

COLECOVISION™

NINJA PRINCESS™



SEGA®

Published by



INSTRUCTION MANUAL

Thank you for selecting the Ninja Princess game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

TABLE OF CONTENTS

THE TALE OF AN HEROIC PRINCESS	3
GAME SETUP	4
USING THE CONTROLLER	5
HOW TO PLAY	6
KNOW YOUR ENEMIES	7
KNOW YOUR WEAPONS	8
KNOW THE TERRAIN	9
SCORING	10
TIPS AND SCORING	11
TEAM PARTICIPANTS	11

THE TALE OF AN HEROIC PRINCESS

In the Japanese province of Ohkami, the people cheered as Lord Kenmei and his wife presented their newborn child, a baby girl who was named Chiisahime ("little princess" in Japanese). With the province basking in cultural and economic prosperity, the future seemed bright for Lord Kenmei's family.

But when his wife died in a tragic accident just a few short years after Chiisahime's birth, Lord Kenmei began to fear for the future of his family lineage, and he decided to send his daughter to a secret far-away temple, where she would be trained to become a kunoichi, a female ninja.

During Chiisahime's absence, tragedy struck her family once again, as Lord Kenmei fell gravely ill, and a powerful warlord by the name of Gyokuro saw the opportunity he had been waiting for: He murdered Lord Kenmei in his sleep, and took over the province with the help of the small army of ninja thugs under his command.

Princess Chiisahime, who had aged into teenagehood and had just completed her training in the ninja arts, was soon informed of her father's demise at the hands of Gyokuro. She hastily returned to Ohkami province, only to find pain and despair in the eyes of her people. She vowed to avenge her father and restore peace to the land, and she would do this with a frontal assault on the provincial palace, in the hope of restoring the honor of her family.

But with no one brave enough to help her, and with her ninja skills still unhone, the road to the palace is now incredibly dangerous for Princess Chiisahime, with the hordes of killer ninjas and samurais who will not hesitate to kill her on sight!

Can she accomplish this impossible mission? With your help, perhaps she can!

GAME SETUP

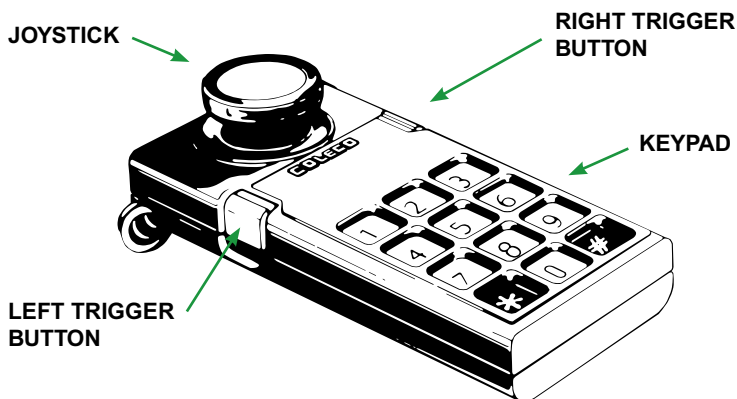
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Plug a compatible hand controller into joystick port #1. For a two-player gaming session, plug another hand controller into joystick port #2.

Any compatible controller should normally function with Ninja Princess, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play. You can, however, plug a standard ColecoVision controller into port #2, and use the numeric keypad on the second controller at any time.

Insert the Ninja Princess game cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)



USING THE CONTROLLER

At the title screen, press either trigger buttons on player 1's controller to start a one-player game, or press either trigger buttons on player 2's controller to start a two-player game. In the two-player game, players take turns playing the game: When one player loses a life, control is given to the other player, who will restart not far from the location where the previous life was lost.

During the main game, press the joystick in any direction to make the princess walk in that direction. Press the right trigger button to make her throw her weapon in the direction in which she is facing, or press the left trigger button to make her shoot straight up the screen, regardless of what direction she is facing.

The princess can perform a secret ninja vanishing trick, which is performed by pressing both trigger buttons simultaneously. The princess will suddenly disappear, making her invulnerable to enemy attacks, and will reappear moments later. While she is invisible, the princess can be moved around with the joystick, but she cannot use her equipped weapon.

