SEGA™

CD™

SEGA

3 NINJAS KICK BACK™



OFFICIAL SEGA SEAL OF QUALITY

SONY IMAGESOFT™

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

KIDS TO ADULTS
K-A™
AGES 6+

HANDLING YOUR SEGA CD DISC

- The Sega CD Disc is intended for use exclusively with the Sega CD™ 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 CD Disc.

- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

SONY

IMAGESOFT

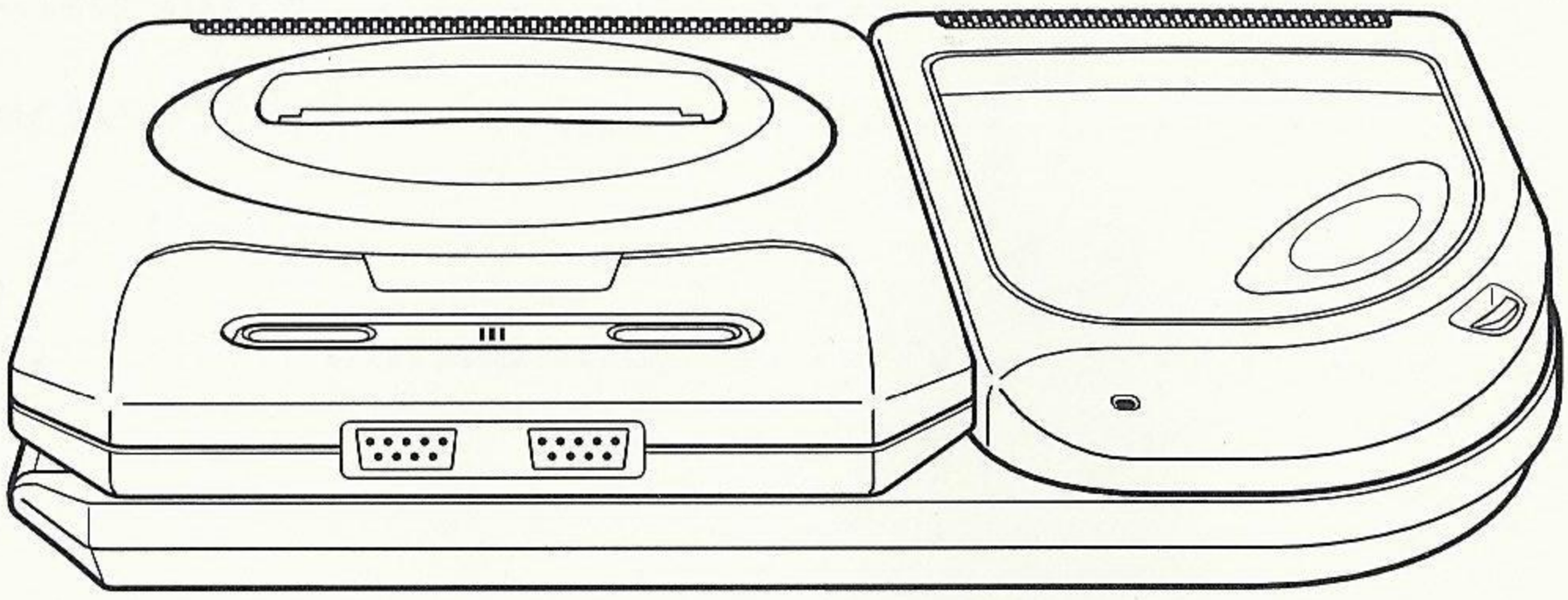
3 Ninjas Kickback™ is distributed by Sony Imagesoft, 2400 Broadway Avenue, Suite 550, Santa Monica, CA 90404. Sony is a registered trademark of Sony Corporation. Imagesoft is a trademark of Sony Electronic Publishing Company © 1994 Sony Electronic Publishing Company. All rights reserved. 3 Ninjas Kick Back is a trademark owned by 3 Ninjas Japan, Inc. and used by Sony Electronic Publishing Company under authorization.

OFFICIAL SEGA SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ CD™ SYSTEM.

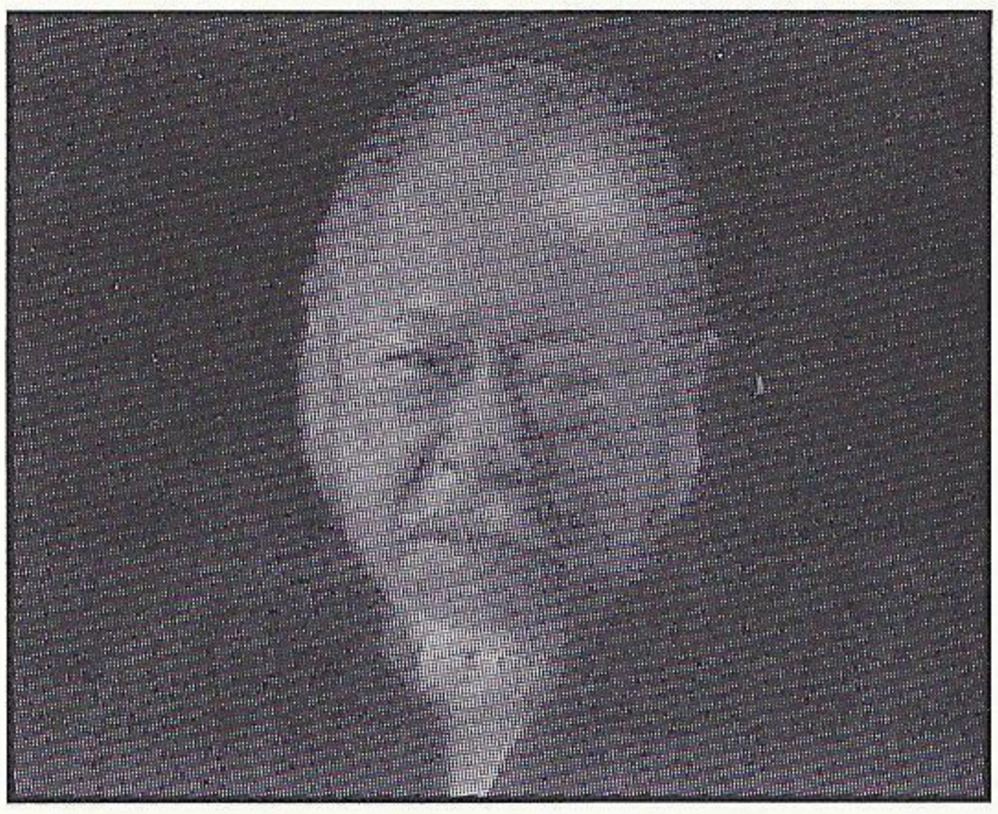
SET UP

1. For one-player 3 Ninjas Kick Back, plug the Genesis Control Pad into the "Control 1" port on your Sega Genesis. Plug a second Control Pad into the "Control 2" port for two-player 3 Ninjas Kickback.
2. Make sure that there's no game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.
3. If your system is already on, follow all Sega CD System directions to activate your Sega CD System.
4. If your Sega Genesis System is turned off, place the 3 Ninjas Kick Back game disc in the CD System with the label facing up, close the door, and turn on your Sega Genesis System.
5. At the OPTIONS screen, you may select to have music and sound on or off. After making your selections, highlight EXIT and press the START button.



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, my grandsons, 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.

