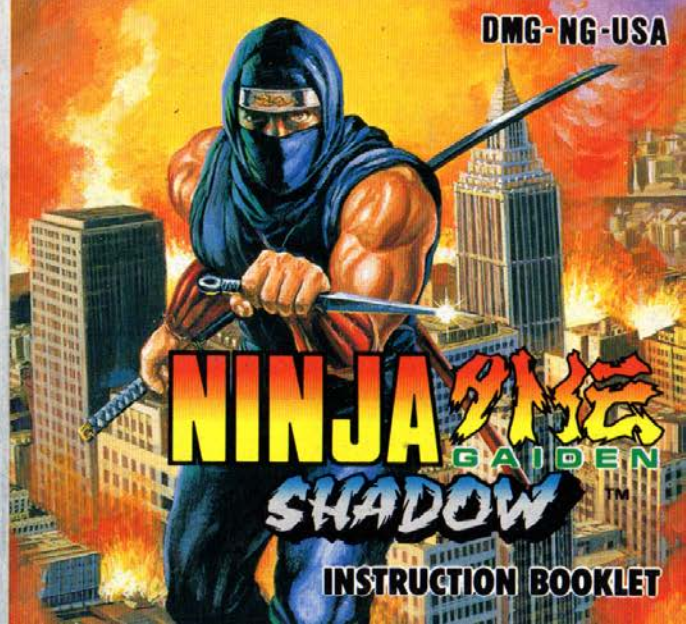
TECMO®

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Printed in Japan

Nintendo®

GAME BOY®



DMG-NG-USA

NINJA 外伝 GAIDEN SHADOW™

INSTRUCTION BOOKLET

Thank you for purchasing Tecmo's "NINJA GAIDEN SHADOW" cartridge for the Nintendo Game Boy®. Be sure to read this manual carefully before use. It will tell you how to use the cartridge properly. Also be sure to keep this manual for reference.

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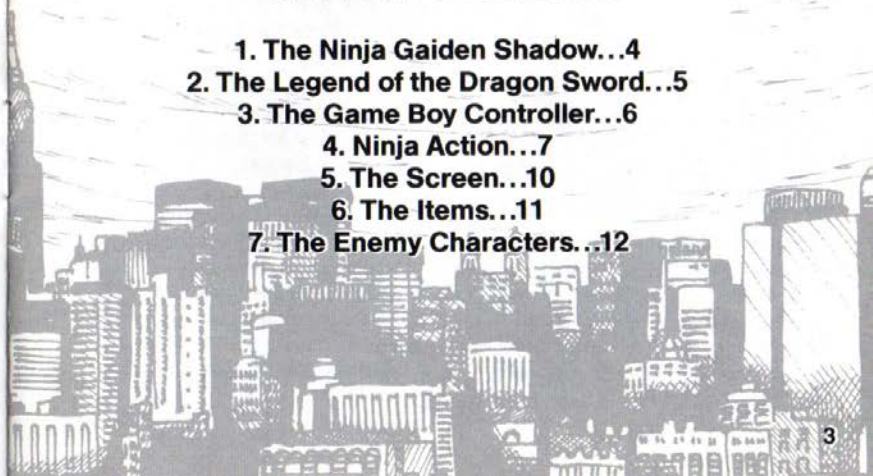
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The Ninja Gaiden Shadow



Let's go back to a point in time three years before the historic battle with Jaquio.

In 1985, the Emperor Gulf suddenly appeared and the terrible death and destruction began.

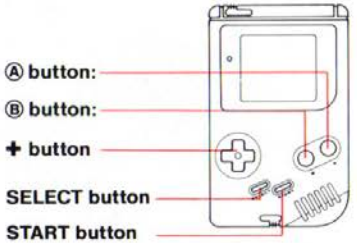
"People's fear and despair only make me stronger. It's time for all the people in the world to bow down before me."
Just when everyone had given up all hope of resisting Gulf's overwhelming strength, a lone shadow appeared. His name was Ryu Hayabusa, the last of the dragon clan.
Of course, Ryu had no way of knowing that the evil Emperor was an underling of Ryu's arch rival Jaquio.

The Legend of the Dragon Sword

This Ninja Gaiden Shadow is a story from a time three years before Ninja Gaiden, back to Ryu Hayabusa's training years. Ryu had not yet polished his skills. The only ninja technique that he had mastered was the art of the fire wheel. However, he was firm even then in his love of justice. Since then, Ryu had been involved in many adventures, including the Dragon clan's "Dark Sword of Chaos" and the ambitions of Jaquio, but these stories will have to wait. Compared to those battles, this story is just an opening chapter. Use your skills to open the curtain on this chapter of the dragon sword legend.



The Game Boy Controller



This game is for one player.

Ⓐ Button:
Used to jump.

Ⓑ Button:
Used to make Ryu attack.

✚ control pad:
Used to control Ryu.

Start button: Press this button during the title screen to start the game. You can press the Start button during the game to pause the action.

