

SAMURAI

SHODOWN

III

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New Faces  
appear!!



CHAM CHAM



GENJURO



SIEGER



NICOTINE

SNK

S-9408



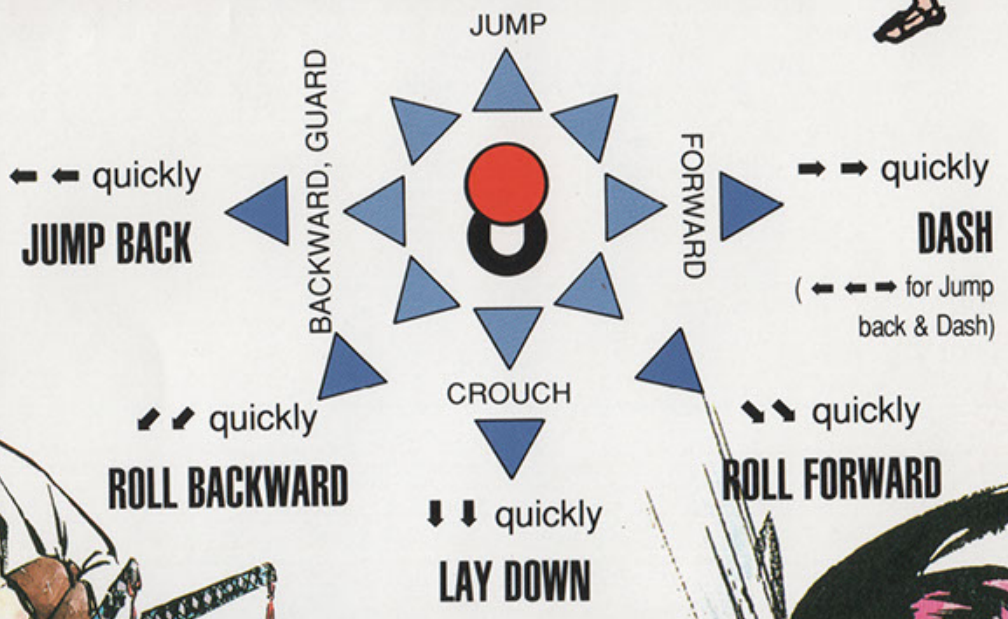
# SAMURAI SHODOWN II

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## SAMURAI SHODOWN II HOW TO PLAY

\*When facing left, use the controls in the opposite direction.



