SAMURAI-GHOST™

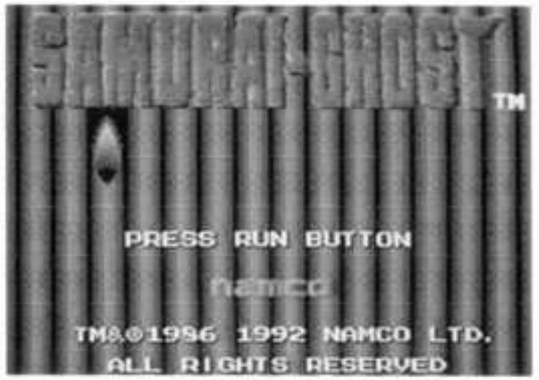


namco®

TURBO 16 GRAFX™

THANK YOU!

...For buying this advanced TurboChip game card, "SAMURAI GHOST™"



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this mamual in a safe place for future reference.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip® Game Card
Turbo Express™ Handheld Entertainment System

WARNINGS

1 **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.**
2 Be sure that the power is turned off when changing game cards.
3 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
4 Do not forcibly bend your TurboChip game cards.
5 Do not touch the inside of the terminal area or expose the SuperSystem to water, as this might damage the unit.
6 Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and the TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication of this software is strictly prohibited.

SAMURAI-GHOST™

Not withstanding the physical demise in the year 1199, the soul of the great and evil Shogun Yoritomo survived death and hastened to the underworld to muster forces among the legions of the dead. The Eternal One sorely feared the outcome and bade Andabaa, the hag who ferries souls across the Styx, to raise from the dead, the champion of the Heike clan, Yoritomo's archenemy Kagekiyo...



❶ *BEHOLD, KAGEKIYO!*

I will shatter thine ambition, Yoritomo!

Yoritomo and his men were vanquished once before by Kagekiyo. Now they have secretly withdrawn to the realm called the Dark Side to await the moment of their resurrection. To prevent this dire eventuality, Kagekiyo descends to the Dark Side.

Your destination is THE HEART OF THE DARKSIDE

The fight takes place in seven zones in the Dark Side. Each zone is divided into areas, Kagekiyo enters using the path to the Dark Side, then proceeds northeast through the zones, heading for THE HEART OF THE DARKSIDE.



To clear each area, you must leap over the red shrine gate

Kagekiyo's weapon, naturally, is a sword. You must always move to the right, helping Kagekiyo slash and thrust at the magical beings that assault him. Eventually you will see a red shrine gate. Leap over this and you are clear of the area – unless you are in an area that has two shrine gates. In that case, you will find a different area beyond each shrine gate. At the end of each zone you will encounter a mighty guardian. You must destroy the guardian before you can move on the next zone.

Ignore the power items at your peril!

When you destroy an enemy, a power item may appear. If you collect the power item, you may find that your sword is unbeatable or that your strength has been restored, so be sure to use them!





❷ SCREEN DISPLAYS AND GAME SKILLS

POINTS

With enough points you will get an extra Kagekiyo.

LIFE CANDLES

Shows how much life Kagekiyo has left in him. If he gets hurt, the candles burn up and disappear. By collecting weapons you can increase the number of candles (maximum is 10). If you clear an area with fewer than four candles, the number will increase to four.



GOLD PIECES

Money. Collect power items to increase your stash of money. Without money, there are some items that you may not be able to collect, so watch out.

THREE SPIRIT WEAPONS

When you collect one of these items, its indicator light will flash and you will enjoy the weapon's powers. See pages 8 and 9 for details.

① Press RUN Button to start. At the top of the screen you can see Kagekiyo's condition .

② Touching an enemy, being hit by an enemy, and being affected by poison cause the life candles to burn up. If all the candles are extinguished, one Kagekiyo dies. When all your Kagekiyos have gone, the game is over.

③ At Game Over, Andabaa appears and asks you if you want to continue. If the answer is "yes", press the DIRECTION Key, then hit the RUN Button. You continue from the place where the last game ended.





