WARNING: READ BEFORE USING YOUR PlayStation®2 COMPUTER
ENTERTAINMENT SYSTEM.
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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment
America may damage your console and/or invalidate your warranty. Only official or
licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PlayStation 2 FORMAT DISC:
- This disc is intended for use only with PlayStation 2 consoles
  with the NTSC U/C designation.
- 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.
STARTING THE GAME
The start screen will appear after the opening demo or when the START button is pressed. Press the START button at this screen to access the start menu. From there, you can start a new game, continue a saved game, or configure game options.

Saving and Loading Data
At least 603 KB of space is required on a memory card (18 MB) (for PlayStation®2) in order to save your game. Insert a memory card into either MEMORY CARD slot to save or load data.

Saving Data
You can access the save menu from Musashis room, on the first floor of Antheum. Here you can record your adventures on a memory card.

Loading Data
Select "CONTINUE" from the start menu to view your current save files. Following the on-screen instructions, select the file from which you would like to resume play.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

**ACTION/BATTLE CONTROLS**

- **L2 button**: Run / Walk
- **R2 button**: Move camera
- **L1 button**: Quick slash with katana (right hand)
- **R1 button**: Heavy slash with great sword (left hand) / Put down
- **L2 button**: Perform selected skill
- **R2 button**: Jump / Talk / Carry
- **L1 button**: Enable jump
- **R1 button**: Disable jump
- **L2 + R2 button**: Unleash secret power
- **R2 button**: View quick menu
- **L1 button**: View main menu
- **SELECT button**: Not used

During play, the controller always remains in analog mode, indicated by the red LED light. The vibration mode can be turned on or off in the "OPTIONS" section of the main menu. Please note that this game may be incompatible with controllers other than the DUALSHOCK®2 analog controller.

**MENU CONTROLS**

- **Directional buttons**: Select
- **L2 button**: Cancel / Return to previous screen
- **R2 button**: Not used
- **L1 button**: Confirm
- **R1 button**: Cycle menu back
- **L1 button**: Cycle menu forward
- **R1 button**: View quick menu
- **SELECT button**: Close main menu
- **LEFT button**: Not used
In a distant world, a man called Gandrake and his enigmatic corporation developed a device called the nebulium engine. This revolutionary invention brought new possibilities and changed the lives of people everywhere.

But soon Gandrake Enterprises began to lust for power. Its goal: total world domination through control of the precious fuel known as nebulite. To this end, Gandrake began to take a particular interest in the Mystics, a people gifted in the arts of magic.

To save them from Gandrake’s schemes, the princess of the Mystics invoked an ancient spell of great power to summon a hero. Her magic brought them a young samurai named Musashi...just before the enemy took her captive and drove her subjects from their home.

Now, called across time and space to a strange land, Musashi must find Princess Mycella and save the Mystics if he has any hope of returning home. But he is not alone. With the aid of an eccentric but brilliant martial arts master, Musashi strives to become the greatest samurai ever known. With an entire world to save, he has his work cut out for him!
Musashi
Our hero is the young warrior who will grow up to be Miyamoto Musashi, the most famous samurai in Japanese history. His early martial arts training is interrupted when Princess Mycella summons him to another world.

Princess Mycella
Mycella is a strong-willed girl with a deep sense of responsibility for her people. She uses her summoning talents to call forth help from a distant land.

Fontina
The Maiden of Water is keeper of the Sword of Water and a librarian at the Anthemum archives. Her knowledge is the pride of the Mystics. She is self-reliant and headstrong.

Gandrake
The enigmatic head of Gandrake Enterprises threatens to overpower Mycella and her people. He is believed to be a gifted swordsman, but little is known about him.

Burrini
Burrini, Maiden of Earth, sets out to retrieve the Sword of Earth. But it soon becomes clear that this will be no easy task...

Mirabo & Maribo
These twin maidens guard the Sword of Fire. Passionate Mirabo and practical Maribo are polar opposites, but they are close and complement each other well.

Main Character Designer: Tetsuya Nomura
OPTIONS
Select "OPTIONS" to configure the game settings outlined below.

Controller
Choose between two different controller configurations.

Vibration
Turn the DUALSHOCK®2 analog controller's vibration feature on or off.

Sound
Change your audio settings to monoaural, stereo, or Dolby® Pro Logic II.

Dolby® Pro Logic II
This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic IIx or Dolby Pro Logic IIx decoding, and select "Dolby Pro Logic II" from the audio options menu of the game, to experience the excitement of immersive surround sound.

Please refer to your sound system's instruction manual for further details.

Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

Auto-Select Ability
Turn this on to automatically select your new ability whenever you learn one.

Minimap
Show or hide the minimap that appears in the lower right corner of the screen.

