PlayStation

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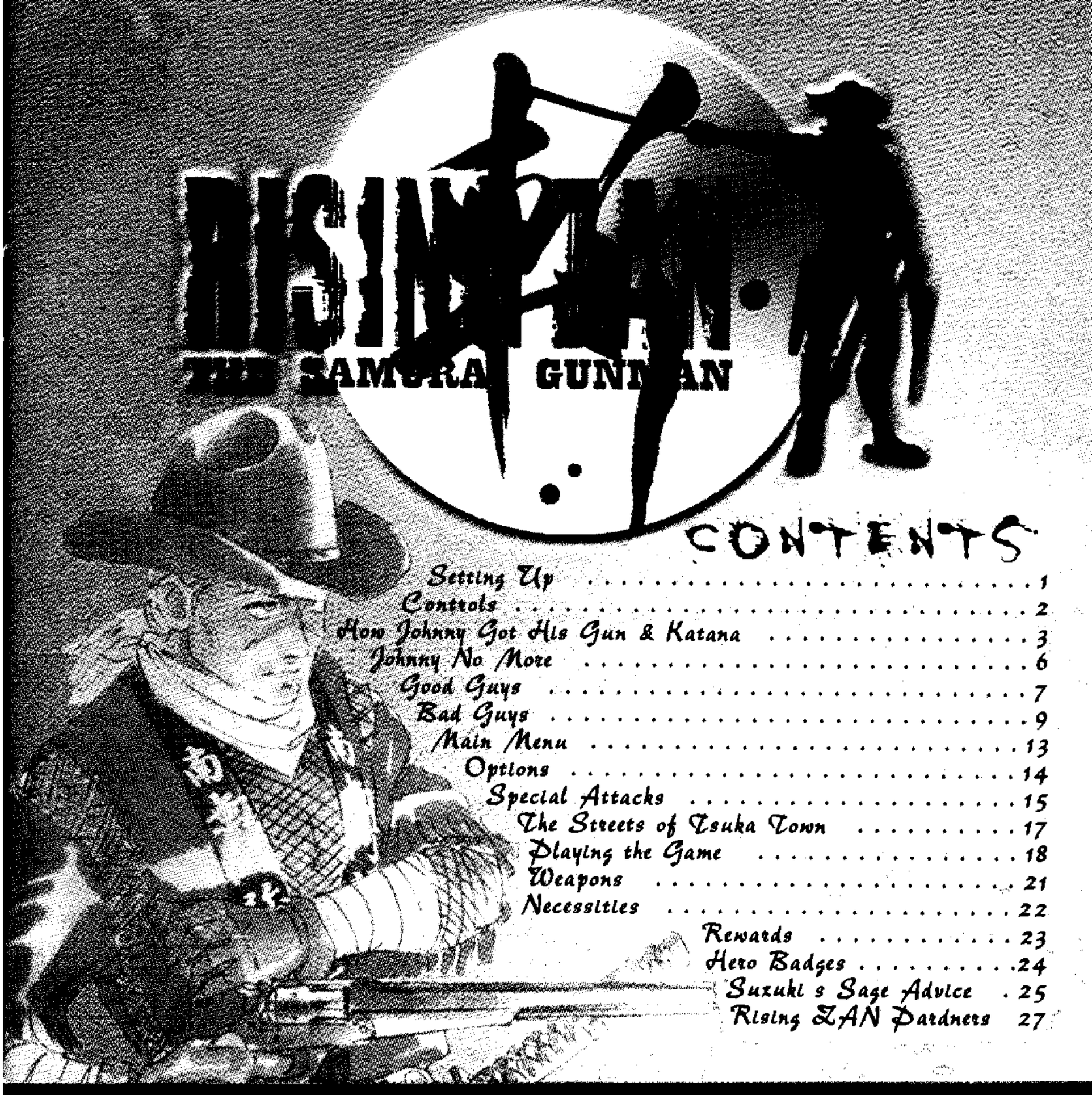
RISING ZAN

