

Nighttshade™

MATURE 17+
M
CONTENT RATED BY
ESRB

SEGA®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 console, 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

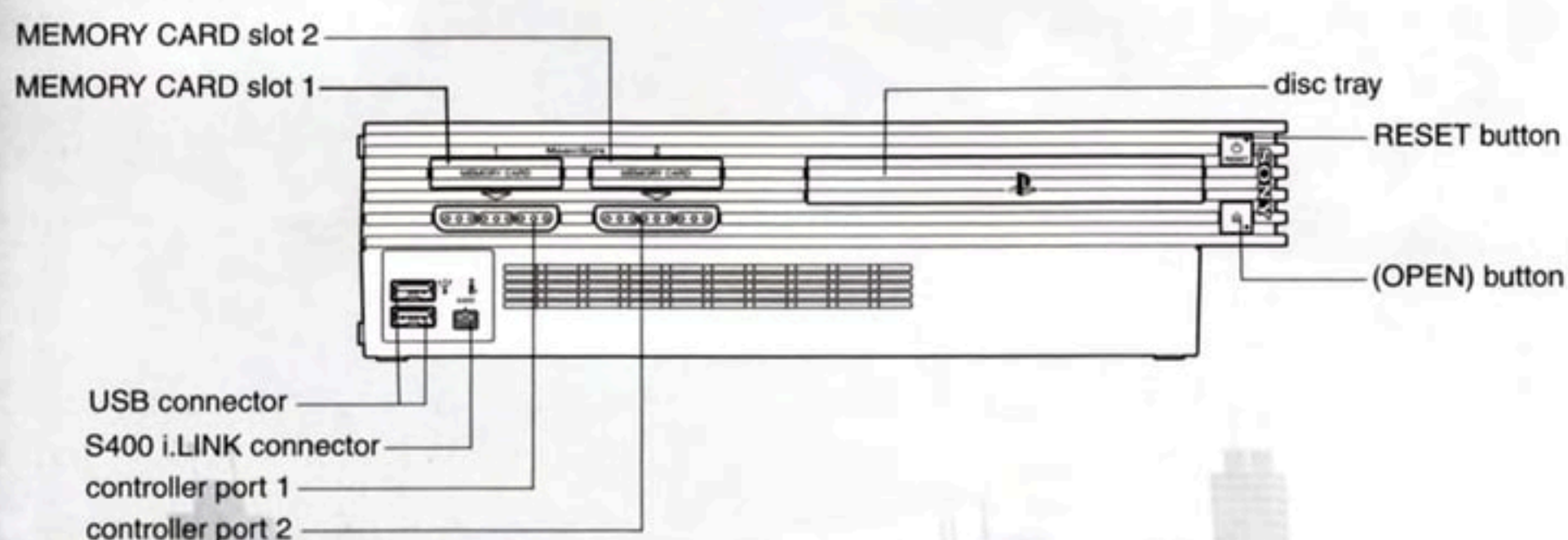
Thank you for purchasing Nightshade™ for PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you play.

Nightshade™

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Nightshade™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

Nightshade™ is a memory card (8MB) (for PlayStation®2) compatible game. Please insert the memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 before you turn ON the game. A minimum of 285KB of free space is required to create a Save File. Do not switch the power to OFF or remove the memory card (8MB) (for PlayStation®2) while saving.

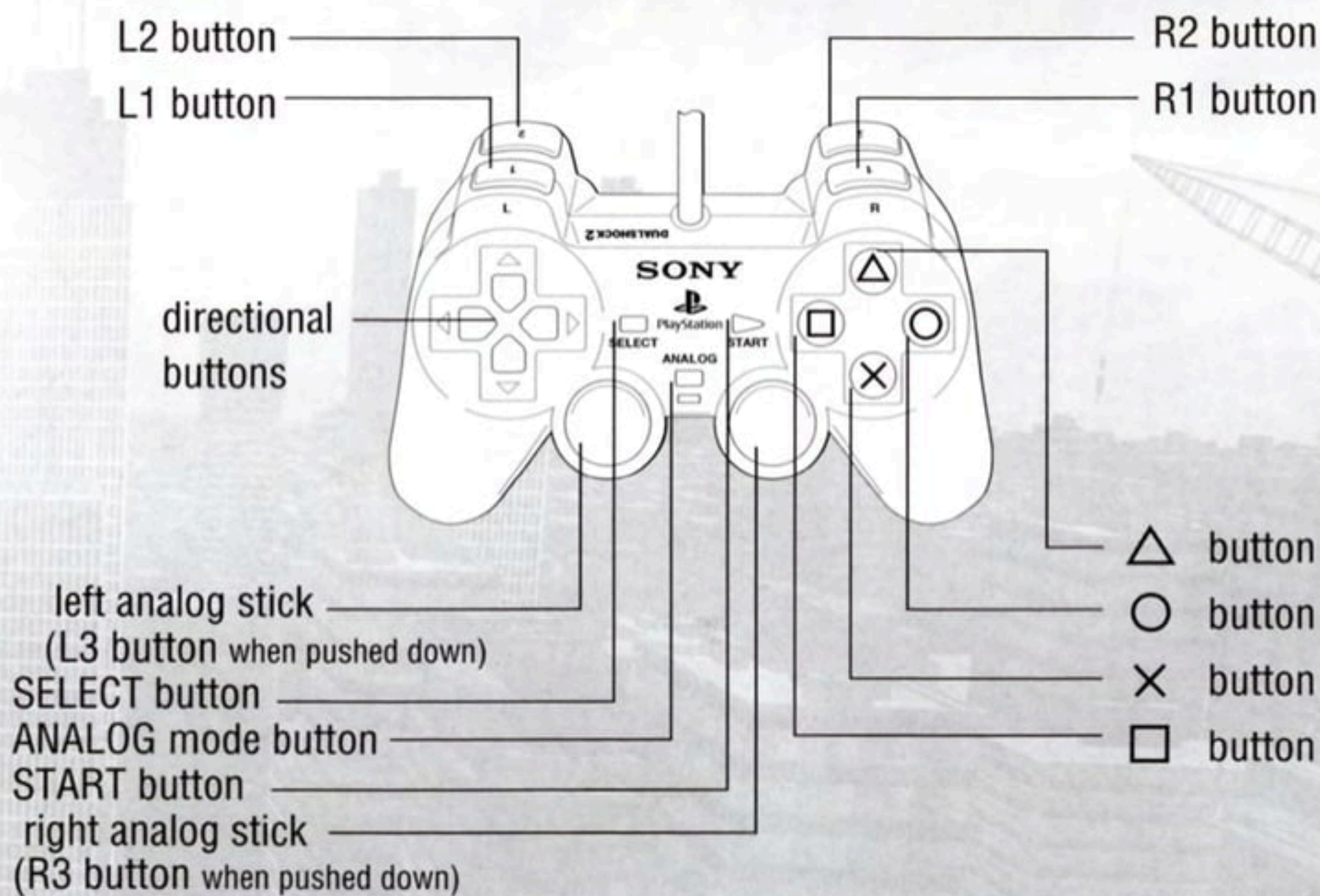
If you have no existing Save File on your memory card (8MB) (for PlayStation®2), format and create a new file for Nightshade™. Previously saved files will be automatically loaded along with the game, every time you turn ON the system to play.

