PlayStation®

NTSC U/C

PlayStation®

TEEN
T
CONTENT RATED BY ESRB

SLUS-01039

SAMURAI SHODOWN
WARRIORS RAGE™

SNK®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

凍てついた白虎

九鬼刀馬

くきとうま

哀しみの天使

命

みこと

仮面の復讐鬼

朧

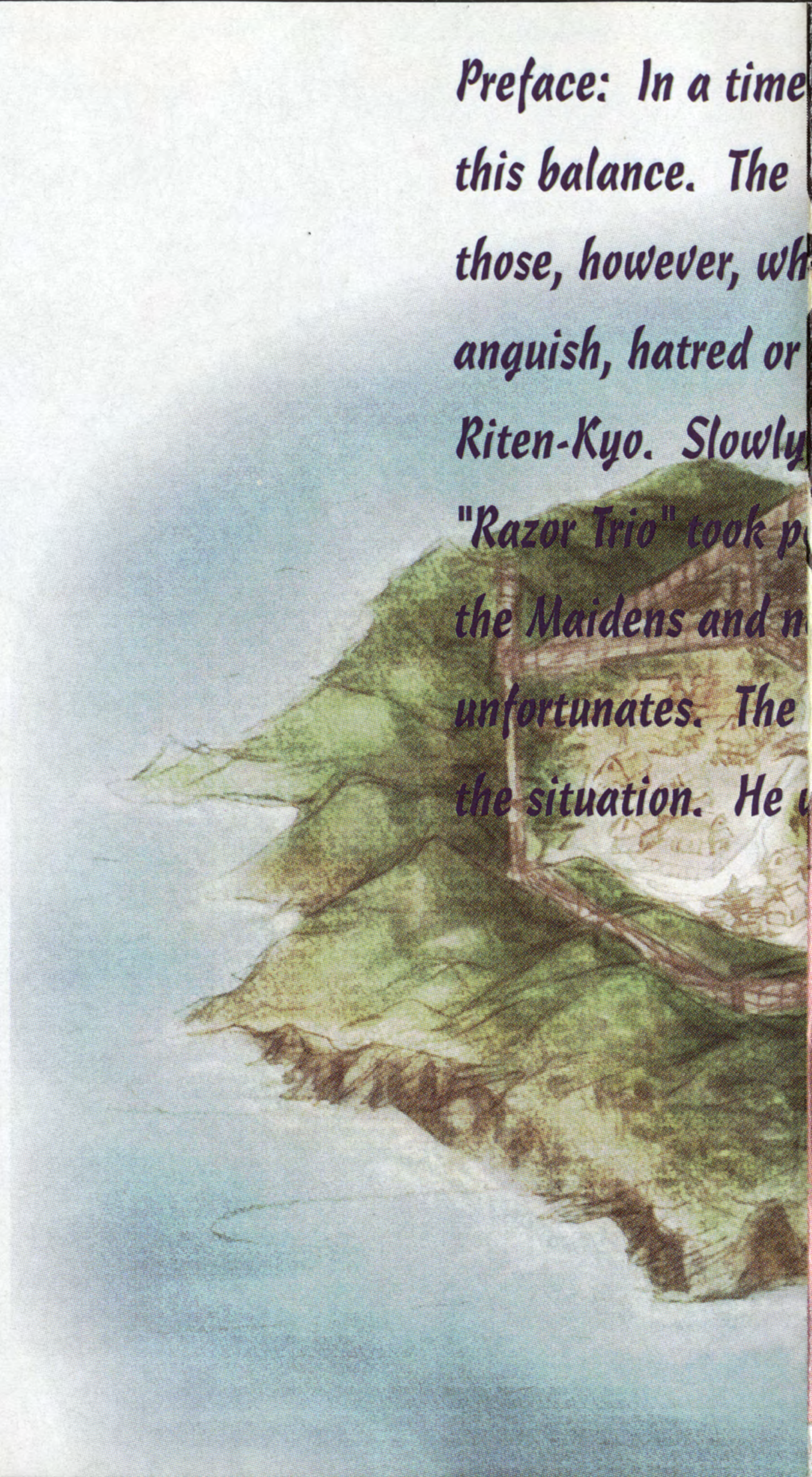
おぼろ

GREETINGS

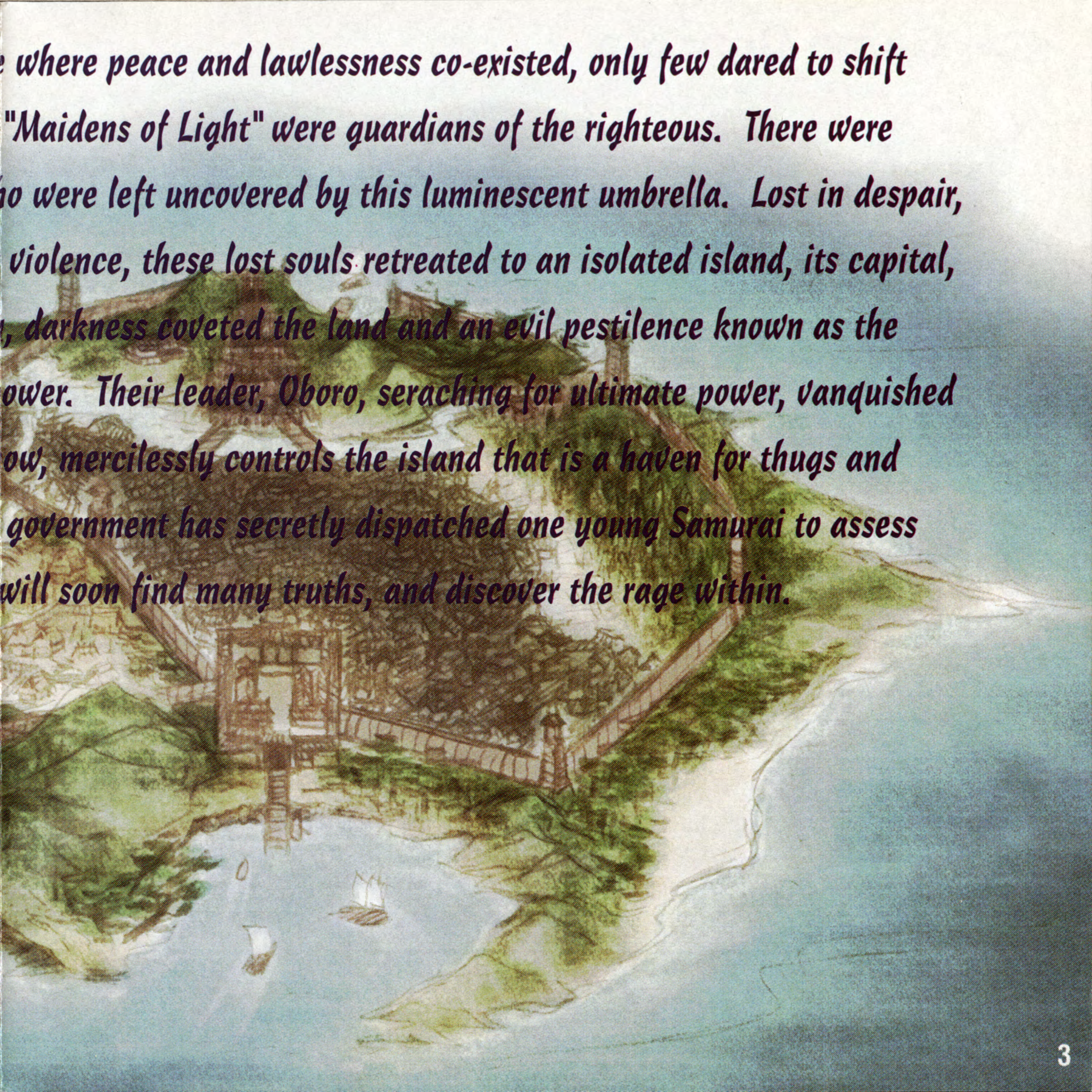
We would like to extend our sincere appreciation for your purchase of "Samurai Shodown: Warriors Rage™" software for your PlayStation® game console. Please read this manual thoroughly before starting game play to ensure full enjoyment. Please be sure to keep this manual with the software.

★ Please read user's manual for your PlayStation® game console. Pictures used in this manual for explanation are taken partially from screens in the pre-final version and may be different from those of the final version.

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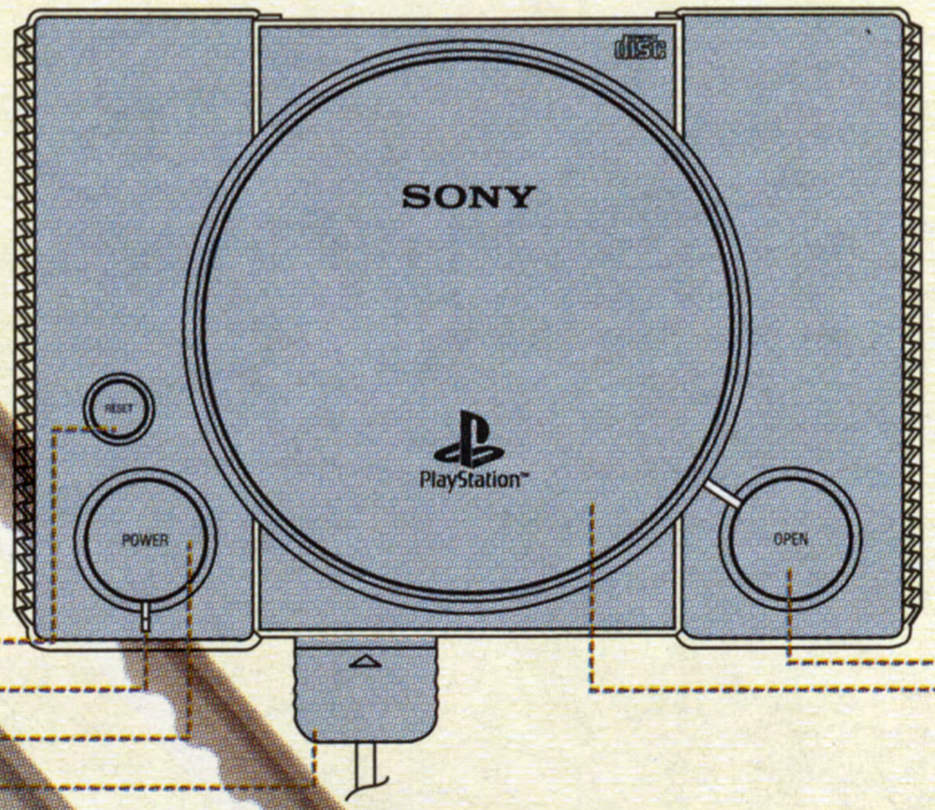
e where peace and lawlessness co-existed, only few dared to shift
"Maidens of Light" were guardians of the righteous. There were
