
B button	Reset cursor location
Right stick	Zoom in/out
Right-bumper	Reset zoom in/out
Y button	Move to HQ
X button	Move to Deck Edit Screen
START button	Move to System Screen

Default Gamepad Layout

First Crush♥Rub controls

Right stick	Rub
X button	Touch
X button twice	Poke
X button + Right-bumper	Pinch
Rotate left and right sticks	Extreme Love Mode

Card battle controls

Directional buttons	Move cursor
B button	Cancel
A button	Confirm
Y button	View card information
Right stick	View card parameters
Right/Left-bumpers	Switch information page display
START button	Give up

Default Gamepad Layout

First Crush♥Rub controls cont'd

These are the mouse and gamepad controls for First Crush♥Rub.











Title Menu

*There will be sections of menus that will be inaccessible until you progress far enough into the story.

Continue This will resume the game from your last save.

New Game This will start the game from the beginning.

Reset Data This will delete your save data and system data.

*If you select "Reset Data" your previously saved card data, save data, and collected items will all be deleted. We only recommend using this if you want to play the game from the very beginning with default settings.



*Current version

HQ Various facilities are available here.

* If you enter the HQ from the title menu you will not be able to use the Transportation facility.

Saving

Autosaving will save data related to Cards and items.
However, story progress MUST be saved manually.

Game Flow

Selecting "New Game" will start Monster Monpiece from the opening event and begin the tutorials.

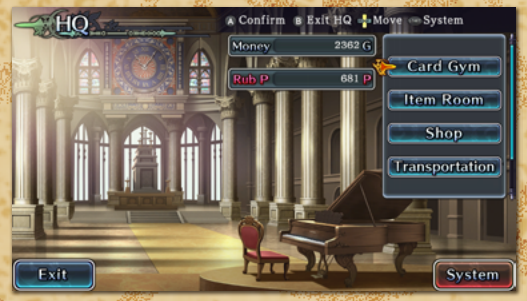
World Map



Event



HQ



Card Battle



World Map

The overland world for the main story. Areas you are able to explore will increase as you progress through the story.

HQ

Various facilities are available here.

Event

As you progress through events, the story will advance.

Card Battle

Battle others using Monster Girl cards.

World Map

You can move your character on screen with the cursor.
At certain destinations you will enter the card battle.
If you lose the card battle you will be returned to the previous location.

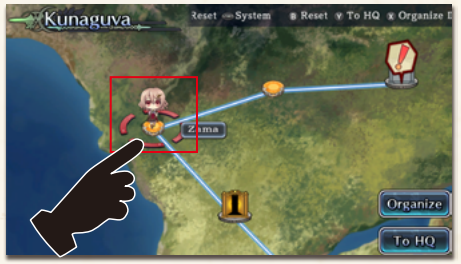


- ❶ Current area
- ❷ Your character's current location
- ❸ Destination
- ❹ Destination name
- ❺ Path to destination
- ❻ Events that will occur at your destination
- ❼ Move to HQ
- ❽ Edit Deck

Touchscreen controls



You can scroll the map by dragging the screen.



You can select locations by left clicking and cancel by right clicking.



Use the number pad or right stick to zoom in or out on the map.

HQ

*These will be unlocked as you progress the game.

❶ Facility List

Card Gym	You can access card related functions here.
Item Room	This option will allow you to check your item inventory and set up your items.
Shop	You can buy and sell items here. You can also access the online shop.
Transportation	This option will allow you to teleport to places you have previously visited. *You cannot select this menu if you entered HQ from the Title Menu.
Museum	You can view event CG and movie scenes and listen to music here.

