

# JUTSU

## Game Manual

A Team 60 Production



Developed in conjunction with:  
Cognitive Thought Media  
Business Professionals of America

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# Story

History is always written by the victors.

During the times of feudal Japan, samurai were not always the valiant soldiers legends and stories portrayed them to be. They roamed the countryside, terrorizing villages and raiding homes.

Most towns lived in fear, cowering behind their walls, hoping every day that their homes would be spared.

The ones unfortunate enough to be attacked surrendered with little resistance.

After years of torment and fear, villagers began to fight back, armed with the long-lost art of ninjitsu.

The counter-attack begins here.

# Game Controls



or



- rotate active piece to the right



- rotate active piece to the left



or



- move active piece to the right



or



- move active piece to the left



or



- quickly move active piece down



- pause the game



- select bonuses or select options

# Game Objectives

Using the controls, move and rotate the samurai as they march toward your village to orient them in the best possible manner.

Once a row is completely full of samurai, they'll be squished within the walls and die. You must try and align them so that they fill the width of the wall as often as possible!

Samurai can also be killed by arranging three of the same color in a row or column, and clicking on them in succession with the mouse. Doing so will activate a bonus to aid you in your quest!

As the samurai begin to infiltrate and collapse on your wall, you will begin to take damage from their attacks. Different colors of samurai do various amounts of damage, and poor placement can result in more damage being taken. Over time, they get stronger and speed up their attack.

You are rewarded each time you kill a samurai by a large increase in score, and regain health each time you clear a row.

You will fail if the samurai fill up the entire length of your village, or if your health reaches zero.

**GOOD LUCK WARRIOR**

# Bonuses

samurai



- increases score multiplier for nine seconds

skilled samurai



- creates overlay grid for nine seconds

samurai general



- slows time for nine seconds

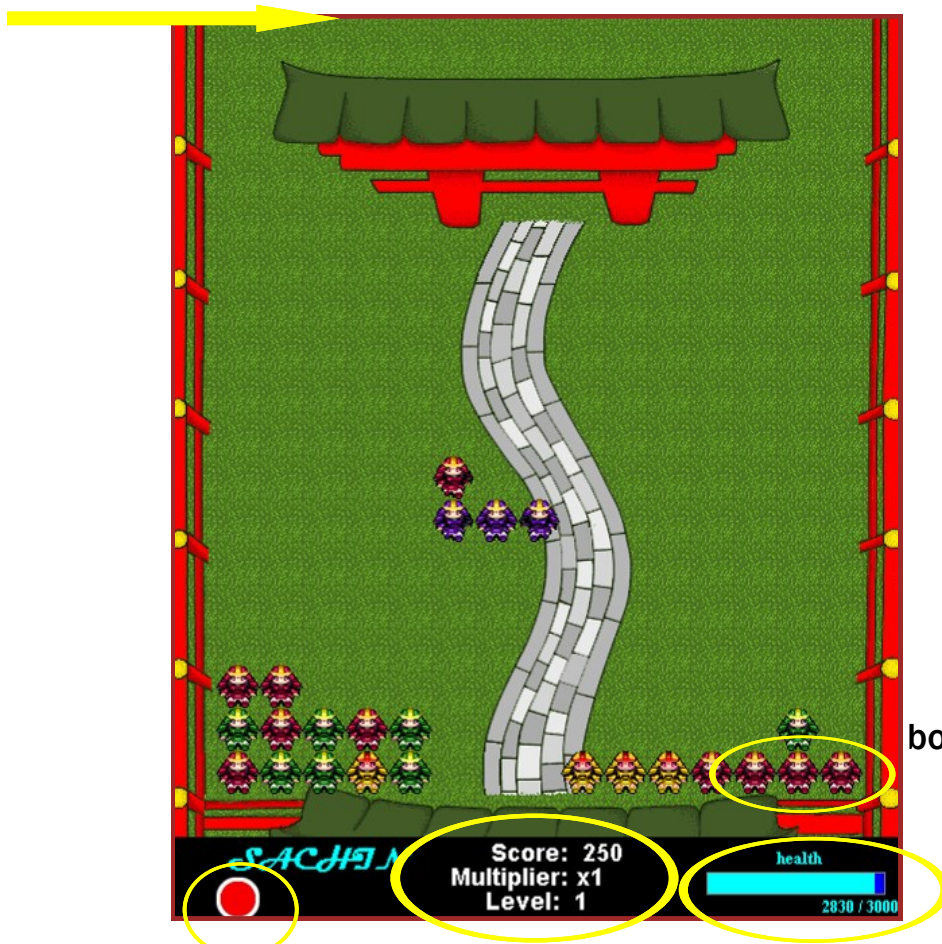
samurai master



- give back half of missing health

# Gameplay Screen

top bound of map



bonus-grouping  
of samurai

bonus detector

player statistics

health bar

(if red, can try to click on  
a group of samurai for a  
bonus)

# Credits

Created by Team 60

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