ho were left uncovered by this luminescent umbrella. Lost in despair,
violence, these lost souls retreated to an isolated island, its capital,
, darkness coveted the land and an evil pestilence known as the
ower. Their leader, Oboro, seraching for ultimate power, vanquished
ow, mercilessly controls the island that is a haven for thugs and
government has secretly dispatched one young Samurai to assess
will soon find many truths, and discover the rage within.



Game Console

Console

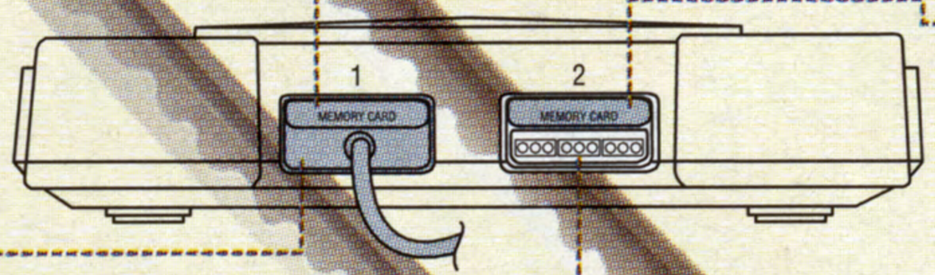
Top View



RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT

OPEN BUTTON
DISC COVER

Front View



CONTROLLER PORT 1
CONTROLLER PORT 2

MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Samurai Shodown: Warriors Rage™ disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Basic Control Operation

DUALSHOCK™ analog controller
Operation of the DUALSHOCK™ analog controller and controller is the same.
This game is vibration function compatible, however, analog input cannot be recognized.

