



Seto  
Taisiō  
vs  
**YŌKAI**  
INSTRUCTIONS

**Seto Taisiō**

TO KAZAN  
INSTRUCTIONS

# SETO TAISHO VS YOKAI

A new game for the 128K ZX Spectrum  
Written by Alessandro Grussu

## Authored with:

- Arcade Games Designer 4.6 [Jonathan Cauldwell]
- ZX Paintbrush 2.6.1 [Claus Jahn]
- Notepad ++ 6.9 [Don Ho]
- Pasm0 0.6.0 [Julian Albo]
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- "Fader" routine by William Frazer.
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- Playtest: Gabriele Amore.
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**Loading your cassette.**

**SIDE A**

**SETO TAISHO Vs YOKAI - Normal**

**SETO TAISHO Vs YOKAI - Turbo**

**SIDE B**

**SETO TAISHO To KAZAN- Normal**

**SETO TAISHO To KAZAN - Turbo**

**48k ZX Spectrum**

**This game is not compatible with the 48k Spectrum. Sorry.**

**128k ZX Spectrum**

**Please select TapeLoader option from the main menu and press Enter. The cassette should auto load.**

**Loading should be error free, though if the tape fails at any time during the LOADING process, then please rewind the tape and try again. Remember, Turbo versions are sensitive and may not load on all machines.**

**If for any reason the non turbo game fails to load after all efforts, then please contact Monument Microgames at:  
Microgames2000@yahoo.co.uk**

**Use the subject header: "Tape clinic"**

## THE STORY - Seto Taishō Vs Yōkai.

After having been defeated by Funky Fungus, Seto Taishō, the crockery general, returns to Japan with his dreams of glory now shattered. To make things worse, during his absence the country has fallen into turmoil.

Awakened by Seto Taishō's magic arts, the Yōkai – the monsters and goblins of Japan, have been materialising everywhere, terrorizing the population. Even the police and military forces were unable to withstand the hordes of mischievous creatures, which seem to be invulnerable to human weapons.

'It's all your fault,' cries a woman amid the rubble of the dojo. She extends a bony finger to the sake-bottle head, now bowed in shame. 'You should not have messed with those powers!'

And so Seto Taishō nods. 'It must take a Yōkai to defeat the Yōkai. And so I shall. I am the culprit of this ruin, and I shall wield my jug-pointed spear, and liberate my homeland from the forces I have so carelessly unleashed.'

## THE GAME

SETO TAISHŌ VS YŌKAI is a platform game where the player, as Seto Taishō, must attack the Yōkai in each screen by hitting them with his spear. Each creature will behave differently: walking, bouncing (both vertically and diagonally,) or by chasing. The action unfolds across three levels of 12 screen each, plus a boss screen.

The levels are:

### 1: THE SHRINE AND TEMPLE.

Seto Taishō's adventure begins at sunset at a Shinto shrine located near a Buddhist cemetery. A strange mist floats around, but seems solid enough to be walked upon. The final confrontation is set into a temple where Tesso, the mad monk-rat, awaits.



### 2: THE CITY.

Among light signs and aidoru posters, the urban area is filled with dangerous presences, creeping out of their darkest hideouts. The Wanyūdō, a frightening flaming demon, rules here.



### 3: THE MOUNTAINS.

It is dawn, and weird beings roam around the trees, rocks and lakes. Seto Taishō must challenge and overcome them before facing the Tengu, the mightiest of the Yokai.



## THE YŌKAI

SETO TAISHŌ

(瀬戸大將)

The "Crockery General" is nothing but a ramshackle heap of old and battered kitchenware. His head is a tokkuri bottle for sake, his body a teapot, his legs spoons, and his arms made with small plates.

His weapon is a spear with a small jug as a point – not very effective in fact, but despite this noticeable weakness, Seto Taishō has an aggressive attitude and is always looking for some adversary to challenge.

Seto Taishō tried to invade Fungiland, but the heroic Funky Fungus forced him to flee and return to Japan. Like other Yōkai, Seto Taishō belongs to a breed of monster named tsukumogami, common household items magically animating themselves against humans, angry for having been put away or disposed of by their owners.

BURA-BURA

不落々々

A paper lantern typically found in Shinto shrines. Its lightness, together with the hot air generated by a lit candle placed inside it, allows it to fly.



NUPPEPPŌ

ぬっぺっぽう

The Nuppeppō is an inhabitant of cemeteries: it is in fact a lump of rotting flesh, sentient and able to move. It is said that its stench is enough to knock a man out! Nevertheless, it is not very aggressive and is easy to defeat.

