PlayStation™

NTSC U/C

PlayStation™

WILD ARMS™



SONY COMPUTER ENTERTAINMENT™

KIDS TO ADULTS

CONTENT RATED BY ESRB

SCUS-94608
94608

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.

HINT LINE

Hints are available:

Within the US: **1-900-933-SONY** (1-900-933-7669)
$0.95 per minute pre-recorded information
$1.15 per minute live representative assistance
$4.95 - $9.00 for tips by mail
$5.00 - $20.00 for card refresh

Within Canada: **1-900-451-5757**
$1.25 per minute pre-recorded information

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

SONY ONLINE **http://www.sony.com**

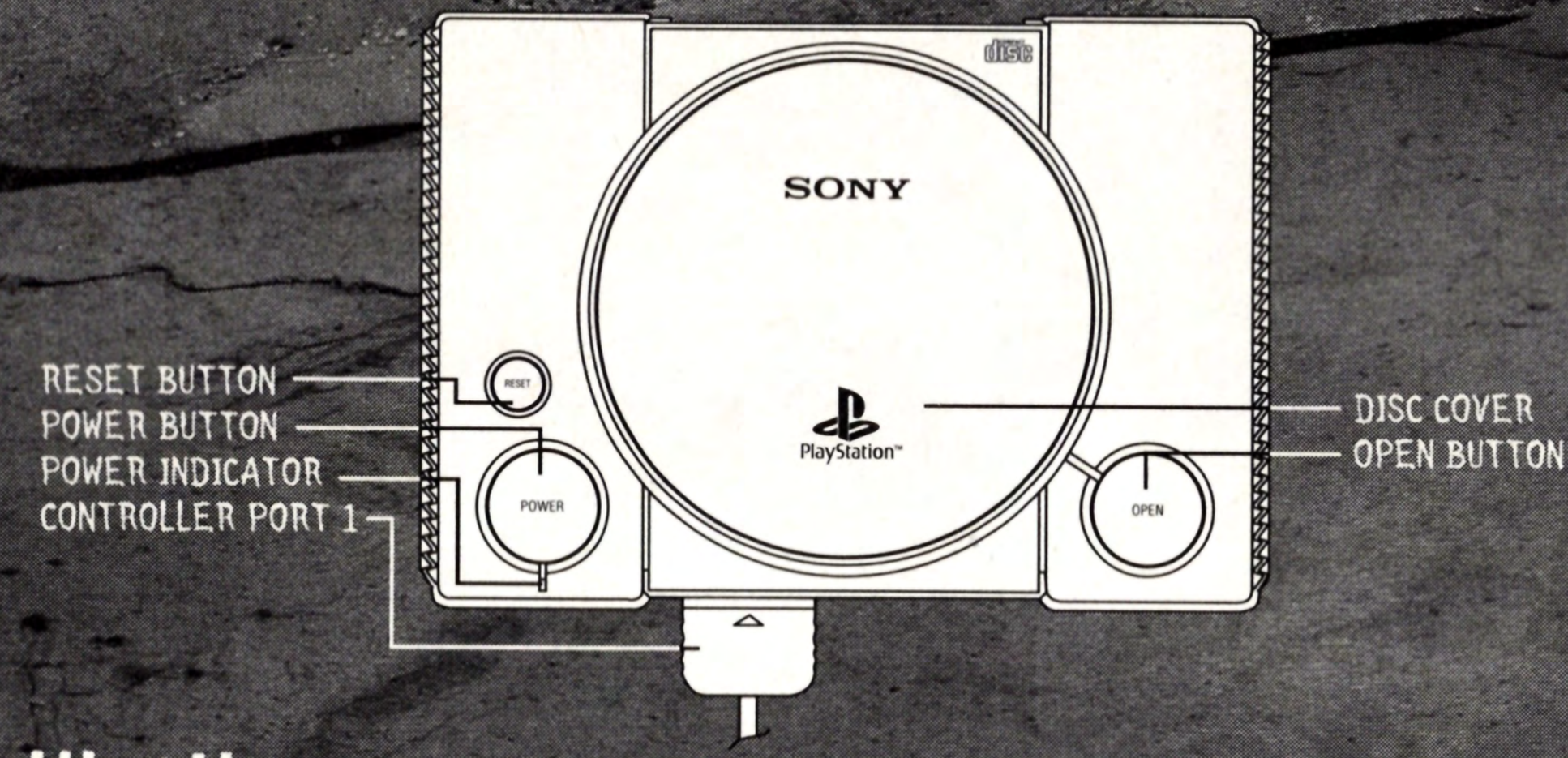
Our news is always hot! Visit our website and find out what's happening at Sony – new titles, new products and the latest information about the PlayStation™ game console.

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WILD ARMS™

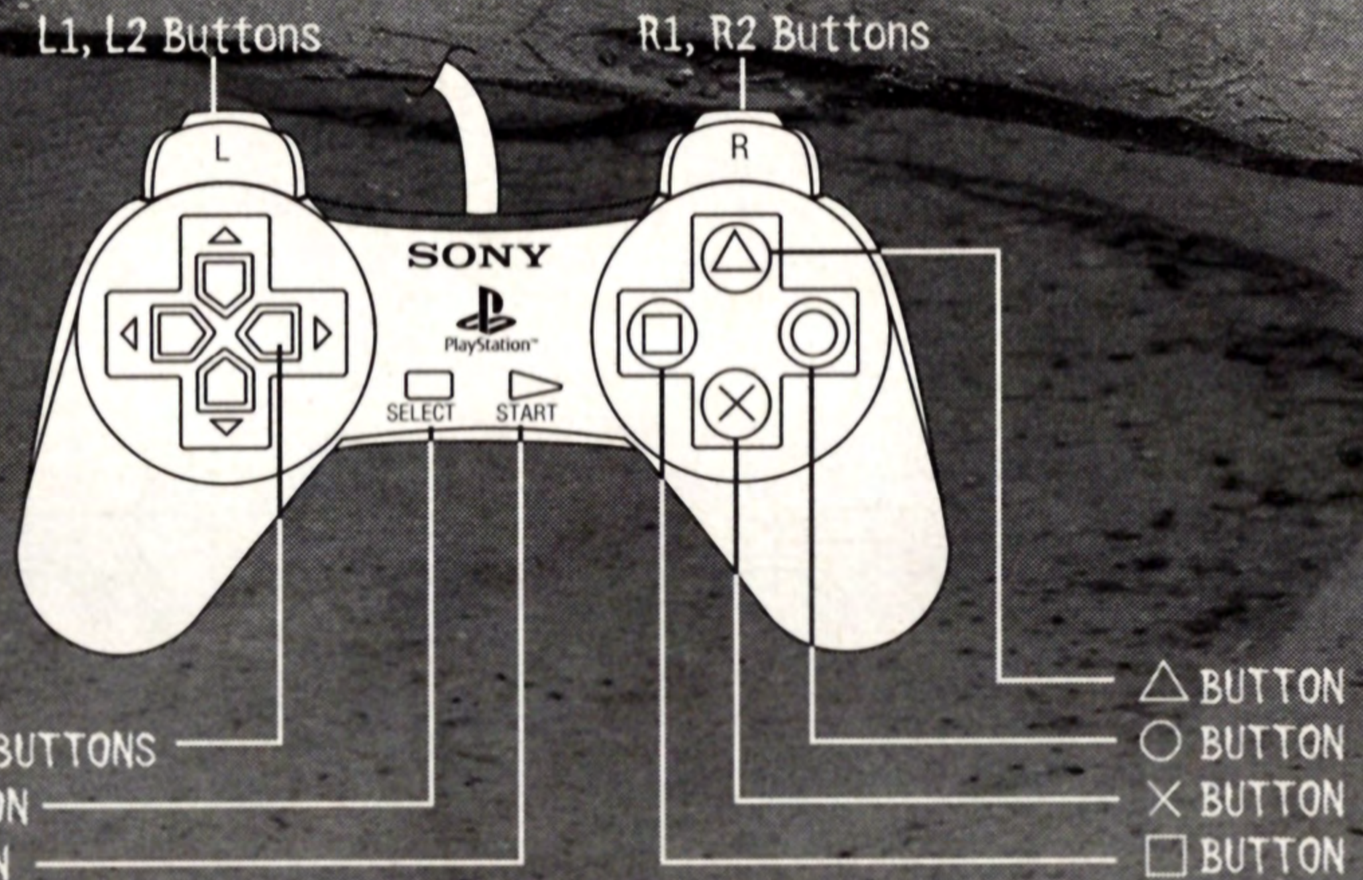
Getting Started



Setting Up

1. Set up your PlayStation game console according to the instructions in its Instruction Manual.
2. Connect the controller to controller port 1.
3. Open the CD door and insert the compact disc, label side up.
4. Close the CD door and turn ON the PlayStation game console.
5. The opening sequences and demonstration will begin. Press Start for the title screen. Press Start again to display the Opening Menu.

Controls



Direction Buttons

Move characters in fields or dungeons; navigate among icons; move the cursor.

SELECT Button

If you have acquired the "Magic Map," you can access the map by pressing the SELECT button while traveling in the field.

START Button

Changes the character that you control outside of battle. Also changes the tool they are equipped with. For more information on tools, see page 28.

TRIANGLE Button

Calls up the field commands. For more information on field commands, see page 15.

HELP FUNCTION

When selecting an item or an action, if you do not know its function, move the cursor over it and press the Triangle button. A brief explanation of the function will appear at the bottom of the screen. Whenever you obtain a new item (weapon, armor, or magic) first check its function by pressing the Triangle button.

L2 & R2 Buttons

Scrolls up and down on the items screen. At the items screen, if all the items cannot all be displayed on the same screen they will be displayed on a scrolling screen. You may scroll through the screen by pressing the L2 button to scroll up and the R2 button to scroll down.

L1 & R1 Buttons

Change to a different character on the status or equipment menu.

X Button

On the combat screen, accepts the selected menu command; in dungeons, towns, or in the field, performs various actions such as talk, search, pick up, throw, and dash. For more information on these actions, see page 16.

NOTE: Pressing the X or O Button when one of the characters is talking continues the conversation.

SQUARE Button

Use a tool. For more information on tools, see page 28.

NOTE: The key to continuing in the adventure is to use the tools you have effectively.

CIRCLE Button

Cancels an action; returns to the game from Save and Selection Screens.

Reset Game

To reset the game to the title screen, press L1, L2, R1, R2, Select, and Start simultaneously. Any progress since the last saved game will be lost.

