

PLASMA SWORD
20 PTS.



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SEGA

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TEEN
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T-1207N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

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.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting PLASMA SWORD for your Sega Dreamcast. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

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\$.99 per minute for 24-hr. pre-recorded information.
\$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

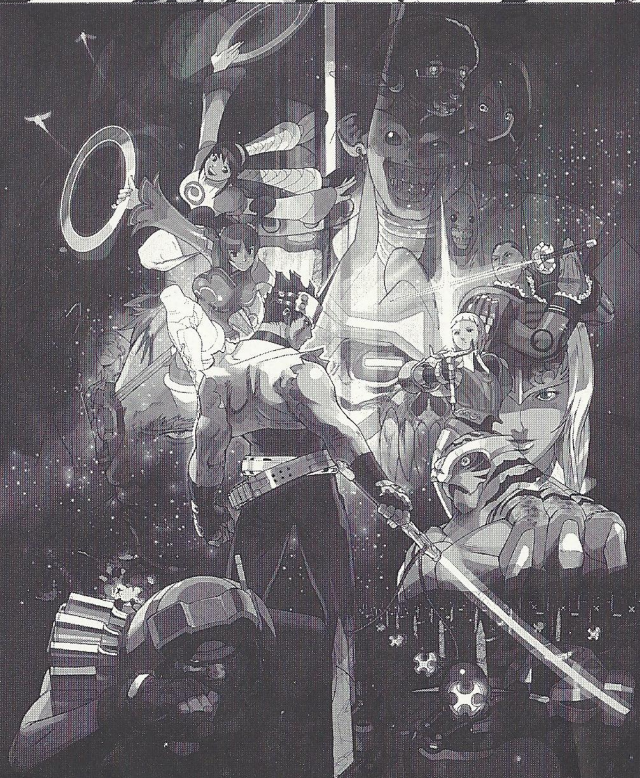
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A Galaxy at War!

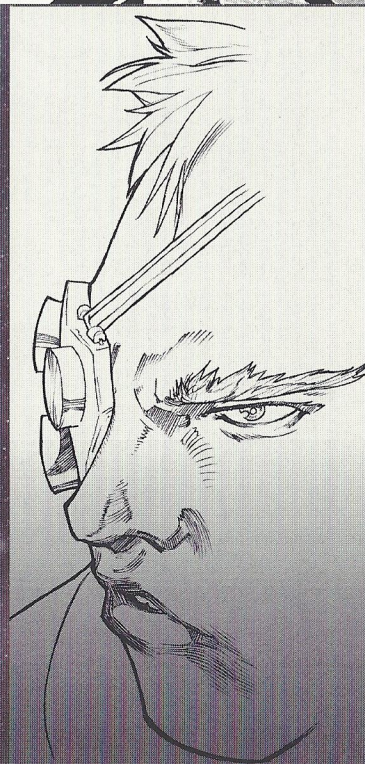
A year has passed since Bilstein's sudden death and the fall of "The Fourth Empire." The galaxy is basking in peace and prosperity.

But now a troublesome rumor has begun - a bizarre tale of Bilstein's ghost. This eerie apparition, it is laid, has been haunting planet Zeta, where Bilstein died.

Troops sent to investigate the rumor are immediately destroyed by unknown forces.

Is Bilstein still alive? Who is behind these mysterious occurrences on planet Zeta?

Fraught with uncounted mysteries, a new battle is about to begin ...



Sega Dreamcast™



POWER BUTTON

This turns the unit ON or OFF.

OPEN BUTTON

Press to open the Disc Door.

CONTROL PORTS

Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. *Plasma Sword* uses **Control Ports A and B**.

