



NTSC U/C

PlayStation



TEEN



AGES 13+
CONTENT RATED BY
ESRB

SLUS-00483
6595

TAKARA



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.

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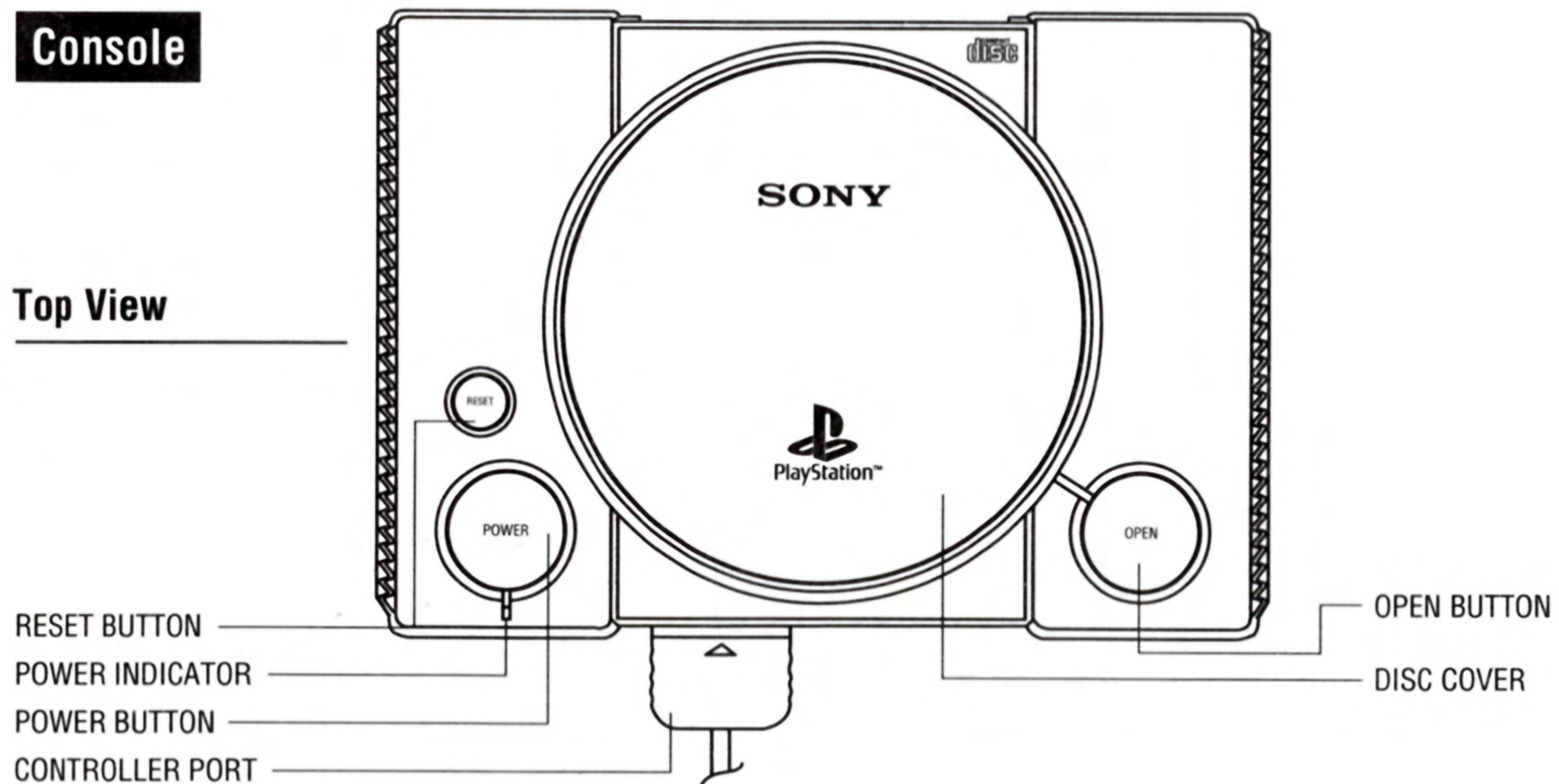


STARTING THE GAME

1. 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.
2. Insert the Battle Arena Toshinden 3 disc and close the CD door.
3. Insert game controllers and turn on the PlayStation game console.
4. Follow the on-screen instructions to begin a game.

