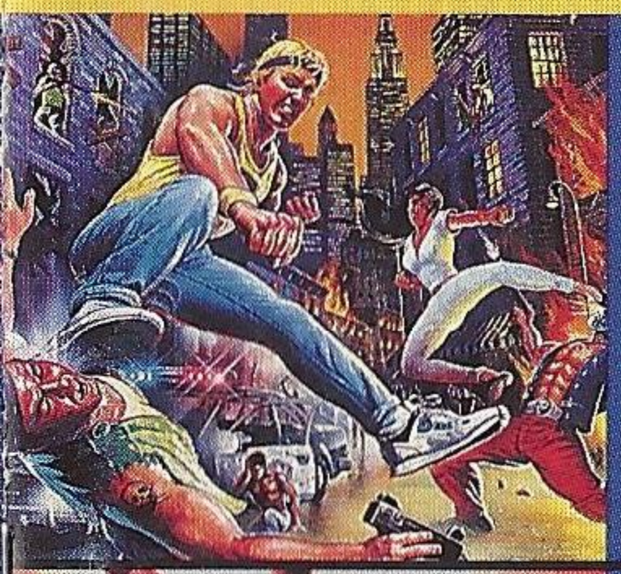
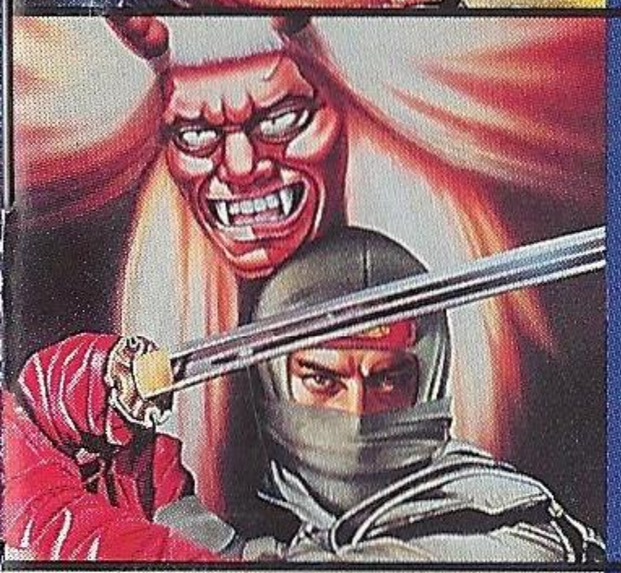
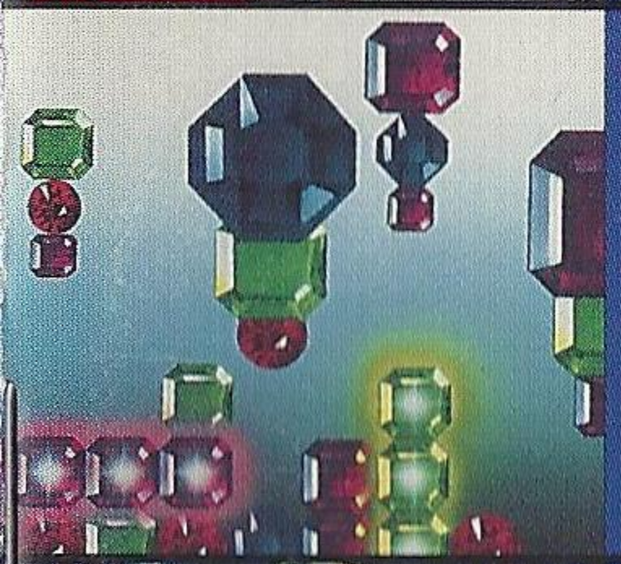
INSTRUCTION MANUAL



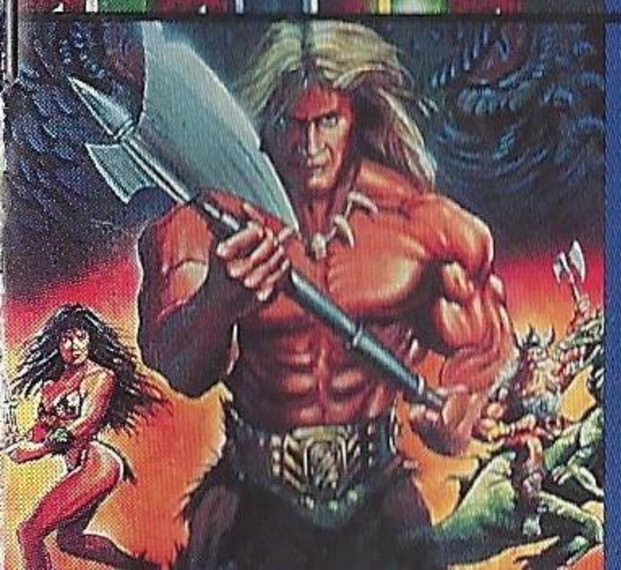
STREETS OF RAGE™



REVENGE OF SHINOBI™



COLUMNS™



GOLDEN AXE™

SEGA ARCADE CLASSICS™

ARCADE COLLECTION

ARCADE COLLECTION

SEGA™

WELCOME TO THE NEXT LEVEL

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Starting Up: How to Use Your Sega CD

1. Set up your Sega-CD system by following the instructions in your Sega-CD System Instruction Manual. Plug in Control Pad 1. For two-player games, plug in Control Pads 1 and 2.

2. Turn the system ON. The Sega-CD animated display will appear. If nothing appears on screen, turn the system OFF and make sure it is set up correctly.

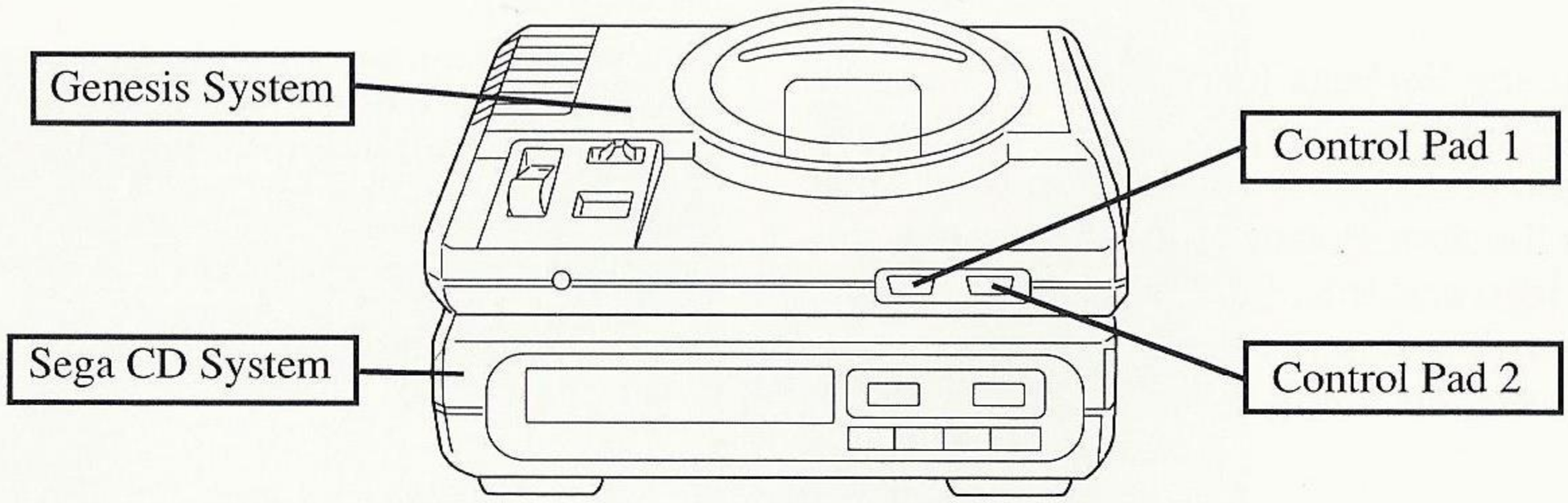
3. Press Button C on the Genesis Control Pad, and the on-screen Control Panel will appear. Use the D-Button to select EJECT and press Button C to open the CD tray.

4. Place the *Sega Classic Arcade Collection* disc in the well of the CD tray and press Button C. The CD tray will close, and the words CD-ROM will appear on the Control Panel.

5. Use the D-Button to move the cursor onto CD-ROM and press Button C. The opening screens of the game will appear.

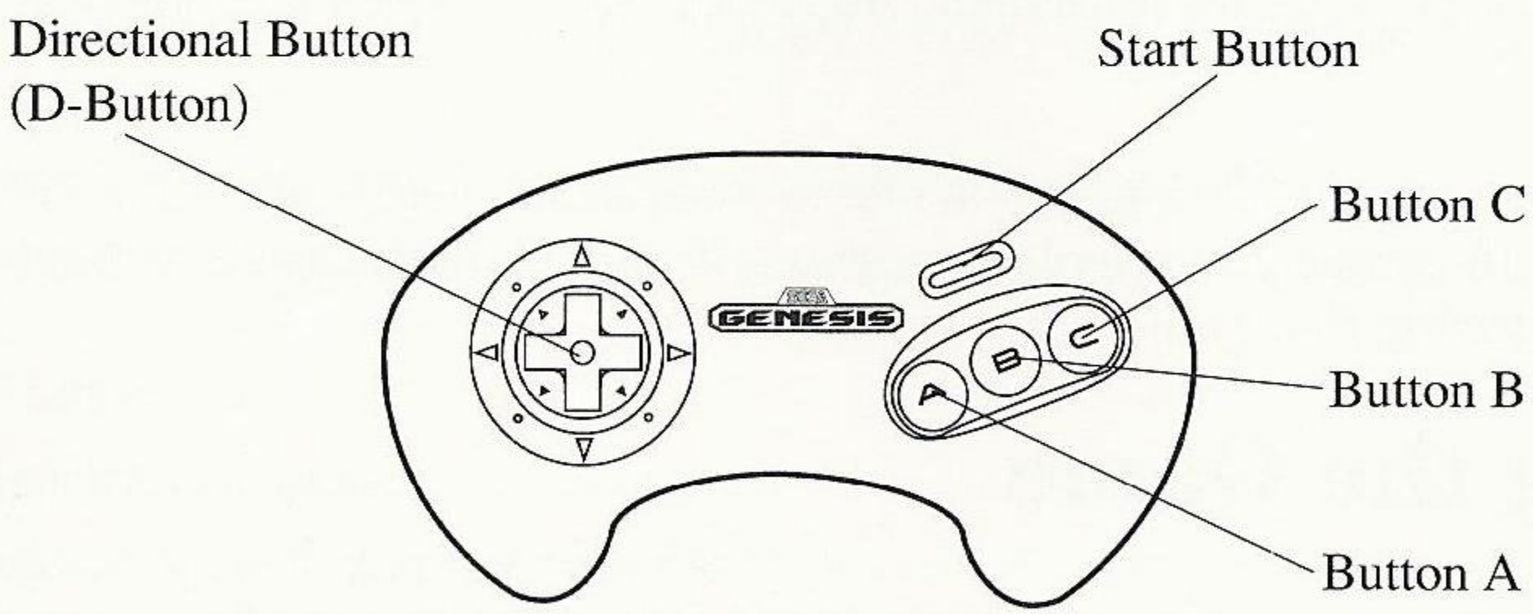
6. If you wish to stop a game in progress, or if the game ends, press the Reset Button on the Genesis console to display the on-screen Control Panel.

For Game Play Assistance, call
1-415-591-PLAY.



The Control Pad

Throughout this booklet, the buttons on the Genesis Control Pad will be referred to as follows:



Refer to the "Take Control" section of the manual for each game for instructions on control pad functions.

Selecting the Game

Following the Sega logos is the Menu screen shown at right. Use the D-Button to highlight the title of the game you wish to play, and press the Start Button. After a moment, the Sega logo and introductory screens of the game will appear. Start the game as instructed in its manual.



