



# User's Manual

## Contents

|  |           |
|--|-----------|
| <b>Precautions for installation</b> .....                                    | <b>2</b>  |
| Hardware environment.....  | 2         |
| Software environment.....  | 2         |
| <b>Installing and uninstalling BettaBetta</b> .....                          | <b>2</b>  |
| Installing BettaBetta.....   | 2         |
| Uninstalling BettaBetta.....   | 2         |
| <b>Running and closing BettaBetta</b> .....                                  | <b>3</b>  |
| Running BettaBetta.....  | 3         |
| Closing BettaBetta.....  | 3         |
| <b>Daily care for fighting fish</b> .....                                    | <b>4</b>  |
| Mini aquarium.....   | 4         |
| PDA control panel.....   | 5         |
| Aquatic pet shop.....  | 7         |
| <b>Quits the Aquatic pet shop and returns to the PDA control panel</b> ..... | <b>7</b>  |
| Switching from one mini aquarium to another.....                             | 11        |
| Quick view of mini aquarium.....   | 12        |
| Feeding your fighting fish.....  | 12        |
| Maintaining water quality.....   | 13        |
| Playing with and petting your fighting fish.....                             | 13        |
| Paying attention to vitality.....  | 13        |
| Emotional change.....  | 14        |
| Getting ill and treatment.....   | 14        |
| Accumulating money.....  | 15        |
| Feeding time.....  | 15        |
| Personality education.....   | 15        |
| <b>Training your fighting fish</b> .....                                     | <b>16</b> |
| Fighting attributes.....   | 16        |
| Enhancing strength—Sand bag training.....                                    | 17        |
| Enhancing defense—developing courage to face another fighting fish.....      | 17        |
| Enhancing agility—catching bait training.....                                | 18        |
| <b>Combat</b> .....  | <b>19</b> |
| Versus Combat Menu.....  | 19        |
| Starting a combat.....   | 21        |
| End of combat.....   | 23        |
| <b>Personalizing interface</b> .....   | <b>24</b> |
| <b>Game option setup</b> .....   | <b>24</b> |
| <b>Tips for running BettaBetta</b> .....                                     | <b>25</b> |
| <b>Production crew</b> .....   | <b>26</b> |

# Precautions for installation

Before installing your BettaBetta, please make sure that the hardware and software of your system meet the following requirements in order to gain the best results of BettaBetta.

## Hardware environment

|                 |   |
|-----------------|---|
| CPU:            | Intel Pentium 200 or higher; or compatible processors |
| Memory:         | 32MB  |
| 3D-accelerator: | 8MB onboard memory and supports DirectX 7.0           |
| Sound card:     | 16-bit sound card and supports DirectX 7.0            |
| CD-ROM:         | 4x  |
| Free space:     | 50MB  |

## Software environment

Microsoft Windows 95/98/Me/2000/XP Traditional Chinese Edition  
Microsoft DirectX 7.0 or higher (DirectX 7.0 is included in the BettaBetta Installation CD)

# Installing and uninstalling BettaBetta

## Installing BettaBetta

CD Version→Put the BettaBetta Installation CD in the CD-ROM, the auto execution file on the disc will run the installation automatically.

Software Version→Run the BettaBetta installation program and follow the instructions listed on the screen to finish the installation.

## Uninstalling BettaBetta

Follow any of the methods to below to un-install BettaBetta from your system.

▲ From Windows Start menu: Start→Programs→BettaBetta→Uninstall BettaBetta.


▲ From Windows Control Panel→Control Panel→Add/Remove Programs→BettaBetta item on the list.

**NOTE: All feeding records will also be deleted after the BettaBetta is removed from your system!**

# Running and closing BettaBetta


## Running BettaBetta

After installing BettaBetta to your system, you can run BettaBetta according to the following methods:

- Double-click the BettaBetta icon  on the desktop.
- From Windows Start menu: Start→BettaBetta→BettaBetta

## Closing BettaBetta

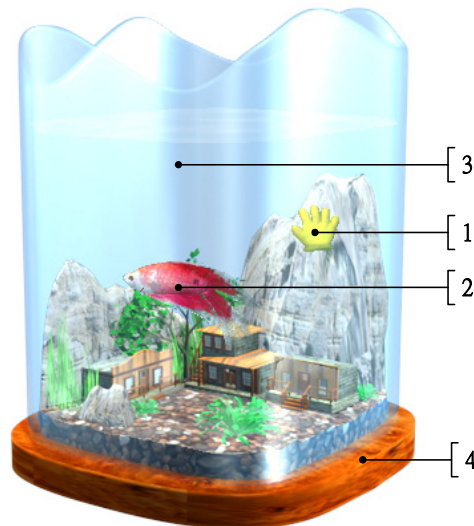
You can follow the methods below to close BettaBetta:

- Press the  on the right top corner on your PDA control panel
- Press the `Alt-F4` keys to close BettaBetta.

