



Manual Translation v1.1 by Jeff Nussbaum

Page 1 – Cover

SNK Neo*Geo CD

Samurai Shodown: Tales of the Bushido

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Page 2 –Introduction

Thank you very much for purchasing the Neo Geo CD exclusive software “Samurai Shodown: Tales of the Bushido.”

Please be sure to read this instruction manual carefully before starting the game, and enjoy it properly.

Health Safety Notice

In order to have fun playing the game, please observe the following. Also, when children are playing games, parents should read this and be sure to monitor their children.

- When playing games, be sure to take appropriate breaks every hour or so for your health. Also, if you are extremely fatigued or lack sleep, please wait until you are fully rested before enjoying the game.

- When playing games, please brighten the room and don't stay too close to the television.
- If you have ever experienced cramps or dizziness when exposed to strong light stimulation or while watching TV, be sure to consult a doctor before playing the game. If you experience any of these symptoms while playing the game, or if you otherwise feel ill, please stop playing the game, turn it off, and consult your doctor.

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Please also read the instruction manual for the Neo*Geo CD or CDZ system.

Page 3 –Precautions for Use

This disc is game software exclusively for Neo Geo CD (do not use it in a music CD player). Before starting the game, please read the following notes carefully and enjoy using it correctly.

Regarding handling of discs

- Do not scratch the disc.

- Be especially careful when removing and inserting the disc from the case.
- Do not write on the disc or put stickers on it. There is a risk of scratching the reading side (the shiny side opposite the label side). Also, do not bend the disc or enlarge the center.
- Do not dirty the reading surface. If it gets dirty, wipe it gently with a soft cloth in a radial direction from the center to the outside. Do not use thinner or benzene.
- After playing, please store it in its original case and avoid places with high temperatures and humidity.

Page 4 – Prologue Map

[no text, image only]

Page 5 – Prologue

And so the story began...

In the 18th century, at the height of the Edo period, the Tokugawa shogunate entered a period of stability and the people lived in peace.

However, even in such tranquil times, human desire and jealousy are never satisfied.

These things would eventually give rise to conflict, and a terrifying darkness would cast a shadow over the hearts of the people.

This shadow would amplify and encourage the demonic aspect of human nature. Ironically, it was the darkness within the hearts of humans that fed power back to Hell.

Eventually, the hand of a demonic force would approach the human world...

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Chapter 1: Descent of Dark Skies

More than a century after the Shimabara Rebellion, where countless Christians were slaughtered, Amakusa Shiro Tokisada had come to so despise the world that he was restored to life, and brought disaster and chaos to the whole of Japan. The various samurai, such as Haohmaru, could send that Amakusa lay at the end of their journeys...

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Chapter 2: Lament of Pale Blooms

The samurai head to Izumo at the urging of Caffeine Nicotine, where they learn of the return of Mizuki, a creature from the depths of Hell. In order to put a stop to this entity's plot to remake the world in Hell's image, the samurai would pass through the gate into Hell itself...

First, we will explain the basic usage of the controller. However, during battle, you may use control methods other than those introduced here. (→See P20 and P21)




[Directional stick] – Push in a direction to move the character and move the cursor around the screen (selecting commands, etc.).

[Select button] - Used to pause the game during battle. Pressing a second time to cancel the pause.

[Start button] - Used to begin the game.

[ Button] – Used for various purposes like confirming commands and investigating. For example...

- ① Confirm the currently highlighted option.
- ② Press while standing next to someone to speak to them.
- ③ Press in front of a treasure chest to examine its contents.
- ④ Move a mechanism (e.g. open a door, turn a key, etc.)

[ Button] – Used to cancel commands in various situations like the menu screen, in battle, or at shops.

[ Button] – Outside of battle or story events, hold while pressing a direction to run.

[ Button] – Calls up the Menu screen. Cannot be used during battles or story events.

Page 10 - How to start the game



First, press the Start button during the opening introductory sequence.

◆◆◆ To Start a New Game


① Select Game Start on the title screen.

When the title screen appears, select "GAME START" and press the  button.

② Select the main character.

