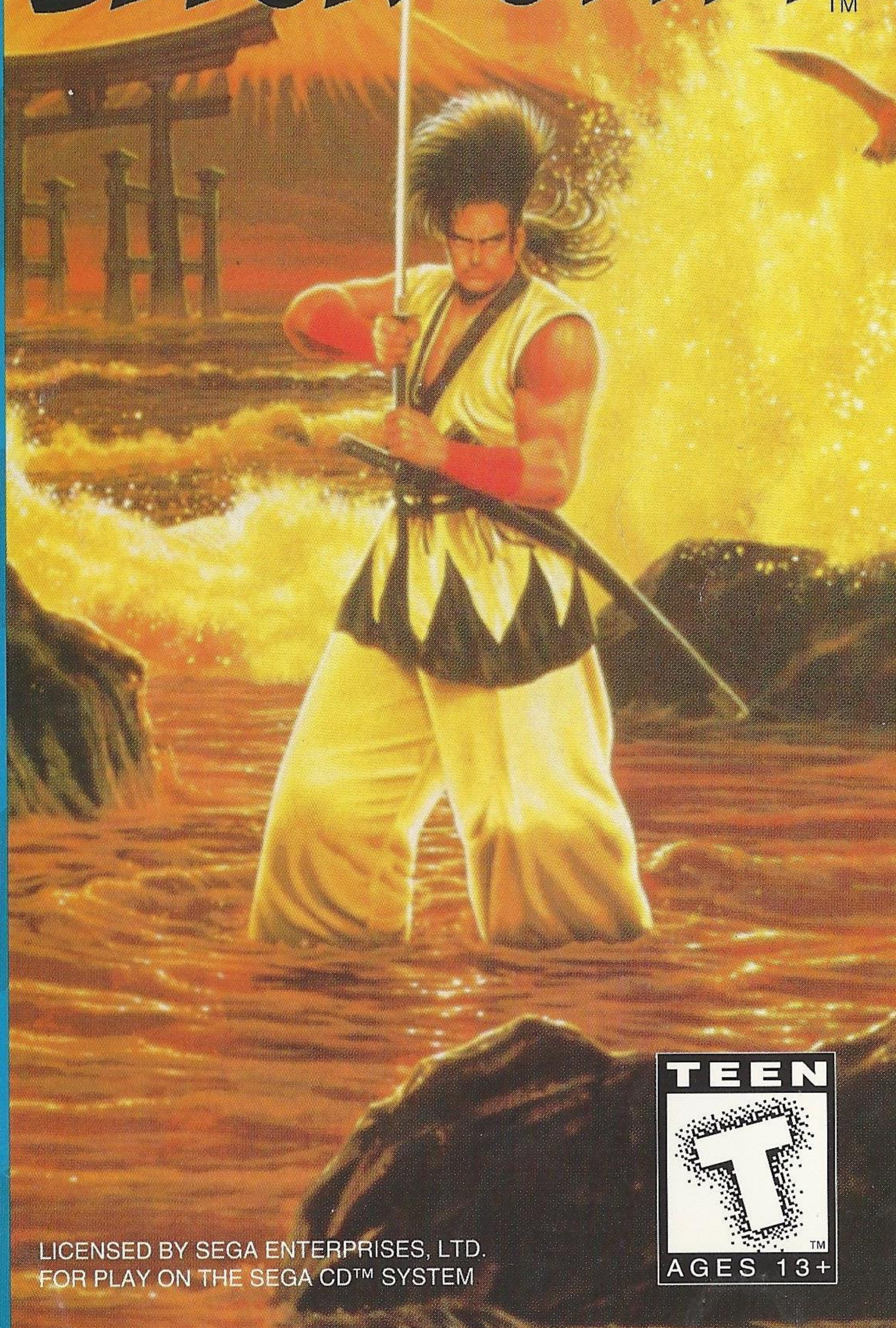


SEGA™

JVC

CD
ROM
SEGA
SEALS

SAMURAI SHODOWN™



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



HANDLING YOUR SEGA CD DISC

- The Sega CD Disc is intended for use exclusively with the Sega CD™ 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 CD disc.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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 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.

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.



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 CD™ SYSTEM.

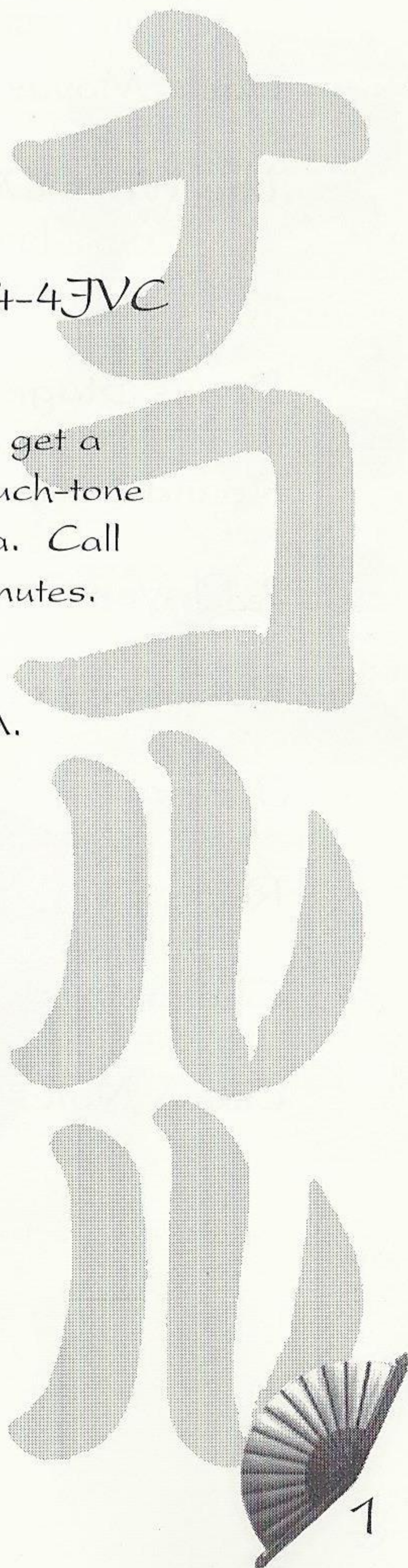
SAMURAI SHODOWN™

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.75 each minute. If you are under 18, be sure to get a parent's permission before calling. Requires a touch-tone telephone and is available in the U.S and Canada. Call length determined by user; average length is 3 minutes. Messages subject to change without notice.

JVC Musical Industries, Inc., Los Angeles, CA.

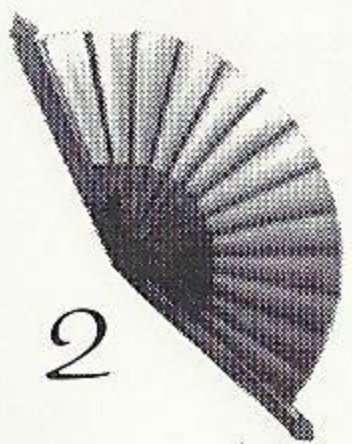





Contents

Getting Started	3
Prologue	4
Main Game Screen	5
Let The Barbarism Begin	6
Using The Controller	8
Basic Moves	8
The Ways Of The Sword	11
Dueling	12
Bonus Stage	12
Round Bonuses	13
2-Player Competition	13
Resurrection / Continuing Play	14
Items	14
Rage	14
Characters	15
Game Notes	22

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Getting Started

1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.
2. Make sure that there is not a game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.
3. Follow Sega CD System directions to OPEN the Sega CD drive. Press the Reset Button and the disc tray will open.
4. Carefully place your *Samurai Shodown* CD game disc in the Sega CD System with the label-side facing up. Press the Start Button to close the tray and begin play.

