NINJA CRUSADERS

@1990 AMERICAN SAMMY CORPORATION

THIS GAME IS LICENSED BY NINTENDO® FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM PRINTED IN JAPAN
SAFETY PRECAUTIONS

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.

NINJA CRUSADERS STORY

They struck without warning, wiping out Earth’s forces in one master stroke. Cities were crushed, and the invading aliens showed no mercy. They called themselves the Inimicus, and hailed for the total surrender of the planet.

A small resistance force of Ninja, refusing to be conquered, still remained after the first strike. They moved from shadow to shadow, always one step ahead of the alien killers.

The Inimicus forces, frustrated by their failed attempts to obliterate these rebels, called in more reinforcements from their diabolical planet. Meanwhile, the Kawaii Ninja clan weren’t sitting still. They gathered in secret hiding place, deep within a distant mountain, and came up with a daring plan. Two of their most skilled Ninja would be sent out to infiltrate the heart of the enemy and annihilate their stronghold on Earth. The Ancient Ones then summoned forth all of their Ninja Magic and endowed the two chosen warriors with long forgotten mystical powers.
HOW TO PLAY

Your mission will take you through the ruins of the nation, into the aliens' lair, and finally, to the heart of the threat.

Ninja Crusaders™ is a two player interactive game. Simply make your selection at the beginning of the game.

You are given three lives and will be able to gain extras as you progress. To continue, after all your lives are lost, press any button on the control pad.

The weapons of the Ninja have been handed down to you; throwing stars, chain and sickle, bo, or katana - each with its own advantages and disadvantages. So, choose wisely.

As a member of the Kawari clan, you have an uncanny ability to change into one of four fighting creatures, each associated with one of your weapons. No Ninja has been able to win a battle with the Inimicus as a man, but your special skills will help you prevail.

The world depends on you to rescue it from doom!

CONTINUATION

CONTROL PAD INSTRUCTIONS

Menu Controls

UP
LEFT
SELECT UP

NOT USED
START/PAUSE

RIGHT
KNEEL

FIRE

SELECT DOWN

HOLD TO
TRANSFORM

JUMP
TO JUMP DOWN - SHIFT THE CONTROLLER DOWN, AND PRESS THE A BUTTON.

TO TRANSFORM - PRESS THE B BUTTON AND HOLD UNTIL YOUR CHARACTER HAS COMPLETELY CHANGED.

NOTE - PLAYER 2 CANNOT PAUSE THE GAME.
WEAPONS AND METAMORPHOSIS

The ancient secret of the Kawari Ninja was their ability to transform into the warriors of nature. The Kawari Ninja were the ultimate stealth warriors, able to go anywhere undetected.

But the Ninja had to have his sacred tools of destruction in order to change.

The Throwing Star

A popular item among martial artists around the world, the Throwing Star can hit targets at far distances. The special stars of the Ancients can change the Kawari Ninja into fierce fighting tigers.

The Chain and Sickle

When thrown with the right technique, this weapon has tremendous impact. With the Chain and Sickle, the Kawari Ninja can change into a powerful Armored Scorpion.

The Bo

A simple staff with great speed and impact. The Kawari Ninja uses this for close combat, and can transform into an elusive Hawk.

The Katana

The Katana is the ultimate weapon of the warrior, wielded by only the bravest Ninja. The Kawari Katana is said to house the spirit of a fierce dragon.

By picking up the same weapon token as the one you are using, you will gain an extra life.
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/TV technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY AMERICAN SAMMY GAME PAKS

90-DAY LIMITED WARRANTY:

American Sammy Corporation ("American Sammy") warrants to the original purchaser of the American Sammy Game Pak(s) sold in this equipment under the conditions and exclusions set forth in this warranty. Ameri

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 provided below. If American Sammy determines that it is unable to repair the problem by phone, it may provide you with a Return Authorization number. You may then send the PAK to American Sammy, one of our authorized service centers, or such other location as specified by American Sammy, and pay shipping and handling charges of $10.00 plus an American Sammy Corporation, American Sammy warranty phone, subject to the conditions above, to repair the PAK or, if a PAK replacement is not acceptable, for a PAK replacement. If the replacement PAK is not acceptable, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE EXCLUSION OF CONSEQUENTIAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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The warranty is valid only in the United States and its territories. Some states do not allow limitations on how long an implied warranty lasts, or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you. To receive warranty service, return the defective PAK to the authorized service center.
**WARNING**

**DO NOT USE WITH FRONT OR REAR PROJECTION TV**

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.