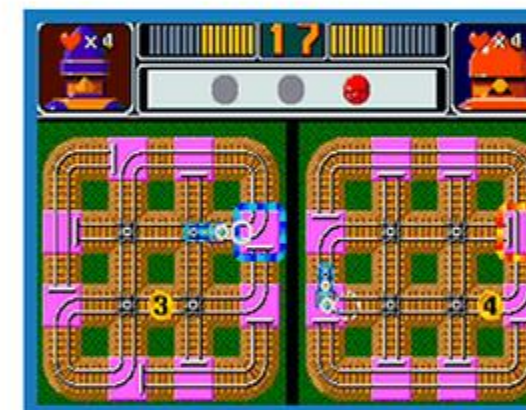




### Ichidant-R

- [Arcade Mode](#)
- [Mega Drive Mode](#)
- [Online Play](#)
- [Exclusive Japanese Content](#)



## Exclusive Japanese Content

### ■ Location: SEGA AGES Secret Base

*"You can't actually be serious! The Mega Drive version of this title was never made available outside Japan. It features pages and pages and pages of Japanese text that it's just not feasible for us to localize. It would be madness to release it in that form. Madness!"*

Well, I would be lying if I said there wasn't a teeny tiny grain of truth to that. Who's to say it isn't some bold and crazy move. But if there's one thing I do know, it's that SEGA AGES fans are just about the best people there are, and if there exists a version of this game it's possible for us to include in the package, then they deserve to enjoy it for what it is on its own merits!

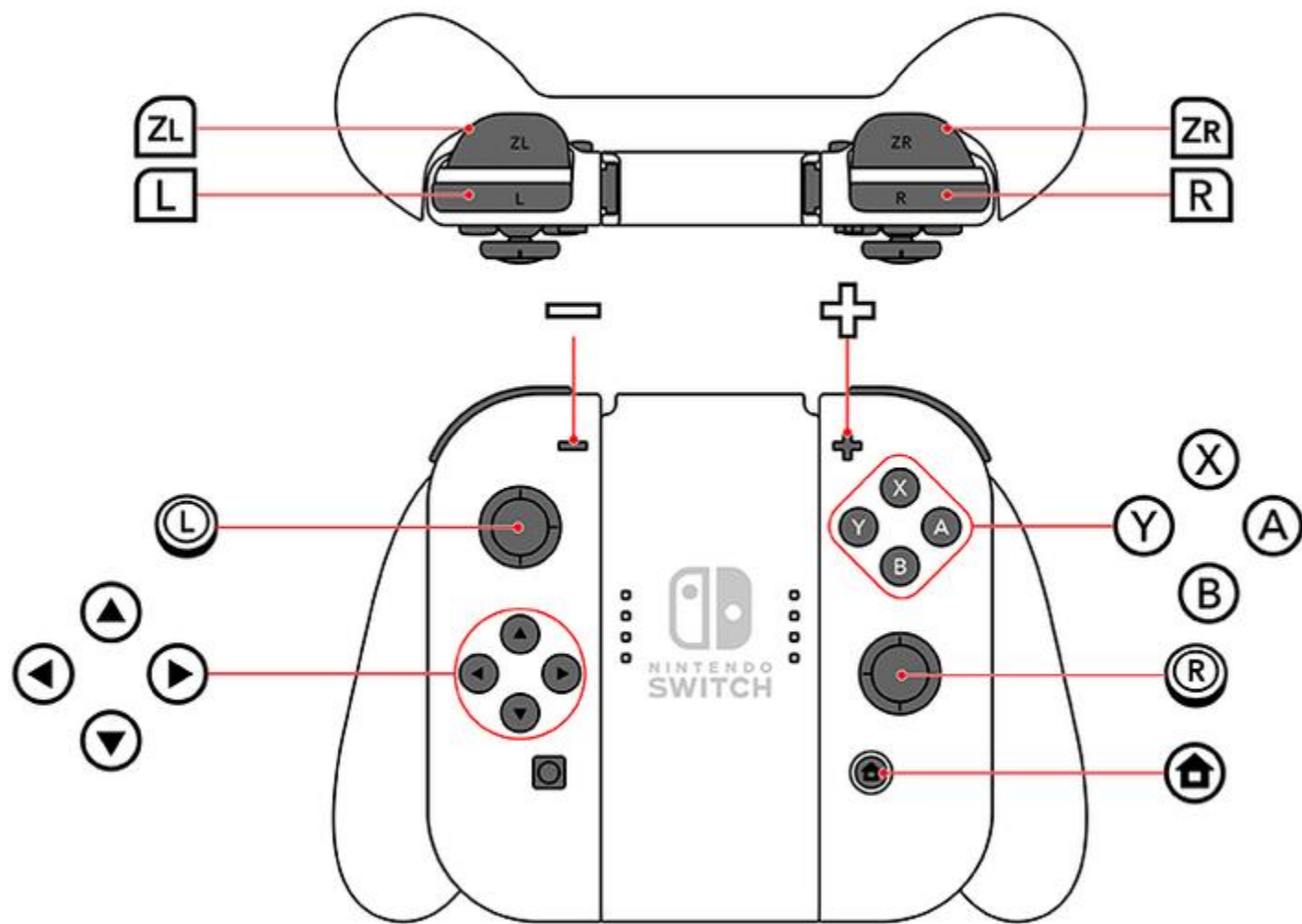
And so with absolute minimal fanfare, we can now present to you the original Japanese Mega Drive release of Ichidant-R, available in the West for the very first time, exclusively as part of the SEGA AGES series! Enjoy!



