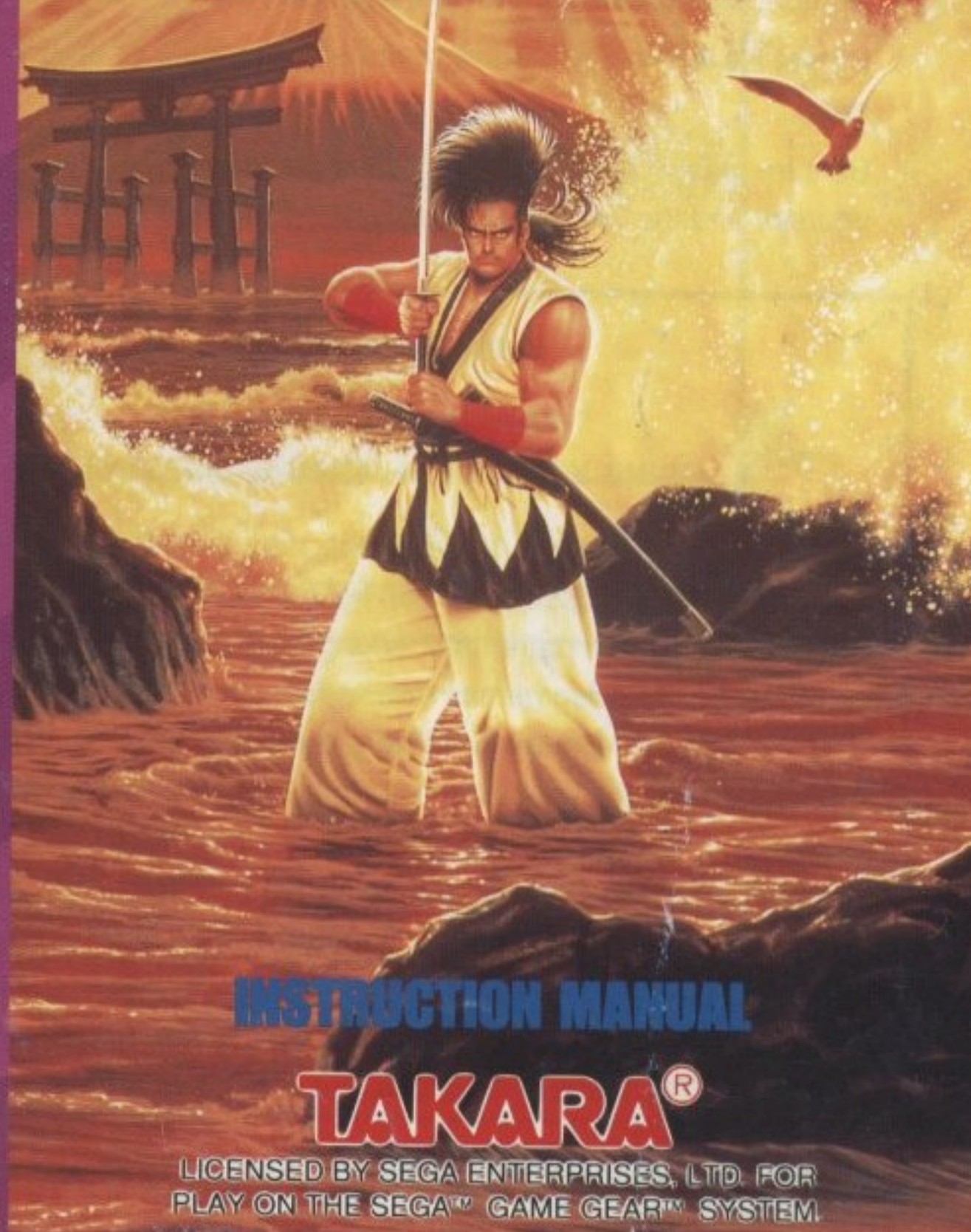


SEGA™

GAME GEAR™



# SAMURAI SHODOWN®



INSTRUCTION MANUAL

TAKARA®

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM

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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- 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 recess during extended play, to rest yourself and the Sega cartridge.

## EPILEPSY WARNING

### WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

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 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.



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At the end of the 18th century, Japan suddenly became engulfed in a wave of natural disasters and cruel and vicious wars. Life became a constant and brutal battle for survival. The maelstrom of evil began spreading across the seas to other countries, and it seemed as if the whole world would soon be enveloped in an age of darkness.

A man with mysterious powers, preaching a heretical religion, had appeared at the same time the troubles began. It seemed that the violence and evil was connected to this religion, for war and disaster followed wherever it spread. The man's name was Shiro Tokisada Amakusa, and his power grew stronger and stronger by the day, until it seemed that nothing could stand in his way...

Little did the world know that Amakusa was actually the servant of the evil Ambrosia, and had been sent to draw the world into a vortex of chaos and destruction. Now, as Amakusa's influence spreads to country after country, it's time for the final battle...it's time for a SAMURAI SHODOWN!

