

INSTRUCTION BOOKLET

JOHN ROMERO'S



DAIKATANATM



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MATURE (17+)
ANIMATED BLOOD AND GORE



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WELCOME TO THE WORLD OF DAIKATANA

It is 2455. Our former world history is history. Corrupting the natural order of human progress and time, Kage Mishima twisted and manipulated events in the past to make himself dictator. You are Hiro Miyamoto, a student, a Japanese warfare expert, and one of the few people in the world aware of the altered history. It's up to you to travel back



to Ancient Greece, Medieval Norway and 21st Century San Francisco in order to restore the past and defeat Mishima.

To save the world, you must complete sixteen daunting missions, but you won't be alone — with you are the stunning Mikiko Ebihara and the massive Superfly Johnson, as well as the legendary Daikatana, a sword which is the key to saving humanity.

Daikatana 64 is an incredible action adventure that makes full use of the Nintendo 64's features, including detailed graphics from the high resolution Expansion Pak and tactile feedback from the Nintendo 64 Rumble Pak.

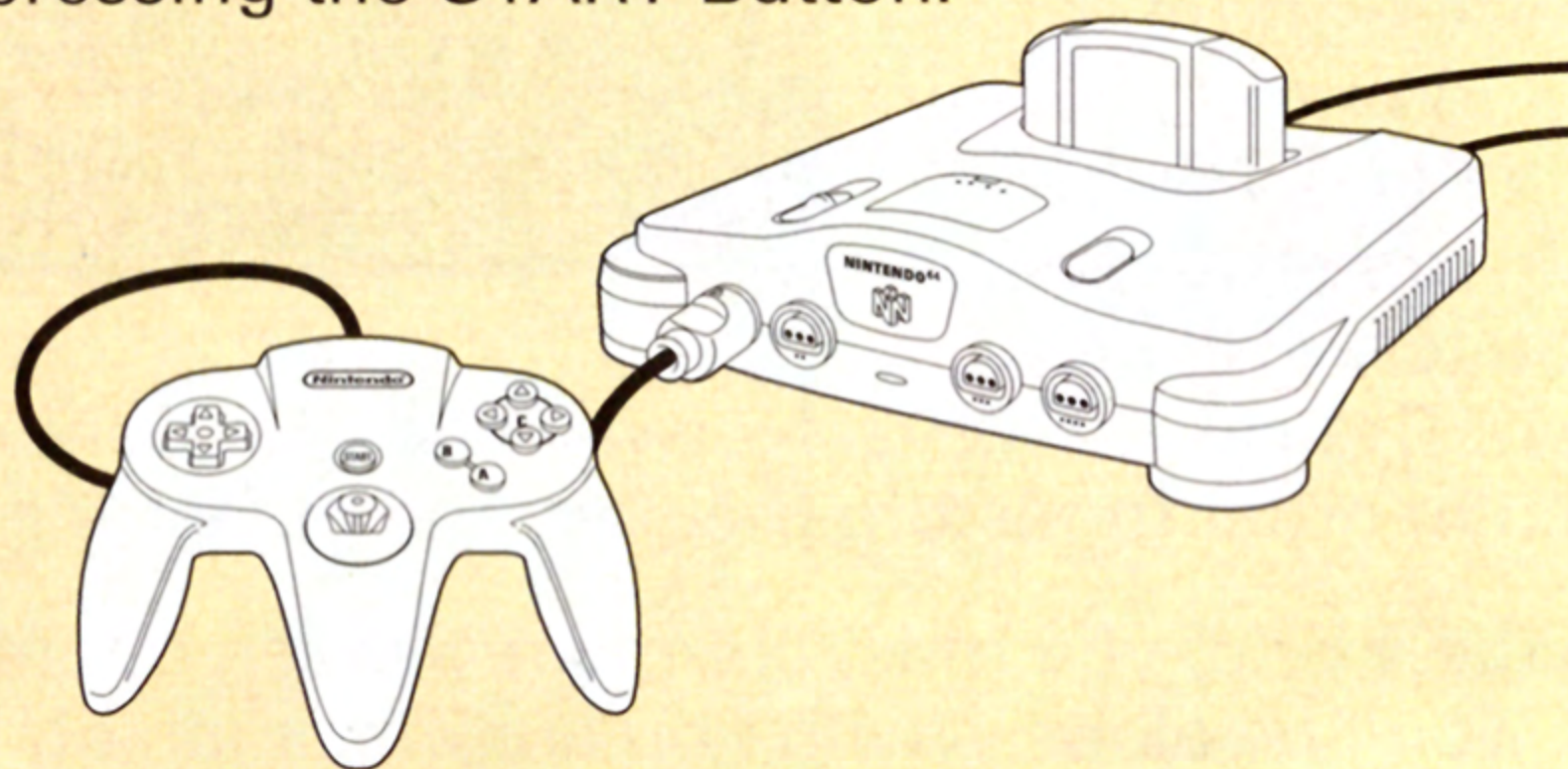
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IMPORTANT WARNING:

Never try to insert or remove a Game Pak when the power is on!

