

NINJA GAIDEN™

SEGA MS

<http://www.replacementdocs.com>

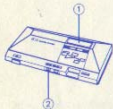
Starting Up

1. Set up your Sega Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sega cartridge into the Power Base.
3. Turn the power switch ON. In a few moments, the 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 that the power switch is turned OFF when inserting or removing your Cartridge.

Note: This game is for one player only.

- ① Sega Cartridge
- ② Control Pad 1



Retrieve the Sacred Scroll!

Ryu Hayabusa is a member of the Dragon Ninja clan, who have protected Japan for generations. He receives a message one day that the Dragon Village, home of the Dragon Clan, has been brutally massacred. He rushes home only to find that all but one of the village members have been killed.

The last survivor of the village tells Ryu with his dying breath that the sacred Bushido scroll has been stolen. The Bushido scroll is a scroll of power so strong that its owner can control the world.

The fate of the world is in Ryu's hands as he fights against evil ninjas, gangsters and other villains to regain the Sacred Scroll of Bushido!

You are Ryu Hayabusa, last Ninja of the Dragon clan. You must fight your way through eight levels of villains to retrieve the Bushido. Each level gets progressively harder, and your skills will be tested to the limit. But don't give up. The fate of the world rests squarely upon your shoulders!

Take Control!

① Directional Button (D-Button)

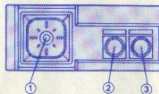
- Press left or right to move Ryu in different directions.
- Press down to make Ryu duck to avoid obstacles or the enemy's bullets, bombs, etc.
- Press down and left or right to walk in either direction while crouching.

② Button 1

- Press to start the game.
- Press to attack using the Dragonsword.

③ Button 2

- Press to make Ryu jump.
- Press to continue the game.



Special Techniques

- Press the D-Button up + Button 1 to use the items Ryu has found, or to throw his Shuriken.
- Press the D-Button up + Button 2 to jump up and grab onto branches, ledges, etc. Pressing Button 2 again will swing Ryu up onto whatever he's hanging from.
- Press the D-Button left or right + Button 2 to make running jumps.
- Press the D-Button left or right + Button 2 to jump and grab onto a wall, then press the D-Button to the opposite side + hold Button 2 down to perform the "Kabekeri" technique (jumping up to a higher point on the opposite wall). Repeat this action to move up to otherwise inaccessible areas.
- Press Button 1 then Buttons 1 + 2 simultaneously to throw Ninja bombs.



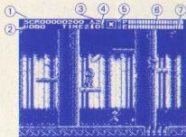
Getting Started

Once you've inserted the cartridge and turned the power on, you'll see the SEGA logo. After that, the story of Ninja Gaiden will start. Finally, you will see the Title screen, and the words "PRESS START BUTTON" will appear. You can press the Start Button (Button 1) to battle your foes or wait to see the demonstration screens. Press Button 1 or 2 at any time during the demonstration to return to the Title screen.

Screen Signals

Knowing the different signals which appear at the top of your screen will allow you to take a quick glance at your present condition while fighting your adversaries!

- ① Present Score
- ② Combat Point Gauge
- ③ Lives Remaining
- ④ Time Remaining
- ⑤ Weapons Indicator/Pause Indicator
- ⑥ Player Life Gauge
- ⑦ Enemy Life Gauge



Items

Items are contained in the scrolls you come across in your travels. Cut open the scrolls with your Dragonsword or other weapons to gain items.

- ① **Blue Bonus:** Adds 5,000 points to your score.
- ② **Red Bonus:** Adds 10,000 points to your score.
- ③ **Blue Combat Point Counter:** Increases your weapons supply by 50 points.
- ④ **Red Combat Point Counter:** Increases your weapons supply by 100 points.
- ⑤ **Heal:** Returns 10 of your hit points.
- ⑥ **Time Bonus:** Can you find this when it appears?



①, ②



③, ④



⑤



②



③



Weapons

- ① **Shuriken:** These small but deadly throwing stars can reach any enemy on the screen. One star costs 5 combat points.
- ② **Super Shuriken:** Larger versions of above, they cost 10 combat points per star, but do more damage.
- ③ **Four-Way Whirlwind:** Sends four mini-tornadoes blasting out to both sides, as well as up and down. These use 20 combat points per shot.
- ④ **Fireballs:** This item releases four flaming balls of fire which home in on every enemy on the screen. These use 40 combat points per shot.
- ⑤ **Dragonfire:** Surrounds you with a spinning fireball which makes you invincible for a short time, and destroys enemies you come into direct contact with. This costs 50 combat points per use.

④



⑤



①

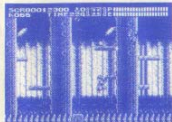


The Search Begins

① Chapter One: Escape in a Forest!

