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JOHN ROMERO'S

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DAIKATANA



INSTRUCTION BOOKLET

Emulation64.fr



Welcome to the world of Daikatana

It is 2455. Our former world history is history. Corrupting the natural order of human progress and time, Kage Mishima twisted and manipulated events in the past to make himself dictator. You are Hiro Miyamoto, a student, a Japanese warfare expert, and one of the few people in the world aware of the altered history. It's up to you to travel back to Ancient Greece, Medieval Norway and 21st Century San Francisco in order to restore the past and defeat Mishima.



To save the world, you must complete sixteen daunting missions, but you won't be alone—with you are the stunning Mikiko Ebihara and the massive Superfly Johnson, as well as the legendary Daikatana, a sword which is the key to saving humanity. Daikatana 64 is an incredible action adventure that makes full use of the Nintendo 64's features, including detailed graphics from the high resolution Expansion Pak and tactile feedback from the Nintendo 64 Rumble Pak.

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The following information is for the **NORMAL** setting that you can modify using the **3D STICK** selection in **OPTION** mode. Setting **REVERSE** will reverse the **3D STICK** movement.

Control Pad

Switch between walk and run and quick weapon select. In Multiplayer, displays players position on map.

R Button

Jumps

Jump to climb higher or clear gaps. Returns from crouched position.

C Button

Moves the character

- ▲ Move forward
- ▼ Move back
- ▶ Move to the right
- ◀ Move to the left

A Button

Crouches

When used with R Button, crouches. Crouch for cover or to access low passages. Opens doors, pushes buttons, pulls levers and uses items.

3D Stick

Moves the camera view

Stick Up:

Moves the camera view down

Stick Down:

Moves the camera view up

Stick Right:

Rotates the viewpoint right

Stick Left:

Rotates the viewpoint left

B Button

Displays Weapons

Push the B Button to display available weapons. Select the weapon that you want to use with Control Stick.

Z Button

Attacks

Uses the selected weapon.



Properly insert the Cassette into the NINTENDO 64 system, and slide the power switch to the ON position. When the title screen appears, press START to display the Main menu. At the Main menu you can select from "Single Player" or "Multiplayer" mode. To start the game from the beginning, choose "SINGLE PLAY". To continue where you last saved, select "LOAD GAME".



If your character's "HEALTH" becomes zero during game play, game is over. Every time you accomplish one mission, you will be asked whether to save the game. If you choose "SAVE", you can continue from where you left off next time you play. In order to save the game, you'll need a Controller Pak. For detailed information on the controller packs, refer to "About the Controller Pak Menu" on page 20.

Multiplayer Mode

Daikatana 64's Multiplayer mode features two types of white-knuckle challenges: You can choose between blasting away at up to three opponents in an all-out frag-fest, or you can race to collect five precious gems before your rivals find you or grab the treasure for themselves.

The following pages will introduce you to the story of Daikatana and the defenses you'll use to protect yourself and your treasures!

2455 AD Japan. Kage Mishima rules the world with an iron fist. What he can't exploit with force or fear, he buys with the tremendous fortune he acquired from developing a vaccine for a global epidemic. Unconcerned with Mishima, a kenjutsu instructor named Hiro Miyamoto trains daily in his dojo (gym). Although young, Hiro is a master of world history and martial arts. His life was quite ordinary until an old man named Toshiro Ebihara visited the dojo and told the following tale...

"In the 16th Century, our people suffered from a tyrannical dictatorship run under Shogun Osaka Mishima. Our ancestors—the Ebihara family—revolted against Mishima. In order to defeat the Ebihara family, Mishima asked a legendary sword maker to forge a mighty sword—the most powerful ever held by mortals. Nothing like it ever existed before or after. The sword Daikatana was created by your ancestor, Hiro. The legendary sword maker was Usagi Miyamoto." Too stunned to reply, Hiro continued listening to the old man's tale. "Realizing that Mishima would abuse the power of the sword and use it for evil, Usagi Miyamoto betrayed the Shogun and gave Daikatana to Ebihara family instead. The Ebihara family defeated Mishima's forces on the foothills below Mount Fuji. Fearing that the extraordinary power of Daikatana would fall into the hands of the wicked, Usagi Miyamoto threw the sword into the crater of the Mount Fuji." "What you are asking me to do?" interrupted Hiro. "After all, what is history is history."

