

Samurai Shodown

System: *Neo Geo Pocket*
Developer/Publisher: *SNK*
Release Date: *25th December 1998*
Genre: *Fighting Game*
Size: *16-Megabit Cartridge*

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1. INTRODUCTION

Samurai Shodown is the second game in the Neo Geo Pocket's Pocket Fighting Series. The game is based on Samurai Shodown 4 for the Neo Geo.

The game translates pretty well on the Neo Geo Pocket. Certain aspects have been slightly modified, but the game-play remains similar to that of the Neo Geo version.

With its unique weapon-based fighting system, Samurai Shodown plays differently from most other fighting games and is definitely worth trying.

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2. HOW TO PLAY

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---[BASICS]-----

[DIRECTION-STICK]

- Moves character
- Hold BACK to Guard
- Press UP to Jump
- Press DOWN to Duck

[A BUTTON]

With Weapon

- Tap for LIGHT SLASH
- Press for FIERCE SLASH

Without Weapon

- PUNCH

[B BUTTON]

- KICK

[OPTION BUTTON]

- Pauses the game

---[COMMANDS]-----

[LOW KICK] - Press D + B.

[LEG SWEEP] - Press DF + B.

[RUN] - Tap FORWARD twice on the D-STICK.

[DASHING ATTACK] - Press A or B when RUNNING.

[BACK-STEP] - Tap BACK twice on the D-STICK.

[GROUND RECOVERY]

When your character is down,
press FRONT or BACK to roll and position yourself before you get up.

[DODGE] - Press A + B

Your character will become momentarily invincible when he dodges.

[TAUNT] - While DODGING, press DOWN twice.
Your character will taunt and disarm himself by sticking his/her Weapon into the ground. Of course, you can always pick up your weapon again by pressing the A BUTTON.

[HONORABLE DEATH] - While DODGING, press UP twice.
Your character will kill himself/herself, ending the match. You would then lose the round to your opponent.
However, you will begin the next round with a full Rage Gauge.

[CIRCLE OPPONENT] - When close, press A + B
Your character will quickly side step and move behind your opponent.

[MIDDLE ATTACK] - D,D + A
This is a mid-level attack that cannot be blocked while ducking. For certain characters, this move will stun your opponent for a moment when it connects, and you can quickly follow-up with a combo or special/super move.

[DEFENCE BREAK]
PUSH - When close, press Forward + A
PULL - When close, press Back + A
Your character will push/pull your opponent, leaving him open to attacks for a brief moment.

[PARRY] - Forward + B (with weapon)
Your character will parry an incoming weapon attack with his own weapon, leaving your opponent stunned for a while.

[SWORD GRAB] - Forward + B (without weapon)
Your character will catch your opponent's weapon with his bare hands And counter with a throw. This will also disarm your opponent.

---[RAGE GAUGE]-----

The Rage Gauge will fill up as your character receives damage. When it is filled, your attacks will inflict more damage than normal. You will also be able to perform your DIARMAMENT MOVE (Super Move).

Besides this, certain Special Moves will also be enhanced when your Rage Gauge is full. Refer to each individual character's move list for each of their enhanced Special Moves.

[DISARMAMENT MOVE] - B,F,D + AB
The Disarmament Move can be considered the Super Move of the game. It does a great deal of damage and furthermore, it causes your Opponent to drop their weapon.
This move can only be performed when your RAGE GAUGE is full, or When you have performed the RAGE EXPLOSION.

[RAGE EXPLOSION] - Tap DOWN twice + AB (with weapon)

After you input the RAGE EXPLOSION, your character will become momentarily invincible and performs an unblockable move which stuns your opponents for a moment.

Your Rage Gauge will now become a timer, which starts decreasing. Note that the size of the time gauge depends on your health. The lower your health when you perform the EXPLOSION, the longer your time gauge.

During this period, you can perform Your character's DISARMAMENT MOVE, RAGE COMBO, or ISSEN.

However, the downfall to performing the OUTBURST is that you will lose your Rage Gauge entirely for the rest of the match.

[RAGE SLASH COMBO] - After RAGE EXPLOSION, press BACK + AB

Your character will perform an auto-combo on your opponent. This will drain a little of your time gauge, and you can quickly follow up with an attack after the combo connects.

