

SEGA™

GENESIS™

SEGA™ AND GENESIS™ ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED

© SNK 1993.  
REPROGRAMMED © TAKARA 1994.

**TAKARA®**

Published by TAKARA U.S.A. CORP.  
230 Fifth Ave. New York, NY 10001  
TEL: 212-689-1212

Printed in U.S.A.



# 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

**A**t 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.

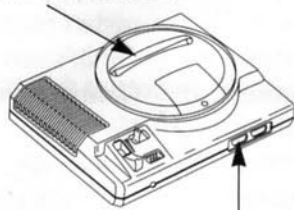
2. Make sure the power switch is OFF. Insert the SAMURAI SHODOWN Sega Genesis cartridge into the console and press it down firmly.

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.

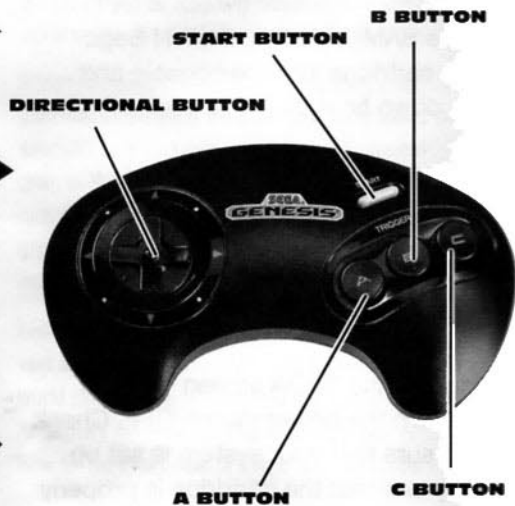
**Important:** If the SEGA screen doesn't appear, turn the power switch OFF. Check to make sure that your system is set up correctly and that the cartridge is properly inserted, with its label facing towards you. Then turn the power switch ON again. Always make sure that the power switch is turned OFF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

#### GENESIS CARTRIDGE



GENESIS CONTROL PAD 1

## 3 BUTTON PAD



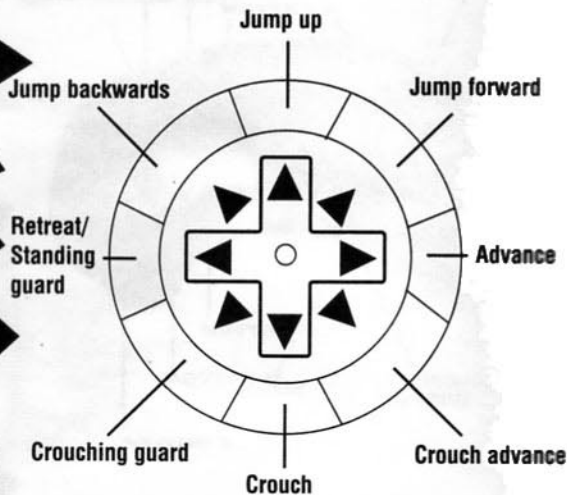
- Directional button** : Move character
- Start button** : Start, pause and restart game
- A button** : Weak slash
- B button** : Normal slash
- C button** : Hard slash
- A + B buttons** : Weak kick
- B + C buttons** : Normal kick
- A + C buttons** : Hard kick

## 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

**Y**ou'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

**P**ress 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

**R**apidly 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

**W**hen 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

**I**f 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

**W**hen 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).

**P**ress 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.

**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. 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.

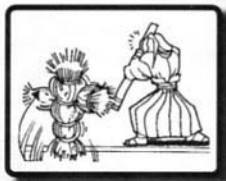
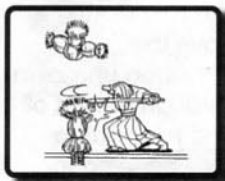




## Bonus Stages

**B**onus 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

**W**hen 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.

**D**uring 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!

**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!





- ① **1P score** : Shows the player 1 score.
- ② **2P score** : Shows the player 2 score.
- ③ **1P life gauge** : The life gauge for player 1. Every time your character is injured the life gauge decreases. A duel ends if it reaches zero.
- ④ **2P life gauge** : The life gauge for player two.
- ⑤ **Match timer** : Shows the amount of time left remaining in the duel. You need two wins out of three to be victorious.
- ⑥ **1P victory indicator** : Lights up when player 1 wins a duel.
- ⑦ **2P victory indicator** : Lights up when player 2 wins a duel.
- ⑧ **1P rage gauge** : Shows the amount of "rage power" for player 1. Check out page 18 for details.
- ⑨ **2P rage gauge** : Shows the amount of "rage power" for player 2.