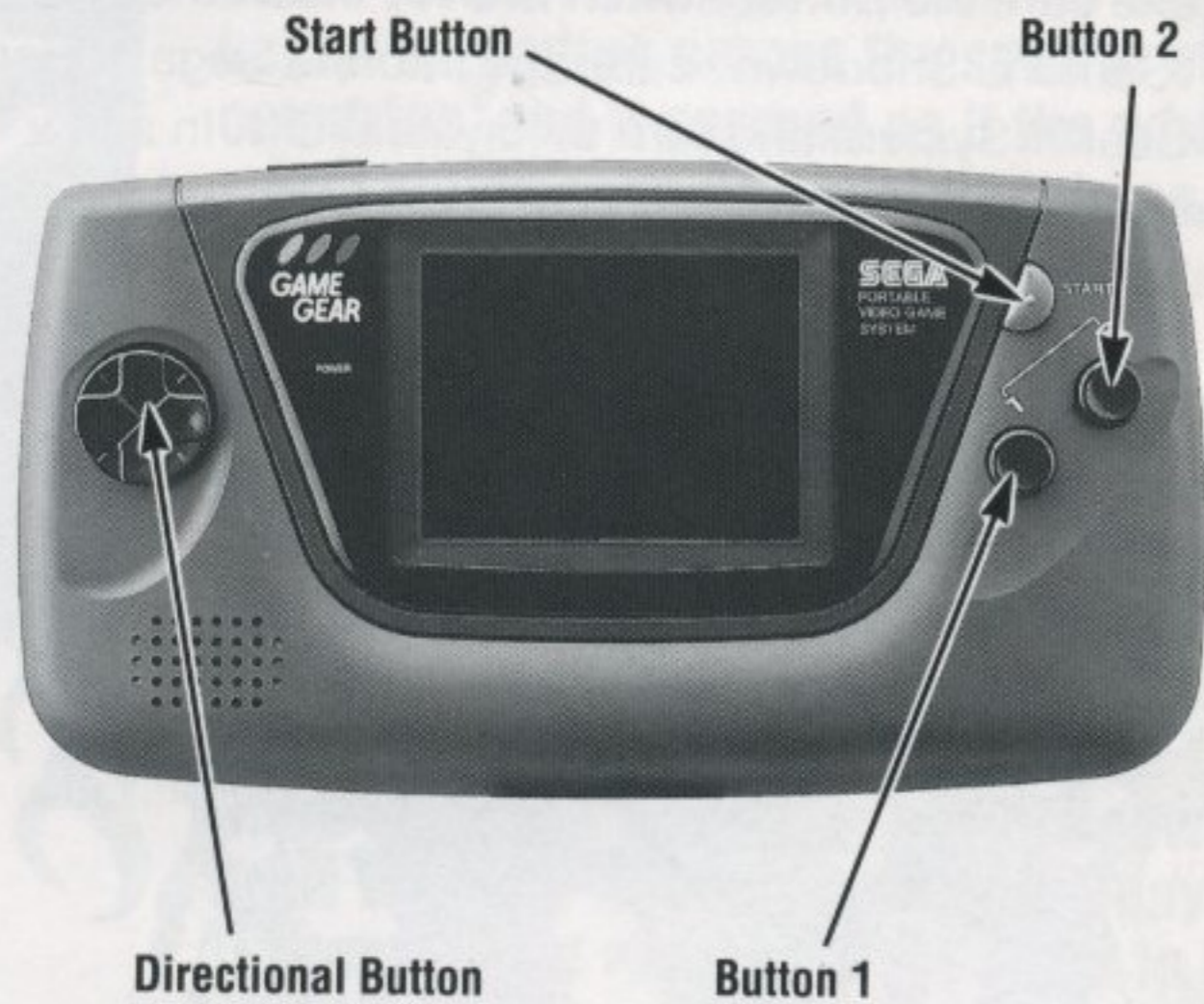
## STARTING UP

**M**ake sure the power switch is OFF. Insert the "Samurai Shodown" cartridge into the Sega™ Game Gear™ System and turn the system ON. In a few moments the Sega screen and the Title screen will appear. Press the Start Button to bring up the Main Menu.

**IMPORTANT:** Always make sure the power switch is OFF before inserting or removing the Sega cartridge.



# GAME CONTROLS



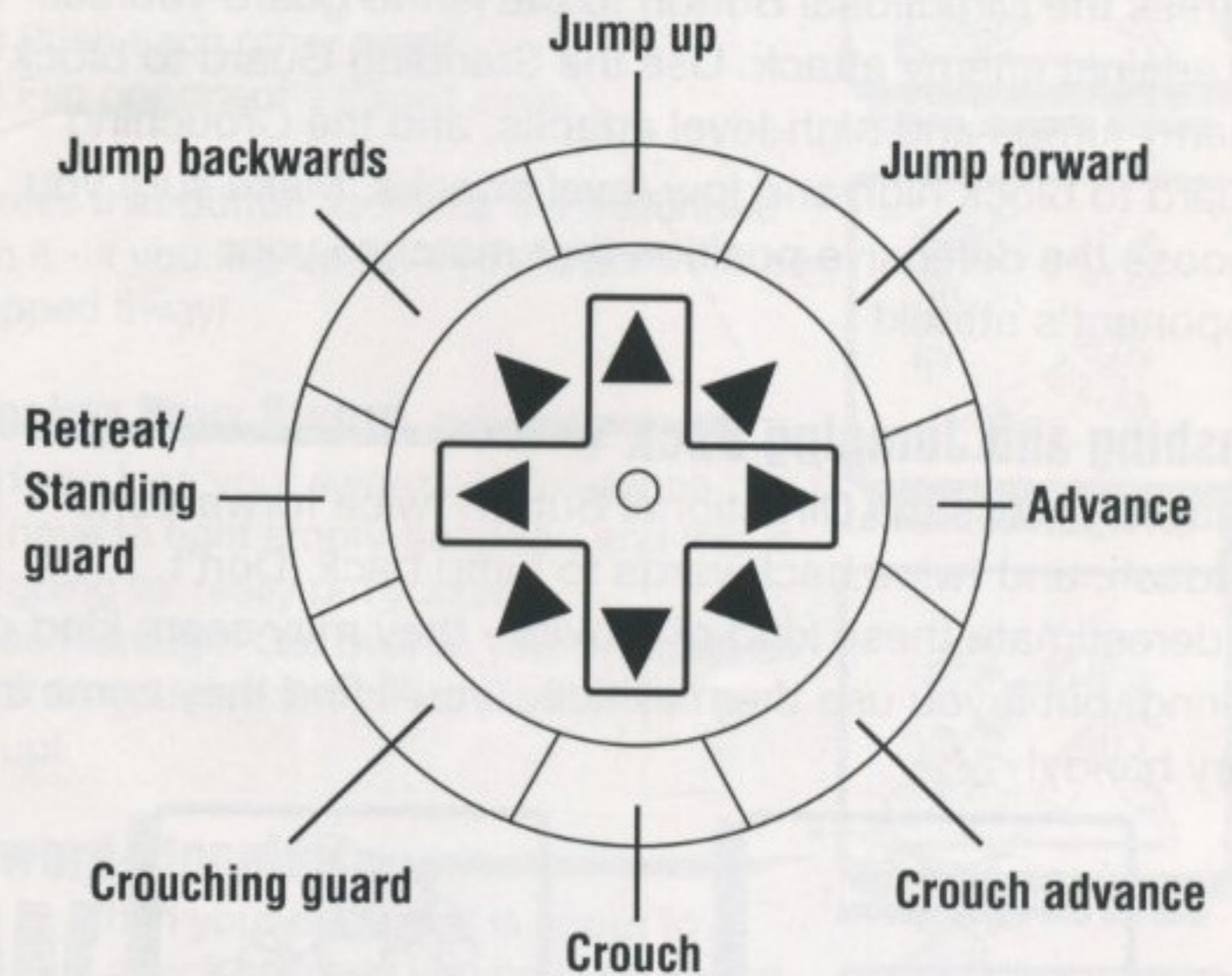
## CONTROLS

- Directional Button** : Select characters and modes  
Move character
- Start Button** : Start and pause game
- Button 1** : Slash (or Punch when you don't have a sword)
- Button 1 & 2 together** : Power slash
- Button 2** : Kick

# USING THE DIRECTIONAL BUTTON



You're a lone samurai lost in an unknown world, with no one to rely on but yourself. The first step to conquering your enemies is learning to move like a master!



Directions are for when character is facing right; reverse directions if character is facing left.

Also, some characters cannot do crouch advance moves.

# BASIC MOVES



Master the basics first!

## Guarding

Press the Directional Button to the left to guard yourself against enemy attack. Use the Standing Guard to block enemy jumps and high-level attacks, and the Crouching Guard to block high and low-level attacks. Make sure you choose the defensive position that matches your opponent's attack!

