

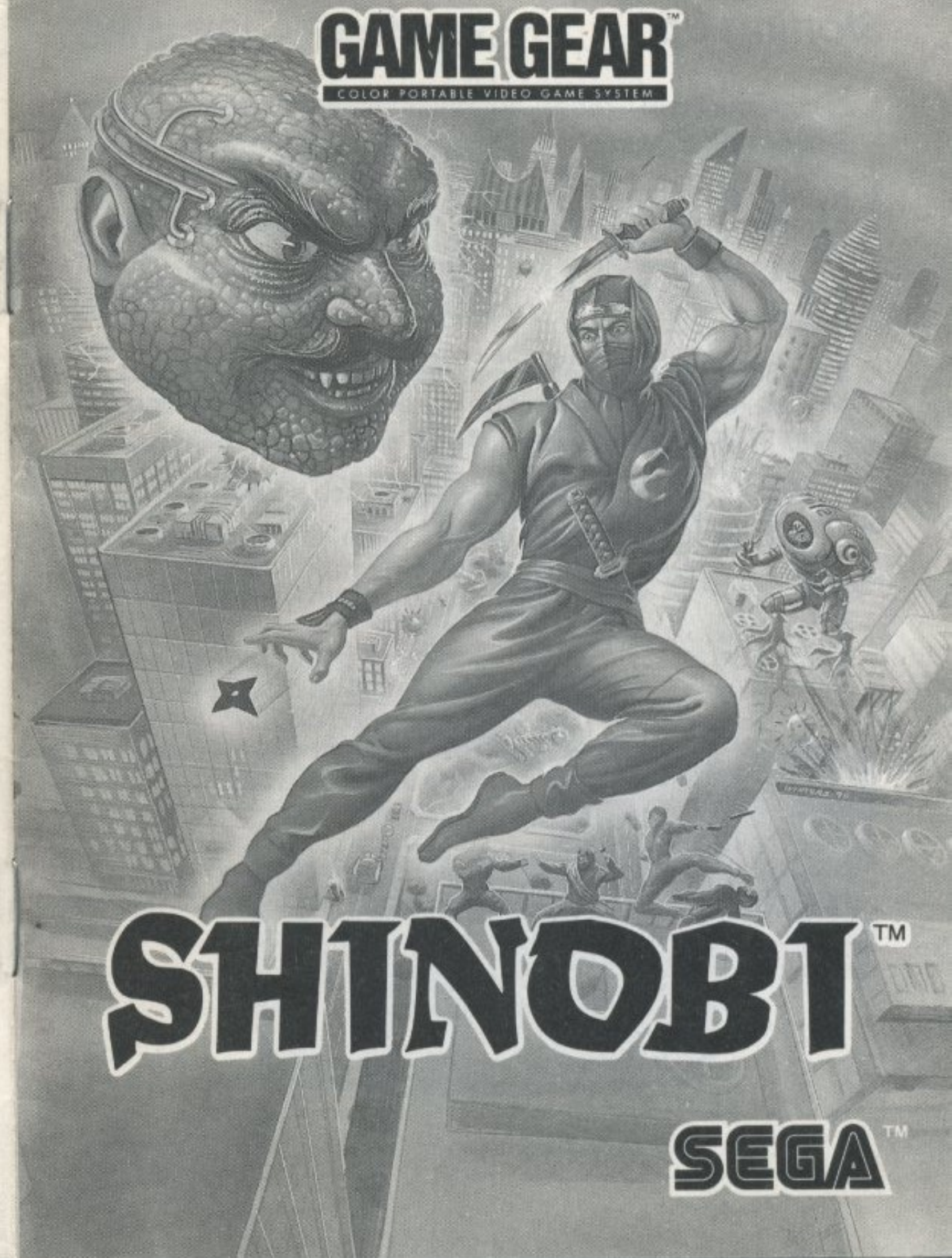
GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

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GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

SHINOBI™

SEGA™

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the Shinobi cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Shinobi Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: Shinobi is for one player only.