# Daily care for fighting fish

## Mini aquarium

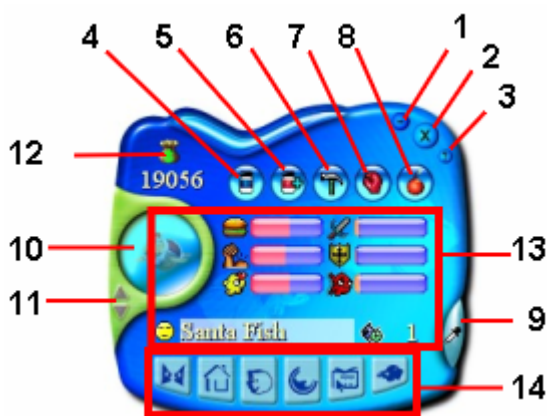
The cute and delicate mini aquarium is the home of your fighting fish. All feeding work is completed in this mini aquarium.



|   |                             |   |
|---|-----------------------------|---|
| 1 | Cursor                      | The shape of the cursor changes based on the function selected. You can bring up your fighting fish with the cursor.  |
| 2 | Fighting Fish               | The length and behavior of your fighting fish changes at different ages and upbringing status.  |
| 3 | Swimming area               | The water area in the mini aquarium is the swimming area of your fighting fish and the area where you take care of it.  |
| 4 | Aquarium physical structure | All areas outside of the water area are the physical structure section of the mini aquarium.<br>The swimming area and the physical structure of every mini aquarium are different. You can move the location of the physical structure of a mini aquarium by drawing it with the mouse. |

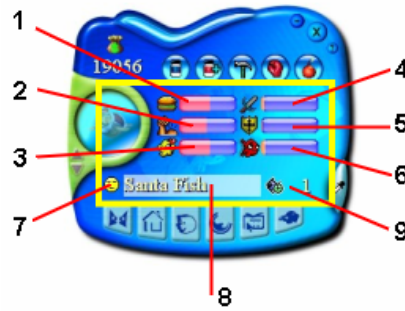
# PDA control panel

The PDA control panel is the control panel of BettaBetta. The information displayed on the panel is the important reference material indispensable for feeding your fighting fish. The following section is a quick guide to the features on the PDA control panel. Please refer to the latter sections for details of these features.



|    |                                    |   |
|----|------------------------------------|---|
| 1  | Hide PDA control panel             | Press the button to hide the control panel in the taskbar. You can press the icon on the taskbar to show the PDA control panel again. |
| 2  | Close BettaBetta                   | After closing BettaBetta, all current changes will be saved in the program automatically.   |
| 3  | About BettaBetta                   | Displays the version, technical support and copyright information of BettaBetta.  |
| 4  | Get fish feed                      | Spreads feed in the mini aquarium to feed your fighting fish.   |
| 5  | Get medication                     | Adds medication to the aquarium to treat your ill fighting fish.  |
| 6  | Get small hammer                   | Allows you to beat your fighting fish when it is bad or to force feed it.   |
| 7  | Fight training                     | Enters the sand bag training site to train the strength of your fighting fish.  |
| 8  | Agility training                   | Enters the drop bait training site to train the agility of your fighting fish.  |
| 9  | Suction                            | Allows you to clean up the impurities in the mini aquarium.   |
| 10 | Show/hide transparent panel        | Allows you to view the status of many fighting fish at the same time (see below for details).   |
| 11 | Switch different fish and aquarium | Switches different fighting fish and mini aquariums on the desktop.   |
| 12 | Money                              | Shows the total amount of money accumulated by players  |
| 13 | Fish information display           | Displays the current attributes of all fighting fish (see below for details).   |
| 14 | Menu icons                         | Quick launch to corresponding function menus (see below for details).   |

## Information about your fighting fish



|   |                 |   |
|---|-----------------|---|
| 1 | Hunger level    | Displays the level of hunger of your fighting fish  |
| 2 | vitality        | Display the vital power of your fighting fish. Your fighting fish will die when its vitality is zero.                                       |
| 3 | Familiarity     | Displays the familiarity between you and your fighting fish.  |
| 4 | Strength        | Displays the current and maximum strength of your fighting fish: red bar (current strength) and orange bar (maximum strength)               |
| 5 | Defense         | Displays the current and maximum defensive power of your fighting fish: same as the strength  |
| 6 | Agility         | Displays the current and maximum agility of your fighting fish: same as the strength  |
| 7 | Mood and health | Displays the mood of your fighting fish in 3 levels from good to bad. The ill emoticon also appears when your fighting fish is ill or dead. |
| 8 | Name            | Displays the name of your fighting fish. You can change it anytime.   |
| 9 | Age             | Displays the age of your fighting fish in terms of day.   |


## Menu icons



|   |                                |   |
|---|--------------------------------|---|
| 1 | Versus Combat Menu             | Open this menu to select a player or import the player's file for a combat.   |
| 2 | Aquatic pet shop menu          | Buys, imports and exports fighting fish and mini aquarium.  |
| 3 | Visit DigiFish Forum           | Visit DigiFish BettaBetta Forum   |
| 4 | Show/hide Second Mini Aquarium | Shows/hides the second mini aquarium on the screen to appreciate how two fighting fish is challenging one another in two aquariums. |
| 5 | Interface Personalization Menu | Allows you to personalize the interface of your BettaBetta  |
| 6 | System Setup Menu              | Allows you to set the environment of BettaBetta   |



# Aquatic pet shop

## Enter the Aquatic pet shop menu

Press the  (Aquatic pet shop) button on the PDA control panel to enter the Aquatic pet shop.