Select button: Use this button when the game is over to choose whether to continue or end the game.

Ninja Action

Jump... **Ⓐ Button:**
The longer you press the Ⓐ button, the higher you'll be able to jump.

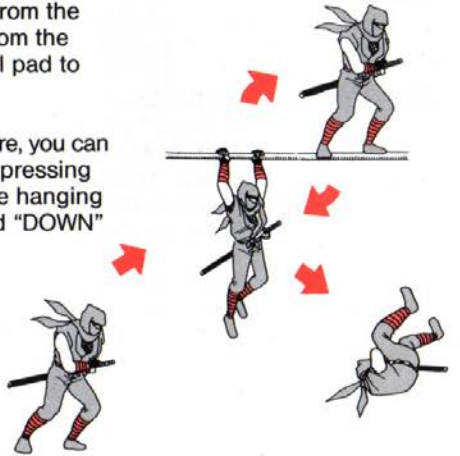
Sending out a wire...
✚ control pad "UP" + the Ⓐ button:
You can use this combination to throw a wire upwards. If there is a pipe or something for you to hook your wire onto, you will be able to climb up and hang from your wire.



Hanging Down

You can press the Ⓐ button to jump up to the pipes. You can hang down from the pipes. When you are hanging from the pipes you can use the ✚ control pad to move left and right.

When you are hanging on your wire, you can jump up on top of the pipes by pressing the Ⓐ button. Also, when you are hanging in the air, press the ✚ control pad "DOWN" and the Ⓐ button to let go of the wire and jump down to the ground. When you are on top of the pipe, press the ✚ control pad "DOWN" and the Ⓐ button to hang down from the pipe.



Using Ninja Techniques

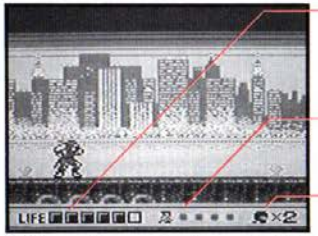
Ryu can use the ninja technique "Art of the fire wheel" by using the ✚ control pad "UP" and the Ⓑ button together. Using the art of the fire wheel will use up one of Ryu's ninja power marks, and when the marks are all gone he can't use this technique anymore, so use this power wisely.



NOTE

You can reset the game by pressing all of the buttons at the same time (A, B, select and start).

The Screen



Life meter: This meter goes down one mark each time you are injured, and when it runs out you lose one life.

Ninja power meter: This meter displays the number of times that you can use the art of the fire wheel.

Remaining chances: This shows the number of lives Ryu has left.

*When Ryu gets down to his last life, this meter will start flashing to let you know you're in danger. You will also hear a warning alarm.

Continue Screen: When the game is over, use the select button to choose either "End" or "Continue" and then press the start button. If you choose to continue the game, you can start playing again from the beginning of the stage where the last game ended. You can continue the game as many times as you want.

The Items



Dragon spirit crystal ball
Break open this object to get an item.



1-Up
This item gives Ryu another life.



Ninja power
This item gives you one chance to use the art of the fire wheel.



Power recovery potion (small)
This bottle increases Ryu's life force by two marks on the life meter.



Power recovery potion (large)
This bottle increases Ryu's life force by four marks on the life meter.

The Enemy Characters



The Final Boss "Evil Emperor Gulf"
This demon incarnate suddenly appeared from the darkness and America was plunged into the depths of terror. People say that he transforms his body into a powerful battle robot.



Stage 2 Bosses "Jack and Gregory"
These wrestler brothers always stay together. Quick Jack holds onto his enemies and then Gregory attacks him with his mighty kicks and punches. Gregory's tackles are also very powerful.

Stage 3 Boss "Colonel Allen"
Colonel Allen is head of Emperor Gulf's bodyguards. This dangerous character will open fire with his machine gun no matter where he is.





Stage 4 Boss "Evil Nobleman Whokisai"
This member of Emperor Gulf's army possesses the special power of controlling the wind. No one has ever survived after being attacked by his super weapon the Fan Boomerang.

Stage 1 Boss "Spider"
This fighting cyborg uses his miraculous jumping ability and sharp claws on each arm as weapons as he challenges Ryu to battle.



90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) Shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling: 1-213-329-5880
   Our consumer Division is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK fright prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within this 90-day warranty period to: Tecmo Inc. Consumer Division: Victoria Business Park 18005 S. Adria Maru Lane Carson, CA 90746

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tanpering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after this 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATION:

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Precautions to take when using the Game Boy® and "NINJA GAIDEN SHADOW" Software cartridge.

1. **Because the Game Boy® is precision piece of equipment, make sure to use it only in places where the temperature and humidity are moderate. Also please be sure to follow the general Game Boy® Instructions.**

2. **Do not turn the power switch on and off needlessly.**

3. **Do not touch the connectors with your fingers or allow them to get wet as this may damage the unit.**

4. **Never wipe the unit with thinner, benzine, alcohol, or other volatile substances.**

5. **Never attempt to take the cassette apart.**