

SAMURAI LEGEND

MUSASHI



SQUARE ENIX™

**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.

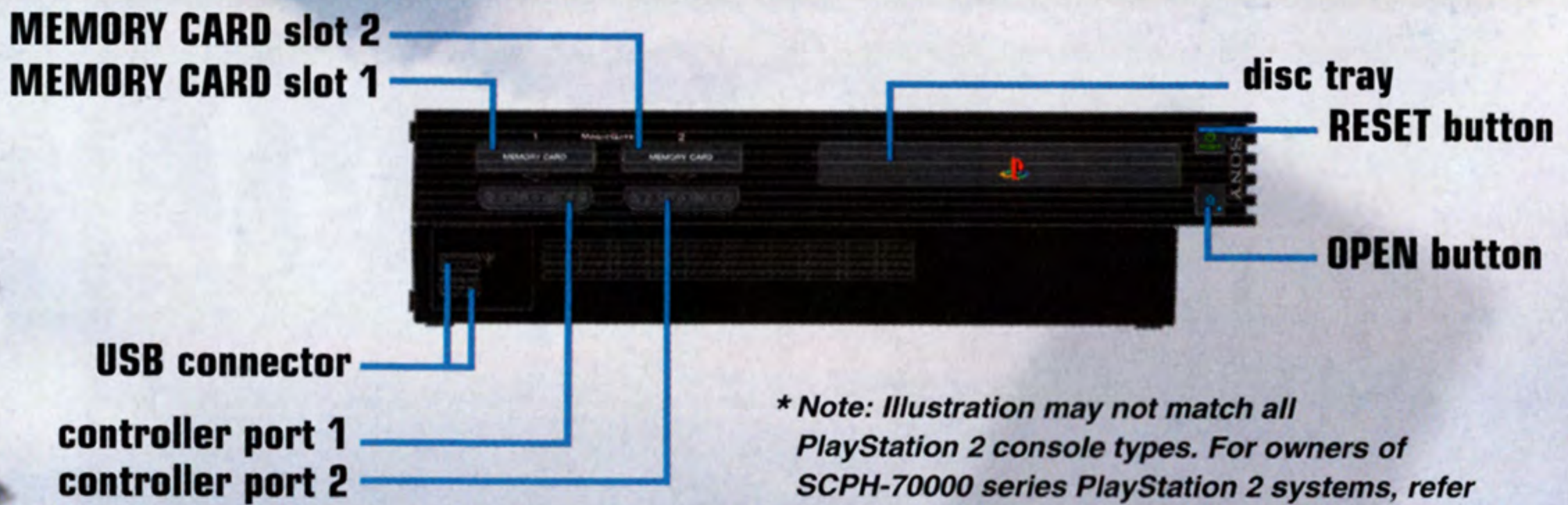
SAMURAI LEGEND

MUSASHI®

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*\* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **MUSASHI®: Samurai Legend™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers to the controller ports. Follow on-screen instructions and refer to this manual for information on using the software.

## STARTING THE GAME

### The Start Menu

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 (8 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