TABLE OF CONTENTS

Introduction 3

A Tale of Ancient Gold 5

Take Control! 6-8

Road Trip! 9

Air Ninja! 10

Gear Up For The Guys! 11

The Game Screen 12

Character Profile 13

Special Moves and Objects 14

Items and Collectibles 15-16

The Bad Guys 17-18

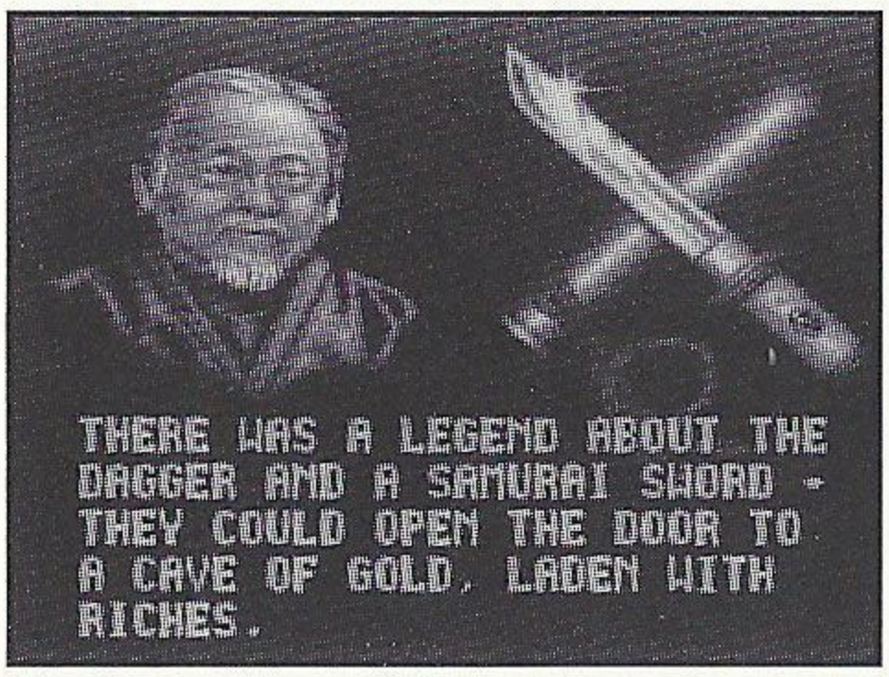
Battle Sites 19

Survival Skills 20

Ninja Credits 21

Warranty Information 22

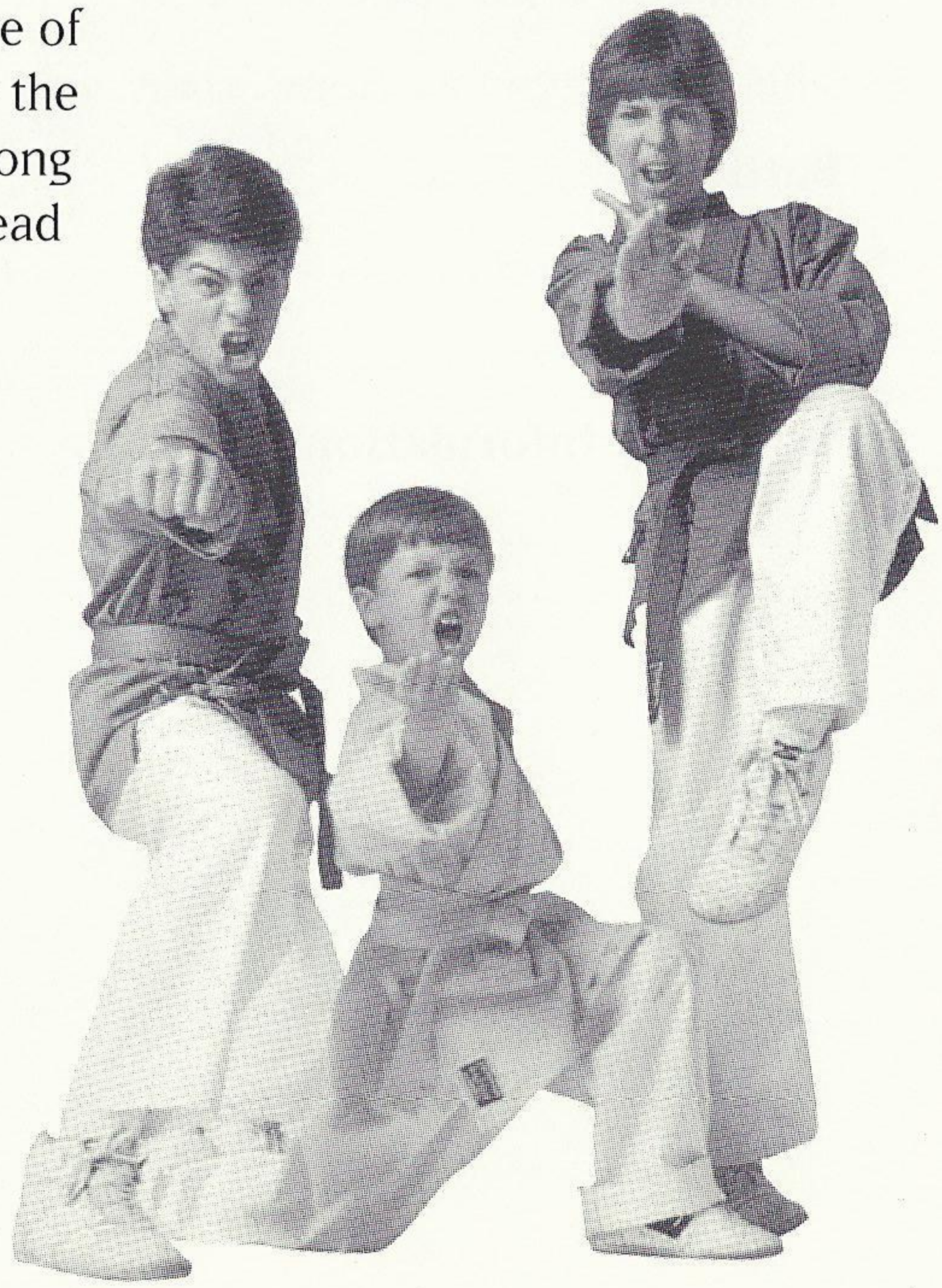
A TALE OF ANCIENT GOLD



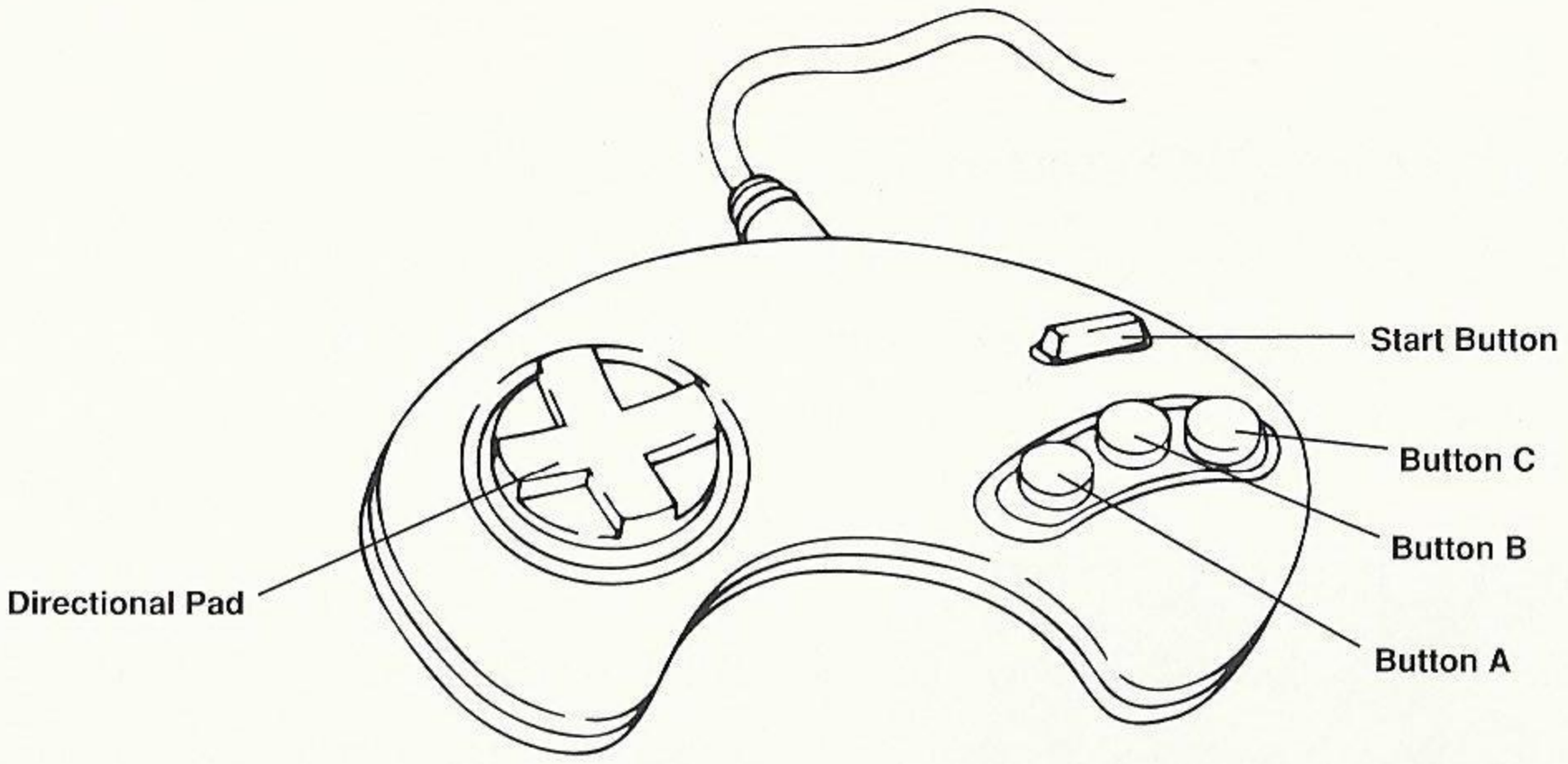
The story unfolds as Grandpa Mori leads the 3 Ninjas (Rocky, the eldest brother, Colt, the middle brother, and Tum Tum, the youngest brother) in the final stages of his Ninjitsu training program. The elder Mori moves with the grace and speed of a warrior who has seen many battles. Although no one is hurt in these practice sessions, the young ninjas must complete these areas before they can move on!

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 Control Pad will be referred to as follows:

Directional Pad (D-Pad)
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 Pad (D-Pad)

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



TAKE CONTROL!

Button A - Attack button

- Press this button to kick when jumping/use weapon/trigger traps. Sets or triggers traps if you are over one.

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 launch secondary weapons that character has collected.

Start Button

- Press to make selections and to pause the game.

