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Tetra Master, which first debuted as a mini-game in FINAL FANTASY IX, can now be played online! In FINAL FANTASY IX, Tetra Master was played among residents and characters of the game, but now you can play against anyone in the world, as long as they are connected to PlayOnline. You can also trade or auction your cards, and see how you rate against other players by checking the rankings.

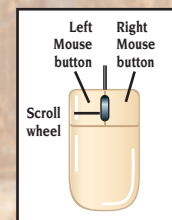


KEYBOARD

[↑][↓][←][→]	Move anchor / Adjust numerical values up or down
[Enter]	Confirm
[Tab]	Move anchor
[F1]	Display chat
[F2]	Return to PlayOnline main menu
[F3]	Display Friend List

MOUSE

Move mouse	Move pointer
Left mouse button	Confirm
Right mouse button	Display card info in auction screen
Scroll wheel	Move scroll bar up/down



THE TETRA MASTER TOP PAGE LISTS THE FOLLOWING OPTIONS

Play	Go to the Tetra Master title screen. You must purchase a Content ID to play.
Information	Look up Tetra Master information regarding server status and updates.
Rules & Policies	View the Tetra Master User Agreement and rules of conduct.
Q&A	Look up answers to various questions at the Q&A page.
Content ID	Purchase or cancel a Content ID. Please refer to "Purchase Content ID" or "Cancel Content ID" for more information.
Back	Go back to the Games top page.



You must first purchase a Content ID in order to play Tetra Master.

Go to the Tetra Master top page and select “Content ID”.

PURCHASING A CONTENT ID

From the Tetra Master top page, select “Content ID” and then “Purchase”. Follow the procedure outlined below. Please note that you can only purchase one Tetra Master Content ID per PlayOnline ID.

- Please note that you will need your PlayOnline ID, PlayOnline password, and Tetra Master registration code at this time.

1. Enter your PlayOnline ID and PlayOnline password, then select “Log In”.
2. Enter the Tetra Master registration code shown on the last page of this owner's manual.

CAUTION! About Your Registration Code

The registration code cannot be reused or replaced. Only one person can use the registration code to purchase a Content ID.

3. Please read through the Tetra Master User Agreement before you make your purchase. Select “Accept” to continue with the procedure, or “Decline” to cancel. You cannot play Tetra Master if you decline.

4. After you confirm your Content ID information, select “Exit”. You will be returned to the Tetra Master top page, where you can start playing Tetra Master.

Cancelling a Content ID

You can cancel your Content ID at any time (for instance, when you want to change your player name). Go to “Content ID” in the Tetra Master top page, select “Cancel”, and then follow the cancellation procedure on screen.

- Please note that you will need your PlayOnline ID and PlayOnline password at this time.

1. Enter your PlayOnline ID and PlayOnline password, then select “Log In”.
2. Cancel your Content ID by selecting the ID you want to cancel, and then select “Cancel”. Confirm your cancellation information and proceed with the cancellation procedure.

NOTE:

If you cancel a Content ID, it will remain available for use until the end of that month. It will become inactive on the first day of the following month.

CAUTION!

You cannot restore previous data if you purchase a new Content ID, so please be sure to reactivate.

Reactivating a Content ID

You can reactivate your Content ID within three months of the date it becomes inactive by selecting: PlayOnline menu ➔ “Service & Support” ➔ “Membership” ➔ “Content ID” ➔ “Reactivate”



Selecting “Tetra Master Config” allows you to adjust various settings for Tetra Master.

To open the “Tetra Master Config” window from the Windows® Start menu, select:

Start ➔ Programs ➔ PlayOnline ➔ Tetra Master ➔ Tetra Master Config

The top page allows you to configure the following settings:

Enable Sound

(Default: enabled)

Checking this item enables all Tetra Master sounds (including background music, sound effects, and ambient sound effects).

Use Gamepad

(Default: disabled)

Checking this item enables you to use a gamepad connected to your computer to control Tetra Master. For additional gamepad settings, please click the “Gamepad Configuration” button.

Restore Default Settings

Selecting “Default Settings” displays a confirmation window.

Selecting “Yes” returns all Tetra Master settings to their default values.

- Gamepad settings will not be changed.

Gamepad Settings

Select Gamepad

If you have connected multiple gamepads to your computer, you must select the one you wish to use with the game. Use the pull-down menu to display a list of gamepads currently connected to your computer. Select one for use with the game.

Assign Buttons

You can assign Tetra Master features to each gamepad button. Use the pull-down menu or press a button to automatically assign it to that feature.

Confirm

(Default: Button2)

Allows you to assign the “Confirm” command to a button. “Confirm” corresponds to the [Enter] key on the keyboard.

Cancel

(Default: Button3)

Allows you to assign the “Cancel” command to a button. “Cancel” corresponds to the [Esc] key on the keyboard.

