SEGA™

GENESIS™

3 NINJAS KICK BACK™



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

Rated by V.R.C.™

MA-13

Parental Discretion Advised.

Mature Audiences

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 previously 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.

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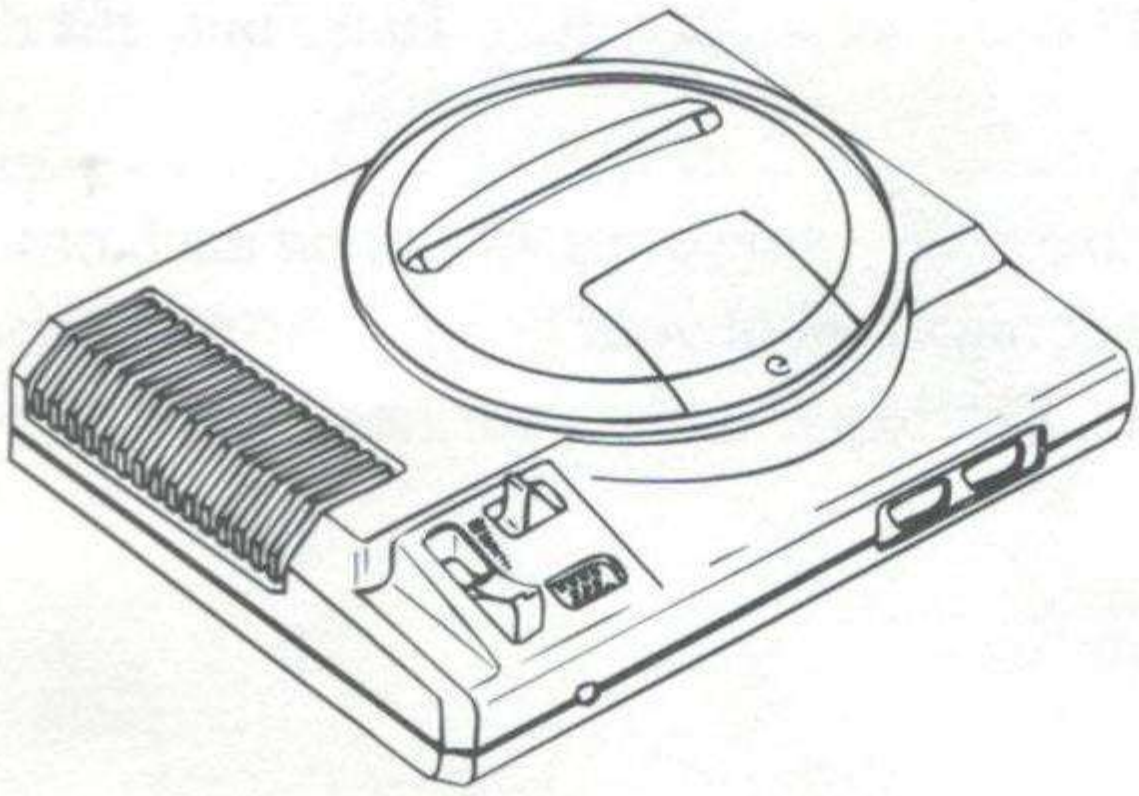
SET UP

1. Make sure your Genesis System is set up correctly.
2. Be sure that Control Pad 1 is properly plugged in.
3. Make sure the power switch is turned OFF. Place the 3 Ninjas Kick Back cartridge into the cartridge slot and press it down firmly.
4. Turn the power switch ON. You should see the Sega Title screen, then the 3 Ninjas Kick Back Title screen.

HANDLING YOUR CARTRIDGE

The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.

- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.



Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

INTRODUCTION



Welcome, humble players to the realm of the ninja. I Mori, will train you in the arts of Ninjitsu. You must be prepared for the amazing journey you are about to take. Never forget . . . a ninja is heart, body, mind and spirit. When the four work together as one . . . a ninja cannot be beaten!

As Rocky, you must be the strength of the team. Use your gifts well to overcome great adversity. As Colt, you must be the speed of the team. Control your temper and use the inner energy as a powerful weapon. As Tum Tum, you are the stealth of the team. Use your small size as an advantage against those who do not know your fury. (Oh, Tum Tum, cut down on the snacks!)

Work well together young ones. Count on each other's strength to help you conquer all of your goals. Learn well and never fear the shadows, for they are like your brothers.