## Dashing and Jumping Back

Rapidly press the Directional Button twice forwards to dash, and twice backwards to jump back. Don't underestimate these kind of moves - they may seem kind of boring, but if you use them skilfully, you'll find they come in very handy!



DASHING



JUMPING BACK

# MASTER THE ART OF SAMURAI SWORDSMANSHIP



## Locking Swords

When you lock swords with your opponent, start pressing Button 1 repeatedly for the following results:

- 1) Slash opponent (weak slash)
- 2) Push each other away
- 3) Flip opponent's sword away



LOCKING SWORDS BEFORE

Press that button as if your life depended on it - if you slip up here your sword will be flipped away!



LOCKING SWORDS AFTER

## Losing Your Sword

If you lose your sword, you're gonna have to fight empty-handed - and this is going to really put you at a disadvantage! Get over to your weapon as fast as you can and press Button 1 to pick it up!



SWORD STOPPING BEFORE

## Sword-stopping

When your opponent is about to attack you and you have no sword, quickly press Button 1! If you get your timing right, you'll be able to catch your opponent's sword with your bare hands and thrust him/her away.



SWORD STOPPING AFTER

\* Your sword has limited durability. If you push it past its limits, it will break (at the end of the duel it will be returned to normal).

# HOW TO PLAY

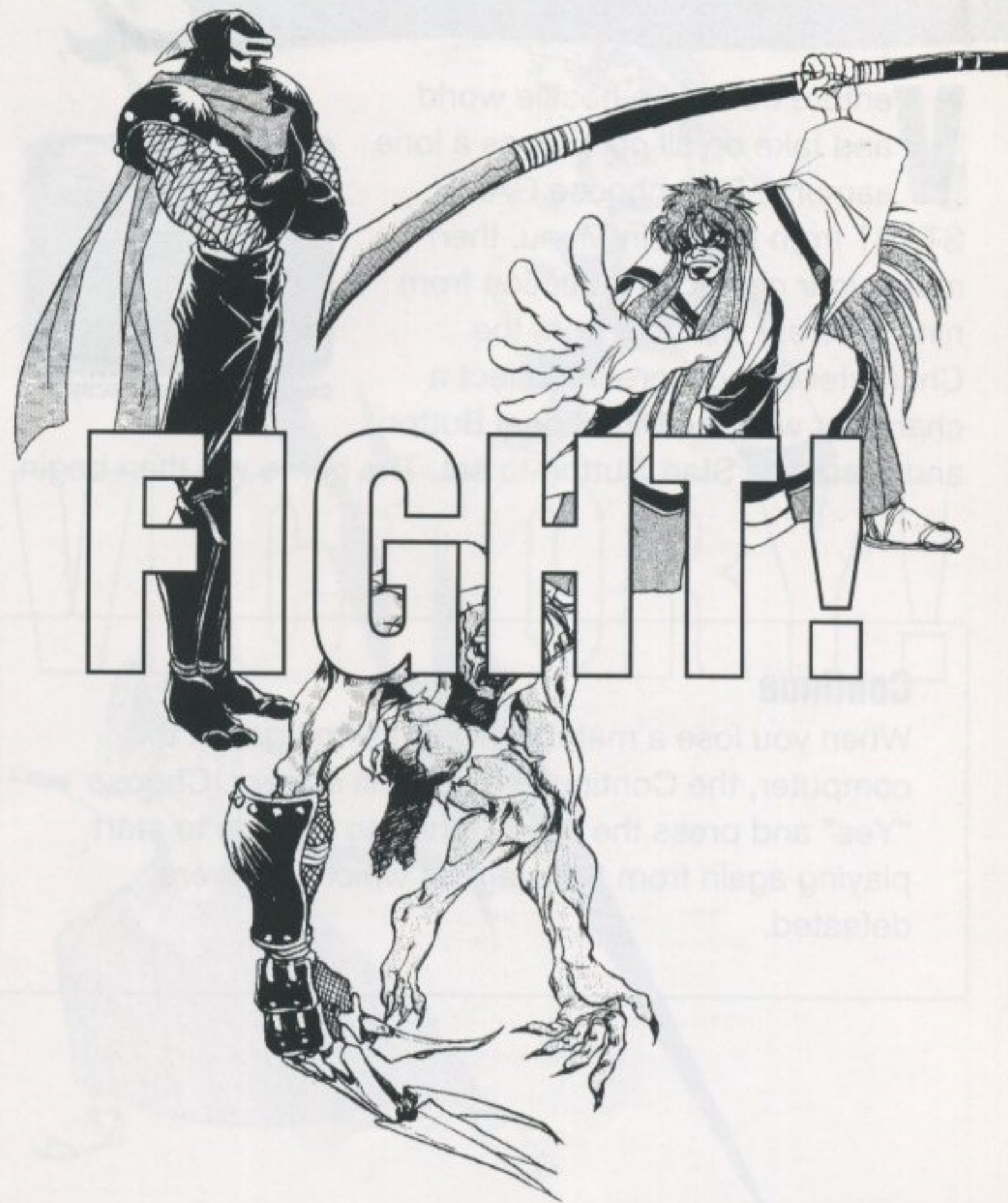


**P**ress the Start Button at the Title screen to bring up the Main Menu. Press the Directional Button up/down to select and press either the Start Button, Button 1 or Button 2 to set.

Choose GAME START to battle through 10 stages as a lone samurai, with your objective to defeat all opponents and come face-to-face with Amakusa for the ultimate battle. Go into OPTIONS to reset the game parameters, such as the game difficulty and duel length.



MAIN MENU SCREEN



# GAME MODES



**V**enture out into a hostile world and take on all comers as a lone samurai! First choose GAME START from the Main Menu, then make your character selection from nine different warriors from the Character Select screen. Select a character with the Directional Button and press the Start Button to set. The game will then begin.



CHARACTER SELECT SCREEN

## Continue

When you lose a match when playing against the computer, the Continue screen will appear. Choose "Yes" and press the Start Button to be able to start playing again from the stage in which you were defeated.

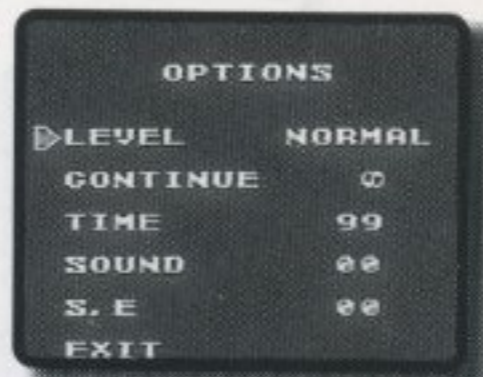
# VICTORY!



# OPTION MODE



**S**et up the game the way you like it! Press the Directional Button up/down to move through the menu, and left/right to reset an item. Move the cursor to EXIT and press any button to return to the Main Menu.



