

# NINJA GAIDEN

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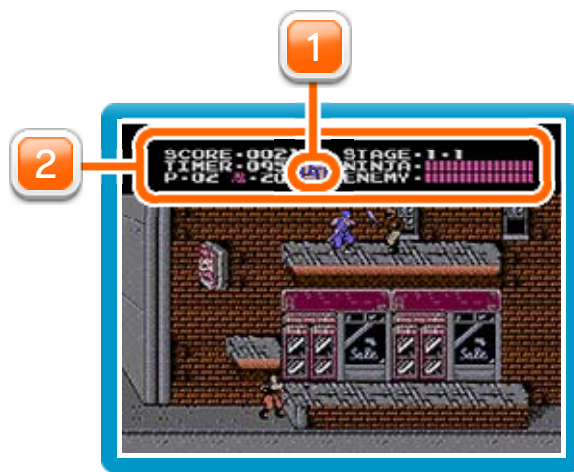
6 Items/Ninja Abilities

## Basic Controls

Move	+
Jump	A
Attack with the Dragon Sword	B
Start/Pause/Resume game/Skip cutscenes	START

### ● Cutscenes

The story for this game is told through cutscenes displayed at the end of certain acts.



1 Ninja ability





2 Display

## Viewing the Display

Score	Your current score.
Act and stage	The current act and stage.
Timer	Your remaining time. If this gauge reaches zero, you lose one life.
P	Your remaining lives. If you lose all of your lives, the game is over.
忍	Your remaining spiritual strength. This will deplete as you use your ninja abilities.
Ninja	Physical strength remaining. You lose physical strength each time you are attacked. If this meter is depleted, you lose one life.
Enemy	The strength of the enemy boss. Attack the boss to drain this meter. This meter will always be displayed regardless of whether you are fighting a boss or not.

### 3

## Basic Movement



Press  to run in that direction, or press  to crouch. When next to a ladder, press  to climb or descend. You can also grab ladders mid-jump. When on a ladder, press  in the opposite direction and **A** to jump off.



◆ You can't attack while you are on a ladder.

## 4

## Wall Jumping

As a ninja, you have the power to cling to walls and other surfaces. While hanging on a wall, press  in the opposite direction and **A** to jump off the wall. This lets you scale walls by jumping between them in a zigzag pattern. You can't attack while you are hanging on a wall. Hold **A** and alternately press , to perform the Wall-Spring Climbing Jump.



If you have no lives and fall into a pit, run out of time or lose all your physical strength, you will go to the game over screen.



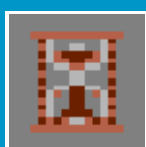
From this screen, press START to continue from the beginning of your most recent stage. However, if you lose a life to any of the final bosses at the end of the game (stages 6-4 and 6-5), you will go back to the start of the act (stage 6-1). You have an unlimited number of continues.

Slash open certain objects to reveal the items hidden inside.



### Spiritual Strength

Red ones add ten units of spiritual strength to your meter, while blue ones add five. You'll need these in order to use your ninja abilities.



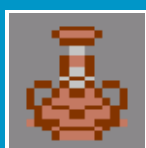
### Time Freeze

Freezes all enemies and projectiles in place for a short period of time.



### Bonus

Adds points to your score. Red ones grant 1,000 points, while blue ones bestow 500.



### Energy Potion

Restores six units of physical strength.



### 1 Up

Increases your remaining lives by one.



### Invincible Fire-Wheel

Destroys any opponent or projectile it touches. This ability does not consume spiritual strength.



### Throwing Star

⊕ + B

Flies forwards, damaging one enemy.  
(Spiritual strength consumed: 3 units)



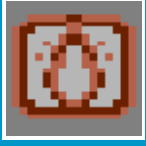
### Windmill Throwing Star

⊕ + B

Slices through enemies and returns like a boomerang. (Spiritual strength consumed: 5 units)

## The Art of the Fire Wheel

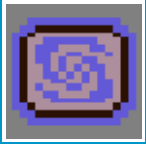
⊕ + **B**



Lets you summon flames that fly up and out, burning everything in their path. (Spiritual strength consumed: 5 units)

## Jump & Slash Technique

**B** (while jumping)



Enables you to spin and attack while jumping. (Spiritual strength consumed: 5 units)