PlayStation

NTSC | U/C

PlayStation

TEEN

AGES 13+

CONTENT RATED BY ESRB

SCUS-94180
94180

武士道ブレード

BUSHIDO BLADE™



SQUARESOFT®

SONY COMPUTER ENTERTAINMENT™



BUSHIDO BLADE™

ONLY BY THE SWORD CAN YOU SURVIVE

It is said that deep in the Southern mountains of Japan lies a secret dojo called the Meikyokan, a 500 year-old dojo that continues to teach the sacred teachings of the Narukagami Shinto.

It is also said that within the Meikyokan, there exists a secret society of assassins called the Kage. Each Kage pledges loyalty and secrecy on penalty of death.

Of course, this is all myth, as no Kage has ever left the dojo.

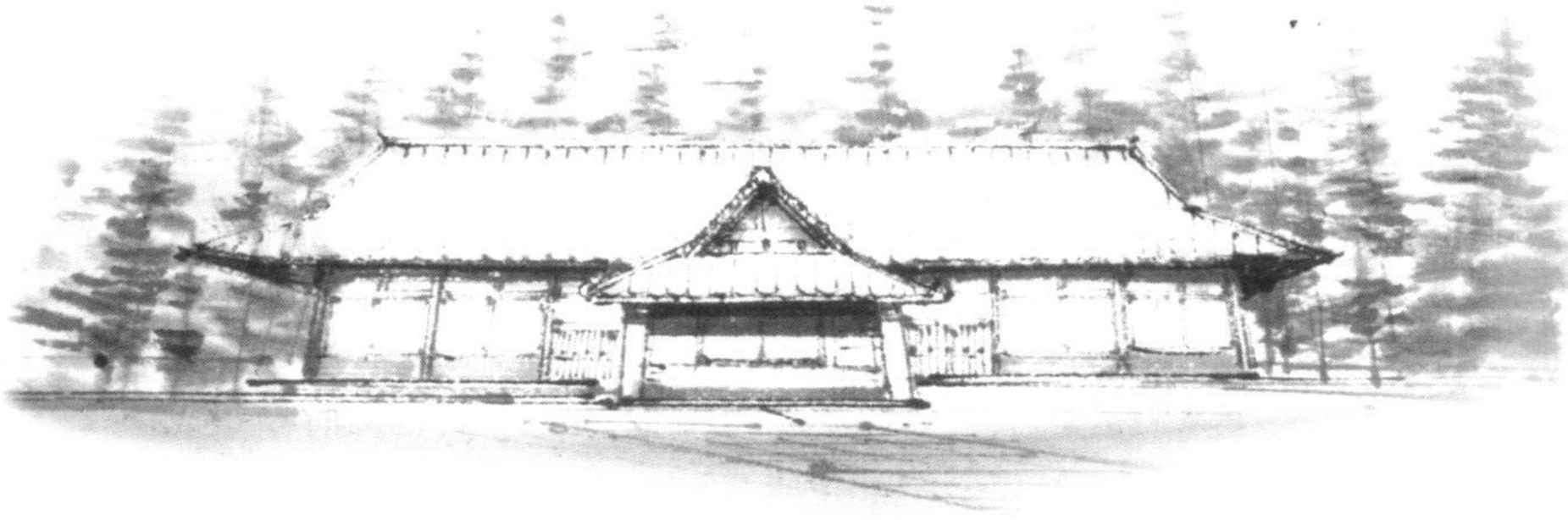
Until one day, when one escaped.

In retaliation, the Meikyokan ruling council ordered several assassins to destroy their ex-comrade or be destroyed themselves.

They caught up with the fugitive Kage in the blasted ruins of the Yin and Yang Castle. A fierce battle ensued between the ex-comrades and only one lived to tell the tale.

BUSHIDO

Bushido, the way of the warrior, is a deeply-followed code of honour that bound the Japanese Samurai from the years 1000 to 1876 AD. This code fused traditional Shinto and Zen Buddhist beliefs to create virtuous, honourable warriors.



In BUSHIDO BLADE™, players are penalised if they fight dishonourably such as striking an opponent from behind while climbing or running away. Fighting dishonourably would not allow you to see the secrets of the Kage unfold, which would not be in accordance with the honourable teachings of the Bushido. To those that follow the Bushido, dishonour is far worse than death.

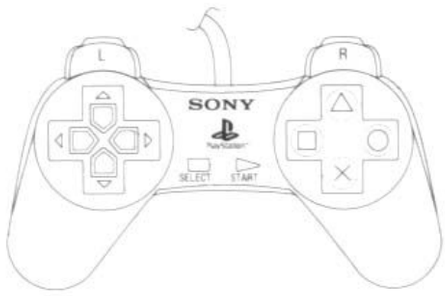
SETTING UP

Set up your PlayStation™ as described in your PlayStation™ Instruction Manual. Make sure the power is OFF before inserting or removing a Disc. Insert the BUSHIDO BLADE™ Disc and close the Disc cover. Insert Controller(s) and turn ON the PlayStation™ with the POWER button. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card BEFORE commencing play.