OPTION MODE SCREEN

- LEVEL** : Changes the level of difficulty of the game. Choose from EASY, NORMAL, and HARD. The game is normally set at NORMAL.
- TIME** : Changes how long a duel lasts. Choose from 45, 60, 99 or ∞ (for no time limit). The game is normally set at 99.
- CONTINUE** : Changes the number of continues. You can select 0, 1, 2 or 3 continues or unlimited continues (∞). The game is normally set at ∞.
- EXIT** : Select EXIT and press the Start Button, Button 2 to return to the Main Menu.

# GAME RULES



- 1) Each match consists of 3 duels. The first warrior to win 2 duels wins the match.
- 2) A duel ends when a warrior's strength reaches zero, or when time runs out. The warrior still standing is the winner.
- 3) If there is a fixed time limit, and both warriors have strength left when time runs out at the end of a duel, the warrior with the most strength remaining is the winner.
- 4) In the event of a double knockout, or when warriors' remaining strength levels are exactly the same, the duel will end in a draw.
- 5) If neither warrior has won two duels at the end of the 3 duels, there will be a final duel to decide the winner. The winner of this duel wins the match.
- 6) At the beginning of each duel, both warriors' strength levels are completely restored, and they enter the duel with full power.



# ITEMS



**D**uring the game, items will fall down from the sky. Some of these deliveries will help you to victory, but some are lethal...watch out!

## Meat (Life Restoration)



Try to grab all of these items! The larger the portion of meat, the more your life gauge will increase.

## Bombs (Run!!!)



Watch it - these items explode! You've got a few seconds to escape before they blow up, and if you're still nearby when they do you'll be injured!

# THE RAGE GAUGE



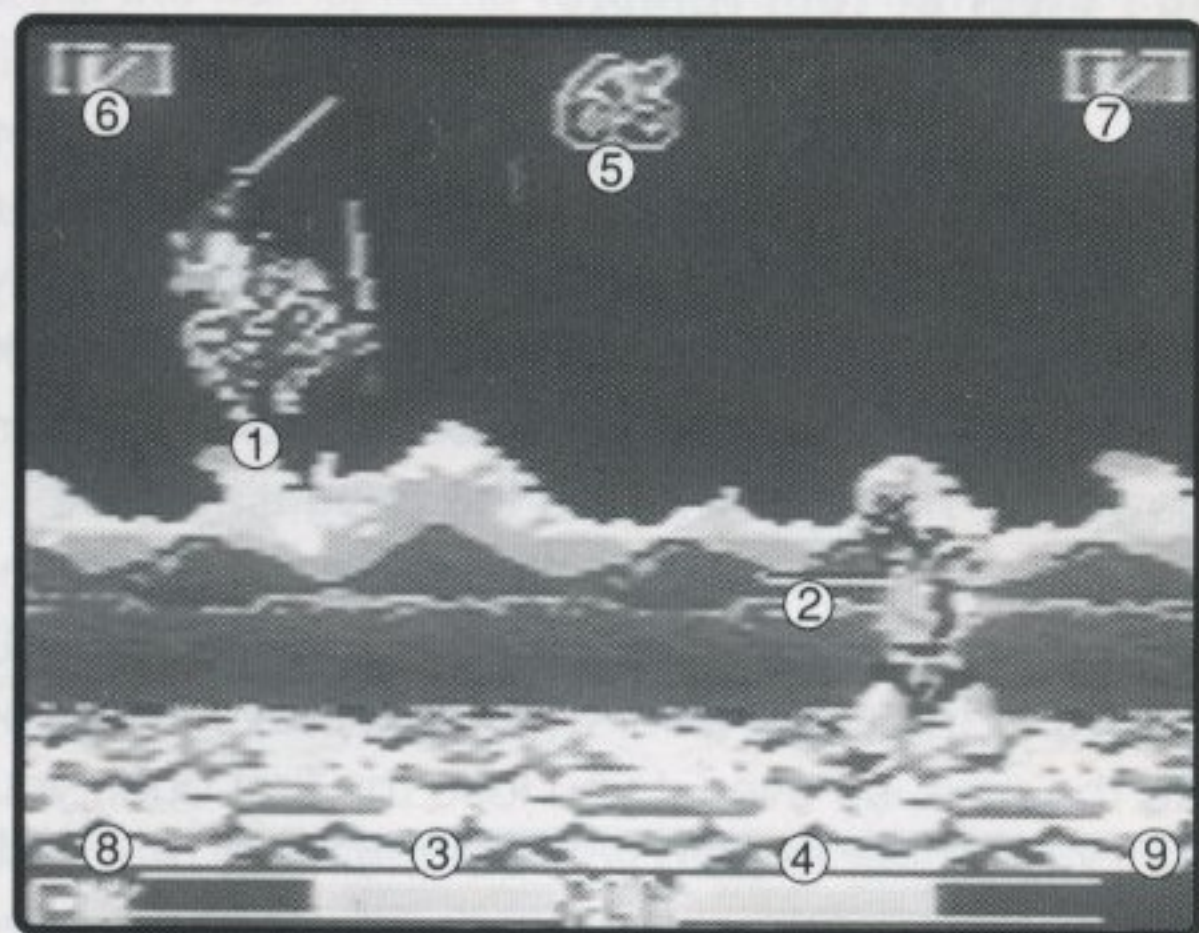
## Use the Power of Your Anger!

**K**ee your eyes on the "Rage Gauge" at the bottom of the screen! The gauge increases every time you are injured. When it reaches maximum, you'll be ready to use the power of your anger! Your face will change color, and for a limited period of time all your attacks will be much more powerful! The rate at which the gauge increases, and how long the rage power lasts, differ for each character - make sure you learn how your character reacts. The rage gauge stays at the same level when you move from one duel into the next, so even if you lose the first duel, you can use your rage power to help you win the next!

Check out the difference a bit of "rage power" can make when you attack!



# THE GAME PLAY SCREEN



## WHAT'S ON THE SCREEN

- ① 1P character
- ② Computer character
- ③ 1P life gauge
- ④ Computer life gauge
- ⑤ Match timer
- ⑥ Number of 1P victories
- ⑦ Number of Computer victories
- ⑧ 1P Rage Gauge
- ⑨ Computer Rage Gauge

## MEET THE FIGHTERS!

# HA-OH MARU

## THE SAMURAI WITH NERVES OF STEEL

**D**edicated to the fighting life, Ha-Oh Maru spends his time training with his most treasured possession, his Fugu Blade, and travelling in search of worthy opponents. A famous warrior, he focuses solely on the moment when fighting, in order to push his limits to the utmost.



