
PlayStation
NTSC U/C
PlayStation
TEEN
T
CONTENT RATED BY ESRB
SLUS-00809
GOD BLESS THE RING
EHRGEIZ
SQUARESOFT

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.

SQUARE ELECTRONIC ARTS GAME TIPS

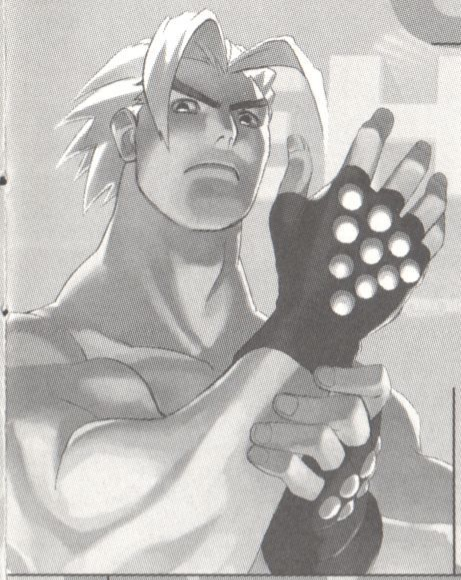
Game Tips are available for all Square Soft PlayStation titles:
1-900-407-KLUE (1-900-407-5583) $.95/min. Automated Tips, $1.25/min. Live Assistance.

Callers under 18 years of age must obtain permission from a parent or guardian before calling. Game tips are available for callers within the U.S. only. Touch-tone phone required. Live assistance is available for Square Soft titles published on the PlayStation game console only. Game counselors are available Monday-Friday, 8am - 11:45am and 1pm - 5pm, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

Square Soft Online

Visit us online at **www.squaresoft.com** to register for upcoming sweepstakes, prizes and more!

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PROLOGUE

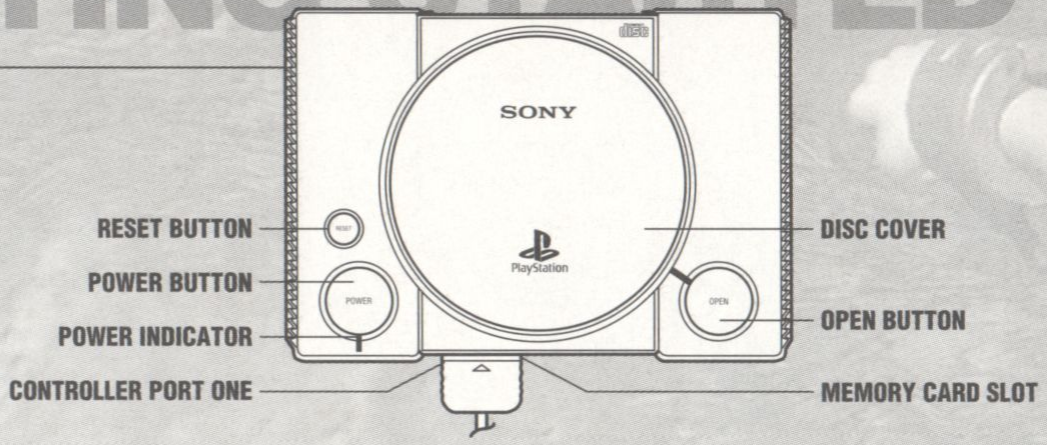
50 years ago, a mysterious weapon constructed from an unknown material was discovered in the remains of an ancient German castle.

The weapon came to be known as EHRGEIZ™. It was presented to the winner of a tournament that determined the world's greatest fighter. In time, it became the name and symbol of the tournament itself.

In the Middle East, under the command of a particular organization, an excavation site was constructed to explore the ancient ruins believed to hold the secret of immortality. However, the key to the final door of the ruins could not be found. Now, a legend has surfaced among the people, hinting that the mysterious stone embedded within EHRGEIZ may be the key to this door.

The ambitious, hoping to finally unveil the mystery of the ancient ruins, are now set on obtaining EHRGEIZ in the championship tournament.

Anticipation rises as the aircraft informing the public about The EHRGEIZ Championship Tournament flies around the world. The exhilaration of the participants slowly begins to pulse through the air.



Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **EHRGEIZ** disc and close the disc cover. Insert one or two Controllers into the Controller ports and turn ON the PlayStation game console. The opening movie can be skipped by pressing the START button.

A menu with the following will appear after the opening movie sequence:



• EHRGEIZ • MINI GAMES • Brand New QUEST • MEMORY CARD

Use the directional buttons to highlight an option and press the ⊗ button to execute. Pressing the button will result in the appropriate screen being displayed. For details on each game option, please refer to the corresponding page:

EHRGEIZ	**04**
MINI GAMES	**21**
Brand New QUEST	**23**

From the EHRGEIZ screen, it is possible to return to the main menu by selecting EXIT, or by pressing the △ button.

For Mini Games, it is possible to return to the main menu by pressing the △ button during the introduction.

After entering the Brand New QUEST mode, it is not possible to return to the main menu. Please be aware that the EHRGEIZ game data will disappear if not saved.

MEMORY CARD

Select the MEMORY CARD heading from the main menu. This option will allow data to be saved and loaded for the Arcade Mode and the Mini Games Mode only. Only one memory block is necessary to save game data in both the Arcade Mode and the Mini Games. The QUEST Mode will require two memory blocks. For saving and loading instructions for the QUEST Mode, please see “Saving” and “Loading” on page 26.

CONTROLS



L2 BUTTON - (Jump)
L1 BUTTON - (Jump)

DIRECTIONAL BUTTONS OR ANALOG JOYSTICK -
(Move, press twice to Jump)

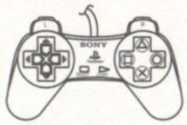
SELECT BUTTON -
(Not used during play)

R2 BUTTON - G (Guard)
R1 BUTTON - G (Guard)

△ **BUTTON - H** (High Attack)
○ **BUTTON - S** (Special Attack)
✕ **BUTTON - L** (Low Attack)
□ **BUTTON - H** (High Attack)

START BUTTON - (Pause/Menu)

ANALOG BUTTON -
(Analog/Vibration ON when LED is lit)



NOTE:
You may have a controller that looks like this, if so please follow the digital instructions outlined above.

