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Printed in Japan

Nintendo

GAME BOY®

DMG-CH-USA

NINJA BOY™



INSTRUCTION BOOKLET



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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 take 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.

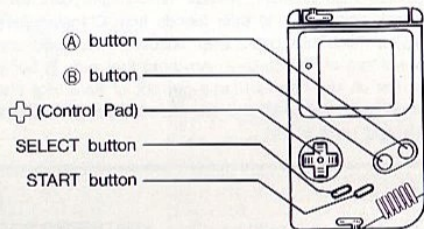
PROLOGUE

This is the Marco Polo Clusters, several million light-years away from Chinaland. Our heroes, Jack and Ryu, and their friends from Chinaland were enjoying a space trip. One day, a monstrous battle ship suddenly appeared and sent a message. "We are the warriors of the Galaxy. Anything that gets in our way will be destroyed!" They opened fire on our heroes. "Let's get out of here in a life capsule." Kaboom!!! The space ship was destroyed and the life capsule Jack and Ryu were in made an emergency landing on a planet.

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1. CONTROLLER OPERATION



● BASIC OPERATION

+ (Control Pad)	Move
A button	Punch
+ + B	Moonsault Kick
+ + A + B	Miracle Kick
START button	Brings up subscreen

JACK AND RYU'S HUMOROUS NINJA ACTIONS ! 1

Punch

Press the (A) button to throw punches. Jack and Ryu can upgrade their punches by buying more powerful ones.



Defense

Pressing the (A) button precisely can give your heroes a good defense when the enemy attacks rapidly.



Moonsault Kick

Hold down the control pad and press the (B) button to give the enemy spin kicks.

You can choose from 4 different directions.

Miracle Kick

Hold down the control pad and press both the (A) and (B) buttons to use Miracle Kick which is more powerful than the Moonsault Kick. But the kick consumes 1 NP point.



Super Run

Press the control pad right or left twice and hold it down. Your character then runs super fast.



Super Attack

Give a punch while your character is in the middle of the Super Run or Super Jump. If it hits the enemy, he can knock down the enemy.

JACK AND RYU'S HUMOROUS NINJA ACTIONS! 2

Sticking to the wall

Jack and Ryu can stick to the wall. Jump your character to the wall and press the control pad up or down to move him. To detach, press the control pad in the opposite direction your character faces and the (B) button.



▲ Watch out for walls that they can't stick to!

Sticking to the ceiling

Jump your character up to the ceiling. Jack and Ryu can even stick to the ceiling. To get down, press the (B) button.

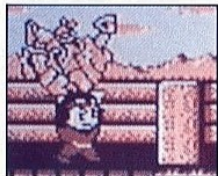
Throwing Stars

Our heroes can be equipped with the T-Stars. Use them to fight powerful enemies, but use them wisely because they take a lot of NP's.



Mighty Balls

Your character can use the Mighty Balls if he has collected six M marks. It's the invincible attack!



Characters on the ground

Press the (A) button to lift up the characters on the ground. Press the (A) button one more time to throw them.

◀ To cause damage to the enemies, throw picked up enemies at them!



Picking up a sword

When your character gets to use the sword, press the (A) button to pick it up. He can only use it during the same fight.



He'll lose the sword if he gets damaged.

JACK AND RYU'S HUMOROUS NINJA ACTIONS ! 3

Shaking off enemies

Some of the enemies bite your character to slow him down or to stop him completely. To shake them off, press the control pad left or right, or the (A) or (B) button rapidly.



Tower Mega-Attack

In the 2 player mode, your character can stick to the wall and jump with his partner on his shoulders.

Jack and Ryu can attack each other, too.



There are more humorous actions you have to discover by yourself!

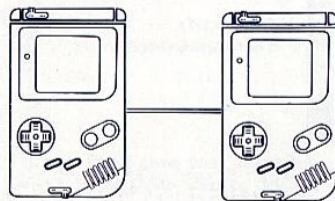
LET'S START THE GAME!