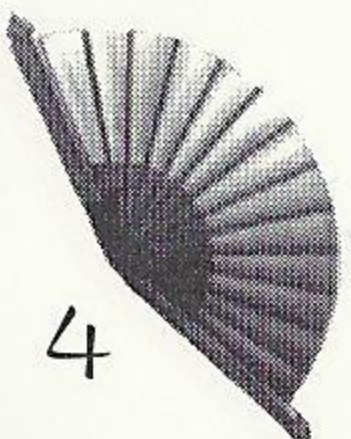


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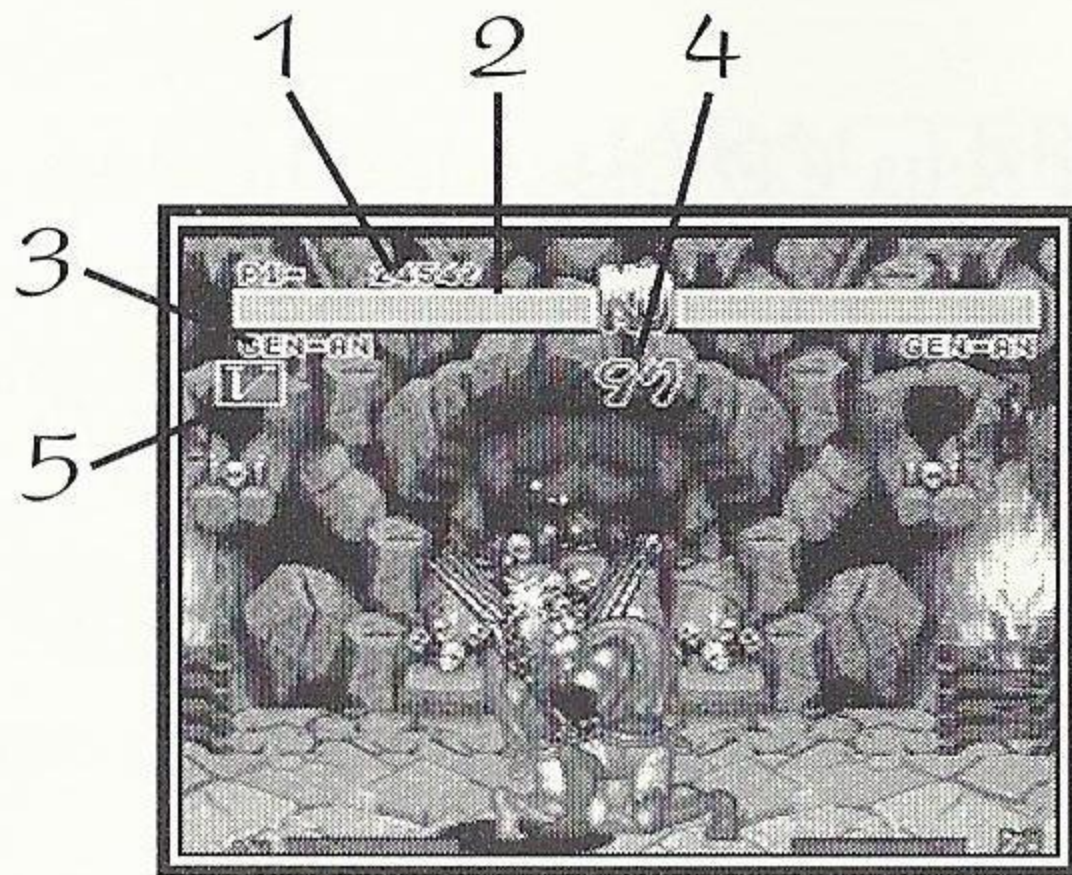


Prologue

The end of the 18th century. The pristine order of monarchies throughout the world shakes from the sweeping shockwaves of change. Successive natural disasters, incurable diseases of unknown origin, brutal wars, and senseless massacres wrack this era of turmoil. An unshakable air of despair and futility insinuates itself into the hearts of the citizens of the world, translating its force into unending meaningless conflict and inescapable ennui. Of course, the above has very little to do with our story. We are concerned with the fates of 12 heroes who, each concerned with their own destinies, are treading the long and cruel path to self-realization. Little do these protagonists know that their respective journeys will inevitably bring them into the clutches of the dreaded Yoshiro Tokisada Amakusa. Believed to have been slain in the Tokugawa Era, he has risen from the netherworlds to effect his final ends—destruction of the world and the discovery of a truly good tasting coffee.



Main Game Screen



- 1) Score
- 2) Life Meter
- 3) Character Name
- 4) Remaining Time
- 5) Beacon of Victory

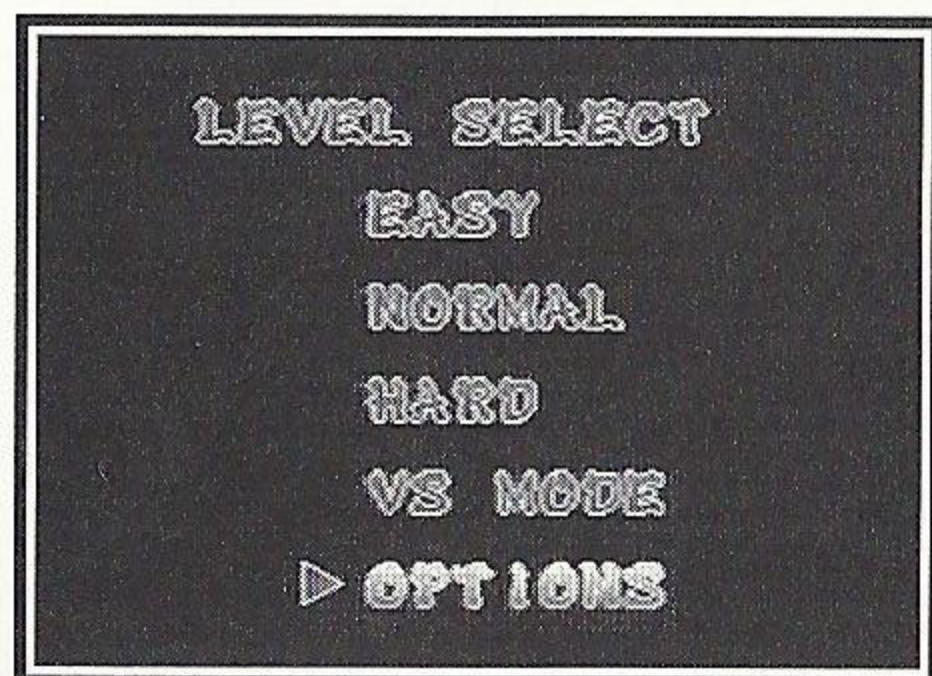
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Let The Barbarism Begin

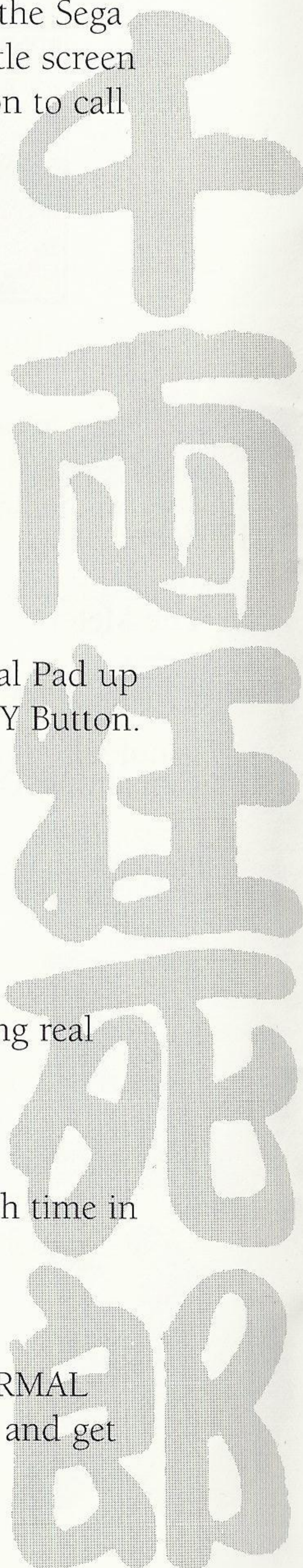
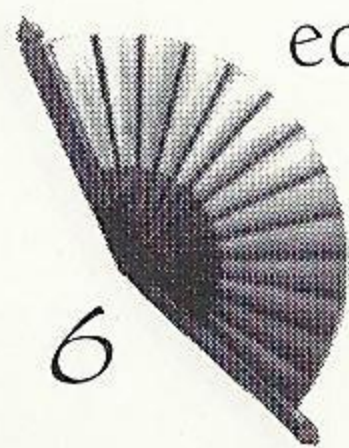
Insert the Samurai Shodown Sega CD Disc into the Sega CD Player and turn on the power switch. The title screen will appear automatically. Press the START Button to call up the Options Menu.



