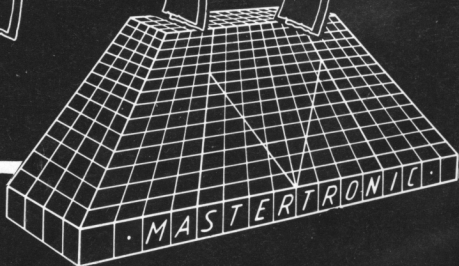


INSTRUCTION BOOKLET

NINJA



THE AIM OF THE GAME

He walks alone: NINJA in the land of death. His timeless quest: to rescue the Princess Di-Di, pearl of the Orient, who is a prisoner in the Palace of Pearls. And he must gather idols she has dropped to prove his worth.

As well as fists of thunder and feet of iron NINJA is granted weapons: a slashing Samurai sword, spinning death stars and a throwing dagger. But these weapons are also given to his fierce evil Ninja opponents who guard the doorways and the idols.

As he rises through the levels his opponents multiply, his strength drains but his resolution grows.

NINJA: It blasts the black belt off all other martial arts games!!

THESE CONTROLS SUPERSEDE ALL OTHER PREVIOUS CONTROLS FOR NINJA.

CONTROLS

Joystick only

← walk left

→ walk right

↑ jump

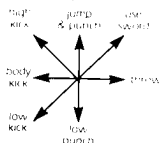
Fire—punch

↓ crouch/pick up

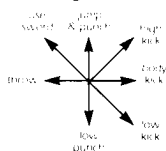
↗ jump right

↖ jump left

Walking left
& holding fire button



Walking right
& holding fire button



HINTS

Idols renew energy levels.

Collect 6 idols and the hidden entrance to Akuma's Chamber will appear (in the ceiling of Grey Wall).

Collect the 7th idol and return to Torii to complete the game.

To get to next level, stand under black hole in ceiling and push the joystick forward.

POINTS

The points get higher for defeating each

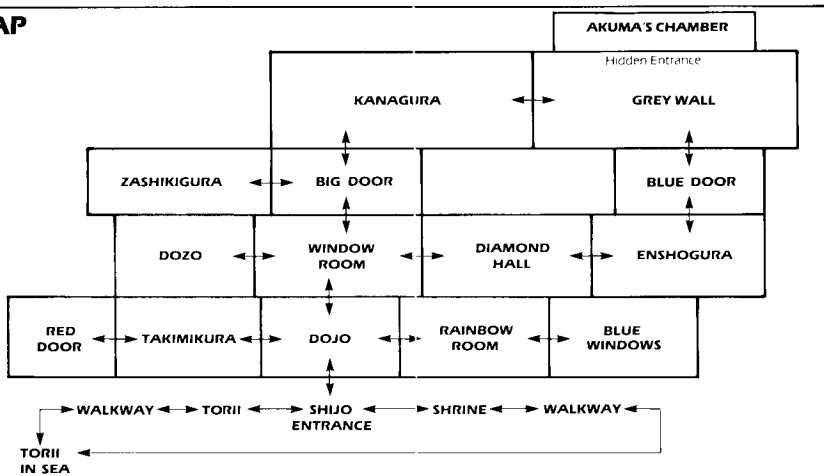
Karateka, Thug and Evil Ninja on each level eg:

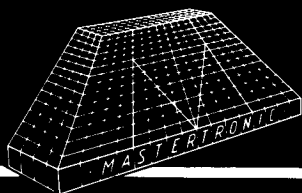
LEVEL 1: Evil Ninja = 80 points
Karateka = 60 points
Thug = 40 points

LEVEL 2: Evil Ninja = 160 points
Karateka = 120 points
Thug = 80 points

LEVEL 3: Evil Ninja = 240 points
Karateka = 180 points
Thug = 120 points

And so on...

THE MAP



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