Page Up (Previous)

(Default: Button5)

Allows you to assign the “Page Up (Previous)” command to a button.

Page Down (Next)

(Default: Button6)

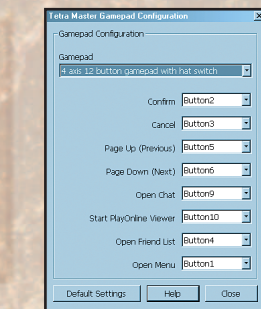
Allows you to assign the “Page Down (Next)” command to a button.

Restore Default Settings

Selecting “Default Settings” will display a confirmation window.

Selecting “Yes” will return all gamepad settings to their default values.

- Tetra Master settings will not be changed.



After you purchase a Content ID, you are ready to play Tetra Master. If you are playing for the very first time, you must first choose a player name, join a guild, and link your handle.

1. Select "Play" from the top page to display the "Obtain Player Name" screen. Enter a desired name in alphanumeric characters. Please note that if you wish to change your player name, you must cancel your current Content ID and repurchase it.

• You cannot use a player name that is already taken.

2. Join a guild. The cards you obtain from the card shop or winning against the computer will vary depending on which guild you join. Please note that if you wish to change guilds, you must cancel your current Content ID and repurchase it.

3. Link your handle.

• If you have already linked a handle to different services, a handle selection screen will be displayed. You can link any of those handles from here.

• If you want to link a new handle or cannot find a handle you wish to link, a handle name entry screen will be displayed. You can link a new handle automatically by entering it here.

• The next time you play, the last handle you linked will be your active handle. (It is still possible to change handles.)

You will proceed to the Tetra Mater title screen after linking your handle.



TETRA MASTER TITLE SCREEN

The headers explained below can be found on the Tetra Master title screen:



1	Play	Play against other players connected to PlayOnline, chat, or trade cards. You can also play against COM (computer) characters.
2	Card Shop	Buy and sell cards at the card shop.
3	Auction	Participate in a card auction with other players.
4	Player Data	View your status and cards. You can also create your deck from here.
5	Rankings	View the rankings and see how you fare against other players. You can also obtain prize points and exchange them for rare cards at the Prize Center.
6	Options	Set various game options.
7	Back	Go back to the Tetra Master top page.

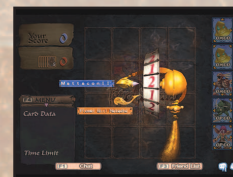
Tetra Master is a two to three-player game, where you place cards in turn on a "Playing Field" to battle over your opponents' cards. The basic rules of Tetra Master are explained here:



1. Select five cards for your hand.



4. Cards are placed in turn on the field.



2. The roulette wheel determines the order in which players place their cards.



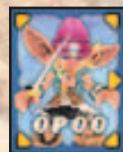
5. The game ends when all cards are placed



3. Special blocks and tiles are placed automatically on the field at random.



6. The outcome is determined by the number of cards each player has on the field.



Cards

Each card can have up to eight arrows, with three numbers and one letter. The arrows indicate the direction in which a card battle can take place, and the numbers and letter indicate the card's ability values.

NOTE:

In the diagrams below, the blue cards are yours, and the red cards are your opponent's. The hand icon indicates which card has just been placed on the field.

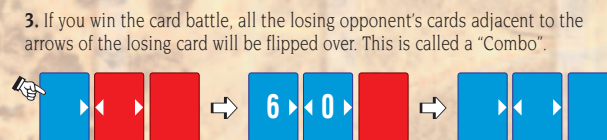
ARROWS



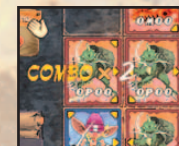
1. You can flip over an opponent's card (turning it to your color) if the arrow on your card is placed adjacent to a non-arrow side or corner of your opponent's card.



2. When placing your card on the playing field, a "card battle" will ensue if an arrow on your card faces an arrow on your opponent's. The card with the higher ability value will have the advantage, and the losing card will be changed to the color of the winning card.



3. If you win the card battle, all the losing opponent's cards adjacent to the arrows of the losing card will be flipped over. This is called a "Combo".



ABILITY VALUES

The numbers and letter represent your card's ability values. From left to right: offense, attack type, physical defense, and magic defense. The numbers on the card indicate the ability values' first digit. For example, an ability value of 19 will display a "1" and an ability value of 35 will display a "3". Cards with a ★ mark indicate an ability value of 100 or above.

The card initiating the battle will use its offense value, and the defending card will defend with its physical or magic defense values. The higher the value, the stronger the offense or defense.

Attack Type

P: Physical Attack Type

Attacks your opponent's physical defense value.

M: Magic Attack Type

Attacks your opponent's magic defense value.

X: Exploit Type

Attacks the lowest of your opponent's physical or magic defense values.

