

Ninja NINJA ASSAULT™ ASSAULT



namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

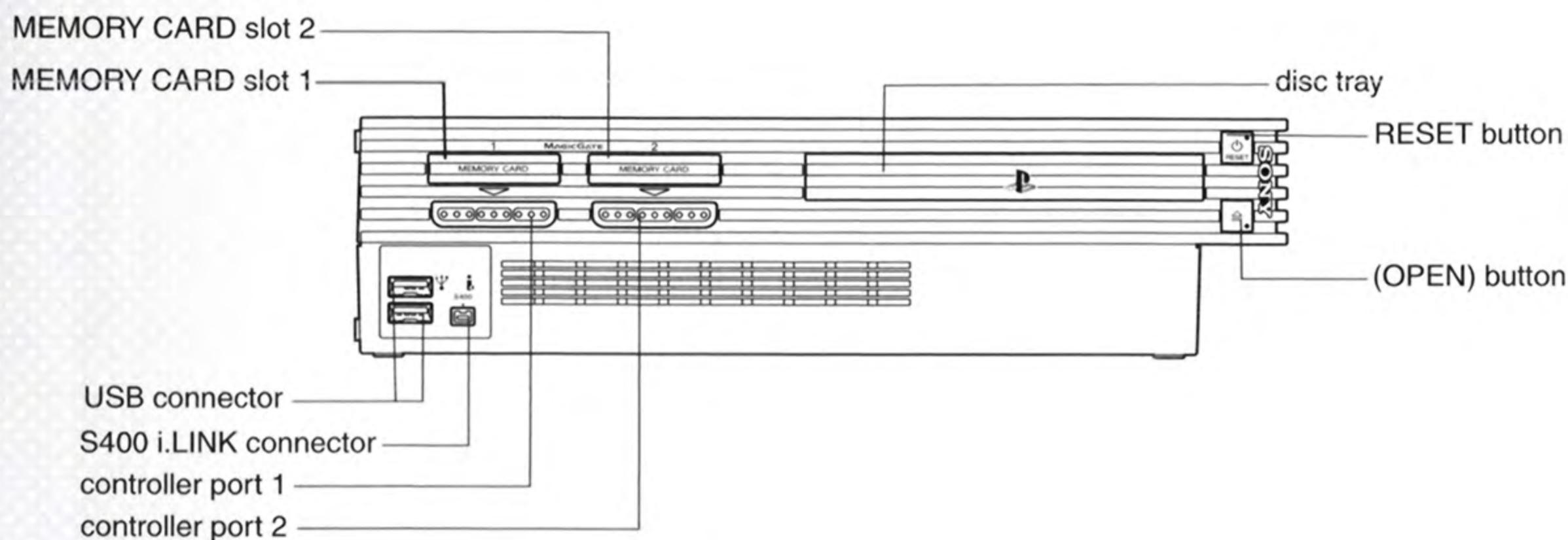
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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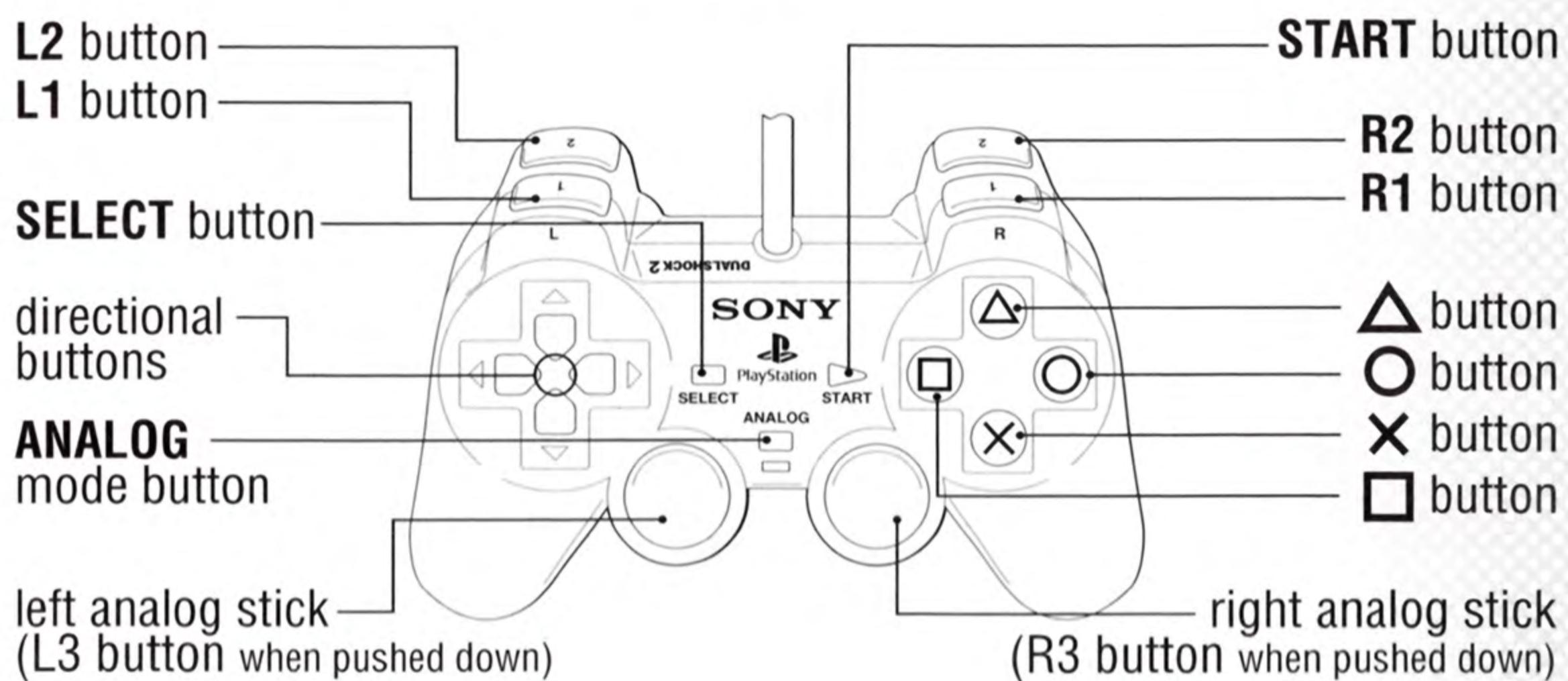
PlayStation®2 Setup



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the NINJA ASSAULT™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Controller Setup

