

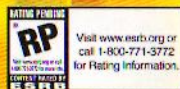


R: RACING EVOLUTION



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PlayStation 2

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

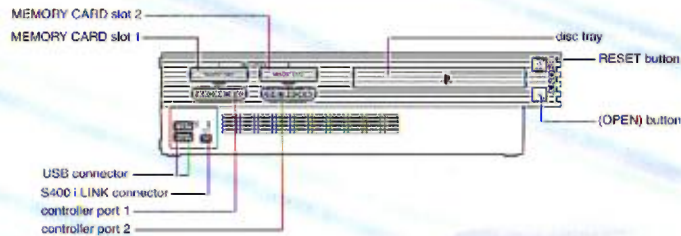
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *I-Ninja™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

This game uses 380 KB of space on a memory card (8MB) (for PlayStation®2). The first time you play, you can create a file for *I-Ninja™* on the memory card (8MB) (for PlayStation®2). Each memory card (8MB) (for PlayStation®2) can save up to 3 saves. However, multiple files cannot be created on a single memory card (8MB) (for PlayStation®2). See page 13 on how to save.

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



If you are using a DUALSHOCK®2 analog controller, you can turn the Vibration ON/OFF from the Options Menu (see page 10).



GAME CONTROLS

GENERAL CONTROLS

left analog stick or directional buttons

- ⓧ button
- Ⓜ button
- START button
- SELECT button

BASIC MOVEMENT

left analog stick

- ⓧ button
- ⓧ, Ⓜ button
- Ⓞ button while airborne
- R1 button (held)

CAMERA CONTROLS

right analog stick

- L1 button (held)
- R1 button (held while L1 button held)
- L1 button (held) + left or right analog stick

BASIC COMBAT CONTROLS

- Ⓞ button
- Ⓞ button
- Ⓜ button
- L1 button (held) + Ⓞ button

ADVANCED COMBAT CONTROLS

- ⓧ, ⓧ, Ⓞ button
- ⓧ, ⓧ, Ⓜ button
- Quick Press ⓧ + Ⓞ button
- Quick Press ⓧ + Ⓜ button

AFTER FAST ATTACK STRIKE

- left analog stick (back) + Ⓞ button
- left analog stick (forward) + Ⓞ button

RAGE ABILITIES

- ⬆ directional button
- ⬇ directional button
- ⬇ directional button
- ⬆ directional button

SWIMMING

- left analog stick
- ⓧ button

- Select Options
- Confirm a command
- Go back in menus
- Start or Pause
- View demonstration (where appropriate)

- Move Ninja. Ninja runs, walks, or swings depending on how much pressure is applied to the stick.
- Jump (height relative to time pressed)
- Double Jump
- Sword Hover
- Deploy Chain

- Left rotates camera clockwise
- Right rotates camera counter-clockwise
- 1st person camera
- Zoom 1st person view
- Rotates camera in 1st person view

- Fast Attack
- Spin Attack
- Throw Shuriken
- Fire Hi-Explosive Dart

- Lightning Chop
- Shuriken Storm
- Uppercut Attack
- Chop Attack

- Buckstab
- Stab

- Ninja Berserka Rage
- Ninja Revive Rage
- Ninja Shuriken Rage
- I-Ninja Rage

- Move Ninja
- Ninja swims slow or fast, depending on how fast the button is pressed.

RAGE IN A CAGE

These are dark and stinky times. Master O-Dor and his army of Ranx have invaded and slain almost all of the Ninja clan sworn to defend the land against evil.

All except one aged and frail master simply known as "Sensei," and his angry, untrained rookie.

In an effort to fight back, Sensei undertakes a secret mission to Robot Beach to seek the help of Yang, a legendary Ninja Guardian, who has one of the Rage Stones. Each mystic Rage Stone holds within it an awesome power to unlock and magnify the anger of whoever holds it. On the way to Robot Beach, however, Sensei is attacked and imprisoned by one of O-Dor's henchmen. Sensei's student is the last of the clan. He is "Ninja." This is his quest. The destiny of his world rests on his big head.



NINJA'S WORLD

ROBOT BEACH

The Ninja Guardian "Yang" has gone missing in action and Tekayama, the robo-governor of the Beach, has been deactivated by O-Dor's forces and lies in pieces on the beach. Ninja's first quest is to gather the robot's missing eyes and heart and rebuild Tekayama.