The old man explained that Mishima recovered the sword and used its magical powers to alter history. The tyranny of today is not the real world. The old man's daughter, Mikiko Ebihara knew this, but sentries caught her as she tried to infiltrate the Mishima Fortress and recover the sword. Ebihara pleaded with Hiro to rescue his daughter and restore the history twisted by Mishima.

As quick and silent as a chilling winter breeze, three Ninja assassins emerged from the shadows, fatally wounding the old man before Hiro could dispatch the intruders. Gasping his final breath, the old man whispered the secret way into Mishima Fortress...



Superfly Johnson

Former security chief for Mishima. He is locked in solitary confinement on false charges.



Mikiko Ebihara

The daughter of Elder Ebihara. She was captured while doing reconnaissance in Mishima Fortress.



Hiro Miyamoto

A kenjutsu instructor, Hiro is the main character in this adventure. The elder Ebihara wants Hiro to rescue his daughter.



The screen shows Hiro Miyamoto's view. The status bars at the bottom and the left of the screen show Hiro's current status, including health and defense.

vitality
attack
speed
acro
power



armor health ammo exp

The character status is always displayed at the bottom of the screen. These values change according to the hero's actions, such as when he or she obtains items or is successfully attacked by enemies.

ARMOR

Displays the defense point value of the armor that the character is wearing. The value of the armor decreases whenever the character is attacked by enemies. Armor reduces the HEALTH lost in battle by half.

health

Displays the character's health. This value often decreases as the character battles enemies.

ammo

Displays the number of remaining rounds for the current weapon.

experience

Displays the character's experience points. Experience points increase according to the number of defeated enemies. The left side of the screen shows the hero's skill (ability). The more experience points you earn, the more your skill increases. Also, if you obtain skill-up items, you can temporarily increase certain skills.

vitality

The higher your Vitality, the more resistant you are to losing HEALTH points.

attack Attack Speed

The higher your Attack Speed, the quicker your punches or shots.

speed Travel Speed

The higher the Speed, the faster you'll move.

acro Jump Strength

The higher the number, the stronger the hero's jump strength will be.

power Attack Force

The higher the Power, the stronger your punches or shots will be.

Your party will adventure through four episodes comprised of four missions each. By accomplishing all four missions in each episode, Hiro and his companions will unravel the mysteries behind Mishima's plot to dominate the world.

Episode 1

Miki "The Mishima Fortress" — 25th Century Japanko Ebihara

Displays the defense point value of the armor that the character is wearing. The value of the armor decreases whenever the character is attacked by enemies. Armor reduces the HEALTH lost in battle by half.



Episode 2

"Ancient Greece"

Greek mythology comes alive as Mishima banishes the party to Lemnos Island in Ancient Greece. During a duel with the legendary Medusa, Hiro discovers how to successfully energize Daikatana, but the party suffers a major setback when Superfly is turned to stone. Hiro must find a way to cure his comrade and use their combined mental powers to teleport with Daikatana through space and time.



Episode 3

"Medieval Norway"

Mishima ambushes the party in the time-space continuum, sending the group spiraling into Medieval Norway. Here the party finds a kingdom beset by plague. A heartbroken king holds the key to their escape, but they must first collect seven pieces of a holy sword to help the king and save his kingdom.



Episode 4

"Alcatraz Island"— 2033 BC San Francisco

Blasting through the time-space continuum, Hiro and his friends end up in a cold cell inside Alcatraz prison in San Francisco Bay. It's 2033—the exact year Mishima stole the antidote from Tatsuro Ebihara. If they can reach the Mishima Research Center, they can undo many of the wrongs set in the future.



Everywhere in time are items that you can use to open doors or recover health. To pick up an item, walk over it until the screen flashes. Items include weapons, health bonuses, armor, skill-ups, and ammunition.