DUALSHOCK®2 analog controller configurations



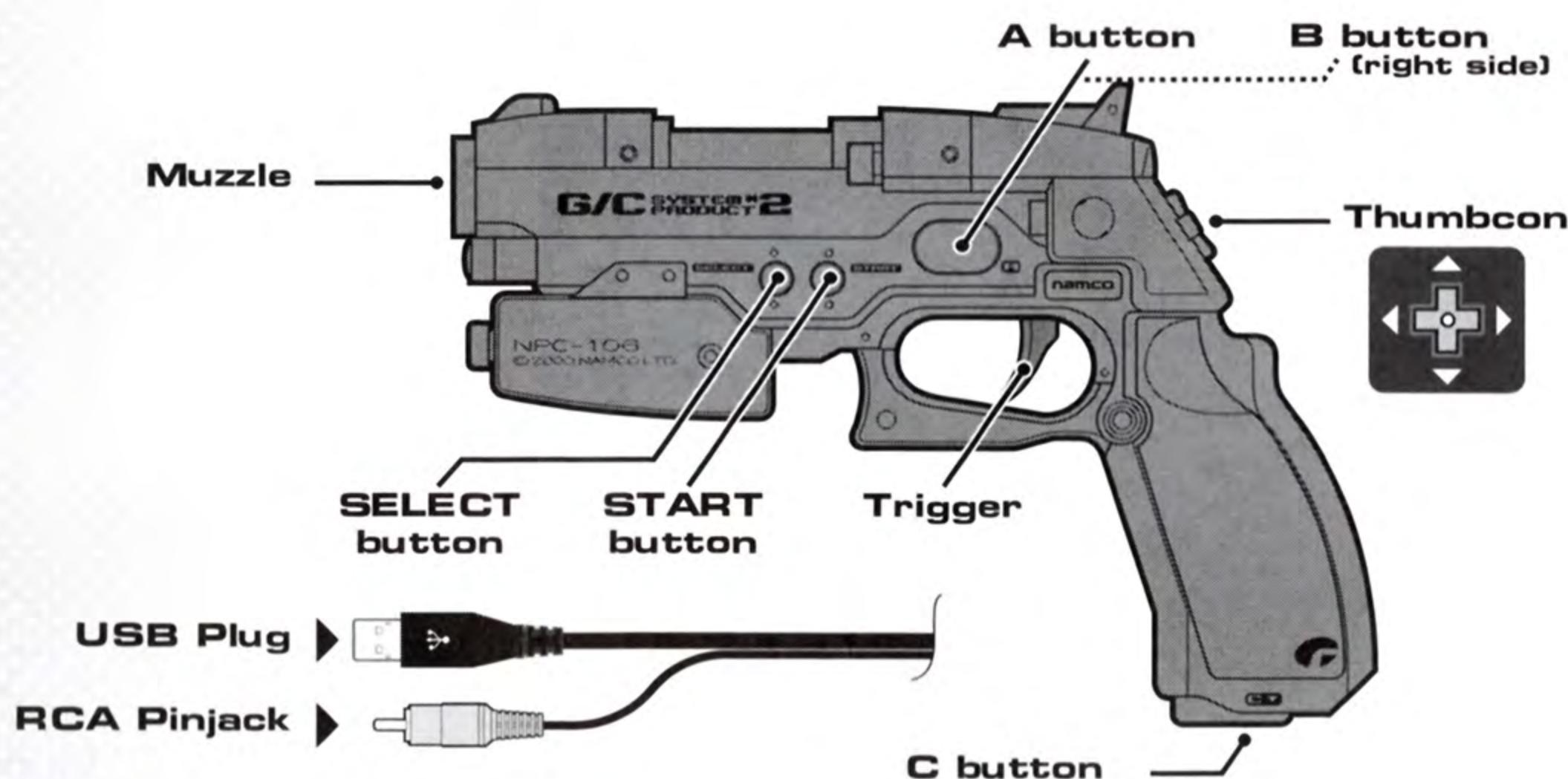
CONTROLS

	MENU CONTROLS	GAMEPLAY CONTROLS
Directional buttons	Select Menu Options	Crosshair movement
R2 button (Hold)	N/A	Increase the speed of crosshair movement
L2 button (Hold)	N/A	Increase the speed of crosshair movement
START button	Confirms Selection	Pause the game/Skip movie
○ button	Previous Screen	Ninjutsu ("Art of Ninja")
×	Confirms Selection	Shoot/Skip movie
△ button	Previous Screen	Reload
□ button	Confirms Selection	Shoot/Skip movie
R1 button	N/A	Reload
L1 button	N/A	Reload
Left analog stick	Select Menu Options	*Crosshair movement (ANALOG)
Right analog stick	N/A	N/A

Press the ANALOG mode button (LED ON) to use the left analog stick rather than the directional button to control the crosshairs.

Guncon™2 Setup

When playing with a Guncon™2 controller, be sure to calibrate it on the Guncon2 Calibration Screen that appears at the beginning of the game. Aim may not be accurate when playing without first calibrating the Guncon2. For instructions, see "How to Calibrate the Guncon2" on Pg. 8.



Reloading

To Reload bullets, shoot the Guncon2 away from the screen. When you run out of bullets, quickly Reload before getting attacked.

Controls

This section explains how to use the Guncon2 and the analog controller (DUALSHOCK®2). This manual assumes you will be using the Guncon2 to play.

Guncon2 Controls

You can use the Guncon2 for all commands, including selecting menu items. Aim at the desired menu item and pull the Trigger. You can also select by pointing the Guncon2 away from the screen and using the Thumbcon on the Guncon2.

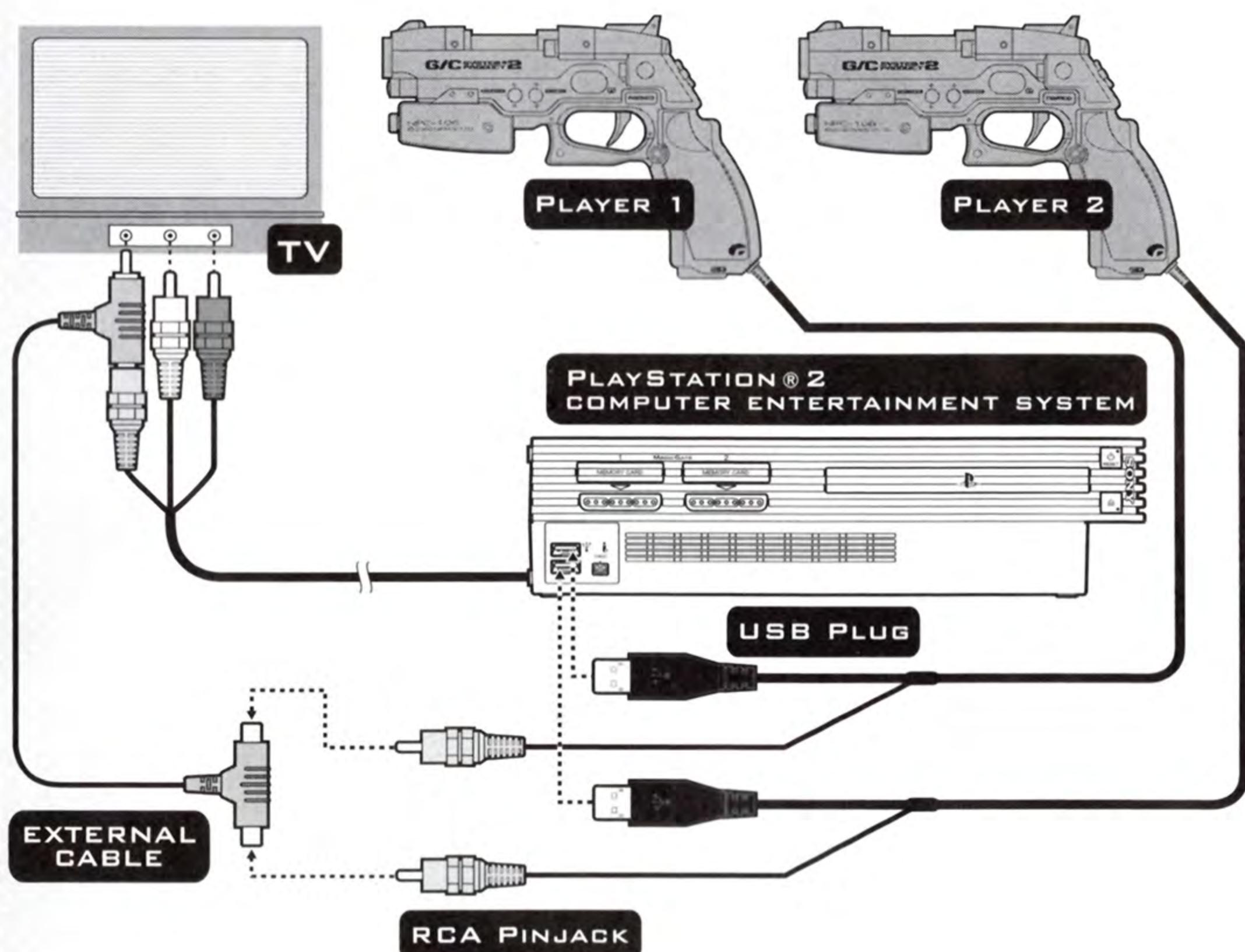
	MENU CONTROLS	GAMEPLAY CONTROLS
START button	N/A	Pause / skip movie
SELECT button	N/A	N/A
Thumbcon	Select Menu Option	Select Menu Option
A button	Confirms Selection	Ninjutsu ("Art of Ninja")
B button	Previous Screen	Ninjutsu ("Art of Ninja")
Trigger	Confirms Selection	Shoot / Skip movie / Reload (by shooting off-screen)
C button	Previous Screen	Ninjutsu ("Art of Ninja")

Caution

When using a Guncon2 and a controller to Reload, the top USB connector and controller port 1 correspond to Player 1; the bottom USB connector and controller port 2 correspond to Player 2.