Ryu has left his decimated village to begin his search for the Bushido. His path leads him through the familiar forests of his childhood. But the gang who destroyed his village have also turned the peaceful forest into a deadly obstacle course, filled with treacherous ninjas, tree bombs and spike traps.

Traversing this dangerous path is but half the battle, though, as your final adversary is the dreaded Mammoth Sumo Wrestler. You must defeat him in battle to learn the location of the Sacred Scroll, but is your Ninja skill any match for his terrific strength?



② Chapter Two: Pursuit in Tokyo!

Ryu's path now turns to the streets of Tokyo, where knife carrying hoods, slick and deadly gunmen, innocent looking tourist types with camera guns, and even killer crows assail Ryu on his quest.

After Ryu battles the gangsters on the streets and in the high rise buildings of the city, he finds himself face-to-face with the gang's leader. The Oyabun may not even need to leave his seat to defeat Ryu!



③ Chapter Three: Samurai in Kendo!

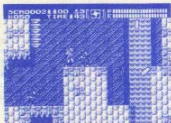
Ryu has left the city streets of Tokyo for a more traditional setting in Osaka. But it isn't only the architecture which is old-style. Ryu now finds himself up against sword-wielding Samurai, wandering Ronin with deadly staves and camouflaged ninja with bombs.

Ryu may be able to get past the guards, and under the spikes to reach the lair of the Kendo Samurai, but will he be able to withstand the deadly sword technique of the Samurai himself, to learn where he must go next in his search for the scroll?



4 Chapter Four: Rescue Geisha!

The Kendo Samurai has given Ryu a second task — the rescue of the Samurai's daughter, who is being held captive on Mt. Fuji. She's the only person who knows where the Bushido is! To find her, Ryu must succeed in climbing Fuji. But the path to the Samurai's daughter is well guarded. Not to mention the treacherous path up the mountain, over precipices, across ledges, and through swiftly-moving rivers!



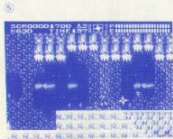
5 Chapter Five: The Land of Enemy!

The Geisha has told you how to get to the Castle of Darkness, where the Bushido has been taken. But before you can enter the castle, you must first get across the slippery ice floes and through the frozen caverns to find the Castle's entrance.

The water beneath the ice is filled with flying fish who will take a bite out of Ryu if they have a chance, and the mercenaries aren't very friendly either! No time for rest, however, because even if you can fight your way out of the cave, the only way into the Castle of Darkness is past the Ice Ninja!

6 Chapter Six: Raid!

To reach the Castle itself, you must first make your way through the hell-like underground caves. Molten lava bars your way, while ghouls, fireballs and other creatures try to stop you from reaching your final goal!



7 Chapter Seven: Overcome!

You've reached the Castle of Darkness. Your search for the Bushido is at an end... almost. Before you can find it, you must use all the skills you've learned up to now, to get past the guardians of the castle, find the Sacred Scroll and defeat the Shogun of Darkness!

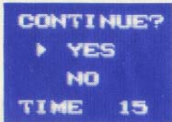


Scoring

As you make your way from one area to another, you will find scrolls which will give you bonus points. Also, you will meet a variety of villains. As you kill them, your score increases. But be careful, because it's their job to stop you from retrieving the Bushido!

Game Over/Continue

When Ryu's Life Gauge reaches zero, or if the time runs out, he falls to the ground. If there are lives remaining, the game will start again, from the beginning of that round. The game ends when there are no lives left. The screen will then say "CONTINUE? YES or NO," with a flashing arrow next to YES. To keep playing, simply press Button 1 or 2. If you want to try again from the beginning, place the marker next to the NO, using the D-Button, and press Button 1 or 2. If you select NO, or if the time runs out, the story screen will reappear.



Helpful Hints

- Ryu can only carry one type of weapon at a time, so remember to pick the type of weapon you like best, and not just every one you find. Also remember that some weapons use more combat points than others.
- Ryu's quick reflexes can save him from various traps such as spikes by jumping back out before he sinks down. But be quick about it!
- When fighting the bosses, you should remember that using long-range weapons such as the Fireballs will save Ryu from some nasty blows.
- Collecting scrolls increases Ryu's speed, so don't miss any chances.
- Try to master the various techniques, especially the Kabekeri, as soon as you can, as you will need all your skills to defeat your opponents. Lightning-fast reflexes and deadly accuracy are the marks of a true ninja!

Handling This Cartridge

This Cartridge is intended exclusively for the Sega System.

For Proper Usage

- 1 Do not immerse in water!
 - 2 Do not bend!
 - 3 Do not subject to any violent impact!
 - 4 Do not expose to direct sunlight!
 - 5 Do not damage or disfigure!
 - 6 Do not place near any high temperature source!
 - 7 Do not expose to thinner, benzine, etc.!
- When wet, dry completely before using.
 - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
 - After use, put it in its case.
- * Be sure to take an occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.



SEGA

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