Four types of control configurations have been issued for the Controller. The button functions above apply to the **Arcade Mode**. In the PlayStation Mode, the ■ button combines the High(H) and Low(L) Attack buttons, and disables the jump function using the directional buttons. These buttons have been arranged so that they are suited for play on the PlayStation. With the Custom feature, the player can set the button positions to their preference. When selecting the character, press the SELECT button and enter the button configuration menu. EHRGEIZ is also compatible with the Analog Controller (DUAL SHOCK). The player can control the character using the Analog Joystick, while the button functions remain the same. The vibration function can be turned ON/OFF in the Options menu.

COMMANDS

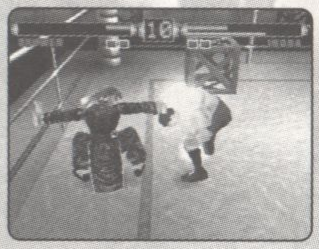
The necessary directional buttons and operation of each button to play the game.

⇨	Press a directional button once in any direction.
➡	Hold down a directional button in any direction.
(H)	High Attack - Press the ■ or △ button.
(L)	Low Attack - Press the ✕ button.
(J)	Just Frame Technique - Explained on page 08.
(Jump)	Press the L1 or L2 button.
(G)	Guard - Press the R1 or R2 button.
(S)	Special Attack - Press the ● button.
(+)	Press at the same time.



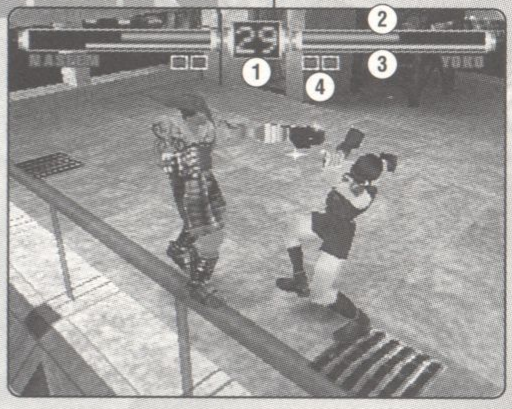
04

THE RULES



The goal of each character is to fight and win battles against opponents that continue to appear through successive stages of battle. Freely use conventional fighting techniques and Special Attacks to weaken the opponent and win. The character who depletes the other's Physical Strength gauge completely, or the character whose Physical Strength gauge remains greater than the other when the Time Limit reaches zero, will receive one set point. If the Physical Strength gauge of each character becomes empty simultaneously or if at the Time Limit, the Physical Strength of the two characters is equal to one another, the situation is deemed a tie and both parties will receive one set point. The first character to win two set points is the victor.

THE SCREEN



1. Time Limit
Displays the amount of time left in a match. When the timer reaches zero, the match comes to an end.

2. Physical Strength Gauge (Blue Bar)
Displays the character's Physical Strength. The gauge on the left represents Player One's Physical Strength, and the gauge on the right represents Player Two's Physical Strength. The gauge will decrease as characters receive damage from an attack. A character is considered knocked out when their gauge depletes.

3. Special Attack Gauge (Red Bar)
Displays the remaining amount of energy that can be used to perform Special Attacks. The gauge on the left is for Player One, and the gauge on the right is for Player Two. Each time a Special Attack is used, or an Interrupt is performed, the gauge will decrease. When the gauge is depleted, Special Attacks and Interrupts can no longer be performed.

4. Acquired Set Points
Displays the number of set points acquired for the current match.

ARCADE MODE

This mode allows the character to fight against computer controlled opponents. A second player may choose to join in at any time by pressing the START button of the second Controller. The player who wins the match will be able to continue to fight in the Arcade Mode. Players may pause the game at any time by pressing the START button. An option to EXIT and return immediately to the main EHRGEIZ menu will be available when the game is paused.

Game Over/Continue
When the selected character loses in the Arcade Mode, the word CONTINUE will appear. If the START button is pressed before the timer reaches zero, the player will be able to continue the game with a rematch. If the player fails to press the START button before the Time Limit expires, the words GAME OVER will be displayed.

VS MODE

This mode allows two players to fight against each other. On the selection screen, by using the directional buttons, each player can select a character to be played. After character selection, the players will be able to choose the battle stage and handicap level to be played. Upon this final selection, the battle will start.

PRACTICE



Practice allows players to familiarize themselves with their character of choice by letting them fight with an unlimited amount of time and Physical Strength. To begin, the player must choose their character and the character that they want to practice against. The player may customize the battle to their specification by pressing the START button, which brings up an Option menu. Use the up and down directional buttons to choose an option and press the left and right directional buttons to change the selected settings. To return to Practice, press START. The available options are as follows:

PLAYER / ENEMY: The player may select the controls and set the movement patterns of the computer controlled character.

CONTROL DISPLAY: The player can switch ON/OFF the control data displayed at the bottom of the screen which shows the buttons being pressed on Player One's Controller.

STATUS DISPLAY: The player can switch ON/OFF the techniques displayed on the screen and the data display for damage.

SPECIAL GAUGE: The player can set the Special Attack gauge to FULL or EMPTY.

STAGE: The player may select the stage they want to practice in.

CHARACTER SELECT: Choosing this option will take the player back to the character select screen.

EXIT TO TITLE: Choosing this option will take the player back to the main menu.

OPTIONS

The player will be able to modify settings within the game. Press the directional buttons up or down to select an option and press the ⊗ button to execute.

GAME SETTINGS: Selecting this option will bring up a sub-menu with the following additional options. Use the left and right directional buttons to change the default settings:

CPU LEVEL: Allows the player to select the skill level of the CPU opponent. There are five levels, ranging from VERY EASY to VERY HARD.

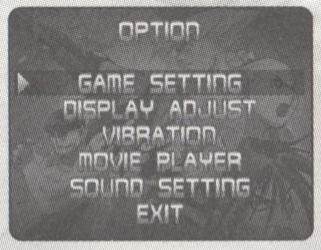
SET COUNT: Allows the player to select the number of matches per battle, from 1 to 4.