Yay!

# Basic Controls

## Joy-Con™ Grip



Directional buttons (▲ / ▼ / ◀ / ▶) and Left Stick (Ⓕ) commands are identical.

\* The Nintendo Switch Pro controller uses the same commands.

## Button Assignments (Default Setting)

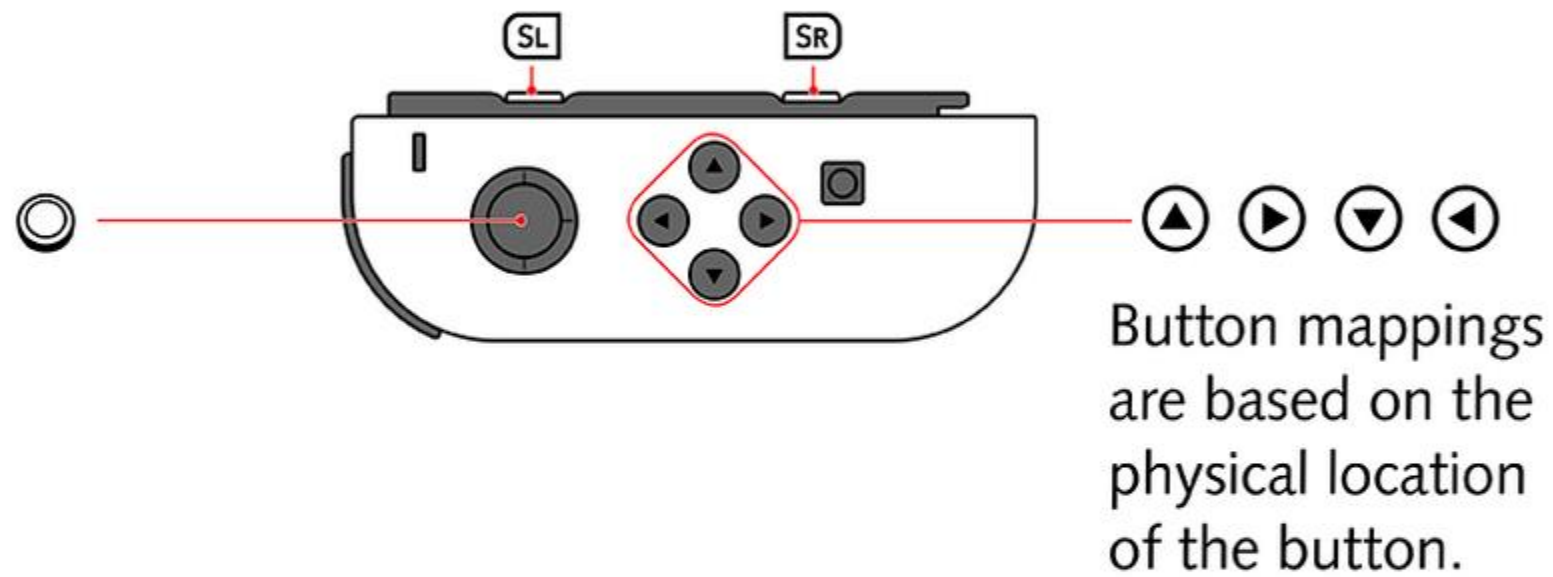
◀ / ▶ / ▶ / ▶	Move / Menu Select
Ⓐ	Action C
Ⓑ	Action B
ⓧ	Coin / Start
Ⓨ	Action A
Ⓕ / Ⓩ	Unassigned
Ⓡ / Ⓩ	Unassigned

\* The action button assignments can be changed via the **SETTING MENU**.