MEMORY CARDS

BUSHIDO BLADE™ lets you save games onto a Memory card. BUSHIDO BLADE™ only supports a Memory card in Memory card slot 1, which should be inserted before you switch on your PlayStation™. You must have at least 1 free Memory card block to save a game. If your Memory card is full, use the PlayStation™ internal Memory card manager as detailed in your hardware Instruction Manual.
IMPORTANT: Do not remove the Memory card while saving or loading games, as doing so could damage the data.

BASIC CONTROLS



START button	Skip the opening sequence. Pause during battle, (press again to resume play).
SELECT button	Surrender can only be used when legs sustain heavy damage and the character is unable to stand. (See the section on BODY DAMAGE).

NOTE: Press the L1 button, L2 button, R1 button, R2 button, the SELECT button, and the START button (Simultaneously) to reset and return to the Main Menu.

Directional buttons

Movement - use in conjunction with other buttons when Attacking or making menu selections.

➡	Move forward.
⬅	Move backward.
⬆	Move left (further into screen).
⬇	Move right (towards the front of the screen).

NOTE: This explanation of the Directional buttons is for when the character is on the left side of the screen. Controls are reversed for the player on the right.

L1 button	FREE MOVEMENT BUTTON: Combine with the Directional buttons to run in any direction (Free Running).
L2 button	N/A
R1 button	RAISES CENTRE OF GRAVITY: Press to raise the character's stance (see section on ESSENTIAL BUTTONS: R1, R2).
R2 button	LOWERS CENTRE OF GRAVITY: Press to lower the character's stance (see section on ESSENTIAL BUTTONS: R1, R2).
△ button	UPPER BODY ATTACK: (Attacks opponent's head).
○ button	MID BODY ATTACK: (Attacks opponent's torso). Cancels REPLAY, VICTORY POSE and CONTINUE.
✕ button	LOWER BODY ATTACK: (Attacks opponent's legs). Selects modes, characters and weapons.
□ button	DEFEND: (Blocks the opponent's weapon).

BASIC RULES

BUSHIDO BLADE™ is an innovative fighting game that shatters traditional fighting game conventions. Time limits, health meters and restricting arenas no longer exist. It's pure fighting in the real world. Use any combination of six characters and eight ancient

weapons which increase the elements of strategy. Victory is achieved by delivering fatal attacks to the opponent's head, chest or torso. It only takes one critical blow to destroy your opponent. This is the Single Deathblow system and it's completely unique to BUSHIDO BLADE™.

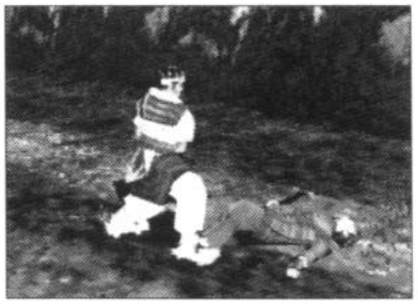
MAIN MENU

STORY MODE: One or Two Players



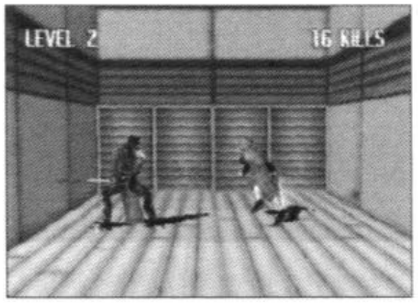
The player is the renegade who has escaped from the secret society of Kage assassins. The goal is to find an escape route somewhere within the ruined castle while fending off the Kage assassins bent on their ex-comrade's destruction. In this mode, dishonourable fighting will keep the player from reaching the end.

VS MODE: TWO PLAYERS



Each player selects a different character, a weapon, and then either player chooses a battle environment. At the end of a match, selecting CONTINUE will start a new match without returning to the character, weapon, and arena selection screens. If CONTINUE is selected, the number of wins for each player will be displayed.

SLASH MODE: ONE PLAYER



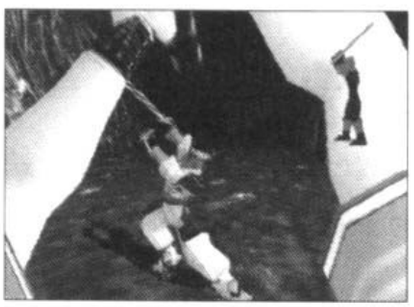
The Player's goal is to defeat 100 opponents, who will appear one after another. Any damage sustained will not be restored unless the Player is killed and chooses CONTINUE. NOTE: In Slash Mode only the Katana can be used.

TRAINING MODE: One Player



The Player selects an opponent and weapon to practice the various attack strategies. In Training Mode, the battle environment will be limited to three areas. In addition, wooden training swords, not real ones, are used. To end, press the SELECT, START, L1, L2, R1, and R2 buttons simultaneously.

POV MODE/LINK MODE: One or Two Players



This allows the player to fight from the perspective of the character. Only one player can use POV MODE while LINK MODE is for two players.

NOTE: The spacing between the characters and the use of the Directional buttons are slightly different from other modes. See the sections on POV MODE and LINK MODE later on in this manual.