TIME: Allows the player to select the length of each match from twenty seconds to infinity.

HIT POINT: Allows the player to choose the Physical Strength of the characters.

BOX: Allows the player to choose whether an arena will have boxes in it. (A box can be used as a weapon, and may contain useful items.)

EXIT: Allows the player to return to the Options menu.



DISPLAY ADJUST: Allows the screen to be centered.

VIBRATION: Allows the player to choose whether they want the vibration function of the Analog Controller (DUAL SHOCK) turned ON/OFF.

MOVIE PLAYER: Allows the player to watch the movies they have accumulated. Use the left and right directional buttons to select the movies.

SOUND SETTING: Allows for the selection of BGM within the game and the selection of Stereo or Monaural output.

EXIT: Allows the player to return to the EHRGEIZ menu.

MOVEMENT

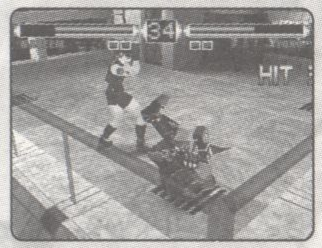
In EHRGEIZ, regardless of where the opponent is, each character can move freely in 360 degrees using the directional buttons.

Run (➡ in any direction)
When executed, the character will run in the direction that the directional button is pressed. The character is defenseless while running, but will be able to move quickly.

Walk (➡ in any direction while pressing the R1 or R2 button)
When executed, the character will move slowly while facing the direction of the opponent. While walking, the character will be able to Guard while in an upright position. Walking slowly towards the opponent is a basic part of the game.

Evade (press a directional button while holding down the R1 or R2 button)
This allows characters to move by rotating the body. During this time, the character's body becomes half-transparent, and will be able to evade Special Attacks.

Crouch (hold down either the R1 or R2 button)
This allows the character to lower their gravitational balance and avoid the opponent's High Attacks. This movement also incorporates Guarding against Low Attacks.



Roll (⇨⇨ while holding down either the R1 or R2 button)
This allows the character to roll in the direction entered with the directional buttons. If an attack button is pressed while rolling, the character will be able to attack once the roll is completed.
Note: Rolling does not work with the Analog Joystick.

Jump (⇨⇨ or G + S or the L1 or L2 button)
This allows the character to jump in the direction entered with the directional buttons. The longer the directional button is held down, the higher the jump. If an attack button is pressed while jumping, the character will perform a Jump Attack.
Note: While using the Analog Joystick, characters cannot use the directional buttons to jump.

Step (⇨ while holding down the R1 or R2 button)
This allows the character to step lightly while Crouching in the direction entered with the directional buttons. The character will be able to perform characteristic attacks in this manner.
Note: Stepping distance varies between the directional buttons and the Analog Joystick.

ATTACKS

Attacks listed here can be used by any of the characters.

HIGH ATTACK

This attack is performed by pressing the □ or △ button. This attack aims towards the upper part of the opponent's body. Characters will be able to avoid this attack by Crouching or by Guarding in an upright position.

MID ATTACK

This attack may be initiated by pressing the □ or △ button and the ✕ button at the same time. Other attacks may be initiated by pressing combinations of the □ or △ button. This attack aims for the mid-section of the opponent's body. Characters will be able to avoid this attack by Guarding in an upright position.

LOW ATTACK

This attack may be performed by pressing the ✕ button. This attack aims for the lower part of the opponent's body. Characters will be able to avoid this attack by Guarding.

SPECIAL ATTACK

By pressing the ○ button, each character will perform an individual Special Attack. Guarding has no effect against Special Attacks, but it is still possible to evade certain Special Attacks.

GUARD

To defend against High and Mid Attacks, the character can automatically block by standing upright and facing the opponent. For Low Attacks, the character will be able to defend by using the Crouching Guard. However, the character cannot Guard against Special Attacks. Guarding is also not effective against attacks when the opponent's body glows red. Since Guarding is not possible in these cases, try to evade the attack. There will also be times when the character's body will glow blue. This is to signal that the character's back is facing the opponent. Characters in this position will not be able to defend themselves.

INTERRUPT

If a character performs a Special Attack at the same time as the opponent, the character will perform a Guard and automatically counterattack. This also applies when standing on the ground and receiving the opponent's attack. Certain attacks may not be interrupted.

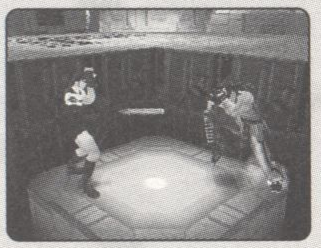
JUST FRAME TECHNIQUE

It is possible to perform a special technique while pressing buttons at a specific time during an attack. When these commands have been executed successfully, the point of contact is surrounded in a burst of blue energy and a "J" will show up on the technique list. The timing is different for each technique, so it is best to try various timings.

ADVANCED ATTACKS

By combining these functions with the directional buttons, the player will be able to perform various attack techniques. Displayed below are some examples:

Strong Upper Attack: G + H
Strong Lower Attack: G + L
Running Attack: H or L attack while running
Walking Attack: H or L attack while walking
Jump Attack: H or L attack while jumping
Body Press: H + L attack when standing in a position above the opponent
Blade Catch: G while matching opponent's sword attack
Triangle Jump: H while running towards a wall
Ultimate Special Attack: Hold down S until executed



Grasping Attack: G + H + L
When holding down G + H + L, the character extends a hand to grab the opponent.
(This will also occur when the H + L combination is performed while a Guard(G) is being executed).

If a successful grab is executed, the following types of moves are possible:

Attack From Grasping
- Throw: No moves are necessary after a successful grab is executed
- Strike Attacks: H or L repeatedly (up to 3 hits are possible)
- Rope Throw: Press directional button in the direction of the ropes

Hold Break
Hold Breaks can be performed to Interrupt an opponent's Throw or Rope Throw. When grabbed by the opponent, Guarding at a certain time will enable the player to slip though the attempted throw. For Strike Attacks, an Interrupt can be performed if a Special Attack is executed at a certain time.