[ISSEN (SINGLE FLASH)] - After RAGE OUTBURST, press B,F + AB

Your character will dash across the screen and try to finish off your opponent with a single powerful slash. This will drain your entire time gauge.

The damage depends inversely on the amount of Health you have when you perform the EXPLOSION.

---[SLASH COMBO]-----

[COMBO STARTER] - FORWARD + AB (with weapon)

After connecting with the COMBO STARTER, you can perform any of the following chains:

[CHAIN 1] - A,A,A

- A simple combo that charges up half of your Rage Gauge.

[CHAIN 2] - A,B,B

- A combo that either knocks down your opponent or sends him flying away from you.

[CHAIN 3] - B,B,B

- This combo ends by launching your opponent into the air. You can then juggle your opponent with certain Special and Super Moves.

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3. MODES

---[PERSONALITY SELECT]-----

<<< SHURA (SLASH)/RASETSU (BUST) >>>

Samurai Shodown allows you to select from 2 different personalities per character. The difference between each character personality lies in his Special and Super Moves.

Both may share similar moves, but in addition, each personality also has its own set of original moves, which requires a different play style. This effectively doubles the number of characters in the game.

For each character's moves, refer to the "Move List" section.

---[LEVEL SELECT]-----

<<< BEGINNER >>>

A player who chooses the Beginner Level will be able to perform a 4-Hit Slash Combo and Weapon Disarmament Move using simplified commands.

[Automatic Slash Combo] - FORWARD + AB*

[Weapon Disarmament Move] - DOWN + AB

*Note that the Automatic Slash Combo will charge up one-third of your Rage Gauge each time.

<<< MEDIUM >>>

The standard mode for all players.

<<< EXPERT >>>

A player who chooses this level will inflict more damage with his attacks, but does not have the ability to guard normally. He will have to rely on the Dodge command more often. A good mode to challenge yourself.

4. MOVE LIST

[LEGEND]

F - FORWARD
B - BACK
U - UP
D - DOWN

A - A BUTTON
B - B BUTTON

! - This move is enhanced when your Rage Gauge is at maximum.
* - This move can only be performed when your character is armed with his weapon.

HAOHMARU

<<< SHURA/SLASH >>>

{SPECIAL MOVES}

[SenPu RetsuZan]* - D,DF,F + A

[KoGetsuZan]!* - F,D,DF + A (can be performed while dashing)

[ResshinZan]* - B,D,DB + A

{SUPER MOVE}

[TenHaFuJinZan]* - B,F,D + AB

<<< RASETSU/BUST >>>

{SPECIAL MOVES}

[SenPu RetsuZan]* - D,DF,F + A

[KoGetsuZan]!* - F,D,DF + A (can be performed while dashing)

[GouHa]* - F,D,DF + B

[SenpuHa]* - D,DF,F + B

[NagiYaiba]* - B,D,DB + A (counter move)

{SUPER MOVE}

[TenhaDankuRetsuZan]* - B,F,D + AB

HISAME SHIZUMARU

<<< SHURA/SLASH >>>

{SPECIAL MOVES}

[KirisameJin]* - D,DF,F + A

[BaiuEnsatsuJin]!* - F,D,DF + A

[UryuKyorakuZan]* - F,D,DF + B

[SamidareGiri]* - D,DB,B + A

[HisameGaeshi]* - D,DF,F + B (reflects projectiles)

{SUPER MOVE}

[BoOuKyoFuZan]* - B,F,D + AB

<<< RASETSU/BUST >>>

{SPECIAL MOVES}

[KirisameJin]* - D,DF,F + A

[BaiuEnsatsuJin]!* - F,D,DF + A

[UryuKyorakuZan]* - F,D,DF + B

[ShiGure]* - when jumping, D + A

[KoSame]* - when jumping, U + A, then press A.

