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REVENGE OF THE NINJA™



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

Rated by V.R.C.

MA-13

Parental Discretion Advised.

Mature Audiences

THE ADVENTURE BEGINS

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.

Handling Your Sega CD

- 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.

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.

RENOVATION PRODUCTS™

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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 SEGA CD™ SYSTEM.

Renovation Products would like to thank you for purchasing **Revenge of the Ninja** for your Sega CD game system. Please read this instruction manual carefully to ensure proper handling of your CD.

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STARTING UP YOUR SYSTEM

1. Set up your Genesis and Sega CD Systems and plug in Control Pad 1.

2. Turn on your TV or monitor, and then turn on the Genesis.

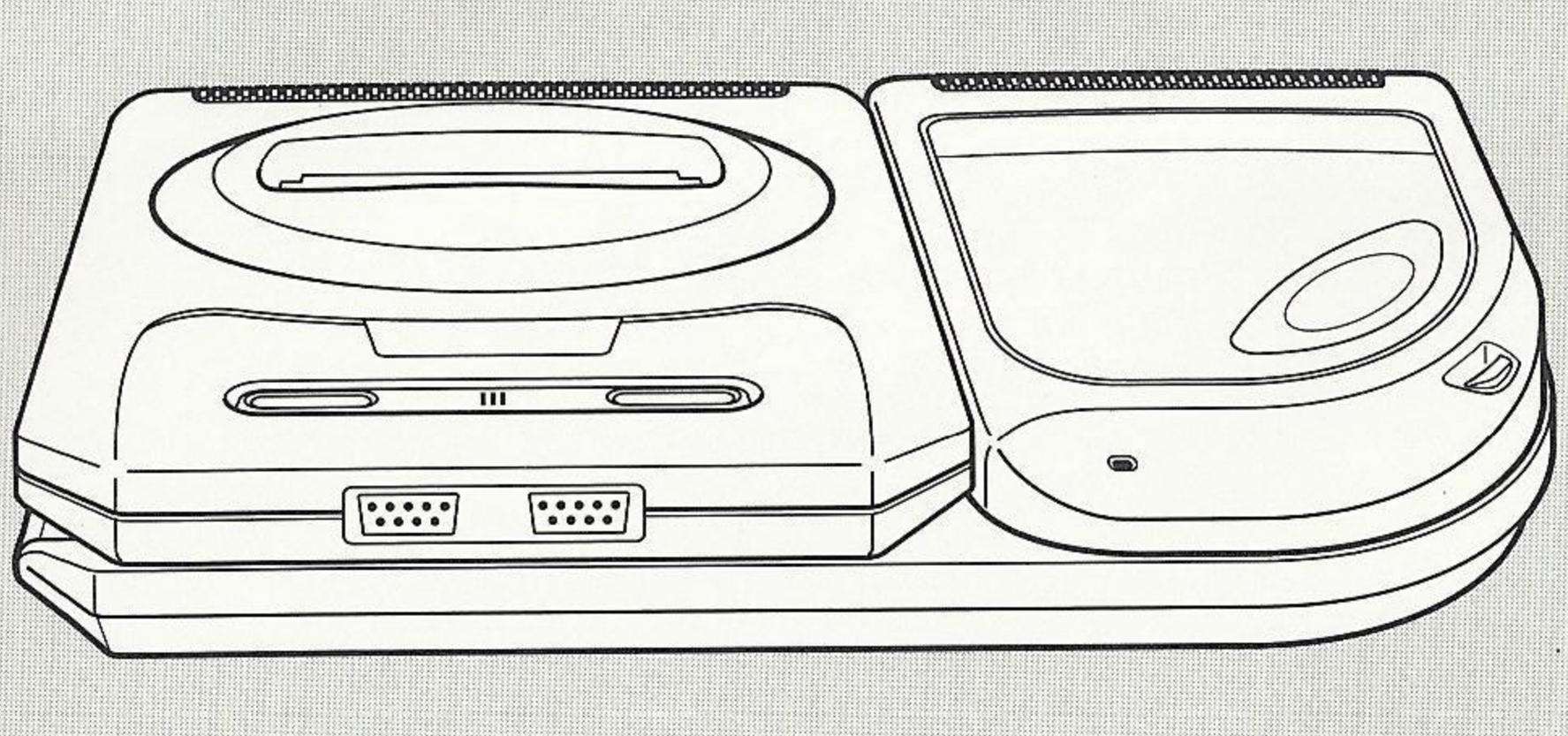
3. Press Start or Button A,B or C when you see the Sega CD logo. The Sega CD Control Panel will appear.

4. Press Start or Button A,B or C to open the disc tray. Place the **Revenge of the Ninja** disc into the tray. Then press Button A,B, or C again to close the tray.

5. Press Start or use the D-Button to move the cursor to the CD-ROM button.

6. Press A,B or C to begin. The opening screens of the game will appear. (If the disc is already in the tray when you turn on the system, the game will begin automatically after a few moments.)

7. To stop a game in progress, or when the game ends, press the Reset Button on the Genesis console to return to the Sega CD Control Panel.



THE QUEST FOR JUSTICE

REVENGE OF THE NINJA™

AAEEE! My face contorted in pain as the heavy stick slammed into my thigh. I took control of my anger as I high-kicked my opponent's face. As he hit the ground I knew I was victorious. I've studied Desmo for almost 16 years. Most of my studies were in Gella, my hometown. I've been at this school in Kamala for over a year now—the longest I've ever been away from home. As I remember Gella, I reach for my necklace.

Two years ago, Astov, the King of Gella, wore this very necklace. He was kidnapped and then brutally killed by Lougi, the despised ruler of the Castle of Evil. Astov's daughter Terisita (Terri to me) found his necklace in the woods and gave it to me before I left for Kamala. As she put it around my neck, Terri said, "Hayate, you are like my father, very strong, but kind and gentle. This is why I give you his necklace. May it be a symbol of your duty to your homeland as you seek your fortune and hone your skills."

When I woke the next day, Kamala was quieter than usual. The morning air felt heavier and a dark cloud loomed over my soul. I knew something was wrong. That afternoon after my daily run, I discovered what it was. A friend gave me a terrible message; My father was wounded in battle at the Castle of Evil!