Special Throw
Press all directional buttons in a circular manner or rotate the Analog Joystick once, then G + H + L. This move instantly grabs the opponent and executes a powerful throw. Unless the character is in close proximity to the opponent, the opponent cannot be thrown. If a Guard is executed when the throwing character is glowing white, the opponent may be able to escape the attack.

Tackle: G + H + L while running
This move quickly tackles and throws the opponent. Unless the character is in close proximity to the opponent, the opponent cannot be thrown. If a Guard is executed when the throwing character is glowing white, the opponent may be able to escape the attack.

If a successful tackle is executed, the following types of attacks are possible:

- Strike Attack: H or L repeatedly (up to 3 hits are possible)
- Throw: No moves are necessary after a successful tackle is executed

ATTACK USING A BOX

Boxes are strategically positioned throughout certain stages. Boxes can be pushed or climbed upon. Pushing the box at the opponent is possible by stepping close to the box and executing a move consisting of the G + H + L combination. Items and weapons may appear when a box is destroyed. Use these items to an advantage.



RECOVERY

If blown back by an attack, Guarding in a timely manner before falling to the ground will enable the character to recover or avoid down time. This will also work if attacked in the air.

RISE

In order to avoid the opponent's additional attacks after being knocked down, try to rise up as quickly as possible. If the character remains in the down position for a certain amount of time, it will automatically rise.

If the player's character is knocked down, the following movements are possible:

Rise in position	G
Roll	directional button
Jump Rise	G + S
Rise, Lower Attack	H
Rise, Mid Attack	L
Head Spring	H + L when the opponent is near the character's head
Rotational Kick	H + L when the opponent is near the character's legs

KEN MISHIMA (GODHAND)

An ex-mercenary from the mysterious Red Scorpion organization. Upon uncovering the true significance of the ancient ruins in regard to immortality, he severs his right arm as a means to leaving Red Scorpion, believing that his own plans for the ruins would make up for the sacrifice. Sharing some of what he knows with a powerful organization, he garners an ally that provides him with a new right arm along with the means to establish his own company dedicated to uncovering the secret of immortality. At the same time that he acquires a new right arm, he learns from his research teams that the EHRGEIZ stone may be the key to the ruins and the secret they hold. His growing ambition leads him to join the EHRGEIZ tournament in an attempt to gain possession of the weapon.

PROFILE:
Age: 26
Nationality: Japanese
Sex: Male
Occupation: Ex-mercenary; President of Mishima Construction Co.
Weapon (Special Attack): Arm Gun / Thunder / Grenades

One-two Kick: H, H, H
Divide Combo Step: H, H, J, H, H, H, H, H, J, H, H, J, H, H, H, G
Rising Upper: H + L
Arm Gun: S
Mach Punch: H, L, H, H, H, H, H, H, H, H, H
Triple Arm Gun: Hold down S
Shoulder Tackle: H + L while running
Rolling Mine: S while rolling (G to explode)
Divide Combination Step: Step, H, L, J, H
Grenade Toss: S while jumping

YOKO KISHIBOJIN (YOYO YOKO)

Yoko's father is an explorer who studies archaeology, and her mother is an expert in Kishiboujin ryu Jyujutsu. At age 10, her parents divorced, leaving her to be raised solely by her mother. Although still in high school, her talents in Jyujutsu have been acknowledged by the ICPO (Interpol) which enable her to participate in their hand to hand combat research team. One day, she received a letter from her estranged father, entrusting her to carry out the duties necessary to acquire EHRGEIZ. In addition to this, she has been ordered by the ICPO to enter the tournament to investigate suspicious activities surrounding EHRGEIZ.

PROFILE:
Age: 17
Nationality: Japanese
Sex: Female
Occupation: ICPO (Interpol) Agent
Weapon (Special Attack): Yo-Yo

Triple Upper Attack: H, H, H
Burning Rage: H, H, J, L, H, H, J, H, H, H, H, H, J, L, L
Moon Kick: H + L
Kishibojin Yo-Yo: S
Rapid Aerial Kick: G + L, H, H, H, H
Marbles: S while jumping
Crescent Kick: G + H while running
Mad Dog Walk: Hold down S
Slammer: Step, L, L
Backhand: S after the Special Attack gauge is depleted



PRINCE DOZA

His motto is, "I'll destroy anyone who stands in my path!" Each day, Doza seeks a more powerful opponent. However, in the world of kickboxing, he is already without equal. Able to defeat his opponents with his bare fists, Doza has become bored and is in need of a challenge. In the midst of his unrest, he receives word of the EHRGEIZ tournament where weapons, psychic powers, and projectile weapons are permitted. Here, he is determined to test his skills. Although he has no interest in the secret that EHRGEIZ holds, his fighting spirit is fueled by the appearance of opponents that are more powerful than he has ever imagined.

PROFILE:
Age: 29
Nationality: British
Sex: Male
Occupation: Kickboxer
Weapon (Special Attack): Rocket Punch

Jumping Knee: H + L
Divine Reverence: H, H, J, H, H, H, L, H, H, H, H
Body Break Shot: H, H, H, H, L, L
Hurricane Straight: H + L + S
Hurricane Spin Kick: Press the directional buttons in a circular manner or rotate the Analog Joystick, then H, H, H, H, H
Death Fire: S
Triple Death Hammer: H, H, H, H while running
Desperado Fire: Hold down S
Low Boomerang Hook: Step, H, H
Loose Boot: S after the Special Attack gauge is depleted



SASUKE



Although it is evident by his appearance that he is a Ninja, Sasuke's true identity remains unknown. Presently, he works as an agent for Red Scorpion, but since he has a mild case of amnesia, he cannot remember his true name. However, during a mission in which he was to assassinate the adventurer, Koji Masuda, he notices a mysterious stone embedded within a broken sword held by Koji. Believing that this precious stone will enable him to recover his long lost memories, Sasuke aims to acquire the legendary weapon, EHRGEIZ.