Combined Actions

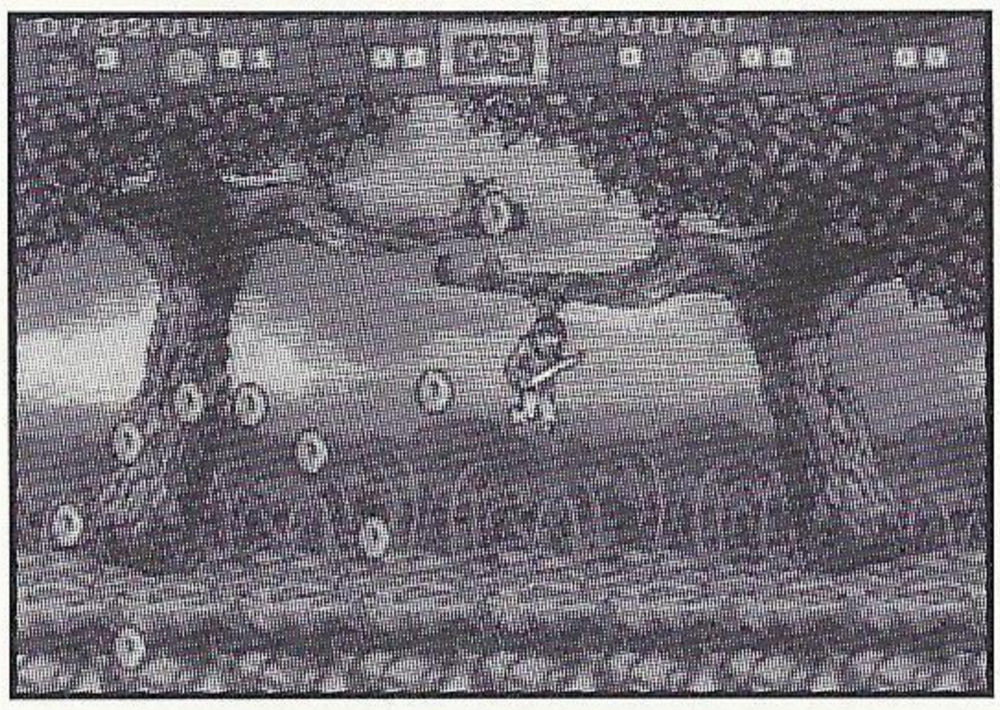
- **D-Pad Down + Button B** Drop through a platform.
  On 'Jump-through' platform: If you are on a jump-through platform and you press Down and the jump button, you can drop down through and also grab on to a hang-on if there is a hang-on below.

- **D-Pad Up + Button A:** Defensive Move. If you are blocking and press the attack button, then you do an over-head defensive slashing move.

TAKE CONTROL!

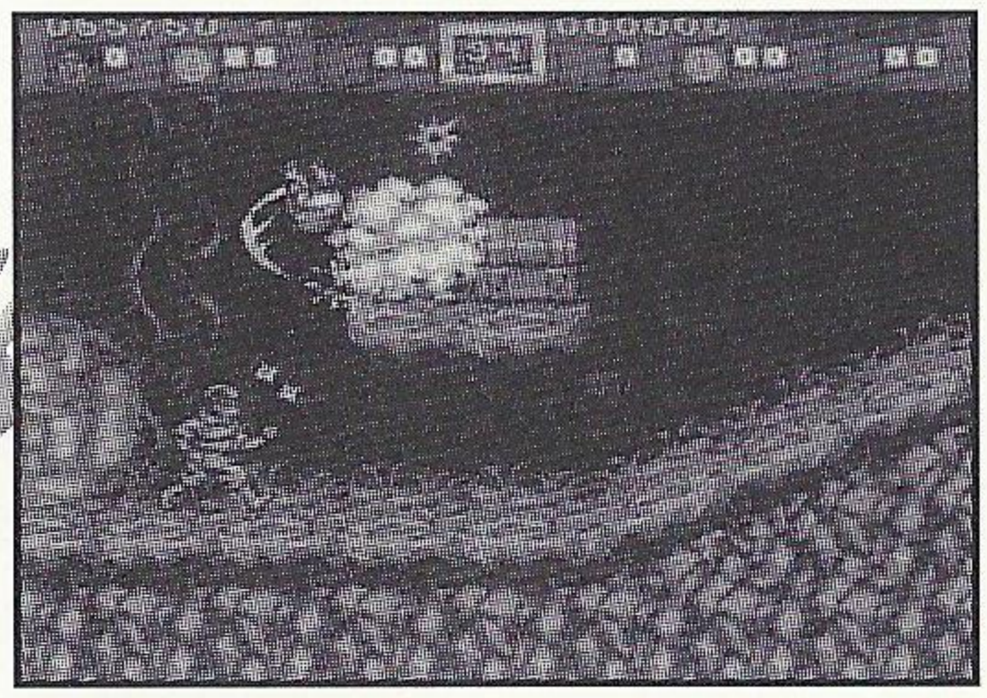
- **D-Pad Down + Left or Right:** Crawl on hands and knees.
- **Button B + Button A:** Flying Kick.
- **D-Pad Up + Button B: Grab Hang-ons.**

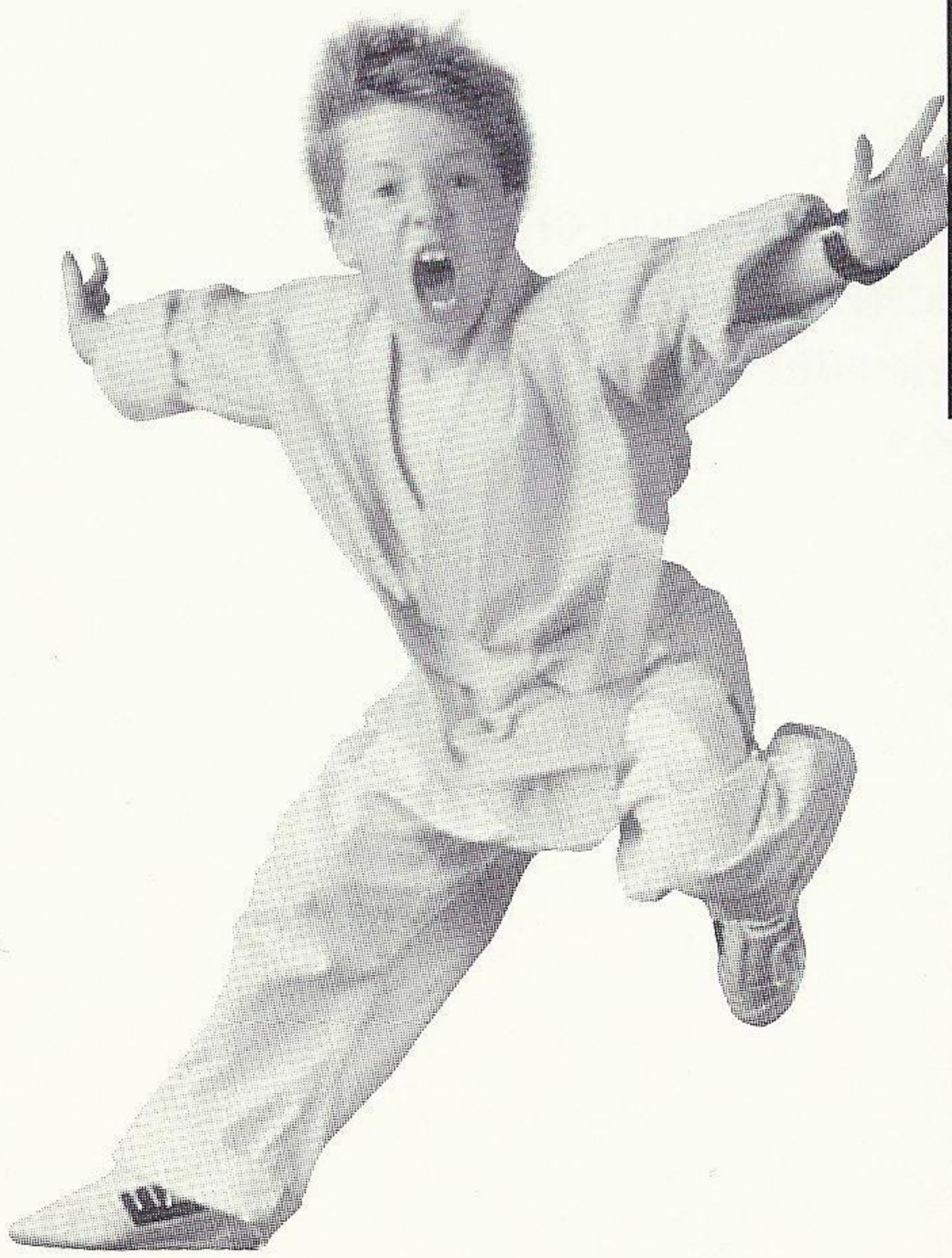
Hold D-Pad Up when jumping to catch on to overhangs. Push D-Pad Up and the jump button again to pull yourself up.



