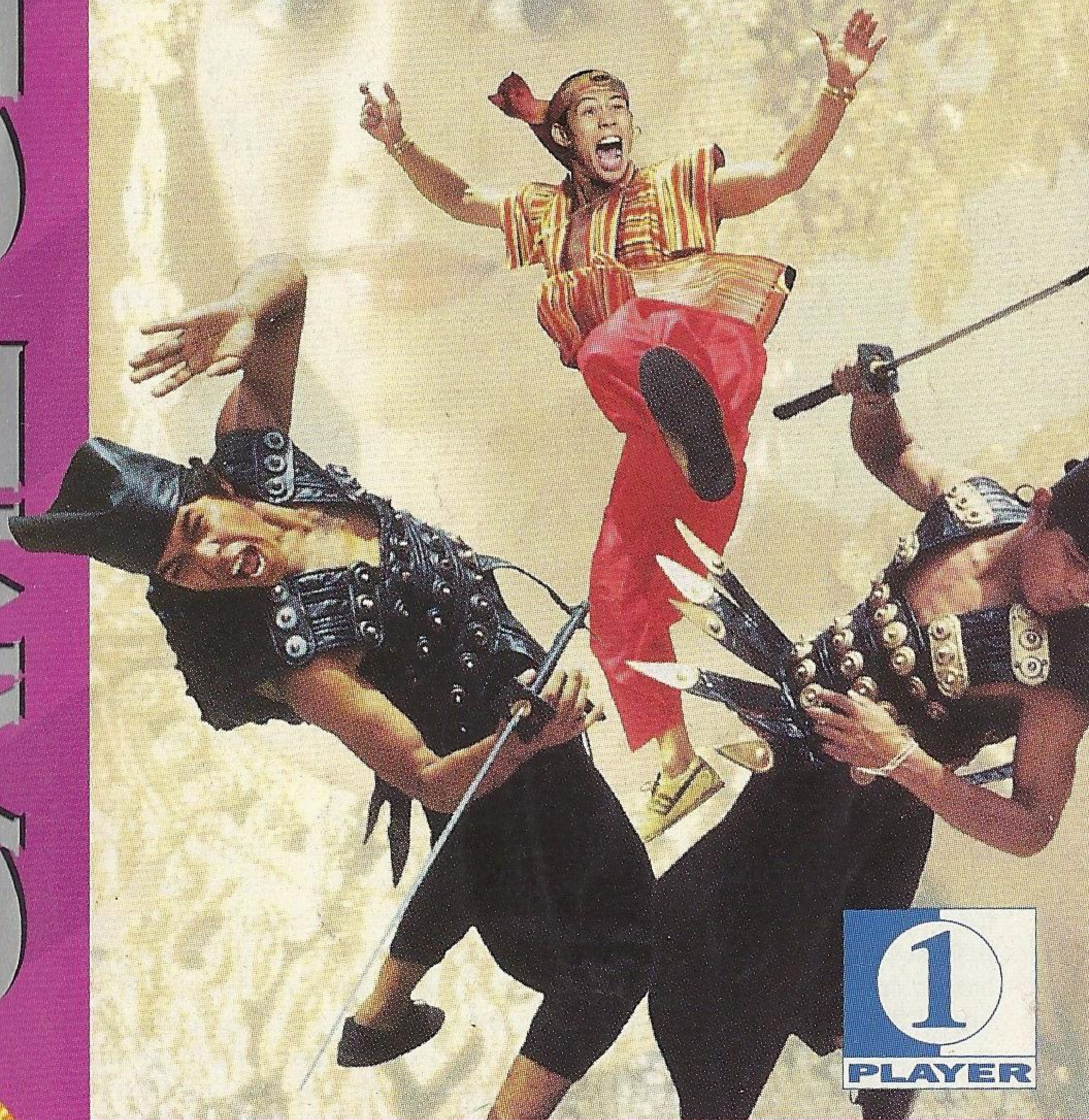


GAME GEAR™

SURF NINJAS™



1
PLAYER



SEGA™

Credits

Producer: Carl Mey

Producer for NuFX: Patrick Quinn

Designers: Patrick Quinn, Lou Haehn

Programmer: Ed Hellesen

Artists: John Cortecero, James Learned

Animators: Jon Murfey, Scott Nychay

Music & SFX: Brian Schmidt, John Seigesmund

Product Marketing: Scott Steinberg

Lead Testers: Richie Hideshima, Todd Morgan

Manual: Carol Ann & Neil Hanshaw

Gameplay Hotline

For gameplay help, call 1-415-591-PLAY

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Starting Up

Insert Sega Cartridge



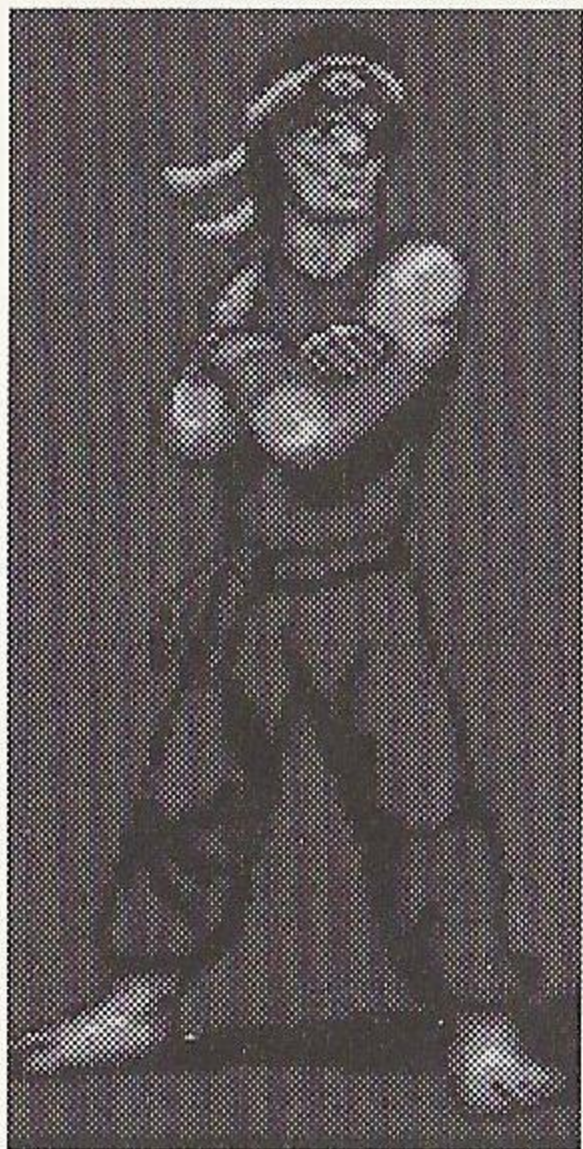
1. Set up your Sega Game Gear, and make sure the power switch is **off**. (Always turn the power switch **off** before inserting or removing the cartridge.)
2. Insert the *SURF NINJAS* cartridge into your Game Gear, and turn the power switch **on**. The Sega screen will appear, followed by Credits screen and then the Title screen.
3. Press any button to begin reading about Johnny and Adam's quest to reclaim their royal heritage. Press **Button 1** or **2** after each text screen to go on to the next one.