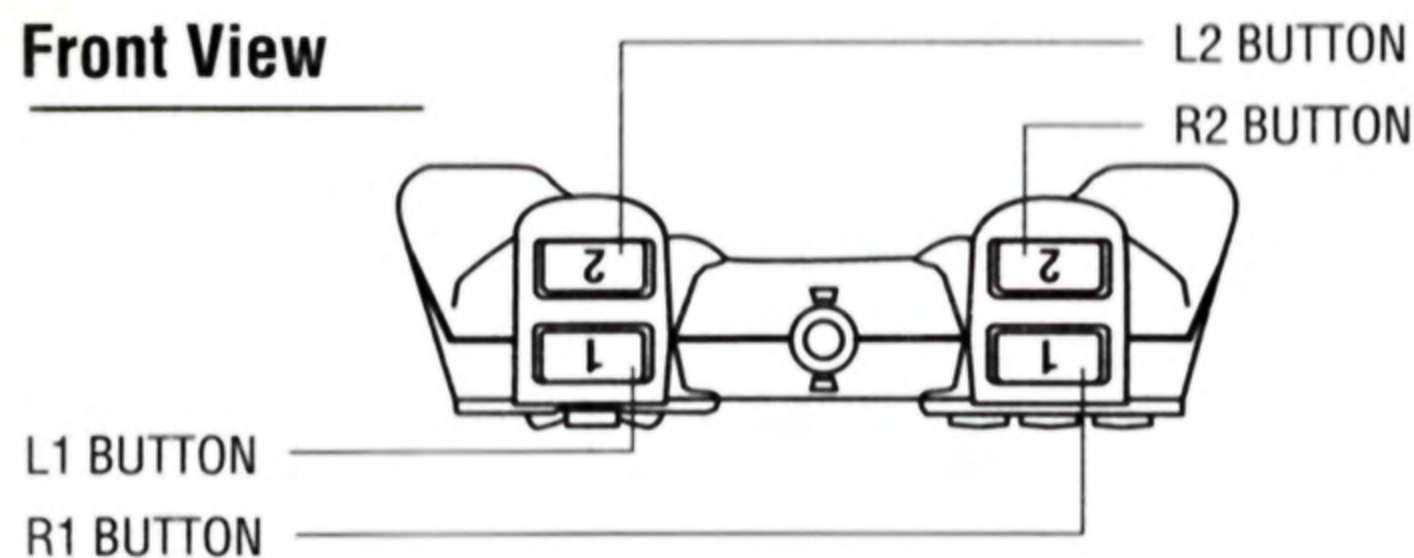
Console

Top View

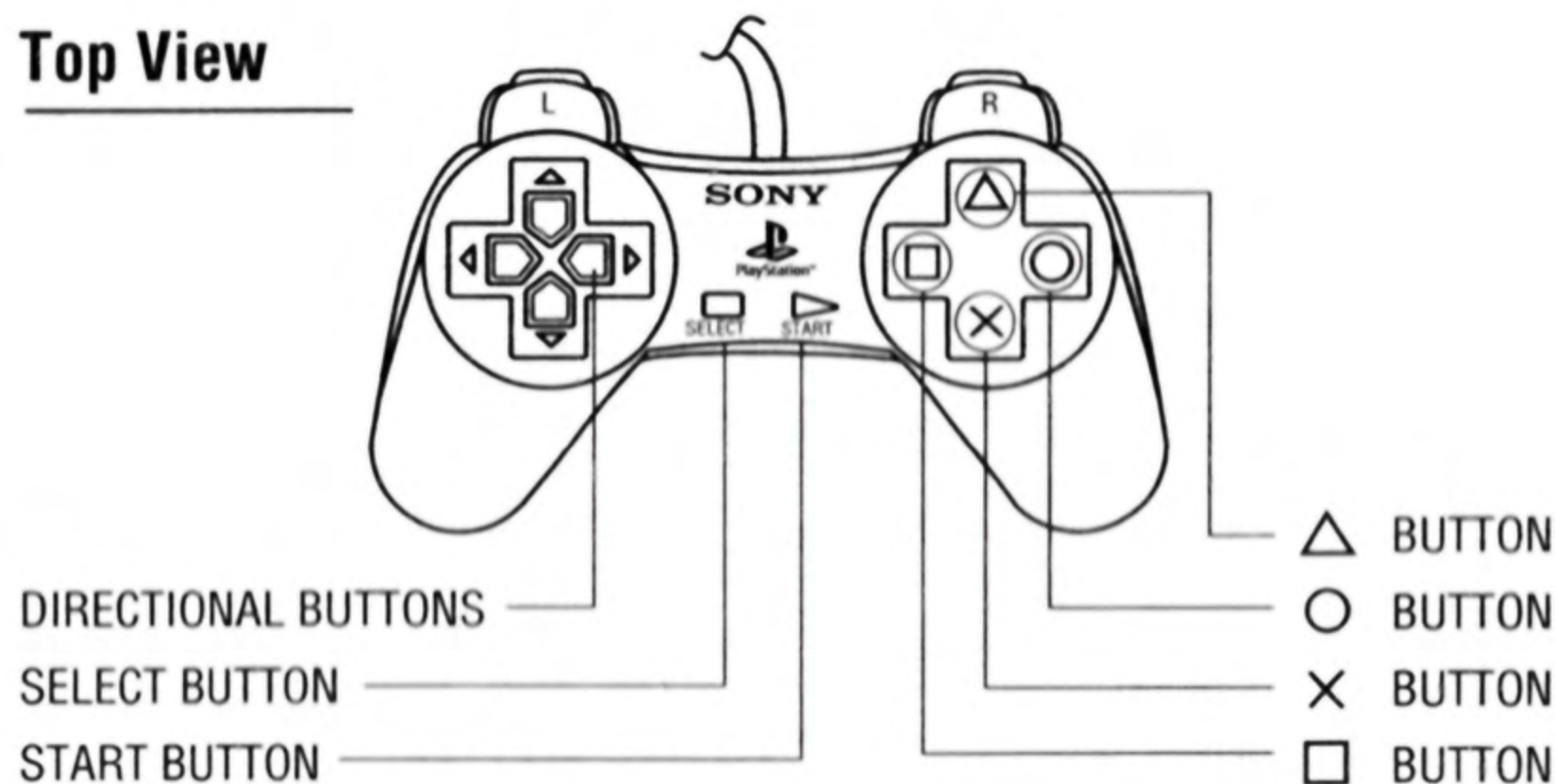


CONTROLLER FUNCTIONS

Front View



Top View



NOTE: You will need a second controller when playing two player head-to-head Toshinden 3.

