

PENNY PUNCHING PRINCE\$\$

INSTRUCTION MANUAL

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SUMMARY

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**Long ago, there was an era when "Might meant everything."
Monsters threatened humanity...
Led by a tyrant who ruled through fear...
But finally, a hero defeated those evil enemies...
The law of the natural world was simple and absolute: Survival of the fittest.**

**However, time inevitably yearns for change.
And with the never-ending flow of time,
people's values will also inevitably change.
Money is power. Money is justice. In short, it was the rise of capitalism.**

**In this capitalist world, where "Money meant everything,"
the princess, who lost her kingdom and citizens to the Dragoloans lending company,
along with her butler, Sebastian, took her first step on a journey for revenge.**



CONTROLS

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Menus

directional buttons Left Stick	Move Cursor
A Button	Confirm
B Button	Cancel

Events

A Button	Turn Page
— Button	Skip Event

Battle

directional buttons	Move Cursor (Only in button control mode. Not used in touch control mode.)
Left Stick	Move Character
A Button	Heavy Attack (Princess)
B Button	Rolling Dodge (Princess)
X Button	Servant
Y Button	Attack
Y Button (repeatedly)	Combo Attack
Y + B Buttons	Knock Back Attack
L Button	Use Calculator (Princess)
R Button	Use Hidden Skill
ZR Button	Use Special Attack (Only when learned)
+ Button	Pause Menu

BATTLE

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Select a mission to begin a battle.

During battle, you can defeat/bribe enemies, and bribe relics on the map to meet the win conditions in order to clear the mission.

You will fail the mission if your HP drops to 0 or time runs out.



BATTLE

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Money

Displays the current money you've earned within the mission.

HP

The energy of the controlled character.
It decreases when hit by attacks from enemies or relics.
You will fail the mission when it reaches 0.

BREAK Combo

Displays the BREAK Combo count and combo timer.
BREAK enemies before the face icons completely disappear to form combos.

Time

When the hand on the clock makes one complete revolution, time is up, and you fail the mission.

Mini Map

Displays the enemies and relics in the surrounding area.

of Enemies

Displays the number of enemies left on the map.

Calculator Gauge

When the gauge is full, you can use the calculator.

Hidden Skill Gauge

When this gauge is full, you can use a hidden skill. It also displays the number of times you can use the skill.

Enemy

A member of the Dragoloan family.
It will attack the controlled character.
You can defeat or bribe them.

Relic

Traps that have been set on the map.
Bribe them to stop or use them.

BATTLE

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Bribe

Use the Calculator to bribe enemies and relics.

- 1 Hold the **L** Button and touch the buttons on the calculator to enter a value that equals or exceeds the price of the enemy or relic. (In button control mode, use the directional buttons to choose the number buttons, and press the **A** Button to select them.)
- 2 Select the target to bribe by touching them. (In button control mode, use the directional buttons to select the bribing target, and press the **A** Button to select them.)

Servants

Press the **X** Button after bribing an enemy or relic to use them. Enemies and relics each have their own various effects.

BREAK

When an enemy's HP is reduced to a certain amount, they'll enter the **BREAK** State and be defenseless. Money will come out of enemies when you touch them in the **BREAK** State. (In button control mode, rotate the Right Stick.)



BASE MENU

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This is the menu that will mainly be displayed between missions.

Leave Castle

Select to access the mission list.

Training Center

Select to equip armor, update skills, view the hidden skill list, and view tutorials.

Workshop

Select to create armor and Zenigami Statues.

Control Center

Select to view information on bribed enemies and relics.

System

Select to access the Save, Load, or Options menus.



For more information on this game, please visit

