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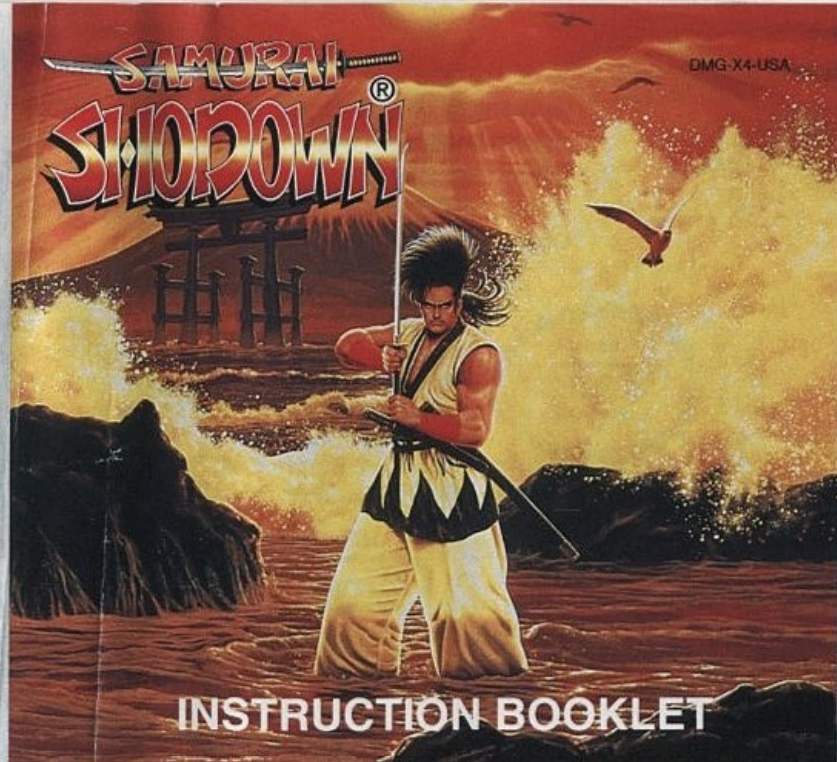
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Nintendo

GAME BOY[®]

SAMURAI
SHODOWN[®]

DMG-X4-USA



INSTRUCTION BOOKLET

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK



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At the end of the 18th century, Japan suddenly became engulfed in a wave of natural disasters and cruel and vicious wars. The maelstrom of evil began spreading to other countries, and it seemed as if the whole world would soon be enveloped in an age of darkness.

A man called Shiro Tokisada Amakusa, who had mysterious powers and preached 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.

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!

STORY MODE (1P VS COM)

Choose one of the 12 warriors with the **+** Control Pad, then press the A button to set. Your enemy is decided by the computer according to your level and the warrior that you have chosen.

- Each match consists of 3 duels. The first warrior to win 2 duels wins the match.
- When a warrior's strength level goes down to zero, that warrior loses.
- If both warriors have strength remaining when time runs out, the warrior with the most strength left wins the duel.
- In the event of a double knockout, or when both warriors have the same remaining strength level, the duel ends in a draw.
- If neither warrior wins two out of 3 duels, there is a final duel to decide the winner. The winner of this duel is declared the winner of the match.



STARTING THE GAME

Insert the Game Pak into your Game Boy unit and turn the power ON. The Title screen will then appear. Press the Start button at the Title screen or Demo screen to go to the Game Mode Selection screen. Choose a mode with the **+** Control Pad, and press the Start button to set.

VS-MODE

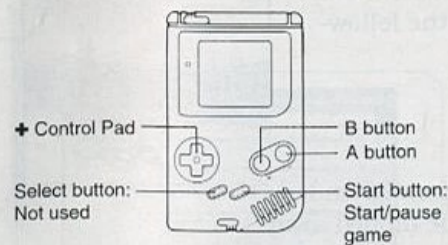
If you connect two Game Boy units with a communication cable, you can take on a friend in a versus battle! Choose the character you want with the **+** Control Pad and press the A button to select.