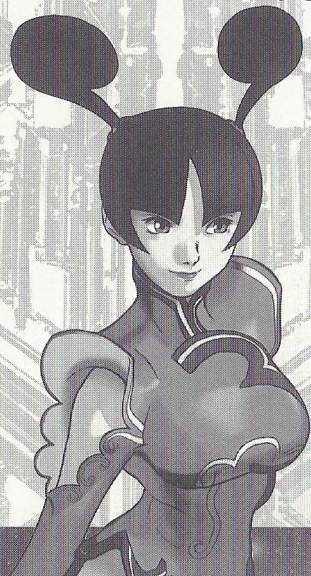
Note: Purchase additional controllers (sold separately) to play with two or more people.

Plasma Sword is a 1-to-2 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast.

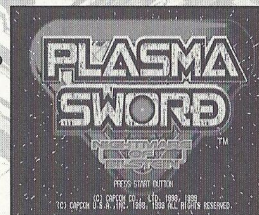
Warning: Do not play on any audio CD player. May cause damage.

Starting a Game

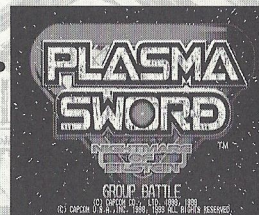
1. Press **START** at the title screen.
2. Press the **Directional Button**, **Analog Thumb Pad** or **joystick** **↑/↓** to select a game mode and press the **A Button**. (See more about game modes starting on page 10.)
3. Select a character and press the **A Button**. (See more about characters on pages 14-23.)



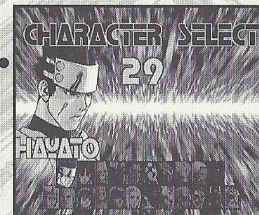
1.



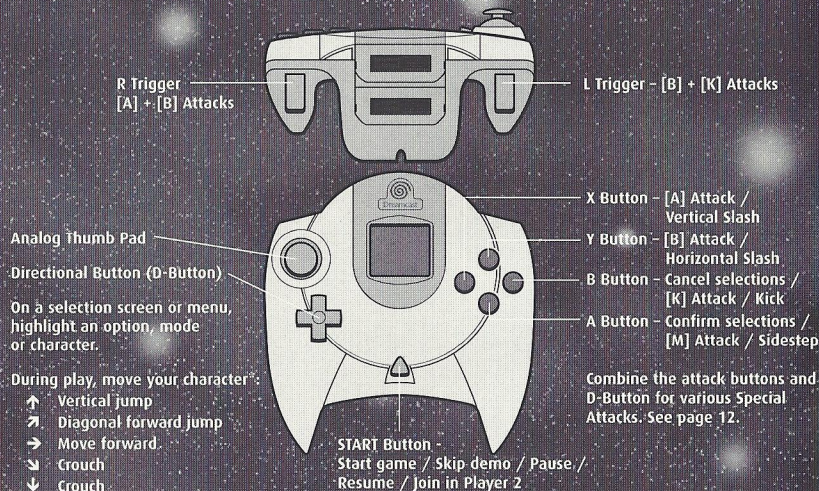
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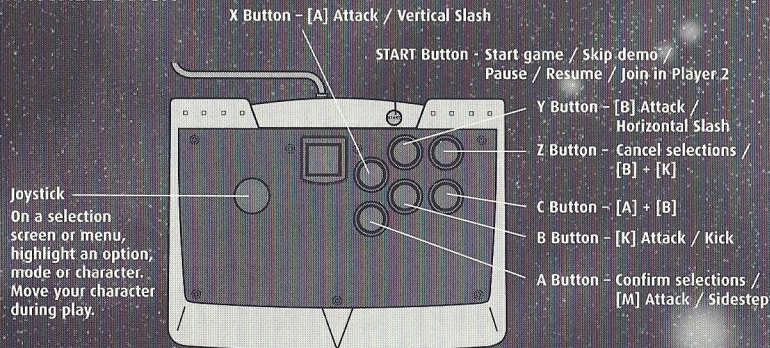


Controls (default) SEGA DREAMCAST CONTROLLER



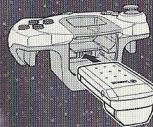
Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