NAME: Ha-Oh Maru  
 AGE: 25  
 BIRTHPLACE: Musashinokuni, Japan  
 WEAPON: The Fugu Blade  
 MARTIAL ARTS SCHOOL: Self-taught



**Cyclone Slash (Ogi-Senpuretsu-zan) (Sword)**  
 ↓↘→+ Slash button



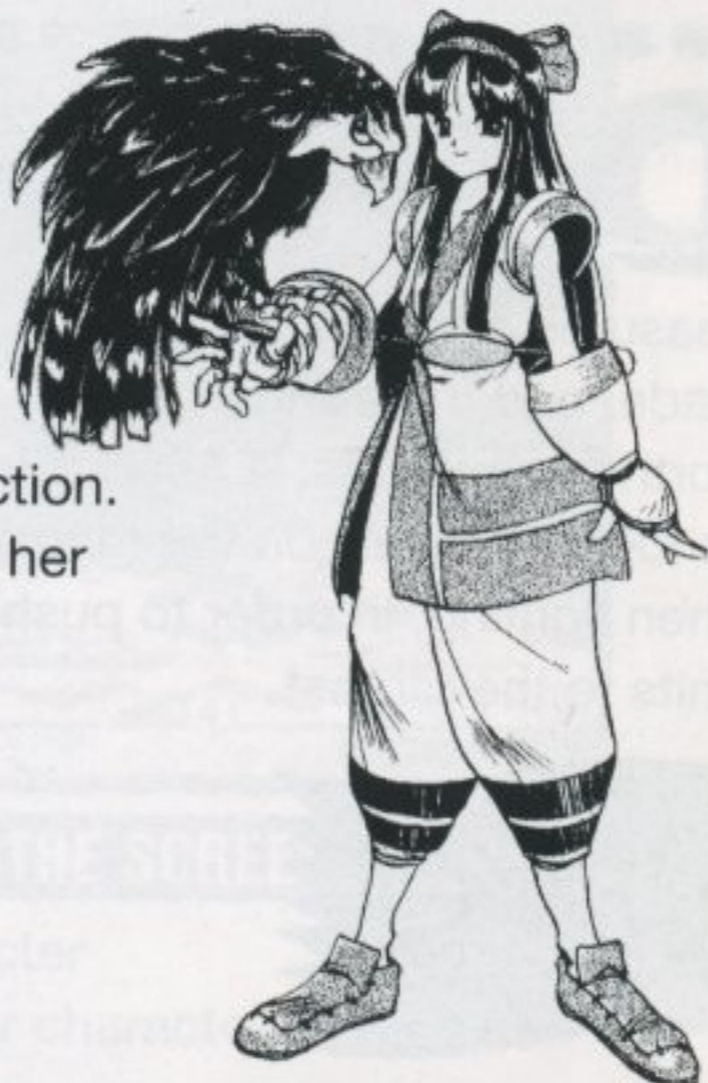
**Crescent Moon Slash (Ogi-Kogetsu-zan) (Sword)**  
 →↵↓↘+ Slash button

WHEN CHARACTER IS FACING RIGHT

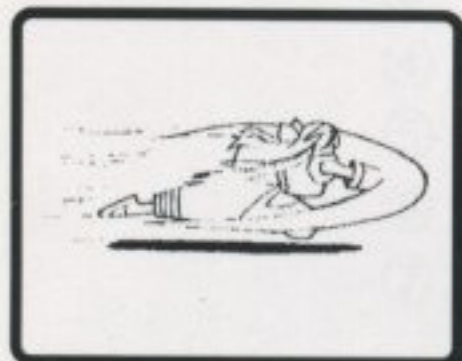
# NAKORURU

## THE DEFENDER OF THE NATURAL WORLD

A kind-hearted young woman dedicated to protecting the planet. Accompanied by her beloved companion, Mamahaha the eagle, she has ventured out on a quest to end environmental destruction. Her sword once belonged to her father, now deceased.



NAME: Nakoruru AGE: 17  
 BIRTHPLACE: Ainuoshiri  
 Kamukotan, Hokkaido, Japan  
 WEAPON: Nature's Wrath  
 MARTIAL ARTS SCHOOL: Shikanna  
 Kamui



**Annu Mutsube (Sword)**  
 ←↵↓ + Slash button



**Amube Yatoro**  
 →↵↓↵← + Slash button



**Kamui Mutsube**  
 Hold onto eagle + Slash  
 or Kick

WHEN CHARACTER IS FACING RIGHT

# UKYO TACHIBANA

## THE SAMURAI HEART-THROB

A show-off ladies' man with a rather world-weary outlook on life. He loves the feeling of being alone in a crowd but hates actual solitude. He travels in search of the perfect bouquet of flowers to send to his sweetheart, Kei Odagiri.



NAME: Ukyo Tachibana AGE: 24  
 BIRTHPLACE: Kogagunmasugimura,  
 Omi, Japan  
 WEAPON: Unnamed (made by  
 Tachibana himself)  
 MARTIAL ARTS SCHOOL: Jimmusei-Itto



**Snowfall Slash (Hiken-Sasameyuki) (Sword)**  
 ↓↵← + Slash button



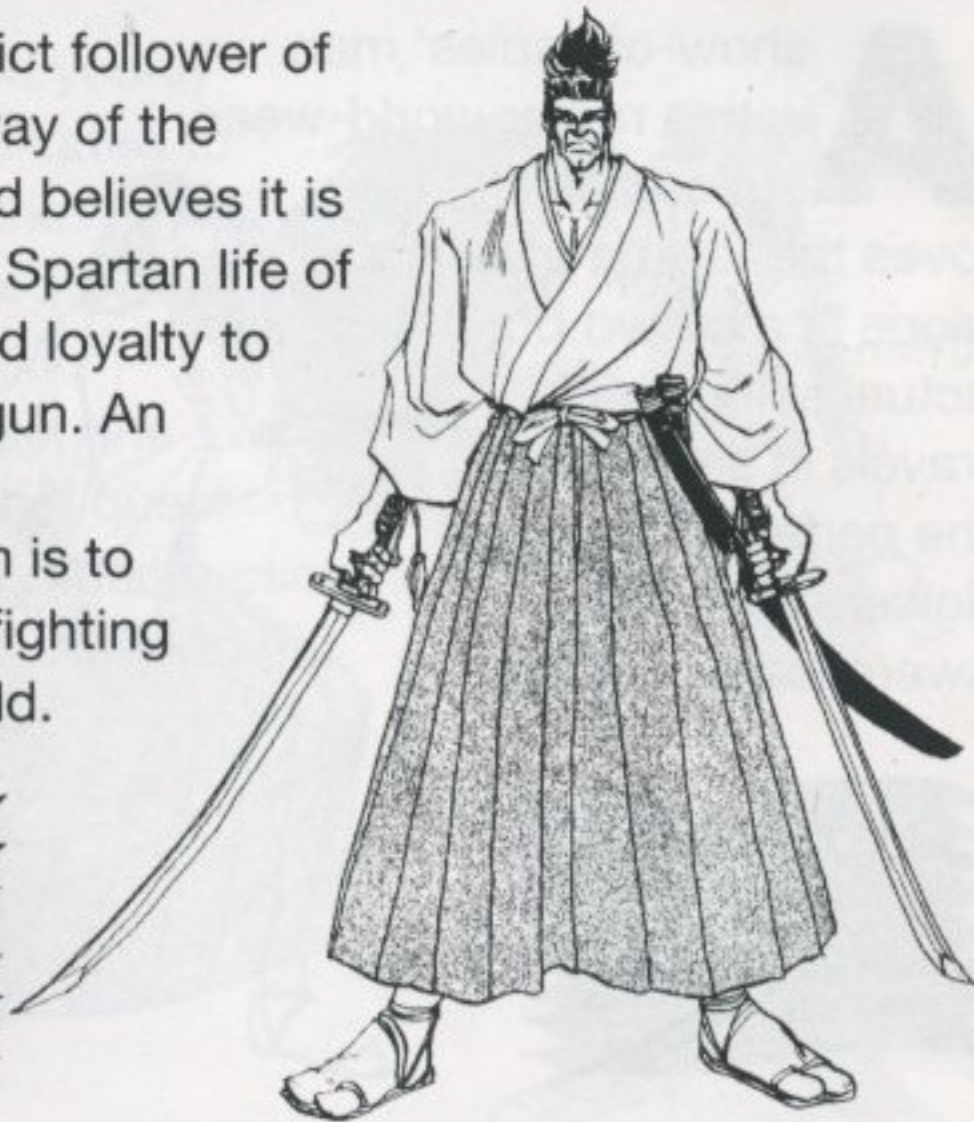
**Swallow Swipe (Hiken-Tsubame-gaeshi) (Sword)**  
 ↵↓↵→ + Slash button while jumping

