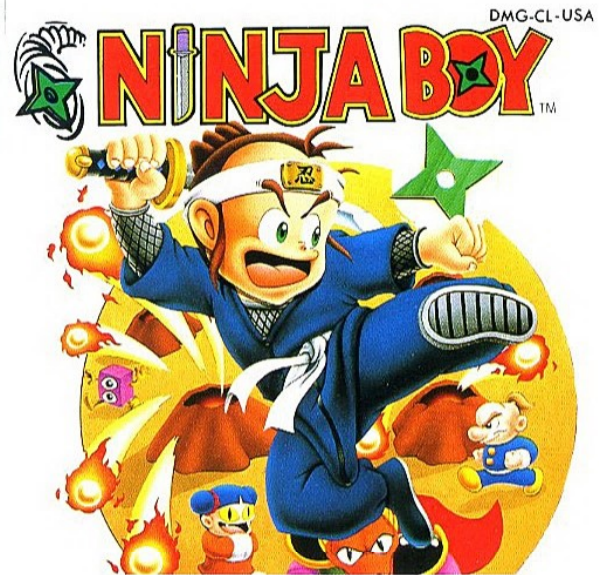




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Printed in Japan

Nintendo  
**GAME BOY**





This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.

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### PRECAUTIONS

- This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not rake it apart.
- Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.
- Store the Game Pak in its protective case when not in use.
- Always turn the power off before inserting or removing the cartridge from the Game Boy™ System.
- When playing the game for long periods of time, it is recommended that you take a 10 to 20 minutes break for every 2 hours of play.

### — Story —

A big event occurred in Ninja World, where people lived happily. The Yoma force and Dragon Shogun seized control of the two castles in Kung-Fu World.

All the weapons were passed onto the hand of the Yoma Clan. Also, Princess Ling-Ling of Ninja World was kidnapped by them.

Now Jack, an enthusiastic Ninja boy, must fight his way into the enemy's camp to rescue his dear girlfriend, princess Ling-Ling.

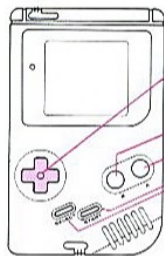
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# 1. CONTROLLER OPERATION



Control Pad  
(Move Your  
Character)

B Button  
A Button  
Start Button  
Select Button

## Punch

Press A button.



## Walk

Press the control pad in the direction you wish to walk.



## Kick

Press B button while a character walks.



**Miracle Kick** After you press the B button, press the control pad in the direction you want to kick. The number of 'K' marks indicates the number of miracle kicks available.



**Sword** After you obtain the sword, press the direction button, plus the A and B button simultaneously. The character will pose.

- **Select button**..... Brings in an invincible capsule.
- **Start button**..... To pause and/or resume the game play.



## 2. HOW TO PLAY

This game is a fighting action game with level advancements.

- In each stage, after you defeat a certain number of enemies, the door located at the upper stage will open. Once the character enters the door, the stage is cleared.

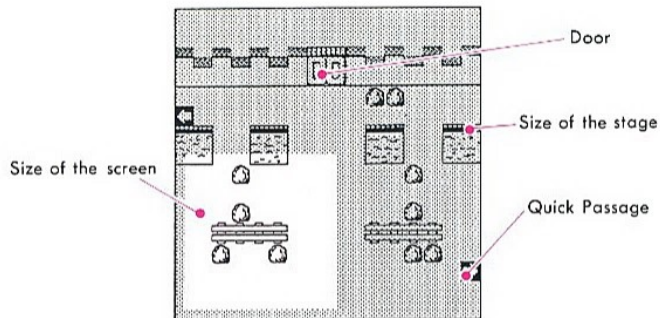
- If you punch the rocks and blocks, various items will appear. Get as many items as possible throughout the game, for certain enemies can be defeated with certain items. Watch out for invisible traps.

### STAGE CONSTRUCTION



W-1    W-2    W-3    W-4    W-5    W-6    W-7    W-8

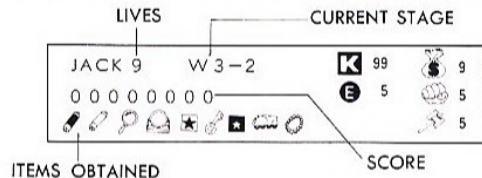
W-1 The pampas and fortress area    W-4 The evil ice castle    W-7 The fire cave  
W-2 The forest area    W-5 The desert area    W-8 The evil flame castle  
W-3 The icy cave    W-6 The volcanic belt area



Each area consists of four stages, with a total of thirty-two stages. Each stage is made up of one screen. There are quick passages located at opposite sides of the screen. Occasionally, some items are hidden in a field. If you are attacked by enemies, fall into a pond or a hole, or shot by a shell, you will lose one life. When Jack has no more lives, the game will over.