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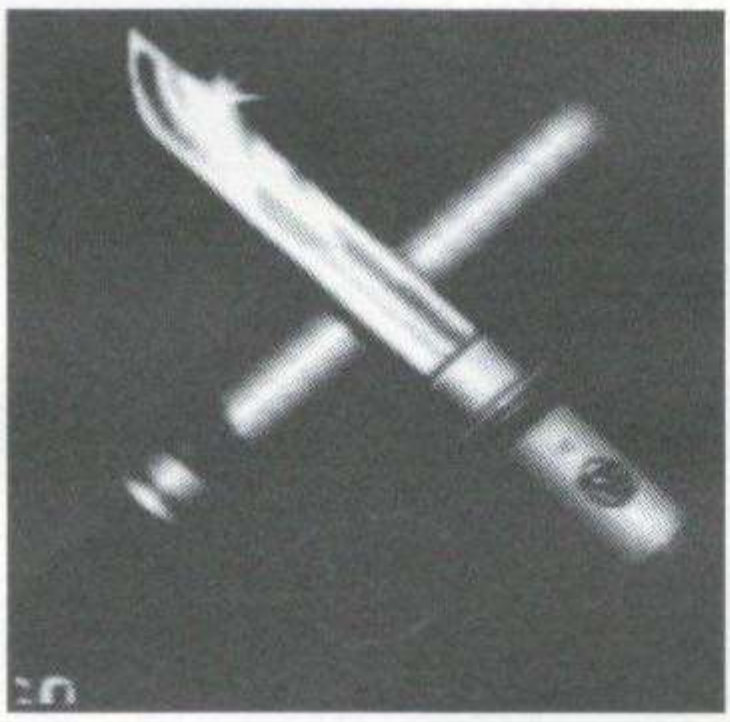
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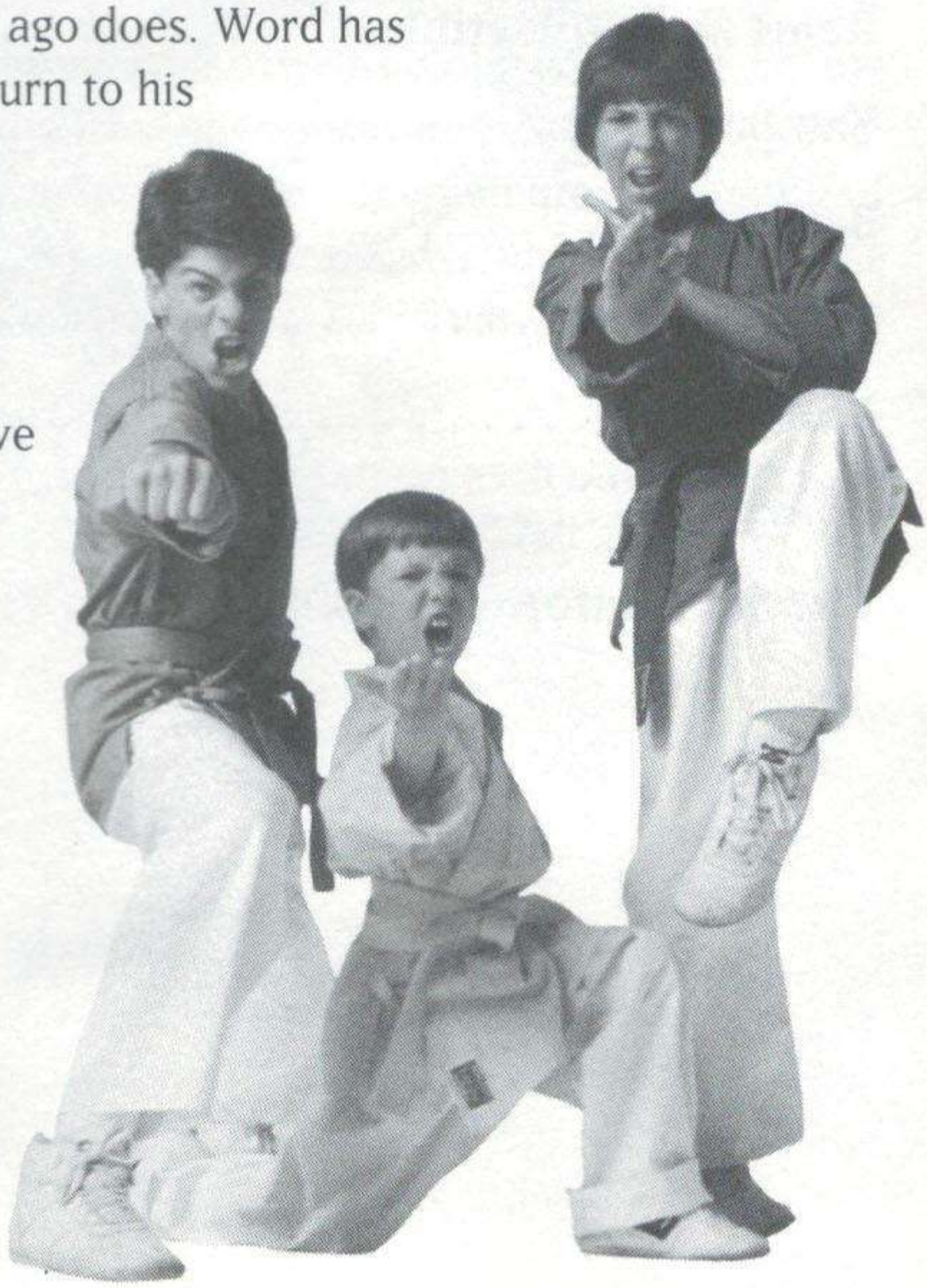
A TALE OF ANCIENT GOLD



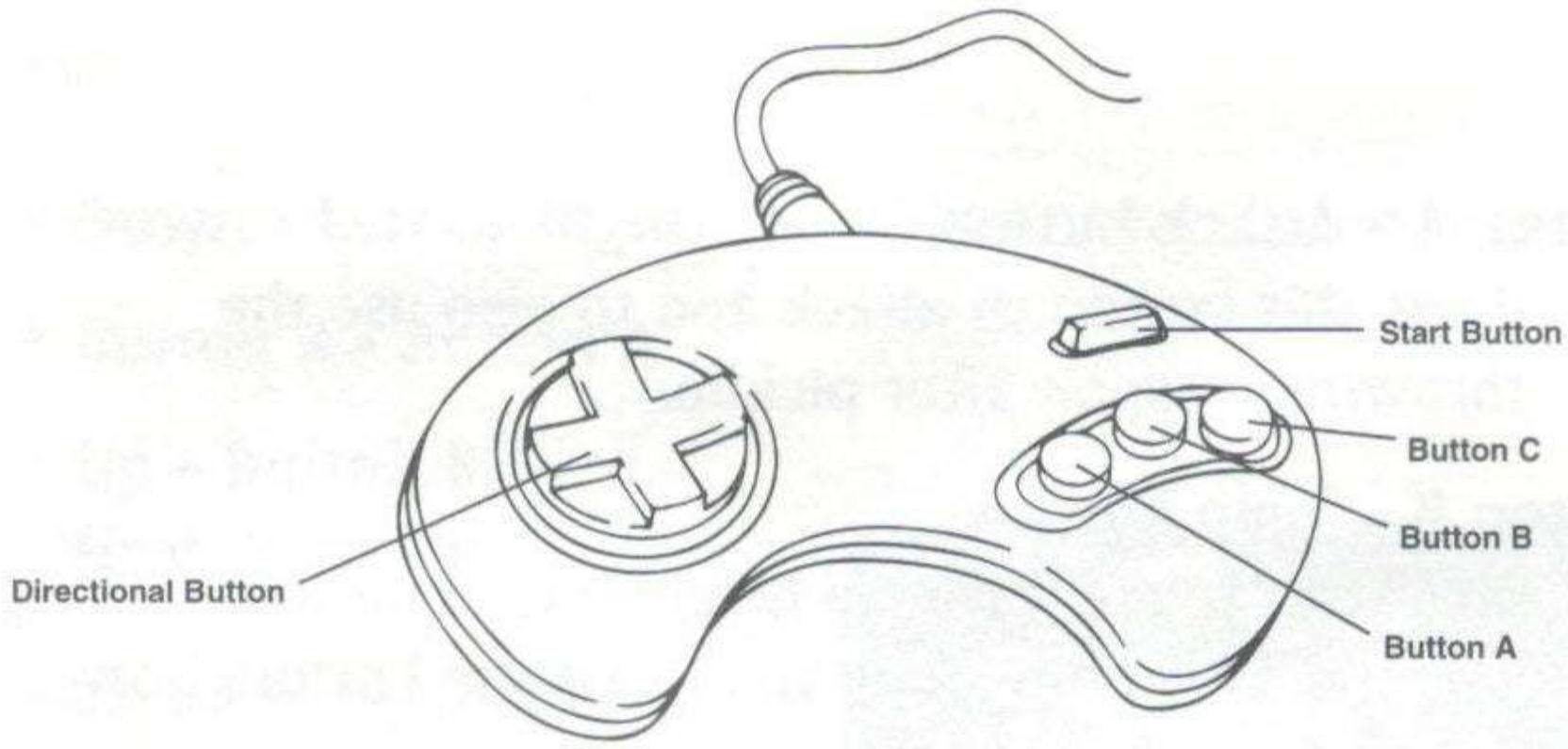
The story unfolds as Grandpa Mori leads the 3 Ninjas (Rocky, the eldest brother, Colt, the middle brother, and Tum Tum, the youngest brother) in the final stages of his Ninjitsu training program. Old Mori may look like an old man, but he sure doesn't move like one as he eludes the young warriors time after time. No one is hurt as they scuffle and toss each other across the forest in the session.

