



# WILD ARMS

PlayStation® Classic

# THE FATE OF FILGAIA IS IN YOUR HANDS

The Dream Chasers – Rudy, Cecilia and Jack – are all that stands between the world of Filgaia and total destruction. And they only have you to depend upon to make the right decisions that will deliver them safely on their journey. Good luck!

## DEFAULT CONTROLS

directional buttons	move characters in fields or dungeons/move cursor
SELECT button	access Magic Map while travelling in fields
START button	change character and the tool they are equipped with
TRIANGLE button	access the field commands
L2 button /R2 button	scroll up and down on the items screen
CROSS button	perform various actions such as talk, throw and dash
L1 button /R1 button	change characters on the status or equipment menu
CIRCLE button	cancel an action
SQUARE button	use a tool

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

## CHARACTERS

### Rudy Roughnight

Age: 15

Occupation: Outcast

Known as “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 Burance**

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 him in his numerous excursions into the unknown. Aside from this friend, Jack has also come to rely on the “Fast Draw”, an ancient sword technique that involves the instantaneous drawing of a sword to induce a shockwave that severs unlucky opponents. 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.

Rudy, Jack and Cecilia will not start acting together 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 by themselves. Talk to the others and they will lend you their support.

## **FIELD CONTROLS**

### **TRAVELLING ON LAND**

By using the directional 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 CROSS 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 directional buttons.

### **TRAVELLING 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 CROSS 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 travelling 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 CROSS 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 CROSS button or the CIRCLE button when one of the characters is talking continues the conversation.

### **DASH**

Hold down the CROSS button to make your character dash forward. Release the CROSS button to decelerate.

### **SEARCH**

Stand in front of the object you want to investigate and press the CROSS 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 CROSS 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 CROSS 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 directional 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 directional buttons to select a command and press the CROSS 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 to display a help message that describes the function of the command.

### **Item (Bag Icon)**

This command allows you to use items from the inventory. Press the CIRCLE button to display the sub-commands or press the TRIANGLE button to see the effects of that item.

### **Use**

Select an item by pressing the CROSS button, then press the CROSS 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 travelling.

### **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 travelling.

### **Equip (Vest Icon)**

This command enables you to equip the characters with weapons and armour. After finding or purchasing weapons or armour, 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 armour or a special item in the left hand.

### **Body**

If you have purchased or found a wearable item that can protect your character's body select that item to wear it.

### **Head**

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

### **Rune**

Select this when you want to equip a rune.

### **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)**

Set a character to automatically battle during combat so that you will not have to control their every action.

## **CHARACTER STATUS**

The character status box in the status screen contains information on the character's name, level, occupation, HP (Hit Points), MP (Magic Points), 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-hand 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.

## **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 ARM's "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.

## **COMBAT**

When travelling 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.

### **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 armour.

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 status: 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 Armour Down and Slow Down, will be displayed on the status window. When a character's Force Gauge reaches the maximum level, all abnormal statuses will be cured.

## **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 one thousand 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 then increase your Force Gauge to Level 2 by fighting and finally summon the Guardians by using "Summon Guardian" from the character's Force Ability.

## **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, this rune 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; and this rune 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. Dignified and powerful, Gurdijeff 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 one thousand 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 one in combat. Visit Professor Emma in Adlehyde 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.

## **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.

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: Fire, Water, Earth, Thunder, Wind, Holy or Evil; then select a crest combination and give a name to your new spell.

White magic has primarily defensive capabilities, such as recovering from abnormal status or escaping from dungeons. Adjust your magic to your opponent’s weaknesses to inflict enormous damage. When you want to find out your enemy’s weaknesses, cast Cecilia’s Black Magic “Analyze” spell.

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