Kenseiden™



The Place: 16th Century Japan. Evil warlocks have taken over your country. They've stolen the Sword of the Dragon King and the five Secret Scrolls from your family!

You are Hayato, a fearless Samurai Warrior. You must get back the sword and scrolls . . . and defeat the evil awaiting in the Black Castle!

It's more than a matter of honor. A country's fate depends on your success.

Loading Instruction: Starting Up

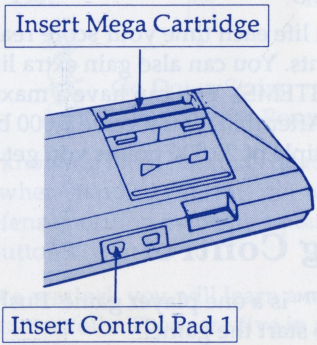
1. Make sure the power switch is OFF.

2. Insert Control Pad 1 into the "Control 1" input. KENSEIDEN™ is a one player game.

3. Gently insert the KENSEIDEN™ game cartridge into the Power Base. If the cartridge is properly aligned, it will easily slip into place.

4. Turn the power switch ON. If nothing appears on the screen, check the cartridge insertion and the Power Base connection to the TV.

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge™



Kenseiden™

The object of Kenseiden™ is to defeat the five evil warlocks to gain the five secret scrolls and recover the Sword of the Dragon King from the Warlocks castle in Edo.

Kenseiden™ has 16 rounds, each named after the Japanese province in which it takes place (see MAP). Most rounds can be cleared by finding the exit and making it through alive. But when you encounter a warlock, it will always be a battle to the death! You will not be able to advance to the next round until you defeat that warlock.

Each time you defeat a warlock you gain a scroll and will learn a new method of attack with your katana (samurai sword).

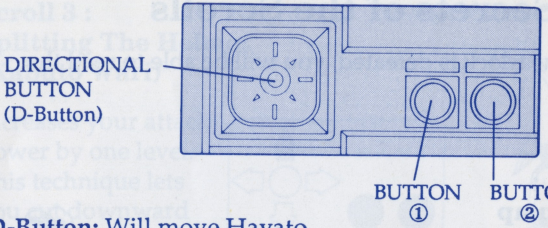
Number of Lives

You begin Kenseiden™ with three lives. You lose a life when your strength meter reaches zero or when you fall from a roof or bridge.

You gain a life each time your score reaches a multiple of 20,000 points. You can also gain extra lives by getting certain items (see ITEMS). You can have a maximum of nine lives at one time. After that, you receive 5,000 bonus points for every multiple of 20,000 points you get.

Taking Control

Kenseiden™ is a one player game. Push either Button 1 or Button 2 to start the game.



D-Button: Will move Hayato

Button 1: To attack with the sword



Button 2: To jump



Basic Movements

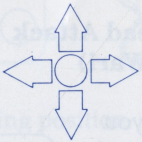


Enter Building.
Go up Steps.





Move to
Left.



Move to
Right.





Go Down Stairs.
Squat-Defense Pose.



You begin the game knowing three methods of attack; the horizontal slash when standing, the low cut when squatting and the defense position made by squatting and holding down Button 1.



Each time you defeat a warlock you will learn a new method of attack from the secret scrolls. There are five in all (see SECRETS OF THE SCROLLS).

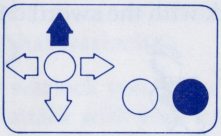
The Secrets of the Scrolls

When a warlock is defeated, you will be able to read the scroll.

Scroll 1 :
High Jump
(Taka Tobi)



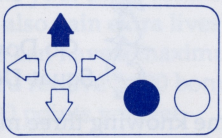
This will give you the ability to jump higher.



Scroll 2 :
Crushing Head Attack
(Kara Take Wari)

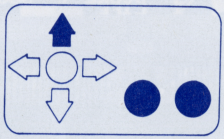


This will give you the power to attack from overhead. It increases the power and area of your attack. This is an effective move to get enemies who attack from above. Remember this technique cannot be used when jumping or squatting.



Scroll 3 :
Splitting The Helmet
(Kabuto Wari)

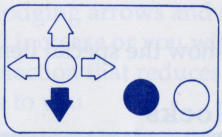
Increases your attack power by one level. This technique lets you cut downward with your sword while jumping.





Scroll 4 :
Cutting The Air
(Shinku Kiri)

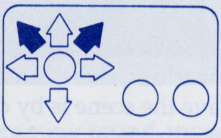
This technique gives you the ability to attack both front and rear, increasing your area of attack. This can only be used in a squatting position.