ARCADE STICK



JUMP PACK

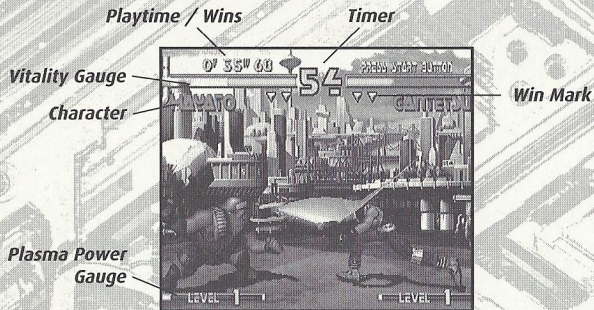
Plasma Sword supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience.



Notes:

- **Plasma Sword** is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning ON the Sega Dreamcast.
- To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.
- For both the controller and Arcade Stick, you can change the default button assignments using the Button Config option. See page 11.

Combat Screen



Playtime / Wins

Shows elapsed playtime for 1 Player games and number of wins for 2 Player games.

Timer

Shows remaining time of the round. You can change round time in Option mode (see page 11).

Vitality Gauge

Decreases as you get attacked. If a character's gauge drops to zero, the character is knocked out (K.O.'d).

Character

Your character's name.

Plasma Power Gauge

Builds up each time you attack. When it is full, you can perform a powerful move such as Plasma Strike.

Win Mark

Displays when a character wins a round.

Message

Various messages are displayed here.

Combat Rules

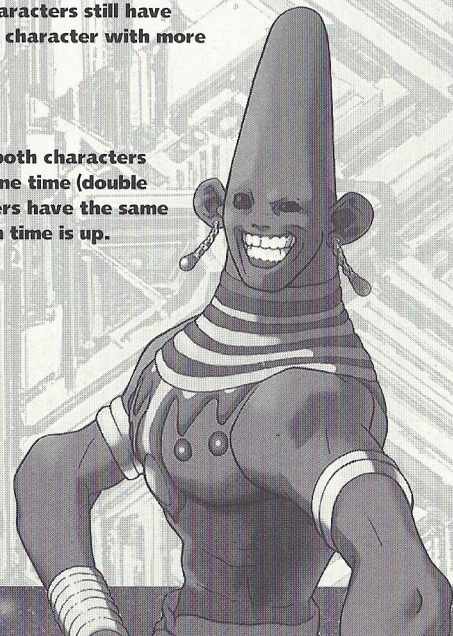
HOW TO WIN

Each round lasts for 90 seconds (default) or until a character completely loses his or her vitality. The first player to win two out of three rounds (default) wins the match.

If time runs out and both characters still have some vitality remaining, the character with more vitality wins.

DRAW GAME

A draw game occurs when both characters run out of vitality at the same time (double K.O.) or when both characters have the same amount of vitality left when time is up.



Game Modes

ARCADE 1 or 2 Player(A)

Fight against CPU characters one after the other. Defeat all opponents and win the game for a special ending. You can continue after losing by pressing the A button during the countdown.

VERSUS 2 Players

Challenge your friend to see who's best! Choose your character, handicaps and stage before every match.

GROUP BATTLE 1 or 2 Player(A)

Choose 1 to 5 character(s) for your team and defeat the opponent's team. The first team to defeat all opposing characters wins the match. You can choose from the following options:

VS Type

Hum vs Hum - 2 human players fight against each other.

Hum vs CPU - Fight against a CPU team.

CPU vs CPU - Watch a match by CPU teams.

Recovery Type (choose how vitality recovers after each match)

All Recovery - Vitality recovers completely.

Time Recovery - Vitality recovers depending on time remaining.

No Recovery - Vitality does not recover.

TRAINING

Practice your moves. Choose your character and sparring partner. During training, press **START** to open the Training Menu and adjust the sparring partner's settings.



Option Mode

Difficulty

Increase the number to make opponent tougher to beat.

Damage Level

Adjust characters' damage level when attacked.

Time Limit

Change time limit for a round.

