
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY ESRB
SLUS-01073
RPG
RHAPSODY™
A Musical Adventure
ATLUS®

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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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.

Index

The Adventure Begins....p1
How to use the Controller....p4
How to start the game....p5
Save & Load Game....p5
World Map....p6
Field Map....p7
Field Map Commands....p8
Status Window....p9
Battle Map....p10
Battle Map Commands....p11
Abnormal Status....p13
Playing your horn & the Reward....p14
Character Level Up & Skill Level Up....p16
Elements....p17
Magic List....p18
Item & Accessory List....p20
Monster Introduction....p21
Getting a monster to join your party....p22
Monsters' special moves....p22
Character Introductions....p23
The First Adventure....p27
Selected Songs....p28
Song List....p38

The Adventure Begins

A long time ago, in a little village called Orange nestled in Marl's Kingdom...

There lived a girl with her grandfather...

Her name was Cornet and this is her story...

Cornet had a mysterious friend...
A puppet with the heart and soul of a person...
Her name was Kururu...

People in Orange thought Cornet a little odd because she went everywhere with Kururu...
But everybody in Orange loved the bright smiles that Cornet and Kururu always carried with them...

Everyday, Cornet would take a walk in the woods with Kururu...

But little does Cornet know that today will be different...

This is where our story begins...

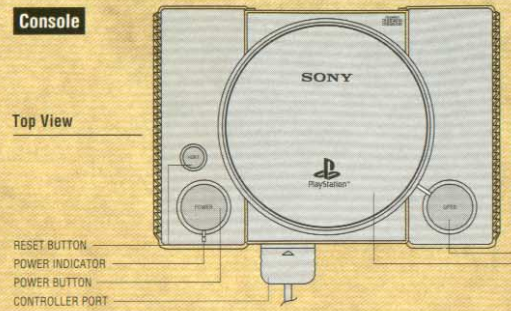
— Extracted from the original novel "Puppet Princess".



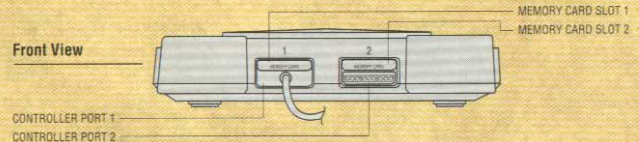
Console

Console

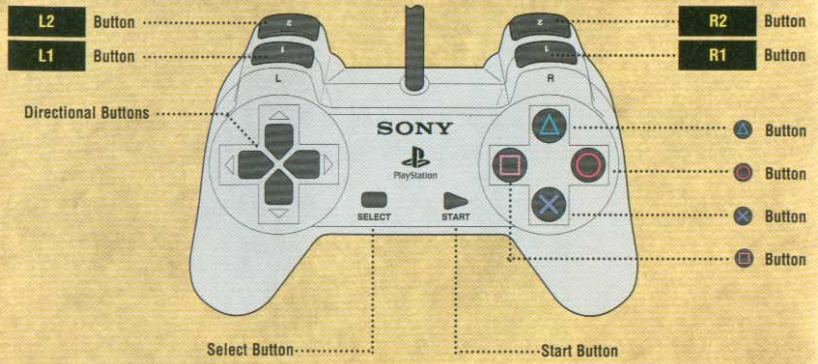
Top View

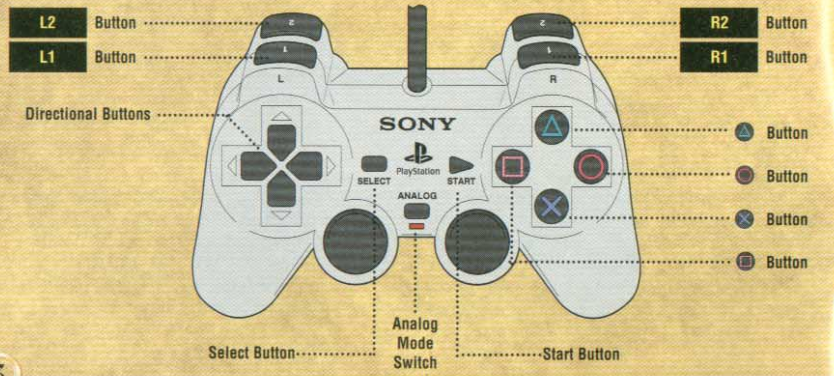


Front View



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 RHAPSODY disc and close the disc cover. Insert the game controllers and turn on the PlayStation game console. After a certain time you will see the Opening Demo followed by a Title Screen. If you have already inserted a Memory Card with game data, it will automatically load the data. In this game, you can record the stages you've cleared and keep battle records on a Memory Card. You will need 1 block per record.





