

SEGA
GENESIS
16-BIT CARTRIDGE



SHADOW DANCER

THE SECRET OF SHINOBI

INSTRUCTION MANUAL

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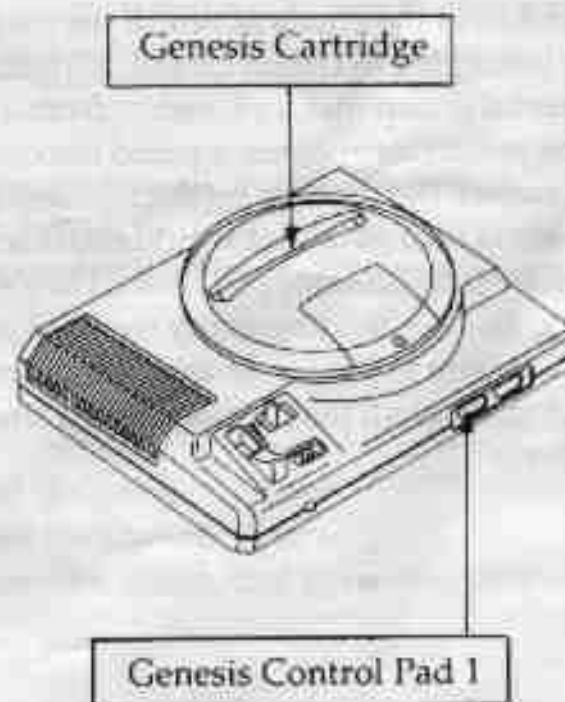
Printed in Japan

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Shadow Dancer cartridge into the console.
3. Turn the power switch ON. In a few moments, the Shadow Dancer Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the cartridge.

Note: Shadow Dancer is for one player only.



Revenge in the Big Apple!

After bringing down the Neo Zeed organization, Joe Musashi found that his skills weren't needed anymore. He went to New York City and spent some time with Kato, his former martial arts student.

Musashi returned to his native land, refreshed and relaxed. Kato, meanwhile, heard that some nasty characters had taken over a local elementary school, and were holding the children as hostages. Naturally, he went to try and help the kids. What he found was shocking...

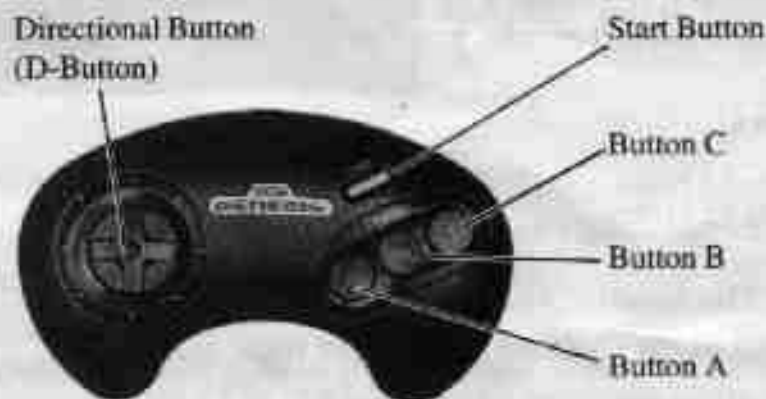
Kato was severely wounded at the school, and was not expected to survive. When he got the news, Musashi raced back to New York. But before he could get to the hospital, Kato passed away, leaving nothing but memories and his faithful dog, Yamato. Overcome with grief and rage, Joe Musashi promised Kato's mother that he would avenge her son's death.

Kato perished at the hands of one of the many Ninja warriors belonging to Union Lizard, a frighteningly vast and powerful group that took orders from a hideous, gigantic reptilian form. Since it could not communicate through words, the reptile's instinct guided it and the many soldiers on a path that would result in world domination— if no one stopped them. They've taken over New York, and are holding many terrified people hostage. Can you guide Joe Musashi and Yamato, the Shinobi dog, through the ring of fire and triumph over this evil force?