Direction Key - Selects game mode from title screen and moves the character. Select the desired settings from the options screen.

△ or □ buttons - Weapon attack buttons

× or ○ buttons - Kicking attack buttons

L1 or L2 buttons - Roll buttons

R1 or R2 buttons - Special attack buttons

Start button - Brings up the title screen with the start and game mode menus. Return to the title screen through the options menu. One push pauses the game when on the battle screen. A second push releases the paused battle screen.

Select button - Selects game mode. Selects game options when the game is paused. Press to taunt an opponent during a game.



INTRODUCTION

After fierce combat at the Toshindaibukai, the Secret Society was crushed. It seemed that the underworld tournament had fulfilled its purpose. But a new enemy arose to confront the fighters!

“When the sea runs red with blood, the Overlord will descend to Earth!” So it is written of Agon Teos, also known as Toshin, Overlord of the Organization, in the Legend of Toshin. The Organization is now targeting the champions of the Toshindaibukai as sacrifices for their master.

“Eternal life and ultimate power belong to he who is reborn!” The Organization also has its evil sights on a young boy to receive the blood sacrifice - one who is strong, and with a pure heart capable of holding the immense spiritual power of the Overlord.

The next Toshindaibukai is about to begin!

GAME MODES

Various game modes are displayed by pressing the Start Button when the introductory cinematic is displayed or while the demo is in play. Use the directional keys to make a selection and press the Start Button to start the game.

ARCADE MODE

A standard mode that challenges the player to finish the game in the least amount of time possible. The best times for each character are displayed under RANKING.

SURVIVAL MODE

The player is pitted against as many enemies as he can defeat with one bar of energy. After every successful match the player gains a small amount of life back. The records for the highest number of victories is displayed under RANKING.

VS. COMPUTER MODE

A mode that allows the player to play against an opponent that the computer operates. The player chooses the character he or she will control, then selects the character the computer will control.

VS, HUMAN

Selecting this mode allows two players to play head-to-head. Both players choose their fighters on the character selection screen.

PRACTICE MODE

Allows the player to practice his moves with the help of a dummy partner and an on screen display of the controller movements.

OPTIONS

Sound Type - Stereo/Mono

Music - On/Off

Camera Action - Normal/Long/Sky/Overhead/Player

Difficulty - Stress Relief/Very Easy/Easy/Normal/Moderately Hard/Hard/
Very Hard/Impossible

Bout Time - Infinite/60seconds/99second

Set Point - 1/2/3

Frame Rate - 30fps/60fps

Language - English/Japanese

CONTROLLER

Controller 1 button configuration - change the buttons on controller 1 as desired.

Controller 2 button configuration - change the buttons on controller 2 as desired.

RANKING

Arcade - press X button to view records for top-ranking characters in Arcade mode.

Survival - see above, except in Survival mode.

SAVE AND LOAD

Load Game - loads data off of memory card

Save Game - saves game information onto a memory card

CHARACTER CONTROLS [Directional button diagram]

	Weak	Strong
Weapon	□ button	△ button
Kick	× button	○ button

CHARACTER MOVES

Attack Strength

When using the weak attack buttons the player's character attacks with short quick movements.
When using the strong attack buttons the player's character attacks with large and damaging attacks.

Defense

The player's character defends by manipulating the keypad in the opposite direction that the character is facing. Even while defending, the player's character will still receive some damage when defending against an opponent character's special attack.

There are no defenses against throws and certain attacks.

Upper Defense ←

Defends against special attacks, standing enemy's attacks, jumping attacks.

Lower Defense ↙

Defends against special attacks, and leg attacks. Automatically selects appropriate defense.



COMMANDS & ATTACKS

These commands are for characters facing right.

Character's Special Controls

Step

Step in → → step forward quickly
Step back ← ← step back quickly
Dash → → and hold run forward

Roll and dodge opponent's attack

Forward roll - L1 button
Backward roll - L2 button
Automatic Roll - ↓ ↓

Diagonal Roll

Diagonal Forward roll → + L1
Diagonal Backward roll ← + L2

Dodging Dash

Dodges to the side (without doing a roll)
Foreground Dodging Dash → → + L1
Background Dodging Dash → → + L2

Dash Attack - Pressing an attack button while dashing

→ → + (the appropriate attack button)

Standing up after being knocked down

There are various ways you can stand up after being knocked down.

No action - get up naturally

L2 - Stand up by cartwheeling backwards

Direction keypad down - Crouch down

L1 - Stand up by cartwheeling forward

Direction keypad up - Stand up

Pressing any of the action buttons speeds up a knocked out character's recovery.

Throws - △ + ○ buttons

Pressing the △ + ○ buttons when close to an enemy will throw your opponent, causing a great deal of damage.

Attacking a knocked-out opponent

All characters except Duke can use lower attacks to assault a knocked-out opponent.

Backward Attacks

□ or △ button - Backward weapon attacks

× or ○ button - Back kick attack

↓ + □ or △ button - Lower backward weapon attack

↓ + × or ○ button - Lower back kick attack

OTHER ATTACKS

Depending upon the player's skill, it is possible to throw an enemy into a wall or knock an opponent into the air. An opponent knocked into the air can return to the ground by repeatedly pressing the ○ button.



Toshinden Attack Strings

By repeatedly pressing buttons, you can execute combination attacks. Combining buttons will make your attack more effective.

Sneaking behind your opponent

← + △ + ○

Your opponent cannot defend himself when the your character is behind him.