4. Press **Start** to begin the non-stop martial arts combat!

Important: If you don't see the Sega screen when you turn on your Game Gear, turn the power switch **off**. Check that the batteries in your Game Gear are working (or that your Game Gear is connected to a power source), and make sure the cartridge is **firmly** inserted in the cartridge slot. Then turn the power switch **on** again.

Handling Your Cartridge

- The Sega cartridge is intended for use only on the Sega Game Gear.
- Do not bend the cartridge, crush it or get it wet. Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

Fulfill Your Destiny, Dude!

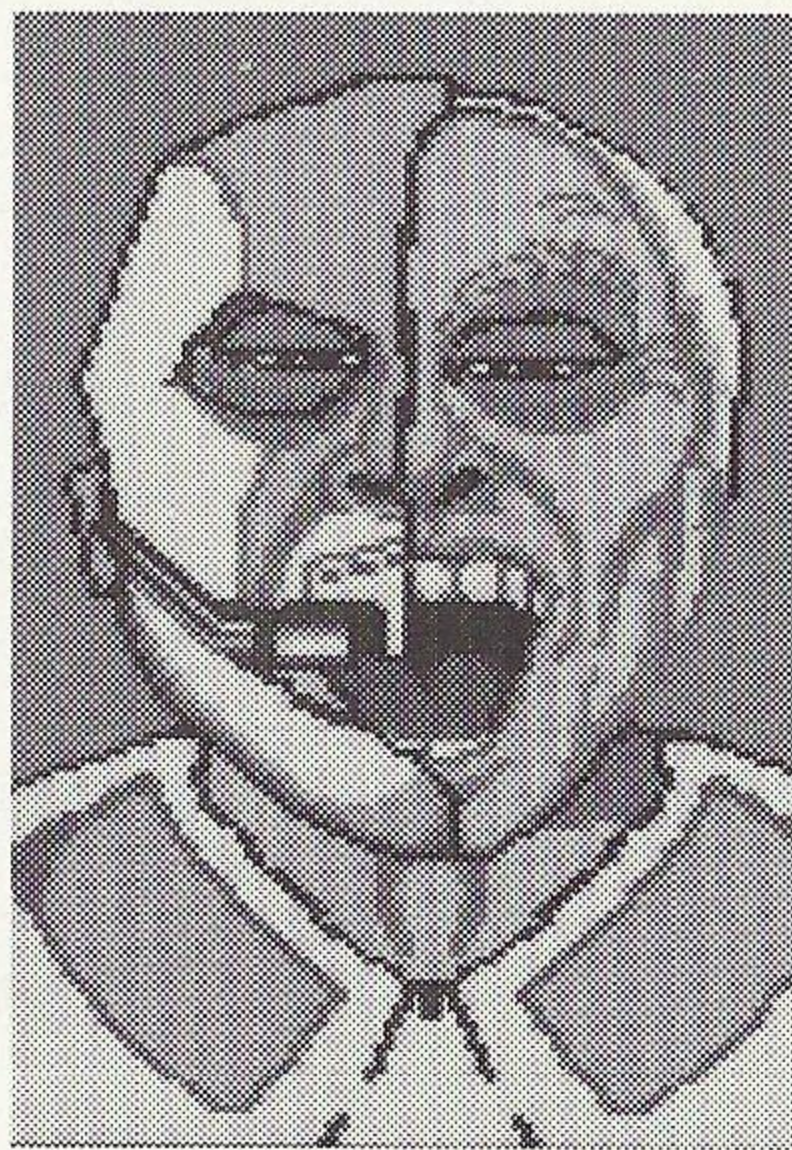


Johnny McQuinn and his brother Adam are mellow surfer dudes, just ridin' the waves, until a powerful ninja *sensei* named Zatch appears. Zatch has astonishing and troubling news. He reveals a well-guarded secret — Johnny and his brother are really princes, the last heirs to the 4,000-year-old throne of the warrior kings of Patu San!