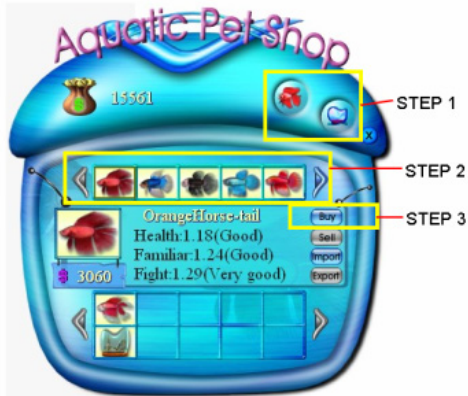
## Features on the Aquatic pet shop screen




|    |                        |   |
|----|------------------------|---|
| 1  | Current amount         | Displays the current amount of money of players.  |
| 2  | Fighting fish showcase | Switches to the fighting fish showcase  |
| 3  | Mini aquarium showcase | Switches to the mini aquarium fish showcase   |
| 4  | Product showcase       | Displays all kinds of fighting fish and mini aquariums available in the store. If there are more than 5 items, press the  (left scroll button) or the  (right scroll button) to view other items. |
| 5  | Product icons          | Press the button to display the details of the selected product.  |
| 6  | Price                  | Displays the price of the selected product. If it is a product from the owner, it means the price players need to pay when purchasing that product. If it is a product of the player, it means the price the player wishes to sell for this product.  |
| 7  | Product description    | Displays the details of the selected product.   |
| 8  | Buy product            | When selecting a product in the product showcase, press this button to buy the selected product.  |
| 9  | Sell product           | After selecting a product owned by the player, press this button to sell the selected product.  |
| 10 | Import fighting fish   | Imports the file of a fighting fish previously exported by the player.  |
| 11 | Export fighting fish   | Exports the information of the fighting fish and its mini aquarium at which the cursor is pointing into a file.   |
| 12 | Player item area       | Displays the fighting fish and mini aquarium currently owned by players.  |
| 13 | Exit                   | Quits the Aquatic pet shop and returns to the PDA control panel.  |



## Buying an item





**STEP 1** Press the fighting fish button  or the

mini aquarium button  with the mouse to select the type of product you wish to buy. Products in the selected type available from the store will be displayed in the buying list.

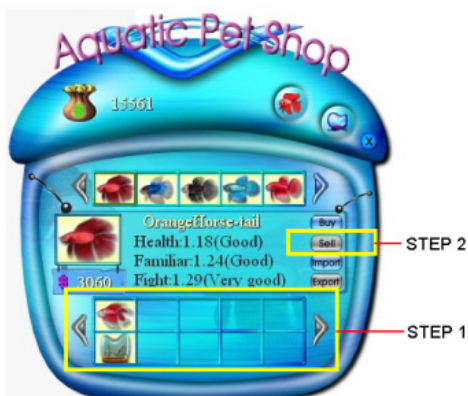
**STEP 2** Select the desired item(s) on the list with the mouse. The icon, buying price, and details of the selected item(s) will be displayed in the

Product Description Area. Press the left (  )



or right (  ) scroll button to view other items on the list.


**STEP 3** After selecting the desired item(s), double click an item or press the buy button  in the Product Description Area to buy the product at which the cursor is pointing. The system will deduct the amount automatically from your account.

## Selling an item



**STEP 1** Select the items you wish to sell with the mouse from the Player Item Area. The icon, buying price, and details of the selected item(s) will be displayed in the Product Description Area for you to check. Press the

left (  ) or right (  ) scroll button to view other items on the list

**STEP 2** After selecting the desired item(s), double click an item or press the sell button  in the Product Description Area to sell the product at which the cursor is pointing. The system will add the amount automatically to your account.

## Trading record of fighting fish

### Condition



The congenital condition of a fighting fish. This will relate to the difficulty in raising it.

When buying a fighting fish, you can view the initial condition of the selected fighting fish by right clicking the icon of the desired fighting fish. In general, the higher the value of a condition item, the easier it will be for you to raise it. Therefore, the price is also higher. Though fighting fish of poorer conditions are more difficult to raise, you can make more money from raising them.

### Mini aquarium

You must raise every fighting fish in an individual mini aquarium.

When you leave the store, it will force you to return any fighting fish without a mini aquarium. Please be noted that money is non-refundable. That is, you will lose your money if you forget the mini aquarium.

### Collecting fighting fish

When the store collects a fighting fish you wish to sell, it will pay you nothing. More importantly, the collected fighting fish will disappear forever; i.e. you will be unable to buy it back in the future. Therefore, think twice before selling it to a store.

### Naming a fighting fish



The store will automatically assign a name to a fighting fish you have just bought from the store.

After you leave the store, click the Name item on the PDA control panel in order to give it a new name. Actually, you can change its name at anytime.