Instead, first turn the power OFF on your N64[®]. Then insert the Game Pak into the slot of your N64[®]. Press firmly to lock the Game Pak in place. Turn the power switch ON. After the game title and legal screen appear, you may bypass the game intro screens at any time by pressing the START Button.



Holding the Controller

While playing Daikatana, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B, or C Buttons.



Connecting the Controller

Four players can play this game. Connect each player's controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers to play in the two-, three- or four-player game modes.

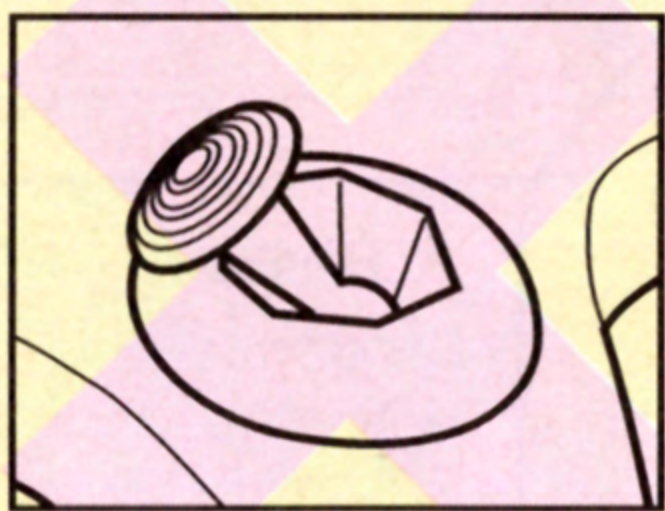
ABOUT THE NINTENDO 64 CONTROLLER

When using the NINTENDO 64 Controller, you need to consider the following precautions:

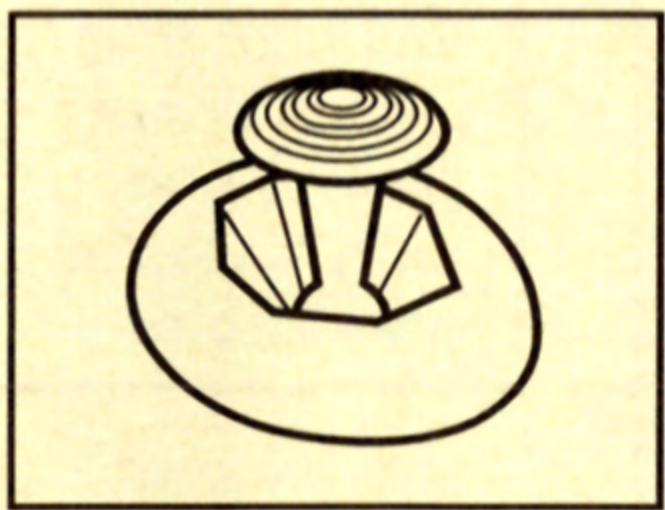
Control Stick Features

The Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

- When turning the NINTENDO 64 main power ON, do not touch the Control Stick on the controller.
- The position of the Control Stick at power ON is called a neutral position.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

