
PlayStation
NTSC | U/C
PlayStation
BATTLE ARENA 闘神伝 TOSHINDEN™
TEEN
T
AGES 13+
CONTENT RATED BY ESRB
SCUS-94003
94003
NOT FOR RESALE
SONY
COMPUTER ENTERTAINMENT

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.

HINT LINE

Hints are available:

Within the US: **1-900-933-SONY** (1-900-933-7669)
$0.95 per minute pre-recorded information
$1.15 per minute live representative assistance
$4.95 for mailed out tips

Within Canada: **1-900-451-5757**
$1.25 per minute (US Dollars)

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE

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Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

SONY ONLINE **http://www.sony.com**

Our news is always hot! Visit our website and find out what's happening at Sony – new titles, new products and fresh tidbits about the Sony PlayStation™ game console.

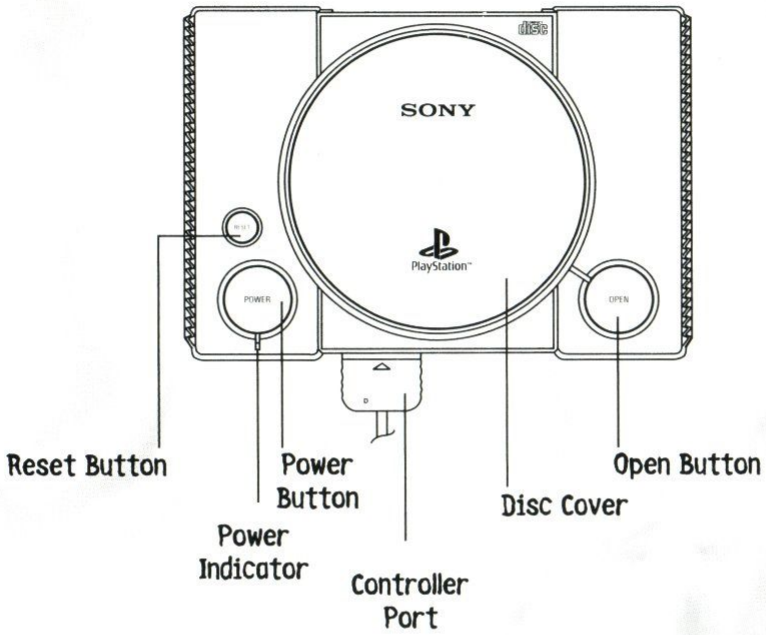
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Starting Up

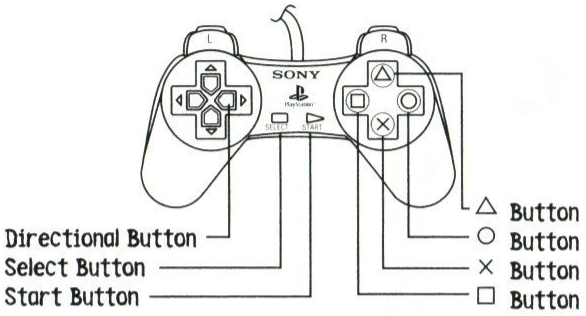


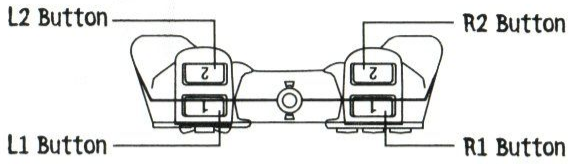
1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual.
2. Insert the **BATTLE ARENA TOSHINDEN™** disc and close the CD door.

Note: Make sure the PlayStation game console's power is OFF before inserting or removing a compact disc.

3. Plug in one or two game controllers and turn the PlayStation game console ON. The opening story will roll, and then the Title Screen/Game Start Menu will appear.
4. Press the Select Button or use the Direction Buttons to make a selection, and press the Start Button to begin play.

Game Controls





Important: These game controls are the default (A1) Control Type in NORMAL skill level. Your controls will be different if you've chosen another Control Type on the Options menu.

