

SEGA™

GENESIS™

SAMURAI SHODOWN®



INSTRUCTION MANUAL

TAKARA®

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





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™ GENESIS™ SYSTEM.

- This Cartridge is intended exclusively for the Sega™ Genesis™ 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
- Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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.

CONTENTS

Story	3
Starting Up	4
Controls	5
Basic Moves	8
How To Play	10
Game Modes	11
Game Rules	16
Items	17
The Game Screen	19
Meet The Fighters	21
Special Attacks	33
Warranty	38

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!



1. Set up your Genesis system as described in its instruction manual. Plug in Control Pad 1.

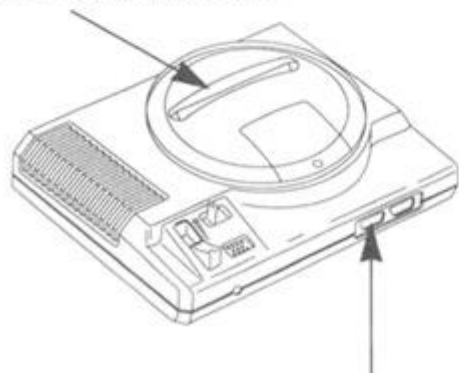
2. Make sure the power switch is OFF. Insert the SAMURAI SHODOWN Sega Genesis cartridge into the console and press it down firmly.

3. Turn the power switch ON. In a few seconds, the SEGA screen and then the Game Title screen will appear.

4. Press the Start button to continue.

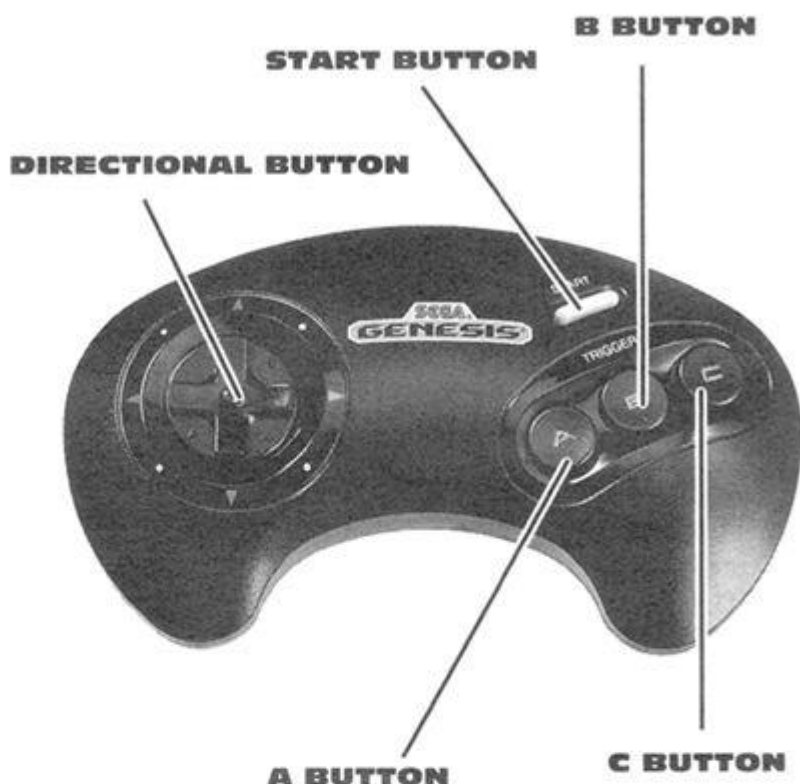
Important: If the SEGA screen doesn't appear, turn the power switch OFF. Check to make sure that your system is set up correctly and that the cartridge is properly inserted, with its label facing towards you. Then turn the power switch ON again. Always make sure that the power switch is turned OFF before inserting or removing the SEGA cartridge.