Also, please note that you can only save one game (Save File) per memory card (8MB) (for PlayStation®2).

STARTING UP

Nightshade™ is a one-player game using the DUALSHOCK®2 analog controller. Connect the analog controller to controller port 1.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



- Controls are all set to ANALOG mode (mode indicator: ON) and cannot be switched to digital mode by using the ANALOG mode button.
- This game supports the vibration function of DUALSHOCK®2 analog controller. This can be set ON/OFF from the OPTIONS menu (P.7).
- Default controls are used (P.10 to 20) in this game manual.

CHARACTERS



PROLOGUE:

Akujiki... The ancient, cursed blade has consumed the souls of men for centuries. It is said that he who wields Akujiki, wields absolute power. Many wars were fought to control that power. Many lives were lost. A lone shinobi took it upon himself to end Akujiki's legacy of blood. However, his struggles proved only to be the beginning of yet a new battle.

Hibana

A kunoichi (female shinobi) of the Shinobi Agency, Hibana is assigned to government issued missions. Put up for adoption at a very young age, she spent her childhood feeling neglected and broken-hearted. Although she was alone, Hibana's exceptional ninja skills led her to Jimushi, a master of ninja arts. Jimushi molded Hibana's raw talent into the fighter she is today. After a life turning event exposed her vulnerability, she has grown cynical and tired, dispassionately fulfilling her assigned duties.

Kuro-hagane

A mercenary shinobi of the Nakatomi Conglomerate. Kuro-hagane utilizes his improved cybernetic body to handle Akujiki.

Jimushi

A former shinobi of the Oboro Clan, Jimushi was also Hibana's boss while he was under government employ. Now commanding the Mercenary Shinobi Clan of the Nakatomi Conglomerate, he is assigned the task of recovering the Akujiki before the government finds it.

Hisui

As a loyal kunoichi of Jimushi's clan, Hisui holds resentment against Hibana.

PLAYING THE GAME

Press the **START** button during the Title Screen to enter the Main Menu. Use the directional buttons to select menu items and **X** or **O** button to confirm.

MAIN MENU

NEW GAME

Start a game from the beginning. The first time you play, only the **STORY MODE** will be available. Select your character and level of difficulty before entering the Story Mode. Initially, Hibana is the only selectable character, but by achieving certain goals, additional characters and game modes will become available.

Unlock the following game modes by collecting Items (P.23) while in Story Mode.

- ◆ **TIME ATTACK MODE** - Finish in record time utilizing all your moves.
- ◆ **SURVIVAL MODE** - Advance by continuously converting Tate attacks.
- ◆ **MISSION MODE** - Complete a mission to advance.

CONTINUE

Continue your last saved Story Mode game (Note: Only one save game at a time). The progress of your game will automatically be saved every time you clear a stage. Progress of your game can only be saved after completing a stage.

TUTORIAL

Each tutorial includes simple missions to teach you the basic actions including Movement Controls, Combat Controls and Situational Controls. Instructions for button configuration (such as **BEGINNER Controls**) are also available through the Tutorial.

EXTRA

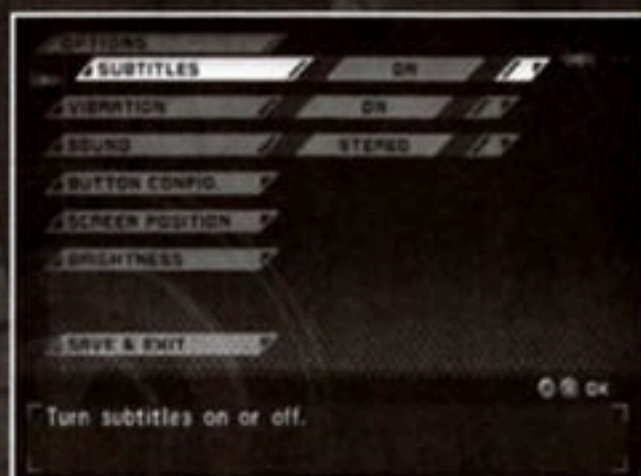
Earn hidden game modes and bonus features by completing missions and collecting Items (P.23) in the Story Mode.

OPTIONS

Change or confirm various game settings. See P.7 for details on each option.

OPTIONS MENU

Use the directional buttons to choose the options and press the \otimes or \odot button to make changes. Select SAVE & EXIT to save and return to the Main Menu.



SUBTITLES

Turn ON/OFF the subtitles during the movie scenes.

VIBRATION

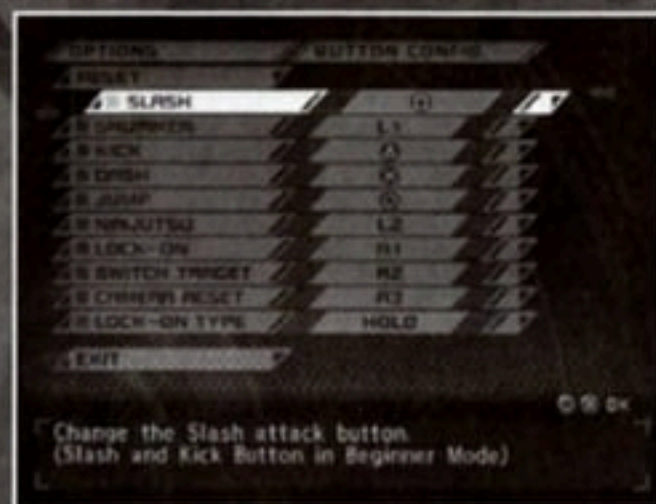
Turn the vibration function of the DUALSHOCK®2 analog controller

SOUND

Set sound to stereo or monaural.

BUTTON CONFIG.

Change the button configuration. Select an action and press the \otimes or \odot button then press left or right on the directional buttons to reassign a button for the action. Enter RESET to undo the changes, returning it to the default configuration (Note: Only one save configuration at a time).



SCREEN POSITION

Adjust the display position on the screen. Use the directional buttons and press the \otimes or \odot button to confirm.

BRIGHTNESS

Adjust the brightness of the screen. Make changes to brightness using the red, green, and yellow color bars displayed.

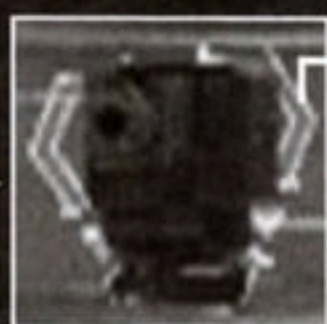
NOTE: The Brightness option cannot be used if your TV does not support brightness settings. The brightness is not adjusted using the console / controller but from the TV itself.

GAME SCREENS



ENEMY COUNTER

Each blue icon represents an enemy on the field. The icon will turn red when defeated.



LOCK-ON MARKER

Displayed on target enemy who is Locked-On. Marker of enemies protected by an armor will be displayed in red.

ENERGY GAUGE

Energy Gauge of the player character.

CHAKRA GAUGE

Chakra Gauge increases when you attack enemies. Once a third of the gauge is filled, you can use the Stealth Attack (P.15). A maximum of 3 attacks can be stored.