Take Control!

Shadow Dancer is for one player only. Learn the functions of each button on your Control Pad before beginning play.

Genesis Control Pad



D-Button

Before play:

- Press up or down to move selection markers, and left or right to highlight options or selections.

During play:

- Press left or right to walk in either direction.
- Press down to squat.
- Press down, and to the left or right, to walk while squatting.

Start Button

- Press to start the game.
- Press to open the Options screen.
- Press to pause the action, and to resume play.

Button A

- Press to use Ninjutsu, the ancient and powerful Shinobi magic.

Button B

- Press to attack by throwing Shuriken (Death Stars), kicking, punching, or swinging the Shinobi Sabre.
- Press to send Yamato, your dog, after an enemy.

Button C

- Press to jump.

Note: The functions of Buttons A, B and C can be changed at the Options screen (see page 5).

Prepare Yourself!

The story screens and a short demonstration follow the Title screen. It's a good idea to watch them, and learn something about your enemies before you hit the streets. If you don't want to see the

demo, press the Start Button at the Title screen, and the Start/Options screen appears. To begin play, press the Start Button and the scene for Round 1, Stage 1 comes up. To see the Options menu, press the D-Button down to highlight Options and press the Start Button.



Options



Using this screen, you can set game conditions before starting play. Press the D-Button up or down to move the selection marker next to an Option category, and press left or right to highlight the desired setting.

Mode: Normal or Non-Shuriken. The second Mode is more difficult, because you can't use Death Stars to attack enemies from a safe distance!

Level: You can play at three different levels. Level 1 is the easiest, and Level 3 is a true test of your skills. If you begin playing at the first level, and successfully topple the huge reptile Sauros, you can continue playing. The game returns to Round 1, Stage 1, and you'll then be playing at Level 2. The same applies if you finish that level. Finishing Level 3 brings the game to an end.

Control: You can change the functions of Buttons A, B, and C on your Control Pad using this Option. There are four different arrangements to choose from. Attack and Jump actions can be done using any button, but Ninjutsu can only be performed using Buttons A and C.

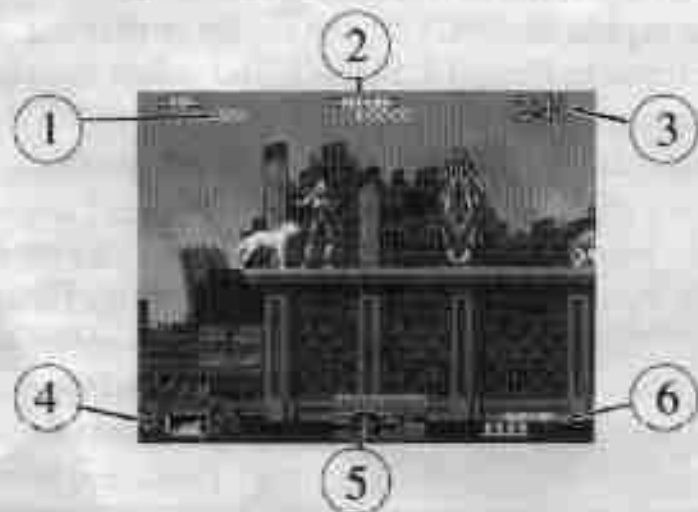
	TYPE 1	TYPE 2	TYPE 3	TYPE 4
Button A	Ninjutsu	Ninjutsu	Attack	Jump
Button B	Attack	Jump	Jump	Attack
Button C	Jump	Attack	Ninjutsu	Ninjutsu

Sound Test: Listen to any of the sound effects or background music you'll hear during the game.

Exit: To leave the Options screen, move the selection marker down to Exit, and press Button A, B, C, or the Start Button. The Title screen reappears.

Exterminate the Reptile!