KARA-KASA

唐傘

An umbrella with an eye and a long tongue; its handle has turned into a leg and a foot of human shape. It flies by opening and closing itself, pursuing Seto Taishō everywhere.

MENREIKI

面霊気

The Menreiki are traditional masks used in the ancient Gigaku drama-dance performance. Each one of them has a name and a definite meaning. The Yōkai in the game is inspired to the style of Chidō masks.



KUCHISAKE ONNA

## 口裂け女

A modern Yōkai, the Kuchisake Onna ("slit-mouthed woman") is driven by homicidal impulses, having gone mad due to the mutilation she suffered during a dental operation, which went awry for some unknown reason. Her most distinctive trait is in fact her large, gaping mouth. She attacks her victims with a knife and is very fast, since she used to be an athlete in the past.

TOIRE NO HANAKO

## トイレの花子

"Hanako of the toilet" is a malevolent spirit appearing as a five-year-old girl wearing a school uniform. They say she infests the WCs of primary schools, hence the name.

NUE

## 鵄

Not even the Japanese can say exactly what the Nue is. It could be described as a sort of chimera with the head of a monkey, the body of a tanuki (Japanese raccoon dog), the paws of a tiger, and a snake for a tail. It is able to fly as well.





KAPPA

## 河童

Do not let its scrawny looks deceive you! The Kappa, a water creature with long limbs and a strong beak, is a formidable and resilient enemy. Be particularly cautious when you will have to attack it in its natural environment.

YUKI ONNA

## 雪女

Despite her ethereal appearance, the "snow woman" is an obstinate as well as deadly adversary. Her touch is enough to turn every entity, living or not, into brittle ice, which she then blows to smithereens.

TESSO

## 鉄鼠

The real name of Tesso (literally iron rat) was Raig.. He was a senior monk of the Mii-dera temple in Kyoto. One day, Emperor Shirakawa (1053-1129) asked him to pray in order to have a son that could succeed him on the throne. The heir was born, and Raig. asked in return to have a temple of his own. However, the rivals of Mii-dera, the fearsome warrior monks of the Enryaku-ji temple, opposed the request, and the emperor, who did not want to antagonize them, refused to comply. Raig. got so angry that he protested by initiating a hunger strike, which ultimately killed him, but soon after, he was born again as a monstrous hybrid: Tesso, the lord of rats, animated by an insatiable hunger for vengeance. Tesso is the first level boss: he is found in the temple and attacks Seto Taish. by sending his rat hordes against it.

WANYŪDŌ

## 輪入道

A servant of Hell, Wanyūdō appears as a giant flaming cartwheel with an elderly man's head, with a fierce look, in the center. According to legend, it is the damned spirit of a daimyō (feudal lord) who sadistically mistreated his subordinates during his life – he was particularly fond of torturing them by having them tied to a cartwheel. Wanyūdō comes at the end of the second level and, besides its mortal touch, it also shoots equally lethal energy bolts.

TENGU

## 天狗

The Tengu are mighty Yōkai, dwellers of the mountain. They can assume different shapes, but the most common one is that of a winged, red-skinned being with a long and thin nose, dressed as a yamabushi (a sort of Buddhist hermit). Found at the end of the third and last level, Tengu is a merciless foe that will give Seto Taishō no quarter.

HITOTSUME KOZŌ

## 一つ目小僧

Differently to the previous Yōkai, this creature, shaped as a kid with a large bald head and only one eye, is a wimpy and good-natured character. He is only met in the bonus level.



## HOW TO PLAY

On the lower part of the screen you can read, from left to right:

Your score.

The current screen number  
(not present in the boss and bonus levels.)

The time counter.

The number of lives at your disposal.



## HOW TO PLAY

Seto Taishō can jump across platforms, but must take care not to fall from a height greater than about half of the screen, or he will be blown to smithereens.

The same will happen if he collides with any of his enemies.