PROFILE:
Age: Unknown
Nationality: Japanese (?)
Sex: Male
Occupation: Future Ninja
Weapon (Special Attack): Shuriken, Katana

Ninja Sword Run: H, H, H, L, H
Flip Slash: G + L + S
Rising Back Flip To Slash: H + L, H + L, H
Shooting Star: S
Triple Slash: H, H, H while running
Super Star: Hold down S
Ninja Deception: Step, L, L, H
Smoke Bomb: S while jumping
Kagehisa: H, H, H, and in between, J, H
Quick Slash: S after the Special Attack gauge is depleted

LEE SHUWEN

Known as the master of lethal Kempo, Lee holds the power and technique that can kill a man in a single strike. It has been said that Lee, founder of the Hakkyoku Ken, was killed some time ago through lethal poisoning. However, through the power of a legendary elixir found in the tomb of the first emperor, Lee has miraculously been brought back to life. Not only did this elixir bring him back to life, it is also making him younger as time proceeds. At this rate, he will ultimately become younger and eventually return to the void. In an attempt to avoid such a fate, he embarks on a mission to acquire the true key to immortality. Thus, he begins his journey to uncover the mystery behind the legendary ancient ruins.



PROFILE:

Age:	About 47 (for now)
Nationality:	Chinese
Sex:	Male
Occupation:	Self Defense Assassin
Weapon (Special Attack):	Nagayari

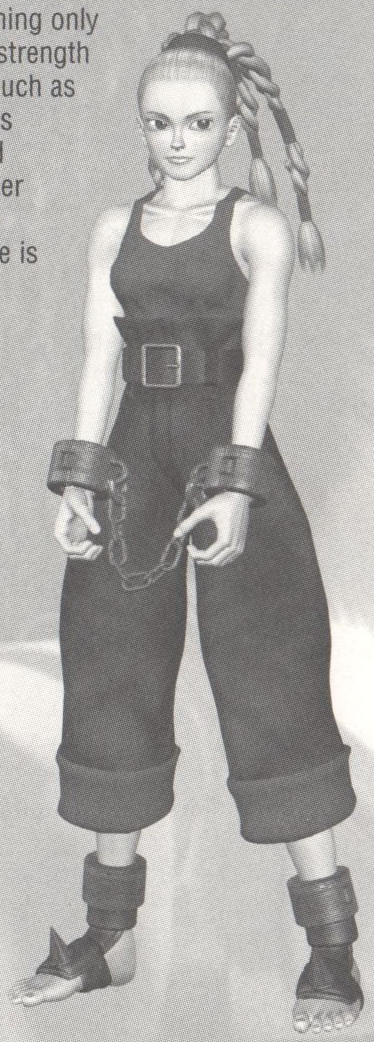
Hellstorm: H, H, H, H
Dragon Cannon: Hold down H + L + S
Cold Shoulder: H + L
Divine Spear: S
Double Heaven Kick: H, H while running
Judgement: Hold down S
Sweep To Tiger Elbow: Step, L, L, H
Brandish Spear: Press the directional buttons in a circular manner or rotate the Analog Joystick, then S
Magical Double Hand Slap: Press the directional buttons in a half circular manner or rotate the Analog Joystick 90 degrees, then H, J, H
Palm Rush: S, H after the Special Attack gauge is depleted

WOLF GIRL JO

As an infant, Jo survived an airplane crash in the Amazon, sustaining only minor injuries to her head. Raised by wolves, she gains physical strength which exceeds and surpasses normal human capabilities by as much as three times. Following the death of her "wolf" mother, Jo becomes known as a "Man-eating wolf girl", and is eventually captured and imprisoned. There, she exhibits uncontrollable hostility towards her supervising officers. Having heard about this girl through various rumors, Red Scorpion scouts her and gives her the name, Jo. She is given direct orders by Red Scorpion to seek EHRGEIZ without knowing or understanding the reason why.

PROFILE:
Age: 18
Nationality: German, but since she is considered dead, she has no nationality
Sex: Female
Occupation: Prisoner
Weapon (Special Attack): Transformation

Prisoner Kick: H, H, H
Hornbreak Dread: H + S, L, L, H, H + L, J, H
Tail Strike: H + L
Transformation: S
Destruction Spin: Press the directional buttons in a circular manner or rotate the Analog Joystick, then H
Wolven Kick: H after Transformation
Lunatic Dance: H + L, L while running
GA-Suppressor: H + L while running (after Transformation)
Rolling Fang: Step, L, L
Lunatic High: H after the Special Attack gauge is depleted



DASHER INOBA

Inoba is a prominent wrestler and a disciple of Karl Schneider, the founder of The EHRGEIZ Championship Tournament. He is also a member of the EHRGEIZ supervising committee. With the recent death of his master, Inoba discovers a note left behind by the late Schneider which suggests that Schneider had been investigating the connection between the stone embedded within EHRGEIZ and the ancient ruins. Ever since laying eyes upon the mystical stone, Inoba has been fascinated by its presence. Compounded by his urge to obtain the stone and to uncover the mystery behind his master's investigation, he is determined to get his hands on the legendary weapon.

PROFILE:
Age: 38
Nationality: Japanese
Sex: Male
Occupation: Pro Wrestler
Weapon (Special Attack): Wrestling Techniques

Triple Chop: H, H, H
Grand Knuckle: H + S, J, H, J, H
Rolling Upper: H + L
Dasher Bomb: S
Dasher Lariat: H while running
Final Dasher: Hold down S
Brawl Kick: Step, H
Homing Body Press: S while jumping
Heel Slam: G + L + S
Dasher Scissors: S after the Special Attack gauge is depleted

HAN DAEHAN

A master of Tae Kwon Do and a young action star without need of a stuntman, Han is a popular lad amongst the public. What the public does not know is that his right leg is actually artificial. During a movie shoot a year ago in the Middle East, Daehan's leg was engulfed by a mysterious cloud of black smoke. Peculiarly, although his leg has disappeared, he continues to retain a sensation of its existence. As he continues to seek an explanation for this particular phenomenon, he stumbles upon information that similar incidents occur every several decades in the area containing the ancient ruins. Daehan is another who becomes drawn to the mysterious surroundings of the ancient ruins.