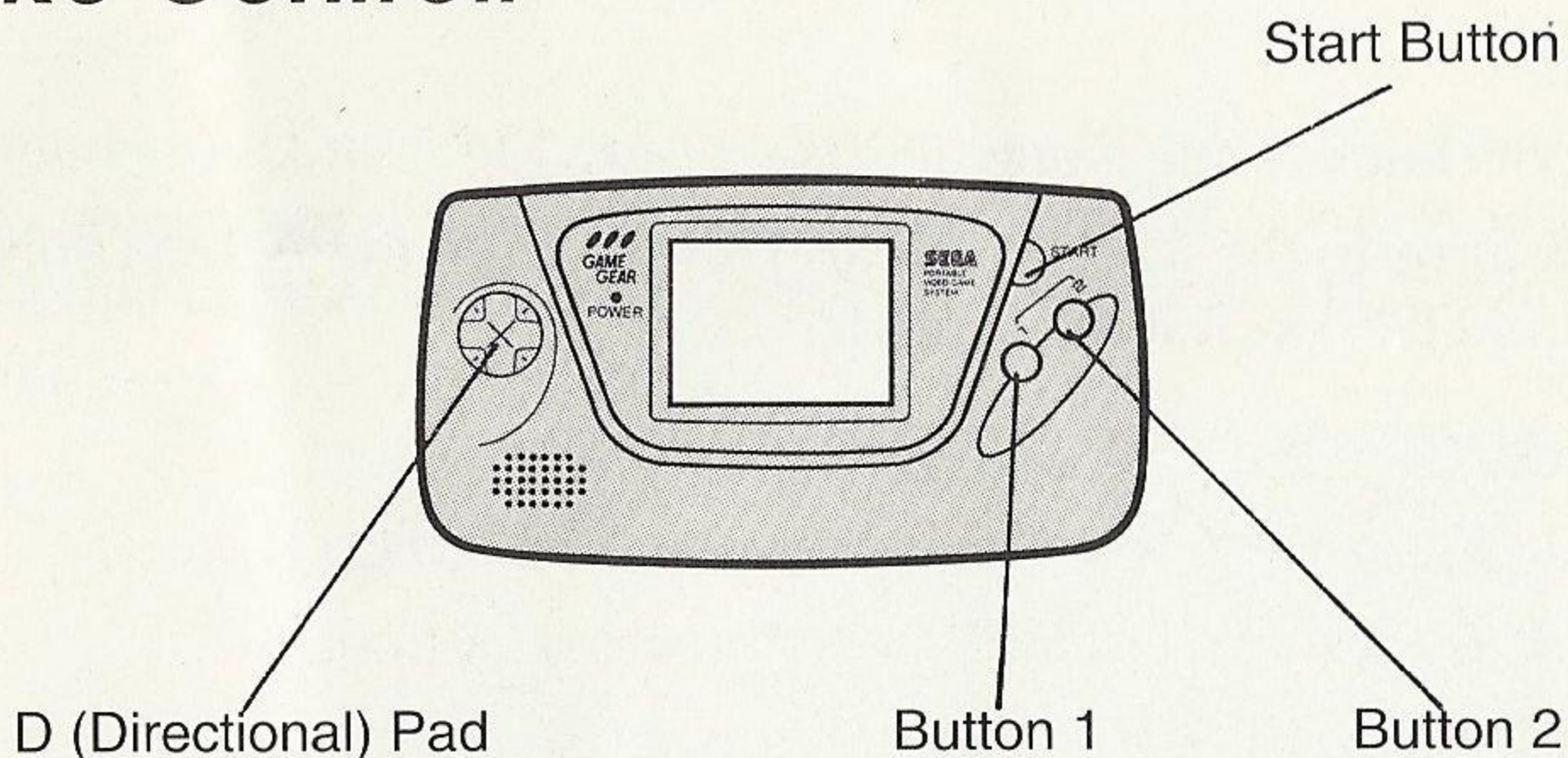
The bad news is that power-mad Colonel Chi, who murdered their parents, knows that Johnny and Adam are pre-destined to return to Patu San and reclaim their throne. Chi will stop at nothing to prevent this from happening!

Chi has kidnapped Johnny and Adam's stepfather and imprisoned him in the island fortress on Patu San, as bait to lure the McQuinns into his death trap! At this very moment, the Colonel's ninja assassins are stalking the brothers in California!

It's time for the counterattack! As Johnny, match Chi's thugs blow for blow and slash for deadly slash. Throw lethal Shurikens, Death Stars and Katanas. The battle rages from California to distant Patu San with jungle warfare, beach invasions and stealth attacks. When the odds seem impossible, call on the warrior Zatch and assume the awesome ninja powers of your ancestors. Avenge your parents' death and save your royal bloodline!



Take Control!



GENERAL GAMEPLAY CONTROLS

Start

- Skips the Title screen, introductory screens or any text screens and goes on to the next sequence.
- Pauses the game and brings up the Status/Selection screen.
- Continues or ends a game from the Continue screen.

D-Pad

- Moves Johnny LEFT or RIGHT.
- Makes Johnny crouch DOWN.
- Selects YES or NO on the Continue screen.

Button 1

- Punches.
- Goes on to the next page of a text screen.