"Just how badly is my father hurt?" I asked. My friend looked away, he wouldn't answer.

THE QUEST FOR JUSTICE, CONT.

That evening I packed my bags. I would start my journey first thing in the morning since it was safer traveling during daylight.

The morning sun woke me up. Rubbing my eyes, I wished I had been able to sleep better. Thoughts of my father had haunted my mind. With bags in hand, I walked to the river, gathered some water and started my trip.

After two days travel I reached Gella at night. I was glad of the late hour since it prevented the nosy towns people from discovering my return. As I walked though the door of my home I saw my father sleeping on his bed. He looked pale and exhausted. I decided I would wait to talk with him in the morning.

I went to my old room. Nothing had changed. I climbed into bed knowing this would be the best sleep I had gotten in a long time. I am finally home with my father, I thought, smiling to myself as I fell asleep.

The next morning I walked into my father's bedroom. "Oh Hayate, my son, I am so happy to see you, but I fear there is not much time left in this life for me," he said.

"Please Father, tell me what happened," I cried.

"Lougi, the evil wizard, has kidnapped the princess. I stormed the Castle of Evil to save Terri, and I was mortally wounded."

Anger started to build up inside me "Damn that Lougi!" I shouted.

My father continued to speak about the castle and the Evil within it. "Listen carefully, my son. Lougi has used magic to hurt all who oppose him. Lougi is now very powerful and I grow too old to protect the townspeople and honor our family's ancient oath. Now I must leave you with this task."

THE QUEST FOR JUSTICE, CONT.

"Father, I am much too young! My training is still incomplete," I cried.

My father continued to speak in a whisper about the castle and the growing evil. "I am not just leaving you in charge of the towns people and their safety because you are my son, I am leaving this honor to you because you, unlike most people, have learned to wear no mask only the face of truth. Remember my son, one who believes in the power of the Ninja is one who believes in himself. Hayate, I am leaving this mortal life, but I will still live within your soul. I will be beside you aiding you in your quest. Good-bye, my son," he said, his voice getting softer and softer.

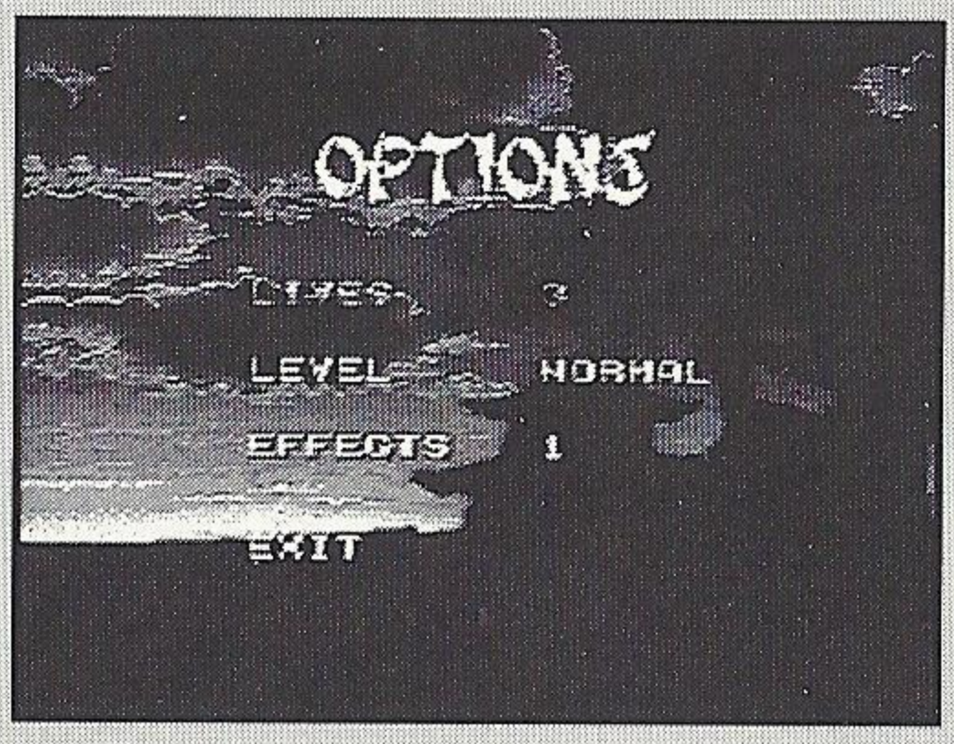
"No!" I cried. "Father, don't leave me!" But he was gone.

My father's hand became cold. A tear fell from my eye and onto my father's hand. I sat there for what seemed like hours, yet only had minutes passed. Thoughts of Lougi, the castle, and Princess Terri filled my mind. I loved the princess with all my heart, but as I sat there I felt such fear. Could I do it?

With that thought in my mind, another tear fell from my cheek and splashed upon my father's sword. As I watched with amazement, the sword glowed, its heat melted my tear. I remembered my father's words about believing in the power of the Ninja. Now I knew what he meant. I vowed I would protect the towns people, save the Princess, and destroy Lougi. I picked up my father's sword and yelled to the heavens above, "Father, I believe in the power of the Ninja, I believe in the quest, my family's honor, and most of all, I believe in you."

As I said those words, the sword jumped in my hand and began to move in the direction of the castle. I followed with pride as my quest for truth, to save the princess, and most of all, revenge, began.

OPENING THE MYSTIC STORYTELLER



After placing the **Revenge of the Ninja** CD in the Sega CD tray, choose PLAY on the title screen to start the game. After the WOLFTEAM logo appears, the game will automatically start an introduction sequence that shows Ninja Hayate fighting many of the opponents you will face in the quest to destroy the evil Lougi. You may interrupt this animation at any time by pressing the START Button to bring up the game's title screen.

From the Revenge of the Ninja title screen you can select the type of game you want to play. Go to the Options Mode and select any options you like.

AVAILABLE OPTIONS:

Lives: There are two Continues given. You can have up to 5 lives. Make your quest more difficult by giving yourself fewer lives.

Difficulty: Adjust the level of play from easy, normal or hard. The easier the difficulty level, the more time you have to react.

Effects: There are 6 sound effects that you can preview here.