GAME LEVEL SETTING

Select from four levels of difficulty: NORMAL is recommended for beginners. Press the Directional Pad up or down to select the desired level then press ANY Button.

- EASY MODE
The simplest level. Great for mastering the fundamentals.
- NORMAL MODE
A level of average difficulty. Good for practicing real battle.
- HARD MODE
The most difficult level. You've spent too much time in the minors. It's time for the big leagues.
- VS MODE
An intermediate level between HARD and NORMAL equal to the arcade setting. Practice at home and get through the arcade game with one coin!





SELECTING CHARACTERS

Choose one of the 11 characters with the red cursor and make your selection by pressing the A Button. With 2-player matches, follow the same procedure to select your character. It is possible to choose the same character, so chill!

START GAME

After selecting your desired character and stage, let the carnage begin! (To bypass demo screen, press the START Button).

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Using The Controller

It's time to get full use out of your controller on this game. As quickly as possible, master the combinations of Directional Pad and the 3-buttons (or 6-buttons) to slash, punch, and kick your way to the final battle with the master of the elements, Yoshiro Tokisada Amakusa.

Basic Moves and Attacks—6-Button Controller

DIRECTIONAL PAD CONTROLS:

UP: JUMP
DOWN: CROUCH
FORWARD: WALK FORWARD
BACK: GUARD

X: LIGHT WEAPON ATTACK
Y: MEDIUM WEAPON ATTACK
THROW (CLOSE RANGE)
Z: STRONG WEAPON ATTACK
THROW (CLOSE RANGE)
A: LIGHT KICK
B: MEDIUM KICK
THROW (CLOSE RANGE)
C: STRONG KICK
THROW (CLOSE RANGE)





Basic Moves and Attacks—3-Button Controller

DIRECTIONAL PAD CONTROLS:

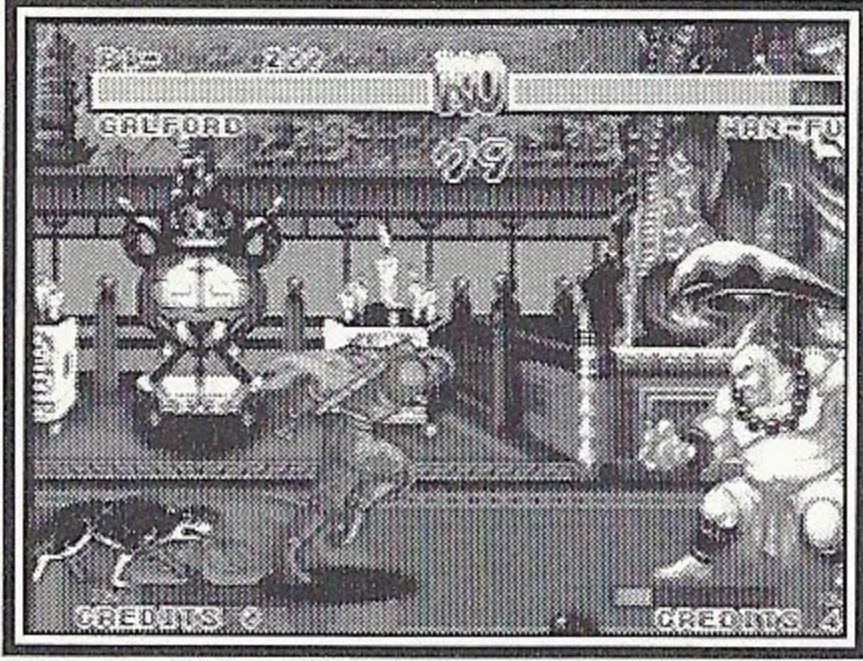
- | | |
|----------|---|
| UP: | JUMP |
| DOWN: | CROUCH |
| FORWARD: | WALK FORWARD |
| BACK: | GUARD |
| A: | LIGHT WEAPON ATTACK
LIGHT PUNCH (NO WEAPON) |
| B: | MEDIUM WEAPON ATTACK
MEDIUM PUNCH (NO WEAPON)
THROW (CLOSE RANGE) |
| A+B: | STRONG WEAPON ATTACK
STRONG PUNCH (NO WEAPON)
THROW (CLOSE RANGE) |
| C: | LIGHT KICK |
| B+C: | MEDIUM KICK
THROW (CLOSE RANGE) |
| A+C: | STRONG KICK
THROW (CLOSE RANGE) |

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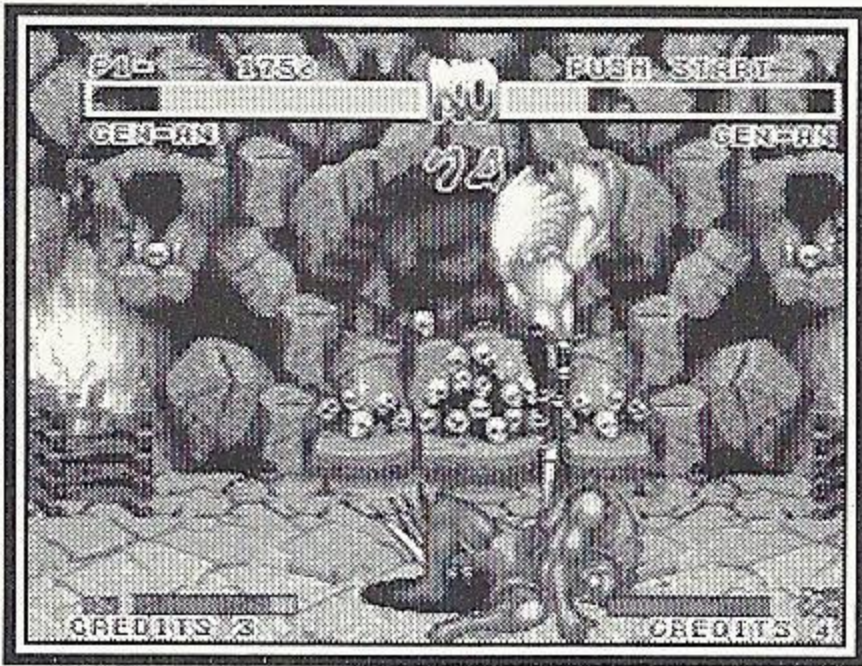


DASHES



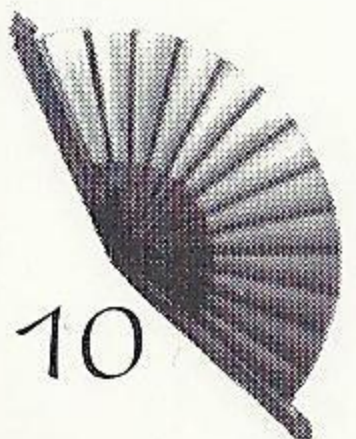
You can dash by rapidly pressing the Directional Pad twice in the direction you are facing.