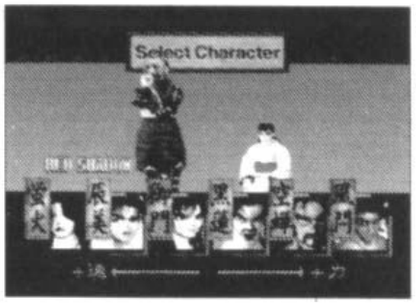
MOVIE: View the introduction movie to BUSHIDO BLADE™

You will also be able to view ending movies here, but note that you can only view a character's end sequences when you have cleared the game with that particular character.

OPTION MENU:

You can change your game options here. See the section OPTION MENU further on in this manual.

CHARACTER SELECTION



Select your character, your opponent, your weapon and your opponent's weapon by using the LEFT or RIGHT Directional buttons. Then use the Directional buttons to select your arena. Press the ⊗ button to confirm each selection.

BASIC ATTACKS AND COMMANDS

BASIC ATTACKS

The patterns for the basic attacks are shown in the box below. However, depending on the weapon or stance (and in some cases the character) not all attacks can be available. Note: The explanation of these commands are for when the character is on the left side of the screen.

Attack while Free Running:	L1 + Directional buttons
Attack while Jumping:	➡ + R2 + R1
Additional Attack:	⬅ ➡ + ⊗
Dive:	R2
Rising Attack:	⬅ + ◎
Blinding:	➡ + R2 R2

ATTACK WHILE FREE RUNNING

L1 + Directional buttons

Can be used with any weapon. Press the △ button to attack while continuing to run. Press the ◎ button and the ⊗ button to stop after attacking on the run.

ATTACK WHILE JUMPING

← + R2 + R1

Can be used with any weapon. Press the Attack button while jumping. Press the △ button to land in High Stance, the ○ button for Normal Stance, and the ✕ button for Low Stance.

ADDITIONAL ATTACK

← →+ ✕

Effective against an opponent that has collapsed.

LEG DAMAGE/INABILITY TO STAND

As the legs sustain damage, movement will become hindered, the ability to change the stance will be lost and eventually the character will no longer be able to stand. The character can still perform basic attacks and defences, provided there is no other inhibiting body damage.

DIVE

R2

When the character can no longer stand, they can still dodge attacks by pressing the R2 button which will cause them to dive to the ground. While on the ground, press the UP or DOWN Directional buttons to make the character roll.

RISING ATTACK

← + ○

This enables the character to attack their opponent while regaining their feet.

THROW SUB-WEAPON

→ + ○

If the character can no longer stand, and is in the low stance, they can throw their sub-weapon without pressing the R2 button.

BLINDING

➡ + R2 R2

If the character can no longer stand, and is in the low stance, the character can still blind their opponent.

SURRENDER

SELECT button

When a character can no longer stand, the character can surrender. The character will then sit and honourably allow their opponent to behead them.

MOTION SHIFT

Most fighting games utilise a command system where preset button sequences create special attacks. BUSHIDO BLADE™ introduces a unique, more realistic approach called Motion Shift. With this system, the player starts one motion by pressing a button, then adds a second continuous motion by pressing another button, so that a special technique or movement is created.

The jumps and major attacks in the following sections are essential commands for the Motion Shift system.

NOTE: In this manual, the descriptions are shown as ✕,△,△ rather than ✕ △ △ to show the delay in timing.

FACE-OFF

When both players attack at the same time, a Face-off situation will occur. In this event, push and shove the opponent by repeatedly pressing one of the attack buttons. The character that loses the Face-off will be pushed back, and the Face-off winner will gain the advantage. The losing character can try to dodge their opponent's push and regain the advantage by pressing the LEFT Directional button.

DEFENCE BREAK

This game has a unique defence system (■ button). Unlike conventional fighting games which offer automatic blocking, here defence is done by intentionally deflecting the

opponent's attack with your weapon. However, when the opponent's attack power is much stronger than your character's defence power, your character could lose their balance from this.
Even though damage is not incurred, control of the character will be momentarily lost. This is called the Defence Break. Obviously this is a bad situation, however, if the R2 button is pressed the moment the balance is lost, the character will roll backwards and dodge the opponent's next attack. This is an essential move for those using a less powerful character.

ESSENTIAL BUTTONS: R1, R2

The R1 and R2 buttons are essential to play this game as the skill of raising and lowering the character's centre of gravity is necessary for most of the major and special attacks.
Note: The explanation of these commands are for when the character is on the left side of the screen.

Crouch Step:	➡ + R2
Jump:	➡ + R2 R1
Sub-Weapon:	➡ + R2 ◉
Blinding The Opponent:	➡ + R2 R2

CROUCH STEP

An essential move in BUSHIDO BLADE™, charging in and lowering the centre of gravity enables various special moves to be made. The Crouch Step can also be used to pick up a discarded sub-weapon from the ground.

NOTE: These moves can be made with any weapon and from any stance.

JUMP

Spring up from the Crouch position and jump up to 6 feet.

SUB WEAPON

➡ + R2 ◎

Throw any sub-weapon in possession. However, if the left arm is injured, the character will not be able to throw a sub-weapon.

BLINDING THE OPPONENT

➡ + R2 R2

A character can blind their opponent by picking up sand, mud or snow from the ground and throwing it in their face. Although this will not cause any damage to the opponent, it can create an opportunity for attack.