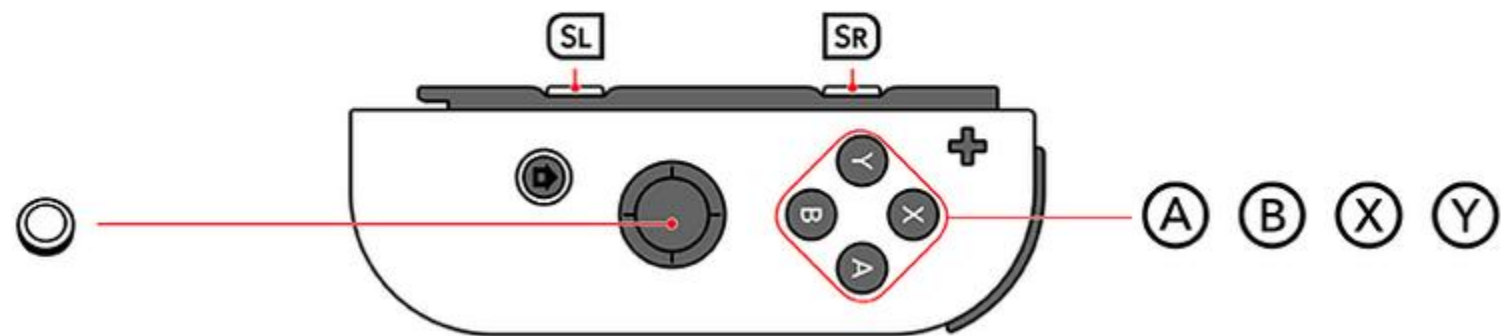
\* The action of each button varies depending on the game.

## Basic Controls

### Joy-Con™ (L) Solo Horizontal Grip



### Joy-Con™ (R) Solo Horizontal Grip



### Button Assignments (Default Setting)

	Move / Menu Select
	Action C
	Action B
	Coin / Start
	Action A
	Unassigned
	Unassigned

- \* The action button assignments can be changed via the **SETTING MENU**.
- \* The action of each button varies depending on the game.

### Multiplayer Play

This game includes modes playable by up to 4 players. Additional controllers are required for 3 or 4 player play.

# START MENU

Start the game to display the START MENU. Use ▲ / ▼ to select an option and press A to confirm.

## ↗ Arcade Mode

A faithful reproduction of the original arcade game. Press ◀ / ▶ to enable ↗ HELPER.

## ↗ Mega Drive Mode

The Japanese Mega Drive version of the game.

## ↗ Online Play

Play against opponents from around the world.

## ■ Load

Press ◀ / ▶ to select a save slot, and begin from where you left off.

Press Y to lock and unlock the selected data. Hold L and R to delete a save that isn't locked.

\* Deleted data cannot be recovered. Please use with caution.

## ■ Manual

Open and view the online manual (this one).

\* An internet connection is required for viewing the manual.

## ■ Staff Credit

See the wonderful staff responsible for bringing you the SEGA AGES version of *Ichidant-R!*

## START MENU

### ■ Ranking

See the most recent Ranking for each category. Press **(A)** to download the latest Ranking.

#### 📌 PRECAUTIONS WHEN GOING ONLINE

<b>(L)</b> / <b>(R)</b>	Switch between categories of ranking.
<b>(X)</b>	Switch between <i>Top Rank</i> and <i>My Rank</i> .
<b>(▲)</b> / <b>(▼)</b>	Switch between scores.
<b>(A)</b>	See information on selected scores (Top 50 only).

- \* The ranking category will be selected automatically based on game mode, helper setting and difficulty.
- \* Player 2 scores are not registered to the ranking server.

### ■ Play Replay

Press **(◀)** / **(▶)** to select a replay slot. Replay controls are as follows:

<b>(L)</b> / <b>(R)</b>	Change speed of playback.
<b>(◀)</b> / <b>(▶)</b>	Fast rewind / Fast forward.
<b>(A)</b>	Pause / Restart (while paused, press <b>(R)</b> to step one frame forward, or <b>(◀)</b> / <b>(▶)</b> to skip ahead or behind 5 seconds).
<b>(B)</b>	End playback.
<b>(Y)</b>	Restart playback from beginning.
<b>(X)</b>	Display / Hide command menu.

