

# CROSSED SWORDS

## ■ CROSSED SWORDS HOW TO PLAY ■

### CONTROLS:

Joystick: Up & Down for defensive moves.  
Left or Right for side to side movement.

A Button: Attack by sword.

B Button: Magic.

A & B Buttons Simultaneously: Push the joystick up for the force attack.  
Just hit A & B buttons for Slash Attack.  
Pull the joystick down for Mental attack.

C & D Buttons: Not used.



# CROSSED SWORDS USER'S MANUAL



## CROSSED SWORDS STORY

The Devil Man devastated the land of Katasis, which no longer is the passage to the Devil World. People were beginning to forget the Devil World along with the skill of their magical power.

One hundred years later...

Katasis built the great kingdom of Belcana by uniting several countries in close vicinity of each other. Angster Jr. ascended to the throne of the first King of Belcana. The people were applauding their prosperity yet, some evil rumor started spreading among them, It was about a huge castle that was raised in only one night on Krugia Mountain in the far north. The King, Angster, felt the rumor must be investigated and despatched a group to search out the truth. However, no one ever returned from their journey. Before long the evil rumor became a reality. The peaceful kingdom was exposed to the menace of the devil. The Devil being the ancient man named Nausizz who awakened from a thousand year sleep. Unfortunately, the knights of Angster have no skill of attack against Nausizz, so they were losing the battle. Will there ever be a brave enough hero to bring down the evil Nausizz ?

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## SAVE AND LOAD

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### ●SAVE

Insert memory card into console in advance. After game is over, choose SAVE A or SAVE B and press the A button.

### ●LOAD

After power-on, insert memory card into console. When it appears on the screen, choose LOAD A or LOAD B and press the A button.

## INSTRUCTION OF CONTROLS



Simultaneous pressing of the A & B buttons will give special Attack.

### Crossed Swords Controls

1. Joystick direction  
--Up & Down for defense. Left or Right for hero's Movement.
2. A Button .....Attack by Sword.  
Forward thru demo screen.
3. B Button .....Magic
4. C Button .....Not Used
5. D Button .....Not Used

## INSTRUCTIONS OF THE GAME SCREEN



### ● PICTURE DISPLAY

- ① Enemy hit point gauge  
Enemy's strength left.
- ② Experience number The left number: present level The upper number: experience number received The lower number: experience number to achieve to get to the next level
- ③ Hero's hit point gauge  
one hp=ten points
- ④ Gold  
Current amount of money
- ⑤ Magic window  
Magic available for use, including remaining number of spells.
- ⑥ Power level meter  
Strength of hero's attack. When the red level meter flashes on and off, your most powerful attack can be used.

# CONTENTS OF THE GAME

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## ~GAME OUTLINE~

Our hero is a brave traveling knight. The setting is laid in a fantasy world of swords and magic. It is an action adventure game with 3 dimensional, 2 player simultaneous play, including buy in during 1 player game play.

## ~PROGRESS OF THE GAME~

In order to take back the land of Belcana, try to clear all seven stages to destroy the Devil castle. Merchant traders and villagers help the hero in some places of the game.

## ~GAME SYSTEM~

JOYSTICK: Up & Down for defensive moves. Left or Right for side to side movements.

A button: Attack by sword

B button: Magic

A+B buttons simultaneously: Push the joystick up, neutral and down for special attack.

Clearing each stage gives you experience points, attack power, defense power, hit points and level up.

# ITEMS

## <LIFE>

Recover Hit Points with...

Potion



Green Max. HP



Blue Half of all HP



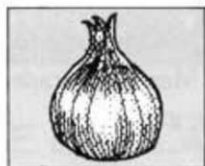
Red 1/4 of all HP



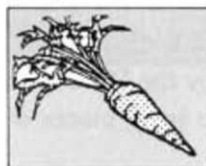
Medical Herb 1/8th of all HP



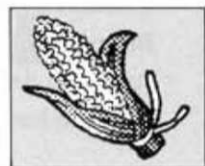
Green Pepper 1 HP



Onion 5 HP



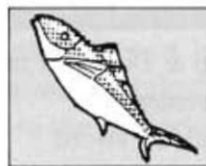
Carrot 10 HP



Corn 20 HP



Meat 30 HP



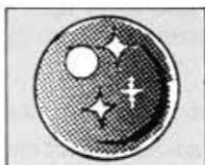
Fish 100 HP

## <MAGIC>

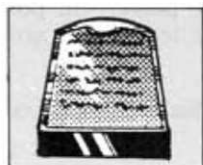
Recover magic with the...