THE SAMURAI GUNMAN



agetec™

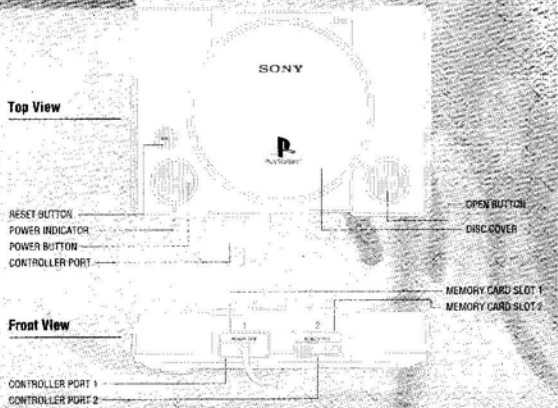
ASCII GAME ENTERTAINMENT TECHNOLOGY



CONTENTS

Setting Up 1
Controls 2
How Johnny Got His Gun & Katana 3
Johnny No More 6
Good Guys 7
Bad Guys 9
Main Menu 13
Options 14
Special Attacks 15
The Streets of Tsuka Town 17
Playing the Game 18
Weapons 21
Necessities 22
Rewards 23
Hero Badges 24
Suzuki's Sage Advice . 25
Rising ZAN Pardners 27

SETTING UP



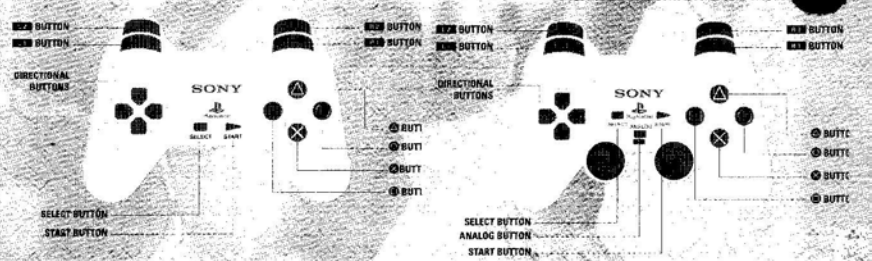
Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

Insert the RISING ZAN disc and close the disc cover. Insert a game controller and turn on the PlayStation game console. Follow the on-screen instructions to start a game.

MEMORY CARDS

To save game settings and progress, and to resume saved games, insert a blank Memory Card into Memory Card slot 1 of the PlayStation game console before starting gameplay. (Memory Card slot 2 is not used.)

CONTROLS



MENUS

Start button ..... Pause / Cancel movies
Directional buttons .... Illuminate menu options
✕ button ..... Cancel movies / Execute menu selections
△ button ..... Cancel menu selections

GAMEPLAY

Directional buttons or Left Stick ... Move ZAN. To use the Left Stick, press the Analog Mode Switch ON (LED ON)
✕ button ..... Katana
□ button ..... Gun (unlimited bullets)
○ button ..... Jump
○ + ○ ..... Long jump. Jump, then in midair press the button again
○ + ✕ ..... Jump kick. Jump, then in midair press the ✕ button
△ button ..... Hustle Time
L1 button (long press) .. Move camera behind ZAN
L1 button (tap) ..... Lock on target sight on nearest enemy; next tap moves to next enemy
R1 button ..... Defend against frontal attack and Cancel target sight
L2 or R2 ..... Sidestep left or right





HOW JOHNNY GOT HIS GUN AND KATANA

During the pioneer days in America, there was a young man named Johnny, who lived in a small gold mining town. He had many dreams, one of which was to become the greatest hero that ever lived.

He and the Sheriff spent much of their time roaming around in search of adventure, as everyday life in their town was for the most part peaceful. . . that is until just recently, when people began being reported missing at a nearby ravine.

Sensing grave danger, Johnny went to the ravine to explore. What he found was a dark and narrow gorge into which it would be easy for someone to fall and into the river below. After a while, Johnny gave up his search, convinced there was nothing to be found.



Then, just as he was turning to go home, his horse suddenly fell out from under him. Johnny jumped off his horse and drew his gun. "Come out! I'll kill you all!" He fired off several rounds from the gun given to him by his late father.

The only thing running through his mind was to kill these unknown assassins and achieve his life long dream, to become a hero. However, none of the bullets he fired found their mark. And suddenly, with a flash of light, Johnny fell to the floor unconscious, with blood flowing from his face.

Johnny woke up in pain. Suzuki, his father's life long friend from Zipang, saved him. Johnny spoke of the incident at the ravine with Suzuki in hopes that Suzuki would teach him Zipang's legendary fighting technique.