VS-MODE in Super Game Boy

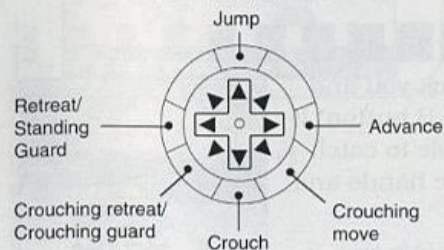
If you have a Super Game Boy unit, you can play games using the Super Nintendo game controllers.

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USING THE CONTROLLER



+ Control Pad Operations



* When your character is facing right.

A button: Kick
B button: Slash
A+B buttons: Power slash

* If you drop your sword, you'll do a punch if you press the B button.

Jumping backwards: Quickly press the **+** Control Pad twice in the opposite direction to which your character is facing.
Dash: Quickly press the **+** Control Pad forward two times.

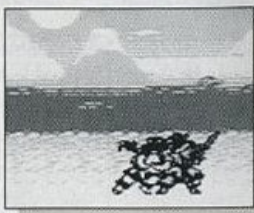
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LOCKING SWORDS

When you lock swords with your opponent, start pressing the B button repeatedly for the following results:

- 1) Slash opponent (weak slash)
- 2) Push each other away
- 3) Flip opponent's sword away

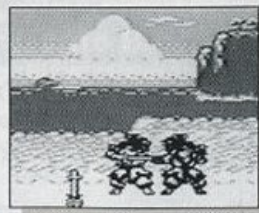
Press that B button as if your life depended on it
- if you slip up here your sword will be flipped away!



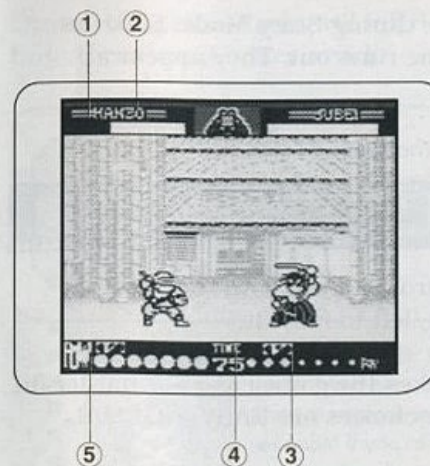
SWORD-STOPPING

When your opponent is about to attack you and you have no sword, quickly press the B 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.

⚠ 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).



WHAT YOU SEE ON SCREEN



- ① **Life gauge:** Every time you are injured your life gauge decreases. If it goes down to zero, YOU LOSE!
- ② **Character Name:** Shows the name of your character.
- ③ **Victory Mark:** Lights up when you win a duel.
- ④ **Match Timer:** Shows the time remaining in the current duel. When the timer reaches 0, the duel is over.
- ⑤ **Rage Gauge:** See page 12 for details!

BONUS STAGES

Bonus stages appear from time to time during Story Mode. Slash as many straw-men as you can before time runs out. They appear at random.

OPTION MODE

Press the **+** Control Pad up/down to select an option, and right/left to reset it.



Game Level: Makes the game easier or harder (in Story Mode). The choices are EASY, NORMAL, and HARD.

Game Time: Changes how long a round lasts. You can choose from 45, 60, 99, and ∞ (no time limit).

ITEMS

During the game, items will fall down from the sky. Some will help you, but others you'd better avoid!



Meat (Life Restoration): Grabbing meat items will restore your strength levels. The effect changes at random.



Money (Points): Grab money to increase your score. The effect changes at random.



Bombs (Run!!!): Watch out - these items cannot be moved and will explode in a few seconds! If you're standing nearby when they do you'll be injured, unless you're in a guard position.



RAGE GAUGE

Keep your eyes on the "Rage Gauge" at the bottom of the screen! It increases every time you are injured. When it reaches maximum, your attack power will greatly increase for a while! But be careful - if your opponent attacks you with his/her rage power at maximum, you'll be severely injured.

CONTINUE

If you press the Start button before the count-down ends, you can use Continue. This lets you replay the game you just lost.



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CHARACTER PROFILES

* When your character is facing right.

* You need to have your sword for moves marked "(Sword)".

