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SNK

NEOGEO POCKET



NEOGEO POCKET software cartridge

Supported by NGP COLOR

GREETINGS!

Thank you for your purchase of this NEOGEO POCKET software cartridge. Before you begin, be sure to read through this user's manual and learn how to play the game properly for maximum entertainment. Keep this user's manual in a safe place.

※The information in this manual is still being developed. Please pardon any discrepancies that may exist with the specifications of this product such as game screens, etc.
※All screen-shots are Japanese version.

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THE LAST BLADE
Beyond the Distiny

CONTROLS

① [JOYSTICK]
Character movement/Cursor movement

② [A Button]
Attack (Strength and weakness determined by length button is pressed)/Confirm selections

③ [B Button]
Kick/Cancel selections

④ [OPTION Button]
Pause (Press again to resume play)



※For detail of character movements, see P16～.

THE GAME SCREEN

①CHARACTER'S PANEL Displays the player's character.

②LIFE GAUGE Shows the character's life energy. When all energy is depleted, that character loses.

③REMAINING TIME Shows the remaining time in a round.

④SWORD DISPLAY Shows character's Sword Type (STRENGTH or SKILL).

⑤ABILITY PANEL Shows abilities the character has acquired.

⑥VICTORIES Shows number of rounds won. (Changeable from 1 to 3 rounds in the OPTION Mode.)

⑦SWORD GAUGE Increases with each attack and allows an Enigma Slash to be used when the gauge reaches MAX.



GAME MENU

Push the A button when the Demo Screen appears to call up the Title Screen. Select a mode with the joystick and push the A button to confirm selection.

[1P PLAY] A mode for single-player play.

[VS PLAY] A mode for two-player competition play.

[GALLERY]

A mode that lets you purchase and trade scrolls.

[GAME OPTION]

Lets you change various game settings.



《CONTINUE》



The Continue Screen appears when you lose a match. To continue game play, push the A button before the counter reaches "0".

1P PLAY

When you select **[1P PLAY]**, the 1P Play Game Mode Select Screen is called up. Select the mode you want to play with the joystick and push the A button to confirm your selection.

[STORY MODE] A mode wherein you battle against CPU controlled characters to reach the final stage.

[SURVIVAL] A mode wherein you try to cut down as many opponents as you can without continuing play.

[TIME ATTACK] A mode wherein you try to see how many opponents you can defeat within the set time limit. When the time reaches "0", the game ends.

[TRAINING] A practice mode wherein you can practice your combo attacks and attack strength.

[HR COMPE] A mini-game featuring that HR slugger, Juzo Kanzaki.

[MUKURO] A mini-game revolving around the antics of that lovable Mukuro.

After choosing a character and Sword Type (STRENGTH or SKILL) on the Character Select Screen and pushing the A button, the game will begin. Select the "USE" icon before the match begins when you possess ability scrolls to arm characters with up to 2 additional abilities. Then select "START" to begin game play. (See "Scrolls," P11)



VS PLAY

Select [VS PLAY] to call up the VS Game Mode Screen.

※To play [VS PLAY] you need the separately sold NEOGEO POCKET LINK CABLE.

[VS GAME] A two-player competition mode. After both players select a character and Sword Type, the VS Settings Screen appears to let players adjust various game settings for competition play.

[HR COMPE] A mode wherein two players compete in a battle to hit the most home runs.

《《《《 One-Point Lesson (1) 》》》》 ~Sword Types~

In **"Last Blade"**, characters can possess different abilities based on your selection of **"STRENGTH"** or **"SKILL"** Sword Types.

【STRENGTH】

As the name implies, a powerful type of weapon. Against attacks with this Sword Type, it is only possible to decrease damage against an attack when in the guard position.

【SKILL】

A Sword Type that facilitates the use of combo attacks which reduce vulnerability to an opponent's attack.

COMMUNICATION

This game lets you play 2-player games with the NEOGEO POCKET LINK CABLE. To use VS MODE, you must have the following items and follow the correct procedures listed below.

《THINGS TO PREPARE》

NEOGEO POCKET COLOR Main Unit.....2
THE LAST BLADE ~Beyond the Destiny~ Software Cartridge.....2
NEOGEO POCKET LINK CABLE.....1

《PROCEDURE》

When the two main units have been connected together with the NEOGEO POCKET LINK CABLE and after checking that the two software cartridges are correctly inserted, turn the main units on.