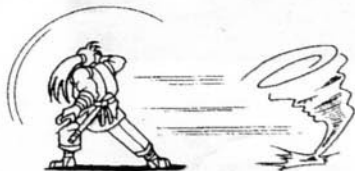
## MEET THE FIGHTERS!

# THE SAMURAI WITH NERVES OF STEEL

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

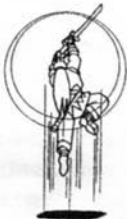


**D**edicated to the fighting life, Ha-Oh Maru spends his time training with his most treasured possession, his Fugu Blade, and traveling in search of worthy opponents. A famous warrior, he focuses solely on the moment when fighting, in order to push his limits to the utmost.



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.



Annu Mutsube (Sword)  
← ↙ ↓ ↘ + Slash



Lela Mutsube (Sword)  
↓ ↘ ↗ + Slash



Amube Yatoro  
→ ↘ ↓ ↙ ← + Slash

WHEN CHARACTER IS FACING RIGHT.

WHEN CHARACTER IS FACING RIGHT.

# 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.

# 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



**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.



Swallow Swipe (Hiken-Tsubamegaeshi) (Sword)  
↙ ↓ ↘ + Slash while jumping

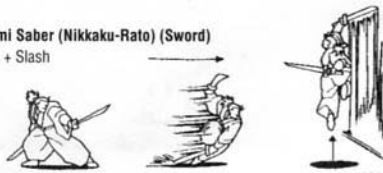


Snowfall Slash (Hiken-Sasameyuki) (Sword)  
↓ ↙ ↘ + Slash

WHEN CHARACTER IS FACING RIGHT.

Tsunami Saber (Nikkaku-Rato) (Sword)

→ ↓ ↘ + Slash



Saber Thrash (Hasso-Happa) (Sword)

Press the Slash button repeatedly



Geyser Thrust (Katto-Suigetto) (Sword)

↓ ↘ ↙ + Slash

WHEN CHARACTER IS FACING RIGHT.

## THE NINJA GOLDEN BOY

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



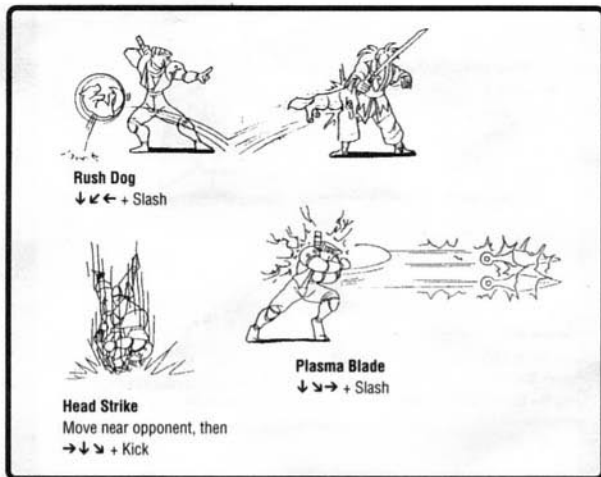
**A**ccompanied by his faithful dog Poppy, Galford has set his sights on becoming the first American Ninja master. A real nice guy, he strives to rid his country of the evil and disasters plaguing it.

