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Nintendo  
**GAME BOY**®



DMG-UP-USA

**NINJA TARO**™

**INSTRUCTION BOOKLET**

## SAFETY PRECAUTIONS

Thank you for purchasing American Sammy's NINJA TARO Gameboy cartridge. Before you start, please read this manual carefully and follow the instructions.

- 1) Avoid subjecting this high precision Game Pak to extreme temperatures and shock. Furthermore, never attempt to disassemble your game pak.
- 2) Do avoid touching the connectors. Store the game pak in its protective STORAGE case.
- 3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.
- 4) Pause for 10-15 minutes after 2 hours or more of continuous game playing.  
This will extend the life of your game pak.



"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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## ONCE UPON A TIME...

In an age of civil war in Japan, one warlord by the name of Nobu Oda fought to unify the nation. His ambition was almost realized, when he heard a rumor that Shin Takeda, an old and feared rival, was dead. He called his counsel and argued the situation...

"What? Shin dead!?"

"Well, sir, it is only rumor..."

"Make certain of it — there can be no mistakes...find me the best Ninja warrior!"

At that time, in the countryside of Hida, a lone ninja trained under the great master Kashi-Koji. His name was Ninja Taro.

The story opens as Taro visits his master's dwelling...

## CAST OF CHARACTERS

**NINJA TARO**- The hero of the game — hey, that's you!



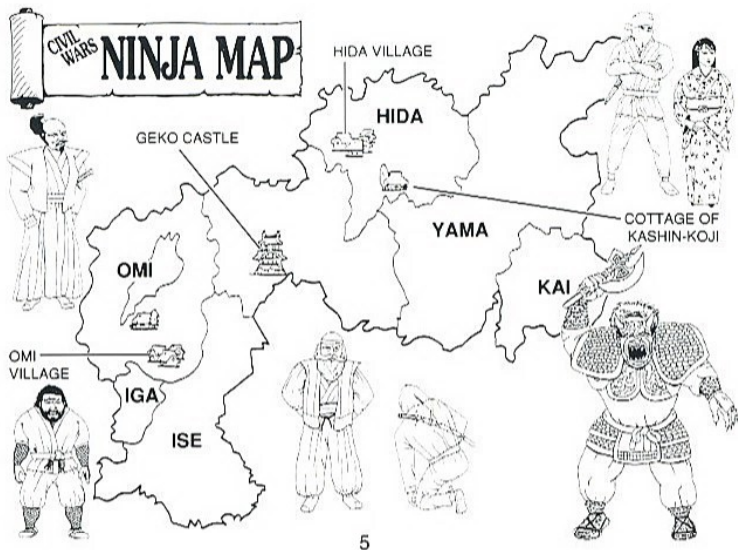
**KASHI**- Ninja Taro's master, he will give the young ninja advice and items as the story progresses.



**NOBU ODA**- The ambitious future ruler of Japan. He employs Taro to discover the whereabouts of Shin.



As you journey forth, you will find many interesting and helpful persons, as well as a few villains.

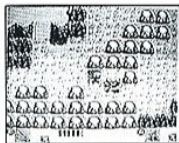


## CONTROLS AND INSTRUCTIONS



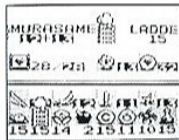
|              | FIGHTING SCREEN        | INTERACTION SCREEN                | EQUIPMENT SCREEN                          |
|--------------|------------------------|-----------------------------------|---|
|              |                        | 4-WAY CONTROL                     | HOLD A OR B TO SELECT ITEM TO BE EQUIPPED |
| A BUTTON     | USE EQUIPPED ITEM      | TALK TO PEOPLE OR CHECK DIRECTION | EQUIP A                                   |
| B BUTTON     |                        |                                   | EQUIP B                                   |
| START BUTTON | ENTER EQUIPMENT SCREEN |                                   | EXIT EQUIPMENT SCREEN                     |

## PLAYING SCREENS



**Fighting screen-** This is the main action screen, where you'll fight monsters, discover secret passages, and find treasures.

**Interaction screen-** Allows you to talk to others in villages, houses, castles, etc.



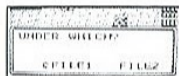
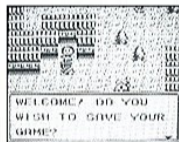
**Equipment screen-** Shows your inventory and available tools and weapons. Select your items for use in the fighting screen here.

## HOW TO START/SAVE

**Start your game:** To start a game from the beginning, place the cursor on START, and press the START button. When you want to continue, select CONTINUE from the menu, and press the start button. When you continue, you will return to the last game saved.