NOTE: If ➡ + R2 is pressed, the stance will return to normal.

Major Attack	During the Crouch Step, press the △ button or the ✕ button
Climbing to Upper Levels	Directional buttons + R1
Eluding Attacks	When Weapons hit: R2

MAJOR ATTACK

During the Crouch Step, press the △ button or the ✕ button to launch various major attacks. Major attacks will differ depending on the combination of characters and weapons. Example: Head Crush ⬅ ➡ + R2 + △.

CLIMBING TO UPPER LEVELS

Directional buttons + R1

Press the Directional button to move in the desired direction and press R1 to climb. This can also be done while running. Climbing speed will vary depending on the character.

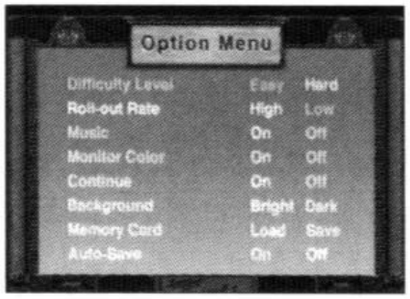
ELUDING ATTACKS

(When weapons hit: R2)

When the opponent strikes the character's weapon, and has caused the character to

lose balance, press the R2 button to instantly roll back. Unlike defence, this opens up space between the characters and is effective in avoiding combination attacks.

OPTION MENU



Select options with the UP/DOWN Directional buttons and change settings with the LEFT/RIGHT Directional buttons. Once all settings have been made, press the ○ button or the △ button to return to the Main Menu.

DIFFICULTY LEVEL

The threat of computer-controlled opponents can be changed here. Choose between EASY or HARD.

ROLL-OUT RATE

The probability that the characters will fall after running into obstacles or other characters can be increased or reduced. When HIGH is selected, characters are knocked down not only by each other but also from running into obstacles or walls. LOW means characters are less likely to be knocked down.

MUSIC

The music can be toggled ON or OFF.

MONITOR COLOR

The game can be displayed in either black and white or colour. Select OFF to switch the display to Black/White or ON for colour. Any change will take effect when you return to the Main Menu.

CONTINUE

The CONTINUE function can be switched ON or OFF.

BACKGROUND

The brightness of the battle arena's background can be either BRIGHT or DARK.

MEMORY CARD

The options settings, ending movies and player position in the game can be saved. Select either SAVE to save the file or LOAD to load the file. Press the ⊗ button to proceed. One Memory card block will be used. NOTE: Memory cards are only supported in Memory card slot 1.

AUTO-SAVE

The game can be automatically saved onto a Memory card without selecting SAVE in the MEMORY CARD menu. Select ON to activate this feature. Loading will begin automatically upon start-up. Make sure to insert the Memory card used previously into Memory card slot 1.

BODY DAMAGE SYSTEM

Instead of a Life Meter, BUSHIDO BLADE™ introduces the new concept of Body Damage, where the character is incrementally weakened as damage is incurred. As areas of the character's body become damaged, that area will become weaker and weaker until it is non-functional. Because of this, players cannot underestimate even the smallest hit.

For example: When light damage is received to the body, the character flinches for a moment and movement is reduced.

When severe damage is received to the left arm, the ability to hold a weapon with both hands is lost and the effectiveness of the weapon is minimised.

When severe damage is received to the legs, the ability to stand is lost, limiting the movement and attacks of the character.