Customizing Your Controls

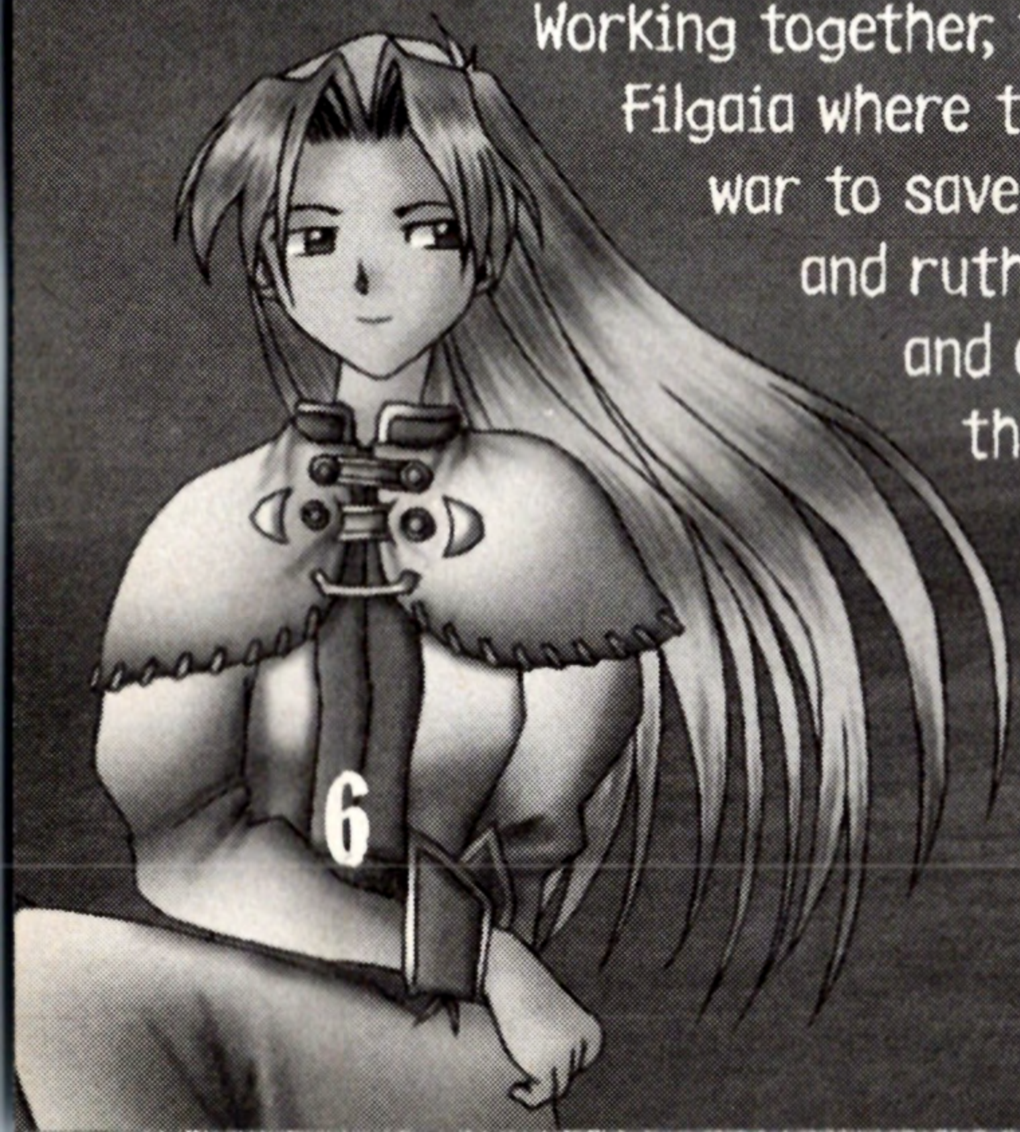
You may customize the controls and assign various functions to buttons of your choice.

NOTE: During the assignment of controls, if you assign different functions for the SELECT, L1, L2, R1, and R2 buttons, you will no longer be able to use the original functions.

The Legend of Filgaia

The world of Filgaia is now only a shell of what existed long before. Ages ago, under the protection of the Guardians, the world of Filgaia was a prosperous land filled with ancient and magical beings. It was a rich, green and fertile realm. All was well with the inhabitants of Filgaia... until a surprise invasion by a race of Metal Demons with bodies of steel robbed them of peace.

In order to survive, the three races of this world banded together. The Guardians and humans fought together with the Elws, a clever race that used technology laced with magic, to rid their planet of the alien demons. Working together, they forced the Metal Demons to the arctic edge of Filgaia where they have not been seen since. Having helped win the war to save Filgaia, the Elw became disenchanted by the greed and ruthlessness of the human race. They became alienated and abandoned Filgaia after seeing the rapid decline of the planet.



Even though the war to save Filgaia was won, the planet suffered terribly during the battle. Shortly after the war, plants began to disappear one by one until most of the grasslands were nothing more than desert wastelands.

As for the Guardians, the battle to save Filgaia drained them of their power, and they were lost to the myths of time. Although some still hold faith in the Guardians, they are now considered by most to be just one of the many legends that surround the old world.

Now, 1000 years later, the war is but a memory, and slowly a new civilization is rising from the ashes. But once again an ominous cloud hangs over the horizon. The Metal Demons, who witnessed the collapse of their own planet, Hiades, are preparing for the moment when they can once again descend upon Filgaia and claim it as their new home.

Three brave warriors will hear the call of the mythic Guardians. As they ready themselves to embark upon a journey to save their world, each is as unaware of the others' existence as they are of their own fates. In a world brought to ruin under the merciless attack of an alien race, the wheels of fortune are about to turn.

The Characters



Rudy Roughnight

Age: 15
Occupation: Outcast

Known as a "Dream Chaser," Rudy has wandered across the vast wastelands of his world searching for a place to belong. Though he is only at the innocent age of 15, he has the makings of a great warrior. Skilled in the use of weapons of mass destruction (known as ARMs) of Filgaia's forgotten ancient civilizations, Rudy often escapes trouble through his superior firepower. Rudy was last seen working in the frontier village of Surf.

Jack Van Burace

Age: 27
Occupation: Treasure Hunter

In his search for the "Absolute Power," Jack has spent almost his entire life exploring and excavating ancient ruins. Jack's constant companion, a sprite-like rat named Hanpan, has helped Jack in his numerous excursions into the unknown. Aside from his friend, Jack has also come to rely on the "Fast Draw," an ancient sword technique similar to the gunslinger's quick draw. Behind his sarcastic facade lies a mysterious past. Jack was last seen exploring the ruins of the Temple of Memory.



Cecilia Lynne Adlehyde

Age: 16
Occupation: Princess/Mage

The daughter of King Adlehyde, this beautiful flaxen-haired princess has the ability to communicate with the Guardians. She has spent almost her entire youth in the mysterious Curan Abbey where she received training in magic and discovered the mysterious powers of an ancient family heirloom, the Tear Drop. By combining elemental crests, Cecilia is able to cast various spells. Quickly approaching her 17th birthday, she is preparing to return to her home at Adlehyde Castle where a celebration awaits her.



Starting/Loading/Saving

Opening Menu

After following the setup procedures for the PlayStation game console, turn the power ON and the WILD ARMS title screen will appear. When you press the START button at the title screen, the Opening Menu will appear. Use the left and right Direction Buttons to select a game option, and press the X Button to accept. The selected option is highlighted on the screen.

Load

If you have saved a game using a memory card and you wish to continue your journey, you may load the saved game here. The highlighted book is the data block you have selected to load.

New Game

To start a new journey, select this item from the menu and press the X Button to begin a new game.

Memory Card

WILD ARMS lets you save your game data with the use of memory cards (sold separately). Insert a memory card in Slot 1 or Slot 2 of the PlayStation game console before you start the game.

NOTE: You cannot copy from one card to another if both cards contain identical data or data saved to the same book. Do not remove the memory card while saving or loading games, or damage may occur. When using a memory card that has not been formatted, the following message will be displayed: "Format Slot 1". Select OK and press the X Button to format the card. If you select Cancel, the memory card will not be formatted, and you will not be able to save your game to that memory card.

Copy/Copy All

Copy saved data from one memory card to another. You will not be able to use the "Copy All" function if the other memory card does not have enough empty blocks.

Delete/Delete All

Delete saved data. You will lose the data in the deleted blocks.

Undelete

You will be able to retrieve data as long as you do not perform another operation after deleting the data.

Exit

End memory card management and return to the menu.

Character Selection

When you start a new game you may select one of the three main characters to control at the beginning of the game. As the game progresses, you will be able to unite these three characters and use them together.

Entering Names

As you play, you may enter your own names for the characters. The naming screen will open with the default name for each character. Use the Direction Buttons to scroll through the letters and enter the name of your character. Use the X button to select a letter and the O Button to delete a letter. Select "OK" when you have finished entering your name. To use the default names, press the Start button and then select "OK".

Save and Change Characters

Save

You can save your progress in the middle of the game. To save, you need one empty block on the memory card. Select a block by using the Direction Buttons and accept by pressing the X Button. If you save over a recorded block, the existing data will be deleted. There are two locations in which you can save your game:





1. In each town, you will find a red Parrot. If you talk to this "Memory Bird," you will be able to save your game's progress and change the character you are currently controlling. If you wish to save your game, select "Save" and follow the on-screen directions.

2. When you are inside a dungeon, you can save your game at a "magic encampment." Enter the magic encampment and press the X Button. The following message will appear: "Do you want to record your journey?" Select "Yes" and follow the on-screen directions.

Change

If the three characters have not come together yet, you will be able to change the character you are controlling by selecting "change" while talking to the Memory Bird. Select the character you wish to control by pressing the up and down Direction Buttons. If the three characters are in team mode, press the START Button and use the Up/Down Direction Buttons to select your character.

Game Over

During combat, if none of the three characters can fight any more, the game will end. The Opening Menu will appear. If you have previously saved your game, select "Load" to continue your journey. If you have not saved your game and you wish to begin a new journey, select "New Game." Furthermore, during an event that has a time limit, if you cannot clear the event within the allotted time, the game will end.

Field Controls



This section explains how to control your characters' movements around fields, towns, and dungeons.

Traveling

On Land

By using the Direction Buttons, you will be able to move a character in eight directions. When you approach locations that you can enter, such as towns and dungeons, the view will zoom in and the name of the place will be displayed. Press the X Button to enter.

NOTE: There are areas within a dungeon that you can access by jumping off ledges. If you don't see an edge on a path or walkway, you may be able to jump down by continuing to press the Direction Buttons.

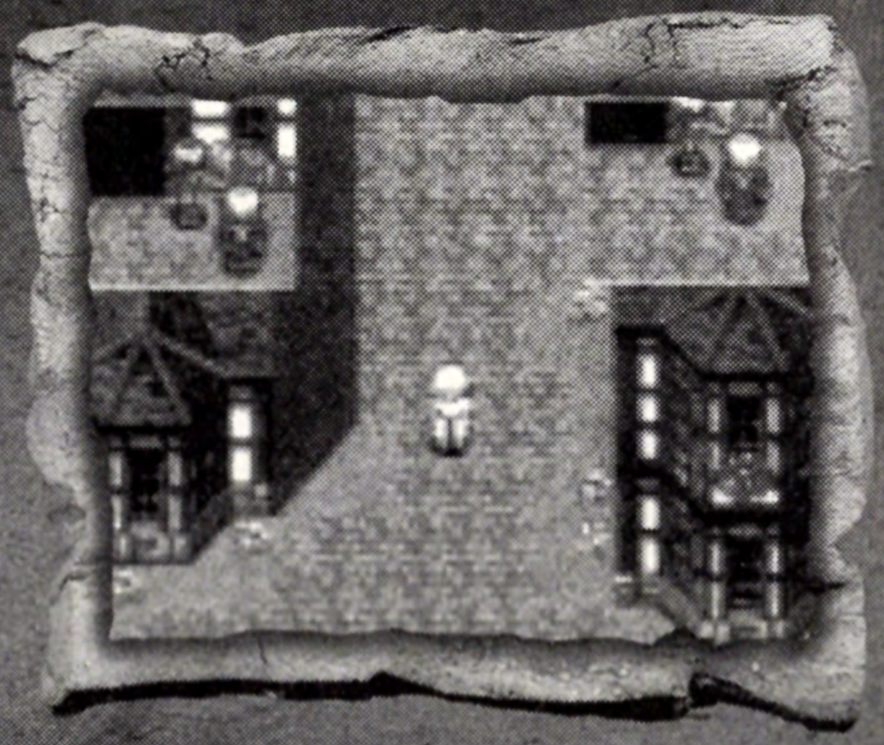
By Ship

As the story progresses, you may be able to borrow a ship. To get on the ship, move your character so that it touches the ship and press the X Button. To get off the ship, move the ship so that it touches a beach. The only terrain that allows you to get on and off the ship is a beach.



