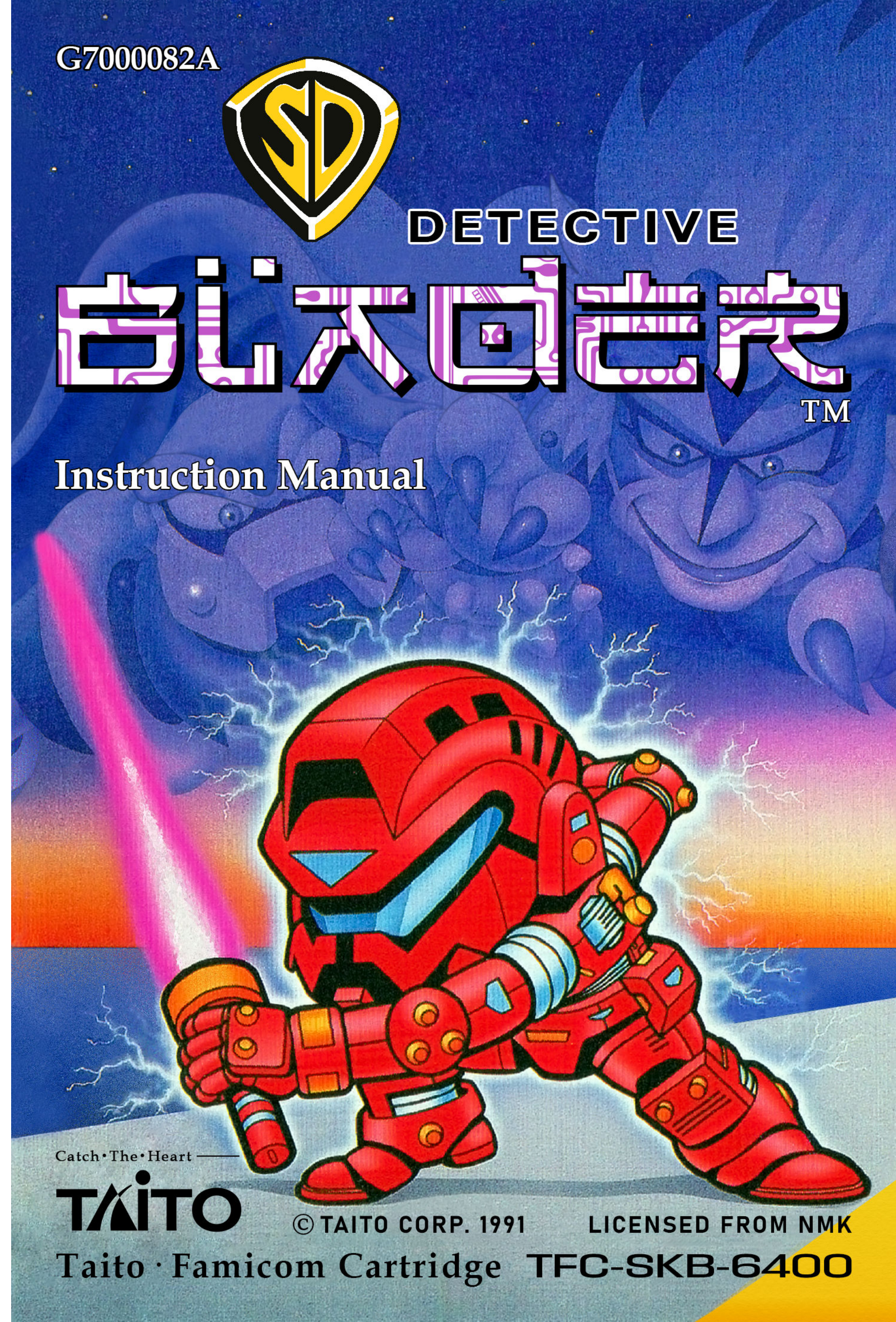


Manual reconstruction by:  
Corey DeFrancesco  
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Manual translation by:  
aishsha

In collaboration with aishsha and  
Pennywise. A special thanks for  
their translation of  
"SD Detective Blader".

Check out the translation patch at:  
[romhacking.net/translations/1715](http://romhacking.net/translations/1715)



G7000082A



DETECTIVE

白刃回力  
TM

Instruction Manual

Catch • The • Heart

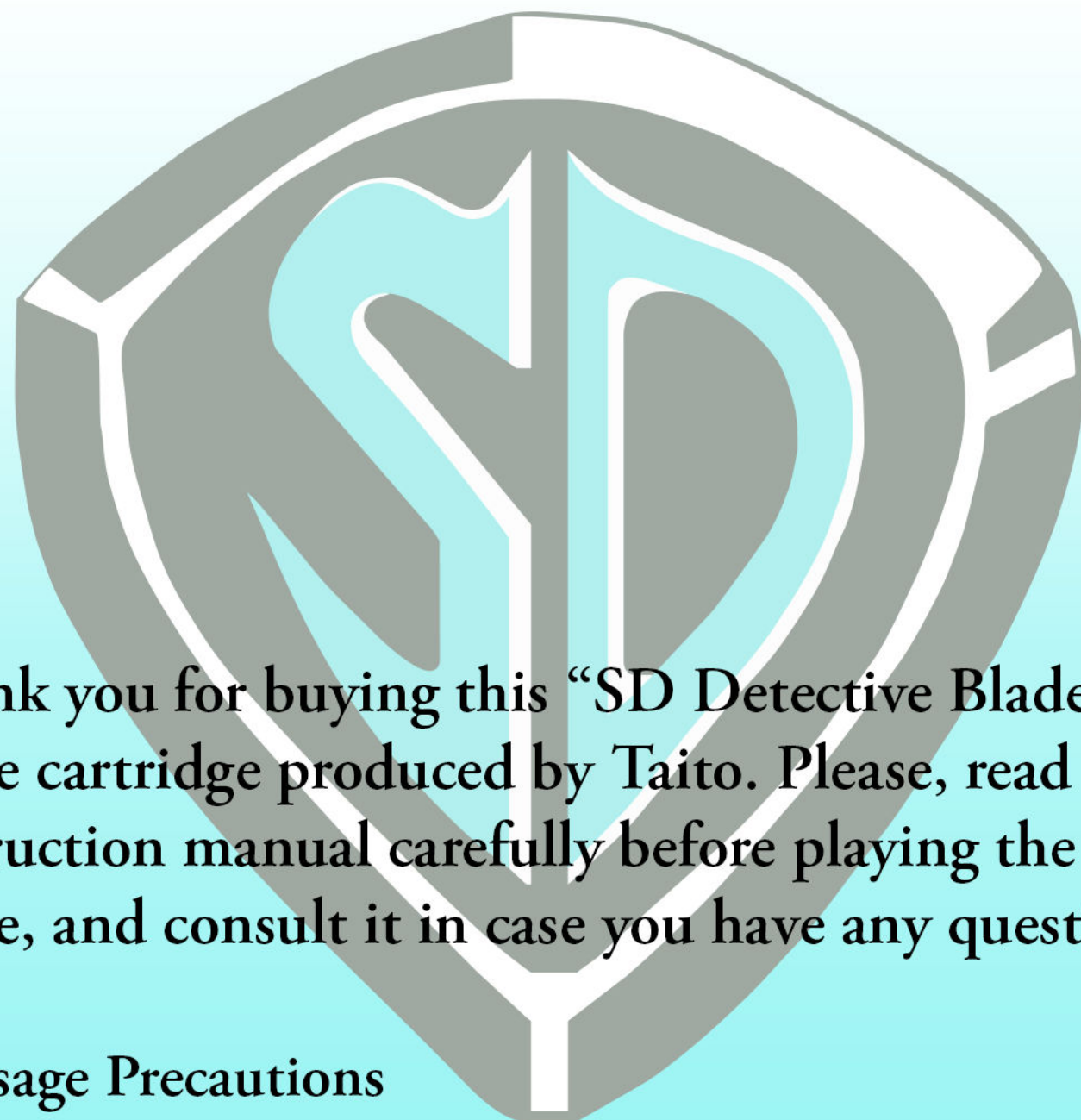
TAITO

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Taito • Famicom Cartridge TFC-SKB-6400





Thank you for buying this “SD Detective Blader” game cartridge produced by Taito. Please, read this instruction manual carefully before playing the game, and consult it in case you have any questions.