GENESIS CARTRIDGE



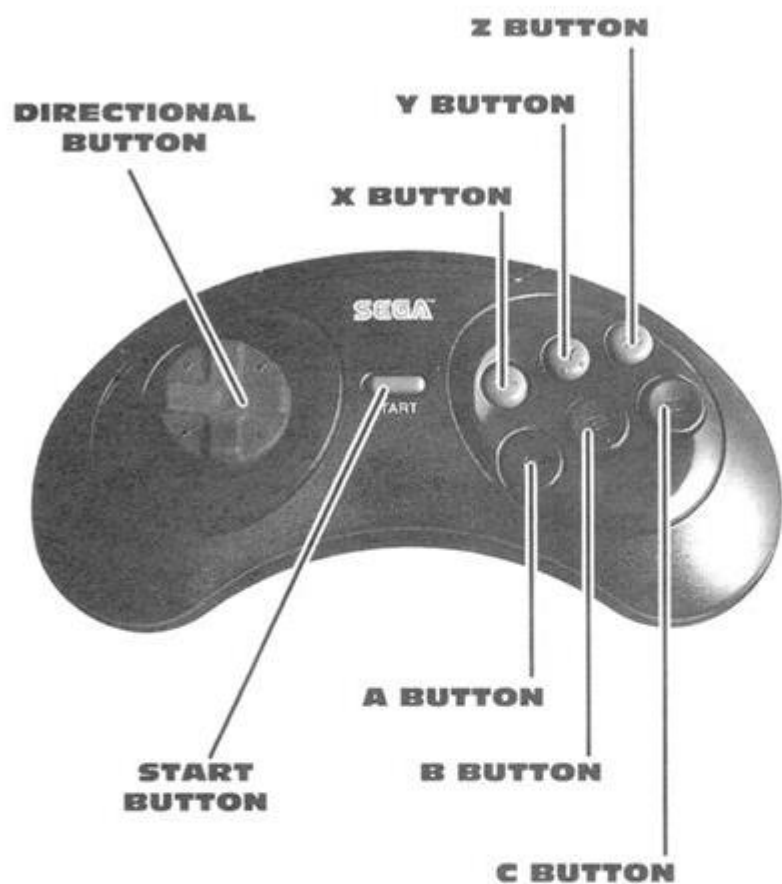
GENESIS CONTROL PAD 1

3 BUTTON PAD



Directional button	:	Move character
Start button	:	Start, pause and restart game
A button	:	Weak slash
B button	:	Normal slash
C button	:	Hard slash
A + B buttons	:	Weak kick
B + C buttons	:	Normal kick
A + C buttons	:	Hard kick

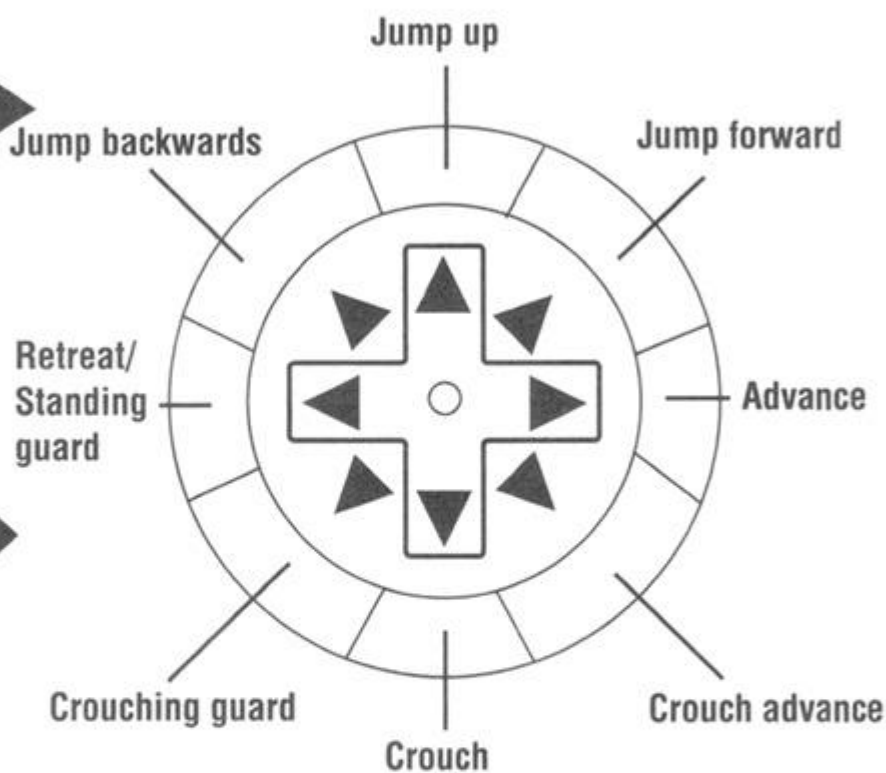
6 BUTTON PAD



- Directional button** : Move character
- Start button** : Start, pause and restart game
- A button** : Weak kick
- B button** : Normal kick
- C button** : Hard kick
- X button** : Weak slash
- Y button** : Normal slash
- Z button** : Hard slash

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.

Master the basics first!

Guarding

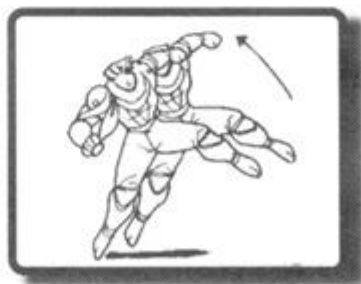
Press the Directional button to the left to guard yourself against enemy attack. Use the Standing Guard to block enemy jumps and high-level attacks, and the Crouching Guard to block high and low-level attacks. Make sure you choose the defensive position that matches your opponent's attack!

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 skillfully, you'll find they come in very handy!