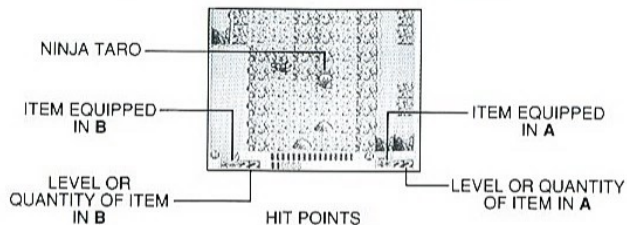


**Saving your game:** There are several areas where you'll be able to save your game. In villages and castles, an Inn will be available. In some mazes and in the countryside, you can save your game with certain characters. When asked if you want to save, select YES. You will then be given the option of saving in either File 1 or 2. After you select the file, you can quit the game by selecting YES when asked, or select NO if you want to continue the game.

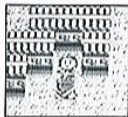




## GAME SCREEN DESCRIPTIONS

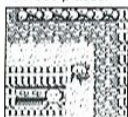


**VILLAGE**  
Talk to villagers or  
SAVE at an Inn.



**COTTAGE**  
Talk to occupant(s).

**CASTLES**  
Similar to a Village. You'll  
find persons of importance  
in these places.

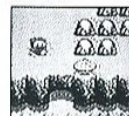


**CAVES**  
Scattered throughout  
the territory.  
**DANGER!**

**TREASURE BOX**  
Contain valuable items  
and equipment.



**LOW CLIFF**  
Use a ladder to  
traverse.



**STONE STATUE**  
Often located around secret  
entrances. Use an Offering,  
and the statue will help you.

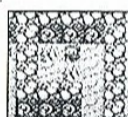


**NARROW RIVER**  
Use a Water Spider to  
traverse.



**DOOR OF DOOM**  
Entrance into  
monster lairs.

**CAVE ENTRANCE**  
Entrance to  
underground caverns.



**STALAGMITE**  
Some may be secret  
doorways!

**PIT**  
One-way trip  
underground.

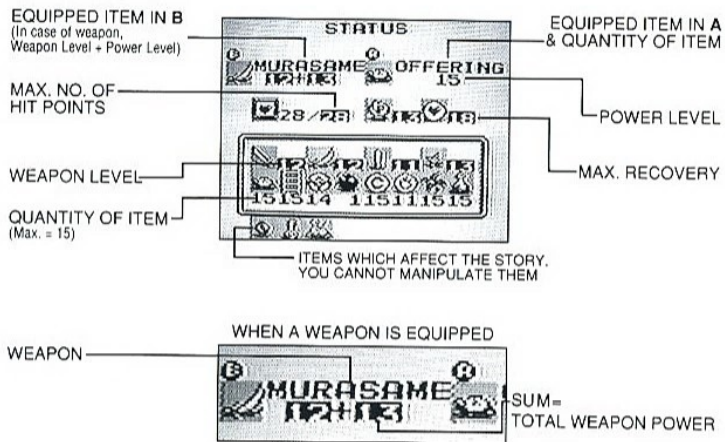


**VILLAGE ENTRANCE**  
Enter a village through  
here.

**STAIRWAY**  
Allows you to move  
up or down in an  
area.



## EQUIPMENT SCREEN EXPLANATION

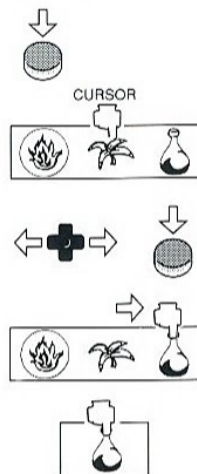


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## USING THE EQUIPMENT SCREEN

To change the equipment you are currently using, first press the START button, then follow the instructions below.

1. To change the equipment on the A button, first press that button.
2. A cursor will appear on the items currently in use.
3. Hold the A button and use the controller to move to the new items — either left or right.
4. Release the A button, and the item you have selected will be ready for use.



Follow the same procedure for the B button.

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## ITEMS FOR A TRAVELING NINJA

There are two categories for Ninja Taro's equipment. While some are immediately effective as soon as you possess them, others must be used in a particular position by the game-player. Below is a list of those items.