Select the from among the six characters: Haohmaru, Nakoruru, Ukyo Tachibana, Galford, Kibagami Genjuro, and Cham Cham, and press the  button. You'll be asked to confirm. Select "Yes" and press  again.

③ Select a scenario.

Select the scenario you want to play from the following two and press the  button.

◆ "Descent of Dark Skies "


Fight against the vengeful spirit of Shiro Amakusa, who was revived by the powers of Hell.

◆ "Lament of Pale Blooms"

Fight against the dark entity Mizuki, demon who seeks to conquer the entire human world.

Page 11 – How to Start the Game, continued

④ Select the Special Move Input Method.

Select one of the following two input methods and press .

◆ "Versus Input"




Select your technique by entering motions and a button, like in a fighting game.

◆ "Menu Select"





As with traditional role-playing games, select the special techniques from a menu.

⑤ Game Start!!

◆◆◆ Continuing from a Saved Game

At the title screen, select "CONTINUE" with the controller and press the  button. When the screen changes to the data screen, press  again, select the data you want to continue playing (File 1 or File 2) by pressing left or right, and press  again.


◆◆◆ Saving the Game

When you see Kuroko (the mysterious masked figure clad entirely in black), approach him and press  to talk to him. He will ask you if you want to save, so choose "Yes" and press . When the data screen changes, press the  button, select either File 1 or File 2, and press  again to complete the save. If there is already save data in both files, select the one you don't mind erasing and overwrite it.

◆◆◆ Game Over

If all members of your party reach 0 HP, the game will be over and you'll have to either start over or load your save file.


Page 12 – The Options Screen

On the Options screen, you can change various settings to suit your preferences. Select "OPTION" on the title screen and press the  button. When the option screen is displayed, press up or down select the desired item and left or right to change it.

◆◆◆ Text Speed: There are five different speeds selectable.

◆◆◆ Battle Speed: There are five different speeds selectable.

◆◆◆ Special Move Input Method: This lets you select your chosen means of performing special moves in battle. Versus Input means you'll enter direction & button combinations to perform your desired moves like a fighting game, where Menu Select allows you to choose them from a menu like a traditional role-playing game.

◆◆◆ Return: Press  to return to the title screen

Page 13 - Organizing Your Party

In addition to the main character, many other characters appear in this game. Choose a travel partner from among them, form a party, and proceed with the game.

◆◆◆ Companion Characters

Partner selection is done at a bar near the beginning of the game. It is located in Edo South in the "Descent of Dark Skies" chapter, and in Izumo in the "Lament of Pale Blooms" chapter. Depending on who you choose as your main character, you'll have the option to choose from six of nine possible companions: Haohmaru, Nakoruru, Galford, Ukyo, Cham Cham, Rimururu, Charlotte, and Kyoshiro. In

“Descent of Dark Skies,” you can choose two companions, but only one in “Lament of Pale Blooms.” If your chosen main character is Genjuro, however, you will not be able to choose a companion at all.


Page 14 – Reading the Menu Screen

Pressing the D button when not in battle or an event will switch to the menu screen. Most important operations in the game, such as checking your character's status and changing equipment, can be performed on this screen. Make a habit of checking the menu screen while playing the game.




- ① Status – Displays the character's current level, current/maximum physical strength and energy, etc.
 - ② Menu Commands – Displays commands that can be used on the menu screen. (→See page 15)
 - ③ Money – Displays the amount of money you currently have. Money can be obtained through combat and events.
-



Page 15 – Menu Screen Commands




The following commands can be selected from the top of the Menu screen. Select the desired command using the left and right directions and press the  button to confirm.



Status – Press up or down to see the current status of the desired character.

Items – Use any (non-combat) items in your inventory. Select the item you wish to use and press , then select the recipient of the item and press  again to confirm.


Special – See a list of all current special moves available. For non-combat special moves, select the desired move, press , then select the target and press  again to confirm.

Equip – Equip the selected character with armor and accessories. First, select a character and press the  button, then select which body part you want to equip and press  to display the available choices. Then, select the item you want the character to wear and press  again.

Options – Allows you to view key items and the options menu.

Key Item – See a list and descriptions of important items obtained in the game.


