 NINTENDO  
GAMECUBE™

# SAMURAI JACK

*THE SHADOW OF AKU*



**SEGA**®

EmuMovies



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

**THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.**



Memory Card  
Uses 35 Blocks

**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**

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## SETTING UP

1. Make sure the POWER Button is OFF on your Nintendo GameCube™.
2. Insert your **Samurai Jack™: The Shadow of Ōku** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert the Nintendo GameCube™ Controller into Controller Socket 1.
4. If you want to save a game, insert the Nintendo GameCube™ Memory Card with at least 35 free blocks into Memory Card Slot a. See more about Memory Cards below.
5. Press the Power Button ON.

**IMPORTANT:** Make sure not to touch the Control Stick while powering on.

### MEMORY CARDS

You must have a Nintendo GameCube™ Memory Card (sold separately) with 35 free blocks in order to save game progress. Insert the Memory Card into Memory Card Slot a before starting the game.

Lost data cannot be recovered. To avoid data loss:

- Do not remove the Memory Card while data is being read or written.
- Do not press the incorrect buttons during the saving and loading process.
- Keep the terminal area clean.

### SOFT RESET

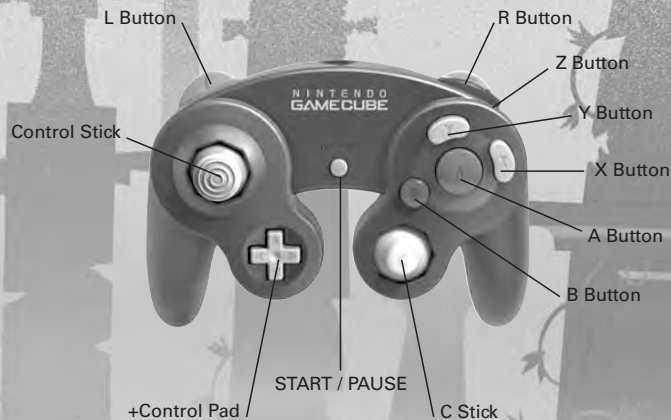
Press the START/PAUSE and the **B** and **X** Buttons simultaneously in mid-game to return to the Main Menu. Do this when you want to quickly restart a game from the last point where you saved.

## CONTROLLER

### NINTENDO GAMECUBE™ CONTROLLER

The following is the default controller setup.

The default setting for the Rumble Feature is ON. The Rumble Feature can be turned OFF in the Options Menu. See page 9 for motion information regarding the Options Menu.





## GAME CONTROLS

Start/Pause game	START/PAUSE
Menu selection, Change settings	+ Control Pad or Control Stick
Take action, Talk, Confirm selection	A Button
Back to previous menu	B Button
Move Jack	Control Stick
Jump	B Button
Double jump	B Button twice
Block with sword	L Button hold
Sword slash	A Button
Overhand sword chop and power swing	X Button
Use Throwing Stars	Y Button
Use Bow	Hold Z Button + Control Stick to aim and A Button to release the arrow
Dodge Roll	Hold L Button + B Button and Control Stick at the same time
Sakai Mode Combat	Hold R Button
Look around/Change camera view	C Stick
Center camera behind Jack	L Button
Stats Display	+ Control Pad Down

### COMBO MOVES

Note: These moves must be learned. See "Learning attacks from Combo Scrolls" on page 14.

Barrel Roll	Hold L Button + A , X , A , X
Windmill	Hold L Button + A , X , X , A
Cobra Chop	Hold L Button + X , X , X , X
Kick Slash	Hold L Button + A , A , A , A
du Sem Mao	Hold L Button + A , A , A , X
Tornado Swipe	Hold L Button + X , A , A , X