Picture-in-Picture Screen

When the three main characters enter the same town or dungeon but are not traveling together, a small screen displaying the location of the characters you are not currently controlling will appear. The picture-in-picture screen will automatically appear as soon as your character stops walking.



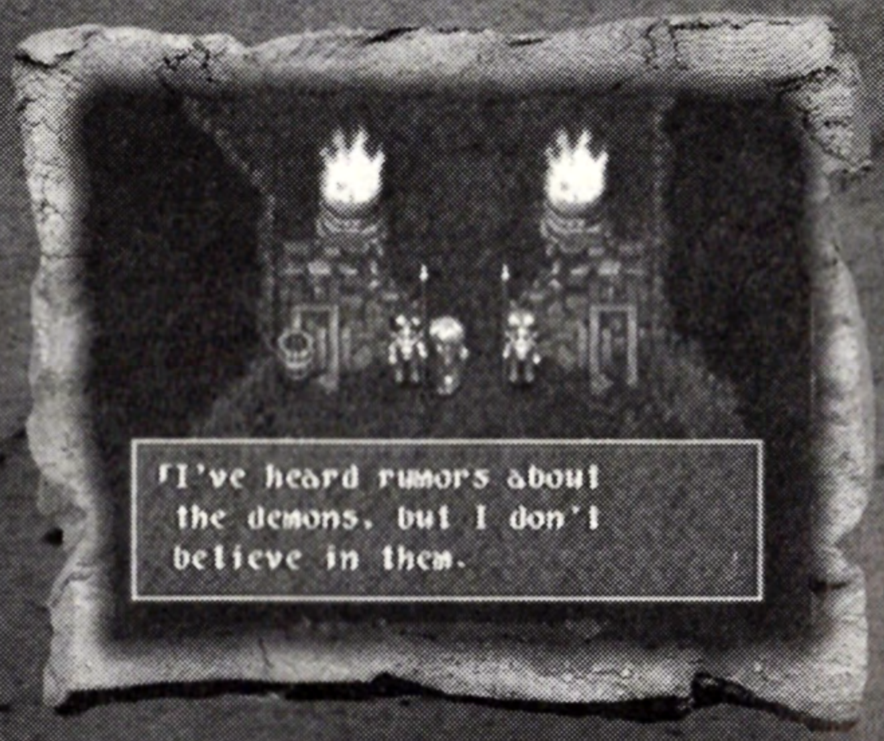
Actions

The characters can perform various actions. You should learn about each action before you embark on your adventure.

Talk

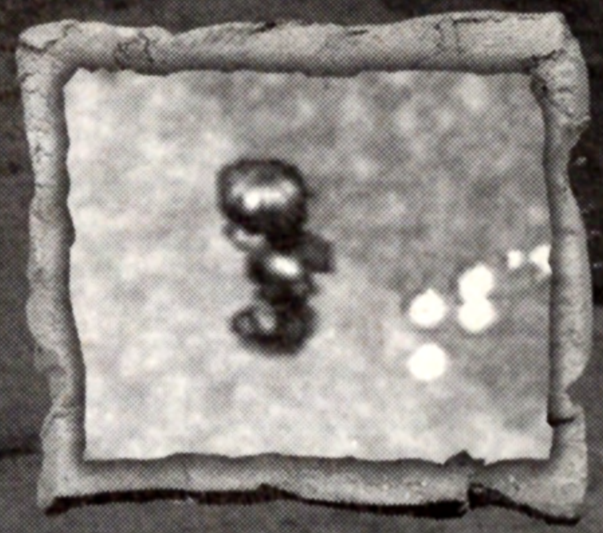
You can talk to people by moving your character next to that person and pressing the X Button. Even if there is a counter or a desk between you and the other person, you can still hold a conversation.

NOTE: Pressing the X or O Button when one of the characters is talking continues the conversation.



Dash

Hold down the X Button to make your character dash forward. Release the X Button to decelerate.



Search

Stand in front of the object you want to investigate and press the X Button. Examine all treasure chests; you may find valuable objects inside. You can also read signs on the walls and books.

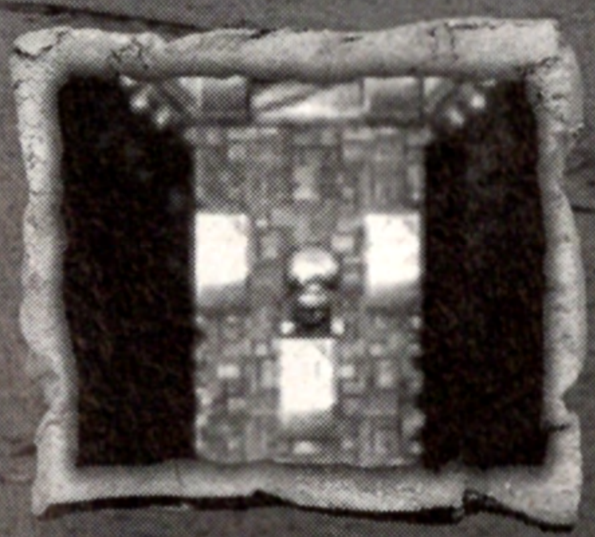
Lift Up

Press the X Button when you touch objects like wooden boxes to lift the object over your head. Try this on different objects to find out which ones you can lift.

Throw

Once you lift an object, you will be able to throw it in eight different directions by using the Directional Buttons and then pressing the X Button. Try this when you want to find out what is inside a box, or when you want to activate a switch.





Push

You can move some statues and blocks by pushing them. Move your character so that they are touching the object you want to move and continue to press the Direction Buttons in the direction of the object to push it.

Field Commands

When your character is not in battle, you can view the field commands menu by pressing the TRIANGLE Button. Use the Direction Buttons to select a command and press the X Button to execute.

NOTE: If you do not know the function of a command, move the cursor to the command and press the TRIANGLE Button. A help message will appear to describe the function of the command.



Item (Bag Icon)

This command allows you to use items from the characters' inventory. Press the CIRCLE Button to display the subcommands.

NOTE: Press the TRIANGLE Button to see the effects of that item.

Use

Select an item by pressing the X Button, then press the X Button again without moving the cursor to use the item. Next, select the character who will use the item. Items in grey are not available for use while your party is traveling.

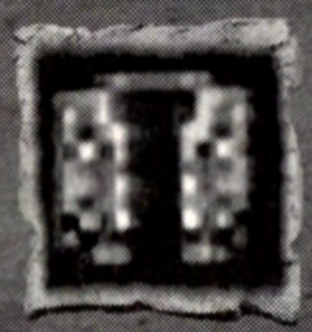
Arrange

Arranges the item screen by items that can be used and items that are equipped.



Skills (Spark Icon)

This command enables you to execute the innate skills each character possesses. After selecting a character, select the command. Commands that are grey are not available to your character while traveling.



Equip (Vest Icon)

This command enables you to equip the characters with weapons and armor. After finding or purchasing weapons or armor, you must equip a character with the new item. This screen also enables you to check the effect an item has on your character's attributes. A yellow arrow means the character's attributes will go up and a blue arrow means that the character's attributes will go down.



R. hand (right hand)

Select this when you want to equip a weapon in the right hand.

L. hand (left hand)

Select this when you want to equip armor or a special item (Buckler, Orb of Power) in the left hand.

Body

If you have purchased or found a wearable item that can protect your character's body (Coat, Body Armor, Cloak, Robe), select that item to wear it.

Head

If you have purchased or found a wearable item that can protect your character's head (Cowboy Hat, Ribbon), select that item to wear it.

Rune

Select this when you want to equip a Rune. For more information on Runes, see page 45.

Auto Equip

Automatically selects the equipment that will provide you with the maximum abilities.

NOTE: Auto Equip will not change the Rune (if you acquire a rune) or the equipment in your character's left hand.



Auto-Battle (Megaphone Icon)

WILD ARMS allows you to set a character on Auto-Battle during combat so that you will not have to control their every action. Press the TRIANGLE Button to call up the field commands menu and select Auto-Command (megaphone). You may select Auto-Commands for each of the three characters separately. Try different kinds of commands, based on the status of the monsters and parties involved. You may choose a command by selecting the desired command with the Direction Buttons and pressing the X Button. If a character is using Auto-Commands their name will be displayed in yellow. Press the CIRCLE Button to return to the command menu. This completes the Auto-Battle set up.

Auto Commands

MANUAL

You will be able to choose all of the character's actions. This mode is automatically selected as the default when you begin the game.

BALANCED

This command maintains a balance between attack and defense, reducing the number of opponents without wasting attacks. When your teammates' HP (Hit Points) get low or when they become unable to fight, magical items will be used to recover their power.

ALL OUT
Characters in this mode use the strongest attacks. It selects attacks in this order: Skill/Guardian/Normal Attack. Characters will also use their Force Attacks when available.

DEFENSIVE
This command takes decreased HP and abnormal status into consideration. It will also use Heal Berries to recover HP. When characters become unable to fight, Reviving Fruit will be used to cure them. This command will use Skills to attack.

SURVIVAL
This command uses both All Out and Balanced techniques. To recover HP, Potion and Healing Berries will be used. However, Reviving Fruit is not used when characters become unable to fight.

RESERVE
This command enables you to fight without using any Skills or Force abilities. The characters will attack the enemy by using hand weapons only. Recovery items will be used sparingly.



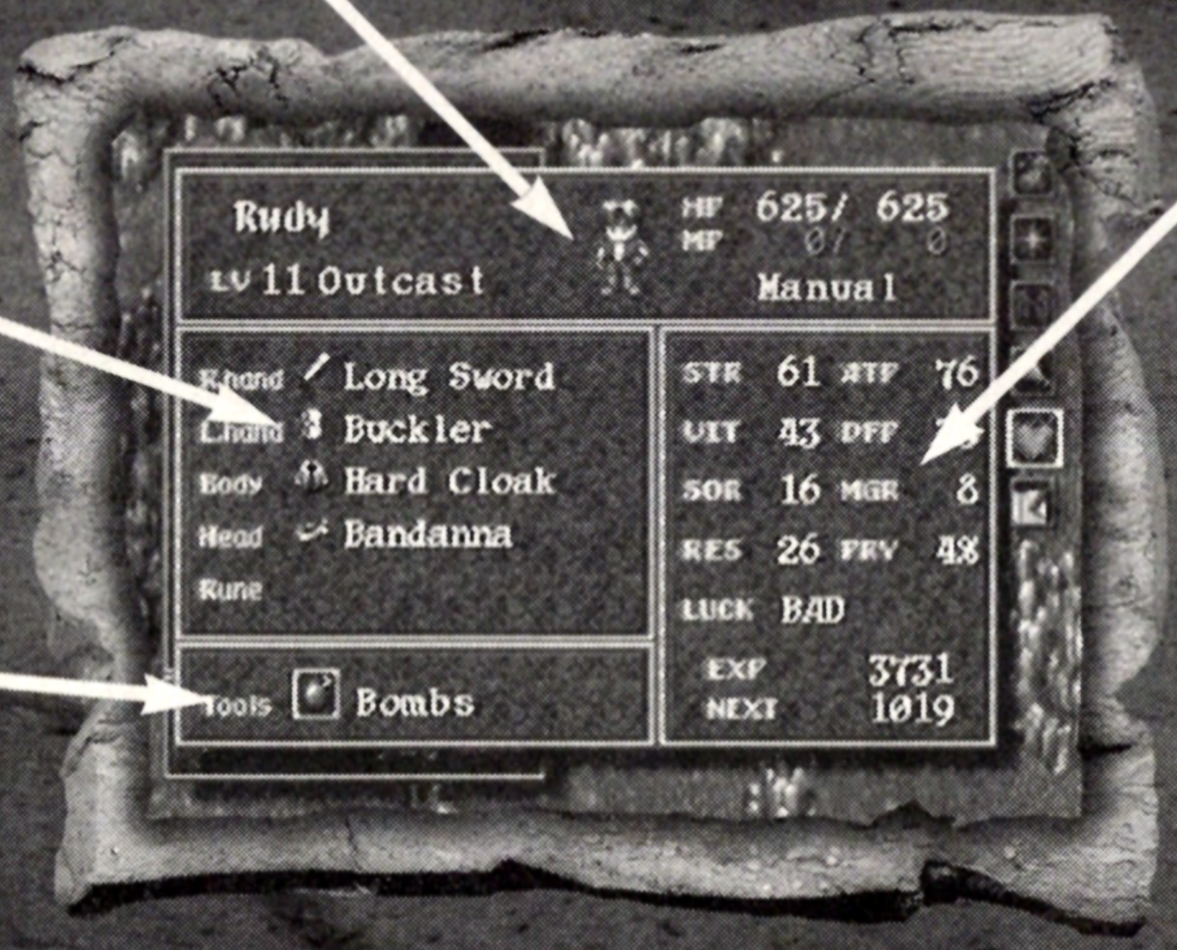
Status (Heart Icon)

From the field commands menu, choose the Status command (heart icon) to display the status of each character. If an abnormal status arises, a corresponding mark will appear at the right hand side of the character. For more information on abnormal statuses, see page 40.