TATE TIMER

The Tate Timer will illuminate once you defeat an enemy. Defeating 4 or more enemies (represented on the Enemy Counter) while the timer is still lit will convert a Tate.

COMBO ATTACKS

Number of enemies attacked in succession.

NINJUTSU ICON

Currently selected Ninjutsu is lit.

SCROLLS

Number of Ninjutsu Scrolls available for use.

SHURIKEN

Number of Shurikens you current hold (up to a maximum of 32). Every 8th Shuriken will light one section of the hexagon and allow you to use the Shuriken Burst (P.15).



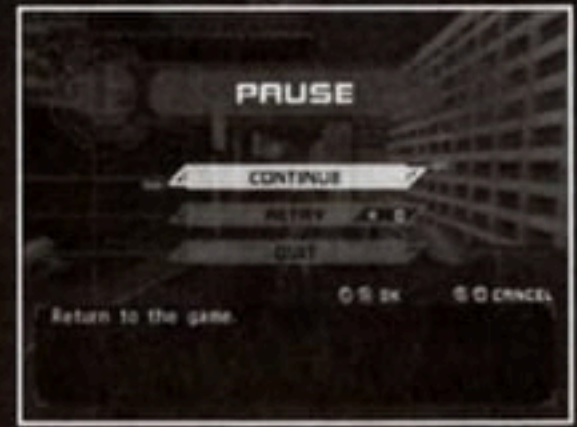
BOSS ENERGY GAUGE

Displayed only when fighting a boss. Boss is defeated when the gauge is empty.

PAUSE SCREEN

Press START button during the game to display the Pause screen.

- ◆ CONTINUE - Continue the current game
- ◆ REPLY - Retry from the beginning of the stage
- ◆ QUIT - Return to the Title Screen



RESULTS SCREEN

When you clear a stage, the complete statistics of your performance will be displayed through the Debriefing. The following information is displayed as well as the total time for the stage.

Also displayed are the score rankings and the Agent's report concerning your next mission. Press the ⊗ or ⊙ button to enter the next stage.



- | | |
|---------------------------------------|--|
| Combo at Performance | Total score for normal combat |
| Kills | Percentage of enemies killed & bonus points |
| Max Combo | Number of Combos converted & bonus points |
| Tate | Number of Tate converted & bonus points |
| Damage | Points based on enemy hits |
| VS. Nakatomi Ninja | Total score for boss combat |
| Tactical Success | Points based on fighting skills |
| Tate | Bonus points - defeating boss with Tate |
| Destruction | Percentage of objects destroyed & bonus points |
| Nakatomi Supplies | Total score based on Items |
| Items | Bonus points for all Items |
| SCROLLS | Bonus points based on remaining Ninjitsu Scrolls |
| Mission Retried | Deduction based on number of Retries |

GAME OVER SCREEN

The game is over when your Energy is depleted or you fall from the ledge.

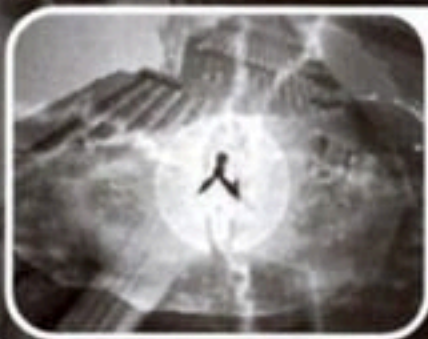
- ◆ REPLY - Retry from the area the game last ended.
- ◆ RESTART - Retry from the beginning of the stage
- ◆ QUIT - Return to the Title Screen



CONTROLS

Controls explained in P.10 to 21 are based on default configuration. The control settings can be changed from **BUTTON CONFIG** of the Options Menu (P.7). See P.22 for **BEGINNER** control (only available with Hibana).

DEFAULT CONTROLS



L2 button

Ninjutsu



L1 button

Shuriken

directional buttons

Select Ninjutsu /
Menu Item

left analog stick

Walk & Run /
Menu Selection

analog mode button

NOTE: ANALOG mode only



START button

Pause Menu / Skip Movies

R2 button

Switch Targets

R1 button

Lock-On to Target

*hold down or click



△ button

Kick / Cancel



○ button

Jump / Enter



× button

Stealth Dash / Enter



□ button

Slash / Cancel



right analog stick

Camera Angle / Menu Selection

R3 button

Reset Camera Angle

*Click down analog stick

MOVEMENT CONTROLS

◆ Walk & Run

left analog stick

Use the left analog stick to move your character. move the left analog stick towards any direction to run, and just lightly tilt the left analog stick to walk.



◆ Camera Action & Reset

right analog stick (R3 button)

Use the right analog stick to change the view-point of camera. In order to reset the camera to the default viewpoint, press the R3 button.



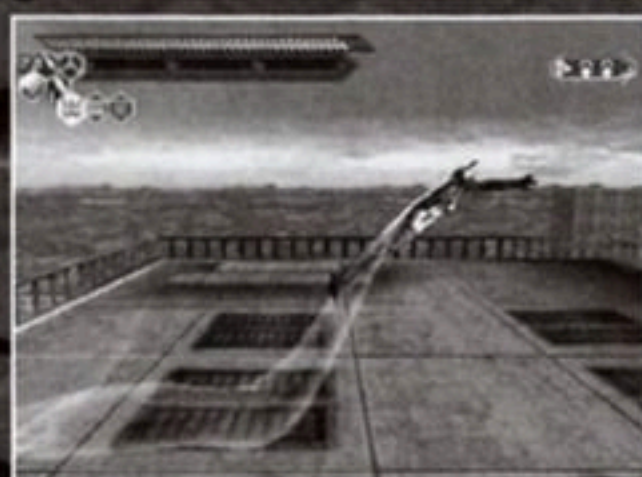
+ Using the Camera / Lock-On

To find hidden Items or mirrors that create the force fields (which you must break), search 360° by using the right analog stick to rotate your camera. To quickly locate any existing enemy, use the Lock-On (P.16) to automatically direct the camera towards your enemy.

◆ Jump

○ button

Jump across and onto various areas. This basic action is the key move that triggers other acrobatic maneuvers.



◆ Double-Jump

○ button twice

Press the ○ button again during a jump to perform a Double-Jump. After performing a Double-Jump, you cannot jump again unless you successfully hit an enemy during the jump (P.18 and 19).



+ Paralyzed by an Attack

Depending on the type of attacks from your enemies, there is a chance that you may become paralyzed. Although it will only be for a limited time, rapidly tap any button to quickly escape from this condition and get back to the action!

◆ Wall Running

left analog stick

Jump towards a wall where you can position yourself and use the left analog stick to perform Wall Running. You can also jump from one wall to another.



◆ Stealth Dash

⊗ button

Leave a shadow of yourself while blazing by your enemies, creating a decoy for enemies that you can use to counterattack. Your shadow will only be present for a given amount of time.



◆ Aerial Stealth Dash

⊗ button (in air)

Perform a Stealth Dash while you are in mid-air (during a jump, descending by stairs or walls). You can only perform the Aerial Stealth Dash once before landing, unless you execute an attack while airborne (P.18 to 19).



COMBAT CONTROLS

◆ **Sword**

□ button

Slash enemies with your standard sword. The power of your blade will increase based on the number of enemies you defeat while the Tate Timer is counting down (P.21).