#### ■ Usage Precautions

- Please, turn the power off before removing the cartridge.
- Never touch the terminals or get them wet.
- Do not disassemble, there’s a strong shock hazard!
- In case there is flickering or disturbances while playing the game on a TV (or any other type of screen), disconnect the console.
- Avoid using or storing in hot or humid places.
- Unplug the AC adapter from the outlet after playing.
- Keep away from the screen as far as possible while playing.
- For the sake of your health, do not play for more than 2 hours at a time and take regular breaks for 10-15 minutes every hour.
- Please, do not clean the cartridge with thinners, gasoline, alcohol, etc.

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# STORY

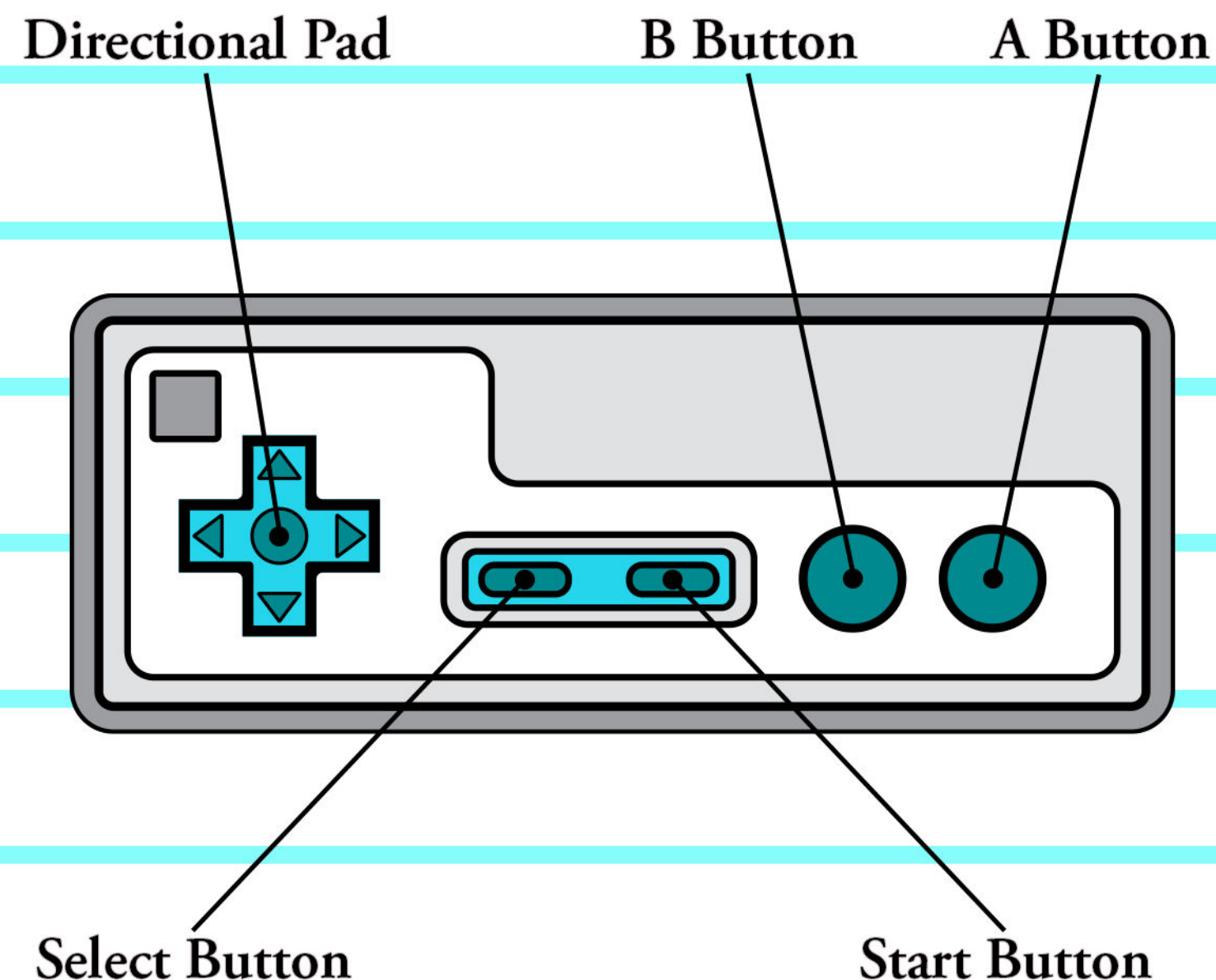
This is the third planet in the Solar System, "Earth". The shadow of an evil hand is about to engulf this peaceful blue dot on the celestial chart!

The evil ruler known as "King Jadō" and his minions want to use this blue planet for their terrible desires!! Using his mysterious army, Jadō is about to begin his all-out invasion!!

This time ——  
A single young man will stand against the evil king and his army of fear. That man is the Space Detective Blader!

His task is to stop Jadō and his dreadful ambitions once and for all!! Go, Blader!  
Fight Jadō and protect the ever-lasting peace of the planet Earth!!

# GAME CONTROLS



<b>Directional Pad</b>	Move the main character/cursor
<b>A Button</b>	Talk to people / Search for items Confirm Commands
<b>B Button</b>	Command Mode Cancel Commands

※ The **Start** and **Select** buttons are not used.



# GETTING STARTED

- After you switch your Famicom console on and insert the cartridge correctly, you should see the opening of the game.

Press the **START Button** to begin.

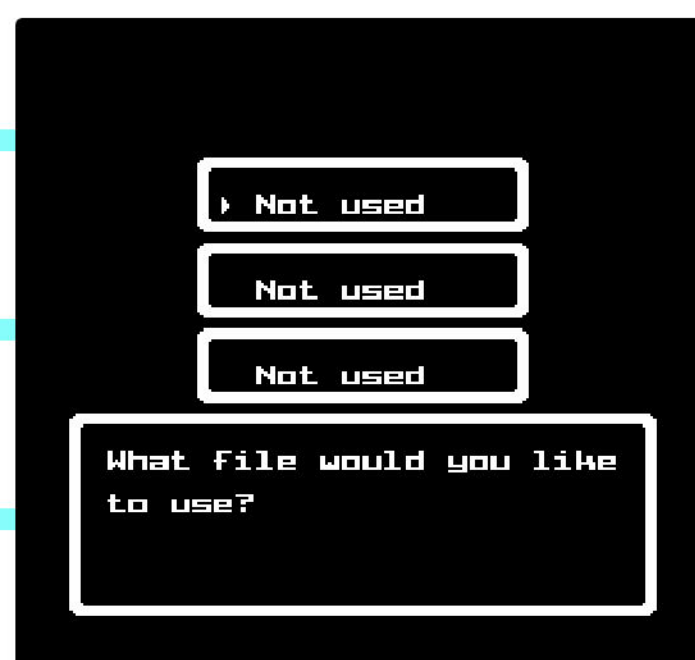
## 1. START

Point the cursor at “START” and press the **A Button**. Then, choose a file to use and enter the name of your main character.