Select Button
Opens Custom screen (Practice Mode)

L1 or L2 Button
Not in use

Directional Buttons
Controls movement of characters (including jump, crouch, guard, etc.) / Select items.

LED

Start Button
Start/Pause/Skip Message

R1or R2 Button
Not in use

(△) Button
Strong Slash/Cancels Item Selection/Back to Previous Screen

(○) Button
Dodge

(×) Button
Kick/Confirm Selection/Skip Message

(□) Button
Weak Slash



DUALSHOCK™ analog controller



* Start Button + Select Button resets game.
* Analog controller vibrates whether LED is on or off.
* Do not use either left stick or right stick on analog controller.
* Operations introduced on this page are in the initial set-up.
  [Key Config] can change operating set-up for each button in Option Mode.

Starting the game



Pushing the Start Button at the title screen calls up the Mode Select Screen.

Mode Select screen

Select game modes using Directional Buttons and confirm by pressing "×" button.

Story Mode	Fight against CPU following storyline.	page 10
Attack Mode★	Clear different objectives to increase custom character strength.	page 11
Practice Mode	Practice character movement.	page 13
Battle Mode	Fights only. CPU or 2 players.	page 14
Gallery Mode★	See the illustrations of characters. Mini game.	page 15
Option	Changes game settings.	page 16-17
Memory Card	Save and load game data.	page 18
Movie	See movies from the story mode. Select movie and press "×" button.	

★ *Modes cannot be selected at the beginning*

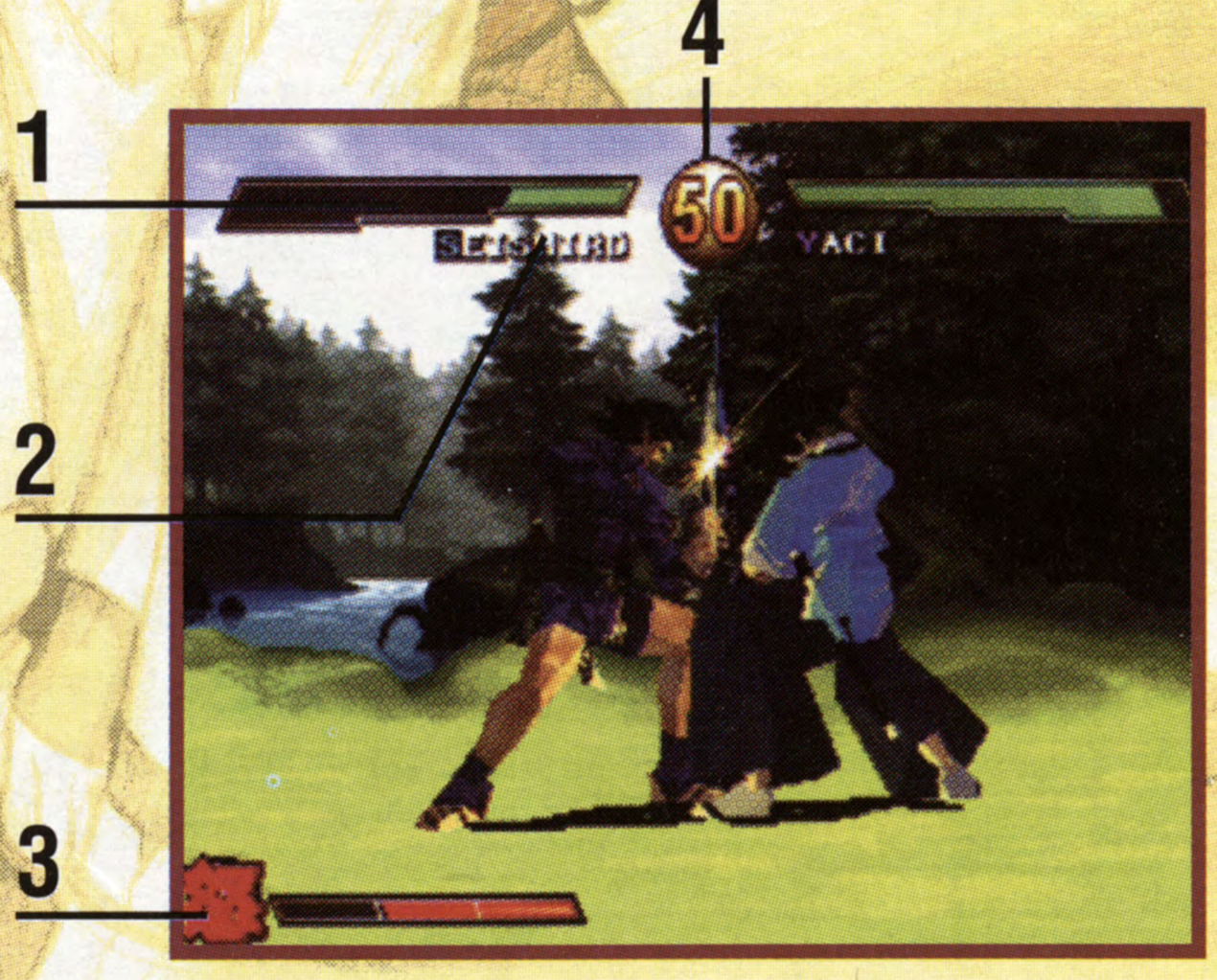
Game Screen

1. Life Gauge - *Displays the remaining life of characters being used. Life Gauge consists of 3 levels. When the 3rd level of the Life Gauge of either character is used up, the match is over. When the Life Gauge is almost empty, it starts flashing.*

2. Character name - *Displays the names of the characters in battle.*

3. Rage Gauge - *Rage Gauge goes up when a character is getting hit or an attack is blocked by the opponent. When Rage Gauge reaches max, "Knocking on the sword" move can be used.*

4. Timer - *Displays time remaining in bout.*



Playing the game

Operations shown below are the initial settings. "➡" indicates the direction of the Directional Buttons, □·△·✕ and ○ are the buttons.

