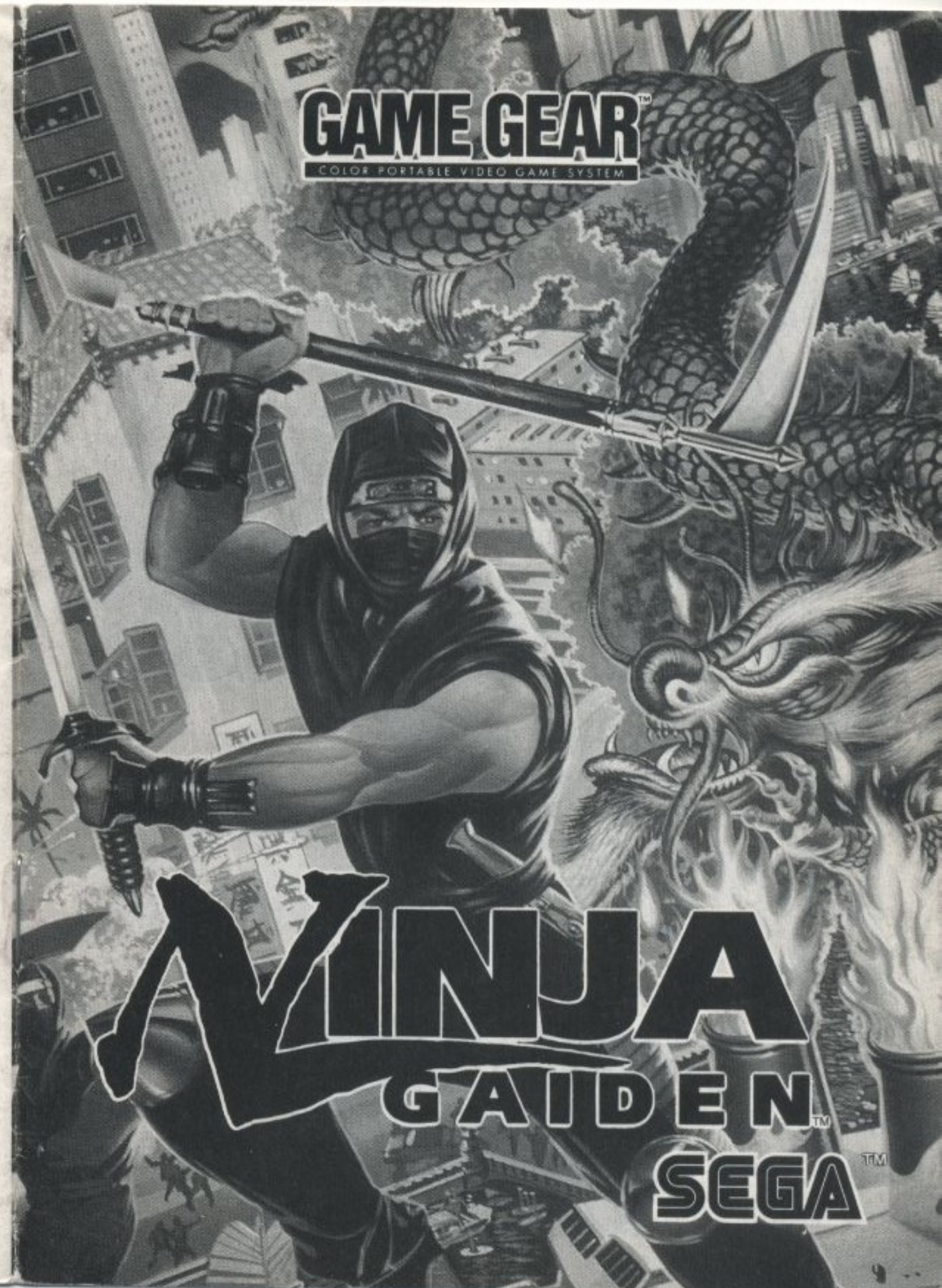


GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

Ninja Gaiden and Gear-to-Gear Cable are trademarks
of Sega of America, Inc. Game Gear is a trademark of Sega Enterprises Ltd.
© 1991 Sega 130 Shoreline Drive, Redwood City, CA 94065
Printed in Japan <672-0642> All Rights Reserved



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 *Ninja Gaiden* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Ninja Gaiden* Title screen will appear.
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: *Ninja Gaiden* is for one player only.