Changing the Game

Should you decide to play another game on the *Sega Classics Arcade Collection* disc, simply press the Reset button on your Genesis console. After a moment, the introductory animation screen for the Sega CD will appear. Press the Start Button to bring up the Menu screen, and select "CD-ROM" with the cursor. After a moment, the Sega logos and Game Menu screen will appear for you to make your next choice.

You can stop play and switch games while in the middle of any game. However, once you stop the game you are playing, you will not retain the score or items you accumulated during that game.

Ending the Game

Should you wish to stop play on the *Sega Classics Arcade Collection* disc, press the Reset button on the Genesis console to bring up the Sega CD Menu screen. Then eject the disc.

Playing Instructions For



Take Control!

If you are unfamiliar with the Genesis control pad, please refer to page 3.

Directional Button (D-Button)

- Press up or down to move the marker on the Start Game, Options, and Sound Test screens.
- Press left or right to change options on the Options screen.
- During play, press to make your warrior walk, run, or jump in any direction.

Start Button

- Press to start game.
- Press to bypass opening screens.
- Press to make selections on the Options screen. (You can also press Button A, B, or C to make selections.)
- Press to pause game. Press again to resume play.

Buttons A, B, and C

- The functions of these buttons can be set at the Options screen (see *Options* on page 8 for more information). One button is used to Attack, another to Jump and the third to call up Magic (Special Attack).

With the Attack Button

- Press once or twice quickly to stab or slice.
- Press three times quickly:
  — for a strong stab or slice at distant enemies.
  — to poke your weapon handle at nearby enemies.
  — to grab an enemy who's right on you and throw him down in a body twirl.
- Press four times quickly to poke your weapon handle at an enemy who's right on you.
- Press five times quickly to kick an enemy who's right on you.

Special Moves

- Press the Attack button and the Jump button simultaneously for a special attack.
- Press the Jump button, then quickly press the Attack button for a downward slash with your weapon.
- Press the D-Button right or left twice quickly to run in either direction.
- While running, press the Attack button for a body slam, kick, or head butt, depending on your warrior.
- While running, press the Jump button for greater distance. During this jump you can also press the Attack button for a downward thrust.
- Remember that each warrior has special attack skills. What one warrior can do, the others may not be able to do.

Gear Up for Battle!

When you press the Start Button, the Start Game screen appears. Press the D-Button to move the marker to the game mode you want to play:



Arcade

The arcade version of Golden Axe. Your journey takes five days and is recorded on a map.

Beginner

In this mode the game ends at Stage 3, after a battle with Death Adder Jr.

The Duel

Here you can test your skill against other characters from the game. You'll fight twelve separate duels with Death Adder's soldiers. As you win each duel, you go on to the next with more challenging opponents. If you lose a duel, the battle ends.

Credits

Your Credits are the number of times you can continue an Arcade or Beginner game after being defeated. You can continue three times. You cannot change your number of Credits.

Options

After selecting a game mode, press the Start Button to begin play. Or use the D-Button to move the marker to Options and press the Start Button. The Options screen appears. Press the D-Button up or down to move the marker to the option you want. Then press the D-Button left or right to change the setting.



Life Meter

- Choose the number of hits (three, four, or five) that your warrior can take before losing a life. You start the battle with three lives.

Control

- Choose the settings for the A, B, and C Buttons on the Control Pad. You have six choices.

Sound Test

- Press the Start Button (or Button A, B, or C) to see the Sound Test menu. Press the D-Button up or down to move the marker to the game sound you want, then press the Start Button (or Button A, B, or C) to preview the sound.

Exit

- Press the Start Button to return to the Start Game screen.

At the Start Game screen, select your game mode. Then press the Start Button again to begin play.

Three Warriors



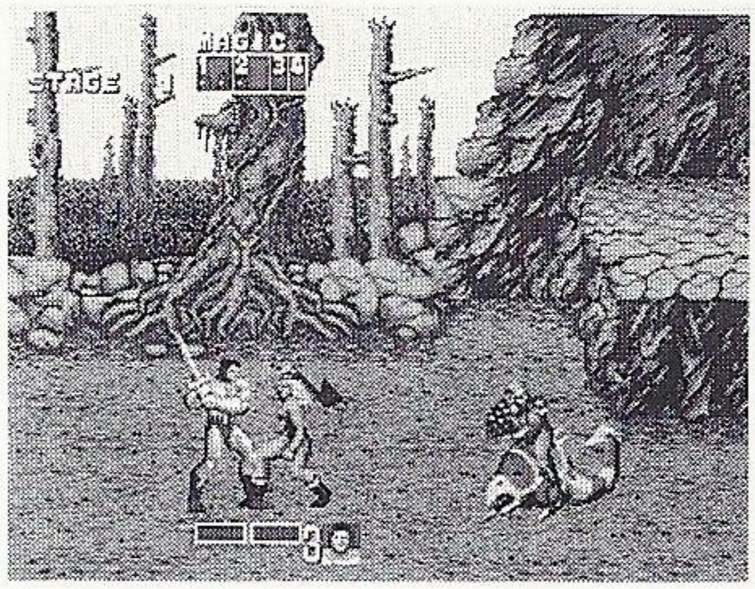
The Warrior Selection screen appears. Press the D-Button left or right to make the warriors circle. Release the button when the warrior you want is in front, then press the Start Button (or Button A, B, or C) to choose that warrior and begin the game.

The Quest for the Golden Axe

Magic Box

Life Counter

Hit Meter



Keep an eye on the Game screen indicators to check how you're doing. The Magic Box at the top of the screen shows how many Magic Pots you're carrying. Magic is a devastating weapon that knocks out all enemies on screen. But some of them will be strong enough to revive! Stay on guard!

Your Hit Meter shows how many hits you can take until you lose a life. Your Life Counter shows how many lives you have left.

To keep on the right track, follow the Go arrows when they appear.

Magic and Strength



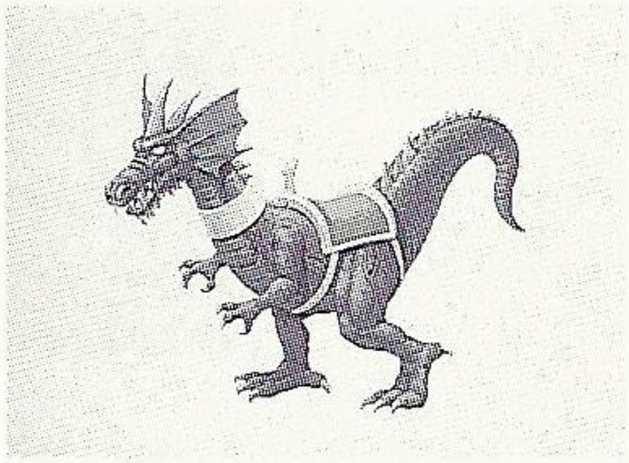
You start the battle carrying one Magic Pot, but you'll need much more than that to survive the battles ahead. The more Pots you have, the stronger your Magic will be.

During your travels you'll sometimes find little Elves running underfoot. These tiny guys carry sacks full of things you need. Nudge the Elves to make them drop Magic Pots and Strength Bars from their sacks (sometimes it takes a strong nudge). Walk over these things to pick them up. Save the Magic Pots for the right moment. The Strength Bars give you extra strength right away.

In Arcade mode, you use up all your Magic when you press your Magic button. In Beginner mode, you use up two Magic Pots when you press the Magic button.

Bizarrians

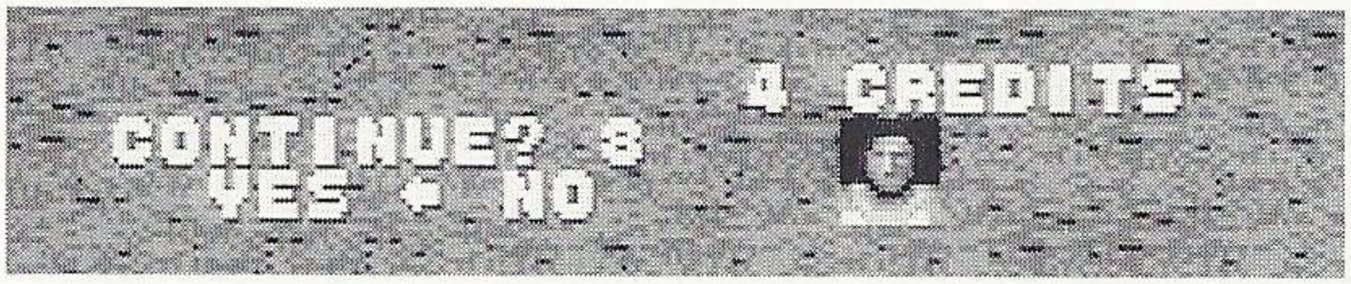
You'll have plenty of chances to meet up with Death Adder's beasts, the Bizarrians. If you knock an enemy off the back of a Bizarrian, you can mount the creature yourself and use its special skills to your advantage. Some Bizarrians have deadly tails that pack a terrific wallop. Others spit flames and twirling fireballs.



Pause and Resume Play

Press the Start Button to pause the game during play. Press it again to resume play.

Continue Game Message



When you've lost all your lives, the game ends and the Continue Game message appears at the bottom of the screen. With the marker pointing to "Yes," press the Start Button to continue play from the stage you were playing when the game ended. Or, use the D-Button to move the marker to "No," and press the Start Button to end the game.

The Continue Game message appears as long as you have Credits left. You start with three Credits to continue. Your current number of Credits is shown in the Continue Game message.

Battle Sites

Stage 1: In the Woods

You'll get to know the crudest and least skilled of Death Adder's soldiers. You'll also meet up with the Twin Brutes and Lizard Women. Grab as much Magic as you can for the ordeal ahead.

Stage 2: Turtle Village

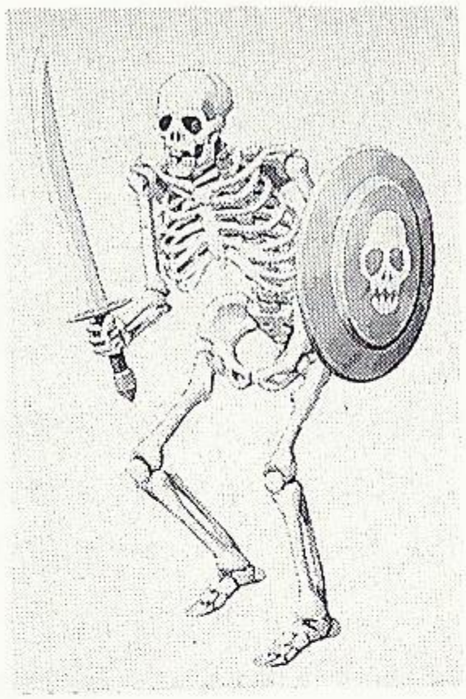
Death Adder's army awaits you in the village. They're stronger and meaner than the soldiers in the woods. Ride a Bizarrian to victory!

Stage 3: Crossing to the Mainland

You'll have to cross a perilous bridge. Leap for distance – it's a long way to the bottom if you miss.

Stage 4: Eagle Island

The island is actually the back of a huge eagle, with Skeleton Swordsmen hiding in its feathers. Narrow bridges make the battle even more hazardous.



Stage 4: To the Palace

Fight for your life on cobblestone streets against more soldiers, Lizard Women and fire-blasting Bizarrians.

Stage 6: The Palace Gates

Death Adder Jr. guards the palace gates. He's skilled at throwing sparking balls of electricity. Be quick – his weapon is difficult to avoid.

Stage 7: The Dungeon

This dark and dreary place is infested with Skeleton Swordsmen. Watch out for broken floors and dangerous pits.

Stage 8: The Final Battle

It's time to face your most dangerous enemy, and has he got a surprise for you!

Scoreboard

The Scoreboard appears at the end of a game. It shows your score, the number of times your warrior revived, and your total strength. It also shows your standing among all games played so far.

Survival Skills

- Practice, practice, practice! Work on your jump and attack skills to get your timing perfect. Mastering the attacks and all their variations is the best way to win!