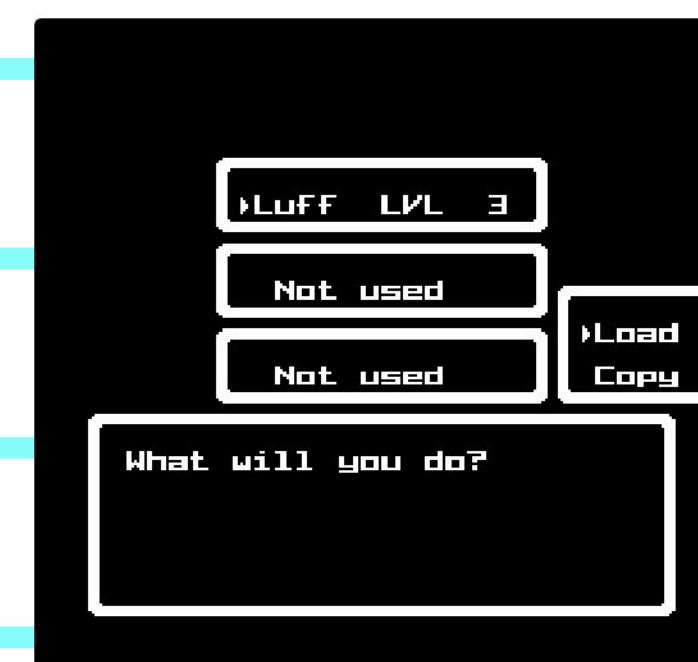
The name cannot be longer than four letters.

✚ **Pad** is used to select the letters, and the **A Button** is used to confirm your choice.

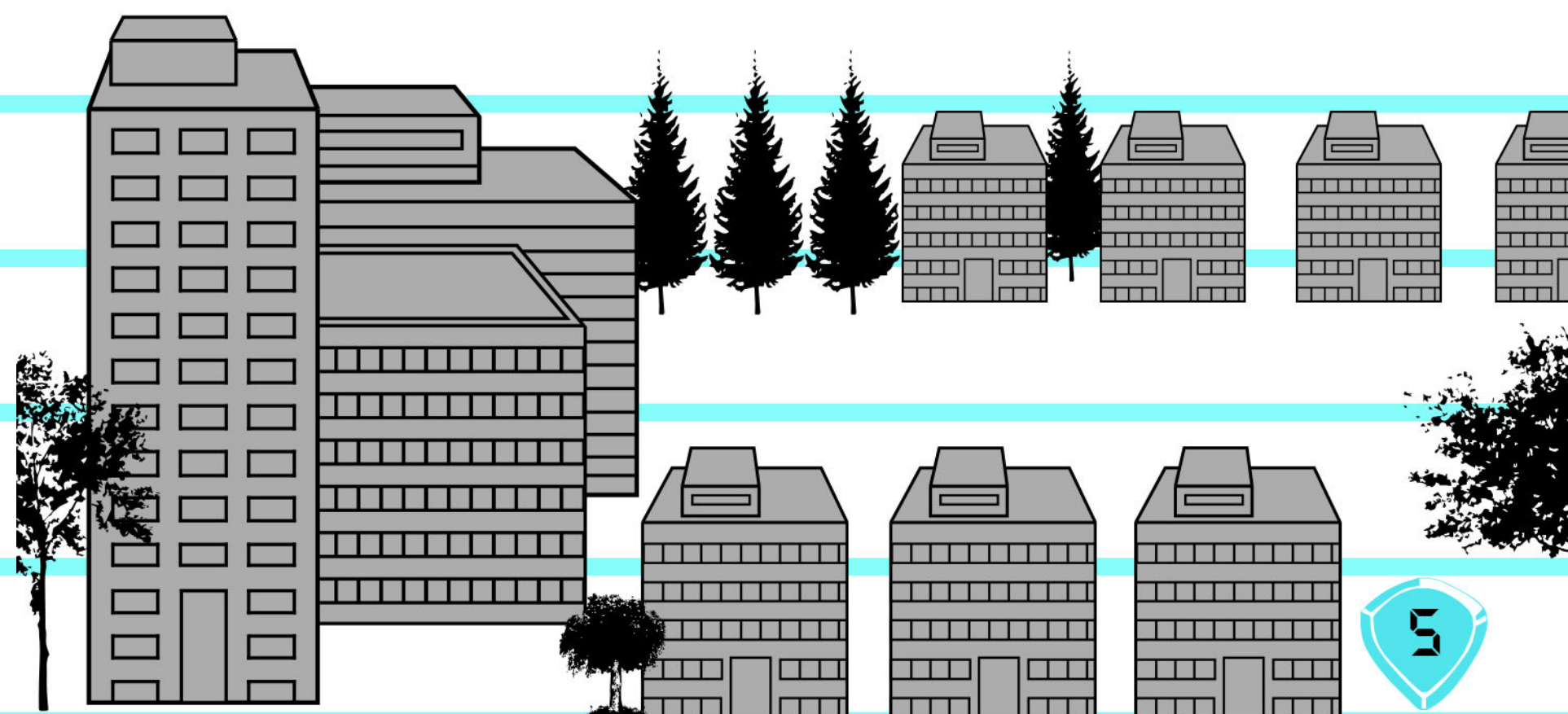
⌘ You can also use the **B Button** to return to a previous letter.