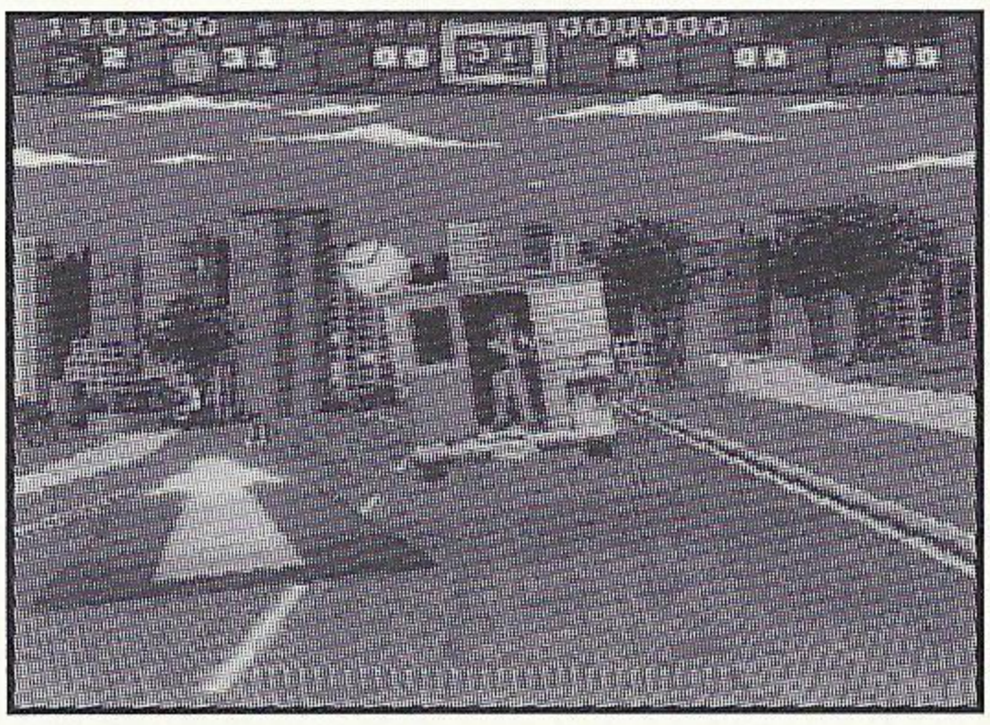
- **Button A + Button B: Special Move.**

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





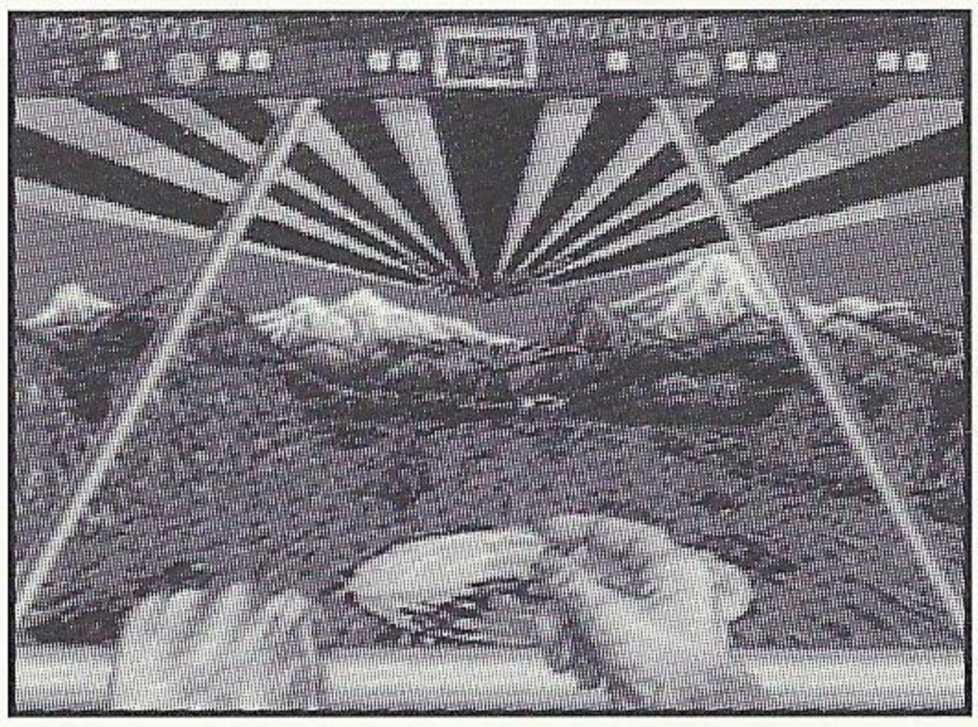
ROAD TRIP!



There is a special level in this game where you skim across the streets on a skateboard while taking on a few of the bad guys with a supply of shurikens. Your point of view is a close-up of what your character sees while he's streaking down the avenues! Aim your shots well, the opposition is gunning for you!

Button A	Fires shurikens
Button B	Small jump
Button C	Fires secondary weapon
Start	Pause
D-Pad	Controls direction of movement
Left and Right	Steer in those directions
Up	Accelerates
Down	Brakes

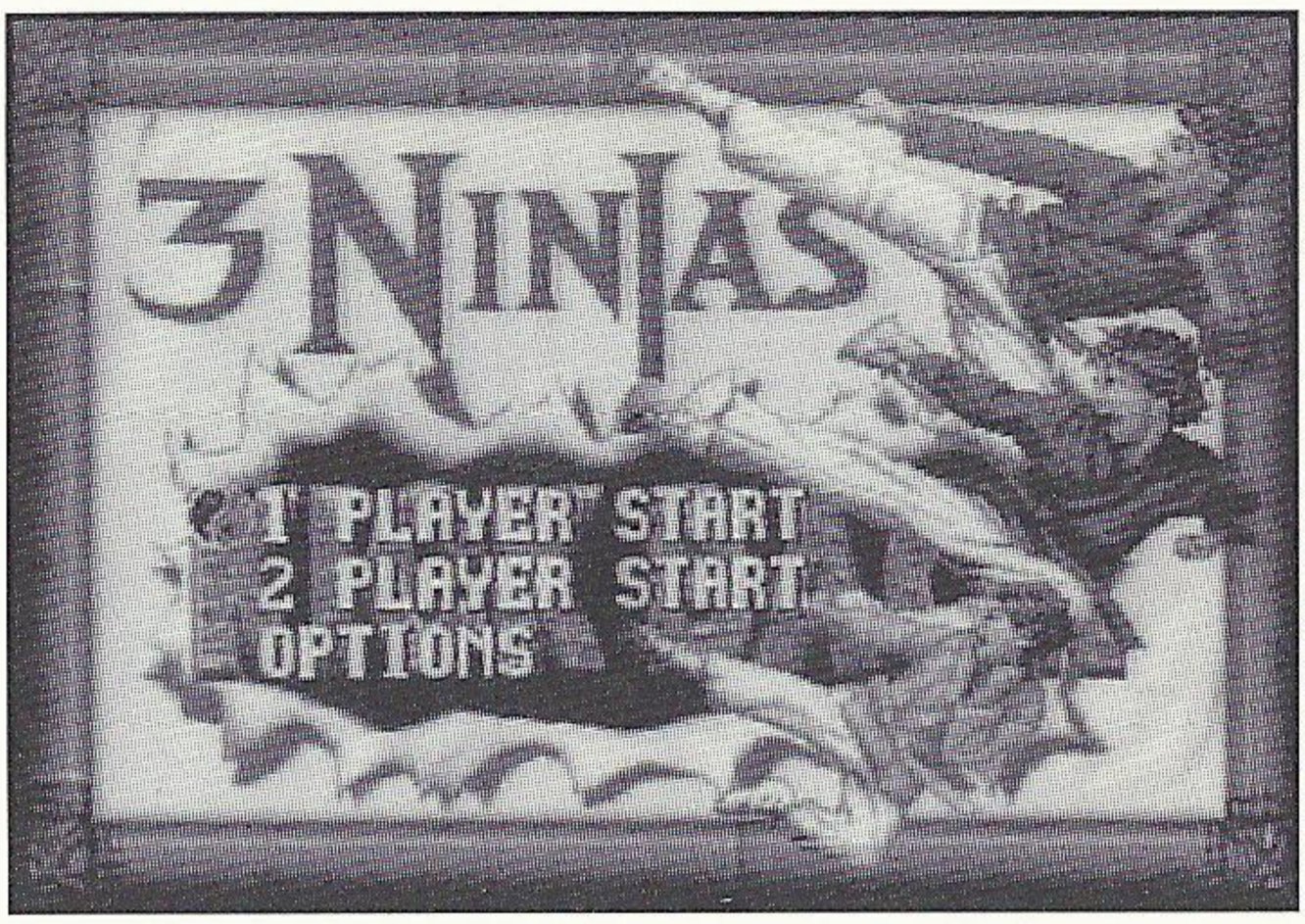
AIR NINJA!



There is another special level where you strap into a hang glider and take to the skies! The objective is to see how many targets you can fly through while taking out the host of ninja opponents waiting to knock you out of the sky! See how many you can dislodge from the posts and also shoot out of the skies!

