



THOUSAND — ARMS —

TM

ATLUS®

**WARNING: READ BEFORE USING YOUR PLAYSTATION®
GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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DISPLAYED ERRORS

Controller Unplugged Icon



This will be displayed when the controller becomes unplugged in the middle of the game. The game resumes as soon as the controller is plugged in correctly.

Disc Cover Open Icon



This will be displayed when the disc cover opens in the middle of the game. The game resumes as soon as the disc cover is closed. In addition, when prompted to exchange discs, the game will not resume unless the correct disc is inserted.





STORY

Tradguld, the land of locomotives and peaceful countryside...

Langoud, the seafaring beach-city...

Sharan, the floating center of commerce...

Myscatonia, the land of mystery and wonder...

And **Dianova**, the dark empire bent on taking over the world... a world of swords and magic...

This is the story of **Meis Triumph** and his journey to save the people from the Dianovan Empire's reign of terror and oppression. Having been raised within a circle of Spirit Blacksmiths, Meis was enjoying his life in **Kant**, a nature-filled town in Tradguld...

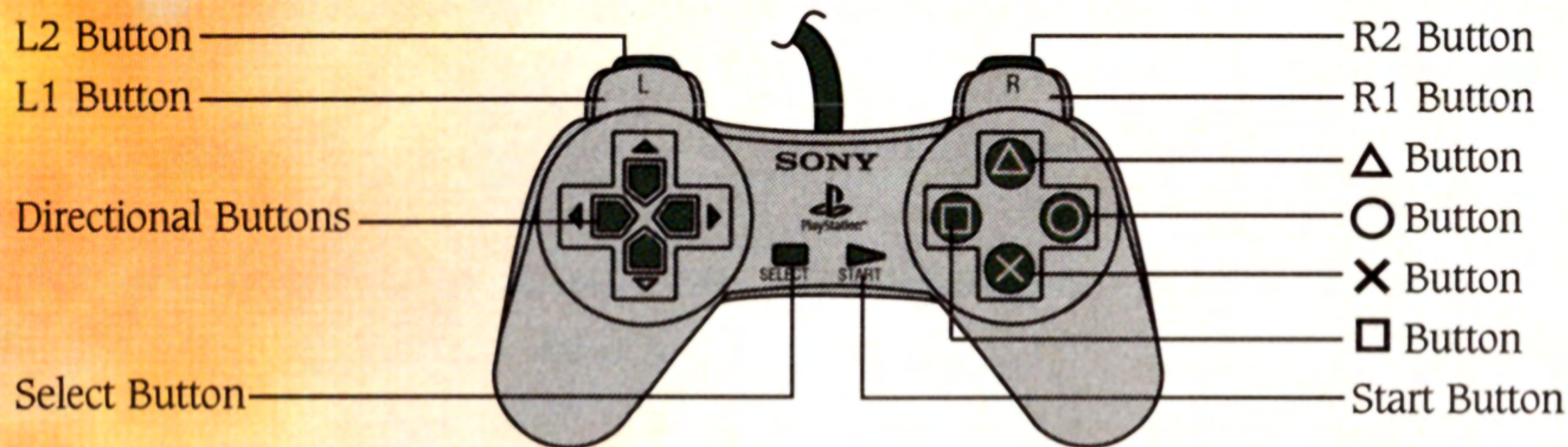
However....

Dianova's conquest reached the town of Kant, and the people were forced to evacuate their once peaceful land.

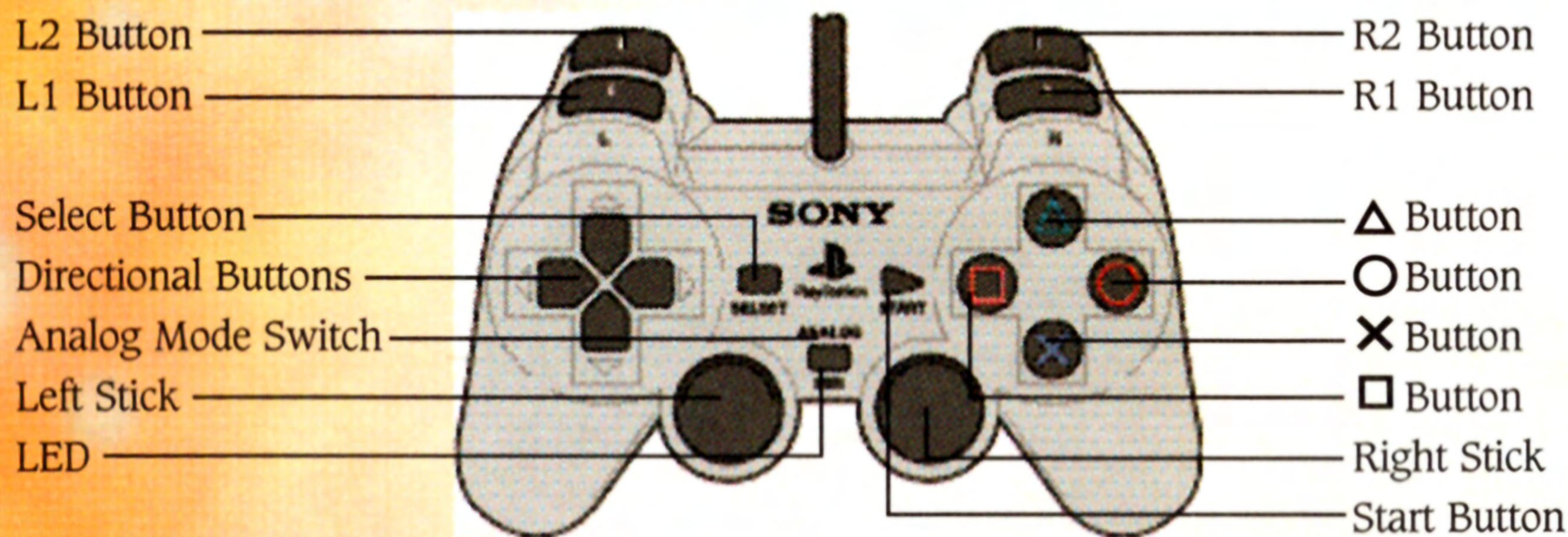
Separated from his family, Meis reaches the town of **Boyzby** and meets **Sodina**. From here, the story unfolds....