Insert Sega Cartridge



SHINOBI – The Mission

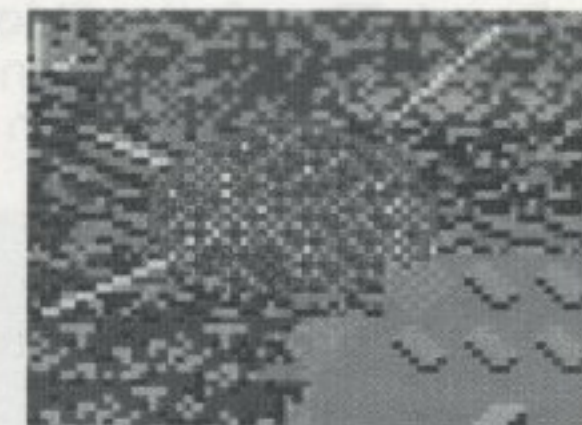


Rumors of terror and destruction have made their way to Ninja Valley. The Master of the Oboro school of Shinobi sent his best students to investigate the horrible tales coming from the suburban areas.

They returned with news of a powerful dark force that has established a base within Neo City.

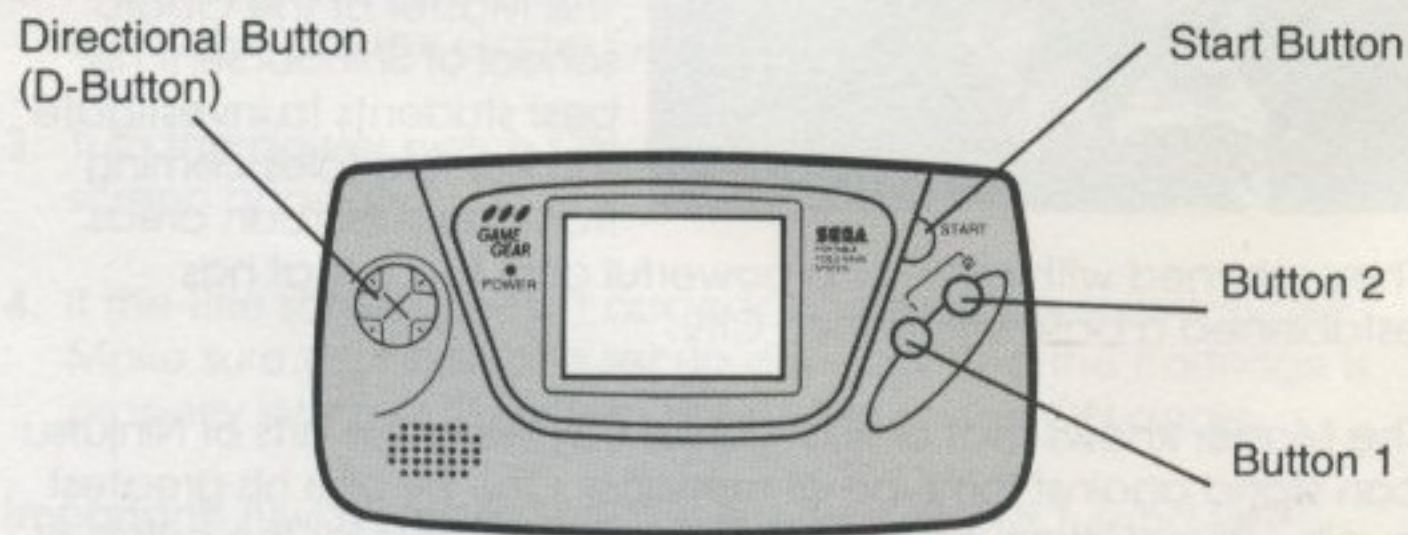
The Master knows that only a warrior trained in the arts of Ninjutsu can stand against this type of menace. One by one his greatest pupils – Blue, Green, Pink and Yellow, (all named for the colors of their sashes) have entered Neo City to locate and destroy the source of the evil. Ninja Valley has lost contact with each of them. All are believed to be captured.

It is now up to you, Joe Musashi, the Red Shinobi, to carry through this dire mission. The Master asks you, the oldest and strongest of his Ninja disciples to use your special skills in the art of Ninjutsu to free your fellow shinobis and with the addition of their abilities, destroy the City of Fear. The ultimate challenge awaits you in this action epic for the Sega Game Gear.



Take Control!

For best game play, learn the different button maneuvers before you start.