Rounds (vs CPU/Hum)

Change the number of rounds for each match.

Sound Mode

Choose Stereo or Monaural.

Button Config

Change button assignments.

Cancel

Restore default settings.

Memory Card

Save or load your play data. To use this option, you need an optional Visual Memory Unit (VMU). This game requires 6 free blocks in a VMU.

Vibration

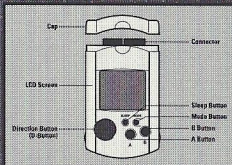
Turn ON/OFF when using the optional Jump Pack (not available when using the Arcade Stick).

Exit

Return to the Game Mode screen.

A screenshot of the 'OPTION' menu. The menu lists several settings with their current values: 'DIFFICULTY' (4), 'DAMAGE LEVEL' (4), 'TIME LIMIT' (90), 'ROUNDS VS CPU' (3), '(VS HUM)' (3), 'SOUND MODE' (STEREO), 'BUTTON CONFIG.' (LOAD), 'CANCEL' (OFF), 'MEMORY CARD' (OFF), 'VIBRATION' (OFF), and 'EXIT' (PRESS START TO EXIT).

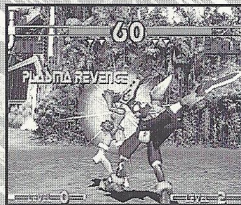
Note: When saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.



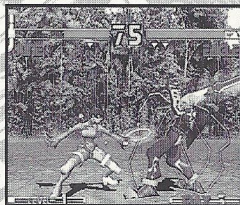
Special Attacks

In the moves below, the D-Button presses/joystick moves refer to fighters facing right. Reverse the left/right presses or actions for fighters facing left.

- Pursuit Attack** (While opponent is falling down)
↑ + [A] or [B] or [K]
- Safe Fall** When your character is knocked up in the air, press any button the moment he or she lands.
- Plasma Combo** Press attack buttons successively in various orders.
- Plasma Power Gauge** The gauge builds up as you attack. When you have a certain amount of power in the gauge, you can use the following moves:
- Plasma Revenge** (Requires a half level gauge)
[A] + [M] (press simultaneously)
- Plasma Reflect** (Requires a half level gauge)
[B] + [M] (press simultaneously)



Plasma Revenge



Plasma Reflect

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Plasma Field
(Requires a level 1 gauge)
[B] + [IK] (press simultaneously)
If you hit the opponent with your Plasma Field, you can draw her or her into your Plasma Space where your character has a great advantage.

Plasma Strike
(Requires a level 1 gauge)
↓↘→ or ↓↙← + **[A] + [B]** (press simultaneously)

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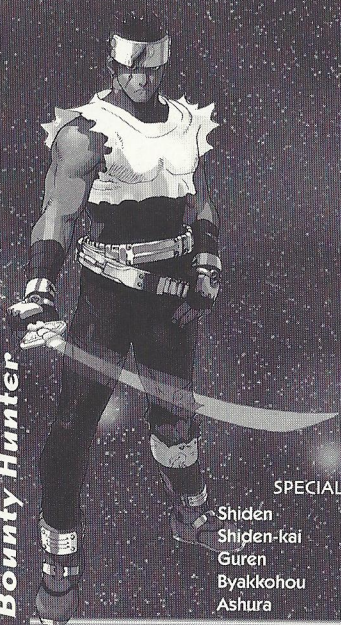
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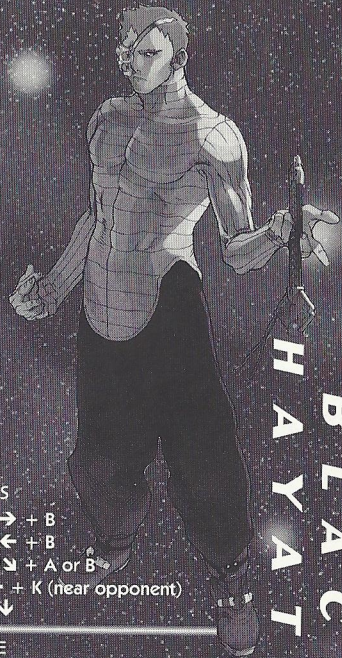
PI
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HA Y A T O

