

NINJA

Instruction booklet

Starting

Starting the game

Launch **ninjaGame.exe** and wait a short while for the game to load. You will then see the Main menu.

Navigating the Main menu

Use the directional keys on your keyboard to move the selection in the Main menu. Press Ctrl or Enter to select the item.

There are four items:

Start Game - Start the game

Options - See p. 8

Credits - See who made the game

Exit - Close the application



Start a new game

In the Start Game menu you can see all your save files you have created. Use the "Next" and "Previous" buttons if available to scroll through additional save files.

Initially there will be no files and you have to create one with "Start new game". Here you will get to enter the name for the save file. Select the character map, then either write using the keyboard, or navigate the character map and select the characters you want. When you are done, select "OK". Your file will appear in the list. Select the file, then select "Start" to start the game.

Controls

Default control scheme

Left, right arrow keys	- Move horizontally
Down arrow key	- Duck / Look down
Spacebar	- Jump
Z	- Attack button A
X	- Attack button B
Ctrl	- Ninjutsu
Enter	- Weapon Select
Esc	- Pause menu / Cancel

Note: In the Options menu (p. 8) you can reconfigure the control scheme to your preference and select alternative input devices.

Weapon Select

Move selection with the directional keys, and use the Attack buttons (Z, X) to assign the selected weapon to that button.

Pause menu

The pause menu works like the main menu.

Select "Return" to resume playing.

Select "Save" to save your progress at any time.

Select "Exit" to return to the main menu.

Note: Your progress will be lost if you exit without saving.



Moves

Body techniques - Taihenjutsu

Rolling (Ukemi): Press Forward while ducking, or Down while running to do a faster roll. Press Down and hold Forward while falling or jumping to perform a break-fall (increase surviveability of falls and avoid getting knocked out when hit).

Walljump: Jump and turn so the ninja's back faces a wall, hold Forward and then press "Jump" again.

Backflip: Jump and press "Jump" again while still moving upwards.

Longjump: Jump immediately after starting a running roll.

Look down: Duck in the same place for a little while and the camera will move down a bit, if possible.

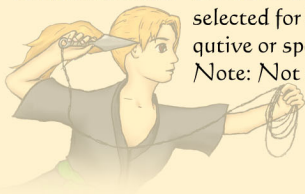
Weapon techniques - Bikenjutsu

Faster attacks: Alternatingly press one attack button after the other.

Combo attacks: Do the same as above with the same weapon selected for both buttons to perform consecutive or special attacks.

Note: Not all weapons have such combos.

See p. 5 - 7 for information on specific weapons.



Ninjutsu

Ninjutsu techniques

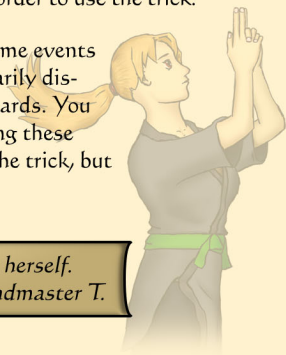
Ninjutsu is the secret art of the ninjas. Holding the “Ninjutsu” button while moving makes the ninja move stealthily and may avoid detection by some enemies.

Ninja Vanish Trick

Another application of Ninjutsu is the “Ninja Vanish Trick”. It allows a ninja to escape safely from dangerous situations. Perform it by first setting a safe vanishing point (make sure it is safe) by pressing **Ninjutsu-Down-Ninjutsu** in rapid succession. At any moment thereafter, the ninja can vanish to the point you set by pressing **Ninjutsu-Up-Ninjutsu**. When you enter another area, the power will dissolve and you must set a new vanishing point in order to use the trick.

Note: During “boss fights” and some events the vanishing point will be temporarily disabled, but it will be restored afterwards. You can set a new vanishing point during these events, in which case you can use the trick, but the old point will be lost.

*“A ninja uses Ninjutsu to protect herself.
It is the art of survival.” - Grandmaster T.*



Taijutsu

Taijutsu is the art of using the body, hands and feet to survive.

Striking and kicking - Dakentaijutsu

Choose the Hands or Feet in the Weapon Select menu to use them to strike or kick. By pressing Back immediately after attacking, the ninja can also kick or strike backwards.