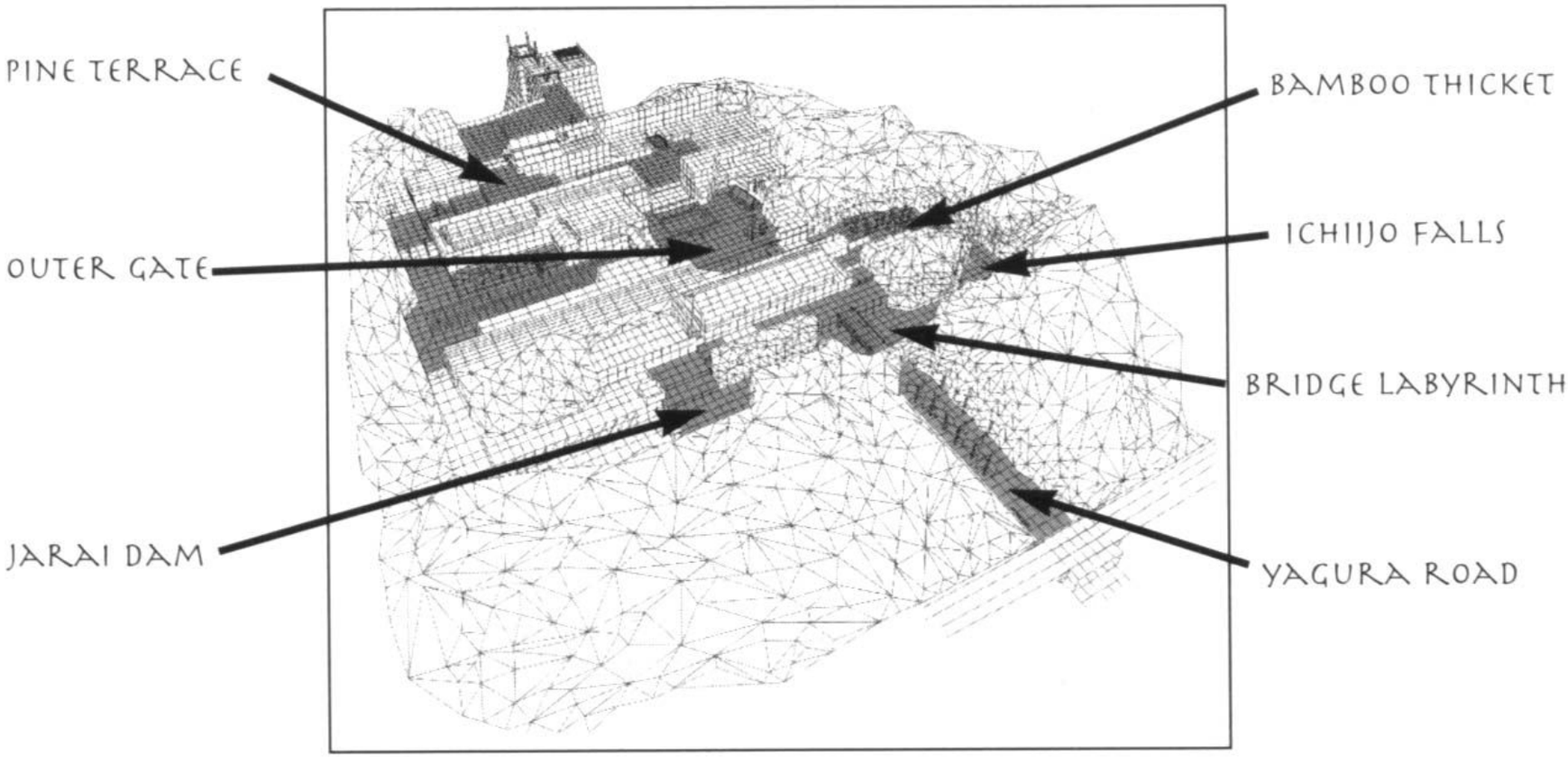
GAUGING PERFORMANCE

Various lighting effects will be shown to describe the levels of damage and the performance of defence during the battles.

Green: Shown when defending.
White: Shown when weapons hit each other.
Orange: Shown when damage is done.
Red: Shown when a death blow is administered.

THE RUINS OF THE YIN AND YANG LABYRINTH CASTLE

The arena of the Story Mode is the mammoth ruins of the castle shown below. Move through the fields and select the best battle arena while searching for the escape route.



NOTE: When the opponent (CPU) falls off from places like high cliffs, the player can chase and continue to fight, or win by not chasing the opponent and proceed to the next stage.

POV MODE

This mode is played through the eyes of the character. While the control of the Directional buttons and spacing between the opponent are slightly different from the other modes, attacking and defending becomes much more thrilling and challenging.

THE DIFFERENCE IN DIRECTIONAL BUTTON CONTROLS

The forward direction ➡ becomes ⬆, as seen through the viewpoint. For example: jumping, ➡ + (R2)(R1) becomes ⬆ + (R2)(R1).

Examples of POV Commands

Jump:	⬆ +R2 R1
Sub-weapon:	⬆ + R2 ◎
Additional Attack:	⬆ ⬇ ⊗

In this view it is possible to lose your opponent. To find them, press the Directional button, the attack button or the defend button and the view will turn to face the opponent.

LINK MODE

It is possible for two players to link their Consoles together and fight each other in the same style as POV MODE but with a human opponent. Enjoy the ultra-realistic fighting experience of BUSHIDO BLADE™ with a special stage just for this mode.

Setting-Up the Link Mode

Make sure to connect each end of the Link cable to the Serial I/O terminals on the back of each PlayStation™ before turning the power on. A separate BUSHIDO BLADE™ disc is needed for each PlayStation™.

Starting the Link Mode

After connecting the Link cable, turn on the PlayStation™. The opening sequence will begin. With each Controller, press the START button to go to the Main Menu. Select LINK MODE and press the ⊗ button. After both players choose their characters and weapons, either player can select the Arena.