HOW TO USE THE CONTROLLER

Controller



DUAL SHOCK™ analog controller



Regardless of the status of the LED, the vibration function is activated if the function is selected on the status screen of the game.

- * In any case where the DUAL SHOCK™ analog controller is used, the vibration function is activated at the status screen of the game. The left and right sticks, as well as the analog mode switch, are not used.
- * The vibration function is set to ON as the default setting. Changing the setting can be done anytime in the CONFIG menu of the status screen.

WORLD/CITY/DUNGEON

Directional Buttons	Moves the character.
R1 Button	Rotates camera to the left (Does not work at certain locations when walking in the cities).
R2 Button	Moves camera up / down (Only on the World Map).
L1 Button	Rotates camera to the right (Does not work at certain locations when walking in the cities).
L2 Button	Puts a position indicator above the character. (Not used on the World Map).
Select Button	Not used.
Start Button	Pauses the game. (If you press the Select button while the game is paused you can select QUIT to return to the Title Screen).
Circle Button	Displays the Status Screen.
X Button	Talks to people, enters buildings, checks treasure chests, fast-forwards the messages.
Triangle Button	Turns the mini-map ON / OFF, Displays the entire message of a dialog box all at once.
Square Button	Meis walks when used in conjunction with the directional buttons.



BATTLE

Directional Buttons	Selects a command / target character.
R1 Button	Moves camera to the right.
R2 Button	Not used.
L1 Button	Moves camera to the left.
L2 Button	Not used.
Select Button	Not used.
Start Button	Pauses the game.
X Button	Confirms the selection, fast-forwards messages, executes the action of the character in front.
Triangle Button	Opens / closes action cancellation window of the backup character.
Circle Button	Executes action of the backup character.
Square Button	Fast-forwards messages, opens / closes action cancellation window of the character in front.



STATUS SCREEN

Directional Buttons	Moves the cursor.
R1 Button	Not used.
R2 Button	Not used.
L1 Button	Not used.
L2 Button	Not used.
Select Button	Not used.
Start Button	Pauses the game. (If you press the Select button while the game is paused you can select QUIT to return to the Title Screen).
Circle Buttons	Not used.
X Button	Confirms the command selected.
Triangle Button	Cancel the command.
Square Button	Not used.



GETTING STARTED

Insert the disc properly in the PlayStation and turn the power ON. Press the start button when the title screen is displayed. You will then be taken to the MAIN MENU.

TO START FROM THE BEGINNING

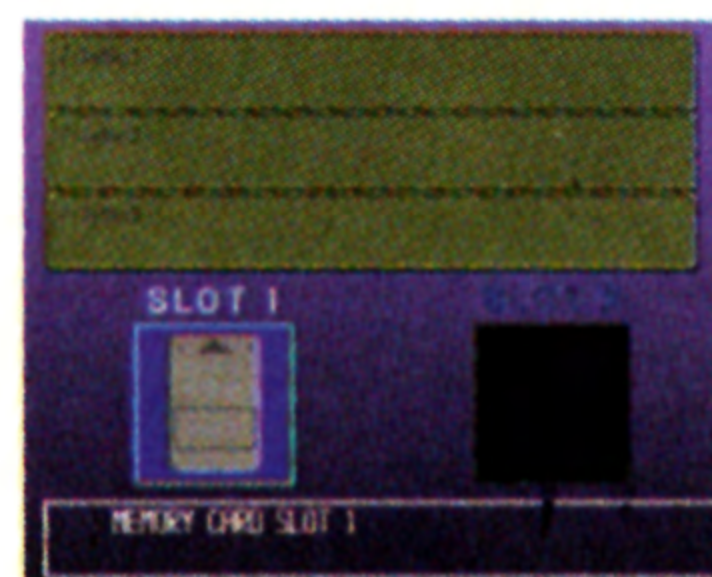
Select START, then press the X button. The game will start from the very beginning.

TO LOAD A SAVED GAME

Select CONTINUE, then press the X button. Select the memory card that you want to load from and press the X button. Then, select the game data to be loaded and press the X button.

SWITCHING DISCS

Depending on the progress of the game, you may be prompted to insert a different disc. Please follow the message and insert the correct disc.



SAVING THE GAME

During the game, you can save the game data on the World Map. To save, insert a memory card and select SAVE at the status screen. Select the memory card, then choose the file to be overwritten by pressing the X button. Up to 3 files can be saved on one memory card, with each file taking 1 block.



PLACES WHERE YOU ARE ALLOWED TO SAVE

Besides the World Map, you can also save at the inns scattered throughout the various towns and cities. In a dungeon, you can save the game if you talk to the save point called SAVE DAMASHI.