CHARACTER STATUS (Name, Level, Occupation, HP, MP, Auto Command, Abnormal Conditions)

EQUIPMENT

TOOLS



ATTRIBUTES (Strength, Vitality, Sorcery, Response, Attack Points, Defense Points, Magic Resistance, Parry, Luck, Experience)

The descriptions of Status Screen items are on the following pages.

CHARACTER STATUS

The character status box in the status screen contains information on the characters' name, level, occupation, HP, MP, Auto Command and Abnormal Conditions.

HP (Hit Points)

A character's life force. If a character's HP falls to zero during combat, they will be unable to fight. The number on the right is the character's maximum HP and the left number is their current HP.

MP (Magic Points)

A character's magic power. If a character's MP falls to zero, they will no longer be able to use magic or Fast Draw. The number on the right is the character's maximum HP and the left number is their current HP.

NOTE: Rudy does not have MP.

EQUIPMENT

The weapons and armor currently in use will be displayed here.

TOOLS

The tools you have selected will be displayed here.

Attributes

Your character's current attributes are displayed in the attributes box of the status screen. Those attributes represent the abilities of your character. The higher the attributes, the more capable a fighter they will be.

STR (strength)
A character's physical strength. The strength of an attack is based on this value.

NOTE: A Power Apple will increase the character's strength by one point.

VIT (vitality)
A character's vital power. Defensive power is based on this value.

NOTE: A Hardy Apple will increase the character's vital power by one point.

SOR (sorcery)
A character's magic power. Magic Resistance Power (MGR) is based on this value. The strength of magic is also influenced by this value.

NOTE: A Mystic Apple will increase the character's magic power by one point.

RES (response)
A character's response capability. Parry rate is based on this value. Preemptive attacks and the order of attacks during battle are also influenced by this value.

NOTE: An Agile Apple will increase the character's response by one point.

ATP (attack points)
A character's attack power. This value is the total of the character's strength and the attack power of the weapon the character is currently equipped with. The greater the number, the greater the damage inflicted to enemies.

DFP (defense points)
A character's physical defensive capabilities. This value is derived from 50% of vital power plus the armor's defensive power. The greater the number, the less damage received from an enemy's attack.

MGR (magic resistance)
A character's magic resistance power. This value is derived from 50% of Magic Power plus the Magic Resistance Power of the armor being worn. As this number increases, the damage received from a magic attack will decrease.

PRY (parry)
A character's parry capability. The value is derived from 10% of the response capability plus the parry capability of the armor a character is equipped with. When this number increases, the character will be able to parry opponents' attacks more often.

LUCK
A character's luck. There are five levels of luck from "worst" to "best". The level will fluctuate depending on changes in the environment. The success rate of critical hits, preemptive attacks, and retreats is influenced by luck. Do not underestimate the power of luck.

EXP (experience)
The total number of experience points a character has received for defeating enemies.

NEXT
The number of experience points required to advance to the next level.



Options (Pencil and Book Icon)

You can change various settings such as control buttons, activate the screen saver, change battle views, change the cursor and more from the field commands menu by highlighting the Options Icon (Pen and Book) and pressing the X Button. For more information on the options menu, see page 56.

Tools

As the story progresses, using tools will become important. For example, you will need to make use of the different tools that the three characters possess to clear traps in dungeons or to open treasure boxes. Depending on how the story progresses, each character can acquire up to four tools.

Changing Tools

Press the START button to bring up the Tools Menu and use the Direction Buttons or L2/R2 to highlight the tool you wish to use. Press the X Button to change the tool in use.

Rudy's Tools

Bombs



The Berry Cave, located southeast of Surf Village, used to be a rich depository of medicinal herbs. These bombs were used to mine the herbs. Although these are simple bombs made of gunpowder and a fuse, you will find them handy when you need to break big wooden boxes or destroy weak walls.

Radar



This is a type of ARM (Ancient Relic Machine) that reacts to treasures, making the place where the treasure is located glow. Though the radar was broken when first excavated from an ancient ruin, an old ARMs "meister" (a great artisan studying ARMs), named Zepet, repaired it. Later, the radar changed hands several times between treasure hunters and robbers. The current whereabouts of the device is unknown.

Skates



Roller skates with a built-in engine. The wheels of the skates are lined up in one row. Not only are the skates uncontrollable, but also once they are activated, these skates will not stop until you hit something. Though this item is troublesome, they will allow you to travel over areas you cannot walk on. These roller skates can also create a force field around them to prevent damage from poisonous swamps.

Jack's Tools

Hanpan



This sprite-like rat is not technically a tool as much as he is Jack's companion. Hanpan, with his nimble body, can pick up light objects such as treasures or activate switches that cannot be reached by humans. (The world of Filgaia consists of energy with different levels of consciousness. Sprite-like beings such as Hanpan are derived from these energy sources.)

Lighter



This run-of-the-mill lighter does not have any special functions. However, it will come in handy if you ever need to start a fire. For instance, you can light a lantern or burn dead grass that is blocking your way. The lighter may also be useful if you find a magic lamp.

Grappling Hook



By throwing the grappling hook around a post, you will be able to traverse places you cannot walk across. The structure of the grappling hook is very simple: a claw hook attached to a thin steel chain. Jack can throw the grappling hook in eight directions.

Cecilia's Tools

Tear Drop



A small crystal handed down in the Adlehyde royal family. As a young child, Cecilia inherited this crystal from her mother, who was confined to bed by illness. This mysterious crystal starts blinking like the throbbing of a heart when a woman of royal blood holds it. When this crystal is held up high, it will react to objects linked to the Guardians. This crystal may also have an effect on magical devices left by the ancient Elw race.

Pocket Watch



The hands of this watch rotate counterclockwise. It has the ability to turn back time, returning broken wooden boxes or objects that were moved to their original state. Though it is potentially a very powerful object, it will only work in certain places, and does not work on living beings.

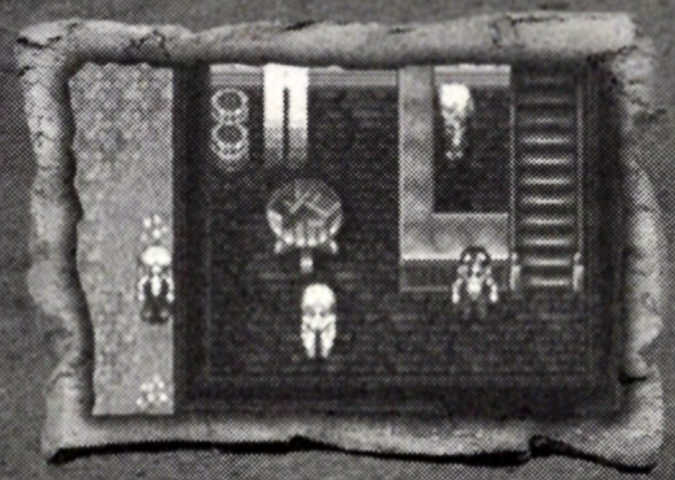
Magic Wand



This magical wand allows you to communicate with animals by lightly tapping their heads. Although the power stored in this wand is one of the lost magics, Cecilia will most probably be able to bring its power out.

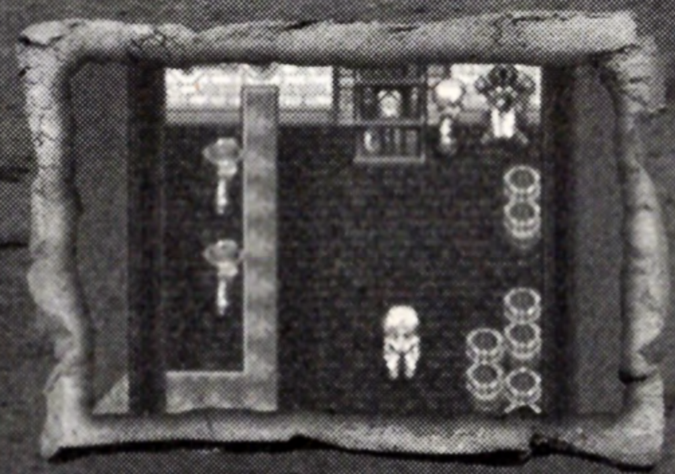
Around Town

In town, you will find many shops and facilities that will help you in your adventure. This section will introduce you to them.



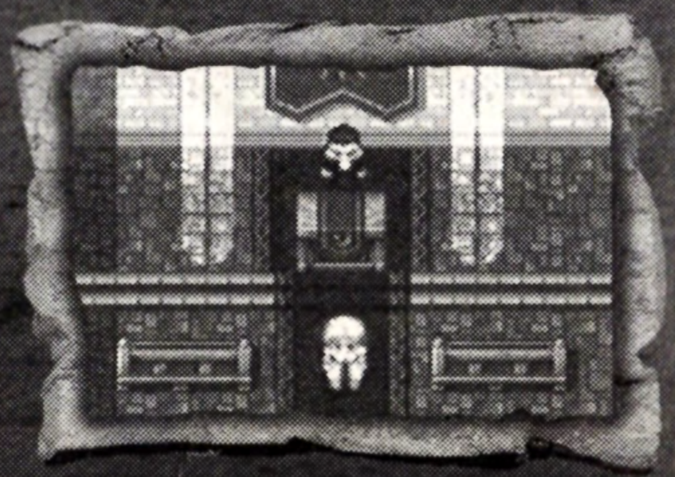
Inns

Staying at an inn allows you to recover your HP and MP to the maximum levels.



Item Shops

Whether run by traveling merchants or set up in run-down wagons outside a town, they offer items and occasionally weapons.



Chapels

Blessed by the Guardians, chapels will cure all abnormal status.

