
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-01019
Threads of Fate
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.

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 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.

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DURING ANCIENT TIMES, POWERFUL MAGICIANS CALLED AEONS RULED THE WORLD. WITH THEIR LEGENDARY POWERS, THEY RAISED MOUNTAINS AND CHANGED THE ORBITS OF THE STARS. BUT AS TIME PASSED, THEIR POWERS DWINDLED, AND THE ONCE GREAT MAGICIANS CEASED TO EXIST. NOW, ALL THAT REMAINS ARE THE ITEMS THEY CREATED MANY CENTURIES AGO – ITEMS KNOWN AS RELICS...

GETTING STARTED





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 **THREADS OF FATE™** disc and close the disc cover. Insert game controller(s) into controller port(s), and turn on the PlayStation® game console. When the title is displayed, press the START button. The Title Screen will appear with the following options:

NEW GAME
Select this option to play the game from the beginning. Press up or down on the directional button to make this selection, and press the ⊗ button to confirm your selection. The screen will change to the Character Selection Screen.



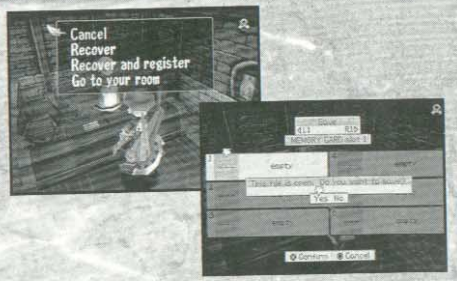
CONTINUE
Select this option to continue a game from saved data. After inserting a MEMORY CARD containing saved data into a MEMORY CARD slot, select the saved data to start from. When the L1 or R1 button is pressed in the Save Screen, the player will be able to switch between MEMORY CARD slots.



For more information about saving, please refer to the next page.

SAVING THE GAME

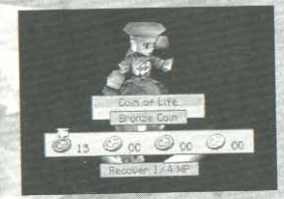
You can save your game at the inn in Carona. Talk to the owner at the counter, select <Recover and register>, and the Save Screen will appear. If the L1 or R1 button is pressed on the Save Screen, the MEMORY CARD slot will change. Each save requires one block of memory on a MEMORY CARD.



GAME OVER

When the character's Hit Points reach 0, the game is over. Select <Back to town> or <Quit> by pressing the directional button, and execute the command by pressing the ⊗ button. If you select <Back to town>, the game will return you to the town of Carona. However, by selecting this option, the number of each monster in your inventory will be reduced by half.

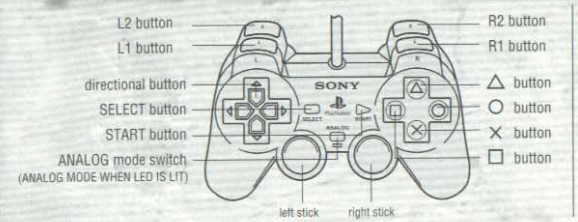




COIN OF LIFE

If you have a coin of life, the option <Continue> will be added to the Game Over Menu. When <Continue> is selected, the Coin Selection Screen will be displayed, where the player can choose which coin of life to use. Depending on the coin selected, the character's MP value and stats will be modified when the game restarts.

CONTROLS





NOTE: You may have a controller that looks like this. If so please follow the digital instructions outlined below.

The following descriptions are for the default button configuration. The buttons can be changed in the Option Menu under Config (page 19).

The ANALOG mode switch (LED display) will light up when the controller is set to analog mode.

The DUALSHOCK™ analog controller's vibration function can be turned ON or OFF in the Option Menu under Vibration (page 19). Switching between analog and digital mode will not disable the vibration function.

DIRECTIONAL BUTTON

The directional button is used for the following functions:

- Moving your character in 8 directions
- Selecting the monster to transform into (for Rue)
- Selecting color of magic (left/right) & the effect of magic (up/down) (for Mint)
- Moving the cursor
- Selecting files in the Save Screen

LEFT STICK

While in analog mode (when the LED is lit), the left stick moves the character 360 degrees. It also rotates the Menu Ring of each character.