Basic Character Controls (The following operations are for characters facing right.)

Forward	➡
Backward	⬅
Jump	(↖ or ⬆ or ↗)
Crouch	(↙ or ⬇ or ↘)
Guard	(During attack: While standing ⬅ , or while crouching ↙)
Slash	□ weak or △ strong
Kick	✕
Dodge	○

Dash	Quickly ➡➡ hold
Basic throw / Push	□ ✕ simultaneously
Basic throw / Pull	⬅ + □ ✕ simultaneously
Back of Sword Attack	□ △ simultaneously
Strategic dodge	Just before a character gets hit by an attack ➡ or ↘ or ⬇
Crossed Sword Crunch	Tap either □·△·✕ or ○ continuously
Power defense	Just before a character gets hit by an attack ⬅ or ↙
Ground attacks	While opponent is down press ⬇ □ + △ or ✕
Roll forward	While a character is down on the ground, hold down ➡
Roll backward	While a character is down on the ground, hold down ⬅
Pick up the weapon	□ or △ near the dropped weapon
Knocking the sword	Can be used when Rage Gauge is at MAX
Secret Attack	Can be used when Life Gauge is flashing

Playing the game



Rage Explosion

You will have some benefits using the Rage Explosion. The Rage Explosion can only be used once in a match. Timing of when to use it is very important and can be a deciding factor of the match.

Rage Explosion [Press 3 buttons □·△·✕ or ○ simultaneously.]

- **Attacking Power Increases ------- Attacking power goes up. (Defensive power goes down.)**
- **Timer Stops ----------Countdown is frozen during Rage Explosion.**
- **Deadly Single Hit ----------Deadly single hit, the strongest attack in the game, can be used.**

Deadly Single Hit [Press 3 buttons from □·△·✕ or ○ during Rage Explosion.]

Rules

In battle, only a single round decides the outcome of a match. Each character's life gauge has 3 parts. If you lose all 3 parts of your life gauge, it's game over.

Story Mode

Each game character has a different story. In the Select Character screen, choose your character and press the "×" button.

Game Flow

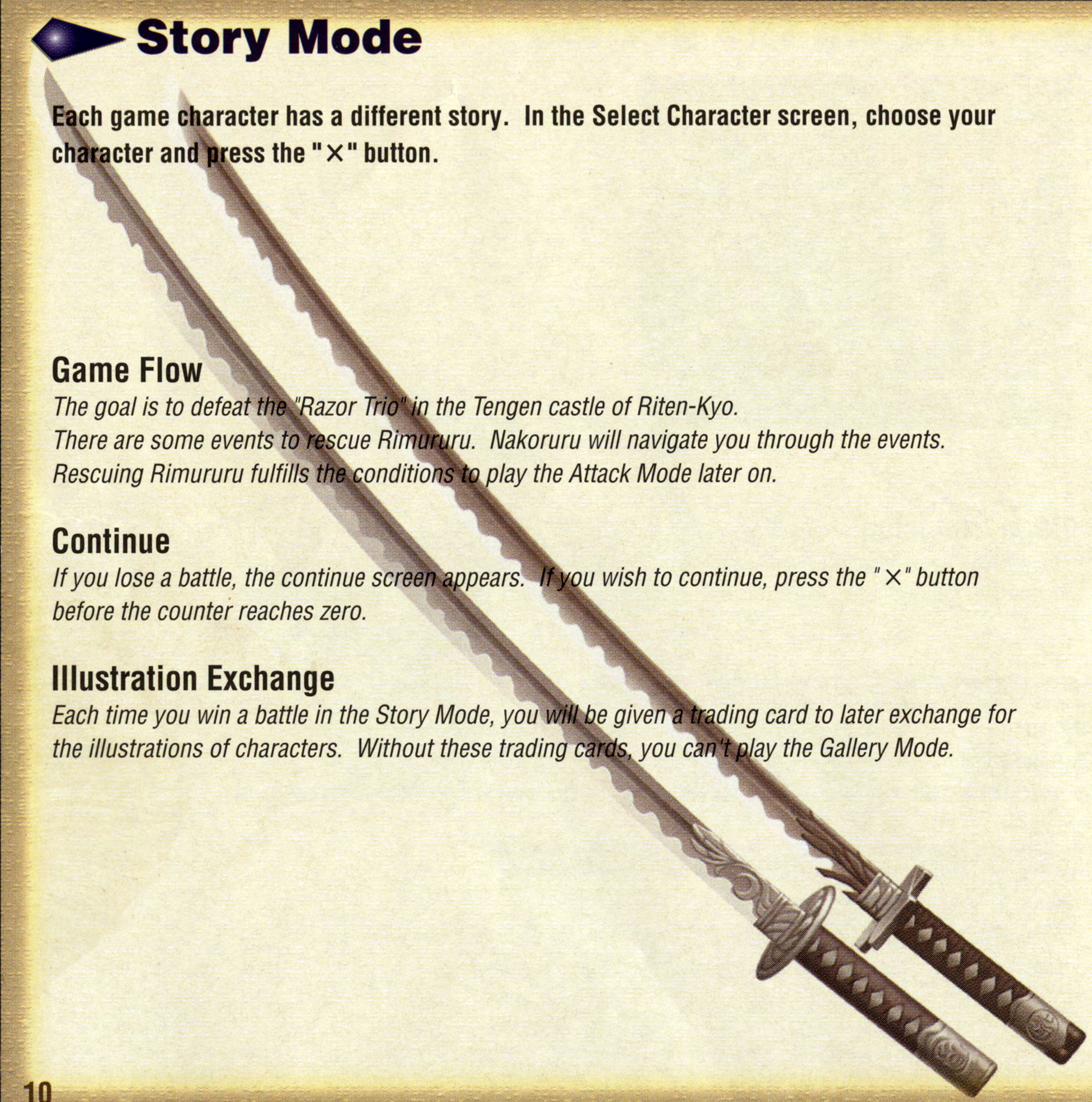
The goal is to defeat the "Razor Trio" in the Tengen castle of Riten-Kyo.
There are some events to rescue Rimururu. Nakoruru will navigate you through the events.
Rescuing Rimururu fulfills the conditions to play the Attack Mode later on.