Weapon Shops

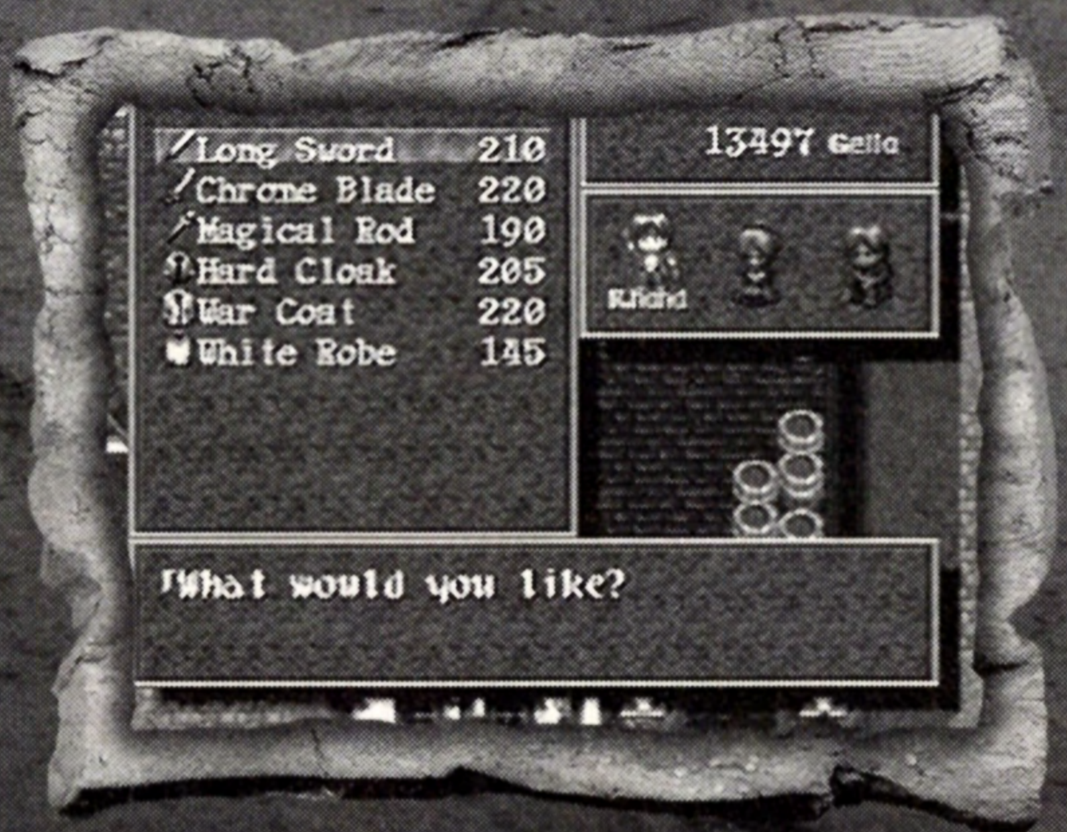
These shops offer weapons and armor that are indispensable.



Trading in the Shops

Talk to the shop owner and select Buy/Sell. Select an item and press the X Button. Press the left or right Direction Buttons to determine the quantity you want to buy or sell. If you want to buy in bulk, press the up and down Direction Buttons to change the quantity ten at a time. If you want to find out the function of a particular item, move the cursor over that item and press the TRIANGLE Button. When purchasing weapons or armor, characters who can equip that item will raise their hands and become highlighted at the same time.

NOTE: If a character is already equipped with a particular item, the letter "E" will appear next to them.

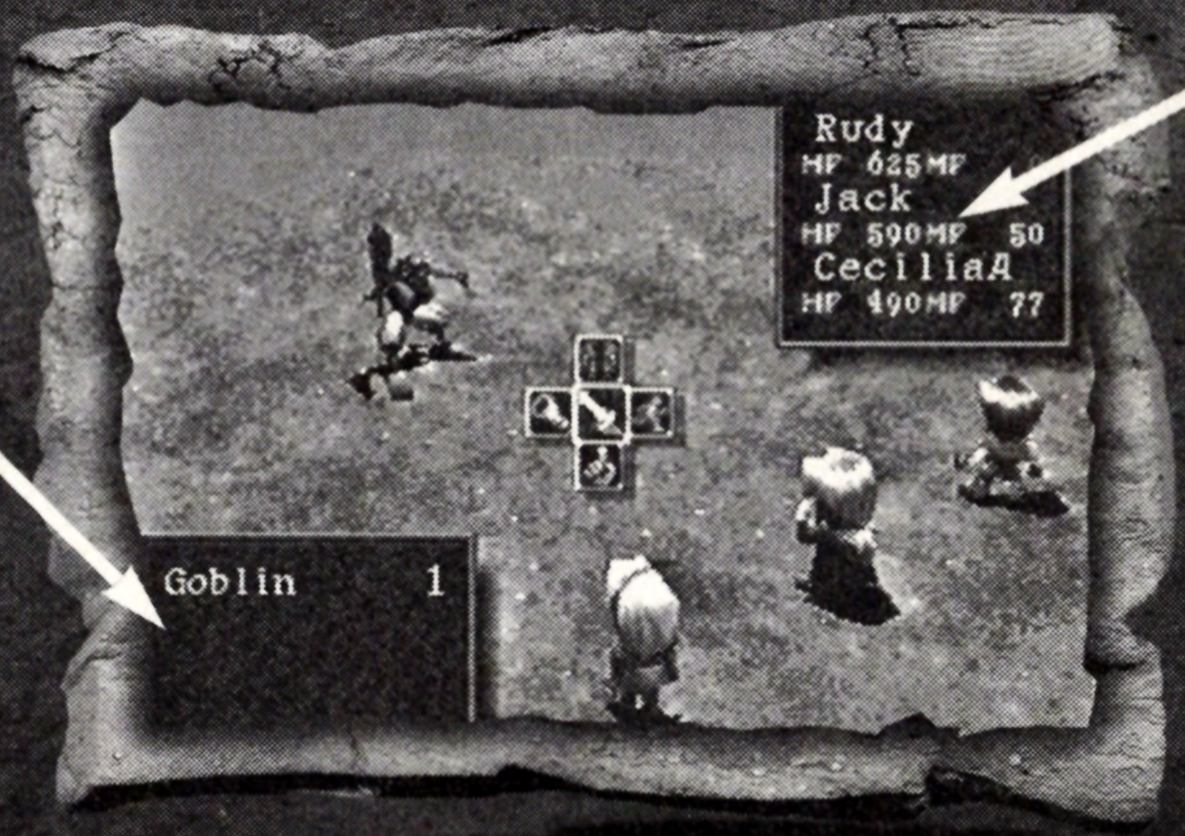


Combat Controls

When traveling in the fields or dungeons, you will encounter monsters. When the Battle Screen appears, you must input commands before the battle commences. The battle will be fought in a turn-based combat style. After entering commands, an animated battle will take place. After the Character or Party and the Monsters each attack once (this is called a turn), you will have the opportunity to enter commands again.

How to read the Battle Screen

When confronted by enemies, the Battle Screen automatically appears.



Monster Status

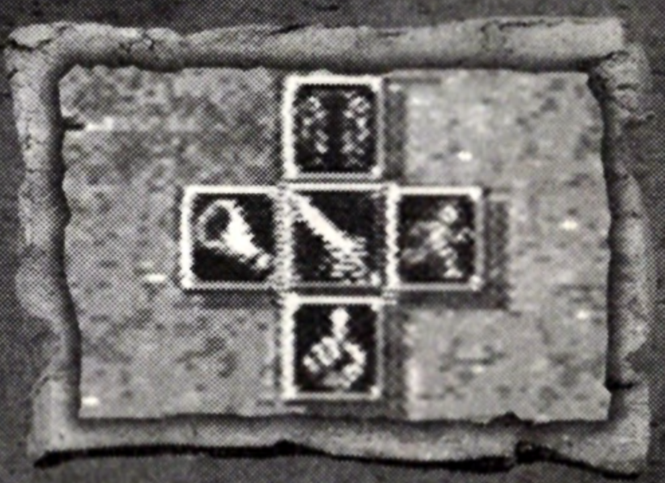
The names and numbers of monsters are displayed.

Party Status

The HP and MP of the three characters are displayed. When a character is inflicted by an abnormal status, a mark corresponding to the abnormal status will appear. For more information about abnormal status, see page 40.

Combat Commands Menu 1

Once the battle begins, the Combat Command Menu 1 will appear. This cross-shaped icon corresponds to the Direction Buttons. Press the Direction Buttons to select the command you wish to execute and press the X Button.



NOTE: If you select the Auto-Battle mode for a character, Combat Command Menu 2 for that character will be omitted. For more information on Auto-Battle, see page 21. When all characters are set to Auto-Battle mode, once you select FIGHT at the beginning, you will not have to enter other commands and the fight will continue until either your characters or the monsters have been defeated. When you want to enter a command, press any button. On the next turn, you will be able to select a command from the Command 1 Menu.



Fight (Sword Icon)

Use this command to fight the enemy. The Combat Command Menu 2 will be displayed.

Run Away (Man Running Icon)

Use this command to flee from the enemy. If you fail to escape, you will be attacked from behind.



Auto Battle (Megaphone Icon)

Allows you to change the Auto Command settings. For more information on Auto Command, see page 21.



Equip (Vest Icon)

Use this command to equip your characters with weapons and armor.



Unit (Hand Icon)

Use this command to change the position of the characters during combat. The formation of the characters will affect the order in which you may give them battle commands from top to bottom.



NOTE: The characters' attack power or defense capabilities will not be affected by their positions.

Combat Commands Menu 2



The Status Window will open and the characters' status and force gauges will appear. Here, you select the actual command for fighting. The selection and execution procedures are exactly the same as for the Combat Commands Menu 1. However, for the characters in the Auto-Battle mode, this menu will be omitted.

Attack (Fist Icon)



This allows you to attack the enemy with the character's hand weapon. If the character has no weapon, they will fight with their fists. After you execute this command, select the opponent you want to attack.

Defend (Shield Icon)



The character takes a defensive stance to reduce the damage inflicted by the opponents. Since the character's force level will rise even if you are on defense, you can expect an opportunity to counterattack.

Items (Bag Icon)



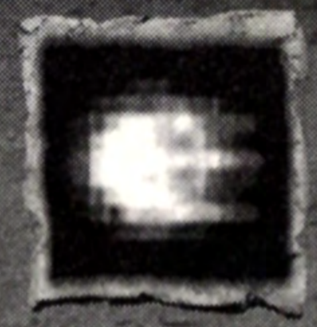
This allows you to use items. The items that can be used during the battle are highlighted. Move the cursor to select the item you want the character to use. Next, select the opponent or ally you want to use the item on by pressing the up and down Direction Buttons.

Skill (Spark Icon)



This allows you to use each character's innate skill. Rudy will use ARMs, Jack will use Fast Draw, and Cecilia will use magic.

Force (Fireball Icon)



Force is generated during battles. The Force Level will go up when you sustain damage from enemy attacks or when you critically hit your opponent. Each time the Force gauge goes up by one level, "FORCE LEVEL UP!" will appear on the status window and the character's attack and defense power will increase by 10%. You can use certain force abilities based on the level of your Force Gauge. If the Force Gauge is full, "CONDITION GREEN!" will appear on the screen, and you will recover from all abnormal status (except for the Inability to Fight). When combat ends, the Force Gauge will return to zero.

LOCK ON

This is Rudy's level 1 Force Ability. It increases the accuracy rate of the ARMs to 100%. When this command is selected, you may then select the ARM to be used.

ACCELERATOR

This is Jack's level 1 Force Ability. It allows Jack to perform an action quicker than anyone else during a turn. After you select the Accelerator Force command, you may then select the action Jack will perform.

MYSTIC

This is Cecilia's level 1 Force Ability. This ability enables her to bring out the hidden power of all items and some weapons and armor.

NOTE: Consumable items will disappear once the hidden power is unleashed.



Abnormal Status

During combat, a character may be inflicted by an abnormal status. There are two types of abnormal statuses: a condition that ends when the fight is over and a condition that will last until it is cured. Marks for all conditions, except for Armor Down and Slow Down, will be displayed on the status window. When a character's Force Gauge reaches the maximum level, all abnormal status are cured.



The following four abnormal statuses will only last for the duration of a fight.

Inability to Fight

This will occur when a character's HP falls to zero. This condition can be treated with reviving items or reviving magic. HP will be restored to 1 when the fight is over.

NOTE: When all the characters enter this condition, the game will end.

Sleep

The character will fall into a deep sleep and will become unable to select combat commands. This condition can be treated with the Awaken magic.