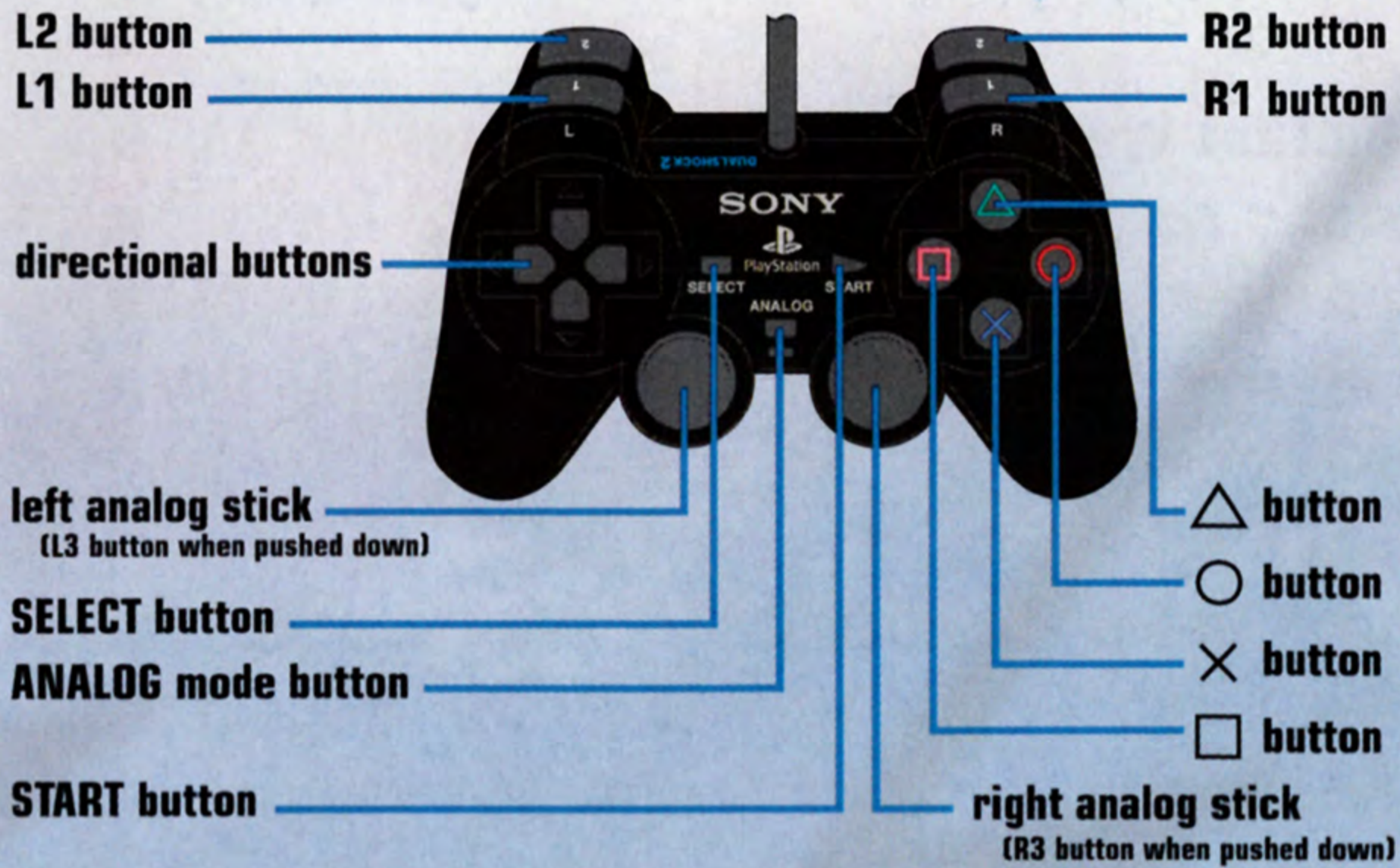
You can access the save menu from Musashi's room, on the first floor of Antheum. Here you can record your adventures on a memory card.

### 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

<b>left analog stick</b>	Run / Walk
<b>right analog stick</b>	Move camera
<b>directional buttons</b>	Change target
<b>□ button</b>	Quick slash with katana (right hand)
<b>△ button</b>	Heavy slash with great sword (left hand) / Put down
<b>○ button</b>	Perform selected ability
<b>× button</b>	Jump / Talk / Carry
<b>× button twice</b>	Double jump
<b>L1 button</b>	Defend
<b>R1 button</b>	Lock on / Charge focus gauge
<b>L2 + △ buttons</b>	Unleash latent power
<b>R2 button</b>	View quick menu
<b>START button</b>	Open main menu
<b>SELECT button</b>	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.