Settings – Change text speed, battle speed, and special move input method (same as Option screen, see p12)

* Press the  button to return to the previous screen when on any part of the menu screen.

Page 16 – Investigation and Shop Guide

Talking to people is essential when playing the game. Here, we'll explain how to do this and also detail the various shops you will encounter in your travels.

◆◆◆ Press the  button to investigate!

To learn new information, you can press the  button on any spot where you think something might be worth investigating. For instance, you can talk to other characters, or open treasure chests to examine their contents.

◆◆◆ Stop by the store!

There are various shops in the towns you'll encounter. It's a good idea to stock up on the necessary supplies you'll use in preparation for the future, and it's sometimes a good idea to take a rest and recover your strength. Please note that items purchased at any shop will be available to the entire party.

[Inn] - Staying here overnight and resting will completely restore your HP and SP, as well as cure any status ailments received during battle.



[Item Shop] – These shops buy and sell various items and accessories. If you have enough money, you can buy anything you see, and you can also sell any surplus items if you find you're short on cash.

Page 17 – Investigation and Shop Guide continued

[Smithy] – Come here to temper your weapon and improve your attack damage, or to apply the element of Fire, Ice, Wind, Elec, Light, Dark, or None.

[Souvenirs] – Sells local specialties. You'll mostly find recovery items in these, but some can be used to attack or inflict status ailments.

◆◆◆ Buying and Selling

When you enter an item shop and talk to the clerk, you'll see the options of Buy, Sell, or Cancel. Select the one you want with the controller and press the  button to confirm. Then, you can select the desired item by pressing up or down, then select the desired quantity by pressing left or right, then press the  button again each time to buy/sell items.

Page 18 – Battle System


Combat is the main feature of this game. Here, we will explain how to interpret the battle screen and how to fight so you can enjoy it as intended.

◆◆◆ Understanding the Battle Screen




① Displays messages during battle.









② Main battle screen, where animations of the fight play out.

- ③ Action menu. Highlight the appropriate item and press  to select.
- ④ Wait timer. Once the character's face is clearly visible, you can attack.
- ⑤ POW Gauge. It represents the character's anger, and when full, it increases attack power and cures all status ailments.
- ⑥ HP (health) and SP (spirit) display.

Page 19 – Battle System continued

◆◆◆ About the Icon Menu

There are eight action icons below. Choose your desired action and press the  button.

	Fight: Perform a standard weapon attack.		Special: Perform a special attack or healing technique.		Run: Attempt to escape battle.		Threaten: Attempt to drive off the enemy.
	Item: Use an item from your inventory.		Defend: Give up your turn to defend and reduce incoming damage.		Auto: Repeatedly use standard attacks until all enemies are defeated (cancellable).		Formation: Re-order the party in battle (only usable by main character)


◆◆◆ About Status Ailments




When you receive a special attack from an enemy, you may be afflicted with the following status ailments. Most (but not all) can be cured by using recovery items or by staying at an inn.

Status Ailment	Description	Recovery Item
Down	Unable to fight due to reaching 0 HP.	Wizard Kit, Sorcery Kit
Poison	HP will gradually decrease while walking or fighting.	Antidote
Confusion	Will attack at random, striking enemies and allies alike.	Smelling Salts
Dizzy	Paralyzed, unable to move or perform any actions.	Stimulant
Curse	Unable to perform any special moves	Blessing




Page 20 - Basic Combat Controls

◆◆◆ Taking Your Turn

The active character will move out of formation in front of the enemy. Select your desired action from the icon menu and press  to select.

Press  to have the character return to formation and cancel. You can also press and hold  to manually build POW. Also, if you should get into a standoff with an enemy, repeatedly tap  to try and win the clash and attack.

◆◆◆ How to Perform Normal Attacks

Select  (Fight) from the icon menu and press the  button to confirm. Use the controller to move the cursor to your desired target and press  to confirm again.






◆◆◆ How to Just Defend

When the enemy is attacking, tap back (away from the enemy) as you are about to be hit in order to Just Defend. This reduces incoming damage and negates elemental bonuses if successful.