**SLASH (HIT)**

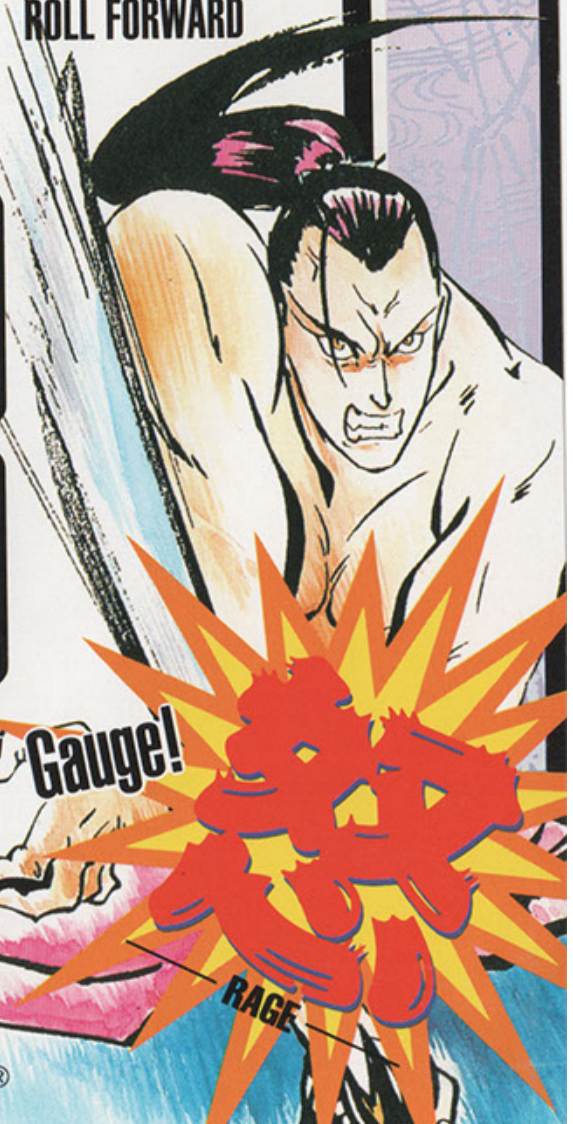
Light	Strong
<b>A</b>	<b>B</b>

Press A+B at the same time for Powerful Attack.

**KICK**

Light	Strong
<b>C</b>	<b>D</b>

Press C+D at the same time for Powerful Attack.



Find something new with the "RAGE" Gauge!

**SNK**®



SETTING UP THE SOFT DIP  
ON THE MULTI VIDEO SYSTEM

1. TURN POWER ON.
2. PUSH THE TEST BUTTON INSIDE THE CABINET.
3. THE FOLLOWING SCREEN WILL APPEAR.

MOVE LEFT JOYSTICK UP/DOWN TO MOVE THE POINTER TO  
"SETTING UP THE SOFT DIP". PRESS "A" BUTTON TO SET.

HARDWARE TEST  
SETTING UP THE HARD DIP  
SETTING UP THE SOFT DIP  
BOOKKEEPING  
SETTING UP THE CODE NUMBER  
SETTING UP THE CALENDAR  
EXIT

THE FOLLOWING SCREEN WILL BE DISPLAYED:

CABINET SET UP  
SLOT 1 (GAME TITLE)  
SLOT 2 (GAME TITLE)  
SLOT 3 (GAME TITLE)  
SLOT 4 (GAME TITLE)  
SLOT 5 (GAME TITLE)  
SLOT 6 (GAME TITLE)

4. SELECT THE GAME TITLE YOU WANT AND PRESS "A" BUTTON TO VIEW THE SOFT DIP SETTING OF EACH INDIVIDUAL GAME.



## -- SAMURAI SHODOWN II -- SOFT DIP --

CONTINUE	WITHOUT
DIFFICULTY	LEVEL 4
TIME	NORMAL
HOW TO PLAY	WITH
DEMO SOUND	WITH
1 CREDIT VS	WITHOUT
BLOOD DISP	RED
COMMAND DISP	WITH
CREDIT/LEVEL	WITH

1/ CONTINUE	SETTING NUMBER OF CONTINUE PLAY
CONTROLS: USE JOYSTICK TO MOVE ARROW. CHANGE MODE WITH "A" OR "B" BUTTON.	
NORMAL SETTING: WITHOUT	
2/ DIFFICULTY	DIFFICULTY SETTING
CONTROLS: USE JOYSTICK TO MOVE ARROW. CHANGE MODE WITH "A" OR "B" BUTTON.	
NORMAL SETTING: 4	
3/ TIME	SETTING TIME OF 1 PLAY (FROM 3 LEVELS)
CONTROLS: USE JOYSTICK TO MOVE ARROW. CHANGE MODE WITH "A" OR "B" BUTTON.	
NORMAL SETTING: NORMAL	
4/ HOW TO PLAY	WITH OR WITHOUT HOW TO PLAY SCREEN
CONTROLS: USE JOYSTICK TO MOVE ARROW. CHANGE MODE WITH "A" OR "B" BUTTON.	
NORMAL SETTING: WITH	
5/ DEMO SOUND	WITH OF WITHOUT DEMO SOUND
CONTROLS: USE JOYSTICK TO MOVE ARROW. CHANGE MODE WITH "A" OR "B" BUTTON.	
NORMAL SETTING: WITH	
6/ 1 CREDIT VS	WITH OR WITHOUT 2P COMPETITIVE MODE
CONTROLS: USE JOYSTICK TO MOVE ARROW. CHANGE MODE WITH "A" OR "B" BUTTON.	
NORMAL SETTING: 2 BONUSSES	
WHEN THE DIP IS SET AT "WITH", P1 VS P2 MODE CAN BE SELECTED I/O VS COM MODE. WHEN P1 VS P2 MATCH ENDS, THE GAME WILL BE OVER.	
7/ BLOOD DISP	BLOOD COLOR SETTING (RED/WHITE)
CONTROLS: USE JOYSTICK TO MOVE ARROW. CHANGE MODE WITH "A" OR "B" BUTTON.	
NORMAL SETTING: RED	
8/ COMMAND DISP	WITH OR WITHOUT COMMAND DISPLAY FOR SPECIAL ATTACK
CONTROLS: USE JOYSTICK TO MOVE ARROW. CHANGE MODE WITH "A" OR "B" BUTTON.	
NORMAL SETTING: WITH	
9/ CREDIT/LEVEL DISP	WITH OR WITHOUT CREDIT/LEVEL DISPLAY
CONTROLS: USE JOYSTICK TO MOVE ARROW. CHANGE MODE WITH "A" OR "B" BUTTON.	
NORMAL SETTING: WITH	