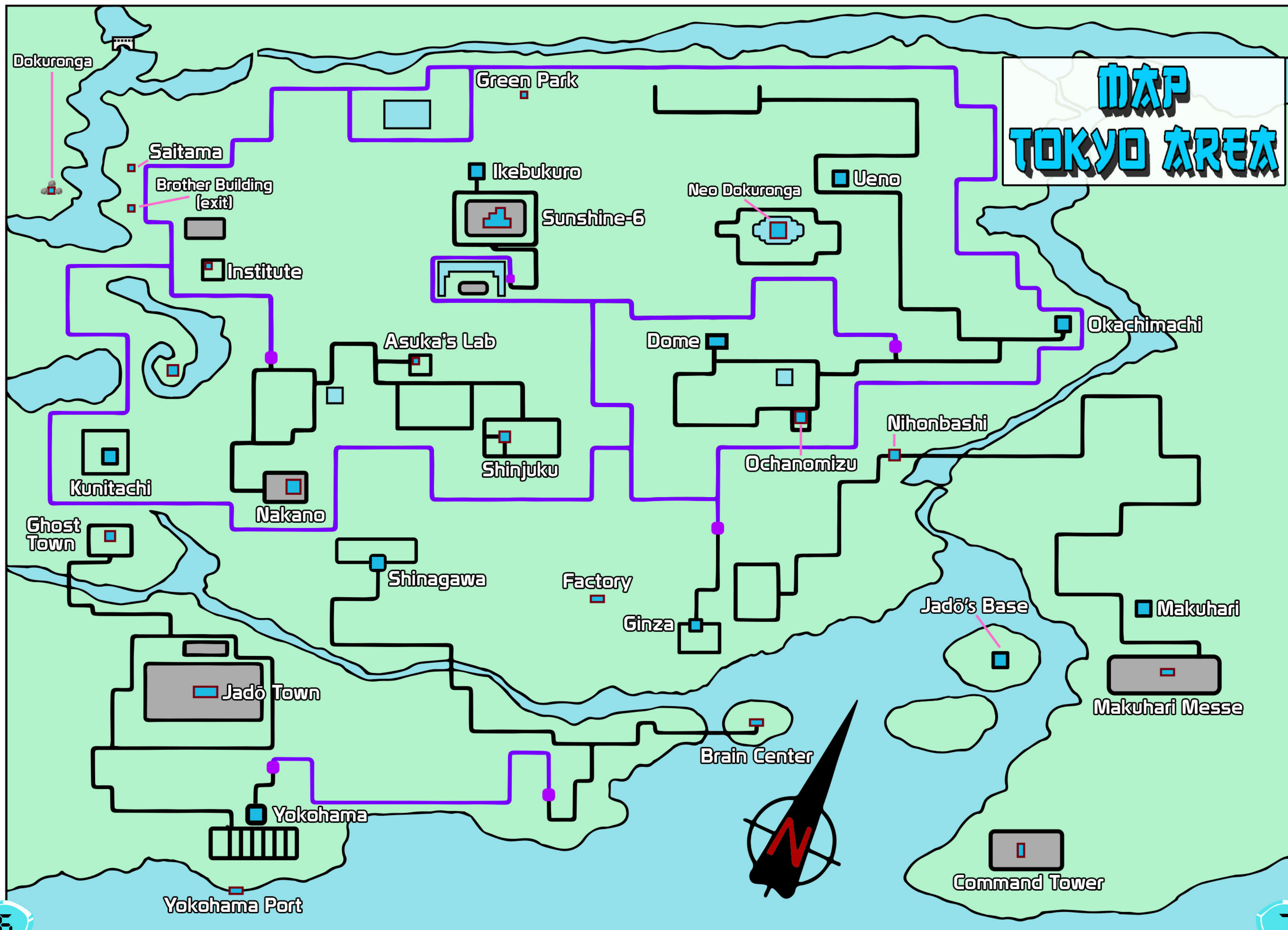
## 2. CONTINUE



Point the cursor at “CONTINUE” and press the **A Button**. Then, confirm the file you want to choose with the **A Button**. Select the “Load” option in a new window to load your last saved file.



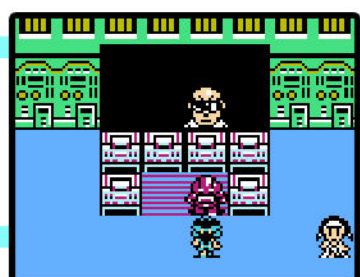






# FIELD SCREEN

## 1. MAP MODE



<Galaxy> This is the main character's space cruiser. You can restore your LE and UE, as well as find some arms and tectors.



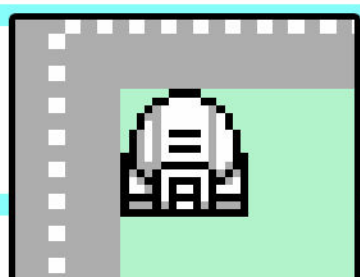
<Town> You can find out information from the townsfolk and buy items from any shops.

Subway . . . . . A system of underground trains which connects some towns.

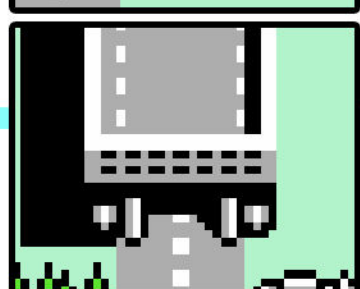
Shop . . . . . Here you can buy arms, tectors, and items. The range of commodities may be different in each town.

Hotel . . . . . Here you can restore your LE and UE. The prices will be different for each town.

- Press the **A Button** to talk to people and search for items. Press the **B Button** to enter Command Mode.



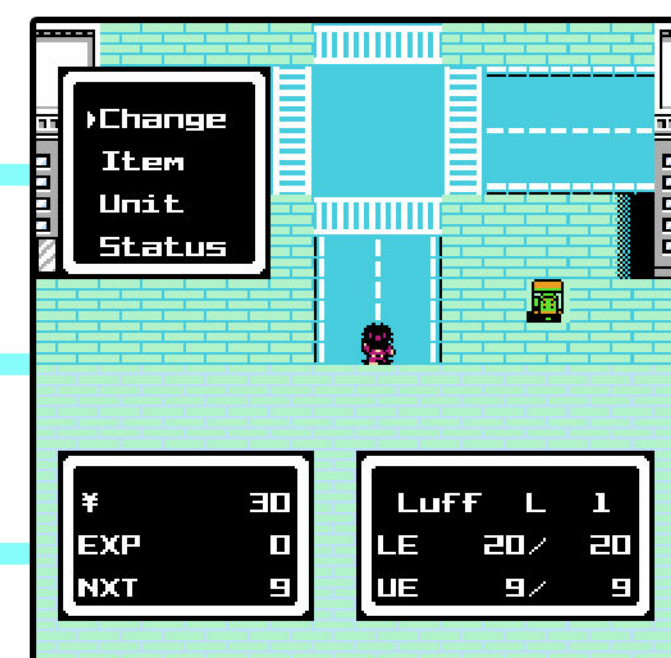
<Buildings> While advancing through the story, the main character will face a lot of buildings that he can enter.



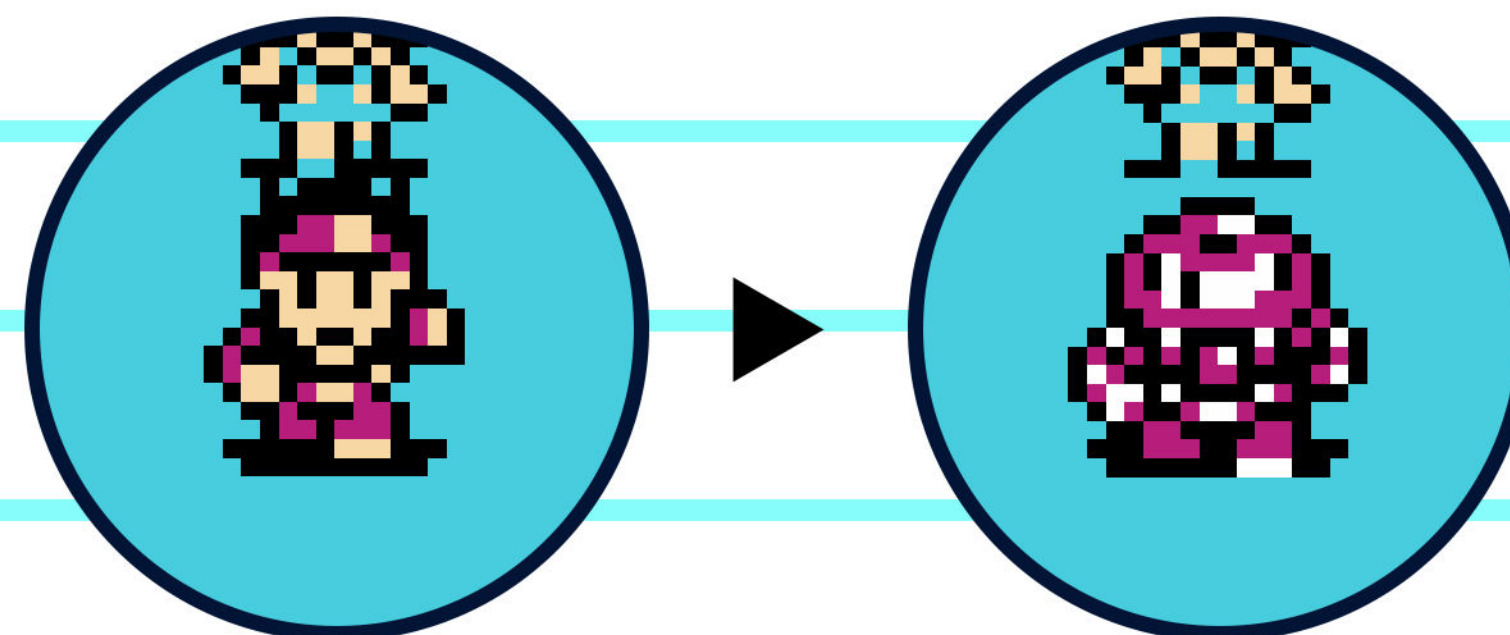
<Highway> You need a special vehicle to move through this system of roads.