{SUPER MOVE}

[UryuRessatuJin]* - B,F,D + AB

KIBAGAMI GENJURO

<<< SHURA/SLASH >>>

{SPECIAL MOVES}

[OukaZan]* - D,DB,B + A

[Koyokojin]!* - F,D,DF + A

[SanRetsuZan]* - D,DF,F + A (perform 3 times)

[Kurenai]* - B,D,DB + A

[ShizukuJin] - when close F,D,DF + B

{SUPER MOVE}

[GokouZan]* - B,F,D + AB

<<< RASETSU/BUST >>>

{SPECIAL MOVES}

[UraOukaZan]* - D,DB,B + A (continue to hold A)

[Koyokojin]!* - F,D,DF + A

[SanKuSatsu]* - D,DF,F + A (perform 3 times)

[Shigure]* - B,D,DB + A

[HyakuKiSatsu]* - D,B,F + A

{SUPER MOVE}

[Ura GokouZan]* - B,F,D + AB

NAKORURU

<<< SHURA/SLASH >>>

{SPECIAL MOVES}

[Kamui Rimuse] - B,D,DB + tap A rapidly (reflects projectiles)

[Lela Mutsube]!* - F,D,DF + A

[Annu Mutsube]!* - B,DB,D + A

[Kamui Mutsube] - D,DB,B + A

[Mamahaha Flight] - D,DB,B + B

[Mamahaha Attack]* - During [Mamahaha Flight] press A

[Shichikapu Etu]* - During [Mamahaha Flight] press A + B

{SUPER MOVE}

[Ererushi Kamui Rimuse]* - B,F,D + AB

<<< RASETSU/BUST >>>

{SPECIAL MOVES}

[Kamui Rimuse]!* - B,D,DB + A

[Epunkine Shikite] - when knocked down, A+B

[Wolf Pounce]* - D,DB,B + B (press Direction + B to get off)

[Riding Wolf Attack]* - During [Wolf Pounce] press A

[Imeru Shikite] - During [Wolf Pounce], jump D,DF,F + A

[Meru Shikite]* - During [Wolf Pounce] B,DB,D + A

[Kanto Shikite]* - During [Wolf Pounce] F,D,DF + A

[Separate Attack] - During [Imeru Shikite]/[Meru Shikite],
Press Forward or Back + A

{SUPER MOVE}

[Nubeki Kamui Shikite]* - B,F,D + AB

RIMURURU

<<< SHURA/SLASH >>>

{SPECIAL MOVES}

[Kamui Shitsuki] - B,D,DB + A
[Konru Shiraru] - when jumping, D + A
[Konru Memu] - D,DB,B + A
[Rupushi Kuara Nishi] - D,DF,F + A
[Konru Nonno]! - F,D,DF + A

{SUPER MOVE}

[Rupushi Kamui Emushi Nishi]* - B,F,D + AB

<<< RASETSU/BUST >>>

{SPECIAL MOVES}

[Upun Opu] - F + tap A rapidly
[Konru Memu] - D,DB,B + B
[Rupushi Kuare Toittoi]* - D,DF,F + A
[Rupushi Tum]! - F,D,DF + A or B

{SUPER MOVE}

[Rupushi Kamui Emushi ToiToi]* - B,F,D + AB

GALFORD

<<< SHURA/SLASH >>>

{SPECIAL MOVES}

[Plasma Blade]! - D,DF,F + A

[Shadow Copy] - F,B,D,F + A or B

[Replica Attack] - B,F,D,B + A or B

[Imitate Replica] - Forward or Back + AB (when hit)

[Rush Dog] - D,DB,B + tap A

[Machine Gun Dog] - D,DB,B + press A

{SUPER MOVE}

[Double Mega Strike Heads]* - B,F,D + AB

Notes:

[Shadow Copy] - Perform with A to appear on the left or B to appear on the right.

[Replica Attack] - Perform with A to appear in front of your opponent or B to appear behind them.

[Imitate Replica] - Pressing Forward + AB makes you appear in front of your opponent; Back + AB makes you appear behind them.

<<< RASETSU/BUST >>>

{SPECIAL MOVES}

[Plasma Factor] - D,DF,F + A or B

[Lightning Slash] - D,DB,B + A

[Plasma Break] - F + tap A rapidly

[Shadow Copy] - F,B,D,F + A

[Replica Attack] - B,F,D,B + A or B

[Imitate Replica] - Forward or Back + AB (when hit)

[Strike Heads] - when close F,D,DF + A

(can be performed while dashing)

{SUPER MOVE}

[Lightning Strike Three]* - B,F,D + AB

Notes:

[Replica Attack] - Perform with A to appear in front of your opponent or B to appear behind them.

[Imitate Replica] - Pressing Forward + AB makes you appear in front of your opponent; Back + AB makes you appear behind them.