Suzuki, a master of this ancient fighting art agreed to teach Johnny, knowing that Johnny's life would be forfeit otherwise. A few days later, Suzuki and Johnny departed to Zipang.

Many years have passed . . .

Johnny is now a master of both his own traditional fighting method, and Zipang's. He wields his gun and the blade of the Samurai with equal skill. He commits himself to his new name "ZAN" and returns to his hometown.

JOHNNY NO MORE

Once upon a time a blue eyed boy from the old west learned one of life's cruelest lessons . . . that evil was bigger than his gun.

So he followed the footsteps of a mysterious master to the far east where he learned the secrets of the sword and came back home with the heart of a gunman and the soul of a samurai.

Johnny had a dream of being the biggest hero around. There wouldn't be an enemy that he could not put down with a gun.

Then one day Johnny met his match and turned his world around, he changed his name and learned the shogun way of the land of the rising sun.

Rising ZAN

Samurai Gunman

Rising ZAN

Johnny no more

Music & Lyrics by David Nowlin and Greg Weber
Greg Weber: Lead & Background Vocals, Drums
David Nowlin: Acoustic & Electric Guitars, Bass
Kenny Harper: Lead Guitar

Recorded & mixed at Wellness Productions
Produced by Mark Johnson

GOOD GUYS

ZAN

Weapons: Gun and Katana
Quote: Smokin'

The Super Ultra Sexy Hero of the saga. This blue-eyed boy from the Old West follows his own idea of sagebrush law to bring back justice to the whole world. As a young 'un he received a powerful gun, specially made by his father. Later, he trained in Zipang with Master Suzuki and absorbed all there was to learn about Zipang's traditional fighting method. Now he has returned to his hometown - to find an evil bigger than his gun!

SAPPHIRE

Weapons: Knifes and Katana
Quote: I'm here to help.

Granddaughter of Suzuki, ZAN's master. In Zipang, as a ninja extraordinaire, she played a part in ZAN's training. After ZAN left Japan, Master Suzuki summoned Sapphire to the U.S. to take part in the taming of ZAN's hometown.

MASTER SUZUKI

Weapon: Towel
Quote: You're better than I thought.

Master Suzuki reigned for years in Zipang as the ultimate master of the ninja arts. When he retired, he left Zipang to make his home in the U.S. Settling in the wild west, Suzuki ran into outlaw trouble, and ZAN's father Kevin saved him. Suzuki and Kevin became inseparable friends until Kevin's untimely death at the hands of mysterious assassins.

VALERIE

Weapon: Six-Shooter
Quote: Can't you just kill them all?

Val is ZAN's childhood friend. She remembers ZAN as the kid Johnny, and knows plenty about him. After ZAN left town, Val took over as leader of the local protection. In a recent shootout, she and a group of townspeople were captured by the Jackal's U.S. operators.

BAD GUYS

JACKAL

The Jackal Organization, feared throughout Zipang, is an underground cult that combines the powers of darkness with the strongarm methods of terrorism. To fulfill its evil scheme of conquering all nations and enslaving all humans, Jackal needs money - lots and lots of it. Jackal swears to rule the world with golden power!

QUEEN JACKAL

Weapon: Witchcraft
Quote: Gold rules!



The founder of Jackal and a master of witchcraft, Queen Jackal sent her sidekicks Gizmo and Loki to the U.S. to steal gold from the western mining towns. Queen Jackal remains out of sight while her henchmen carry out her orders - transforming enemies into minions of Jackal's special witchcraft brigade.

LOKI

Weapon: Double Katanas
Quote: Your luck has just run out!

Loki and Gizmo arrived in AM's hometown and started kicking up a ruckus. Queen Jackal recognized Loki's superior powers and made him

der in chief Jackal's U.S. operation. His main mission is to subdue the westerners and confiscate their gold.

GIZMO

Weapon: His Brain
Quote: Come out, my beloved creation!



Gizmo is an inventor and Chief Administrator for Intelligence. He transforms gold into Special Energy and turns humans into his own eerie creations to fight for Jackal.

BIG BELLY

Weapon: Huge ax.
Quote: The little #@%&&!

Big Belly has great strength, huge size and a powerful smell. He's not very smart, but when he attacks it doesn't matter. With his ax a-whirlin', you can bet that whenever you run into Big Belly, you've got double trouble!