ATTENTION OPERATOR

FOLLOW THESE SUGGESTED PROCEDURES FOR OPTIMUM EARNING

- 1) SET COINAGE AT 50 CENTS TO START AND 50 CENTS TO CONTINUE
- 2) USE FULL SAMURAI SHODOWN II MARQUEE (NOMINAL COST)
- 3) UTILIZE FULL GRAPHICS WHENEVER POSSIBLE
- 4) POSITION THE GAME WITH TOP EARNING EQUIPMENT

\* FACTORY TESTING USING THE ABOVE PROCEDURES PROVED SAMURAI SHODOWN II TO BE THE TOP GAME IN EVERY TEST LOCATION.





**SAMURAI SHODOWN (EL ESPIRITU DE SAMURAI)  
EXPLICACION DE JUEGO**

\*USE LA PALANCA, AL VOLVERSE A LA DERECHA

[ PALANCA ]

**MOVIMIENTO DE JUGADOR**



- |     |                                     |     |                                  |
|-----|-------------------------------------|-----|----------------------------------|
| → → | PARA CORRER RAPIDAMENTE,            | ← ← | PARA SALTAR HACIA ATRAS          |
| ↘ ↘ | PARA DARSE LA VUELTA HACIA ADELANTE | ↙ ↙ | PARA DARSE LA VUELTA HACIA ATRAS |
|     |                                     | ↓ ↓ | PARA TENDERSE BOCA ABAJO         |

**ACUCHILLAR (GOLPEAR)**

"DEBIL"	"FUERTE"
<b>A</b>	<b>B</b>

A Y B A LA VEZ, ATAQUE FUERTE

**PUNTAPIE**

"DEBIL"	"FUERTE"
<b>C</b>	<b>D</b>

A Y B A LA VEZ, ATAQUE FUERTE

4 NUEVOS PARTICIPANTES Y NUEVA MEDIDA DE COLERA. ¿VA A ACONTECER ALGO?



NEO GEO THE FUTURE IS NOW

# SAMURAI SHODOWN III

INTRODUCCIÓN A LOS CARACTERES Y LOS ARTES MATALES

JUSTIJA VAQUERÍA Y KONGRESE A LA OFICINA. NO SE PUEDE USAR SIN LOS CARACTERES Y LOS ARTES MATALES.