How to use the Controller

1) Directional Buttons		Moves the characters and the cursor.
2)	△ Button	Cancels the selection. You can make the main character run by pressing this button along with directional button on the Field Map.
3)	○ Button	Displays the Field Map Commands.
4)	✕ Button	Confirms the selection and executes page break.
5)	□ Button	Displays grid during the battle.
6)	Start Button	Pauses the game.
7)	Select Button	Not used.
8)	L1/L2 Button	Accelerates cursor movement during battles and on the World Map.
9)	R1/R2 Button	Accelerates cursor movement during battles and on the World Map.
10)	Left Stick	Moves the characters during Analog Mode.
11)	Right Stick	Moves the characters during Analog mode.
12)	Analog Mode Switch	Switches between Normal and Analog Modes.

* Hold down select, L1, R1, then press the Start button to reset the game.

How To Start The Game

There is a MENU to select the game mode on the Title Screen as shown to the right.



If you want to play the game from the beginning, select [**New Game**].
If you want to continue your game from a previously saved game, select [**Load Game**].

Gallery — This feature will allow you to access songs and illustrations from the game. As you play the game and complete various levels, more songs and illustrations will be added to the gallery until it becomes full. This feature only functions when you load your saved game data.

When you select [**New Game**], an option screen will be displayed.

Difficulty — Select the dificulty level (Easy, Normal, Hard).
Musical — Select between English or Japanese songs.
BGM — Adjust the volume of the background music.
Sound Effect — Adjust the volume of the sound effects.

After you have selected your settings press the ⊗ button to start the game.



Save & Load Game

When you select [**Load Game**], a list of previously saved data will be displayed. Select the data you wish to load.

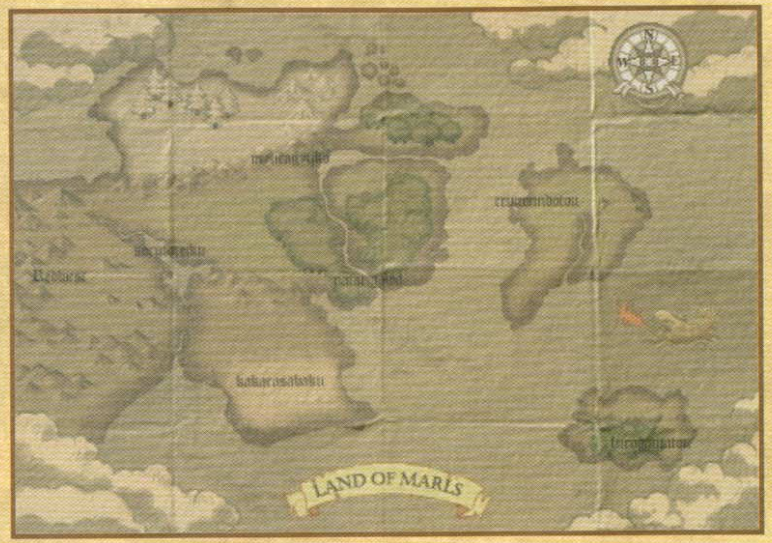
To save the data of your current game, select [**Save**] on the Field Map Commands. Insert a Memory Card in Card Slot 1 and select the block where you wish to save the game data to, and press the X button.
You can save up to 5 files.



*You need a Memory Card to be able to save your game data. It takes 1 block of memory to save a file from this game. Pressing the Power button, Reset button and/or removing the Memory Card from the slot while saving or loading the game may cause your saved data to be erased.

World Map

The map below shows Marl's Kingdom, the world of your adventure.
This is the map you will use to move around to different places.



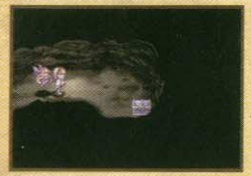
Move the cursor to the place where you want to go to, and press the X button.
You will then enter that area. You can use the Field Map Commands on the World Map as well.
(See p8)

Field Map

There are areas such as towns, villages, caves, towers and ruins on the Field Map. Conversation between characters, events, and battles can take place in these areas.



[Towns/Villages]
You can get useful information for your adventure by talking to certain people. You can also buy items in the shops.



[Caves/Ruins]
You will often encounter the enemy here. Also, some events will take place here.



[Goddess Statue]
You can recover your HP and MP by talking to the Goddess Statues you can find in towns and caves.



[Monster Man]
This old man will look after the puppets and monsters that have become friends with you.



[Monster Collector]
A Monster collector's dream is to collect all the monsters in Marl's Kingdom.

Field Map Commands

The Field Map Commands can be displayed by pressing the Circle Button on the Field Map.



[Item]
You can use an item you're carrying by selecting it.