Press **(Y)** to lock and unlock the selected replay data. Hold **(L)** and **(R)** to delete a replay that isn't locked.

- \* Deleted data cannot be recovered. Please use with caution.

# SETTING MENU

Press (X) at the START MENU or PAUSE MENU to open the SETTING MENU.

Press (L) / (R) to switch between categories of settings. When settings are complete, press (B) to return to the previous screen.

## ■ Game Settings

Game Version	Set game version to <i>International</i> or <i>Japan</i> .
Difficulty	Set the game difficulty to 1 of 4 levels.

\* The above settings do not apply to *Mega Drive Mode*.

## ■ Command Settings

Select a controller and press (A). Then use (▲) / (▼) to select a controller button and (◀) / (▶) to assign a command.

## ■ Screen Settings

Display Mode	Set to <i>Normal</i> / <i>Fit</i> / <i>Full</i> / <i>Dot by Dot</i> / <i>Vintage</i> .
Display Effect	Set to <i>Off</i> / <i>Scan line</i> / <i>Smoothing</i> / <i>Scan line + smoothing</i> .
Wallpaper	Choose a wallpaper to display.
Cleared Task Counter	Set to <i>On</i> to display a counter showing how many tasks you've cleared.

\* When *Display Mode* is set to *Vintage*, the *Display Effect* will automatically be locked to *Scan line + smoothing*.

Press or hold (Y) to see a preview of the selected screen settings.

## PAUSE MENU

Press  $\oplus$  /  $\Rightarrow$  during gameplay to display the PAUSE MENU.

### ■ Save

Press  $\odot$  /  $\triangleright$  to select a save slot and save your game progress. Up to 10 games may be saved.

### ■ Load

Press  $\odot$  /  $\triangleright$  to select a save slot, and begin from where you left off.

### ■ Ranking

View the current  **RANKING**.

\* There is no option to view replays when selecting *Ranking* from the PAUSE MENU.

### ■ Manual

Open and view the online manual (this one).

### ■ Game Reset

Select this option, then press and hold  $\textcircled{A}$  to reset the game. The PAUSE MENU will be exited automatically.

### ■ Return to Start Menu

Select this option, then press and hold  $\textcircled{A}$  to end the game and return to the START MENU.



# Game Screen

Screens for each game adhere to the same basic format.

## Remaining Time

### Player 1 Lives

Reduces by 1 if you fail a task or the timer reaches zero.

### Quota Markers

When a player completes a task, a quota marker will light up in their assigned color. Player 1 is blue, player 2 is red.

### Player 2 Lives



## Arcade Mode

Clear 4 Stages by completing tasks to infiltrate the boss's castle and rescue the princess!

### ■ Story

One day, from out of nowhere, the evil king kidnapped the princess and hauled her off to his castle! Our heroes wasted no time in heading out to rescue her, but the evil king's wicked henchmen waylaid their journey with many difficult challenges to overcome.



### ■ Rules

Each challenge must be cleared a set number of times to meet the quota. The quota is the same regardless of how players are playing, so it is far easier to share the load than to try and meet the quota all by yourself.

✦ If you lose a life, the difficulty will be reduced.

### ■ Select Game

Games are selected via a roulette system. Press (A) / (B) / (Y) to stop the wheel on the game you want.



### ■ Bonus Game

Whenever you clear a Stage, you will enter the bonus game. Try to gather as many of the floating cash bags as you can! Exceed a certain number and you'll earn an extra life!

Push (A) / (B) / (Y) to jump, and hold to jump higher. Steer clear of the bubbles though—they'll trap you for a time, robbing you of prime cash grabbing opportunity!



## Arcade Mode

## ■ Game Over & Continue

If you lose all your lives, it doesn't have to be the end of the world. Simply insert another coin to jump right back in!

Press ⊗ before the time runs out to *Continue*, or let it count to zero if you'd prefer *Game Over*.



## ■ Helper Function

Setting *Helper* to *On* at the START MENU increases your lives and reduces the quota for each game.

This setting has no effect on the *Arcade* version found in *Mega Drive Mode*.

## ■ 2P Jump-In

A second player can join in at any time. All they need do is register a controller and insert a coin!

## ■ Extra Lives

To earn extra lives, select the *LUCKY!!* heart mark at the select screen, and pick up cash bags at the bonus game.



## Mega Drive Mode

This is the Japanese Mega Drive version of the game. It has no *Helper* function or online play.

### ■ アーケード: Arcade

More or less identical to the regular *Arcade Mode*.