Once the training is complete, Mori tells the youngsters that he must return to his village in Japan to present a ceremonial dagger to the winner of a martial arts tournament. Legend has it that the dagger makes up part of the necessary "key" to unlock a mystical cave of gold. Mori never fell for the legend, but his rival of long ago does. Word has spread of Mori's return to his native land and evil plots have begun to rid Mori of his coveted dagger.

Can the 3 ninjas save their grandfather and deliver the dagger to the rightful owner?



TAKE CONTROL!



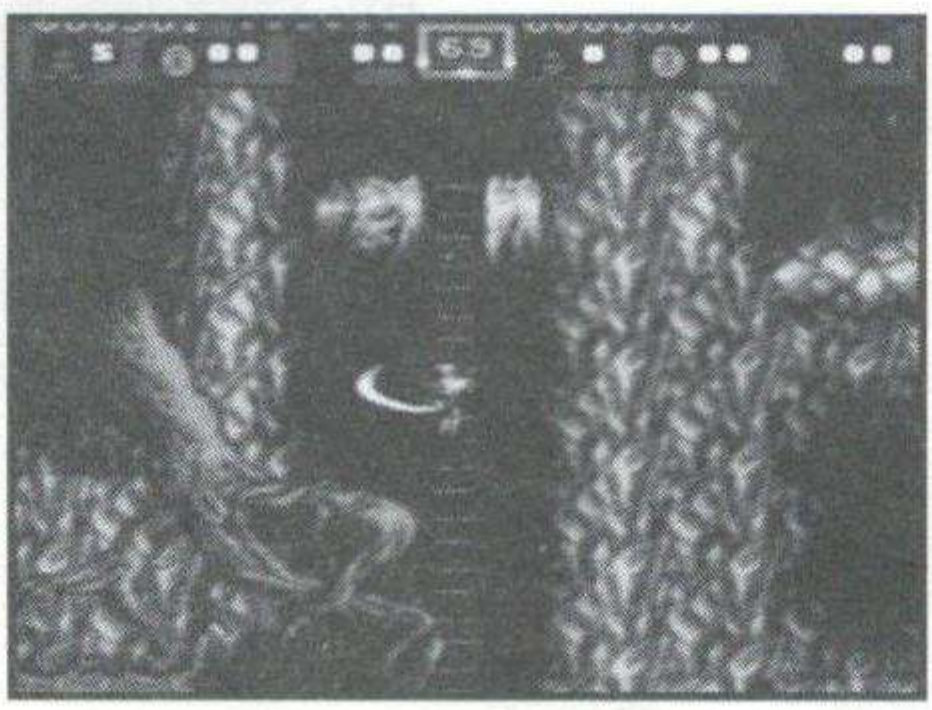
Throughout the booklet, the buttons on the Genesis Control Pad will be referred to as follows:

Directional Button (D-Button)
Start Button
Button C
Button B
Button A

Unless you configure the controls differently (in the sub-menu under Control), the button commands will be as follows:

Directional Button (D-Button)

- Press Up or Down to move the marker on the Options and Sub-menu screens.
- Press Left or Right to walk left or right.
- Press Up to climb up ropes/ladders and hide in recessed areas.
- Press Down to climb down or crouch.



TAKE CONTROL!

Button A - Attack button

- Press this button to attack and to also use the throwing weapon after pickup.

Button B - Jump button

- Character jumps variable height and distance (depending on how long you press the button, how much room there is on screen.)

Button C - Bomb button

- Press to drop or throw (depending on bomb type) a bomb.

Start Button

- Press to make selections and to pause the game.