Button 2

- Jumps straight up. **D-Pad** LEFT or RIGHT + **Button 2** jumps in those directions.
- **D-Pad** DOWN + **Button 2** throws your weapon.
- Goes on to the next page of a text screen.

STATUS/SELECTION SCREEN CONTROLS

Start

- Exits back to the game action.
- Returns to the Status/Selection screen from the ADAM HINT and USE TREASURE screens.

D-Pad

- DOWN moves the highlight to the next option.
- UP moves the highlight to the previous option.
- RIGHT, LEFT, UP or DOWN moves the highlight on the USE TREASURE screen.

Button 1 or 2

- Selects the highlighted item.
- Scrolls through the weapons after selecting WEAPON TYPE.

AWESOME NINJA ATTACKS

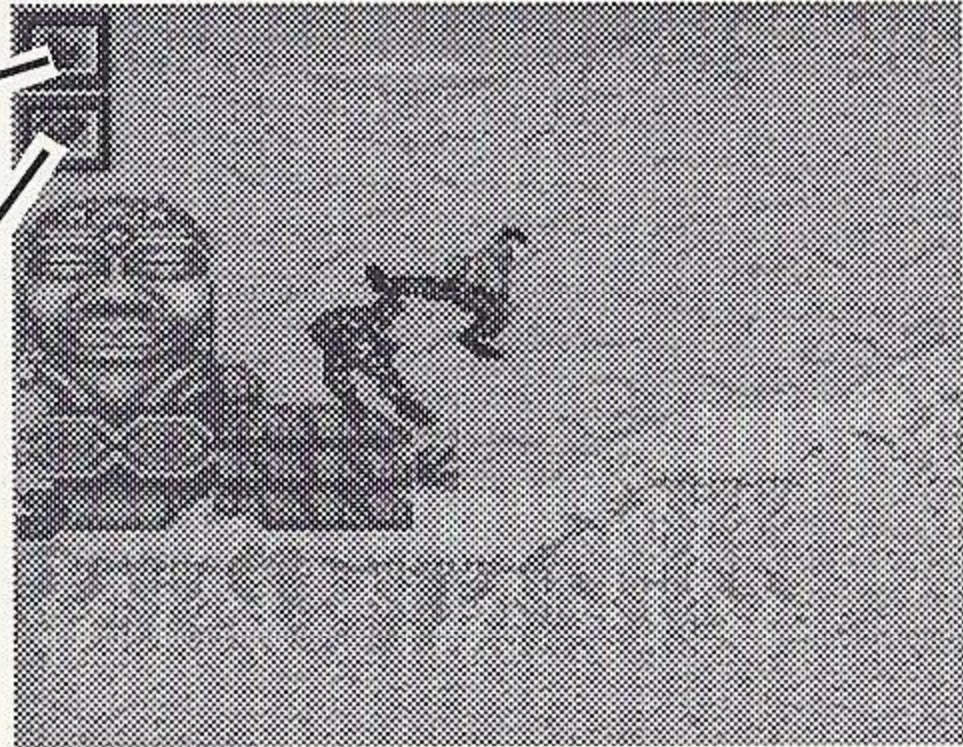
- Roll: **D-Pad DOWN**, then **LEFT** or **RIGHT**.
- High Kick: **D-Pad UP** + **Button 1**.
- Low Kick: **D-Pad DOWN** + **Button 1**.
- Jumping High Kick: **Button 2**, then **D-Pad UP** + **Button 1**.
- Double Spin Jump: **D-Pad LEFT** or **RIGHT**, then **Button 2** twice quickly. The longer you hold down **Button 2** on the second press, the higher and farther you'll jump.
- Power Punch: With your enemy at arm's length, jump left or right, then press **Button 1** in midair.
- Body Throw: When your enemy is very close, press **Button 1**.

Non-Stop Ninja Combat!

Be ready to fight! Chi's murderous ninjas are coiled to strike from anywhere, at any moment! Never forget that you wield the lethal combat skills of the ancients. Keep moving and keep fighting!

Double Spin
Jump Meter

Health
Meter



Double Spin Jump Meter

Shows how powerful your jumps will be. When the box is:

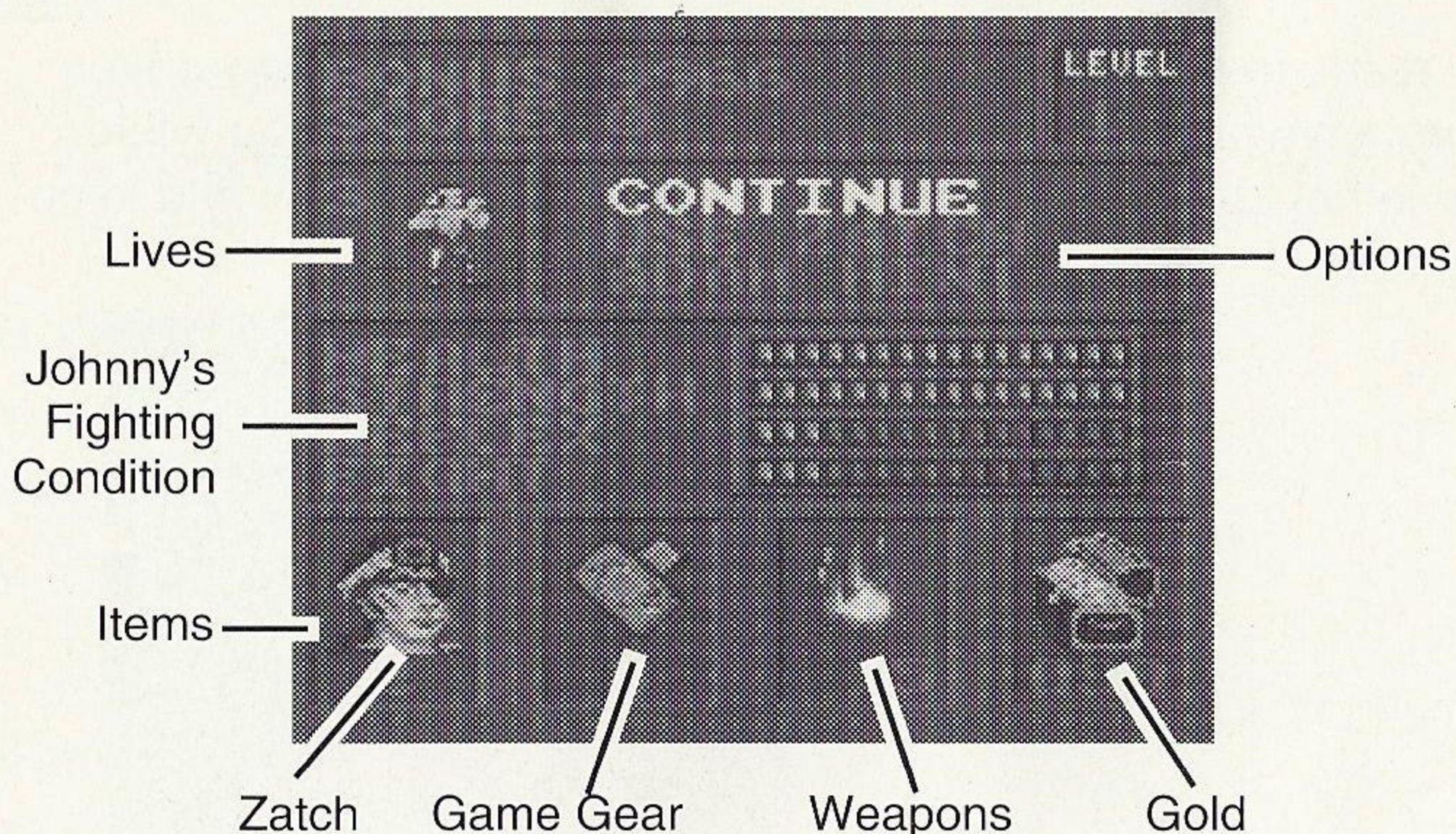
- Blue and the arrow points to the upper right, Johnny is strong and can do long, high, double spin jumps.
- White, and the arrow points to the right, Johnny is tired and can jump at only about 50% of his full height and distance.
- Red, and the arrow points to the lower right, Johnny is exhausted and can only do small jumps. Rest and avoid jumping until the meter is restored to full strength.

Health Meter

Shows how much stamina you have. When the box is:

- Blue, Johnny is at his most powerful.
- White, Johnny's health is about half gone.
- Red, Johnny is close to losing a life. Find a Health power-up quickly or go to the USE TREASURE screen and buy one (see page 11).

The Status/Selection Screen



Press **Start** to bring up this helpful screen. It shows your game status and Johnny's fighting condition, and offers options to help you survive! Press **Start** again to exit and return to the action.

Bonus

Your bonus points so far. The faster you move through a level, the more bonus points you gain when you clear the scene.

Score

Your score so far. Points are added up at the end of each level.

Level

The game level you're currently playing.

Lives

How many lives Johnny has left. You start a game with three lives. When you run out of Health, you lose a life. If you have lives left, you'll return to the same place where you fell in battle. Find or buy Life power-ups to gain more lives (see pages 11-12).

Johnny's Fighting Condition

These four bars track how well Johnny is holding up.

- **Health** decreases as Johnny takes damage. Find Health power-ups to regain some health. When you clear a level, the Health bar is completely restored.
- **Strength** decreases as Johnny fights. Avoid fighting for a moment or two to restore your strength. The longer you rest, the more strength you regain. When you clear a level, your Strength bar is completely restored.
- **Reflex** shows how fast Johnny can respond. Find Reflex power-ups to increase this bar.
- **Fight** shows how expert Johnny's martial arts skills are. Help Johnny increase his skills by finding Fight power-ups.