WORLD MAP



INNS/HOTELS



SAVE DAMASHI

GENERAL FLOW OF THE GAME

This game progresses as you travel around the World Map and talk to people in the various cities and towns. When you encounter enemies on the way, defeat them and continue on with your journey. In some cases, you will need to explore a dungeon and accomplish a certain objective before you can continue.



DUNGEON



WORLD MAP



TOWN/VILLAGE

SWITCHES TO THE BATTLE SCREEN WHEN YOU ENCOUNTER THE ENEMY!



MINI-MAP

The mini-map can only be accessed at the World Map and in cities or towns, by pressing the TRIANGLE button. It cannot be used in dungeons and in certain cities/towns.



STATUS SCREEN

As long as you are not in the middle of a battle or an event, you can access the status screen by pressing the CIRCLE button. From there, you can perform various commands such as checking the status of characters and using items.

The screenshot shows the Status Screen interface. On the left, there are four callout boxes with lines pointing to specific parts of the screen:

- 1. COMMAND WINDOW** points to the top menu bar containing: STATUS, ???, GG, 779MP, 806; ITEM, CONFIG; SPELL, SAVE; PARTY, ???.
- 2. PARTY WINDOW** points to the character status list.
- 3. MONEY** points to the 'GG' value in the top menu bar.
- 4. MASTER POINTS** points to the 'MP' value in the top menu bar.

The character status list is as follows:

Character	Level	HP	EP
Meis (F)	LV 11	105 / 115	22 / 32
Sodina (B)	LV 13	99 / 125	37 / 51
Wyna (B)	LV 14	182 / 182	32 / 38

At the top right, a character icon (Muza) is shown with the following stats:

Character	Level	HP	EP
Muza	LV 13	144 / 162	35 / 35

DESCRIPTION OF WINDOWS

- 1. Command Window**
Selects and performs various commands. See Page 10 for details.
- 2. Party Window**
Displays a quick overview of the character's status. The characters in the left-hand column participate in battle, and those in the right-hand column are on standby (Cannot participate in battle unless they are moved to the left-hand column).
- 3. Money (GG)**
Displays the current total of money. The unit of currency is GG.
- 4. Master Points**
Displays the current total of Master Points (MP). See Page 24 for details.

STATUS

Select the STATUS command at the status screen. The cursor will then move to the party window. Move the cursor to the character that you want to check, then press the X button.

NAME	Meis	WEAPON	M. Sword
LEVEL	52	ATTRIBUTE	FIRE
EXP.	26531	OFFENSE	236
NEXT	500	DEFENSE	76
HP	1464/1464	CRITICAL RATE	25
EP	357/357	MULTI-ATTACK RATE	62
ELEMENTAL POWER	51	<div style="border: 1px solid black; padding: 2px; text-align: center;">SPELL</div>	
SPEED	51	<div style="border: 1px solid black; padding: 2px; text-align: center;">ELEMENTAL BEAST</div>	
EVASION RATE	12	<div style="border: 1px solid black; padding: 2px; text-align: center;">EQUIP WEAPON</div>	
ACCESSORY	Power Bracer	<div style="border: 1px solid black; padding: 2px; text-align: center;">EQUIP ACCESSORY</div>	
CHARISMA	10		