THE MYSTIC STORYTELLER



The **Revenge of the Ninja** is shown through the scroll of the Mystic Storyteller. The Mystic Storyteller lets you take part in Hayate's adventure and acts like a camera, zooming in on the action.

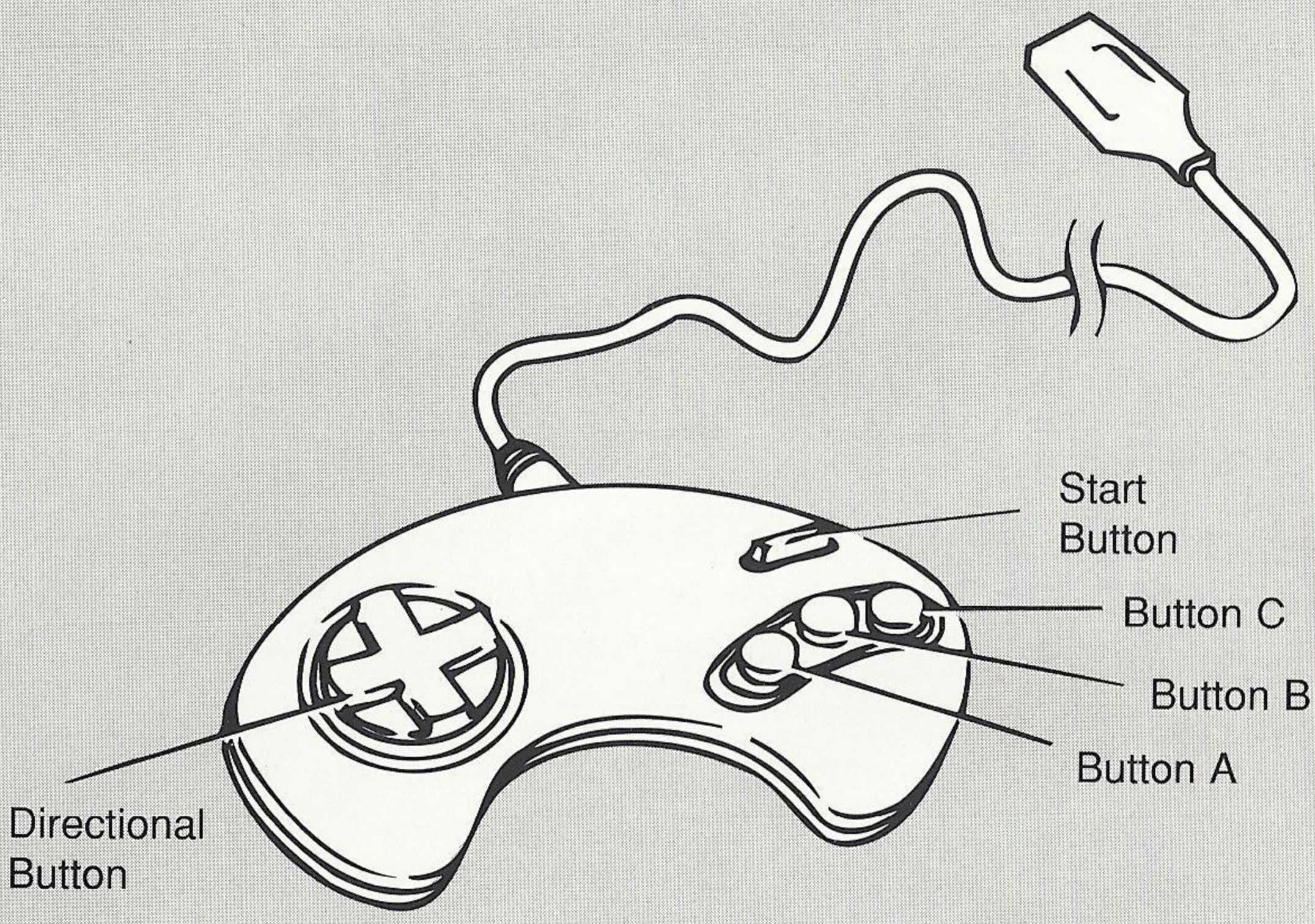
You must help Hayate jump or move to avoid the obstacles and enemies Lougi has created to guard Princess Terri. Here's what you'll see through the Mystic Storyteller:

1. Guiding Light: The Guiding Light is the icon Hayate's father uses to help his son learn the way of the Ninja. On the NORMAL and EASY levels, Hayate's father uses a Golden Arrow to direct his son. On the HARD level, Hayate's father uses both a guiding light and the word "ACTION!" to assist him. Hayate may move up, down, right or left.

2. Animation: What the Mystic Storyteller shows you throughout the adventure.

3. Score: Your current score is displayed.

4. Lives: The number of lives you have remaining.



Genesis Controller

Here are the control functions for Revenge of the Ninja:

A Button: Engages Hayate in a fight, using a weapon.

B Button: Same as A Button.

C Button: Same as A Button.

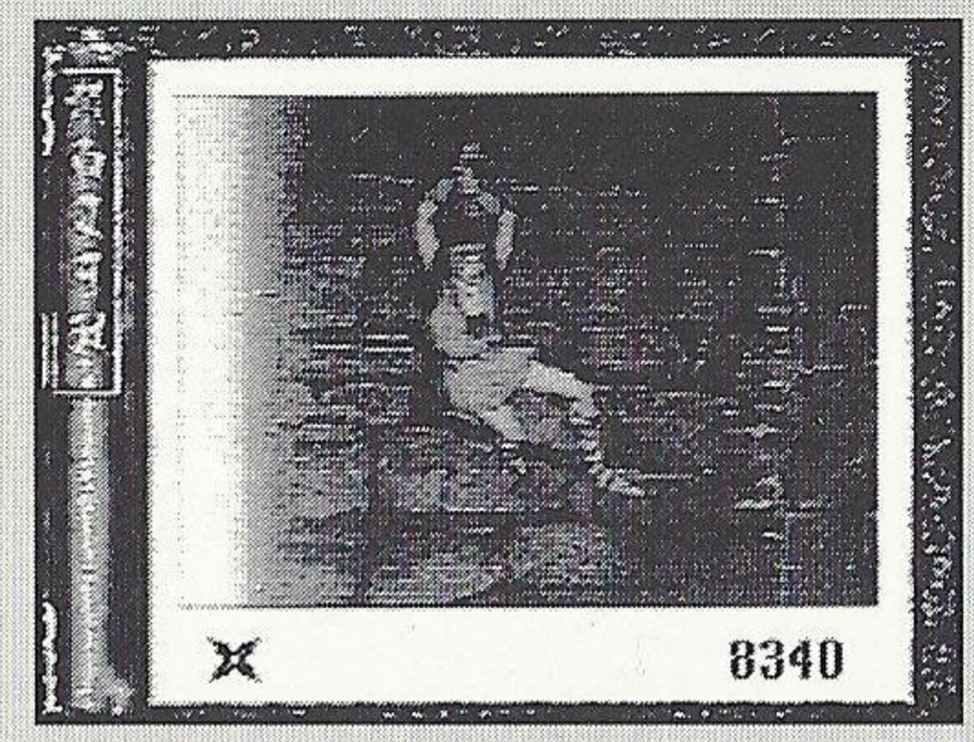
START: Begins the game after the end of a stage.