### ■ クエスト: Quest

An RPG style adventure mode for up to 2 players. Collect the Philosopher's Stones to defeat the evil king. Of course, his henchmen will make your journey more difficult by presenting you with difficult challenges.

#### ◆ Quest Rules

Move the knights around the gamefield to enjoy the adventure. During 2 player play, only player 1 can move the knights and select games. As with *Arcade Mode*, both players contribute to meeting the clear quota.



### Gameplay Hints

Without a certain level of Japanese literacy, you may have some difficulty navigating the adventure. The following hints should help you find your way.

#### ◆ Outline

As the first villager explains, your goal is to collect all five Philosopher's Stones to bring down the barrier protecting the castle. Each stone is located inside a monument, so you simply have to find each monument and ask the oracle in charge for the stone. Of course, they're not going to just give it to you... Complete a simple challenge though and the stone is yours!!

Once you have collected all five, head for the castle and fight off the evil king by attacking his platform while avoiding the magic fireballs. Congratulations! The kingdom is saved, the good king is happy, the princess is very happy!! The end.

## Mega Drive Mode

### ◆ Forest Monument

Head north of the first village to find the monument in the middle of the forest. It's that simple!

### ◆ Labyrinth Monument

Head south then east of the first village to find the labyrinth village. From there you will need to navigate the mountains to the furthest south-western reaches to find the monument. Remember you'll have to find your way back out again after!

### ◆ Desert Monument

Head north-east of the first village to find the desert village. From there head north across the desert, taking care not to fall into quicksand—quicksand can be seen if you watch carefully! Falling into quicksand will dump you back next to the village, which is more annoying than anything else. North of the desert are four monuments. Only one is the correct one. Pick wisely!

### ◆ River Monument

Head far east of the first village and to the north you'll find the river village. Getting to the monument is a little more tricky... Jump in the river and let it take you south to the news village. Headlines are that in the river village is a strange man with unknown magical powers. The mystery deepens. Head back to the river village and let the man use his magic to change the river flow. It can now take you very near to the monument.

### ◆ Village Cluster Monument

Head far east of the first village then south (or south-west of the river monument) to find the village cluster village. The monument is in one of the many villages, but which one? Enter a village for a hint where to look next:  
**北: North 東: East 南: South 西: West** or the vaguely worded **このあたり: Nearby このあたりにはない: Not nearby**.  
Alternatively, you may be asked if you want to search it: choose **はい: Yes いいえ: No**. Choose wrong and you'll lose a life!

## Mega Drive Mode

### ◆ Castle

The castle is immediately to the north of the cluster of villages in the village cluster village.

### ◆ Secret Spots

At certain points on the map you can find a secret spot. Here you will receive a bonus life!

### ◆ Challenges

As you move around the game map, you will occasionally be challenged by a henchman. Clear the challenge to receive points to increase your level, earning you more lives.

### ◆ Infinite Credits

Go to **オプション: Options** at the main menu and set *BGM* and *SE* to 11. You can now set **クレジット: Credits** to ∞ earning yourself infinite credits in this mode! No more worrying about running out of continues!

### ■ コンペ: Competition

A competitive mode for 2 to 4 players. Stop the wheel to determine how many squares you progress, then play the game marked on that square. The player that reaches the goal first takes on the boss!



### ◆ Competition Rules

There is no life system, so the game ends when somebody wins. Player 1 decides the journey's length (**みじかいたび: short**, **ふつうのたび: normal**, **なが~いたび: long**), and stops the first wheel spin to decide which player goes first.

The next spin determines how many squares the first player progresses and the game to play. A single clear earns you 1 point, and a failure takes 1 point away. The process repeats until a player earns the set number of points and wins.

## Mega Drive Mode

## ■ フリー: Free

A free play mode for 1 to 4 players! Make sure players 2 to 4 have pressed ⊗ to register their entry before you confirm the game selection.

## ◆ Free Rules

There is no life system, so the game ends when somebody wins. A single clear earns you 1 point, and a failure takes 1 point away. Don't worry: your points cannot drop below -3.



## ■ オプション: Options

Make changes to the game settings below:

## ● レベル: Level

Set difficulty for both *Arcade* and *Quest*. Set to:

らくしょう: easy-peasy ふつう: normal きびしい: tough.

## ● クレジット: Credits

Set how many *Continues* you can use.

## ● BGM / SE: Music and Sound effects

Listen to game music and sound effects. Use the directional buttons to select a track number, then press ⊕ to play, ⊙ to stop, and ⊕ to fade out.