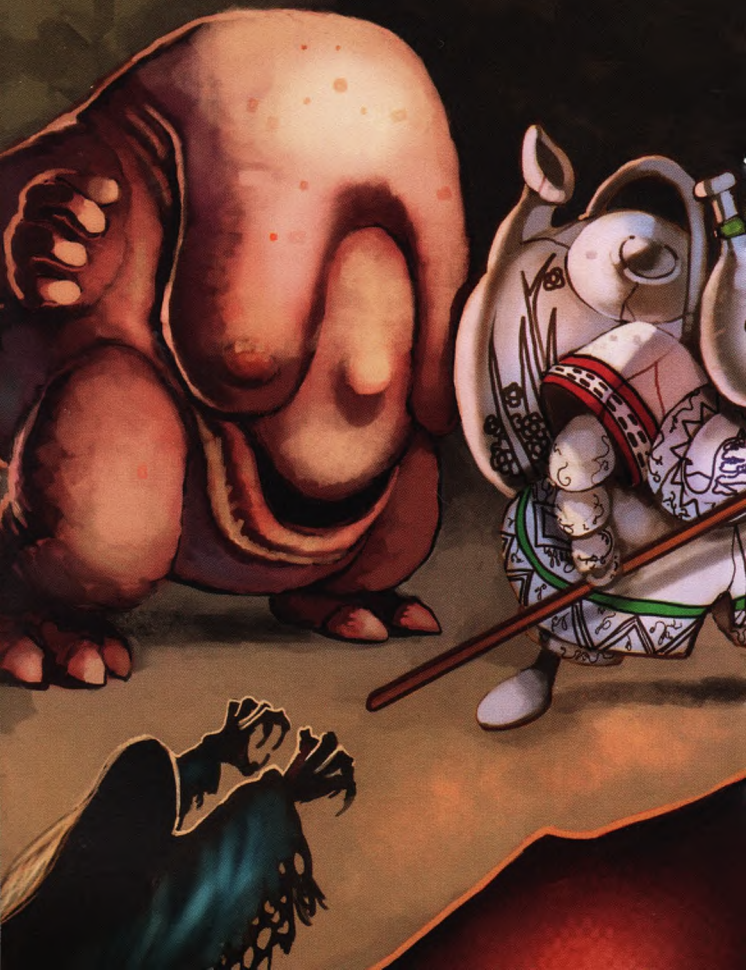
In the third level, Seto Taishō' will also need to move underwater – where his movements will slow down, while the other Yōkai will be unaffected. Indeed, a similar effect will be found with slippery, icy surfaces.

Hit your enemies by keeping the Fire key pressed, but be careful! The Yokai will often change their direction when hit, and could catch you by surprise.

Also note that Seto Taishō cannot use his spear while jumping as he needs to stand on the ground, but he can attack while walking. To do this, keep the direction and Fire keys pressed at the same time.

After a number of hits, the Yōkai will be sent back to its own dimension.

Sometimes it will leave one of the following items behind:





MANEKI NEKO

## 招き猫

The "beckoning cat" will give Seto Taishō an extra life, up to a maximum of nine. If he already has nine lives, then 1000 points will be received instead.



WADOKEI

## 和時計

This Japanese-made mechanical clock will **reset** the time counter back to 99.



ONI

## 鬼

An evil demon that will **reset** the screen to its initial condition, but leave the time counter intact.





After dispatching all the enemies in a screen within the time limit, the GANBARE! (Go on!) message will appear and you will be carried to the next screen. After the twelfth screen, you will have to face the end-of-level boss. At the end of each screen, you will be awarded 10 points for each second left.

Every screen must be completed before the time counter reaches zero; in this case, the TIME UP! message will appear and Seto Taishō will lose a life.

If you lose all of your lives, you will have the chance to keep on playing from the last screen reached, by using credits.

You begin the game with one credit and can earn another one if you pass the bonus screen. After the GAME OVER message you will be shown the final score and will be asked if you wish to continue. Press the "Y" key to resume the game or the "N" key to quit and return to the start menu.

You may use your credits everywhere in the game, except for the third and final boss screen.

In the bonus level, Seto Taishō must push the two Hitotsume Kozō inside the box placed up high in the screen by hitting them with his spear. If he touches them, then he will have to start again. Completing the level within the time limit will earn you an extra credit and 2000 points.

## CONTROLS

Seto Taishō can be controlled with the keyboard or with a Kempston or Sinclair joystick.

Default keys are:

O - left, P - right, Q - jump, M - fire, H - hold.

Keys can be redefined by pressing key "1" in the start menu. Each control to redefine will appear on the screen: you will then have to press the corresponding key of your choice.



## HINTS AND TIPS

Try to adopt an effective strategy to solve each screen. Sometimes you will have to move at the very beginning, while in other situations you will need to wait for the right moment to act.

Do not throw yourself recklessly against your foes (as Seto Taishō would usually do!)

Use the screen elements to attack them from advantage positions, or avoid being attacked by them too soon.

Oh yes, there is something we did not tell you about, but we will leave you the pleasure of discovering it by yourselves...