## 2. COMMAND MODE

- When in Map Mode, press the **B Button** to enter Command Mode.



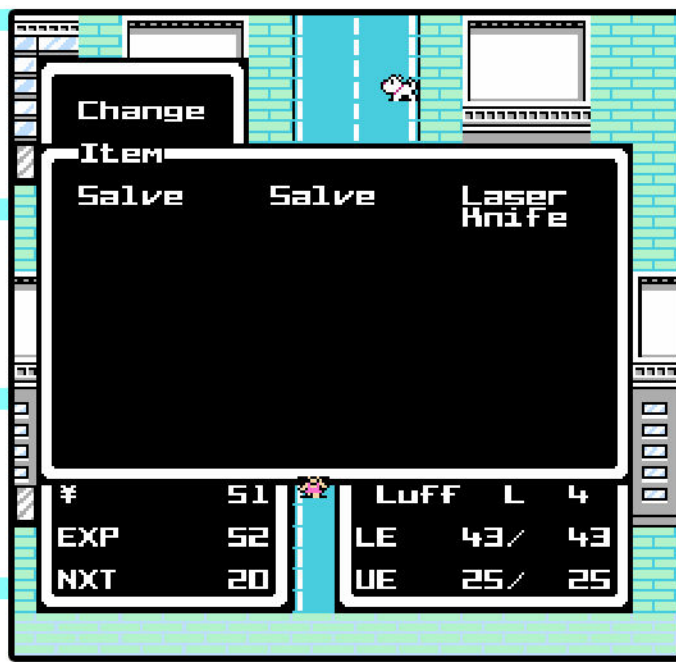
## COMMANDS



<Change> This command changes Blader's suits. There will be situations in the game that can't be advanced without changing your suit.

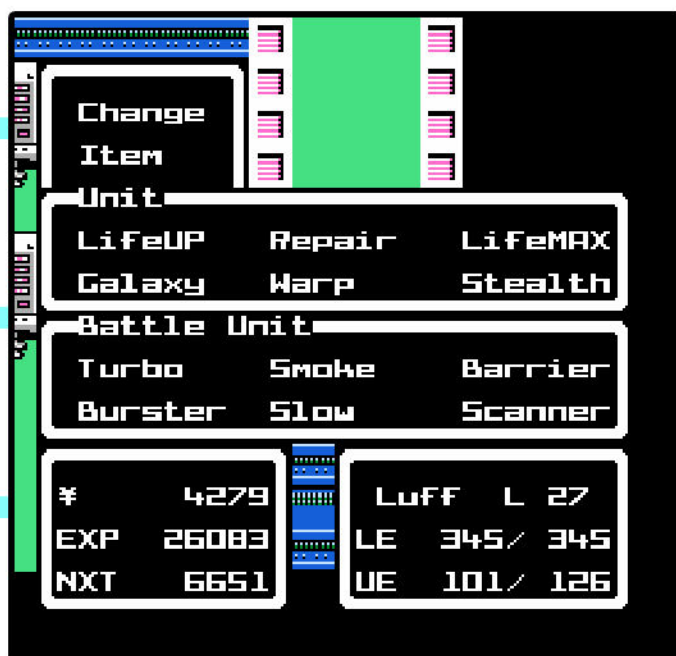






**<Item>** This command lets you use items and equip arms or tectors. You can do this by choosing the "USE" command on the item screen. You can equip up to 3 arms at the

same time. If you want to remove an arm, select an empty space on the item screen to put your arm there.



**<Unit>** This command lets you use the various units you have. Every time you do it, you will spend some of your UE. You also have a set of Battle Units that can be used only in Battle Mode.



**<Status>** This command shows the main character's current conditions.

**HP** ..... The health power of the main character. This parameter affects the maximum value of LE.

**STR** ..... The attack power of the main character.

**DEF** ..... The defensive power of the main character.

**SPD** ..... The agility of the main character.

**Money (¥)** .... Displays the current amount of yen that you have.

**EXP** ..... Displays the total amount of experience you've earned thus far.

**NXT** ..... Displays the amount of experience needed to reach the next level.

**LE** ..... Life Energy. This is the vitality of our hero. When your LE reaches zero, Blader is dead and he will be later revived at the "Galaxy" with half of his money gone.

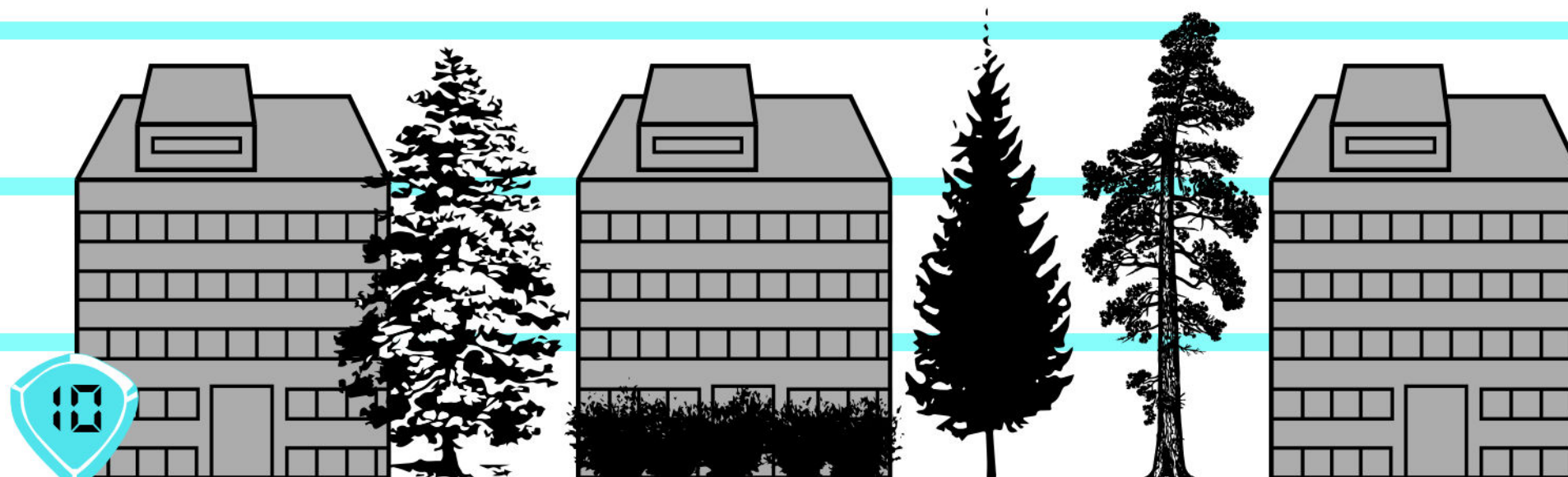
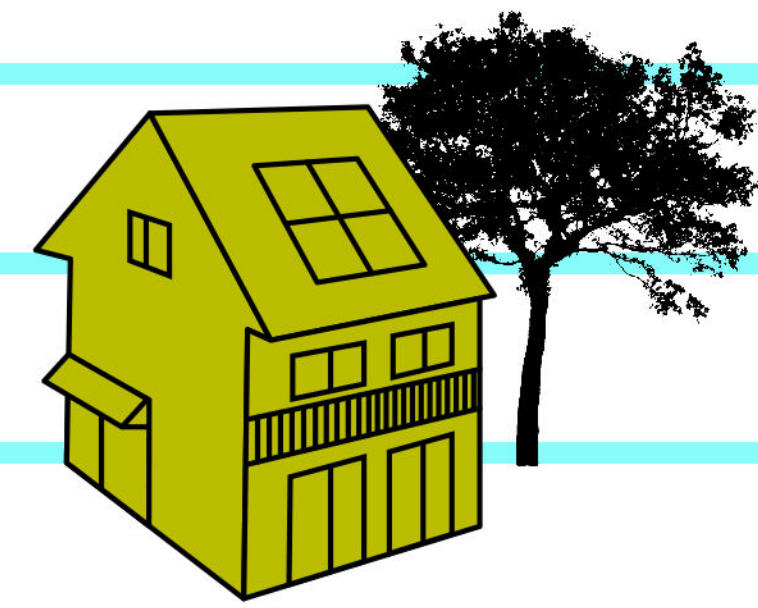
**UE** ..... Unit Energy. Required for using various units. When your UE reaches zero, Blader can't use his units anymore.