◆◆◆ How to Evade and Counterattack

When the enemy is attacking, tap A as you are about to be hit in order to Evade or Counterattack. Which happens is determined by an unseen “Spirit” stat, which changes depending on your actions in the game. Someone with a kind spirit is more likely to avoid attacks, while someone who is more hardened is more likely to take the hit and strike back. Spirit may impact other things, as well....

◆◆◆ How to Use Items








- ① Select  (Item) from the menu and press  to confirm.
- ② Select one from the boxes "I" to "VI" and press  to confirm.
- ③ Select the desired item to use and press  to confirm.
- ④ Select the desired target and press  to confirm.

(Items which affect all members will skip step 4.)

◆◆ How to Use Special Moves ◆◆

The way Special Moves are performed depends on if you have selected “Versus Input” (entering controller commands like a fighting game) or “Menu Select” (choose special moves from a list) mode in the Settings menu.




Please note that all specials have an SP cost associated with use, so always keep an eye on how much you have available!

[Versus Input] – In this mode, after you select  (Special) and choose your target (just like a normal attack), you'll be prompted to enter a command, and a list of available commands will be displayed at the bottom of the screen. The button shown will be the strongest version available ( - weakest,  - moderate,  - strongest), but you can always use a weaker version if desired (ie. If you see a move that indicates you should use button , you can still use the  or  button instead for the weaker version).

Enter the desired motion and press the button correctly, and your character will perform the chosen special move. This screen is not timed, but you only have a few chances to enter a motion correctly. Fail too many times and your character will perform a normal attack instead.

NOTE: If you want to select an ally as a target for a special technique (usually for healing), hold the direction toward your allies and the screen will scroll over to let you select them.

[Menu Select] – In this mode, once you select  (Special) from the icon menu and press , you'll do the following:

- ① Select one from the boxes "I" to "VI" and press  to confirm.
- ② Select the special move you want to use and press  to confirm.
- ③ Select the target (enemy or ally) and press  to confirm.

Page 22 – About Items

◆◆ How to use Items ◆◆

There are three main Item types in the game: Combat, Recovery, and Equipment.

[Combat Items] – Attack items are only usable during battle, and can have various effects. These range from boosting character stats, applying an element to a weapon, or inflicting status ailments on an enemy. Any effects gained disappear when the fight ends.

[Recovery Items] – These can be used both in and out of battle, and are used for recovering HP/SP or healing status ailments. Not all characters learn recovery special moves, so always keep an ample supply of recovery items with you.

Page 23 – About Items continued

[Equipment] – Equipment comes in four sub-categories, specific to the body part being equipped.

Body: Kimono, chain mail, etc.

Arm: Braces, etc.

Legs: Boots, sandals, etc.

Accessory: Ribbons, necklaces, amulets, braids, etc.

Page 24 – About Leveling Up and Special Moves

◆◆◆ Leveling Up

In “Tales of the Bushido,” the characters will gain experience points (EXP) and gain levels as you progress through the game. As more levels are gained, a character will learn additional special moves and HP, SP, and other stats will increase, thereby giving you a better chance of succeeding in combat.

◆◆◆ Special Moves

At first, each character can only use a few special moves, but will gain more with additional levels. There are two types of special moves that characters can learn: those used to attack enemies and those used to heal allies. However, not all characters can learn recovery techniques. You may also run across training grounds, where you will have to defeat a predetermined set of enemies in order to gain additional bonuses and possibly new special moves.




Page 25 - Character Introductions

Here we will introduce 10 party characters, including the main characters, and some of their special moves. In addition to the three special moves shown, more will be learned as the character gains more levels. You can check all the moves available to your character on the Special section of the menu screen.

Page 26 – Haohmaru

A man who pursues the truest path to the spirit of a samurai. Though he appears unreliable, he’s actually quite a diligent student. His foremost principle is that he seeks strong opponents, so that he can grow stronger by facing them. This remains true in Tales of the Bushido.

Weapon Name: Fugudoku (“pufferfish poison”)

Cyclone Slash		Swing your sword and generate a tornado
Crescent Moon Slash		Swing your sword and slash with the afterimage of a crescent moon.
Sake Strike		Hit the enemy with a sake jug

Page 26 – Kibagami Genjuro

A ruthless assassin for hire, with a personality directly opposite that of Haohmaru. His blood burns with an inner conflict, and so he sets out to wander. The reason he slays demons is neither for justice nor for peace. Take care when selecting him, because this man travels alone.