Character weapons



Disruptor Glove
Your default weapon—you'll always have it.
Episode: 1



Side Winder
Shoots two missiles at the same time.
Episode: 1
Number of missiles: 30



Shock Wave
Shoots an energy bomb. Be careful not to be engulfed by the shock wave.
Episode: 1
Number of charges: 30



C4 Vizatergo
Plastic bombs that attach to walls and floors. The bombs explode after a given time.
Episode: 1
Number of charges: 5



Shot Cycler
Shoots six bullets at the same time.
Episode: 1
Number of clips: 30



Ion Blaster
Shoots an energy bomb. When energy hits a wall, it reflects.
Episode: 1
Number of charges: 30



Discus of Daedalus
It will return like a Frisbee.
Episode: 2



Venomous
Emits a poison. Enemies who are hit will quickly fall ill.
Episode: 2
Number of charges: 30



Poseidon Trident
Shoots three energy bombs.
Episode: 2
Number of charges: 30



Hammer
Hitting the floor releases lethal shock waves. Hold down the Z Button to power it up.
Episode: 2



Sunflares
A firebomb that creates an expanding ball of fire.
Episode: 2
Number of charges: 10



Silver Claw
A glove fitted with sharp claws. Effective at close range.
Episode: 3



Bolter

*Light Crossbow (small).
Quiet—gets the job done
without sacrificing
stealth.
Episode: 3
Number of bolts: 30*



Ballista

*Looks like a crossbow,
but shoots explosive
bolts.
Episode: 3
Number of bolts: 60*



Stravos Stave

*A magical wand that
shoots fire.
Episode: 3
Number of charges: 20*



Wyndrax's Wisp

*A blue magical staff that
fires blue bolts.
Episode: 3
Number of charges: 20*



Nharre's Nightmare

*A powerful red magical
staff that must fully
recharge between uses.
Episode: 3*



Glock2020

*A very small, lightweight
pistol.
Episode: 4
Number of bullets: 30*



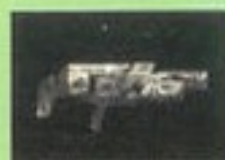
Kineticore

*A rapid-fire rifle with
moderate stopping
power.
Episode: 4
Number of charges: 30*



Meta Maser

*A hand grenade.
Episode: 4
Number of charges: 40*



Novabeam

*Laser gun.
Episode: 4
Number of charges: 20*



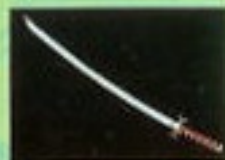
Ripgun

*A futuristic pistol.
Episode: 4
Number of charges: 30*



Slugger

*A rapid-fire machine-
gun. Ten shots per
charge.
Episode: 4
Number of charges: 60*



DAIKATANA

*The key to the future and
the past and the ultimate
weapon. Hiro and
Mishima both own it in
different time
dimensions. Enables
a space and time
teleport.*



HP recovery

Recovers a specified number of HEALTH points. The maximum number of HEALTH is always 100 and you cannot exceed this number even if you get +25 item. When you obtain +100 points, your points temporarily become more than 100, but gradually decrease to



Restores 25 health points.
For episode 1 only



Restores 100 health points.
For episode 1 only



Restores 25 health points.
For episode 2 only



Restores 100 health points.
For episode 2 only



Restores 25 health points.
For episode 3 only



Restores 100 health points.
For episode 3 only



Restores 25 health points.
For episode 4 only



Restores 100 health points.
For episode 4 only

armor

When you wear armor, the damage inflicted on your character will be reduced by 50%. This protection remains in effect until the ARMOR rating reaches 0.



ARMOR points
+100
For Episode 1 only



ARMOR points
+200
For Episode 1 only



ARMOR points
+100
For Episode 2 only



ARMOR points
+200
For Episode 2 only



ARMOR points
+100
For Episode 3 only



ARMOR points
+200
For Episode 3 only



ARMOR points
+100
For Episode 4 only



ARMOR points
+200
For Episode 4 only

skill-up items

When you collect these items, you'll see a bar light up on a skill status bar on the left side of the screen, which means this skill has increased. These skill-up items have a time limit, so make the most of your new talents while you have them.