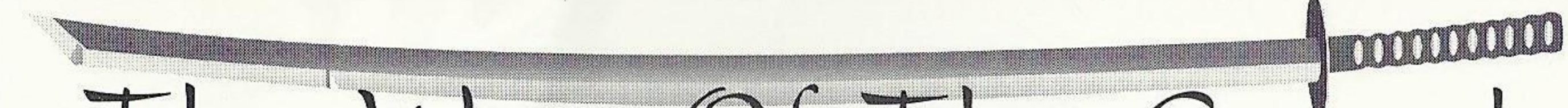
THE METHODS OF MAYHEM



Each character has his or her own arsenal of special moves and attacks. Many of these attacks require a weapon, so keep a grip on your sword at all times! (For complete list of the METHODS OF MAYHEM, see page 17).

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The Way Of The Sword

THE SWORD IS THE LIFE OF THE SAMURAI!

To survive your battles, you must master the way of the blade. Speed is what counts in improving your attacks and gaining an edge over your opponents.

LOCKING SWORDS

When your character locks swords with another, press the Light Punch button repeatedly.

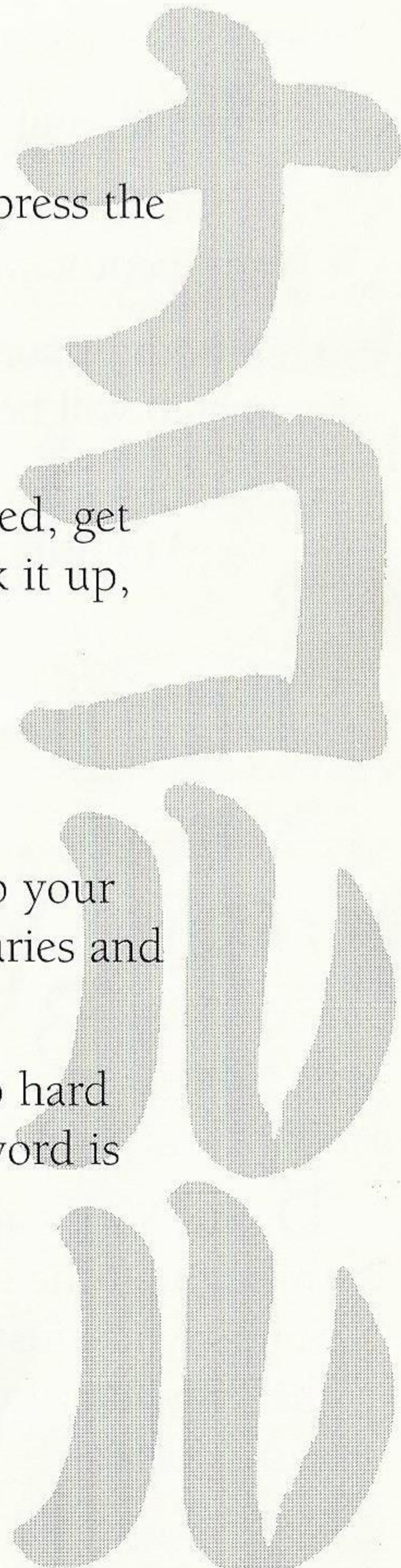
LOSING YOUR WEAPON

After you recover from the shame of being disarmed, get up and fight your way back to the sword. To pick it up, Press the Light Punch button.

THE “NO PAIN, NO PAIN” SPRINT

Stop your opponents sword attack by rushing into your opponent's chest. A great way to foil your adversaries and a great topic for stories at boring parties.

Note: Your sword is not invincible. If you hit too hard your sword can shatter like a beer bottle. Your sword is fixed, however, at the end of the round.





Dueling

Each match consists of two duels. The winner of these duels advances to the next opponent.

DETERMINING THE WINNER.

Here's the Scoop:

- Lose all your power and you lose.
- If the battle is not decided within the given time limit, the competitor with the most life remaining wins.
- If both opponents have power and equal amounts of life, the match will be called a tie.
- A fourth round will be allowed in the case of a tie after the third round.

Bonus Stage

Bonus Stages appear periodically throughout the game. In the Bonus Stages, you must slash and hack at the straw dummies that appear for extra points.





Round Bonuses

The remaining time, life and hitting percentage your character has at the conclusion of each round will determine the amount of bonus points you will receive.

- LIFE: The more lives remaining, the more bonus points
- TIME: Bonus points are determined by the remaining time multiplied by 100.
- HITTING PERCENTAGE: Bonus points are determined by the following formula: Number of attacks landed as a percentage of number of attacks landed, multiplied by 200.

You can also gain bonus points from the money that occasionally comes flying out of the pockets of your opponents.

2-Player Competition

To start 2-Player Competitive Play, simply press the start button on the Player 2 controller. A second player may also enter the challenge during regular computer play in the same manner.





Resurrection/ Continuing Play

After defeat, the continue game count begins. Push the Start Button before the count reaches zero to continue play up to a maximum of three times. In two-player competitions, if the losing player elects not to continue play, the action reverts to computer play for the remaining player. (For 2-Player action, be sure to have a Sega Controller plugged into Control Port 2 at the front of the console.)

Items


Be alert for parcels of coins and food while you fight. Coins offer bonus points and food offers life meter points.

Rage

As your character receives blows, his or her rage increases. At full rage, the character turns red and goes into a nearly uncontrollable rage. Your attacks and METHODS OF MAYHEM will be at their deadliest during this time. But remember, the damage you can receive at this time is more deadly as well!

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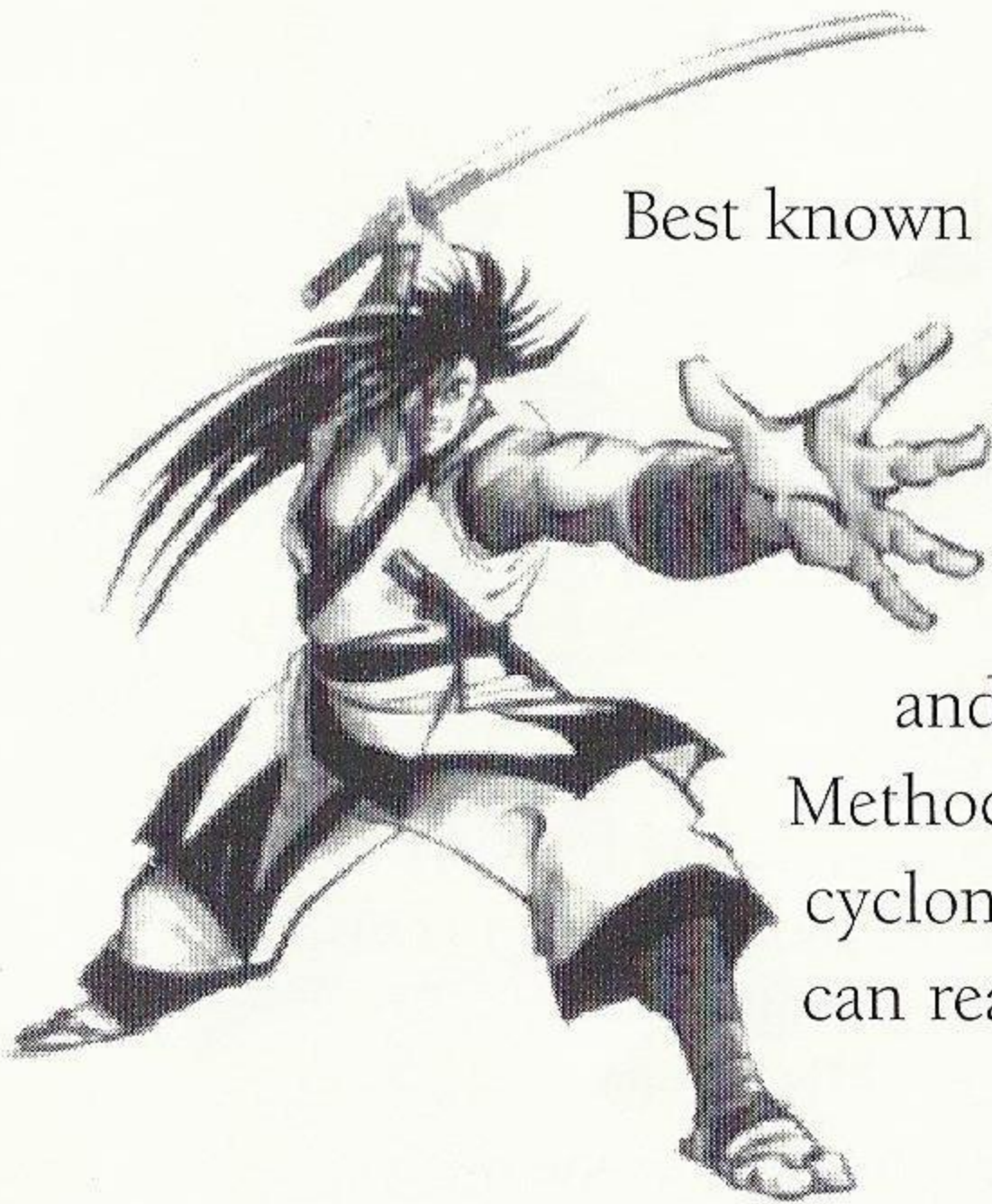