Button A	Fires shurikens/Punch
Button C	Fires secondary weapon
Start	Pause
D-Pad	Controls direction of movement
Left and Right	Steer in those directions
Up	Nose points down and accelerates
Down	Nose points up and brakes (decelerates)

GEAR UP FOR THE GUYS

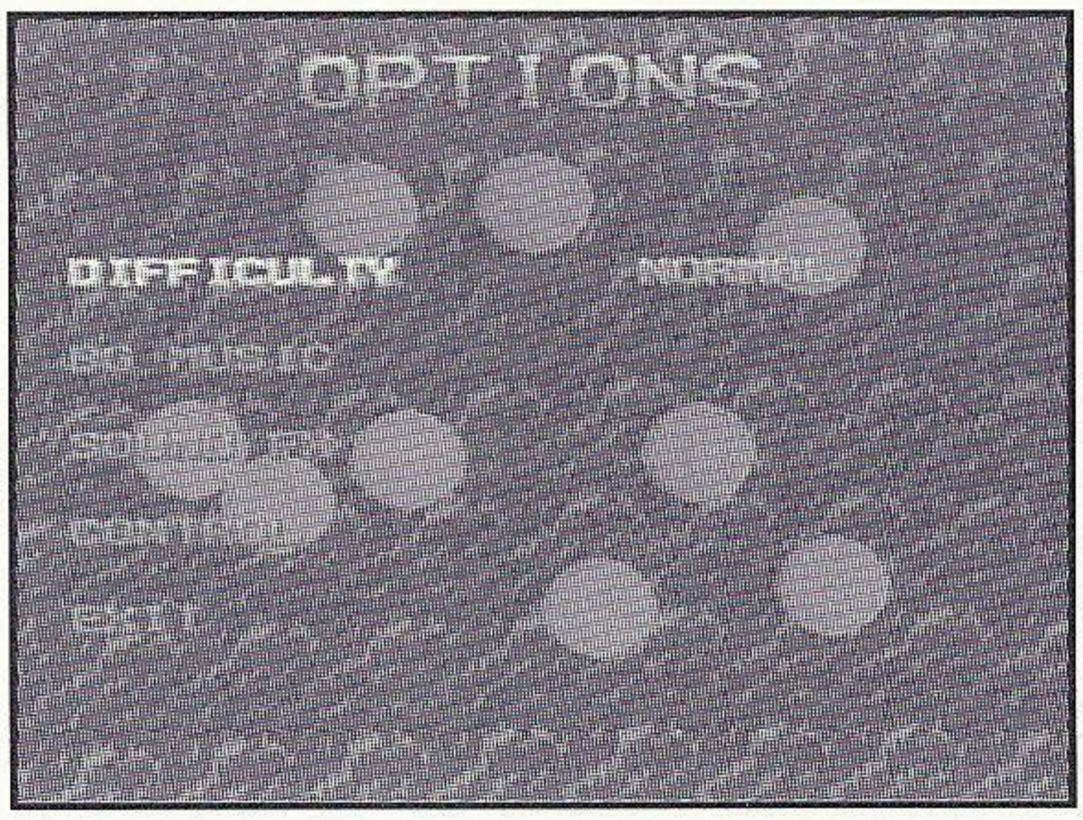


3 Ninjas Kick Back is a 1 or 2 player game. The first screen that offers you options allows you to choose either 1 or 2 player mode as well as enter your own options for the game. The options include:

Difficulty level: Easy, Normal, or Hard.

Background Music

Sound Effects



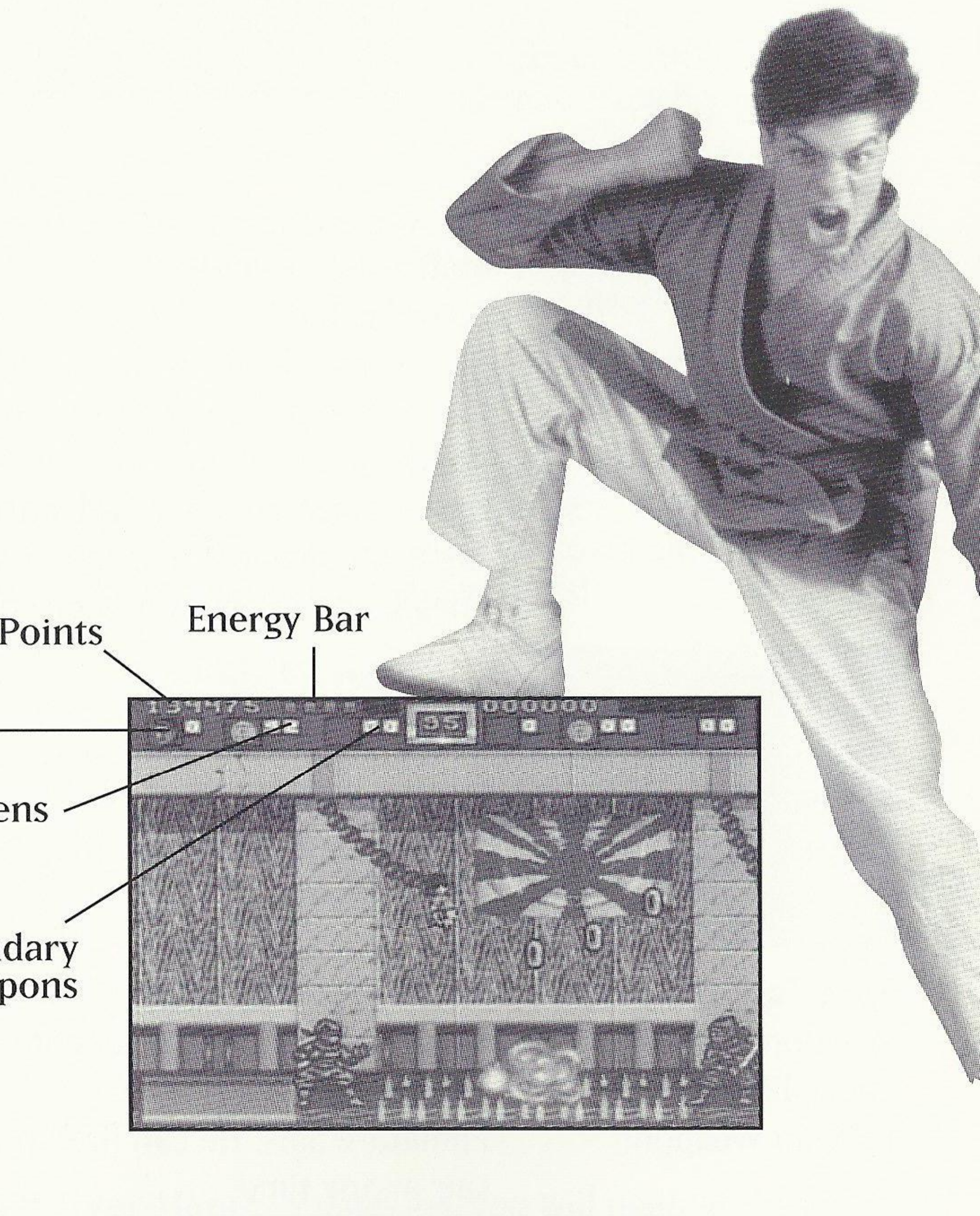
Control: This takes you to a sub menu where you (and another player if in 2 player mode), decide which buttons are for attack, jump, and secondary weapon.

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

"

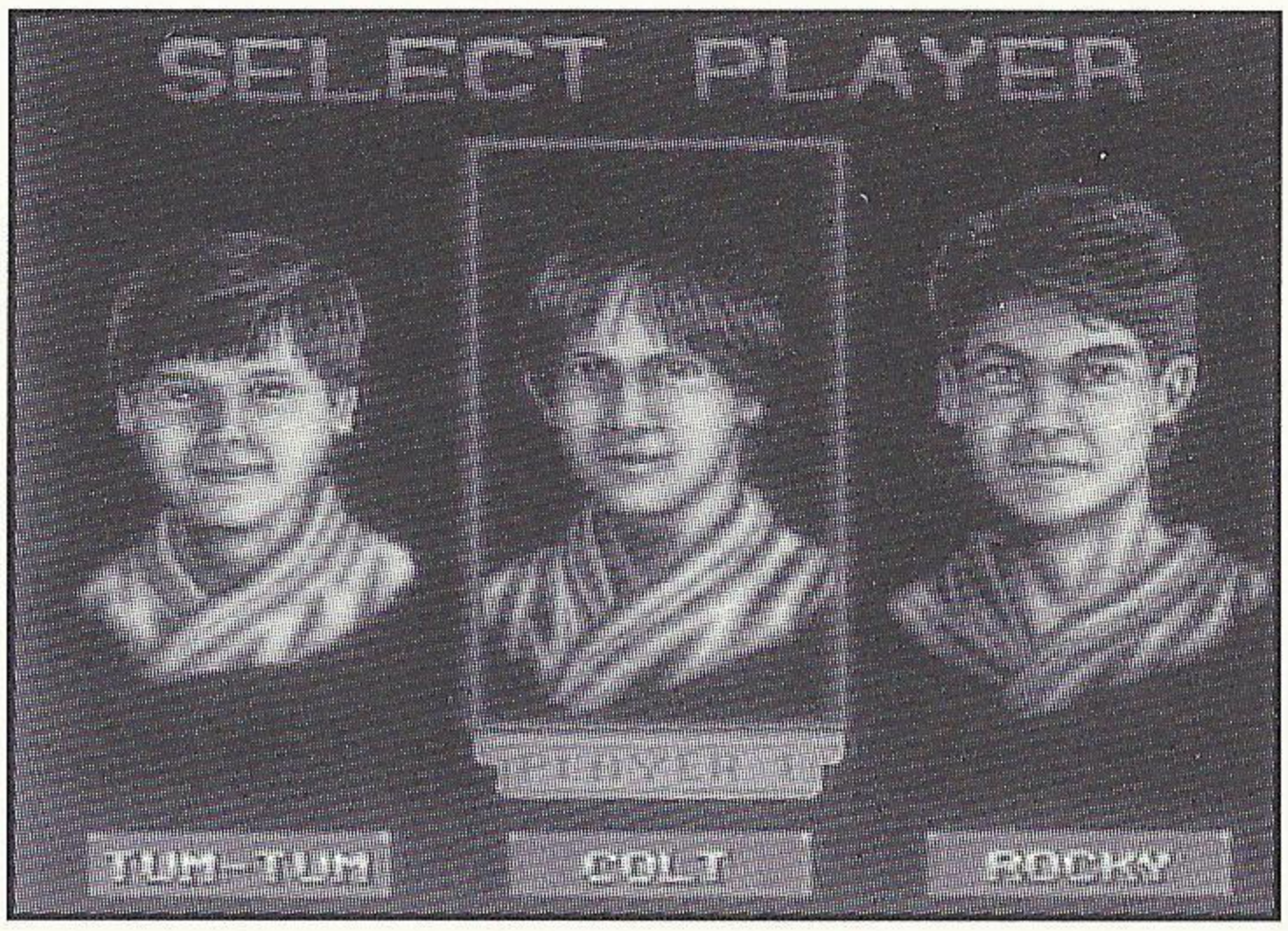
THE GAME SCREEN

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 diagonal, 1 straight ahead, and 1 downwards diagonal.