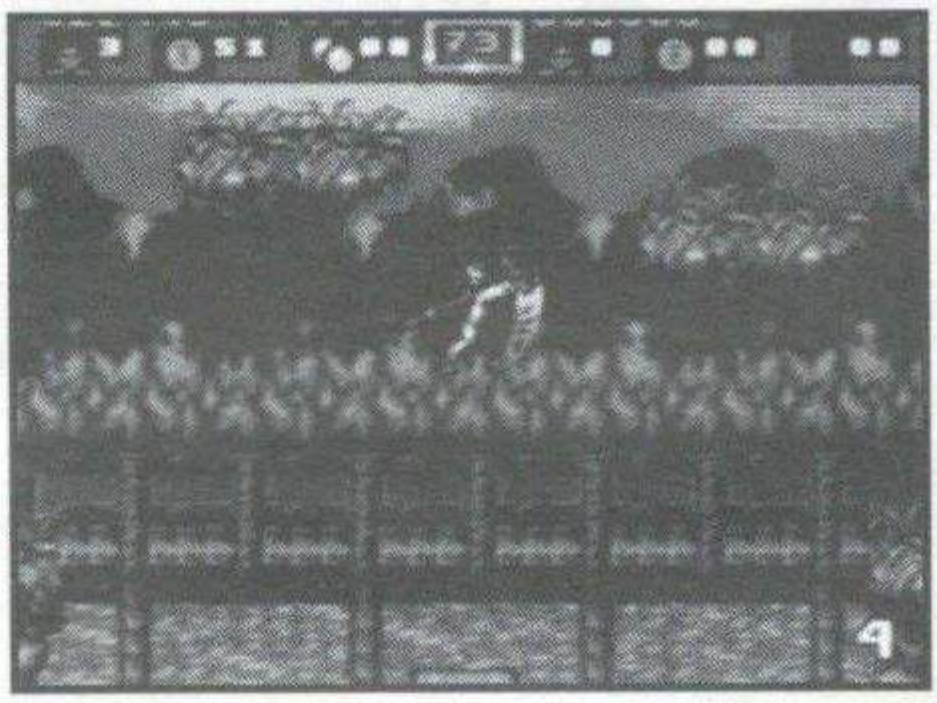
Combined Actions

• D Button Down + Button B	Drop through a platform.
On 'Jump-through' platform:	If you are on a jump-through platform and you press Down and the jump button, you can drop down through and also grab on to a hang-on if there is a hang-on below.
• D Button Up + Button A:	Defensive Move. If you are blocking and press the attack button, then you do an overhead defensive slashing move.

TAKE CONTROL!

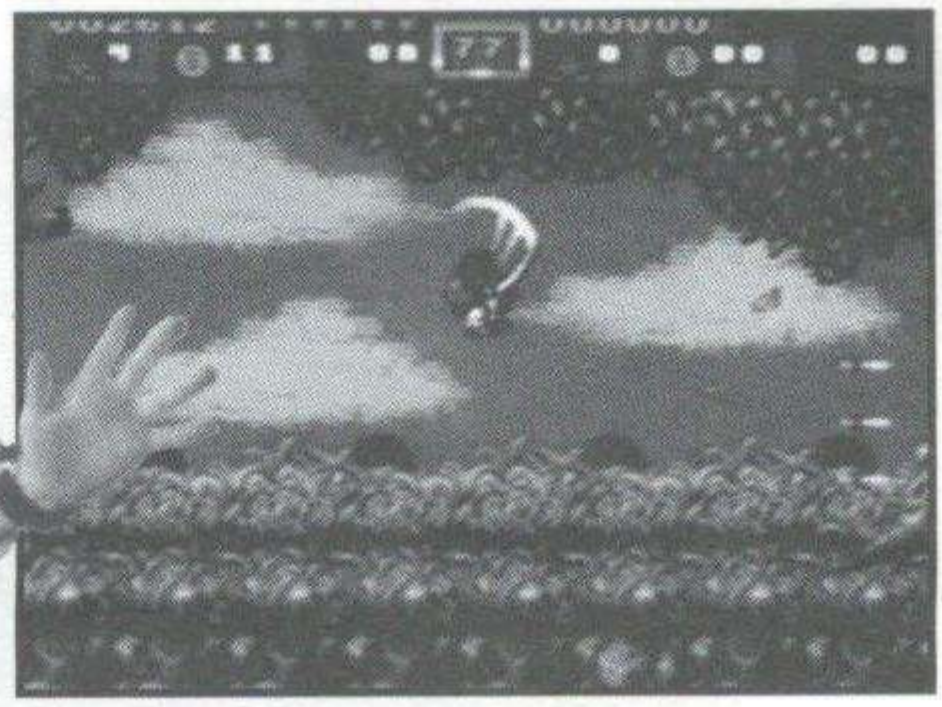
- **Down + Left or Right:** Crawl on hands and knees.
- **Button B + Button A:** Flying Kick.
- **Up + Button B:**
  Grab Hang-ons.

Hold Up when jumping to catch on to overhangs. Push Up and the jump button again to pull yourself up.



- **Button A + Button B:**
  Special Move.

Like Rocky's spin attack, Tum Tum's roll attack or Colt's somersault, these moves take away energy from the players. Use these moves wisely in panic situations.





BRING ON THE GUYS!



3 Ninjas Kick Back is a 1 or 2 player game. The first screen that offers you options allows you to choose either 1 or 2 player mode as well as entering your own options for the game. The options include:

Difficulty level: Easy, Normal, or Hard.