▼

After both units show the title screen, both players should push the A button, select and decide "VS PLAY" or "GALLERY" on the Game Mode Select screen.

《《《《《《《《WARNING》》》》》》》》

◆Carefully check the slots and terminals when inserting and removing the Link Cable and software cartridge. If you use unreasonable force or insert either in the incorrect direction, you may break or damage the items.

◆Do not insert or remove the Link Cable and software cartridge while the unit is turned on. It will destroy saved software data or unit data and cause unexpected damage, breakdowns, or breakage to the items.

OPTION MODE

Select "**GAME OPTION**" from the Title Screen to change various game settings. Move the joystick up or down (⬆⬇) to choose items, then change settings by moving it left or right (⬅➡). Push the B button or select "EXIT" to call up the "SAVE" message and select "YES (*1)" or "NO (*2)". Push the A button to confirm.

*1"YES" Saves the altered settings even after the power is turned off.

*2"NO" Returns settings to their default conditions when the power is turned off.

[EXIT] Returns you to the Title Screen.

[DEFAULT] Returns all settings to their initial positions.

[REPEL STYLE] Change "REPEL" commands.

[GAME LEVEL] Change game difficulty to 1 of 3 levels (in 1P PLAY and STORY modes only)

[ROUND SET] Change the number of rounds in a match from 1 to 3 (in 1P PLAY and STORY modes only).

OPTION MODE



[ROUND TIME] Change the time limit for each round (in 1P PLAY and VS PLAY modes only)

[AUTO POWER OFF] Switching this setting to "ON" automatically turns the unit off when the game is unused for 10 minutes.

[BGM] Select "BGM" to the play back music used during game play.

[SE] Select "SE" to listen to sound effects used during game play.

[DATA CLEAR] Deletes all saved game settings and scroll data.

Select "**GALLERY**" from the Game Mode Select Screen to call up the Gallery Menu Screen. Select a menu with the joystick and push the A button to confirm selections.
(Cannot be selected if you have no scrolls.)



[SEE/BUY SCROLLS] Buy scrolls and view their contents.

[GIVE SCROLL] Lets you give scrolls to another player.

[GET SCROLL] Lets you receive scrolls from another player.

[RETURN] Returns you to the Game Mode Select Screen.

GALLERY MODE

SCROLLS

You can buy scrolls with the points you earn in game modes. Scrolls not only contain information and illustrations related to characters and their stories, but they also enable characters to increase their power by equipping them with new abilities and let you play various mini-games.
You can also trade scrolls with other players using the NEOGEO POCKET LINK CABLE.



Buying the special scroll in Gallery Mode lets you play "Juzo Kanzaki's Home Run Competition."





[THE GAME SCREEN]
①Distance Meter
②Ranking Counter
③Pitcher
④Batter
⑤Ball
⑥Pitch Trajectory
⑦Power Gauge (Batter)
⑧ Power Gauge (Pitcher)

[PITCH TRAJECTORY AND SWEET SPOT]

The Pitch Trajectory and Sweet Spot location are shown in the diagram. Match the target to the Sweet Spot with the joystick and push the A button at the right time to hit the ball. When pitching, follow the directions to move the joystick and positions shown in the diagram.



[BASIC RULES]

In 1P PLAY games, you can only use "Batter" to compete and see how many home runs you can hit from 10 pitches thrown by Akari. (Akari varies her throws among 9 different pitch trajectories.) In VS PLAY games, players take 10 alternating turns pitching and batting.

[BATTER COMMANDS (IN 1P PLAY AND VS PLAY)]

A BUTTON : Swing the bat. (hereinafter SWING)
B BUTTON : Increase batter's Power Gauge.
The gauge goes up quicker when you tap repeatedly.
JOYSTICK : Select the Sweet Spot for the swing.

[PITCHER COMMANDS (VS PLAY ONLY)]

A BUTTON : Press to throw the ball.
B BUTTON : Tap this button to increase the power gauge and speed of the pitch.
JOYSTICK : Select the trajectory of the pitch.

《SPECIAL RULES》

In two-player competitions, the player who hits the most home runs wins. In case of a draw, the distance of each hit is added up to decide the victory. If the total distance is also the same, the game is judged to be a draw.