[Magic/Special]
You can select a character that can use magic among your party, and use the magic of that character. Some magic is not usable on the Field Map, such as "Saint" and other offensive magic. Also, you can display the Special Moves of any of the puppets and monsters in your party with this command.



[Equip]
You can equip and remove accessories by selecting this command.



[Status]
You can check the status of your party members with this command. (See p9)



[Organize]
You can organize the members of your party with this command.

[Save]
You can save your game with this command.

[Option]
Difficulty – This can not be changed after you have started the game.
Musical – Switch between the English and Japanese songs
BGM – Adjust the volume of the background music.
Sound Effect – Adjust the volume of the sound effects.
Vibration – Turns off/on the vibration mode.

Status Window

When you want to check the status of your characters, go to the Status Window.
You can get a brief status by placing the cursor on the character. A detailed status can be seen by selecting "STATUS" on the Field Map.



1) Name . . . . . .Character's name
2) Accessories . . . . . .List of accessories that are currently equipped
3) Range . . . . . .Characteristics of Attack Range for that character
. . . . . .There are [Close-range], [Mid-range] and [Long-range].
4) Element . . . . . .Character's Elemental attributes
5) Level . . . . . .Character's current level
6) HP & Max HP . . . . . .Character's current HP (Health Points) and Maximum HP
7) MP & Max MP . . . . . .Character's current MP (Magic Points) and Maximum MP
8) Offense . . . . . .The level of damage that can be inflicted to an enemy.
9) Defense . . . . . .The level of resistance to damage inflicted by an enemy
10) Agility . . . . . .This affects the chance of evading an enemy's attack, as well as
. . . . . .the hit rate of your attack. This parameter also affects the
. . . . . .order of character's turns.
11) Intelligence . . . . . .This affects the strength of spells and resistance to enemy spells.
12) Movement . . . . . .Number of steps the character can take while using the MOVE command
13) Skill Lv. . . . . .This parameter affects a character's level of battle experience.
14) Skill Exp. . . . . .Number of enemies the character has defeated
15) Exp. . . . . .Character's current Experience Points
16) NEXT Exp. . . . . .Experience Points needed to reach the next level

* You can use L1/R1 Buttons to select the next or previous character status on the Status Screen.

Battle Map

1) HP Character's Health Points

— When Cornet's HP reaches "0", the game is over.
— When a puppet's HP reaches "0", it will no longer be able to fight.
You can take it to your Grandpa Mustaki and have him fix it.
— If a monster that has joined your party loses all its HP,
it dies and cannot be resurrected.



2) MP Character's Magic Points

This parameter only affects characters that can use magic and/or have special abilities.

3) Battle Command

This is displayed at your party member's turn.

4) Appreciation Gauge

This gauge is an indicator of the puppets' appreciation to Cornet.
When this gauge is filled to a certain point, you will get to use the "Reward" command.
(See p15)



Range Squares
These squares are displayed when you use MOVE, ATTACK, MAGIC and SPECIAL ABILITY. This is the effective range for each action.

Battle Map Commands

You can give orders to your characters during battle, by using the Battle Map Commands. (Commands are different for each character.)

The screenshot to the right is an example of Battle Map Commands.



MOVE

(1) Move — To move the character.

ACTION

(2) Attack — To attack an enemy.

(3) Magic — To use magic.

(4) Special — To use a special ability.

(5) Item — To use items in your inventory.

(6) Horn — This Command is for Cornet only. You can have Cornet play her horn to power-up the puppets around her.

(7) Reward — This Command is for Cornet only. When Cornet plays her horn, the puppets around her will give her "Appreciation" as a reward. When the Appreciation Gauge is filled to a certain point, you will get to use " Reward".

(8) Escape — This Command is for Cornet only. You may be able to run from the enemy and avoid the battle. There are times when the game won't allow you to run away.

END

(9) End — To end the action for a character. When you select this command and do not give an Action command, you can defend yourself from an enemy's attack.

* The order of action is determined by a character's agility regardless of which side they're on.
* Using the L1/R1 Button, you can cycle through the enemies who are within your attack and/or magic range.

How to Manipulate the Characters

You can control your characters by giving them orders with the "Battle Map Commands" during battle. There are two types of commands:

MOVE and ACTION (See p.11)
In a turn, you can make one **MOVE** and one **ACTION**. It's up to you to decide which order to give first. Once each of these orders are given, the character's turn is over.

Moving the Characters

When you select MOVE, the movable range will be displayed by highlighted squares. Select a square where you wish to move the character to by using the cursor, and press the ✕ Button. If you want to cancel this action, press the △ button.