Reversal Attack

← + △ (depending on the character, use the △ or ○ button)

A player using this technique can attack even if he is receiving twice the damage from his opponent's attacks

Energy Attack

This is a limited attack which can only be used twice per round, four times per two rounds, or five times per three rounds.

Wall Counter

Press the △ button, bounce off the wall, then counterattack.

Press the ○ button - return to your original position.

When an opponent throws you into the air, you can use this technique to bounce off the wall and counterattack, or return to your original position.

TAUNTING AN OPPONENT

A player may taunt his opponent by pressing the Select button. Certain characters may not taunt opponents. (See character descriptions.)

SPECIAL ATTACKS

Characters have their own unique special attacks. See the character descriptions for more detail.

Overdrive Special Attacks

These attacks may only be used when the overdrive gauge is blinking. (See character descriptions.)

Desperation Moves

These attacks may only be used when the power gauge is blinking. These attacks cannot be used continuously. After using this attack, you may not use this attack a second time until your opponent attacks you. See the character descriptions for more detail.

One-Shot Special Attacks

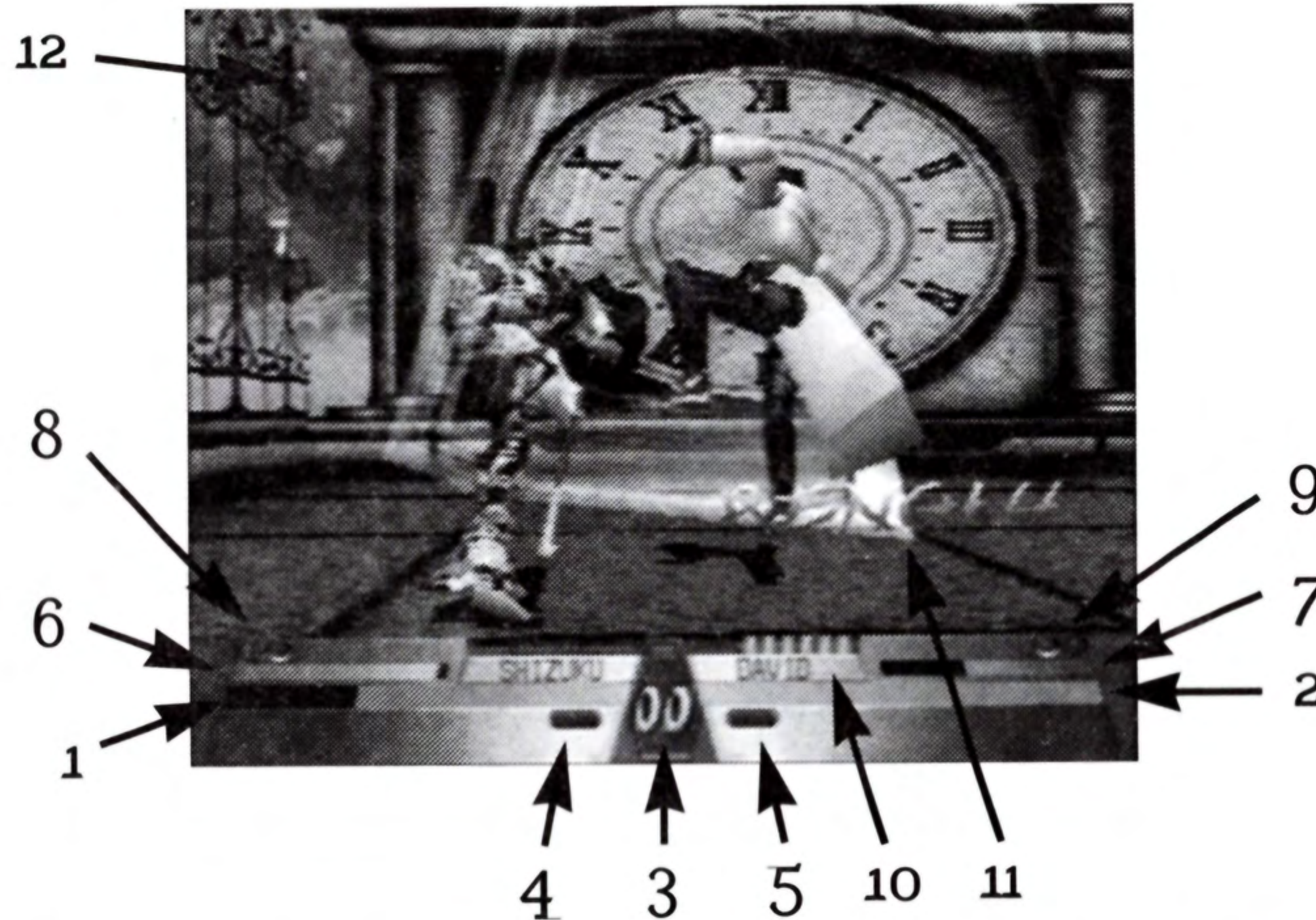
Some of the above special attacks can be used without inputting the complicated key combinations. (Initial set up with the R1, R2 buttons.)

RULES OF THE GAME

Winners are decided according to the rules below:

1. When the opponent's character's power is \bigcirc and can no longer stand up, the player's character gains one point through knockout.
2. In games with a time limit, the player with the higher power level wins one point when the time runs out.
3. In cases where both players' power levels are depleted at the same time or have the same power level at the end of a time limited game, the match is a draw.
4. The first player to accumulate the necessary points wins the match.