Grabbing and throwing - Jutaijutsu

When attacking with Hands, hold Forward while hitting your target to grab it. Press Back and your other attack button to perform a throw, if that button also has Taijutsu (Hands or Feet) selected. By using the feet you can perform a more powerful kicking throw.

Throwing enemies will tend to weaken them, but if you hold on to them for too long they may break free. A ninja must always move and never freeze up.

Note: Many things can be grabbed, but not everything.

"Taijutsu is the foundation." - Grandmaster H.



Weapons

Sword

The sword is powerful and quick, but ineffective against hardened targets.



Staff

The staff is slower than the sword, but very effective against hard targets. It is spun for greater force, and this spinning can intercept projectiles and keep some foes at a distance.



Shuriken

Shuriken are steel throwing stars that can be thrown diagonally by holding Up or Down. They are fast but weak, and ineffective against hard targets. You can only carry a limited amount.



Smoke bombs

The smoke bombs are thrown and explode on impact with anything except water. The explosion is powerful so care must be taken not to stand too close. The bomb releases a blinding smoke that may confuse some foes and allow the ninja to escape safely. You can only carry a limited amount.



Kunai

Basics

The kunai is a gardening tool with an attached flexible chain. This allows it to be thrown, and be retracted, and it can also act as a whip. It is heavier than a shuriken but ineffective against hard targets.



Shinobi-iri

Through the use of shinobi-iri, the ninja can enter any castle unseen. The kunai can lodge itself almost anywhere and act as a grappling hook, letting the ninja scale obstacles and cross voids even Taihenjutsu cannot overcome.



Hold the Attack button when throwing the kunai in mid-air to make it attach upon impact with a wall, ceiling or other obstacle. While the kunai is attached, press Back and Forward alternately to gather swinging momentum. Release the Attack button to drop down, or press Jump to pull on the chain and perform a jump.

Be careful when attaching the kunai to fast-moving objects or at sharp angles that you don't swing into a wall at dangerous speeds...

"Weapons are but an extension of your Taijutsu."

Options

Main options

Fullscreen: If checked, play the game in fullscreen.

Sound volume: Adjust the volume of the sound effects

Music volume: Adjust the volume of the music

Configure input: Reconfigure the input scheme

Auto-update: Connect to the internet and check for updates automatically when starting the game. If an update is available you will be prompted if you want to download it. It will be downloaded and applied automatically if so. To check for updates manually, launch the "Patcher.exe" application and click "Get patches". Any available updates will be downloaded and applied. Updating the game will never invalidate or remove your save files.



Configure input

Move the selection through the available buttons and select one (press Ctrl) to reconfigure it. The button will be set to the next button you press, and you can navigate the menu again.

If you have a gamepad connected to your computer that you want to use, check "Use controller" and the game will try to find it. If it succeeds you can also use the buttons or sticks on your gamepad when reconfiguring buttons.



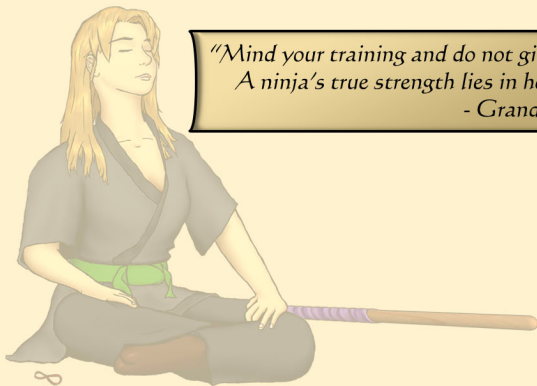
Death

Game over

It is a dangerous world and there are many ways a non-vigilant ninja can perish. When this happens the screen will fade to black and the Game Over screen will appear. From here you can choose to Continue your game from the previous point at which you last saved, or quit to the Main menu.



If you have entered a new area since the last time you saved, you will also be given the option to restart from the point where you entered the area.



*"Mind your training and do not give up.
A ninja's true strength lies in her heart."
- Grandmaster R*

Notes

This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly aged or off-white appearance.