- Experiment with your Jump and Attack Buttons to discover all the special moves. You'll be surprised at how many maneuvers you can do, including kicking, thrusting with the handle of your weapon, and tossing your opponent overhead in a body twirl.

- Ride a Bizarrian whenever you can. Let the monster take the hits while keeping the enemy's weapon swipes away from you.

- Learn to jump and whirl to get behind an attacker.

- Always face your enemy. Stabs in the back are lethal!

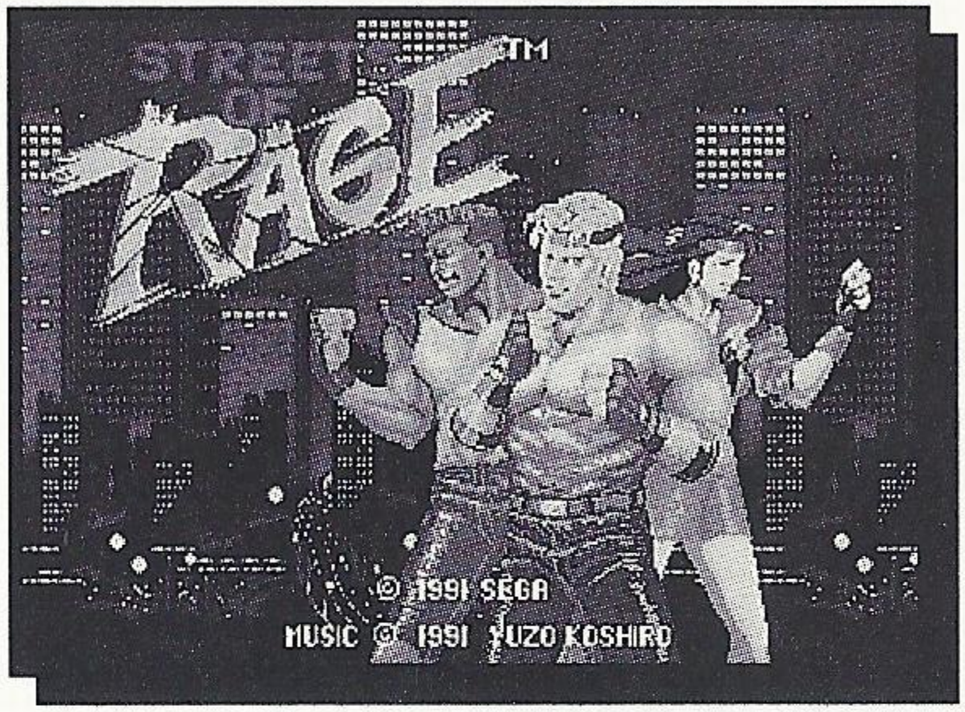
- Watch your Hit Meter and Life Counter. If you're getting short on lives, it might be a good idea to retreat instead of attack.

- Use your Magic Pots wisely. It may be a while before you get more. Stay on guard — some enemies are strong enough to revive after a Magic attack.

- Fighting on a cliff, near the sea, or on a terrace is very tricky. Instead of tumbling off, lure the enemy towards the edge and let him be the one to fall. You can even give him a little push.

- Some platforms can only be scaled from a secret spot, which you have to find.

Playing Instructions For



Take Control!

If you are unfamiliar with the Genesis control pad, please refer to page 3.

D-Button

- Press to move Adam, Axel or Blaze in any direction.
- Press, along with the Jump button, to control the direction of your fighter's jumps.
- Press to move the marker on decision screens.

Start Button

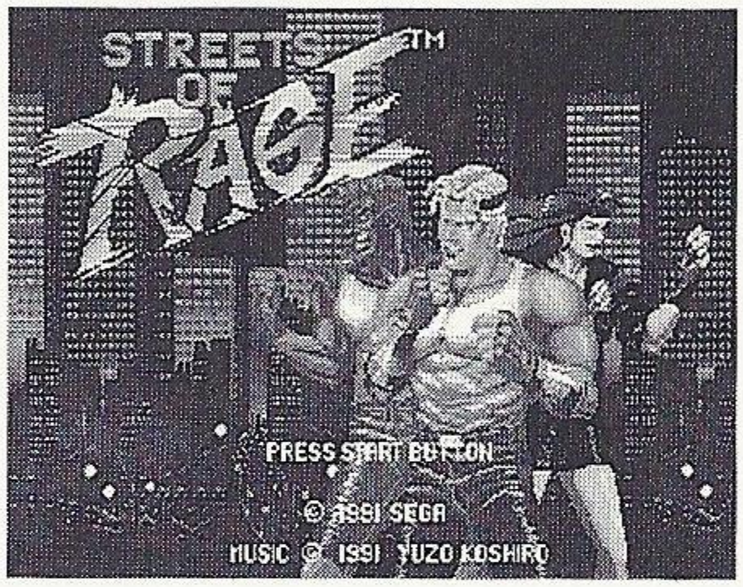
- Press to start the game.
- Press to pause game. Press again to resume play.

Buttons A, B and C

- The functions of these buttons can be set at the Options screen (see *Setting Options* for more information). One button is used to Attack, another to Jump and the third to call for help (Special Attack).

Getting Started

Press the Start Button until the Title screen appears. At the Title screen, press Start to bring up the Mode Selection screen. Press the D-Button up or down to place the marker next to "1 Player" or "2 Players" to begin play, or "Options" to set game conditions before beginning play. After placing the marker, press Button A, B or C, or the Start Button.



Setting Options



Press the D-Button up or down to highlight a category, and then press left or right to cycle through the various choices.

Sound Test: Press the D-Button left or right to reveal a title, then press Button A, B or C to hear the track or sound effect.

Level: Choose from "Easy," "Normal," "Hard" and "Hardest."

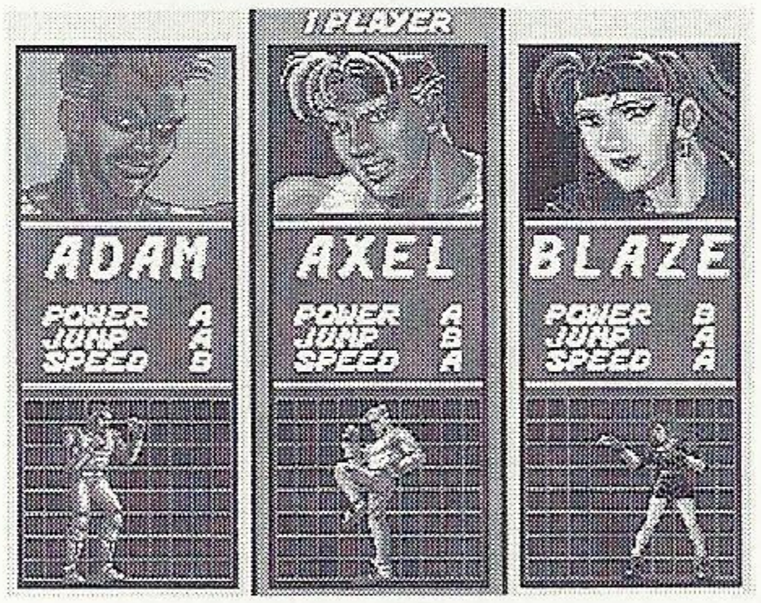
Control: Set the functions of Buttons A, B and C. Press the D-Button left or right to reveal the three different arrangements. Try them all while learning the game and find the one that suits you.

- Special Attack: Press to call for help in a desperate situation.
- Attack: Press to attack or to pick up an item.
- Jump: Press to jump.

Exit: When you're satisfied with the settings, highlight "Exit" and press Button A, B or C. The Mode Selection screen reappears.

Streets of Rage is for one or two players. Highlight your choice by pressing the D-Button up or down, then press Button A, B or C, or the Start Button. The Player Select screen comes up next.

Player Selection



Here you can choose one of the three fighters to guide into battle. The fighters are rated individually in three categories: Power, Jump and Speed. "A" shows strength in a particular area, and "B" represents slightly less ability. Press the D-Button left or right to move the selection box so that it frames the picture of the fighter you want. Player 1 moves the box with "1Player" at the top, and player 2 moves the box where "2Player" appears at the top. Press Button A, B or C, or the Start Button (on both Control Pads) to enter your selections. The game begins from Round 1 after the last selection is made.

When playing the two-player game, players 1 and 2 should work together. Naturally you both want a high score, but you'll get much farther if you watch each other's backs along the way.

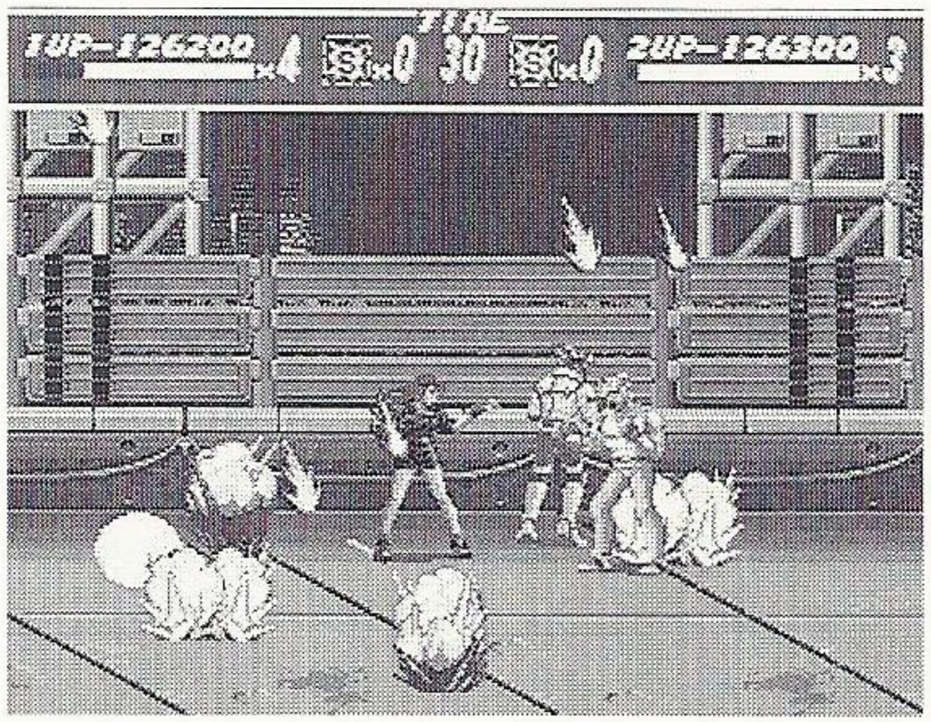
Joining a Game in Progress

A second player can enter an ongoing battle by plugging a Control Pad into Control Port 2 on the Genesis console. Player 2 should then press the Start Button on his/her Control Pad. Player 2's fighter drops from the top right corner of the screen. When a second player enters a battle that's already in progress, he/she cannot choose a fighter. The fighter that appears depends on player 1's choice, as shown at right:

Player 1	Player 2
Adam Hunter	Blaze Fielding
Axel Stone	Adam Hunter
Blaze Fielding	Axel Stone

Note: A second player cannot enter the battle if player 1 is in round 8.

Screen Signals

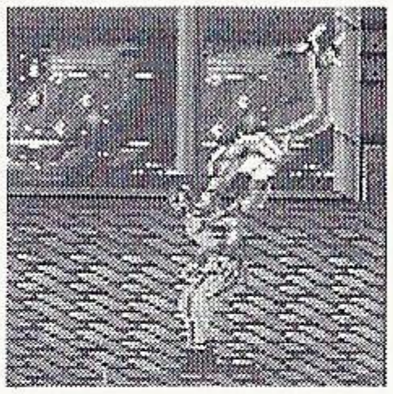


Attack Techniques

All three of our heroes are accomplished veterans of hand-to-hand combat, and have various abilities they can employ.