- 1 To start the game from the beginning, select START; to continue where you left off, select CONTINUE.
- 2 Choose if you want to play in the 1 or 2 player mode. In the 1 player mode, Jack will be your character. In the 2 player mode, player 1 is Jack and player 2 is Ryu.



- 3 Set the level of difficulties. Choose one of three levels. If this is your first time playing the game, BEGINNER level is recommended.

How to connect two units and play:



(Figure 1)

Connect two GAME BOY units with the Game Link cable and turn them on. When the title screen appears, press one START button (Don't press any buttons on the other unit). Figure 1 should appear. The START button pressed will be Jack.

PASSWORD LETS YOU START WHERE YOU LEFT OFF

● How to enter the password

Select CONTINUE, which will bring up the password screen.



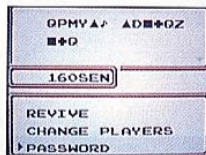
PASSWORD
The password screen

Use the control pad to pick letters, and press the (A) button to move to the next position. The (B) button lets you go back one letter at a time. When you're done, select END and press the (A) button.

If you want to continue the last game, the password will bring you back to the convenience store from where you last visited. When you go to a new town, don't forget to stop by the convenience store to get the password.

● How to record the password

If you want to stop playing in the middle of the game, write down the password. You can continue playing the last game where you left off.



You can get passwords at the convenience stores.

In the 2 player mode, both Jack and Ryu grow up together. Even if Ryu joins in the middle of the game, the power of the characters will be the same. Only one password applies to both Jack and Ryu.

MAP MODE: LET'S EXPLORE THE MARCO POLO CLUSTARS



Use space ships like the Dreadpod to travel in the universe.

On the planets, get off the space ship and travel. There are also other rides like animals.



The controller operation in the map mode

The control pad moves Jack, Ryu, and the rides. The START button brings up the subscreen; press the (B) button to cancel.



To land on the planets, just land the space ship on them. There are also colonies other than planets.



The space port lets you go in and out of the universe.



What kind of living things exist on the planet?



Ominous entrances to the dungeon. There are many different shapes to them.



A mysterious pyramid. The secret is



The Milky Rail is very useful when the space ships are not available.



Is it possible to land on the comet flying around the Marco Polo Clustars?

GATHERING INFORMATION IN TOWNS



The towns where Jack and Ryu gather information are important for their adventure. Get all the important information!

When you want to talk to the people in town, walk Jack or Ryu and face towards the people; then press the (A) button.

Buildings in town



They sell useful items for Jack and Ryu's adventure. Stop by before leaving for the journey.



If your character gets hurt, he can restore his HP and NP there. They are FREE!



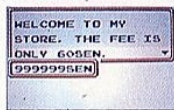
They can revive a defeated partner, change the number of players, give you the password, and let you know necessary EX points to the next level.

Note

Before you change the 1 player mode to the 2 player mode, connect two units with the link cable, turn the other one on, and bring up the title screen.



To get to the residential area of the colony, take the Colony Rail train at the station.



Some towns have stores that rent a ride. They have camels and dragons.

VIEWING AND USING THE SUBSCREEN



How to view and use the subscreen

If you press the START button during the battle or in the map mode, the subscreen will appear. You can choose items and magic to use from the screen and also confirm your character's current status.

- ▶ Items — Ones that Jack and Ryu carry will be displayed. Place the cursor next to ones you want and press the (A) button.
- ▶ Magic — Ones that Jack and Ryu can use will be displayed. Place the cursor next to ones you want and press the (A) button, but your character has to have enough NP to use them.

Equip — Ones that your character is currently equipped with will be displayed.

Strength — You can see the strength of your character. EX means experience points. As Jack and Ryu defeat enemies, they will gain experience points and level advances. Other figures indicate the present status of your character.

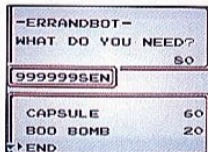
Treasure — Ones that Jack and Ryu have obtained will be displayed.

Money — The amount your character currently carries will be displayed.