Action	Button
Advance	Direction Button forward (in facing direction)
Dash	Direction Button forward twice
Retreat/defend upper body	Direction Button back (away from facing direction)
Back step	Direction Button back twice
Jump	Direction Button UP
Defend lower body	Direction Button DOWN + BACK

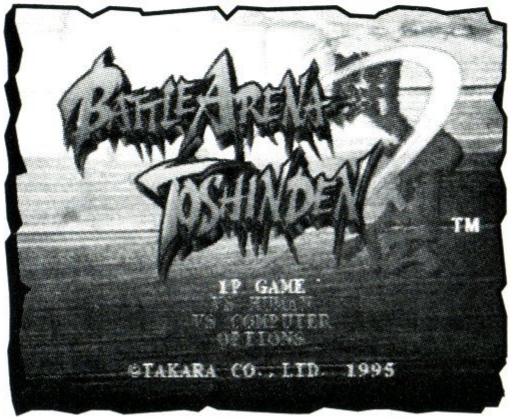
△ Weapon attack – Strong ○ Weapon attack – Soft □ Kick attack – Strong ⊗ Kick attack – Soft

Attack Powers

- Strong attacks cause severe damage, but are slower, use wide moves, and may not always hit their mark.
- Soft attacks cause less damage, but are fast and tight, almost always making contact with your opponent.

Dodge	**L1** or **L2** + **R1** or **R2** or Direction Button DOWN twice
Pause/exit Pause Menu	**Start** Button
Select Pause Menu options	**Select** Button
Start Player 2 during battle	**Start** Button on controller 2

Game Modes



1P Games
Select your fighter and then the computer will randomly select your opponent. You will continue battling increasingly harder challengers until you either win the tournament or are vanquished forever.

If you lose the battle, the Continue Screen appears. Press the Start Button during the countdown to resume the tournament with your current fighter against the same opponent who just defeated you.

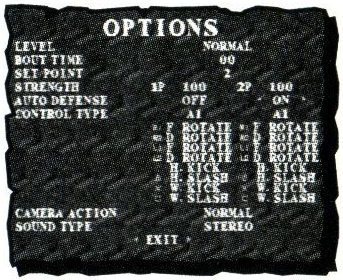
If you defeat all opponents, you will eventually face your nemesis. Defeat that fighter and prepare for whoever . . . or whatever . . . comes next.

Joining in One Player Games
A second player can join in a 1P GAME by pressing the Start Button on the second controller. The battle will end and both players will be able to choose fighters.

VS Human Games
Two players select fighters and then go head-to-head for dominance in a single battle.

VS Computer Games
Choose two warriors, your own and the computer's, and then fight! You can continue selecting opponents until you are defeated. If you lose, you can continue, but you must first defeat the same opponent who just beat you.

Setting Game Modes



Select "OPTIONS" from the Game Start Menu. Then:

- Press the Direction Buttons UP or DOWN to select an option.
- Press the Direction Buttons LEFT or RIGHT or use the **Select** Button to change a setting.

Level — Set your skill level from VERY EASY (computer is weakest) to VERY HARD (computer is strongest). The default setting is NORMAL.

Bout Time — Set the maximum time length per bout: 60 seconds, 99 seconds, or 00 (unlimited).

Set Point — Set the number of points needed for victory, from 1 to 7. The winner of each bout gets 1 point. The first fighter to get the required number of points wins the battle.

Strength — Set your handicap for vs Human and vs Computer games. The higher the number is, the stronger your fighter's defensive power and resistance to damage will be. This setting does not affect the skill level of 1P GAME sessions.

Auto Defense — When ON, your fighter automatically attempts to block the opponent's attack. The ON setting is recommended for beginners.

Control Type — Set the game controls to your liking by choosing from a wide range of different button configurations. The default setting is A1 in NORMAL skill level.

