



Screen pictures shown
may be different machine
versions of game.



Smash your way through from Nanto to...
oriental challenge.
Le défi oriental par excellence où vous devez surmonter vos adversaires pour vous
imposer ceinture noire et bien plus encore.
Sal combativo de este sensacional reto oriental superado por el Black Belt hasta
más allá del Cinturón Negro.
Probeer als beginnende de zwarte band te halen en ga er niet mee ophouden
uitdaging uit het Oosten.
Kæmp dig gennem fra nybegynder til sort bælte og vinder den mest
udfordring.
Lotta per raggiungere la cintura nera da prima cintura. Sfida
quanta sfida orientale basiline.
Fechten Sie sich durch diese Herausforderung vom Anfänger
bis zum Swartzen Gürtel.
KEYBOARD ONLY

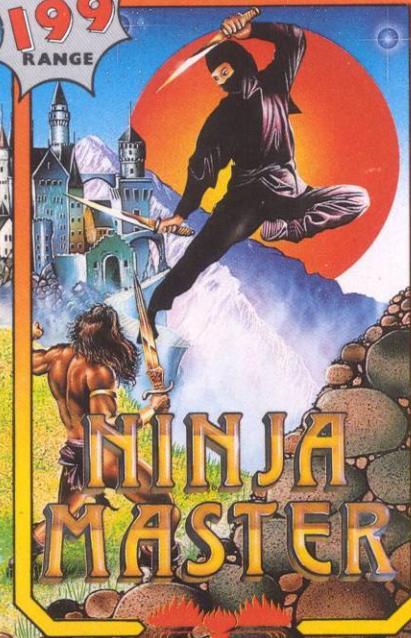


AMSTRAD 464
664 6128

NINJA
MASTER



SILVER
199
RANGE
AMSTRAD 464/664/6128



NINJA
MASTER



Other exciting games in the Firebird
199 Silver Range *

CBM 64/128

- Booty
- Cylu
- Seabase Delta
- Raging Beast
- Thrust
- Caverns of Eriban
- Collapse
- Freak Factory
- Spiky Harold

Amstrad

- Short's Fuse
- Seabase Delta
- Spiky Harold
- Thrust
(available
Summer 1986)
- Harvey
- Headbanger
- Star Firebirds

CBM 16

- Runner
- Shark
- Booty
- Spiky Harold
(available
Summer 1986)

Spectrum 48K/+

- Booty
- Short's Fuse
- Cylu
- Spiky Harold
- Seabase Delta
- The Wild Bunch
- Helicopter
- Spike
- Ninja Master
- Star Firebirds
- Buccaneer
- Gyron Arena
- Rebelstar
- Thrust (available
Summer 1986)

**Atari 800/
800XL/130XE**

- Thrust
(available
Summer 1986)
- Collapse
(available
Summer 1986)
- Ninja Master
(available
Autumn 1986)

*Correct at time of printing

HEY THERE!!!

Have you joined the IN CROWD? Are you a member of the SILVER CLUB? If not, then we in the SILVER CLUB would love to hear from you!

To become a member just send a cheque or postal order for £1.99 made payable to FIREBIRD SOFTWARE, along with your name, address, age, and the type of computer you have to the address below, clearly marking the envelope 'SILVER CLUB' and we'll send you a bumper pack of goodies including:

- ★ BADGES
- ★ STICKERS
- ★ POSTERS
- ★ NEWSLETTERS
- ★ AN EXCLUSIVE MEMBERSHIP No.
- ★ YOUR OWN MEMBERSHIP CARD

(Subject to availability)

PLUS... We'll also send you a FREE SILVER GAME OF YOUR CHOICE!!! (Please let us know which game you would like.) Then, every three months or so, we'll send you a newsletter containing details of up-and-coming Silver games, competitions, special offers and other news.

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NINJA MASTER

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THE GAME

In the ancient realms and provinces of the 'Land of the Rising Sun' lived a breed of warriors - feared by all and who feared no one. These were the NINJA. To rise in the ranks of the Ninja was the ultimate challenge in human endeavour. Now is your chance to face this challenge.

The annual games have come around, and this is your opportunity to impress the elders. Four tests have been devised for you to show your skills. Each test carries a qualifying score that you will have to exceed before you can proceed to the next test. If you do not qualify after three attempts at the test, you will be eliminated from the games. Succeed in all four tests, and you will be awarded a new grading - and the chance to attain the next grade.

LOADING

AMSTRAD 464 OWNERS

1. Place the rewound cassette into the cassette unit, and press PLAY.
2. Hold down CTRL and press the small ENTER key.

AMSTRAD 664, 6128 AND 464 + DISK

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

PLAYING THE GAME

'NINJA MASTER' can be played using the following keys:

TEST 1 Q=Punch left A=Kick left P=Punch right L=Kick right

TEST 2 Z=Power left X=Power right

TEST 3 O=Strike high K=Strike middle M=Strike low

TEST 4 ENTER=FIRE

The four tests that you have to pass are as follows:-

1. In this test, you will have to defend yourself against arrows, fired at you from off the screen. Some of the arrows will really move, so be sure that your reflexes are finely tuned. The qualifying score will be displayed in the bottom left-hand corner of the display.
2. To qualify in this test, you must achieve enough power by alternatively striking the LEFT and RIGHT keys to break the log with a Karate chop.
3. This is probably the hardest test to complete. Using your trusty Ninja sword, defend yourself against the deadly Shuriken Stars.
4. This is the final test that has to be completed. Armed with a blow pipe, you must shoot down the cannisters, thrown from the right of the screen.

The game will end when you fail to attain the given qualifying score in an event. Good Luck ...

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