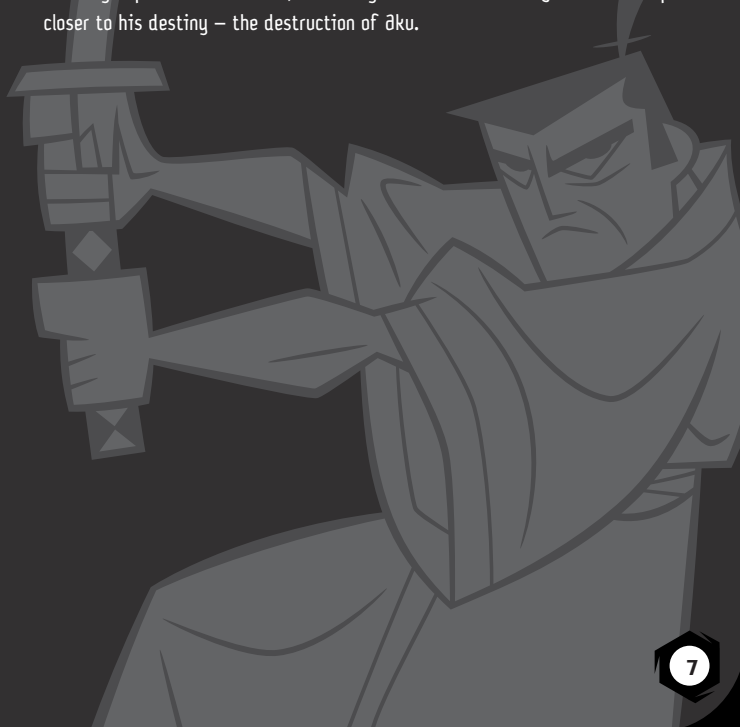
## BANISHED TO THE FUTURE

Samurai Jack is a warrior from the past banished to the future by the evil wizard ōku.

From childhood, Jack's destiny was to free his people from ōku. He trained in the martial arts, becoming a master with the Samurai sword, Throwing Stars and Bow. But sly ōku recognized Jack as a threat. In a masterstroke of treachery, the wizard cast Samurai Jack into the future leaving his people defenseless.

Now Jack's family and friends are his ancient ancestors. He wanders the world in search of the portal that will return him home.

And ōku? His evil shadow darkens the future as well. ōku's robot minions are invading peaceful lands to imprison, enslave and brainwash innocent inhabitants. The only hope is Samurai Jack, and every soul he rescues brings him one step closer to his destiny – the destruction of ōku.



## THE MAIN MENU

Press **START/PAUSE** at the Title Screen to bring up the Main Menu.

- Press the Control Stick or + Control Pad Up/Down to highlight a selection and press the **A** Button to confirm.



### NEW GAME

Start a new **Samurai Jack™: The Shadow of Ōku** game. Select an unused save game slot to save game data. If you do not have a Nintendo GameCube™ Memory Card inserted in Memory Card Slot 0, you will be prompted to confirm if you want to continue play. You will be prompted throughout play to save your progress.

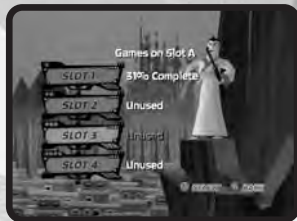
### DIFFICULTY

Select a difficulty level and you are ready to play. Winning the game will unlock new features depending on the chosen difficulty level. See "Chronicles" on page 9 for more information.



### LOAD GAME

Load a saved game. Select the Memory Card Slot containing the saved game you want to play and press the **A** Button.



## THE MAIN MENU

### CHRONICLES

There are three levels of unlockables in the Chronicles section. Beating the game at a certain difficulty unlocks one of these hidden game features.

- Beat Easy difficulty to unlock "Sketches" and reveal original concept artwork of environments in the game.
- Beat Normal difficulty to unlock "Backgrounds" to see backgrounds from Samurai Jack artist Dan Krall.
- Beat Hard Difficulty, to unlock "Models" featuring characters in **Samurai Jack™: The Shadow of Ōku** both as concepts and final forms.



### OPTIONS

Change Music, Sound and Controller Rumble settings here. Press the Control Stick or + Control Pad Up/Down to select a menu option and Left/Right to change the setting.





## THE GAME SCREEN

- Press the + Control Pad Down to show the full stats display during play.
- Press START/PAUSE to pause the game.



### HEALTH METER

This is Jack's life force. If it reaches zero, he is defeated and the world is doomed. Find Sushi to heal Jack and replenish the Health Meter. You can find Sushi of various serving sizes almost anywhere. When Jack's health is dangerously low he also loses his shirt and can no longer run. Collect enough Relics and you can increase the capacity of Jack's Health Meter by visiting a Health Shrine.



### ARMOR METER

When Jack picks up armor, the Armor Meter appears. The Armor Meter length varies depending on the strength of the armor Jack is wearing. Each dot on the meter represents one hit. Each time Jack is attacked, the armor weakens and one dot disappears from the Armor Meter. Weak armor can only take three hits. Heavy armor can take up to 12 hits. As long as Jack is wearing armor his health will not suffer from attacks.