Continue

If you lose a battle, the continue screen appears. If you wish to continue, press the "×" button before the counter reaches zero.

Illustration Exchange

Each time you win a battle in the Story Mode, you will be given a trading card to later exchange for the illustrations of characters. Without these trading cards, you can't play the Gallery Mode.



Attack Mode

You can gain Ability Points each time you clear a fighting mission that Rimururu assigns. The Ability Points increase the power of the character. All the matches are against the CPU. In the Select Character screen, press the "×" button to select your character. The Ability Points gained are necessary when you want to customize your character's ability in the Custom screen.

Play Conditions

To play the Attack Mode, you must clear the rescue mission of Rimururu at least once in the Story Mode.

Missions

There are 3 missions with 5 levels each. If only one character has rescued Rimururu, only mission one is available. If two different characters have rescued Rimururu, then mission 2 will be available. With three characters, mission 3 is available. Use the Directional Buttons to select a mission, "×" button to confirm your selection.



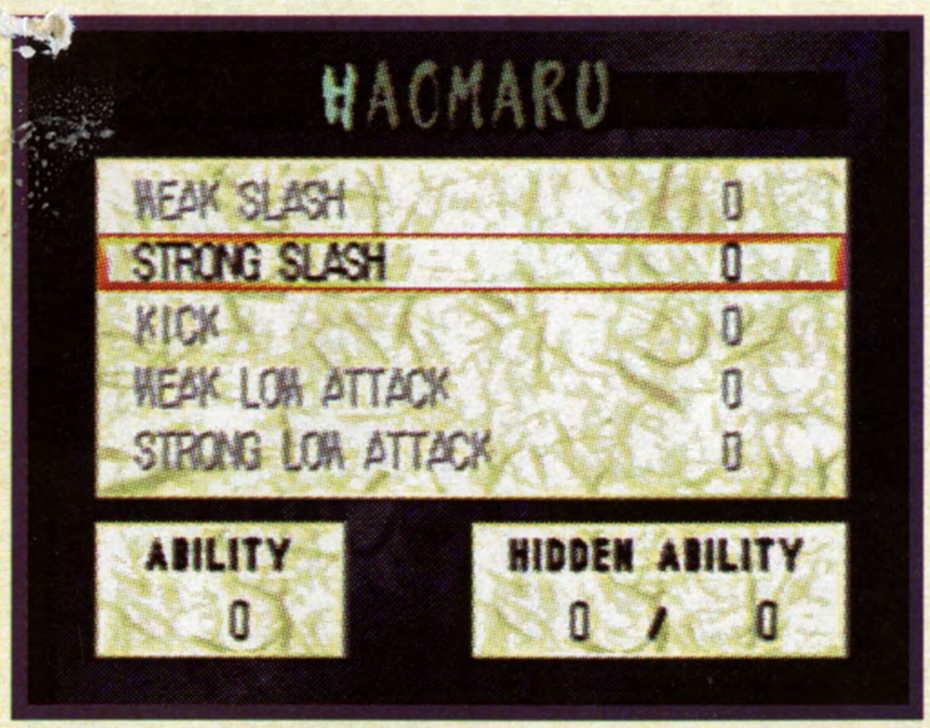
Customizing Characters

A player can change the values of various abilities a character possesses. Customizing a character can be done in the Custom screen.

Using the Ability Points obtained in the Attack Mode, you can change the level of character abilities, such as attack, special skill, defense, etc. The data of your custom character can be saved in the Memory Card. (see p.18)

Custom Screen

Where to find the Custom Screen:	In Attack Mode:	In Mission Type selection screen, choose Customizing Character. Without possessing any Ability Points you can't select this item.
	In Practice Mode:	After you select the character, a Menu Window appears. Press the select button.
How to operate:		Use the Directional Button, up and down, to select an ability; left and right, to change the level.
To exit:		Press the "△" button.



Practice Mode

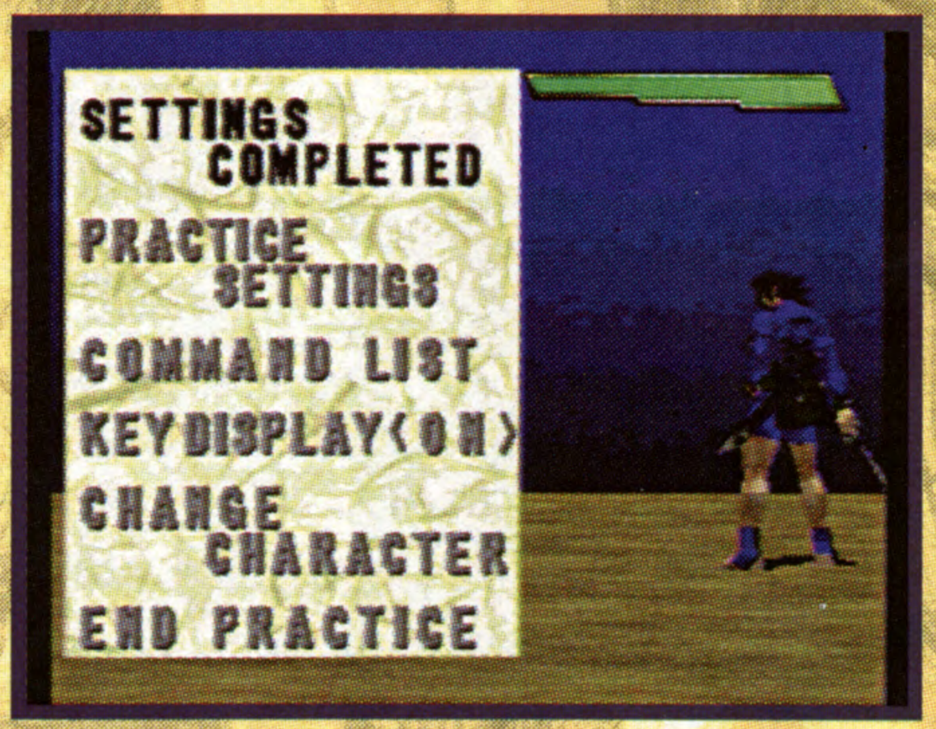
Practice the movements and attacks of the character. First select your character and your CPU opponent character. Then, follow the Menu Window.