Using two Guncon™2 controllers together

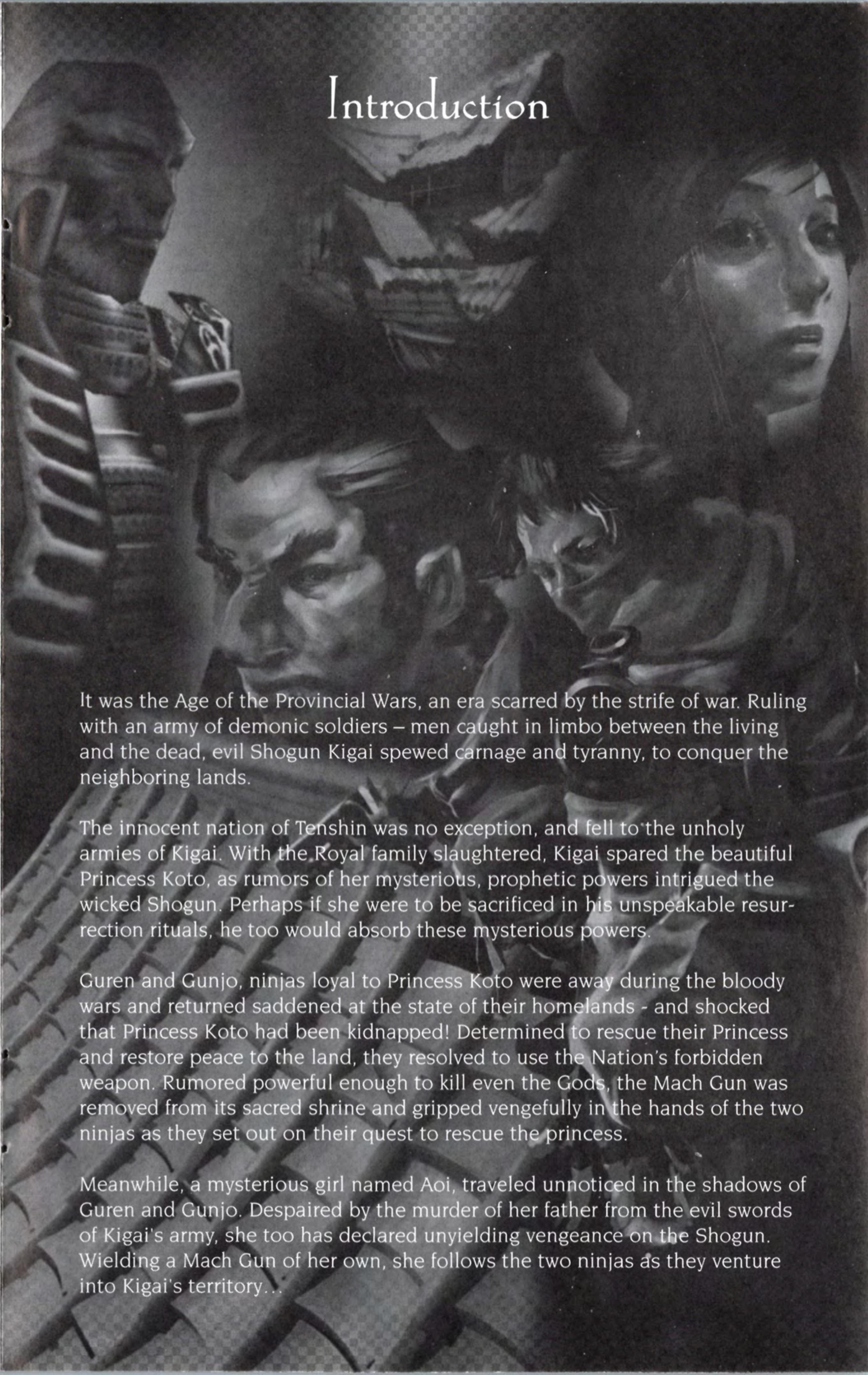
In NINJA ASSAULT™, two people can play simultaneously by connecting two Guncon2 controllers to the PlayStation®2.



Connect the A/V cable from the PlayStation®2 computer entertainment system to the male/female portion of the External Cable. Plug this portion of the External Cable into your television set. Connect the RCA pinjack from the Guncon2 into the remaining portion of the External Cable. For two guns, connect the 2nd gun to the remaining free side of the External Cable.

Connect the USB plug into the top USB connector located on the front of the PlayStation2 computer entertainment system. To play with two guns, insert the USB plug for Player 2's gun into the bottom USB connector.

Introduction



It was the Age of the Provincial Wars, an era scarred by the strife of war. Ruling with an army of demonic soldiers – men caught in limbo between the living and the dead, evil Shogun Kigai spewed carnage and tyranny, to conquer the neighboring lands.

The innocent nation of Tenshin was no exception, and fell to the unholy armies of Kigai. With the Royal family slaughtered, Kigai spared the beautiful Princess Koto, as rumors of her mysterious, prophetic powers intrigued the wicked Shogun. Perhaps if she were to be sacrificed in his unspeakable resurrection rituals, he too would absorb these mysterious powers.

Guren and Gunjo, ninjas loyal to Princess Koto were away during the bloody wars and returned saddened at the state of their homelands - and shocked that Princess Koto had been kidnapped! Determined to rescue their Princess and restore peace to the land, they resolved to use the Nation's forbidden weapon. Rumored powerful enough to kill even the Gods, the Mach Gun was removed from its sacred shrine and gripped vengefully in the hands of the two ninjas as they set out on their quest to rescue the princess.

Meanwhile, a mysterious girl named Aoi, traveled unnoticed in the shadows of Guren and Gunjo. Despaired by the murder of her father from the evil swords of Kigai's army, she too has declared unyielding vengeance on the Shogun. Wielding a Mach Gun of her own, she follows the two ninjas as they venture into Kigai's territory...

Starting the Game & Saving

X How to Calibrate the Guncon™2

This section explains the process of calibrating the Guncon2 and saving/loading the game. Please read carefully before starting play.

Before you start playing, you need to calibrate the Guncon2. If you have the Guncon2 controller connected to the console, the Guncon2 Calibration Screen will automatically appear when you start up the game.

In the Guncon2 Calibration Screen, aim the Guncon2 at the "+" mark at the center of the screen and pull the Trigger. Pull the Trigger as many times as it takes to adjust your aim. When you are done adjusting your aim, press the A or B button to proceed to the next screen. Your aim may be off if you start playing without calibrating the Guncon2.

The Guncon2 offers a 2-Point Adjustment for better calibration on wide-screen TVs. It is not necessary with standard TVs. To perform the 2-Point Adjustment, aim the Guncon2 away from the screen and press the Trigger + C button. If you are using a progressive scan TV, the Guncon2 should automatically perform the 2-Point Adjustment. If the Guncon2 does not automatically recognize a progressive scan TV, point the Guncon2 away from the screen, press the Trigger and C button, and you can manually switch to progressive scan.



NOTE

- Guncon2 does not support hi-vision, LCD, plasma display or projection TVs. Some progressive-scan, or hi-level TVs also may not be supported.
- If Guncon2 controllers are connected to both USB connectors, then TV type is determined by Player 1.