DASHING



JUMPING BACK

Locking Swords

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

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

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



LOCKING SWORDS

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 the Slash button to pick it up!

Sword-stopping

When your opponent is about to attack you and you have no sword, quickly press the Slash button! 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

* 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).

Press the Start button at the Game Title screen and the Main Menu screen will appear. Choose



MAIN MENU SCREEN

STORY MODE to fight as a lone samurai, with your objective to defeat all opponents and come face-to-face with Amakusa for the ultimate battle. Select V.S. MODE for two kinds of versus play - V.S. BATTLE for normal versus combat, or SHOWDOWN for a two-team versus battle of five matches. Choose OPTIONS to go into Options mode and reset the game parameters. Select a game mode with the Directional button, and press the Start button to set.



Story Mode

Venture out into a hostile world and take on all

comers as a lone samurai, with your aim to conquer all opponents and finally

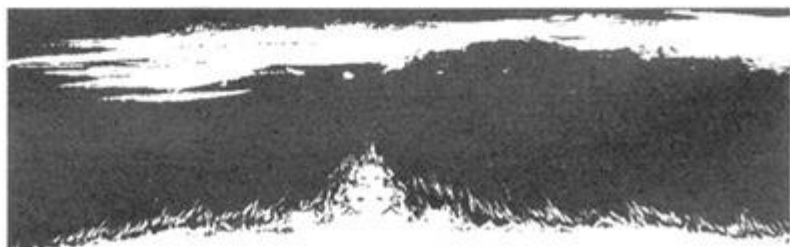
defeat the evil Amakusa! First choose STORY MODE from the Main Menu, then make your character selection from eleven different warriors from the Character Select screen. Select a character with the Directional button and press the Start button to set. The game will then begin.



STORY MODE CHARACTER SELECT SCREEN

Player Join-in

A second samurai can join in midway through a game at any time. Simply press the Start button on the 2P controller to get into the action!



V.S. Mode

Experience the thrills of versus combat! First select V.S. MODE from the Main Menu, then select from V.S. BATTLE or SHOWDOWN.



GAME SETTINGS SCREEN

In V.S. BATTLE, each player chooses one character and then fights it out. After you've chosen your characters, the Game

Settings screen will come up. You can change the following items: Strength, Time, Item (the number of items that fall into the screen), and Battle Field. Select a new setting with the Directional button and press the Start button to set. The battle then begins. At the end of the battle, the battle stats will be displayed.

In SHOWDOWN, the players select five characters each and fight it out against each other in five consecutive matches. The same



SHOWDOWN CHARACTER SELECT SCREEN

character can only be selected once (you can't select the same character twice and you can't select a character your opponent has already chosen). After you've chosen

your characters, the Game Settings screen will come up. You can change the following items: Strength, Time, Item (the number of items that fall into the screen), and Battle Field. Select a new setting with the Directional button and press the Start button to set. The battle then begins. At the end of the battle, the battle stats will be displayed.

Set 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. Press the Start button to return to the Main Menu.



OPTION MODE SCREEN

GAME LEVEL: Changes the level of difficulty of the game, from 1 to 8. The game is normally set at level 4.

TIME : Changes how long a duel lasts. Choose from 30, 60,

99 or ∞ (for no time limit).
The game is normally set
at 99.

ITEM : Changes the number of
items that fall into the
screen. Choose from
None, MIN., MED., or MAX.
The game is normally set
at MED.

KEY CONFIG : Changes the button
arrangement of your
controller. Choose Yes to
move to the Key Config
screen. Move the
Directional button up/down
to move through the list of
attacks, and left/right to
reset the button used for
that attack. Press that
button to set.

B.G.M. : Listen to the music used in
the game.

S.E. : Listen to the sound effects
used in the game.



Bonus Stages

Bonus stages appear during the game. In these stages, straw dummies appear from the top and bottom of the screen - cut down as many as you can!

If you manage to cut down the minimum number of dummies within the time limit, a special bonus will be added to your score. Be prepared - the bonus stages get harder and harder as the game goes on!



Continue

When you lose a match when playing against the computer, the Continue screen will appear and the Continue countdown will begin. If you press the Start button to select Continue before the countdown reaches zero, you can start playing again from the stage in which you were defeated.

- 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.

During the game, items will be delivered by the courier man. 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.

Money (Points)

Money, money, money - everything from cash boxes to small change. The greater the amount, the more points you score.



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!