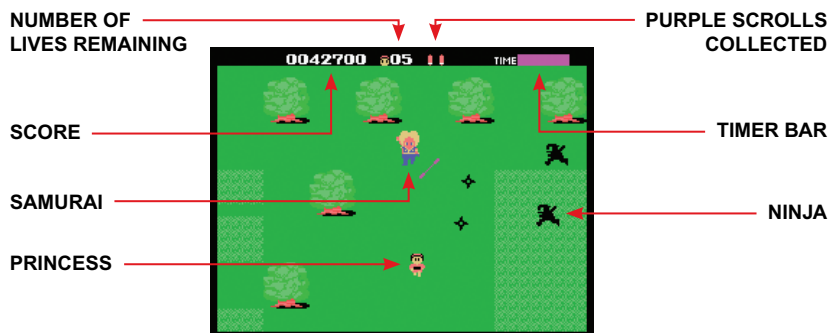
At any time, you can press [*] on the numeric keypad to pause the game, and press the [*] key again to resume play. This works on both controllers.

After you have lost your last life, the "GAME OVER" message will be displayed, and you will be taken back to the title screen automatically soon after.

HOW TO PLAY

You start the game with three lives. At the start of each step (or after losing a life) a map of Ohkami province will be shown, with a purple arrow pointing at your current position on the map.

The province of Ohkami is divided into 12 steps. Each step is a vertical field, and as you move the princess up the screen, more of the terrain will be shown. You can also backtrack towards the beginning of a step by moving the princess down the screen.



Walk around obstacles such as trees and walls, and use them as cover from enemies. Throw your equipped weapon at Gyukuro's ninja thugs to defeat them, while avoiding their attacks. Most enemies can throw shurikens at you, and they can also use their swords at close quarters. A single successful enemy hit will make you lose a life. Lose all your lives and the game is over.

A timer bar at the top-right corner of the screen will empty itself as time goes by. You must vanquish the samurai at the end of the step before the timer runs out or you will lose a life.

Score bonus points by uncovering secret divinity statues. These statues will magically appear when you walk close enough to them.

KNOW YOUR ENEMIES

NINJAS:

Ninjas come in different colors, and each one attacks using his own technique and/or strategy. Some will attack you alone, while others will try to gang up on you. Don't get caught off-guard!



DOGS:

They attack in packs, but they are no match for your weapons.



SAMURAI:

You will have to face a samurai at the end of each step. All samurais carry a staff that they can throw in a circular pattern, and they can also throw blue or red shurikens directly at you (the blue ones can be stopped by your own projectiles, the red ones are unstoppable and must be evaded). Defeating a samurai requires multiple hits, and victory opens the path to the next step.



GYOKURO:

As the self-proclaimed lord of Ohkami province, he is your primary target. Rumors say that Gyokuro uses decoys to mislead assassins, and hides in a secret lair somewhere within the provincial palace. Only by defeating the real Gyokuro can you truly fulfill your desperate mission! And you must keep on fighting until you do!



KNOW YOUR WEAPONS

KNIVES: This is the standard weapon of the princess, the one she starts each step with. She can throw up to three knives at a time, in any direction, and a knife will disappear when it hits an obstacle or enemy. The princess has an unlimited supply of knives at her disposal. Keep in mind that you can use knives to intercept any enemy projectile, except for the flying staffs and red shurikens thrown by the samurais.

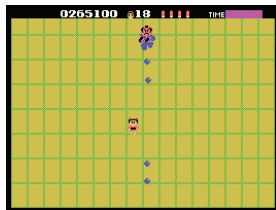
SHURIKENS: Some enemies will drop yellow scrolls when you defeat them. Have the princess pick up the scroll by touching it, and her regular knife weapon will be replaced by mystical shurikens (a.k.a. throwing stars). Shurikens are used the same way as regular knives, but a single shuriken can kill multiple enemies. The princess will lose her shuriken-throwing ability when she loses a life, or when she moves on to the next step of the game, so keep an eye out for another yellow scroll to boost her attack power again.