◆ **Kick**

△ button

Although a kick will not directly damage any of your enemies, it is used to break enemies' guard and destroy their protective armor.



+ Kicking the Enemy

To defeat enemies protected with armor, you must first destroy their armor using a kick then attack them with your sword. Your Lock-On reticule will turn red when locked onto an armored enemy (P.16).



◆ **Return Kick**

△ button

When you are confronted by on-coming missiles or bullets, press the △ button at the right moment to deflect the projectiles and redirect them towards your enemies.



◆ Shuriken

L1 button

Throw shuriken at enemies to paralyze them for a given time or drop them from a higher plane. Extra Shuriken are found within the stage and you are allowed to carry up to 32.



◆ Shuriken Burst

L1 button (during Double-Jump)

Press **L1** button before reaching the peak of your Double-Jump to unleash Shuriken in all directions. This action requires at least 8 Shuriken.



◆ Stealth Attack

□ button (during Lock-On)

Hold down the **□** button while you Lock-On (P.16) to an enemy and create multiple images of yourself, then release the **□** button to attack with all your ghost images. One unit of the Chakra Gauge is required to perform this attack. Having more energy on your gauge will allow you to perform a more powerful Stealth Attack.



+ About the Chakra Gauge

The Chakra Gauge will increase as you attack your enemies, therefore earning successive (Combo) hits will allow you to quickly charge your Chakra Gauge. It is best to attack with the Short Sword (P.17) to gain Combo hits and charge your Chakra Gauge. This gauge can also be increased by picking up certain items.

LOCK-ON - Moves & Attacks

The following actions (P.16 and 17) are Lock-On and Lock-On based moves or attacks available during Lock-On mode.

◆ Lock-On

R1 button

Lock-On to enemies by either holding or pressing the **R1** button. Select one of the two types of Lock-On via Button Config (P.7) on the Options Menu. Default is the HOLD style.



◆ Switch Target

R2 button

Press the **R2** button during Lock-On to switch your sight to a different enemy.



◆ Lock-On Moves

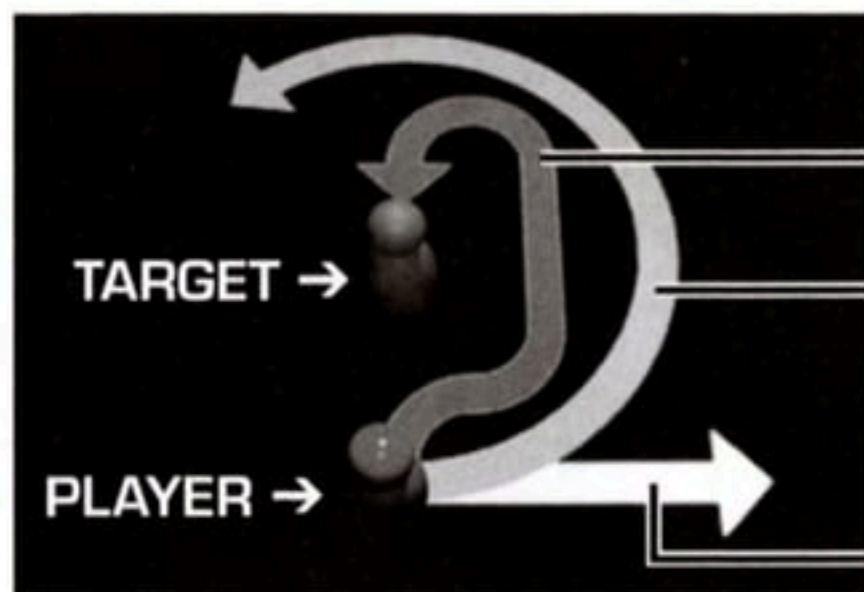
left analog stick / **X** button

Using the left analog stick (left / right) during Lock-On allows you to Sidestep (circle around) towards the target enemy. Also, press the **X** button to perform a Stealth Dash during Lock-On and quickly take the rear position of your enemy (see chart below).



+ Lock-On Options

This chart illustrates the maneuver options during Lock-On mode.




Moving ← or → during Lock-On

Moving ← or → during Stealth Dash while in Lock-On mode

Moving ← or → (release Lock-On)


◆ Short Sword Attack


left analog stick &  button

While pulling back the left analog stick in relation to your target enemy, press the  button to attack rapidly with your short sword (Futaba). Unlike the standard sword, the Futaba will not gain any power by defeating enemies.



◆ Float Kick

left analog stick then  button

While pulling back the left analog stick in relation to your target enemy, press the  button to kick an enemy in to the air. Note that this action will not directly damage your enemy.





◆ Air Smash

 then  button (after Float Kick)

After lifting the enemy off the ground using the Float Kick, jump up, then kick the same enemy to the ground to create a shockwave. The shockwave can destroy objects and armor of enemies nearby.