Regain the Dragonsword!

According to ancient legend, the Dragonsword is a magical blade. Whoever takes possession of this sword takes on powers far greater than his own.



The Dragonsword has been passed down through generations of Dragon ninjas to the present day ninja known as Ryu. As keeper of the sword, Ryu is entrusted with the heavy responsibility of keeping the sword in safe hands which means no other hands than his own.



But one day the sword was almost stolen! A mysterious organization tried to take the sword for unknown reasons. Ryu must now take the offensive before the enemy makes another attempt to take the sword.

Ryu needs clues to protect the Dragonsword. Who wants control of the sword? What is this secret organization? Whatever their motives for trying to steal the sword, one thing is sure. Their intentions cannot be honorable!

Take Control!

Directional Button
(D-Button)

Start Button

Button 2

Button 1



Directional Button (D-Button)

- Press left or right to move Ryu in those directions.
- Press up to move Ryu upward when he is clinging to a wall.
- Press down to move Ryu downward when he is clinging to a wall. Otherwise press down to make Ryu crouch.

Start Button

- Press to start the game in the Title screen.
- Press during the game to pause; press again to resume play.
- Press to skip story screens.

Button 1

- Press to swing sword.
- Press while pressing the D-Button down to use Ninjutsu (ninja magic).

Button 2

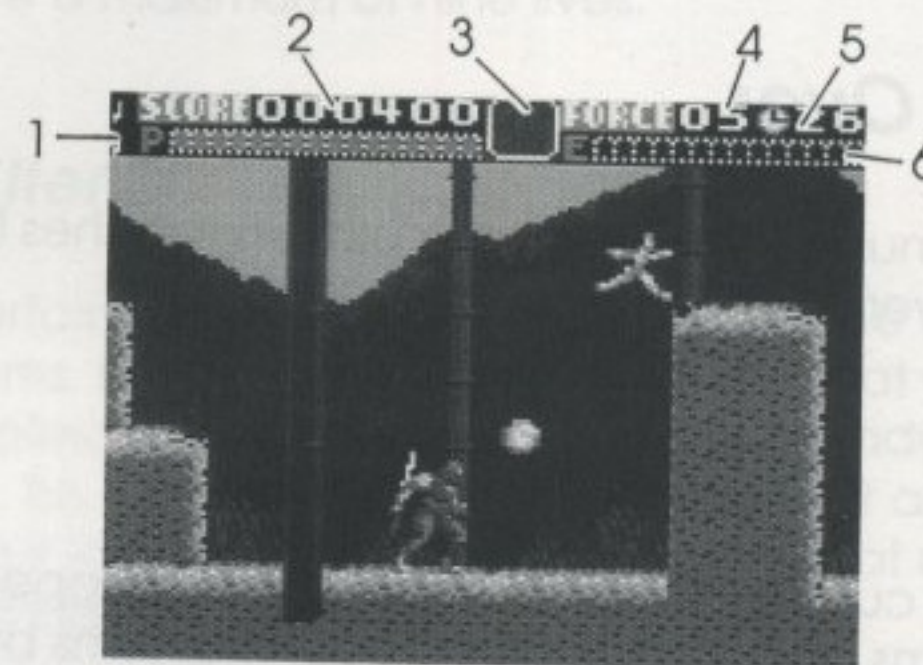
- Press to make Ryu jump.
- Press to skip story screens.

Get Ready for Combat!

When the power switch is turned ON, the Title screen appears. Press the Start Button to begin play.



Screen Signals



- 1. Life gauge:** Ryu's vitality. When this gauge becomes empty, Ryu falls over and dies.
- 2. Score**
- 3. Item indicator:** Ninjutsu item that Ryu is presently holding.
- 4. Force:** Level of ninjutsu power. This power is increased by collecting force items. It decreases each time a Ninjutsu item is used.

- 5. Time:** Time remaining in present stage. When time runs out, Ryu falls down and the number of remaining lives decreases by one.
- 6. Enemy boss's life gauge:** This gauge is operative only when Ryu is in combat with a boss at the end of a stage.