Characters and Their Methods of Mayhem

From the 11 reaches of the world, the strongest and craftiest samurai, knights, ninjas, and tough guys are sucked into conflict against each other, as well as the abominable Yoshiro Tokisada Amakusa. The answers to these delectable questions lay at the tips of your fingers...

The Invincible Samurai Sake Expert: HA-OH MARU

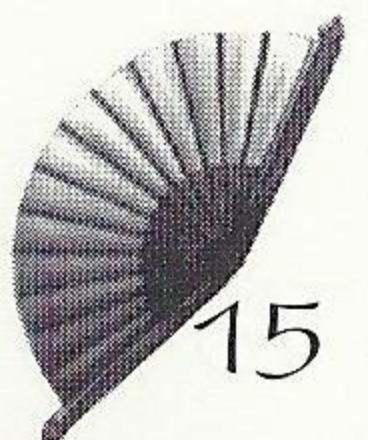
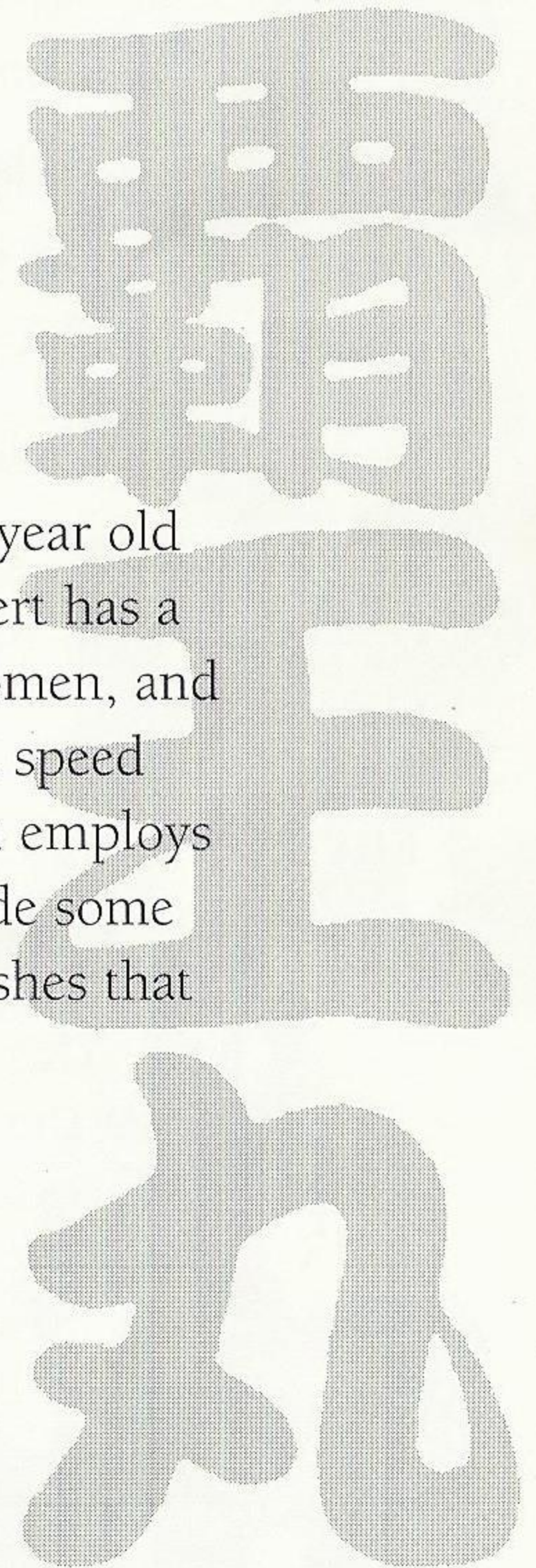


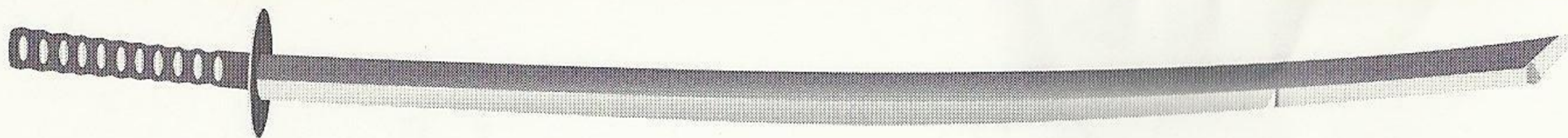
Best known for his unparalleled swordsmanship, this 25 year old self-taught Samurai expert has a taste for cheap sake, women, and blood. With whirlwind speed and GQ looks, Ha-Oh Maru employs Methods of Mayhem that include some cyclone and crescent moon slashes that can really stir things up.

THE METHODS OF MAYHEM!

Cyclone Slash: ↓ ↘ → + Slash

Crescent Moon Slash: → ↓ ↘ → + Slash





The Angel-Faced Eagle Handler:

NAKORURU



Nature child, good friend of Mother Earth, and precocious teen, her constant companion is Mamahaha, an eagle. A graduate of the Running Deer Academy of Dance and Judo, she wields a sword named in honor of her late father, Hahamama. Don't let your guard down—she's been known to give people the bird!

THE METHODS OF MAYHEM!