Flame Bounty Hunter



Awakening of Evil



BLACK
HA Y A T O

SPECIAL MOVES

- Shiden ↘↘↘ + B
- Shiden-kai ↘↘↘ + B
- Guren ↘↘↘ + A or B
- Byakkohou ↘↘↘ + K (near opponent)
- Ashura ↘↘↘

PLASMA STRIKE

- Engetsu ↘↘↘ + A + B
- Rasetsuzan ↘↘↘ + A + B

- Guren Tenpa
- Kegon

PLASMA FIELD

- Giant Sword B + K

U N I

Angry Chinese Doll



Angel Beyond Time



E L E

SPECIAL MOVES

- Starlight Shot ↘↘↘ + A
- Shining Dream ↘↘↘ + K
- Comet Kick ↘↘↘ + K
- Air Starlight Shot ↘↘↘ + A or B (in the air)

PLASMA STRIKE

- Big Bang ↘↘↘ + A + B
- Happy Blackhole ↘↘↘ + A + B

- Shooting Star
- Meteor Step

PLASMA FIELD

- Ring Throw B + K



Prince of Saturn

SPECIAL MOVES

- Dog Walk ↓↘→ + A then A
- Acrobat Combo ↓↙← + B (successively)
- Fire Cracker ↓↘→ + K

PLASMA STRIKE

- Infinity Yoyo ↓↘→ + A + B
- Dance with Me ↓↙← + A + B
- Trick Super Ball
- Rolling My Way

PLASMA FIELD

- Doll Bomb B + K



Vengeful Wardog

SPECIAL MOVES

- Gamo Screw →↘↓↙← + K (near opponent)
- Gamo Tackle ↓↘→ + B
- Gamo Tornado ↓↙← + B (successively)

PLASMA STRIKE

- Super Gamo Tornado ↓↘→ + A + B
- Plasma Giant Swing ↓↙← + A + B
- 10 Ton Bomb Throw
- Flying Gantetsu Buster

PLASMA FIELD

- Auto Throw B + K

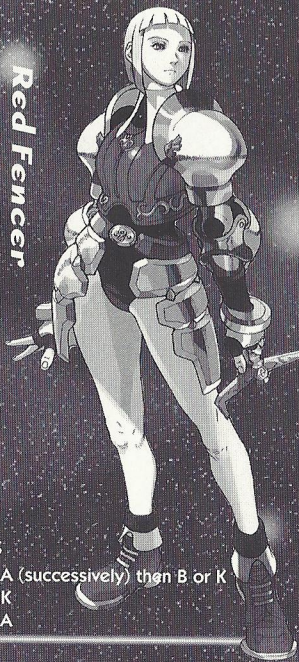


GERELT

Stylish Matador



Red Fencer



CLAIRE

SPECIAL MOVES

- Andalusian Storm ↓↘→ + A (successively) then B or K
- Bloody Flamenco ↓↙← + K
- Flying Matador ↓↙← + A