Attack button

- Press for regular attack.
- Press the Attack button rapidly for a series of rapid punches and kicks.
- Move your fighter close enough to an enemy to grab hold of him/her, and press rapidly for a series of vicious elbow, head and knee slams.
- Grab an enemy from behind and press to perform a Backdrop. This move inflicts major damage on all enemies!

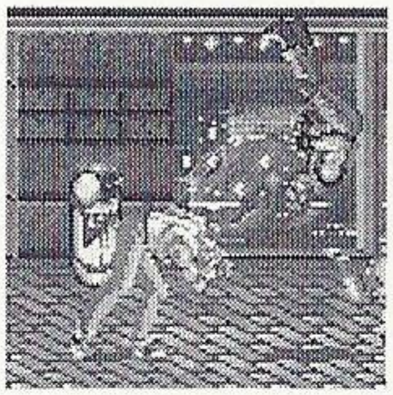


Jump Button:

- Press to jump. Use the D-button to jump left or right.
- Press to jump, then press the Attack button for a jump kick.
- Press together with the Attack button for a rear attack.
- Move your fighter close enough to an enemy to grab hold of him/her, and press for a shoulder or overhead throw.
- Grab an enemy's shoulders and press to vault over the enemy. Follow this with a Backdrop or other attack maneuver!
- If your fighter is grabbed from behind, press to kick any enemy directly in front of you. In the two-player mode, this is a great team tactic!



Special Tactics

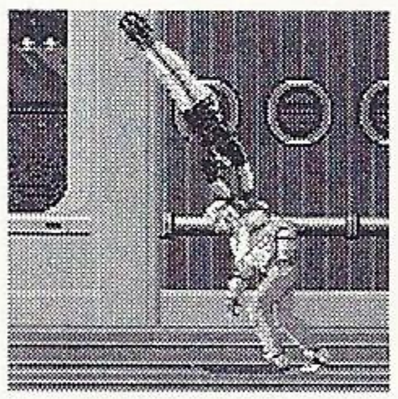


Neck Throw: After several Double Leg Kick attempts, press the Attack button just as your fighter's feet touch down. Your fighter hurls the enemy to the pavement. If your timing isn't just right, you'll be open to a counterattack!

Landing: Enemies can occasionally execute a throw, with your fighter as the projectile! As you're thrown, press the D-Button up while pressing the Jump button. Again, your success depends solely on your timing. A safe landing on two feet eliminates the risk of damage!

The following maneuvers are used in two-player games:

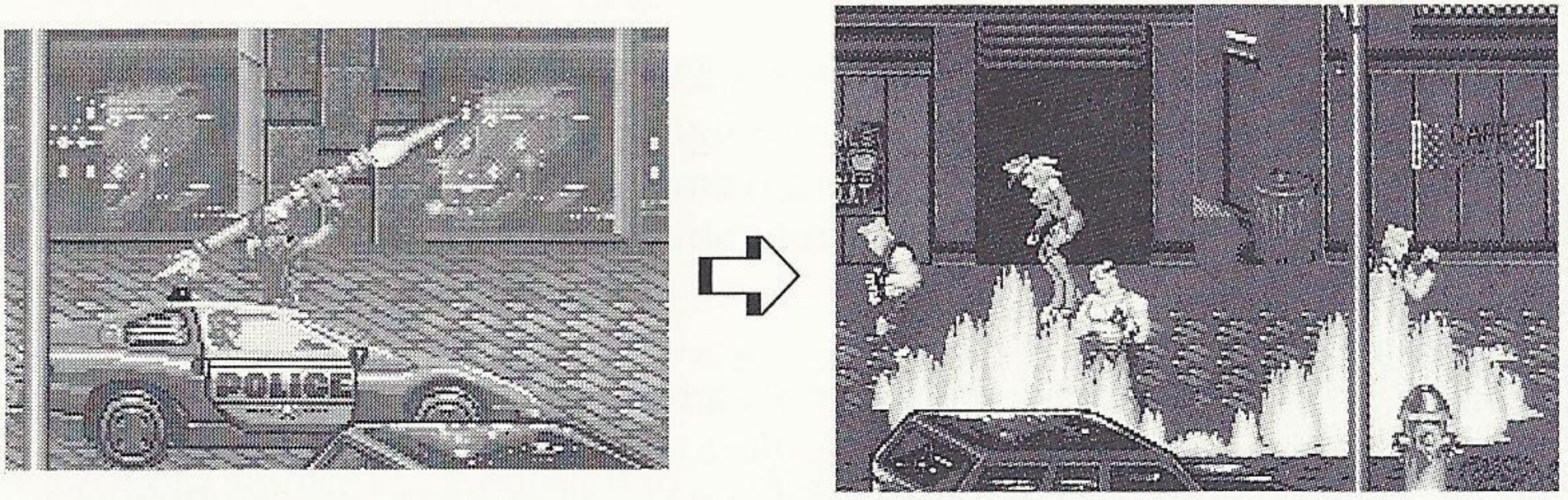
Team Tactic #1: Move your fighter to face his/her partner. Then grab your partner, press the D-Button in the direction opposite that in which your fighter is facing, and press the Attack button. Your fighter somersaults into the enemy and does considerable damage (if your timing and position are correct). This can be combined with a Vault to form a dazzling attack move!



Team Tactic #2: Let your partner do the same with you! This time, your partner becomes airborne. As with #1, timing and position are the keys to success.

Weapons: You will come across several different types of weapons as you play (see *Items* on page 20 for more information). To pick one up, move your fighter over it and press the Attack button. Press the Attack button again to use the weapon. The attack style differs depending on the weapon, so make sure you're in the proper position for your assault. A missed attack might leave you vulnerable to a counter-attack!

A Helping Hand



If you find yourself nearing the end, or hopelessly outnumbered, there's still one good guy left on the force. Press the Special Attack button and he launches a blast (Napalm for Player 1, Rocket-powered Grenades for Player 2) that damages all enemies in the area. The Special Attack function can be used once per player, unless he or she finds a Special Attack Item during play.

Items

Items can be found inside boxes, vent shafts, garbage cans, or even telephone booths. Press the Attack button to destroy the receptacle. If you find an item, move your fighter over it and press the Attack button to pick it up.



Apple: Partially restores your fighter's Life Gauge with a burst of energy.



Beef: Completely fills your warrior's Life Gauge!



1UP: Gives you an extra player to continue the fight against evil!



Special: Provides you with one more Special Attack!

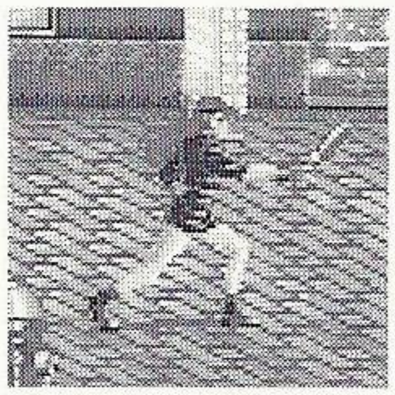


Cash Bag: Adds 1,000 points to your score.



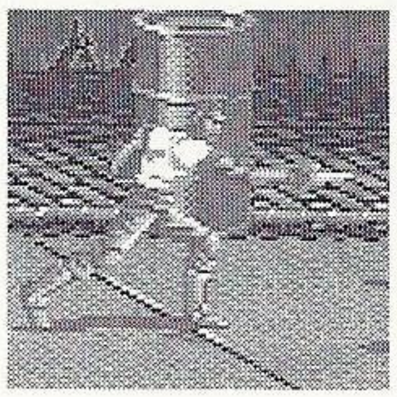
Gold Bars: Gives you a 5,000-point bonus!

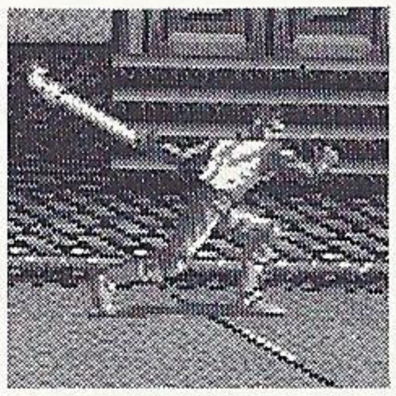
You will find weapons inside one of the aforementioned objects, or in the hands of an enemy hood. A quick assault will force the enemy to drop his/her knife, lead pipe, etc. and you can pick it up by moving your fighter over it and pressing the Attack button. Press again to use the weapon.



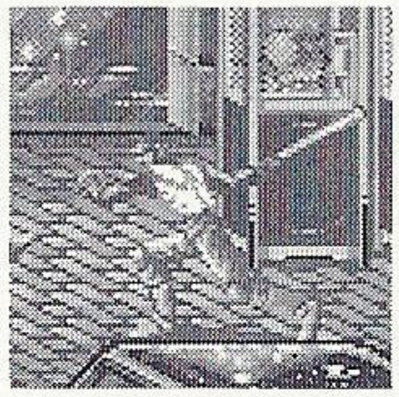
Bottle: Stun enemies with a quick blow to the head!

Knife: Thrown or thrust, a great tool for ventilating thugs!

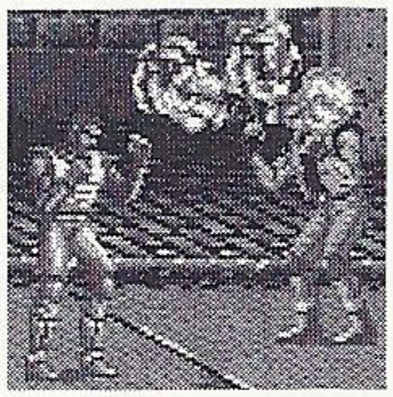




Lead Pipe: Take out a group of enemy hoods in one fell swoop!



Baseball Bat: Become the new home run king!



Pepper Shaker: Leaves enemies sneezing. Attack while they're incapacitated!

The Fight Sites

Your warrior will brawl his or her way through eight stages on the way to confronting the Syndicate Boss. If you make it, you'll engage in one last battle in order to bring peace back to the streets...

Round 1- City Street

Round 2- Inner City

Round 3- Beachfront

Round 4- Bridge

Round 5- Aboard Ship

Round 6- Factory

Round 7- Freight Elevator

Round 8- Syndicate Headquarters

Know the Score



You receive points for each syndicate hoodlum you put away (the point value depends on the strength of the particular thug). The super-tough slimeball at the end of each round is worth the most points. You can pile up a monster score while saving the city from the crime organization!

You also rack up bonus points as you clear each round. You're eligible for higher bonuses if you play at one of the more difficult levels.

Clear Bonus:	20,000 points	
Time Bonus:	100 points for each second remaining on the timer	
Level Bonus:	Easy	0 points
	Normal	10,000 points
	Hard	20,000 points
	Hardest	30,000 points
Remaining Player Bonus:	Easy	1,000 points per player
	Normal	2,000 points per player
	Hard	3,000 points per player
	Hardest	4,000 points per player

Game Over/Continue



You start the game with three players. If you lose all three, the game stops. You have the option of continuing play or starting from the beginning. The Continue/New Game Select screen appears in the Information Window

(top left corner for player 1; top right for player 2). Next to the word "Continue," your remaining credits are displayed. You can continue as many as three times, giving you a total of four credits. Place the marker next to your choice using the D-Button and press Button A, B or C, or the Start Button. Choosing "New Game" allows you to start over again. Selecting "Continue" lets you play on from the point where you ran out of players. The game is truly over when you've used up your credits.

Note: In the two-player game, each player has four credits.

High Score Screen



If you exhaust your supply of players and your score is in the top ten, you can enter your initials on the High Score screen. The Name Entry screen appears in the Information Window (top left corner for player 1; top right for player 2).