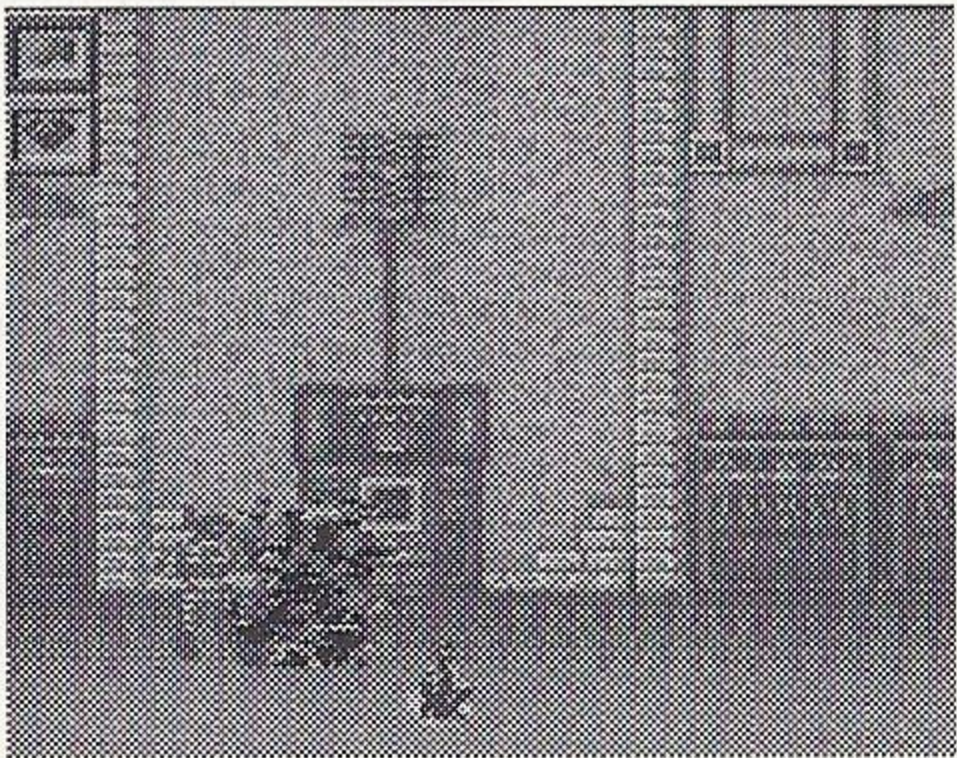
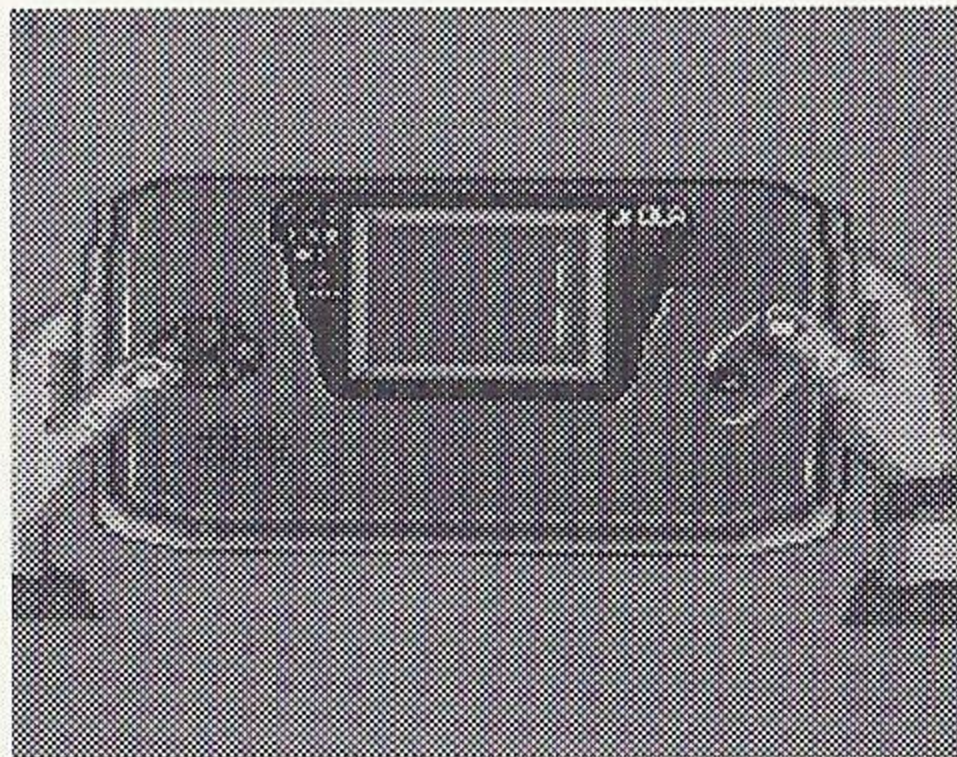
Items

You start out with a number of important items that you'll need to win. As you use them up, replace them with power-ups that you can find throughout the battlezones.

- **Zatch**, the powerful ninja warrior, helps you destroy obstinate enemies. You start the game with two Zatches. To summon him, see the USE ZATCH option on page 10.
- The **Game Gear** shows how many hints you can get from Johnny's brother Adam. You start out with four Game Gears. See the ADAM HINT option on page 10 to find out how to use them.
- Launch death-dealing ninja **weapons** to slice and dice your attackers. You have four types of weapons, and you start out with 15 rounds. If you run out, you'll have to resort to hand-to-hand combat. To switch weapons, see the WEAPON TYPE option on page 10.
- **Gold** can buy other valuable items. You have 30 gold pieces when you start. To find out how to use them, see page 11.