Annu Mutsube: ←↙↓ + Slash

Lela Mutsube: ↓↘→ + Slash

Amube Yatoro: →↘↓ ↙← + Slash

Mamahaha Flight: ↓↙← + Light Kick

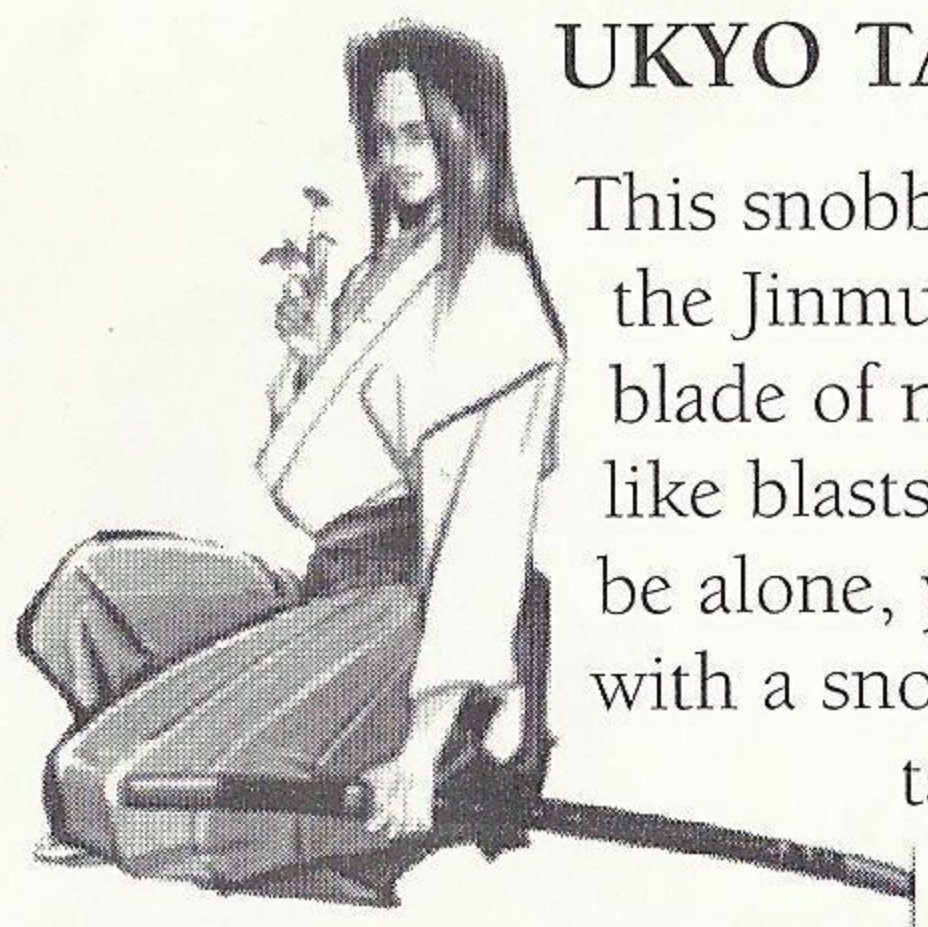
Yatoro Poku: While Flying, ↙ or ↓ or ↘ + Slash or Kick

Kamui Mutsube: While Flying, Slash or Kick

Mamahaha Call: When Disarmed, ↓↙← + Light Kick

The Merciless Samurai Heart-Throb:

UKYO TACHIBANA

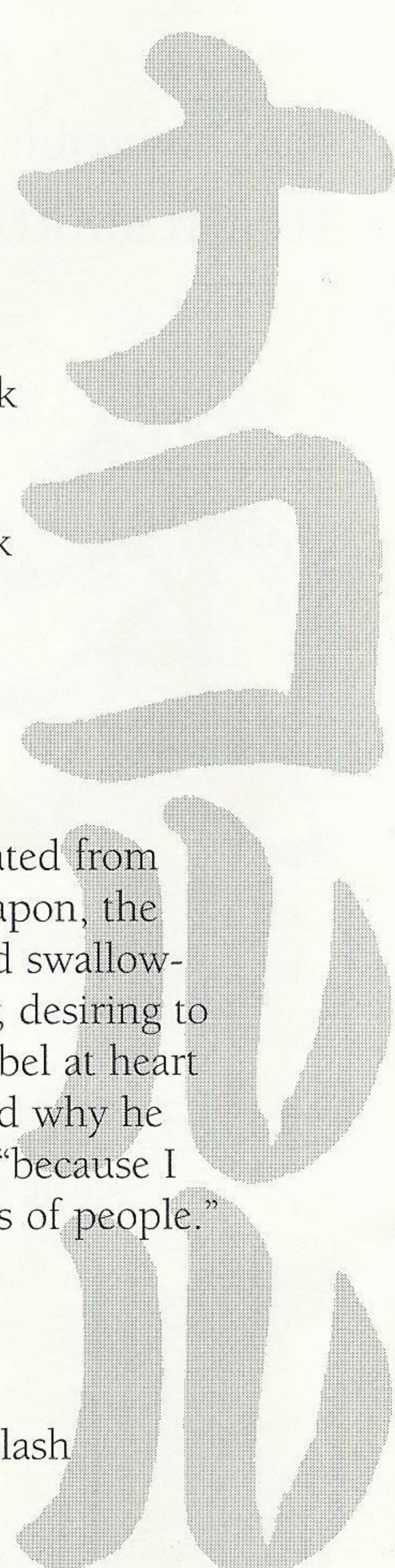


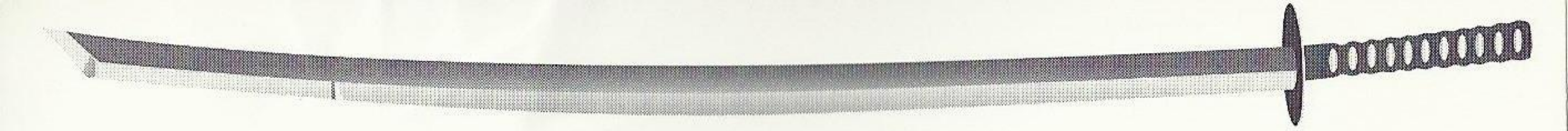
This snobbish master swordsman graduated from the Jinmuso Surgeons College. His weapon, the blade of narcissus, projects snowfall and swallow-like blasts. Ukyo has a split personality, desiring to be alone, yet hating solitude. He is a rebel at heart with a snooty temperament. When asked why he talks to himself, Ukyo replies, "because I like dealing with a better class of people."

THE METHODS OF MAYHEM!

Snowfall Slash: ↓↙← + Slash

Swallow Swipe: (while jumping) ←↓↘→ + Slash





The Emperor's Secret Servant:

JUBEI YAGYU



Graduate of the Yagyu Institute, and strict observer of Bushi, the way of the Samurai, Jubei has tempered his mind and body to become a lethal extension of the Japanese Empire! Yagyu's M&Ms include tsunami sabre, iron tiger dagger and the infamous geyser thrust.

THE METHODS OF MAYHEM!

Tsunami Sabre: → ↓ ↘ → + Slash

Geyser Thrust: ↓ ↘ → + Slash

Sabre Thrash: Slash repeatedly

Demon King of the Continents:

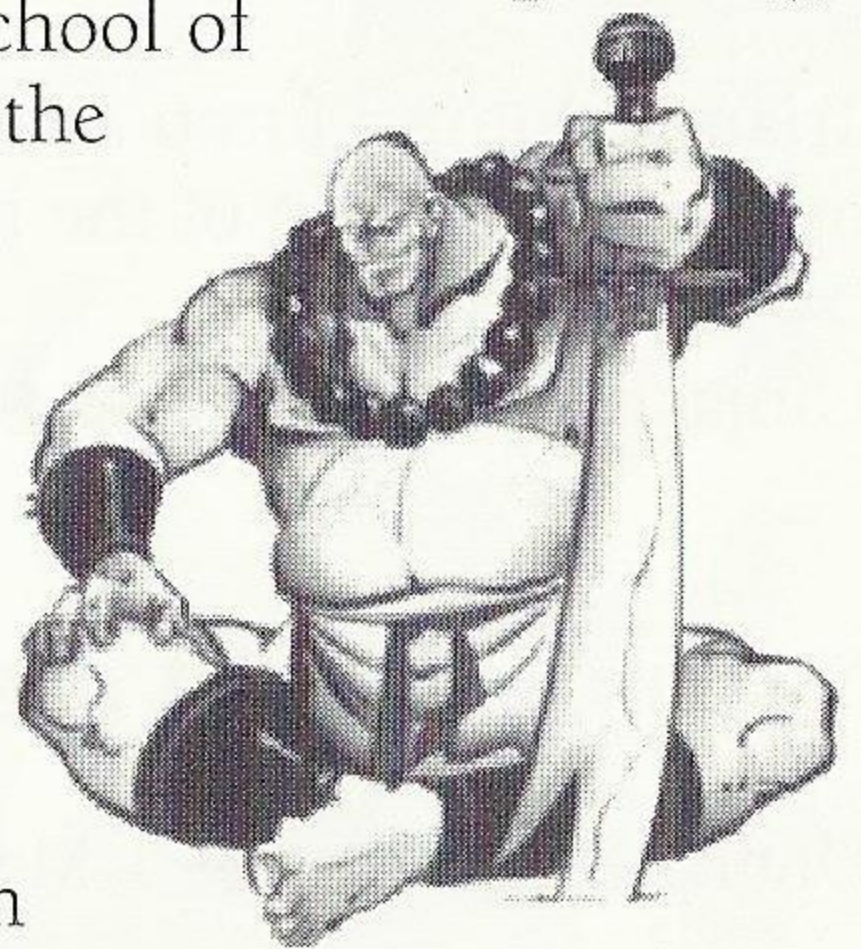
WAN FU

No relation to "Kung", this monstrous looking ninja hurls wicked spinning Confucius thunder bombs. A renown military genius from the Shorinji School of Spleen Slicing, Wan's on a mission to unify the warring regions in China. He has come to Japan to search for willing peace fighters. And he's prepared to wage war with anyone who gets in his way!