STARTING OVER
The “Game Over” Screen
The game ends if Musashi runs out of hit points (HP). You can then continue or end the game. Continuing allows you to play from the last checkpoint you touched. Ending the game returns you to the opening demo and start screen.

COMBAT

Combat Gauges
The gauges in the upper left corner of the screen indicate Musashi's current condition.

HP gauge
MP gauge
Currently selected ability
Focus gauge

The green bar represents Musashi's current hit points (HP), and the game ends if it is completely depleted. The red bar indicates his current mystical power (MP), an element needed to unleash latent powers and to perform certain techniques. The blue bar is the focus gauge. It must be full for Musashi to perform duplication, a way of learning enemy techniques (see p. 14).

Battle System
Be prepared to encounter both friend and foe outside Anthems’s walls. Combat consists of slashing with your dual swords and performing techniques that you learn from opponents. You gain experience points for each enemy you defeat and attain higher levels once you've earned enough. Defeated foes often drop money or items that replenish your HP and MP.

Recovering HP and MP
You can fully recover HP and MP by visiting Musashi's room in Anthems. You can also replenish HP and MP by consuming food and drinks purchased from local shops. Enemies you defeat in battle may drop energy orbs that will likewise restore HP and MP.
THE MAIN MENU

Press the START button to open the main menu, where you can use items, change equipment, select abilities, and view other important information. Press the D button to close submenus, or press the START button again to close the main menu and return to the game.

ITEMS

Use items in your inventory and view equipment in your possession. "Use" is the default command, but you can access other options by pressing the D button.

EQUIPMENT

Check or change the equipment you have at your disposal. Select which weapons and accessories to equip from the list.

Right Hand: The katana is carried in the right hand. Take it to a blacksmith to have it tempered and strengthened.

Left Hand: Choose between the great axe and any of the Five Swords in your arsenal.

Accessories: Equip the accessory best suited to the task at hand to improve your chances of success.

ABILITIES

Select abilities you’ve learned from enemies through "duplication" (see p. 14). You can perform each technique in battle whenever you press the buttons indicated in its help text. You can also select abilities via the quick menu.

MAP

View the layout of your current location.

STATUS

Check Musashi’s current HP, MP, experience points, and attributes.

RESCUE LIST

See which villagers you have rescued and how many are still out there.

HINTS

Keep track of completed quests and learn helpful tips for tackling others.

OPTIONS

Configure game settings (see p. 9).

THE QUICK MENU

Hold down the R2 button to open the quick menu. You can then swap great swords or change your selected ability easily. Use the left and right directional buttons on the L1 and R1 buttons to scroll through your sword collection. Use the left analog stick to select an ability.

THE ROAD TO PERFECTION

Musashi earns experience points each time he defeats an enemy. He qualifies for new levels once he gains enough experience. When this happens, the words "Level Up!" appear on the screen. You can then choose which attributes to raise by opening the main menu and selecting "Status." Once you have chosen an area to improve, Musashi's level will increase by one.
THE KATANA
Press the © button to slash with your katana. A swift Japanese blade wielded in the right hand. Press the © button repeatedly to execute a combination.

THE GREAT SWORDS: THE GREAT OAR AND THE FIVE SWORDS
Mighty swords like the great oar and the legendary Five Swords are wielded in the left hand. Press the © button to swing them and inflict terrible damage upon your foes. However, remember that these massive blades are heavy and slow, best used to finish opponents off. Each one also has a latent power that consumes MP when released. Hold down the L2 button, then press the © button to unleash the latent power within the sword.

TECHNIQUES
Some abilities are always available and consume no MP. Techniques, however, are a kind of ability that must be selected before you can perform them. You can select only one at a time, either from the quick menu or under “Abilities” in the main menu. Most techniques are performed using the © button.

JUMPING
Press the © button to jump straight up into the air. Use the left analog stick while in the air to jump in a specific direction. You can sometimes hold onto ledges by leaping up to them. Once you find a certain item along your journey, you’ll be able to “double jump” to vault even higher.

DEFENDING
Hold down the L1 button to assume a defensive stance and deflect attacks coming from the front.

LOCKING ON AND THE FOCUS GAUGE
Press and hold the R1 button to lock onto an enemy and charge your focus gauge. You can cycle through targets using the directional buttons. Once the focus gauge is full, you are ready to duplicate the enemy’s attack and make it your own. If the “lock on” cursor flashes blue, that means the enemy has a technique that you can duplicate. A certain item will allow you to see an enemy’s current HP once you lock on.

OTHER ACTIONS
Depending on your surroundings, you can also hang from ledges and climb ladders. Certain items will allow you to perform other impressive feats. Keep in mind that certain actions like sword attacks are not permitted inside Antheum.