### ZEN ENERGY METER

Zen is the magical energy force that an enemy releases when defeated in combat. Each time Jack wins a battle the fallen enemy gives up Zen energy that fills Jack's Zen Energy Meter. Jack uses this energy to enter Sakai Mode (hold the R Button). See "Sakai Attack Mode" on page 16 for more information. After you collect enough Relics, visit a Zen Shrine to increase the capacity of Jack's Zen Meter.

## THE GAME SCREEN

### BLADE MAGIC

Jack begins with only a basic blade but can acquire magical enhancements that increase the damage of each attack. Press the + Control Pad Left/Right to change the Blade Magic. See Blade Magic Enhancements on page 15 for more information.

### NUMBER OF RESCUED LOCALS

Many who see the shadow of Ōku become his prisoners. Rescue 30 in each realm and your compassion will be rewarded with Blade Magic.



### RELICS COLLECTED

Collect every Relic you can find. These ancient artifacts were left long ago by Jack's ancestors and are of great value. Use Relics to pay for the right to meditate at Shrines and increase Jack's powers. See "Shrines and Relics" on page 17 for more information. It is said that large and very valuable Relics were hidden.



### THROWING STARS & ARROWS

These show how many Throwing Stars or Arrows Jack holds and the maximum possible for each.

### ENEMY TARGET MARKER

This Target Marker shows which enemy Jack has targeted and displays its state of health. The Target Marker must appear over an enemy for Jack to be able to attack it. When the enemy is healthy the target marker is Green. As Jack inflicts damage, the marker drains and changes color to yellow, then red when the enemy comes close to defeat. Even though an enemy displays a red marker, it may still be deadly so keep attacking until Jack is victorious.



## MOVING AROUND

Search every corner of the world for valuable treasure and hints about what to do next.

### JUMPING

Press the **B** Button to jump up or over openings. Sometimes a double jump (**B** Button twice) will be the only way to reach new heights or clear large gaps.

### CLIMBING

Press the Control Stick Up/Down to climb ladders.

### DODGE ROLL

Jack is able to dodge attacks and quickly maneuver behind enemies by using the Dodge Roll. To execute a Dodge Roll hold down the **L** Button, then press the **B** Button and any direction on the Control Stick. Jack will quickly jump to the direction pressed on the Control Stick.

### KEYS

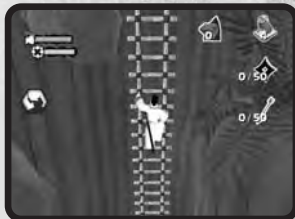
∅ key is sometimes the only way to enter an area. But you must defeat a key keeper first and these tough enemies often have reinforcements. The Key Icon appears on-screen when you are carrying a key.

### THE WORLD HUB

The World Hub connects all the realms where Samurai Jack travels. Aku designed this hub as a rapid transit system to move his robots quickly from one evil deed to the next. But Jack can also use the World Hub to travel quickly between any realms he has already unlocked. You must find the person who will show you how to use this area.

### CHECKPOINTS

Find one of these and touch it. If you are defeated, the game will resume from the last checkpoint you touched.



## GAINING VITAL INFORMATION

### TALKING

Press the **A** Button to talk with anyone who displays an “**A**” over his or her head. Many will have valuable information.



### ANCIENT SCROLLS

Samurai Jack's relatives knew of his fate. They left scrolls containing lessons and insights in the hope that Jack would find them during his trek through the distant future. Walk up to the scroll and press the **A** Button to read vital information.





## SWORD FIGHTING

Jack is a master swordsman and he will grow stronger with each devastating attack he learns.



### BASIC SWORD ATTACKS

The most basic sword attack is a quick side-to-side slash achieved by tapping the **A** Button. Press the **X** Button for a more lethal attack that begins with an overhead chop. Additional presses on either the **A** or **X** Buttons reveal more complex combinations. To deliver an airborne downward thrust, tap the **B** Button twice for a double jump then press the **A** or **X** Button to thrust the blade straight down.



### LEARNING ATTACKS FROM COMBO SCROLLS

Samurai Jack's super lethal attack combinations combine sword slashes with incredible martial arts moves. But to learn these devastating skills, he must pick up a Combo Scroll. When you discover one, it will reveal the exact Button controls to unleash the attack. Once you have picked up a scroll, Jack will be able to execute the attack throughout the rest of his journey. Review all the combo attacks in the Game Controls section on page 6.