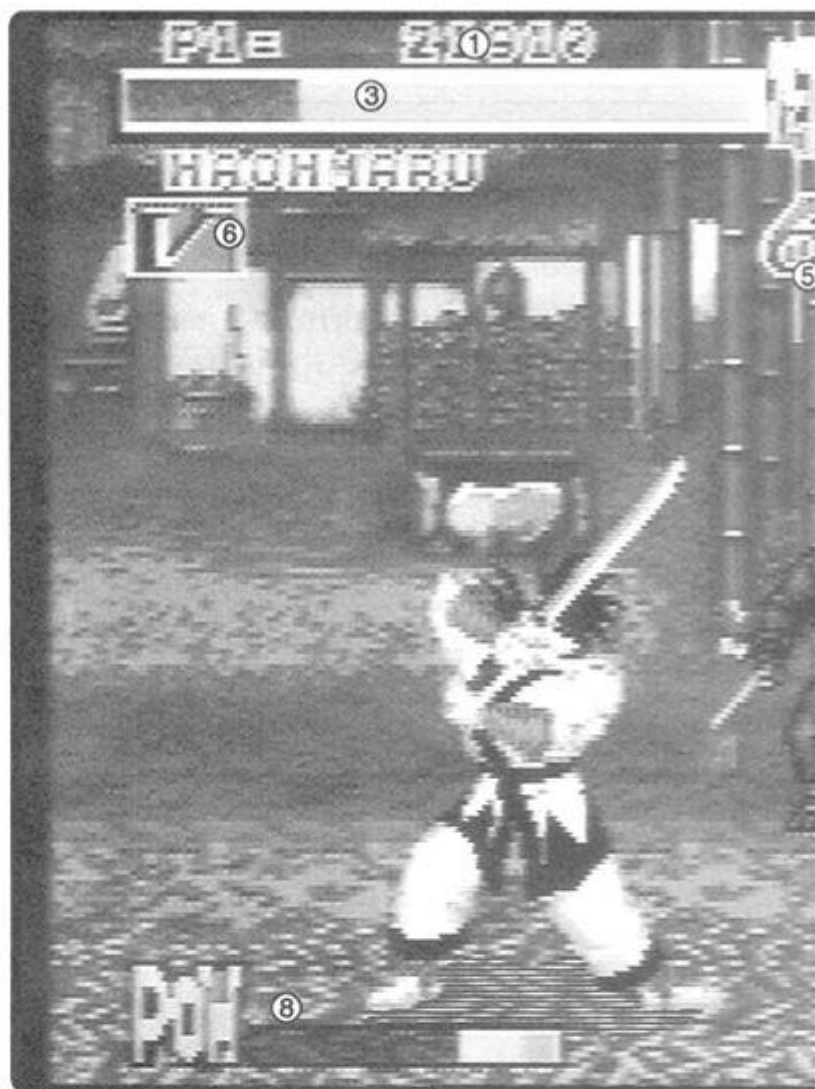
Use the Power of Your Anger!

Kee 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!

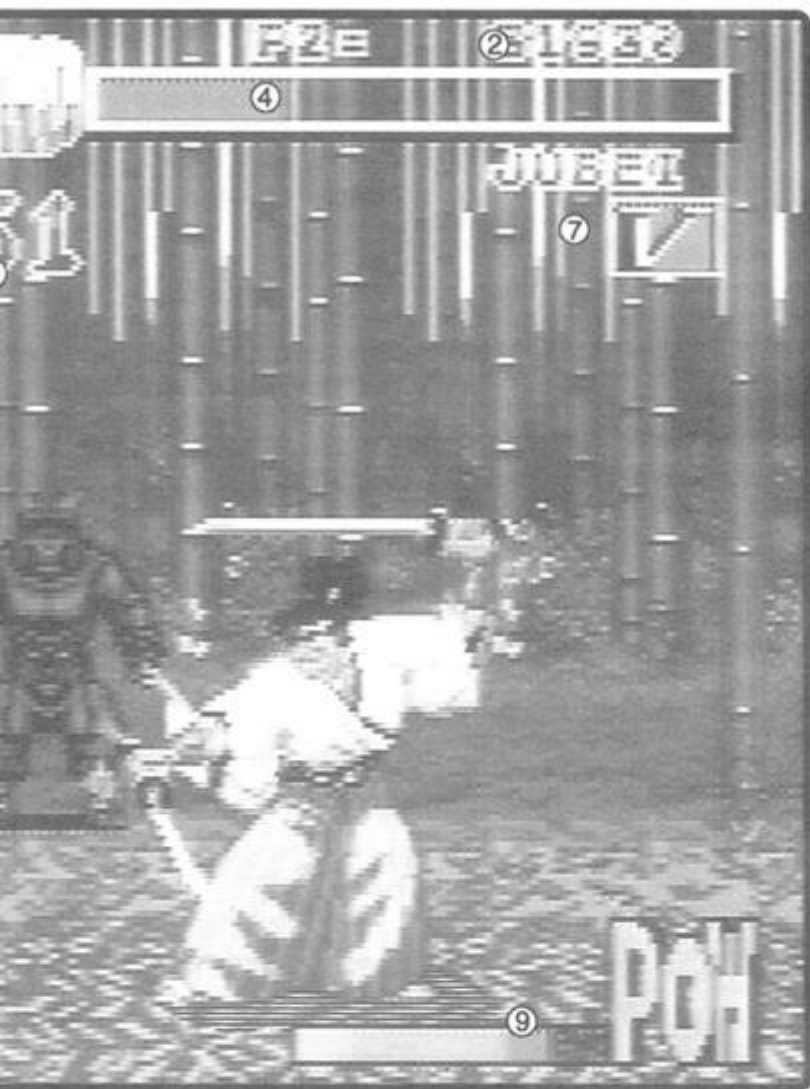
Check out the difference a bit of “rage power” can make when you attack!