## Trading information of mini aquarium

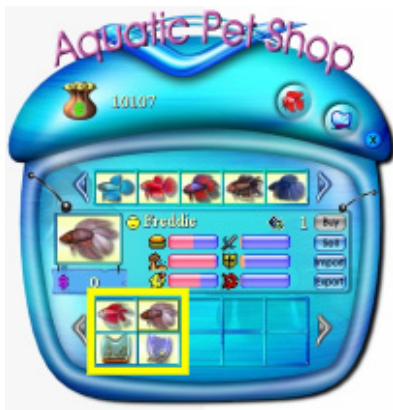
### Series by style

Based on the style, mini aquariums are available in 3 series: crystal, world scenery and culture. You can buy or replace a mini aquarium for your fighting fish according to your preferences and financial power.

### Depreciation

A mini aquarium begins to depreciate when it is used. You can check the depreciation rate of a mini aquarium from the Product Description Area. The longer you use it, the greater the depreciation. Of course, the money you can get from selling it will be less.

## Adjusting matching sequence



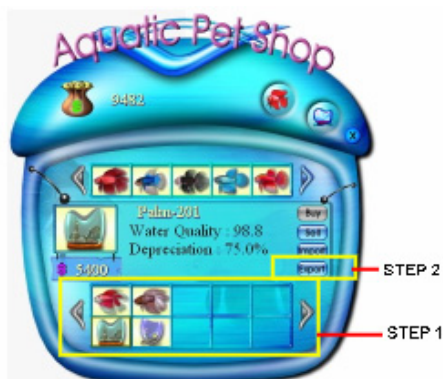
Displays the area of your mini aquarium. Draw either the fighting fish or the mini aquarium to the position of other fighting fish or mini aquarium to exchange them.

## Export fighting fish

Why should we export the data of the fighting fish?

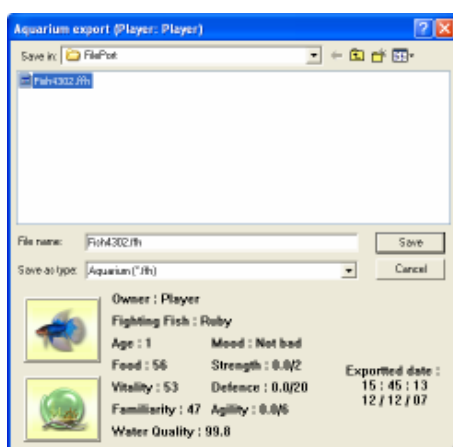
The BettaBetta has designed a “fighting fish combat” function for players to have a fish fight with the fighting fish of other players. Players can use the Export Fighting Fish function to export the data of their fighting fish into a file. This way, they can carry their “fighting fish” anytime and have a fish fight with other players anywhere.

How to export?



**STEP 1** Select any of your fighting fish with the mouse.

**STEP 2** Press the Export button **Export** in the Product Description Area. Then, the Export Fighting Fish dialog box will pop up.

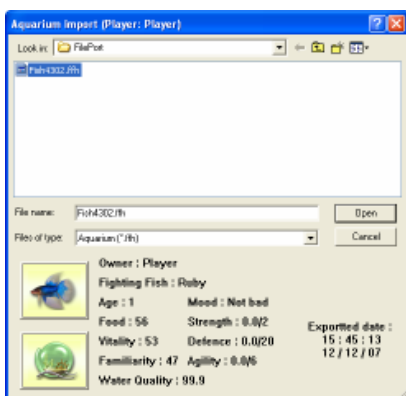


**STEP 3** Select the location and give a filename to the file you wish to export to, then press the Save button to save data of the selected fighting fish.

## Import fighting fish



**STEP 1** Press the Import button **Import** in the Product Description Area. The file selection menu will pop up.



**STEP 2** Select the file you have previously exported and press the Open button to import data from the selected file.



## Precautions for exporting/importing fighting fish data

1. The selected fighting fish and its aquarium will disappear temporarily from the player's list.
2. The fighting fish that has been exported can only be raised continually by the Aquatic pet shop in the system where the file is exported by importing it from the file. This fish can only be imported from the Versus Combat Fight mode on the system of other players, and it cannot be raised there.
3. After importing a fighting fish for a fight, other information of the fish will also be updated in the file. Therefore, players should pay attention to their fighting fish when exporting them to a file to prevent death of the fish.

## Switching from one mini aquarium to another






When you have more than one mini aquarium, you will need to switch them from time to time for the purpose of appreciation and taking care of them.

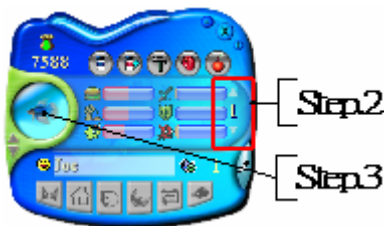
You can press the up  and down  buttons on the left of the PDA control panel to switch from one aquarium to another.