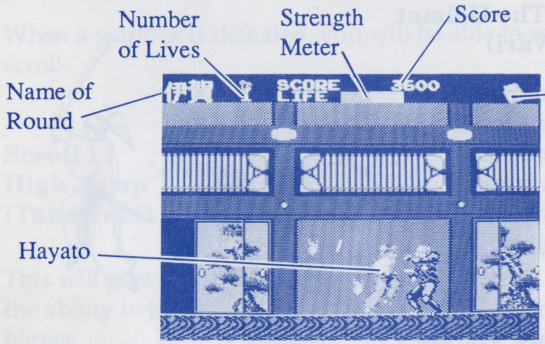
Scroll 5 :
Wild Wheel Sword
(Ran Sha To)

With this technique you can move left or right while cutting with the sword in a windmill of razor sharp steel!





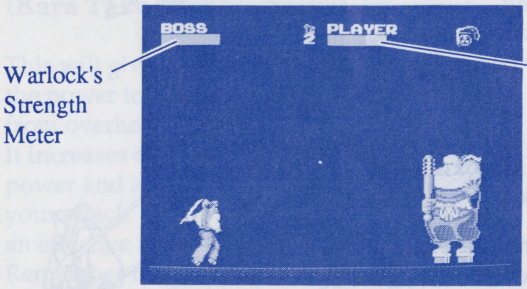
Game Screen



Strength Meter: Meter will decrease when you are touched or attacked by the enemy. It will increase if you find certain items.

Items: This section will show the special items you find.

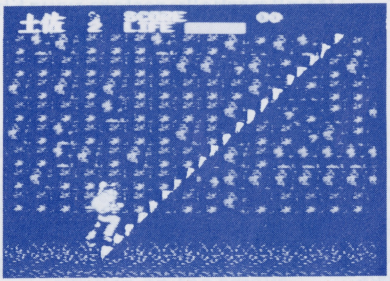
Battles With Warlocks



When you battle a warlock, there can only be one winner. The only way to leave the scene is by defeating your opponent. When his Strength Meter reachs zero, you win and will receive one of the five scrolls.

Training Rounds

There are several training rounds in the course of the game. You enter the training round by going up the stairs.



In the training rounds an elder teacher will order Hayato to study combat by dodging arrows and spears. If you succeed, your life meter will increase or you will earn an Omamori, the talisman of protection that reduces the amount of damage an enemy does to you.

But fail and your life meter will decrease by a small fraction.

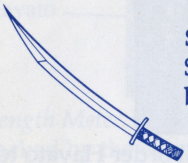


If you wish to skip the training round, move to the right past the stairs and out of the round.

Special Items



Gourd of Life (Hyotan)
Appears when you defeat some enemies. It will partially restore your Strength Meter.



Sword (Katana)
Strengthens your attack power. It can be found in different rounds.



Medicine Case (Inro)
Obtaining this item will replenish your Strength Meter when it reaches zero. Although you can only carry one at a time, you can take it from round to round until it is needed.



Talisman of Protection (Omamori)
This increases your defense power. It is won in the training rounds. There are red and blue Omamori. The blue is the most powerful. However, your defense will be strongest if you obtain both!



Wooden Doll (Kokeshi)
Finding this item will give you an additional life.



Secret Scrolls (Hidensho)
There are five scrolls. Each contains a secret method of sword fighting. When you obtain scrolls by defeating certain warlocks, you will learn the techniques written on the scrolls.



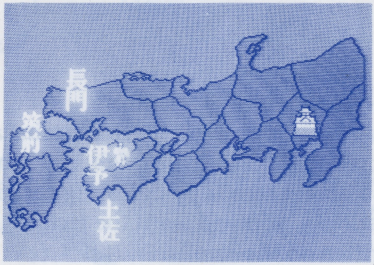
Diary (Nikki)
Finding this item will allow you to continue the game once. If the game ends when you have the diary, you will see the CONTINUE screen:

Use the D-Button to choose "CONTINUE" or "STOP" and press Button 1. The game will continue from the point Hayato last fell.