X Saving

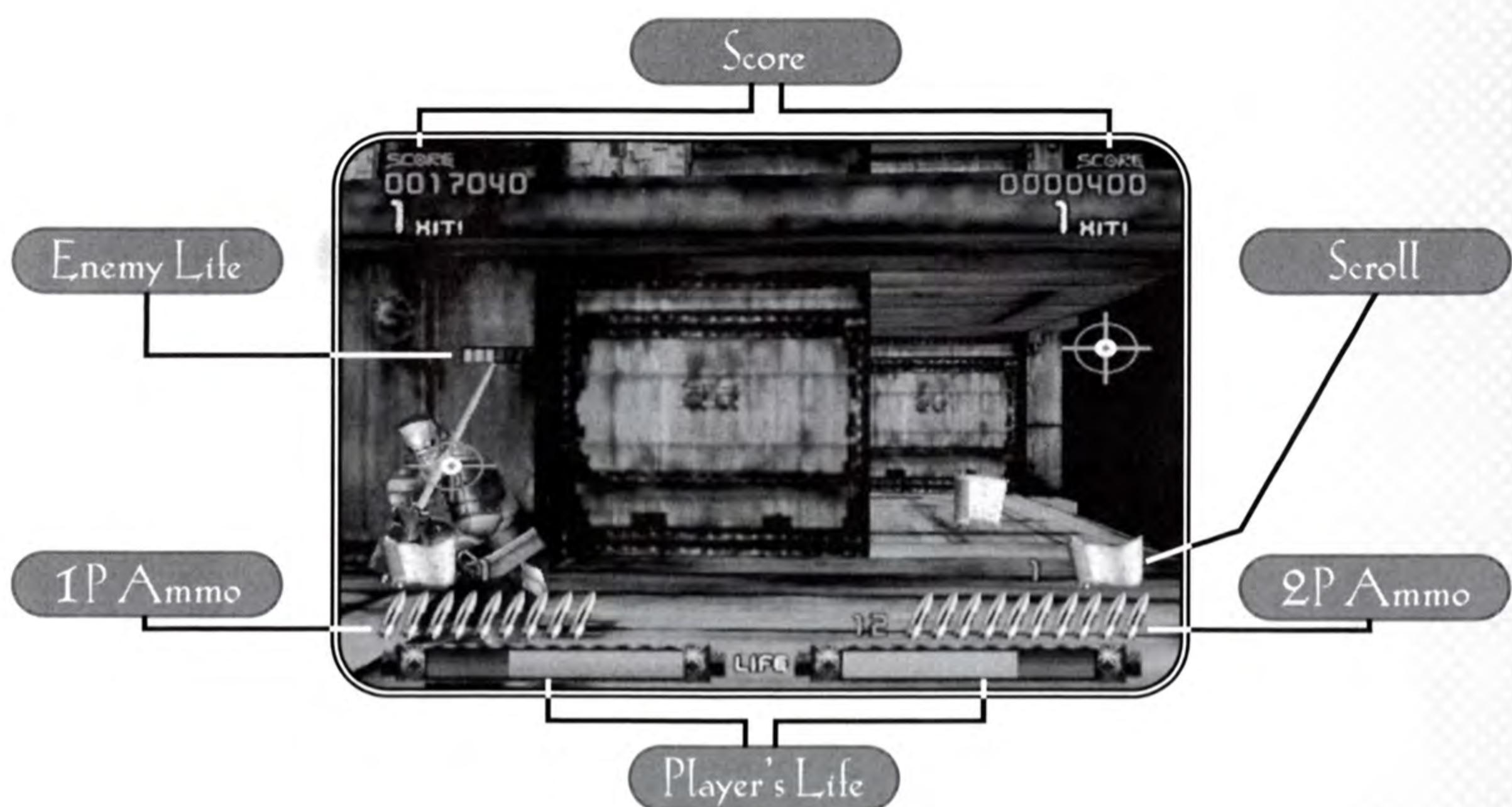
To save game data by Save or Auto Save, you will need a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. To save the game for the first time, you will need at least 48KB of free space on your memory card.

This game has an Auto Save feature. To Auto Save, select memory card in the Options Menu (See Pg. 16), and turn Auto Save ON. Option settings, Ranking, and hidden items you have obtained will be automatically saved. To save game data manually, select Save under memory card in the Options Menu. Please note that if there is already a save file present, it will be overwritten.

X Loading

If you have a save file on a memory card, the game will automatically load the data when you start up the system. To manually load the game data, select Load under memory card in the Options Menu.

How to Play



Screen Layout

CURSOR: The cursor is where you are aiming when using a controller. The red cursor is Player 1. The blue cursor is Player 2. The cursor is not displayed on-screen when using the Guncon2 to play.

ENEMY LIFE: Decreases as the enemies get hit by the player's bullets and will be defeated when gauge goes down to zero.

SCORE: The current player's score. The red score is for Player 1, and the blue score is for Player 2.

SCROLL: Ninjutsu ("Art of Ninja") can be used when carrying a scroll, which deals damage to all enemies on screen. There are no scrolls in Arcade Mode.

1P AMMO: The number of bullets Player 1 has left. It will be replenished when you Reload.

PLAYER'S LIFE: Red is the life gauge for Player 1 and blue is for Player 2. When you are near death, your life gauge will flash red.

2P AMMO: The number of bullets left for Player 2. It will be replenished when you Reload.

Screen layout and rules

Advance through the game by shooting and defeating enemies that appear on the screen. Life will diminish as you get hit, and you will be defeated when your life gauge goes down to zero.

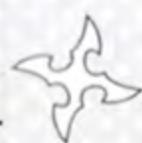
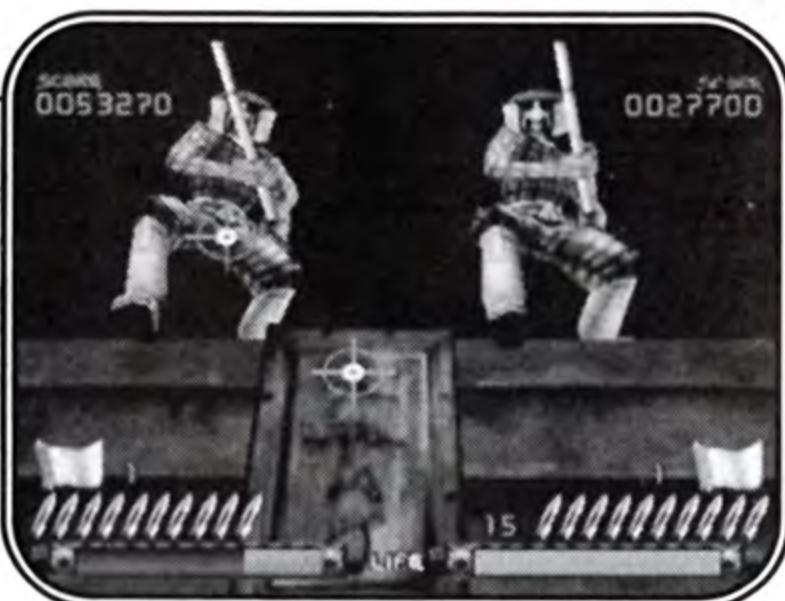
Rules of the Game

The following are the rules for Story Mode. For an explanation of the rules for Bonus Games, see Pg. 14



STAGE

The game will proceed forward as each Stage is cleared. Defeat all the enemies to clear a Stage. Each time your character is hit, the character will lose some life. When all lives are lost, the game is over.



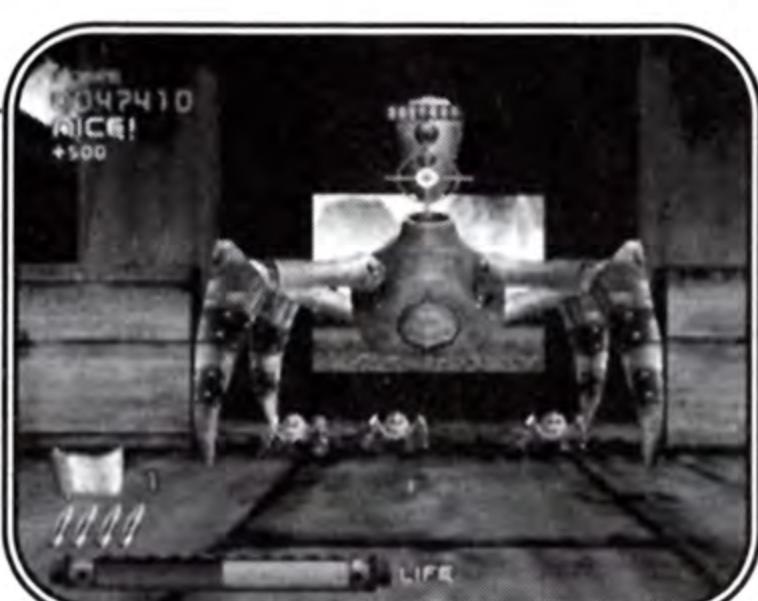
CONTINUE

When the player's life gauge goes down to zero and you still have credits left, a CONTINUE screen will be displayed. Press the START button within 20 seconds to resume the game where you left off.



ENEMY WEAK POINTS

Each enemy has a weak point. By shooting this weak point, you will be able to defeat the enemy easily. There are some enemies that can only be defeated by shooting the weak point.



GAME OVER

When your character's life runs out and you have zero credits left, or when time runs out on the CONTINUE screen, the game will be over. You can enter your name if your score is in the top 10. If you rank among the top 3, your name will be recorded under RANKINGS in the Story Select Screen.



Modes

There are three modes of play in NINJA ASSAULT™. Select the mode you want by aiming at the menu item and pulling the Trigger.



Story Mode

This is the main game mode in NINJA ASSAULT™. The objective is to rescue Princess Koto, who was kidnapped by Shogun Kigai. The game is separated into stages, and each time one is cleared you advance to the next. In Story Mode, there are three chapters to choose from: GUREN, GUNJO, and AOI. The story is different for each of the three main characters. Arcade Mode can also be found among the Story Mode chapters, and is a faithful reproduction of the arcade version of Ninja Assault.