## Quick view of mini aquarium



**STEP.1** Press the Popup Panel button  and the transparent panel will pop up.

**STEP.2** Press the up  and down  buttons on the panel to view the current status of the mini aquariums and fighting fish. The information of the mini aquariums and fighting fish will be displayed on the transparent panel.




**STEP.3** Click on the transparent panel to minimize the panel and switch to the display of the mini aquariums and fighting fish on the screen.


Right click the panel to minimize the panel without switching the display of the mini aquariums and fighting fish on the screen.

If you have more than one mini aquarium and fighting fish, the transparent panel is a very convenient way for you to view them at a glance because it saves time from switching from one mini aquarium or fighting fish to another.


## Feeding your fighting fish

The  meter indicates the hunger level of your fighting fish. As time goes by, your fighting fish will get more and more hungry, and you will need to feed it according to the following steps:

**STEP.1** Press the food button  on the PDA control panel.


**STEP.2** Move the cursor to the mini aquarium, and the cursor will change into a hand holding a can of feed .

**STEP.3** Select a suitable location and left click the mouse to pour out the fish feed.


**STEP.4** Press the food button  on the PDA control panel again, and the cursor will change back to its original shape.


You will need to pay for the feed. Therefore, do not feed too much. This will mean a waste of money and contamination of the water if the fighting fish cannot consume all the feed. As a result, you will need to spend more time on cleaning the mini aquarium.


## Maintaining water quality

The  meter indicates the level of impurities in the water.


The water in the aquarium will become foul as the impurities inside increase. To clean the water:

**STEP.1** Press the suction button  on the PDA menu.


**STEP.2** Move the cursor to the mini aquarium, and the shape of cursor will change into a hand holding a dropper .

**STEP.3** Locate the impurities and left click the mouse to clean up the impurities until the water becomes clear again. Press the food button  again, and the cursor will change back to its original shape.

## Playing with and petting your fighting fish

The  meter displays the current familiarity between you and your fighting fish. Familiarity will affect the interactions between you and your fighting fish. That is to say, the higher the familiarity between you and your fighting fish, the more active and thoughtful your fighting fish will be.


You can express your concern to your fighting fish by petting it with the cursor. The fighting fish will react pettishly. This way, you can gradually establish the familiarity with your fighting fish.

**STEP.1** Move the cursor to the mini aquarium without selecting any function. The cursor will change its shape into a big hand . If the cursor changes into other shapes, right click the mouse and choose the big hand.

**STEP.2** Approach the cursor to the fighting fish and pet the fighting fish with the cursor. The fighting fish will give a joyous response if you have successfully petted it. This way, the familiarity will increase.

**【Little tip!】** When the hand (cursor) is in the position where it is ready to pet the fighting fish, it swings obviously. At this moment, you will only need to move the hand back and forth along the fighting fish in order to pet it.

## Paying attention to vitality

The  meter shows the current vitality of your fighting fish. If the vital sign is “0”, your fighting fish will die.

Your fighting fish will die quickly if it is extremely hungry or when the water quality is very impure.







By contrast, your fighting fish will regain vitality if you give it a good environment. Therefore, feeding your fighting fish and maintaining water quality are the only ways to maintain the health of your fighting fish.

## Emotional change




The emoticons displayed on the PDA control panel indicate the current emotional condition of your fighting fish. The emotional condition of your fighting fish is expressed in 3 levels. When your fighting fish is ill, the red emoticon will appear.

-  Happy like sunshine.
-  Normal mood.
-  Very upset.
-  Ill!


Please give your fighting fish a good environment. This can stabilize its emotional condition and help it maintain a good mood.

## Getting ill and treatment


Your fighting fish can get ill any moment. You can maintain a good environment for it in order to reduce the chance of getting ill. When your fighting fish is ill, the ill emoticon  will appear on the PDA control panel. It will become weak and inactive. When your fighting fish is ill, its vitality begins to drop. If no medication is given immediately, it will die very soon.

Give medication to your fighting fish in the same way as you feed it.

**STEP.1** Click the medication button  on the PDA control panel.

**STEP.2** Move the cursor to the mini aquarium, and the cursor will change into a hand holding a can of feed .

**STEP.3** Select a suitable location and left click the mouse to pour out a capsule. You will need to pay for the capsule. The amount will be deducted automatically from your account.

**STEP.4** Press the medication button  on the PDA control panel again, and the cursor will change back its shape. ◦

As your fighting fish is recovering, you will need to change the dosage of medication. You must give it medication until it recovers.

## Accumulating money

Money is a very important resource in the game. You need to pay every time you feed your fighting fish.




Money accumulates automatically when you take care of your fighting fish. If you take good care of it, i.e. it is not hungry, in a good mood, healthy and the water quality is good, the money in your account will accumulate faster.

If you raise many fighting fish, the money will stop accumulating immediately if any of them is extremely hungry or the water of any of the mini aquariums is very impure, until the living condition has improved.

## Feeding time



The growth of a fighting fish is continual, and it continues to grow even you turn off the BettaBetta program or the PC. Therefore, you must pay attention to its living condition. Otherwise, your fighting fish will die because of your negligence.

The  1 icon indicates the age of your fighting fish (expressed in day).