Colt - Middle brother

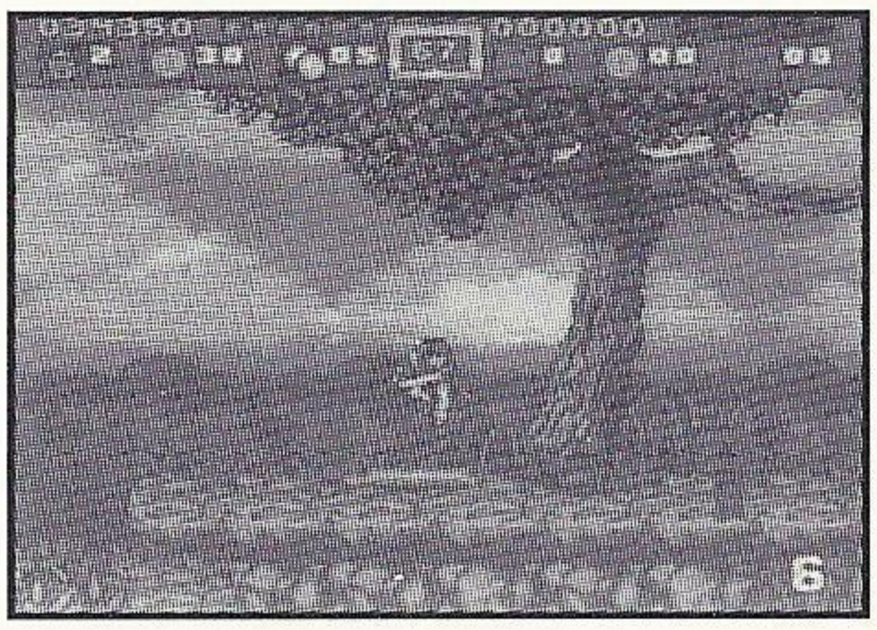
Weapon of choice: Sword
Special Move: Spinning Blade
Pick-up Weapon: Daggers. He can fire up to three daggers at any time.

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 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:



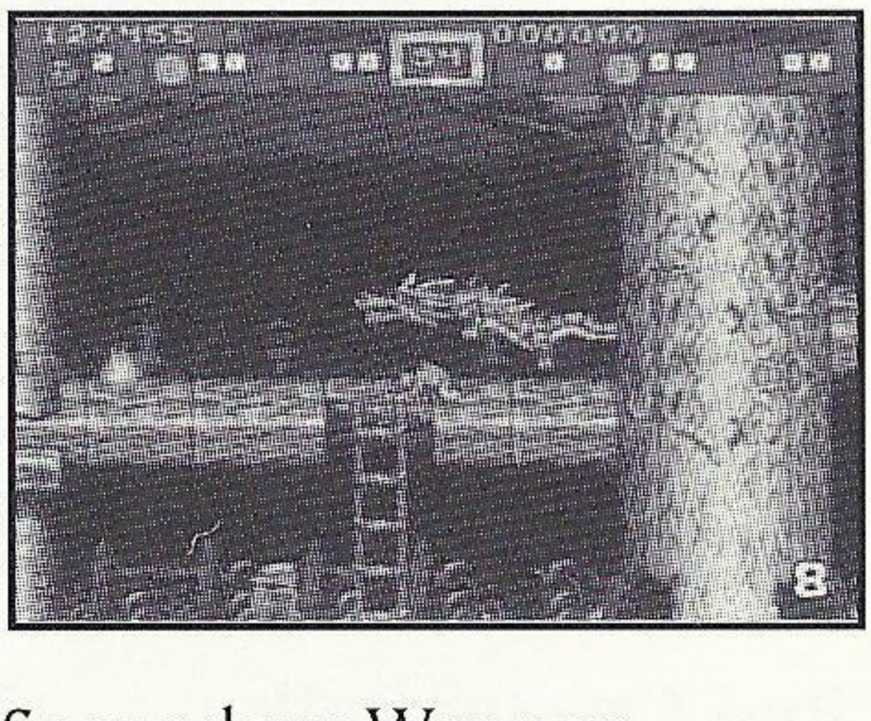
Trampolines: Not only can you jump on these items to gain higher ground, but you can move some of them to the best position for your character. Discover the proper button combination to master the spring board technique and launch yourself to new heights.

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 Secondary Weapon 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:

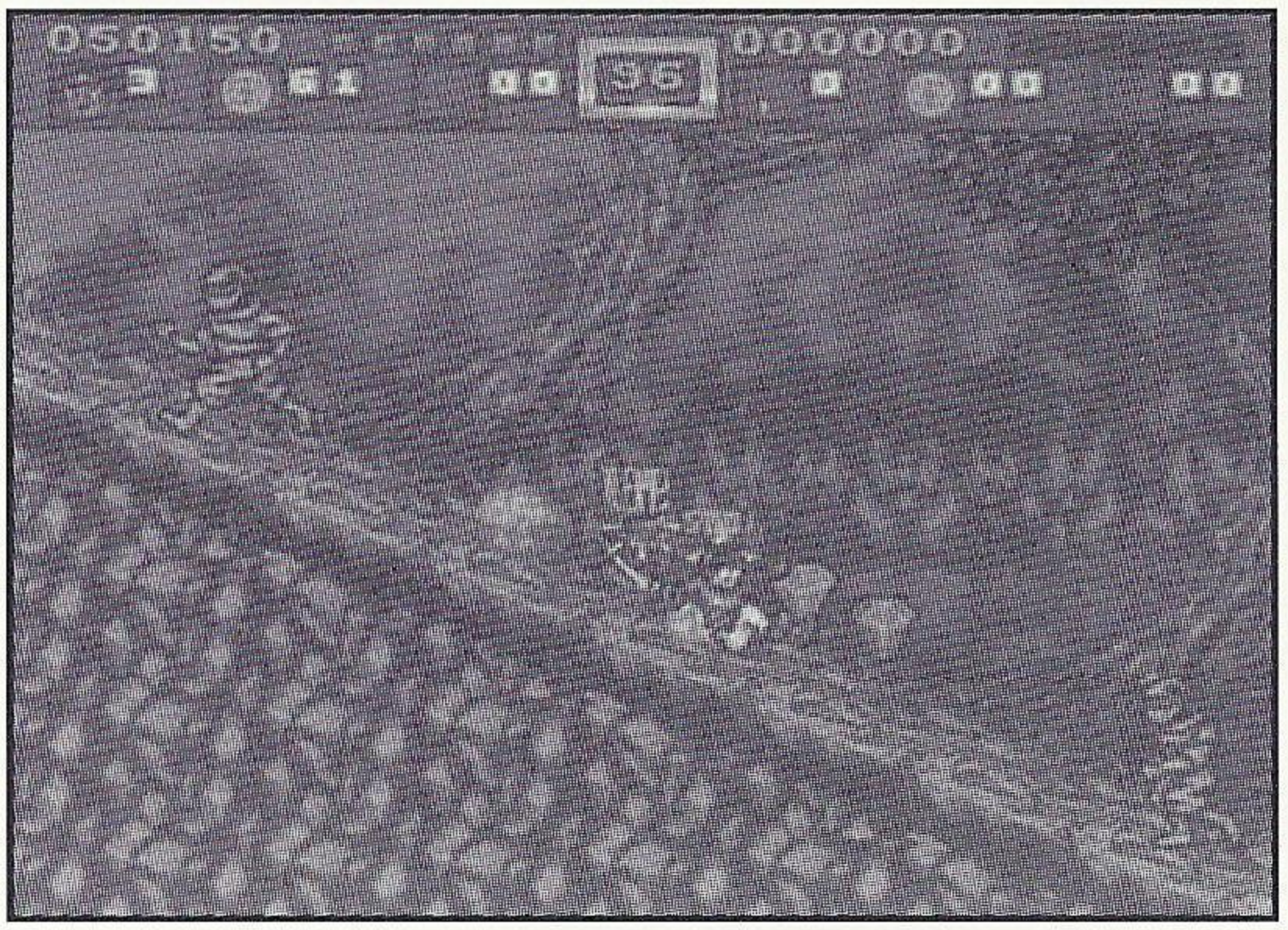
Tokens:	For points and extra lives (per 100 gained).
Food Items:	Replenish lost energy. (Tum Tum's favorite!)
Yin Yang Symbol:	Refill energy to maximum.
Hourglass:	Extra time on the play clock.
Glass Orb:	Gain 250 points.
Gemstone:	Gain 500 points.
Red & Blue Flashing Orbs:	Gain 1000 points.
Yellow Mask:	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. You also receive an extra life at this time.