PLASMA STRIKE

- Spiral End ↓↘→ + A + B
- Final Ecstasy ↓↙← + A + B

- Thousand Bursts
- Scarlet Del Sol

PLASMA FIELD

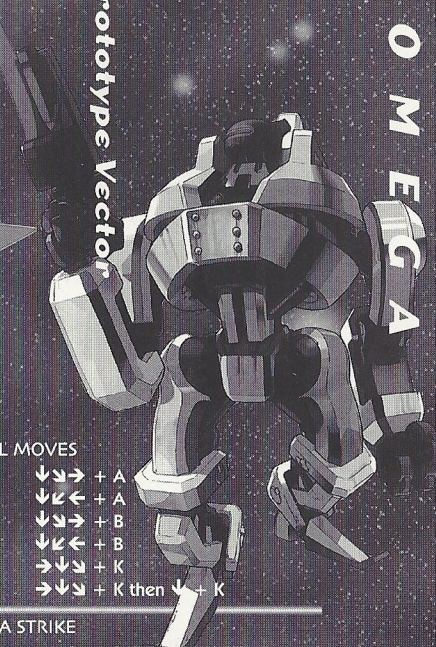
- Burst Mode B + K

VECTOR

Ultimate Weapon



Prototype Vector



OMEGA

SPECIAL MOVES

- Beam Bazooka ↓↘→ + A
- Lower Beam Bazooka ↓↙← + A
- Horizontal Laser ↓↘→ + B
- Lower Horizontal Laser ↓↙← + B
- Mad Blitz ↓↘→ + K
- Flying Drill ↓↘→ + K then ↓ + K

PLASMA STRIKE

- Mega Horizontal Laser ↓↘→ + A + B
- Satellite Shot ↓↙← + A + B
- Omega Shock Wave
- Mad Spin Burst

PLASMA FIELD

- Auto Fire B + K

Z E L K I N

Proud Birdman



SPECIAL MOVES

- Sky Javelin Any direction + A + K
- Sky Destruction ↓↘→ + K
- Rising Blade →↘↘ + A (successively)

PLASMA STRIKE

- Crimson Phoenix ↓↘→ + A + B
- Blue Storm ↓↙← + A + B
- Kaiser Sky Destruction
- Judgment Feather

PLASMA FIELD

- Transformation B + K

Flying Justice



E A G L E

G O R E

Mad Magician



SPECIAL MOVES

- Flame Throw ↓↘→ + A
- Composition Conversation ↓↘→ + B
- Spinning Legs ↓↙← + K
- Centrifugation ↓↘→ + K (when opponent is down)

PLASMA STRIKE

- Summon Stars ↓↘→ + A + B
- Dark Suction ↓↙← + A + B
- Rock Fall
- Hellfire Incineration

PLASMA FIELD

- Giant Attack B + K

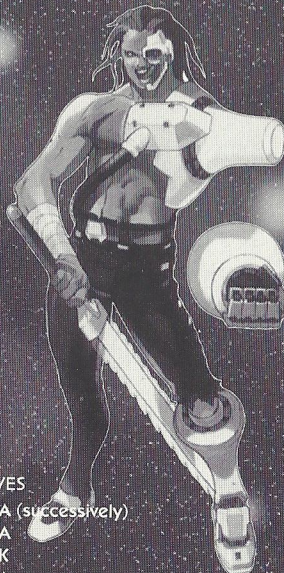
Innocent Malice



L U C C A



Vicious Maniacre



S H A K E R

SPECIAL MOVES

- Dark Surprise ↓↘↘ + A (successively)
- False Blade ↓↙↙ + A
- Evil Storm ↓↘↘ + K
- Fatal Edge ↓↘↘ + A
- Teleportation →↘↘ or ←↙↙ or ↓↙↙ or ↓↘↘ + M

PLASMA STRIKE

- Rising Tornado ↓↘↘ + A + B
- Bloody Blade ↓↙↙ + A + B
- Murderer Vulcan
- Darkness Arms

PLASMA FIELD

- Time Stop B + K



Ghost of the Fourth Empire



Revived Terror

SPECIAL MOVES

- Dark Vortex ↓↘↘ + A
- Blaze Sword ↓↘↘ + A or B
- Final Bilstein ↓↘↘↙↙ + K
- Gigantic Armored ↓↘↘

PLASMA STRIKE

- Deadly Break ↓↘↘ + A + B
- Nightmare Blaze ↓↙↙ + A + B
- Dark Vortex End
- Nightmare Blaze

PLASMA FIELD

- Infinity Power B + K



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CITY

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CREDITS

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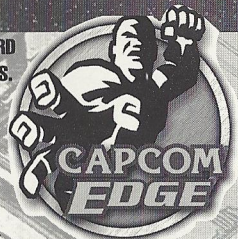
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