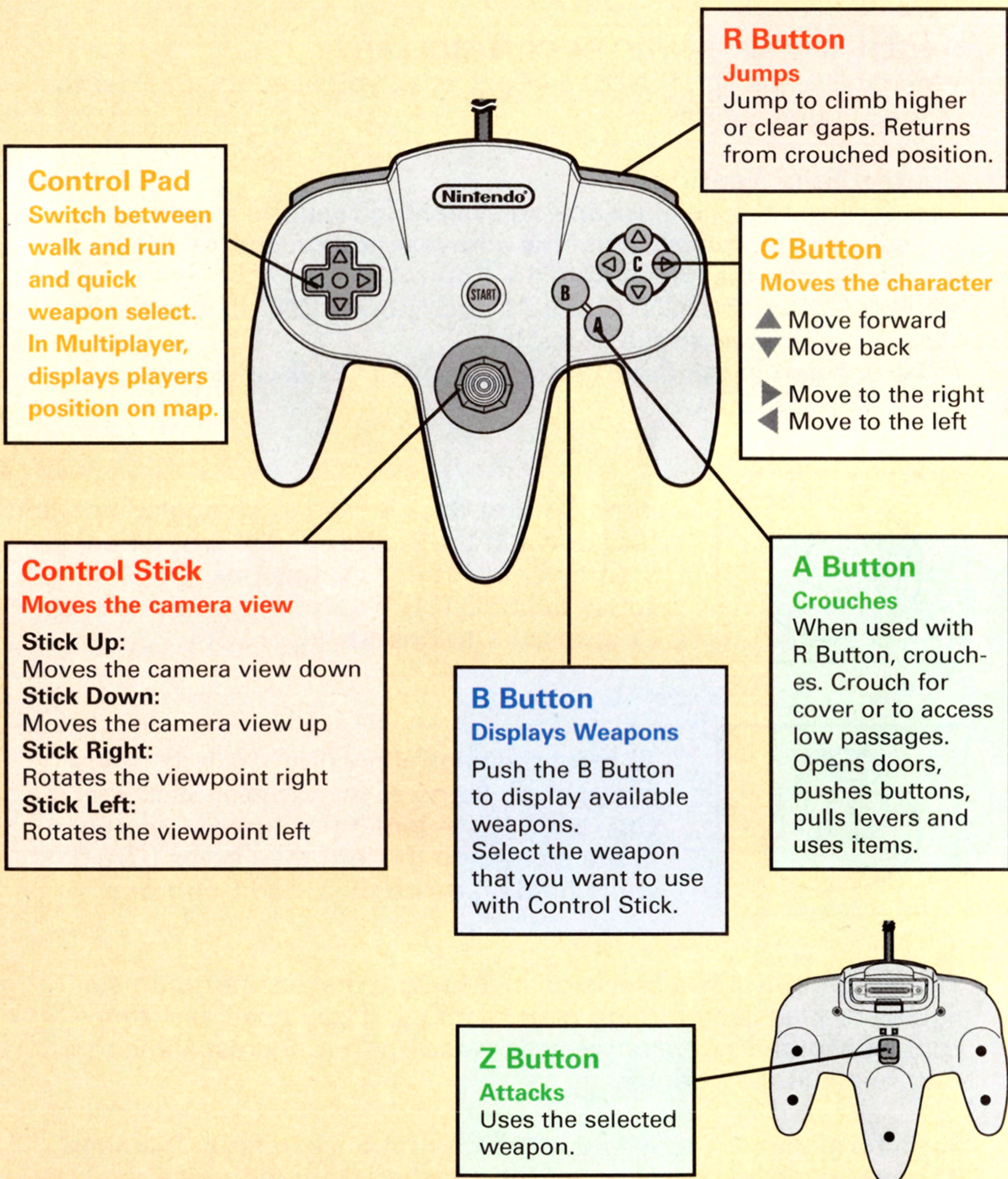


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

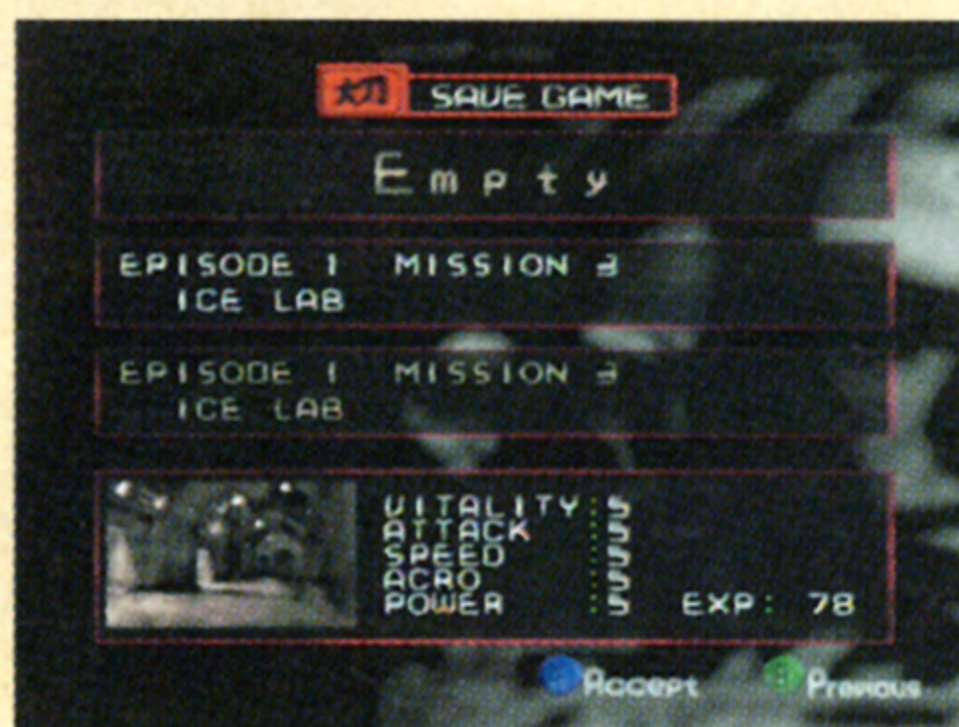
The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance or your nearest Nintendo Authorized Repair Center.

For information on how to use the Control Stick, refer to the page that describes its operation, or the attached Operation Manual.

The following information is for the NORMAL setting that you can modify using the CONTROL STICK selection in OPTION mode. Setting REVERSE will reverse the CONTROL STICK movement.



Properly insert the Game Pak into the NINTENDO 64 system, and slide the power switch to the ON position. When the title screen appears, press START to display the Main menu. At the Main menu you can select from "Single Player" or "Multiplayer" mode. To start the game from the beginning, choose "SINGLE PLAY". To continue where you last saved, select "LOAD GAME".