BOMB BAY

This village surrounds a huge unexploded bomb lodged in the mountainside, and is the primary weapons facility of the Ranx Army. Ninja must sabotage the rocket factory and stop the Ranx reinforcements from reaching the Bay before he can release Guardian Aria from inside the bomb.

JUNGLE FALLS

The Jungle has been overrun by Ranx who are extracting the life-giving Sap from the Jungle to open a gateway to the underworld. Ninja must infiltrate the Sap extraction plant, then shoot down the flying Ranx "suckers" that feed on the sacred trees. Twikki, the Jungle Guardian, is missing; presumed chicken. Only he holds the key to the Mountain Gorge.



MOUNTAIN GORGE

The dark, mist-shrouded Mountain stands high above the island. Zarola, the Ninja Guardian, has not been heard from and is rumored to be frozen within a crystalline prison. Ninja must seek and destroy the Ranx, scale the heights of the massive cloud processing machine, and navigate the maze of caverns to infiltrate the enemy's stronghold.

MOON BASE

Exact Location: Unknown.
Danger: Guaranteed.




LEVELS, MISSIONS AND HUBS

There are two parts of each level in *I-Ninja™*.

- A centralized hub area where Ninja can choose which mission to enter and save his progress; and
- The missions themselves, where Ninja fights enemies, collects items, and earns new Grades and Belts.

MISSION DOORS

- Before embarking on a mission, Sensei has some wise words for his young student. Go to one of the doors in the hub and press the  button to talk to Sensei.
- If the door has a colored shield over it, that means that Ninja is not yet tough enough to take on the mission. Ninja must gain the Belt of that color to show Sensei that he has got what it takes.



HUB DOORS

One of the doors in each hub will lead to the next hub on the island. Only the local Ninja Guardian has the key to get through it. Ninja must find the Guardian and persuade him or her to let Ninja pass.

EXTRA MISSIONS

In addition to the regular Missions in *I-Ninja™*, there are additional bonus tests that Ninja can buy from the Ninja Guardians he finds and rescues. Each test will cost Ninja Coinage; how much depends on how greedy the guardian is. This is a sneaky way to earn bonus Grades to get Ninja closer to his next Belt.



GETTING STARTED

Here's how to get started. Follow the directions below and buckle up, buttercup.

TITLE SCREEN

At the Main Menu, select New Game. If you want to continue playing from a previous save, select Load Game. You can also change the game settings by selecting Options.

NEW GAME

First select a save location to save to in the New Game Screen. Select one of three save locations to create a saved game, and press the **X** button to accept. At this time, if you select a file with data already in it, you will be taken to the Overwrite File Screen. To overwrite the file, select "YES", and press the **X** button. Return to the New Game Screen by selecting "NO", or pressing the **△** button.

LOAD GAME

Select Load Game to start from a previous save. First select a file to load in the Load Game Screen. Each save location displays the saved game information. Now select a game to load and press the **X** button to accept.

OPTIONS

Before you start a new game, you can change the options for the music or sound in the game, and turn Vibration on or off. The Options are explained on page 10. These options can be changed in the Pause Menu of the game as well.

WINNING THE GAME

Finish the game by completing enough missions to earn Ninja the Black Belt, and defeat Master O-Dor, the creator of the Ranx race. But, as a wise master once said, the end of one quest is often the start of another. Ninja is not yet a Ninja Master...

COMPLETING THE GAME 100%

To complete the game 100%, Ninja must achieve the following:

1. Earn every Grade available in each of the missions.
2. Get every Grade on offer from each of the 4 Ninja Guardians.
3. Prove your skills in the Secret Battle Arena.

GETTING STARTED

DISPLAY

Here is an overview of the Game and Boss screens and icons.

GAME SCREEN

Ninja's Health and Score are displayed in the upper left corner of the Game Screen.

Ninja's Rage Meter is shown in the bottom left corner of the Game Screen.

As Ninja collects Items they appear in the lower-right corner of the Game Screen. To see all of Ninja's currently held Items, press the START button during play to display the Pause Menu.



BOSS SCREEN

When Ninja faces off against one of O-Dor's Boss henchmen, the health of the Boss is shown in the top right corner of the screen. The Boss is dead when its health bar hits zero.