◆ Aerial Kick

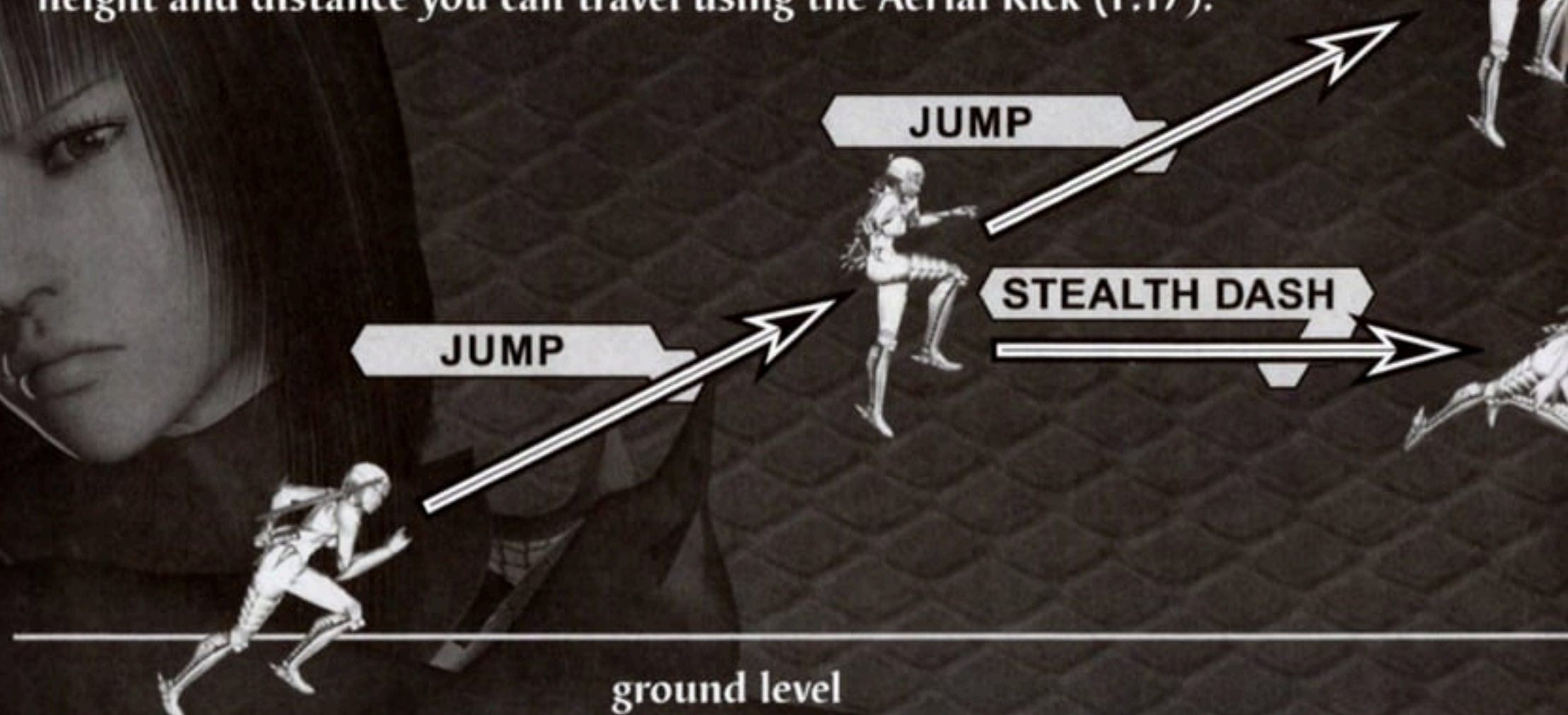
 then  button

To perform a homing kick during Lock-On, first jump, then kick while locked onto your target enemy. Note that this action will not directly damage your enemy.