WEAPON PARAMETERS

COMMAND WINDOW

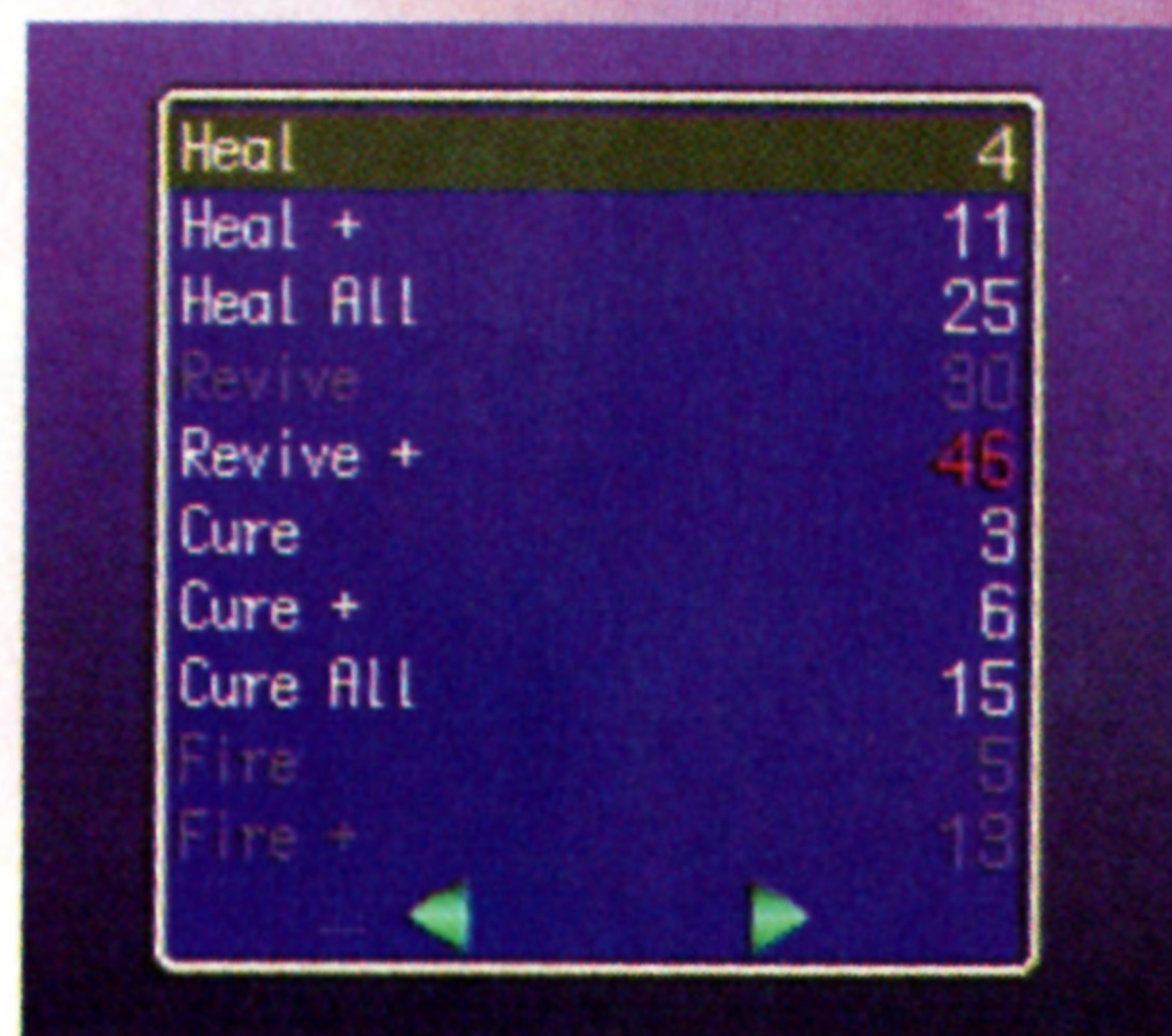
CHARACTER PARAMETERS

Level	The character's experience level.	Accessory	The name of the equipped accessory.
EXP	The current total of experience points.	Charisma	The level of feelings toward girls (only for Meis).
NEXT	The amount of experience points needed to advance to the next level.	Attribute	The elemental attribute of the weapon.
HP	Current hit points/maximum HP.	Offense	The level of damage that can be inflicted on the enemy.
EP	Current energy points/ maximum EP.	Defense	The level of resistance to damage done by an enemy.
Elemental Power	This affects the strength of spells, resistance to spells, etc.	Critical Rate	This affects the chance of executing a critical attack.
Speed	This affects the time needed for a character to perform an action in combat.	Multi-Attack Rate	This affects the chance of executing a multiple attack.
Evade Rate	This affects the chance of evading an enemy's attack.		

COMMAND WINDOW

SPELL

Displays the list of spells that the selected character has acquired. The spells in white can be cast from the command window, and the number beside the spell name indicates the amount of EP needed to cast that spell.



ELEMENTAL BEAST/ SPECIAL ATTACK

Elemental Beast / Special Attack
Displays the list of special attacks (Elemental Beasts for Meis, new outfits for Nelsha) that the selected character has acquired.



EQUIP WEAPON/EQUIP ACCESSORY

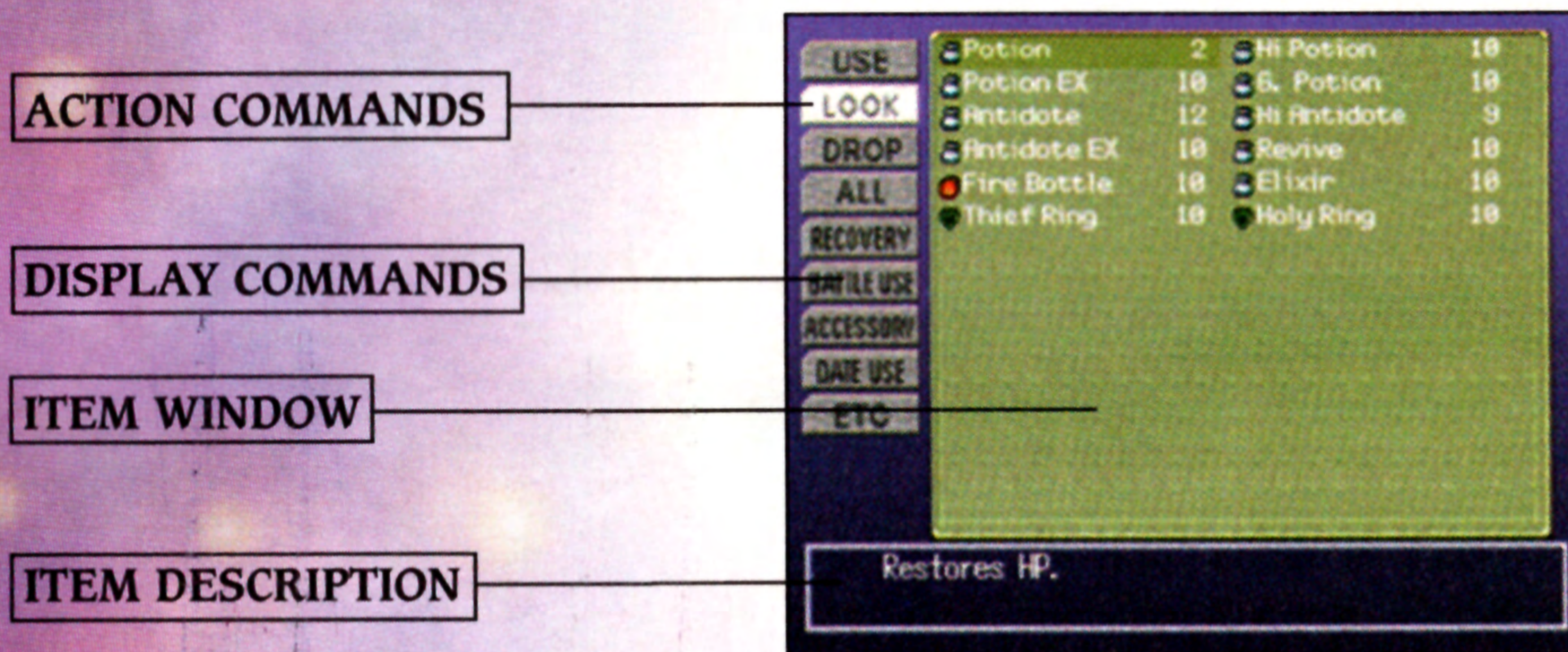
Equips the selected character with a weapon or an accessory. The list of items that can be equipped appears when the equip weapon/accessory command is selected. Press the X button after selecting the item to be equipped with the directional buttons. By doing so, the status change will be displayed. The equipped accessory can also be removed by selecting "REMOVE".