Camera Action — Set your battle view:
Normal – Zoom in up-close and personal.
Long – View the battle from a distance at body level.
Sky – Watch the battle from bird's eye view.
Overhead – View the battle from over the fighters' heads.
Your Self – View the battle any way you want. (The top L1/L2 and R1/R2 buttons must be set to "Not used.")

Sound Type — Switch the output sound between "stereo" and "mono" (monaural), depending on your television or monitor capability.

Selecting Your Fighter

The Fighter Selection menu appears before each battle.

1. Press the Direction Buttons LEFT or RIGHT to mark your character.

2. Press the Select Button to change your character's fighting colors.

3. Press any symbol button to confirm your selection before the timer counts down to zero.



TOSHINDEN: The Underworld Tourney

Enter the world of secret societies and martial-arts mastery — **Battle Arena Toshinden.** This underworld marital arts tourney is held only once every few years. The fact that it exists at all is known only to a select few . . . and they are sworn to secrecy.

Battle Arena Toshinden is the ultimate tournament. The victor is hailed as the strongest, most invincible fighter in the world. Participants and the site of each battle are chosen by the "Organization." The invitation is delivered face-to-face to each challenger. No invitee has ever yet turned down the challenge. . .

Today, eight incredible fighters, their destinies interwoven, have gathered at Toshinden. Some will fight for love, some for honor, some for revenge. But all are fated to experience one of two extremes: glory or death.

What is your destiny. . .



The Rules of TOSHINDEN

1. When one fighter's physical power drains to zero and he or she can't get up, the other fighter wins a knockout victory and gains 1 point.

2. When a fighter either falls out or is thrown out of the ring, the winning warrior gains 1 point.

3. When neither fighter wins within a time limit (when applicable), the character with more remaining physical power is the victor by decision and gains 1 point.

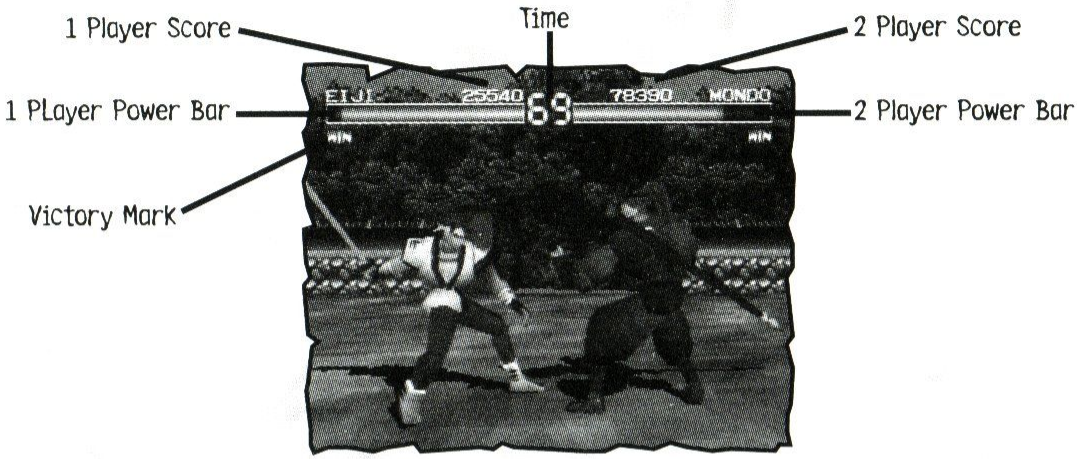
4. A draw is called when both fighters lose all physical power at the same time (double knockout), both fall out of the ring, or neither fighter wins within a time limit and the levels of remaining physical power are the same.

5. A fighter can proceed to the next battle when he or she wins the designated number of points selected before the game starts (see "Set Point" on page 5).

6. Defeat all opponents to become the champion of the Battle Arena Toshinden. Good luck!



Screen Indicators



1 Player score
Your current point total.

1 Player Power Bar
Your power level (or the computer's power level, if you are using controller 2). The bar shrinks as your fighter receives damage. If it drains completely, you lose by a knockout.