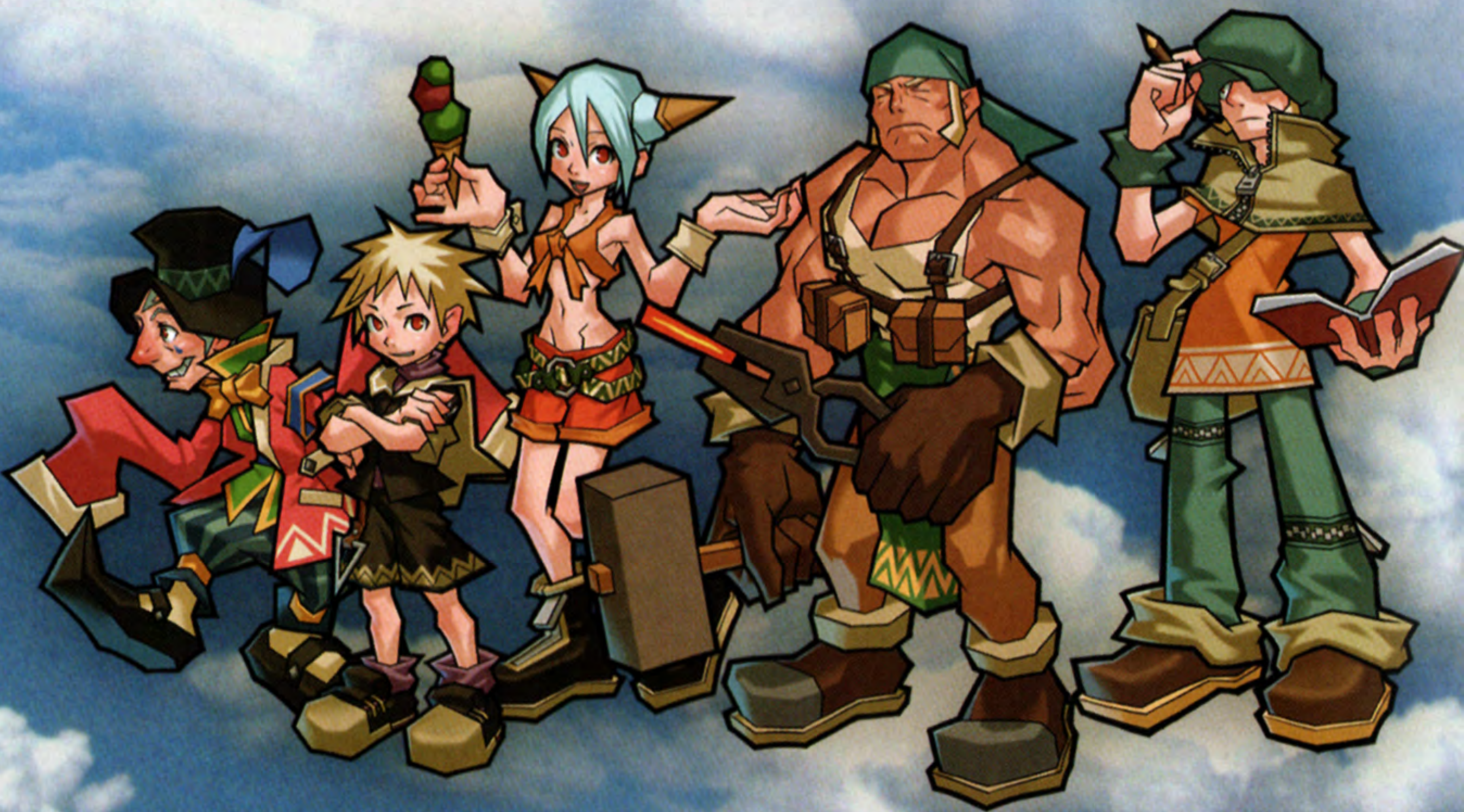
### MENU CONTROLS

<b>directional buttons</b>	Select
<b>□ button</b>	Not used
<b>△ button</b>	Cancel / Return to previous screen
<b>○ button</b>	Not used
<b>× button</b>	Confirm
<b>L1 button</b>	Cycle menu back
<b>R1 button</b>	Cycle menu forward
<b>R2 button</b>	View quick map
<b>START button</b>	Close main menu
<b>SELECT button</b>	Not used

Press the L1, L2, R1, R2, START, and SELECT buttons simultaneously to perform a soft reset. Soft reset is disabled during certain scenes.

**In a distant world, a man called Gandrake and his enigmatic corporation developed a device called the nebulum 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 Antheum 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.



## 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 monaural, 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 II, 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 Gauges**