GREEN NINJA

Weapon: Sword
Quote: How dare you ring the sacred bell!

Though a minor enemy, he ranks above Straw-Straw and Strawman in strength. His lightning sword attack is not as powerful as it looks, but his moves are astonishing!

SUMO CHAMP

Weapon: 8-Handed Attack
Quote: Ugh.

Queen Jackal scouted this heavy date when he won second place in the Mr. Zipang Sumo Beauty Contest. This ponderous predator of the 2nd Impact was born under the sign of the Octopus. His unique attack gives new meaning to "All hands on deck!"

MAIN MENU

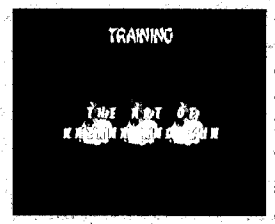
Directional buttons up/down to select and press the ⊗ button to execute.



STORY START

Start a new game at Impact 1. Once you clear an Impact, you can select it again next time you play.

TRAINING



Learn to use the weapons and moves of a master samurai gunman. Master Suzuki and Sapphire guide you through an intensive Training course in Zipang. Completing the course helps you master the button controls and combinations.

When you re-enter Training you can collect valuable scrolls and compete against your own best time. Search with cunning - some of the scrolls are hidden.

RISING ZAN is an adventure of the Old West where each man is a law unto himself. There are no rules - and ambushes at every turn. We suggest you take your training seriously so you don't get in more trouble than a baby jackrabbit trapped on a shootin' range.

OPTIONS

Set up your game. See how in the section Options on the next page.

REWARDS

Select your reward for high-caliber performance. Tempted? See the section Rewards on page 23 for how-to.

OPTIONS

Select OPTIONS on the Main Menu. Then Directional buttons up/down to select a category and left/right to set. The current settings are illuminated. Press the △ button to exit to the Main Menu.

Auto Save When ON, the game automatically saves your performance (at the beginning of the last Impact played) whenever you select EXIT on the Game Over Screen. When OFF, the game does not automatically save, but you can record your performance with the SAVE option (below).

Important: When you load a saved game, it always starts at the beginning of the last Impact played.

Memory Card Choose SAVE to save your latest game performance (at the beginning of the last Impact played) to the Memory Card. If you already have a saved game, confirm the overwrite or cancel.

Choose LOAD to load the saved game from the Memory Card. The game will start at the beginning of the last Impact played.

Volume 1 & 2 Adjust the BGM (background music) and SE (sound effects) volume. Higher numbers = louder volume.

Vibration Make the game more realistic by turning the Vibration feature ON. (Dual Shock™ Analog Controller only.) Turn OFF to quiet the controller.

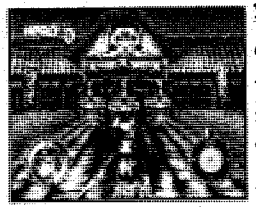
Best Play Directional buttons right to check out the high scores and best completion times.

SPECIAL ATTACKS

You must have some Spirit to use a Special Attack. Using Special Attacks depletes ZAN's Spirit by a certain amount. If ZAN's Spirit is totally drained, you'll have to wait for it to recover before using another Special Attack. Depleted Spirit recovers over time. You can also regain some or all Spirit by finding Spirit Balls (See Necessities on page 22 and The Streets of Tsuka Town on page 17 for more.)

To perform Special Attacks, press the Directional buttons or Left Stick in the direction indicated below, then immediately press the controller button.

Hint: The Directional buttons/Left Stick direction is the same regardless of the direction that ZAN is facing.



HIT BACK

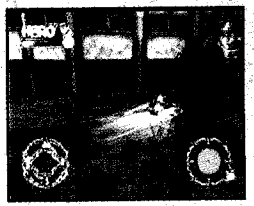
Command: ↑↑ + R1

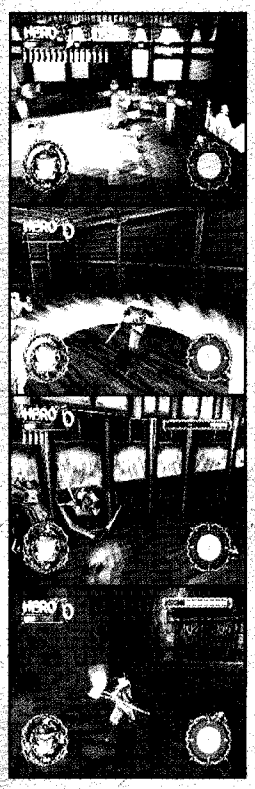
Defend against a fireball or other projectile and ricochet it back toward the attacker. When used in hand-to-hand combat, Hit Back stuns ZAN's attacker long enough for ZAN to get in an unresisted katana slash or gunshot.