Directional Button (D-Button)

- Press left or right to move in those ways.
- Press down to squat.
- Press ( or ) to walk while squatting.
- Press up to enter doors.
- Press ( + Button 2) to jump down.
- Press to select a round on the Round Select screen.
- Press to make a selection on the status window.

Start Button

- Press to start the game.
- Press to see the status window.

Button 1

- Press to attack.

Button 2

- Press to jump.
- Press to confirm selection on status window.

Getting Started

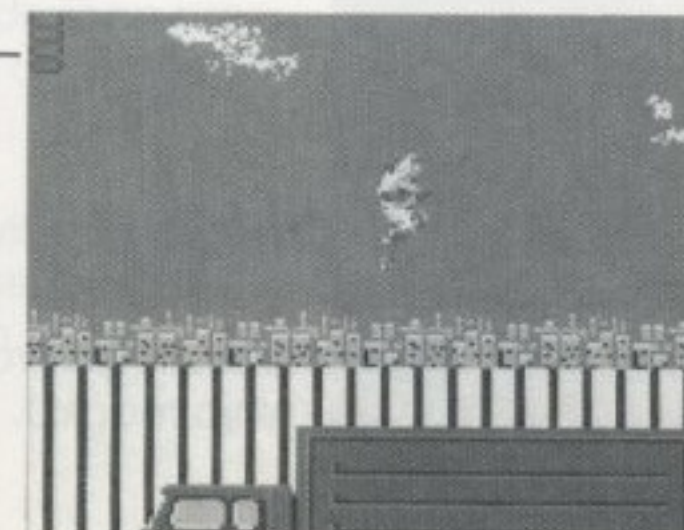
Press Start at the Title screen to see the Round Select screen. On the Round Select screen, press the D-Button up, down, right or left to select the round you want, then press Start, Button 1 or Button 2 to start the game.

Note: The color of the frames determines which Shinobi you must rescue in each of the rounds.



What Your Screen Shows

Power Gauge: When you run out of power, you lose one player (life) to complete the round.



Status Window

When you press Start during the game, the status window appears.



1. Every Shinobi you rescue joins you. You can then select the Shinobi who can best tackle the obstacles in a certain area. Press the D-Button up or down to select the Shinobi you want, then press Button 1 or 2.
2. The number of times you can use your Ninjutsu. (Each Shinobi uses a different type of Ninjutsu.) Select this and press Button 1 or 2 to use it.
3. Your present score.
4. The number of players left.

Shinobi Profiles

Each Shinobi specializes in several different types of combat skills as well as Ninjutsu (ninja magic).

Red (Joe Musashi)



He is known for his extraordinary Shinobi abilities and is the leader of the pack.

Attacking Technique: Wields the Ninja Slicer – the saber with the razor-sharp blade.

Special Feat: None.



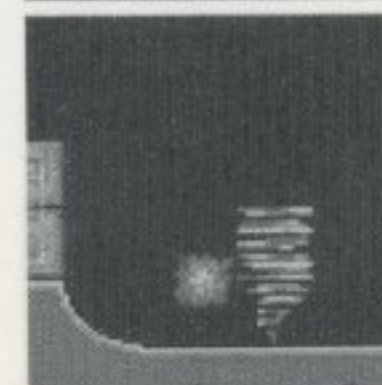
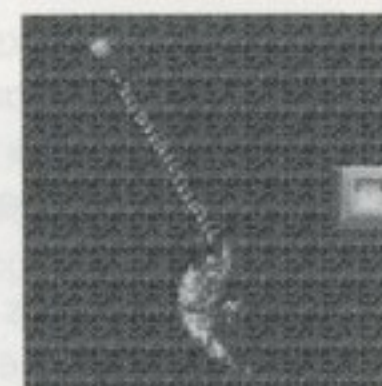
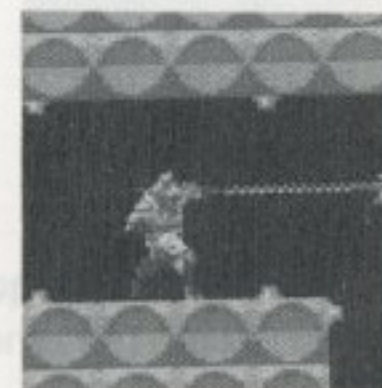
Ninjutsu: Creates an earthquake that shakes up the enemies and shatters rocks.