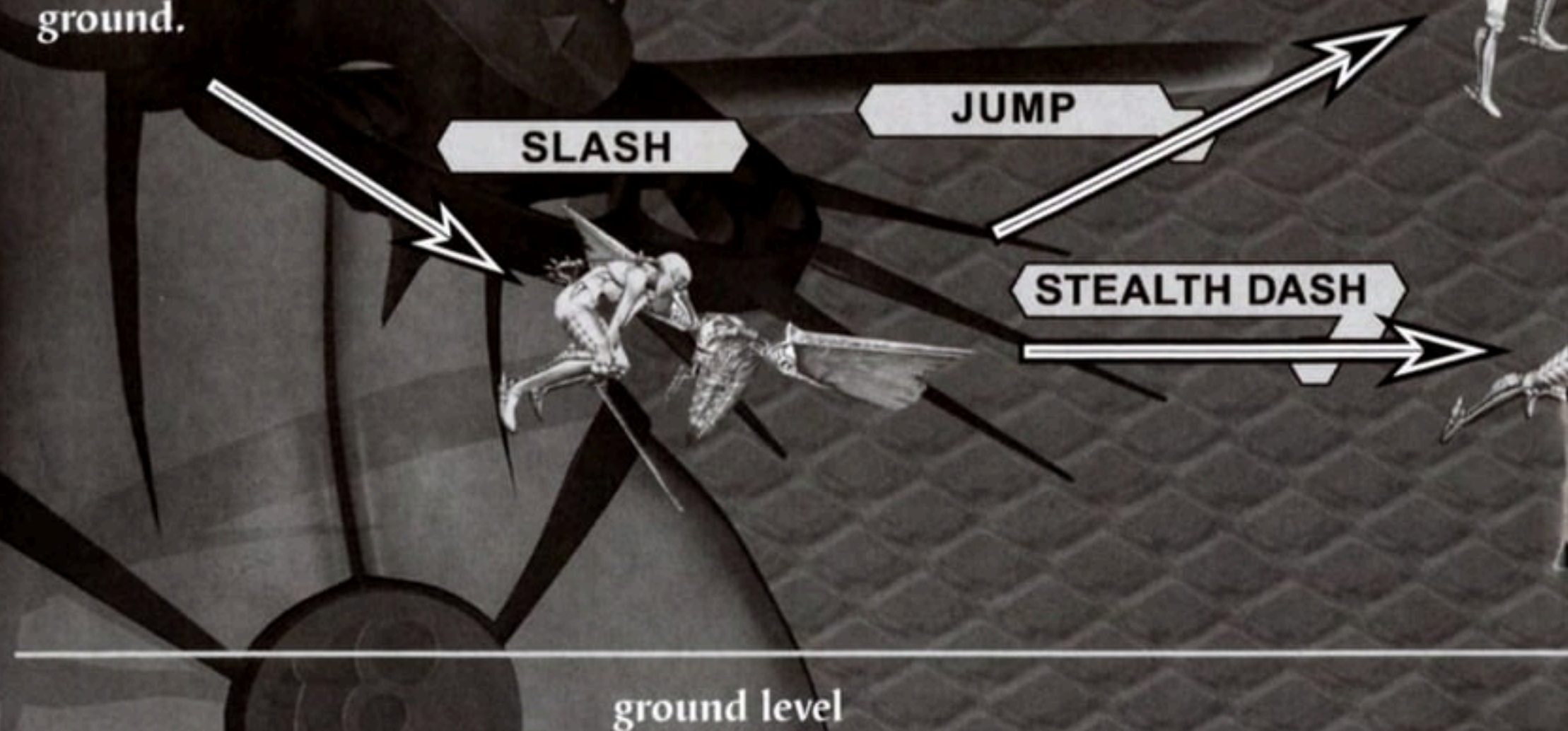


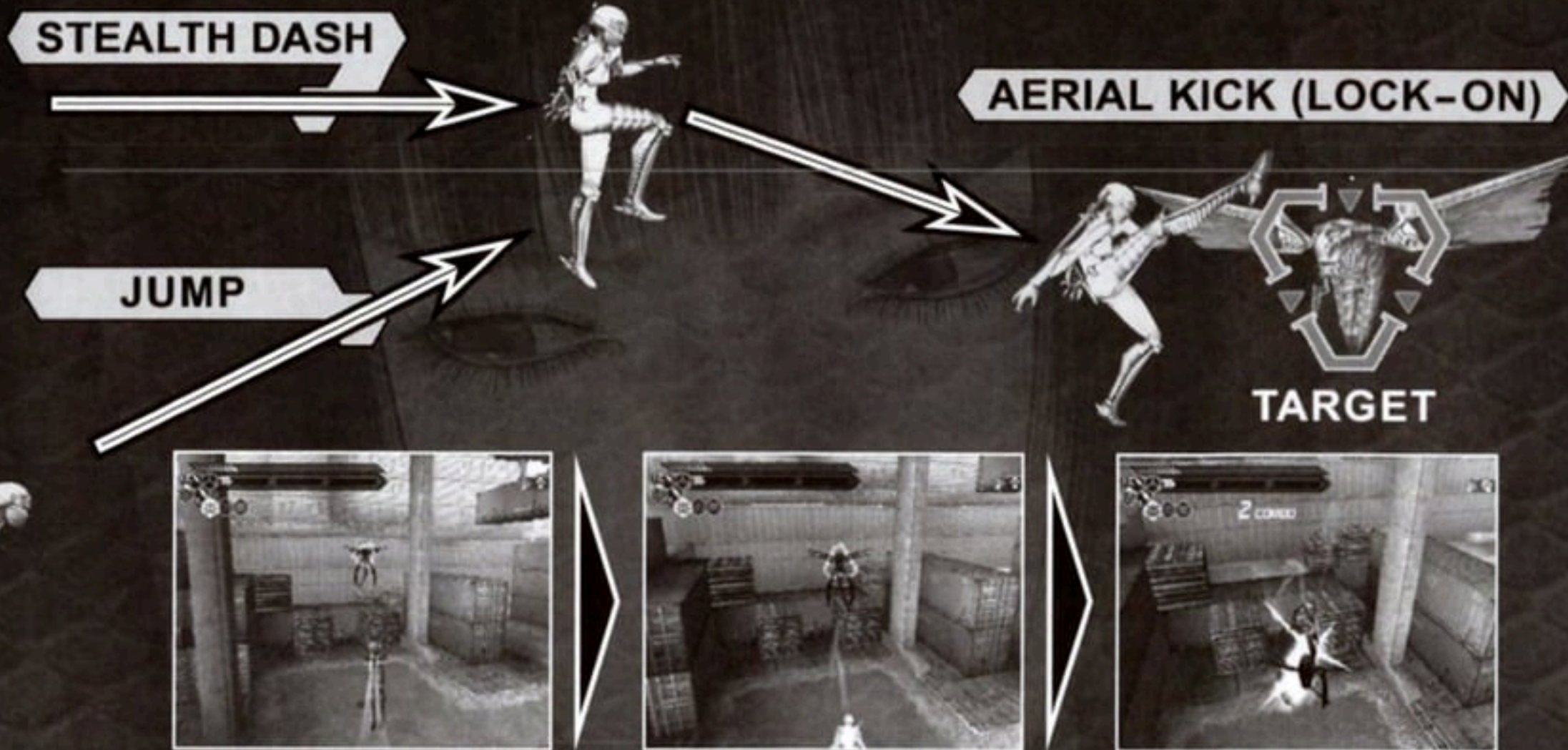
SITUATIONAL CONTROLS**◆ Aerial Move**

After taking off from the ground with a jump, you can perform another jump and one Stealth Dash while in the air. Also, take advantage of the height and distance you can travel using the Aerial Kick (P.17).

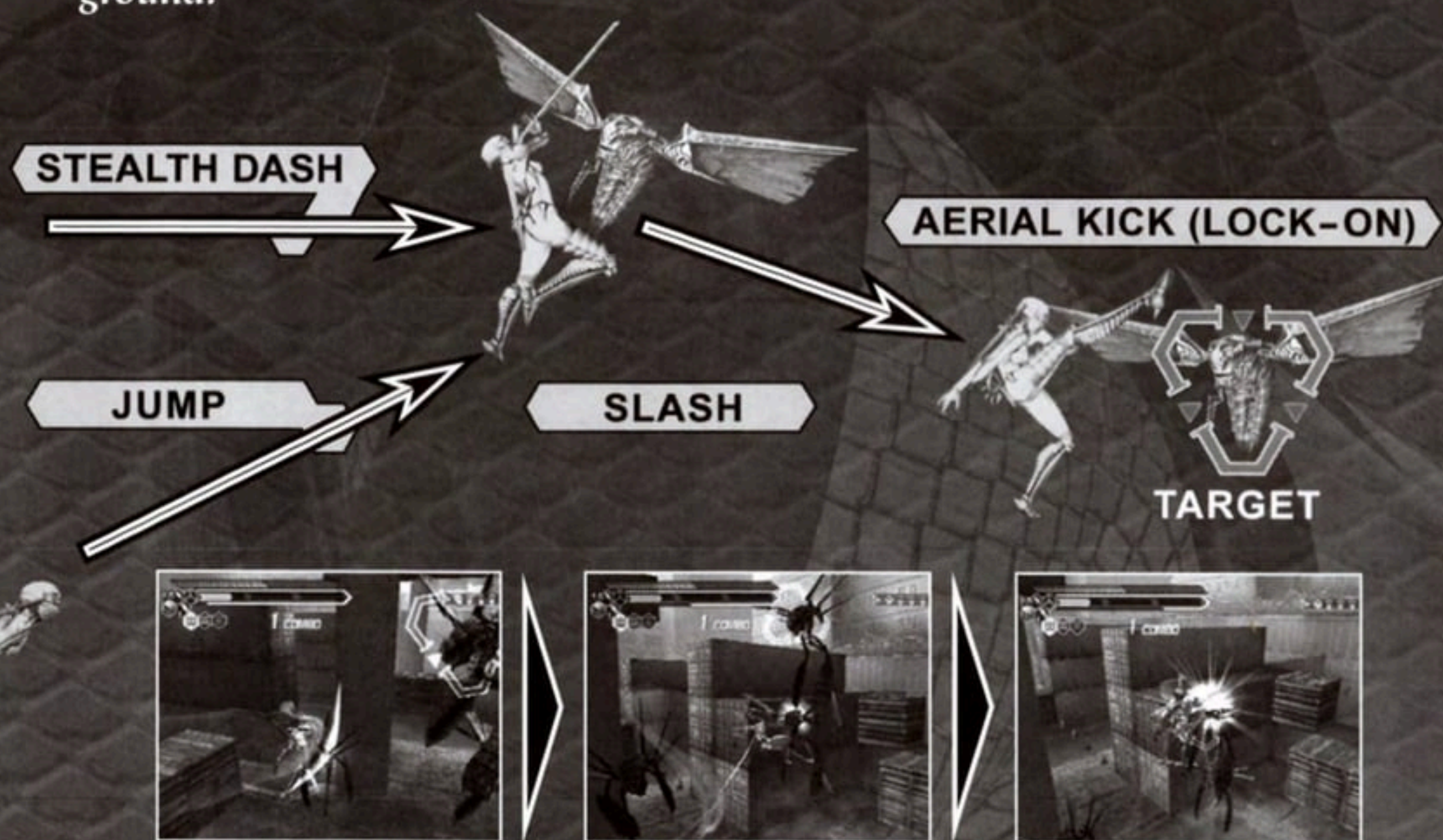
**◆ Aerial Attack**

By executing an attack or kick in mid-air, earn an extra jump and Stealth Dash to extend your aerial actions. Even when the enemy is defeated, you will be automatically locked to another target by simply sustaining the Lock-On mode. Use this technique to both attack and travel above ground.





By performing the above aerial actions, you can reach distant enemies or buildings. Utilize the Wall Running (P.13) in conjunction with the aerial sequence shown above to increase your options while maneuvering above ground.



Perform combo Aerial Attacks to maximize the distance you can travel via air, similar to the Aerial Move. Also, it is much easier to convert a Tate (P.21) attack by defeating a string of enemies above ground. Mastering such aerial techniques will become a critical factor as you advance through this game.

NINJUTSU

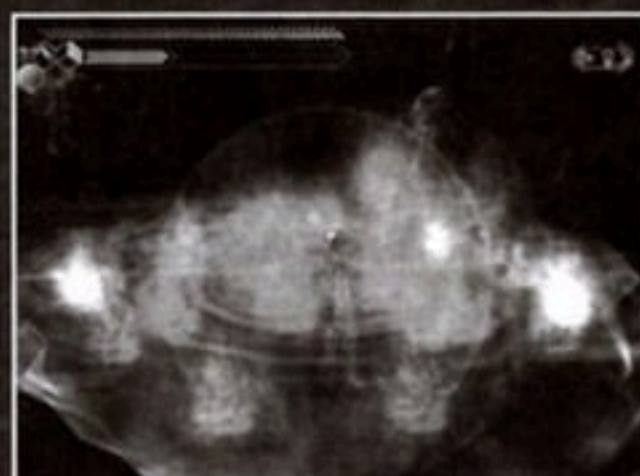
By using Ninjutsu Scroll (P.23), you can perform one of the following shinobi magic types. Use directional buttons to preselect the type of magic before casting the Ninjutsu.