START BUTTON

Opens the Menu.

L1 BUTTON

In certain locations, the view can be rotated counterclockwise. On the Save Screen, this button switches between MEMORY CARD slots.

R1 BUTTON

In certain locations, the view can be rotated clockwise. On the Save Screen, this button switches between MEMORY CARD slots.

△ BUTTON

- Normal attack/Monster's special attack (for Rue).
- Magic attack (for Mint).

□ BUTTON

- Open Transformation Menu (Menu Ring) to select a monster (for Rue).
- Open Magic Menu (Menu Ring) to select magic (for Mint).

○ BUTTON

Jump/Cancel.

× BUTTON

Confirm/Talk/Execute/Normal Attack. Use this button to make selections at the start of the game.

Note: When the L1, L2, R1, R2, SELECT, and START buttons are pressed together, the Soft Reset function will be executed, and the game will return to the Title Screen.



THE CHARACTERS

There are two main characters in **THREADS OF FATE**, Rue and Mint. They have unique personalities and abilities, and though they live in the same world at the same time, their stories and their relationships with other characters are very different. By playing both Rue and Mint's game, players can enjoy two separate storylines.



RUE

One snowy night, Claire, Rue's guardian and the woman he loved as a sister, was killed by a mysterious being known as the "Arm of Death."

Now Rue embarks on a journey in search of a powerful relic that can bring Claire back to life.



MINT

Due to her selfish and irresponsible ways, Mint lost her right to the throne of East Heaven Kingdom to her younger sister, Maya.

Now, the only things on Mint's mind are world domination and vengeance against her sister. To achieve these goals, she seeks a mysterious relic.

NEW GAME WITH POWERFUL CHARACTERS

When you finish the game with either Rue or Mint, you will be able to create a special save file. Load this file to start the other character's story. After you finish the second game, you will be able to play a New Game with Powerful Characters. With this option, you will be able to start a game with the same powerful characters you had when you finished your last game.



THE CHARACTERS



KLAUS

A gentle, friendly man who is an avid archeological researcher. He runs a business selling items he has excavated.



ELENA

Klaus and Mira's daughter. A very carefree, optimistic girl.



MIRA

Klaus's wife. A woman of strong character who is very understanding about Klaus's passion for archeology.



ARM OF DEATH

The mysterious being who killed Rue's guardian, Claire.



MAYA

Mint's younger sister. The successor to the throne of East Heaven Kingdom.



DUKE & BELLE

Treasure hunters who travel the world in search of valuable artifacts.



PORT

This is the port where you arrive at the beginning of the game.



GRASS FIELDS

A weapon-making swordsman named Rod camps here.



TAVERN

The tavern sells drinks that can restore the character's MP. They may also serve you special dishes.

CARONA

This town serves as Rue and Mint's base in their quest to find the relic.

1) CHURCH
A place of worship. Good things may happen if you make a donation.

2) KLAUS'S HOUSE
The house where Klaus, Mira, and Elena live. Although he sells various artifacts for a living, you can't buy any items here.

3) INN
Talk to the owner at the front desk and select <Recover and register> to save your game. If you select <Recover>, the character's HP will be fully restored (Magic Points, or MP, will not be restored).

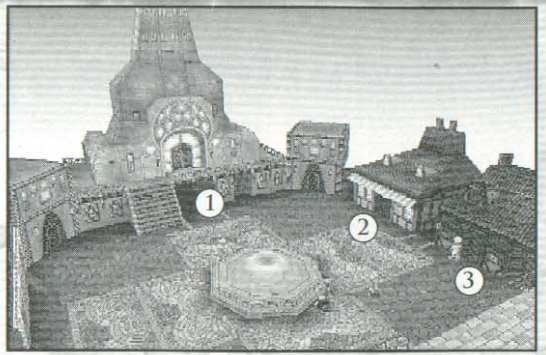
4) GATE
Select your destination at the gate.