Blue

Attacking Technique: Hurls the Crescent Blade Yo-Yo at enemies.

Special Feat: Swings from one place to another using his Crescent Blade Yo-Yo. First, look for a place to hook the blade then press Button 1. When the blade hooks on to the object, swing over.

Ninjutsu: Twists himself into an invincible tornado and blows away the enemies. He can also fly while he is a tornado.

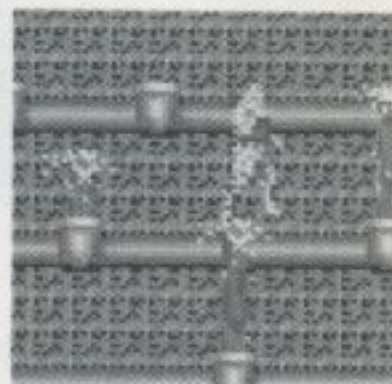


Yellow

Attacking Technique: Throws spheres of "Shinobi force" that his body emits. (The longer you hold down Button 1, the more powerful the "Shinobi force" will be.)

Special Feat: Walks on water.

Ninjutsu: Becomes invincible by forming a Lightning Barrier around himself.



Pink

Attacking Technique: Throws several small but powerful bombs which blast the enemies into bits!

Special Feat: Walks on ceilings. Press the D-Button up then press Button 2 to jump and stick to the ceiling. While holding down Button 2, press the D-Button left or right to move in those directions. Lift your finger off Button 2 to jump down.

Ninjutsu: Produces a bright light that blinds foes and can also lighten up dark areas.



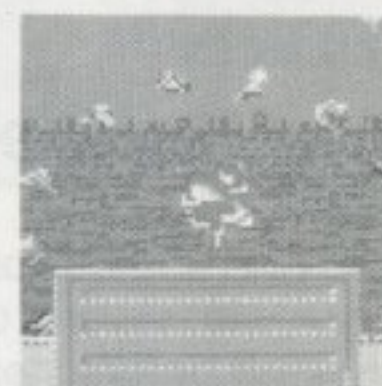
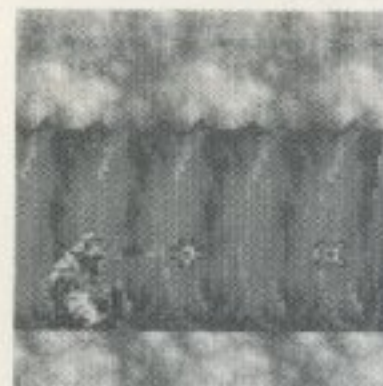
Green

Attacking Technique: Throws Shurikens (star-shaped ninja darts).

Special Feat: Performs the High Jump. Press Button 2 to jump. When in midair, press Button 2 again to perform the High Jump. When performing the High Jump, press Button 1 to hurl five Shurikens.

Ninjutsu: Uses the Self-Blasting technique – a powerful Ninjutsu that uses up one player.

Note: If you use this Ninjutsu when the number of players left is zero (0), the game will be over.



Items

When you see **Item Boxes**, break them open. These hold various items which you can pick up by walking into them. (These come in several different shapes.)



1 Up: Earns you an extra Player.

Heart: Fills two units of your Power Gauge.

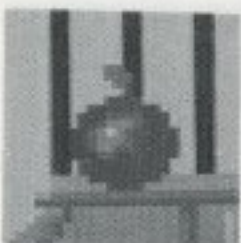




Power Up: Adds two extra units to your Power Gauge.

Ninjutsu: Earns you an opportunity to use Ninjutsu. When you die, the number on the Ninjutsu gauge on the status screen becomes zero.

Note: The highest number the Ninjutsu gauge can display on the screen is nine. However, the computer keeps track of, and gives you credit for exact number.



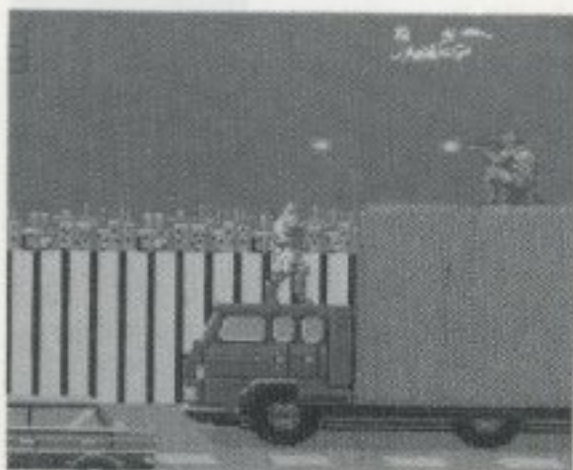
Bomb: Explodes automatically, so get away as fast as you can!