DEBIL FUERTE

ACUCHILLAR (GOLPEAR) A y B a la vez. ATAQUE FUERTE

DEBIL FUERTE

PUNTADE C y D a la vez. ATAQUE FUERTE

APARECEN 4 NUEVAS CARAS

MIKAMAMI BENDUO

KENNA KOUYOKUTOU  
→ 3 + ACUCHILLAR  
ROUKAZAN  
→ 3 + ACUCHILLAR  
SWEET ST. UTUSEMI  
→ 3 + ACUCHILLAR (B)

CHAM CHAM

Lanza de Boomerang Horizontal  
→ ACUCHILLAR  
Lanza de Boomerang Arriba  
→ ACUCHILLAR  
TOBI HIKKIKI  
→ PUNTADE  
MATA EN KOUYOKUTOU  
→ D

CHATELLE NICOTINE

SHUOURASEKKYAKU  
saltando → PUNTADE  
BAKUSAIJOUZOKI  
→ ACUCHILLAR  
SHIKESHINERU DORON  
→ ACUCHILLAR  
SHUNSHINERU DORON  
→ PUNTADE

NENMALT SEZER

Blitz Singer  
→ PUNTADE  
Vulcan Wreath  
→ A continuamente  
1000 Frenes  
→ A B  
1000 Frenes  
1000 Frenes  
→ C

3-302

THE FUTURE IS NOW

# SNK

MADE IN JAPAN

HACHIMARU

OKUGI KOGETUGIRI  
→ ACUCHILLAR  
OKUGI SHUPURE TUGIRI  
→ + ACUCHILLAR  
OKUGI BASSHINGIRI  
→ PUNTADE  
SHIBUOGEVAI  
→ A

MAKORURI

ANNU MUTUBE  
→ ACUCHILLAR  
FRAMA MUTUBE  
→ ACUCHILLAR  
KAMU FUYUSE  
→ ACUCHILLAR  
AMIBE YATORO  
→ ACUCHILLAR

IMYO

Espada Secreta  
→ ACUCHILLAR  
HIKEN TUBAMEGASHI  
→ ACUCHILLAR  
ZANZO FUMAKOIKIRI  
→ PUNTADE  
HIKEN SASAMEYUKI  
→ PUNTADE

CHARLOTTE

Power Gradation  
→ ACUCHILLAR  
Spain Four  
→ ACUCHILLAR  
ACUCHILLAR continuamente  
Tri Slash  
→ + ACUCHILLAR

GALFRID

Palmeto Blade  
→ ACUCHILLAR  
Rush Dog  
→ ACUCHILLAR  
Machine Gun Dog  
→ C  
Repeat Dog  
→ D

JUREI

HASSOU JUREIYA  
ACUCHILLAR continuamente  
FUTATIKAKURIBOU Nuevo  
→ ACUCHILLAR  
KATTOUSUJIGETUJOU  
→ ACUCHILLAR  
YAGUSHINKAYTOU  
→ A

WAN-FU

SHIKKIDANUTENJOU  
→ ACUCHILLAR  
KIKOUSENYUZEKI  
→ ACUCHILLAR  
KIKOUONBOKUSANSU  
→ ACUCHILLAR  
DONATISUJIGUZEKI  
→ CD

GEN-AN

DONKUBURU  
→ ACUCHILLAR  
NIKUTENTEN  
→ ACUCHILLAR  
TUMEI TUMAMI  
→ ACUCHILLAR  
GENMAN DAPPY  
B CD al peripicard

KYOSHIRO

FUJIE SUSSEN  
→ ACUCHILLAR  
CHOUJUSHI  
→ PUNTADE  
KAENKOKUBU  
→ ACUCHILLAR  
KATENYOKUBU  
→ ACUCHILLAR

ENTIQUELAE

Fai Bound  
→ PUNTADE  
Fai Omisaw  
→ ACUCHILLAR continuamente  
Fai Press  
→ ACUCHILLAR  
Fai Copy  
→ A B

HANZO

REPPU SHUKKEN KUNO  
→ ACUCHILLAR  
BAKIKENRYU  
→ ACUCHILLAR  
NINPO UTUSEMITENBU  
→ B CD  
NINPO UTUSEMI CHIZAN  
B CD al peripicard

SNK 1993

NEO GEO

3-303