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1) INTRODUCTION

In 1993, SNK released Samurai Shodown (Samurai Spirits in Japan) in the arcades. It quickly became SNK's most popular game as it was not seen as another Street Fighter 2 clone thanks to it's weapons based fighting action. Due to it being so popular, the game was announced for several home consoles, and in 1994 the Mega Drive/Genesis version was released, as well as for several other consoles.

Takara, who did a lot of SNK game conversions, ported the game and they did a fairly good job, with them using the large version of sprites instead of the small ones the SNES version had. Most people generally regard this as a good conversion of the game, although the character "Earthquake" and his stage was removed from this version.

Like most late SNK/Takara titles, the PAL version of Samurai Shodown is difficult to find. The US version is much easier to get, and I don't know about any other version.

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## 2) CONTROLS

Samurai Shodown supports both the SEGA 3 button pad and 6 button pad. However, the 6 button variant is vastly superior to the 3 button one and I certainly say you should get a couple of 6 button pads before buying this game.

However, I will list both the control lay out for either pad type, starting with the 3 button version.

### 3 BUTTON PAD

A= weak slash  
B= normal slash  
C= hard slash

A+B= weak kick  
B+C= normal kick  
A+C= hard kick

START= pause

### 6 BUTTON PAD

X= weak slash  
Y= normal slash  
Z= hard slash

A= weak kick  
B= normal kick  
C= hard kick

START= pause

The D-Pad functions are the same for either pad:

U= Up  
Press to jump upward.

UF= Up forward  
Press to jump forward towards the opponent.

F= Forward

Press to move right

D= Down

Press to duck

DB= Down back

Press to block whilst ducking

B= Back

Press to move left or block

UB= Up backwards

Press to jump backwards

These above functions are for when your character is facing right. Reverse them when facing left.

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### 3) STORY

Across the world the best samurai warriors come together to fight it out and see who is worthy enough to fight the evil Shiro Tokisada Amakusa who is threatening to destroy Japan and then take over the world for his master.

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### 4) GAME MODES

Smaurai Shodown offers a few different modes of play. When you get past the "press start" title screen you'll move on to the main select screen which has the following options:

GAME START

V.S. MODE

OPTION

I'll give a description of each below:

GAME START

This is the arcade mode where you choose a character and then fight all of the other CPU controlled opponents. Beat all of the normal characters and you will face Amakusa himself in a final fight. Beat him to see

your fighter's ending sequence. A second player can challenge you at any time by pressing start on pad 2.

#### V.S. MODE

For 2 players only, where you and a friend can fight each other. All of the characters, including Amakusa, are available to choose.

When you select this mode the following options will appear:

#### V.S. MODE

##### SHODOWN

V.S. mode is the standard 2 player vs. fight I've already explained, whilst SHODOWN is where each player chooses 5 characters each and then fight it out team battle style. Before you start a match on either mode you can mess around at an options screen that appears which lets you change your health bar, the time in a round, the items appearance and the level you want to fight on.

#### OPTION

When you enter this screen, several options will appear:

##### LEVEL

##### TIME

##### ITEM

##### KEY CONFIGURATION

##### B.G.M

##### S.E.

##### LEVEL

Choose the level for the CPU opponents, level 1 is the easiest whilst level 8 is the hardest. The default is level 4.

##### TIME

How many seconds in each round can be chosen from here. You can have either 30, 60, 99 or infinite time from here. The default is 99.

##### ITEM

This changes how many times the item guy appears. You can have either none, min, med or max. The default is med.

##### KEY CONFIGURATION

Change the button lay out for the pad here.

##### B.G.M.

Listen to any of the game's 27 music tracks here.

##### S.E.

Listen to any of the game's 108 sound effects here.

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## 5) GAME PLAY

### THE RAGE METER

This is the bar at the bottom of the screen, each fighter has one. When you are attacked, it will fill up. When it fills up fully your character will turn red and his/her moves will do much more damage for a short amount of time before the rage meter depletes.

The game itself is a one on one weapons based beat 'em up. You simply have to K.O. the opponent to win the fight. Use slashes, kicks, special moves and throws to win.

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## 6) GENERAL MOVES

### RUNNING

Press right (left if you are facing the other way) twice and hold it to run. Running means you will move a lot faster than usual and is great to suddenly dash up and slice your opponent.