## THE SHOWBIZ SAMURAI

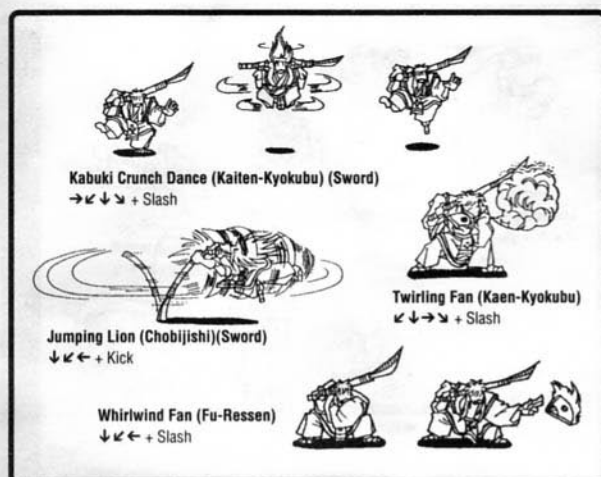
AGE: 30 BIRTHPLACE: EDO (OLD TOKYO) WEAPON: KABUKI SLASHER  
MARTIAL ARTS SCHOOL: KABUKI-STYLE SWORDSMANSHIP



**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.



WHEN CHARACTER IS FACING RIGHT.



WHEN CHARACTER IS FACING RIGHT.

# THE GARGANTUAN MILITARY HERO

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



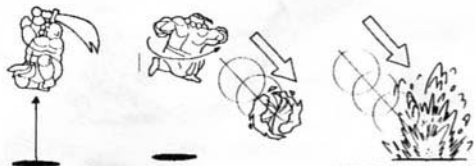
Despite his somewhat barbaric appearance, Wan Fu is one of China's top heroes and a loving husband, with a profound understanding of politics and military strategy. He has come to Japan to search for warriors to help him in his quest to unify China.

# 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.



Confucius Thunder Bomb (Kiko-Bakutenho) (Sword)  
↓ ← + Slash button

Confucius Whirlwind (Kiko-Senpuzan) (Sword)  
→ ↓ + Slash button



Power Gradation (Sword)  
← ↓ + Slash



Splash Fountain (Sword)  
Press the Slash button repeatedly

WHEN CHARACTER IS FACING RIGHT.

WHEN CHARACTER IS FACING RIGHT.

# THE MAYAN AVENGER

AGE: 19 BIRTHPLACE: GREENVALE, IXL PALOTAL 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.

# THE SCISSOR-HANDED SLASHER

AGE: 26 BIRTHPLACE: ONINAKUJIMA, 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.



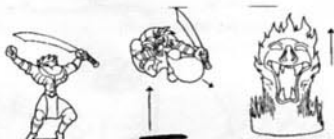
Paguna Deose  
↓ ← + Kick



Moora Gaboori  
↓ → + Slash



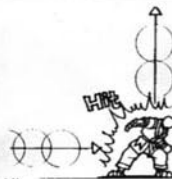
Paguna Paguna (Sword)  
← Hold → + Slash



Ahow Gaboori  
→ ↓ + Slash



Slasher Spin (Nikutenzuki)  
→ ↓ + Slash



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

WHEN CHARACTER IS FACING RIGHT.

WHEN CHARACTER IS FACING RIGHT.



# THE MASTER OF THE SHADOWS

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



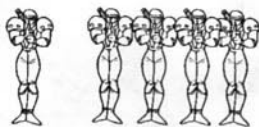
The most formidable of all the Iga Ninja warriors, Hattori is both admired and feared for the cool and ruthless way in which he fights. He has gone forth into the world to free the soul of his son, captured by the evil Shiro Tokisada Amakusa.

# 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.



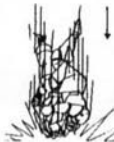
Ninja Shadow Replicates

←↙↘ + 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



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



**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

**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

For moves marked with a ← you need a sword

**Kabuki Crunch Dance (Kaiten-Kyokubu)** ←

→↙↓↘ + Slash

**Wheel of Smoke (Chikemuri-kuruwa)** ←

↓ + Hard Slash at peak of jump

## Wan Fu

**Confucius Whirlwind (Kiko-Senzuzan)** ←

→↓↘ + 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

**Moora 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 (Moza-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

## 90-DAY LIMITED WARRANTY

TAKARA USA CORP. (TAKARA) warrants to the original purchaser only of this TAKARA software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This TAKARA software program is sold "as is," without express or implied warranty of any kind, and TAKARA is not liable for any losses or damages of any kind resulting from use of this program. TAKARA agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any TAKARA software product, postage paid with proof of date of purchase, at its Factory Service Center.

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.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**TAKARA U.S.A. CORP.**  
**TEL: 212-689-1212**