## ● もどる: Return

Save changes and return to the main menu.

## Online Play

### ■ Random Online Match

Play against a randomly selected player from around the world. Select *Random Online Match* at the START MENU, and the match will begin as soon as a suitable opponent is found. There is no online functionality in *Mega Drive Mode*.

#### Opponent Connection Status

Before and during an online match, the connection status of your opponent is displayed. The more bars shown, the smoother gameplay will be!



#### Ending Online Match

Press  $\oplus$  /  $\Rightarrow$  to open the PAUSE MENU. Choose *Return to Start Menu* to finish up and, well, return to the START MENU.

Please note that gameplay in this mode **does not pause** when you open the PAUSE MENU.

### ■ Create a Room / Join a Room

Create a passworded room so you can play against a player of your choosing. One player must create a room and the other must join it.

#### ● Create a Room

Select *Create a Room* at the START MENU and set a 4 digit password. Tell a friend the password and wait for them to join.

#### ● Join a Room

Select *Join a Room* at the START MENU to see a list of the currently available rooms. Choose the room your friend created and enter the password they told you.

The match will start upon successful connection.



## Online Match

### ■ Connecting to the Internet

Online Match requires the following:

- Wireless internet connection
- A Nintendo Account
- **You must be a paid member of “Nintendo Switch Online”.**

For details, see the following site: [support.nintendo.com](https://support.nintendo.com)

### ■ Precautions When Going Online

No guarantees are made about the quality of your network connection. Delays, dropped data and disconnection may occur depending on your and your opponent's network environment.

SEGA accepts no responsibility for any trouble or damage due to connectivity issues when using the network functionality. This service will be available for a set period of time, and may be terminated at any time without notice.

During online play, the user name registered to the console will be visible to others. Please avoid registering personally identifiable information such as your real name or telephone number. Try to avoid registering names that are likely to make other users feel uncomfortable.

# Replay and Ranking

## ■ Saving Replay Data

Replays are saved at different times depending on the game mode:

### ● Arcade Mode

Replay data is saved when you clear the game, or it's *Game Over* for all players.

### ● Mega Drive Mode

Replay data is saved when you return to the START MENU.

### ● Online Play

You are given the option to save replay data when you exit the mode and return to the START MENU.

- \* You can lock replay data to prevent it from being deleted. Please note that it is not possible to lock all 10 data slots.

## ■ Ranking

If your *Cleared Task Count* in *Arcade Mode* is a new high score, it will be registered to the Ranking. If you used *Continue*, only the score up to the first *Continue* will be registered. If the game is at its default setting, your score will be registered to *Arcade Mode Ranking*. If *Helper* is set to *On* or the *Difficulty* has been changed, then it will be registered to *Freestyle Ranking*.

Replay data will be uploaded together with your score, and the top 50 will be viewable by anybody.

- \* Player 2 quota count will not be registered.
- \* Scores cannot be registered if the *Load* function has been used.
- \* If network connection issues prevent you from registering your score, it cannot be registered at a later time.

# Games

## Funky Monkey Jive Masters

Twelve monkeys show off their funky moves on a 4 by 3 grid. Pair up the monkeys that strut the same caper!



### ◆ Controls

Use the directional buttons to select a monkey and press (A) / (B) / (Y). Find their pair and press (A) / (B) / (Y) again. Correctly paired monkeys will disappear.

Match all 6 pairs within the time limit to clear!

## Hopping Madness

Yellow and gray frogs sit atop four lily pads. Move all of the yellow frogs onto the yellow lily pad in size order: largest at the bottom. Frogs can only hop on to empty lily pads and pads with larger frogs, but they can leap over to further away lily pads if the nearest is unavailable.



### ◆ Controls

Use the directional buttons to select a frog and press (A) / (B) / (Y). Use the directional buttons (◀) / (▶) to hop to the nearest available lily pad.

Move all three yellow frogs onto the yellow lily pad within the time limit to clear!

## Games

 **Feeling Lucky, Punk?**

I know what you're thinking: was that five shots or six I just fired? If you were paying attention, you'd not only be able to answer that, but also shoot the same targets in the same order. So let's do that then.

**◆ Controls**

Watch the demo, and shoot the same targets in the same order. Use the directional buttons to select a target and press (A) / (B) / (Y) to shoot.

Shoot all the targets correctly within the time limit to clear! Get it wrong and you lose a life.

