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SAMURAI SPIRITS USER'S MANUAL

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NOTES ON USAGE

[ATTENTION]

- This product can only be used on the NEO GEO MVS System.
- Do not disassemble!!
  Contains high precision parts!
- Avoid dropping or other strong shocks.
  Keep away from extreme temperatures.
- Do not touch terminal.
  Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner
  or benzine.
- After game play, pull AC adaptor from outlet.

[MEMORY CARD PRECAUTIONS]

- Insert the memory card as the arrow shows.
- During load/save for memory card, do not insert
  or pull out the memory card or game cartridge.
  Do not shut off the main switch!
- Keep water and dust away from the connector
  of the NEO Geo memory card.

A Word from Our Lowly Programmers,

Our most humble thanks to our gentle customers who have purchased SAMURAI SHODOWN for the NEO GEO HOME SYSTEM.
Before gracing us with the pleasure of having you play this game, we beseech you to pass your most magnificent eye over this most wretched of manuscripts in the hope that you will gain some pearl of knowledge, some shard of insight, a glint of enlightenment to aid you in your quest to master the intricacies and challenges of our 100 MEGA SHOCK sword battle.
Mastering the Fundamentals—USING THE CONTROLLER

CONTROL LEVER:
Character movement right to left, jump, crouch, etc.

START BUTTON:
Used to start game play (Both controllers)

C BUTTON: Kick—Light Attack
D BUTTON: Kick—Strong Attack
C+D BUTTON: Kick—“To the Moon” Kick

A BUTTON: Sword, Punch—Light Attack
B BUTTON: Sword, Punch—Strong Attack
A+B BUTTON: Sword, Punch—Whoo, Baby! Blow

GAME SCREEN

1) SCORE
2) LIFE METER
3) CHARACTER NAME
4) REMAINING TIME
5) BEACON OF VICTORY
6) RAGE GAUGE (Refer to RAGE GAUGE listing for more details.)
LET THE BARBARISM BEGIN!

1 TITLE SCREEN DEMONSTRATION
Insert the cassette into the console and turn on the power switch. The title and demonstration screens will appear automatically. Press the start button to call up the OPTION SCREEN.

2 GAME LEVEL SETTING
DIFFICULTY LEVEL (Sets the strength of the computer player) Select from four levels of difficulty: NORMAL is recommended for beginners. Move the joystick up or down to select the desired level then press the A Button.

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

NOTES ON USING THE MEMORY CARD

THE MEMORY CARD BACK UP FUNCTIONS

To save and load game data using the MEMORY CARD (SOLD SEPARATELY), place the card carefully into the MEMORY CARD SLOT of your console and follow the procedures listed below.

 loading data
If the MEMORY CARD has been correctly placed in the MEMORY CARD SLOT, before play begins, the LOAD SCREEN will be displayed. Choose YES with the joystick and load data by pushing the A Button on your controller. Action will then resume from the point at which you left off.

 saving data
After placing the MEMORY CARD in the appropriate slot, when the GAME OVER message has been displayed, the SAVE SCREEN will appear on your television. Selecting YES with the joystick and pressing the A Button will save game play at the stage at which you left off. (NOTE: With certain software, game data will be stored automatically.)
# Please note that saving new data on the card will erase previously stored data.

 formatting a new memory card
New MEMORY CARDS need to be formatted. To do this, follow the procedures in the order listed below

1 Set the game cassette and MEMORY CARD in your NEO-GEO HOME SYSTEM correctly.
2 While pressing all four buttons down on the controller, press the RESET button on the NEO-GEO HOME SYSTEM console.
3 The DATA SCREEN should then appear on your television. Choose the CARD FORMAT command with the joystick.
4 Press the A Button to finish formatting.
**Memory Card Load**

Having inserted the memory card (sold separately) in the front slot, the LOAD SCREEN should appear. Selecting YES will allow you to continue the game at the stage where you left off. (For further details, see the USING THE MEMORY CARD section of this pamphlet.)

**Selecting Characters**

Choose one of the twelve 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!

**Game Start**

After selecting your desired character and stage, let the carnage begin! (To bypass the Demonstration Screen, press the A Button.)
**BASIC MOVES**

It’s time to get full use out of your controller on this game. As quickly as possible, master the combinations of joystick and the 4 buttons to slash, punch, and kick your way to the final battle with the master of the elements Yoshio Tokisada Amakusa.