2 Player score
The second player's current point total.

2 Player Power Bar
The second player's (or the computer's) power level.

Time
Seconds remaining in the bout. If there is no time limit, the display shows 00.

Victory Mark
Appears when a fighter wins the bout. Each bout is worth 1 point. Whoever earns the required number of points wins the battle
(see "Set Point" on page 5).

Special Maneuvers

DASH
While facing your opponent, press the Direction Button forward twice (toward the opponent) to lunge quickly toward the other fighter.



BACK STEP
While facing your opponent, press the Direction Button back twice (away from the opponent) to retreat quickly and avoid the other's attack.



THROW
When close to your opponent, press either Strong Attack button while pressing the Direction Button back (away from the opponent) to throw the other fighter with severe damage. Practice this difficult, dangerous maneuver to get the timing just right.



DODGE
Press the Direction Button DOWN twice to dodge sideways and avoid attacks or make offensive moves. Press **L1** or **R1** to flip toward the camera; press **L2** or **R2** to flip toward the back of the ring.

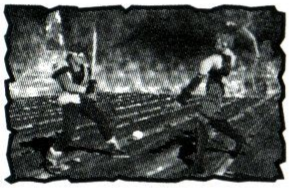
TURNAROUND
When your fighter turns away from an opponent, release all buttons. In a few moments, your fighter will automatically turn around.

Special Techniques

Various combinations of the Direction Buttons and Attack buttons deliver powerful special techniques, each with a unique effect. But these are wrapped in mystery. Discover these techniques and learn how to use them to create powerful, nearly invincible fighters.

> ***Toshinden Tip***
> When playing in EASY and VERY EASY skill levels, you can set the special techniques to the top **L1/L2** and **R1/R2** buttons (see "Control Type" on page 5).

DEFENSE
When not attacking, you can defend yourself by pressing the Direction Buttons to the SIDE or DOWN, away from your opponent. There are both Upper Body and Lower Body defenses.



Upper Body Defense –
Direction Button AWAY from opponent
Defends against special techniques, attacks from standing opponents and jumping attacks.

Lower Body Defense –
Direction Button DOWN + AWAY
Defends against special techniques and attacks from squatting opponents.



> ***Toshinden Tip***
> Some attacks from a standing opponent aim at your fighter's feet and must be countered with Lower Body Defense. On the other hand, some attacks from a crouching opponent aim at your fighter's body, requiring Upper Body Defense. Study each fighter's attack pattern to find out what these attacks are.

Defend yourself from normal attacks and you'll receive no damage. Special techniques deliver a small amount of damage when defended against. There is no defense against throws.

Battle Tactics

DEFEND!
You cannot consistently win by blindly attacking your opponent. Instead, master the moves that defend you from all the different attacks. Learn to use the Upper and Lower Body Defenses effectively. Block your opponent's thrusts one after the other, and then attack aggressively at every opening.

COUNTERATTACK!
Attacking an opponent's back delivers 1.5 times more damage. In addition, counterattacking an actively attacking fighter also results in 1.5 times more damage. Watch for these chances to give the greatest damage, and use them well! Envision your victory, and then go for the heart!

KNOW YOUR ENEMY!
All 8 warriors have their own unique, devastating attacks. These include normal attacks, throws and special techniques. Learn how each fighter attacks and defends, and how they use the special techniques based on their own personalities. Study and master these fighting styles, and victory will be yours!

Pausing a Game

Press the Start Button to pause a battle and use the Pause Menu. Make your choice with the Select Button and confirm it with the Start Button.



- Continue resumes the battle.
- OPTIONS takes you to the Options Menu
- Reset takes you to the Game Start Menu.

Character Profiles

Important

- The Special Attack controls in this section use the default Control Type (A1) in NORMAL skill level. Your controls may be different if you've selected another Control Type or skill level (see page 5).

- All moves are for characters facing RIGHT.