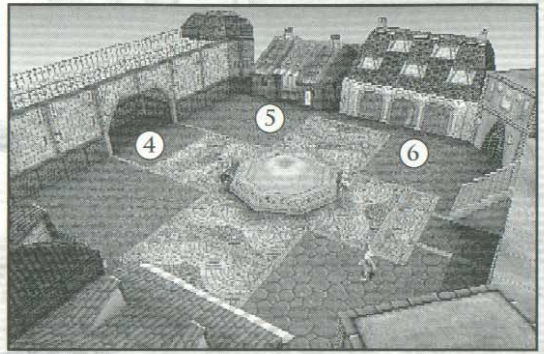




5) ITEM SHOP (Tonio's shop)
The player will be able to buy and sell items here. It is also possible to exchange slain monsters for money.

6) HOTEL
It costs 500G per night to stay. Besides restoring the character's HP, a night in the Hotel may bring other good things.







ITEM SHOP

(Hobbs's shop) Hobbs and Tonio each run an item shop, but their shops carry different items. This shop is known for carrying some rare items.



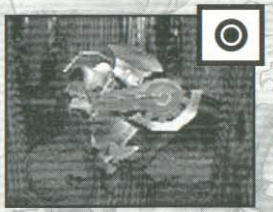
TREASURE BOX

On the field, the character will often encounter treasure boxes containing valuable items. Press the ⊗ button to open the box.

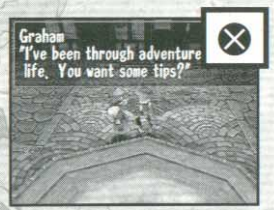
BASIC ACTIONS



MOVEMENT
The directional button allows Rue to move in 8 directions (in analog mode, Rue can be moved 360 degrees using the left stick).



JUMP
Press the ◎ button to jump. Control Rue's jump with the directional button.



TALK
To talk to other characters, run up to them and press the ⊗ button. Press the ⊗ button to scroll the dialogue. Hold down the ⊗ button if you want to scroll through the dialogue quickly.



OPEN DOORS
Face the door and press the ⊗ button to open it.



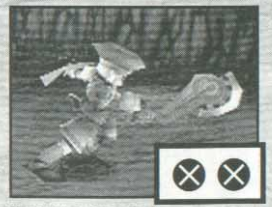
PICK UP ITEMS
Press the ⊗ button to pick up items.



ATTACK



VERTICAL SLASH
Press the ⊗ button to attack the closest enemy with a vertical slash.



VERTICAL SLASH + HORIZONTAL SLASH
Press the ⊗ button twice to execute a vertical slash followed by a horizontal slash. This is an effective attack when Rue is surrounded by numerous enemies.



VERTICAL SLASH + HORIZONTAL SLASH + SWING DOWN
Press the ⊗ button three times to perform a vertical slash, a horizontal slash, and a swing down on the enemy.



SPINNING JUMP SLASH
Press the ⊗ button while Rue is in the air to execute the spinning jump attack. This move allows you to dodge and attack at the same time.



HORIZONTAL SLASH
Press the △ button to swing Rue's axe horizontally. This is an effective attack when Rue is surrounded by numerous enemies.



TRANSFORMATION

Rue has the special ability to transform into different monsters. By becoming a monster, he can escape traps and overcome various obstacles.





DEFEATING MONSTERS



When Rue defeats a monster, the monster may change into a coin.

COLLECTING MONSTER COINS

Collect the coins left by the monsters Rue defeats. Press the ◉ button, and those monsters will be displayed in the Menu Ring. The Menu Ring can display up to four different monsters at one time. If Rue acquires a fifth monster, it will replace the first monster coin in the Menu Ring.





SELECTION WITH THE MENU RING

Hold down the ◉ button to display the Menu Ring. After selecting a monster with the directional button, release the ◉ button to transform into that monster. To transform back into Rue, select Rue in the Menu Ring.

