

Yuyu-Hakusho 幽遊白書 Gaiden 外伝

1. Prologue

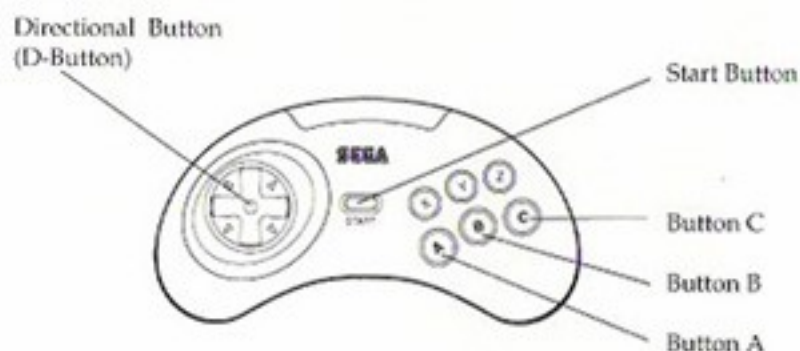
Two Days before Departing for the Underworld Martial Arts Tourney.

Now, two days before departing for the Underworld Martial Arts Tourney, Yusuke is channeling his energy into daily special training. The Underworld Martial Arts Tourney, a terrifying test of martial arts skills, had its start when the rich and powerful of the underworld used their ill-gotten gains to assemble some of gangland's strongest members to engage in battle. Also invited as captive "guests" to this terrifying test of skill are non-gangsters who have had many a run-in with the underworld and who are now considered an annoyance by gangland members. Turning down an invitation to the tourney can only spell your own death. The only way to survive is to fight and win. Yusuke and his friends have also been entered in the contest. Possessed by the single burning wish to defeat Toguro, Yusuke is in a state where the other tourney participants don't even enter his mind.

Suddenly there is an emergency order from Koemma...

As they make all-out efforts to prepare for the tourney, Yusuke and company suddenly receive an emergency order from Koemma: "There's a ghostly atmosphere all around town and it's mighty strong. You must find out the cause at once and cut it off at the root!" Yusuke and company dash off for town.

2. Take Control



- Start Button** : Starts the game
- Directional Button (D-Button)** : Selects commands, etc.
- Buttons A and C** : Enters commands; displays follow-up of messages
- Button B** : Cancels commands

- * Buttons X, Y and Z are not used.
- * Operation is the same as with the 3-Button Control Pad.

3. Basic Fighting Movements

- Directional Button** : ◀ ▶ : Move forward and backward
- Button** : ▲ twice : Jump behind your opponent
- Button** : ▼ : Defend
- Button A** : Punch
- Button B** : Kick
- Button C** : Change characters during battles in the Evil Spirit World

* Different characters have different attack skills.

Attack Skills

Attack	Control	Yusuke	Hiei	Kurama	Kuwabara
Punch	Button A	Punch	Punch	Punch	Punch
	▲ + A	Barrage of straight punches	Barrage of uppercuts	Barrage of uppercuts	Barrage of uppercuts
Kick	Button B	Kick	Kick	Kick	Kick
	▲ + B	Jump kick	Continued kicks up and down	Back spin kick	Jump kick
Special attack	▼ + A + B	Spirit Bullet	Death-dealing Sword	Rose Whip	Spirit Sword

4. Game Summary

This game has two settings: the Human World where the four characters fight separately on their own, and the Evil Spirit World where they fight together as a team.

The game starts in the Human World. When Yusuke and his friends each take to the streets they find an unusually strong ghostly atmosphere there. Something is very wrong! It's time to defeat those evil spirits and gather information.

A comparison of information gathered by our four friends with data from Koemma seems to indicate that there is a danger here that threatens the existence of the entire human race! And only Yusuke and his friends can stop the forces of darkness. Koemma immediately transports Yusuke and the others from the Human World to the Evil Spirit World.

In the Evil Spirit World the four friends act as a team to fight the forces of evil! Will Yusuke and the others be able to save the human race from mortal danger? And what is the ultimate enemy that is lying in wait for them at the end of their fight?