Abnormal Status

Status	Symptom	Curing Method
(1) Poisoned	When a character is attacked with poison, he/she loses HP gradually. This puts a character to sleep during the battle.	Cure Poison(Magic) Antidote Chips(Item) Antidote Ball (Item)
(2) Sleep	When a character is sleeping, the attack hit rate is 100%. However, he/she will be awakened by an attack.	Wake Candy(Item) Wake Ball (Item)
(3) Paralyzed	Once paralyzed, a character cannot MOVE, nor execute an ACTION. This condition can be restored using an item, or is restored naturally after a period of time.	Para Gum(Item) Para Ball (Item)
(4) Confused	When a character is confused, you cannot control them and he/she attacks anyone regardless if he/she is an enemy or an ally. He/She regains their sanity after receiving several attacks.	Real (Magic) Sanity Gummi (Item)
(5) Petrified	Once petrified, a character cannot move or fight in the battle. If all the characters in your party are petrified, the game is over.	Strawberry Kiss (Item)
(6) Turtle	A character turns into a turtle and lowers their movement to 1. Their attack power and agility are reduced by half, but their defense power will be doubled.	Rabbit Pie (Item)
(7) Philanthropy	A character becomes a philanthropist and recovers the HP of the enemy that is trying to attack him/her. After receiving some attacks from the enemy, a character goes back to his/her original status.	Reality (Item)

Playing Your Horn & The Reward

Why do you play the horn?



The main character of this game, Cornet, is an ordinary girl and she is certainly not a warrior.

However, she has a mysterious ability to talk to puppets, and become their friend.

During her journey, the puppets that she befriends will fight for Cornet.

Cornet plays her horn in order to cheer the puppets, and as a result, gives extra power to the puppets.

The puppets love it when Cornet plays her horn!

Playing the horn is like cheering music for the puppets. When Cornet plays her music, the puppets will power-up, and their offensive power will be raised.

*The power-up effect on the puppets will expire when Cornet's following turn arrives. If you wish to maintain the effect, continue playing Cornet's horn.



Appreciation & Reward

When Cornet plays her horn, each puppet within the effective range will give her 1 point of **APPRECIATION**. To maximize the points you earn from playing one tune in a turn, you should have as many puppets as possible within the effective range. There is a gauge that indicates how many **APPRECIATION** points you have earned so far, and this is called the **APPRECIATION GAUGE**. Cornet can only receive **APPRECIATION** points from puppets in your party only, and you will not receive points from human characters, nor monsters.



REWARD

When you have earned enough **APPRECIATION** points to fill up your **Appreciation Gauge**, you will be able to use a **REWARD**. A **REWARD** allows you to attack an entire group of enemies at once, or heal all the members of your party.





Character Level Up & Skill Level Up

CHARACTER LEVEL UP

As a character earns more Experience Points by battling enemies, his/her level goes up. The following are the effects of leveling-up:

Increase in parameter. (Agility, Offense, etc.) Learn more magic and special skills. (This only applies to characters that have the potential to use them.)

Cornet's HORN ability during battle becomes more effective. (Cornet only)



SKILL LEVEL UP

When a character in your party defeats an enemy character, his/her Skill Level goes up by 1 point. When his/her Skill Level points reaches a certain point, then his/her Skill Level goes up, and this will lead to a higher critical hit rate.

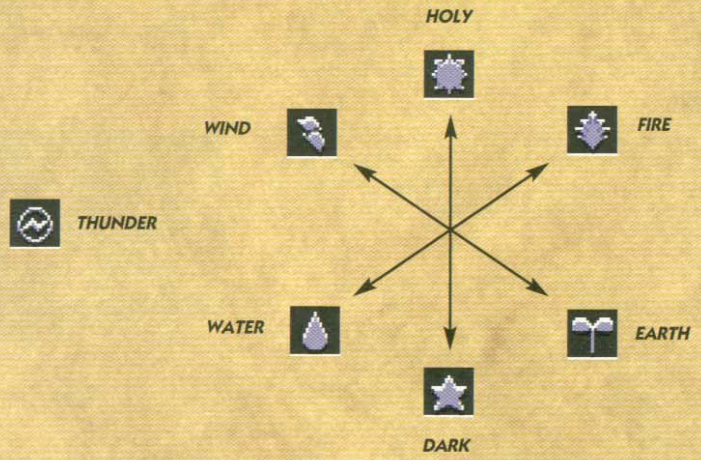


Elements

There are 7 Elements in Marl's Kingdom:

[**DARK**] and [**HOLY**], [**FIRE**] and [**WATER**], [**WIND**] and [**EARTH**] are opposing forces to one another.
When you attack an enemy of an opposing force with magic, you can do greater damage.
At the same time, if an enemy with an opposing force attacks any of your characters, he/she will receive greater damage as well.

When you encounter an enemy with magic ability, you should check their element in order to battle efficiently.



Magic List

The effect of magic increases as your character gains levels and intelligence level goes up.