HATTORI HANZO

<<< SHURA/SLASH >>>

{SPECIAL MOVES}

[BakuEnryu]! - D,DB,B + A

[KageBunShin] - F,B,D,F + A or B

[Utsusemi] - B,F,D,B + A or B

[Migawari no Jutsu] - Forward or Back + AB (when hit)

[Reppu Shuriken] - when jumping D,DF,F + A

[MozuOtoishi] - when close F,D,DF + A (can be performed while dashing)

{SUPER MOVE}

[Fujite MijinGakure] - B,F,D + AB

Notes:

[KageBunShin] - Perform with A to appear on the left or B to appear on the right.

[Utsusemi] - Perform with A to appear from below or B to appear from above.

[Migawari no Jutsu] - Pressing Forward + AB makes you appear from below; Back + AB makes you appear from above.

<<< RASETSU/BUST >>>

{SPECIAL MOVES}

[BakuEnryu]! - D,DB,B + A

[Reppu Shuriken] - when jumping D,DF,F + A

[KageBunShin] - F,B,D,F + A or B

[Shizune] - D,D + A

[EnBu] - B,D,DB + A or B

{SUPER MOVE}

[Fujite DokuRyu] - B,F,D + AB

Notes:

[KageBunShin] - Perform with A to appear on the left or B to appear on the right.

[Enbu] - Performing with the following buttons will make you appear in the corresponding positions:

tap B (Top Left) press B (Top Right)

tap A (Bottom Left) press A (Bottom Right)

AMAKUSA SHIRO TOKISADA

<<< SHURA/SLASH >>>

{SPECIAL MOVES}

[ShiReiJin]!* - D,DF,F + A

[TenShoFuMaSho]* - D,DB,B + A

[ShoKiDan]* - F,D,DF + B

[OumagaToki (Forward)] - D,DF,F + B

[OumagaToki (Back)] - D,DB,B + B

[Nanji, AnTenNyuMetsu Seyo]* - F,D,DF + A, then A (or B to cancel)

{SUPER MOVE}

[KyoMeiJisatsuJin]* - B,F,D + AB

<<< RASETSU/BUST >>>

{SPECIAL MOVES}

[MeifuMashouDan]!* - D,DF,F + A

[KouMaShoraiHa]* - D,DB,B + A

[KaiRetsuSho]* - F,D,DF + B

[OumagaToki (Forward)] - D,DF,F + B

[OumagaToki (Back)] - D,DB,B + B

[Nanji, AnTenNyuMetsu Seyo]* - F,D,DF + A, then A (or B to cancel)

{SUPER MOVE}

[KyoMeiJisatsuJin]* - B,F,D + AB

TACHIBANA UKYO

<<< SHURA/SLASH >>>

{SPECIAL MOVES}

[Sasameyuki]* - D,DB,B + A (or B for a feint)
[TsubameGaeshi]!* - when jumping, DB,D,DF,F + A
[OboroGatana]* - D,DF,F + A

{SUPER MOVE}

[TsubameRokuRen]* - B,F,D + AB

<<< RASETSU/BUST >>>

{SPECIAL MOVES}

[Sasameyuki 'Sen']* - D,DB,B + A
[TsubameGaeshi]!* - when jumping, DB,D,DF,F + A
[Kagero]* - D,DF,F + A
[Hibari]* - D,DB,B + B

{SUPER MOVE}

[MusouZankoKa]* - B,F,D + AB

YAGYU JUBEI

<<< SHURA/SLASH >>>

{SPECIAL MOVES}

[SuiGetsuToh]* - D,DF,F + A

[NiKakuRatou]!* - F,D,DF + A, then Down + A

[HassoHappa]* - F + tap A rapidly

{SUPER MOVE}

[Zetsu SuiGetsuToh]* - B,F,D + AB

<<< RASETSU/BUST >>>

{SPECIAL MOVES}

[SuiGetsuToh]!* - D,DF,F + A

[Yagyū ShinGanTōh]* - D,DB,B + A or B (counter move)

[Yagyū SouGetsuJin]* - D,DF,F + B then D,DF,F + B then D,DF,F + A
{guard break move}

{SUPER MOVE}

[GekiSouRanJin]* - B,F,D + AB

Notes:

[Yagyū ShinGanTōh] - Performing the move and pressing A will result in a high counter; tapping A will give a middle counter, and B gives a low counter.