NAME	Meis	WEAPON	M. Sword
LEVEL	52	ATTRIBUTE	FIRE
EXP.	26531	OFFENSE	236
NEXT	500	DEFENSE	76
HP	1464/1464	CRITICAL RATE	25
EP	357/357	MULTI-ATTACK RATE	62
ELEMENTAL POWER	51		
SPEED	51		
EVASION RATE	12		
ACCESSORY	Power Bracer		
CHARISMA	10		

SPELL
ELEMENTAL BEAST
EQUIP WEAPON
EQUIP ACCESSORY

ITEM

This command allows you to perform various operations on items obtained by the player. The icon to the left of the item name indicates the type of item, and the number to the right is the number of that particular item in stock. Refer to the bottom of the screen for the description of the item.



DESCRIPTION OF COMMANDS

1. Action Commands

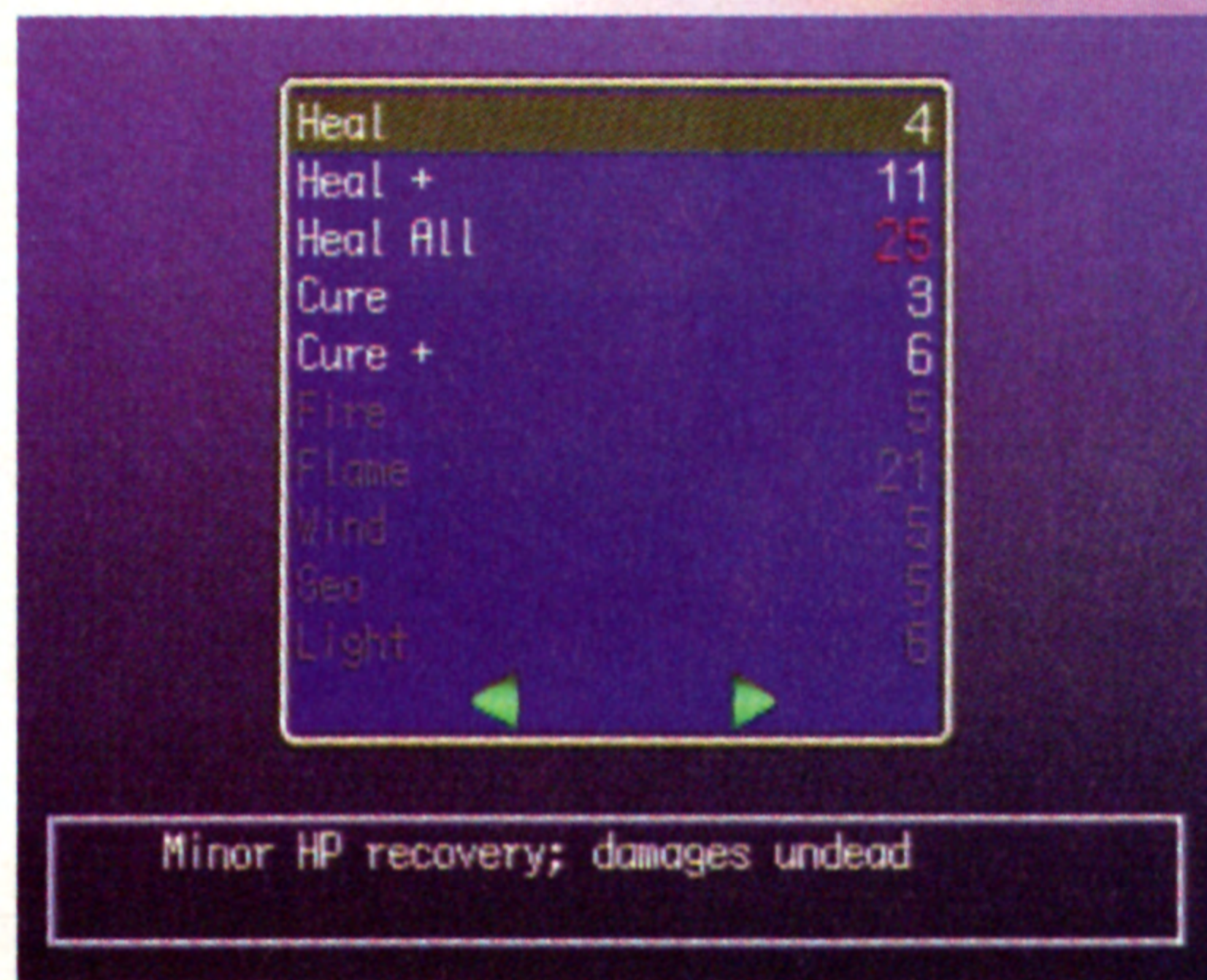
1. USE allows you to use the selected items. The usable items are displayed in white text. Select the item with the directional buttons, then press the X button.
2. LOOK allows you to check the description of the items.
3. DROP allows you to throw away unwanted items. Select the item to be dropped with the directional button, then press the X button.