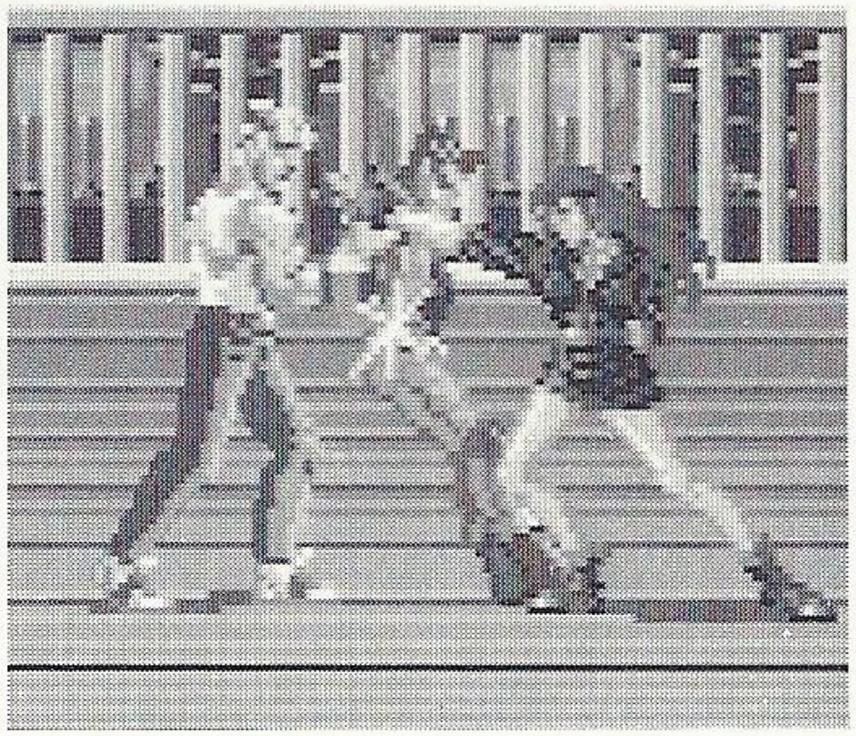
Press the D-Button left or right to reveal a character, and press Button A or C to enter it. Pressing Button B lets you change a previously selected character. You can enter as many as three characters. After you've chosen them, press the Start Button to enter them. If you don't want to enter your name, press the Start Button and the Continue/New Game screen appears. The High Score screen follows the demonstration.

Surviving on the Streets

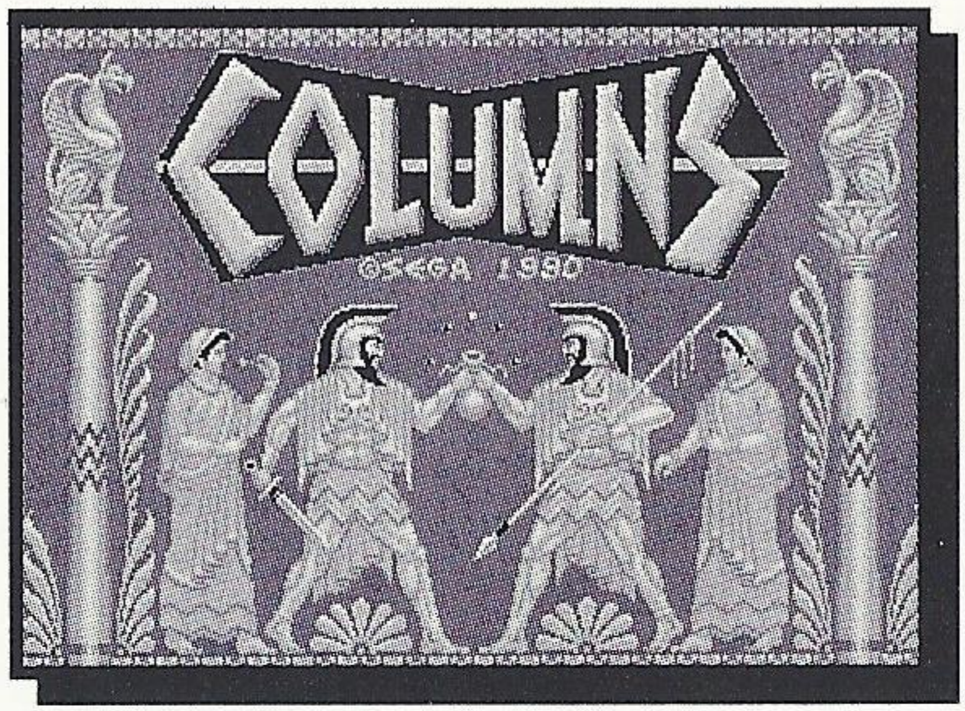
- Don't risk damage to your fighter in order to pick up an Item. Clear the immediate area first, then grab the goody!

- Once you've learned to recognize the different weapons, pick up only the ones you feel most comfortable with. Remember, even without a weapon, all three fighters can do serious damage!

- When playing a two-player game, make good use of the various team techniques. You stand a much better chance of toppling the organization when you work together!



Playing Instructions for



Using Your Control Pad

Directional Button (D-Button)

- Press up or down to select a game mode.
- Press left or right to move the columns in those directions.
- Press down to increase the speed at which the columns drop.*

Start Button

- Press to start.
- Press to pause; resume play.
- Press to cancel the "HOW TO PLAY" demonstration.

Button A

- Press to enter a selected Game Mode.
- Press to arrange the jewels.*

Button B

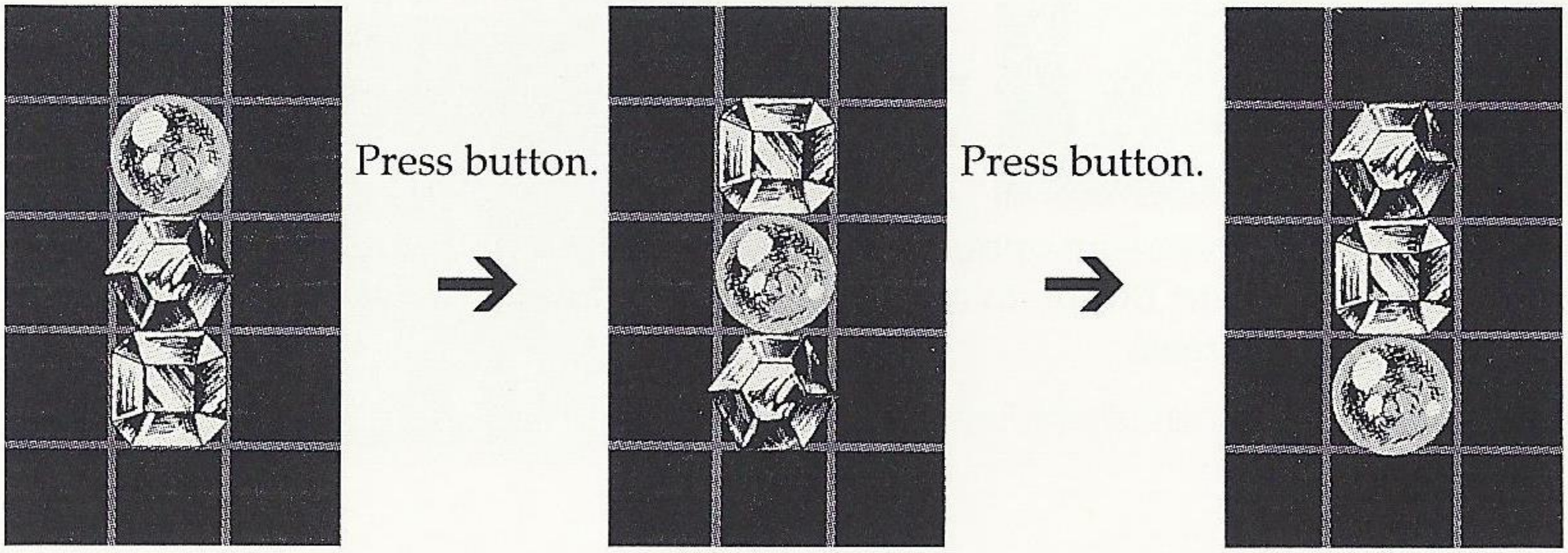
- Press to return to the previous game mode selection screen.
- Press to arrange the jewels.*

Button C

- Press to enter a selected game mode.
- Press to arrange the jewels.*

Arranging the Jewels

To shift the jewels, press Button A, B or C.



Note: You can alter the marked (*) Control Pad Button functions on the Options Screen.

Getting Started

Press the Start Button to advance to the Select Screen. If you wait for about 10 seconds, the "HOW TO PLAY" demonstration appears automatically. To cancel the demonstration, press the Start Button. Then press the Start Button again to go to the Select Screen.

Select Screen

On the Select Screen, choose one of the following:



"ARCADE" to play the arcade version of Columns;
"MENU" to play the Original Game or Flash Columns;
"OPTIONS" to set the various game modes.

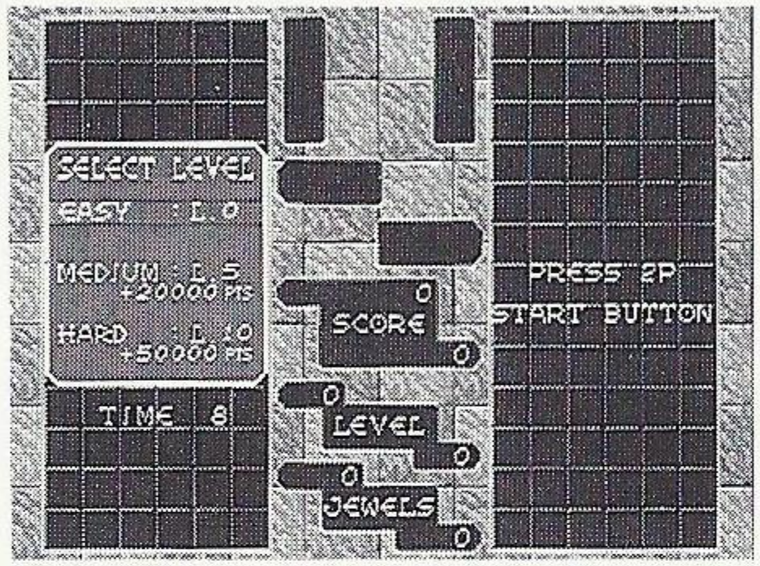
Press the D-Button to select and then press Button A or C or the Start Button.

Note: If you don't choose an option within 20 seconds or so, the demonstration will resume. Press the Start Button to cancel. Then press the Start Button again to go back to the Select Screen.

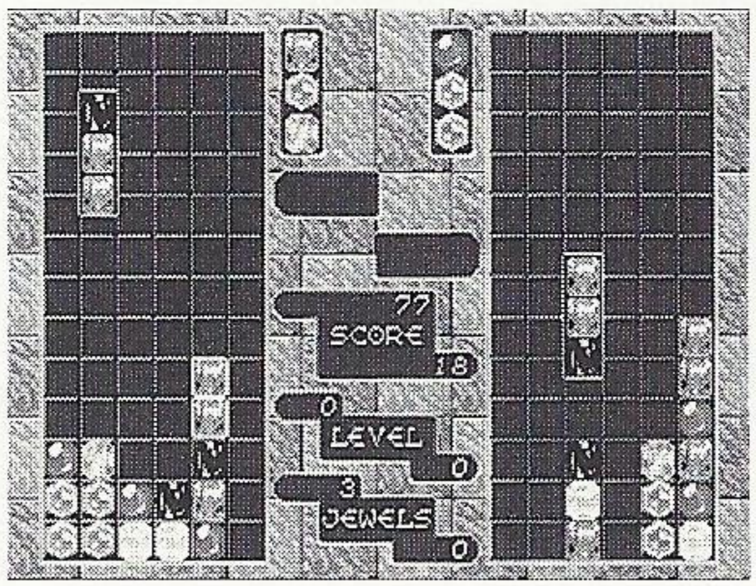
Arcade

On the Arcade game screen, select "EASY," "MEDIUM" or "HARD" with the D-Button, then press Button A or C to start. If you choose:

- EASY: You start at level 0. Hints will be given until Level 3. When two jewels of the same color line up, a flashing frame will surround them.
- MEDIUM: You start at Level 5 with 20,000 points.
- HARD: You start at Level 10 with 50,000 points.