Eiji™



Vital Statistics

Full Name: Eiji Shinjo
Meaning: Burning Yamato Soul
Age: 21
Height: 5 ft 8 in
Weight: 140 lbs
Weapon: Magical Bakko Japanese Sword

Background

Though still a young man, Eiji is already a renowned worldwide adventurer. He is passionate and aggressive, and employs a powerful sword technique which he learned from his older brother. But Eiji's brother, his sole remaining family, has been missing for years. Eiji has scoured the world to find him. Now his last hope lays at Battle Arena Toshinden.

Special Attacks

Rekkuzan
↓↘→ + □ or △

Hishouzan
→↓↘ + □ or △

Ryuseikyaku
jump, ↓↙← + ✕ or ○

Shugekidan
↘ + ✕ or ○



Kayin™



Vital Statistics

Full Name:	Kayin Amoh
Meaning:	Storm
Age:	22
Height:	5 ft 9 in
Weight:	141 lbs
Weapon:	Cariburn Saber, aka Excalibur, the Legendary Sacred Sword

Background

Kayin learned swordsmanship alongside Eiji, under the tutelage of Eiji's lost brother. For many years, Kayin and Eiji have been both friends and rivals. But Kayin's personality is totally opposite that of his friend. Despite his intense fighting spirit, Kayin's outward presence is cool, almost stoic. His demeanor, as well as his prized Cariburn Saber, have been passed from father to son through the generations of Kayin's Scottish Highlander clan, and have served them well. Kayin has entered Battle Arena Toshinden to avenge his father's murder, believing that he may find the assassin among the other contenders.

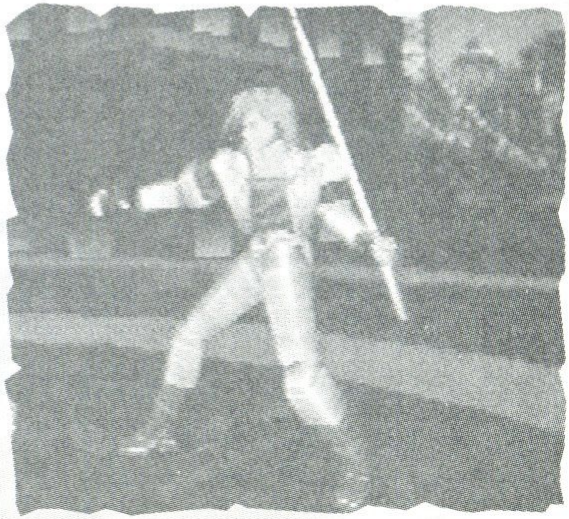
Special Attacks

Sonic Slash
↓↘→ + □ or △

Deadly Rays
→↓↘ + □ or △

Scottish Moon
jump, ↓↙← + ✕ or ○

Leg Crush
↓↙← + ✕ or ○



Sofia™



Vital Statistics

Full Name:	Sofia
Meaning:	Slashing Whip
Age:	24
Height:	5 ft 7 in
Weight:	111 lbs
Weapon:	Whip

Background

Sofia has a noble character and a strong core. Formerly a Russian secret agent, she is known and feared for the power and speed of her whipping techniques. She works as a private investigator these days, but her past remains a mystery, even to herself. A recent event has given her a clue to her secrets. Thus, she accepts the challenge of fighting at Battle Arena Toshinden in order to learn the truth about her past.

Special Attacks

Thunder Ring

↓↙←+□ or △

Aurora Revolution

→↘↓↙←+□ or △

Rattlesnake

↓↘→+□ or △



Rungo™



Vital Statistics

Full Name:	Rungo Iron
Meaning:	Natural Man
Age:	30
Height:	6 ft 4 in
Weight:	204 lbs
Weapon:	Huge Iron Club that delivers fierce destructive power

Background

Rungo is a North American miner with a giant's strength and a heart of gold. While mining in the Appalachians, he struck a vein of uranium in an unmarked section of the shaft. Rungo immediately sealed off the shaft to prevent the uranium from falling into the wrong hands. But an evil Organization, intent on possessing the ore, kidnapped Rungo's wife and son. Rungo has arrived at Battle Arena Toshinden determined to win back his family. Though lacking formal martial-arts training, Rungo is counting on his Herculean strength and keen survival instinct to gain victory.