The Game Screen



- ① 1P score : Shows the score for Player 1.
- ② 2P score : Shows the score for Player 2.
- ③ 1P life gauge : The life gauge for Player 1. It shows the amount of damage Player 1 has taken. When the gauge is injured, it shows a red bar. When it reaches 0, Player 1 is defeated.
- ④ 2P life gauge : The life gauge for Player 2. It shows the amount of damage Player 2 has taken. When the gauge is injured, it shows a red bar. When it reaches 0, Player 2 is defeated.
- ⑤ Match timer : Shows the time remaining in the match. You need to win the match before the timer runs out.
- ⑥ 1P victory indicator : Lights up when Player 1 wins the match.
- ⑦ 2P victory indicator : Lights up when Player 2 wins the match.
- ⑧ 1P rage gauge : Shows the amount of rage for Player 1. Check the rage gauge to see how much rage Player 1 has.
- ⑨ 2P rage gauge : Shows the amount of rage for Player 2. Check the rage gauge to see how much rage Player 2 has.



the player 1 score.

the player 2 score.

gauge for player 1. Every time your character
and the life gauge decreases. A duel ends if it
zero.

gauge for player two.

the amount of time left remaining in the duel.

ed two wins out of three to be victorious.

up when player 1 wins a duel.

up when player 2 wins a duel.

the amount of "rage power" for player 1.

out page 18 for details.

the amount of "rage power" for player 2.

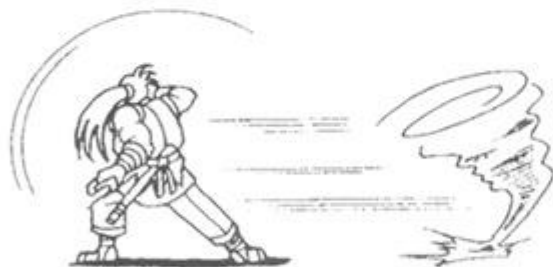
MEET THE FIGHTERS!

THE SAMURAI WITH NERVES OF STEEL

Age: 25 **Birthplace:** Musashinokuni, Japan **Weapon:** The Fugu Blade
Martial Arts School: Self-taught

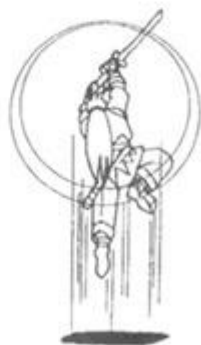


Dedicated to the fighting life, Ha-Oh Maru spends his time training with his most treasured possession, his Fugu Blade, and traveling in search of worthy opponents. A famous warrior, he focuses solely on the moment when fighting, in order to push his limits to the utmost.



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

Crescent Moon Slash (Ogi-Kogestsu-zan) (Sword)
→ ↙ ↓ ↘ + Slash



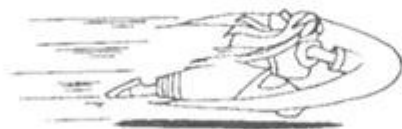
THE DEFENDER OF THE NATURAL WORLD

AGE: 17 **BIRTHPLACE:** AINUMOSHIRI KAMUIKOTAN, HOKKAIDO, JAPAN
WEAPON: NATURE'S WRATH **MARTIAL ARTS SCHOOL:** SHIKANNA KAMUI



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.

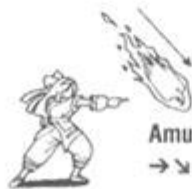
MAKORURU



Annu Mutsube (Sword)
 ← ↓ + Slash



Lela Mutsube (Sword)
 ↓ ↘ + Slash



Amube Yatoro
 → ↘ ↓ ← + Slash

THE SAMURAI HEART-THROB

AGE: 24 BIRTHPLACE: KOGAGUNMASUGIMURA, OMI, JAPAN WEAPON: UNNAMED
(MADE BY TACHIBANA HIMSELF) MARTIAL ARTS SCHOOL: JINMUSO-ITTO



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.



Swallow Swipe (Hiken-Tsubamegaeshi) (Sword)

↙ ↓ ↘ → + Slash while jumping



Snowfall Slash (Hiken-Sasameyuki) (Sword)

↓ ↙ ← + Slash

WHEN CHARACTER IS FACING RIGHT.