**Ally** ..... Displays Blader's current ally. As you progress with your investigation, various allies will join you.

**Tector** ..... Displays the currently equipped tector.

**Arm** ..... Displays all currently equipped arms.

**<Save>** This command records the current progress of the main character. It is only available on the world map screen.

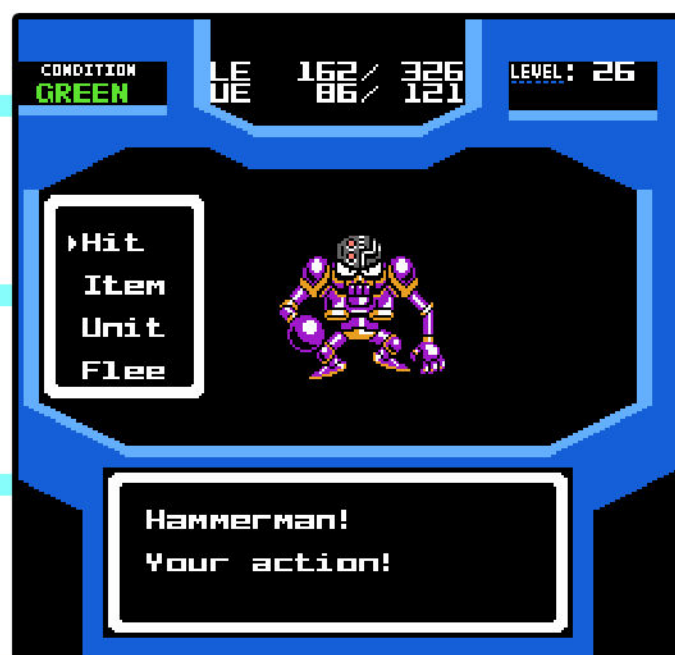




### 3. BATTLE MODE

- While roaming around in Map Mode, you may encounter random enemies and enter Battle Mode.

Condition LE    Current/Max    Current Level  
          UE    Current/Max    Status



**<Condition>** It can be GREEN, YELLOW, or RED, depending on the amount of LE that you have at the moment. YELLOW means life energy is about half, while RED means that your LE is very low. If you don't do your best, you'll be killed.

**<LE Current/Max>** The left number indicates your current LE, while the right number represents your maximum LE that you have at the current level.

**<UE Current/Max>** The left number indicates your current UE, while the right number represents your maximum UE that you have at the current level.

**<Current Level>** The level your character has reached so far.

**<Current Status>** This indicates a specific status that can be inflicted by special attacks from various enemies. There are 2 types of special states which also deal great amounts of damage to the main character.

**Shock.....** You are paralyzed and can't move for several turns.

**Broken ...** Your tector gets broken, greatly decreasing your defensive stats.

**<Battle Commands>** These commands are only used during battle.

**Hit.....** Attack an enemy with your arm.

**Item .....** Use an item from your inventory.

**Unit .....** Use a unit from your current set.

To browse through your unit set, point the cursor at the "Unit 1" / "Unit 2" line and press the **A Button** to change pages.

**Flee .....** Attempt to escape combat from enemies. However, fleeing is not always possible.



# ARMS & TECTORS

- Arms are divided into “UP Weapons” (hand-to-hand) and guns.

Arm	
Heat Blade	5U
Blast Gun	12
Laser Knife	2U

## <UP Weapons (Hand-to-Hand)>

The attack power of these weapons depends directly on the strength of the main character. There are no usage restrictions. Some examples may be seen in the table below.

Laser Knife	Price 20	Power 2UP
Metal Fists	Price 1200	Power 10UP
EM-Whip	Price 3600	Power 21UP
Ray Blade	Price 12000	Power 60UP

## <Gun Weapons>

The power of these weapons depends only upon the weapon itself. If your weapon's energy drops below 100, you can't fire it anymore until it recharges power. Each shot from a gun requires 100 Energy, and recharging takes 1 turn. The maximum amount of energy a gun has depends on the type of gun. Some different types of guns can be seen in the table below.

- Blaster Gun
- Heavy Bazooka
- Hand Vulcan
- Buster Cannon

## <Tectors>

By wearing these special suits, the main character can boost his defensive stats. Keep in mind that special attacks from enemies can destroy your tector (causing Broken status), leaving you with only basic defense. Examples of some tectors can be seen in the table below.

- Light Tector
- Heavy Tector
- Heat Tector
- Psycho Tector
- Aqua Tector
- Mirror Tector



# UNITS

- Units are Blader's special attacks which require UE to be used in battles or during the map mode. The main character will learn new units while leveling up, and eventually, there will be 12 types of them in total.

Unit		
LifeUP	Repair	LifeMAX
Galaxy	Warp	Stealth
Battle Unit		
Turbo	Smoke	Barrier
Burster	Slow	Scanner

## Unit Types

<Galaxy> UE=0 Level=1

Command Mode

This unit warps the main character back to the space cruiser, the "Galaxy".

<LifeUP> UE=3 Level=5

Command Mode / Battle Mode

This unit restores your Life Energy. Its healing power depends on the level of the main character.

<Warp> UE=6 Level=8

Command Mode

This unit warps you back to towns and buildings that you've previously visited.

<Repair> UE=4 Level=12

Command Mode / Battle Mode

This unit repairs a broken tector.

<LifeMAX> UE=10 Level=19

Command Mode / Battle Mode

This unit completely restores your LE.

<Stealth> UE=5 Level=23

Command Mode

This unit allows you to evade random encounters for a limited period.

- The 6 units listed below are Battle Units, and can only be used in Battle Mode.

<Slow> UE=2 Level=10

Battle Mode

This unit decreases the speed of your enemies.

<Burster> UE=5 Level=12

Battle Mode

This unit decreases the attack power of your enemies and prevents them from using special attacks.

<Turbo> UE=7 Level=16

Battle Mode

This unit raises Blader's attack power.

<Scanner> UE=1 Level=21

Battle Mode

This unit scans the LE of your enemies and reports their current value to you.

<Smoke> UE=15 Level=25

Battle Mode

This unit will allow you to escape regular enemy battles with 100% accuracy. It doesn't work on bosses, however.

<Barrier> UE=9 Level=27

Battle Mode

This unit raises Blader's defensive power.