Armor Down

The character's defense against direct attacks by the enemies will weaken. A battle message is displayed indicating the percentage decrease in defensive capabilities.

Slow Down

The character's response will slow down. Their turn to fight will be delayed, and their parry rate will decrease as well. A battle message is displayed indicating the percentage of decrease in response capabilities.

The following eight abnormal statuses remain even after the fight ends.

NOTE: All these conditions can be treated with high-level restoring magic or by receiving blessings in the chapels, or if the character's Force gauge reaches "Condition Green".

Poison



HP will decrease after each turn. After the battle, HP will go down with every step a character takes. An Antidote Leaf best treats this condition.

Confusion



Attacks will become inaccurate. Put your character at ease with the Serene Wheel. Even after the fight is over, the character may not be able to walk properly. Just keep walking and the character will recover.

Disease



Your character will not be able to recover lost HP. Drink a whole bottle of Witch Medicine to treat this.

Forgetfulness



This condition makes your character forget about the battle. Thus this character will become unable to earn Experience Points. The memory will return when you give a shock by hitting the character with the Toy Hammer.

Silence

This condition will prevent you from using commands which use up MP. The Violet Rose will remove this condition.



Bad Omen

All enemy attacks will be focused on the character in this condition. Even after the battle is over, the probability of this character encountering monsters will be increased. Exorcise this evil omen with the Holy Symbol.



Paralysis

This condition will paralyze the character and they will become unable to select any commands. Massage your character with the Heat Salve to cure this malady.



Flash

This will cause the character's parry rate to fall to zero. Give your character a shock therapy with the Light Shroom.



Guardians

The Guardians are the basis of the force that supports the world. The Guardians exhausted all their power during the war against the Metal Demons 1000 years ago. The Guardians now live within the stories passed down from generation to generation and are silently watching the future of human beings. However, when the Metal Demons showed signs of reviving, the Guardians decided to entrust the fate of Filgaia to the three youths through Cecilia, a descendant of the Guardians' original intermediary.

Summoning the Guardians

During combat, you can utilize the Guardians' enormous powers by summoning them. Equip your character with a Rune. Next, summon the Guardians by using "Summon Guardian" from the character's Force Ability. This action can only be performed by those who are equipped with a Rune. To use a Rune, you must first equip that character with the Rune, increase your Force Gauge to Level 2 by fighting, and use Summon Guardian to summon the Guardians.

Runes

The Guardians' lost power materialized in the form of Runes. They are the fossilized remains of the Guardians' consciousness. Although they look like stones, they are not heavy. When a Rune is armed, certain attributes of the Guardians will raise your character's attributes.



Whispers of Water (Water Rune)

This Rune belongs to "Stoldark," who presides over water energy. He is also the protector of the Hidden Knowledge and will increase the strength of a character's magic power. The fearsome force of water will crush enemies to pieces.

Claws of Storm (Wind Rune)



This Rune belongs to "Fengalon," who presides over wind energy. By manipulating the wind, it can produce tornadoes and vacuums. In particular, it has the ability to break down an opponent into atoms by vibrating the air.



Rage of Fire (Fire Rune)

This Rune belongs to "Moa Gault," who presides over fire energy. It symbolizes Moa Gault's role as the protector of smithery. A monstrous bird, covered in fire, it will burn opponents to ashes.



Moans of Earth (Earth Rune)

This Rune belongs to "Gurdijeff," who presides over earth energy. By producing a roar that vibrates the earth, it will induce earthquakes and cracks in the ground, thereby damaging opponents. This dignified and powerful figure is the leader of the four Elemental Guardians.

ARMs

ARM stands for Ancient Relic Machine. According to the studies done by the ARMs meisters, these weapons of destruction were developed during the war against the Metal Demons 1000 years ago. A perfectly functioning ARM has rarely been excavated. Furthermore, since these weapons synchronize with the user's mind to demonstrate their effects, a special innate skill is necessary to use it in actual combat.

Hand Cannon



A portable grenade launcher that can be fired with one hand. It is a keepsake from Rudy's Grandfather. Eight bullets can be loaded, but you can only attack one enemy at a time. During the beginning of the adventure, this cannon will be Rudy's trump card.

Prism Laser

An ARM that converts the user's mental energy into optical energy. The laser will split into several rays, thus enabling irradiation of several targets at once.

Upgrading ARMs and Supplying Ammunition

Visit Professor Emma in Adelhyde and other ARMs meisters' workshops to upgrade Rudy's ARMs. You will have to pay, but you can increase ATP (attack points), HIT (accuracy rate), and the number of bullets. When the upgrade Menu opens up, select an ARM using the up and down Direction Buttons and select the part you want to upgrade by pressing the left and right Direction Buttons. Once the ammunition is exhausted, you will no longer be able to use the ARM. To get more ammunition you can seek a member of the BDS (Bullet Delivery Service). The BDS is comprised of merchants in towns throughout Filgaia who will reload Rudy's ARMs for a small fee.

Fast Draw

Fast Draw is a general term for a sword technique that involves the instantaneous drawing of a sword. This induces a shock wave that severs the opponents. Jack uses the Fast Draw technique that is passed down from northern Filgaia. Jack developed his Fast Draw techniques further in his own way. He is a genius when it comes to incorporating hints gained from natural phenomenon or combat into his Fast Draw.

Psycho Crack

Developed from a basic Fast Draw technique, the impact from the sword forms a spiral wave that runs through the opponent's nervous system. Since this technique can have the effect of confusing the enemies, it is also called the "Mental Blow."

Sonic Buster

This technique was inspired by the wind that blows through the Mountain Pass. The shock wave produced from drawing the sword turns into a vacuum blade that attacks the opponents. It has less power than Psycho Crack, but can quickly spread, inflicting damage on a whole group of enemies.

Perfecting a New Technique

Jack will develop new techniques by learning from hints gained during his adventure. When he comes up with a new technique, "????" will be displayed in the Skill Command Menu. Try these hints during combat to master them. You can perfect these new skills and reduce MP consumption by using an item called "The Secret Sign." Furthermore, whenever you acquire a stronger sword, or your strength increases, the effects of the techniques will also increase.



Using Magic

In the world of Filgaia, you can cast magic by combining two of the four elemental crests. Originally, a magic symbol had to be drawn on the ground and a ceremony had to be performed to cast magic. However, since one does not have the luxury of time to do this during battle, simplified magic symbols called crests were generated. If you record the procedure of the needed ceremony and the correct combination of crests on a parchment, you can activate the magic at any time by using the magic power.

The Crest Graph, which can be given as a gift from the people you meet or be found on your journey, is a special parchment on which you record this information. The Crests are:



Geo

Earth crest. Symbolizes protection and creation.



Fray

Fire crest. Symbolizes attack and destruction.

Wing
Wind crest. Symbolizes athletics and prosperity.



Muse
Water crest. Symbolizes recovery and harmony.



Creating Magic

If you have a Crest Graph, you can bind various spells to it at a Magic Guild in town. If you want to reuse the Crest Graph to make a new spell, select dissolve to unbind the previous spell.

To create magic, first select a type of magic, then select a crest combination and give a name to your new spell.



White Magic

DFP
DFP
DFP
DFP
DFP

Rudy	Jack	Cecilia
HP 636 MP 0	HP 1275 MP 102	HP 1019 MP 183

	GEO	FRAY	WING	MUSE
GEO	**SHIELD** Increases defensive power against normal attacks MP 2/1 ally/effective until end of combat	**SUCTION** Magic attacks received from enemies are converted to MP MP 3/1 ally/effective for 2 turns	**HIDE** Prevents damage from enemies by turning a character invisible MP 5/1 ally/effective until your character counterattacks	**PROTECT** Increases resistance to magic and reduces damage from magic MP 2/1 ally/effective until end of combat
FRAY	**CURSE** Increases the chance that the recipient will encounter enemies during travel MP 1/Party	**LIGHT BLOW** Bestows the "holy" attribute on the weapon in use MP 2/1 ally/effective until end of combat	**RAGE** Increases character's attributes, performs normal attacks automatically MP 4/1 ally/effective until end of combat	**DARK BLOW** Bestows the "evil" attribute to the weapon in use MP 2/1 ally/effective until end of combat
WING	**REFLECT** Generates a barrier to reflect magic attacks back onto the enemy MP 6/1 ally/effective for 6 turns (after you reflect magic once)	**ESCAPE** Returns the party or character to the entrance of a dungeon MP 8/Party	**QUICK** Increases character's responsiveness during combat MP 3/1 ally/effective until end of combat	**AIR SCREEN** Wind barrier that increases character's parry rate MP 4/1 ally/effective until end of combat
MUSE	**REVIVE** Revives characters who are unable to fight MP 12/1 ally	**AWAKEN** Restores party from "Sleep" Status MP 2/Party/ effective until end of combat	**FIELD** Randomly lessens a certain property attack by half MP 2/All allies or enemies	**HEAL** Restores HP slightly MP 3/1 ally

White magic has primarily defensive capabilities, such as recovering from abnormal status or escaping from dungeons.

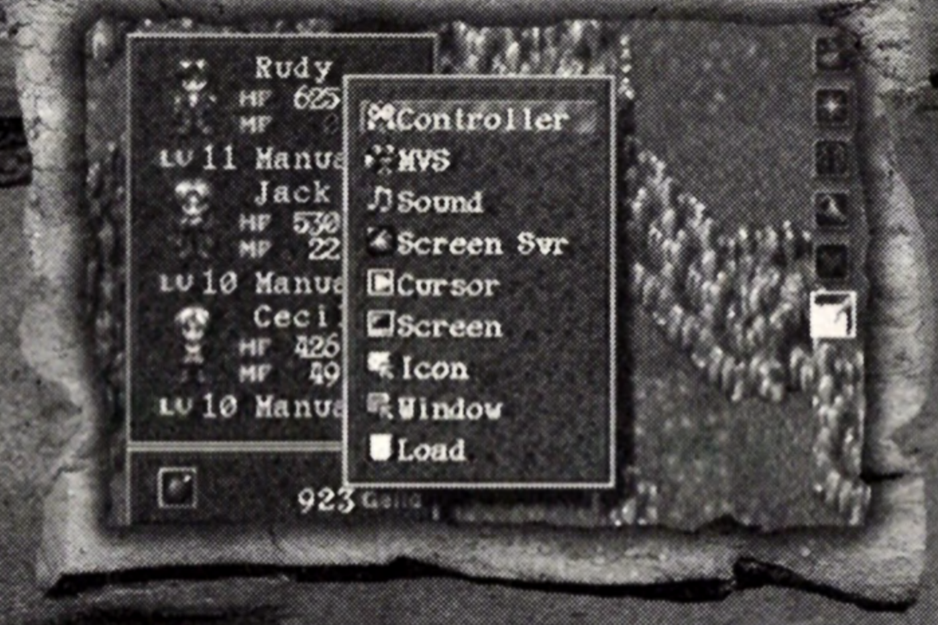
Black Magic



	GEO	FRAY	WING	MUSE
GEO	**BREAK** Attacks with the "Earth" property using rocks MP 4/1 enemy	**SLOW DOWN** Lowers response capabilities of the enemy during battle MP 3/enemy group/ effective until end of combat	**SLEEP** Makes opponent go to sleep and become unable to move MP 4/enemy group/ effective for 5 turns	**ARMOR DOWN** Lowers opponents' defensive strength MP 3/enemy group/ effective until end of combat
FRAY	**FLASH** Lowers opponents' parry rate with a bright light MP 2/enemy group/ effective until end of combat	**FLAME** Envelopes opponent in fire and attacks with the "Fire" property MP 4/1 enemy	**CONFUSION** Reduces opponents' accuracy rate by confusing them MP 2/1 enemy/ effective for 4 turns	**BLAST** Attacks opponent with light beams without any properties MP 8/enemy group
WING	**VALKYRIE** Attacks by releasing 8 spirit balls against the enemy MP 10/random enemy	**SILENCE** Silences the enemy so that they cannot cast magic spells MP 4/enemy group/ effective until end of combat	**VORTEX** Produces tornadoes and attacks with the "Wind" property MP 4/1 enemy	**SPARK** Drops lightning and attacks with the "Thunder" property MP 8/enemy group
MUSE	**ANALYZE** Analyzes opponents' data (HP and weakness) and displays the results MP 1/1 enemy	**DISPEL** Removes magic cast by opponent (Cecilia's magic is unaffected) MP 3/1 enemy	**PRISON** Imprisons opponent in a magic cage, disabling their ability to move MP 6/1 enemy/ effective for 2 turns	**FREEZE** Releases cold air and attacks with the "Water" property MP 4/1 enemy