Menu Window Content

Inside the Menu Window there are six items for the Practice Mode. Use the Directional Button up and down to select an item, press "×" button to confirm. If you press the Select Button here while using customized character, the screen will switch to the Custom Screen (see p.12).

Settings Completed:	You can Start Practice Mode.
Practice Settings:	Set the conditions on both the CPU character and your own character. Use Directional Button up and down to select an item, and use the left and right to change the setting. Choosing "Exit" will end this process.
Command List:	View a list of all the maneuvers. Press "△" to continue.
Key Display:	View command inputted by player. Left/Right will change the view on or off.
Change Character:	The screen will change to the Select Character screen.
End practice:	End the practice and go back to the Select Mode screen.

*If you press "Pause" during the practice, the screen will switch to the Menu Window.



Battle Mode

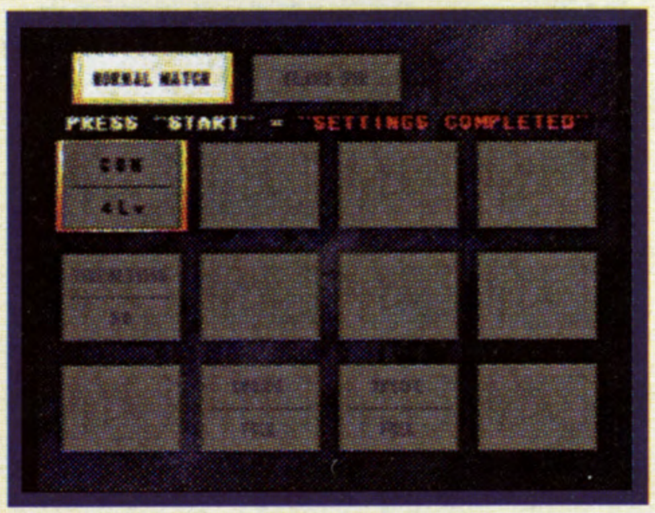
Experience a continual match with an opponent. Choose either Normal or Flash Win. First, go to the Select Character screen and press the Start Button. The screen will change to the Setting screen.

Normal:	Choose either 1P vs CPU or 1P vs 2P. You can also choose CPU vs CPU just to watch the fight.
Flash Win:	In Flash Win, win-loss is decided by a single hit.

Normal Match

Choose the Normal Match to change the game settings. Use the Directional Buttons up, down, left and right to toggle around the items. When you are on the selected item, press the "X" button to confirm. Then, use the Directional Buttons up or down to change the settings. Press "X" to confirm the setting and start button to end.

Com LV	Set-up the strength of CPU opponent. (Level 1-8)
Time Setting	Set up the length of time during a regular match. (9 Levels)
1P Life	Change the Life Gauge for 1P character in 3 levels.
2P Life	Change the Life Gauge for 2P character in 3 levels.



Gallery Mode

To obtain the photo, challenge Rimururu in the mini game using a trading card. Your goal is to collect the photos of characters in Samurai Shodown. If you haven't obtained a trading card in the Story Mode, you can't choose this mode. You can view the photos in the gallery. When you enter the Gallery Mode, please read the directions. (note: trading cards are automatically received after defeating opponents in the story mode.)

Menus in the Gallery Mode

To Get Artwork:	Challenge Rimururu in the mini-game and win the photo.
View Your Artwork:	You can view the photos in the gallery. Use the Directional Button to choose the photo you want to see...Press the "✕" button to magnify the view. "△" button will let you exit the gallery.
Exit:	You will exit the Gallery Mode and return to the Select Mode screen



Mini-Game with Rimururu:

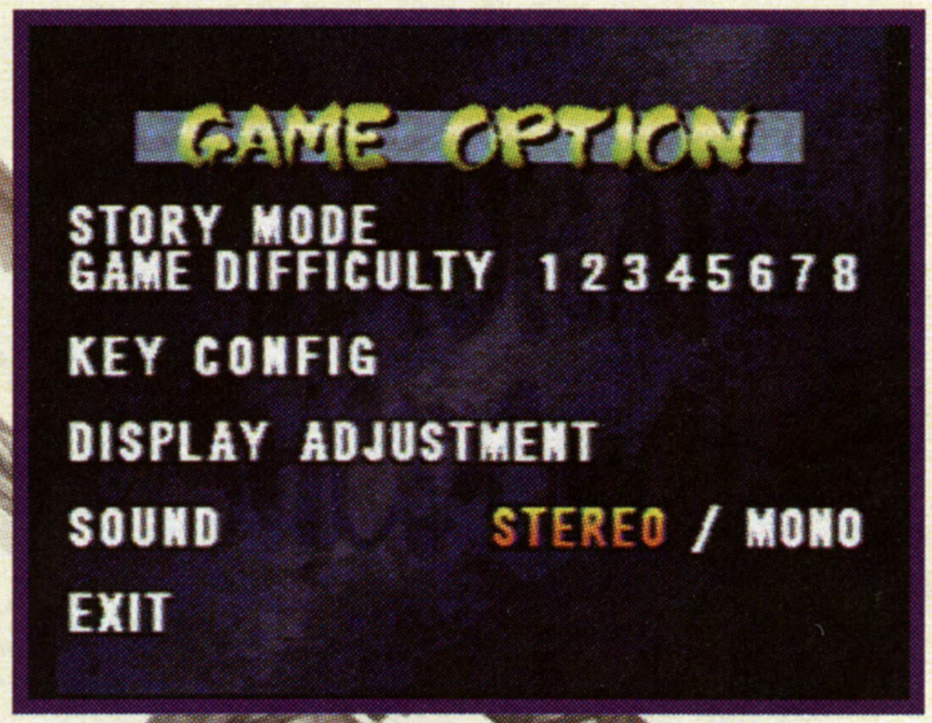
"To Get Artwork" will take you to the mini-game.
If you want to know the rules, select "Instructions".
Pressing "△" button will end this process. Choosing "Play" will start the game. One trading card will give you one match. All you are going to do is guess in which hand Rimururu is hiding the photo. Use the Directional Buttons to choose left or right, and confirm with the "✕" button.