D-pad Up: Makes Hayate move up.

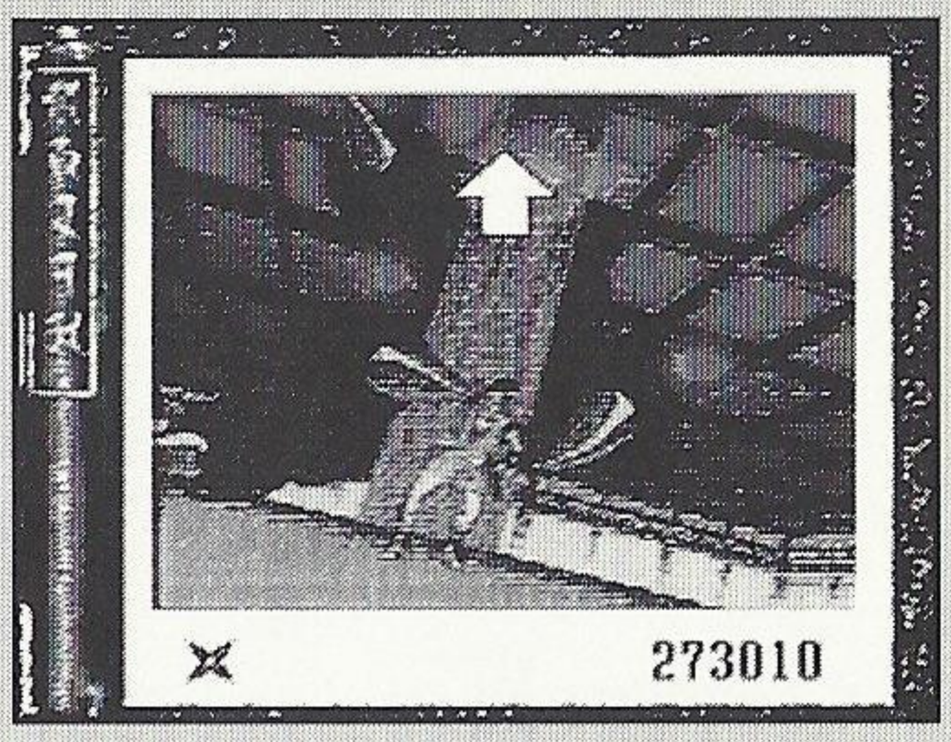
D-pad Down: Makes Hayate move down.

D-pad Left: Makes Hayate move left.

D-pad Right: Makes Hayate move right.



move in direction of flashing light



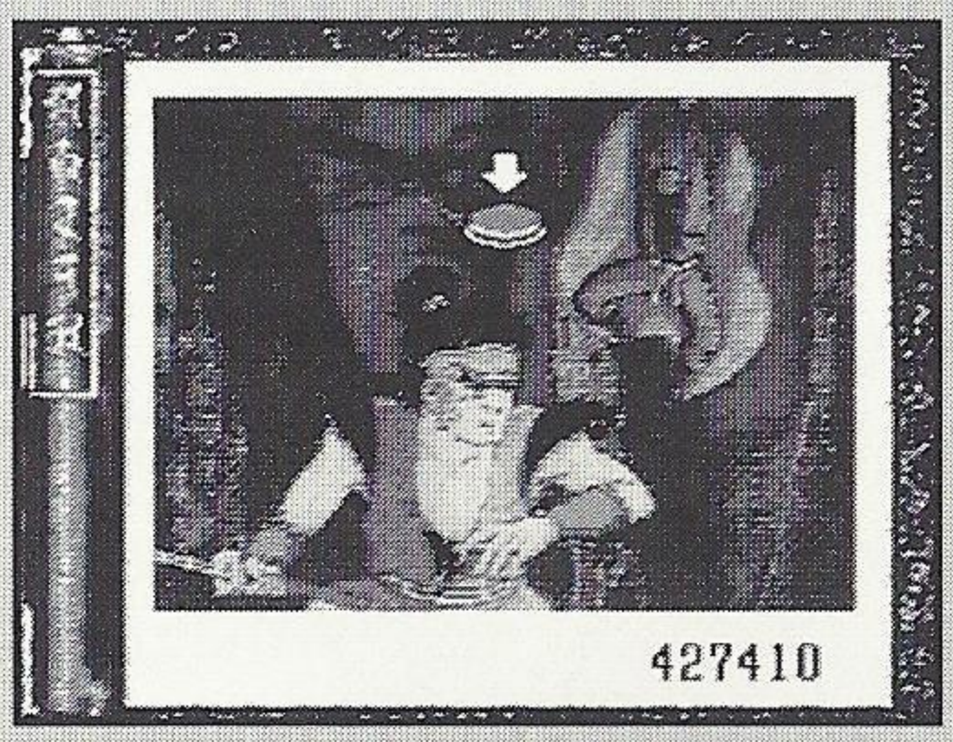
move in direction of arrow

WHICH WAY DO I GO?

In the EASY and NORMAL play modes, whenever Hayate needs to move, the direction he must go will flash or an arrow will point in the right direction.

