



TITLE Rhapsody ~A Musical Adventure~

PLATFORM Nintendo DS

GENRE RPG

PLAYER(S) 1

ESRB E

RELEASE September 2008

PUBLISHER NIS America

DEVELOPER Nippon Ichi Software

CONTACT

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## What is Rhapsody?

Originally released in 2000 for PlayStation 1, *Rhapsody ~A Musical Adventure~* is a musical RPG that has musical numbers, complete with vocals. The game has a wide appeal thanks to its simple game style and clean anime art.

Players will take on the role of Cornet, who can talk to puppets and has a magical horn that grants wishes. She must save Prince Ferdinand, who has been turned into stone by an evil witch.

## Story

Marl Kingdom, the land of hope and dreams!

This story follows the adventure of Cornet, a young girl who can communicate with puppets. Cornet is just like any other girl, dreaming of her perfect prince and hoping one day to fall helplessly in love...

Then one day, she hears a rumor that the Royal Family of Marl Kingdom will hold a contest to find a suitable wife and Princess-to-be for the dashing Prince Ferdinand. Cornet and her best friend, a puppet named Kururu, set off on their quest to meet and fall in love with the prince of Marl Kingdom. But before she gets that far, Cornet will encounter gangs of evil witches and sorcerers. And so, Cornet's "Operation Snag-a-Prince" is destined to become more complicated than she ever expected...

Telling herself, "Gotta do what ya gotta do," off she goes to journey with her best friend & puppet, Kururu.

# NEW FEATURES

## An All New Battle System

The battle system has evolved from an overly complicated strategy style to a simple turn-based RPG style!

**Top Screen:** Battle actions



**Bottom Screen:** Stats and menu commands

# NEW FEATURES

## Touch Screen User Interface



All actions, menu selections, and traveling can be controlled with the touch pen. Simply point and touch to command your characters.

## Navigation Map

For the Nintendo DS version a navigation map has been added to the top screen. This allows players to look around and adventure around dungeons more rather than getting lost.



# Flow of the Game

1. Story mode – Explains the setting of the game and progresses the story.



2. World Map – Travel the world map to your destination. There are various dungeons and towns that you can explore.



3. Battle – Fight enemies with your magical music attacks. You will encounter enemies on the world map or in dungeons.



# Battle System

Unlike its predecessor, Rhapsody DS has a turn-based RPG style battle system. It is fast-paced and easy to understand, even for those who have never played a RPG.

## 4 SIMPLE COMMANDS

**Attack** – Simply touch this command to attack the enemies.



**Special** – Cast powerful spells that can obliterate your enemies. Here Cornet can play her trumpet and heal her team.

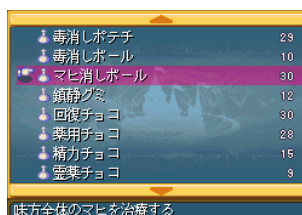


Play the trumpet to heal your friends!

**Gift** – When Cornet plays her trumpet, the magic power increases. Once you've powered up enough you can cast special skills.



**Item** – Characters who can't use healing magic will have to rely on items.



# Musical Adventure

In Rhapsody, music plays a significant role. Instead of movie cutscenes, Rhapsody has musicals with full vocal playback. Characters will sing and dance during key moments.



Characters will sing and dance in event scenes.

# Characters

## Kururu

A magical doll that can move and talk like a human being. She is a friend of Cornet and travels the world with her.



## Cornet

A young, energetic girl with magical powers. She is able to talk to dolls and become friends with them.