Magic Orb: Black Max. HP



Red Half of all HP



Magic Book 1/4 of all HP

## 〈BONUS ITEMS〉

You can buy weapons from the tradesman when you collect enough gold points.

—GOLD—



Crystal

10 Gold



Silver Cup

50 Gold



Coins

70 Gold



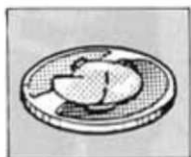
Gold Cup

100 Gold



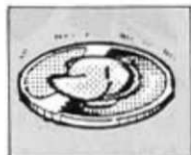
Jewel

150 Gold



Silver Coin

200 Gold



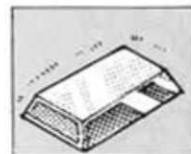
Gold Coin

300 Gold



Ring

400 Gold



Gold Bar

500 Gold

## HEROES

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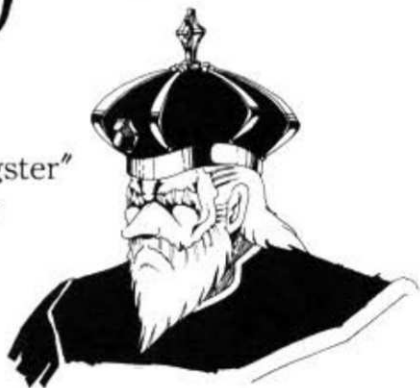


Hero Edmond & Richard

They are the two knights who wear the golden and silver armor.

The King of Belcana "Angster"

The king of Belcana is menaced by the Nausizz Devil.



Clore

The princess of Belcana is taken away from the Nausizz Devil.

**The Old Man of Dio's Village**  
His advice can be helpful in fighting battles of the future.



**Teanu**

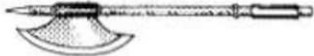
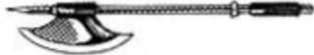
She is the only woman who survived the battle of the tower of Matius, and she will cooperate with the hero.

**Tradesman Raoster**

He is a strong man who will appear in many dangerous places.



## LIST OF WEAPONS

| NAME                                                                                                   | GOLD  | MAGIC       |
|--------------------------------------------------------------------------------------------------------|-------|-------------|
| F • Ball Sword<br>    | /     | ~fire ball~ |
| Mist Sword<br>        | 500G  | ~mist~      |
| Thunder Sword<br>     | 900G  | ~thunder~   |
| Mist Sword Dx<br>     | 1500G | ~mist~      |
| Shield Axe<br>        | 2000G | ~barrier~   |
| Shield Axe Dx<br>    | 5000G | ~barrier~   |
| Fire Sword<br>      | 9000G | ~fire wall~ |
| Scarecrow Sword<br> | ?     | ~scarecrow~ |

## CREATE THE STAGES

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### STAGE 1

#### DISASTER IN THE POOR VILLAGE OF DIO

---

The Paulista Castle is menaced by the evil Redstil. Beat Redstil in an attempt to free the castle.

### STAGE 2

#### THE SHAKEN CASTLE IN PAULISTA

---

The Paulista Castle is menaced by the evil Redstil. Beat Redstil in an attempt to free free the castle.

### STAGE 3

#### A DESPERATE FIGHT AT THE MATIUS TOWER

---

The huge tower of Matius is well known as a stronghold of Belcana where the people there resist the invasion of the Nausizz army.



## STAGE 4 MONSTER FISH OF GAUDA FORTRESS

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Galdfis, leads the troops of Nausizz, who are stationed in the Gauda fortress of the Elva Coast which is the commercial base in Belcana.



## STAGE 5 THE ATTACK OF THE LAND BATTLESHIP

---

A secret transport weapon has appeared in the valley of Rudo to counter attack the resistance and uphold the Nausizz assault. Fight strong against this massive surprise.



## STAGE 6

### ENTRANCE TO THE DEVIL WORLD

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Now is the time to go to Devil mountain. Go through the Liari cave which leads to the Krugia mountains approaching the devils castle of Grasia.



## LAST CHAPTER

### THE DEVIL CASTLE OF GRASIA

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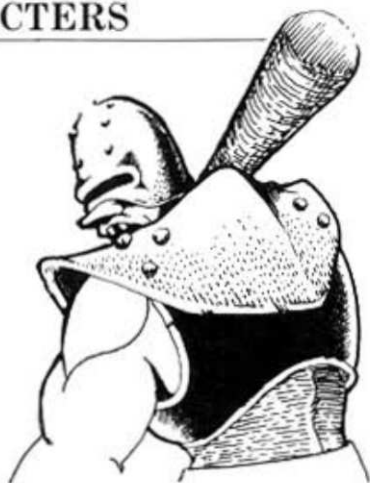
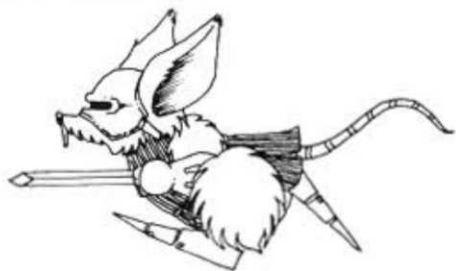
This is the final battle, Beat the army corps of evil who surround the devil castle of Grasia and kill the devil of Nausizz.