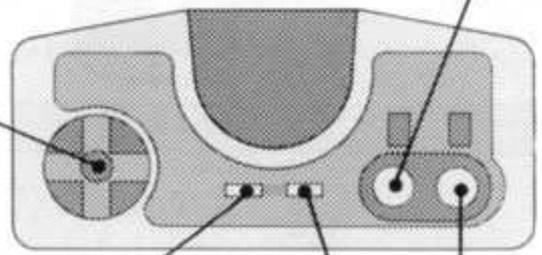
You move Kagekiyo from the control pad and many tricks are possible using a combination of keys. Details are on pages 6 and 7. If you want to reset the game, press RUN Button together with SELECT Button.

DIRECTION Key

Left/Righ ; Kagekiyo moves left/right.
Down ; Kagekiyo crouches.
Up ; Kagekiyo raises his sword to strike.

Button II

Kagekiyo thrusts and strikes with his sword.



Button I

Kagekiyo jumps.

RUN Button

Press to start game and pause.

SELECT Button



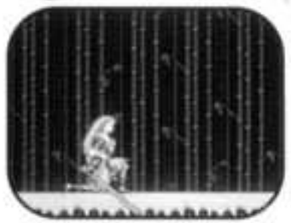
❸ KAGEKIYO'S SWORDSMANSHIP

By pressing keys in different combinations, you can make Kagekiyo display a wide range of skills with his sword. But what skill will be useful in defending you against the many forms of attack used by Kagekiyo's enemies? You must experiment to find out.

SWORD RAISED AT THE READY



CROUCHING AT THE READY



FULL STROKE

+ Button II



You make a full cutting stroke from the raised sword position by pressing Button II.

LOW STROKE

+ Button II



You make a low cutting stroke from the crouching position by pressing Button II.

PARRY



By holding down Button II you remain in the on-guard position, and this protects you from one, but only one, attacking move. If you keep Button II pressed down and push the DIRECTION Key to the right or left, you can move right or left in the on-guard position.

BASIC STROKE



Press Button II to make a cutting stroke down from a standing position.

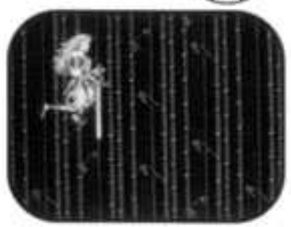
LEAPING STROKE



Press Button I and button II together to deliver a blow as you jump.

HELMET THRUST

Button I+ + Button II

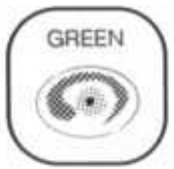


As Kagekiyo jumps, push the DIRECTION Key down at the same time as you hit Button II and you can deliver a piercing thrust downwards.

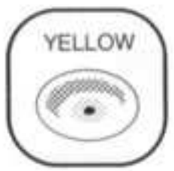


4 POWER ITEMS

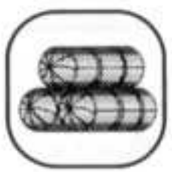
A power item appears when you destroy an enemy. If you collect the power items you may find that your sword becomes invincible, or that you regain lives, so make sure you keep collecting them.



GOLD PIECE FIREBALL
Brings you money. You need money for bales of rice.



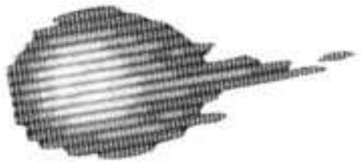
LIFE FIREBALL
This restores a half of one Life candle.



RICE BALES
These restore one complete Life candle – but you must have at least 10 pieces of gold to buy them.



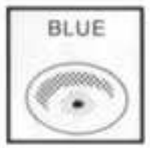
CANDLE
Adds one candle to the maximum number, and restores life completely.



SPIRIT WEAPONS
These include a Sacred Jewel, a Sacred Mirror and five types of Sword Fireball.
The spirit weapons appear when you cut through the Mystic Flame. If you take one, its indicator light will flash on. The weapon can be used for as long as the light shines. Items that remain effective for only a limited time cannot be carried over into the next area.