CHARGE

Command: ↑↑ + ⊗

A katana skill. Blitz forward and impale your enemy.





SLICE

Command: →→ + ⊗ or ←← + ⊗

A katana skill. Swing the katana sideways in a sweeping arc.

HURRICANE

Command: ↔ + ⊗ or →← + ⊗

A katana skill. Swing the katana in a 360 wheel while whirling in place.

SPIN

Command: ↓↑ + ⊗

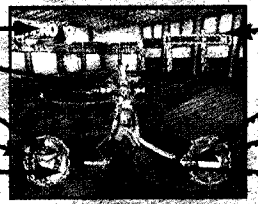
A katana skill. Swing the katana in a 360 roll while somersaulting forward.

RUSH

Command: ↑↑ + hold ▣

A gun skill. Rapid fire your gun at random. Hold down the ▣ button to continue firing. Change direction by pressing ← or →.

THE STREETS OF TSUKA TOWN



Hero Meter Fills up as you earn Hero Points and the power to use the secret ninja art, Hustle Time. The number next to the meter shows how many Hustle Times you've earned (up to 3). See the section Playing the Game on the next page for more.

Target Sight Tap L1 to activate the target sight.

Life Gauge Yellow/red ribbon depletes as you take damage. Find different kinds of eats and drinks to restore life strength. When the ribbon disappears, the game's over. See the section Necessities on page 22 for more.

ZAN ZAN's expression shows how good, bad or ugly he feels.

Spirit Gauge Blue/green ribbon indicates Spirit. When it reaches a certain level, you can use Special Attacks. Every Special Attack used depletes the ribbon, which gradually recovers over time. Pick up Spirit Balls to restore and increase Spirit. See the section Necessities for more.

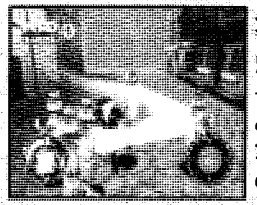
Enemy Life Gauge When ZAN fights a boss, this gauge shows the enemy's strength. It depletes as the boss takes damage. Drain his Life Gauge before ZAN's able to win the battle.

Radar Scope out where enemies lurk. ZAN is the blue triangle in the middle.

Navigator Keep a beady eye on the arrow. When it turns green, there's a door or exit nearby that ZAN can open.

Hustle Timer Stick of dynamite burns down as you burn Hustle Time.

PLAYING THE GAME



MISSION

ZAN travels through many Impacts on the trail of the Jackal Organization. Defeat the Jackal's minions and destroy each stage's boss to advance to the next Impact. Rescue ZAN's friends and annihilate Jackal. Goal Goal

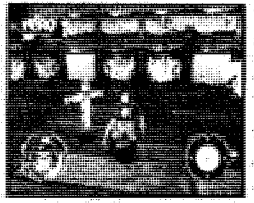
Note: You can return and replay Impacts you've already completed. But to really show your stuff and make your mark in Tsuka Town, keep moving on to new Impacts.

END GAME

When ZAN's Life Gauge drains out, the game ends. You can forestall this tragedy by gaining a Sayonara Spirit. See the section Necessities on page 22 for more.



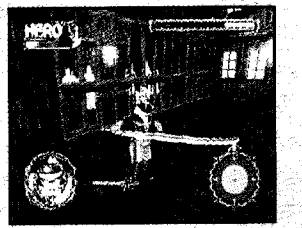
HERO POINTS



Earn Hero Points throughout the game by defeating enemies, rescuing hostages and succeeding in All Button Events. Hero Points give ZAN the power of the secret ninja art, Hustle Time. Once Hero Points are depleted, ZAN must gain more before using Hustle Time again.



HUSTLE TIME



When ZAN's Hero Points allow it, press the △ button to summon his secret power, Hustle Time. ZAN moves at double-speed with his katana extended to an unreal length. He can perform all the Special Attacks without draining any Spirit.