PROFILE:

Age:	23
Nationality:	Korean
Sex:	Male
Occupation:	Action Movie Star
Weapon (Special Attack):	Missile

Killing Blade: H, H, L
Bloodhound: G + L, L, J, H
Swallow Thrust: H + L, H
K-1: S
Death Flail: G + L, L, L, L
K-10: Hold down S
Tomahawk: H, H, H while running
Scarecrow: S after the Special Attack gauge is depleted
Rapier Kick: Step, H
Crowpick Combination: H (8 times) after Scarecrow

GUEST CHARACTERS

Characters who make an appearance in the EHRGEIZ tournament, having been mysteriously summoned from the Final Fantasy® VII world. Some guest characters will only appear after certain conditions have been met.



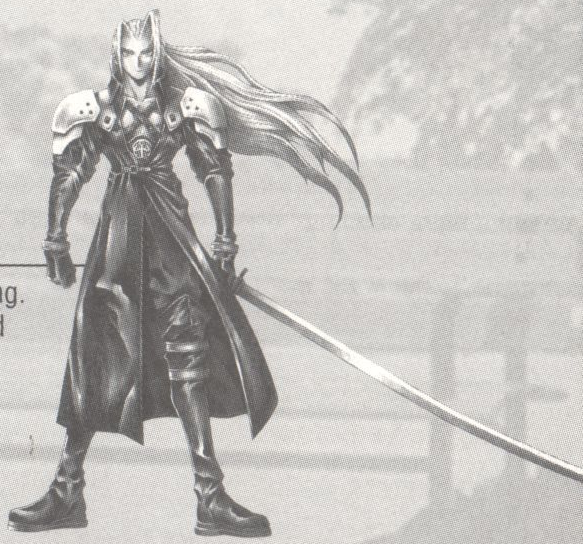
CLOUD STRIFE

An ex-SOLDIER of the Shinra Company who now works freelance. The large sword he carries has the destructive power to split anything in two.



TIFA LOCKHART

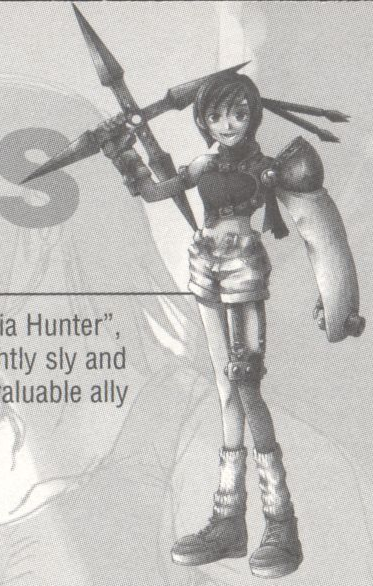
A childhood friend of Cloud's, and a member of AVALANCHE, an anti-Shinra revolutionary group. In addition to being the poster girl at a pub in the slums, she is adept in the Zangan-ryu martial arts practice. Thus, her fists and legs are quite destructive.



SEPHIROTH

The legendary SOLDIER that Cloud has always dreamed of emulating. After learning the secret of his past, he is filled with so much hatred that he heads towards self-destruction. His weapon is the powerful sword, Masamune.

GUEST CHARACTERS



YUFFIE KISARAGI

A descendant of noble Ninjas. She refers to herself as "Materia Hunter", as she collects Materia from all over the world. Although slightly sly and selfish, her giant shuriken and adept Ninja skills make her a valuable ally in this world.



VINCENT VALENTINE

An ex-gunman of the Shinra Intelligence Sector (The Turks) who has had a dark past and was put to sleep in the Shinra Mansion. After being killed by someone within the Shinra Mansion, Vincent underwent anatomic reconstruction, and was brought back to life. He now possesses new and improved abilities beyond those of normal men.



DJANGO

Awaits visitors in the back of the ruins. A mystical creature seeking a mysterious force. A veil of mystery shrouds this particular character.

MINI GAMES

Four Mini Games have been included in this game. Select one from the main menu.

Note: The controls for the Infinity Battle and Battle Runner are basically the same as for EHRGEIZ. Select the Controller mode preferred at the time of character selection. Keep in mind that settings such as key configuration are set according to each Mini Game.

INFINITY BATTLE



This particular game is geared toward the individual player, and involves defeating all opponents that appear in the character's path. When the character's Physical Strength gauge is depleted, the game is over. When an opponent is defeated, the character's Physical Strength is replenished. (The amount of Physical Strength replenished depends on the speed in which the opponent is defeated). When the Physical Strength gauge becomes full, it is stocked in a heart shaped gauge. If the opponent is defeated without the character receiving any damage, the number of hearts increases (maximum of 8). Aim for the highest score by defeating as many opponents as possible.

BATTLE RUNNER



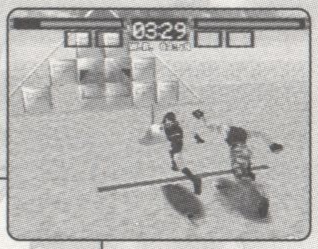
This is a Mini Game which consists of running around a circuit type field. In order to win, the player must run around the regulation course faster than their opponent. After selecting a character, the player must select their course. (When playing against the CPU, there will not be an option to select a course). The Physical Strength gauge for each character will increase and decrease according to the amount of damage inflicted or received. If an opponent receives damage from the character's attack, the character's Physical Strength increases, as well as their running speed. (Running speed also changes according to the surroundings). Attacking an opponent is one method of disrupting their course. In addition, there are items that enable the character who collects them to take the upper hand throughout the course. Strategic use of these items is the key to winning.

ITEMS		
Red	RVS	Course changes direction
Blue	HPEXC	Physical Strength gauges interchange
Yellow	SP UP	The Special Attack gauge recovers

Status change is dependent upon the item collected.

BATTLE BEACH

Set on a beach in mid summer, these battles consist of rapid button pressing. First, there is the "Battle Dash" which consists of running through a short course and competing to see who can reach the goal the fastest. Another type of race, "Battle Flag" is a competition involving dashing and sliding along sand hills with the hopes of obtaining the flag. Lastly, "Battle Hurdle" consists of dodging obstacles while trying to finish in first place. Compete to receive a higher score than the opponent in all three events. The gauge displayed at the top of the screen shows running speed. Hit the Run buttons repeatedly. Press the Action buttons in a timely manner and aim for the best record.