Buying the special scroll in Gallery Mode lets you play "Mukuro's Great Escape from Hell's Gate."





[THE GAME SCREEN]
①Life Power Gauge
②Remaining Life
③Player
④Player Power Gauge
⑤Hell's Gate Power Gauge
⑥ Obstacles

[BASIC RULES]

Fly Mukuro through the air while avoiding obstacles that tumble from the top of the screen by moving the joystick left to right (⬅or➡). As the Hell's Gate's Power is working from the bottom of the screen, adjust the power to fly with A button. If you collide with an obstacle, Mukuro loses one life. The game ends when all his lives are used up or the Life Power Gauge is exhausted.

[GAME COMMANDS]

A BUTTON : Tap the button continually to fly through the air.

B BUTTON : Push the button down while moving the joystick left or right (⬅or➡) to glide *.

JOYSTICK : Moves the Mukuro left and right.
*Mukuro's Life Power Gauge increases slightly while he glides through the air.

《SPECIAL RULES》

If Mukuro is sucked into Hell's Gate with life still remaining, the "Big Pinch Screen" appears. Tap the A button repeatedly to return to the normal game screen. If the Power Gauge is too low or the Life Power Gauge is all used up, however, Mukuro will be sucked into Hell's Gate and the game will end.



[➡]shows directions to move the joystick.
※All command descriptions are for characters facing right.
※[A,B] are button abbreviations.

《BASIC COMMANDS》

[FORWARD] ➡(➡➡quickly for " DASH ")
[BACKWARD] ⬅(⬅⬅quickly for " BACK STEP ")
[JUMP] ↖or⬆or↗
[CROUCH] ↙or⬇or↘
[GUARD] In response to opponent attacks, ⬅(Standing) or↙(Crouching Guard)
[ATTACK] A button (tap for weak attack, hold longer for strong attack)

《《《《 ONE POINT LESSON (2) 》》》》 ~REPEL~

"REPEL" is the action wherein a character parries an armed enemy attack with his or her weapon. When you succeed in a "REPEL" move, of course, your character does not incur damage and the enemy is momentarily rendered completely vulnerable. Mastering "REPEL" is the quickest shortcut to victory!

《OTHER COMMANDS》

[THRUSTING KICK] Leave the joystick in the neutral position (or⬅)+B
[KNOCK-OVER KICK] ➡+B
[STANDING REPEL ATTACK (*1)] ➡+B (or A+B)
[CROUCHING REPEL ATTACK (*1)] ➡+B (or ⬇+A+B)
[JUMPING REPEL ATTACK (*1)] during jump ➡+ B (or A+B)
[GUARD CANCEL REPEL ATTACK (*1)]
When the gauge is at MAX, enter the command ⬅⬆+B while guarding against an enemy attack.
[T O S S] Near opponent ⬅+B
[BLOW-AWAY PARRY] Push the B button during a Blow-Away move.
[KNOCKDOWN EVASION]
Push the B button before being knocked down.
[MOVING RECOVERY] While knocked down, move the joystick to the right (➡) to move forward or the left (⬅) to roll backward
[UNGUARDABLE ATTACK]
Push the B button during a dash with the "STRENGTH" Sword Type
[LAUNCH ATTACK]
Push the B button during a dash with the "SKILL" Sword Type
[ENIGMA FRENZY-ATTACK]
With the gauge at MAX and the "SKILL" Sword Type, enter the command ⬇⬇+A or B.
[ENIGMA FRENZY-ATTACK (*2)]
After striking an opponent with the ENIGMA FRENZY-LAUNCH enter the command, A A B A A B A A ⬇➡B

※1: REPEL move commands can be changed with OPTION
※2: There are other button commands for the ENIGMA FRENZY-ATTACK, so find them.

CHARACTERS

Although 16 characters appear in this game, you can only choose from 9 characters at the beginning of the game. The remaining characters appear in the Character Select Screen in accordance with the purchases of special scrolls you'll find during game play.



〈NOTES FOR UNDERSTANDING COMMANDS〉

[➡] Shows the directions to move the joystick.

[A・B] Button abbreviations

- All commands are for characters facing right.
- There are cases when the strength and weakness, content, and direction of Moves of Mayhem change based on the length of time buttons are depressed.
- There are other Moves besides these. Try to find them!