2. Display Commands

By using these commands, you can limit the types of items that are displayed in the item window.

SPELL

With this command, you can look at the available spells and cast them. Select the character, then press the X button. The spell names displayed in white text can be cast. Select the spell to be cast, then press the X button. Then select a character to cast the spell on and press the X button. However, the spell names displayed in red text cannot be cast because of insufficient EP.



USING SPELLS DURING BATTLE



Move the cursor to the spell, then press the X button.



Select the target, then press the X button.

PARTY

You can select the party members to be in combat, and organize the battle formation with this command. The members in battle and the battle formation can have a huge influence over the outcome of the battle. Think about how you organize your party as it may determine whether you win or lose a battle.





PARTY ORGANIZATION PROCEDURES

After selecting the PARTY command, choose the character to be switched and press the X button. Then choose the character that will be replaced by the other character and press the X button. By doing so, the positions of the 2 characters will be switched.

STATUS	???	GG	956MP	666
ITEM	CONFIG		Muza	LV 14
SPELL	SAVE		HP 184 / 184	
PARTY	???		EP 36 / 36	
F		Meis	LV 12	
		HP 139 / 139		
		EP 39 / 39		
B		Sodina	LV 13	
		HP 125 / 125		
		EP 51 / 51		
B		Wyna	LV 14	
		HP 182 / 182		
		EP 38 / 38		

BATTLE FORMATION

The characters in the left-hand column participate in battle, and those in the right-hand column are on standby (cannot participate in battle unless they are moved to the left-hand column). NOTE: Of the characters in the left-hand column, the top-most character will be at the frontline and the others will serve as backup.

STATUS	???	GG	956MP	666	
ITEM	CONFIG		Muza	LV 14	MEMBERS ON STANDBY
SPELL	SAVE		HP 184 / 184		
PARTY	???		EP 36 / 36		
F		Meis	LV 12		
		HP 139 / 139			
		EP 39 / 39			
B		Sodina	LV 13		BACKUP 1
		HP 125 / 125			
		EP 51 / 51			
B		Wyna	LV 14		BACKUP 2
		HP 182 / 182			
		EP 38 / 38			

WARP

This command takes you to the cities / towns/ dungeons that you've visited already. Select the place that you want to go to, then press the X button. The WARP command cannot be used initially; it will become available to the player at a certain point during the game. In addition, there exists an item that allows you to WARP. It is sold at some stores, and like other items, it is expendable.

CONFIG

MESSAGE SPEED, SOUND (Stereo/Mono) and VIBRATION settings can be configured. The vibration function is valid only in conjunction with a Dual Shock™ Analog Controller.

SAVE

You can save from here when you're on the World Map. See Page 7 for details.

PRINT CLUB NOTE

With this command, you can view the Print Club pictures that you've taken at different locations. This command will be available to the player as soon as a Print Club picture is taken.



BATTLE

Vividly dramatized battle scenes are made possible by the combination of 3D polygonal backgrounds and 2D characters. And with the capability to cancel the already selected commands, the player is given the freedom to have an in-depth combat strategy.

COMBAT SCREEN



DESCRIPTION OF DISPLAYED INFORMATIONS

1. Action Cursor

This cursor is used to choose the character that will select or cancel an action.

2. Enemy's Actions

The actions of each enemy are displayed.

3. Enemy Frontline

This is the enemy character in the frontline.

4. Party Status

The quick overview of the characters' status is displayed.

5. Actions / Standby Time Gauge

The actions of the party members are displayed. The top is for the frontline, and the bottom is for the backup characters. The time gauge indicates the amount of time needed to execute the selected action. You can execute the action as soon as the time gauge reaches zero.

6. Frontline Character

This is the party member in the frontline.

THE GENERAL FLOW OF BATTLE

The character in the frontline is going to be directly involved with the battle. The backup characters support the frontline character by using items and casting magic spells. The battle pauses when the command window appears, and resumes when the player selects the action to be performed.



BATTLE SEQUENCE

The first thing done by the player when the battle commences is selecting the actions for the frontline and backup characters (Only 1 of the 2 backup characters can perform an action). Each action has a STANDBY TIME, and the selected action can only be executed after the standby time elapses. When the standby time gauge goes down to zero, "X action" will be displayed for the frontline character, and "O action" for the backup character. At that time, you can press the corresponding button to execute the action. When the action is completed, you can select another action.

COMMAND SELECTION

STANDBY TIME COMMAND

COMMAND EXECUTION

ATTACK

CANCELLING YOUR COMMANDS

An action can be canceled at any time. Press the SQUARE button for the frontline character, and the TRIANGLE button for the backup character.

BATTLE COMMANDS

ATTACK

Only the character in the frontline can use this command. The character attacks the frontline enemy with his/her weapon. You cannot attack the enemy backup characters with this command.

SPELL

Both the frontline and backup characters can use this command. Select SPELL command and press the X button, and if necessary, select the target by moving the cursor with the directional buttons and pressing the X button to confirm. The backup characters cannot cast offensive spells.

SPECIAL

Only the character in the frontline can use this command. The character attacks the enemy with a special attack / Elemental Beast (Meis) or a new outfit for (Nelsha). Select the special attack to be used, then press the X button. If necessary, select the target by moving the cursor with the directional button and pressing the X button.

