

SAMURAI-GHOST

TM



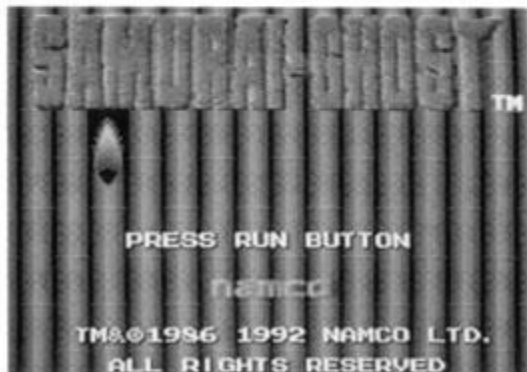
namco®

TURBO
16
GRAFX

TM

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 manual in a safe place for future reference.

© 1986 1992 NAMCO LTD.
ALL RIGHTS RESERVED

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

TM

Notwithstanding 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...



1 *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!





2 SCREEN DISPLAYS AND GAME

POINTS

With enough points you will get an extra Kageki yo.

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.

HOW A PITY YOU ARE

REST
O



PLEASE PROCEED
YES NO

SKILLS

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.

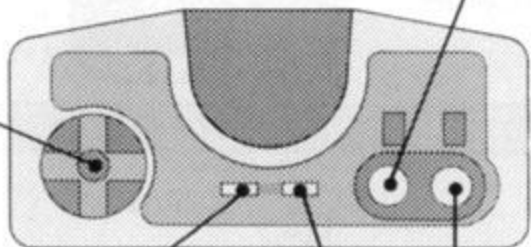


DIRECTION Key

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

Button II

Kagekiyo thrusts and strikes with his sword.



SELECT Button

RUN Button

Press to start game and pause.

Button I

Kagekiyo jumps.



3 *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



FULL STROKE



+ Button II



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

CROUCHING AT THE READY



LOW STROKE

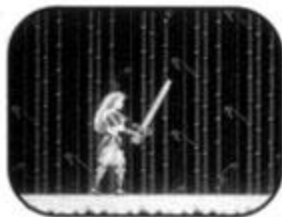


+ Button II



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

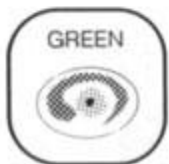


As Kagekiyo jumps, push the DIRECTION Key down at the same time as you hit Button II and you can deliver a piercing thrust downwards.



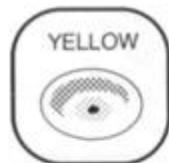
4 POWER ITEMS

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.



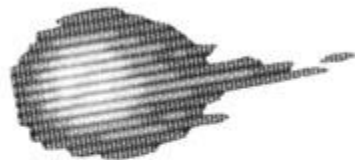
RICE BALES

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.

MOSS
GREEN



SACRED JEWEL

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

BLUE



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.



斬

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.

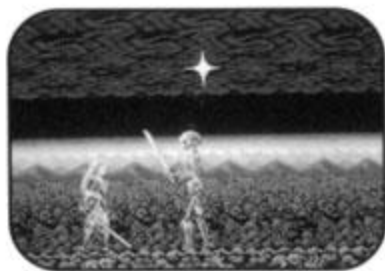




5 ZONES

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 ① ENTRANCE TO THE DARK SIDE



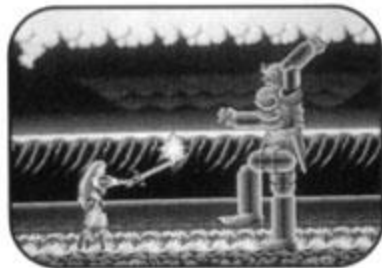
O obeying the order of the Eternal One, Kagekiyo descends to the Dark Side. First he finds a fiery hell populated by the wandering skeletons of fallen warriors. He must make haste but his way is blocked by a skeleton swordsman brandishing a sturdy weapon. How will Kagekiyo overcome this first obstacle?