Bonus Games

This is a mode in which many different mini-games can be enjoyed. There is a single player Mission Mode and a Training Mode for 1 or 2 players. Not all mini-games are available at first, but you can unlock them as you progress through the game and satisfy certain criteria.



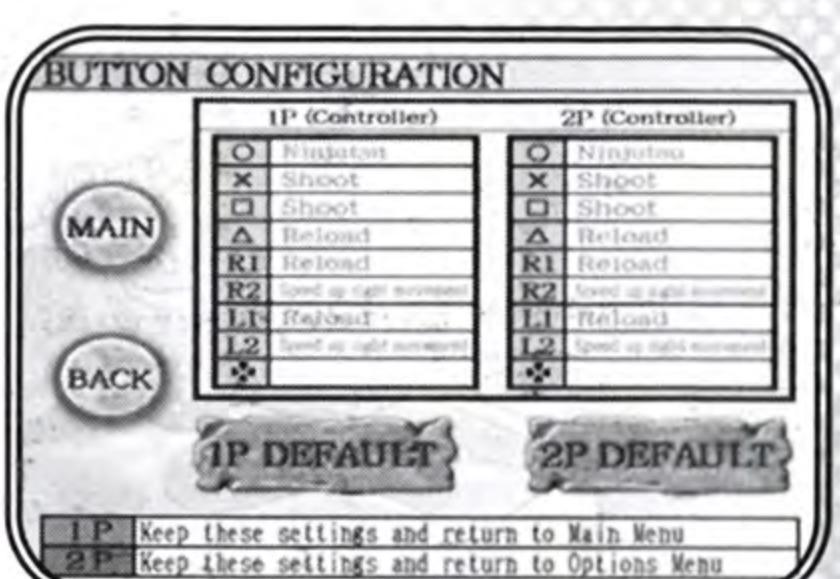
Mission Mode (training mode)

MAIN and BACK

When MAIN and BACK are displayed on the left side of the screen, you can exit your current screen by selecting them. Also, if you press the B button on the Guncon2, or the X button on the controller, you can go back to the previous screen.

MAIN: Takes you back to the Main Menu.

BACK: Takes you back to the previous screen.



Story Mode



Story Mode (1)

This section explains how to play the main game, Story Mode. Hereafter, basic matters such as game flow, screen layout, and rules will be explained.

Selecting the Story

There are four choices in Story Mode: Guren Chapter, Gunjo Chapter, Aoi Chapter, and Arcade. The playable characters in Guren Chapter, Gunjo Chapter, and Aoi Chapter differ depending on which USB connector (1P/2P side) your Guncon2 is connected to. Player 1 will control the character in the chapter name, and Player 2 will control Aoi in the Guren Chapter, Guren in the Gunjo Chapter, and Gunjo in the Aoi Chapter. In these three stories, the stats for ammo, attack, and defense will differ depending on the characters used. However, in Arcade, which recreates the commercial arcade game experience, the stats for Guren (Player 1) and Gunjo (Player 2) will be the same.



Character Stats

See chart below for the character stats during play of Guren Chapter, Gunjo Chapter, and Aoi Chapter.

Character Name	Ammo	Attack	Defense	Ninjutsu
Guren	10	◎	○	Flaming Fury
Gunjo	10	○	◎	Thunder Storm
Aoi	16	○	○	Cyclone

• ◎>○

Menu Items That Can be Set and Confirmed in Story Mode

You can select the three items below in the Story Select Screen in Story Mode. Game Difficulty: Change the game difficulty (see Pg. 16). Ranking: View the top three scores for each of the four story chapters. Weapon: Change your weapon if you have acquired one of the secret guns.

Game Flow

Each chapter in Story Mode is comprised of several stages, and when you clear one stage you can advance to the next. Some stages have a boss at the end, and you must defeat it in order to clear the stage. Here is how the game will progress:

Normal Battle: Aim at the enemy and pull the Trigger. Try to defeat them before you get attacked! The life gauge above the enemy will decrease when a bullet hits them. They will die when it goes down to zero. In some cases, you will have to defeat all enemies on the screen to move on.

Boss Battle: The boss's life is indicated by a red gauge on the top of the screen. When the red gauge goes down to zero, the boss will be defeated. However, some bosses will not take damage no matter how much you attack them. In that case, search for a weakness and concentrate your attack there.

Results Screen: Once you clear a stage, the screen will display the score, and you will be able to advance to the next stage. Life will not recover between stages.

Results Evaluation

Rank: The overall evaluation of the player's skill will be given as a grade in six scales, from S (being the best) to E (needing improvement).

Accuracy: The number of shots that hit will be displayed as a %.



Story Mode (2)

Rules

Pause Menu

When you press the START button during the game, the following Pause Menu will be displayed. The Pause Menu will not be displayed during the Bonus Games.

Play: Resume game.

Quit: Discontinue the game and return to the Main Menu.



Items

When you shoot and destroy wooden boxes in a stage, you can sometimes find items like First Aid Kits and Scrolls. You can obtain an item by aiming at it and shooting. However, Scrolls will not appear in Arcade.

First Aid Kit: Restores a fixed amount of life.

Scroll: One scroll will be added to your inventory.

Maneki Cat (gold): Adds 5000 points to score.

Maneki Cat (silver): Adds 1000 points to score.

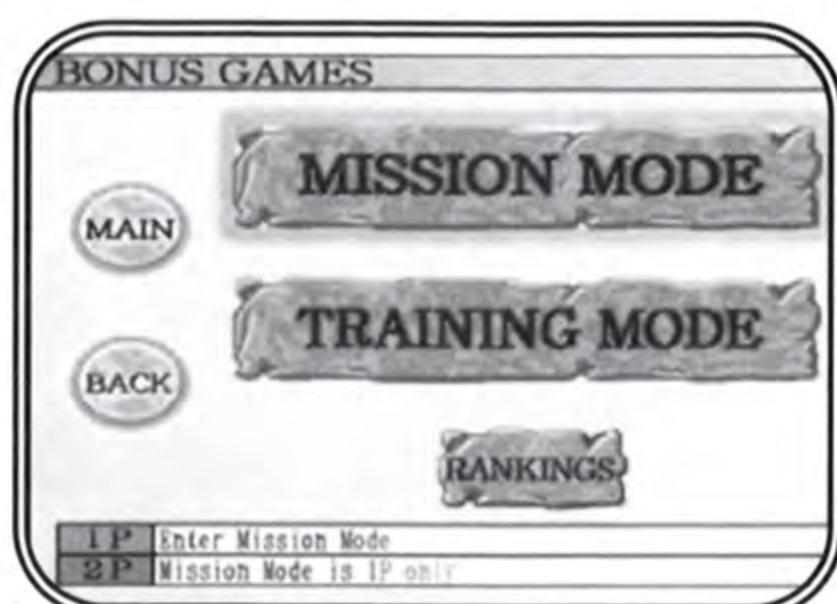
Ninjutsu ("Art of Ninja")

You can use Ninjutsu – Art of Ninja - when you have a scroll in the Guren, Gunjo, and Aoi Chapters. Use Ninjutsu with the A, B, or C buttons, and deal damage to all enemies on screen. It also shoots down enemy projectile weapons.

Bonus Games

In Bonus Games, there are two types of mini-games available, Mission Mode and Training Mode. They are excellent modes to improve your shooting skills.

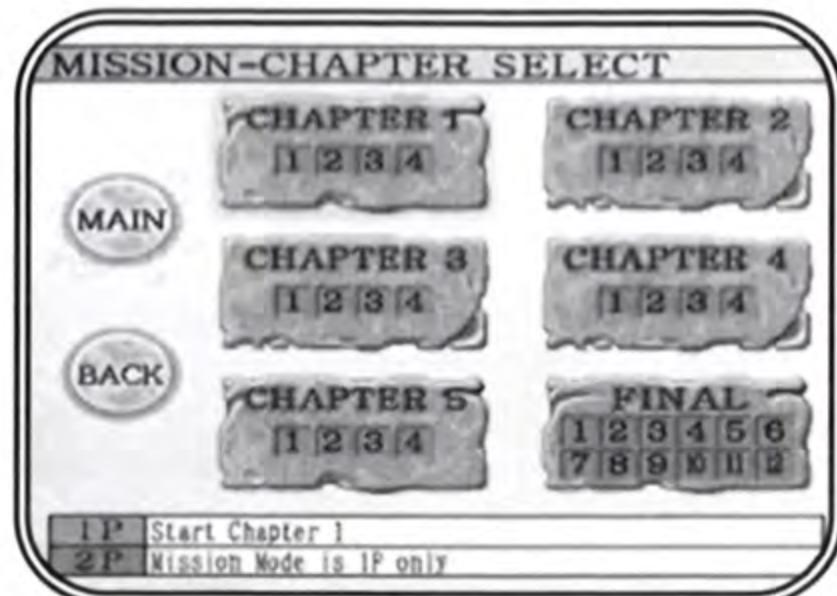
When you select Bonus Games from the Main Menu, Mission Mode and Training Mode icons will be displayed. Mission Mode is single player, and the Training Mode can be played with either one or two players.