GAME SCREEN EXPLANATION



1. Player character's power gauge - The more damage your character receives, the lower the gauge drops. When the power gauge drops to zero, the player's character is knocked out.
2. Second player character's power gauge
3. Time remaining - Shows the remaining time for the match.
4. Player One point counter - Winning one point in a match causes the counter to blink.
5. Player Two point counter
6. Player One overdrive gauge
7. Player Two overdrive gauge
8. Player One remaining Energy Attack counter
9. Player Two remaining Energy Attack counter
10. Remaining shot counter (for characters with missile weapons)
11. Combination counter - Shows the number of successful hits on defending player.
12. Time Attack Clock - Records the duration of time attack mode. (Time Attack mode only)

OVERDRIVE GAUGE

The gauge level increases when using attack, special attacks, or when your opponent attacks your character, etc. When the gauge reaches maximum level, it begins to blink. While the overdrive

is blinking the power of all attacks increases for a specific period of time. Overdrive special attacks can be used at this time. During the overdrive period, the energy level on the overdrive gauge gradually decreases. The overdrive period ends when the counter reaches zero.

Discover for yourself how you can store overdrive energy by experimenting during game play.

SINGLE PLAYER GAME (ARCADE)

After selecting arcade mode from the game mode screen, one of Eiji's fourteen team members may be selected. The computer then controls the Dark side's characters.

You can select a character by using the direction keypad.

The game starts automatically after the computer selects a character.

As the player wins matches against the computer, the player may also select and use the characters used by the computer.

Only one set is available in 1P games.

Continue

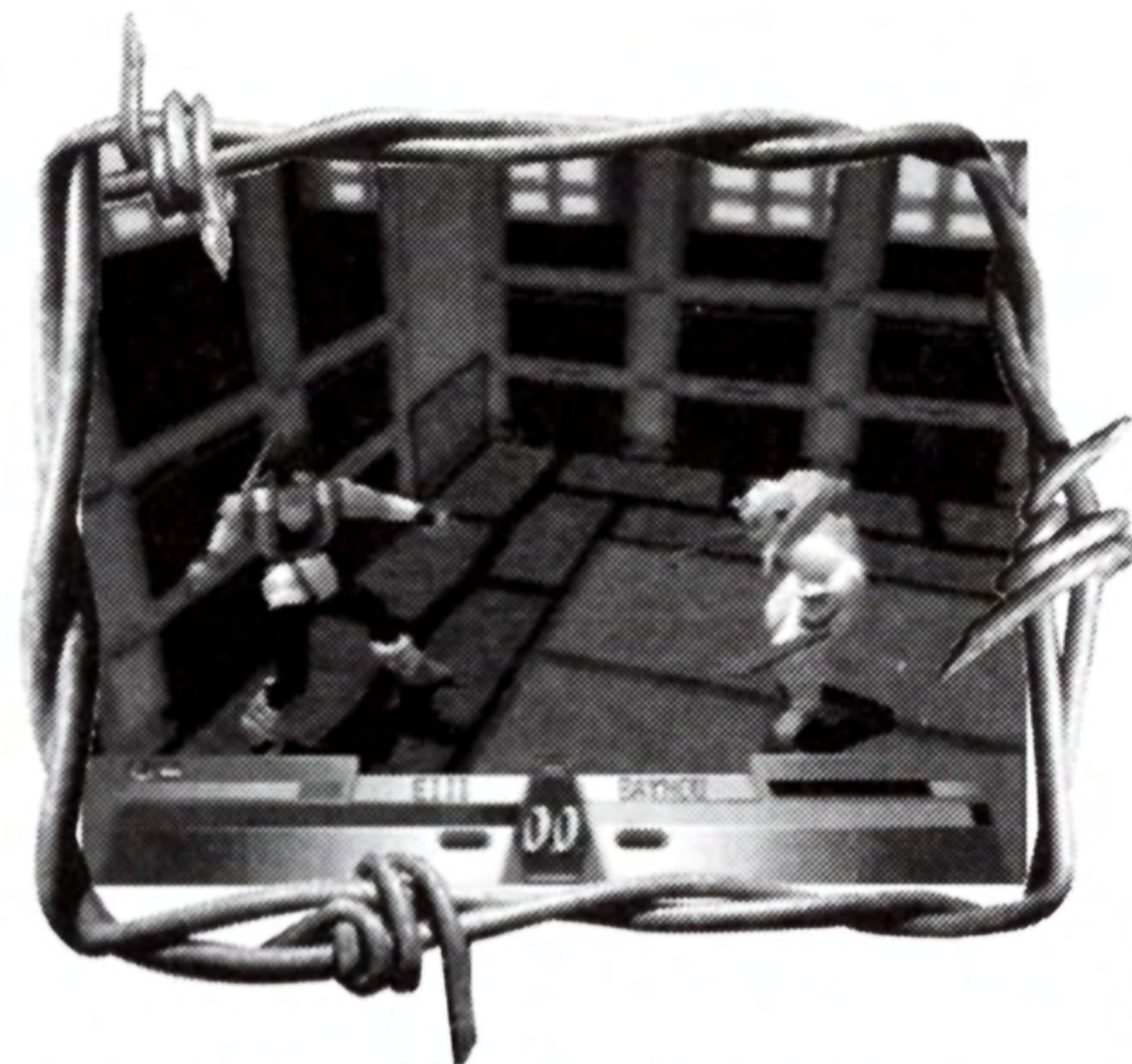
A continue screen appears when the player loses to the computer in 1P games. By pressing the start button before the counter reaches zero, the player may select one of the computer characters he previously defeated. Pressing any other button on the keypad quickly advances the time counter.. If the player chooses not to continue, the game ends.