A: Assault Type

Uses the highest value from your offense, physical defense, and magic defense to attack the lowest of your opponent's offense, physical defense, and magic defense values. The Assault type is the only attack type that uses values other than offense to attack.

You can develop your cards if you win a two-player game, or place first or second in a three-player game. Only one of the ability values (chosen at random) will increase. Also, the card that wins a battle may change into a different attack type in the following order: P ⇒ M ⇒ X ⇒ A.

FIELD EFFECTS



Blocks

Regular blocks do not have any effects, and cards cannot be placed on top of them.



Chance Blocks

Activates "Garnet", "Grim Reaper", "Oglops", or "Aero" effects. Once a chance block is activated, that space will become available for a card to be placed.



Garnet

Ten points will be added to all your cards' abilities (offense, physical defense, magic defense) on the playing field. (This effect lasts until the game ends.)



Grim Reaper

Ten points will be deducted from all your cards' abilities (offense, physical defense, magic defense) on the playing field. (This effect lasts until the game ends.)



Oglops

All cards adjacent to the activated block will change into your opponent's or your own color.



Aero

All cards placed on the playing field will be scattered randomly across the field. (Effects from a special tile remain intact with the scattered cards.)



Rotating Blocks

The rotating block strikes lightning in the direction the arrow is facing, and flips over all cards in its path into your color. The arrow moves one direction clockwise after every turn. The lightning range depends on the offense value of the card attacking.



Special Tiles

Activate a special mark on the field, like the sword or shield, by placing a card over it. The effects will last until the game ends.



Offense Up

Increases your card's offense value between two to five times its normal value when attacking.



Defense Up

Increases your card's defense value between two to five times its normal value when defending.



Max Arrows

Adds arrows to every direction of your card.

LOBBY

This is where players congregate to play games, trade cards, and chat. To play a game, select a zone from the zone list and find a room you like. Games are played at a table.



To play against other players, select a table and make a reservation. Once one or two more players join the table, the player who made the first reservation can start the game by selecting "Start Game".



To play against COM characters, select an empty table and choose "VS. COM".

The table icon displays the current status of the table. You can tell whether a player wants you to "Join" or whether players are currently "Playing". Each table also displays the number of players who have made reservations.

NOTE:

Some tables may require a password or you may need to meet certain requirements, such as a specified card level, to join.

Quitting

You can quit during a game by selecting "Quit" from the game menu. However, once you quit, you will not be able return to the table where the game took place. In a VS. COM game, you will also lose all five cards, but in a VS. Player game, this will depend on the table rules.

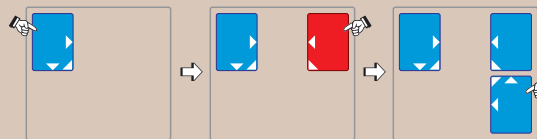
Starting Out

The first thing you should do when you start out is to play against the computer. “Flower Girl Natasha” is an ideal opponent. By winning games, your money and card collection will grow and your cards will also develop. You may even pick up a few strategies.

TIPS & TECHNIQUES

Play Your Cards Right

There are many strategies for winning card games. Different fields and different cards in your hand call for different approaches. Two different strategies are described below.



Protect Yourself with Arrows

Place the sides of your card that don't have arrows against the sides and corners of the playing field. This way, your cards will not get flipped unless you lose a card battle.



Combo

Even if your cards are flipped over by your opponent, you can take them back by turning them over with a powerful card.

Keep Winning

You need strong cards in order to win, but it may be difficult to obtain them when you first start out. Play against weak computer opponents and save up enough prize money to buy a pack of cards at the card shop. You should be able to find some strong cards inside, which will help you win games consistently. Play your game cautiously, without taking too many risks, such as combos, and go after your opponent's weak defense. Once you get the hang of it and feel comfortable, try playing against other players.

Enjoy Trading and Chatting

You can trade cards and chat with other members inside the room. It's always a good idea to initiate a trade by communicating your intention first, before using the trade command. Chatting is also a good way to share Tetra Master strategies and tips.



Losing All Your Cards and Money

There is no such thing as “Game Over” in Tetra Master. If you lose all your money and have less than five cards in your card collection, a special card pack is offered at the card shop for free. You won't find any strong cards inside, but you will be able to continue playing. There is no limit to the number of times you can receive a free pack, so don't worry about losing.

Titles

Players are given titles based on various conditions such as card level. You can check your title under “Status” in “Player Data”. There are various titles, such as the following:

- Pauper
- Poor Newbie
- Dabbler
- Inept Coach



VS. Ratings

Your VS. Rating will go up if you win against other players and will go down if you lose. The rating is based on how strong your opponent is and the style of play. VS. Ratings are calculated weekly, and players who rank in the top 30 will receive prize points to use towards obtaining rare cards.