SPELL WINDOW



EP COST
SPELL NAME
DESCRIPTION OF SPELL

SPECIAL ATTACK/ELEMENTAL BEAST WINDOW



NUMBER OF USES LEFT
NAME OF SPECIAL ATTACK
DESCRIPTION OF SPECIAL ATTACK

DEFEND

Only the character in the frontline can use this command. After this is selected, the defensive power of the character increases for the duration of the standby time. The command is terminated when the standby time gauge reaches zero, or when you cancel the action.

ITEM

Both the frontline and backup characters can use this command. Select the item to be used, then press the X button. If necessary, select the target by moving the cursor with the directional buttons and then press the X button.

STANDBY

Only the backup characters can use this command. While on standby, there is a chance of a backup character performing a cheer or a taunt.

NEXT CHAR

Only the character in the frontline can use this command. When executed, the frontline character retreats from battle, and the next backup character in line becomes the frontline character. This command can only be used if there is a backup character.

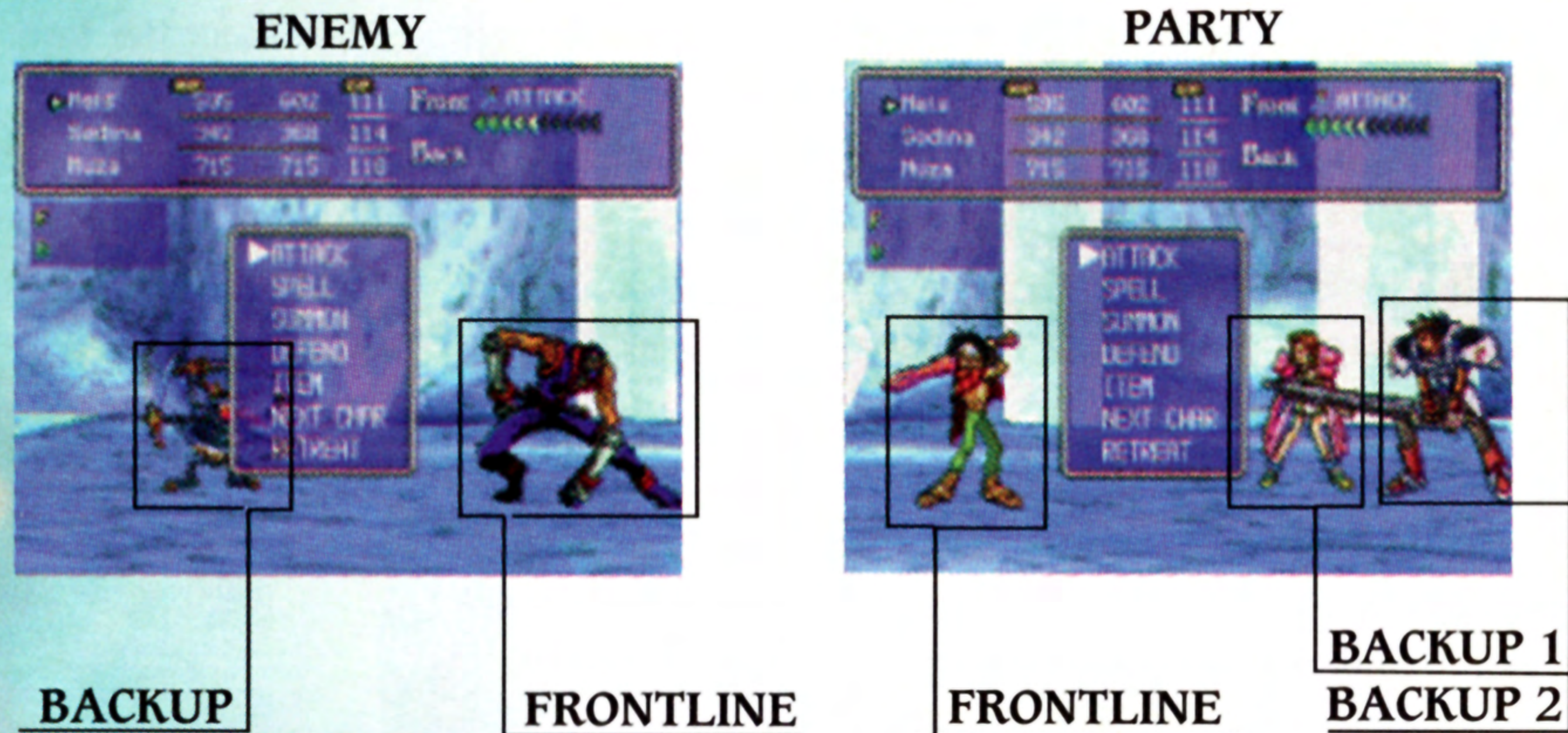


RETREAT

Only the character in the frontline can use this command. When executed successfully, the party will retreat from the battle. (This command cannot be used when fighting a boss character.)

FRONTLINE AND BACKUP

In Thousand Arms, the actions that can be performed by the frontline character and backup characters differ. The frontline character actively participates in the battle, while the backup characters support the frontline character. When organizing the battle formation, think of the characters' roles in combat.



TO CHANGE BATTLE FORMATION

The formation can be changed with the PARTY command at the status screen. You can use the NEXT CHAR command in the middle of the battle. However, the frontline character cannot return to that battle after leaving.



Ending Song

"Two of Us"

Performed By Ayumi Hamasaki

written by Ayumi Hamasaki & Daisuke Miyachi

arranged by Akimitsu Honma

published in the U.S. by Peermusic Ltd. (BMI)

As translated from the original Japanese lyrics.