THE METHODS OF MAYHEM!

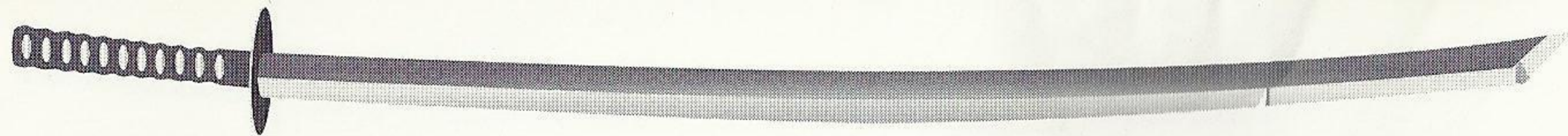
Confucious Thunder Bomb: ↓ ↙ ← + Slash

Confucious Whirlwing: → ↓ ↘ + Slash



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The Ninja Knight without a Cause:

GALFORD



With his unfailing Ninja Dog, Poppy, Galford seeks to become the first American Ninja to fight for truth and justice. Although his soul knows only good, his spirit is filled with a furious fire, which makes him a devastating opponent to all evil. How devastating? Take a look at his library of Methods Of Mayhem.

THE METHODS OF MAYHEM!

Head Strike: Move near opponent and → ↓ ↘ + Kick

Plasma Blade: ↓ ↘ → + Slash

Rush Dog: ↓ ↙ ← + Slash

Head Replica Attack: When attacked, press Strong Kick

Rear Replica Attack: → ↘ ↓ ↙ ← + Strong Kick

Triangle Jump: Jump at edge of screen, press Direction Pad in the opposite direction of the jump.

Ninja Teleportation: → ← ↙ ↓ ↘ → + Light or Medium Slash
or Light or Medium Kick

Machine Gun Dog: ↓ ↙ ← + Light Kick

Diving Dog: ↓ ↙ ← + Medium Kick





The Kabuki Master:

KYOSHIRO SENYRO



Using his lion's blade—this son of Nao Itsu Oba, renowned Kabuki legend—has left the climes of Edo to surpass his father.

Kyoshiro can usually be found doing the Kabuki crunch dance, with moves closely resembling break dancing. When he uses a twirling flame, he can really burn his adversaries. Kyoshiro is billed as “a temperamental actor with a deep desire to be worshipped.” In other words, don't upstage this guy.

THE METHODS OF MAYHEM!

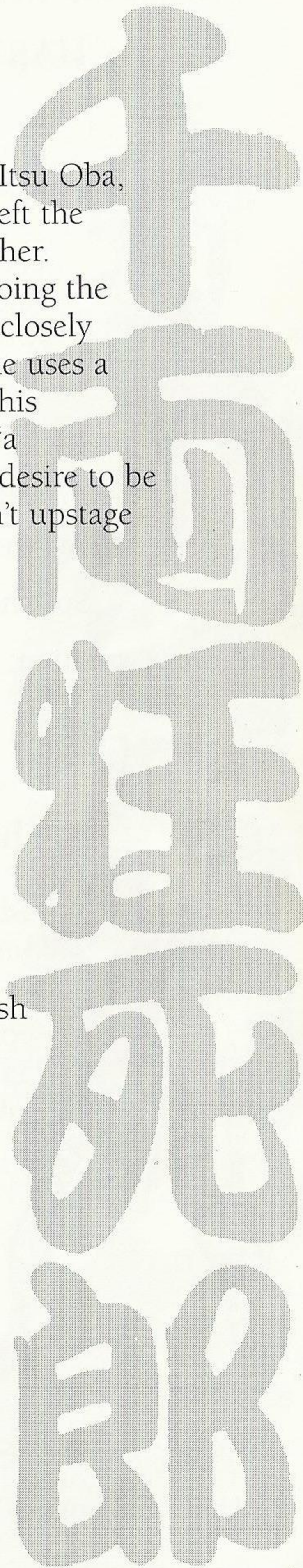
Jumping Lion: ↓↙← + Kick

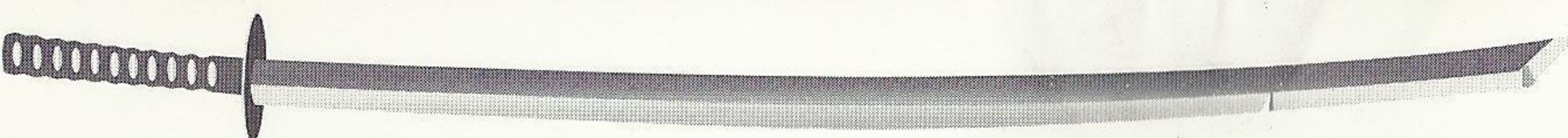
Kabuki Crunch Dance: →↙↓↘ + Slash

Twirling Flame: ↙↓↘→ + Slash

Wheel of Blood Smoke: While Jumping ↓+ Strong Slash

Whirlwind Fan: ↓↙← + Slash





The Noble Revolutionette:

CHARLOTTE



Sleek and sexy, Charlotte was born in France and is considered a saint to her mother country. Charlotte has single-handedly risen to save the masses from the disasters and despair that victimized her country. Her famous quote: "Let them eat steak." And judging from how she uses her famous dueling sword, Charlotte can slice steak with the best of them.

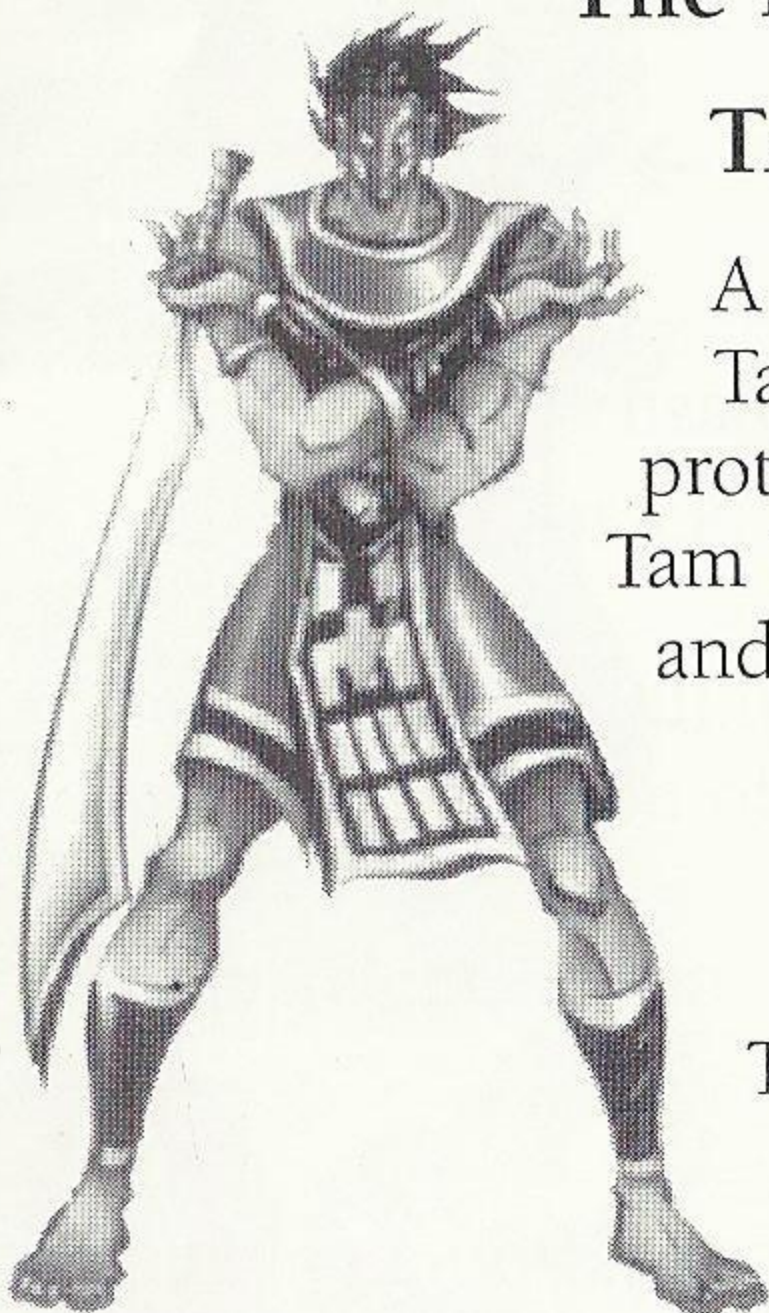
THE METHODS OF MAYHEM!