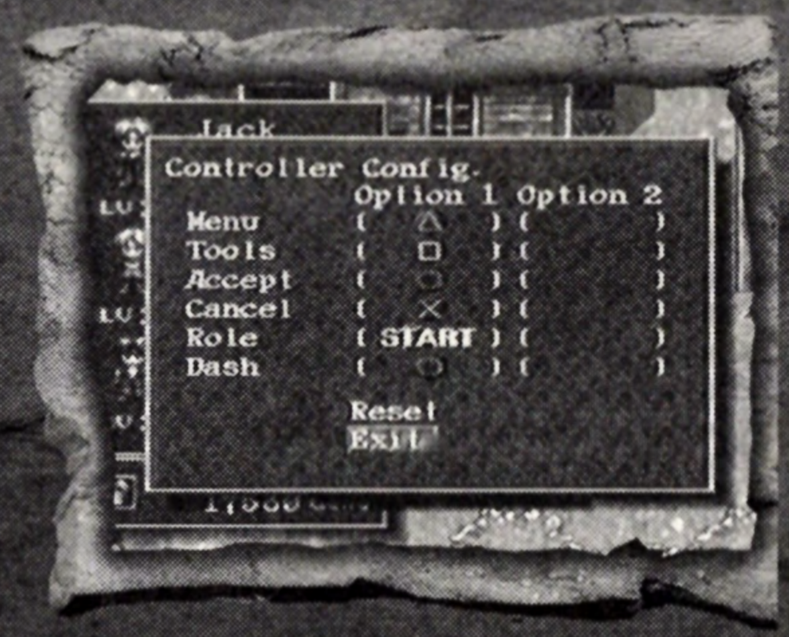
Your opponents may have up to seven weaknesses: Fire, Water, Earth, Thunder, Wind, Holy, and Evil. Adjusting your magic to their weaknesses can inflict enormous damage.

Options



This menu allows you to adjust the system settings and character controls so you can play the game more comfortably. Press the TRIANGLE Button and select the "Options" icon (pen and book) from the Field menu. The Options menu screen will appear.

Controller Configuration



You may assign different functions to controller buttons other than the preset functions provided with the game.

To change the default controller configuration:

Move the cursor with the up and down Direction Buttons to select the function you want. Next, select the controller button you want to assign that function to.

After assigning the functions to the controls, move the cursor to "EXIT" and press the X Button to accept. You will return to the menu screen. You will be unable to complete this command and return to the Options menu screen unless you assign all of the functions to the controller buttons. Press "RESET" to go back to the default setting.

NOTE: If you assign different functions for the Select, L1, L2, R1 and R2 buttons, you will no longer be able to use the original functions.

MVS (Motion View System)

You may select one of 4 camera angles for the combat animation. The default setting is "MOTION VIEW."

Sound

You may choose either "STEREO" or "MONO" for the game's BGM (background music). The default setting is "STEREO".

Screen Saver

This command prevents burn-in of the TV monitor when you discontinue the game but continue to display the game screen for long periods of time. When commands are not entered for the specified period of time, the screen will automatically change over to a simple animation screen. When you want to resume the game, press any controller button. The screen you were previously on will appear.

Cursor Position

This command lets you set the cursor position in the command and item selection screens. The initial setting is "RETURN."

RETURN

The cursor will return to the uppermost position whenever selection screens are displayed.

MEMORY

Records which items you previously selected. The next time you select the same items, the cursor will appear at the position you selected before.

BATTLE COMMANDS

This command lets you select the setting of the cross-shaped command icon during battles. You may change the cursor position. The default setting is "NEUTRAL."

NEUTRAL

The cursor will return to the center of the icon unless you continue to press the Direction Buttons.

FIXED

After you select the icon with the Direction Buttons, the cursor will be fixed at that position. You do not have to continue to press the Direction Buttons.

Screen Position

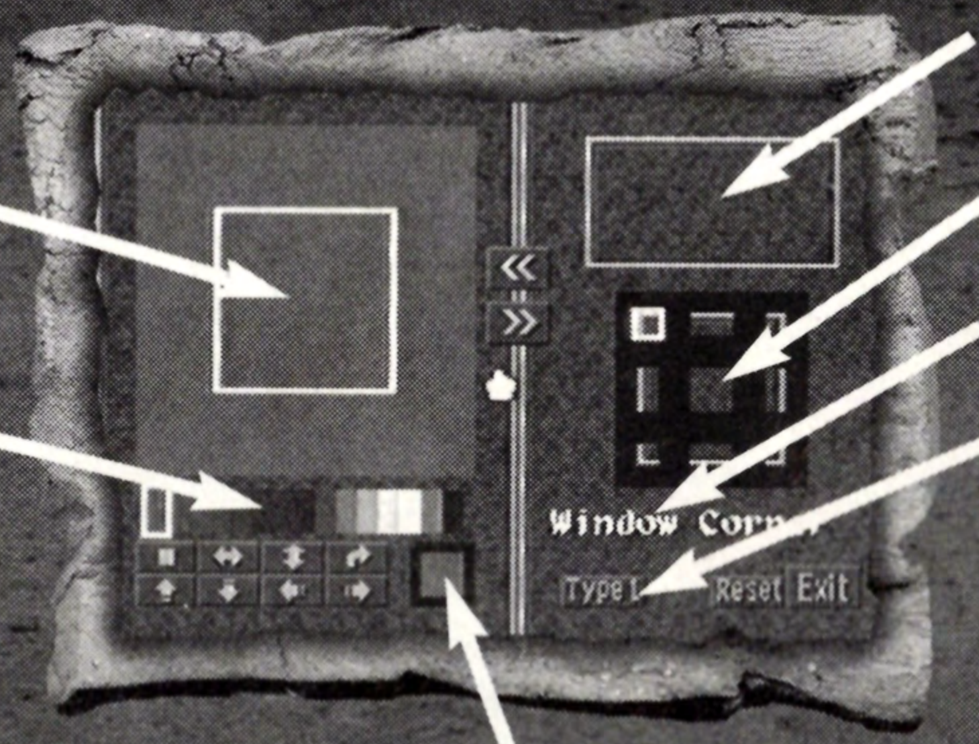
This command lets you adjust the game screen displayed on the TV. Move the screen position using the Direction Buttons. Press Select to return to the default setting.

Changing the Interface

Icon/Window

Under OPTIONS, this command lets you change the graphics of icons and windows. You can also customize at the pixel level.

Window



Customize Work Screen

Color Palette:
Move the cursor to the color bar and press the Circle Button. The color adjustment screen will appear. Move your cursor to the three primary colors graph and press the Circle Button. You will be able to alter the ratio of the color. To execute, move the cursor back to the color bar and press the X Button.

Full-sized custom screen

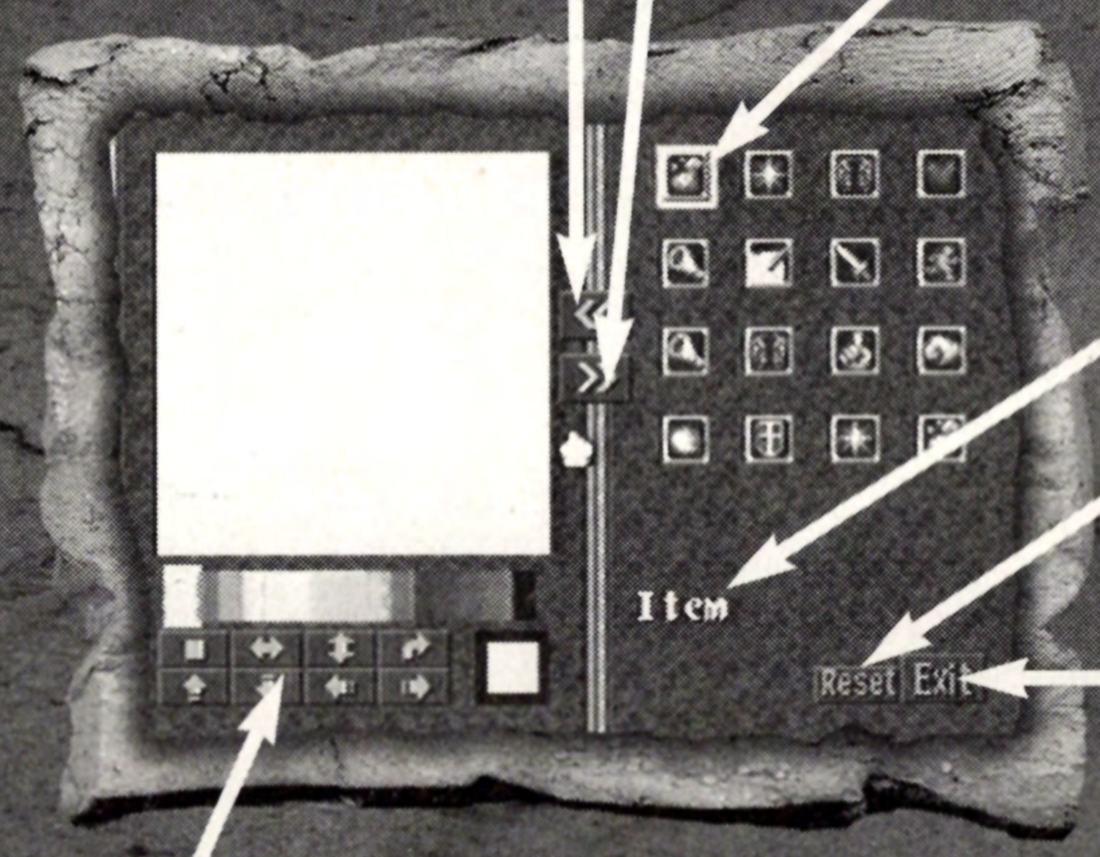
Part Selection

Part Name

Type Selection:
You may select four different kinds of windows graphics.

Move the cursor here and press the X Button. The background color changes, letting you check the icon color. (The actual background color of the icon will not change).

Icons



Work Icons: Icons that control graphics of the work screen.



Delete All



Horizontal Flip



Vertical Flip



Rotate Right



Move Up



Move Down



Move Left



Move RIght

Customization Procedure

This section will explain how to customize icons. The procedure for customizing window parts is the same.

1. Select an icon or a cursor you want to customize and press the X Button to accept.
2. Display the icons you selected on the work screen with "CALL UP ICONS."
3. Move the cursor to the color palette and select the color of your choice.
4. Move the cursor to the work screen and press the X Button. The color of the pixel will change to the one selected in step 3.
5. Complete the graphics by repeating procedures #2 and #3.
6. Register the completed graphics at "REGISTER ICONS."

Using a Mouse

You may use a mouse to customize the graphics. Connect the PlayStation Mouse (sold separately) to controller port 2. Move the cursor by moving the mouse and accept by pressing the left button.

Load

This command lets you load data in the middle of a game. Refer to pg. 11 for information on how to load.