COMMANDS WHILE TRANSFORMED

Commands for jumping and moving are the same as before transformation. Attack methods are displayed when the monster is selected in the Menu Ring. Pressing certain button combinations may trigger other attacks.



SPECIAL ATTACKS

Some monster forms use MP to release special attacks. Once all of Rue's MP have been depleted, those attacks will no longer be possible.



MONSTER GUIDE

(Note: other types of monsters can be found.)



POLLYWOG
Since a Pollywog hovers in the air, it does not receive damage from ground-level attacks or attack from short enemies near the ground.



SABER TIGER
A fast cat with a long-distance jump. While weak against fire attacks, it can jump over some holes that Rue cannot.



MANDOLA
A Mandola cannot move, but it is strong against water and light attacks. It attacks by spitting out seeds.



GARGOYLE
A Gargoyle attacks with sonic waves. Press the jump button twice to make this monster jump high into the air.

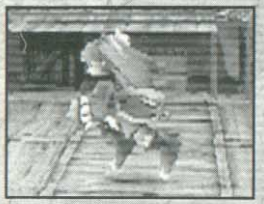


STINGER
A Stinger is strong against lightning. Since this monster is small, it is difficult to attack.



OOTANG
While weak against fire attacks, the Ootangs can throw rocks and jump over tall obstacles.

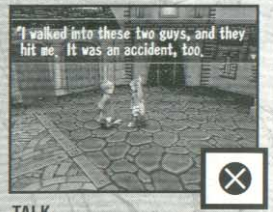
BASIC ACTIONS



MOVEMENT
The directional button allows Mint to move in 8 directions (in analog mode, Mint can be moved 360 degrees with the left stick).



JUMP
Press the ○ button to jump. Control Mint's jump with the directional button.



TALK
To talk to other characters, run up to them and press the ✕ button. Press the ✕ button to scroll the dialogue. Hold down the ✕ button if you want to scroll through the dialogue quickly.



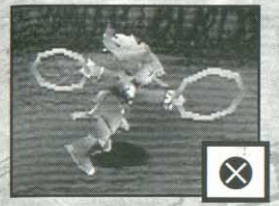
OPEN DOORS
Face the door and press the ✕ button to open it.



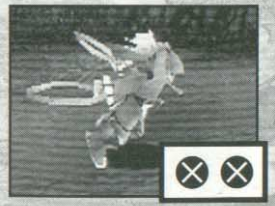
PICK UP ITEMS
Press the ✕ button to pick up items.



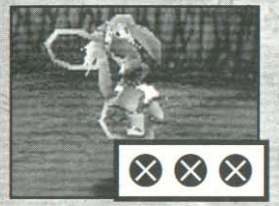
ATTACK



RIGHT RING STRIKE
Press the ✕ button to strike the closest enemy with the ring she holds in her right hand.



RIGHT RING STRIKE + LEFT RING STRIKE
Press the ✕ button twice to strike an enemy with the right ring followed by the left ring.



RIGHT RING STRIKE + LEFT RING STRIKE + SPINNING STRIKE
Press the ✕ button three times to strike with the right ring followed by the left ring, finishing the attack with double-ring strike.



JUMP KICK
Press the ✕ button while Mint is in the air to jump kick.



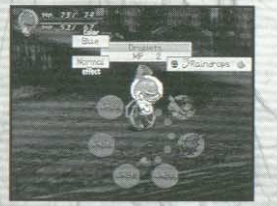
MAGIC

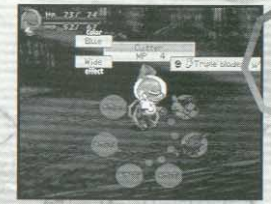
With her magic, Mint can defeat enemies and clear obstacles and traps that stand in her way.