5. Starting the Game

When the Title Screen appears, press the Start Button. Use the Directional Button to choose the starting method and then press Button A or C.

Start

"START (「はじめから」)"
Begins a new game.

"FILE LOAD (「ファイルロード」)"

Begins from where you left off the last time. A list of files is displayed. Choose the file you wish to play.

- * See next page about how to save.
- * If nothing has been saved, FILE LOAD (「ファイルロード」) is not displayed.

6. Options

Select OPTION at the title screen.

- Directional Button** : Press up and down to move between options; press left and right to change
- MESSAGE SPEED** : Changes the speed of the messages
- CONTROL PAD** : Changes button operation
- SOUND TEST** : Previews the game's music; listen to it by pressing Button A or C
- EXIT** : Returns to the Title Screen

7. In the Human World

Choose a Character

Use the Directional Button to move the cursor and choose one of the characters. Press Button A or C.

Action Screen

Commands are displayed when action starts. Use the Directional Button to move the cursor and choose one of the commands. Press Button A or C.

- Look (「見る」)** : Gives a message on your current situation.
- Talk (「話す」)** : Displays messages for individual characters.
- Move (「移動」)** : Displays places to which characters can move. Choose where you want to go to and press Button A or C to move.

Fighting Screen

If you come across an enemy, the fighting screen appears. Now use your attack skills!

- HP (Physical Power)** : Decreases when you are attacked by an enemy.
- RP (Spiritual Power)** : Decreases when you use a special attack.

- * If you lose a battle, you automatically return to the start of that round/stage. Your HP returns to the original value.
- * It is not possible to change characters during battles in the Human World.

Saving the Game

You can save the game each time a character clears a stage/round.

- * Characters that have cleared the stage/round are displayed in black-and-white. When all four characters have returned they proceed to the Evil Spirit World.

Use the Directional Button to move the cursor. Choose "Save (「セーブ」)" and press Button A or C.

"Do you wish to save?"

- If you choose "YES (「はい」)", the files are displayed and you choose the file you wish to save.
- If you choose "NO (「いいえ」)", the game is not saved and you can continue playing.

- * If you save to files that already contain data, the former data is erased.

When all four characters return, they proceed to the Evil Spirit World.

The conversation that takes place in the "Human World" changes according to the order in which the characters clear the stage/round.

8. In the Evil Spirit World

Action Screen

Use the Directional Button to move the cursor and select commands. Press Button A or C.

- Look (「見る」)** : Gives a message on your current situation.
- Move (「移動」)** : Shows directions in which characters can move (forward, backward, left, right). Choose a direction.
- Talk (「話す」)** : Chooses the character who will talk.
- Act (「行動」)** : Chooses the character who will act.
- Compact (「コンパクト」)** : Displays messages.

Saving the Game

When you select COMPACT (「コンパクト」), you will be asked if you want to save the game.

- If you choose "YES (「する」)" you can save the game you are playing at its current stage. The files are displayed. Choose the file you want to save.
- If you choose "NO (「しねえ」)" you return to the action screen.
- * If you save to files that already contain data, the former data is erased.
- * You can save at any point in the Evil Spirit World if the action screen is showing.

Fighting Screen

If you come across an enemy, the fighting screen appears.

- HP (Physical Power)** : Decreases when you are attacked by an enemy.
- RP (Spiritual Power)** : Decreases when you use a special attack.

- * If you obtain the Spirit Source Flower while moving in the Evil Spirit World, the RP of all characters is restored.
- * If the HP of any one of the characters is reduced to zero, that battle is over.

Changing Characters

You can change characters while fighting in the Evil Spirit World by pressing Button C.

- * However, there are situations in which you can't change characters due to the course of the game.
- * A character can be changed only one time during a single battle.

Game Over

If you lose against the boss in the Evil Spirit World, the game is over and the Title Screen appears.

Ending

There are two possible endings for this game. If there are too many battle losses the chances are that much greater that the game will have a bad ending. It all depends on you!