If your character's "HEALTH" becomes zero during game play, game is over. Every time you accomplish one mission, you will be asked whether to save the game. If you choose "SAVE", you can continue from where you left off next time you play.

In order to save the game, you'll need a Controller Pak. For detailed information on the Controller Paks, refer to "About the Controller Pak Menu" on page 20.

MULTIPLAYER MODE

Daikantana 64's Multiplayer mode features two types of white-knuckle challenges: You can choose between blasting away at up to three opponents in an all-out frag-fest, or you can race to collect five precious gems before your rivals find you or grab the treasure for themselves.

The following pages will introduce you to the story of Daikatana and the defenses you'll use to protect yourself and your treasures!

2455 AD JAPAN. Kage Mishima rules the world with an iron fist. What he can't exploit with force or fear, he buys with the tremendous fortune he acquired from developing a vaccine for a global epidemic.

Unconcerned with Mishima, a kenjutsu instructor named Hiro Miyamoto trains daily in his dojo (gym). Although young, Hiro is a master of world history and martial arts. His life was quite ordinary until an old man named Toshiro Ebihara visited the dojo and told the following tale...

"In the 16th Century, our people suffered from a tyrannical dictatorship run under Shogun Osaka Mishima. Our ancestors—the Ebihara family—revolted against Mishima. In order to defeat the Ebihara family, Mishima asked a legendary sword maker to forge a mighty sword—the most powerful ever held by mortals. Nothing like it ever existed before or after. The sword Daikatana was created by your ancestor, Hiro. The legendary sword maker was Usagi Miyamoto."

Too stunned to reply, Hiro continued listening to the old man's tale.

"Realizing that Mishima would abuse the power of the sword and use it for evil, Usagi Miyamoto betrayed the Shogun and gave Daikatana to Ebihara family instead. The Ebihara family defeated Mishima's forces on the foothills below Mount Fuji. Fearing that the extraordinary power of Daikatana would fall into the hands of the wicked, Usagi Miyamoto threw the sword into the crater of the Mount Fuji."

"What you are asking me to do?" interrupted Hiro. "After all, what is history is history."

The old man explained that Mishima recovered the sword and used its magical powers to alter history. The tyranny of today is not the real world. The old man's daughter, Mikiko Ebihara knew this, but sentries caught her as she tried to infiltrate the Mishima Fortress and recover the sword. Ebihara pleaded with Hiro to rescue his daughter and restore the history twisted by Mishima.

As quick and silent as a chilling winter breeze, three Ninja assassins emerged from the shadows, fatally wounding the old man before Hiro could dispatch the intruders. Gasping his final breath, the old man whispered the secret way into Mishima Fortress...



MIKIKO EBIHARA

The daughter of Elder Ebihara. She was captured while doing reconnaissance in Mishima Fortress.



HIRO MIYAMOTO

A kenjutsu instructor, Hiro is the main character in this adventure. The elder Ebihara wants Hiro to rescue his daughter.



SUPERFLY JOHNSON

Former security chief for Mishima. He is locked in solitary confinement on false charges.

The screen shows Hiro Miyamoto's view. The status bars at the bottom and the left of the screen show Hiro's current status, including health and defense.



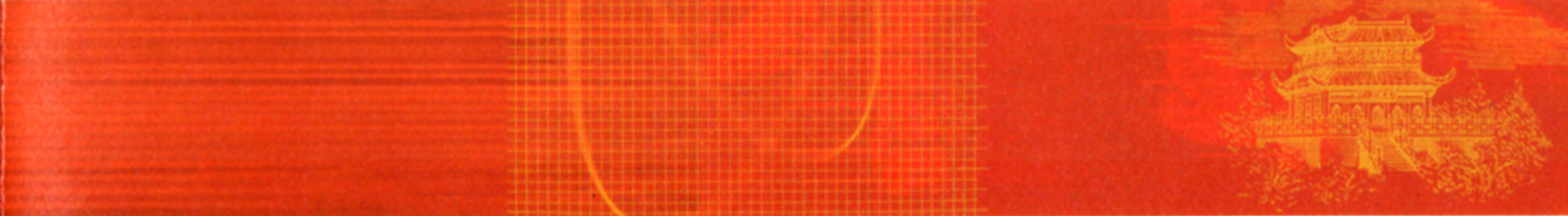
The character status is always displayed at the bottom of the screen. These values change according to the hero's actions, such as when he or she obtains items or is successfully attacked by enemies.

ARMOR

Displays the defense point value of the armor that the character is wearing. The value of the armor decreases whenever the character is attacked by enemies. Armor reduces the HEALTH lost in battle by half.

HEALTH

Displays the character's health. This value often decreases as the character battles enemies.



AMMO

Displays the number of remaining rounds for the current weapon.

EXPERIENCE

Displays the character's experience points. Experience points increase according to the number of defeated enemies. The left side of the screen shows the hero's skill (ability). The more experience points you earn, the more your skill increases. Also, if you obtain skill-up items, you can temporarily increase certain skills.

VITALITY

The higher your Vitality, the more resistant you are to losing HEALTH points.