# ITEMS, VEHICLES, & ALLIES

- There are several varieties of items: Healing Items, Battle Items, and Key Items.

## <Healing Items>

Salve ..... Restores 30LE.  
Power Drink ..... Restores 60LE.  
Unique Jet ..... Completely restores LE.  
Energy Ball ..... Restores 20UE.  
Power Energy .... Restores 60UE.  
Chūkaman ..... Completely restores LE & UE.  
Repair Parts ..... Repairs a broken tector.

## <Battle Items>

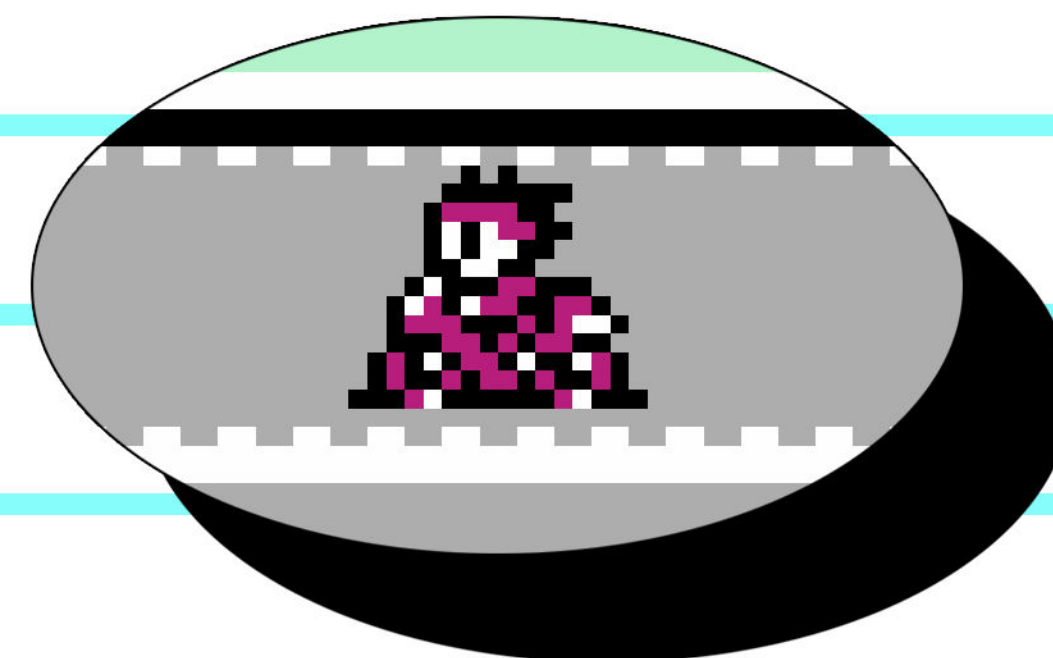
Hand Grenade ..... Attack Power: 27  
Homing Bomb ..... Attack Power: 39  
Laser Arrow ..... Attack Power: 61  
Hyper Bomb ..... Attack Power: 190  
Jadō's Sword ..... Attack Power: 255

- Both Healing & Battle Items will disappear once they are used.

## <Key Items>

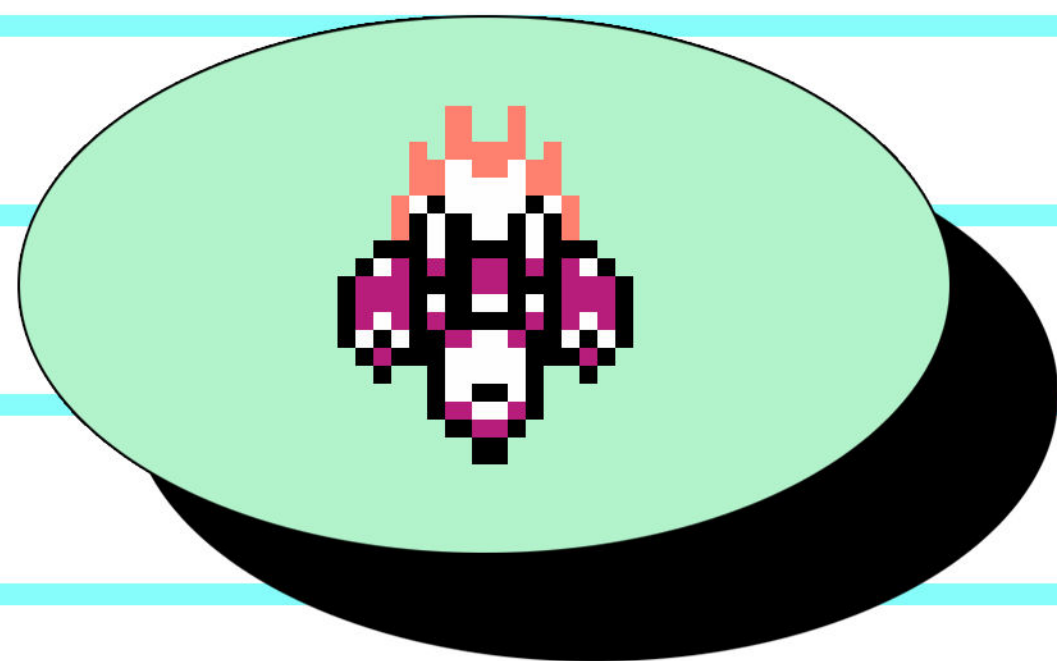
You will need Key Items to advance further with your investigation. You will be given hints within the game about when and where to use these items.

- You will acquire new vehicles throughout your investigation.



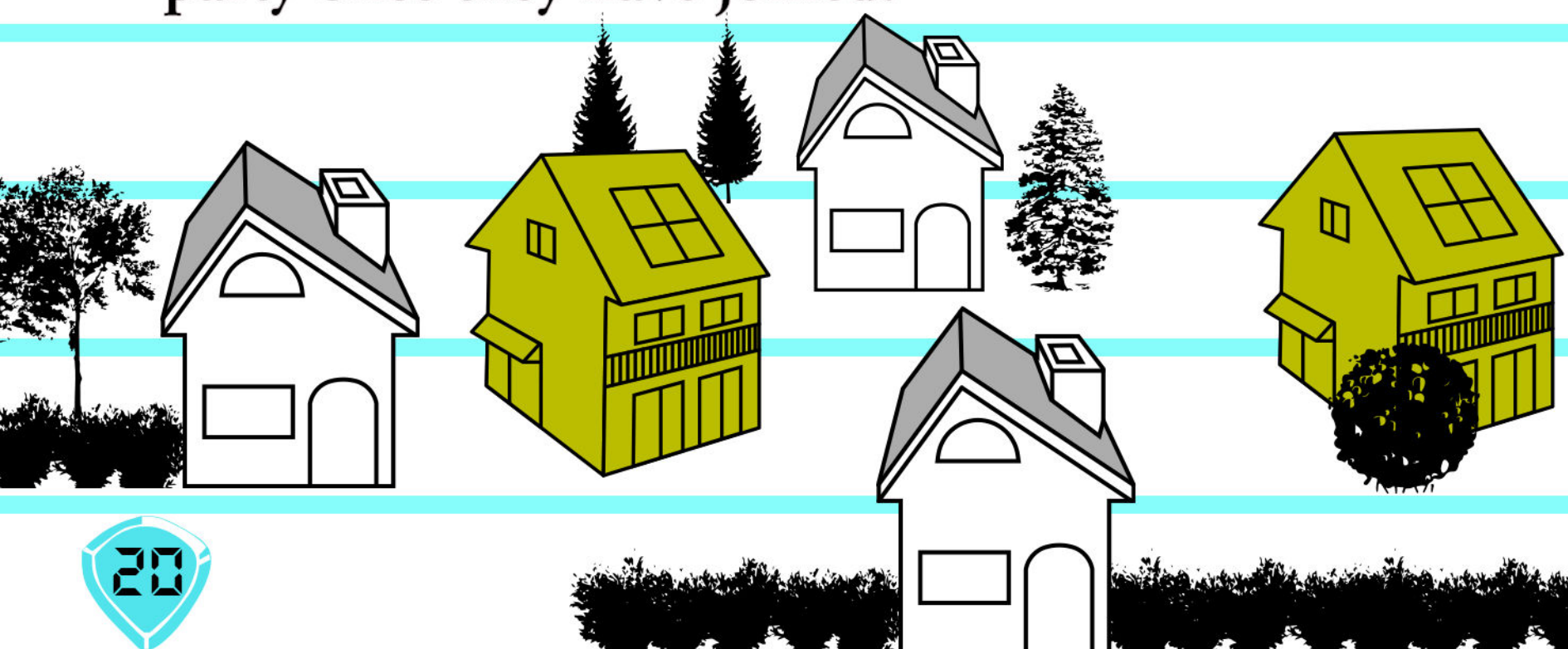
**Turbo Gear (Motorcycle)** ..... This gear allows you to travel along highways. You can get on or off your bike at the entrance of a highway. Pressing the **B Button** will boost your speed while riding.