Kaede
(Before the Awakening)

- Single Slash Squall ····· ↓↘➡+A
- Single Slash Wind Fang ····· ➡↓↘+A
- Single Slash Helmet Bash ·····
  (During strong Wind Fang) A
- Single Slash Fillet Flash ····· ↓↙⬅+A
- Single Slash Storm Blast ····· ⬅↓➡+B
- East Wind Wallop ····· ↓↙⬅+B
- Super Secret Slash: Lively Dragon Pounce
  ····· ↓⬅↓➡+A+B
- Hidden Secret Slash: Lively Bad Dragon Rising
  ····· ↓⬅↓➡+A+B

Moriya Minakata

- Glancing Blade Haze - Upper ····· ↓↙←+ A (Push longer)
- Glancing Blade Haze - Middle ····· ↓↙←+A (Tap shortly)
- Glancing Blade Haze - Lower ····· ↓↙←+B
- Glancing Blade New Moon ····· →↓↘+A (Tap shortly)
- Glancing Blade Dark Moon ·····
  →↓↘+A (Push longer)
- Glancing Blade Crescent ·····
  (During New Moon with "SKILL" Sword Type) A
- Glancing Blade Moonlight ····· ↓↘→+A
  (And then →+Tap A repeatedly)
- Slash Blade Moonwalk ····· ←↓+A or B
- Super Secret Slash: 16-Night Lunar Lotus ·····
  →←↓→+ A+B
- Hidden Secret Slash: Lunar
  Lotus Blizzard ·····
  →←↓→+B



Yuki

- Ice Blade ····· ↓↘→+A
- Frosty Flasher ····· →↓↘+A
- Blizzard Blast ····· ↓↙←+A
- Ice Reflector ····· →↓←+B
- Split-in-Two Swing ←↓→+B
- Super Secret Slash:
  Glacial Sequoia ····· ↓→↓→+A+B
- Hidden Secret Slash:
  True Frozen Whirlwind ·····
  ↓←↓→+B



Genbu Okina

- Turtle Thrust ····· ↓↘→+ A or B
- Turtle Tremor ····· →↓←+A
- Tortoise Tromp ····· →↓←+B
- Fisherman's Feint ····· →↓↘+A or B
- Pacifist Pounce - Heaven ··· ←↓↙+A(Tap shortly)
- Pacifist Pounce - Earth ·· ←↓↙+A(Push longer)
- Pacifist Pounce - Human ····· ←↓↙+B
- Super Secret Slash: Genbu Blast ··→←↓→+A+B
- Hidden Secret Slash: Rage of Genbu ·····

→←↓→+B



Akari Ichijo

- Messianic Blast ····· ↓↘→+A
- Rice Patty Demon Dicer ····· →↓↘+AorB
- Astro-revolve ····· ↑↓+B
- Astro-Polaris····· (After Astro-revolve) B
- Pure Princess Parry ·····→↓←+A(Tap shortly)
- Transforming Troll ····· →↓←+B
- Akari Stomp ····· (In the air) ↓+B
- Super Secret Slash: Sextet Synthesis ·····

↓←↓→+A+B

- Hidden Secret Slash: 100Demon Sabbath

····· →↓←→+B





Keiichiro Washizuka

- Fatal Flurry ····· ⬅Briefly then➡ + A
- Foolish Flurry ····· ⬇Briefly then ⬆ + A
- Wolf Fang ····· ⬅Briefly then➡ + B
- Wolf Fang Thrust ···· (After Wolf Fang)➡ + B
- Wolf Fang Slash ···· (After Wolf Fang)⬅ + B
- Wolf Fang Upper ···· (After Wolf Fang)⬅ + A
- A Glorious Death ····· ⬇↙⬅ + A
- A Glorious Death Combo
  (After hitting opponent with A Glorious Death)
  ····· Tap A repeatedly
- Super Secret Slash: True Fang of the Wolf
  ····· ⬇⬅⬇➡ + A + B
- Hidden Secret Slash: Final Wolf Fang
  ····· ⬇⬅⬇➡ + B