VITALITY
goes up +2 points.
Effective for 30
seconds.



ATTACK
(Attack Speed) goes
up +2 points.
Effective for 30
seconds.



SPEED
(Travel Speed) goes
up +2 points.
Effective for 30
seconds.



POWER
(Attack Force) goes
up +2 points.
Effective
for 30 seconds.



ACRO
(Jump Force) goes
up +2 points.
Effective for 30
seconds.

replacement bullet items

Each weapon can be recharged or reloaded, but you need to find the right item to do it. When you get these items, the number of charges or bullets will increase by a specified number.



Side Winder Cartridge.

Adds +30.
For episode 1 only



C4Viz Cartridge.

Adds +6.
For episode 1 only



Shot Cycler Cartridge.

Restores +30.
For episode 1 only



Ion Blaster Cartridge.

Restores +30.
For episode 1 only



Venomous Cartridge.

Adds +30.
For episode 2 only



Poseidon Trident charges.

Adds +30.
For episode 2 only



Sunflares charges.

Restores +10.
For episode 2 only



Bolter.

Adds +30.
For episode 2 only



Stravos Stave recharge.

Replaces +20.
For episode 3 only



Wyndrax Wisp's recharge.

Replaces +20.
For episode 3 only



Glock2020 Cartridge.

Replaces +30.
For episode 3 only



Kineticore Cartridge.

Replaces +30.
For episode 4 only



Metamaser Cartridge.

*Replaces +40.
For episode 4 only*



Rip Gun Cartridge.

*Replaces +30.
For episode 4 only*



Slugger Cartridge.

*Replaces +60.
For episode 4 only*

Pushing the START button during the game will display the OPTION menu. The OPTION menu offers the following features:

SOUND MODE

Switches between stereo and mono sound.

BGM MODE

Adjusts background music volume.

SE VOLUME

Adjusts sound effects volume.

3D STICK TYPE

Selects between reverse or normal settings for the Analog 3D Stick.

3D STICK SENSITIVITY

Adjusts the sensitivity of the Analog 3D Stick. The closer you move the cursor to fast, the faster your crosshairs will move on the screen.

AUTO WEAPON MODE

Automatically selects next available weapon when ammo is depleted.

CROSS HAIR

Select from four crosshair configurations or no crosshairs at all.

STATUS BAR VISIBILITY

Adjusts the brightness of the status bar. The closer you move towards MAX, the brighter the status bar becomes.

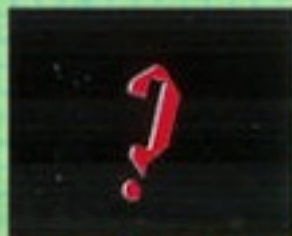
VIDEO TYPE

Choose between graphics mode. Expansion Pak is needed to use High-Resolution Mode.

BRIGHTNESS

Use to brighten or darken the screen image.

Many special characters make up the story of Daikatana. This section introduces some of the friends and foes you'll encounter:



Kage Mishima

The dictator of the world. A cold, cruel and calculating tyrant blinded by greed and power.



Inmater

An automated guard in the Mishima fortress.



Guard

One of the many sentries inside Mishima fortress.



Charon

The captain of a boat that travels between Lemnos Island and the rest of Greece. He'll take you there—for a price.



Medusa

An evil sorceress in Ancient Greece. Superfly made a mistake and gazed into her eyes. We're sure you won't repeat the same error.



Mushilde

A mysterious, enlightened priest who knows why King Gharroth is insane.





Nharre

The magician responsible for King Gharroth's woes.



King Gharroth

A king in Norway who seems to have lost his mind over the recent death of his family. You can restore his health by finding all seven pieces of the holy sword.



Wizard

One of the magicians waiting for you in Episode 3.



Usagi

Hiro's ancestor and the creator of Daikatana. Fate willing, he will guide Hiro and his friends in their battle against Mishima.



Lab Monkey

A simian prototype automated sentry that guards the vital core of the Mishima Research Center in San Francisco.