Attack Magic

Name of Magic	MP used	Element	Target	Effect
Meteorite	4	Dark	1 enemy	Attack with the power of Dark.
Water	3	Water	1 enemy	Attack with the power of Water.
Wind	4	Wind	1 enemy	Attack with the power of Wind.
Lightning	5	Thunder	1 enemy	Attack with the power of Thunder.
Geo	3	Earth	1 enemy	Attack with the power of Earth.
Saint	5	Holy	1 enemy	Attack with Holy power.

Recovering Magic

Name of Magic	MP used	Element	Target	Effect
Fire Heal	8	Fire	1 ally	Recovers with the power of Fire.
Water Heal	6	Water	1 ally	Recovers with the power of Water.
Wind Heal	7	Wind	1 ally	Recovers with the power of Wind.
Flower Heal	5	Earth	1 ally	Recovers with the power of Earth.
Heal	3	Holy	1 ally	Recovers with Holy Power.
Wake	15	Holy	1 ally	Wakes up with Holy Power.
Cure Poison	15	Holy	1 ally	Cures with Holy Power.
Real	15	Holy	1 ally	Cures panic with Holy Power.

Supporting Magic

Name of Magic	MP used	Element	Target	Effect
Sleep	5	Dark	1	Makes an enemy fall asleep.
Poison	7	Dark	1	Poisons an enemy.
Charm	8	Dark	1	Makes an enemy panic.
Brave Heat	12	Fire	1	Increases attack power of a friend.
Fire Shield	12	Fire	1	Increases defense power of a friend.
Cool Down	10	Water	1	Decreases attack power of an enemy.
Shield Break	10	Water	1	Decreases defense power of an enemy.
Wind Speed	10	Wind	1	Increases agility of a friend.
Trick Wind	10	Wind	1	Decreases agility of an enemy.
Miracle Wall	30	Thunder	1	Creates a barrier against all the magic.
Geo Wise	10	Earth	1	Temporarily increases intelligence of a friend.
Fool	10	Earth	1	Temporarily decreases intelligence of an enemy.

* There are many more magic spells that you'll discover during your journey.

Item & Accessory List

Item

Item Name	Effect
Healing Candy	Recovers HP.
Wake Candy	Wakes up a character from sleep.
Antidote Chips	Cures poisoned condition of a character.
Para Gum	Cures paralyzed condition of a character.
Sanity Gummi	Cures confused condition of a character.
Strawberry Kiss	Cures petrified condition of a character.
Rabbit Pie	Restores a character that had turned into a turtle to its original state.
Reality	Restores a character in a philanthropist state to normal.
Heal Cocoa	Recovers MP.
Warp Item	This will warp you to the World Map.
Illustration	You can view pretty illustrations.

Accessory

Name of Accessory	Effect
Cat's Paw	Increases Offense.
Fighter's Charm	Increases Defense.
Thinking Cap	Increases Intelligence.
Speed Shoes	Increases Agility.

* There are more items than the ones listed above.

Monster Introduction



GETTING A MONSTER TO JOIN YOUR PARTY

Some monsters may join your party after being defeated and if it is Cornet who finishes them off.



MONSTERS' SPECIAL MOVES

The following is a partial list of the Monsters' Special Moves. Select "Special" from the battle commands to execute them. Some HP and/or MP will be consumed in order to use a Special Move.

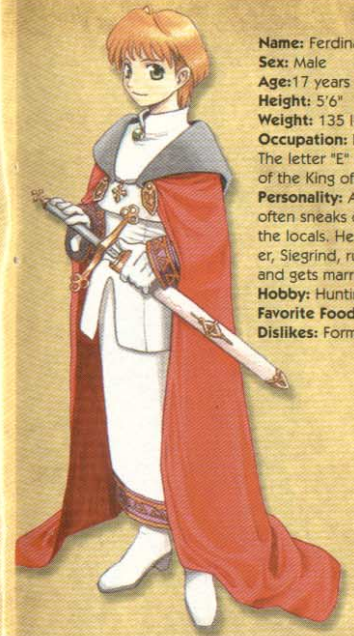
Name of Special Move	Effect
Love Spore	Turns multiple enemies into Philanthropists.
Inotium Bomb	Causes damage with a Tail Bomb.
Explosion	Causes powerful damage to surrounding enemies.
Bubble Breath	Causes damage to all enemies with the power of Water.
Sting	Poisons an enemy.
Star Press	Confuses an enemy.
Dark Howl	Kills all of the enemies in a battle.
Lovely Kiss	Recovers HP of multiple characters in your party.

