

See reverse side for instructions

# NINJA 忍伝

TM

## G A I D E N



ATARI®

# LYNX

TM

VIDEO GAME CARD





# NINJA 外伝™ GAIDEN

YOUR TRAINING IS NEARLY COMPLETE, NINJA. TO EARN THE TITLE OF NINJA GAIDEN, YOU MUST COMPLETE A DARING QUEST.

MANY HAVE GONE BEFORE YOU, SOME MORE EXPERIENCED, SOME LESS.

THE POWERS OF DARKNESS HAVE TURNED THE SACRED SILENT CITY INTO THE EVIL, HORRIBLE LAND. THEY PRODUCE THE DIRTY WALLS WITH GRAFFITI AND BILLBOARDS. THEY FILL THE STREETS WITH SMOG AND FILM.

WE HAVE SENT MANY EXPERIENCED WARRIORS TO FREE THE CITY. NONE HAVE RETURNED. WE HAVE HEARD THAT SOME HAVE BEEN DESTROYED. OTHERS HAVE BEEN TOO WEAK TO OVERCOME THE LIES OF YOU. AND HAVE COME OVER TO THE OTHER SIDE.

BUT YOU'RE DIFFERENT, NINJA. YOU ARE BRAVE IN HEART AND SPIRIT. MAYBE YOU WILL FREE OUR HOLY CITY AND OUR SMOGGY LANDS OF THE EVIL. IF YOU SUCCEED, YOU WILL BE CALLED FORTHE HERO: A NINJA GAIDEN. IF YOU FAIL, YOU WILL BE CALLED A MESSY!

UNDER COVER OF STORM, THE YOUNG NINJA APPROACHES THE SILENT CITY.

### GETTING STARTED

TO BEGIN THE GAME, INSERT THE NINJA GAIDEN GAME CARD AND PRESS THE ON BUTTON. THE GAME WILL ADVANCE THROUGH THE TITLE SCREENS.

PRESS B TO FINISH THE POWERS OF DARKNESS. CHOOSE THE OPTION TO PRODUCE THE MOVING CUT SCENE.

DURING THE BATTLE, THE YOUNG NINJA DISCOVERS THAT HE MUST OFTEN USE HIS PAUSE STRENGTH TO JUMP. PRESS A TO JUMP STRAIGHT UP. PRESS OPTION 1 WHILE THE YOUNG NINJA IS IN THE AIR TO GRAB A PIPE OR BAR. WHILE THE NINJA HANGS FROM A BAR OR OTHER OBJECT, PRESS THE OPTION 2 TO SWING AND THE B BUTTON TO KICK AN ENEMY.

AS AN ENEMY APPROACHES, THE NINJA RUNS TOWARDS HIM AND JUMPS.

**SWOOSH!**

AS HE FLIPS OVER THE ENEMY'S HEAD, THE NINJA GRABS THE EVIL ONE'S SHOULDERS AND THROWS HIM.

THE PAUSE BUTTON STOPS THE GAME UNTIL YOU PRESS PAUSE AGAIN. OPTION 1 AND PAUSE TOGETHER RESTARTS THE GAME. OPTION 2 AND PAUSE FLIPS THE SCREEN.

THE NINJA BEGINS HIS QUEST. HE RUNS THROUGH THE CITY, FIGHTING THE POWERS OF DARKNESS. HIS RAPID-FIRE KICKS AND PUNCHES AND WELL-TIMED FLIPS AND JUMPS MAKE THE NINJA A TOWER OF PAIN FOR THE SHARMING ENEMIES.

**BANG!**

## THE ENEMIES

THE NINJA MUST DEFEAT EIGHT ENEMY CLASSES TO SUCCEED: MASKED NINJA • LUMBER NINJA • CLAWED WARRIOR • DARK LORD • BLACK NINJA • SUMO • WRESTLER • WHITE NINJA •

AFTER CLEARING THE CITY OF EVIL GUARDIANS, THE NINJA STILL HAS ONE ENEMY TO FACE: THE MIGHTY DARK LORD. THE DARK LORD IS VERY LARGE AND HE'S ARMED WITH RAZOR-SHARP SABRES. HE IS HIGHLY TRAINED IN ALL THE VIOLENT ARTS - IN FACT, HE INVENTED MOST OF THEM HIMSELF.

TIME IS SHORT FOR OUR NINJA HERO. HE STARTS WITH ONLY 99 SECONDS TO COMPLETE EACH OF THE LEVELS. IF HE DOES NOT COMPLETE A LEVEL WITHIN THE ALLOTTED TIME, HE WILL LOSE A LIFE.



## THE TREASURES

THERE ARE SIX DIFFERENT TREASURES AND POWER UPS:

- BLUE PILL INCREASES K.O.'S REMAINING BY ONE.
- RED PILL INCREASES K.O.'S REMAINING TO FIVE.
- RUBY: 500 POINTS.
- CLOCK: ADDS 30 SECONDS TO TIMER.
- SWORD: FIGHT WITH A SWORD INSTEAD OF YOUR FISTS.
- MAN: ADD ONE LIFE.

IT TAKES MORE THAN A SIMPLE K.O. TO BEAT OUR HERO! AS LONG AS HE HAS AT LEAST ONE K.O. LEFT ON THE K.O. INDICATOR, HE GETS UP RELATIVELY UNSCATHED.

- BLUE PILL
- RED PILL
- RUBY
- CLOCK
- SWORD
- MAN

THE YOUNG NINJA SENDS A MASKED NINJA ENEMY FLYING. THE MASKED NINJA CRASHES INTO A TELEPHONE BOOTH AND SHATTERS IT TO PIECES, REVEALING A VALUABLE TREASURE WITHIN.

**POW!**

**GRAA!**

**VICTORY**

EACH TIME THE NINJA IS KNOCKED OUT, THE INDICATOR IS REDUCED BY ONE. WHEN THE K.O. INDICATOR REACHES ZERO, THE NINJA LOSES A LIFE. IF THE NINJA LOSES ENOUGH LIVES, THE GAME ENDS.

YOU CAN CONTINUE THE GAME FROM WHERE THE NINJA HERO LOST HIS LAST LIFE. WHEN THE CONTINUE SCREEN APPEARS, PRESS A OR B BEFORE TIME RUNS OUT. THE NINJA LOSES AGAIN, BUT THE POINT TOTAL RETURNS TO ZERO.

THE NINJA MUST CLEARSE FOUR AREAS OF THE SILENT CITY: A) CITY STREETS B) SAKINO MOTTO C) TRAIN STATION D) PALACE

WHEN YOU COMPLETE THE FOURTH LEVEL, THE GAME ENDS. IF THE NINJA COMPLETED ALL FOUR LEVELS WITHOUT LOSING HIS LAST LIFE, HE EARNS THE TITLE OF NINJA GAIDEN.

BATTLING THE DARK LORD

### SCORING

DESTROYING A MASKED NINJA	100	DESTROYING A LUMBER NINJA	100
DESTROYING A BLACK NINJA	200	DESTROYING A CLAWED WARRIOR	500
PICKING UP A RUBY POWERUP	300	DESTROYING A WRESTLER	5000
DESTROYING A WHITE NINJA	400	DESTROYING A DARK LORD	1000
		DESTROYING A SUMO	5000