Ha-Oh Maru: "The Samurai with Nerves of Steel"

Dedicated to the fighting life, Ha-Oh Maru spends his time training with his most treasured possession, his Fugu Blade, and travelling 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)	↓ ↘ → + B
Crescent Moon Slash (Ogi-Kogetsu-zan) (Sword)	→ ↙ ↓ ↘ + B
Yokonage (Throw)	Move near opponent, then → + B

Ukyo Tachibana: "The Samurai Heart-throb"

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.



Snowfall Slash (Hiken-Sasameyuki) (Sword)	↓ ↙ ← + B
Swallow Swipe (Hiken-Tsubamegaeshi) (Sword)	↙ ↓ ↘ → + B while jumping
Tsukaminage (Throw)	Move near opponent, then → + B

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Nakoruru: "The Defender of the Natural World"

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)	← ↘ ↓ + B
Lela Mutsube (Sword)	↓ ↘ → + B
Amube Yatoro	→ ↘ ↓ ↙ ← + B
Mamahama Flight	↓ ↙ ← + A
Triangle Jump	Jump to side of screen and press + Control Pad in opposite direction to jump.
Yatoro Poku	Hold on to eagle + ↙ or ↓ or ↘ + A or B
Kamui Mutsube	Hold onto eagle + A or B
Mamahama Call	↓ ↙ ← + A, or → ↘ ↓ ↙ ← + B (when disarmed)
Kuretsuto (Throw)	Move near opponent, then → + B



Jubei Yagyu: "The Secret Agent of the Japanese Empire"

Yagyu 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.

Tsunami Saber (Nikkaku-Rato) (Sword)	→ ↓ ↘ + B
Geyser Thrust (Katto-Suigetto) (Sword)	↓ ↘ → + B
Saber Thrash (Hasso-Happa) (Sword)	Press the B button repeatedly
Fushanage (Throw)	Move near opponent, then → + B



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Galford: "The Ninja Golden Boy"

Accompanied 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.

Plasma Blade	↓ ↘ → + B
Head Strike	Move near opponent, then → ↓ ↘ + A
Ninja Teleportation	→ ← ↙ ↓ ↘ + A or B or AB
Ninja Slash (Throw)	Move near opponent, then → + B
Rear Replica Attack	Press both A + B when attacked (ineffective against special attacks)
Triangle Jump	Jump to side of screen and press + Control Pad in opposite direction to jump.
Head Replica Attack	→ ↘ ↓ ↙ ← + AB
Rush Dog	↓ ↙ ← + B
Machine-gun Dog	↓ ↙ ← + A
Diving Dog	↓ ↙ ← + AB



Wan Fu: "The Gargantuan Military Hero"

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.

Confucius Thunder Bomb (Kiko-Bakutenho) (Sword)	↓ ↙ ← + B
Confucius Whirlwind (Kiko-Senpuzan) (Sword)	→ ↓ ↘ + B
Satsurenba (Throw)	Move near opponent, then → + B



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Charlotte: "The Revolutionary Leader"

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.



Splash Fount (Sword)	Press the B button repeatedly
Power Gradation (Sword)	↖ ↓ ↘ + B
Lion Lance (Throw)	Move near opponent, then → + B

Kyoshiro Senryo: "The Showbiz Samurai"

A flashy type who loves the limelight, 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.



Jumping Lion (Chobijishi) (Sword)	↓ ↖ ← + A
Kabuki Crunch Dance (Kaiten-Kyokubu) (Sword)	→ ↖ ↓ ↘ + B
Twirling Fan (Kaen-Kyokubu)	↖ ↓ ↘ → + B
Wheel of Smoke (Chikemuri-kuruwa) (Sword)	↓ + AB at peak of jump
Whirlwind Fan (Fu-Ressen)	↓ ↖ ← + B
Hattento (Throw)	Move near opponent, then → + B

Tam Tam: "The Mayan Avenger"

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.



Moora Gaboora	↓ ↘ → + B
Paguna Deose	↓ ↖ ← + A
Paguna Paguna (Sword)	← briefly, then → + B
Ahow Gaboori	→ ↘ ↓ ↖ ← + B
Multa Kabuto Inleceeo (Throw)	Move near opponent, then → + B

Earthquake: "A Ton of Trouble from Texas"

Over ten ugly feet of pure and nasty American Ninja. His hobby is collecting treasure, and he's taking advantage of the current worldwide troubles to try to pinch as much gold, jewels, and other good stuff as he can cram into his beefy paws.