Character Introductions

Name: Cornet Espoire
Sex: Female
Age: 16 years old
Height: 5'
Weight: 100 lbs.
Occupation: Puppeteer
Personality: An outgoing and overly cheerful girl who is well liked by the people in her town. She can get very emotional sometimes. Just like other girls of her age, she longs for passionate love. Kururu sometimes gets angry with her since she always has her head in the clouds.
Hobby: Singing, playing the horn and cooking.
Favorite Food: Fruits
Dislikes: Toads



Name: Kururu
Sex: ?
Age: ?
Height: 1 Ft
Weight: ?
Occupation: Puppet (Watching over Cornet..?)
Personality: A little fairy puppet that is very curious about everything. Wherever there's trouble, Kururu's usually not far behind. She's Cornet's best friend, and can understand Cornet better than anybody else.
Hobby: Mocking Cornet
Favorite Food: Cherries
Dislikes: Anything sour



Name: Ferdinand Marl E.
Sex: Male
Age:17 years old
Height: 5'6"
Weight: 135 lbs.
Occupation: Prince of Marl's Kingdom
The letter "E" in his name represents that he is the genuine heir to the 20th throne of the King of Marl's Kingdom.
Personality: Adventurous, intelligent, elegant, kind, and good-looking too! He often sneaks out into the woods to go hunting, or visits the town to socialize with the locals. He lost his father 2 years ago in a horrible fishing accident, and his mother, Siegrind, rules the kingdom right now. Once he turns 18 and gets married, he will become the next King.
Hobby: Hunting and practicing his swordsmanship
Favorite Food: Fresh water fish dishes and fruits
Dislikes: Formality, Rules and manners



Name: Etoile Rosenqueen
Sex: Female
Age:16 years old
Height: 5'2"
Weight: 90 lbs.
Occupation: The daughter of the richest family in town.
Personality: Arrogant and snobbish. She has been a rival of Cornet since they were children. She makes it a point to make sarcastic remarks to Cornet when she has a chance.
Hobby : Dressing up, boasting, and being the center of attention.
Likes: Victory, money
Dislikes: Losing, Poverty



Name: Marjoly
Sex: Female
Age: 20 years old or so she says...
Height: 5'6"
Weight:110 lbs.
Occupation: Witch
Personality: The most beautiful witch in the world. (Self proclaimed) A very sexy witch with powerful magic. Due to her clumsiness, she isn't your typical psychotic megalomaniac bent on ruling the world.
Hobby: Looking in the mirror, and taking care of her skin. Laughing loud.
Likes: Pretty Boys
Dislikes: Ugly men



Name: Crowdia
Sex: Female
Age: ?
Height: 5'7"
Weight: 110 lbs.
Occupation: Marjoly's follower
Personality: Crowdia has a pretty face but she is very narcissistic. She can fly around using her beautiful black wings. She is an excellent swordsman...err I mean swordswoman.
Hobby: Reading. Taking care of birds and plants. Reading poems.
Likes: Anything that's beautiful, Caesar Salad and Marjoly
Dislikes: Anything greasy



Name: Gao
Sex: Female
Age: ?
Height: 5'8"
Weight: 175.5 lbs.
Occupation: Marjoly's follower
Personality: A passionate fighter who's built like a man. Her personality is like that of a man, as well. For all intents and purposes, she might as well be a man. She's always optimistic about everything, and doesn't let trivial things bother her. She possesses the strength to defeat a dragon with her bare hands.
Hobby: Martial Arts, Eating, Sleeping and Playing
Likes: Meat, drinking, Marjoly
Dislikes: Thinking, dealing with trivial things, and vegetables



Name: Myao
Sex: Female
Age: ?
Height: 4'5"
Weight: 76.5 lbs.
Occupation: Marjoly's follower
Personality: Selfish and easy-going. She appears to be a small child with a personality to match. She can use powerful magic to summon a dragon.
Hobby: Keeping a pet dragon
Likes: Fish, sweets, Marjoly
Dislikes : Green peppers, onions and carrots

The First Adventure

Below is the first stage of Cornet's adventure, "Wonder Woods".



♪ Someday ♪

Sung by: Cornet & Kururu

I know that you're out there and I'm waiting for you

Cornet is my name and I'm a puppeteer too

With my puppet friends there's nothing that we can't do

They are there to help me make my dreams come true

And once you get to know them they just might help you too

And all the puppets in the world will help me find my way to you

I know that you're out there and I'm waiting for you

There she goes again she's so in love as if lightning struck her from above

"But it did!"

I love you my prince You are my true love

Cornet, won't you stop your silly dreaming please

"That's not true. Can't you see?" I'm just trying to make my dream come true

"Dressed like that?"

I've done everything a girl's supposed to

I take a bubble bath, even wash behind my ears Oh!

All the bubbles tickle my nose but they get me squeaky clean

And when I'm done I'm looking beautiful

Cornet, you are a silly girl

You must look further than just mere appearances to see

"Cornet, are you following this?"