WHEN CHARACTER IS FACING RIGHT

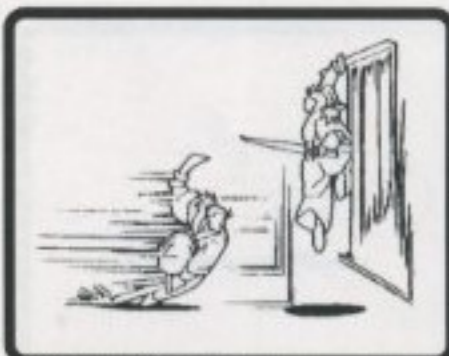
# JUBEI YAGYU

THE SECRET AGENT OF THE JAPANESE EMPIRE

**Y**agyu is a strict follower of Bushi, the way of the Samurai, and believes it is his destiny to live a Spartan life of rigorous training and loyalty to his Tokugawa Shogun. An expert two-handed swordsman, his aim is to spread his style of fighting throughout the world.



NAME: Jubei Yagyu AGE: 39  
 BIRTHPLACE: Tosa, Japan  
 WEAPONS: The Tokugawa Defender and the Iron Tiger Saber  
 MARTIAL ARTS SCHOOL: Modified Yagyu Shinkage



**Tsunami Saber**  
 (Nikkaku-Rato) (Sword)  
 →↓↘ + Slash button



**Geyser Thrust**  
 (Katto-Suigetto) (Sword)  
 ↓↘→ + Slash button



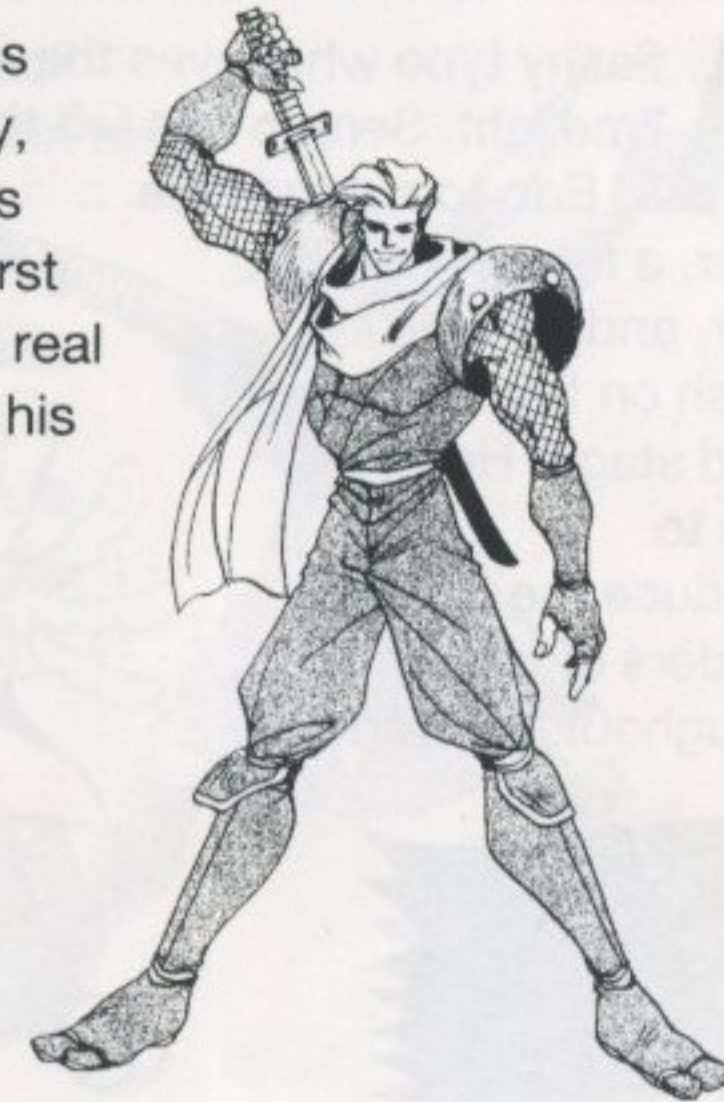
**Saber Thrash**  
 (Hasso-Happa) (Sword)  
 Press Slash button repeatedly

WHEN CHARACTER IS FACING RIGHT

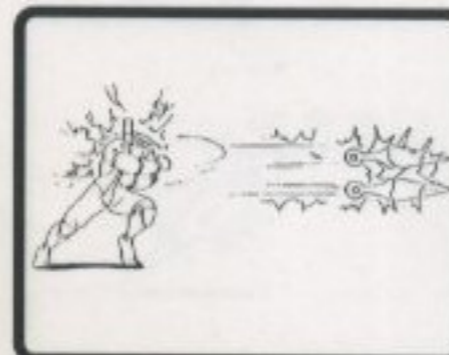
# GALFORD

THE NINJA GOLDEN BOY

**A**ccompanied by his faithful dog Poppy, Galford has set his sights on becoming the first American Ninja master. A real nice guy, he strives to rid his country of the evil and disasters plaguing it.