**[Basic Moves and Attacks]**

- **JUMP**
- **SLASH(HIT)**
- **KICK**

- **BACKWARD GUARD**
- **FORWARD**

- **Duck,Crouch**

*All directions are described for characters on the left side of the screen. For characters on the right side, simply mirror the movements listed (e.g., to the left is duck, to the right is attack).*

**[DASHES]**

Tap the joystick forward twice for the “BAKUFU BLITZ”; backward twice for the “FLYING RETREAT.”

**[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 a complete list of the METHODS OF MAYHEM, consult the CHARACTER DESCRIPTION section.
THE TEXAN NINJA ANACHRONISM

EARTHQUAKE

More than 10 feet tall, this conspicuous Ninja dropped out of training to pillage the treasures of the world. Having grown fat and very greedy, this mighty Texan lets no one or no thing get in his way. Why the poor fool that does!

WEAPONS: THE YELLOW SCythe
OF TEXAS

MAX MAVERICK'S NINJA ACADEMY
CORRESPONDENCE CURSE DROPOUT

BIRTHPLACE: TEXAS, AMERICA

THE METHODS OF MAYHEM!

FAT HOUND

While jumping, press A + B + C repeatedly.

FAT CHAINSAW

SLASH repeatedly.

TRIANGLE JUMP

During Jumps at either side of the screen, press the joystick in the opposite direction of the JUMP.

SAMURAI SP.

THE WAY OF THE SWORD

[LOCKING SWORDS]

When your character locks swords with his opponent, punch that A Button repeatedly as if your life depends on it, because it does!

[LOSING YOUR WEAPON]

After you recover from the shame of being disarmed, get off your buttside and get that sword! Fight your way to your weapon and press the A Button to get it back. Needless to say, you shouldn't have lost it in the first place, you son of a peasant farmer's peasant!

THE "NO PAIN, NO PAIN" SPRINT

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

Your sword has certain limits of durability. If you exceed these limits, your sword will shatter like a beer bottle on a drunken cowboy's head in a trashy western. However, at the end of each round your sword will be restored unlike the bottle in the cowboy movies.

THE SWORD IS THE LIFE OF THE SAMURAI

(A bowl of rice does wonders, too!)

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

Each match consists of two duels. The first player to win two duels proceeds on to the next opponent. In the case where there is no winner, the judge will decide the victor.

Determining the Winner—A few words from Slick Sukihiro, Judge of Duels in SAMURAI SHODOWN.

Thank you for that wonderful introduction. Here's the scope:

- Lose all of your power, and you die. You also lose.
- If the battle is not decided within the given time limit, the competitor with the most life remaining wins. The other guy loses.
- A tie will result if none of the above conditions are met.
- If a victor is still unchosen after 3 rounds, a fourth round will be conducted. The result of this battle will determine the winner.

Nice talking to all you Samurais and Samurets!

**BONUS STAGES**

As you proceed through the game, Bonus Stages will appear. From various places (indicated by the arrow cursor), straw dummies will periodically appear (unlike life, where real dummies always appear). Position your character carefully and plan your slices to the closest fraction of a second to cut these dummies and rack up those points (The dummies in the game that is, not the ones in real life)!
**ROUNDBonuses**

Bonus points are determined by the amount of time, life, and attack power of your character remaining after each battle.

- **POWER**——The more power remaining, the more points you will receive.
- **TIME**——Bonus points are determined by the remaining time multiplied by 100.
- **ATTACK POWER**——Get out your calculators! This bonus is determined as indicated below.

After your character wins a duel, sometimes money flies out of your opponents pockets, this too is included in the bonus.

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**2-PLAYERCOMPETITION**

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

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**RESURRECTION—CONTINUE PLAY**

After being defeated, the continue count will begin. Push the start button before the count reaches zero to continue play. You can continue play up to three times. With two player competitions, if the countdown reaches zero for the loaing player, the action will revert to computer play for the victor.
ITEMS

During your matches, the Edo Express Delivery Man will appear. Probably the worst counter in the business, he is notorious for dropping--at times lobbing--his parcels into the the way of the dual contestants. Some of these items, such as coins or food, will add points to your score or add power to your life meter. At other times, the counter will drop explosives, and these you will want to avoid.