"What's important is"

What's inside of you

"What's inside of me?"

Don't you understand what I am saying to you?

Look inside yourself and you will find out what is true

You must be courageous and be true to your heart

It will make you happy when you know just where to start

I see it's what's inside of me

"Yes, what's inside of you!"

Someday I'll find my love

He'll be the one for me

I will be waiting patiently until he comes

"I told you don't wait! You take the initiative!"

Now I remember, think for myself

"Yeah, that's it!"

I know I'll find him and he will be the man of my dreams

We'll share our lives as one until the end of time

Someday our hearts will beat as one

Let's Go On

Sung by: Cornet

I remember this song, I've known it for so long

And it feels so good to hear

Sounds a little sad but sweet just the same

Lovely melody

Whenever I hear this song, I really don't know why

It makes me shed a little tear

But I'm sure my tears will soon disappear

Because I know you 're here

Whenever I am feeling sad

And everything around looks bad

All I have to do is think of you

I know my dreams are waiting to come true

Let's go on with hope in our hearts Love will surely show us how

Let's go on, our hearts filled with dreams

Let's go on and find them now

Let's Go On

Contest

Sung by: Cornet

I remember this song I've known it for so long

And it feels so good to hear

Sounds a little sad but sweet just the same

Lovely melody

Whenever I hear this song.

I really don't know why

It makes me shed a little tear

But I'm sure my tears will soon disappear

Because I know you 're here

Whenever I am feeling sad

And everything around looks bad

All I have to do is think of you

I know my dreams are waiting to come true

Let's go on with hope in our hearts Love will

surely show us how

Let's go on, our hearts filled with dreams

Let's go on and find them now

Sung by: Etoile

You're such a lucky girl.

That's what they always say

Rich and beautiful and bright

They don't get to see what's hidden deep inside

(So). I feel all alone

They keep telling me.

My life is so grand

What will make them understand

No one knows how truly lonely I am

Why won't they understand

I may act as if I'm strong

But all I want is to belong

Love and understanding from Mom and Dad

Is all I need to keep from being sad

If only I could just let go

Help me let my feelings show

Our World

Sung by: Cornet & Prince Ferdinand

(Cornet)
I can no longer hold it back
My heart is filled with love The feeling of love for you

(Prince)
I can feel your precious heart
Holding your hand in mine, I feel the special love, we have

(Cornet)
Is it just a fantasy?

(Prince)
It's not a fantasy

(Cornet)
Are we dancing in a dream?

(Prince)
It's not a dream

(Cornet)
I never ever want to wake up from the sweet sweet dream
It's our world Our love is everywhere

(Prince)
To the sky, our hearts will soar above

(Cornet)
Our hearts will soar above
It's our world Our love is everywhere

(Prince)
Our love is everywhere

(Together)
We can fly, together on the wings of love
It's a wonderful feeling being in love with you

(Cornet)
Please never go

(Prince)
I'll always stay

(together)
I never want to stop dancing with you
This is our world, and I never ever want to let you go

Amphibian Paradise

Deep inside this jungle green

Mysterious kingdom that's never been seen

Land of the frogs, a most sacred place

Amphibian paradise, wide open space

So please come to our kingdom

The sacred land of the amphibian



Evil Queen

Sung by: Marjoly, Myao, Gao, Crowdia

I am mightier than the god
The devil is my slave
More beautiful than the goddess
I put her face to shame
Oh look at me, what do you see?
There's no one greater than me
I'm the queen. The best you've seen, so worship me

Your highness Marjoly. We worship you
as number one

OH YES! I am evil personafied so
get down on your knees

And if you're ever graced by my beauty, you"ll thank your lucky stars Aren't I great, I'm amazing myself all the time

There is one thing that I still have to get
I won't rest till he's mine. Prince Ferdinando

Don't you know you're old enough to be his mother

HEY! YOU! SHUT! UP!
My heart is burning overheating with a raging fire

The prince I do admire, he fills me with desire
Dear Ferdinando, I am here to save you from this curse Let his love quench my thirst
My precious, wait a little longer, I will end your strife
I'll bring you back to life. I'll be your wicked wife
Dear Ferdinando, I am here to save you from
this curse

Let your love quench my thirst
QUENCH YOUR THIRST!
If you dare to get in my way
WE'LL MAKE YOU PAY
You won't live another day

Queeny, just show your beauty
You're the baddest queen under the sun

Keep on shining, we'll keep on whining
She's our queen, she's the baddest to be seen