SACRED JEWEL
Protects against harm from poison for a fixed number of times.



SACRED MIRROR
Protects against harm from lightning for a fixed number of times.



SHOCK WAVE
A shock wave comes out of the sword to attack for a fixed number of times.



WIND SWORD
A stroke with the sword warps the air and slices through the enemy. You can only use this a fixed number of times.



WHIRL WIND SWORD
This spins Kagekiyo's arm in a big circle to produce a whirlwind sword attack. Only effective for a fixed period of time.



SPIN SWORD
Kagekiyo's whole body spins as he attacks with this Spirit Weapon. Effective for a fixed number of times.



FLAMING SWORD
Kagekiyo attacks with a flaming sword. Only effective for a fixed period of time.



5 ZONES

Altogether there are seven zones in the Dark Side. Each zone is divided into several areas. When you come across two red shrine gates, you must choose which one to jump. They may lead to different areas.

ZONE ❶ ENTRANCE TO THE DARK SIDE



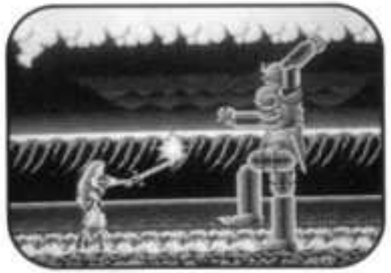
Obeying the order of the Eternal One, Kagekiyo descends to the Dark Side. First he finds a fiery hell populated by the wandering skeletons of fallen warriors. He must make haste but his way is blocked by a skeleton swordsman brandishing a sturdy weapon. How will Kagekiyo overcome this first obsta cle?



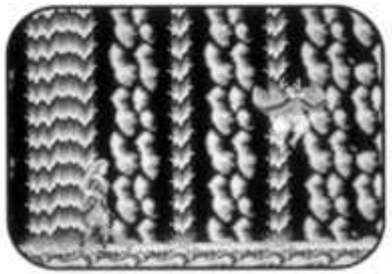
ZONE ❷ VOLCANIC ZONE



The flames swirl in Fiery Mountain Province. The attacks continue. Lava streams flow fast. Fires rage underfoot. Beyond the roaring inferno towers the figure of a giant demon...



ZONE ❸ ZONE OF FATE



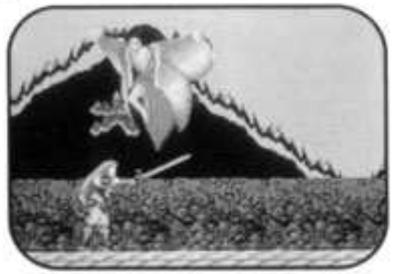
A desert hell? A poison hell? The choice must be made at this fork in the Dark Side trail. Whichever Kagekiyo goes for, a brutal struggle awaits him. At the point where the two hells meet, he is to encounter Yoshitsune, a master swordsman of terrifying speed and skill.



ZONE ❹ ICE PROVINCE



In the freezing windswept ice fields, it's easy to lose your footing. Kagekiyo finally makes it to the capital, where he's awaited by a beautiful creature who hardly seems a capable of evil – but it's the devil princess.



ZONE ❺ KAMIKAZE ZONE



Deep in the heart of the mountains, where there is no sign of human life, the evil enemies are lurking. Ghostly ninja pounce without a sound. Beasts with fangs baring prowl and await their moment to strike. And Kagekiyo approaches a decisive battle with a cunning Minamoto lord – the strategist-Kisoyoshinaka.



ZONE ❻ AMBUSH ZONE

First of all, these hells that are more intense and fearful than anything experienced so far. And even if Kagekiyo survives them he has a massive obstacle to overcome on his way to Kamakura – the mighty warrior Benkei, who brandishes an awesome halberd. Benkei is an unmatched fighter, the fiercely loyal servant of the Minamoto clan. Is it even conceivable that Kagekiyo could beat him?





ZONE ❼ THE HEART OF THE DARKSIDE



The moment of truth has come... Yoritomo is ready and waiting!



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