## Personality education

After feeding it for a few days, it will grow up and become an adult fish. Its personality may change dramatically depending on the upbringing environment.

A lovely and active fighting fish must be more popular than one that is weak and ill all the time. A fighting fish with a gloomy personality is less sociable and will lock itself up. It is often untamed, cruel and rude. Quick turning to splash water and wasting food are typical behaviors of a rebellious fighting fish.

You must pay attention to the way you raise and treat it in order to raise your ideal fighting fish.

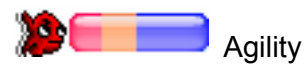


# Training your fighting fish

## Fighting attributes

“Strength”, “Defense” and “Agility” are the three distinctive features affecting the fighting performance of your fighting fish. Please refer to the Combat section for details.

The following three fighting power conditions are displayed in meters on the PDA control panel.



The yellow color in the meter means that the current maximum level of the attribute.


Continual combats can improve the fighting experience of your fish and can increase the maximum level of individual attributes.

The red color in the meter means the current level of the attribute.




The fighting skills of your fighting fish will decrease as time goes by. Regular training can keep your fighting fish in the best condition in all attributes. The following shows the training methods of individual attributes.

## Enhancing strength—Sand bag training



**STEP.1** Press the boxing glove button  on the PDA control panel to switch to the “training bowl” scene, and the required amount of money will be automatically deducted from your account.




**STEP.2** There are 3 sand bags inside the training bowl. Press the up, left and right arrow keys    to instruct your fighting fish to hit the up, left or right sand bag. When the sand bag illuminates, you get the score.


**STEP.3** Each training session lasts for 1 minute. The score is the achievement of training. The higher the score, the greater the strength recovered.

## Enhancing defense—developing courage to face another fighting fish



**STEP.1** Press the second mini aquarium button  on the PDA control panel. Your second mini aquarium and fighting fish will appear on the desktop. Working with the Switching Mini Aquarium function, you can select the two mini aquariums you wish.


**STEP.2** Put both mini aquariums close together and you will discover that both fighting fish will see each other and make threatening gestures and move fast to show off their power. This way, you can develop their courage and potential in order to improve their defensive power.

**STEP.3.** After looking at one another for some time, they will stop making threatening gestures and moving fast because they get tired. Now, press the second mini aquarium button  again to hide the second mini aquarium in order to give your fighting fish a break (about 2-3 minutes) before another session.





## Enhancing agility—catching bait training



**STEP.1** Press the bomb button  on the PDA control panel to switch to the “training bowl” scene, and the required amount of money will be automatically deducted from your account.



**STEP.2** A dispenser on the training bowl will dispense baits, gems and bombs continuously. Press the left and right arrow keys   to instruct your fighting fish to hide from the bombs and to catch the baits and gems. When it feeds well, you can get higher scores.

**STEP.3** Each training session lasts for 1 minute. The score is the achievement of training. The higher the score, the greater the agility recovered.

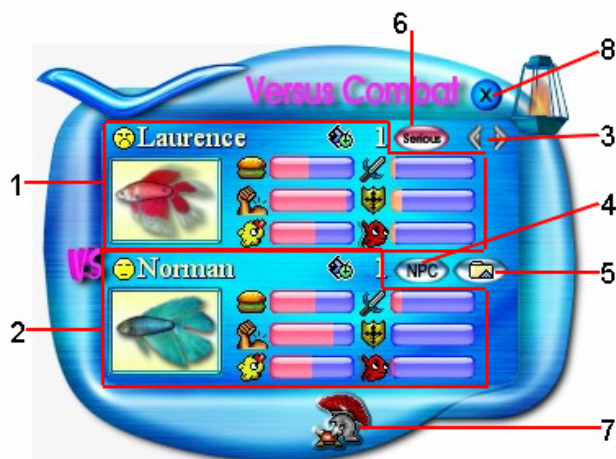
# Combat





Fighting is the representation of the agile and brave nature of fighting fish. Well-trained fighting fish will take the challenge of other fighting fish in the arena!

## Versus Combat

Press the Versus Combat  on the PDA menu to open the Versus Combat menu.



Versus Combat menu:




|   |                             |  |
|---|-----------------------------|--|
| 1 | Our fish info               | Displays the physical and psychological status of our fighting fish.   |
| 2 | Competitor fish info        | Displays the physical and psychological status of the competitor fighting fish.  |
| 3 | Select our fish             | Press the left  or right  button to select a qualified fighting fish from your group.                |
| 4 | Select competitor fish      | The computer will generate a fighting fish at random to be the competitor of your fighting fish.   |
| 5 | Select competitor from file | Selects a competitor fighting fish from the fighting fish files exported by other players.   |
| 6 | Switch Friendship/Real mode | Selects a combat mode by pressing the following buttons:<br> Friendly game mode<br> Real combat mode |
| 7 | Start                       | Press the start button to enter the combat mode after selecting our fighting fish and the competitor fighting fish.  |
|   | Exit                        | Quits the Versus Combat menu and returns to the PDA control panel.   |

## Versus Combat operations


### STEP 1 Select our fish

Press the left  or right  button to select a qualified fighting fish from your group.