## ENEMY CHARACTERS

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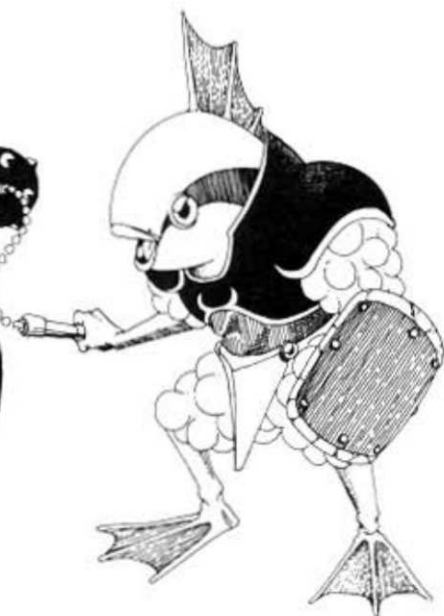
PUTTER RAT



DAB GOBRIN



DEMON GOAT



NAUSIZZ KNIGHT



SKELTON

NAUSIZZ



### [ATTENTION]

- This product can only be used on the NEO GEO MVS System.
- Do not disassemble!!  
Contains high precision parts!
- Avoid dropping or other strong shocks.  
Keep away from extreme temperatures.
- Do not touch terminal.  
Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner or benzine.
- After game play, pull AC adaptor from outlet.

### [MEMORY CARD PRECAUTIONS]

- Insert the memory card as the arrow shows.
- During load/save for memory card, do not insert or pull out the memory card or game cartridge.  
Do not shut off the main switch!
- Keep water and dust away from the connector of the NEO-Geo memory card.

# MVS<sup>®</sup>

MULTI VIDEO SYSTEM



NEO•GEO IS A TRADEMARK REGISTERED BY SNK.

**SNK** CORPORATION



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Pull the joystick down for Mental Attack.
- C & D Buttons : Not used.



# SOFTWARE DIPSWITCH MENU FOR CROSSED SWORDS

## CROSSED SWORDS

CONTINUE  
DEMO SOUND  
HOW TO PLAY  
DIFFICULTY  
CREDIT DISP

|                                                                                                                                                                                               |                                                           |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------|
| 1/CONTINUE                                                                                                                                                                                    | WITH OR WITHOUT "CONTINUE PLAY"                           |
| CONTROLS=SELECT "CONTINUE" WITH JOYSTICK. FORWARD<br>SETTING BY A BUTTON & RETURN BY B BUTTON.                                                                                                |                                                           |
| 2/DEMO SOUND                                                                                                                                                                                  | WITH OR WITHOUT "DEMO SOUND"                              |
| CONTROLS=SELECT "BONUS RATE" WITH JOYSTICK. FORWARD<br>SETTING BY A BUTTON & RETURN BY B BUTTON.                                                                                              |                                                           |
| 3/HOW TO PLAY                                                                                                                                                                                 | WITH OR WITHOUT "HOW TO PLAY SCREEN"<br>WHEN GAME STARTS. |
| CONTROLS=MOVE JOYSTICK UP OR DOWN TO SELECT OPTION.<br>USE A BUTTON TO SELECT ON OR OFF.                                                                                                      |                                                           |
| 4/DIFFICULTY                                                                                                                                                                                  | GAME PLAY DIFFICULTY                                      |
| CONTROLS=MOVE JOYSTICK UP OR DOWN TO SELECT OPTION.<br>USE A BUTTON TO INCREASE DIFFICULTY.<br>USE B BUTTON TO DECREASE DIFFICULTY.<br>(1 THROUGH 8. MORE DIFFICULTY AS NUMBER<br>INCREASES ) |                                                           |
| 5/CREDIT DISP                                                                                                                                                                                 | WITH OR WITHOUT "CREDIT DISPLAY"                          |
| CONTROLS=SELECT "CREDIT" WITH JOYSTICK. FORWARD<br>SETTING BY A BUTTON & RETURN BY B BUTTON.                                                                                                  |                                                           |