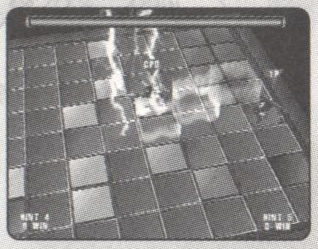


CONTROLS

⊗ **or** ○ **button** (repeatedly):		Run
□ **or** △ **button :**	**Action:**	
	Battle Dash	Finish
	Battle Flag	Slide, Rise (when the character falls)
	Battle Hurdle	Jump, Lean (before the goal)

BATTLE PANEL

The Battle Panel mini game consists of two teams (red & blue) competing to occupy the 8x8 field with panels of their respective color. After selecting a character, select the field and begin the game. (When battling against the CPU, the field selection option will not be available). The player will be able to change the color of an opponent's panel to their color by bracketing them between blocks of the player's own color. The game is over when neither team can place any more panels. At this point, the party with the most panels representing their color is the winner. Throughout the game, neutral panels will appear from time to time. These neutral panels can also be bracketed and converted to the player's color. To keep an opponent's character from taking over panels, try attacking them to knock them away.

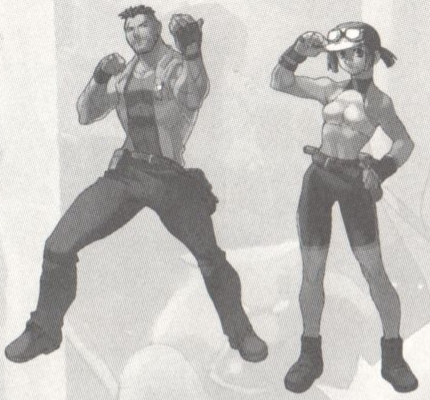


CONTROLS

directional button:	Move character
⊗ **button:**	Place panel
□ **button:**	Tackle opponent

THE FORSAKEN DUNGEON

While The EHRGEIZ Championship Tournament is being held, an archaeologist by the name of Koji Masuda is making his way towards the ancient ruins which have been said to hold the secret to immortality. There, Koji finds a sealed staircase. Curiosity gets the best of him as he deciphers and unlocks the seal. Destiny awaits him. This new world is best described as a foreign dimension with remnants of ancient memories. In search of the spring of eternal life, Koji is drawn through the dungeon.



KOJI MASUDA

Father of Yoko Kishibojin (Yoyo Yoko), and 3 time consecutive reigning champion of The EHRGEIZ Championship Tournament. He is also an archaeologist seeking to uncover the truth behind the mysteries surrounding the ancient ruins.

CLAIR ANDREWS

A prodigy who entered the university at the tender age of 16. She is an archaeology student of Koji Masuda. Although she is independent, she is still considered naive. When Koji begins his journey, she abruptly invites herself to be his assistant.

There are two modes in the Brand New QUEST. The Normal Mode allows two characters to explore the dungeon one at a time. The Hard Mode allows one player to explore the dungeon without the option of returning to the village.

ACTION SCREEN - Controls

directional buttons: Move character.

□ button: Physical Attack. Attack monsters with equipped weapon. Hold down the button then release to use a Special Attack.

○ button: Magic Attack. The Basic Magic effects of the Materia equipped will be cast when the button is pressed. Hold down the button then release to cast Ultra Magic. Magic Stones are necessary to perform a Magic Attack.

× button: Pick up items.

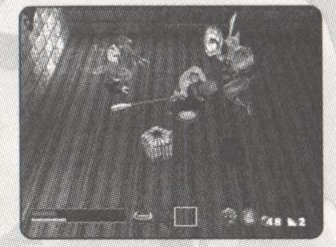
△ button: Use items stored in the satchel.

L1 button: Jump.

R1 button: Guard. Defend with the shield or weapon currently equipped.

L2 or R2 button: Select items stored in satchel.

START button: Displays Status Screen. It is possible to use items as well as equip weapons and magic from this screen.



1. **HP Gauge (Blue Bar)** — Displays current HP. If standing still, the character becomes "hungry" and the HP gauge will begin to increase. When the gauge is empty, the character will collapse. (See p. 26 for GAME OVER details).
2. **Hunger Gauge (Red Bar)** — Displays current state of the character's "hunger" (full, empty, etc.) The more the character moves, the faster the Hunger gauge will decrease. When the Hunger gauge is empty, the HP gauge will turn green and slowly decrease.
3. **Satchel** — Holds four items available for use on the Action Screen.
4. **Basic Magic (BM)** — Displays the Materia currently selected to be used as Basic Magic.
5. **Ultra Magic (UM)** — Displays the Materia currently selected to be used as Ultra Magic.
6. **Magic Stones** — Displays the character's remaining number of Magic Stones.
7. **Dungeon Level** — Displays the dungeon level the player is on.
8. **Weapon (Wp)/ Armor (Ar) Warning** — Displayed when the weapon or armor the character is equipped with is nearing zero status or destruction.
9. **Map** — Displays the map of the floor the character is currently on. The red point designates the character's current position. The purple point designates the previous dungeon level. The yellow point designates the next dungeon level. (Shown when no monsters are present.)

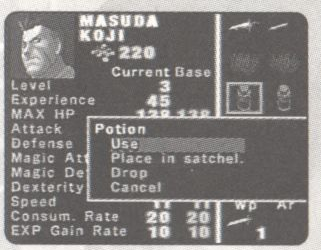


STATUS SCREEN

When the START button is pressed at a time when no monsters are present, the Status Screen will be displayed. In the right item window, select the item icon. If the ● or ■ button is pressed, the menu headings, "Use", "View Status", and "Drop" will be displayed on the screen. Select menu headings with the directional buttons and make final selections by pressing the ● or ■ button. (Selections can be cancelled by using the ✕ button.) Press the SELECT button on the status screen. The menu headings "Observe Health Status", "Save Game", and "End Game" will appear. Health depends on eating habits and will affect the character's rate of increase in each of the character's abilities at Level UP periods.