GETTING STARTED

PAUSE MENU


Press the START button during play to pause the game and display the following menu items:

- Return to Game (Close pause screen and continue game)
- Restart Mission (Begin mission again from mission start)
- Progress Screen (View which Belt Grades and missions have been completed)
- Options
- Exit to (Hub of level Ninja is currently in)
- Quit Game (Return to Main Menu)

PROGRESS SCREEN


This screen displays the following:

- Missions available
- Missions completed
- Belts required to unlock missions
- Total number of Grades earned


Press the  button to go back to the previous screen.




OPTIONS SCREEN

From the Main Menu or Pause Menu, highlight Options and press the  button to display the following options:


VIDEO


The Video settings allow you to change the display for Widescreen support and adjust the Screen Position. Use the directional buttons or the left analog stick to select, and then press the  button to accept.

SOUND

The Sound settings allow you to change the Speaker Mode (Mono, Stereo, or Dolby® Pro Logic® II), Music Volume, and Effects Volume. Use the directional buttons or the left analog stick to select, and then press the  button to accept.

GAME OPTIONS

The Game options allow you to change the controller Vibration or toggle the auto-save feature. Use the directional buttons or the left analog stick to select, and then press the  button to accept. Restore default settings by selecting Reset Options.

Select the particular game options to change the settings. Press the  button to go back to the previous screen.



I-NINJA RULES

MISSION DEBRIEF SCREEN

At the end of every mission, Ninja's stats for that mission will be shown on the debrief screen.

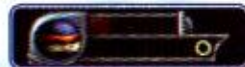
All Coinage, Points and Kills that Ninja has bagged during that mission are tallied on this screen.

Note: If Ninja quits out of a mission before grabbing the Grade, all Coinage, Points, Kills, Rage and Weapon Pick-ups collected during that mission so far will be lost.



LIFE AND DEATH

- Ninja's health bar decreases when he takes damage. When the health bar is entirely depleted, Ninja loses 1 Continue. If Ninja has another Continue in reserve, the game continues from the last Checkpoint that he reached.
- Completing a level will restore Ninja's health bar completely.
- The game ends if Ninja loses a Continue and has no Continues remaining.
- After the Game Over Screen, a saved game may be reloaded from the Load Game Screen.



POINTS AND CONTINUES

- Sensei awards Ninja points for killing the filthy Ranz soldiers and collecting valuable items. He also gives Ninja bonus multipliers for showing off his skills in both combat and movement. Kill enemies with flair to bag big bonuses.
- When Ninja completes a mission, the points that he has gained during the mission are traded for Continues.



I-NINJA RULES

THE COINAGE BANK

- When the Ranx forces attacked, the inhabitants of the land dropped everything and fled for their lives. In each mission, Ninja may find Gold Coinage that has been left behind or hidden inside stuff. Break it open to claim the Coinage. Some of the Ranx will have stolen some too – bust their thieving heads. When Ninja completes a mission, all the Coinage that he has found will be transferred to the Coinage Bank for safekeeping.



THE RANX BANK

- Flipping out and claiming heads – that's what ninjas do best. Every time that Ninja defeats an enemy, Sensei adds it to the kill counter. At the end of every mission those scalps go into the Ranx Bank. Once the bank is full a more powerful sword is awarded to Ninja.



GRADES AND BELTS

- Every time Ninja successfully completes a mission, Sensei will award him a Grade. These are vital to Ninja's training because they prove to Sensei that Ninja is worthy of his Belts.
- When Sensei is satisfied that Ninja has earned enough Grades, he will award a new Belt to Ninja.



I-NINJA RULES

SAVING THE GAME

There are two methods of saving your progress in *I-Ninja™*.

1. AUTO-SAVING

If the auto-save feature is enabled in the Options Menu, the game automatically saves your progress every time Ninja earns a Grade. If the auto-save feature is disabled, you will be prompted to save each time Ninja is awarded a new Grade by displaying the Save Game Screen. Select a save location to update your progress.

2. SAVING MANUALLY

A save point is located in each of the centralized hub areas. These save points are activated simply by moving near them and walking inside. This will pause the game and take you to the Save Game Screen where you may select a save location to update. Select a save location with the directional buttons or left analog stick and press the **X** button. Only MEMORY CARD slot 1 is utilized for saves.



3. CHECKPOINTS

Checkpoints save Ninja's progress during a mission. Go near the checkpoint to activate it. If Ninja's health hits zero before reaching another checkpoint or completing the mission, he will be regenerated at this point with full health.