VEHICLES
Vehicles like motorcycles and flying machines can speed you along your journey. Each vehicle has its own special characteristics. Be sure to read the instructions that appear on the screen before taking off.
DUPICATION

By observing his enemies closely, Musashi can mimic some of their movements to learn new techniques.

LEARNING FROM THE ENEMY

First, approach an enemy and hold down the R1 button to lock onto him. This will slowly charge the focus gauge in the upper-left corner of the screen. If the 'lock on' cursor glows blue, you can learn a new ability from that enemy. Once the focus gauge is completely full, you’re ready to duplicate. However, taking damage while in this position will restart the focus gauge.

If your focus gauge is full and the enemy attacks with an ability you can duplicate, an exclamation point will flash on the screen. Press the button before it disappears.

The new ability’s command sequence will appear. If you input the sequence correctly, that ability will become your own.

PERFORMING ABILITIES

This section covers two classes of abilities: fundamentals and secret techniques. Other classes are also available.

Fundamentals

Input the necessary command to perform the ability. Once learned, fundamentals are always available and consume no MP. For example, Three Stoys is a spinning slash performed whenever you rotate the left analog stick once and press the button.

Secret Techniques

Secret techniques consume MP and must be selected from either the quick menu or from the “Abilities” section of the main menu. Press the button to perform the selected ability.

CARRYING

Musashi can pick up and carry certain characters around. Controls differ while Musashi is carrying someone. You'll need to carry people and things to unlock certain puzzles, so try picking up enemies, NPCs, and objects lying around to progress through the game.

PICKING PEOPLE UP

Walk up to the character you wish to pick up and press the button. Press the button to put him or her down.

LIFT YOUR ENEMIES

You can also pick up your foes, but you must first immobilize them. Certain abilities can do this, so try experimenting. Keep in mind that enemies don’t like being carried and will wriggle out of your grasp after a while.

ACTIONS WHILE CARRYING

Musashi can perform a variety of moves even when he’s holding things around.

Attacking

Press the button to slam the character you’re carrying into a foe. It only hurts the target, not the character.

Tossing People

When carrying someone, press the button to toss him into the air before catching him again. While he is in midair, you can press the button to unleash a circular slash on enemies all around. If you toss an enemy into the air, you can press the button to slash him or the button to jump kick him.
THE GREAT OAR AND THE FIVE SWORDS

During his adventures, Musashi acquires a weapon called the Great Oar along with five legendary swords. Each of these harbors a latent power that can be unleashed by expending MP. However, Musashi must participate in a special ceremony to gain access to the powers of the Five Swords.

CHOOSE YOUR WEAPON

You can equip different swords in the "Equipment" section of the main menu. Alternatively, you can hold down the R2 button and use the quick menu to swap swords (see p. 111).

UNLEASHING LATENT POWERS

There are two kinds of latent powers: those released in a blast of energy and those that remain active until you cancel them or run out of MP. Some areas can only be crossed by using a latent power. If you ever come to a dead end, unleashing a latent power may open the way.

INSTANT

Some powers are unleashed instantly when you press the L2 and R buttons simultaneously.

SUSTAINED

Other powers awaken when you press the L2 and R buttons. They remain active for an extended period of time and can be cancelled by pressing the L2 and R buttons again.

THE GREAT OAR

Latent Power: Maelstrom
Type: Instant
Effect: Musashi winds up and unleashes a fearsome vortex of doom that slices through all enemies in his vicinity.

THE FIVE SWORDS

One of Musashi's most important goals is to find the Five Swords. He needs them not only to defeat his foes, but also to overcome obstacles in his path by using the swords' latent powers. Three of the five legendary swords are outlined below.

The Sword of Earth
Latent Power: Tremor Thrust
Type: Instant
Effect: Musashi thrusts the sword into the earth, causing a tremendous shock wave that can rupture nearby boulders.

The Sword of Water
Latent Power: Hydro Blast
Type: Instant
Effect: Musashi fires a volley of water bombs powerful enough to extinguish flames and cause molten lava to solidify.

The Sword of Fire
Latent Power: Pyro Blast
Type: Instant
Effect: Musashi unleashes searing fireballs. Useful for igniting certain objects.
THE WORLD MAP

As the story progresses, more areas will open up on the world map. To view the world map, speak to Baron in his office in Antheum and select “Show me the world map.”

Open the world map and use the left analog stick to move the Anthedon to your destination. Once you reach it, a list of available quests will appear. Select a quest with the directional buttons and press the R button to begin it. Once you've completed all the quests in that area, you can simply train there.

QUESTS

When you move the Anthedon to each area, a list of available quests will appear. You can then choose a quest to undertake.