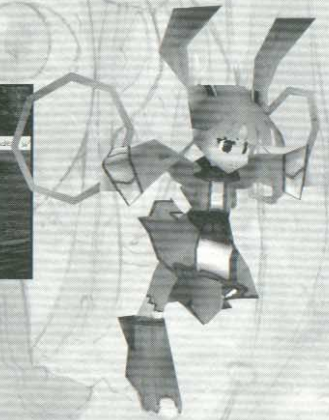


COLOR & EFFECTS

Magic has a "color" and an "effect." Magic is distinguished by its "color" – there are seven different colors for seven different types of magic. The "effect" refers to the different spells available under that magic color. Create various types of magic by combining different colors and effects. Hold down the ■ button to display the Menu Ring. Select the color by pressing left or right on the directional button. Select the effect by pressing up or down on the directional button. Release the ■ button to finalize your selection.







THE USE OF MAGIC & THE CONSUMPTION OF MP

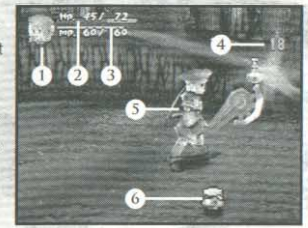
If the △ button is pressed, Mint will be able to use the magic currently selected (The magic icon will be displayed on the top left-hand corner of the screen). MP will be consumed according to the selected magic. Once the character's MP have been depleted, magic can no longer be used.

Examples of Magic Combinations

NAME	COLOR	EFFECT	MP	RESULT
Vulcan	White	Normal	1	Fire magic shots continuously by holding down the △ button.
Spread	White	Wide	4	Fire magic shots in 5 directions.
Arrow	White	Power	4	Fire a long-range beam.
Droplets	Blue	Normal	2	Fire water-drops continuously by holding down the △ button.
Cutter	Blue	Wide	4	Fire crescent-shaped blades in 3 directions.
Ripple	Blue	Power	4	Fire a ring-shaped beam.

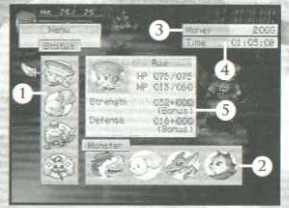
In the Action Field Screen, the HP/MP gauges are displayed in the upper part of the screen. In areas where HP/MP are not displayed, you are limited to only basic actions (e.g. talk, open doors, etc.).

FIELD SCREEN



1) The monster form (for Rue) or the selected magic (for Mint) will be displayed.
2) HP gauge. The length of the gauge represents the maximum value; the present value is shown in blue.
3) MP gauge. The length of the gauge represents the maximum value; the present value is shown in orange.
4) Numbers. The red numbers represent the damage received. The blue numbers represent the damage dealt.
5) The main character. Normal attacks and special attacks are automatically directed towards the closest enemy. Select a direction in which to attack with the directional button.
6) Potions. Monsters sometimes drop potions when they are defeated. The blue potion restores a small amount of HP, while the orange potion restores a small amount of MP.

MENU SCREEN

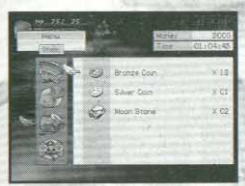


1) The title of the submenu. Select the submenu by pressing up or down on the directional button, and press the ⊗ button to access the submenu. Press the ◎ button to exit from the submenu.
2) The monsters into which Rue can transform (Rue's story). In Mint's story, this field remains empty.
3) The money you possess.
4) The amount of time that has passed since the beginning of the game.
5) Character attributes
   - Current HP value/maximum HP value
   - Current MP value/maximum MP value
   - Current Strength and Defense values

MONSTER SCREEN

The name and number of monsters that have been defeated appear on this screen. Scroll through this submenu using the finger icon. Monsters may be exchanged at item shops for money (but all of them must be traded in at once). Even if they are exchanged for money, the monsters in Rue's Menu Ring will remain.





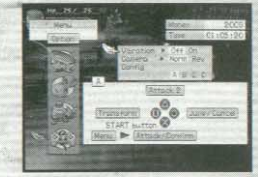
ITEM SCREEN

The name and number of items your character possesses appear here. Certain items may help you in your quest. Therefore, it might be wise not to sell some items (especially items not listed on the item list page).