Background Music

Sound Effects

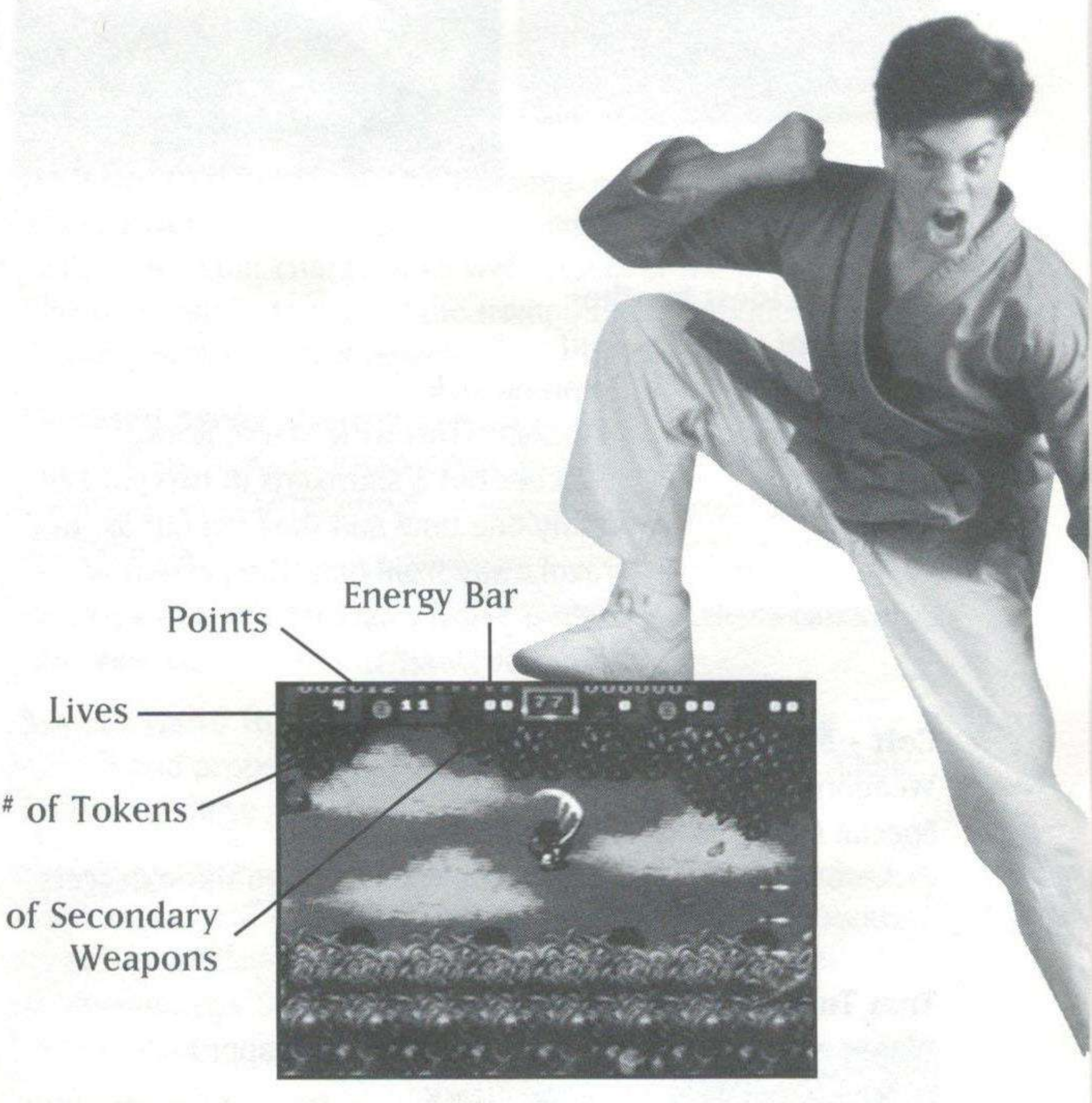
Control: This takes you to a sub menu where you (and another player if in 2 player mode), decide which buttons are for attack, jump, and secondary weapon.



Exit: Press the Start Button here to exit options and go back to the main screen to begin the game.

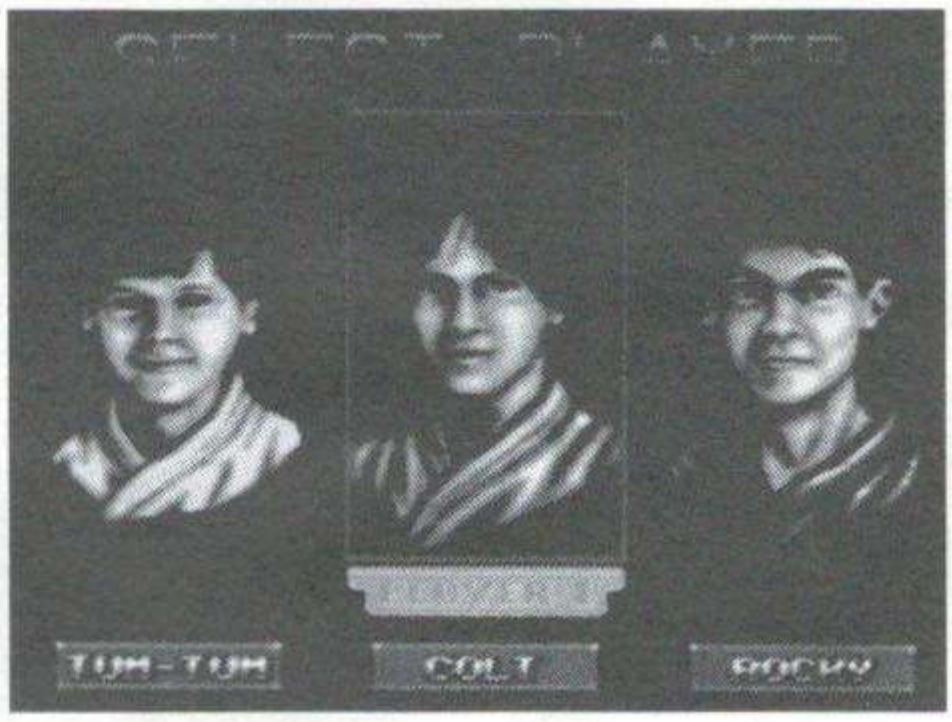
THE GAME SCREEN

The top of the game screen shows character information. Since this is a 2 player game, the Time Clock separates the two players information bars. The information shown is:



CHARACTER PROFILE

The 3 Ninjas have definite strengths, abilities and moves that are unique to each other. Listed below are the specifics regarding them:



Rocky - Eldest brother

Weapon of choice: Staff
Special Move: Spinning Kick
Pick-up Weapon: Shurikens (Throwing Stars). Rocky launches out 6 shurikens in two volleys at any one time and they fan out as they travel away from him. The pattern of flight is 1 upwards, 1 straight ahead, and 1 downwards.

Colt - Middle brother

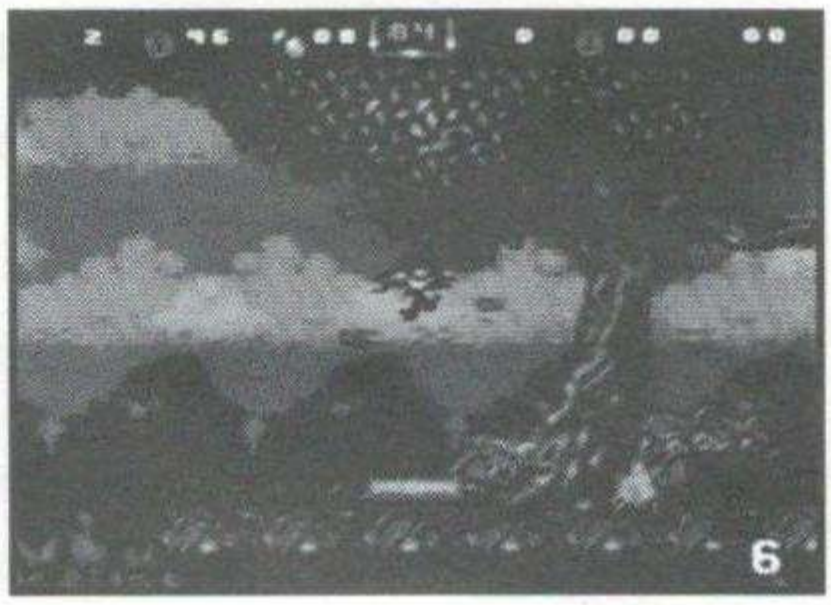
Weapon of choice: Sword
Special Move: Spinning Blade
Pick-up Weapon: Daggers. He can fire up to three daggers at any time.