If Hayate must use his sword or any other weapon in combat, a red button will appear on the screen to signal you to press the A, B, or C Buttons. Tones will also sound letting you know when action is required. If you don't move Hayate in the right direction fast enough or use his weapon quickly enough, he will lose one game life and meet a horrible fate. If you have made the correct choice you will be able to continue on.

In the HARD mode, a light may flash and the word "ACTION!" will appear but there will be no arrow or button to guide you. The reaction time is much quicker in the NORMAL and HARD modes. In the HARD mode you need to anticipate the move, so be fast with your fingers.



button indicating weapon

SCORING

Scoring is based upon how you complete each stage. If you complete a stage without missing a single move, your score will be higher than if you complete a stage after missing a move. Point totals are also determined by the difficulty level you are playing at and for each obstacle or enemy you overcome successfully. Enter your name when you finish your game and compare your score to the designers' scores. Top scores entered are lost when the Sega CD is turned off.

PLACES

There are 18 stages that Hayate must survive to battle Lougi and save Princess Terri. Each stage may be guarded by enemies or contain obstacles that Hayate must overcome. As an extra challenge, most stages will appear in a different order each time you play.

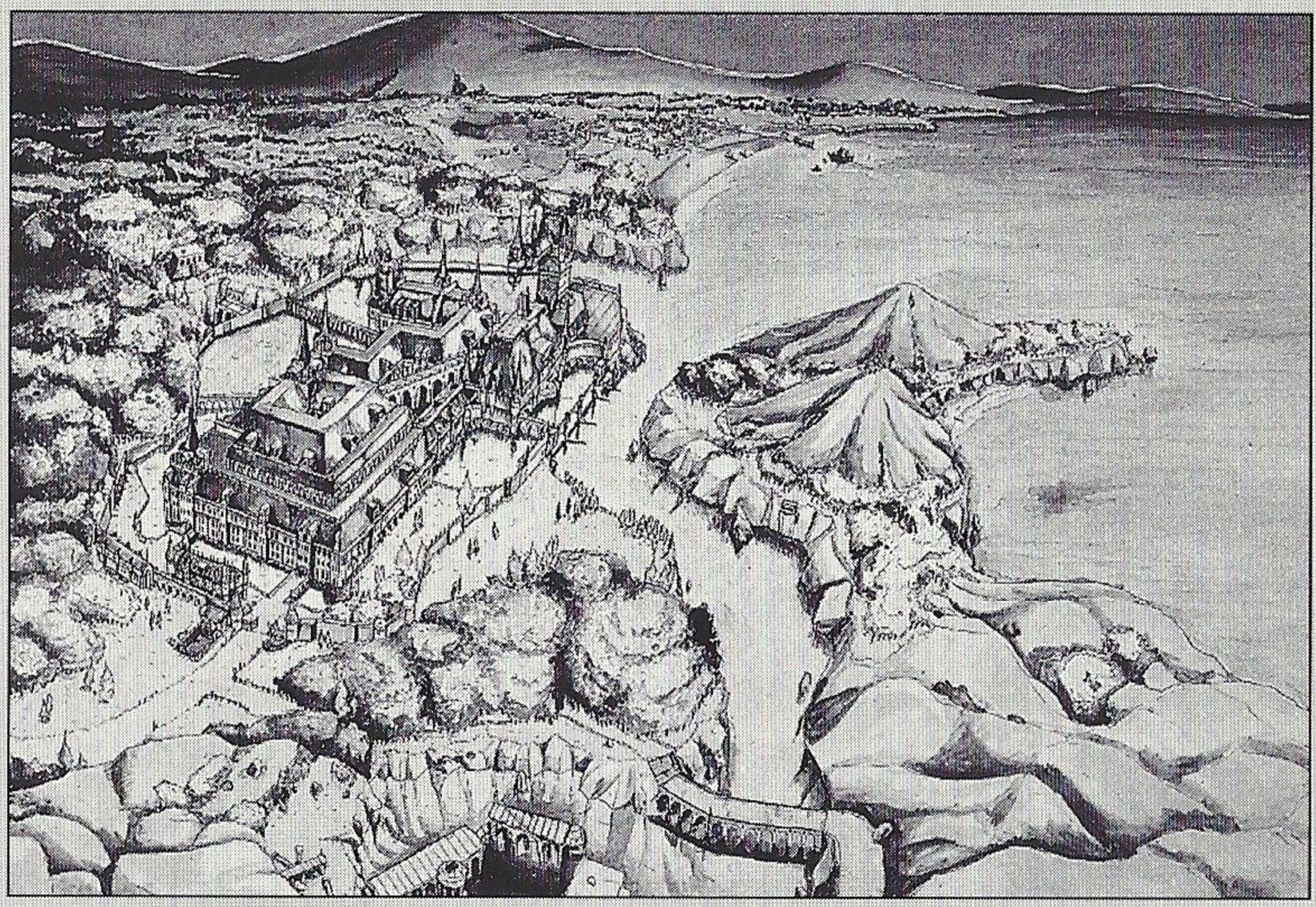


castle of evil

The Castle of Evil is known throughout history as one of the world's most sinister and deadly places. Some say Evil grew there and without the castle, there would be no Evil.

The Castle of Evil was built 2101 years ago as a monument to the horrific massacre of his enemies by the fascist ruler Kilo, the ancestor of Lougi. Now the Castle of Evil stands proud and tall representing all that is Evil and chaotic. Lougi, the ruler of the castle, also known as the Soul Stealer, is the incarnation of Evil. Evil must fall to its knees in the presence of Lougi.

PLACES



Kamala is a country south of Gella. Kamala is known primarily for its beauty and serenity. It's people are dedicated to the art of Desmo, an ancient form of spiritual enlightenment and physical fighting practiced by a select group of warriors. Only the true warriors of Good can come to Kamala for Desmo training. Very few warriors are of pure enough spirit to experience the final levels of Desmo and become Masters of the Ninja Arts.

Gella, Hayate's homeland, is known for its rich land, bountiful crops and dark forests. Its people are well informed in the ways of life and use their knowledge to spread the way of Good. They are very mysterious and reclusive.