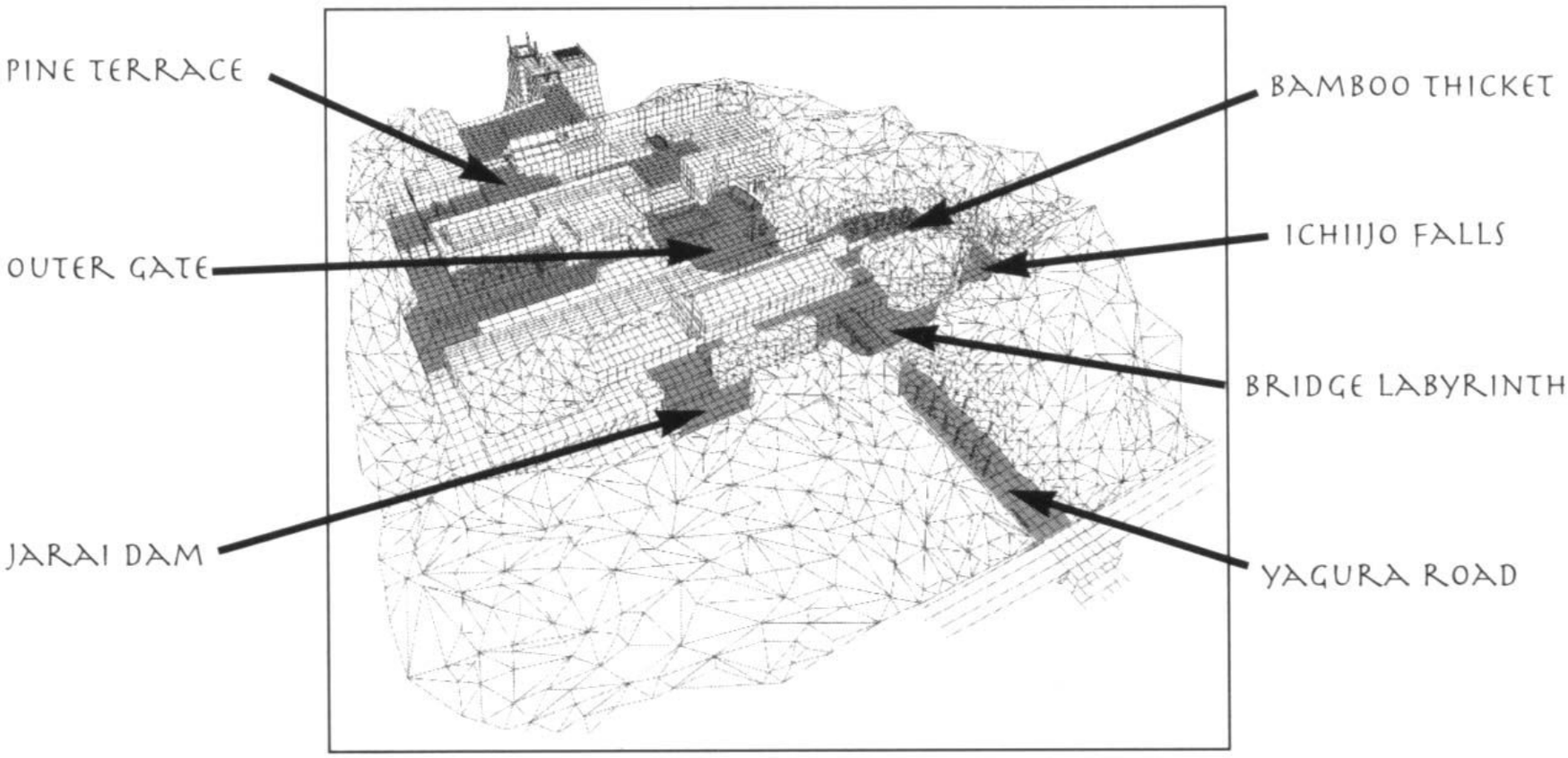
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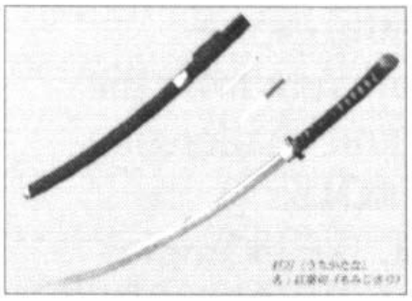
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KATANA



Total length: 92 cm
Blade length: 69.3 cm
Curvature: 2.1 cm
Weight: 1.5 kg

Features:
Primarily a two-handed weapon, this can also be used less effectively with one hand. The Katana has great range, but is slow when initiating attacks.

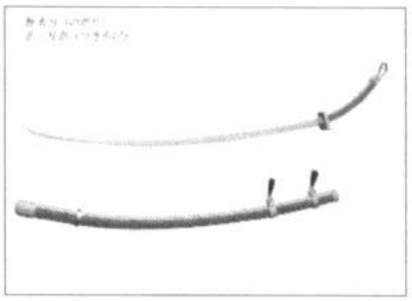
Weapon Commands

From High Stance:
Vertical + Torso Slash △ △

From Normal Stance:
Run and Stab (➡+L1) ○
Vertical Upper Attack ⬅ ➡ △
Triple Diagonal Slash ○ ○,➡ ○
Sweep Off + Upper Attack ⬅ ➡ ○ △

From Low Stance:
Kawasemi-issen ✕ ○

NODACHI



Total length: 119 cm
Blade length: 93.2 cm
Curvature: 3.9 cm
Weight: 1.9 kg

Features:
Both hands are needed to wield the super-long Nodachi. It covers a large area, but it is slow to begin and finish attacks.