Tum Tum - Youngest brother

Weapon of choice: Sai (Lunging, jabbing weapon)
Special Move: Rolling Attack
Pick-up Weapon: Miniature Sais. He can fire up to three or more sais at any time.

SPECIAL MOVES AND OBJECTS

Each of the players interact with items, objects and the scenery in a special manner. They can literally grab on to various portions of the background to enable them to advance in a level. Listed below are some of these features:



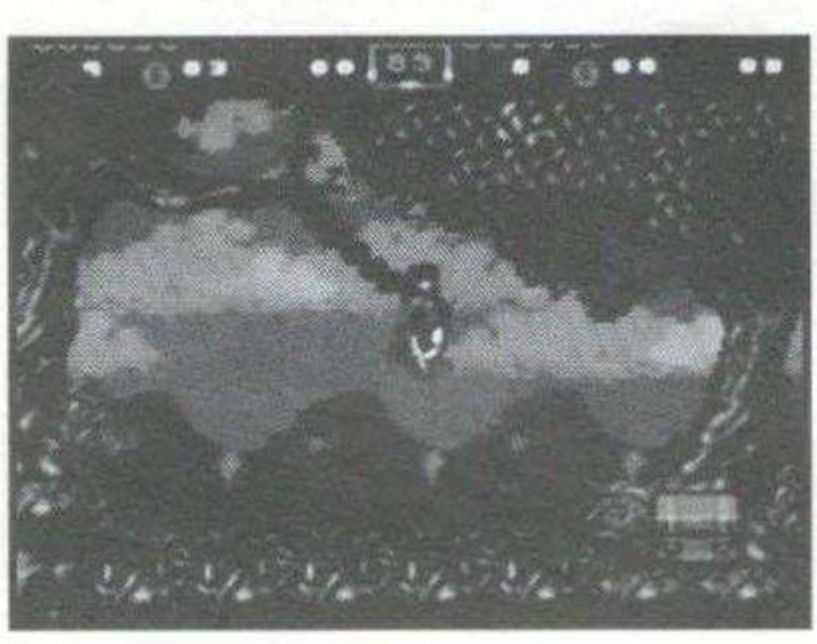
Trampolines: Not only can you jump on these items to gain higher ground, but you can move some of them to the best position for your character as well. Discover the proper button combination to master the trampoline technique and launch yourself to new heights.

Recessed Areas: Alcoves in shadow conceal small ninjas well. Locate these precious areas and use them to your advantage to time an attack or temporarily retreat from a powerful foe!

Deadly Objects: Discover which background items can be used against your foes and time the attack.

Special Hand Holds: Grab on to a rope, a vine, a tree branch and propel yourself higher than a regular jump. Chain a series of these moves to cover near impossible grounds!

Crawling: Not a cowardly move, but a manner in which a ninja moves with caution and stealth. Discover secret bonus areas and hidden rooms by moving close to the ground! Remember, you must first crouch before you can crawl.



Using Secondary Weapon: Press the bomb button to activate the special 'bombs' that you recover throughout the levels. These items pack a wallop and come in handy when facing a difficult foe!

Going Hand-Over-Hand: Sometimes you will need to suspend yourself over deadly ground. Hint: Move quickly!

ITEMS AND COLLECTIBLES

Listed below are descriptions of the items that are obtained throughout the game and their respective values:

Tokens: For points and extra lives (per 100 gained).

Food Items: Replenish lost energy. (Tum Tum's favorite!)

Yin Yang Symbol: Refill energy to maximum.

Hourglass: Extra time on the play clock.

Glass Orb: Gain 250 points.

Gemstone: Gain 500 points.

Gold Star: Gain 1000 points.

Yellow Mask: Extra life for Tum Tum, 5000 points for collector.

Blue Mask: Extra life for Colt, 5000 points for collector.

Green Mask: Extra life for Rocky, 5000 points for collector.

Blue Crystal Ball: Gain limited amount of special shots.

Red Crystal Ball: Destroys all enemies on screen.