Joining Games in Progress

A second player may join a 1P game by using the second controller except in survival mode. The second player can pause the current 1P game and enter by pressing the start button. Both players may then select a character.

VS COMPUTER

In Vs computer mode the computer plays the opponent character. After the player selects a character, the player can then select the computer player's character.



When a player loses in a Vs human game, he can continue the game and select a new character. When a player loses in a Vs computer game, he continues with the currently selected character.

Pause Options

When a game is paused, a screen with "continue", "options", "controller", and "quit" options appears. The above options can be highlighted with the direction keypad or with the Select button and selected with the Start button.

About Controller Configuration

Each button has the features listed below:

□, △, ×, and ○ button - Weapon and kick power level

L1, L2, R1, and R2 - Special attack 1 to 4, automatic roll forward and back, R attacks, energy attack, (guard) defense, unused.

Guard - automatically guard, normal guard.

OPTIONS

Selecting "options" on the game menu changes to the option screen which allows the player to change various settings in the game. Move up and down the list by using the direction up and down keys on the keypad. Change settings by using the left and right keys on the direction keypad. Return to the title screen by pressing the Start button.

Sound - Select Mono or stereo.

Music - On/Off

Camera - Select normal view, player's view, overhead view, sky view.



Bout Time - 60 seconds, 90 seconds, no time limit. (1P games have no time limit.)

Set Point - Select set #1, set #2, set #3. 1P games may only use set #1.

Frame Rate - Select high screen detail or high screen frame rate.

Language - English/Spanish

The CHARACTERS

Eiji

Realizing that he must forge his own identity and not simply follow in the footsteps of his elder brother, Eiji now seeks his own destiny. He has been marked for death by Vermilion's evil Organization, but knows he is not the only target - the other fighters are also in danger. Determined to prevail, he throws himself into battle with his motto: "I'm gonna get ya!"



Special Attacks

Rekkuzan	↓ ↘ → □ or △
Hien Hishozan	→ ↓ ↘ □
Hishouzan	→ ↓ ↘ △
Mukurowari	← ↓ ↙ □ or △
Forward Roll Throw	→ ↘ ↓ ↙ ← △
Elbow Punch	→ □
Egashira Jab	← □
Syugekidan (dashing)	↓ ×
Devil's Horn (dashing)	← △
Kachiage	↙ △
Jigokumon	□ + △ or × + ○
Byakki-mosyuken	→ ← → △

Toshinden Attack Strings

□	×	□		
□	□	□	□	
□	□	□	△	
□	□	□	↓ □	
□	→ □	□	□	↓ □
□	→ □	□	□	→ □
□	→ □	□	□	→ △
→ □	□	□	□	
→ □	□	□	△	
→ □	□	□	↓ □	



Kayin

After a fierce battle, Kayin saved Naru from the Secret Society. Suspecting that he and his foster father Amou are linked by destiny in the same way as he and Naru, Kayin now searches for the truth. His quest draws him once again into the heat of battle.

Special Attacks

Sonic Slash	↓ ↘ → □ or △
Deadly Raise	→ ↓ ↘ □ or △
Leg Crush	↓ ↙ ← × or ○
Scottish Moon (in the air)	↓ ↙ ← × or ○
Shooting Star (in the air)	↓ ↘ → × or ○
Forward Roll throw	→ ↘ ↓ ↙ ← △
Step-in Knee	→ ×
Vertical Slash	↘ △
Shoulder Charge (dashing)	← ○
Turn Slide	↓ ×

Hellis Gate

□ + △ or × + ○

Hellis Inferno

→ ← → ○

Toshinden Attack Strings

□	□			
□	×	×		
×	×	×	×	×
×	×	×	×	△
×	×	×	×	○
				↓ △

Bay Hou

Bay Hou learned the fighting skills of Fo Fai by watching him training in the Konron Mountains and copying his moves. Even Bay Hou himself cannot say why he fights the Organization, but it seems that the answer lies in the old temple where he lives. Why does he fight using the same hooked claws as Fo? Whose skull is he carrying on his back? All is shrouded in mystery!



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Special Attacks

Monkey Drill (also in air)	↓ ↘ → ×
Saru Drill (also in air)	↓ ↘ → ○
Mystic Sphere	→ ↘ ↓ ↙ ← □ or △
Falling Sphere	← ↙ ↓ ↘ □ or △
Rising Sphere	↓ ↙ ← □ or △
Pagoda Kick	↓ ↙ ← × or ○
Monkey Slash	→ □
Monkey Knee Attack	→ ×
Monkey Nail	→ ← □ or △
Monkey Quake	□ + △ or × + ○
Mega Monkey Blast	→ ← → △

Toshinden Attack Strings

□	△		
□	○		
□	□		
□	×		
□	×	↓ ×	×
□	□	△	
□	□	↓ □	□
□	□	□	△
□	□	□	→ △
↓ □	□		
↓ ×	×		



Rungo

Rungo carried out his promise and helped Gaia gain revenge for the death of his wife. The friendship they forged in battle was strong, but fate was to disturb their destinies again. Gaia's troubled past has brought new tragedy into their lives, and now Rungo throws himself into battle against the Organization once more!

