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Instructions

# NINJA 外伝

TM

## G A I D E N



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## THE ENEMIES

THE NINJA MUST DEFEAT EIGHT ENEMY CLASSES TO SUCCEED: MASKED NINJA • LUMBER NINJA • CLAWED WARRIOR • DARK LORD • BLACK NINJA • SUMO • WRESTLER • WHITE NINJA •

AFTER CLEARING THE CITY OF EVIL GUARDIANS, THE NINJA STILL HAS ONE ENEMY TO FACE: THE MIGHTY DARK LORD. THE DARK LORD IS VERY LARGE AND HE'S ARMED WITH RAZOR-SHARP SABRES. HE IS HIGHLY TRAINED IN ALL THE VIOLENT ARTS - IN FACT, HE INVENTED MOST OF THEM HIMSELF.

TIME IS SHORT FOR OUR NINJA HERO. HE STARTS WITH ONLY 99 SECONDS TO COMPLETE EACH OF THE LEVELS. IF HE DOES NOT COMPLETE A LEVEL WITHIN THE ALLOTTED TIME, HE WILL LOSE A LIFE.



## THE TREASURES

THERE ARE SIX DIFFERENT TREASURES AND POWER-UPS:

- BLUE PILL INCREASES K.O.'S REMAINING BY ONE.
- RED PILL INCREASES K.O.'S REMAINING TO FIVE.
- RUBY: 500 POINTS.
- CLOCK: ADDS 30 SECONDS TO TIMER.
- SWORD: FIGHT WITH A SWORD INSTEAD OF YOUR FISTS.
- MAN: ADD ONE LIFE.

IT TAKES MORE THAN A SIMPLE K.O. TO BEAT OUR HERO! AS LONG AS HE HAS AT LEAST ONE K.O. LEFT ON THE K.O. INDICATOR, HE GETS UP RELATIVELY UNSCATHED.



EACH TIME THE NINJA IS KNOCKED OUT, THE INDICATOR IS REDUCED BY ONE. WHEN THE K.O. INDICATOR REACHES ZERO, THE NINJA LOSES A LIFE. IF THE NINJA LOSES ENOUGH LIVES, THE GAME ENDS.

YOU CAN CONTINUE THE GAME FROM WHERE THE NINJA HERO LOST HIS LAST LIFE. WHEN THE CONTINUE SCREEN APPEARS, PRESS A OR B BEFORE TIME RUNS OUT. THE NINJA LIVES AGAIN, BUT THE POINT TOTAL RETURNS TO ZERO.

THE NINJA MUST CLEAR FOUR AREAS OF THE SILENT CITY: A) CITY STREETS B) SAKING MOTTO C) TRAIN STATION D) PALACE



BATTLING THE DARK LORD

## SCORING

DESTROYING A MASKED NINJA	100	DESTROYING A LUMBER NINJA	100
DESTROYING A BLACK NINJA	200	DESTROYING A CLAWED WARRIOR	3000
PICKING UP A RUBY POWERUP	300	DESTROYING A WRESTLER	5000
DESTROYING A WHITE NINJA	800	DESTROYING A SUMO	1000
		DESTROYING A DARK LORD	50000



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