Mission Mode

Mission Mode is single player, and there are 32 mini-game missions in total. You will not be able to play all mini-games from the beginning, but as you clear Story Mode, you will be able to unlock more chapters and access the missions within them.

Select Mission: Select the mission you want to play. The mission rules, time limit, and the number of bullets that you can obtain in a Reload (or number of bullets you can use) will be displayed. Press the START button to start the game. If you are able to play the next mission, you will move to the Mission Select Screen by selecting NEXT.



Start Mission: The time limit will be displayed on the bottom right of the screen when you begin. If you need to defeat a certain number of enemies or shoot a specified number of items to clear the game, there will be ENEMY or ITEM displays in the top right of the screen. The mission will end when you run out of life or the time runs out.

Mission Results: When the mission has ended, the results screen will be displayed. The total score, number of defeated enemies or destroyed (obtained) items, remaining time, and accuracy will be displayed. Select RETRY if you want to attempt the mission again.



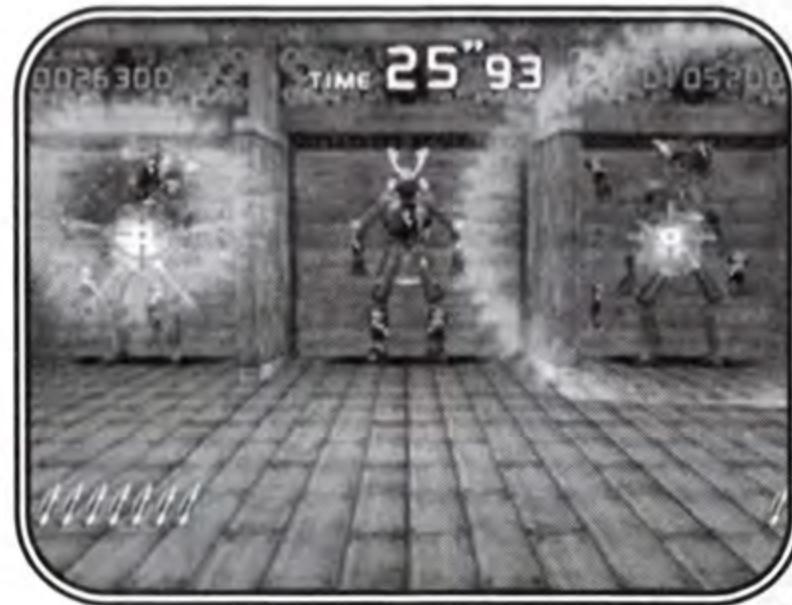


Training Mode

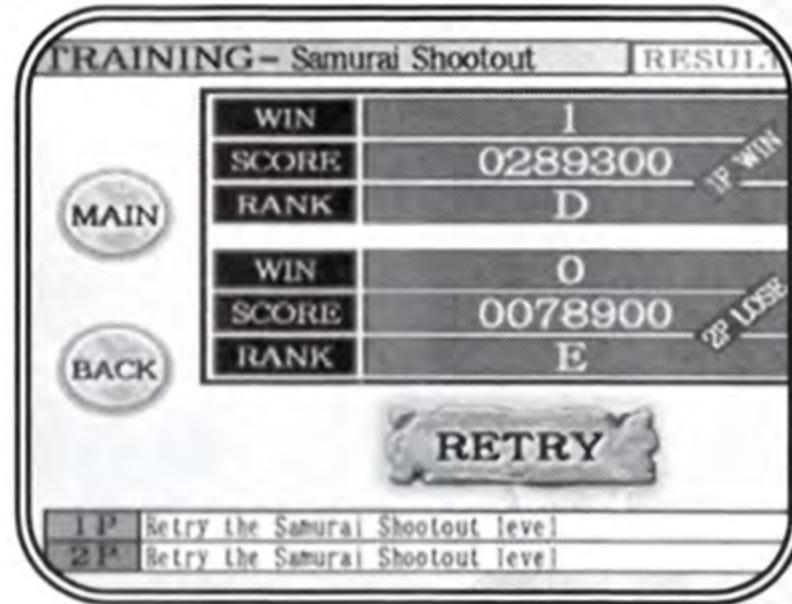
In the Training Mode, you can play a single player game or play two player VS Mode. There are five mini-games in total, but like the Mission Mode, not all games in Training Mode will be accessible in the beginning. You will be able to play them once the required criteria are fulfilled.



Select Training: Select the Training Mode you want to play. Once selected, the rules and time limit will be displayed, so please read carefully. Select 1P START when playing by yourself, and VS START when playing with 2 players.



Start Training: When you start training, the time limit will be displayed at the top center of the screen. There is no life gauge in Training Mode, and it will end when the time limit runs out. In VS mode, the player with the highest score will win.

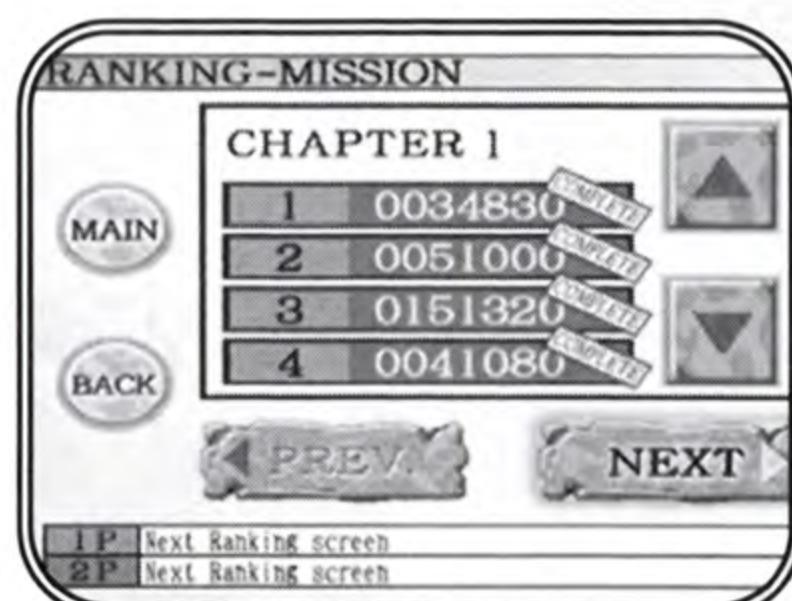


Training Results: When training ends, the winning score and the overall rank from among 6 grades, S-E, (S being the best, E the worst) will be displayed. When playing with 2 players, WIN will be displayed on the side of the screen of the winning player, and LOSE will be displayed on the side of the losing player. In the case of a tie, DRAW will be displayed for both players. Choose RETRY if you want to attempt the training session again.



About Ranking

If you select RANKING for Bonus Games, the ranking for Mission Mode and Training Mode will be displayed. Mission Mode will display the high scores for each mission, and Training Mode will display the high scores and ranks for each training session.



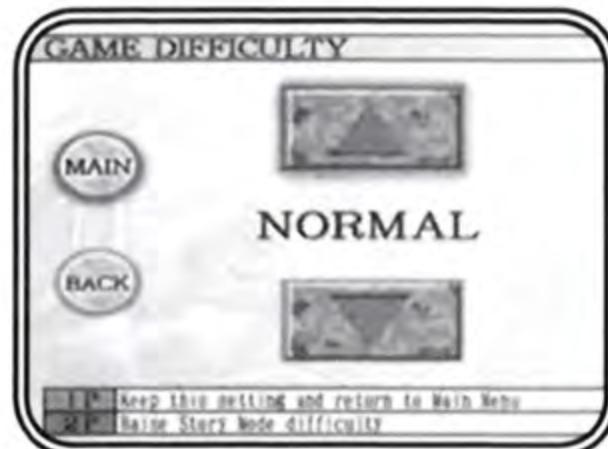
Option Settings

You can adjust all settings of the game, such as button configurations and game difficulty. By selecting Options in the Main Menu you will be able to select from the five items described below.