Options

You can change the game settings by moving the Directional Button. Move the key up and down to select the items; move the key left and right to set the content. You can confirm your decision by using the "×" button.

Story mode game difficulty	8 different levels of difficulty on the CPU.
Key Config	Use "×" button to go to the [Key Config] screen. (see p.17)
Display Adjustment	Use "×" button to go to the Display Adjustment screen. (see p.17)
Sound	Change stereo/mono to get sound output.
Exit	Go back to the Mode Select screen by using the "×" button.



Options

Key Config

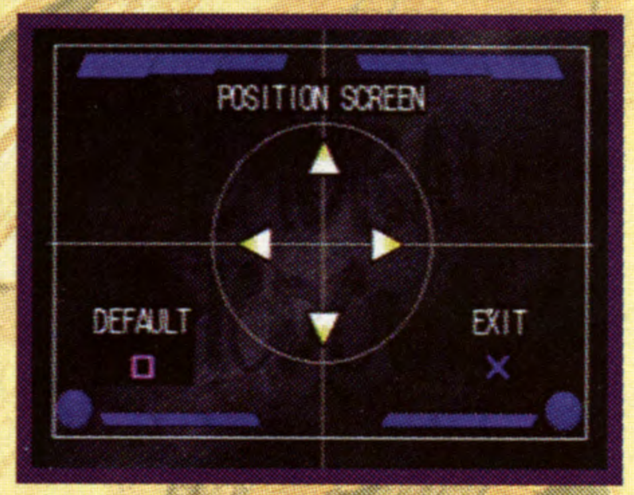
The operation setting of the controller can be changed. Move the Directional Button up or down to select the items; move the Directional Buttons left or right to change the setting; and use the "×" button to confirm.

All the buttons	Basic technique and other operation can be assigned.	
	(Strong Slash + Weak Slash)	Guard Break, Pick Up Weapon.
	(Weak Slash + Kicking)	Basic throw.
	(3 buttons simultaneously)	Rage explosion. Dodge.
Vibration	On/Off of DUALSHOCK™ analog controller vibration function can be controlled.	
Default	Go back to initial setting of all the items by using "×" button.	
Exit	Go back to the "Option" screen by using "×" button.	



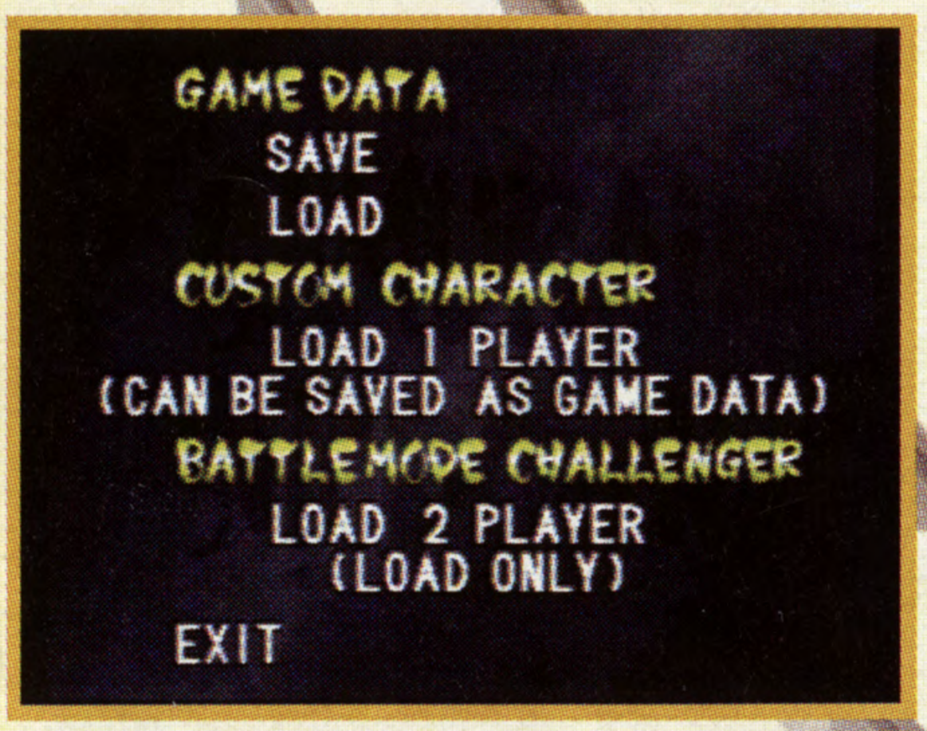
Display Adjustment

Screen position can be adjusted. Move the screen by using the Directional Button in all the directions. You can go back to the initial setting by pressing "□" button, or go back to the Option screen by pressing "×" button or "△" button.



Memory Card

Game data and custom characters can be saved into a memory card. Insert the memory card into memory card slot 1 before turning the PlayStation® game console power ON (one block required). Use the Directional Button up or down to toggle, and press "×" to confirm. To return to the Mode Select screen, select "exit" and press the "×" button.



Save Save the game data and custom characters.

Load Load saved game data.

Load 1 PLAYER

Load the data of custom characters for the 1P side. After saving the game data, you can then select the character you want to load to the custom data.

Load 2 PLAYER

Load the data of custom characters for the Battle Mode on 2P side. (Please set-up the memory card with saved data into memory card slot 2). Select the character which you want to load into the custom data.

How to read the command signs for Special Moves
(All moves are for a character facing right)

(←→↓↑)

Press the direction on the Directional Buttons.

(×·○·□·△)

The abbreviation of buttons.

(☆)

The Flying Weapon Technique. (Can be used only when the Rage Gauge is at MAX.)

(★)

Secret Technique (Can be used only when the Life Gauge is flashing.)

Caution!