Options

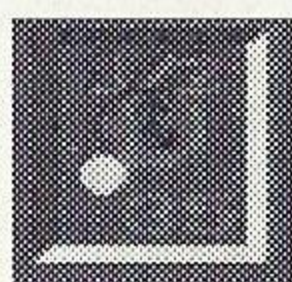
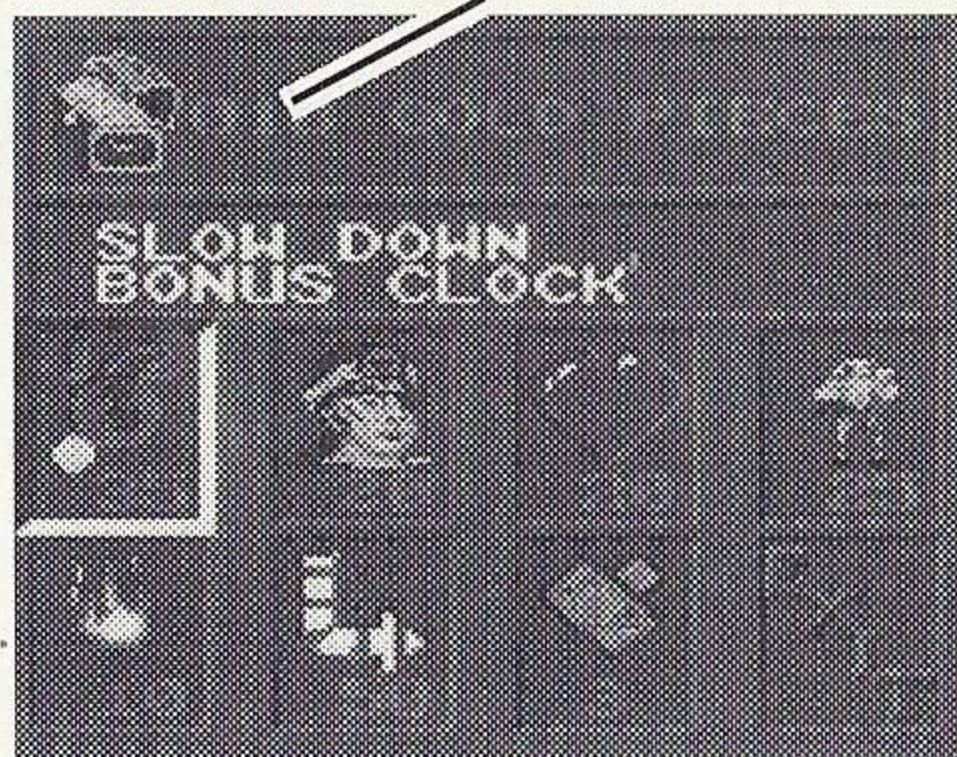
Use options to help you win the game! Press the **D-Pad UP** or **DOWN** to scroll through the list, and press **Button 1** or **2** to select the highlighted option.

- **Continue:** Returns you to combat.
- **Use Zatch:** Transforms Johnny into Zatch for a few moments. If one of Colonel Chi's thugs is nearby, Zatch easily pulverizes him before disappearing in a puff of ninja magic. You must have at least one Zatch item (see page 9) in order to select **USE ZATCH**.
- **Adam Hint:** Johnny's brother Adam will call up a secret survival tip on his Game Gear. You must have at least one Game Gear item (see page 9) in order to select **ADAM HINT**.
- **Use Treasure:** See page 11.
- **Reset:** Restarts the game from the Sega screen.
- **Toggle Music:** Turns the game music off or on.
- **Weapon Type:** Selects a different weapon in the Weapons item box each time you press **Button 1** or **Button 2**. You have four types of weapons to choose from: Fire, Shurikens, Death Stars and Katanas. See page 13 for more details.

The Use Treasure Screen

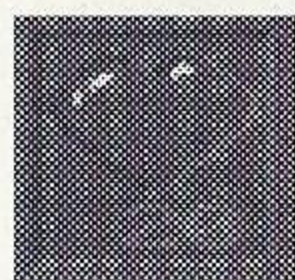
Select the USE TREASURE option to go to its screen. Here you can buy essential items for annihilating Colonel Chi! Use the **D-Pad** to move the highlight box to an item. Make sure you have enough gold to buy it, then press **Button 1** or **Button 2** to make the sale.

Your Gold



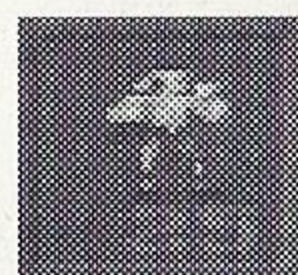
Slows down the invisible bonus clock, so you'll have more time to complete a level and still earn high bonus points. Cost: 35

Gives you another Zatch. Cost: 20



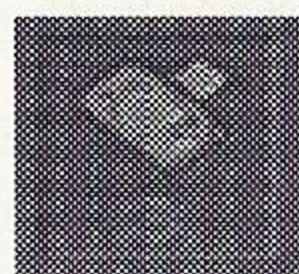
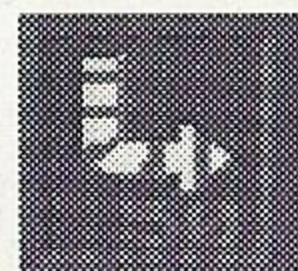
Completely restores Johnny's Health bar. Cost: 20

Buys an extra life. Cost: 25



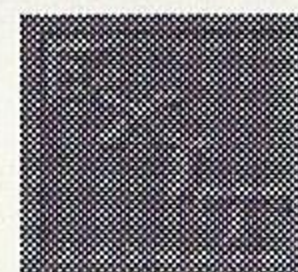
Beefs up your weapons with another five rounds. Cost: 10

Gives you an extra Continue. Cost: 50



Adds another Game Gear hint to Adam's collection. Cost: 3

Returns to the Status/Selection screen with your new items. No cost.



Power-Ups

Look for these life-savers on the ground, in the air, and in unlikely places. Kick or roll over low-lying power-ups to pick them up. Jump to grab the ones above you.



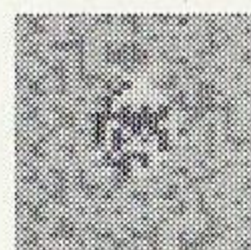
A **Heart** restores 12 units to your Health bar.

A **Game Gear** gives you one more hint.



Zatch increases your Zatch item by two.