### JUMP BACKS

Press left (or right if you are facing the other way) twice to jump backwards. This is useful to evade opponent attacks.

### THROWS

Hold right or left and press HS or HK to throw the opponent.

### LOCKING SWORDS

If both characters run into each other at the same time, they lock swords. Rapidly press the slash attack buttons to try and win. If you do, you'll either push the opponent back, slash the opponent with a weak slash or flip the opponent's sword/weapon out of their hands. You can both lose your swords at the same time sometimes.

### FIGHTING WITH NO WEAPON

If you lose your weapon, the slash attacks now become punches. If you can get your weapon back, move over it and press a slash button to pick it back up.

#### SWORD STOPPING

If you have no sword, and the opponent tries to slash you, press any slash button to grab the opponent's weapon and push the opponent back. This has to be timed right for it to work.

#### WEAPON BREAK

If your weapon takes too much damage from you blocking too often, it will break and you won't get it repaired until the next round/fight.

#### TRIANGLE JUMPS

Some characters can jump off walls. Jump up to a wall then press the opposite direction to the wall to jump off it.

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#### 7) MOVES LIST

All move commands are for when the player is facing right, reverse the commands when facing the other way. Remember, if you don't have your weapon you won't be able to do most of your character's special moves.

#### LEGEND:

QCF: Quarter circle forward

QCB: Quarter circle backward

DPM: Dragon Punch motion (F,D,DF)

HCF: Half circle forward (B,DB,D,DF,F)

HCB: Half circle backward (F,DF,D,DB,B)

Charge: Charge direction for 2 seconds.

S= Slash (any)

K= Kick (any)

Remember, if you lose your weapon you won't be able to do most if not all of a character's special moves.

HAOHMARU "The samurai with nerves of steel"

Age: 25

Weapon: The Fugu Blade

Birthplace: Japan

#### SPECIAL MOVES

Cyclone slash: QCF+S

This is a projectile attack which looks like a cyclone and when it hits the opponent, it will send them spinning high into the air.

Crescent moon slash: DPM+S

A super sword uppercut attack which is great to do against opponents that frequently jump at you.

NAKORURU "The defender of the natural world"

Age: 17

Weapon: Nature's wrath/short sword/Mamahaha

Birthplace: Japan

SPECIAL MOVES

Annu mutsube: QCB+S

Nakoruru dashes across the ground surrounded by energy and slashes the opponent.

Leai Mutsube: QCF+S

Like the above move, but she rises upward into the air this time.

Amube Yatoro: HCB+S

Nakoruru calls in Mamahaha to strike the opponent, who dives straight at them.

Mamahaha flight: QCB+K

Nakoruru jumps up and grabs onto Mamahaha. From here she can do any of the following:

Yatror Poku: Down with any kick or slash button

Nakoruru dives down at the opponent.

UKYO "The samurai heart-throb"

Age: 24

Weapon: Unnamed (he made his sword by himself though)

Birthplace: Japan

SPECIAL MOVES:

Swallow swipe: HCF+S

A low super slash attack.

Snowfall slash: QCB+S

A rapid attack of many sword slashes to cut the opponent up with at close range.



JUBEI "The secret agent of the Japanese empire"

Age: 39

Weapon: Tokugawa defender and Orin tiger sabre

Birthplace: Japan

SPECIAL MOVES:

Tsunami Saber: DPM+S

A dashing uppercut attack.

Saber thrash: Press slash buttons rapidly

This attack is where Jubei quickly does lots of slashes to cut the opponent up.

Geyser thrust: QCF+P

A ground wave projectile attack.

GALFORD "The ninja golden boy"

Age: 20

Weapon: Blade of justice/Poppy

Birthplace: U.S.A

SPECIAL MOVES:

Rush Poppy: QCB+S

Galford sends Poppy forward to strike the opponent.

Plasma blade: QCF+P

A projectile attack of 2 large plasma injected shurikens.

Head strike: DPM+K (Close to opponent)

Galford grabs the opponent and slams them.

Ninja shadows: R, HCF+ any attack button apart from HS or HK

Galford jumps up and makes 3 replicas of himself which move around and spin. This is a move that confuses the opponent most of the time.