ENEMIES



Marco Killmore

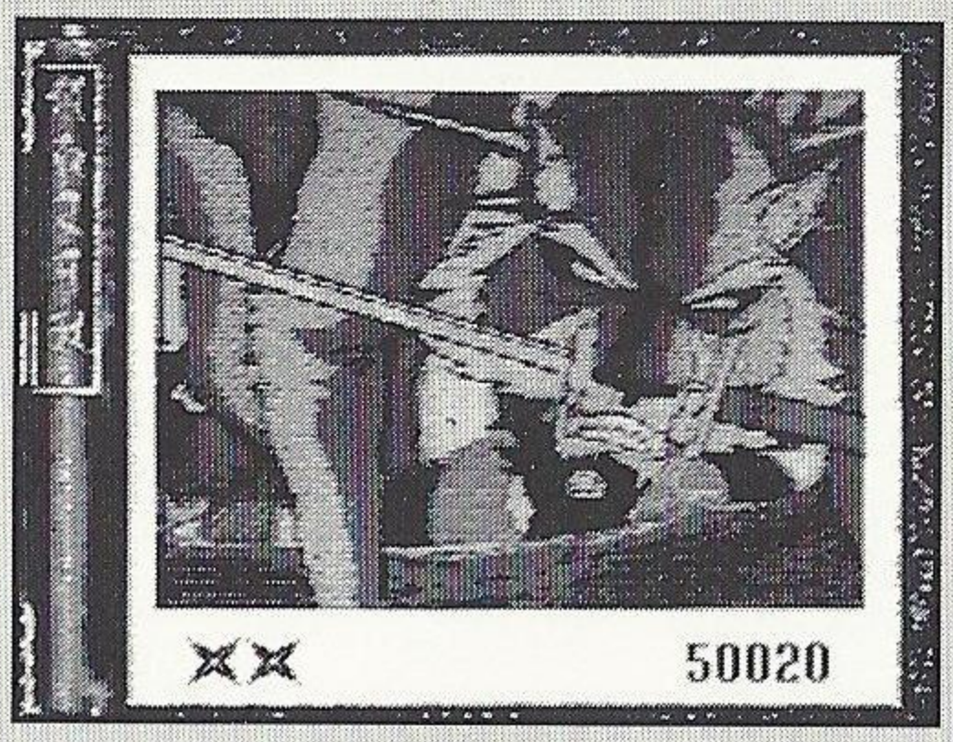
Killmore's frightening appearance is due to one of Lougi's experiments gone wrong. At the age of nine, Killmore was a participant in Lougi's attempt to harness super-human strength, but when the experiment failed, he was transformed into a number of different birds and beasts and is now a cross between a rooster and a fire-breathing dragon. Enraged, Killmore vowed to wreak havoc upon the world. Now as the servant of Evil, Killmore lives only to destroy Good.



Zallen (Avenger of Darkness)

Zallen, the "Avenger of Darkness" and master of the mortal mind, is said to be 160 years old. He has been on his own since the age of 6 when he was kicked out of his home and exiled from his town for reasons too horrible to mention. He decided to take matters into his own hands and destroy everything and everyone. Now he he worships the Dark Side and follows his master Lougi's every whim. Although he is armed with a deadly spear, he is most dangerous because of his ability to build the machines of destruction which are placed strategically around the castle.

ENEMIES, CONT.



Wolves of Seidenfeld

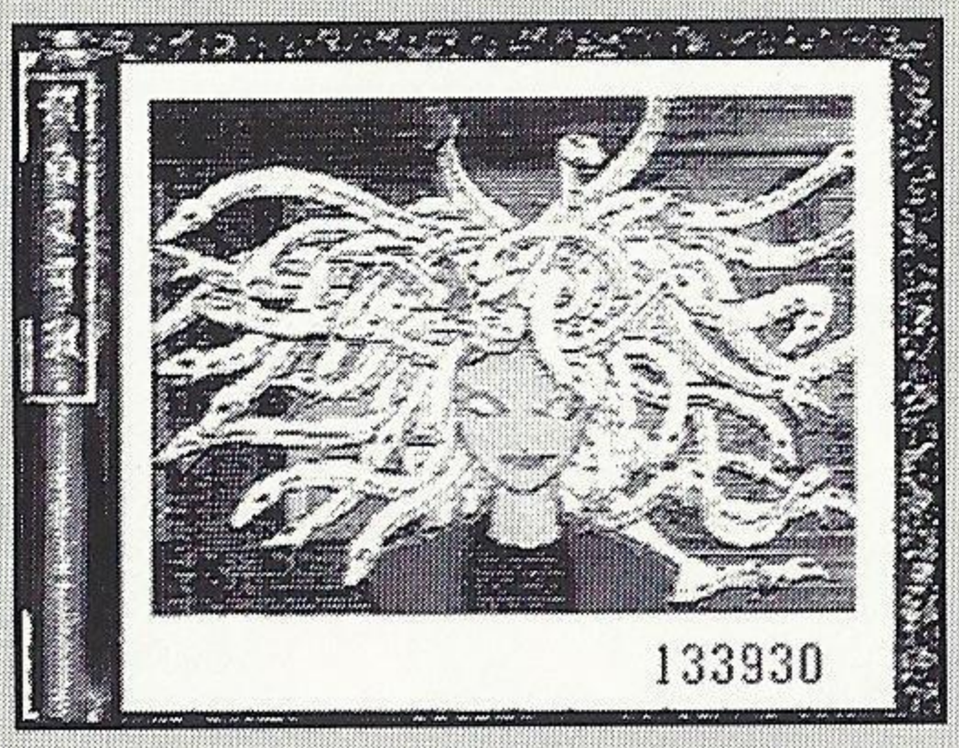
The Wolves of Seidenfeld are pets of Lougi and have been trained since birth to kill all that is good. They never travel alone so if you run into one, you're bound to meet the whole pack. They are armed with teeth that will rip through your flesh and claws that will slice you into their next meal. Be warned! These animals are far from dumb.