**Sky Gear (Jet Plane)** ..... This gear allows you to fly through the sky at high speed. You can get on or off with the **A Button**, but you can only ascend or land from flat areas and roads. If you want to speed up your jet, press the **B Button** while in the air.

● As the investigation progresses, Blader will meet a variety of allies. You can only have a maximum of 2 allies traveling with you at a time, who will sometimes assist during Battle Mode. Blader cannot remove allies from his party once they have joined.



When using the product, please read the "Usage Precautions" section carefully, so that you can use the cartridge with care. Please keep this instruction manual in a safe place.

### ● WARNING ●

The quality of this product is fully certified, but in case of any problems, please send it to our nearby service center. In this case, please specify your full name, address, phone number, and the date of your purchase. We will then be able to implement all necessary repairs, offer a replacement, etc., then send the game back to you.

**SAGAMISHIKI CO. LTD.**  
**TAITO GAME SOFT REPAIRS**  
**4047 Nogawa, Miyamae-ku, Kawasaki, Kanagawa**

Taito Famicom soft, fan letters, support, etc.

**2-5-3 Hirakawacho, Chiyoda-ku, Tokyo 102**  
**Taito Corp. CP Dpt.**

※ Please don't forget to specify your full name, address, and telephone number.

◆ Use the phone numbers below for general information purposes!

Taito Information Department ☎ 03-3239-4000  
Takamatsu Branch Office ☎ 0878-33-6340

Please double-check the phone number before dialing. Note that inquiries regarding game content can only be answered by the Information Department.



# TAITO CORPORATION

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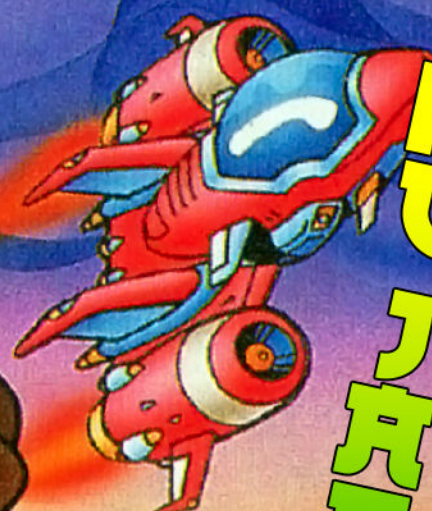
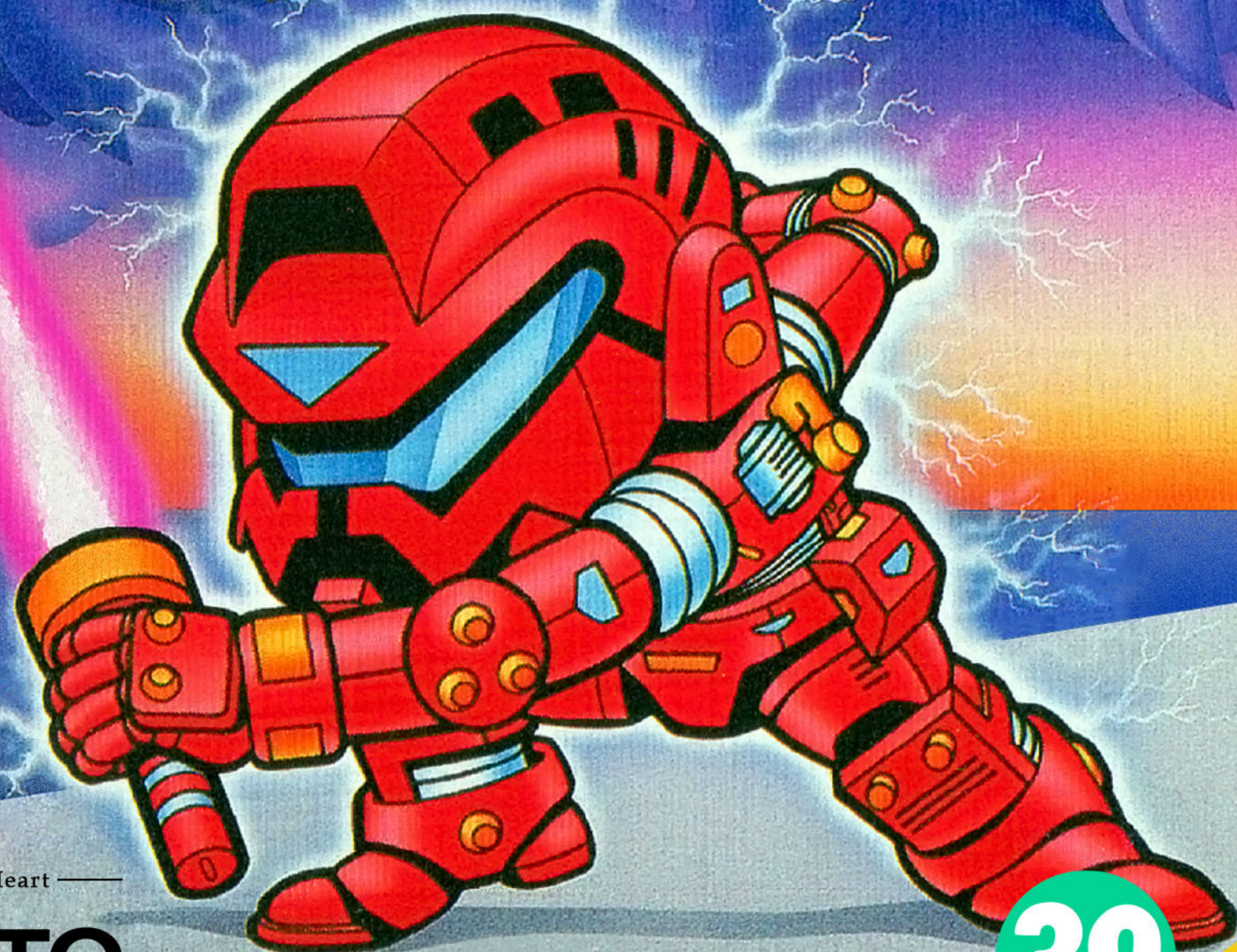
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