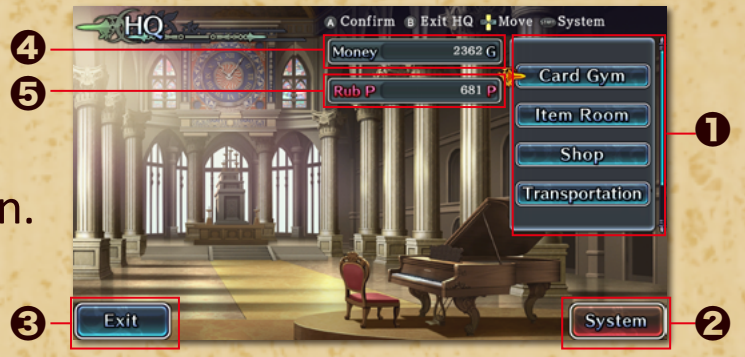
❷ System Click to open the system menu. Here you can save/load data, view the tutorial, and configure the game.

❸ Exit This exits the HQ.

❹ Money This displays the amount of money currently in your possession.

❺ Rub P This displays the amount of Rub P you currently have.

*These are used during First Crush Love. (See P.15)



Card Gym

Deck Settings

Here you can create new Decks and organize them.



Organize Deck

❶ Deck name

❷ Information about your Deck

Deck LV	This is your Deck level.
Mana	Total amount of Mana your cards will use.
Melee	This is the number of Melee cards you have.
Ranged	This is the number of Ranged cards you have.
Healer	This is the number of Healer cards you have.
Buffer	This is the number of Buffer cards you have.
Card #	This is the total number of cards you have.

❸ The Deck that you will use in battle will have a Main Deck icon displayed.

By pressing the Y button on a deck you will set it to be your Main Deck.

*Decks that have fewer than 30 cards cannot be used as your Main Deck.



Card Gym - Continued

Deck Settings - Continued



Organize
Change the composition of your Deck.

Create
This will create a new Deck.

Change Name
This will change the name of your Deck.

Delete
This will delete the selected Deck.

*Deleting a Deck does not delete the cards in the Deck, just the Deck itself.

What is a Deck?

A Deck is a set of 30-40 cards that are used in battle. You build this Deck to support your playstyle and strategies, and it will be key to your success or failure.

Card Gym - Continued

Open Card Pack

If you have unopened card packs you can open them here.



Select a card pack you would like to use.



You can open the card pack by dragging towards the arrow on screen. When a card is displayed, drag again to flip it over.



Cards that are opened and flipped can be checked by press-ing the Y button.

Card Gym - Continued

First Crush ♥ Rub

You can use "First Crush ♥ Rub" to power up a Monster Girl.

* In order to rub a card you will need to have "Rub P".

About Screen

Choose a card from your Deck or stock to rub and pay the required Rub P to rub the card. If you have multiples of the same card, you can rub them together.



❶ This is the card list. The Rub P required and Seal will be displayed here.
❷ The # of copies of the selected card you have.
❸ Information regarding the selected card.
❹ You can sort the cards.
❺ This is the amount of Rub P you currently have.
❻ The # of Seal Stones you need to unlock the seal on this card.
❼ The # of Seal Stones you currently have.
❽ Return to the Card Gym menu.

Card Gym - Continued

Rub Progression

❶ Select the card you want to rub.
❷ Pay the required Rub P.
❸ Rub the card to fill the tension gauge.
❹ When the tension gauge reaches maximum, the Monster Girl will power up.



What is a Seal Stone?

Some cards are sealed by magic power and they cannot be rubbed until the seal is removed. In order to unlock the seal you will need to use Seal Stones.

Card Power Up

If your rub session is successful, your Monster Girl will power up and lose some of their clothing. Each card can be powered up twice.