### WEAPONS





|  |   |
|--|---|
| <b>Ninja Sword-</b> The basic weapon of the ninja, it will become more powerful as you advance. It is your most powerful attacking weapon.                     |  |
| <b>Murasame Sword-</b> An agile sword, the Murasame is capable of attacking enemies on either side of Taro. However, it is not as powerful as the Ninja sword. |  |
| <b>Throwing Knife-</b> Slim and fast, the knife is perfect for quick eliminations, but it is not very powerful.  |  |
| <b>Throwing Star-</b> An elegant weapon, the Star is not as fast as the knife, but it is more powerful!  |  |

### BASIC ITEMS

|   |   |
|---|---|
| <b>Offering-</b> Use these items to receive hints from the Stone Statues.                     |  |
| <b>Ladder-</b> Place the ladder against a break in the cliff, and you'll be able to climb it. |  |
| <b>Water Spider-</b> Used to traverse rivers at their narrowest points.                       |  |
| <b>Bomb-</b> A very potent time-delay weapon.   |  |





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### BASIC ITEMS

|  |   |
|--|---|
| <b>Camouflage-</b> Use this, and your enemies won't know you from your surroundings!                                       |  |
| <b>Fire-</b> Creates flames around Ninja Taro that can burn oncoming enemies. The fire will extinguish after a short time. |  |
| <b>Herb-</b> Heal your wounds and recover hit points.  |  |
| <b>Medicine-</b> Recovers maximum hit points.  |  |

### IMMEDIATE ITEMS

These items are immediately effective once you pick them up.

|  |   |
|--|---|
| <b>Power item-</b> Gain 1 extra point of power.                                  |  |
| <b>Life item-</b> Gain 2 points towards your maximum hit points.                 |  |
| <b>Amulet-</b> Get this item and gain 2 hit points after the defeat of an enemy. |  |
| <b>Meat-</b> Recovers 4 hit points.  |  |

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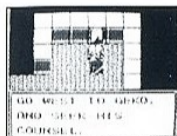
## TRAVELING TIPS FOR THE UP AND COMING NINJA

- RULE #1** There are secret doorways almost everywhere. Search every inch.
- RULE #2** As the story advances, visit the important people — Kashi, Nobu, and the daughter of the Ninja Master. You may find much needed information.
- RULE #3** Be careful of how you use your items. The placement of some may be critical to your adventure. Investigate first, then decide where to use certain items.
- RULE #4** In the beginning, Ninja Taro will not be well-equipped. Try fighting the weaker enemies for a while, gain some items, then move-on.
- RULE #5** Many of the characters you meet have lots of information. Even though they seem like they're finished talking, it's a good idea to **press** the conversation further, as that might not be all they have to say!

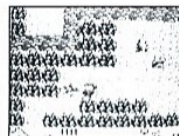
## THE FIRST SCENARIO

### The Samurai's Stolen Scroll

When Ninja Taro begins his adventure, his first duty is to help the Samurai to recover his scroll. This scenario will not only get you started, but aid you in future adventures as well.



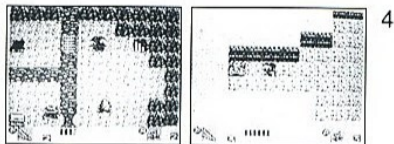
1 Taro's quest begins in his master's audience. He is instructed to visit Lord Nobu because of a pressing matter.



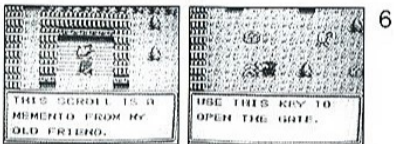
2 As Taro enters the countryside, you'll soon find that he is rather weak and easily hurt. Nevertheless, attack the enemy, so you may find extra items to help in your quest. Try the frogs near the river to receive extra herbs.



3 When you reach the village, you'll find that the south gate is locked, and none can pass without the key. Oh, well... Might as well visit the Samurai. He will tell you of the thief that has stolen his gift scroll, and point to where the fiend can be found. You might want to stop at the Inn to save your game — just in case.



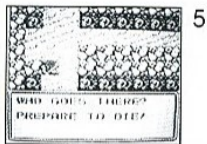
Enter the cavern and make your way to the Door of Doom that sits in an adjacent room. There are lots of chests and valuable equipment down here.



Once you're back in the village, go to the Samurai and return the scroll. Hey! There's also a key in the bag, just right for the south gate of the village!

Beyond the gate lies the vast and fascinating world of Ninja Taro!  
You'll have to figure everything else out from here...  
Good luck, and good hunting!

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Watch out! The thief is fast and tricky! You'll have to defeat him in order to retrieve the scroll.

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## 90-DAY LIMITED WARRANTY:

American Sammy Corporation ("American Sammy") warrants to the original consumer that this AMERICAN SAMMY Game Pak ("PAK") (not including Game Pak Accessories or ROBOT ACCESSORIES) 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 90-day warranty period, American Sammy 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 American Sammy Division of the problem requiring warranty service by calling: (213) 320-7167.
3. If the American Sammy 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 freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

American Sammy Corporation Consumer Division  
2421 205th Street, Suite D-104, Torrance, CA 90501

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 AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact American Sammy Consumer Service Division at the phone number noted above. If the American Sammy 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 American Sammy, enclosing a check or money order for \$10.00 payable to American Sammy Corporation. American Sammy 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 LIMITATIONS:

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