OPTION SCREEN

It is possible to change the gameplay environment:

- The <Vibration> function of the analog controller can be turned ON or OFF.
- The <Camera> command lets the player reverse how the camera rotates when pressing the L1 or R1 button.
- The <Config> command lets the player change the function of the controller buttons.

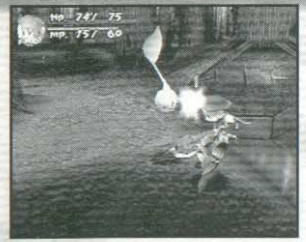




CHARACTER GROWTH

INCREASING HP & MP

The characters' maximum Hit Point values increase as they receive damage. Therefore, taking hits is one way to raise the maximum HP value. Using magic attacks will help raise the maximum MP value. Special items may also increase the maximum HP and MP values.



RECOVERING HP & MP

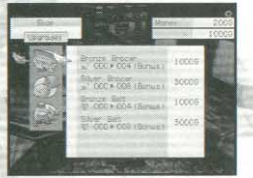
Recover HP by staying at the inn or by using certain items. Any MP that have been consumed can slowly be recovered by hitting enemies with normal attacks. Certain items will also restore Magic Points.





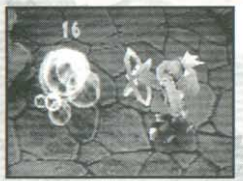
STRENGTH & DEFENSE

The character's Strength (which signifies his or her attack power) and Defense can be calculated by adding the base number to the highlighted bonus number. Certain items can raise both the base numbers and bonus numbers.



ELEMENTAL PROPERTIES

Monsters have various elemental properties that can be exploited by a smart player. By tailoring the character's attacks to a monster's weakness, you can cause greater damage. For example, ice attacks are very effective against fire monsters.



SHOPPING GUIDE

OBTAINING MONEY

Obtain money by defeating monsters and exchanging them for money or by selling items.



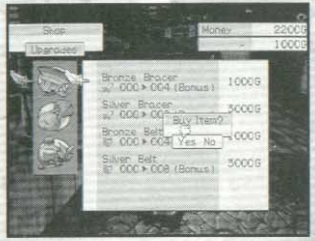
BUYING & SELLING AT THE SHOP

BUYING

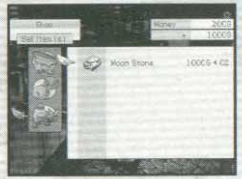
Go to the Upgrades submenu under the Shop Menu and press the ⊗ button. Select the item to purchase with the directional button, and press the ⊗ button to finalize your selection.

SELLING

Go to the Sell Monster(s) submenu under the Shop Menu and press the ⊗ button. Monsters cannot be sold separately; they must be sold all at once. To sell items, set the cursor to the item being sold and press the ⊗ button to execute the command.









ITEMS THAT INCREASE STRENGTH (Purchase in Tonio's Shop)

Bronze Bracer	1000G	Strength increases by 4 when equipped
Silver Bracer	3000G	Strength increases by 8 when equipped
Gold Bracer	5000G	Strength increases by 12 when equipped
Platinum Bracer	7000G	Strength increases by 16 when equipped
Mythril Bracer	9000G	Strength increases by 20 when equipped
Brave Bracer	11000G	Strength increases by 24 when equipped

Note: When purchased, items will automatically be equipped. The effects are not cumulative. Only the most recently purchased item will be in effect.

ITEMS THAT INCREASE DEFENSE (Purchase in Tonio's Shop)

Bronze Belt	1000G	Defense increases by 4 when equipped
Silver Belt	3000G	Defense increases by 8 when equipped
Gold Belt	5000G	Defense increases by 12 when equipped
Platinum Belt	7000G	Defense increases by 16 when equipped
Mythril Belt	9000G	Defense increases by 20 when equipped
Brave Belt	11000G	Defense increases by 24 when equipped

Note: When purchased, items will automatically be equipped. The effects are not cumulative. Only the most recently purchased item will be in effect.

STATS INCREASE ITEMS (Purchase in Hobbs's store)

Strength Up	Increases base Strength when used
Defense Up	Increases base Defense when used
HP Up	Increases maximum HP when used
MP Up	Increases maximum MP when used

Note: The effects accumulate. The more the player buys, the more each parameter will increase.

