

USAGI YOJIMBO™



THUNDER
MOUNTAIN

USAGI YOJIMBO™

Commodore 64™/128™ Reference Booklet

What You Need

- Commodore 64™ or 128™ (in 64 mode) computer
- Disk drive
- Monitor or TV (color recommended)
- Joystick (optional)

Loading Instructions

1. If you plan to use a joystick, plug one into Port 2.
2. Insert your game disk, label side up, into the disk drive and close the drive door.
3. Turn on your monitor, disk drive, and computer.
4. Type **LOAD"*",8,1** and press **Return**.
5. The game will load into your computer's memory and the title screen will appear.

The Story

It is seventeenth century Japan, a turbulent time when Shogun warriors vie with one another for land and power. Through these troubled lands walks the ronin rabbit known as Usagi Yojimbo. Usagi is in the service of Lord Noriyuki, a young panda who has just become leader of the Geishu clan. Lord Noriyuki has been kidnapped by ninjas and bandits on the orders of the evil Lord Hikiji. As the game begins, Usagi Yojimbo sets off in hot pursuit of the raiders.

Playing the Game

Usagi Yojimbo must find the castle of Lord Hikiji and rescue Lord Noriyuki, who is being held captive there. His travels take him across rivers and chasms, through mountains and caves, past shrines and peasant villages. On the way, Usagi encounters fierce bounty hunters and ninjas, as well as peaceful monks and peasants. You must decide the best way to deal with each person that you meet!

Once the game has loaded into your computer's memory, the option screen will appear.

Press F1 to select Practice or Game mode.

Press F3 to select either Joystick or Keyboard control.

Press F7, the **fire button** or **space bar** to start the game.

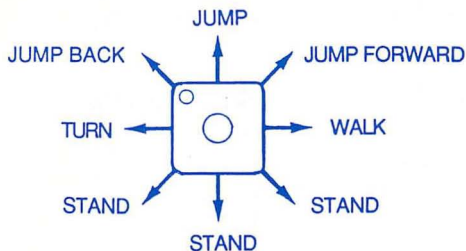
If you do not start the game after 10 seconds, a demonstration lasting approximately 1 1/2 minutes will begin. Press the fire button (or space bar) to return to the option screen.

Money is measured in silver coins called Ryo. Points are accumulated as Karma. The amount you possess of each is shown at the top of the screen. You begin the game with three Ryo and two Karma points. Your strength (and that of your enemies) is shown at the bottom of the screen. Attacks by ninja and other opponents deplete your strength, which can be restored with food (found at the inns). Sometimes a passer-by will speak to Usagi after he bows to them or gives them money. These messages will appear at the top of the screen.

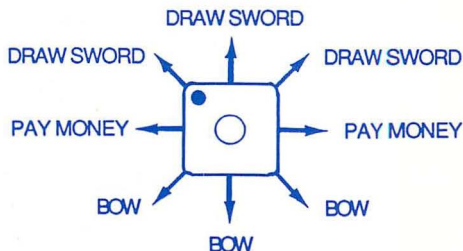
When the game screen appears, you will see a picture of Usagi's face in the upper left corner of the screen. His expression changes from peaceful to aggressive to indicate whether you are in "peaceful" or "fighting" mode. You are in peaceful mode when the game begins. If you encounter enemies, you should switch to fighting mode by drawing your sword. You may switch back to peaceful mode by sheathing your sword, but note that it is impossible to put your sword away while hostile opponents are present.

Game Controls

PEACEFUL MODE (facing right)

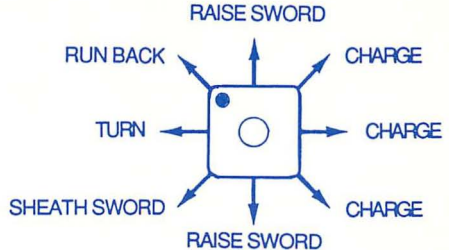
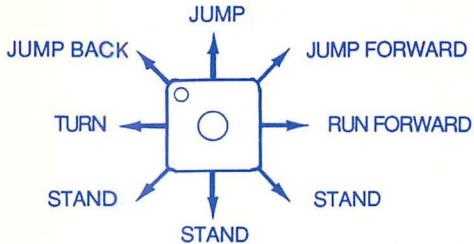


Fire Button Pressed



FIGHTING MODE (facing right)

Fire Button Pressed



Keyboard Controls

SPACE BAR= FIRE

Q=UP

Z=DOWN

I= LEFT

P=RIGHT

Diagonal Movement

Q+I=UP/LEFT

Z+I=DOWN/LEFT

Q+P=UP/RIGHT

Z+P=DOWN/RIGHT

To sheath your sword: Press **Z**, **I**, and then the **SPACE BAR**.

Fighting

To enter the fighting mode, draw your sword by pressing the fire button and moving the joystick up, up/left, or up/right. Once in fighting mode, press the fire button to raise your sword; release the fire button to strike. You are able to perform three different types of sword moves, depending on when the fire button is released.

Parry

Press and release the fire button quickly. This move is mainly defensive--it does not inflict any damage but protects you by blocking your opponent's move and pushing him back.

Side Swipe

Press the fire button and release it at or before the maximum swing is reached. This is a quick cut across the body, and is the fastest and most aggressive move possible.

Overhead Cut

Press the fire button and release it after the maximum swing is reached. This aggressive move is useful because the sword can be held above the head (by holding down the fire button) until you wish to strike.

Practice Mode

All of these fighting moves can be tested and perfected in Practice mode, selected by pressing F1 on the option screen at the beginning of the game. Here, in true samurai tradition, you develop your sword-fighting technique using bundles of straw as targets.

Politeness

Feudal Japan is ruled by a strict code of etiquette, and Usagi must work within certain rules if he expects to complete his mission.

- You should bow to peaceful passers-by of equal status
- You *must* bow to persons of higher status. Neglecting to do so will result in a grave insult which can only be avenged with blood!

Sometimes a passer-by will speak to Usagi after he bows to them, providing comments or useful advice. No information will be given if you are in fighting mode, and it might even provoke an attack from an otherwise peaceful passer-by. Therefore, you are advised to travel with your sword sheathed!

Money

Your supply of silver coins (Ryo) is shown at the top of the screen. Money is used to buy food from innkeepers, pay toll-keepers, make offerings at shrines, and give alms to monks and beggars. (Sometimes a passer-by will provide useful information if given money.) As a ronin, Usagi is typically hard-up for cash. Money can be taken from defeated opponents, but it will bring bad Karma. It can also be won (or lost!) through gambling.

Karma

Performing cruel and unnecessary acts (killing small animals or monks, for example) will result in loss of Karma points. Noble and charitable deeds (defeating enemies, giving alms) increase your Karma. If your Karma

ever drops to zero, you will be overcome with shame and will take the only honorable way out. Karma carries over into future lives. If, after dying, you begin again before the demonstration game starts, then the Karma you acquired in the previous life will determine how far along you are. A high score table keeps track of the five best Zen masters.

Usagi Yojimbo program copyright © 1988 Beam Software. Usagi Yojimbo character TM & © 1988 Stan Sakai. All rights reserved.

Commodore 64 and 128 are trademarks of Commodore Electronics Ltd.
Manufactured in the U.S.A.

Thunder Mountain
P.O. Box 1167
Northbrook, IL 60065-1167

M10364