Rear replica attack: HCB+K

A replica shadow attack move.

Diving Poppy: QCB+WK

A variant of the rush version.

Machine-gun Poppy: QCB+NK

Another dog attack variant.

KYOSHIRO "The Showbiz Samurai"

Age: 30

Weapon: Kabuki slasher

Birthplace: Japan

#### SPECIAL MOVES:

Kabuki crush dance: F, HCF+ S

An anti air attack.

Twirling fan: HCF, DF+S

A fan projectile attack.

Jumping lion: QCB+K

using his sword Kyoshiro leaps forward slightly, surrounded by fire to torch the opponent.

Whirlwind slash: QCB+S

Easier to do version of the twirling fan.

WAN FU "The gargantuan military hero"

Age: 35

Weapon: Sword of the emperor

Birthplace: China

#### SPECIAL MOVES

Thunder bomb: QCB+S

This move makes Wan Fu lose his sword. He actually throws it at the opponent, but most of the time you can get it back before the opponent has a chance to attack you.

Whirlwind DPM+S

A flying uppercut attack.

CHARLOTTE "The revolutionary leader"

Age: 27

Weapon: Laroche

Birthplace: France

#### SPECIAL MOVES

Power gradation: HCF+S

A flying uppercut attack.

SPLASH FOUNT: Press any slash button rapidly

Charlotte dashes forward with her weapon slashing rapidly.

TAM TAM "The Mayan avenger"

Age: 19

Weapon: Hengei-Hengei-Zangei

Birthplace: Ixlpalotal

#### SPECIAL MOVES

Pagnua deose: QCB+K

With his weapon spinning beneath him, Tam Tam travels across the ground to deal damage to low opponents.

Moorra Gaboora: QCF+S

A projectile attack where a skull is thrown at the opponent.

Paguna Paguna: B (Charge) F+S

A spinning sword attack. You can move Tam Tam by pressing right or left during this special attack.

Ahow Gaboori: R,DR,D+S

Tam Tam leaps up then spurts out a fireball that goes diagonally downwards.

#### GENAN "The scissor-handed slasher"

Age: 26

Weapon: Azami

Birthplace: Japan

#### SPECIAL MOVES

Slasher spin: DPM+S

Genan rolls and spins towards the opponent.

Poison cloud puff: QCF+S

A Projectile of poison.

#### HANZO "The master of the shadows"

Age: 34

Weapon: Unnamed

Birthplace: Japan

#### SPECIAL MOVES

Ninja teleport: HCB+K

Hanzo teleports then re-appears above the opponent and stabs down with his sword.

Shrike dash: DPM+K (Close to opponent)

Hanzo grabs the opponent and slams them head first into the ground.

Flying spike: QCF+S

A large ninja star projectile attack.

Ninja shadows: R, HCF+ any attack button apart from HS or HK

Hanzo jumps up and makes 3 replicas of himself which move around and spin. This is a move that confuses the opponent most of the time.

AMAKUSA "The unknown warrior"

Age: Unknown

Weapon: Gadama Jewel

Birthplace: Unknown

SPECIAL MOVES

Forward warp: QCF+S

A teleportation move forwards.

Backward warp: QCF+K

Another teleport, this time backwards.

Underworld apparition attack: QCB+S

A projectile attack.

Spectre sphere: Triangle jump, then S

Amakusa strikes down surrounded in a ball of energy.

Dark thunder: Hold WK for 2 seconds, then release

Another projectile attack

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## 8) BONUS GAMES

At various points in the one player mode you'll get to do a bonus game. It basically involves trying to slash straw men before they vanish. They pop up at various points on screen, destroy them by attacking them. Destroy enough in the time limit for a points bonus. The more bonus games you do, the harder it gets.

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## 9) CHEATS

Turn off music in first round of any match:  
For this rather useless "cheat", let the characters lock swords just before the fight, and when the screen goes white hold down the start button to turn off the music for the first round only.

Alternative colours:

For another boring and fairly useless cheat, high light the character you want and then press the hard slash or hard kick button to get a different colour for your character. Excuse me as I die from excitement.

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## 10) DISCLAIMER

Only GameFAQs and Neoseeker can use this FAQ. Anyone else must e-mail me. My e-mail is

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So I mean business. Haw.

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