 **Stop! Thief!**

World renowned security insultants *Pam and Sam* (AKA *the Jackpot Sibs.*) have been called in to test the mansion's chief of security (you!) Keep a close eye on them as they move around the building, and identify the last window that Pam (the female of the pair) appears at.



\* *An insultant is a contractor who openly criticizes the work of the previous contractors. ("Who installed this then?!")*

**◆ Controls**

Use the directional buttons to choose the window you think Pam was last at and press (A) / (B) / (Y) to open it.

Open the correct window within the time limit to clear! Get it wrong and you lose a life.



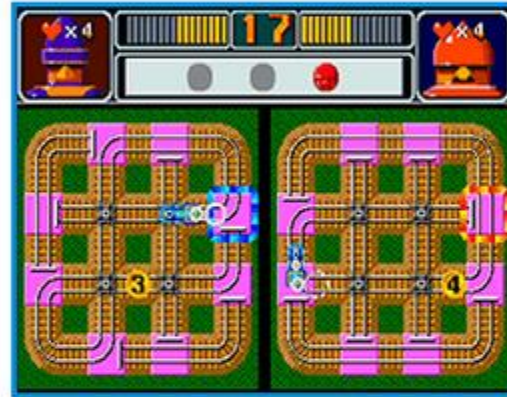
## Jimmied Junctions

A steam train has dropped an important monetary cargo, and somebody has been monkeying around with the switches! Quick! Switch the right points at the right time to recover all the coins, before somebody finds out!

### ◆ Controls

Use the directional buttons to select a set of points, and press (A) / (B) / (Y) to switch type. When a train comes to the end of the line, it will double back on itself—you don't have to worry about it crashing! You just have to worry about running out of time.

Collect all the coins before the timer runs out to clear!



## Dango Unskewered

What's a dango you ask? It's a tasty colorful dumpling made from pounded rice. These ones seem to have taken on a life of their own though. Do your best to skewer some sense back into them, but they can only be picked up in the correct order: smallest first!

### ◆ Controls

Choose your timing carefully, and press (A) / (B) / (Y) to thrust the skewer out from the side.

Skewer all of the dango within the time limit to clear!



## Games

 **Roamin' Ronin**

Check the ronin's route against the map and determine which building he visited first. He won't visit the same building twice!

✿ If you have difficulty conceptualizing the different building types, try to just remember the colors!

**◆ Controls**

Use the directional buttons to select the first building and press (A) / (B) / (Y) to confirm.

Find the first building within the time limit to clear! Choose wrong and you will lose a life.

 **Taguan Attack**

Gather all the fruit you can see and deliver it safely to the nest where hungry mouths await. Watch out for the flying squirrels though: touch one and you'll plummet to the ground like a dead parrot (don't worry—it's just a flesh wound!)

**◆ Controls**

Press (A) / (B) / (Y) repeatedly to fly. The speed that you push the button determines your rate of vertical movement. Use the directional buttons (◀) / (▶) to move horizontally. Touch the fruit to pick it up.

Get the fruit to the nest within the time limit to clear!



## Games

 **Pot Meet... Pot**

Catch a cheeky glimpse of the gold pots mixed in with the black pots before they all turn to silhouette. Use the retractable claw to bring only the gold pots to the recovery tube.

**◆ Controls**

Use the directional buttons to move the claw left and right, and press **A** / **B** / **Y** to pick up and drop the pots. Only gold pots can be dropped in the recovery tube.

Recover all of the gold pots within the time limit to clear!

 **Floundering Saucers**

Shoot the UFO a given number of times to destroy it! Remember: don't aim for where it is now—aim for where it's going to be!

\* For multiplayer games, each player will have their own UFO to shoot at identifiable by color. You only need shoot at your own.

**◆ Controls**

Use the directional buttons to move the target in anticipation of the UFOs movements, and press **A** / **B** / **Y** to shoot! A direct hit will knock a bar off the UFO's life gauge.

Destroy the UFO within the time limit to clear!



## Games

 **Void Surfer**

Teleport via the matching trap doors to navigate your way to the goal. If you make a wrong turn, you can always warp straight back again and rethink your route.

**◆ Controls**

Use the directional buttons to move around. Walk over a trap door to teleport to its pattern-matched counterpart.

Reach the goal within the time limit to clear!

 **Express Checkout**

While waiting for the local service, check out the passing express train and try to count the passengers.

**◆ Controls**

Use the directional buttons to choose a number and press (A) / (B) / (Y) to confirm.

Choose the correct number within the time limit to clear!  
Choose wrong and you will lose a life.