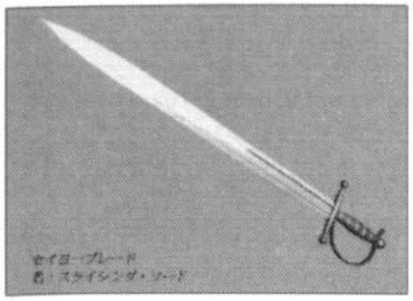
Weapon Commands

From High Stance:
Kokuuzan △ △,➡ △
Knee Crush + One-hand Hit ✕ △

From Normal Stance:
Vertical Upper Attack ⬅ ➡ △
Tsubame Otoshi ○ ○,➡ △

From Low Stance:
Jumping Vertical Slash ⬅ ➡ △
Gyotenzan ✕ △

LONG SWORD



Total length: 79 cm
Blade length: 64 cm
Blade width: 5.2 cm
Weight: 1.4 kg

Features:
Used single-handed, this weapon does not give opponents openings at the beginning or the end of the attacks. Because of its speed, and its substantial length, the Long Sword is particularly good for beginners.

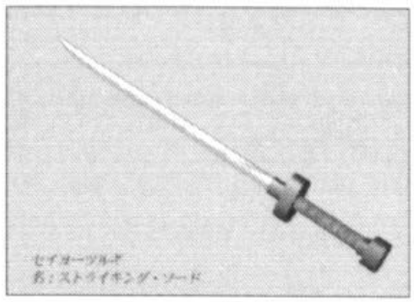
Weapon Commands

From High Stance:
Kitsutsuki ◎ ◎

From Normal Stance:
Jump in + One-handed Upper Attack ← → △
Jump in + One-handed Stab → ◎
Sensu-gaeshi ← →+△ ✕

From Low Stance:
Koro ← ◎ ◎
Shishi Odoshimen ✕ △,△

SABER



Total length: 72 cm
Blade length: 60 cm
Weight: 1.2 kg

Features:
The Saber is a one-handed blade. The shortest weapon, it offers the opponent no openings either at the beginning nor the end of attacks. While it is very fast, this weapon's size makes it defensively weaker than the other weapons.

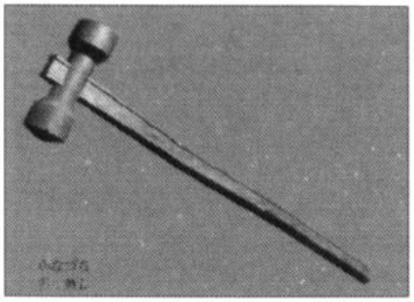
Weapon Commands

From High Stance:
One-handed Vertical + Torso Slash △ ◎

From Normal Stance:
Shizuku-ryu ✕ △ ◎
Chaotic Slash → → ◎
Kannon Slash ◎ ◎,△

From Low Stance:
Delayed Stab ← ◎
Combination Vertical Slash △ △

SLEDGEHAMMER



Total length: 83.5 cm
Weight: 4.5 kg

Features:
The heaviest of all the weapons, the Sledgehammer takes both hands to wield. Very powerful, but also very slow, which makes it a hard weapon to handle.

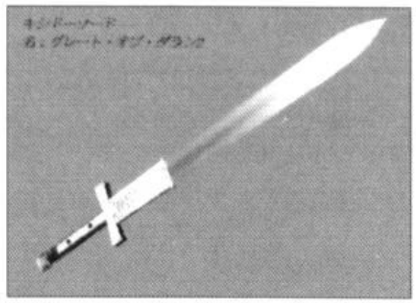
Weapon Commands

From High Stance:
Step in + Upward Smash → → ⊗
Jump in + Torso Smash ← → ◎
Combination Vertical Smash △ △,△,△

From Normal Stance:
Rotation Jump in Vertical Smash ← → △
Diagonal + Vertical Smash ◎ △

From Low Stance:
Knee Crush + Vertical Smash ⊗ △

BROADSWORD



Total length: 85 cm
Blade length: 65 cm
Blade width: 8.5 cm
Weight: 4.1 kg

Features:
Almost as heavy as the Sledgehammer, the Broadsword demands the use of both hands. The Broadsword does a lot of damage, but is sluggish to start an attack. Not a beginner's weapon.

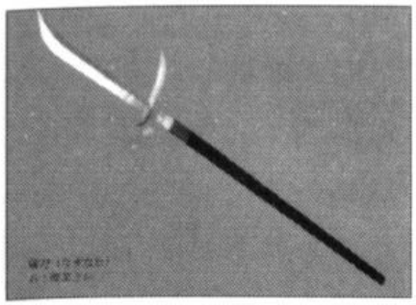
Weapon Commands

From High Stance:
Shirahae ← → ◎
Horizontal Double Slashform ◎ ◎
Knee + Chin Crush → ⊗ ⊗

From Normal Stance:
Rotation Torso Slash ← → ◎
Clavical Crush + Horizontal Slash ◎ ◎

From Low Stance:
Double Head Smash △ △

NAGINATA



Total length: 181 cm
Blade length: 45 cm
Weight: 2.2 kg

Features:

The longest of all the weapons, the time it takes to begin an attack and to draw back makes it very slow. This weapon is particularly effective at keeping an opponent at a distance.