I was dreaming about resting in your arms;
I woke up and noticed that I was alone.
I started crying, from loneliness.
The color-faded sofa, the pair of cups that we used,
The bed that's too large for me alone...
I'll get over them, someday.
I didn't love you so that you could keep on loving me.
I thought I knew that, but now I can't go to sleep.
The song that we liked,
The movie we watched together...
I can't forget them. I was hoping that tomorrow,
Everything would go back to the way it was...
Since then, I tried calling you once.
The girl who answered the phone
Had a gentle voice.
Your voice calling my name,
The fingers that ran through my hair,
The eyes that were so pure...
Now, they're so far away...
We laughed together, we argued together,
We believed in each other; I'm all alone.
I want to see you again,
I can never see you again.
I know, I have to give up my hope...

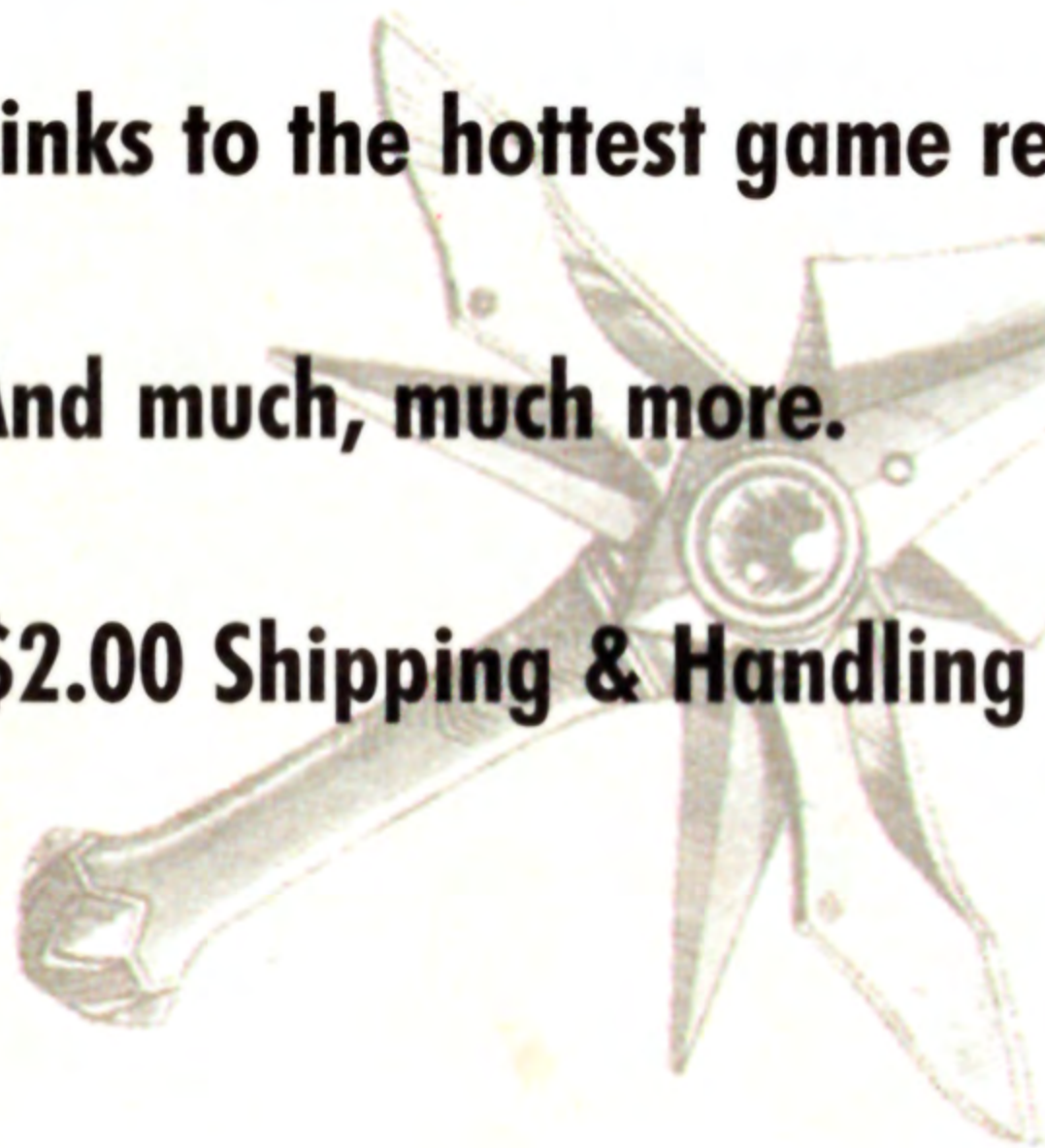
Free* Thousand Arms Soundtrack and Multimedia CD

HERE'S WHAT YOU'LL GET

- 40 Redbook Audio Tracks from the game (plays on any music CD player).
- Programmable Screensaver using high-resolution art from the game.
- Custom Anime art wallpaper.
- Desktop theme package loaded with art, dialog and sound events from the game.
- Character profiles with high-resolution art, selected dialog and character theme music.
- Links to the hottest game related websites on the internet.
- And much, much more.

***\$2.00 Shipping & Handling**

Please allow 4 to 6 weeks for delivery.



Sodina Dawnfried

Age: 15

Hometown:

Boyzby, the capital of Tradguld.

Personality:

A down-to-earth girl, who believes in Meis, no matter what.

Note:

Honest, cheerful, and kind towards everybody. But whenever Meis shows interest in other girls, she gets a bit jealous and acts accordingly. Most likely with a slap to Meis' head.