Skunk Burst (Throw)	Move near opponent, then → + B
Fat Chainsaw (Sword)	Press the B button repeatedly
Fat Bound	While jumping, ↓ + press the A button repeatedly
Triangle Jump	Jump to side of screen and press ↕ Control Pad in opposite direction to jump.

Genan Shiranui: "The Scissor-Handed Slasher"

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.

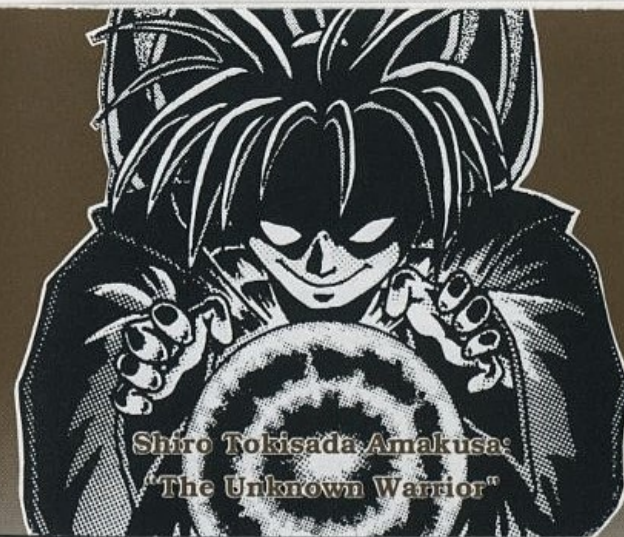
Poison Cloud Puff (Doku-Fubuki)	↓ ↘ → + B
Slasher Spin (Nikutenzuki)	→ ↓ ↘ + B
Genan Satsuka Jin (Throw)	Move near opponent, then → + B



Hanzo Hattori: "The Master of the Shadows"

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.

Flying Spikeball (Reppu-Shuriken)	↓ ↘ → + B
Shrike Dash (Mozu-Otoshi)	Move near opponent, then → ↓ ↘ + A
Ninja Exploding Dragon (Ninpo-Bakuenryuu)	← briefly, → + B
Ninja Shadow Replicates	→ ← ↙ ↓ ↘ + A or AB or B
Ninja Teleportation Jig (Ninpo-Ussemitenbu)	→ ↘ ↓ ↙ ← + AB buttons, or while attacked, press AB
Ninpo Ussemi Chizan	Hold down A + B when attacked (ineffective against special attacks)
Triangle Jump	Jump to side of screen and press + Control Pad in opposite direction to jump.
Kuten-nage (Throw)	Move near opponent, then → + B



Shiro Tokisada Amakusa:
"The Unknown Warrior"

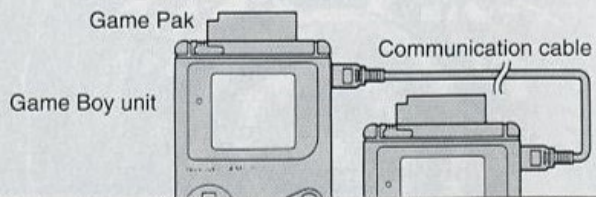
The mysterious warrior with mystical powers, who seems to be the cause of the wars and disasters ravaging the world. Nothing is known about him except the name of his weapon - the "Gadama Jewel".



GAME LINK MODE (1P VS 2P)

To play in GAME LINK Mode, you need the following items:

- 2 Game Boy units
- 2 Game Boy "SAMURAI SHODOWN" cartridges
- 1 communication cable



- Connect your cable according to the above diagram, then insert the Game Pak into your Game Boy and turn the power ON.
- At the Game Mode Selection screen, each player must choose "1P VS 2P".
- Player 1 selects his/her character first, then Player 2. The battle will then begin.

USING THE SUPER GAME BOY

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals. If you have a Super Game Boy and you want to play a versus battle with a friend on your SNES, Select VS MODE.

MEMO

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