Hyo Amano

- Piercing Sparrow ····· ➡↙➡ + A
- Badger Blash ··· ➡ + Tap A repeatedly
- Badger Loincloth Slicer ·····
  (During Badger Blash) ➡ + A
- Destiny ····· ➡⬇⬅ + A
- Loudmouth ····· ➡⬇⬅ + B
- Domino Toppler ····· ↘↘ + B
- Keima's Rage ····· ➡⬇↘ + B
- Super Secret Slash: Checkmate of the Queen ·····
  ⬅➡⬇⬅ + A + B
- Hidden Secret Slash: Checkmate of the Rook
  ····· ⬅➡⬇⬅ + A
- Hidden Secret Slash:
  Checkmate of the Bishop
  ····· ⬅➡⬇⬅ + B



Lee Recca

- ●Dragon Hammer ····· ↓↙←+B
- ●Dragon Cyclone ····· (In the air)↓↙←+B
- ●Fan of Flames ····· ↓Briefly then ↑+A
- ●Serpent Rush ····· →↓←+A
- ●Invisible Kick ····· (In the air)↓↘→+B
- ●Mist Mauler ····· A+B
- ●Serpent Breath ·····
  (During Mist Mauler)↓+B(Keep pressed down)
- ●Dragon Comet
  (During Combo Kill Slice with "SKILL" Sword Type)
  ····· →+B
- ●Super Secret Slash: Hidden Serpent Slam ·····
  ↓←↓→+A+B
- ●Hidden Secret Slash:
  Concealed Javelin of Judgment
  ····· ↓←↓→+B



Zantetsu

- ●Shadowless Kick ····· ↓↘→+A
- ●Spirit Drill ····· →↓↘+B
- ●Temper Thrust ····· ↓↙←+A
- ●Devil Drop ····· (Can be used in the air)→↓←+B
- ●Underwater Undulation ····· ↓↙←+B
- ●Stiff Stitcher ····· (In the air)↓↘→+A
- ●Kick of Heavenly Magic ····· (In the air)↓+B
- ●Turning Wheel ····· (During Kick of Heavenly Magic)↓+B
- ●Super Secret Slash: Steel Crusher ····· →←↓→+A+B
- ●Hidden Secret Slash: Dark Hunter ····· ←→↓←+B



Kaede
(After the Awakening)



- Morning Star Squall ····· ↓↘→+A
- Morning Star Wind Fang ····· →↓↘+A
- Morning Star High Wind Fang ·····
  (During strong Wind Fang) A
- Morning Star Fillet Flash ····· ↓↙←+A
- Morning Star Storm Blast ····· ←↓→+B
- Morning Star Tail Wind ·····
  (In the air) ↓↘→+A
- Single Slash Thunder Bolt ··· (In the air) ←+B
- East Wind Whallopt ····· ↓↙←+B
- Super Secret Slice: Lively Dragon Revival·····
  ↓→↓→+A+B
- Hidden Secret Slice: Lively Dragon Lance·····
  ↓→↓→+B