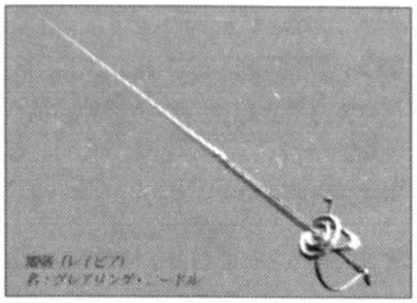
Weapon Commands

From High Stance:
Triple Face Attack △ △, △

From Normal Stance:
Shira-nui → → ○
Clavical Crush + Horizontal Slash △ ○

From Low Stance:
Reverse Rotation Slash ← ○
Three-way Stab ← △ ○ ✕
Benishiden ✕ ○

RAPIER



Total length: 75 cm
Blade length: 63 cm
Weight: 0.9 kg

Features:

The Rapier is designed for stabbing attacks, as it offers good range in spite of its limited length. However, since it is the lightest of all the weapons, its ability to deflect an opponent's attack is poor.

Weapon Commands

From High Stance:
Suzume chirashi ← ✕
Vertical Sweep + Stab △ ○

From Normal Stance:
Step Right + Face Stab ↓ △
Delayed Stab ← → ○
Sanzugoe △ ○, △, ○, ○

From Low Stance:
Combination Face Stab ✕ ○

KANNUKI



Age: 28
Sex: Male
Place of Origin: Ryuku Island, Japan
Height: 91.5 cm
Weight: 90 kg

With a reputation that makes his opponents freeze with fear, Kannuki is the most powerful of the six characters.

Special Attacks

From Normal Stance:
Broadsword Karakannuki ◎ ◎, △
From Low Stance:
Sledgehammer Spin Blitz ◎ ◎,◎,◎

Sub-weapon: Tessen (Iron Fan)

Weight:	1.4 kg
Flight distance:	Short
Flight speed:	Fast
Damage power:	Heavy, hard to defend against.

This folding fan made of heavy iron is hard to defend against when thrown from close range.

NOTE: The explanation for these commands is for when the character is on the left side of the screen.

UTSUSEMI



Age: 55
Sex: Male
Place of Origin: Shimane, Japan
Height: 183 cm
Weight: 85 kg

Oldest of the six characters, Utsusemi is a master swordsman. Those who have fought him say it's like trying to fight a simmering heat.

Special Attacks

From High Stance:
Katana Yugekiri → → △
From Low Stance:
Nodachi Oborozuki ← → △

Sub-weapon: Kozuka

Weight:	0.08 kg
Flight distance:	Long
Flight speed:	Fast
Damage power:	Light, easy to defend against.

Utsusemi carries this small, versatile throwing knife concealed in his sword sheath.

NOTE: The explanation for these commands is for when the character is on the left side of the screen.

BLACK LOTUS



Age: 36
Sex: Male
Place of Origin: Ireland
Height: 189 cm
Weight: 81 kg

Endowed with a good balance of both power and speed, this Irishman was given his name Black Lotus because his opponents forget the troubles of this world as they die.

Special Attacks

From High Stance:
Katana Sasakezuri → (→ + △) △, ○
From Low Stance:
Rapier Murashigure ○ ○, ○

Sub-weapon: Tanken (Short Sword)

Weight:	0.07 kg
Flight distance:	Very long
Flight speed:	Very fast
Damage power:	Heavy, it's safer to run than defend.

This is a double-bladed sword, shaped like a long knife.
NOTE: The explanation for these commands is for when the character is on the left side of the screen.

MIKADO



Age: 22
Sex: Female
Place of Origin: Kyoto, Japan
Height: 166.5 cm
Weight: 59 kg

Originally a shrine maiden, she is called Mikado - a gate for the gods' descent. She is the smallest of the six characters. However, she has a good balance of speed and power.

Special Attacks

From High Stance:
Broadsword Orochi ⊗ ⊗
From Normal Stance:
Naginata Shiranuigaeshi → → △

Sub-weapon: Aikuchi (Knife)

Weight:	0.4 kg
Flight distance:	Short
Flight speed:	Fast
Damage power:	Fairly heavy Difficult to defend.

This is a short sword with an unusually thick blade. Not only can it deflect an opponent's attacks, but it can also deliver a fatal blow.
NOTE: The explanation for these commands is for when the character is on the left side of the screen.

TATSUMI



Age: 16
Sex: Male
Place of Origin: Hiroshima, Japan
Height: 176 cm
Weight: 65 kg

Tatsumi was not originally a member of the Kage, but became involved with them due to some unknown event that may be uncovered. Don't expect much from him in the way of power, but he has good speed.

Special Attacks

From High Stance:

SaberSenbontoushi ←→○○○○○

SledgehammerKusabikuzure → → △

Sub-weapon: None

Tatsumi has no sub-weapon, but can use one if he picks up the sub-weapon of his opponent.

NOTE: The explanation for these commands is for when the character is on the left side of the screen.

RED SHADOW



Age: 25
Sex: Female
Place of Origin: Russia
Height: 179.5 cm
Weight: 69 kg

This Russian ex-Ninja was given her name due to her resemblance to a firefly's dull glow. She is not as strong as she looks, but her past as a Ninja gives her great speed.

Special Attacks

From High Stance:

Saber Yabure Guruma → → → ○

From Normal Stance:

Long Sword Ayame → → ⊗

Sub-weapon:Throwing Knife

Weight:	0.5 kg
Flight distance:	Far
Flight speed:	Very fast
Damage power:	Light

This poison coated, iron throwing knife was given to her upon completion of her Ninja training.

NOTE: The explanation for these commands is for when the character is on the left side of the screen.