### STEP 2-1 Combat with system fish

every time you press the NPC  button, the system will generate a fighting fish of different attributes as your competitor. You can challenge competitors of different styles to enjoy the fun of combat.


### STEP 2-2 Import competitor fish from file

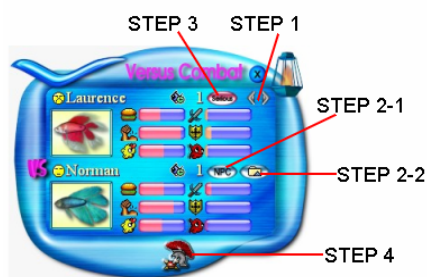
Press the file  button and the file menu will pop up. Select the path where the fighting fish files are located and import a fish as your competitor. (See Aquatic pet shop section for importing a fish file).

### STEP 3 Select combat mode

 Friendship game mode



 Real combat mode

**STEP.4** Press the start  button to enter the combat!



## Friendship/Real mode

The Versus Combat function provides two combat modes: Friendship Game and Real Combat. The differences of both modes are tabulated below.

|   | Fee  | Fish strength after combat | Combat experience growth | Second-group operating keys                   |
|---|------|----------------------------|--------------------------|---|
|  Friendship  | None | Unchanged                  | None                     | Opened  |
|  Real Combat | Yes  | Weaker                     | Yes                      | Closed in NPC mode.<br>Opened in file import. |

The friendship game is for practicing purposes. Inexperienced players can develop their combat skills through repeated practices without wasting money or time. However, the combat experience of your fish will not increase in the friendship game. If you wish to increase the combat experience of your fighting fish, you must try the Real Combat.

# Starting a combat

## Combat screens

After entering the combat status, the system will change to the energetic full-screen display mode.









|   |                             |   |
|---|-----------------------------|---|
| 1 | Vitality of fighting fish   | Shows the current vitality of the fighting fish in the meter. The vitality drops after receiving an attack. The one that loses all vitality first will lose the game. |
| 2 | Strength of fighting fish   | When a fighting fish is attacked or launches an attack, its strength decreases. However, it can regain strength after a short break.                                  |
| 3 | Name of fighting fish       | Displays the name of your fighting fish and the competitor fighting fish.   |
| 4 | Remaining combat time       | Every fight lasts for 60 seconds. If no result is obtained, the fish with the longest remaining combat time will win the game.  |
| 5 | Combat space                | Fighting fish can swim to anywhere within the combat space.   |
| 6 | Fighting fish of both sides | Fighting fish can swim to anywhere within the combat space.   |


## Controlling your fighting fish

After entering the combat mode, the fighting fish will automatically judge the timing of attack, defense and dodge. If you are confident, you can control the combat on your own.





**Group 1 keys** (for controlling your fighting fish):



Press the arrow keys     to move your fighting fish left and right and up and down.

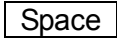
Press the  or  key to dash forward in short distance. If it is a good position, the fighting fish will launch an attack automatically.

Press the  key to dash forward in a long distance. If it is a good position, the fighting fish will launch a full attack automatically.

**Group 2 keys** (for controlling NPC or imported fighting fish):

Press the  ,  ,  and the  keys to move the fighting fish left and right and up and down.

Press the  or  key to dash forward in short distance. If it is a good position, the fighting fish will launch an attack automatically.

Press the  bar to dash forward in a long distance. If it is a good position, the fighting fish will launch a full attack automatically.

## Essentials of combat

### ◆ Impact of strength

The strength, defense and agility of fighting fish are always the key to success in a combat. It needs excellent strength to attack the competitor, excellent defense resist an attack, and excellent agility to dash and dodge.

In a combat situation, the health, hunger, mood and familiarity conditions of fighting fish will affect its combat performance. A physically and mentally healthy fighting fish can display its potential in a combat and has greater chance to win.

Therefore, it is necessary for you to develop the combat ability of your fighting fish in all aspects in order to raise an excellent warrior fighting fish.

### ◆ Effective attack

In a dogfight, fighting fish often bite the body or caudal fin of the enemy. In automatic combat mode, the fighting fish will automatically move to the ideal position for attack. In player-control combat mode, you will need to move your fighting fish to a favorable position for attack and to avoid attacks from the competitor. When the fighting fish is in a combat position, it will launch an attack automatically if its strength allows it to do so.

### ◆ Launching an attack and strength consumption

When the fighting fish launches an attack, it needs to use its strength. When there is no more strength left, it will be unable to attack. At this moment, it needs a break to regain strength for the next attack.

Aimless attacks will mean a waste of strength. When the fighting fish has used up its strength, other fighting fish can attack it at anytime. Therefore, launching an effective attack at the right time is the only way to win the combat.

**【Little tip】** If your fighting fish regains strength very slowly, check its vitality. A weak fighting fish never has great performance in a combat!



### ◆ Full attack!

Press the **Enter** key (Group 1) or the **Space** (Group 2) bar to let the fighting fish dash forward and launch a full attack.