NOTE: Please be careful when you are loading as you will lose your progress if you load data without saving first.

Exploring Wastelands

It is not easy to explore the wastelands in Filgaia, even for a "Dream Chaser" who has abundant experience. Here are some tips for traveling around the wastelands. Please make use of these tips in your adventure.

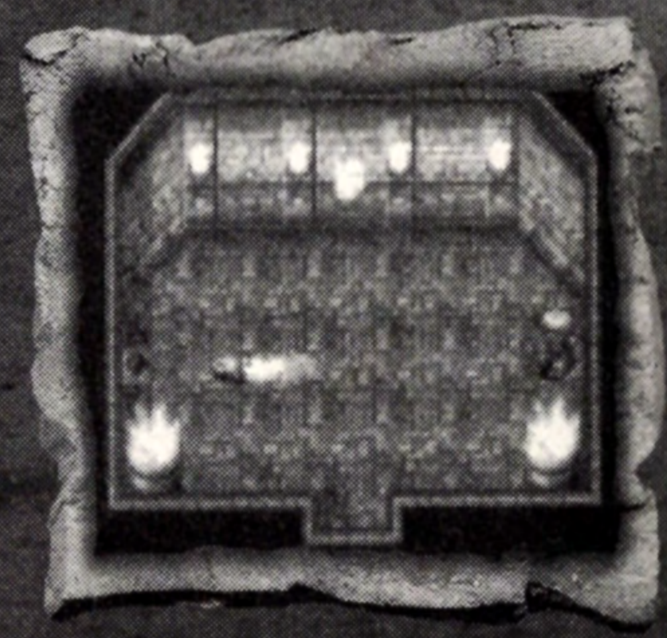
Throwing Objects

Some barrels in the towns might contain items. Make a point of searching each barrel by pressing the X Button. You can find out the content of a wooden box by throwing and breaking it. If you cannot lift a large wooden box, blow it up with one of Rudy's bombs.



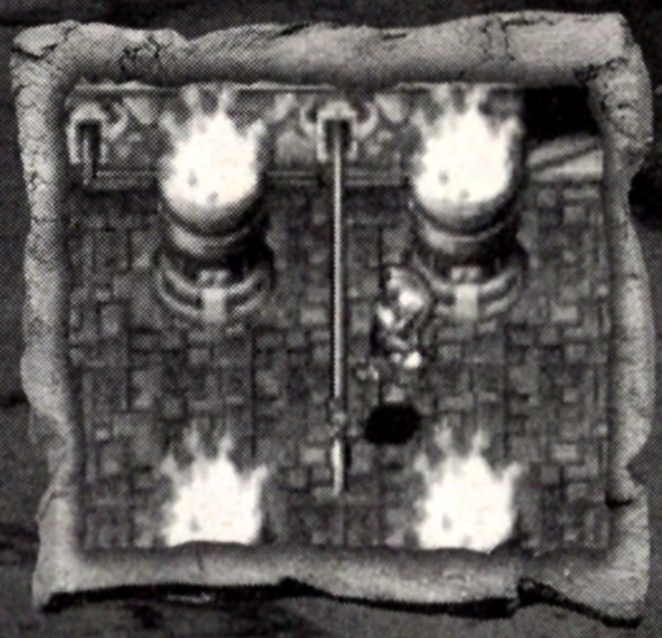
Switches in the Dungeons

The switches you step on can also be activated by Hanpan. However, Hanpan cannot turn on switches that are activated by throwing wooden boxes. If you break all the boxes by mistake, use Cecilia's "Pocket Watch" to reset them.



Traps and Falling Floors

As your character journeys throughout Filgaia, they will encounter various harmful traps and environments such as spears, poisonous swamps, and lava. The characters' HP will decrease if they touch these traps. However, HP will not be affected if you lose your step on a floor without an edge. You will merely return to the entrance of the room.



Moving Statues

Some statues in the towns and dungeons can be moved. However, do not push these statues randomly. You may not be able to see an entrance in front of you. If you push these statues into their proper position, you will hear a switch click.



Acquire all Treasure Boxes

You can always open all the treasure boxes in a dungeon. Do not give up even if you cannot open a treasure box initially. When you acquire new goods, check out places you were unable to enter before. As a treasure hunter, you must try again and again until you find every treasure.



Record Your Journey at the Magic Encampment

The magic encampments inside dungeons allow you to save the memories of your journey using a mysterious power. Whatever is awaiting you ahead, you will be safe if you save first.

Helping the Three Characters to Become Friends

Rudy, Jack, and Cecilia will not start acting in concert immediately after coming across one another. They must first carve out their futures on their own. However, there are times when a character cannot solve a problem on their own. Talk to the others and they will lend you their support.

Find Enemies' Weak Spots to Strengthen Yourself

There are seven types of magic: Fire, Water, Earth, Thunder, Wind, Holy, and Evil. If you use magic that attacks your opponent's weakness, the damage you can inflict will double! Conversely, depending on the type of magic the enemy has, the effect can be cut in half, may not work, or may be absorbed. When you want to find out your enemy's weaknesses, cast Cecilia's Black Magic "Analyze."

Types of Attacks

Your enemies' attacks can be classified into three broad categories: Normal attacks utilizing weapons or physical strength, Special attacks that trigger abnormal status, and Magic attacks. For special attacks, battle messages such as "Energy Thief" and "Sick" will be displayed during the combat. Opponents who attack through magic will display the name of the magic and at the same time will be enveloped by an aura similar to Cecilia's. All other attacks are normal attacks. Identify the type of attack and defend accordingly.

Responsibilities During Auto Battle

The key to auto command is to think in terms of the roles of the three characters during the battle. Rather than selecting the same type of commands, you will be able to fight more effectively if you divide the responsibilities into attack and recovery or attack methods (Weapons, Magic, Skill, Force Ability).

Also, the order of their actions is extremely important. There are some instances where it would be more advantageous for you to delegate the responsibility of recovery to Rudy even though he is the slowest to act among the three.

The fate of Filgaia is in your hands. All that is keeping the world of Filgaia from falling to the ultimate doom is the Dream Chasers — Rudy, Cecilia and Jack. They only have you to depend upon to make the right decisions that will deliver them safely on their journey.

Credits

Wild Arms Development Staff

Game Design

Producer . . . . . Takashi Fukushima
Total Design. . . . . Akifumi Kaneko
Scenario . . . . . Akifumi Kaneko
Field Plans. . . . . Hideaki Kikuchi
Battle Plans. . . . . Takaaki Yamashita

Programmers

Field Programs. . . . . Michelle Ahiko
Battle Programs . . . . Yuji Takahashi
Utility Progarams . . . Takao Suzuki
Event Scripts . . . . . Takao Suzuki, Michelle Ahiko

Graphic Designers

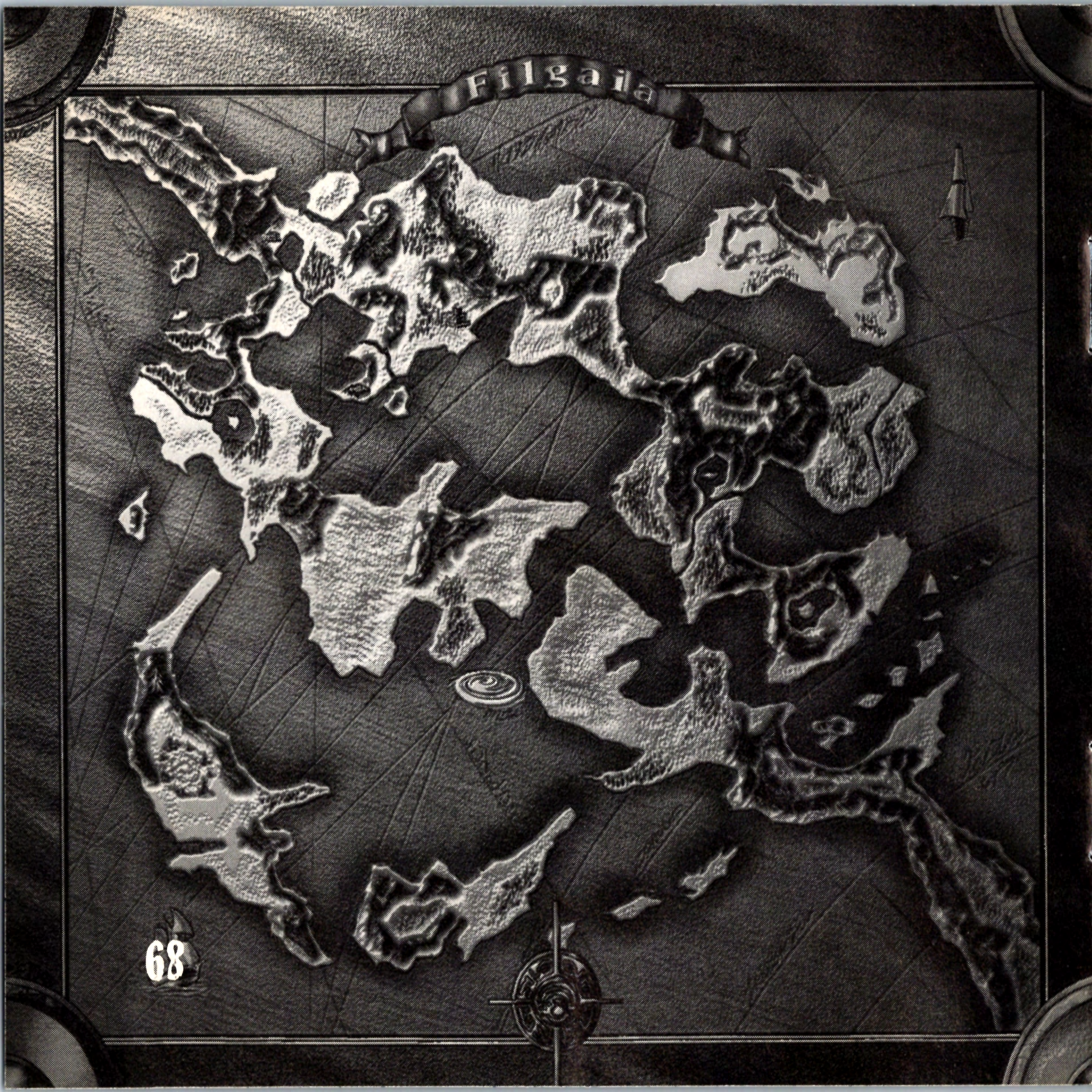
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Field Graphics . . . . . Yukihiko Ito, Masato Kobata
Battle Graphics . . . . . Tetsuya Okubo, Yasuhiro Shibuya,
Shigeru Kurihara, Hiroshi Takeuchi,
Naotaka Sugiyama, Mamoru Seigi
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Monster Design . . . . . Tetsuya Okubo, Yasuhiro Shibuya

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Sound Director . . . . . Takashi Fujisawa
Composer. . . . . Michiko Naruke
Sound Effects . . . . . Masatoku Okubo
Arranger. . . . . Kazuhiko Toyama
Recording Engineer . . Tetsuya Naito
Animation Creator . . . Madhouse
CG Event Designer . . . Takamitsu Iijima
Associate Producers . Toshiyuki Miyata,
Yukio Nagasaki,
Takahiro Kaneko
Executive Producer . . Akira Sato
Game Developer . . . . . Media Vision, Inc.

Sony Computer Entertainment America

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Assistant Producer . . . . . Jeff Ng
Senior Producer . . . . . Perry Rodgers
Testing Manager. . . . . Mark Pentek
Lead Tester . . . . . Todd Pifer
Testers . . . . . Annette Dancel, Jim Harper,
Sako Bezdjian, Conner Morlang,
Jo Aragones, Peter Mayberry,
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Filgaia

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