GAME DIFFICULTY

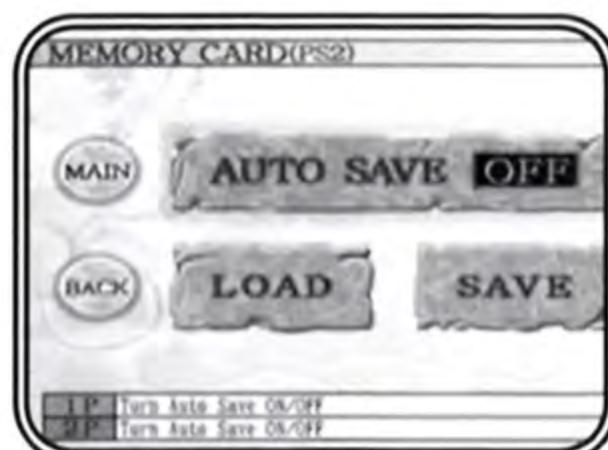
(Game difficulty settings)

You can choose from among the following levels of difficulty for Story Mode: VERY EASY, EASY, NORMAL, HARD, and VERY HARD. The default is NORMAL.



MEMORY CARD

You can save and load NINJA ASSAULT™ game data, and turn the Auto Save function on and off. Please refer to Pg. 8 for details.



CALIBRATION

(Target Calibration of the Guncon2)

You can recalibrate the Guncon2 sights. Please refer to Pg. 2 for details. If you are only using the controller, you cannot select this item.



BUTTON CONFIGURATION

(Changing Button Configurations of the Guncon2 and controllers)

You can set the Guncon2 and analog controller buttons. To finalize the changed settings, press the START button. To revert to the default settings, select 1P/2P DEFAULT.

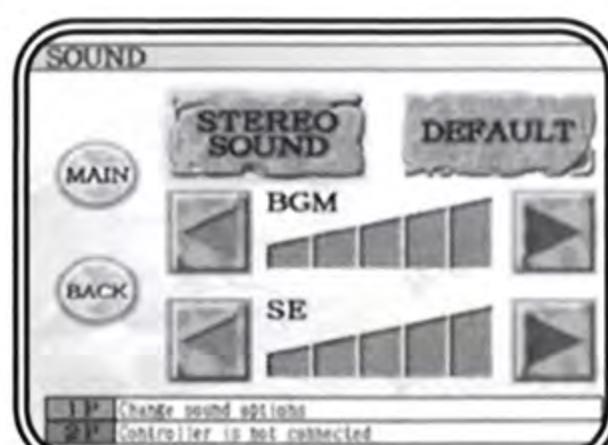
DISPLAY

You can adjust the screen display position. Select the arrow in the direction you want to move the screen. You can revert to the original screen position by choosing DEFAULT.

-BRIGHTNESS: You can adjust the brightness of your screen. Adjust the brightness of your TV so that it will match the brightness of the guide displayed on-screen.

-SOUND (Changing Sound Settings):

Select from STEREO SOUND or MONO SOUND. You can also adjust the volume for the game music (BGM) and sound effects (SE).



Hints

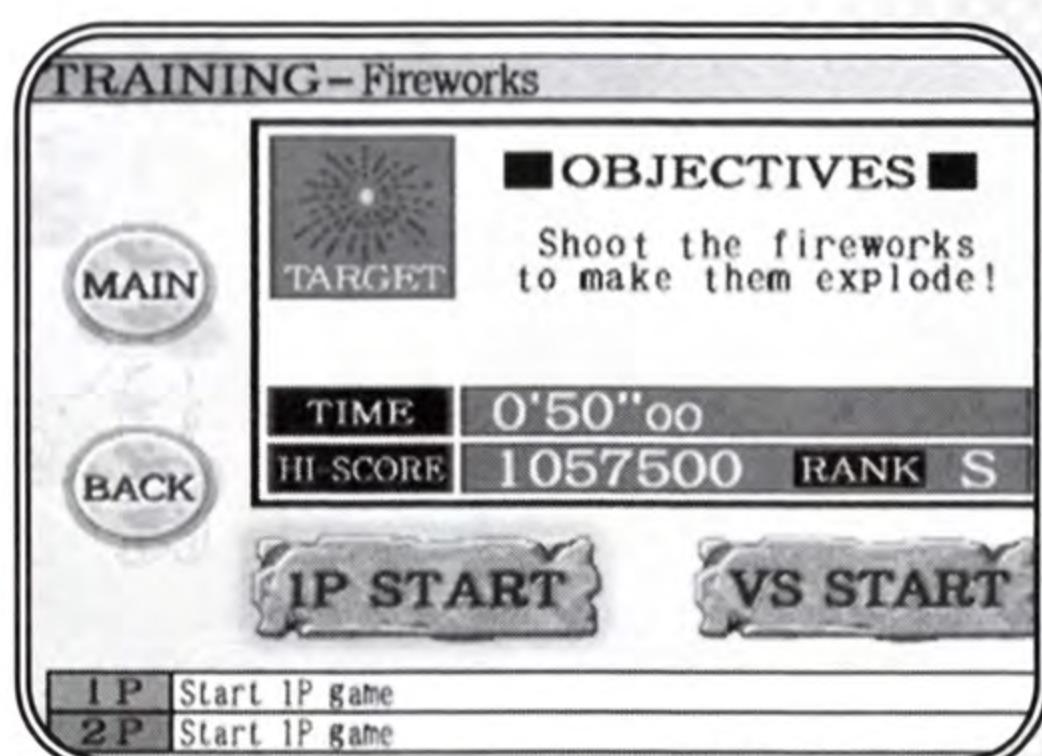
Here are three tips to help you beat NINJA ASSAULT™.

Shoot down projectile weapons. Some enemies will attack with arrows or throw stars. If you see one coming towards you, try to shoot it down. If you do not shoot it down or you miss, you will get hit and take damage.



Increase your score with consecutive hits. If you hit enemies and projectile weapons without missing a single shot, it will be counted as a consecutive hit toward your score. Consecutive hits provide a bonus to your score. If you take an enemy hit, however, the count resets even if you have not missed.

Find the hidden secrets. In NINJA ASSAULT™, there are various hidden secrets. By fulfilling certain criteria, you can open up Bonus Games and acquire guns. New guns can be used in Story Mode.