Make use of this fury unleashed to fillet as many enemies as you can. Hustle Time is extended depending on how many times you press the △ button when activating the power (up to 3 times max.) The dynamite stick fizzes as you burn Hustle Time. When it goes out, Hustle Time is over.

ALL BUTTON EVENT (A.B.E.)



A. B. E. BAR

Each stage has a surprise All Button Event. ZAN finds himself in a real bad spot and has to go loco to survive. When you see "All Button Event" on screen, get ready for a countdown. At "0," start pressing all the buttons and Directional buttons/Left Stick directions like a one-legged mule in an ass-kicking contest. Turn the A.B.E. bar 100% blue before the timer reaches 0. If you succeed, ZAN earns a load of Hero Points. If you don't succeed, the bar turns red and ZAN incurs damage.

Hint: The Start and Select buttons are not used in All Button Events.

FINISH

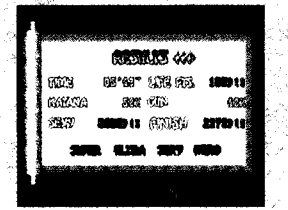


After conquering a boss, you enter the Finish. First, ZAN is subjected to another A.B.E. Then a coin is flipped skyward. Make as many attacks as possible before the coin hits the ground. When it's all over, you'll receive a Finish Skill. There are seven levels of Finish Skills, which are awarded according to the damage you caused.

***Note:** If the number of buttons pressed in the A.B.E. is 65 or less, no attack time is provided, and the Finish Skill is awarded immediately.*

Hint: Use as many different special attacks as you can during the Finish to earn bonus points.

RESULTS



Time	Impact clear time
Life	Life remaining at the end
Katana	Number of times Katana was used
Gun	Number of times Gun was fired
Sexy	You gain points for fighting sexy, e.g. using Hit Back, taking less damage, not using Defend, and so on
Finish	Points earned in the Finish

RANKINGS & HERO BADGES

You'll be evaluated by the points you earned, shown on the Results screen. Five levels of ranking are possible, ranging from Chicken to Super Ultra Sexy Hero. You'll earn Hero Badges depending on your rank (see the section Hero Badges on page 24). That's my story and I'm stickin' to it.



WEAPONS

JOHNNY NO MORE GUN



ZAN's father Kevin had this gun specially made, and presented Johnny with it on his birthday. Soon after that, Kevin was killed by an unknown force. The 56mm, revolver/rifle composite weapon is so powerful that a normal person would be shattered attempting to fire it. It uses its own unlimited bullets, and all the special ammo ZAN picks up in the game. ZAN calls his gun "Johnny No More."

DEMON SLAYER



Many centuries ago in Japan, a geisha lost her lover to a ravenous monster. In retaliation, she gathered together all the gold she could and paid a master swordsmith to make a special monster-slayer. The swordsmith melted together four great swords and with a secret process created the great Deman Slayer.

The Demon Slayer is so heavy that only giants and champions can wield it. Throughout the centuries, few men have been able to handle it, though many have tried. The magical Demon Slayer has the power to extend its length when used by the right swordsman. Master Suzuki presented ZAN with the Demon Slayer when he completed his training in Zipang.

NECESSITIES

Suzuki and Sapphire figured the streets of Tsuka Town would soon be awash in gold rustler gore. They scattered a few things around to help ZAN out and make sure most of the gore wasn't his. Shoot or slash these items to pick them up.

EATS AND DRINKS

Say, pardner, what kind of grub do y'all like? Hot, cold or otherwise?



- **Green tea** and **cola** restore life strength by 20.
- **Tempura** and **hamburger** restore life strength by 40.
- **Sushi** restores life strength by 80. ZAN's favorite.

AMMO

In Tsuka Town, we like to know when ya spit and how fur it went.



- **Special bullets** can be rapid-fired, three at a time.
- **Missile bullets** inflict major damage with just one shot.



SPIRIT BALLS



- Blue **Kamikaze Spirit** adds a second Spirit Meter ribbon and begins filling it with green. This energy is used first when Zan uses Special Attacks, allowing him to perform Special Attacks continuously. Once gained, a Kamikaze Spirit remains effective for the rest of the game. Find additional Kamikaze Spirits to increase the Spirit Meter even more.