The Dangerous Road to Neo City

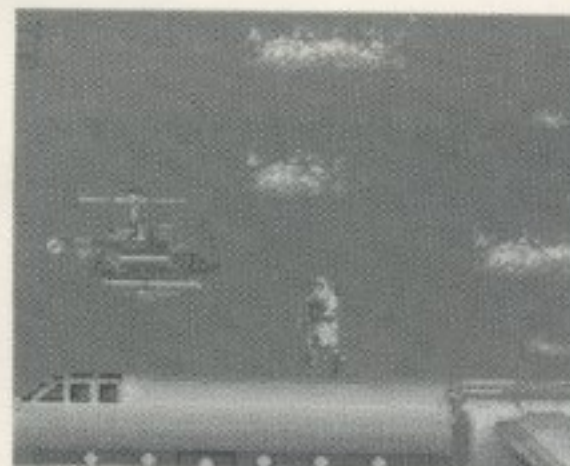
You and Joe Musashi must brave through four rounds of chaos, each with several different stages, and rescue the captured Shinobis before stepping into Neo City where the real nightmare begins! (You can start from any round you want.)

Highway



Carefully leap across speeding cars and trucks as you dodge bullets and masked hackers.

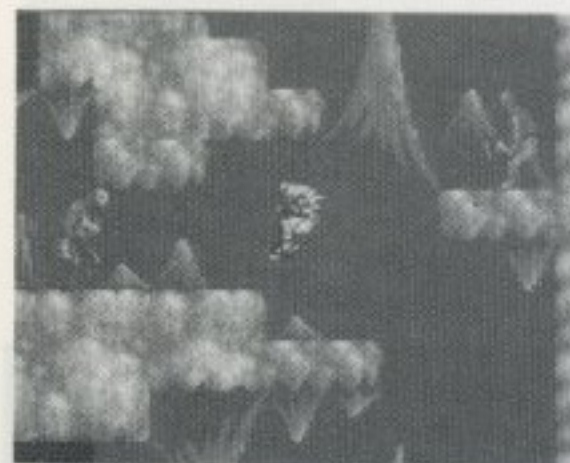
Arrows rain down and men with massive hammers run after you as you climb up towering buildings.



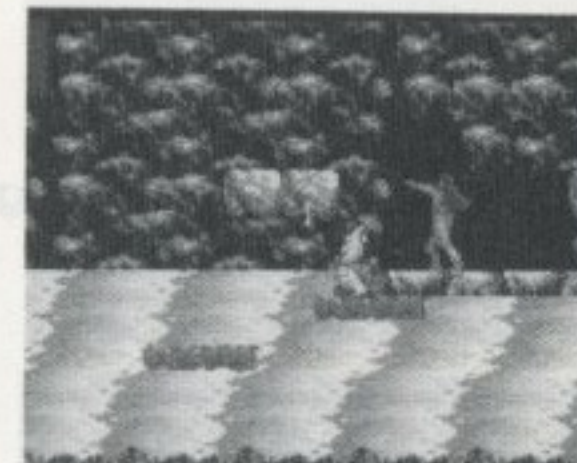
Wreck the crazed chopper – it's the only way to free Pink!

Valley

Pay extra attention when floating downstream on slippery logs. Enemy Shinobis may greet you with a surprise!



Now you're in the dark labyrinth of monstrous rock formations. Watch your step!



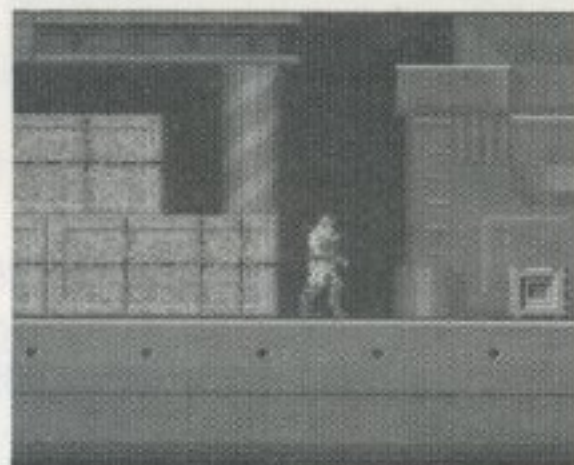
Blue will appear as soon as you defeat the sword-wielding foe in this wet and wild duel.