Map

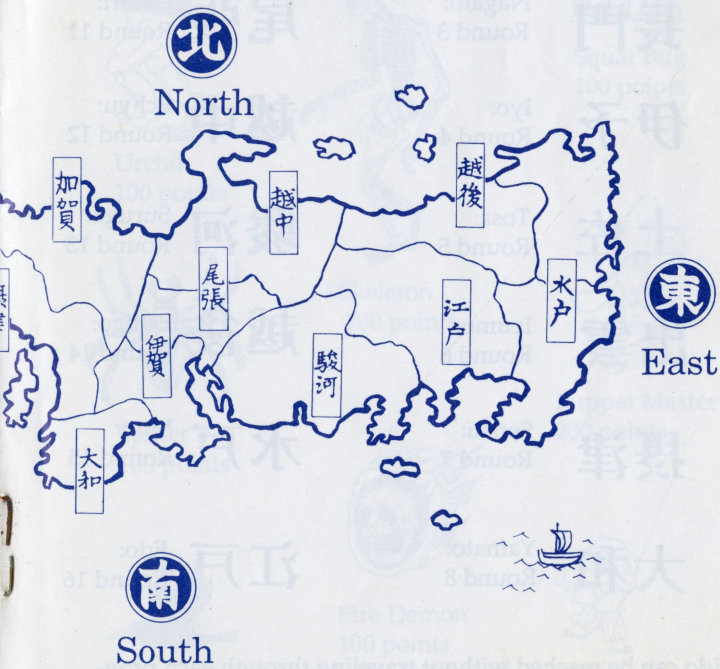
After each round you will see a map screen of old Japan. Each area of the map is a round of the game. The Black Magic Castle is in round 16, Edo.





After you clear Hizen, Round 2, you may select different rounds. The round you should enter next will be flashing. To select a different round, Press Button 1 until the desired Japanese character begins to flash. Then press Button 2.

The following map and translation shows you what the Japanese character for each round means!



肥後	Higo: Round 1	加賀	Kaga: Round 9
筑前	Chikuzen: Round 2	伊賀	Iga: Round 10
長門	Nagato: Round 3	尾張	Owari: Round 11
伊予	Iyo: Round 4	越中	Echyu: Round 12
土佐	Tosa: Round 5	駿河	Suruga: Round 13
出雲	Izumo: Round 6	越後	Echigo: Round 14
摂津	Settsu: Round 7	水戸	Mito: Round 15
大和	Yamato: Round 8	江戸	Edo: Round 16

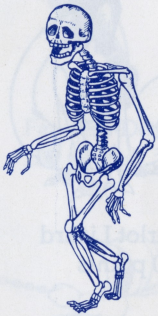
Edo can be reached without traveling through each province, but if you are not strong enough it will surely mean your defeat!

Know Your Enemy

Here are the mythical beasts and demons you will encounter in Kenseiden.



Urchin
100 points



Skeleton
200 points



Squat Bug
100 points



Spider
100 points



Puppet Master
200 points



Fire Demon
100 points



Crow
100 points



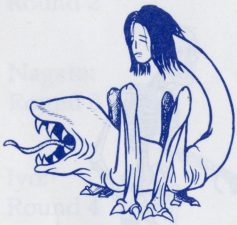
Puppet
100 points



Bat
100 points



Boar Lizard
100 points



Harlot Lizard
100 points



Fox Fire
100 points



Poison Moth
100 points



Child Scarer
100 points



Zako Fish
100 points



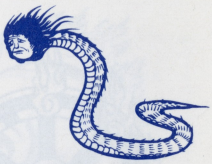
Skull Fire
100 points



Spike Pole Crusher
200 points



Faceless Demon
200 points



Hideous Faced
Snake 100 points



One-eyed Blinder
100 points



Stretch Worm
100 points

Sickle & Chain Bandit
200 points



Jackal Lizard
100 points



Grasshopper
100 points

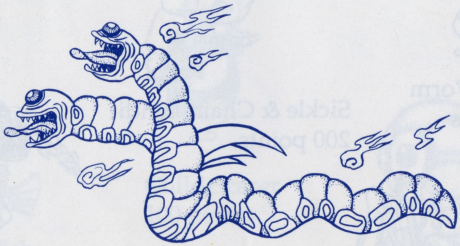
The Warlocks



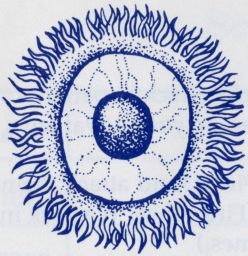
Fire Wheel Warlock
1,000 points



Benkei Warlock
1,000 points



Two-headed Warlock
1,500 points



Putrid Eye Warlock
1,500 points



Death's Head Warlock
1,500 points



Larva Fly Warlock
1,500 points



Yonensai: The Master
Warlock! . . . ?

Helpful Hints

- The enemy creatures and warlocks attack in patterns. Learn these patterns and use them to your advantage.
- Each warlock has a weak spot. Find it and attack them where it hurts! (EX. - Strike the Fire Wheel Warlock in the skull face while dodging his flames.)
- The defense position can be very effective against enemies that attack from high and low.
- CONTINUE MODE: When the GAME OVER screen appears, push the D-Button UP, UP, DOWN, DOWN, and press Button 2. The game will begin in the last round you played.
- Rumor has it that Kenseiden has a ROUND SELECT FEATURE. Can you find it?

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

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