WEAPONS AND ITEMS

THE KATANA

The Katana is Ninja's most trusted weapon. Throughout the game Ninja can upgrade his sword by defeating his enemies and filling the Rank Bank. Each new sword is sharper and more powerful than its predecessor. Ninja can chain combo attacks together to take out enemies with style. Move the left analog stick in different ways while attacking and Ninja performs different attacks with the sword.



SHURIKENS

The Shurikens (throwing stars) are lethal weapons that Ninja finds throughout the game. Throw the Shurikens by pressing the **△** button for a single Shuriken strike, or press repeatedly for a volley of stars. Shurikens are lost once thrown and cannot be recovered from fallen enemies or the environment.

HI-EXPLOSIVE DARTS

The Blow-Pipe is a discreet sniper weapon. With it, Ninja can take down enemies from long range. Press the L1 button to enter first person mode, and target an enemy with the crosshair in the center of the screen by moving the left analog stick. When in 1st person mode, the R1 button zooms the view for super accurate sniping. Press the **○** button to fire a hi-explosive dart.



COINAGE

Collect Coinage throughout the missions. When Ninja meets a Guardian, he can unload some of his Coinage in exchange for a bonus test.

RED COINAGE

During a bonus test, Ninja might find Red Coinage. Collect all the Red Coinage to achieve the Grade.



RAGE ABILITIES: UNLOCK THE ROCK

As Ninja fires up in battle, his rage meter increases with anger. Ninja gets angry when he lands a hit on an enemy, but that's nothing compared to when he gets hit. Taking damage swells his rage, big time. When a Rage Ability is unlocked it can be unleashed by pressing the appropriate direction on the directional buttons.



NINJA BERSERKA

Ninja puffs up and flips out berserker style, laying some serious hurt on anything in sight. The power of his sword is greatly increased while in this mode.



NINJA REVIVE

Ninja can restore some of his health by activating his Revive Rage Ability.



RAGE ABILITIES: UNLOCK THE ROCK



NINJA SHURIKEN

Surf's up for those Ranx scum. Ride a giant shuriken into combat and bag some skulls.



I-NINJA!

The ultimate Rage Ability. Unleash the Iron Ninja! Invincible and insanely lethal. Your enemies will beg for a quick death, and that is exactly what they get.

MECHANICS

Master these ninja skills to stay alive.

WALL RUNNING

If Ninja finds a flat wall he will generally be able to run up or along it. Just jump onto the wall and run in the direction he wants to go.



CHAIN SWING

Use it to swing around the joint. To deploy the Chain, press and hold the R1 button when near a chain point and the Chain automatically extends and attaches to it. Swing back and forth with the left analog stick to gain momentum. Release the R1 button to disengage the Chain. Hint: Listen for the chain sound to tell you when you are near a Chain Point.

POWER CHAIN

Similar to the Chain Swing, Power Chaining is used when Ninja needs to do 180-degree U-Turns. To activate the power chain use the R1 button when near a 'Chain Point' on a track. The Chain automatically extends and attaches onto it and whips Ninja around the bend. Release the R1 button to disengage the Chain.



When Power Chaining around a track, stay ahead of the Tele-Orb. If it catches Ninja it sends him back to the start of the track.



MECHANICS



SWORD HOVER

Ninja can spin his sword above his head when airborne to extend the range of his jump. Press and hold the  button while in the air to activate the hover ability. Release the  button to sheath the sword and drop to the ground.

GRINDING

Ninja can grind on rails, pipes and other grindable objects. To grind an object, just jump onto it and watch out for obstacles.



KICK JUMPING

When wall running, Ninja can kick jump out just by jumping. If he hits another wall that he can run on he will continue running up it. Repeat this to kick jump to higher levels. If Ninja stops running up a wall, his ninja claw automatically deploys to slow his descent. Ninja can continue the kick jump while the claw is in action.

MOVING PLATFORMS

Jump on these platforms to move across areas that you normally would not be able to cross. Moving platforms may not move until Ninja activates them.



GUARDIANS

These retired Ninjas were the defenders of each region, but they have disappeared since the invasion of the Ranx army. If you can find them, each can help Ninja by selling bonus tests for Coinage and aiding him on his quest.



SENSEI

Ninja's wise and slightly dead master. Sensei was once a great warrior, but now prefers to watch the fights from a distance and pass on his mystical wisdom to his apprentice – but he doesn't always make sense.