THE SECRET AGENT OF THE JAPANESE EMPIRE

AGE: 39 BIRTHPLACE: TOSA, JAPAN WEAPONS: THE TOKUGAWA DEFENDER AND THE IRON TIGER SABER MARTIAL ARTS SCHOOL: MODIFIED YAGYU SHINKAGE

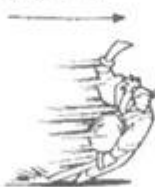


Yagyu is a strict follower of Bushi, the way of the Samurai, and believes it is his destiny to live a Spartan life of rigorous training and loyalty to his Tokugawa Shogun. An expert two-handed swordsman, his aim is to spread his style of fighting throughout the world.

YAGYU YAKUZA

Tsunami Saber (Nikkaku-Rato) (Sword)

→ ↓ ↘ + Slash



Saber Thrash (Hasso-Happa) (Sword)

Press the Slash button repeatedly



Geyser Thrust (Katto-Suigetto) (Sword)

↓ ↘ → + Slash

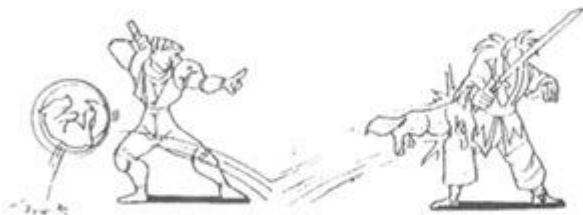
GALFORD

THE NINJA GOLDEN BOY

AGE: 20 BIRTHPLACE: SAN FRANCISCO, U.S.A. WEAPON: BLADE OF JUSTICE
MARTIAL ARTS SCHOOL: ORIGINAL KOGA



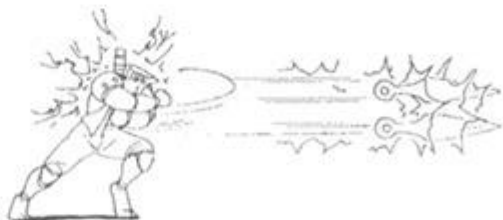
Accompanied by his faithful dog Poppy, Galford has set his sights on becoming the first American Ninja master. A real nice guy, he strives to rid his country of the evil and disasters plaguing it.



Rush Dog
↓↙← + Slash



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



Plasma Blade
↓↘→ + Slash

THE SHOWBIZ SAMURAI

AGE: 30 BIRTHPLACE: EDO (OLD TOKYO) WEAPON: KABUKI SLASHER
MARTIAL ARTS SCHOOL: KABUKI-STYLE SWORDSMANSHIP



A flashy type who loves the lime-light, 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.

KYOSHIRO SENRYO



Kabuki Crunch Dance (Kaiten-Kyokubu) (Sword)
→↙↓↘ + Slash



Jumping Lion (Chobijishi)(Sword)
↓↙↙ + Kick



Twirling Fan (Kaen-Kyokubu)
↙↓↘↘ + Slash

Whirlwind Fan (Fu-Ressen)
↓↙↙ + Slash



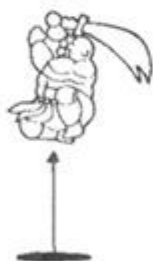
WAN FU

THE GARGANTUAN MILITARY HERO

AGE: 35 **BIRTHPLACE:** CHINA (DESCENDANT OF A ROYAL LINE) **WEAPON:** SWORD OF THE EMPEROR **MARTIAL ARTS SCHOOL:** SHORINJI SWORD FIGHTING

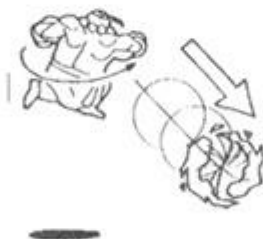


Despite his somewhat barbaric appearance, Wan Fu is one of China's top heroes and a loving husband, with a profound understanding of politics and military strategy. He has come to Japan to search for warriors to help him in his quest to unify China.



Confucius Thunder Bomb (Kiko-Bakutenho) (Sword)

↓ ← + Slash button



Confucius Whirlwind (Kiko-Senpuzan) (Sword)

→ ↓ ↘ + Slash button



THE REVOLUTIONARY LEADER

AGE: 27 BIRTHPLACE: FRANCE WEAPON: LAROCHE MARTIAL ARTS SCHOOL: SELF-TAUGHT



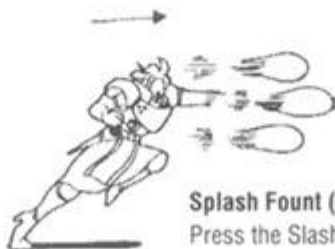
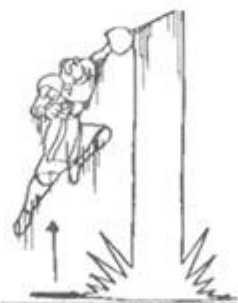
A revolutionary warrior with absolute faith in her fighting ability. Charlotte, beloved by the common folk of France, has come forth to deliver her country from the disasters and strife that continue to plague it - and also to test her strength in battle.