Special Attacks

Fire Wave
↓↘→ + □ or △

Power Thrust
→↓↘ + ✕ or ○

Batter Up
→↘↓↙←+ □ or △

Fire Strike
↓↘→← + □ or △



Fo™



Vital Statistics

Full Name: Fo Fai
Meaning: Superhuman Power of Darkness
Age: 106
Height: 5 ft
Weight: 106 lbs
Weapon: Konso Gakka, the Iron Claw, created for assassination in the dark mists of the past

Background

Although Fo Fai plays the role of a kindly magician, he is said to have put thousands of people to death, both in his native China and around the world. Everything about him is cloaked in mystery. With superhuman power (rumored to result from fearful spells), he attacks with unpredictable moves and a cobra's lightning speed. Fo welcomes the chance to deliver grievous injury to his opponents.

Special Attacks

Mystic Sphere
→↘↓↙←+□ or △

Pagoda Kick
↓↙←+✕ or ○

Sphere Burst
jump, →↘↓↙←+□ or △ up to 9 times

Traveling Sphere
←↙↓↘+□ or △

Claw Slide
↓+△



Mondo™



Vital Statistics

Full Name:	Mondo
Meaning:	Heartless Demon
Age:	42
Height:	5 ft 10 in
Weight:	146 lbs
Weapon:	Seiryu Spear, said to carry the power to control the heavens

Background

Mondo is the strongest warrior in the feared Yaki Clan. This clan inhabits the dense, secluded forests in the foothills of Mt. Fuji. The clan is infamous for its inhumane leaders and destructive, secretive acts. Its warriors have learned to turn their feelings to stone so that they can coldly execute barbaric deeds without emotion. Battle Arena Toshinden is a mission assigned to Mondo by the Clan. With the ancient spear Seiryu in his grasp, Mondo prepares for the battle of his life.

Special Attacks

Goriki Tenbu
→↓↘ + □ or △

Goriki Fujin
←→↘↓ + □ or △

Goriki Raijin
jump, ↓↘→ + □ or △

Shippu Tsuki
↓↘→ + □ or △
or
↓↙← + □ or △



Duke™



Vital Statistics

Full Name:	Duke B. Rambert
Meaning:	Proud, Strong Swordsman
Age:	29
Height:	6 ft 2 in
Weight:	166 lbs
Weapon:	Dernier Ventcour, the Two-Handed Sword, with a power and sharpness exceeding all legendary weapons

Background

Duke is a high-born, well-mannered, chivalrous *gentilhomme*, the lord of an ancient castle in the pastoral hills of France. He excels in martial arts, and is the champion of gentlefolk and peasants alike in his region. Duke used to have absolute confidence in his masterful swordsmanship, until he lost a duel against the adventurer Eiji. Since then, Duke has been obsessed with the idea of defeating his rival.

Special Attacks

Southern Cross

←→↘↓+□ or △

Cyclone

↓↘→+□ or △

Head Crush

jump, ↓↘→+□ or △

Knight Strike

→↙↓↘+□ or △



Ellis™



Vital Statistics

Full Name:	Ellis
Meaning:	Wind Dancer
Age:	16
Height:	5 ft 1 in
Weight:	102 lbs
Weapon:	Dirk, a kind of dagger most effective at close range

Background

Hungarian gypsy Ellis is the star dancer of a traveling theater group. Although strong-willed and courageous, she is also gentle and nurturing. She has become a big sister to the younger children in the troupe, protecting and caring for them. Early on, Ellis was told that her own family had died in an accident. But lately she has heard rumors that her father may still be alive. In order to unravel the truth, she is pursuing a career in dangerous fighting. This makes her a natural for Battle Arena Toshinden.