The Play Screen



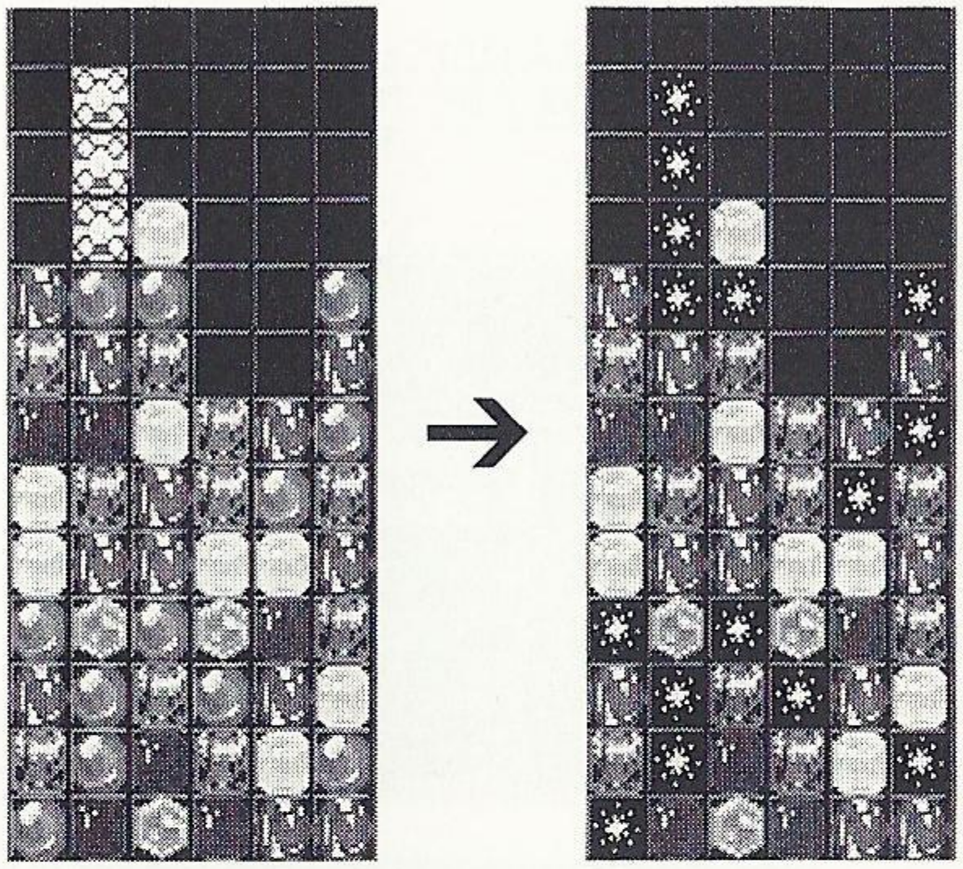
The next column of jewels to appear on screen.

Score

Level

The total number of jewels that have disappeared from the screen.

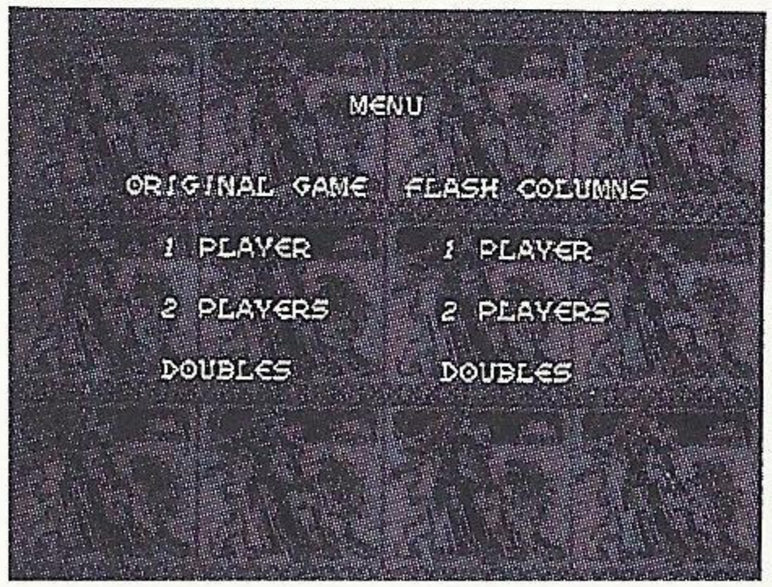
The Magic Jewel Works Wonders!



The Magic Jewel appears in the Medium or Hard version of the Arcade game. If the Magic Jewel lands on a red jewel, all the red jewels on the screen disappear. It works the same with all the other colors.

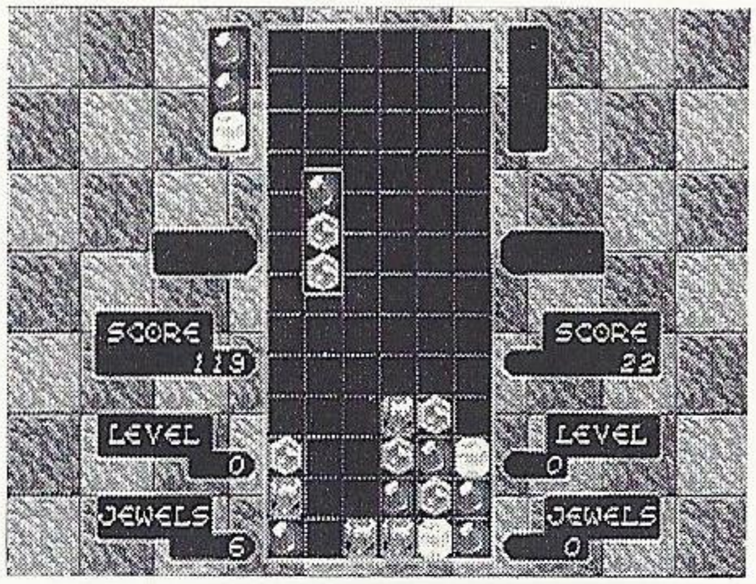
Menu

On the Menu screen, you can choose "ORIGINAL GAME" or "FLASH COLUMNS" and the number of players.

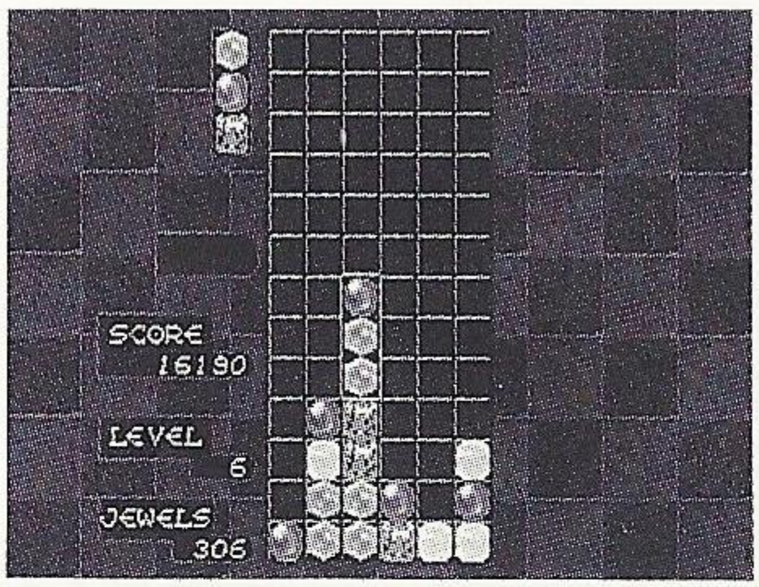


Original Game

The object of the original game is to make as many jewels as possible disappear. If you're playing alone, select "1 PLAYER" with the D-Button and press Button A or C.

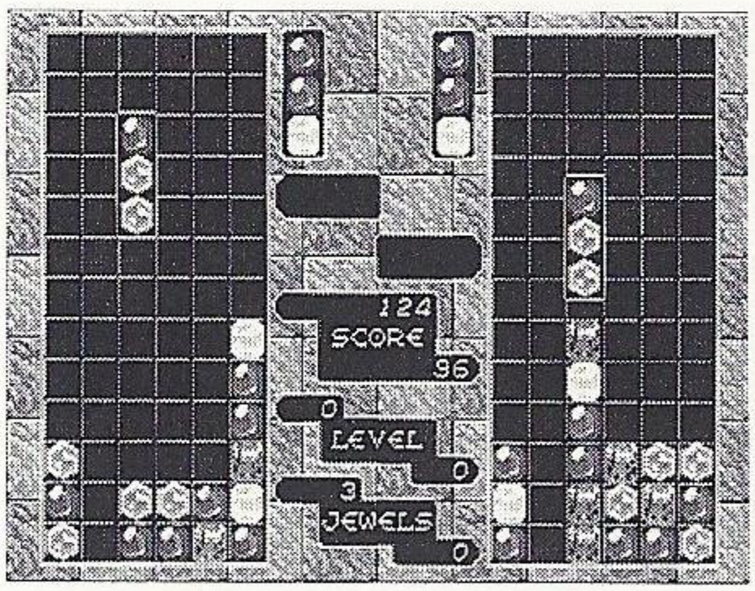


1-Player Screen



2-Player Screen

If two people are playing, select "2 PLAYERS" with the D-Button on Control Pad 1 and press Button A or C. Player 1 will play on the left play field and player 2 will play on the right. Whoever finishes first can press the Start Button to begin a new game. If both players select the same options (e.g. class, level or time trial), whoever earns the better score can enter the initials.



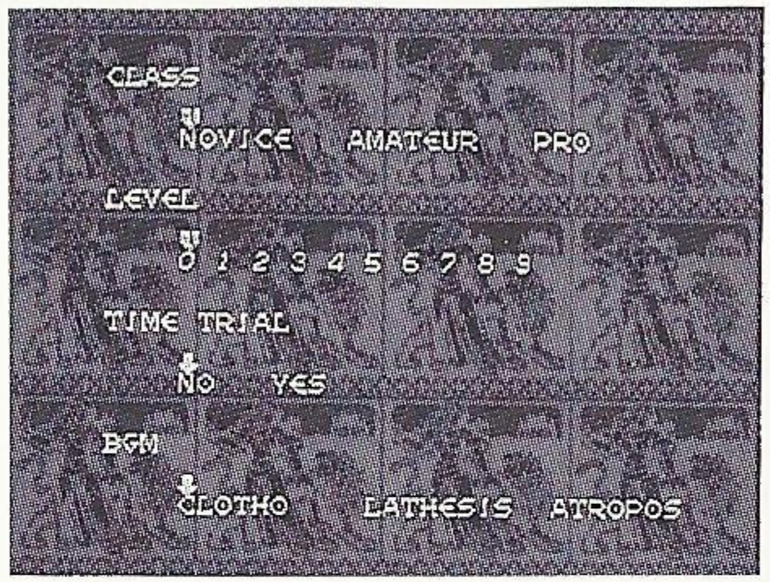
If two people wish to play on the same play field, select "DOUBLES" with the D-Button on Control Pad 1 and press Button A or C. The two players alternately challenge the computer. The initials and the total points of the two players appear on the Game Information screen.

Note: Make sure Control Pad 2 is plugged in for a "2 PLAYERS" or a "DOUBLES" game.

When you enter your options by pressing Button A or C on the "MENU" screen, you advance to the Game Mode screen. To go back to the "MENU" screen, press Button B.

Game Mode Screen

Press the D-Button up, down, right or left to move the cursors and arrows in those directions. The blue cursor sets the game mode for player 1 and the red cursor sets the game mode for player 2.



Class

If you choose:

- "NOVICE," you play with jewels of 4 different colors.
- "AMATEUR," you play with jewels of 5 different colors.
- "PRO," you play with jewels of 6 different colors.

Level

Select a level. The higher the number, the faster the columns drop.

Time Trial

If you select "YES," you'll have a time limit of 3 minutes to play a game. When the timer reaches "0," the game will be over.