CHARLOTTE



Power Gradation (Sword)

↙ ↓ ↘ + Slash



Splash Fount (Sword)

Press the Slash button repeatedly

THE MAYAN AVENGER

AGE: 19 BIRTHPLACE: GREENVALE, IXLPALOTAL WEAPON: HENGEI-HANGEI-ZANGEI
MARTIAL ARTS SCHOOL: MAYA-STYLE FIGHTING



The strongest fighter in South America, Tam Tam's kind personality is hidden behind his fearsome mask. He has ventured across the seas in a quest to recover his village's lost Parenkei Stone, stolen some time previously.



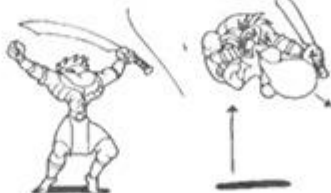
Paguna Deose
↓ ↙ ← + Kick



Moora Gaboora
↓ ↘ → + Slash



Paguna Paguna (Sword)
← Hold → + Slash



Ahow Gaboori
→ ↘ ↓ + Slash



THE SCISSOR-HANDED SLASHER

AGE: 26 BIRTHPLACE: ONINAKIJIMA, JAPAN WEAPON: AZAMI (NAMED AFTER HIS WIFE)
MARTIAL ARTS SCHOOL: MAGICAL FIGHTING TECHNIQUES

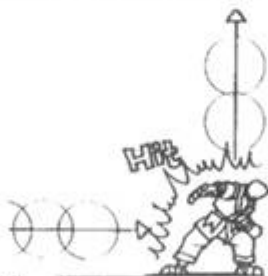


Strongest warrior of the magical Shiranui tribe, Genan can use either of his vicious slasher hands to mince his enemies. He aims to become the King of the realm of magic.



Slasher Spin (Nikutenzuki)

→ ↓ ↘ + Slash



Poison Cloud Puff (Doku-Fubuki)

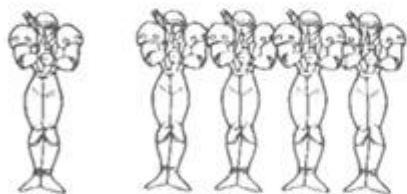
↓ ↘ → + Slash

THE MASTER OF THE SHADOWS

AGE: 34 BIRTHPLACE: DEWASANCHU, JAPAN WEAPON: UNNAMED (NINJA-STYLE SWORD)
MARTIAL ARTS SCHOOL: IGA NINJA

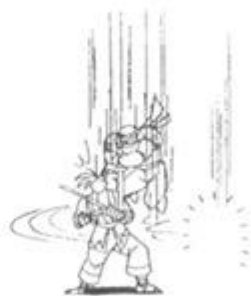


The most formidable of all the Iga Ninja warriors, Hattori is both admired and feared for the cool and ruthless way in which he fights. He has gone forth into the world to free the soul of his son, captured by the evil Shiro Tokisada Amakusa.



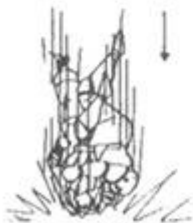
Ninja Shadow Replicates

→←↵↵ + Weak Slash or Normal Slash
or Weak Kick or Normal Kick



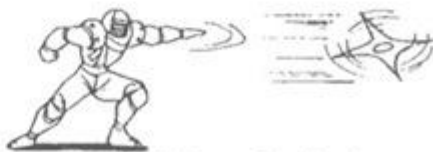
Ninja Teleportation Jig

→↵↵← + Weak Kick



Shrike Dash (Mozu-Otoshi)

Move near opponent, then →↵↵ + Kick



Flying Spikeball (Reppu-Shuriken)

↵↵→ + Slash

THE UNKNOWN WARRIOR

AGE: UNKNOWN BIRTHPLACE: UNKNOWN WEAPON: THE GADAMA JEWEL
MARTIAL ARTS SCHOOL: UNKNOWN

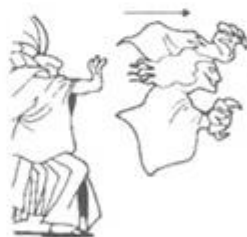


The mysterious warrior with mystical powers, who seems to be the cause of the wars and disasters ravaging the world. Nothing is known for certain about him except the name of his weapon - the "Gadama Jewel". It is believed, however, that he was slain in the Tokugawa Era and has risen from the netherworlds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

SHIRO TOKISADA AMAKUSA



Forward Warp
(Mae-warp)
↓ ↘ → + Slash



Underworld Apparition Attack (Ongoku-Shiryoto) (Sword)
↓ ↙ ← + Slash



Spectre Sphere
(Nanji-Anten-Nyumetsu-seyo) (Sword)
Press Slash when doing a Triangle Jump



SPECIAL ATTACKS

Ha-Oh Maru

Cyclone Slash (Ogi-Senpuretsu-zan) ↗

↓ ↘ → + Slash

Crescent Moon Slash (Ogi-Kogestsu-zan) ↗

→ ↙ ↓ ↘ + Slash

Nakoruru

Annu Mutsube ↗

← ↙ ↓ + Slash

Triangle Jump

Jump to side of screen and press Directional button in opposite direction to jump.