ATTACK

The higher your Attack Speed, the quicker your punches or shots.

SPEED

The higher the Speed, the faster you'll move.

ACRO

The higher the number, the stronger the hero's jump strength will be.

POWER

The higher the Power, the stronger your punches or shots will be.

Your party will adventure through four episodes comprised of four missions each. By accomplishing all four missions in each episode, Hiro and his companions will unravel the mysteries behind Mishima's plot to dominate the world.

EPISODE 1

"The Mishima Fortress" — 25th Century Japan

Successfully infiltrating Mishima Fortress, Hiro searches the complex for Mikiko. While sneaking around the holding cells, Hiro finds Superfly Johnson, a former chief of security who is now imprisoned on trumped up charges. If Hiro wins Superfly over to his side, he'll have a powerful ally against Kage Mishima.



EPISODE 2

"Ancient Greece"

Greek mythology comes alive as Mishima banishes the party to Lemnos Island in Ancient Greece. During a duel with the legendary Medusa, Hiro discovers how to successfully energize Daikatana, but the party suffers a major setback when Superfly is turned to stone. Hiro must find a way to cure his comrade and use their combined mental powers to teleport with Daikatana through space and time.



EPISODE 3

"Medieval Norway"

Mishima ambushes the party in the time-space continuum, sending the group spiraling into Medieval Norway. Here the party finds a kingdom beset by plague. A heartbroken king holds the key to their escape, but they must first collect seven pieces of a holy sword to help the king and save his kingdom.



EPISODE 4

"Alcatraz Island" — 2033 BC San Francisco

Blasting through the time-space continuum, Hiro and his friends end up in a cold cell inside Alcatraz prison in San Francisco Bay. It's 2033—the exact year Mishima stole the antidote from Tatsuro Ebihara. If they can reach the Mishima Research Center, they can undo many of the wrongs set in the future.



Everywhere in time are items that you can use to open doors or recover health. To pick up an item, walk over it until the screen flashes. Items include weapons, health bonuses, armor, skill-ups, and ammunition.

CHARACTER WEAPONS



Disruptor Glove

Your default weapon—you'll always have it.
Episode: 1



Side Winder

Shoots two missiles at the same time.
Episode: 1
Number of missiles: 30



Shock Wave

Shoots an energy bomb. Be careful not to be engulfed by the shock wave.
Episode: 1
Number of charges: 30



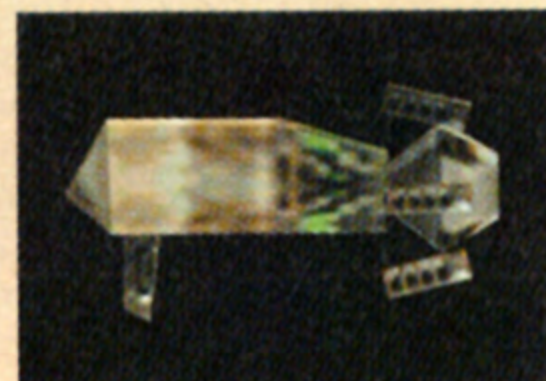
C4 Vizatergo

Plastic bombs that attach to walls and floors. The bombs explode after a given time.
Episode: 1
Number of charges: 5



Shot Cycler

Shoots six bullets at the same time.
Episode: 1
Number of clips: 30



Ion Blaster

Shoots an energy bomb. When energy hits a wall, it reflects.
Episode: 1
Number of charges: 30



Discus of Daedalus

It will return like a Frisbee.
Episode: 2



Venomous

Emits a poison. Enemies who are hit will quickly fall ill.
Episode: 2
Number of charges: 30



Poseidon Trident

Shoots three energy bombs.
Episode: 2
Number of charges: 30



Hammer

Hitting the floor releases lethal shock waves. Hold down the Z Button to power it up.
Episode: 2



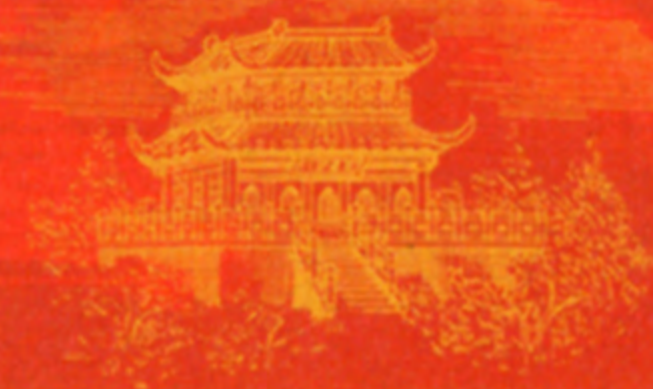
Sunflares

A firebomb that creates an expanding ball of fire.
Episode: 2
Number of charges: 10



Silver Claw

A glove fitted with sharp claws. Effective at close range.
Episode: 3



Bolter

Light Crossbow (small).
Quiet—gets the job done without sacrificing stealth.
Episode: 3
Number of bolts: 30