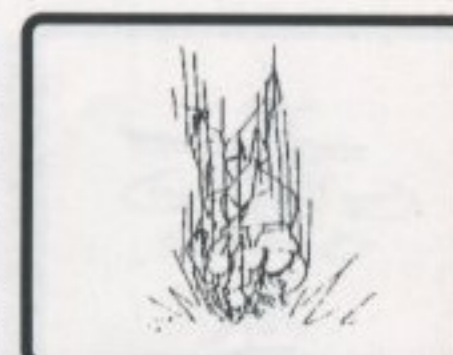
NAME: Galford  
 AGE: 20  
 BIRTHPLACE: San Francisco, U.S.A.  
 WEAPON: Blade of Justice  
 MARTIAL ARTS SCHOOL: Original Koga



**Plasma Blade**  
 ↓↘→ + Slash button



**Rush Dog**  
 ↓↙← + Slash button



**Head Strike**  
 Move near opponent, then  
 →↓↘ + Kick button

WHEN CHARACTER IS FACING RIGHT

# KYOSHIRO SENRYO

## THE SHOWBIZ SAMURAI

A flashy type who loves the limelight, Senryo has left the confines of Edo to surpass his father, a former Kabuki actor, and make a splash on the world stage. He aims to introduce the wonders of Kabuki throughout the world.



NAME: Kyoshiro Senryo  
AGE: 30  
BIRTHPLACE: Edo (Old Tokyo)  
WEAPON: Kabuki Slasher  
MARTIAL ARTS SCHOOL: Kabuki-style swordsmanship



**Kabuki Crunch Dance (Kaiten-Kyokubu) [Sword]**  
→↙↓↘+ Slash button



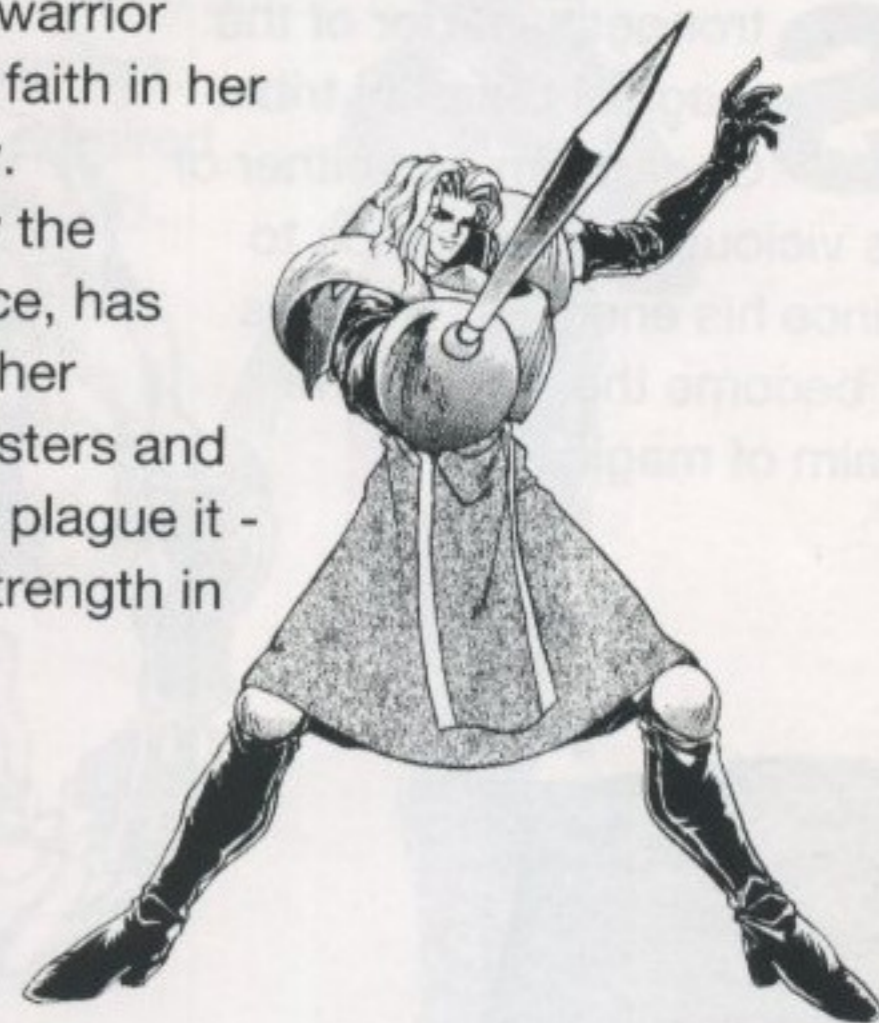
**Whirlwind Fan (Fu-Ressen)**  
↓↙←+ Slash button

WHEN CHARACTER IS FACING RIGHT

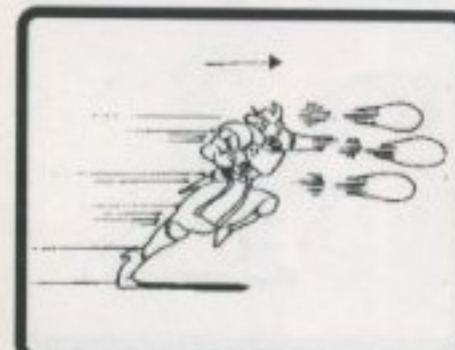
# CHARLOTTE

## THE REVOLUTIONARY LEADER

A revolutionary warrior with absolute faith in her fighting ability. Charlotte, beloved by the common folk of France, has come forth to deliver her country from the disasters and strife that continue to plague it - and also to test her strength in battle.



NAME: Charlotte  
AGE: 27  
BIRTHPLACE: France  
WEAPON: Laroche  
MARTIAL ARTS SCHOOL: Self-taught



**Splash Fountain (Sword)**  
Press Slash button repeatedly



**Power Gradation (Sword)**  
↙↓↘+ Slash button

WHEN CHARACTER IS FACING RIGHT

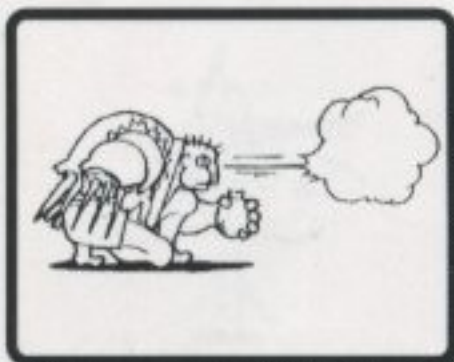
# GENAN SHIRANUI

## THE SCISSOR-HANDED SLASHER

**S**trongest warrior of the magical Shiranui tribe, Genan can use either of his vicious slasher hands to mince his enemies. He aims to become the King of the realm of magic.



NAME: Genan Shiranui AGE: 26  
 BIRTHPLACE: Oninakijima, Japan  
 WEAPON: Azami (named after his wife)  
 MARTIAL ARTS SCHOOL: Magical fighting techniques



**Poison Cloud Puff (Doku-Fubuki)**  
 ↓ ↘ → + Slash button



**Slasher Spin (Nikutenzuki)**  
 → ↓ ↘ + Slash button

# HANZO HATTORI

## THE MASTER OF THE SHADOWS

**T**he most formidable of all the Iga Ninja warriors, Hattori is both admired and feared for the cool and ruthless way in which he fights. He has gone forth into the world to free the soul of his son, captured by the evil Shiro Tokisada Amakusa.