Vengor

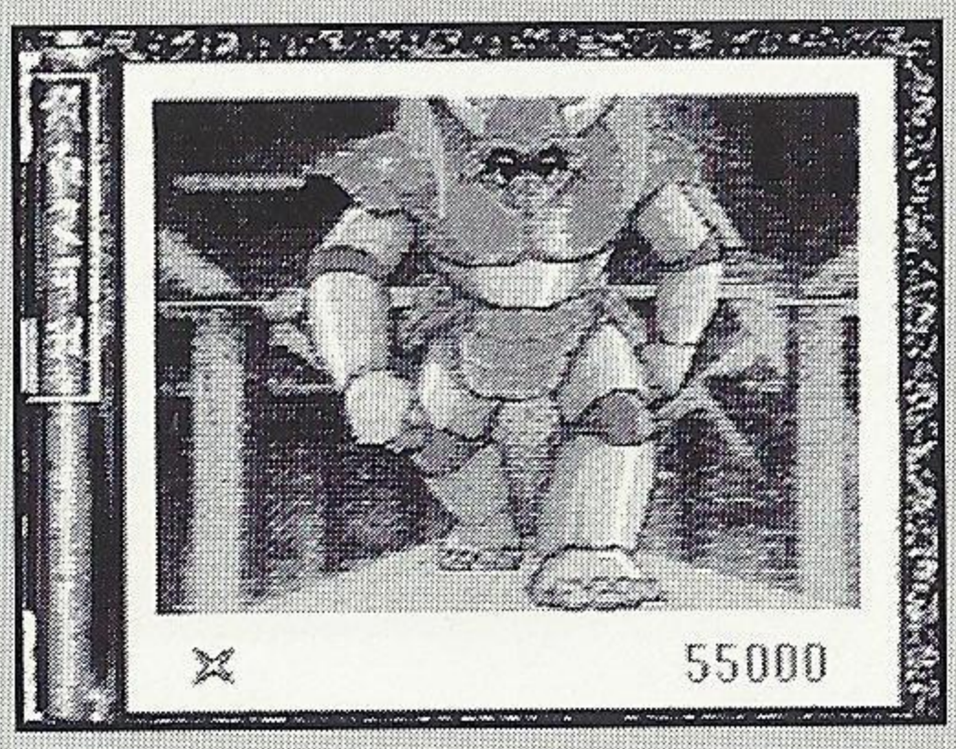
Vengor is the guardian Lougi appointed to guard the Princess. His orders are to destroy anyone who threatens to steal the Princess from Lougi. Vengor is 100 feet tall and strong enough to reduce a whole castle to dust with one punch. With his six sword-wielding arms he is a worthy opponent and you must use caution when you battle him.

ENEMIES, CONT.



Desfal

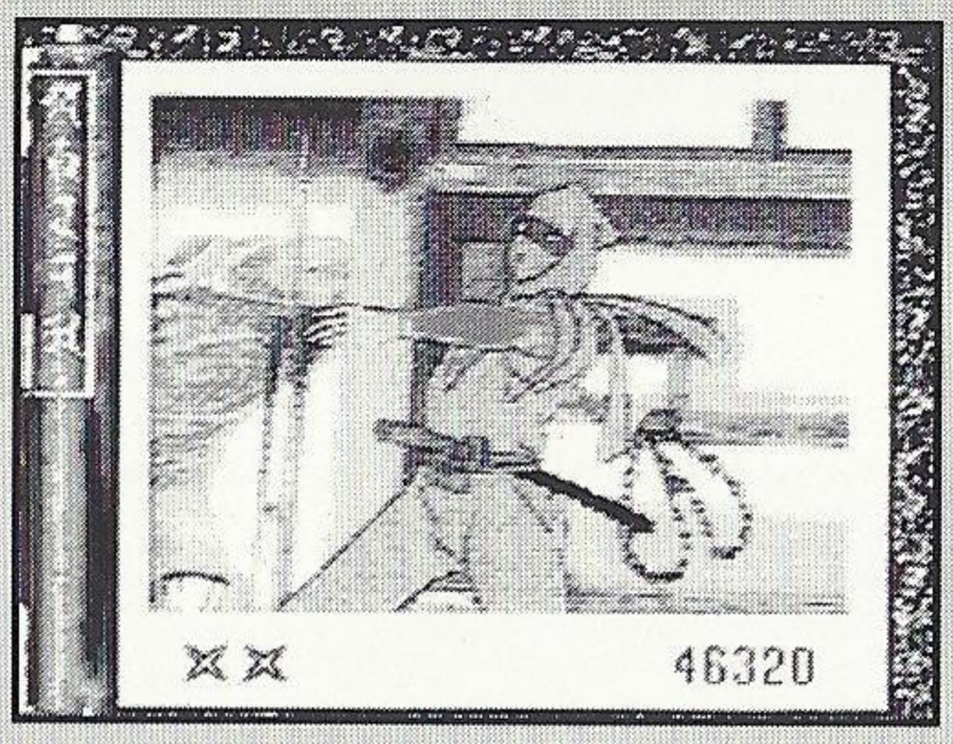
Desfal is Lougi's only child, but she is nothing like her father. Certain that he had lost her to Good, on Desfal's sixteenth birthday, Lougi had Zallen cast a powerful curse, that turned her heart to Evil and her head to a coil of snakes. She initially appears as a beautiful girl, but watch out!



Destroyer MPK

Destroyer MPK (Merciless Powerful Killer) is Zallen's favorite machine of destruction. He is said to be 20 feet high and to weigh over 2 tons. He is armed with missiles, a giant ax and ninja stars that cut through metal. He is deadly and even bullet-proof armor cannot protect Hayate from his might. His weak point, however, is that he can be outsmarted since he is not very bright.

ENEMIES, CONT.



Ninjas

There is an army of Ninjas guarding the Castle of Evil. Some are armed with swords, stars, bombs or chains, and others are armed only by their wits. All are sworn to spill the blood of any Warriors of Good.



Lougi (Warrior of Darkness)

Lougi is pure Evil, he is heartless and cruel. At the age of 13, Lougi murdered his whole family, including his infant brother, pledging his allegiance to the Prince of Darkness, and taking the title of Warrior of Darkness.

Note: The Castle of Evil is a deadly place. There are many other creatures and traps not mentioned that you will discover and must defeat on your own. Good luck!