Ballista

Looks like a crossbow, but shoots explosive bolts.
Episode: 3
Number of bolts: 60



Stravos Stave

A magical wand that shoots fire.
Episode: 3
Number of charges: 20



Wyndrax's Wisp

A blue magical staff that fires blue bolts.
Episode: 3
Number of charges: 20



Nharre's Nightmare

A powerful red magical staff that must fully recharge between uses.
Episode: 3



Glock2020

A very small, light-weight pistol.
Episode: 4
Number of bullets: 30



Kineticore

A rapid-fire rifle with moderate stopping power.
Episode: 4
Number of charges: 30



Meta Maser

A hand grenade.
Episode: 4
Number of charges: 40



Novabeam

Laser gun.
Episode: 4
Number of charges: 20



Ripgun

A futuristic pistol.
Episode: 4
Number of charges: 30



Slugger

A rapid-fire machine-gun. Ten shots per charge.
Episode: 4
Number of charges: 60



DAIKATANA

The key to the future and the past and the ultimate weapon. Hiro and Mishima both own it in different time dimensions. Enables a space and time teleport.

HP RECOVERY

Recovers a specified number of HEALTH points. The maximum number of HEALTH is always 100 and you cannot exceed this number even if you get +25 item. When you obtain +100 points, your points temporarily become more than 100, but gradually decrease to 100.



Restores 25 health points.
For episode 1 only



Restores 100 health points.
For episode 1 only



Restores 25 health points.
For episode 2 only



Restores 100 health points.
For episode 2 only



Restores 25 health points.
For episode 3 only



Restores 100 health points.
For episode 3 only



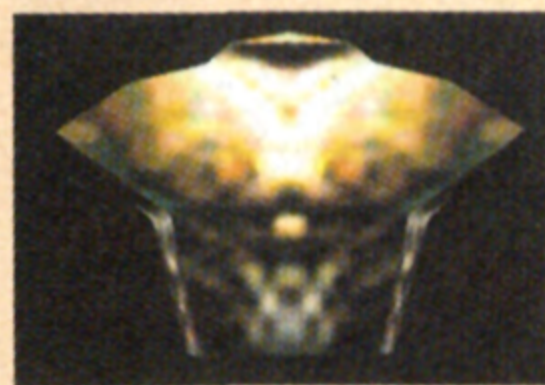
Restores 25 health points.
For episode 4 only



Restores 100 health points.
For episode 4 only

ARMOR

When you wear armor, the damage inflicted on your character will be reduced by 50%. This protection remains in effect until the ARMOR rating reaches 0.



ARMOR points
+100
For Episode 1 only



ARMOR points
+200
For Episode 1 only



ARMOR points
+100
For Episode 2 only



ARMOR points
+200
For Episode 2 only



ARMOR points
+100
For Episode 3 only



ARMOR points
+200
For Episode 3 only



ARMOR points
+100
For Episode 4 only



ARMOR points
+200
For Episode 4 only

SKILL-UP ITEMS

When you collect these items, you'll see a bar light up on a skill status bar on the left side of the screen, which means this skill has increased. These skill-up items have a time limit, so make the most of your new talents while you have them.



VITALITY
goes up +2 points.
Effective for 30 seconds.



ATTACK
(Attack Speed) goes
up +2 points. Effective
for 30 seconds.



SPEED
(Travel Speed) goes
up +2 points. Effective
for 30 seconds.



POWER
(Attack Force) goes
up +2 points. Effective
for 30 seconds.



ACRO
(Jump Force) goes up
+2 points. Effective for
30 seconds.

REPLACEMENT BULLET ITEMS

Each weapon can be recharged or reloaded, but you need to find the right item to do it. When you get these items, the number of charges or bullets will increase by a specified number.



Side Winder Cartridge.
Adds +30.
For episode 1 only



C4Viz Cartridge.
Adds +5.
For episode 1 only



Shot Cycler Cartridge.
Restores +30.
For episode 1 only



Ion Blaster Cartridge.
Restores +30.
For episode 1 only



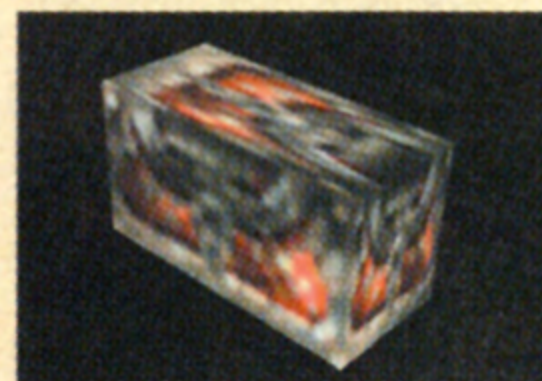
Venomous Cartridge.
Adds +30.
For episode 2 only