## INFORMATION AND CONTACTS

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- LetharGeek Compressor
  
- Uses RCS+ZX7 data compression technology by Einar Saukas.
- "Fader" routine by William Frazer.
- Pseudo-random number generator routine by John Connolly.

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## THE STORY of SETO TAISHO TO KAZAN

After defeating the Yōkai, Seto Taishō, the "Crockery General", wandered around Japan searching for a new meaning to his life. While passing in front of a shop window, he learns from the TV, that strange and dangerous life forms have suddenly appeared on a small volcanic island near the coast of Shikoku.

The population there has been evacuated as a precaution, but neighboring lands are in still peril as, the volcano threatens to erupt with a force never before seen.

Hearing the call of action, Seto climbs into a boat one night, and rows towards the mysterious place. As soon as he reaches the shore, he meets some definitely unfriendly beings.

## THE GAME

SETO TAISHŌ TO KAZAN is a platform game where the player, as Seto Taishō, must attack enemies by hitting them with his spear.

Each creature will behave differently, either walking, bouncing, or chasing.

The action unfolds across two levels:

### THE LANDING

Seto has landed on the island, and is soon attacked by strange Creatures. Predatory birds, spitting monkeys (whose rancid phlegm will make Seto jump uncontrollably,) and giant insects. Seto must advance from left to right through each screen until he reaches the cave leading inside the volcano.

### THE VOLCANO

Seto has gained access to the volcano. He must now find a way to reach the top.

In the highest point, the rock is thinner, but Seto cannot hope to break it with just his spear. He must therefore collect four items left by a previous speleological expedition.

The objects are:

A pickaxe

A stick of dynamite

A long fuse

A lighter.

With these items, Seto can create a fissure in the rock, in order to get to the volcano top.

But what will it find there?

## **HOW TO PLAY - FIRST LEVEL**

**On the lower part of the screen, you can see your score and the number of lives at your disposal**

**Seto can jump across the platforms and onto the palm trees, but he must care not to fall from a height greater than about half of the screen or he will be blown to smithereens. The same will happen if he collides with any of his enemies.**

**Hit your enemies by keeping the Fire key pressed. A hit will be enough to knock them down, but more will immediately arrive, so don't stand still for too long.**

**Seto cannot use his spear while jumping, though can do so while walking by keeping the direction and Fire keys pressed at the same time.**

**Avoid the fumaroles, the volcanic bombs, and the mutant plants, as they are unharmed by the General's spear.**

**If you manage to enter the cave, a code made of five flashing coloured squares will appear on the screen. Take note of the colour sequence, as you will need to insert that code in order to gain access to the second level.**



## **HOW TO PLAY - SECOND LEVEL**

**On the right side of the screen, you can see:**

**The number of lives at your disposal**

**The items found so far (They will become white)**

**And your score.**

**Avoid any contact with lava, which is lethal for Seto but not for his enemies.**

**Once you have picked up all four items, you, as Seto, must make your way to the highest part of the volcano and jump on the platform at the top of the screen, under the yellow rock layer.**

**Seto will make it explode in a controlled manner, and will gain access to the outside.**

**Nobody knows what Seto will find on the top of the volcano.**

## CONTROLS

Seto Taishō can be controlled with the keyboard or with a Kempston or Sinclair joystick.

Default keys are:

O - left, P - right, Q - jump, M - fire, H - hold.

Keys can be redefined in the Preferences menu.



## THE MENUS

SETO TAISHŌ TO KAZAN features menus controlled by means of an arrow-shaped cursor, which you can move by pressing the SPACE key. The options can then be selected by pressing the ENTER key.

Upon loading, the initial screen will appear, with two icons:

- Green traffic light:: Start game.
- Pipe wrench: Preferences.

In the Preferences menu, you can choose:

- how to control the game  
(from left to right: Keyboard/Kempston joystick/ Sinclair joystick/Redefine keys.)
- the levels to play (first/second)
- the green O mark to confirm your choice and return to the initial menu, or the red X mark to cancel modifications and begin the selection anew.

Selecting the Redefine Keys option, the icons on the lower part of the screen will be lit up in the Left/Right/Jump/Fire/Pause order. Press the corresponding key of your choice.

If you select to play the second level, then you will need to insert the code obtained at the end of the first level to continue your game. Press the key corresponding to the color of each of the five squares of the sequence according to the scheme shown in the passcode insertion screen. I promise you, it'll make sense!

Thank you for Supporting  
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Long live real-media  
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If you've written a game for an 8-bit micro,  
and you'd like to see it given the Monument  
treatment, then please get in touch.

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