YANG

A Ninja Guardian and part-time mad scientist, Yang created Tekayama, the colossal robot, to protect the Beach from invaders. He has not been seen since Kyza appeared on his shores and put Tekayama's lights out.



ARIA

Aria is a large and lovable Guardian who loves her fish almost as much as she loves Ninjas who come to her rescue. She was last seen investigating the bomb in the center of the Bay.

GUARDIANS



TWIKKI

Always the first to run from a fight, Twikki has been in hiding since the Ranx invaded the Jungle. Twikki is a master of camouflage, and running away, so he won't be easy to find.

ZAROLA

Zarola valiantly defended the Mountain Gorge with her bow, but was overcome by the might of the Ranx army. She has not been seen since facing off against Malakai, O-Dor's toughest henchman.



ENEMIES

The game is filled with Ranx soldiers of different strengths. Finding a way to defeat them is your challenge.

RANX CAPTAIN

There's no escaping the Ranx Captains. Take them on in Manga Space with your aerial combat moves.



RANX FOOTSOLDIER

Wielding only a sword, these Ranx patrol in platoons and attack Ninja on sight. The higher the Belt color of the Ranx Ninja takes down, the more points Ninja earns.



KAPPA

Kappas are slow but fierce. Avoid their mighty claw attack and get them when they are off-balance!



ROCKET RANX

They may look scared, running away like that, but don't be fooled! With rockets being fired in your direction, you'll learn that sometimes retreating is the best strategy.



ENEMIES



BAGOMAN

These mecha-droids roll at high speed, attacking intruders with their spikes. Jump high and fast to evade them.

GUARD DOG

When crossing enemy lines...beware of the Dog! These robotic sentry dogs never give up the chase!



DRAGON WOLF

A cross between a small dragon and a large wolf, this fireball-breathing predator could be hiding around any corner.

BUZZ SAW RANX

The Buzz Saws do quick damage to anyone within arms reach; and those are some long arms.



ENEMIES

BUSH RANX

These guerrilla warriors camouflage themselves with the local flora, ready to spring an ambush on any intruders.



COPTER RANX

These hovering Ranx use their mounted rockets for protection. Take them down with a hi-explosive dart.

SHOOTER RANX

With a long range, the Shooter's sap gun can leave Ninja in a very sticky situation, so watch out!



STENCHU

Don't be fooled by their feminine charms. These cyber-assassins mean business and will put your head to bed the first chance they get.

ENEMIES



SAP SUCKER

The Sap Sucker is a fat insect, commonly found in the Jungle. It is not dangerous, but once destroyed, their life-giving sap cargo can cause new trees to grow. This can help Ninja get to higher ground.

SENTINEL

Sentinels are invincible mechanized security droids that patrol looking for intruders. If caught in their tele-orb rays, Ninja is sent back to the last checkpoint.



RANX GENERATOR

These spheres are floating transporters and deploy Ranxs to eliminate intruders. Destroy them to earn extra pick-ups and deactivate shields.



ENEMIES

KAPPA CAPTAIN

These Captains are O-Dor's most trusted thugs but Ninja must fight them on their terms on their turf in Manga Space.



MINE LAYING RANX

Evade his mines and get close if you want to lay the smack on this crafty Ranx.



BOSSSES

Master O-Dor has engineered this crew of henchmen in his cryo-labs to command the Ranx army in each region, and make sure that the Ninja Guardians are never found. Fueled by the power of the Rage stones, these bosses are lethal. Sensei knows their power and wisely prevents Ninja from taking on a Boss before he is ready. Ninja must get Belts to prove that he can hold his own in a Boss fight.



KYZA

The heavyweight champ of Robot Beach, Kyza is 150 feet tall. Ninja needs to rebuild Tekayama if he is going to stand a chance in the ring with Kyza.

VENTIS

Ventis lurks within the unexploded Bomb and defends his lair from intruders. This is one fierce fish and it will send Ninja to Davy Jones' Locker if it gets the chance.



BOSSSES



PSYAMON

Psyamon is a spawn of the underworld and has been summoned to the Jungle by O-Dor to extract the life force from the sacred trees. The power of the Jungle's sap is being used to keep the gateway to the underworld open.

MALAKAI

Ninja must face Malakai in the mountain crater. Malakai, the master shepherd, attacks with the elemental power that he summons from the heavens. It will take some serious ninja skills to defeat O-Dor's right-hand man!



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