Note

In the 2 player mode, items, strength, money, and so forth are split between Jack and Ryu. They can't select the items separately. All items are used cooperatively.

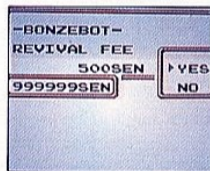
● How to use Errandbots



Errandbots will get you things that are far away from Jack and Ryu. Select ITEMS from the subscreen, pick Errandbot, and select items with the cursor. Errandbots aren't available during the battle. Items cost more when Errandbots are used.

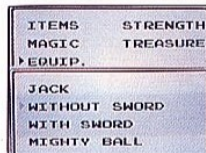
● How to use Bonzebots

In the 2 player mode, if one of the two heroes get defeated, Bonzebot will revive him. But there is a fee for that.



If you choose Equipment from the subscreen during the battle,

your character can be equipped with the special sword and use the Satellite Attack.



Jack and Ryu can't use throwing Stars and the sword at the same time.

Note

Some items can't be used in some places, and some magic can't be used with other magic. Be careful!

THE BATTLE SCREEN

● Humorous and thrilling action battles !

The enemy suddenly attacks Jack and Ryu.



Your character has to knock out a certain number of enemies to win the battle. Enemies thrown into the hole don't count.

Note

If an enemy isn't defeated completely, the damage he received is voided. Make sure enemies are terminated.

Status indicator



JackPlayer 1 (Player 2 is Ryu) HP.

LVCharacter's level

NPNinja Point, indicates ability to use magic.

MM marks

Ninja magic on powerful enemies

There are some enemies that T-Stars or any kind of punches won't work. If a punch doesn't work, give them a kick. Use the Turtletime Watch for fast moving enemies. Robo Chameleon works best for ones that attack repeatedly. Use appropriate magic for different enemies, according to their strength. That is the first step toward victory.

HOW TO MANAGE THE COMMAND BATTLE

● Command battle screen

Fight against gang leaders in command battle.
In the 1 player mode, Jack can call up Ryu for help.



● Explanation of commands

BOUT ——— Select the BOUT command for automatic punch and kick attacks.

ITEMS ——— Select ITEMS for a display of items your character has.
Place the cursor next to the item and press the (A) button.
Use this command for sword attack.

MAGIC ——— If this command is chosen, available magic will be displayed.
Follow the same procedure as items chosen.
Magic can't be used if there isn't enough NP.

RUN ——— If Jack or Ryu are in trouble, use this command to escape.
But who knows if they can successfully escape??

Note

In the 2 player mode, Jack's commands are chosen first and then Ryu's commands. In the 1 player mode, Ryu is played by the computer.

NINJA MAGIC



Vitalizer gives your heroes 40 points of strength back.



Turtle Time Watch slows enemies down.



Use Escapeleaf to escape from the battles.



Robo Chameleon will be a copy of your hero. It draws enemies and blows himself up.



Sentinel Shield is a solid form of spirit. It can repel 10 enemy bullets.



SERENITECH makes your character invisible to certain enemies by calming himself down but it doesn't work in the dungeon.



Magidoor & Magiport. Use Magidoor to escape from the dungeon, and Magiport is to get right to the space port.

WEAPONS AND EQUIPMENT



Throwing Stars (T-Stars)

There are 4 kinds of them. Each of them flies differently and has a different effect.



Helmets

They can reduce damage from an enemy attack.



Punches

There are 7 levels of power to increase.



Armor

They work just like the helmets.



Swords

They can increase attack power and give the advantage of longer reach.



Shields

They can repel enemy bombs.

Seven treasures

The 7 treasures are hidden in several places in the Marco Polo Clusters. It's been said that, if a person collects all of them, he'll be given a special power.

EPILEPSY WARNING

READ BEFORE USING YOUR GAME BOY®

A Very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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: 1-206-892-2339. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday (times subject to change). 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
P.O. Box 13-130
18133 N.E. 68TH ST.
REDMOND, WA 98062

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.

WARRANTY LIMITATIONS:

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