Joe Musashi, hoping to avenge the death of his pupil, Kato, goes into battle along with his late student's faithful dog, Yamato. The two of them fight their way through the streets of Brooklyn, lock horns with enemies atop the Statue of Liberty, storm unknowingly into the danger that lurks inside a cave, and finally reach the hideout of the reptile Sauros! To get through all of these dangers, you must be able to recognize the screen indicators at a glance.



1 Your current score. This number increases as you mow down enemy warriors.

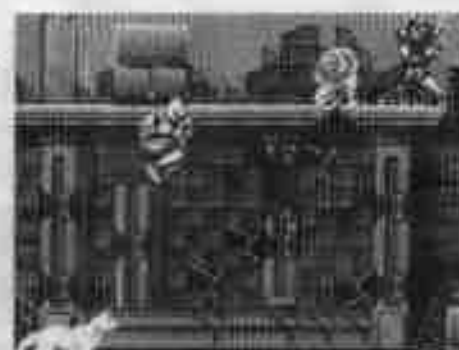
2 The high score so far.

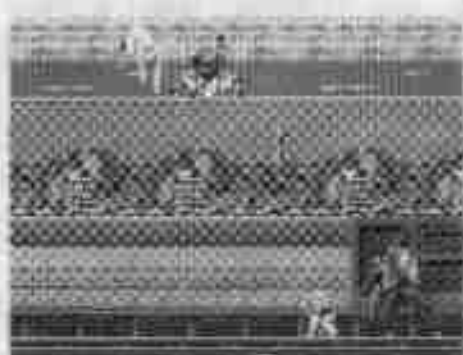
- 3 The amount of time you have to clear the stage you're playing. When you're down to 30 seconds, the timer moves to the center of the screen and stays there for two seconds, to remind you that you'd better get moving. The same thing happens when the timer reaches 20 seconds. When there are only ten ticks remaining, the timer goes to the center and stays there until you clear the stage, or until time runs out.
- 4 The type of Ninjutsu you can presently use. There are three different spells you can cast (see page 9), and each is represented by its own special emblem.
- 5 When you want to send Yamato into combat, watch this gauge. It fills as you press and hold the Attack Button (selected at the Options screen).
- 6 The number of hostages you have to rescue before you can clear the stage.

Attack Techniques

Jumping

Enemies and hostages often appear on a higher or lower level, so you must learn how to get to them. To jump to a higher floor, press and hold the D-Button up and then press the Jump Button (selected at the Options screen). To jump down, press and hold the D-Button down and then press the Jump Button.





There's one location where you'll have to jump a high fence. To jump over from the near side, press the D-Button up and then press the Jump Button. To jump toward you, press the D-Button down and then press the Jump Button.

Assault

Musashi normally attacks by throwing Shuriken...



...or by swinging his mighty Sabre!

There's a particular Item that gives Musashi incredible power. His Sabre is replaced by a Beam shot, and he gains two new weapons- a punch and a kick. When Musashi is standing, he attacks nearby foes with a lethal kick. When squatting, he unleashes a thunderous punch!



Ninjutsu

The Shinobi warriors of the present make good use of a gift from their ancestors. Ninjutsu is the strongest form of Shinobi combat magic, and Joe Musashi can cast those spells as well as his great-grandfather did!

There are three spells you can use when you're outnumbered in battle. Don't waste them in an ordinary situation! You can cast only one spell per stage. The type of spell you can use is predetermined, but you can believe that it's very effective in almost any situation!

Note: These spells are not very useful against enemy Aides!



Columns of fire cook your enemies. Watch as they go up in smoke!

Two tornadoes join forces to blow your foes away!



Meteorites fall from the sky like a killer rain, destroying all villains in the vicinity!

Musashi's Best Friend



Yamato, once the pet of Musashi's late friend Kato, now gives his loyalty to our hero. Yamato isn't just a spectator- he'll lay down his very life for you! To send him after an enemy, press and hold Button B.

Watch Yamato's Attack gauge at the bottom center of the screen. When it becomes full, release Button B and your dog charges at the bad guy, with only one thing on his canine mind!