BGM (Background Music)

You can choose 1 of the 3 musical themes that you wish to hear during the game.

To exit this screen press Button A or C or the Start Button.

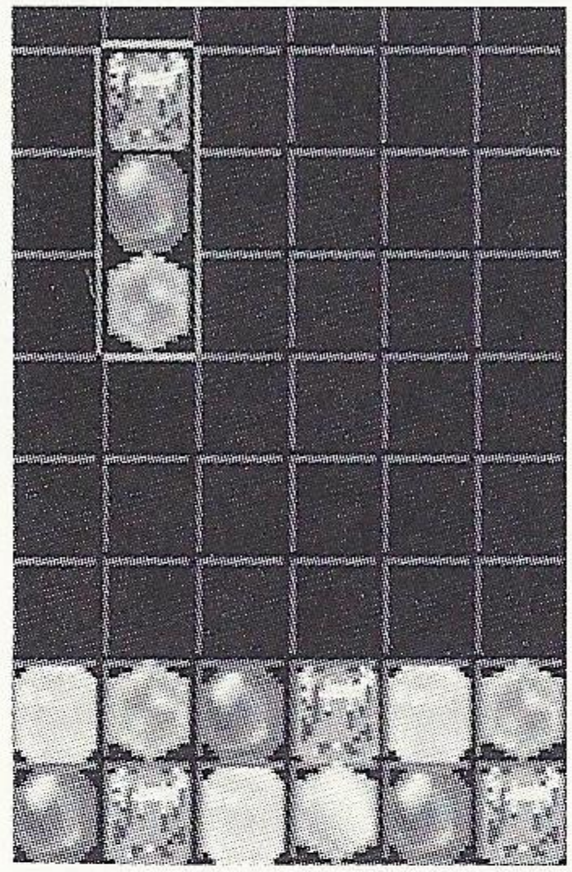
Flash Columns

In Flash Columns, you are timed on how quickly you can make a flashing jewel disappear. Choose the number of players and the game mode.

To play alone, select "1 PLAYER" with the D-Button and press Button A or C.

For 2 players select "2 PLAYERS" with the D-Button on Control Pad 1 and press Button A or C. Player 1 will play on the left play field and player 2 will play on the right. Whoever finishes first can press the Start Button to begin a new game.

In Doubles, 2 people alternately play on the same play field. Both players can enter their initials at the end of the game.



Flashing Jewel

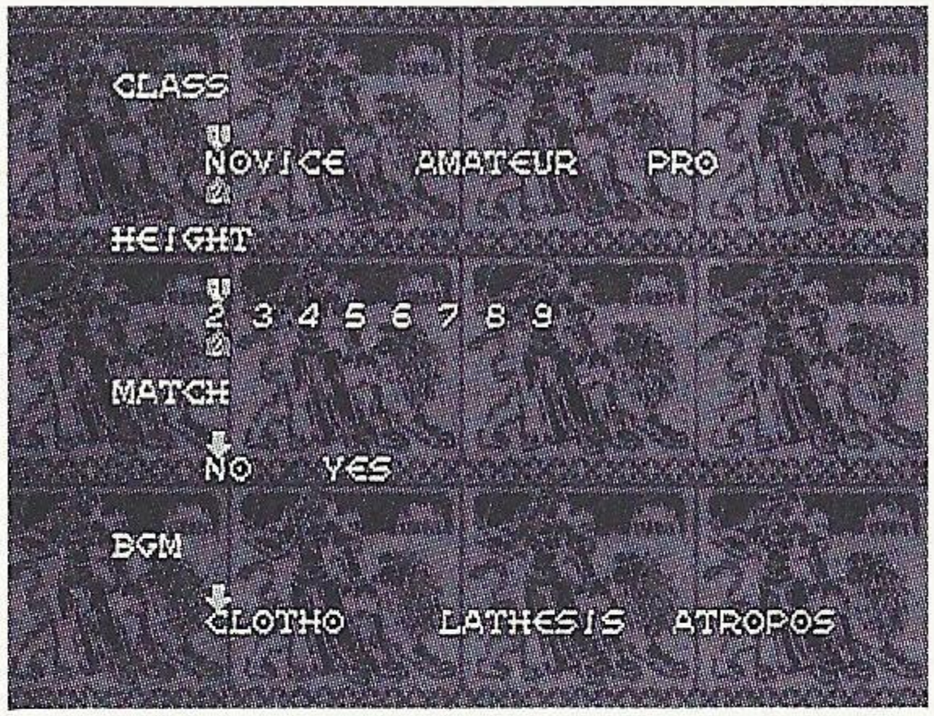
Game Mode Screen

Press the D-Button up, down, right or left to move the cursors and arrows in those directions.

Note: The blue cursor sets the game mode for player 1 and the red cursor sets the game mode for player 2.

Class

As with the Original Game select "NOVICE," "AMATEUR" or "PRO."



If you choose:

- "NOVICE," you play with jewels of 4 different colors.
- "AMATEUR," you play with jewels of 5 different colors.
- "PRO," you play with jewels of 6 different colors.

Height

The numbers indicate the height of the columns on the screen when you start the game.

Match

If you wish to compete against another player in Flash Columns, select "YES." (You can select this mode only if you have selected "2 PLAYERS" on the previous screen.) The player who makes the flashing jewel disappear first is the winner.

BGM (Background Music)

Select one of the three musical themes you wish to hear during the game.

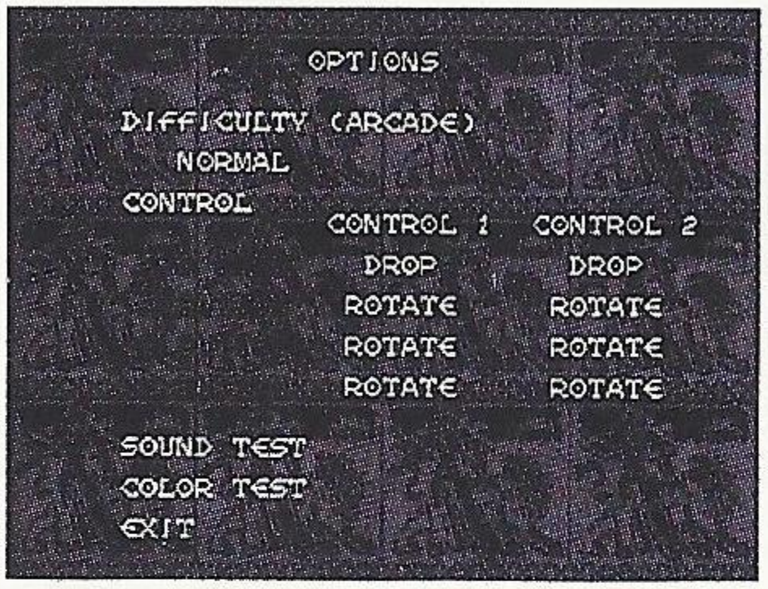
To exit the screen press Button A or C or the Start Button.

Options Screen

Press the D-Button on Control Pad 1 to move the arrow to make your selections on the "OPTIONS" screen.

Difficulty (Arcade)

Don't confuse this option with the Game Level selection on the Arcade game screen. Here you can set the overall difficulty for the three game levels on the Arcade game screen. Select "EASIEST," "EASY," "NORMAL," or "HARD" by pressing the D-Button left or right. (The game is preset at "NORMAL.") For example, if you select "HARD" here and select "EASY" on the Arcade game screen, you'll be playing the hardest version of the "EASY" level.



Control

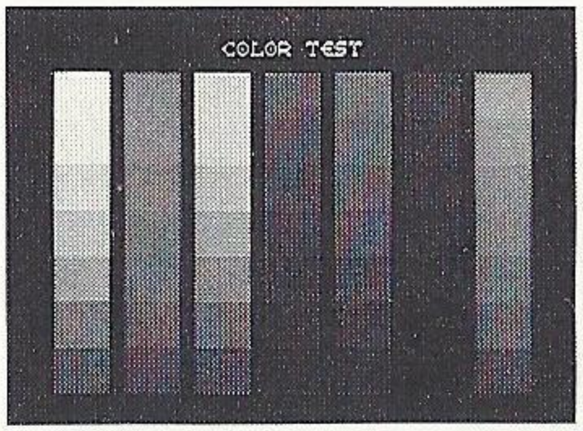
Press the D-Button left or right to alter the functions of the Control Pad Buttons. If two people are playing, make sure both Control Pads are adjusted.

Sound Test

When you select "SOUND TEST" and press Button A or C, the Sound Test screen appears. To hear any of the listed game music, press the D-Button to select and press Button A or C.

If you select "S.E. NO." (Sound Effects Number), press the D-Button left or right to select a number, then press Button A or C to hear the sound effect.

To return to the "OPTIONS" screen, select "EXIT" and press Button A, B or C.



Color Test

When you select "COLOR TEST," and press Button A or C the "COLOR TEST" screen appears. Use this screen to adjust the color on your television set. Press Button A, B or C to return to the "OPTIONS" screen.

Select "EXIT" on the "OPTIONS" screen and press Button A, B or C to return to the Title Screen.

Scoring

In the Arcade mode, if you rank among the top 9 players, your initials and score will appear on the High-Score Board.

To view the the High-Score Board, press Buttons A, B and C on Control Pad 1 simultaneously during the "HOW TO PLAY" demonstration, or wait until the demonstration ends.

In the Menu mode, the best score and time appear on the Game Information screen before each game. (This screen appears right after the Game Mode screen.)

Entering Your Initials



If you earn a high score, you can enter up to three initials on the Name Entry Screen. Enter all three letters before the timer reaches "0."

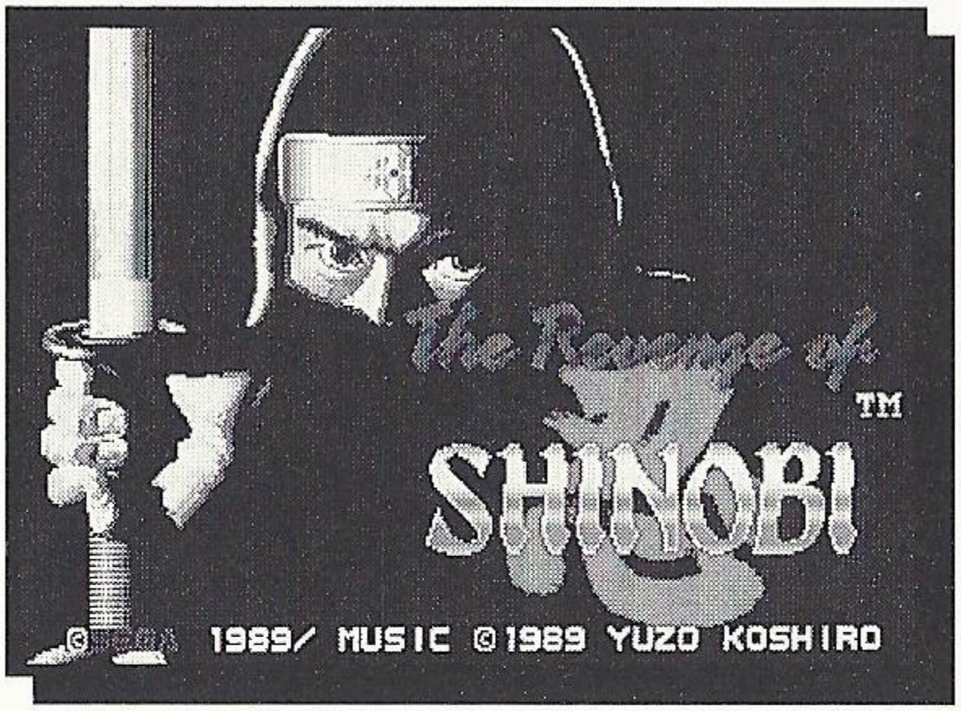
For each space, press the D-Button up or down to get the desired letter and press Button A, B or C to enter. After the third letter "ED" (End) appears. Press Button A, B or C to complete the name entry procedure.