Special Attacks

Fire Strike	↓ ↘ → □ or △
Power Thrust	→ ↓ ↘ × or ○
Spinning Charge	→ ↓ ↘ □ or △
Batter Up	← ↙ ↓ ↘ → □ or △
Brutal Stomper	↓ ↙ ← × or ○
Uptight	↘ △
Hyper Smash	□ + △ or × + ○

Fire Storm

→ ← → △

Toshinden Attack Strings

□	□	△	
□	→ △		
↓ □	□	△	
→ □	□	↓ △	
×	×	×	×
↓ ×	×		

Duke

Duke foiled Uranus' wicked plot at the previous Toshin Battle Arena, but in doing so lost the one he loved. Having failed to win a decisive victory over Eiji, Duke burns for another chance to take him on in battle and heal the wounds of the past. Hearing that Eiji has been attacked by the Organization, old rivals of the Rambert family, this French knight once again sharpens his sword and prepares to defend the honor of his ancestors in battle.



Special Attacks

Head Crush (jumping)	↓ ↘ → □ or △
Big Dipper	→ ↓ ↘ □ or △
Southern Cross	↓ ↙ ← □ or △
Cyclone	↓ ↘ → □ or △
Knight Strike	↓ ↘ → × or ○
Charge and Strike	← ↙ ↓ ↘ → □ or △
Grand Cross	□ + △ or × + ○
The End	→ ← → △

Toshinden Attack Strings

×	□		
×	×	○	
→ ×	○		
↓ □	△		
↓ ×	×	×	△
← ○	↓ △		
↓ △	← ○		

Mondo

Disregarding his orders from the Organization, Mondo fought in the previous Toshin Battle Arena against the Secret Society. He is now beginning to question his involvement with the Organization, and asks himself what their ultimate aim could be. After witnessing the vicious attack against his village and the brutal murder of his people, he now enters battle with his pride as a fighter on the line. And this time he fights for himself!



Special Attacks

Shippu Tsuki (upper)	↓ ↘ → □ or △
Shippu Tsuki (lower)	↓ ↙ ← □ or △
Goriki Tenbu	→ ↓ ↘ □ or △
Shippu Tentsuki	← ↓ ↙ □ or △
Goriki Fujin	← ↙ ↓ ↘ → □ or △
Goriki Raijin (in air)	↓ ↘ → □ or △
Blasting Double Kick	→ ○
Blasting Fist	← → △
Choriki Mondohou	□ + △ or × + ○
Choriki Daibutsumetsu	→ ← → △

Toshinden Attack Strings

□	△	
□	□	△
□	□	← △
□	□	↓ △
□	□	×
↓ □	□	→ ×
↓ □	□	×
×	×	×
×	→ ×	
×	×	← ×
○	○	

Ellis

With the fight against the Secret Society over, Ellis looked forward to returning to a quiet and peaceful life - until she learned that her father Gaia was once again intending to go into battle. Knowing that the troupe of young performers she looks after is being targeted by the Organization, Ellis prepares for combat in order to protect the ones she loves.



Special Attacks

Tornado ↓ ↙ ← × or ○

Flaming Crescent → ↓ ↘ □ or △

Sugar and Spice ↓ ↙ ← □ or △

Kicking Fury → ↓ ↘ × or ○

Fly With Me (jumping) ↓ ↙ ← □ or △

Aerial Arc (jumping) ↓ ↙ ← × or ○

Upper Slash ↘ △

Shin Slash ↓ △

Hip Attack → ○

Angel Kiss □ + △ or × + ○

Sweet Kiss → ← → △

Toshinden Attack Strings

□ × ×
□ □ ↓ △

□	□	→ □		
□	□	△	△	→ □
□	□	△	△	△
△	△	△		
↓ □	□	□		
↓ □	→ □			
↓ □	← □			
×	→ □			
×	← □			
×	×	△		
×	×	→ □		
×	×	△	△	
↓ ×	□	□	□	
↓ ×	□	↓ △		
↓ ×	→ □			
↓ ×	□	→ □		
○	↓ ○			



Sofia

Burdened with deep sorrow at the knowledge that her memory has been controlled, Sofia returns to her native Russia in pursuit of the fleeting memories of her past. As she pursues her work as a private investigator, she discovers the existence of the Organization. One of the Organization's objectives, "The rebirth of humans through magic", touches her deeply.

Special Attacks

Thunder Ring	↓ ↙ ← □ or △
Aurora Revolution	→ ↘ ↓ ↙ ← □ or △
Rattlesnake	↓ ↘ → □ or △
Jewelry Shower	← ↙ ↓ ↘ → × or ○
Straight Whip	→ □
Upper Whip	↘ △
Low Kick	↓ ×
High Kick	→ ○
Scorpion Kick	↘ ○
Sky Heel	↓ ○

Fascination

□ + △ or × + ○

Call Me Queen

→ ← → △

Toshinden Attack Strings

↓ △	△	
↓ △	← △	
×	×	×
×	×	↓ ○
×	×	△
○	×	□

Tracy

True to her reputation as a troubleshooter who likes violence maybe a little too much, Tracy managed to destroy the Secret Society, and has now suddenly been ordered to go to Japan to investigate the newly-formed criminal cartel known as the Organization. Unaware that her boss on the scene is Iwashiro Nagisa, the formidable Japanese cop, she travels to Japan, looking forward to a break from the stresses of life in New York City. Little does she know what is in store for her?