Special Attacks

Tornado

↓↙←+ ⊗ or ○

Flaming Crescent

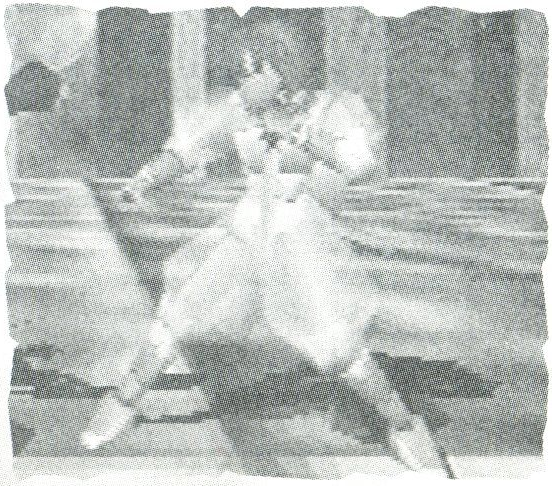
→↓↘+ □ or △

Air Dance

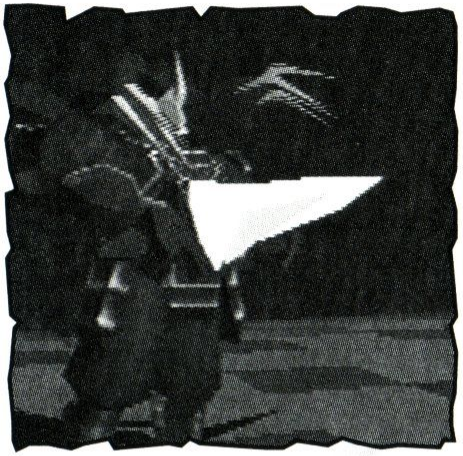
jump, ↓↙←+ ⊗ or ○

Arc Slash

jump, ↓↙←+ □ or △



Gaia™

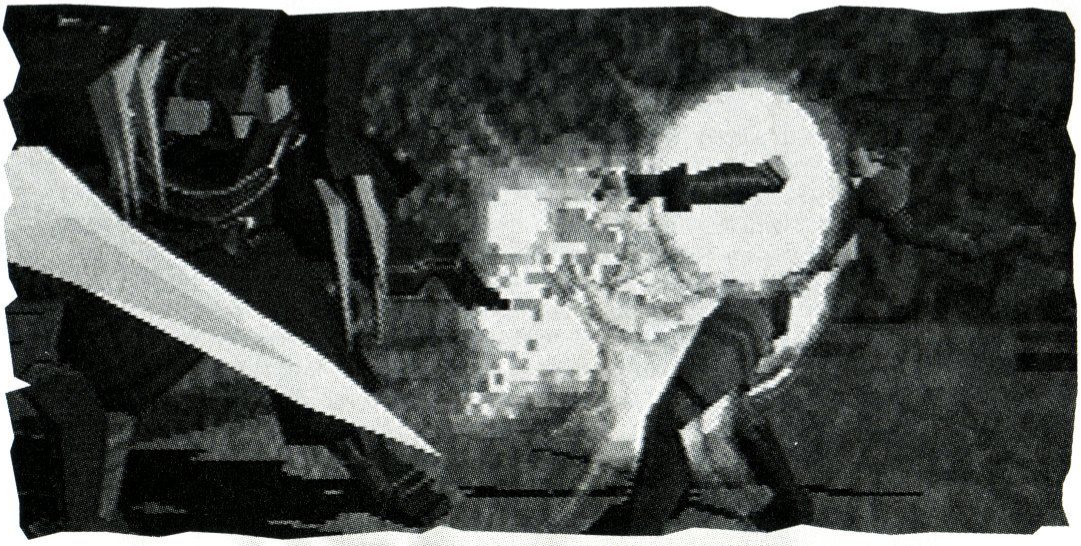


Vital Statistics

Full Name:	Gaia
Meaning:	Devil Warrior
Age:	40-something
Height:	12 ft
Weight:	221 lbs
Weapon:	Armor Bastar, the Last Darkness, the most awe-inspiring, technologically superior weapon known to fighting