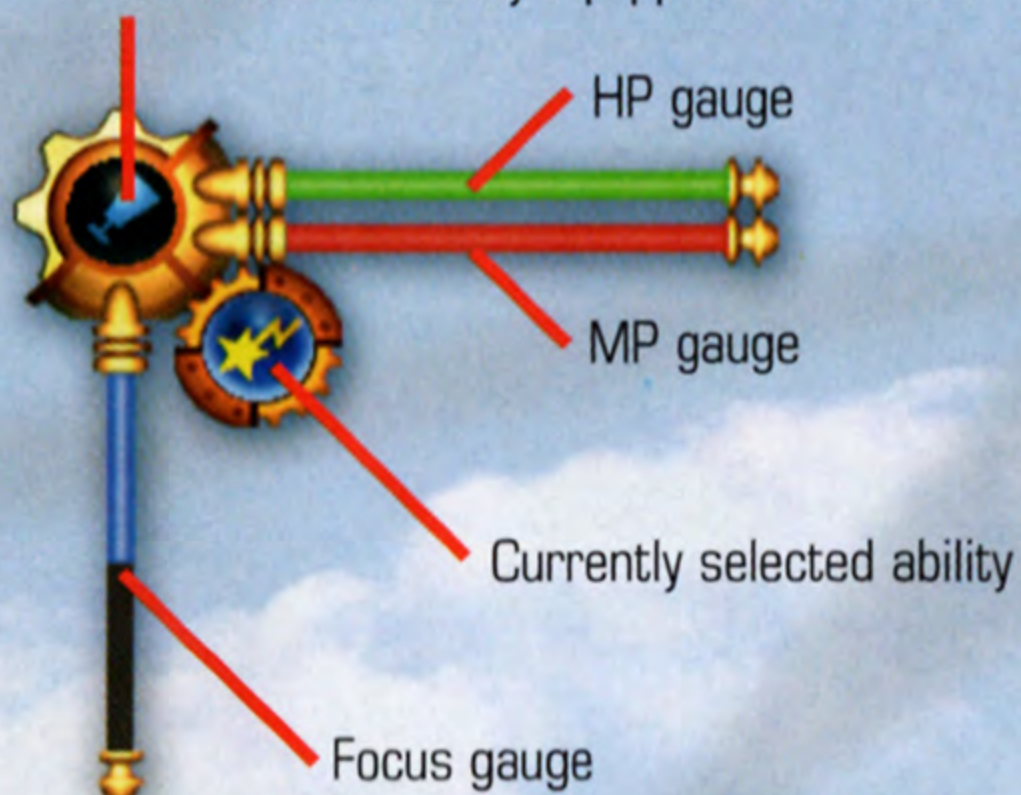
The gauges in the upper left corner of the screen indicate Musashi's current condition.

**Minimap**

The map in the lower right corner of the screen shows your current location and the immediate area. The top of the map is north, and the arrow indicates the direction you are facing.

**COMBAT GAUGES**

Great sword currently equipped in left hand



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 Antheum'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 Antheum. 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.



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 **△** button to close submenus, or press the START button again to close the main menu and return to the game.



#### Title

Your title is determined by your level, the quests you've completed, and the number of abilities you've learned.

#### Lv. (Level)

Your current level is based on experience points earned by defeating enemies.

#### Time

This displays the amount of time that has passed since you started the game.

#### Money

This displays your current amount of "joules" (㊦), the currency of Antheum.

## 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 **△** 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 oar 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. 8).

## 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 or 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.




## DUPLICATION

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 Sixty 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.





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  $\otimes$  button. Press the  $\triangle$  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 hauling things around.

### Attacking

Press the  $\square$  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  $\odot$  button to toss him into the air before catching him again. While he is in midair, you can press the  $\square$  button to unleash a circular slash on enemies all around. If you toss an enemy into the air, you can press the  $\square$  button to slash him or the  $\odot$  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. 11).




## 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  buttons simultaneously.



### SUSTAINED

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

Anthem 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 Anthem's finest establishments along with examples of their merchandise.

### TUNNBROD'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.
- Shiitake 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.

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Ryo Yamazaki

**Sound Programmer**

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**Sound Tool Programmer**

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**Game Sound & Dialogue Editors**

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**Riesling**  
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**Actor & Studio Booking** Half HP Studio Co., Ltd.  
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**Cello** Haruki Wakaba  
**Oboe** Hiroshi Shibayama  
**Flute & Piccolo** Takashi Asahi  
**Drums** Soul Toul  
**Acoustic Guitar** Toru Tabei  
**Guitar & Bass** Katsuyuki Nagano  
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**Animation Supervisor** Yasuto Murata  
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**Movie Production** Gainax

### Opening Theme "Samurai Struck"

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**Performed by** The Surf Coasters  
**Guitar** Shigeo Naka  
**Bass** Nobuhiro Kurita  
**Drums** Naotaka Seki  
**Composer** Shigeo Naka  
**Arrangement** The Surf Coasters  
**Recording & Mixing Engineer** Katsuhiko Nagano  
**Assistant Engineer** Toshio Ito  
**Recording & Mixing Studio** Dutchmama Studio  
**Producer** Masa Sakuma  
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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."