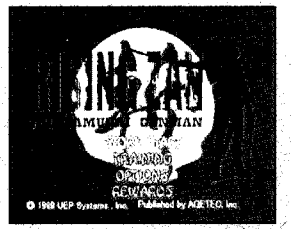


- Red **Sayonara Spirit** springs ZAN back to life after dying. Once gained, the Sayonara Spirit automatically kicks in when ZAN's life strength reaches zero. One time use per Spirit.



REWARDS

If you're good, you can get better. If you're very good, you get rewards. You must achieve a certain level of performance to open up additional levels of difficulty and attain new rewards. To choose your reward, select REWARDS on the Main Menu.



You can earn a total of four rewards:

- Complete the game in Normal Mode to open Hard Mode and get a reward.
- Complete the game in Hard Mode to open Expert Mode and get another reward
- Complete the game in Expert Mode to get an additional reward.
- Earn 15 Hero Badges to attain the Ultimate Sexy Reward.

HERO BADGES

When you complete an Impact you'll receive a ranking. You'll also receive Hero Badges if your ranking is high enough (see the table below).

	Hero Badges Earned		
Ranking	Normal Mode	Hard Mode	Expert Mode
Chicken	0	0	0
Hero	0	0	0
Sexy Hero	1	2	3
Ultra Sexy Hero	2	3	4
Super Ultra Sexy Hero	3	5	7

Hero Badges accumulate as you complete Impacts in sequence. For example, say you're playing in Normal Mode. If you complete the 1st Impact as a Sexy Hero, you'll receive 1 Hero Badge. Then, if you complete the 2nd Impact as an Ultra Sexy Hero, you'll receive 2 more badges for a total of 3 Hero Badges altogether.

However, if you replay the same sequence over and over, your Hero Badges won't accumulate. For example, in Normal Mode again, if you complete the 1st Impact as a Sexy Hero, then replay it and complete it as an Ultra Sexy Hero, you'll still only earn 2 Hero Badges (the maximum for Ultra Sexy Hero in Normal Mode).

The trick is, be adventurous! Keep playing more Impacts to build up your Hero Badge count. Don't be satisfied playing the same Impact over and over.



SUZUKI'S SAGE ADVICE

- *Use the target sight for straight shootin'.*

  Tap L1.

  When you lock on, a green target sight appears over the nearest target. Tap again to move to the next target. When your sight locks on to the target you want, attack with gun or katana. The target sight turns red when you attack. The camera always follows a moving target, so you won't lose sight of the enemy. If you move too far away from a targeted enemy, the sight disappears.

- Slice 'n' shred with Triple Slash Katana Combo

  ⊗ + ⊗ + ⊗

  Press the ⊗ button once to slash, twice to slash right/left, and three times for a Triple Slash attack. While you're slashing, it's harder for the enemy to hit you. This combo does not use Spirit, so there's no limit on when or how often you can use it.

- Pulverize with Katana/Gun Combo

  ⊗ + ■ + ⊗ + ■ + ⊗

  This combination is very effective - especially the last katana attack. This combo does not deplete Spirit. Use it often, as it will help you gain Sexy Points.

- You can set up a continuous katana attack by merely pressing the ⊗ button repeatedly. By alternating the ⊗ button and the ■ button, you can initiate a continuous katana/gun barrage with even higher attack power.

- Don't neglect your training. It teaches you how to use your moves in a safe environment. Pay attention and the practice will pay off when you're out there in the crossfire. To quit during a Training session, press Start + Select at the same time.

- All Button Events demand scads of energy, so take a deep breath and rock! Use all the buttons including Directional buttons/Left Stick, L1, L2, R1, R2, ●, ⊗, ▲ and ■ (Start and Select are not used). The more times you press the buttons during the countdown, the more Hero Points ZAN gains.

- ZAN's enemies are strong and the normal bullets in his gun are fairly weak. It usually takes more than one shot to splatter a demon foe.

- When an enemy or object is high up and normal attacks won't work, use the target sight to aim at and shoot them.

- Check out doorways, stairs and platforms for hidden necessities. Destroy chests and barrels by attacking them. You may hit pay dirt and gain an important item.

- Liberate yelping townspeople by cutting something down, slicing or shooting their ropes, or attacking their prison doors. Increase ZAN's Hero Points with successful rescues.