GAME PLAY TIPS

- Always be alert, the castle and its grounds are very dangerous and you can be attacked at any time.

- Don't worry about reaching the end of a level, keep on fighting. The fighter who has the quickest hands and the strongest heart will make it through safely.

- Play the game in the easier modes first before trying to play in the more difficult modes.

- For higher scores, try to finish a scenario without losing a life.

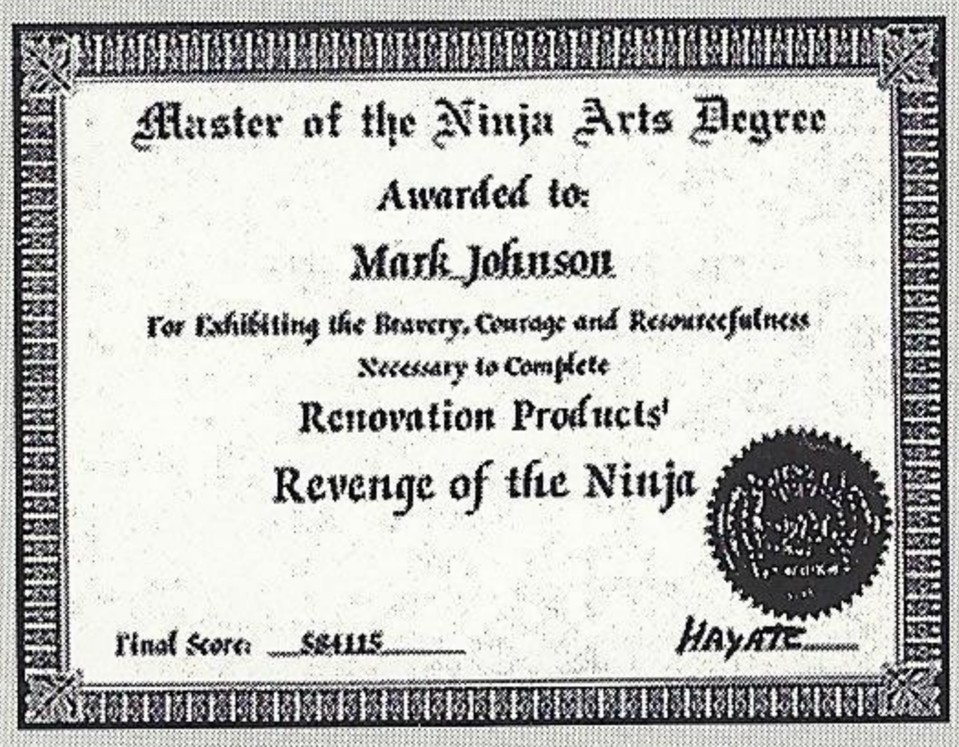
- After you have mastered the game in the EASY and NORMAL modes you will be ready to prove yourself as a true Ninja. You must complete the game in the HARD level to earn the Master of the Ninja Arts Degree.

VIDEO REPLAY

After you have completed the game in either the HARD or NORMAL mode you can see the video replay of your entire game. To use the replay feature, wait until after all the credits have scrolled by. You will now see a option screen that will ask if you want to end the game or see the replay.

Select replay and you will see your brave and courageous exploits from the beginning of the game to the final fight.

MASTER OF THE NINJA ARTS DEGREE


Master of the Ninja Arts Degree

Awarded to:

Mark Johnson

For Exhibiting the Bravery, Courage and Resourcefulness

Necessary to Complete

Renovation Products'

Revenge of the Ninja

Final Score: 584115

HAYATE

Certificate



Screen

Those who have completed their training and have proven themselves to be of pure heart and courage are special people. These few are recognized as Masters of the Ninja Arts. To commemorate their achievement they are awarded the Master of the Ninja Arts Degree.

To qualify for this high honor, the Ninja must complete Revenge of the Ninja at the hardest level. Once the game has been completed in the HARD mode, you will see the game's credits. After the credits you will be asked if you want to see a replay of the game or end the game. If you select end the game you will shown a screen that looks like the one in the illustration. If you choose replay, you will see the entire adventure played back from the beginning and then the certificate screen will appear. Use the up and down positions of the D pad on the controller to select the letters that spell your name. Use the A button to advance the cursor to the next letter in your name. You now have a certificate with your high score and your name filled in to prove your skill!

Renovation Products would like to recognize those who have shown their courage and skill in finishing Revenge of the Ninja at its hardest level. Those who qualify will receive their own Master of the Ninja Arts Degree certificate to hang on their wall. To receive one, finish the game and fill in the certificate screen as described above. Once you have accomplished this, take a picture of your TV screen with the certificate screen showing. (Hint: for a good photograph make sure the room is dark and don't use a flash!) Next, send a copy of the photograph of the certificate screen along with a first class postage stamp to:

Ninja Master
Renovation Products
4655 Old Ironsides Drive, #265
Santa Clara, CA 95054

Please include the following information with your picture:
Name to be used on the certificate, address including, city, state, zip code and your phone number. Also, please tell us how long it took you to finish the game and your age. You will receive your certificate by mail in 3 to 4 weeks.

This offer is valid while supplies last!

NOTES

LIMITED WARRANTY

Renovation Products, INC. warrants to the original purchaser only that the CD provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the CD to RENOVATION PRODUCTS, INC. or its authorized dealer along with a dated proof of purchase. Replacement of the CD, free of charge to the original purchaser (except for the cost of returning the CD) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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To enter a monthly drawing for a FREE video game, please complete the attached warranty card and return it to Renovation Products. Winner will be contacted within 30 days of the drawing.

Patents: U.S.'s 4,442,486/4,454,594/4,462,076/4,026,555; 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 #'s 1,632,396/82-205605 (pending).

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Wipe S.C.U.M. (Secret Criminal Underground Movement) off the highway. Smash through a hotel lobby, spin off a bridge at high speed, and tear up the beach on the tail of perpetrators. Shift into high gear for the ultimate hot pursuit. So much fun it should be illegal!

- Full CD soundtrack!
- Digitally recorded stereo sound puts you right in the game!
- In your face close-ups!
- Over 30 minutes of full motion animation!
- Heads-up display keeps your eyes on the action!
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