Card Gym - Continued

Training

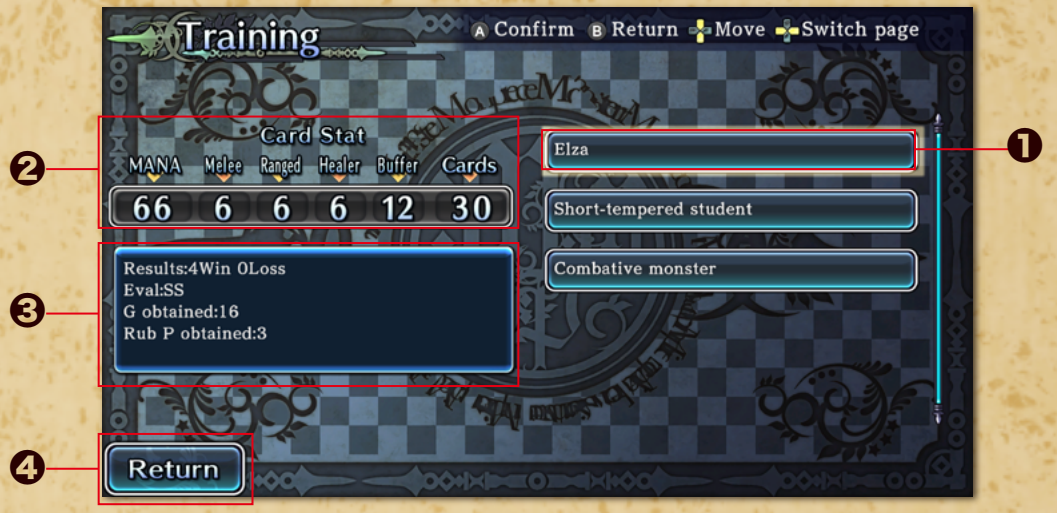
You can fight against opponents that you have previously defeated. If you win again, you will earn money or Rub P. There are no penalties for losing. If you select the area a list of opponents will be displayed. Simply select an opponent to begin a training battle.



Card Gym - Continued

Training

After selecting an area, your opponent's information will be displayed.



❶ List of opponents you have defeated

❷ Information about your opponent's Deck

MANA	This is the total amount of Mana the cards will use.
Melee (MLE)	This is the number of Melee cards in the Deck.
Ranged (RAN)	This is the number of Ranged cards in the Deck.
Healer (HEA)	This is the number of Healer cards in the Deck.
Buffer (BUF)	This is the number of Buffer cards in the Deck.
Card #	This is the total number of cards in the Deck.

❸ Battle history

Results	Training battle results
Eval	Your battle evaluation
G obtained	The amount of money you will receive if you win
Rub P obtained	The amount of Rub P you will receive if you win

❹ Return to the previous page

Card Gym - Continued

Gallery

Cards that you have obtained will be added to the gallery. Here you can check the cards' information.

❶ Sort the cards
❷ Sort the cards by their values or characteristics.
❸ Stats for the selected card.
❹ Return to the previous screen.



Shop

You can buy and sell card packs and items here.

Buy	Use this to buy card packs and items.
Sell	Use this to sell card packs and items.
Online Shop	Buy card packs and items from the online store here.



System

Save

This option will enable you to save your game progress.

Load

You can resume your game from your last save point.

Tutorial

You can review all the tutorials that you have previously completed.

*There are tutorials that will be automatically added to the list.



System - Continued

Config

Customize the game to your liking here.

Sound	Adjust sound settings.
Game	Adjust message display settings.
Video	Adjust display type and resolution.
Device Select	Change your input device.
Control Remap	Change button bindings.
DLC	Turn on/off DLC items.



Return to Title

Return to the title screen.

Card Battle

*You will gain new items and skills as you progress through the game.

Sometimes, you will be engaged in a 1-on-1 card battle on the World Map or during events. In order to win you need to either reduce the enemy fort's defense points to 0 or survive until the enemy can no longer draw any cards.



❶ **Stats:** Fort defense points, Mana, and Aura level are listed. The left side shows player stats and the right side shows enemy stats.

❷ **Battlefield:** If you place a card on the battlefield a unit will appear. Summoned units will automatically advance towards the enemy. The 9 square blue grid is the player's side and the 9 square red grid on the right is the enemy's side.

❸ **Pass:** If you touch "Pass" you will pass your action phase and your opponent will take theirs.

❹ **Deck:** This displays the number of cards you have left. The left side is player and the right side is your enemy.

❺ **Discard:** This is the number of cards that you've discarded and can no longer use. You can display information about discarded cards by touching them. The left side is player and the right side is your enemy.

❻ **Item:** You have items that you can use in battle.