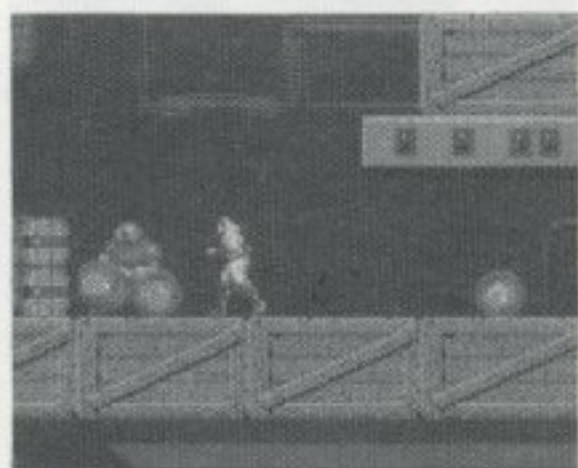
Harbor



Wreak havoc among the crates and cranes!



Ready for a violent fight on the stormy deck?



The ship is crawling with real bad dudes! If you don't want to end up dead, use your head!

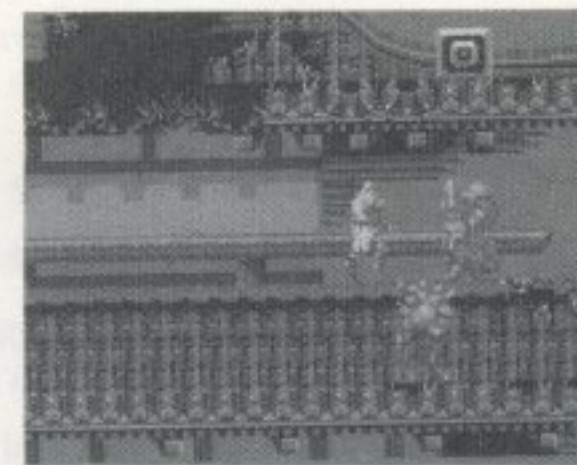


Scrap the robot and rescue Yellow!

Woodland



Fend off saw blades and find your way out of this deathtrap!



Laser-blasting statues and evil monks await in this crumbling pagoda.



As soon as you overcome the hovering mask of death, Green will be freed.

When You Clear a Round

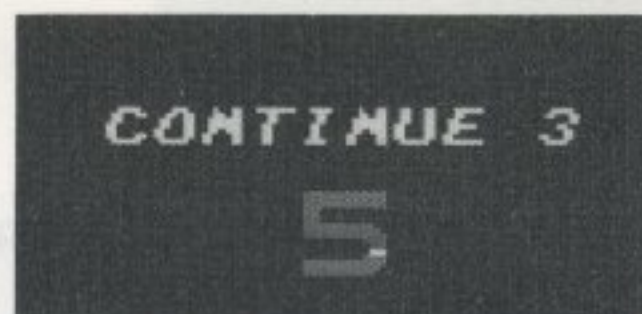
When you destroy the round boss and rescue the captured Shinobi, your score and the top score appears. Any bonus points you've earned will be added to your score. In a few moments, the Round Select screen appears. On the Round Select screen, select a Round and press Button 1 or 2.

ROUND CLEAR

CLEAR BONUS	5000
LIFE BONUS	1400
SECRET BONUS	3000
SCORE	100
TOP SCORE	5000

Game Over and Continue

When you lose all your players, the game over screen appears. To continue the game, press Start, Button 1 or Button 2 before the timer reaches zero on the Continue screen. You can continue up to three times.



Shinobi Survival Tips

- Before starting the game, read the Shinobi profiles and the rundown of the different rounds in this manual. You can then decide on which Shinobi to rescue first, second and so on.
- Use Ninjutsu wisely.
- For game play information, call 1-415-871-GAME.

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.