Marjoly, you're the evil beauty
We bow down to you eternally

True Courage

Sung by: Cornet & Kururu

Why am I always feeling down?
Why am I always so afraid?
Why? Why have I given up hope?
What is it you're afraid of?
I know. It's okay. You can say I'm afraid too in the same way
I give up hope. I just can't cope
Can't give my all much longer
You're not alone. So just hang on
You must try to be stronger
You can overcome life's ups and downs
You can turn your life around
That's the meaning of true courage
So please remember
Don't you ever give up trying
Be courageous. Keep on striving
Fly to the stars
You can have hope for tomorrow
So let's hold hands with one another
We can both take one step further
Dreams can come true
Find the hope that's deep inside
Find your strength that keeps your dreams alive



Thank You

Sung by: Cornet

Thank you, my love. I thank you from my heart
You filled my life with melody and song
You are the one,
I tell my story to
It's just begun. Our love will last forever
We'll share our lives as one
We have shared the laughter and tears
Through all of the years
We will say good-bye just for now till we meet again
Thank you, my love. Thank you over and over
It warms my heart just to say it again
Thank you, my dear. It's so hard just to say good-bye
But I will do it with a tear and a smile
Thank you, my love with all of my heart
You gave to me a reason to believe

< Repeat >

Lessons learned You have taught me through time
And they will stay inside my mind

Thank you, my love. Thank you over and over
It warms my heart just to say it again
Thank you, my dear. It's so hard just to say good-bye
But I will do it with a tear and a smile
Thank you, my love with all of my heart
You gave to me a reason to believe

You helped me find the courage to be me
You gave to me a reason to believe



Mountainmen's Song

Mountainmen, big and strong and full of fury

Mountain God, lead us on our holy journey

YO HO HO, We are soldiers of the mountain

Mountainmen, big and strong and always shouting

Amazing Pirates

We are the fearless pirates

We are the most amazing pirates

We hunt for the sunken treasure in the ocean

When we get sunburn we put on lotion

This is the life of the pirates

The stars will guide our way

We are the fearless pirates

We are the most amazing pirates

Song List

1. Someday
2. Let's Go On (Contest)
3. Let's Go On (Cherie)
4. Our World
5. Amphibian Paradise
6. Evil Queen
7. True Courage
8. Thank You
9. Mountianmen's Song
10. Amazing Pirates
11. Puppet Princess Theme
12. Little Love
13. Adventurer
14. Welcome To The Dungeon
15. Spirit Wind
16. Marjoly Family Anthem
17. Mothergreen
18. Castle Evening
19. Lady's Barrette
20. Fear
21. Shooting Star
22. Rhapsody Afar
23. Dream Hunter
24. The Wanderer
25. Last Waltz
26. Mother's Lullaby



Atlus USA Staff

John Yamamoto
Executive Producer

Glenn Wissner
Product Manager

Sonoko Saito
International Coordinator

Gail Salamanca
Product Specialist

Yasu Asakura
Technical Coordinator

Colin Totman
Localization Editor

Yu Namba
Localization Translator

Special Thanks

Mary Lynn Wissner
Voice Casting

Keith Arem
Recording Engineer

Carrie Gordon Lowrey
Lyrics Sweetening

Steven Caceres Design
Packaging

Additional Game Testing
Christopher Bernal
Erik Frey
Naomi Saito

ATLUS warrants to the original purchaser of this ATLUS product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. ATLUS agrees for a period of ninety (90) days to either repair or replace, at its option, the ATLUS product. You must call (949) 788-0353 to receive instructions to obtain repair/replaces services.

This warranty shall not be applicable and shall be void if the defect in the ATLUS product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ATLUS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND ITS FITNESS OF A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ATLUS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE ATLUS PRODUCT.

Some states do not allow limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which may vary from state to state.

Repair/Service After Expiration of Warranty - If your game disc requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed above. You will be advised of the estimated cost of repair and the shipping instructions.

ATLUS Customer Service Department/Technical Support Line (949) 788-0353 - Call this number for help in installing or operating our products or for general product questions. Representatives are available 1:00pm-5:30pm, Mondays, Wednesdays and Fridays Pacific Standard Time.

GAME HINTS!
1-900-225-5285 24 hours a day, 7 days a week. This call is $1.25 per minute. Must be at least 18 years old or have your parent's permission to call. Touch Tone phone required. Call to listen to helpful hints that can help you master Rhapsody: A musical Adventure!

For more information on any of our other products, you can visit our website at www.atlus.com or e-mail us at webmaster@atlus.com.



Atlus • 15255 Alton Parkway, Suite 100 • Irvine, CA 92618
Licensed to and published by Atlus USA. © 1999, 2000 Nippon Ichi Software.
Rhapsody is a trademark of Atlus USA. All rights reserved.

ATLUS®

ATLUS HINT LINE
1-900-225-5285
$1.25/min. Must be 18
or have parents permission.

PlayStation

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.