Weapon Name: Baioudoku (“plum nightingale poison”)

Cherry Blossom Slash		Launch a hanafuda card at the enemy
Three-Point Kill -Fang-		Slide forward and slash at the enemy
Lightwing Edge		Slash upwards and launch the enemy into the air

Page 27 – Nakoruru

The idol of Samurai Shodown. She can hear the voice of nature itself and embarks on a warrior’s journey to protect it. Her father makes an appearance in “Descent of Dark Skies. She can also choose which companion animal to bring with her: Mahahaha the hawk or Shikuruu the wolf.


Weapon Name: Chichiushi

Spirit Dance		Strike the enemy with your cloak
Guardian Woods		Offer a prayer to nature for healing
Fire Hawk		Send Mamahaha to attack the enemy

Page 28 – Tachibana Ukyo

A quickdraw master. He has a woman he deeply cares for, but he is suffering from an incurable disease, so he withdrew from her life. He travels in search of the Perfect Flower to give to his love, Odagiri Kei.

Weapon Name: Unnamed sword made by him

Haze Blade -Flash-		Afterimage sliding slash at the enemy
Heat Haze		Launch a blade of energy at the enemy
Swallow Swipe		Broad aerial slash at the enemy

Page 29 – Galford

An American who admires the art of ninjutsu and trained in Japan. A dedicated nice guy who puts all of his focus into promoting the cause of justice with his companion, a ninja dog named Poppy. What he sees in San Francisco is not to be missed.




Weapon Name: Justice Blade

Plasma Blade		Launch a blade of electricity at the enemy
Rush Dog		Send Poppy to ram into the enemy
Rear Replica Attack		Vanish and drop on enemy from above

Page 30 – Cham Cham

A tomboyish girl from the jungle, who somehow sits at the center of events in “Descent of Dark Skies,” as well as having a major role in “Lament of Pale Blooms.” Be sure to see what happens to her older brother, Tam Tam, at the beginning of the Dark Skies chapter!

Weapon Name: Yokkmokkmukk

Wing Strike		Throw your boomerang vertically at the enemy
Wing Cloud		Throw your boomerang horizontally at the enemy
Pak Pak Fire		Pak Pak the monkey leaps and spits fire at the enemy

Page 31 – Charlotte & Rimururu

Charlotte

One of the selectable companion characters. A woman who has journeyed from her home country of France in search of the cause of recent strange events. Known for both her beauty and strength, she is beloved by the people of her homeland.

Weapon Name: La Roche

Splash Fount		Charge forward while stabbing repeatedly
Power Gradation		Launch into the air with a powerful swing
Tri Slash		Launch a triangular projectile that can stun

Rimururu

One of the selectable companion characters. An Ainu apprentice shrine maiden who adores and admires her older sister, Nakoruru. She borrows the power of an ice spirit and follows her sister, in hopes of exterminating the monsters at work in the world.

Weapon Name: Hahakuru

Freezing Strength	→ ↓ ↘ + A	Strike with an ice-enhanced blade
Sky Prayer	↓ ↓ + D	Ice crystals restore an ally's health
Ice Fountain	↓ ↘ → + D	Increase EVD by freezing the ground

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Senryo Kyoshiro

A very popular kabuki actor in Edo. His splendid dance with his trusted naginata captivates his audience. Best in Japan!!

Weapon Name: Sewa Nyoubou ("Dutiful Wife")

Kyoshiro Banquet Dance	↓ ↙ ← + A	Attack with multiple naginata strikes
Blazing Dance	↓ ↘ → + A	Breathe fire on the enemy
Leaping Lion Tail	→ ↘ ↓ ↙ ← + A	Burning flying kick with the naginata

Reon of the Ringing Gale

A character that only appears in the Lament of Pale Blooms chapter. He is a stoic wielder of the wind, determined to defeat Rashoujin Mizuki. There is no aspect of him that is not shrouded in mystery.