(POWER ITEMS)
MEAT. Meat, and meat. Based on the size of your portion, you can revitalize your power meter.

(BONUS ITEMS)
Cash boxes, gold coins, small change. Based on the item, appropriate bonus points will be calculated.

(OUCH ITEMS)
Explosives. If one of these babies gets in your way, get the heck out of there! If you can't escape, use the GUARD command to avoid taking damage.

Distinguishing between life and boom.

Last one to the item is dead meat! One more thing: Don't go near the explosives!
THE RAGE GAUGE

As you receive various blows, your RAGE GAUGE, located in the lower half of the screen, will increase. When it begins to flash, your character will anger, reaching full power. At this time, your attacks and METHODS OF MAYHEM will be at their deadliest. On the other hand, during this time, if your character is attacked, the damage he receives will be proportionally larger too. So, if you happen to get angry, remember to stay cool. * The rate at which the RAGE GAUGE rises varies with each character. * The RAGE GAUGE will continue for a limited time in the subsequent round. Bonus, eh!

BUSHI THEATRE 2

"Still angry?" "No. I'd properly channeled it..."

- Assume the guard position when your opponent's rage gauge is full. "Tactics my boy, tactics."
THE EMPEROR’S SECRET SERVANT
JUBEI YAGYU

Strict observer of Bushi, the way of the Samurai, he has tempered his mind and body to become a lethal extension of the Japanese Empire. One tough cookie.

WEAPON: THE YAMATO BLADE AND THE IRON TIGER DAGGER
MAA MARTYR: YAGYU INSTITUTE OF THE SABER AND BRUSH

AGE: 39
BIRTHPLACE: TOSA, JAPAN

THE METHODS OF MAYHEM!

TSUNAMI SABRE

GEOYER THRUST

SABRE THRASH

PUSH SLASH! REPEATEDLY

THE ANGEL-FACED EAGLE HANDLER
NAKORU

The kindly maid from Hokkaido who communicates with nature. She seeks to protect the Earth Mother’s majesty from the follies of humanity. With her beloved companion, the eagle MAMAHAHA, she fights the despoilers with her sword given to her by her late father.

WEAPONS: HAMAMA KATANA
(HER FATHER’S KEPPAKI
ALMA MATER: THE RISING EAGLE ACADEMY OF BLADE AND EAGLE

AGE: 17
BIRTHPLACE: AND MOISHI KANU
KOHAN: HOKKAIDO, JAPAN

THE METHODS OF MAYHEM!

ANNU MUTSUBE

LELA MUTSUBE

AMUDE YATORO

MAMAHAHA FLIGHT

YATORO PCKU (While flying: + or + SLASH or KICK)
KAMUI MUTSUBE (While flying: SLASH or KICK)
MAMAHAHA CALL (When disarmed: + + + C or + SLASH)
THE NINJA MASTER OF THE SHADOWS
HANZO HATTORI

Strongest of the dreaded IGA Ninjas. Hattori is feared for his cool professionalism and practicality. His battle is a personal one, for he seeks to free the soul of his son, possessed by the sinister SHIRO TOHIBADA AMAKUSA and an abnormal addiction to caffeinated drinks. 

AGE: 34
BIRTHPLACE: DEVASANCHI, JAPAN

THE METHODS OF MAYHEM!

FLYING SPIKEBALL

NINJA TELEPORTATION JIG

SHRIKE DASH

TRIANGLE JUMP

NINJA SHADOW REPLICA

NINJA EXPLODING DRAGON

THE MERCILESS SAMURAI HEART-THROB
UKYO TACHIBANA

The sneaky master of swordsmanship with a rebel mentality, who loves being alone but hates solitude. He has set out on his journey to find the perfect bouquet for his beloved Kei Odaigiri.

AGE: 24
BIRTHPLACE: UMAGUMURA, COCA, OME, JAPAN

WEAPON: THE BLADE OF NARCISUS

THE METHODS OF MAYHEM!

SNOWFALL SLASH

SWALLOW SWIPE