Story Screens

When each stage is cleared, the story of Ryu and the Dragonsword unfolds in a series of story screens. The next stage begins when the story screens are finished. Press the Start Button or Button 2 to skip the story screens.

Game Over

When the number of remaining players reaches 0, the game is over.

Items

When Ryu cuts the magical spheres which appear in the game, items appear. He can collect the items by walking over them.

Force Items



Power Balls: These items increase force. Red balls add ten force units and blue balls add five force units.



Pot of Herbs: These items restore part of Ryu's life gauge. Red pots restore eight markers. Blue pots restore four markers.



Scrolls: These items add 30 units to Ryu's force.



Circling flame: These items are useful for defense. A flame appears around Ryu for a certain length of time and protects Ryu from enemy attacks.



1 Up: This item gives Ryu one extra life. Ryu can have a maximum of nine lives.

Ninjutsu Items


Ryu can perform a number of Ninjutsu spells if he collects the right items. But he can only carry one item at a time. When he collects a new item, the item he already has disappears. Be careful to pick up the items that are most useful. Even if Ryu has a Ninjutsu item, he cannot use it if he does not have enough force.




Shuriken: Allows Ryu to throw Shuriken (throwing knives) horizontally. Each Shuriken uses two force units.



Waves: Allows Ryu to emit waves straight above himself. Each wave uses three force units.

 **Enemy seeking ring:** Pursues and destroys nearest enemy. Each ring uses five force units.

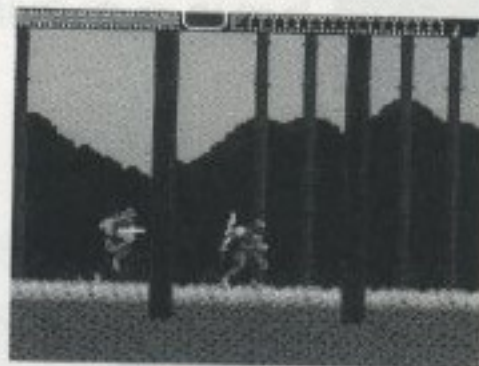
 **Scatter bomb:** Shoots a three-way bomb in the direction that Ryu is facing. Each bomb uses seven force units.

Stages

Ryu will face various adversaries as he draws closer to the secret of the mysterious organization, whose sights are set on the Dragonsword.

Stage 1

Cut through an army of warriors in the hills of Kyoto to find the Monk of the Red Tiger Cult. He will tell you where to find out who is after the Dragonsword only if you can defeat him in battle first.



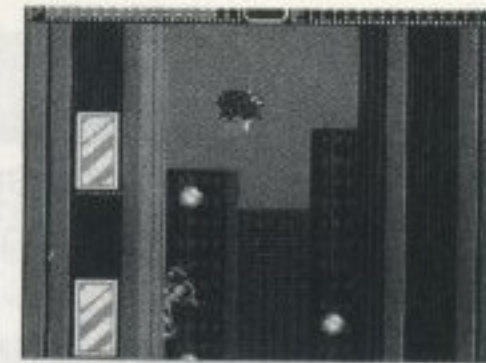
Stage 2

Leap across enemy-infested barges in Kobe Harbor. Find the boat where General Totenkoff is hiding. The General is the only lead you have. Defeat him to gain more clues about the secret organization that is after the Dragonsword.



Stage 3

The scene has shifted from Japan to Hong Kong where the fiendish Mr. Tsin is waiting at the top of a skyscraper. Climb the skyscraper to engage in a showdown with Mr. Tsin who is known for his powerful spinning back kick and his fast and eager trigger finger.



Stage 4

Wake up in ruins of India to discover that you have been out cold from sleeping gas. You are now close to the source of the mysterious organization. If only you can get past the enemy's agents, you can find out who is at the center of this organization. Fight your way to find the conclusion of this story.



Helpful Hints

- Learn Ryu's movement on flat land and on walls so that you can control him precisely.
- Cut through as many magical balls as possible to collect items. Since only one Ninjutsu item can be carried at once, pick up only the Ninjutsu items that you wish to carry.
- Learn the different characteristics of each type of enemy so that you can fight them most effectively.

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 break 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.