There are times when Yamato can't attack:

- 1) When there are no enemies on the screen.
- 2) When Yamato and the enemies are on different floors.
- 3) When an enemy Yamato was planning to assault suddenly jumps up or down to a different level. In this case, Yamato charges straight ahead, and after seeing that there's no one there, returns to his master's side.

Once you see that Yamato has a good hold on an enemy, move Musashi in and finish the bad guy off quickly! If you don't, Yamato becomes tiny and can't attack for a short time. Also, if Yamato attacks an enemy who's particularly good at self-defense, he'll get hurt. You can even hear the poor pup whimper as he scoots back to Musashi's side!



If Yamato is hurt, he'll regain his size and energy if the timer reaches zero, when you use Ninjutsu, or when you rescue one of the captives. Let Joe Musashi do most of the dirty work, and save Yamato for desperate situations!

Items

As you guide Musashi and Yamato through the gauntlet of horrors, Item symbols pop up. Run over the Items to pick them up. Benefits include Bonus Points, extra players and Power Up Items. The symbols appear while you save prisoners—watch for them!

Joe Musashi's Revenge!

Burning Downtown



Brooklyn is under siege, and Musashi is right in the midst of it! Battle uniformed enemies among the crumbling buildings, rescue hostages, and deal with the first enemy Aide—the Stomper!

Battle on the Railway

The railyard is crawling with Sauros' soldiers. Save prisoners on both sides of the fence and on the bridge, and watch for ambushes! If you can make it to the other side of the collapsing span, you square off against the Mirage—the next Aide sent by Sauros to keep things under control!



Statue of Liberty



This beautiful gift from France is soon to be the scene of a fierce battle! Make your way through the base, and don't forget to pick up the captives as you go. The Red Ninjas are your most elusive enemy

here. As you ride the construction elevator up to the top of the monument, you'll need to use Ninjutsu to repel an especially large group of foes. At the top, you meet Blade, one of the reptile Sauros' top destroyers. She hurls hair-splitting saw blades at our heroes!

In the Darkness

Are you afraid of the dark? If so, this battlefield is going to scare the wits out of you. Musashi and Yamato must first climb and descend a set of ancient mountain steps, and watch for the chasms on the other side. Then, the enemy uses the natural darkness to hide from you. You can't hide from them, so your attack had better be vicious! As you emerge from the terrifying cave, the Wheel of Fire spins and spits its searing bursts of flame in Joe's direction!



The Reptile Sauros

At last, you've reached the Lizard's hideout. Before you can get in to see him, though, you have to pass a little test...

Scoring

You receive points as you clear each stage or round. Any time remaining when you get through an area is worth points. Also, you can get 10,000 points for your Ninjutsu if you cleared the Stage without using it.

ROUND 3 CLEAR

TIME BONUS 14200 PTS.

☒ UNASSD 10000 PTS.

Game Over/Continue

It only takes one hit from an enemy weapon for Musashi to bite the dust! Each time he's nailed, he loses one life. You begin each stage with five lives—when they are all used up, the Continue screen appears. To keep playing, make sure that the marker is pointing to Continue, and press Button A, B, C, or the Start Button. If you want to start over again, press the D-Button down so the marker points to End, and press any other button.

When you continue, your score carries over. Also, if you rescued two of the six hostages in that Stage before getting hit, you'll only need to save the remaining four the next time around.

Advice from the Masters

- Learn the attack techniques of each kind of soldier and warrior. You see them in each stage of the game!
- You'll find Power Up Item symbols as you rescue captives. Your attack becomes twice as lethal!
- Each of the enemy Aides has a weak point. To defeat them, you must find that soft spot!
- When you're in mid-jump, you can't be hurt. Don't be afraid to change levels in search of hostages!
- Valuable bonuses are available after each round you clear (except for round 5). Shoot all Ninjas!

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 8:00 a.m. to 8:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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