A full attack is dangerous. Players must carefully find the correct position at the right time. If the attack fails, your fish will lose a lot of strength, and the attack will be interrupted. By contrast, if the attack succeeds, the competitor will be badly hurt!

### ◆ Post-combat care

The health condition of a fighting fish will not be good after a combat. If you put it in another game without noticing its health condition, its performance will be bad or it will get ill.

Therefore, players should pay extra addition to the post-combat care of their fighting fish.

## End of combat

When a fighting fish loses its vitality in a combat or the combat time is up, the combat ends.

### Obtaining combat experience



After a combat, both parties will get different scores for combat experience.

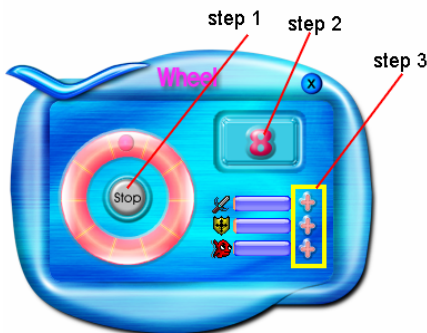
The combat experience is scored according to the difference in the level and combat performance of the fighting fish. After hurting badly a fighting fish of a higher level in a combat, the winning fighting fish will get higher scores in combat experience. By contrast, if a fighting fish often wins in combats with smaller and weaker fighting fish, its scores in combat experience will be lower.

The score in fighting experience accumulates as the number of combats increases.


### Upgrading strength!

After accumulating scores in combat experience to a certain amount, you can upgrade your fighting fish. After quitting the full-screen combat mode, the Growth Dial menu will pop up if the scores in combat experience are enough for an upgrade.

Upgrading your fighting fish:




**STEP.1** There are flashing signals and a scale from

1-10 on the Growth Dial. Press the  button and the signals will go off.

**STEP.2** The scale where the dial stops at represents the amount of scores available for use in the upgrade.

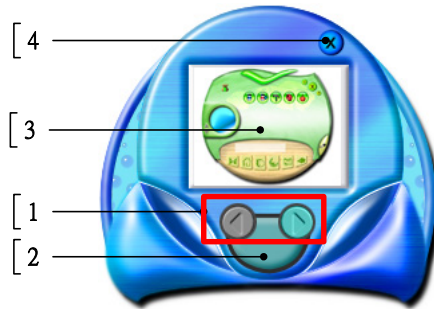
**STEP.3** Select the items you wish to improve and press



the add button  to add the scores obtained to the selected items in order to upgrade the power of the selected items.




# Personalizing interface

Press the option setup button  on the PDA control panel to open the personalizing interface menu.



|   |                   |  |
|---|-------------------|--|
| 1 | Select interface  | Press the left  or right  to switch interfaces. |
| 2 | Apply interface   | Applies the selected interface to the BettaBetta.  |
| 3 | Interface preview | Displays the selected interface.   |
| 4 | Exit              | Quits the personalizing interface menu and returns to the PDA control panel.   |

# Game option setup

Press the option setup button  on the PDA control panel to open the game option setup menu.



|   |                      |   |
|---|----------------------|---|
| 1 | Show/change player   | Allows users to change the name of players anytime by clicking from the display area.               |
| 2 | Run at Windows start | After checking this item, the BettaBetta will run automatically every time after Windows starts up. |

|   |                   |  |
|---|-------------------|--|
| 3 | Show at top level | After checking this item, the BettaBetta will be displayed at the top level, i.e. no other window will cover it.   |
| 4 | Sound effect      | After checking this item, the BettaBetta will play sound effect corresponding to the running actions.  |
| 5 | Play music        | After checking this item, the BettaBetta will play the background music corresponding to the running actions.  |
| 6 | Initialize game   | Press the button and the system will initial the game. After initializing the game, all previous records will be deleted, and the fighting fish and mini aquariums that have been exported will be unable to import into the game again. |
| 7 | Exit              | Quits the game option setup menu and returns to the PDA control panel.   |

## Tips for running BettaBetta

- ※ After opening the BettaBetta, the system will automatically load the current status of the game.
- ※ The BettaBetta will always save the latest game status when it is terminated in any situation.
- ※ Your fighting fish will dance and sing occasionally if it is well cared for. Sometimes it will welcome you. For example, it will dance or play hide and seek with the cursor.
- ※ A bad-tempered fighting fish will lose its temper very easily when it is in a bad mood. Press the small hammer button on the PDA control panel to cut it out. However, this will make your fighting fish even crueler.
- ※ A fighting fish will hide itself at home and spit out feed and medication when it is in a bad mood. Besides punishing it with the little hammer, you can pet it instead. A fighting fish will take the feed or medication after being petted.
- ※ Can your fighting fish break the sand bag? If it can attack the sand bag without missing for ten times continuously, the sand bag will break. At this moment, you can obtain a very high score!
- ※ Does your fighting fish keep shaking its head, refusing any training? It may be ill. Give it some medication before training immediately. If it is in a bad condition or mood, the training effect will be undesirable!
- ※ Little secret: Right click your mouse in the mini aquarium to quickly switch to the previous cursor status.

# Production crew

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