Lela Mutsube ↗

↓ ↘ → + Slash

Amube Yatoro

→ ↘ ↓ ↙ ← + Slash

Yatoro Poku

Hold on to eagle + ↓ or ↙ or ↘ + Kick or Slash

Mamahaha Flight

↓ ↙ ← + Weak Kick

Mamahaha Call

↓ ↙ ← + Weak Kick, or → ↙ ↓ ↘ ← + Slash (when disarmed)

Kamui Mutsube

Hold onto eagle + Kick or Slash

Ukyo Tachibana

Swallow Swipe (Hiken-Tsubamegaeshi) ↗

↙ ↓ ↘ → + Slash while jumping

Snowfall Slash (Hiken-Sasameyuki) ↗

↓ ↙ ← + Slash

Jubei Yagyu

Geyser Thrust (Katto-Suigetto) ↗

↓ ↘ → + Slash

For moves marked with a ↗ you need a sword

Tsunami Saber (Nikkaku-Rato) ←

→ ↓ ↘ + Slash

Saber Thrash (Hasso-Happa) ←

Press the Slash button repeatedly

Galford

Ninja Shadow Replicates

→ ← ↙ ↓ ↘ + Weak Slash or Normal Slash or Weak Kick or Normal Kick

Triangle Jump

Jump to side of screen and press Directional button in opposite direction to jump.

Rear Replica Attack

→ ↘ ↓ ↙ ← + Weak Kick

Head Replica Attack

Hold down Weak Kick when attacked

Plasma Blade

↓ ↘ → + Slash

Head Strike

Move near opponent, then → ↓ ↘ + Kick

Diving Dog

↓ ↙ ← + Weak Kick

Machine-gun Dog

↓ ↙ ← + Normal Kick

Rush Dog

↓ ↙ ← + Slash

Kyoshiro Senryo

Twirling Fan (Kaen-Kyokubu)

↙ ↓ → ↘ + Slash

Jumping Lion (Chobijishi) ←

↓ ↙ ← + Kick

Whirlwind Fan (Fu-Ressen)

↓ ↙ ← + Slash

Kabuki Crunch Dance (Kaiten-Kyokubu) ←

→↙↓↘ + Slash

Wheel of Smoke (Chikemuri-kuruwa) ←

↓ + Hard Slash at peak of jump

Wan Fu

Confucius Whirlwind (Kiko-Senpuzan) ←

→↓↘ + Slash button

Confucius Thunder Bomb

(Kiko-Bakutenho) ←

↓↙← + Slash button

Charlotte

Splash Fount ←

Press the Slash button repeatedly

Power Gradation ←

↙↓↘ + Slash

Tam Tam

Paguna Deose

↓↙← + Kick

Paguna Paguna ←

← Hold → + Slash

Ahow Gaboori

→↘↓↙← + Slash

Mooru Gaboora

↓↘→ + Slash

Genan Shiranui

Slasher Spin (Nikutenzuki)

→↓↘ + Slash

Poison Cloud Puff (Doku-Fubuki)

↓↘→ + Slash

Hanzo Hattori

Ninja Shadow Replicates

→←↵↓↘ + Weak Slash or Normal Slash or Weak Kick or Normal Kick

Triangle Jump

Jump to side of screen and press Directional button in opposite direction to jump.

Ninpo Ussemi Chizan

Hold down Weak Kick when attacked

Ninja Exploding Dragon (Ninpo-Bakuenryuu)

← Hold → + Slash

Flying Spikeball (Reppu-Shuriken)

↓↘→ + Slash

Shrike Dash (Mozu-Otoshi)

Move near opponent, then →↓↘ + Kick

Ninja Teleportation Jig (Ninpo-Ussemitenbu)

→↘↓↵← + Weak Kick

Shiro Tokisada Amakusa

Triangle Jump

Jump to side of screen and press Directional button in opposite direction to jump.

Spectre Sphere (Nanji, Anten-Nyumetsu-seyo) ←

Press Slash when doing Triangle Jump

Forward Warp (Mae-warp)

↓↘→ + Slash

Backward Warp (Ushiro-warp)

↓↘→ + Kick

Dark Thunder ←

Hold down Weak Kick for a few seconds and release it

Underworld Apparition Attack (Ongoku-Shiryoto)

←
↓↵← + Slash

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