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.



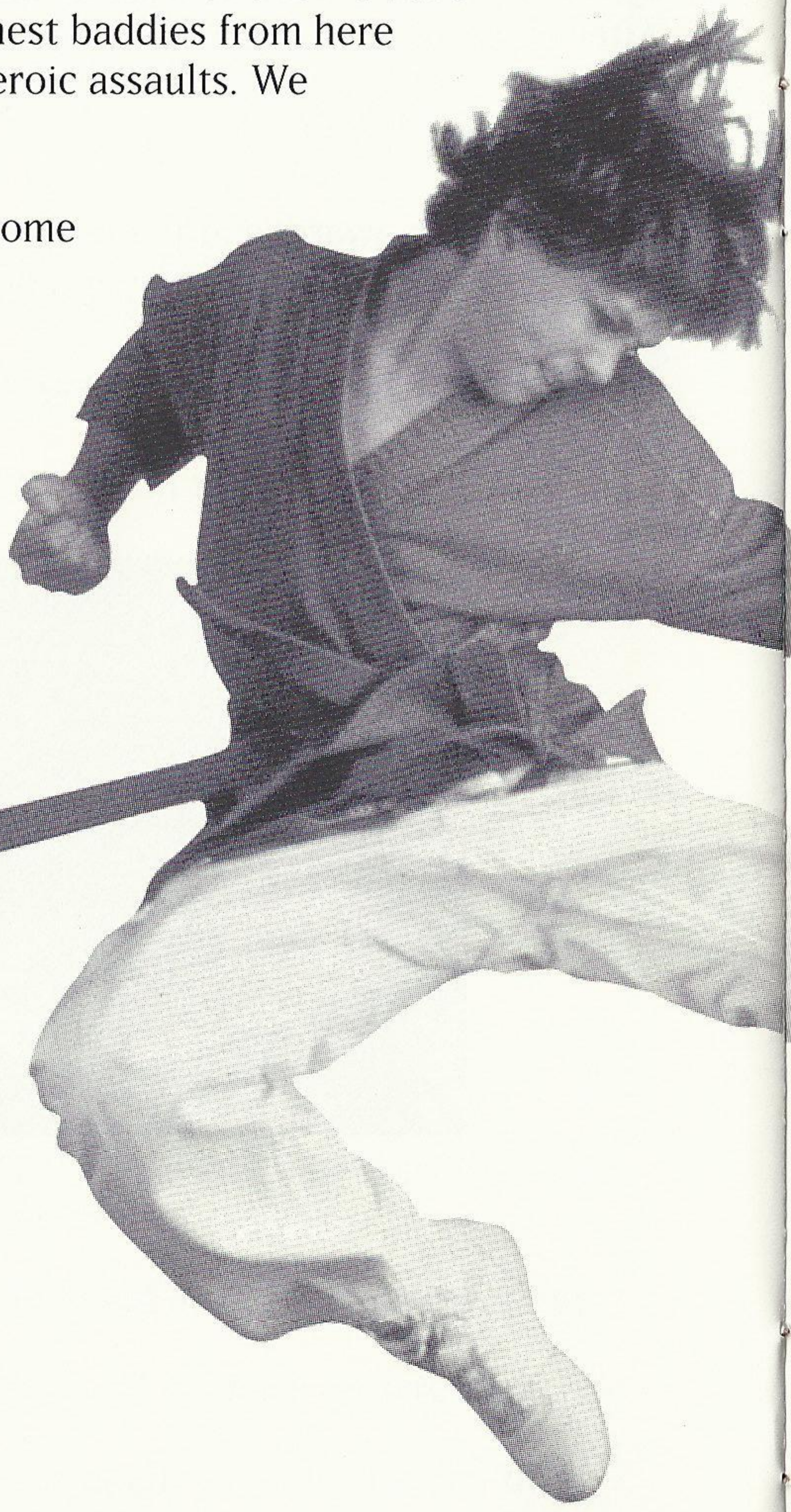
THE BAD GUYS

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.

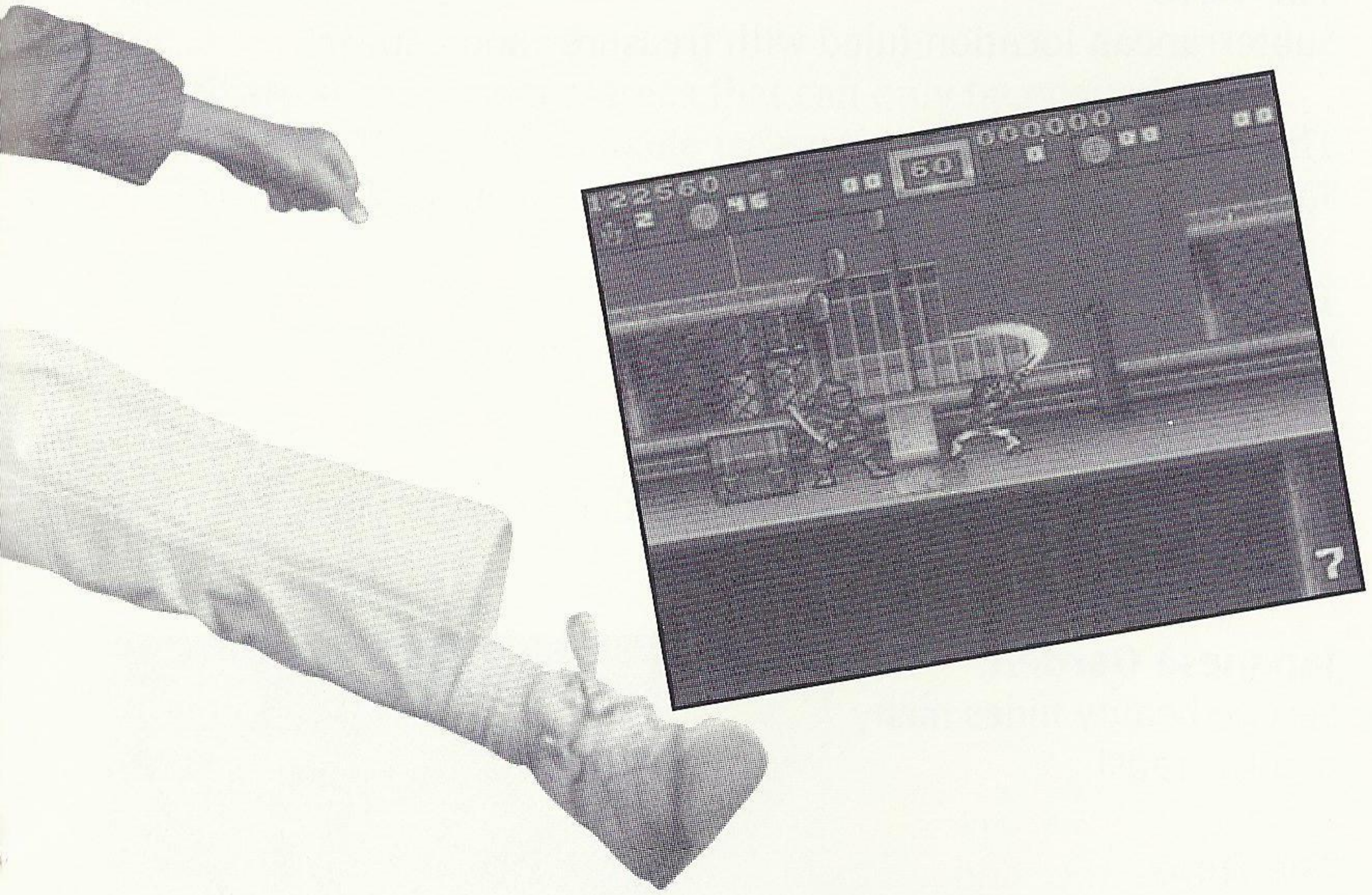
Samurai: Once proud warriors of the war lords, these opponents still wear their traditional armor and carry very sharp swords!