FLAME -Ka'en-

L2 button

Attack enemies by creating an explosion. Casting the magic will cause great damage to surrounding enemies.



LIGHTNING -Raijin-

L2 button

A shield of electric energy will grant you momentary invulnerability. Casting this magic will also allow you a faster Stealth Dash.



WIND -Fuiga-

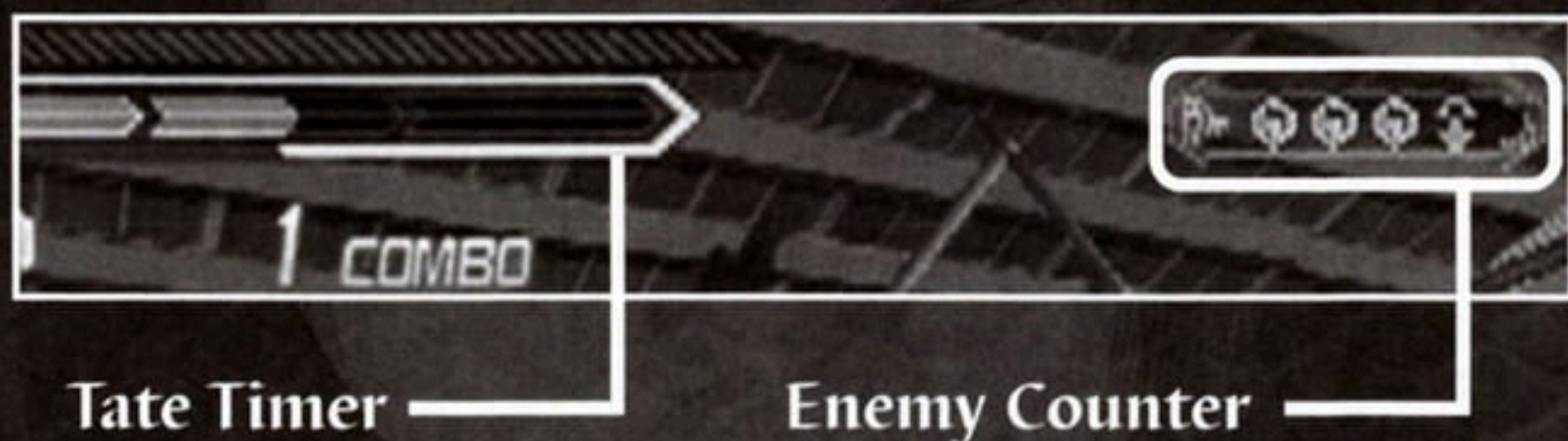
L2 then **L1** button

Strike enemies from a distance using razor-sharp streams of air unleashed from your blade. Casting the magic will allow you 6 slashes to attack your targets by pressing **L1** button.



TATE ATTACK

A Tate Timer will be activated once you defeat an enemy. While this timer is counting down, every attack (hit) made during this time will increase your attack power. Aim to defeat more than 4 of the enemies represented on the Enemy Counter while the timer is lit to earn a Tate (death blow) attack.



>>> TATE FLOW



Check the number of enemies with the Enemy Counter. More than 4 enemies have appeared!



Defeat all enemies represented by the Enemy Counter before your Tate Timer runs down.



A Tate converted! View your kills from the Tate Scene.

>>> TATE SCENES

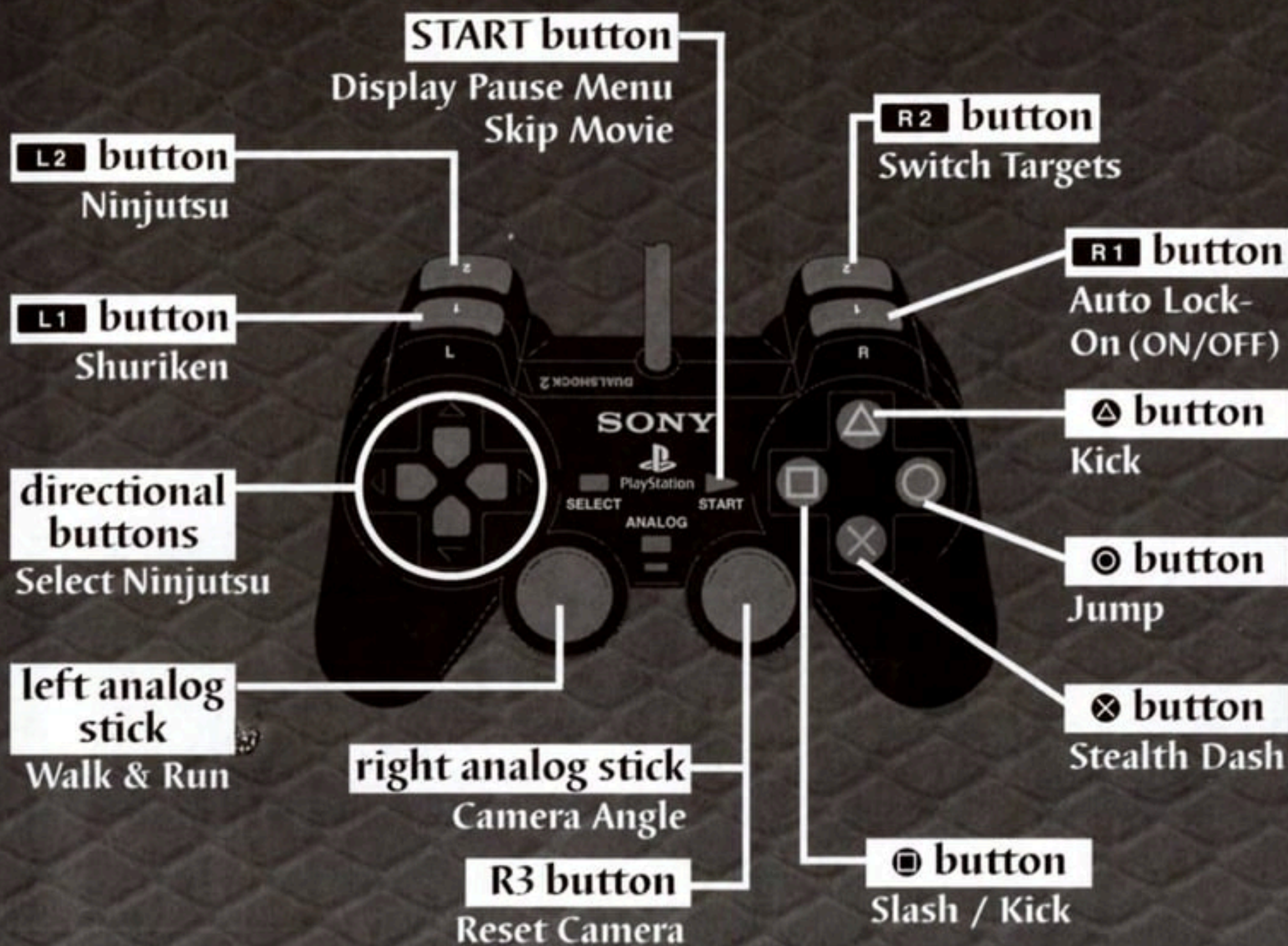
When a Tate is successfully converted, a cutscene of your kills will be played with the number of total kills displayed.