1. **Level** - Represents the current level of the character. Once a certain amount of Experience Points are obtained, the character's level will increase.
2. **Experience Points** - Represents the total number of Experience Points obtained.
3. **Maximum HP** - Represents the character's maximum amount of Physical Strength.
4. **Attack** - Represents the character's Physical Attack power. Equipped weapons will raise attack power.
5. **Defense** - Represents resistance to physical attacks. Higher numbers indicate stronger resistance.
6. **Magic Attack** - Represents the character's Magic Attack power using equipped Materia.
7. **Magic Defense** - Represents the character's resistance to Magic Attacks. Higher numbers indicate greater resistance.
8. **Dexterity** - Represents the character's ability to skillfully use equipped items. Higher numbers indicate greater dexterity.
9. **Speed** - Represents the amount of time it takes for a character to recover from an attack.
10. **Consumption Rate** - Represents the rate at which the character becomes hungry. The higher the number, the longer the character will last without becoming hungry.
11. **EXP Gain Rate** - Represents the amount of Experience Points the character will receive when an enemy is defeated.

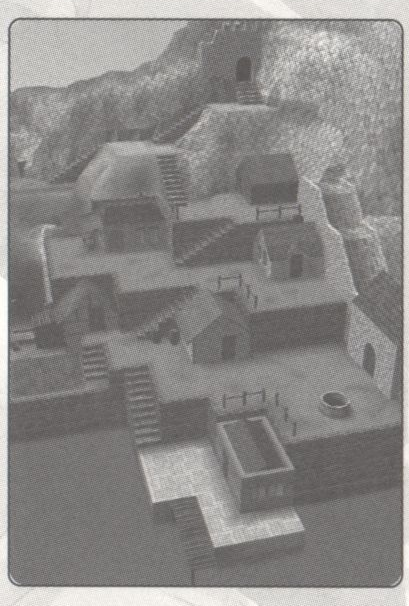


Note: If the player presses the ◎ button after selecting an item with the cursor, the following menu headings will appear: (Not all headings are available for each item)

• Use • Equip • Drop • Place in Satchel • Equip Magic

Confirm the selection by pressing the ◎ or ▣ button.

THE VILLAGE



Merchant Shop - The character will be able to get information, sell and purchase weapons, armor, and other items needed to continue the journey. More items will become available as the character progresses through the game.

Blacksmith - Weapons and armor are built to endure wear and tear, but they eventually break down if continually used. The Blacksmith can repair armor and weapons to their original status. Also, weapons and armor can be combined here.

Magic Shop - This shop sells Magic Stones.

Grocery Shop - The Grocery Shop sells food items that are necessary for survival.

Hotel - At the hotel, the player will be able to do the following:

The Front Desk: The player can deposit money here.

Guest Rooms: While one character is being used, the other character will wait in the Hotel's guest room. To use the second character, simply talk to him or her, and the characters will change.

Restaurant: There is a talkative sommelier in the Restaurant. In order to gain useful information about the quest, make it a habit to talk to and exchange information with him.

MOVING FORWARD IN THE DUNGEON

To proceed in the quest, the player must defeat the various monsters their character will encounter in the dungeon by using weapons, items and magic. Upon defeat, a monster may drop an item or money. Items can be used right away or kept in inventory until needed. Money can be taken back to the Village where it can be spent on chosen items or deposited in the bank.

About Physical Attacks
Characters can be equipped with a variety of weapons with which to battle the monsters they encounter. Once equipped with a weapon, the player can press the Physical Attack button repeatedly for consecutive attacks and hold down then release the button for Special Attacks.

About Magic Attacks
Equipping a character with Materia will grant them the ability to use Magic Stones. The magical effect of the equipped Materia will be triggered when Magic Stones are consumed. Select whether the character would like to use Materia as Basic Magic or as Ultra Magic. Press the Magic Attack button once for Basic Magic, and hold down then release the button for Ultra Magic.

About Items
Each character has a maximum of 30 slots in their inventory to carry items. Money possessed by a character also takes up space in the inventory at the rate of 100G per slot. Magic Stones are carried at the rate of 50 per slot. Up to four items can be stored in a satchel for quick access. Even if a monster were to suddenly appear, characters will be able to select an item from the satchel using the L2 and R2 buttons, and use it by pressing the △ button. Certain types of items cannot be carried in the satchel. Excess items can be stored at a nearby Hotel in the Village.

Escape From The Dungeon
By using "Dragon Wing", the player can create an escape route to allow them to return to the Village. The escape route remains open until the dungeon is reentered, so returning to the same location will not be a problem.

Saving
Regardless of whether the character is inside or outside the dungeon, it is possible to save gameplay at any time. On the Status Screen, select "Save Game" using the SELECT button to save game status. Ending a game will not cost the character anything, but saving a game will cost money.

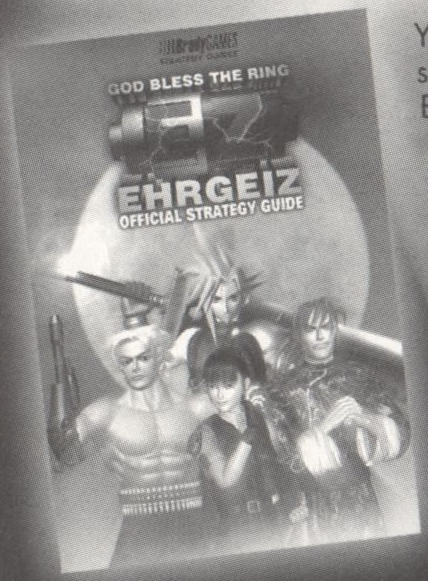
Loading
For the QUEST Mode, it is not possible to load a saved game from the MEMORY CARD heading of the Main Menu. Saved game data can only be loaded by entering the QUEST Mode.

Game Over
When a character's HP reaches zero, the character will collapse. At this time, the other character which the player is not using (Clair, when using Koji and vice versa) must rescue their partner by picking up a box containing their spirit at the location where he/she had collapsed. Since Koji and Clair's status are unrelated, it is necessary to raise their levels individually. If a character dies before rescuing their partner, the game will end.



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ISBN 1-56686-876-9

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