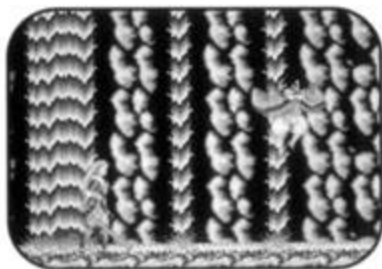
ZONE ② VOLCANIC ZONE



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 ③ ZONE OF FATE



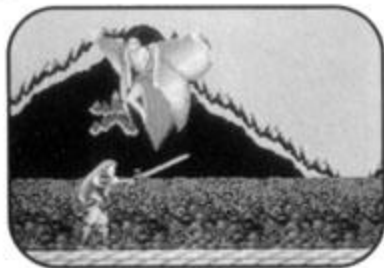
A desert hell? A poison hell? The choice must be made at this fork in the Dark Side trail. Whichever Kagekiyo goes for, a brutal struggle awaits him. At the point where the two hells meet, he is to encounter Yoshitsune, a master swordsman of terrifying speed and skill.



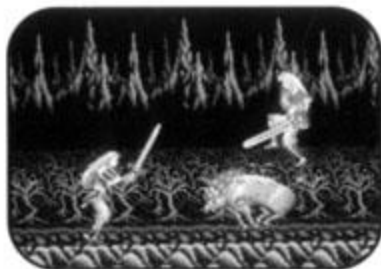
ZONE ④ ICE PROVINCE



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 ⑤ KAMIKAZE ZONE



Deep in the heart of the mountains, where there is no sign of human life, the evil enemies are lurking. Ghostly ninjas 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 ⑥ 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 ⑦ THE HEART OF THE DARKSIDE



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



TurboChip® 90-Day Limited Warranty

Turbo Technologies, Inc. ("TTI") warrants to the original consumer purchaser that this product shall be free from defects in material and workmanship under the following items:

HOW LONG IS THE WARRANTY

This product is warranted for 90 days from the date of the first consumer purchase.

WHO IS PROTECTED

This warranty may be enforced only by the first consumer purchaser. You should save your proof of purchase, and be prepared to present it in case of a warranty claim.

WHAT IS COVERED

Except as specified below, this warranty covers all defects in material or workmanship in this product. The following are not covered by the warranty:

1. Any product that is not distributed in the U.S.A. by TTI, or that is not purchased in the U.S.A. from an authorized TTI dealer, or that is sent for warranty service from outside the U.S.A.
2. Damage, deterioration or malfunction resulting from:
 - a) Accident, negligence, misuse, abuse, neglect, impact, fire, liquid, lightning or other acts of nature, commercial or industrial use, product modification or tampering, failure to follow instructions supplied with the product;
 - b) Repair or attempted repair by anyone not authorized by TTI;
 - c) Any shipment of the product (claims must be submitted to the carrier);
 - d) Removal or installation of the product; and
 - e) Any other cause that does not relate to a defect in material or workmanship.
3. Any product as to which the TTI serial number has been altered, defected, or removed.

HOW TO OBTAIN WARRANTY SERVICE

For warranty information, call 1-800-366-0136 Monday-Friday 8:00 A.M. to 7:00 P.M. Central Time.

LIMITATION OF IMPLIED WARRANTIES

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are limited in duration to the length of this warranty, and are subject to all conditions herein.

EXCLUSION OF DAMAGES

TTI's liability for any product is limited to the repair or replacement of the product at our option. TTI shall not be liable for:

1. Damage to other property caused by this product, damages based upon inconvenience, loss of use of the product, loss of time, commercial loss; or
2. Any other damages, whether incidental, consequential or otherwise.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND EXCLUSIONS MAY NOT APPLY TO YOU.

HOW STATE LAW RELATES TO THE WARRANTY

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Turbo Technologies, Inc.
6701 Center Drive West, Suite 500
Los Angeles, CA 90045

Distributed by

Turbo Technologies, Inc.

6701 Center Drive West, Suite 500
Los Angeles, CA 90045

"Turbo Grafx", "Turbo Chip",
"Turbo Express", "Turbo Pad" are
trademarks

SAMURAI GHOST is a trademark of
NAMCO LTD.

Printed in Japan

TurboChip™ Game Card
manufactured in Japan.
90-day limited warranty (details
inside).

TGX040085

Printed on Recycled Paper