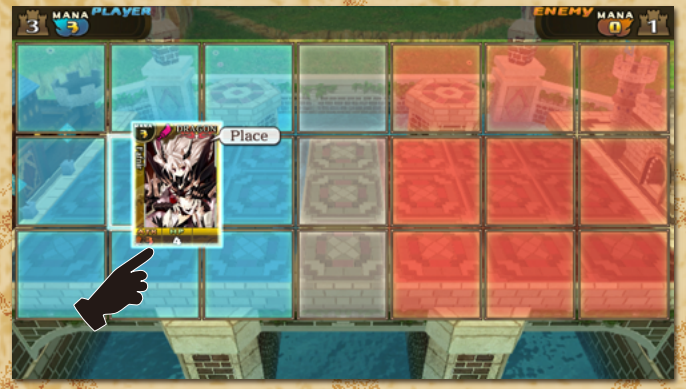
❼ **Your Cards:** Cards that you may use are listed here.

❽ **Skill:** Your card's skill information is displayed here.

❾ **Sort:** You can sort your cards. You can change the sort method by touching the sort icon for a few seconds.

❿ **Enemy Card #:** Displays enemy's card #.

Mouse Controls



You can summon your units by dragging your card onto the battlefield.



If you double click a card, you can view the card's information.

Advice

You can zoom in on the battlefield when you select your card by pressing the up button.

How to Read Cards



❶ MANA

This is the amount of Mana you need to summon the card onto the battlefield. Every time you summon a card you will pay the Mana cost.

Gaining Mana

- Your available Mana will increase by 3 every turn.
- The maximum Mana you can have is 25 points.

*Certain items or EX. Conditions can alter the Mana cap.

Advice

Your available Mana can be increased by skills and aura bonuses.

❷ Name

This is the name of your monster girl.

How to Read Cards - Continued



❹ **ATK** This is the amount of damage your unit will inflict when they attack.

❺ **HP** This is your unit's hit points. HP will decrease if it takes damage. It will disappear if it reaches 0 HP.

❻ **MP/INT** A Healer unit will have MP shown here, and a Buffer unit will have INT displayed.

❼ **Type and Attack Range** There are 4 different types of monster icons. If there is a number written in it, that number represents their attack range.

Melee (MEL) Ranged (RAN) Healer (HEA) Buffer (BUF)

❽ **Species** This indicates the monster girl's species. Monster girls which are the same species may be fused together.

DRAGON Dragon (DRA) DEMI-H Demi-Human (HUM) BEAST Beast (BEA) BIRD Bird (BIR)
FAIRY Fairy (FAI) NATURE Nature (NAT) UNDEAD Undead (UND) HYBRID Hybrid (HYB)

❾ **Potential** This indicates the potential that the monster girl possesses.

❿ **Aura** Summoning monster girls of the same aura consecutively will grant you aura bonuses. There are 4 different auras: red (R), blue (B), green (G), and yellow (Y). Under certain circumstances you will gain aura bonuses.

Results

After a card battle is completed, the results will be shown.

❶ Money/Rub P

The Money and Rub P earned will be displayed here.

❷ Items

The items you obtained will be displayed here.

❸ Rank

Your battle results will be given a ranking that is displayed here.



Advice

The money and Rub P you earn will be greater if you get a better ranking.

Terminology

DMG	Damage
EXH	Exhaust
GFT	Giftless
HYP	Hypersonic
ITR	Intercept
REG	Regenerate
STA	Staunch
UNS	Unskilled

BEA	Beast
BIR	Bird
DRA	Dragon
FAI	Fairy
FUS	Fusion
HUM	Demi-Human
HYB	Hybrid
NAT	Nature
UND	Undead

BUF	Buffer
HEA	Healer
MEL	Melee
RAN	Ranged

R	Red
G	Green
B	Blue
Y	Yellow

User Support

If you have any questions or concerns regarding
the copy of Monster Monpiece
you have purchased, please email us
at the following address:
pcsupport@ideafintl.com

For more information on this game please visit:
ideafintl.com/monmon

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