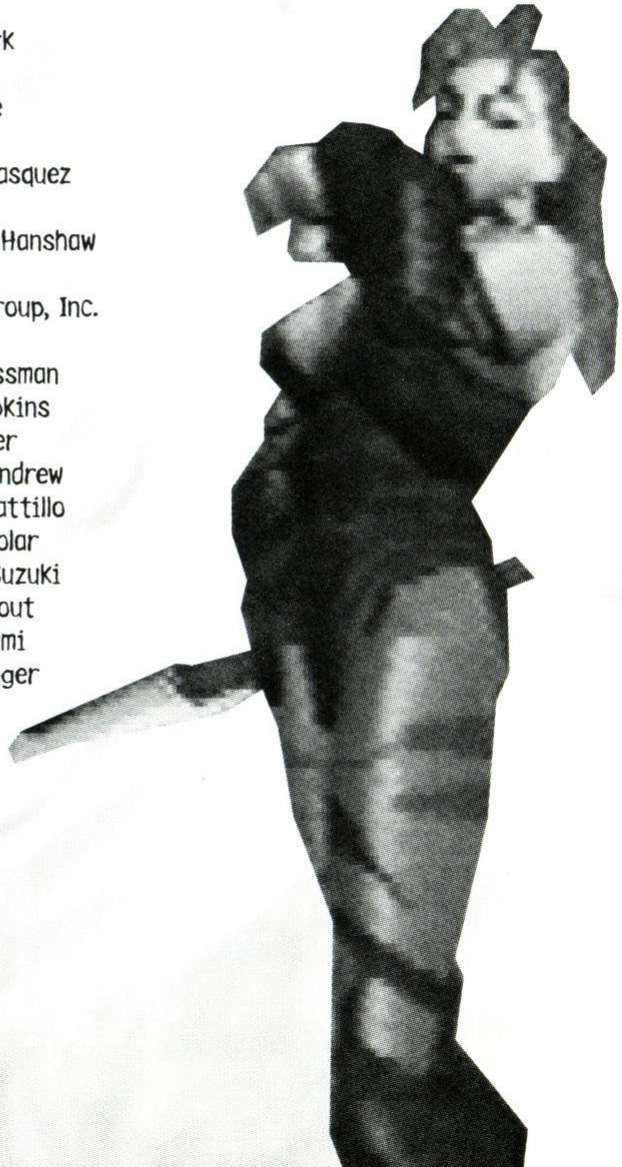
Background

Gaia is a leader and the strongest warrior in the mysterious organization that sponsors Battle Arena Toshinden. He waits . . . and watches . . . and then mercilessly attacks any warrior who has won many battles.His additional arms are part of his armor. These appendages have their own intelligence, responding to Gaia's thoughts to totally defeat his opponents.



Credits

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Notes

Notes

Software Warranty

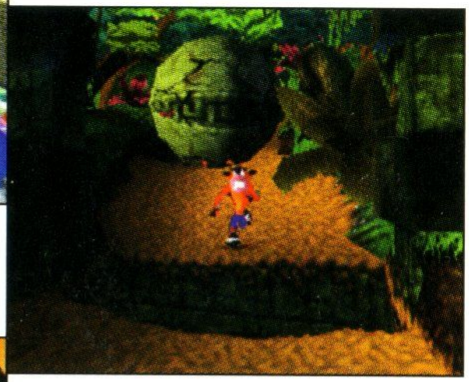
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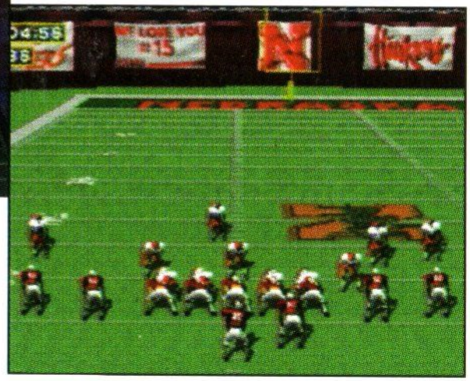
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