To make corrections, press the D-Button up or down until the arrow appears. Press Button A, B or C to move the arrow to the letter you wish to correct and re-enter the correct letter.

Helpful Hints

- Miracles do happen! When you play at the Easy level of the Arcade version and desperately need help, you may get lucky!
- Aim for chain reactions.
- You can earn higher scores by playing at the higher levels.

Playing Instructions for



Take Control!

D-Button

- Press to bypass the opening sequence.
- Press up or down to move selection arrow on the Start Game and Options screens.
- Press right or left to change options on the Options screen.
- Press right or left to make Musashi walk right or left.
- Press down to make Musashi crouch.
- Press down and right or left to make Musashi crouch and walk right or left.
- Press right or left while paused to move the red frame over the Ninjitsu (ninja magic) you want to use.

Start Button

- Press to start game.
- Press to enter selections on the Options screen.
- Press to pause game during play. The Ninjitsu (ninja magic) selection box appears. Make your selection, then press the Start Button again to resume play.

Buttons A, B, C

You can rearrange the functions of these buttons in the Options Screen. One button is used to attack, one to jump, and one to perform *Ninjitsu* (Ninja magic).

Taiso (Preparing the Body)

Move the selection arrow to Options and press the Start Button. The Options screen appears. Use the Options screen to gear up for battle. Move the arrow up and down to select an item. Then press left and right on the D-Button to change the setting.

Sound Test

Press the Start Button to preview the sounds and music used in the game.

Level

Choose a game difficulty level: Easy, Normal, Hard, or Hardest. As game levels increase in difficulty, the enemy onslaught gets worse! In each level you also have a different number of lives per game:

Easy	10 lives per game
Normal	3 lives per game
Hard	1 life per game
Hardest	1 life per game

Shurikins

Choose the number of Shurikins (throwing knives) Musashi carries into battle. You can set the number from 00 to 90 in multiples of 10.

Control

Choose the settings for the A, B, and C Buttons on the Control Pad.

Exit

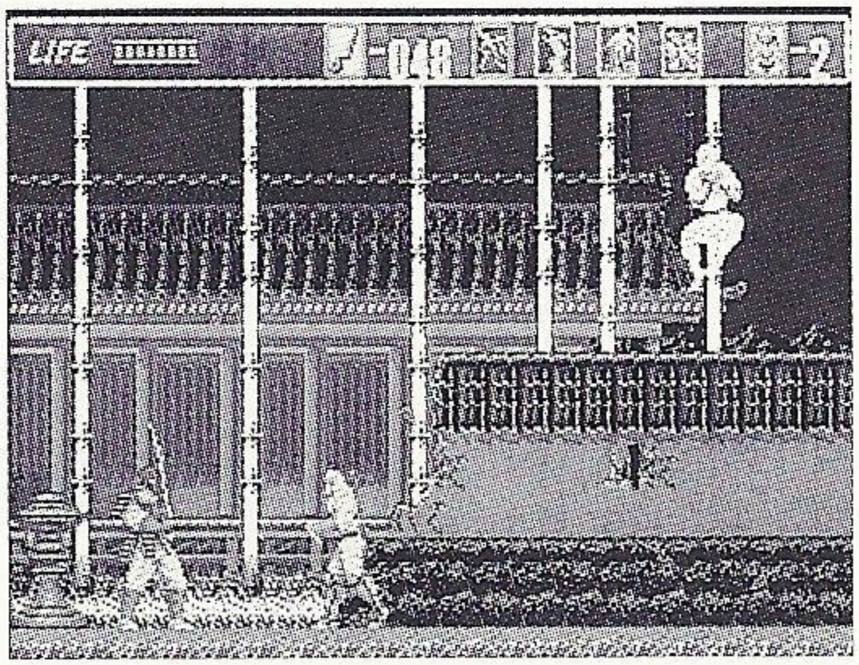
Press the Start Button to return to the Start Game screen. Press again to begin play.

The Game Screen

Shurikins Available

Ninjitsu

Life Bar



Lives Remaining

Your Life Bar

During battle you will be injured by various enemy ploys. Your Life Bar at the top left ebbs away as you are injured. When the bar disappears, you lose a life.

You can revive as long as you have Lives left. During battle, you can regain strength and extra Lives by picking up Power Packs and Musashi from the crates.

When your score reaches 100,000, your Life Bar gains two small bars. You gain two more Lives every time you successfully finish a scene. Also, when your score reaches 50,000 you gain an extra life. After that, every time your score increases by 100,000 points you gain an extra life.

Items

Attack crates to burst them open. The weapons inside will help you stay alive! Walk over the weapons to pick them up. They include:



Power Pack: Increases your strength and adds to your weapons. You throw your Shurikins faster and more accurately, you gain a lethal sword for combat, and you apply the skill of Cross Guard, warding off enemy Death Stars with crossed Shurikins.



5 Shurikins: You gain 5 more throwing knives.



20 Shurikins: You acquire 20 more throwing knives.



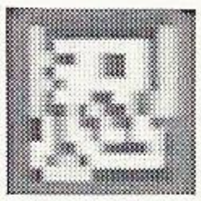
Small Heart: Your Life Bar gains 2 small bars.



Large Heart: Your Life Bar increases to full strength.



Musashi: You gain an extra life.



Ninjitsu: Ninjitsu can be used again in the same life, even if you've used it already.

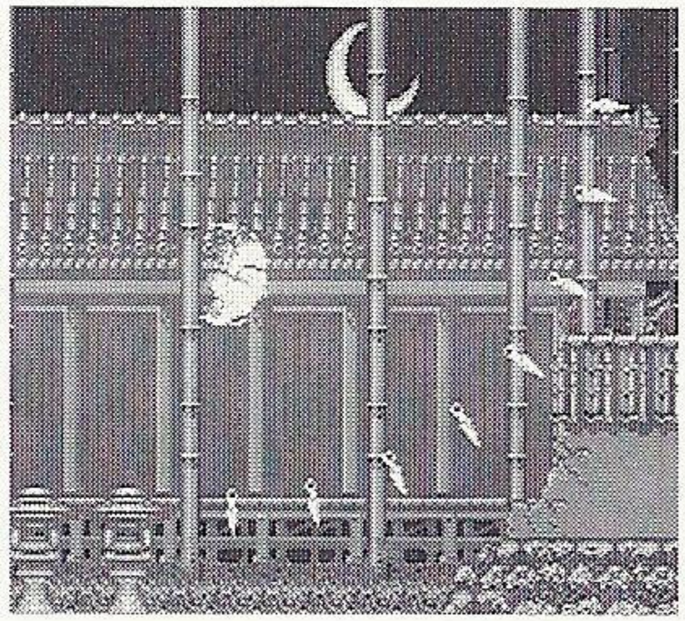


Bomb: An explosive that detonates either when you touch it or its time runs down. Keep away from the blast!

At times you'll also gain hidden weapons by throwing Shurikins and attacking in the air.

Special Jumping Techniques

Press the Jump Button to leap over obstacles and avoid Death Stars hurled by the enemy. Press the D-Button left or right while jumping to change your position and land accurately. You can get to a lower level by pressing down on the D-Button, then pressing the Jump Button. At the height of your jump, press the Jump Button again to somersault for more height and greater distance. Doing this lets you leap to high places inaccessible by normal jumping. Attack while jumping by pressing your Attack Button. During a somersault jump, press the Attack Button to hurl eight Shurikins at once and ensure a safe landing.



Ninjitsu



Use Ninjitsu (ninja magic) to get out of seriously dangerous situations. Press the Start Button to see the Ninjitsu selection box. Ninjitsu is made up of four different *jitsus*, or secret arts. Press the D-Button right or left to highlight the jitsu you want.



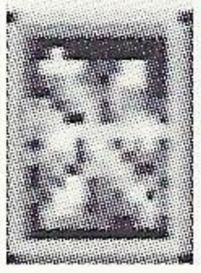
Ikazuchi, the Art of Thunder: Lightning surrounds you with its protection. While enveloped in Ikazuchi, you will not be injured and your Life Bar won't decrease. After taking several enemy hits, Ikazuchi fades away.



Kariu, the Art of the Fire Dragon: Assume this jitsu to envelope yourself in a fire column, which then splits and travels, scorching every enemy it touches. Kariu is over when the fire columns disappear.



Fushin, the Art of Floating: When you assume Fushin, your jumps and somersaults have maximum height and distance. Fushin stays with you until the scene ends, even if you assume another jitsu.



Mijin, the Art of Pulverizing: By assuming Mijin you become a human explosion that destroys everything in its blast. Mijin takes your life, so make sure you have another Life remaining.

After choosing a jitsu, press the Start Button again. During the battle, when the time is right, press your Ninjitsu Button (A, B, or C, depending on your setting) to ceremoniously assume the jitsu.

You can use Fushin and one other jitsu during each life. If you pick up a Ninjitsu from a crate, you can use another jitsu in the same life. Ninjitsu you pick up do not carry over into the next scene.

Pause and Resume Play

When you press the Start Button for Ninjitsu, the game pauses and totes up your total score to that point. Press the Start Button again to resume play.

Battlefields

With grim determination you travel around the world, fiercely hunting down the Neo Zeed. You search eight international districts, each having three different scenes.



District 1: Ibaraki Province, Japan

The bamboo garden you pass through conceals the Omote Ninja and Kabuto Samurai. Beware of Hachi the dog — he can catch Shurikins in his teeth! If you make it through the garden, the House of Confusion awaits with its sharp, poisonous bamboo spikes. You try to escape, but the mighty Blue Lobster Samurai stands in your way!

District 2: Tokyo

The only way to get to Tokyo is by crossing a treacherous waterfall. Dodge the winged Karasu Ninja and jump on the swirling logs to advance.
You enter the city limits and melt into the shadows of the back streets. Vicious Flower Dragon gangs lie in wait! Dodge them and proceed to the Bistro, where blinded by strobes, you romp with the Shadow Dancer!

District 3: The Base

Fight your way past the Neo Zeed infantry and their vicious attack dogs that patrol the airport compound. Become a menace as a stowaway! Then find the computer and blow its brains out!

District 4: Detroit

The junk in this particular junkyard is deadly! Engine blocks and ingots plunge from the ceiling in the Motor Mill, and test your agility at dodging. In the side yard, you'll meet the Master Attacker. Watch him – when he gets really mad, it does something to his blood pressure...

District 5: Area Code 818

Hop up to the top of the Laser 'Scraper an incredible experience! Then you'll move on to the freeway and a high-speed chase straight out of your worst nightmares!

District 6: Chinatown

It seems that knowledge of your approach has preceded you. Gang fighters greet you with lightning kicks and lethal nunchaku.Then from atop a speeding train, metal poles whizz at your head and bullets zing by your ears! Survive for a chance encounter with Spider Man.* This fellow can really sling a web!

* Spiderman character is ©1992 Marvel Entertainment Group, Inc. All rights reserved.

District 7: New York

Steal past the Ninja and machine gunners that guard the breakwater. Then from inside the Neo Zeed container ship, you try to keep a cool head – despite what you find in the cargo hold...

District 8: Neo Zeed Marine Stronghold

A searchlight picks you out as a perfect target for Neo Zeed gunfire! Escape into the basement of Neo Zeed headquarters. Here's where you'll find the terrified Naoko, your sweetheart — and face your final enemy, the Boss.

Continue the Battle



When you lose all your lives, the battle ends and the Continue Game Screen appears. Select Continue to resume the battle in scene 1 of the last district you played. You can select Continue 3 times before the game ends for good. At that point "Game Over" appears.

Select New Game to start the game over from Scene 1 of District 1.

Ninja Tricks

- Practice, practice, practice! Work on your jump, attack, and somersault skills. Perfect your timing.

- Carry as many weapons as you can get so you're never caught short.

- Learn the weak spots of your assailants, especially the Power Villains in Scene 3 of every district. Then defeat them by attacking where it hurts most.

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