Splash Fount: Slash Repeatedly

Power Gradation: ↙↓↘ + Slash

The Incan Avenger:

TAM TAM



A kind man devoted to a cruel way of life, Tam Tam seeks the lost Incan Parenke stone, which protects the life and welfare of his beloved village. Tam Tam's famous for his Paguna Dios spin routine and Paguna Paguna scimitar twirling.

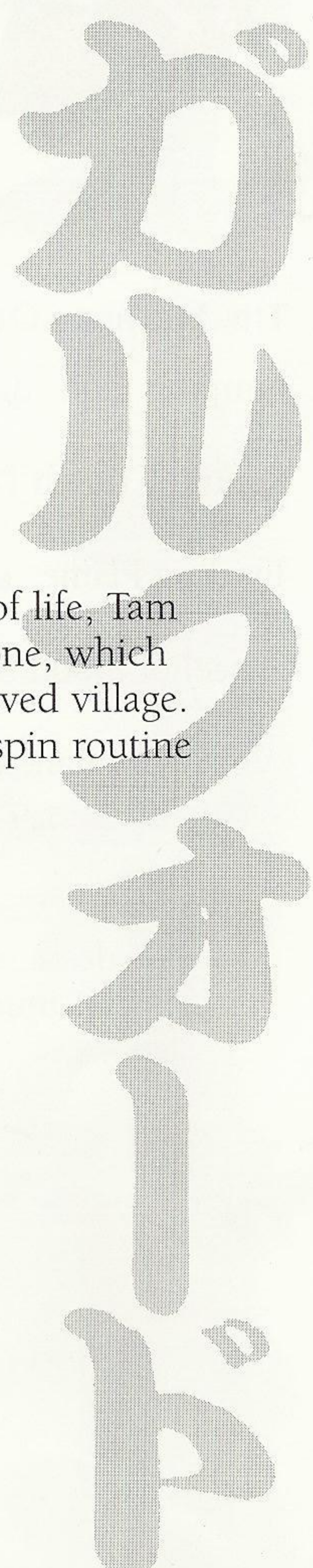
THE METHODS OF MAYHEM!

Moora Gamoor: ↓↘→ + Slash

Paguna Dios: ↓↙← + Kick

Paguna Paguna: ← briefly, then → + Slash

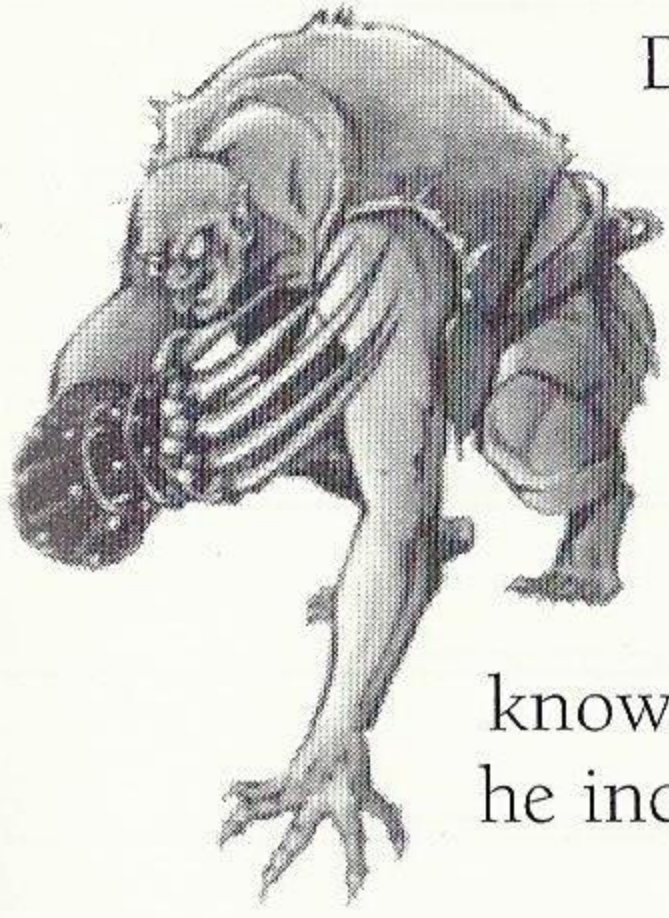
Ahow Gaboor: →↘↓↙← + Slash





The Taloned Fiend:

GENAN SHIRANUI



Does the hunchback of Notre Dame ring a bell? Well, Genan is probably a long lost cousin. This guy's M&Ms include a potent poison cloud puff and slaughter house tumble—a rolling ball with claws extended, capable of shredding hapless victims. King of the Magic minions, Genan is a member of the Doom Bwee Bway tribe, a group known for its bizarre sacrificial rituals (most of which he incorporates into his fight plan).

THE METHODS OF MAYHEM!

Poison Cloud Puff: ↓ ↘ → + Slash

Slaughter House Tumble: → ↓ ↘ + Slash

The Ninja Master of the Shadows:

HANZO HATTORI



Expert with the Ninja Blade, Hanzo is the strongest—and most feared—of the graduates from the dreaded IGA Institute of Ninja Arts and Psychology. Hanzo is on a quest to free the soul of his son, possessed by the sinister Shiro Tokisada Amakusa. His repertoire includes flying spikeballs and a ninja teleportation jig: a nifty “now you see me, now you don't” maneuver.

THE METHODS OF MAYHEM!

Flying Spikeball: ↓ ↘ → + Slash

Ninja Teleportation Jig: → ↘ ↓ ↙ ← + Strong Kick

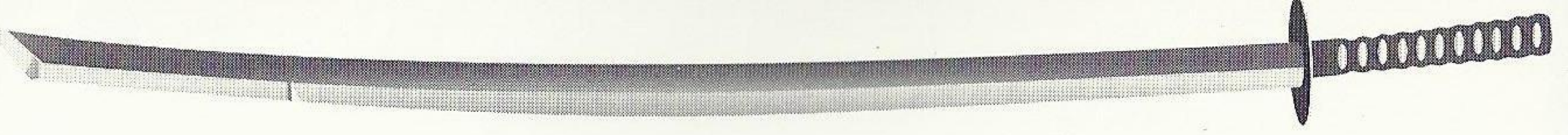
Shrike Dash: Move near opponent, then → ↓ ↘ + Kick

Triangle Jump: Jump at edge of screen, press Direction Pad in the opposite direction of the jump.

Ninja Shadow Replicates: → ← ↙ ↓ ↘ → + Light or Medium Punch
or Light or Medium Kick

Ninja Exploding Dragon: ← briefly, then → + Slash





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