Poseidon Trident charges.
Adds +30.
For episode 2 only



Sunflares charges.
Restores +10.
For episode 2 only



Bolter.
Adds +30.
For episode 2 only



Stravos Stave recharge.
Replaces +20.
For episode 3 only



Wyndrax Wisp's recharge.
Replaces +20.
For episode 3 only



Glock2020 Cartridge.
Replaces +30.
For episode 3 only

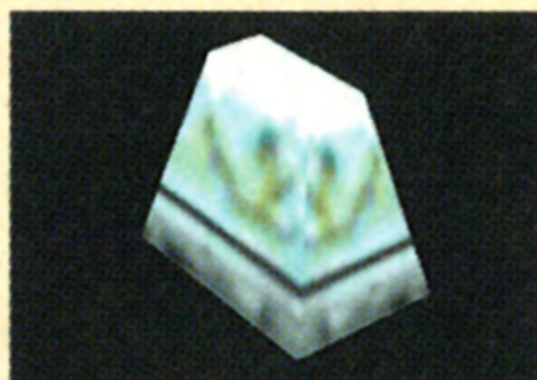


Kineticore Cartridge.
Replaces +30.
For episode 4 only



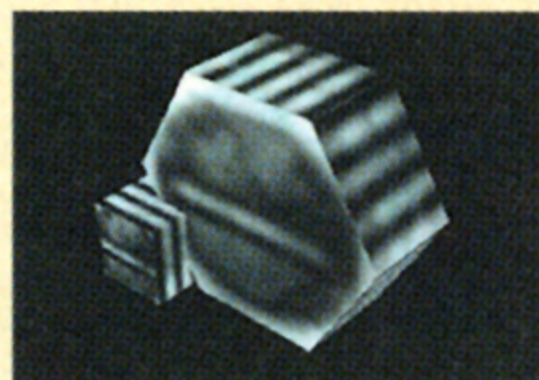
**Metamaser
Cartridge.**

Replaces +40.
For episode 4 only



Rip Gun Cartridge.

Replaces +30.
For episode 4 only



Slugger Cartridge.

Replaces +60.
For episode 4 only

Pushing **START** during the game will display the **OPTION** menu.
The **OPTION** menu offers the following features:

SOUND MODE

Switches between stereo and mono sound.

BGM MODE

Adjusts background music volume.

SE VOLUME

Adjusts sound effects volume.

CONTROL STICK TYPE

Selects between reverse or normal settings for the Control Stick.

CONTROL STICK SENSITIVITY

Adjusts the sensitivity of the Control Stick. The closer you move the cursor to fast, the faster your crosshairs will move on the screen.

AUTO WEAPON MODE

Automatically selects next available weapon when ammo is depleted.

CROSS HAIR

Select from four crosshair configurations or no crosshairs at all.

STATUS BAR VISIBILITY

Adjusts the brightness of the status bar. The closer you move towards MAX, the brighter the status bar becomes.

VIDEO TYPE

Choose between graphics mode. Expansion Pak is needed to use High-Resolution Mode.

BRIGHTNESS

Use to brighten or darken the screen image.

Many special characters make up the story of Daikatana. This section introduces some of the friends and foes you'll encounter:



Rage Mishima

The dictator of the world. A cold, cruel and calculating tyrant blinded by greed and power.



Inmater

An automated guard in the Mishima fortress.



Guard

One of the many sentries inside Mishima fortress.



Charon

The captain of a boat that travels between Lemnos Island and the rest of Greece. He'll take you there—for a price.



Medusa

An evil sorceress in Ancient Greece. Superfly made a mistake and gazed into her eyes. We're sure you won't repeat the same error.



Mushilde

A mysterious, enlightened priest who knows why King Gharroth is insane.



Nharre

The magician responsible for King Gharroth's woes.



King Gharroth

A king in Norway who seems to have lost his mind over the recent death of his family. You can restore his health by finding all seven pieces of the holy sword.



Wizard

One of the magicians waiting for you in Episode 3.