THE BAD GUYS

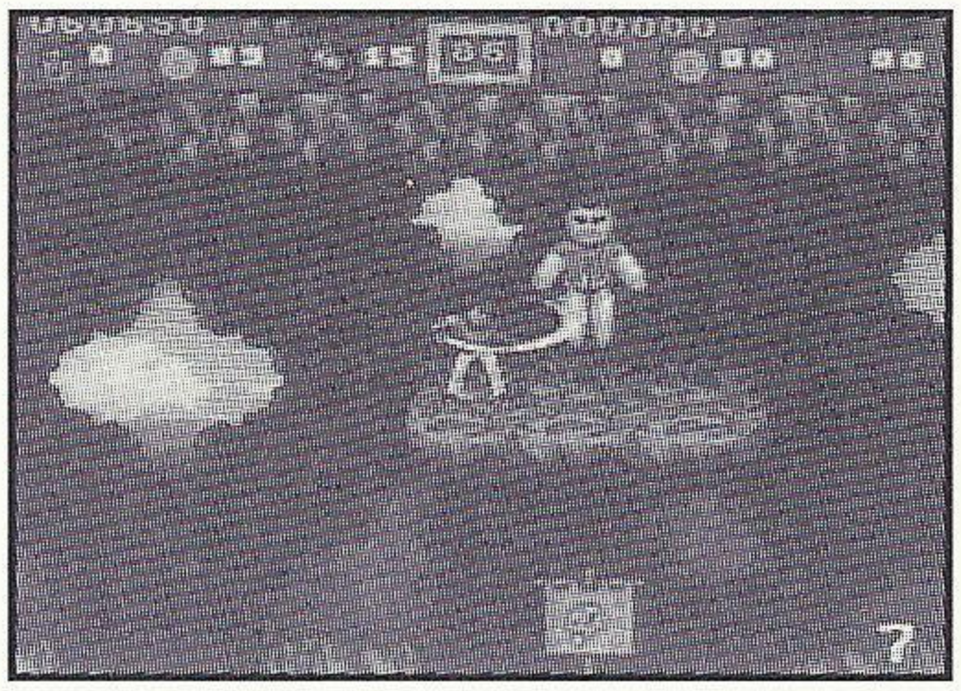
Sumo Wrestlers: Tum Tum's idols, these guys can put a dent in a concrete bench. Maybe not as fast as the 3 Ninjas, but they pack a terrific punch!

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



BATTLE SITES

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



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

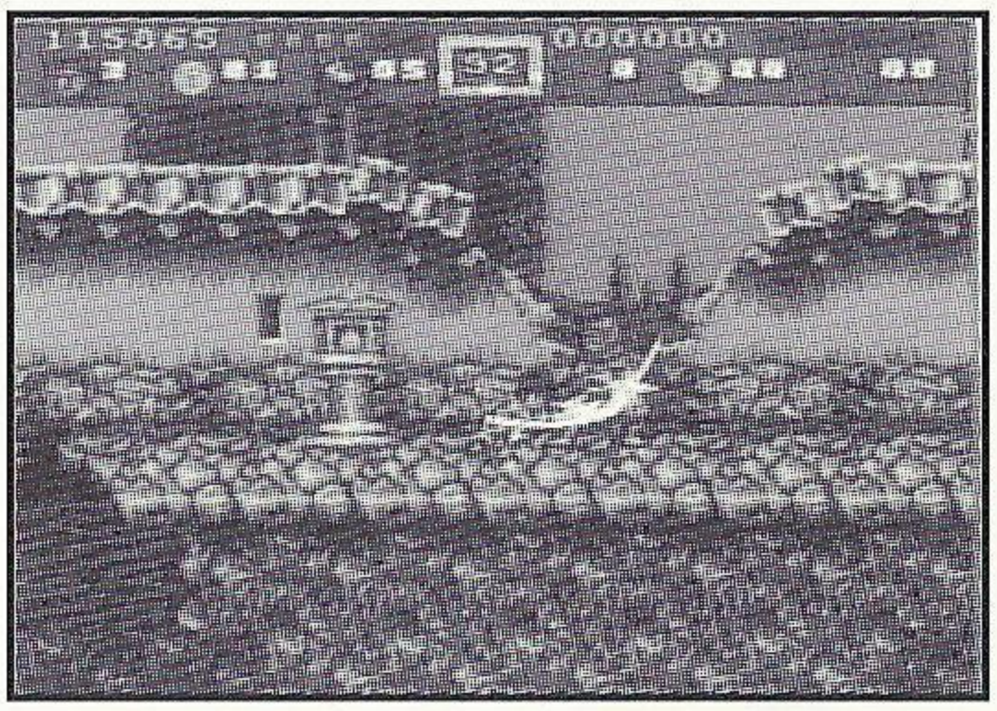
The Cave
Subterranean location filled with treasures and danger!

The Streets
Take to the streets on a high-flying, ramp romping skateboard!

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

The Skies
A 3D ride in the sky on a cool hang glider waits for you on this level!

Japanese Garden
Serene beauty hides many deadly traps!



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

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 . . .

NINJA CREDITS

Executive Producer
Rich Robinson

Producer
Nathan Rose

Assistant Producer
Mark Smith

Game Testers
Bruce Cochrane, Jose Cruz, Jody Kelsey, Andre Leighton, Seth Luisi, Kurt Schwengel, C.J. Connoy,Tobin Russell

Malibu Interactive Staff

Game Design
Terry Lloyd

Based on an Original Idea by
Mike Giam, David Jaffe, Nathan Rose

Programming
Philip Watts,Tim Coupe

Background Art and Map Design
Terry Lloyd, Tom Higgins

Sprite and Art Animation
Dean Betton, Terry Lloyd, Lee Pullen

Music and Sound Effects
Richard Joseph, Jason Page

Manager
Ian McGee

Story Artwork
Dean Betton

Game Testers
Tony McColgan, Mick Thompson, Matthew Lloyd, Paul Colls, Jun Caliva, Bill McDonald, Kevin Molhall, Jason Uyeda

Compression Software
Rob Northern

WARRANTY INFORMATION

LIMITED WARRANTY
SONY IMAGESOFT WARRANTY

Sony Imagesoft warrants to the original purchaser of this Sony Imagesoft product that this CD is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Sony Imagesoft product is sold "as is," without expressed or implied warranty of any kind, and Sony Imagesoft is not liable for any losses or damages of any kind resulting from the use of this product. Sony Imagesoft agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Sony Imagesoft product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Sony Imagesoft product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SONY IMAGESOFT. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SONY IMAGESOFT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SONY IMAGESOFT SOFTWARE PRODUCT.

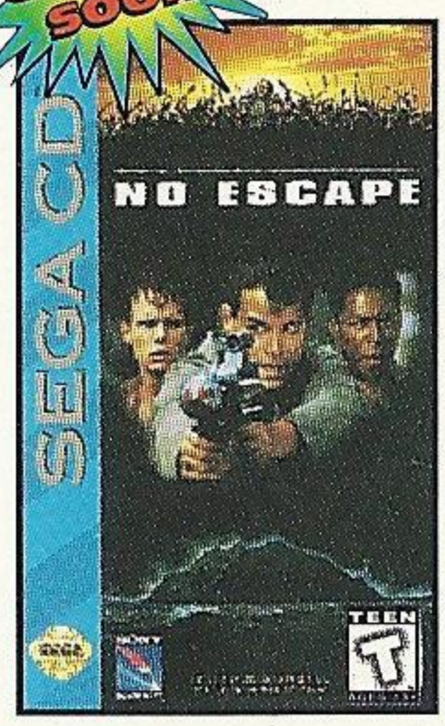
Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Sony Imagesoft, 2400 Broadway, Suite 550, Santa Monica, CA 90404
Customer Service (310) 449-2393

Patents: U.S.#'s 4,442,486/4,454,594/4,462,076; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan # 1,632,396.

Look for these other great Sony Imagesoft titles for the Sega CD

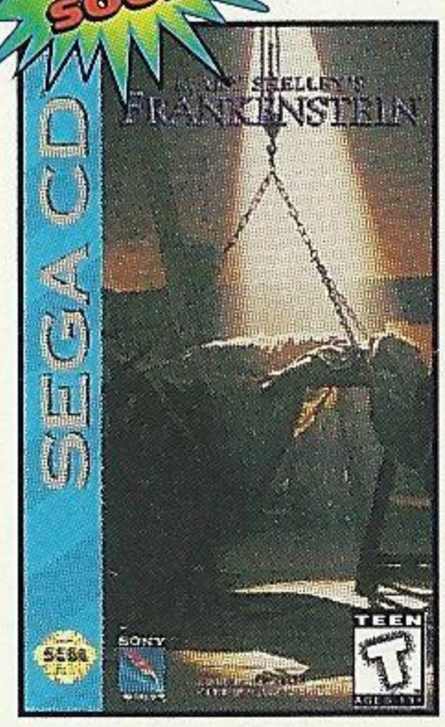
COMING SOON



- **Isometric and side view fighting modes deliver real arcade action**
- **Characters rendered by rotoscoping real actors for highly realistic fighting action**
- **Ultra-detailed 3-D backgrounds heighten realism**



COMING SOON



- **Two game play views — isometric and forced isometric— offer enhanced 3-D environment**
- **Digitized scenes from the movie**
- **Six huge levels of action, from the cholera-infested streets of Ingolstadt to the freezing ice fields of the Arctic**
- **Fantastic assortment of bosses including out-laws, landlords and wolves**



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

SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.
ALL RIGHTS RESERVED.

3 Ninjas Kick Back™ is distributed by Sony Imagesoft, 2400 Broadway, Suite 550, Santa Monica CA 90404. Sony is a registered trademark of Sony Corporation. Imagesoft is a trademark of Sony Electronic Publishing Company® 1994 Sony Electronic Publishing Company. All rights reserved. 3 Ninjas Kick Back is a trademark owned by 3 Ninjas Japan, Inc. and used by Sony Electronic Publishing Company under authorization.

Manufactured in the U.S.A.