BEGINNER CONTROLS

Control settings for BEGINNER are available only when Hibana is selected as your character during the setup screen of each game mode. The following configuration can be used only for the BEGINNER mode.

Dualshock®2 analog controller



◆ Auto Lock-On Mode

You will automatically Lock-On to one of the enemies that appear. Using the Stealth Dash during BEGINNER will automatically take you to the rear position of your target enemy. To switch OFF the Auto Lock-On feature, press the **R1** button (press again to turn ON the Auto Lock-On).

◆ Auto Slash/Kick Mode

In most cases, using **□** button will allow you to slash (attack) your enemies. But when you are confronted with enemies who are guarding / armored / firing missiles or shots, the same button will automatically allow you to perform a kick. Use the **△** button in situations where a kick is definitely required.

ITEMS

Items will appear in the field when you destroy objects and enemies during play. The description of each item is as follows. By collecting items, you will also receive extra points when you clear each Stage.



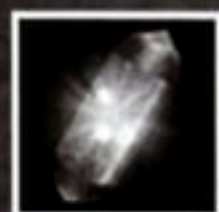
Shuriken

Gain 8 Shuriken.



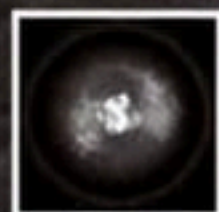
Ninjutsu Scrolls

Gain one scroll. The number of scrolls in possession equals the number of Ninjutsu (P.20) you can cast.



Capsule

Recharge your Energy Gauge.



Chakra

Increase your Chakra Gauge.



Ration

Increase your maximum energy (Energy Gauge).



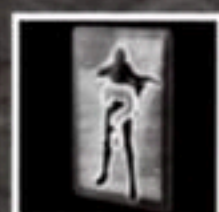
Bonus Coin

Bonus items for extra points when you clear a Stage.



Secret Coin

Earn hidden game modes or playable characters determined by the number of coins you collect.



Secret Card

Earn additional items in the Extra gallery (via Main Menu).

GAME FLOW

Called for another Mission, Hibana will immediately advance to the rendezvous point to receive further instructions from the Agent.

MISSION START

The Ariake Seal has been designated in the ruins of Tokyo - the 23rd district is fenced and strictly off-limits.

AGENT: Hibana, proceed with your mission.

HIBANA: Heh... Such a perfect evening for a picnic, too. Today's just not my day.



ELIMINATE INTRUDERS

AGENT: Target confirmed. Nakatomi Conglomerate mercenaries. Destroy the intruders.

HIBANA: Roger.

Hibana wastes no time, delivering her Tate against enemy Genins.



ATTACK OF CYBER SHINOBI

An odd-type shinobi drops in for action. Hibana gracefully upholds her blade.



MISSION COMPLETED

HIBANA: Today really isn't your day. You better hope your warranty is still good.

After her victory, Hibana felt something out of place. Surely enough, evil was lurking just beyond her view.

AGENT: You have new orders. You are to destroy the Hellspawn at once.

HIBANA: Roger.

And another Mission awaits.....



STAGES

The following are the first four Stages of the Story Mode. Defeat the boss of each Stage and lead Hibana to her next Mission.

STAGE 01

Tokyo 04:59 PM

Proceeding to confront the intruders, Hibana dives off the building ledge and onto the stealth bomber.

Redirect the thrust of oncoming missiles towards the enemy air fighter without triggering its fuse.



STAGE 02

Marunouchi 06:27 PM

Escaping the crashing plane, Hibana views the disastrous scene from a building top.

Unfortunately, Hellspawn are now lurking. The seal has been broken, and evil is loose in the city...

STAGE 03

Subway 09:13 PM

Two objectives: Terminate Hellspawn and collect the broken pieces of the Akujiki.

Increased use of Astral forces are detected in the 55th district, leading Hibana to locate Jimushi and company. The ruined subway line is the shortest route to their primary destination.



STAGE 04

Shinjuku 02:28 PM

Hibana exits the subway terminal, finding herself in a downtown district.

Just as she is about to proceed, a team of Genins appear and block her way. The battleground is staged in the dark back alley of night.

APPENDICES

◆ Oboro Clan

A legendary group that once organized all the active shinobis in Japan, the Oboro Clan was annihilated by the disaster brought by the Golden Palace.

Hotsuma, the leader of the fallen clan, with the help of the Shinobi Agency, destroyed the Golden Palace and restored peace to the capital city. After his victory, Hotsuma disappeared, leaving behind his inherited Akujiki in the city of Tokyo.

◆ Akujiki

Akujiki is a soul-devouring sword, only to be handled by the blood kin of the Oboro family. Apart from its awesome power, Akujiki feeds by taking the Yin from enemies. But the curse of this blood thirsty sword is that when it stops killing, it starts to absorb the soul of the user.

◆ Ariake Seal

Since the disaster of the Golden Palace, the capital city was annihilated and new government agencies were temporarily founded in Osaka.

To defend Tokyo from further damage by the dark forces found within the ruins of the Golden Palace, the government has ordered Kagari Ubusuna of the Kumano Shrine to construct a powerful multi-layered force field called the Ariake Seal.

Kagari placed one of the nine pieces of the Akujiki in key locations of the endangered district to form the barrier of the Seal.

◆ Releasing / Destroying Force Fields

Using "Talisman" created by the sorcerers can establish a parallel force field to seal in or out unwanted enemies.

Break the mirror that seals the Yang and either release or destroy each layer of the force field to advance towards the heart of the parallel fields.

◆ Shinobi Agency

The Shinobi Agency is an organization whose doctrine is to deal with any illegal activities in Japan. The Agency directs government recruited ninja units to suppress terrorism, guard important individuals, or even carry out an assassination.

The existence of this organization is strictly confidential and is not common knowledge among the general public.

◆ Nakatomi Conglomerate

The Nakatomi Conglomerate formed during the late Edo era, when multinational business started growing rapidly. They produce household products as well as owning a heavy and chemical industry of their own.

They also have a back business that is known to develop various weapons for the government.

They claim that their ninja units are sent to the Ariake Seal to deal with the Hellspawn in Tokyo, but there are rumors that they are responsible for the Ariake Seal's destruction.

◆ Utsushiyo (Long Sword)

A replica of the Akujiki, the Utsushiyo is a prototype of a long sword that the government commissioned.

The Utsushiyo increases its slashing power by collecting surrounding spirits, however, unlike the Akujiki it will not devour the soul of the wielder.

◆ Futaba (Short Sword)

A sentimental favorite of Hibana's, the Futaba was the first weapon her former master, Jimushi, gave her. It is easily distinguished by the shurikens attached to the knuckle guard of the sword and the gracefully designed curved grip.

Hibana uses the Futaba to perform deadly close combat attacks.

CREDITS

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