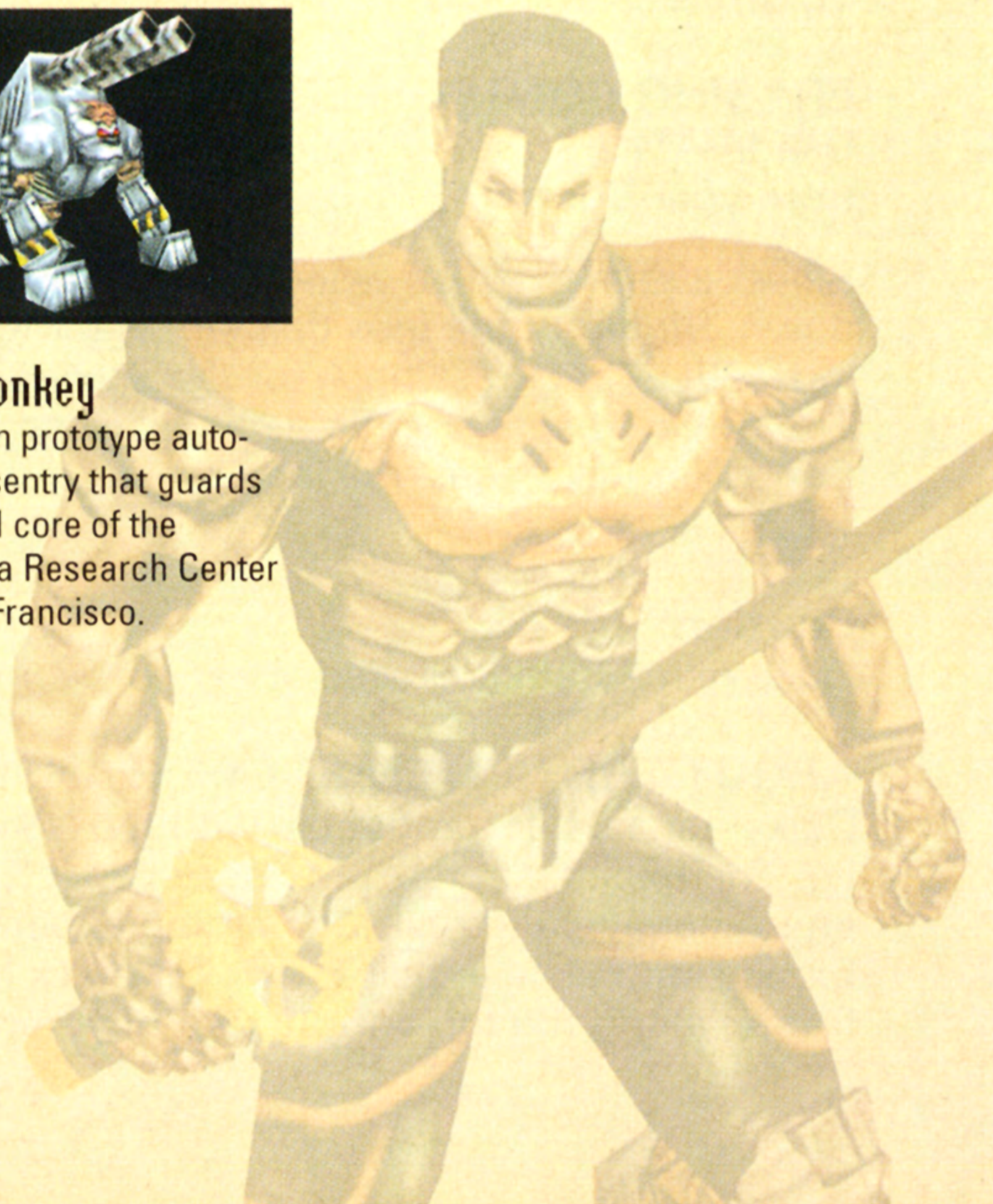
Usagi

Hiro's ancestor and the creator of Daikatana. Fate willing, he will guide Hiro and his friends in their battle against Mishima.



Lab Monkey

A simian prototype automated sentry that guards the vital core of the Mishima Research Center in San Francisco.



ABOUT THE CONTROLLER PAK

You can save and load data using controller paks.

To save data from this game, you'll need to have 30 pages of memory available. To use the Controller Pak, be sure to insert it in the N64 Controller before switching on the power button.

Note:

If you start a game without a Controller Pak inserted in your N64 Controller, you will not be able to save your progress. All game data will be lost when you switch off the power.

To start a game that you want to save on a Controller Pak, be sure to insert a Controller Pak into your N64 Controller before you turn on the power.

After the Controller Pak is properly inserted, turn on the power while pushing START. This will display the menu screen in the Controller Pak. You can use this menu to confirm the saved game data in the Controller Pak.

ERASING CONTROLLER PAK GAME FILES

Use the data erase option to remove unwanted or unnecessary game files from your Controller Pak.

Select a data that you want to erase by moving the Control Stick up and down. Highlight the files that you want to erase and press A. After selecting "DELETE", pressing A for the second time to erase the selected data. The screen displaying file data will close and the number of available Controller Pak pages will increase according to the number of pages that you have erased.

Caution:

Once game data is erased, it cannot be recovered.

ABOUT THE NINTENDO 64 EXPANSION PAK

Daikantana 64 is compatible with the N64 Expansion Pak (sold separately). The Expansion Pak provides crisp, clear high resolutions graphics for an immersive and realistic gaming experience. To verify that the N64 Expansion Pak is in place, look for black border strips (a cinematic-style frame) along the top and bottom of your television screen.

ABOUT THE RUMBLE PAK

This game is compatible with the Nintendo 64 Rumble Pak (sold separately). With the Rumble Pak properly installed in the base of your N64 Controller, you'll notice a tactile feedback whenever you sustain damage or fire certain weapons. In other words, you'll feel the action as well as see it, which provides more realistic game play.

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2. Send the defective product via registered mail, along with the receipt as proof of purchase to the KEMCO Warranty Return Center at:

KEMCO Daikatana
Warranty Return Center
KEMCO c/o Electro Source, LLC
1840 East 27th Street
Vernon, CA 90058

The Daikatana Customer Support telephone number is: 323-234-9911

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