Special Attacks

I.M.C.	→ ↘ ↓ ↙ ← □
Straight I.M.C.	→ ↘ ↓ ↙ ← △
Super Upper	← ↓ ↙ ↘ or △
Flip Kick	→ ↓ ↘ × or ○
Shock Treatment	← ↙ ↓ ↘ → □ or △
Chopper Strike	→ ↓ ↘ □ or △
Jackpot	↓ ↙ ← × or ○
Double Flip Kick	□ + △ or × + ○
Badge Barrage	→ ← → △

Toshinden Attack Strings

□	↓ ×			
□	□	×		
□	□	△	○	○
□	□	△	○	↓ ×
□	□	△	↓ ×	
□	□	△	△	
□	□	△	△	← ○
□	○	○		
□	○	○		
□	○	○	↓ ×	
↓ □	△			
↓ ×	○			



Chaos

Finally freed from the spell cast by the Secret Society, Chaos can no longer understand why it was necessary to eliminate Gaia. In gaining his superhuman power in the past, Chaos lost his true identity. Now that he senses the onset of a new battle, a strange feeling possesses him. With the word "evil" ringing in his head, he is drawn inexorably into combat!

Special Attacks

Grim Reaper	→ ↘ ↓ ↙ ← □ or △
Chaos Breath	↓ ↘ → □ or △
Spider Crawl	→ ↓ ↘ × or ○
Scythe Drill	← ↙ ↓ ↘ → × or ○
Death from Above (air)	↓ ↘ → □ or △
Death Bringer	□ + △ or × + ○
Corkscrew	→ ← → △

Toshinden Attack Strings

□	↓ □		
□	□	□	
□	□	×	×
×	×		
×	↓ ×		

Gaia

Although branded a traitor by the Secret Society, Gaia managed to thwart Uranus' ambitions and achieve his long-cherished desire. However, the Organization is now plotting to use Gaia's Toshindaibukai as a source of blood sacrifice. Determined to prevent this, Gaia vows to fight the Organization to the death.



Special Attacks

Flame Breath

← ↙ ↓ ↘ → □ or △

Energy Slash

↓ ↙ ← □ or △

Charging Thrust

→ ↓ ↘ □ or △

Illusion Attack

↓ ↙ ← × or ○

Lion Ring

→ ← △

Moonlight

← → △

Dark Punisher

□ + △ or × + ○

Blazing Blow

→ ← → △

Toshinden Attack Strings

□	□	↓ □	↓ △
□	□	→ ×	
□	□	△	
□	□	→ △	
□	□	→ □	
□	□	↓ ×	
□	□	→ ○	
×	×		



Nagisa

Life on the force isn't always easy if you're stuck with a girly name, and this detective flies into a rage if anyone dares call him "Nagisa" to his face. Strong and silent, he is also a member of Interpol. At first he and Tracey have problems getting along, but as their investigation progresses they become an unstoppable team.

Special Attacks

Knee Kick	→ ○
Back Flip Kick (dashing)	← ○
Aerial Attack	→ △
Shootout	□ + △ or × + ○
Iwashiro Special	→ ← → △

Toshinden Attack Strings

□	→ □				
□	□	□	□		
□	□	↓ □	□		
□	□	↓ ×	×	×	
△	△	△	△	△	△
↓ ×	×	×			

David

The tragic events in David's life began on his sixth birthday. There was a sudden fire, and his whole family was killed in the blaze. From that day on his heart was closed to the world. The orphanage that took him in after the death of his family was actually run by the Organization to supply blood for their magic rituals. On his 15th birthday, the Organization tried to use his body for a magic ceremony, but David fought back against death. When he regained consciousness, he was injured and clutching a bloody chainsaw in his hands.



Special Attacks

Reversal Trap	↓ ↙ ← □	□	○	○	○		
Reversal Raise	↓ ↙ ← △	□	→ △				
Upper Punch	→ ↓ ↘ □	□	□	↓ □			
Double Upper Punch	→ ↓ ↘ △	□	□	↓ ○			
Gang Masher	← → △	□	□	↑ ○			
Tokalev Shot	Select	□	□	← ○			
Glass Jaw	→ □	□	□	□	△		
One-Two	→ △	□	□	○	○	○	
Turning Hack	↓ △	○	○	○			
Nerichagi	↓ ○	×	□				
Knee Kick	→ ○	×	×	□			
Shower Kick	↑ ○	×	×	×	□		
Flame Masher	□ + △ or × + ○	×	×	×	○	○	○
It's Over	→ ← → △	→ ×	△	△	□		
Toshinden Attack Strings		→ ×	△	△	△		
	□	→ ×	○				
	△	↓ ×	×	×			



Shizuku

Strong at games of chance but tender at heart, Shizuku is a wandering gambler. She loves to win, but also believes in fair play. One day, her younger brother brought home a young boy who clutched a bloody chainsaw in his hand. The young boy's name was David. Shizuku, seeing a deep sorrow in David's eyes, decided to take him in and look after him. That was when her fight against the mysterious Organization began?

Special Attacks

Storm (air)	↓ ↙ ← □	□	□	↓ ×	
FireStorm (air)	↓ ↙ ← △	□	×	□	
Dream Cherry	→ ↓ ↘ □ or △	□	×	↓ □	
Whirlpool Dance	↓ ↘ → ○	□	↓ ×	↓ □	
Hanegoma	↑ ○	□	□	□	□
Pipe Fire	□ + △ or × + ○	□	□	□	△
Vermillion Wheel	→ ← → △	□	□	↓ □	□
Toshinden Attack Strings		□	□	↓ □	△
	□ □ ×	□	□	↓ □	↓ ×

NOTES

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