## SWORD FIGHTING

### BLADE MAGIC ENHANCEMENTS

Once Samurai Jack has been rewarded with Blade Magic he can switch from a standard blade to one of the more powerful blades by pressing the + Control Pad Left/Right. There are a total of three types and they enhance the power of Throwing Stars and Arrows too. Each type increases the damage inflicted on specific enemies by 25% and each damage hit depletes Zen Energy. The trick is discovering which enemy is most vulnerable to your chosen magic.



STANDARD BLADE



FLAME



CRYSTAL



ELECTRIC

### GUARDING TO BLOCK OR DEFLECT ATTACKS

Press and hold the **L** Button to block attacks with Jack's sword. Be careful though. Some attacks can overwhelm a guarding move. React quickly and you can also use your sword to deflect a projectile back at an attacker to inflict damage.



## ATTACKING

### ATTACKING WITH THROWING STARS

Throwing Stars are lethal at a distance. Use them when you cannot attack with a sword or want to keep your distance to avoid injury. If an enemy is displaying a Target Marker you can hit him with a Throwing Star. Press the **Y** Button to use the Throwing Stars. You will always attack the closest enemy. Some enemies can block your Throwing Star attacks, so don't waste ammunition. Bundles of Throwing Stars are contained in breakable items throughout the realms.



### ATTACKING WITH THE BOW AND ARROW

Bow and Arrow attacks can be performed at a greater distance than Throwing Stars and are more powerful. Arrows can be found in breakable items throughout the realms. To attack with the Bow: Press and hold the **Z** Button to draw the Bow. Use the Control Stick to aim your shot. When the Target Marker appears over the enemy, press the **A** Button to release the arrow.



### SAKAI ATTACK MODE

Each fallen enemy provides Jack with Zen, which fuels his devastating Sakai attack Mode. When the Zen Meter shows blue, press and hold the **R** Button to enter Sakai attack Mode. Instantly, Jack's enemies slow to a small fraction of normal speed while he moves at 50% of normal speed to create a tremendous attack advantage. This is a lethal technique especially when fighting multiple enemies. Any attacks inflict increased damage. Sakai attack Mode ends when the blue drains from the Zen Meter or you release the **R** Button.



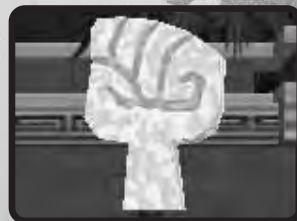
## SHRINES AND RELICS

Meditating at Shrines will increase Samurai Jack's powers in some specific way. But in order to gain these rewards, Jack must pay with the ancestral Relics collected during his journey. Each Shrine will display the number of required Relics. Once granted, Jack's newfound powers are permanent.

1. Walk Jack up to a Shrine and press the **A** Button.
2. Read about the meditation and press the **A** Button. The required number of Relics will be taken and Samurai Jack's power enhanced.

### DAMAGE SHRINE

Make Jack's warrior attacks more powerful.



### HEALTH SHRINE

Increase the capacity of Jack's Health Meter.



### ZEN SHRINE

Increases the capacity of Jack's Zen Meter and slows its depletion during Sakai attack Mode.





## MISSION COMPLETED SCREEN

View your stats at the completion of a mission. Note the percentage of villagers you rescued and how many Relics you found.



## THE PAUSE MENU

### RESUME

Continue the current game.



### STATS

View the number of rescues made and Relics collected compared to the maximum possible. Press the Control Stick or + Control Pad Up/Down to view the stats for each level in a realm and Left/Right to select a different Realm.



### OPTIONS

Change Music, Sound and Controller Rumble settings here. Press the Control Stick or + Control Pad Up/Down to select a menu option and Left/Right to change the setting.



### QUIT GAME

Return to the Main Menu.

## GAMEPLAY TIPS

- Collect every Relic you can find. Look everywhere. These valuable items are gifts from your ancestors and provide you with access to Shrines for power-raising meditation.
- Choose your Shrine meditations wisely. Try to match your own fighting style with the kind of enhancements you choose.
- The Blade Magic you acquire by rescuing locals powers up your Throwing Stars and arrows as well as your sword.
- The Bow and arrow is more powerful than the Throwing Stars, but slower because you must take the time to aim.
- Sakai Attack Mode slows your enemy down. Save it for when you battle multiple opponents or you need to trick a very fast and powerful enemy.
- Combo attacks inflict heavy damage. Use them often.
- Rescue all of the kids in Ōku City and you'll receive a very special power-up.
- Perform a string of attacks without interruption and Ōto-Sakai will be triggered. During Ōto-Sakai, the action slows down as in normal Sakai but Jack does not lose any Zen Energy while the Sakai is active.





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