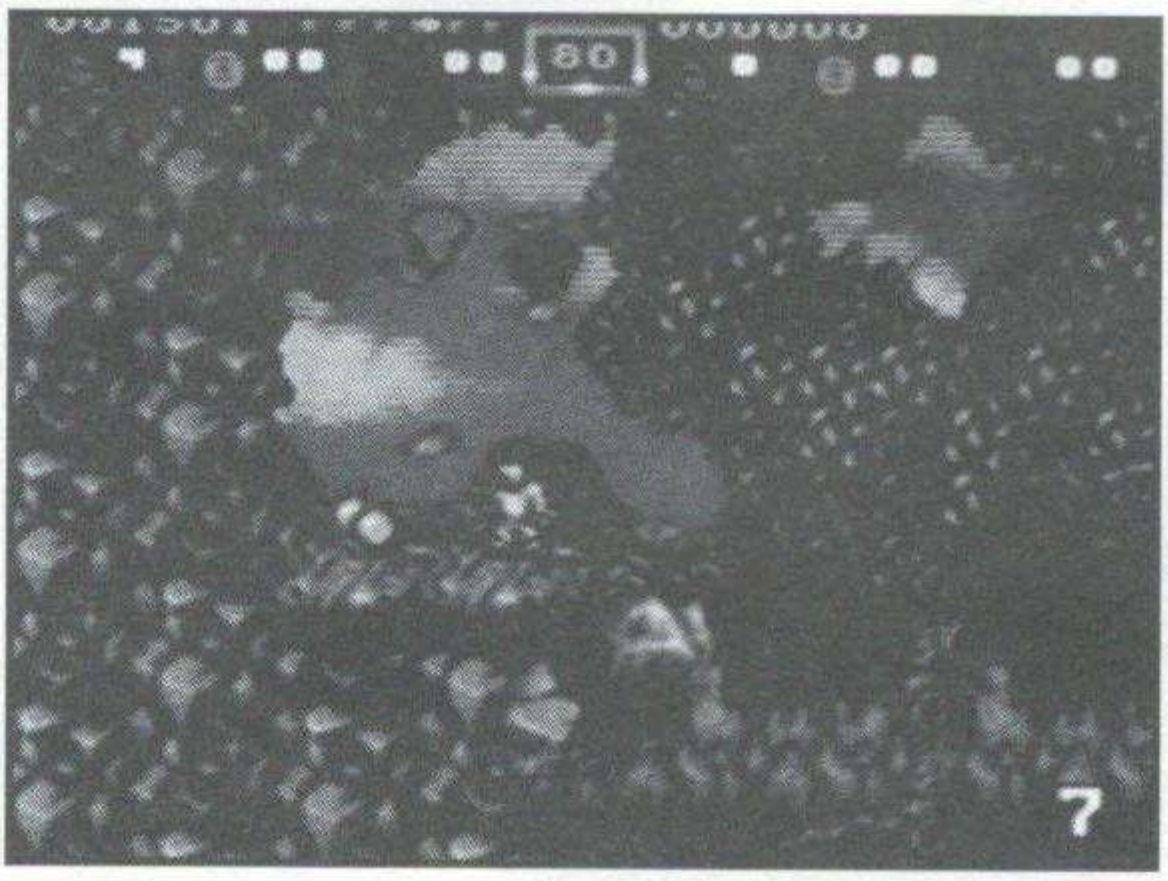
Yellow Crystal Ball: Gain strength boost for limited time.

ITEMS AND COLLECTIBLES

Special Notes:
After obtaining 100 Yen worth of tokens, your pockets split open and the change comes bouncing out.

Extra lives are awarded at 10,000 - 25,000 - 50,000 - and 100,000 points and then every 100,000 additional points.

There are sub-games along the way where you can earn more points.



THE BAD GUYS

So what kind of fun would a heroic game be without some tough bad guys to kick around? In view of this we have assembled some of the meanest baddies from here to Yokohama Bay for your heroic assaults. We hope you enjoy!

The "other" Ninjas: They come in all shapes and sizes, but mostly they are either wearing Black, Red or Gold outfits. The Gold ones are really tough!



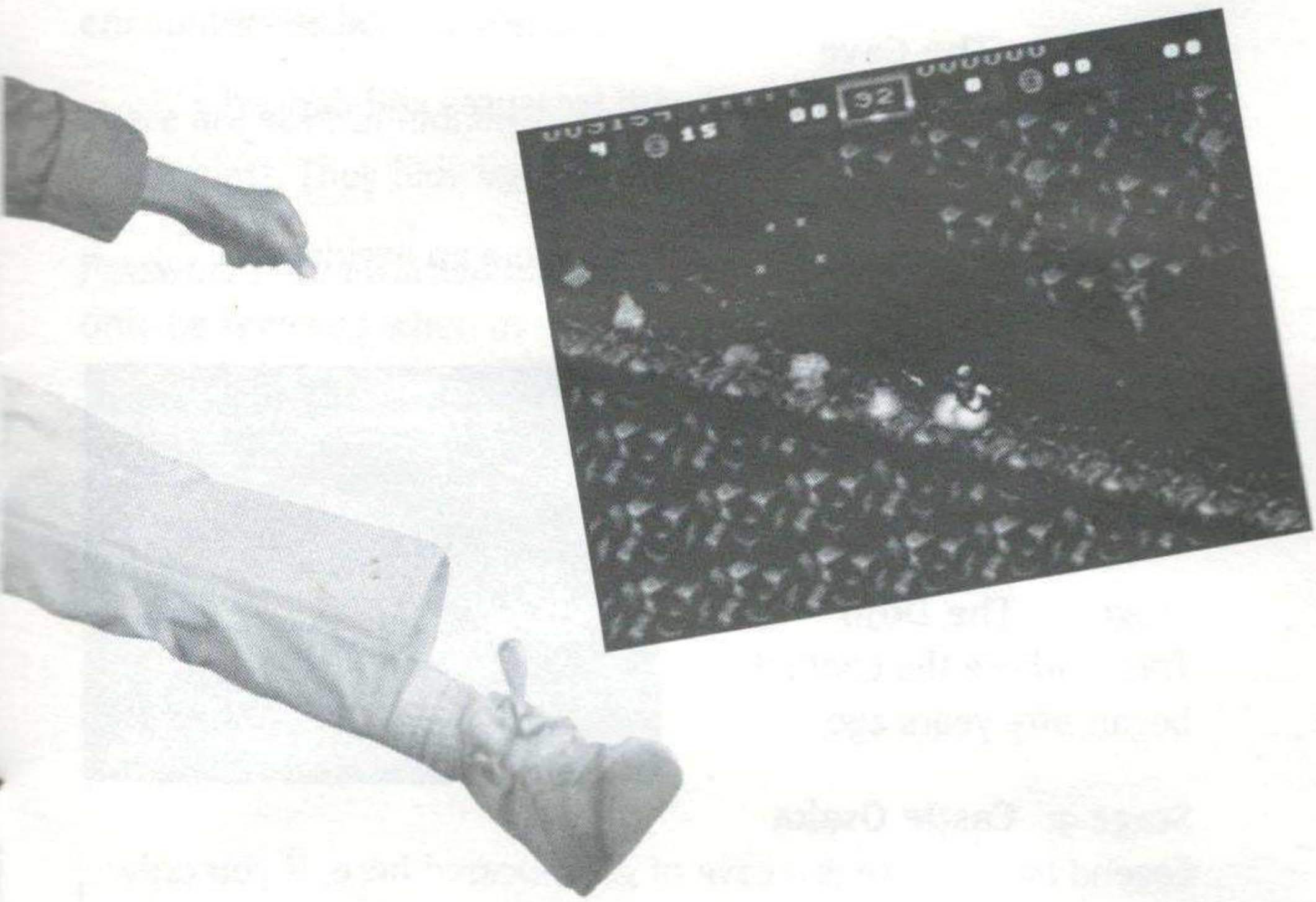
The Grundgers: Glam, Slam, and Vinnie always turn up when you least expect them. The least they could do is turn into a wisp of smoke and blow away, but no, they just keep coming back for more.