[Yagyū SouGetsuJin] - This is a Guard Break move which only connects if your opponent tries to guard the first hit.

KAZAMA KAZUKI

<<< SHURA/SLASH >>>

{SPECIAL MOVES}

[ShakunetsuKon]* - D,DF,F + A or B

[DaiBakuSatsu]!* - F,D,DF + A or B

[SaiEn]* - D,DB,B + A (can be performed twice)

[HomuraGaeshi] - while being hit, press AB (while still having [SaiEn])

[EnMetsu]* - B,D,DB + A or B

{SUPER MOVE}

[BakuBou, KaenGeki]* - B,F,D + AB

Notes:

[SaiEn] - Creates up to 2 balls of fire. This is required to perform the HomuraGaeshi. The SaiEn also serves to enhance the ShakunetsuKon and the DaiBakuSatsu by performing these moves with the B button.

<<< RASETSU/BUST >>>

{SPECIAL MOVES}

[GurenKyaku] - F,D,DF + A or B, then Back + A or B, then F + A or B

[RokudoRekka]!* - D,DF,F + A (perform 3 times)

[EnMetsu]* - B,D,DB + A or B

{SUPER MOVE}

[EnjaKakusei]* - B,F,D + AB

KAZAMA SOGETSU

<<< SHURA/SLASH >>>

{SPECIAL MOVES}

[FuGetsu]* - D,DF,F + A

[GeKo]!* - F,D,DF + A

[TsukiGakure]* - D,DB,B + A

{SUPER MOVE}

[Shoha FugetsuZan]* - B,F,D + AB

Notes:

[FuGetsu] - After performing the move, hold down the A Button and use D-STICK to control the bubble.

[TsukiGakure] - Tap A to appear in front of your opponent; press A to appear behind them.

<<< RASETSU/BUST >>>

{SPECIAL MOVES}

[GetsurinHa]!* - D,DF,F + A (can also be performed while jumping)

[ShiZuki] - when jumping, D,DB,B + A

[EnGetsu]* - when jumping, F,D,DF + A

{SUPER MOVE}

[Gessho SuityuHa]* - B,F,D + AB

Notes:

[EnGetsu] - When performed, this move makes your character invincible to all attacks.

--- SECRET CHARACTERS ---

MINAZUKI ZANKURO

<<< UNIVERSAL >>>

{SPECIAL MOVES}

[ShippuZan]* - D,DF,F + A

[TenHouZan]* - F,D,DF + A

[MuHouKen] - D,DF,F + A

[FuDou]* - F,D,DF + B (counter move)

{SUPER MOVE}

[MuGenHou]* - B,F,D + AB

Note:

Whether you select Shura or Rasetsu, Zankuro's moves are the same.

SHIKI

<<< SHURA/SLASH >>>

{SPECIAL MOVES}

[RouFutsu]* - D,DF,F + A, then A

[TenHouRin]* - F,D,DF + A, then Back + A

[RenKaBu] - D,DB,B + B

[KaiKa] - After [RenKaBu], press A

[SanKa] - After [RenKaBu], press B

[HaYou] - After [RenKaBu], press Back or Forward

[KouSenRaku] - when close F,D,DF + B, then B,F + B

[KuKa] - UF or UB + B

{SUPER MOVE}

[TenMaHaJun]* - B,F,D + AB

<<< RASETSU/BUST >>>

{SPECIAL MOVES}

[TenPoRin]* - D,DF,F + A

[?]* - D,DF,F + B

[SaRatsu]* - F,D,DF + A, then Back + A

[Setsuna] - D,DB,B + A

[BuJou]* - B,D,DB + B

[BuMei] - F,D,DF + B

[KuKa] - UF or UB + B

{SUPER MOVE}

[Nehan]* - B,F,D + AB

Notes:

[BuMei] - This move will have a different effect if you perform it when your health is low.

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5. SECRETS/EXTRAS

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---[SECRET CHARACTERS]-----

[MINAZUKI ZANKURO] (Boss Character)

On the character select screen, highlight the Random Select box and input:
Down, Down, Up, Up, Down, Up, Up

[SHIKI] (Samurai Shodown 64 Character)

On the character select screen, highlight the Random Select box and input:
Up, Up, Down, Down, Up, Down, Down

* These codes can be obtained by finishing the game on Normal and Hard
respectively.

===== [THE END] =====

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