THE NINJA VANISHING TRICK: The princess perfected a special ninja technique during her training years, which allows her to disappear from sight for a few moments. This allows her to evade all forms of attack. Press both trigger buttons on your controller to make the princess perform this technique, and she will disappear in a puff of smoke, and then reappear moments later. You can move the princess around the screen while she is invisible, but she cannot throw knives or shurikens until she reappears. Gyokuro's men are trained to detect invisible ninjas, and they will still home in on the princess relentlessly while she performs her ninja vanishing trick, so make sure she reappears in a safe spot!

THE PURPLE SCROLLS: To defeat Gyokuro once and for all, the princess must first locate the entrance to his secret lair. But where is it? The princess often heard her teachers say that information is a ninja's greatest weapon, and to solve this mystery, she must find five purple scrolls, which are hidden in a variety of places along the way. Once collected, the five scrolls will combine to give you a special message that will tell you how to find Gyokuro.

KNOW THE TERRAIN

The princess was only a small child when she last saw her home province, but fortunately, little has changed, and she still recalls much of it. Below are some of the steps she needs to pass through on her way to the palace.



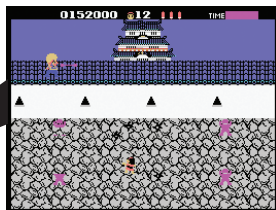
Gyokuro waits for you in the palace, but is it really him?



The palace garden is a place of secrets. Explore it fully...



Crops grow in muddy soil, and will slow you down if you step on them.



Climbing the palace walls is slow and tedious. And also very dangerous!



The town seems deserted, but ninjas are hiding everywhere!

SCORING

Ninja (any color)	300 points
Dog	300 points
Samurai	3000 points
Gyokuro (or a decoy)	3000 points
Intercepted enemy shuriken	50 points
Yellow or purple scroll picked up	300 points
Divinity statue uncovered	2000 points

After defeating a samurai, a status screen will be displayed, which will evaluate your ninja skills for the step you have just completed. This evaluation is done via this ratio:

$$\frac{\text{Total number of hits}}{\text{Total number of projectiles thrown}}$$

You get 200 bonus points for each percentage point of this ratio, so the higher the ratio you get, the more bonus points you earn. If you manage to get a 100% ratio, you will score 50,000 points!

You earn an extra life at 20,000 points, 70,000 points, and every 50,000 points afterwards.



TIPS AND HINTS

Learn to predict the behaviors of ninjas from their color, and also memorize where ninjas appear on each level.

You can always backtrack down the screen, even while facing a samurai.

The vanishing ninja trick may seem to make you invincible, but it can actually cause your demise, as you may reappear in a difficult spot if you're not careful.

Watch out for the grey ninjas! Not only do they appear at regular intervals even when you don't move up the screen, but they're also almost invisible on some terrains!

One of the purple scrolls can only be uncovered by performing a special achievement. Here's a hint: When facing packs of dogs, make every shot count!

Even if you happen to know how to enter Gyokuro's secret lair, you cannot actually enter until you've collected all five purple scrolls. If you pass the final palace step, you will go back to the first step, and you'll have to start over.

TEAM PARTICIPANTS

- Eduardo Mello: Software port and beta-testing
- Stephen Seehorn : Additional software work
- Luc Miron: Box design, game manual, cart label, software beta-testing
- Jean-François Dupuis: Software beta-testing
- Todd Scheele: Software beta-testing
- Studio Cutepet : Main box art (<http://cutepet.org>)
- Dale Crum / Doc4: Game manual layout (<http://doc4design.com>)
- Oliver Puschatzki: Box printing services
- Fred Quimby: Cartridge PCB design
- Harvey deKleine: Electronic sourcing and assemblies

SPECIAL THANKS: Albert Yarusso and all AtariAge forum members.

UNLIMITED WARRANTY INFORMATION

If your game cartridge should become defective at any point in time, contact Team Pixelboy by sending an e-mail to pixelboy@teampixelboy.com. The proper course of action (for the repair or replacement of your game cartridge) will be determined in all deliberate speed. Please keep in mind that you may (and probably will) be required to pay shipping fees. Replacements for boxes and manuals may or may not be available. Contact Team Pixelboy for information.

Ninja Princess © 1986 Sega

Published on ColecoVision by Team Pixelboy

<http://teampixelboy.com>

ALL RIGHTS RESERVED