Samurai: Not merely guys in sharp suits, but mean, organized guys in sharp suits. Do not treat lightly - they always mean business.

THE BAD GUYS

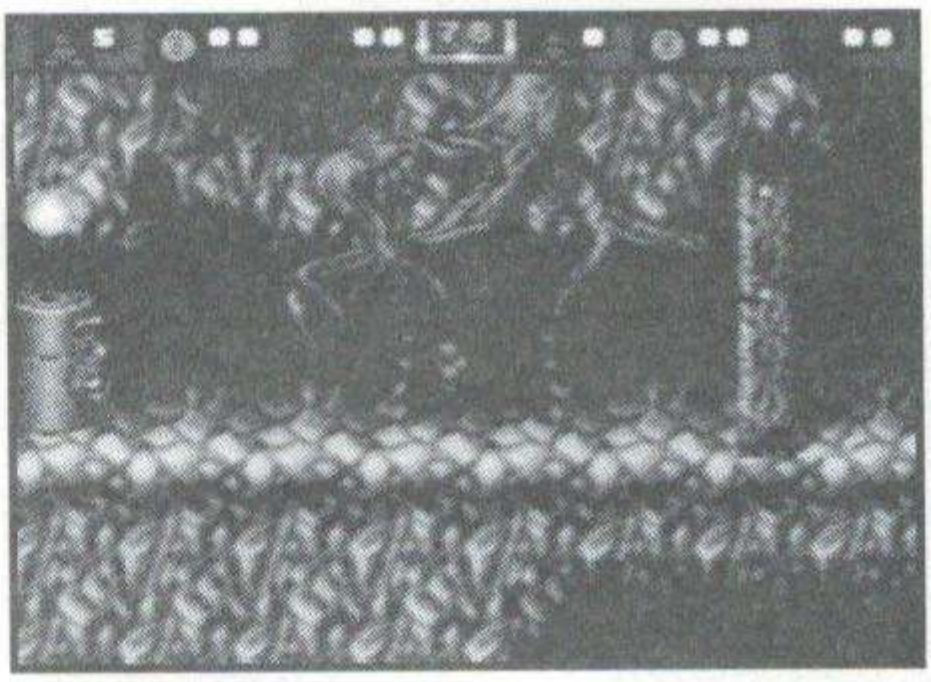
Sumo Wrestlers: Tum Tum's idols, these guys can put a dent in a concrete bench. Maybe not as fast as the 3 Ninjas, but they pack a terrific punch!

Nurse Shibuyu: Mori wanted her listed here. I guess good hospital help is hard to find . . .



BATTLE SITES

Stage 1: The Woods
Mori completes your training in the peaceful surroundings of a heavily trapped area in the woods. (This guy is on your side?)

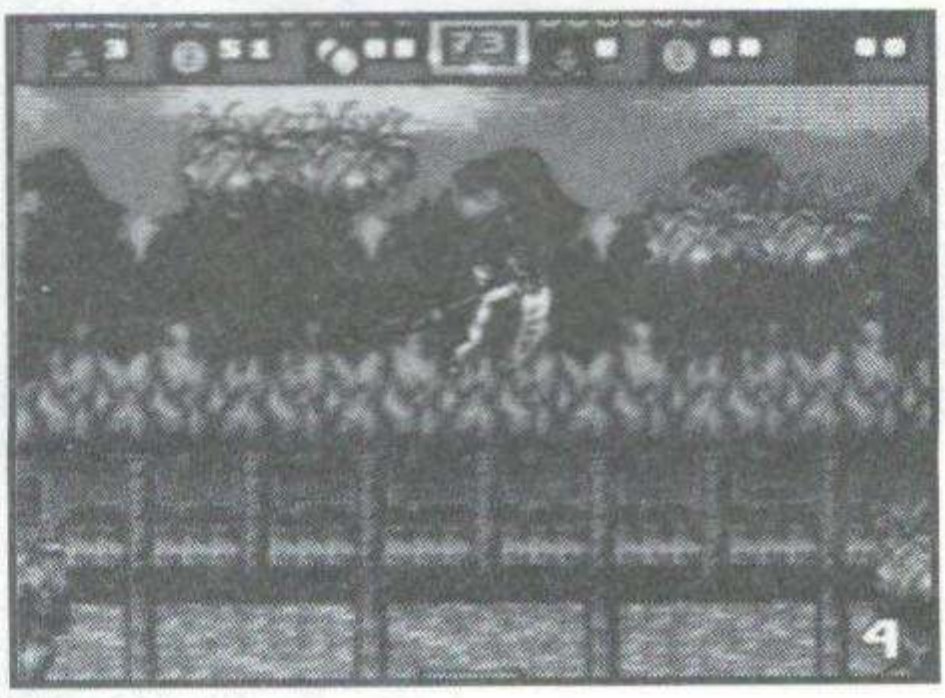


Stage 2A: The Cabin
Slap around a bunch of grundgers and let them know who is the boss around here!

Stage 2B: The Cave
Subterranean location filled with treasures and danger!

Stage 3: The Hospital
Mori is in here trying to recuperate from an accident.

Stage 4: Japanese Garden
Serene beauty hides many deadly traps!



Stage 4: The Dojo
This is where the conflict began fifty years ago . . .

Stage 5: Castle Osaka
Legend has it there is a cave of gold located here. If you only had the keys . . .

SURVIVAL SKILLS

Practice, practice, practice! Work on your jump and attack skills to perfect your timing. Mastering each character's moves will enable you to win!

Learn to maneuver behind your enemies. Do not let them get a free shot at your back! That will always prove fatal!

Watch your life meter and special weapons counter to make sure you know the risks before diving into a new attack!

Fighting while hand-over-hand is tricky. Limit these encounters as best as you can.

There are several hidden areas that can only be opened by a bomb blast. They hide valuable treasures . . .

Passwords are awarded after succeeding most rounds and can only be received when in easy mode. Write these down so you don't have to replay the entire level. You can choose a new player when you begin with a password to explore the area with a new set of talents!

NINJA NOTES

NINJA NOTES

NINJA CREDITS

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