- **Command list in manual is for initial button settings.**
- **When more than 2 buttons are pressed simultaneously, it will be listed as (eg...+□△simultaneously).**
- **Find Secret moves not listed!**



Seishiro

Method of Mayhem-1	➡⬇↘ + □ or △
Method of Mayhem-2	⬇↘➡ + □ or △
Method of Mayhem-5	➡↘⬇↙⬅ + □ or △ or ×
☆ Flying Weapon Technique	➡⬅↙⬇↘➡ + △
★ Secret Slice	➡⬇↘➡⬇↘ + △



Haomaru

Method of Mayhem-1	➡⬇↘ + □ or △
Method of Mayhem-2	➡↘⬇↙⬅ + □
Method of Mayhem-6	⬅↙⬇↘➡ + □ or △
☆ Flying Weapon Technique	➡⬅↙⬇↘➡ + □ or △
★ Secret Slice	➡⬅↙⬇↘➡ + ×



Jin-Emon

Method of Mayhem-1	⬇↘➡ + □ or △
Method of Mayhem-2	➡⬇↘ + □ or △
Method of Mayhem-3	⬇↙⬅ + □ or △
☆ Flying Weapon Technique	⬅↙⬇↘➡ + □
★ Secret Slice	⬅➡↘⬇ + □ △ simultaneously



Hanzo

Method of Mayhem-5	While jumping ⬇↘➡ + □ or △
Method of Mayhem-6	➡⬅↙⬇↘➡ + □ or △
Method of Mayhem-7	➡⬇↘ + ×
☆ Flying Weapon Technique	⬅➡↘⬇ + □ △ simultaneously
★ Secret Slice	➡⬇↘ + □ △ simultaneously

伝説の剣豪
覇王丸

最後の武士
花房迅衛門

影を統べる者
服部半蔵

静かなる天狼
九葵蒼志狼



Method of Mayhem-2	↓ ↓ + □ or △ or ○
Method of Mayhem-4	During Method of Mayhem 2, ↓ ↘ → + □ or △
Method of Mayhem-11	↓ ↙ ← + □ or △
☆ Flying Weapon Technique	↓ ↘ → ↓ ↘ → + □ or △
★ Secret Slice	→ ← ↙ ↓ ↘ → + □ or △



Method of Mayhem-1	↓ ↘ → + □ or △
Method of Mayhem-4	↓ ↙ ← + □ or △
Method of Mayhem-7	↓ ↓ + □ or △ or ×
☆ Flying Weapon Technique	↓ ↓ ↓ + □ or △ or ×
★ Secret Slice	→ ← ↙ ↓ ↘ → + ×



Method of Mayhem-1	→ ↘ ↓ ↙ ← + ×
Method of Mayhem-2	← ↓ ↙ + □ or △
Method of Mayhem-3	→ ↓ ↘ + □ or △
☆ Flying Weapon Technique	↓ ↙ ← + × ○ simultaneously
★ Secret Slice	← ↓ ↙ + × ○ simultaneously



Method of Mayhem-1	↓ ↘ → + □ or △ or ×
Method of Mayhem-2	↓ ↙ ← + □
Method of Mayhem-3	↓ ↙ ← + △
☆ Flying Weapon Technique	← → ↘ ↓ ↙ ← + □ or △
★ Secret Slice	→ ← ↙ ↓ ↘ → + □ or △

軋る粒犬

七坐灰人
（かなくらはいと）

黄泉に潜む蝙蝠

十六薙夜血
（いざやち）

榊銃士浪
（さかきじゅうしろう）

黄昏の銃剣士

迷える桜花の蕾

吉野凛花
（よしのりんか）



Garyo

Method of Mayhem-5	→↘↓↙←+×
Method of Mayhem-8	↓↙←+□ or △
Method of Mayhem-10	→↘↓↙←+□
☆ Flying Weapon Technique	←→↘↓+□△ simultaneously
★ Secret Slice-A	→↓↘+□△ simultaneously (hold)



Saya

Method of Mayhem-1	←↙↓↘→+□
Method of Mayhem-2	↓↘→+□ or △
Method of Mayhem-4	→←→+□ or △
☆ Flying Weapon Technique	←↙↓↘→+△
★ Secret Slice	→↓↘+△



Ran Po

Method of Mayhem-3	While jumping ↓↓+□× simultaneously
Method of Mayhem-4	↓↘→+□ or △
Method of Mayhem-6	↓↙←+□ or △
☆ Flying Weapon Technique	→←↙↓↘→+△
★ Secret Slice	→↘↓↙←→+△



Limited 90 Day Warranty

SNK Corporation of America ("SNK") warrants to the original consumer purchaser that the accompanying software product will perform substantially in accordance with the accompanying written materials for 90 days from the date of purchase. SNK does not warrant uninterrupted, error-free or bug-free operation of the software Product(s). During the warranty period, SNK will, at is option, either repair or replace Product(s) that fail to conform with this warranty free of charge. The original consumer purchaser is entitled to this warranty only if the date of purchase is registered at the point of sale or the consumer can demonstrate that the Product(s) was purchased within 90 days of the date of the warranty claim. Proof of purchase is required for all claims.

SERVICE INFORMATION

Many simple problems can be corrected by reading the troubleshooting tips in the manual. To make a warranty claim or seek further information concerning the Product(s) warranted hereby, please contact SNK Customer Service by calling (877) 341-3286 (Monday - Friday, 9:00 a.m. - 6:00 p.m. (Pacific Time); times subject to change), or write to SNK Customer Service at 17 Great Oaks Blvd., San Jose, CA 95119, or email through SNK's web site at www.snkusa.com. When writing or emailing to SNK to make a warranty claim, please provide a description of the defect or basis of the warranty claim, the serial number of the Product(s), the date of purchase and the claimant's name, mailing address and daytime telephone number. Please also forward to SNK, at the address above, the claimant's proof of purchase. In some cases, it may be necessary to ship the Product(s), FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SNK for repair or replacement. Any such shipments will be at the claimant's expense. Please do not ship any Product(s) to SNK without contacting SNK first for instructions and a Return Merchandise Authorization (RMA) number; otherwise your shipment will be rejected. Only SNK customer service or technical service personnel are authorized to replace or repair warranted Product(s). There is no informal dispute resolution mechanism for disputed claims. Completing and forwarding the Product Registration Card is recommended, but is not a precondition to making a warranty claim.

Warranty Limitations

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