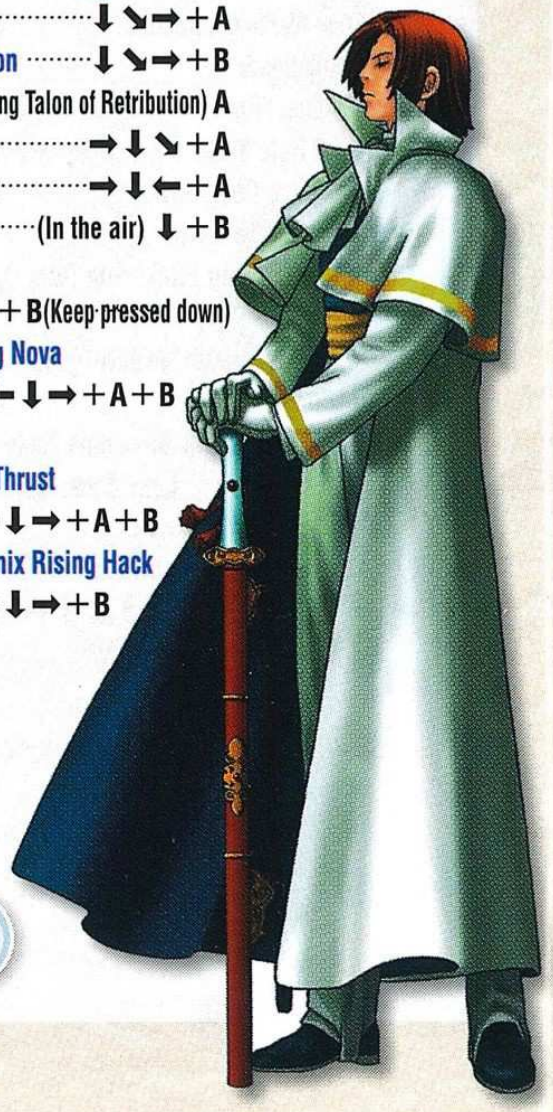
Kojiro Sanada



- Blast-of-Plague Demise ····· ↓↘→+A
- Empty Death ····· →↓↘+A
- Flashing Flight ····· ↓↙←+A(Tap repeatedly)
- Black Hole Blade ····· ↓↙←+A(Push longer)
- Flickering Dust Devil ····· ↓↙←+B
- Heaven and Earth·····
  (During Flickering Dust Devil) B
- Matchless Fury ·····
  (During Dash with "STRENGTH" Sword Type)
  B (Push longer)
- Super Secret Slash: Black Hole Blade - Eagle
  ·····↓←↓→+A+B
- Hidden Secret Slash:
  Wolf Fang of Emptiness·····
  ↓→↓→+B

Shinnosuke Kagami

- Swallow Wings of Flight ····· ↓↘→+A
- Flaming Talon of Retribution ····· ↓↘→+B
- Shiranui ····· (During Flaming Talon of Retribution) A
- Char-Broiled Blast ····· →↓↘+A
- Blazing Blast Bellow ····· →↓←+A
- Falling Flame Fray ····· (In the air) ↓+B
- Silent Pulsation ·····
  ↓↙←+B(Keep pressed down)
- Super Secret Slash:Blazing Nova
  ····· →←↓→+A+B
- Super Secret Slice:
  Sparrow of the Red Lotus Thrust
  ····· (In the air) ←↓→+A+B
- Hidden Secret Slice: Phoenix Rising Hack
  ····· (In the air) ←↓→+B



Hibiki Takane

- Distance Slash ····· ↓↘→+A
- Beckoning Slash ····· →↓↘+A
- Piercing Moon Pounce ····· →↓↘+B
- Melding Being Blade ····· ←↓→+B
- Draw and Die ·····
  (During Melding Being Blade)A
- Narrow Escape ····· A+B
- Essential Crunch ·····
  (During Narrow Escape)→
- Vigilant Defense ·····
  ↓↙←+B(Keep pressed down)
- Super Secret Slash: Heavenly Spirit of Victory
  ·····↓←↓→+A+B
- Hidden Secret Slash No Fear Feint·····
  →←↓→+B





Setsuna

- Anonymity 1 ····· ↓↘→+A
- Anonymity 2 ····· →↓↘+A
- Anonymity 3 ····· ↓↙←+A
- Anonymity 4 ····· →↓↘+B
- Anonymity 5 ····· →↓←+B
- Anonymity 5 Plus ·····
  (After Anonymity 5) ←↓→+B
- Super Secret Slash: Severing Anonymity
  ·····↓→↓→+A+B
- Hidden Secret Slash: Ultimate Anonymity
  ·····←→↓←+B
- Hidden Secret Slash:
  Ultimate Anonymity Plus ·····
  (After Ultimate Anonymity)
  ←↓→+A+B

CHARACTERS AND SECRET SLICE COMMANDS



Koryu

- Piercing Vermillion Arrow ·····↓↘→+A
- Purification of Celestial Sins ·····
  ↓↙←+A (Then tap A repeatedly)
- Single Slice of Salvation ····· ↓↙←+B
- Pose of Mystifying Moxie ····· A+B
- Shujaku's Noble Glow ·····
  (In the air) ↓→+A
- Tearing Talons of Hakko ·····
  →←↓→+A
- Genbu's Sacred Water Spout ·····
  →←↓→+B
- Koryu's Screaming Thunderblast ·····
  ←→↓←+B
- Four Guardians' Invitation to Doom·····
  →←↓→+A+B

Wandering Puppet

Change into your opponent for each match. If your opponent's a Wandering Puppet, the character turns into Akari Ichijo.





MEMO