Weapon name: Beloved sword, Bizuki

Spin Edge Slash	↓ ↘ → + A	Throw a disc-shaped weapon
Soaring Destruction Slash	→ ↓ ↘ + A	Slash upward with a moon-shaped arc
Wind Dance -Seagull-	↓ ↙ ← + D	Summon the wind to restore ally's health

Page 33 - "Tales of the Bushido" Strategy Tips **(Editor's Note: This has been expanded from the original text to include items specific to the English patch)**

- Elemental Affinities – There are seven elements in the game, including the lack of one ("None"). You can have a different element on your attack and on your defense, viewable on the Status screen in the menu. Elements apply a percentage modifier to the outgoing or incoming damage.

For the Neo*Geo CD element structure, there are 4 possible modifiers:

Normal = No damage modification

Clash = -50% damage (☹)

Weak = -20% damage (↓)

Strong = +100% damage (↑)

None -> Normal against None, Weak against all others

Fire -> Strong against None & Ice, Clash against self, Normal against all others

Ice -> Strong against None & Fire, Clash against self, Normal against all others

Wind -> Strong against None & Fire, Clash against self, Normal against all others

Elec -> Strong against None, Clash against self, Normal against all others

Light -> Strong against None & Dark, Clash against self, Normal against all others

Dark -> Strong against None & Light, Clash against self, Normal against all others

		Defending Element						
		FIRE	ICE	ELEC	WIND	LIGHT	DARK	NONE
Attacking Element	FIRE	—	↑					↑
	ICE	↑	—					↑
	ELEC			—				↑
	WIND	↑			—			↑
	LIGHT					—	↑	↑
	DARK					↑	—	↑
	NONE	↓	↓	↓	↓	↓	↓	—

For the PS1/Sega Saturn element structure, the differences are as follows:

Normal = No damage modification

Clash = -50% damage (—)

Buffed = +20% damage (|)

Strong = +100% damage (↑)

Here's an outline of how these are applied to the elements based on Attacking:

None -> Buffed against None, Normal against all others

Fire -> Strong against Ice, Clash against self, Normal against all others















Ice -> Strong against Elec, Clash against self, Normal against all others

Wind -> Strong against Fire, Clash against self, Normal against all others

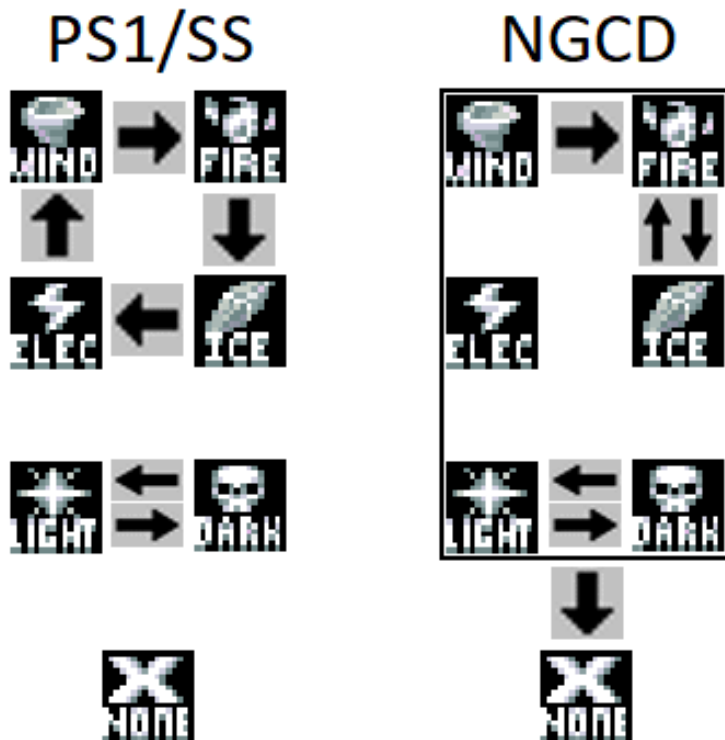
Elec -> Strong against Wind, Clash against self, Normal against all others

Light -> Strong against Dark, Clash against self, Normal against all others

Dark -> Strong against Light, Clash against self, Normal against all others

		Defending Element						
		 FIRE	 ICE	 ELEC	 WIND	 LIGHT	 DARK	 NONE
Attacking Element	 FIRE	—	↑					
	 ICE		—	↑				
	 ELEC			—	↑			
	 WIND	↑			—			
	 LIGHT					—	↑	
	 DARK					↑	—	
	 NONE							I

The basic structure is shown in the diagram below.