A **Coin** is a chunk of change worth 20 gold pieces.



A **Weapon** adds five rounds to your Weapon item.

Johnny gives you an extra life.



The **Yin-Yang** increases your Reflex meter.

The **Double Dragon** increases your Fight meter.



The **Kwantzu** provides you with a vital weapon you'll need to defeat Colonel Chi. You must search for this ancient sabre in a secret place. When the time is right, take up this mighty sword by selecting a new option, USE KWANTZU, on the Status/Selection screen. Guard the Kwantzu carefully, and use it wisely. It is good for one battle only.

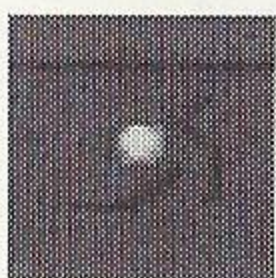
Weapons

Use an arsenal of deadly ninja weapons in your battles to reclaim your royal birthright!



Fire incinerates your unlucky enemies!

Shurikens pierce even the strongest armor!



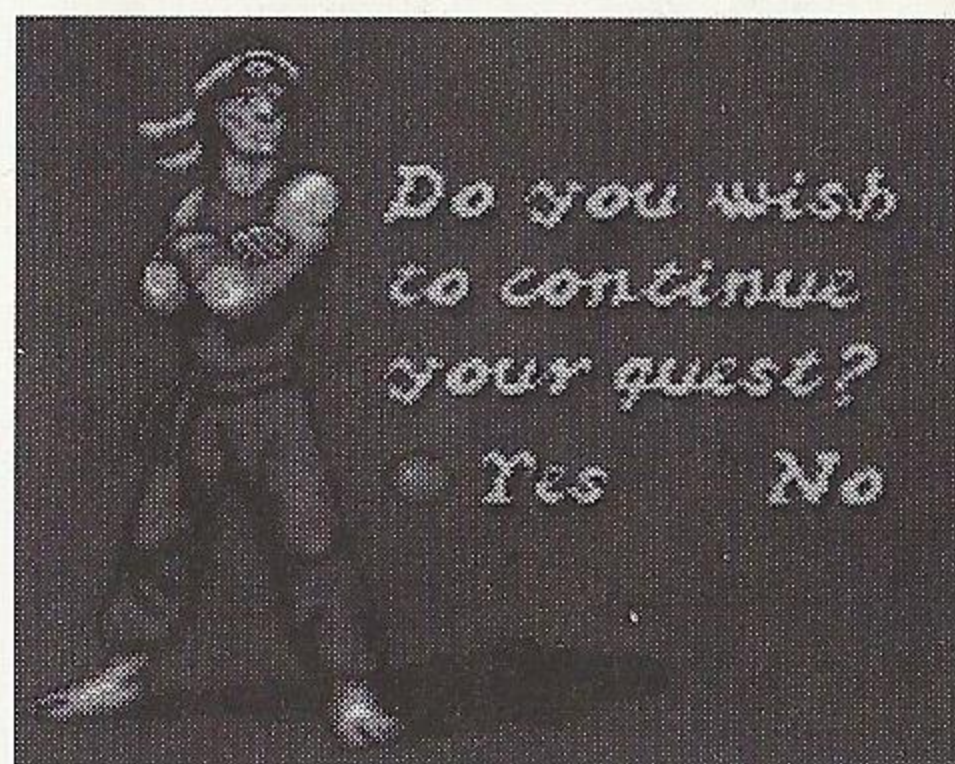
Death Stars shred your foes with their slashing points!

Razor-edged **Katanas** slash through attackers without mercy!



Game Over/Continue

The game ends when Johnny loses his last life. Then, the Continue screen appears. Press **Start** to resume the game at the beginning of the last level you played. You can continue a game once, plus you can buy extra Continues on the USE TREASURE screen.



Ninja War Zones

Level 1: Palace Restaurant

Today's Special: After a rousing workout with a mob of ninjas, you'll confront the bloodthirsty Captain Ming!

Level 2: Docks of Venice, CA

Two kinds of rats, the four-legged and the two-legged species, swarm over this hodgepodge of piers and packing crates.

Level 3: Island of Patu San

Battle a battalion of attackers on the sandy beaches of your homeland. Read Adam's hints so you'll know what to look for, and be sure to jump over the pits studded with punji stakes! Check out the phone booths in the control room — they're actually camouflaged transporters that can warp you to other locales!

Level 4: Jungle of Patu San

Rage through the treacherous jungle dangers. Don't waste time or you may catch something deadly. A secret cave lies hidden in the depths of this tropical forest. Raid it to arm yourself with vital weapons and stupendous ninja powers!

Level 5: Colonel Chi's Prison Camp

Long teak terraces hide the waves of ninja soldiers whose only orders are "Attack!" Snakes, rats and other noxious pests crowd your path. Search every level for essential power-ups that will help you win!

Level 6: Colonel Chi's Fortress

Begin your last assault on the madman who murdered your parents. To win, you must wring every ounce of strength and determination from your body and spirit. This is the final battle for victory — and it will be the worst!

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 90 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

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

1-800-872-7342

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, he or she 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 or she 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 90 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.

SHINOBI II™

THE SILENT FURY



Shinobi™, the Ninja Master, returns with his team of expert warriors. Attack with 5 different ninjas. Each has his own special ninja magic.



More power, more moves and more Ninja Magic than ever before.



Password feature lets you stop play between rounds and continue later.



After each round, a new ninja with a different fighting style joins the group!