### 3. HOW TO READ THE SCREEN INDICATOR



**K marks**.....Indicates the number of miracle kick available.



**\$ bags**.....When you collect five \$ bags, an 'E' ball will appear. If you collect six to eight bags, press the select button and a 'P'ball will appear. To get the secret scroll which grants you the power of Double Image Attack, you must collect nine \$ bags.



**E ball**.....When you collect five 'E'balls, you'll obtain an 'Up' (an extra life). 'E' balls will appear in variety situations.



**Fist**.....Indicates your punch power. There are six levels of punch power available to you (level 0 to 5).



**Hammer**.....Indicates the number of 'Boink Hammers' available to you.

### 4. ITEMS

When the treasure box appears, grab it to obtain various items.



**Black Luck Star**.....When Mr. Coffin clings to you, the star lets you defeat and escape from him.



**Mirror** Reflects Mr. Coffin's beams and lightning, but it works only when you are attacked from the front.



**White Luck Star**.....Reduces the power of the transformational beams emitted from enemies.



**Candle**.....Reveals the invisible traps. There are two kinds of candles, so collect both kinds.



**White Scroll**.....You must have it to defeat Princess Cat and the Magician.



**Crystal Ball**.....Reduces the number of bullets fired from Golem.



**Black Scroll**.....Slows down the speed of Uni-Gon.



**Potion**..... Makes Dragon woozy and slows his movement.



**Boink Hammer**.....Use it to break down the walls and fences in the stage. Use it wisely, for you can use it five times.



**Wing Shoes**..... After you obtain the shoes, you'll be able to walk over ponds and traps. However, if Jack loses a life, he loses the shoes, too.



**Beads**.....This item will grant you revealing power. It is effective especially for invisible Mr. Coffin.



**Lightning Shoes**.....Increases the speed of Jack's walk. If you obtain it with Wing Shoes, you'll get the best benefit. If Jack loses a life, he loses the shoes.



**Magnifying Glass**.....Reveals the true colors of QP Fox who is disguised as Jack.



**Spike shoes**.....Prevents you from slipping and falling in stages with icy floors. They last until Jack loses a life, too.



**Double Ninja Sword Imperial Sword**.....There are some enemies you can't defeat unless you obtain these swords. Dragon Shogun will be defeated only with the Imperial Sword.

**Fighting Balls**.....You can shoot the ball of fighting spirit for a certain period. Five kinds of balls are hidden in a variety of places.

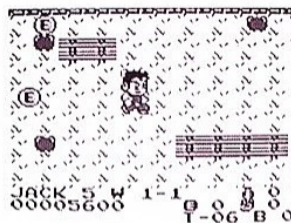
**1 UP**..... You can obtain it by revealing the treasure boxes or collecting five 'E' balls.



**Key**.....Lead you into the hidden underground stages. The different kinds of underground stages are listed below:

### BONUS STAGE

A chance to get an '1 Up' and high scores!



**E balls**.....If you collect five of them, you gain an '1 Up'!



**Apples**.....Each apple is worth 1000 points. Occasionally, you can get a 'K' mark or an '1 Up'.

- Jack can't lose a life in the bonus stage.
- In the bonus stage, you can use an unlimited number of Miracle kicks.
- 'E' balls in the bonus stage and 'E' balls in the main game play are completely different.





### ▲ MONSTER OF DARK SPIRIT

He is the boss of the evil ice castle. He spits out bullets with queer moves. You need the Sword to defeat him.



### ▼ MAGICIAN

He suddenly appears, and shoots transformational bullets. If you are shot, you'll turn into a rooster. You'll need the White Luck Star, White Scroll, and the sword.



### ▲ UNI-GON

He is a cadet of the Yoma Clan. He'll abruptly intrude, and try to trample down Jack. Aim at his upper body and attack!!

### DRAGON SHOGUN ▶

He is the Biggest boss of the Yoma Clan. He moves quickly, and exhales fire. You must attack his head with the Imperial Sword to defeat him.



### DOORAGON ▲

If you don't have the Imperial Sword, you can't defeat him. Get him woozy with potion and wait until his movement slows down.



## 90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

### 90-DAY LIMITED WARRANTY:

Culture Brain warrants to the original consumer purchaser that this Game Pak ("PAK") shall be free from defects 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. Culture Brain will repair or replace the PAK, at its option, free of charge.

### To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Culture Brain Consumer Service Department of the problem requiring warranty service by calling 1-206-882-2339. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday, and subject to changes. Please Do Not send your Pak to Culture Brain before calling the Consumer Service Department.
3. If the Culture Brain Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase, within the 90-day warranty period to:

Culture Brain USA, Inc.  
Consumer Service Department  
15415 NE 90th Redmond  
WA 98052

RA # \_\_\_\_\_

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

### REPAIRS / SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Culture Brain Consumer Service Department at the phone number noted at left. If the Culture Brain Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Culture Brain to repair or replace the PAK and will be given 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 AND INSURED FOR LOSS OR DAMAGE, to Culture Brain, enclosing a check or money order payable to Culture Brain, for the cost quoted to you.

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