Each character has a default defensive element, but this can be changed by equipping armor. If the defense element is strong against the enemy's attack element, you'll take less damage, and conversely, if the defense element is weaker against the enemy's attack attribute, you will receive more damage than necessary.

Soft DIPs – How to access them and what they do.

The translated version of the game includes software dipswitches that can be used to tune the balance of the game. These settings will have defaults that are determined by your system/emulator's region setting in the BIOS. Setting the region to JAPAN will have the game use the default values from the retail release of the game. Setting the region to US or EUROPE will use the modified settings.

But they can be modified discretely if you are playing the game using the RAINE emulator (<https://raine.1emulation.com/>) or playing on original hardware modified with Furrtek's SDLoader (<https://stoneagegamer.com/neo-geo-cd-sd-loader-by-furrtek-top-loader.html>). At the time of release, no other methods of accessing them is known.

Setting	JP Default Setting	US/EU Default Setting	Extra Setting
HP/SP Tab	+10	+100	+200
STR/SPD Tab	+1	+5	+8
Battle Rate	Highest	High	
ATK Scaling	0.1x to 2.0x	0.7x to 1.3x	None
Elements	Neo Geo	PS1 / Saturn	Remix

HP/SP Tab: The Life Tab and Spirit Tab items provide permanent boosts to the HP or SP of a character. They are quite rare in the game, and only give +10 to either stat by default, making them functionally almost useless. This setting allows you to make these more effective overall, particularly given that HP totals get into the thousands very quickly, and later special moves can cost hundreds of SP to use.

STR/SPD Tab: The Power Tab and Speed Tab items provide permanent boosts to the STR or SPD stats, which also impact attack and defense, respectively. Similarly to the above, the default increase tends to be negligible due to how the game is balanced, and this will enable you to make them more effective.

Battle Rate: By default, you'll find that the encounter rate is very high, which can result in the player become over-leveled without even trying, which can result in the game being extremely easy. By setting this to "High," it will slightly reduce the frequency of random encounters, as well as making the Repellent item (which reduces encounter rate) somewhat more effective.

ATK Scaling: By default (0.1x to 2.0x), the game uses a very aggressive damage scaling calculation. When a character (player or enemy) attacks, the game will compare the two characters' levels, and then trim or boost the damage by 10% for each level, up to 10 levels. So if you are ten levels higher than the enemy, you will do 200% more damage and will take 10% damage from that enemy hitting you. This applies in both directions, so being ten levels lower than an enemy would cause you to do 90% less damage and take 200% more damage. This artificially makes the player much more powerful with each level up, and paired with the high encounter rate, you may find yourself wanting a greater challenge once you progress in the game.

The new setting (0.7x to 1.3x) throttles this scaling calculation to a difference of three levels instead of ten. This means that if you are three or more levels higher than the enemy, you will get a 30% increase to both attack and defense. Additionally, you can discretely set this to "None" to remove the damage scaling calculation altogether.

Elements: This allows you to choose which element system you would prefer, as explained in detail above in the "Elemental Affinities" section. In addition to the default "Neo Geo" and new "PS1 / Saturn" system, there is also a "Remix" option that is based on the PS1/Saturn system, with the following changes:

Normal = No damage modification

Clash = -50% damage

Weak = -10% damage

Strong = +50% damage

Remix also causes the "None" element to be Strong against None, Weak against all other elements, and more effective at (and vulnerable to) status ailments.

Closing Notes: There is no one "correct" way to play the game, especially given how different the Neo*Geo CD version is from the PS1/Saturn versions. These are simply meant to give people options. Tweak them as you see fit. The game is intended to be fairly configurable, with the Versus Input and Menu Select options drastically changing how it feels to play. And with multiple characters, there's plenty of opportunities to play through multiple times, in different ways, so feel free to try it all.