TAVERN DRINKS

Milk	50G	Restores 10% of the maximum MP
Root Beer	120G	Restores 25% of the maximum MP
Tropical Delight	220G	Restores 50% of the maximum MP

REDEEMABLE ITEMS

Night Stone	Worth 500G
Moon Stone	Worth 1000G
Star Stone	Worth 3000G

ADVENTURE HINTS

Various obstacles and traps await the characters within the dungeons, but as long as Rue and Mint use their special abilities, they should be able to overcome anything that stands in their way.

SOLVE MYSTERIES THROUGH TRANSFORMATION

Rue may be able to bypass traps by transforming into a monster or by using the special abilities of the monster into which he has transformed. In the Gargoyle Clearing at the back of Carona Forest, he can bypass the obstacle when two Gargoyles are facing each other. If the nearby Gargoyles are defeated and their coins are obtained, then...

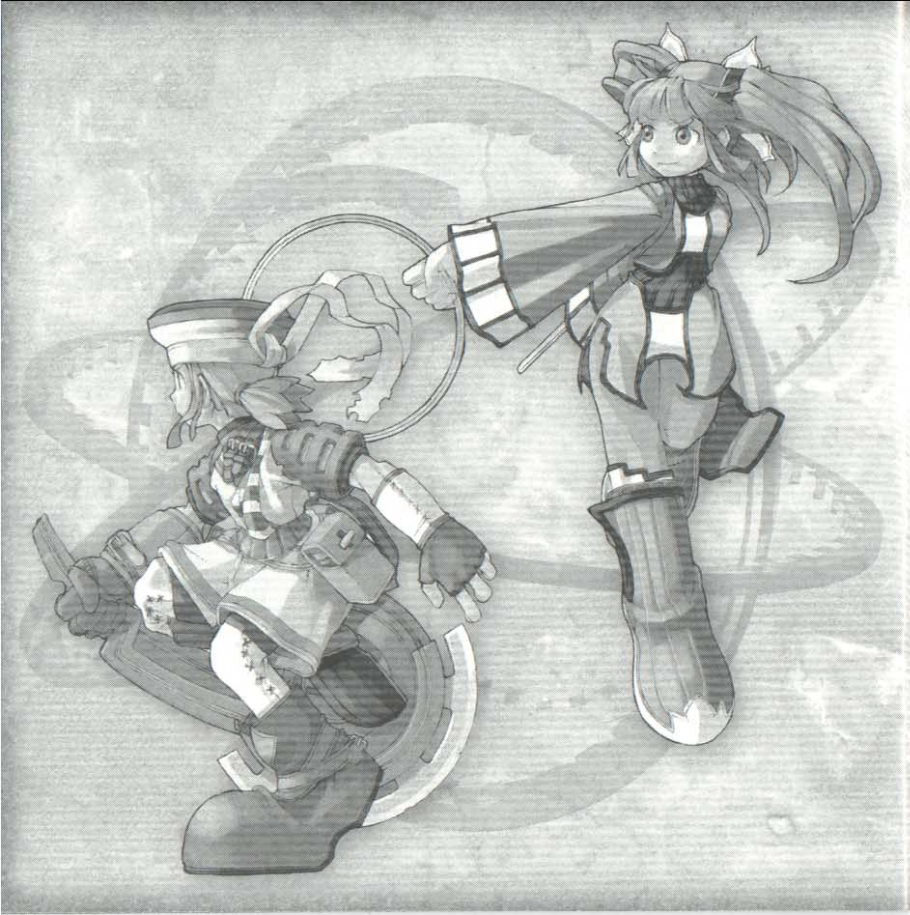


CLEAR OBSTACLES USING MAGIC

Even though Mint cannot transform into a monster, she can still bypass traps and other obstacles by using her magic. If thick ice blocks her passage, she can use fire magic to clear the way. If large boulders block her passage, she may be able to break through using explosive magic.







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