THE QUICK MAP

Whenever you visit Antheum, you can press the R2 button to view the quick map. It shows Musashi's current location and the layout of shops on that floor. A flashing symbol indicates a place you can visit to advance the story.

TRANSPORTERS AND CHECKPOINTS

Near the entrance of many areas are transporters that can warp you to Antheum. Step onto a transporter and press the X button to open the transport menu. Select “Yes” to return to Antheum.

Checkpoints are scattered all over the world. Touch them to avoid having to replay the same area if Musashi is defeated. From the “Game Over” screen, select “Continue” to return to the most recently visited checkpoint.

DOORS AND OBSTACLES

As you explore different areas, all sorts of tricky doors and obstacles will block your path. You can progress by using the correct sword to destroy obstacles or activate switches. Some doors open automatically while others require you to approach and press the R button.

TREASURE CHESTS AND STORAGE BOXES

You'll find treasure chests and other boxes in the most unlikely places. To open one, walk up to it and press the R button. These boxes come in many shapes and sizes, but all reveal their contents when Musashi slashes them open.

RESCUE THE MYSTICS

Always keep your eyes open for shimmering blue spheres; each contains a Mystic awaiting rescue. Free them with a slash of your great sword. As you rescue more Mystics, they return to their occupations in Antheum, providing new resources for Musashi and gradually restoring the town to liveliness.

If you cannot seem to advance the story, perhaps an important Mystic is still out there. Sometimes you have to find a Mystic in order to move forward.
MANY PLACES TO VISIT

Antheum is home to a wide assortment of shops and services. Most are closed when Musashi first visits, but many open up as he rescues more Mystics. This section introduces some of Antheum’s finest establishments along with examples of their merchandise.

TUNNBOD’S BREAD
Bakes bread and other food for restoring HP.
Burnt Biscuit: Restores a tiny bit of HP.
Rye Bread: Restores a small amount of HP.
Corn Muffin: Restores a fair amount of HP.

HOSOMAKI SUSHI
Carries an assortment of rice balls that restore HP.
Plum Onigiri: Restores a small amount of HP.
Seaweed Onigiri: Restores a fair amount of HP.
Shitake Onigiri: Restores a significant amount of HP.

PEPPER’S GRILL
Prepares a variety of food to restore HP and MP.
Chef’s Salad: Restores a small amount of HP and MP.
Pork Pot Pie: Restores a fair amount of HP and MP.
Possum Burger: Restores a tremendous amount of HP and MP.

LEYDEN’S LOUNGE

Concocts drinks that temporarily enhance Musashi’s performance.
Dairy Delight: Restores a small amount of HP and MP.
Passion Punch: Temporarily boosts strength.
Vigorade: Temporarily enhances defense.

KIRI’S CREAMERY
Sells a variety of ice cream. Kiri’s treats restore MP but melt after a while, so plan accordingly.
Persimmon Crunch: Restores a small amount of MP.
Tofu Vanilla: Restores a fair amount of MP.
Wasabi Mint: Restores a significant amount of MP.

MODENA’S EMPORIUM
Carries an assortment of accessories.
Heavy Gloves: Helps strengthen your grip.
Wrist Guards: Prevents nicks and scratches.
Spyglass: Enhances distant details.

INVENTIONS
Bring parts to the inventors here and they’ll develop them into all manner of gizmos.

BLACKSMITH
The blacksmith can strengthen your katana by tempering it. But he’ll need some magic alloy, a rare item found in treasure chests throughout the game.

APPRAISALS
Bring unfamiliar items to the appraiser and he’ll identify them for you.

A variety of other useful shops will open, so remember to check the quick map in Antheum from time to time.
with the Official Strategy Guide from BradyGames!

- Comprehensive Walkthrough with Detailed Maps.
- Coverage of All Enemy Techniques Including How to Use Each One.
- All-Inclusive Bestiary.
- Exhaustive Item and Equipment Lists.
- Game Secrets and Hidden Items Revealed!


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Touch-tone phone required. Prices subject to change without notice. Callers must be at least 18 years old or have the permission of a parent or guardian. Game tips are available 24 hours a day, 7 days a week.
The Surf Coasters were formed by Shigeo Naka in 1994 in Tokyo, Japan. They made their public debut on a TV show similar to Star Search, where they won with their version of Dick Dale’s “Misirlou,” the hit song from Pulp Fiction. Since then, they have released more than twenty CDs on the Columbia, BMG, and Victor labels and have been featured on several film and video game soundtracks. They have toured Japan extensively and also toured the U.S. West Coast in March 2005.

Guitar legend Dick Dale, known as the “King of Surf Guitar,” visited Japan in 1995 and played a number of shows with the Surf Coasters. He has dubbed Shigeo Naka the “Prince of Surf Guitar.”