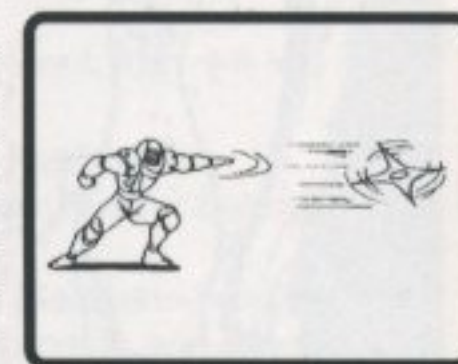
NAME: Hanzo Hattori  
 AGE: 34  
 BIRTHPLACE: Dewasanchu, Japan  
 WEAPON: Unnamed (Ninja-style sword)  
 MARTIAL ARTS SCHOOL: Iga Ninja



**Ninja Exploding Dragon (Ninpo-Bakuenryuu)**  
 ← Hold → + Slash button



**Ninja Teleportation Jig (Ninpo-Ussemitenbu)**  
 → ↘ ↓ ↙ ← + Slash + Kick buttons



**Flying Spikeball (Reppu-Shuriken)**  
 ↓ ↘ → + Slash button

# SHIRO TOKISADA AMAKUSA

## THE UNKNOWN WARRIOR

The mysterious warrior with mystical powers, who seems to be the cause of the wars and disaster ravaging the world. Nothing is known for certain about him except the name of his weapon – “Gadama Jewel”. It is believed, however, that he was slain in the Tokugawa Era and has risen from the netherworlds to effect his final end – the destruction of the world.

Though normally not selectable as a warrior, if you complete game-mode, you will have the option of picking Amakusa during your next go-round.



# SPECIAL ATTACKS



### Ha-Oh Maru

**Cyclone Slash** ←  
(Ogi-Senpuretsu-zan)

↓↘→ + Slash button

**Crescent Moon Slash** ←  
(Ogi-Kogestsu-zan)

→↙↓↘ + Slash button

**Yokonage (Throw)**

Move near opponent, then → +  
Slash button

### Nakoruru

**Annu Mutsube** ←

←↙↓ + Slash button

**Amube Yatoro**

→↘↓↙← + Slash button

**Kamui Mutsube**

Hold onto eagle + Slash or Kick button

**Lela Mutsube** ←

↓↘→ + Slash button

**Yatoro Poku**

Hold onto eagle + ↙ or ↓ or ↘ + Slash or  
Kick button

**Mamahaha Flight**

↓↙← + Kick button

**Mamahaha Call**

When disarmed, ↓↙← + Kick button or

→↘↓↙← + Slash button

**Triangle Jump**

Jump to side of screen and press Control  
Pad in opposite direction of jump.

**Kuretsuto (Throw)**

Move near opponent, then → + Slash  
button

### Ukyo Tachibana

**Snowfall Slash (Hiken-Sasameyuki)** ←

↓↙← + Slash button

**Swallow Swipe** ←

(Hiken-Tsubamegaeshi)

↙↓↘→ + Slash button while jumping

**Tsukaminage (Throw)**

Move near opponent, then → + Slash  
button

### Jubei Yagyu

**Tsunami Saber** ←

(Nikkaku-Rato)

→↓↘ + Slash button

**Geyser Thrust** ←

(Katto-Suigetto)

↓↘→ + Slash button

**Saber Thrash (Hasso-Happa)** ←

Press Slash button repeatedly

**Fushanage (Throw)**

Move near opponent, then → + Slash  
button

### Galford

**Plasma Blade**

↓↘→ + Slash button

**Rush Dog**

↓↙← + Slash button

**Head Strike**

Move near opponent, then →↓↘ + Kick  
button

**Ninja Shadow Replicates**

→↙↙↓↘ + Slash, Kick or Slash and Kick  
buttons

**Triangle Jump (Sankaku-Tobi)**

Jump to side of screen, and press +  
Control Pad in opposite direction to your  
jump

\* For moves marked with a ← you need a sword.

# SPECIAL ATTACKS



## Rear Replica Attack

Hold down Slash + Kick buttons when attacked (ineffective against special attacks)

## Head Replica Attack

→↘↓↙← + Kick and Slash buttons

## Machine Gun Dog

↓↙← + Kick button

## Diving Dog

↓↙← + Slash and Kick buttons

## Ninja Slash (Throw)

Move near opponent, then → + Slash button

## Kyoshiro Senryo

### Jumping Lion (Chobijishi)

↓↙← + Kick button

### Kabuki Crunch Dance (Kaiten-Kyokubu)

→↙↓↘ + Slash button

### Whirlwind Fan (Fu-Ressen)

↓↙← + Slash button

### Wheel of Smoke (Chikemuri-kuruwa)

At the peak of a jump, ↓ + Slash and Kick buttons

### Twirling Fan (Kaen-Kyokubu)

↙↓↘ + Slash button

### Hattento (Throw)

Move near opponent, then → + Slash button

## Charlotte

### Splash Fount

Press Slash button repeatedly

### Power Gradation

↙↓↘ + Slash button

### Lion Lance (Throw)

Move near opponent, then → + Slash

button

## Genan Shiranui

### Poison Cloud Puff (Doku-Fubuki)

↓↘→ + Slash button

### Slasher Spin (Nikutenzuki)

→↓↘ + Slash button

### Sakkajin (Throw)

Move near opponent, then → + Slash button

## Hanzo Hattori

### Ninja Exploding Dragon (Ninpo-Bakuenryuu)

← Hold → + Slash button

### Ninja Teleportation Jig (Ninpo-Ussemitenbu)

→↘↓↙← + Slash and Kick buttons

### Flying Spikeball (Reppu-Shuriken)

↓↘→ + Slash button

### Ninja Shadow Replicates (Kage-Bunshin)

→←↙↓↘ + Slash, Kick or Slash and Kick buttons

### Ninpo Ussemi Chizan

Hold down Slash + Kick buttons when attacked (ineffective against special attacks)

### Shrike Dash (Mozu-Otoshi)

Move near opponent, then →↓↘ + Kick

### Triangle Jump (Sankaku-Tobi)

Jump to side of screen, and press + Control Pad in opposite direction to your jump

### Kuten-nage (Throw)

Move near opponent, then → + Slash button

## 90-DAY LIMITED WARRANTY

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This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the TAKARA software product has arisen through abuse, unreasonable use, mistreating or neglect. This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate TAKARA. Any implied warranties applicable to this software product including warranties of merchantability and fitness for particular purpose, are limited to ninety (90) days period described above. In no event will TAKARA be liable for any special incidental or consequential damages resulting from possession, use or malfunction of this TAKARA software product.

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