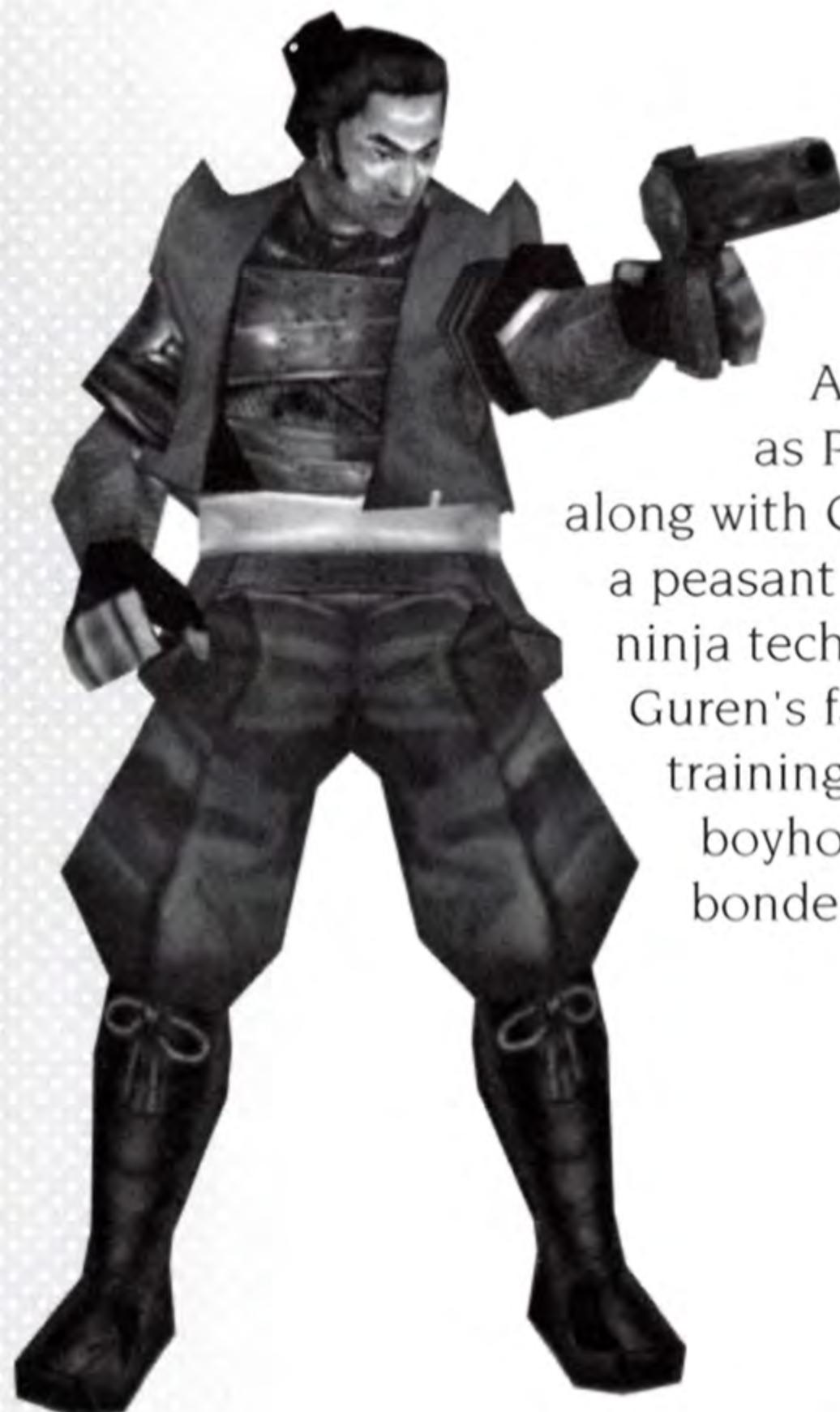
Characters

The main characters of NINJA ASSAULT™.
Guren, Gunjo, and Aoi have different abilities in Story Mode
(excludes Arcade).

Guren

Age: 20

A ninja who has served as a loyal retainer ever since Princess Koto was a child. He was born into a high-ranking samurai family, and started training in ninja techniques shortly after he was born. Usually calm, composed, and rather quiet, except when it comes to protecting Princess Koto.



Gunjo

Age: 26

A ninja who has been serving as Princess Koto's loyal retainer along with Guren. Gunjo was born into a peasant family, but his talent for ninja techniques was discovered by Guren's father and thus, received training with Guren during boyhood. Guren and Gunjo are bonded like brothers.



Aoi

Age: Unknown.

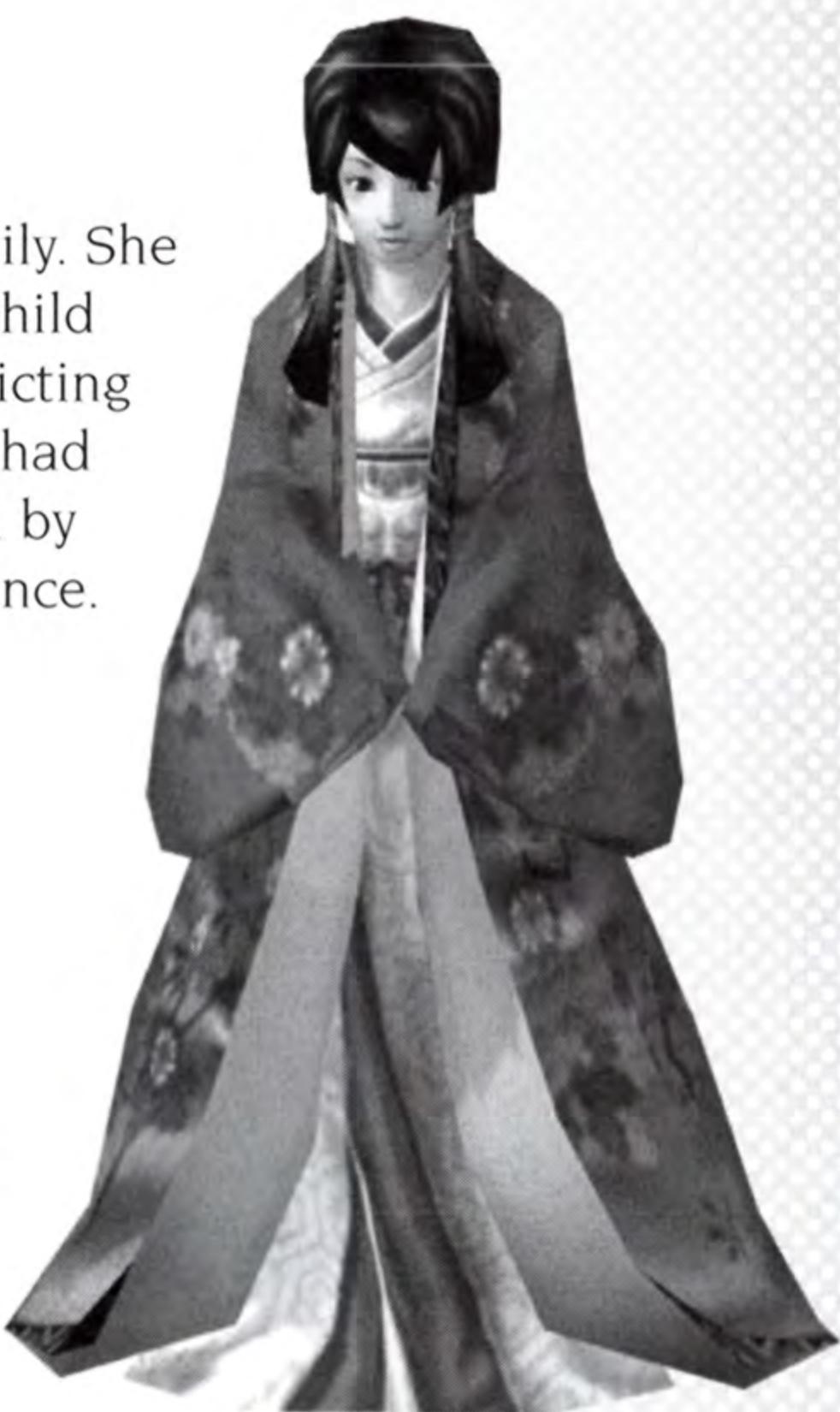
A girl whose father was killed by Shogun Kigai's army. She becomes a female ninja and swears vengeance, wearing her father's keepsake, an eye patch. A spirited woman of action, she is good at assessing situations. She has never met Guren or Gunjo before.



Princess Koto

Age: 15

The only daughter of the Tenshin Royal Family. She has had a sixth sense ever since she was a child and has surprised those around her by predicting disasters through precognitive dreams. She had actually foreseen the calamity brought upon by Shogun Kigai eight years prior to its occurrence.



Shogun Kigai

Age: Unknown.

Leader of the demon world whose profile is shrouded in mystery. He has secluded himself in Shikaiten and does not show himself to anyone. He gives commands to his armies through Kagenin, a shadow assassin. He heard tales of Princess Koto's mysterious power, and wants it for himself.



Kagenin

Age: Unknown.

Shogun Kigai's loyal confidant and right hand man. He is the commander of the elite corps who fight on the frontlines of the

battlefield. His power allows him to manipulate darkness at will, and he uses a gun from the underworld known as the Gun of Darkness, an altogether different type of weapon from that of the Mach Gun.



Credits

Published by	Namco Hometek Inc.
Developed and Designed by	Namco Limited
Project Supervisor	Noriko Wada
Localization	June Honma Nao Higo Michael Murray
Director of Marketing	Stacey Hirata
Product Manager	Jeff Lujan
Public Relations Manager	Hugo Reyes
Quality Assurance Manager	Brian Schorr
Product Coordinator	James Guirao
Lead Analyst	Mike Peterson
Testers	Mike Stevens Chester Vergara Jesse Mejia
Manual Design	INO Communications, Inc.
Special Thanks	Mari Schaal Yoshi Niki Jennifer Tersigni Yas Noguchi Robert Ennis Jesse Taylor Garry Cole Berry Kane Yoshi Homma

NAMCO'S TOP SECRET INFO LINE 1-900-737-2262

\$.99/minute for automated tips.

\$1.25/minute for live counseling.

Pricing subject to change without notice.

Live Counselors available 9am-5pm Monday-Friday Pacific Time.

All the secrets, tricks and cheats!

Under 18, please have your parent's permission.

Touchtone phones only.

For Guncon or Guncon2 support or for information not found on the 900 line, write to:

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