## Games

 **Life's a Pitch...**

*...when you're a champion batter!*

Watch 4 batters attempt to return a number of balls, and identify which one returned the most.

**◆ Controls**

Use the directional buttons to choose the batter that returned the most balls and press **A** / **B** / **Y** to confirm.

Get it right within the time limit to clear! Get it wrong and you will lose a life.

 **Graphite Grinder**

Use the hand-cranked sharpener to grind the pencil right down to the line, because everyone loves pencils that are too short to fit in your hand comfortably!

**◆ Controls (Arcade Mode)**

Rotate the Left Stick clockwise to operate the sharpener.

**◆ Controls (Mega Drive Mode)**

Quickly alternate presses between **A** and **B** to operate the sharpener.

Sharpen the pencil down to the line within the time limit to clear!

## Games



## Chicken Styx

Drive your vehicle towards the beckoning cliffs of Sanzu, and hit the brakes as you pass over the brake zone to stop as close to the edge as possible.

For multiplayer play, the driver who stares down death the bravest gets a *Very Good* rank.

### ◆ Controls

When the vehicle enters the brake zone, press (A) / (B) / (Y) once to brake.

Stop within the goal zone to clear! Stop too early or go over the edge and you will lose a life.

\* When playing online, network lags can affect your brake command slightly, so it's better to brake a little early.



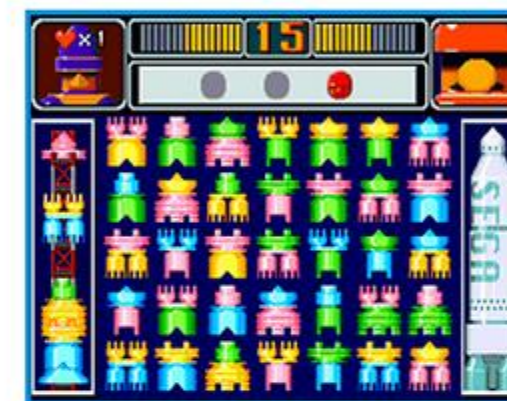
## Röcketbyggsats

Identify the correct rocket parts in accordance with the easy to understand instructions to complete assembly! The order you fit the parts together does not matter.

### ◆ Controls

Use the directional buttons to select a rocket part, and press (A) / (B) / (Y) to confirm.

Identify all of the correct rocket parts within the time limit to clear!



## Games



## Coffin Up Bloodsucker

Coffins in different colors, sizes and markings are arranged in a row. Find the coffin that matches the hints to reveal the hidden vampire. Time is of the essence!



### ◆ Controls

Use the directional buttons to select a coffin and press (A) / (B) / (Y) to open it.

Open the correct coffin within the time limit to clear! Choose the wrong coffin and you will lose a life.

\* During *Online Play*, the game version is determined by the Host player. If their game version is set to *Japan*, the hints will be shown in Japanese.

## Let's Easy Japanese!!

If you find yourself in an online match facing an insurmountable language barrier, the following guide should sort you out a treat!

### Colors

黄色: Yellow  
緑色: Green  
赤色: Red  
青色: Blue  
紫色: Purple

### Sizes

小さい: Small  
大きい: Big

### Shapes

円形: Circle  
三角: Triangle  
四角: Square  
六角: Hexagon  
波形: Wave

### Others

…棺: A coffin...  
…のとなり: Next to...

\* Japanese characters are easy to remember if you keep in mind that they are derived from pictographs!

Now you can impress your friends with your Japanese knowledge!

## Games



## Orderly Conduct

Push the buttons in the correct order to control the conductor's movements. You will need to do this several times.

### ◆ Controls

Press the directional buttons that correspond with the arrows above the conductor's head from left to right. At the final button mark, press (A) / (B) / (Y).

Complete the sequence the set number of times within the time limit to clear! Making a mistake won't cost you a life, but it will cost you some time!



## Fishy Accounting

Count the fish and other sea occupants as they swim around the tank.

### ◆ Controls

Use the directional buttons to select a number and press (A) / (B) / (Y) to confirm.

Get the answer right within the time limit to clear! Get it wrong and you will lose a life.



## Crapshoot Crackers

A variety of patterned crackers arranged on the grill are turned frequently. Amongst them is one pair that matches on both sides. Find them!



### ◆ Controls

Use the directional buttons to select a cracker and press **A** / **B** / **Y** to confirm. Repeat the process to confirm the matching cracker.

Find the matching pair within the time limit to clear! Choose the wrong crackers and you will lose a life.

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