

mini  **ninjas**

**COVER
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Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

mini ninjas

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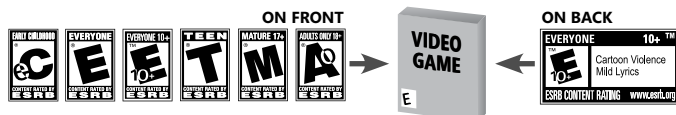
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ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

INSTALLATION

1. Make sure the system requirements and specifications shown on the game pack match those of your machine.
2. Insert the Mini Ninjas DVD in your computer's DVD drive. This disc should autorun and take you to the Installation screen.

If autorun is disabled on your machine:

- Click "My Computer" in your Start Menu, or double-click the icon on your desktop.
 - Double-click the DVD drive icon. The Installation screen should appear. If the Installation screen doesn't appear, double-click "Setup.exe."
3. If the game has not yet been installed, the Installation screen will offer an Install option. Click "Install" to begin installation.
 4. Follow all on-screen instructions.

INTRODUCTION

Hiro is a young ninja and the last person that anyone would expect to be asked to save the world.

Yet that is exactly what happens when the Evil Samurai Warlord hatches a fiendish plan to raise an army bent on total world domination.

Hiro must lead his small band of ninjas on an exciting journey through a disintegrating world, to battle the magical hordes of twisted Samurai, and eventually confront the Warlord in his Fortress of Doom.



GAME SCREEN



1 EXPERIENCE POINTS

Yellow Experience Spheres appear after you defeat an opponent. New levels increase Hiro's amount of Health Hearts, as well as other abilities.

2 HEALTH HEARTS

Hiro's Health level is shown as a row of Health Heart icons. Hiro can replenish Health by gathering and eating food or using potions.

3 KI ENERGY

Ki is the foundation of all Kuji magic. Ki is drained when Hiro uses Kuji magic spells; it will replenish over time. Hiro can also replenish Ki by meditating, collecting blue energy spheres, and drinking potions.

4 STAMINA

Stamina is used for physical actions, such as sprinting. It can be seen as a yellow bar appearing above the blue Ki energy bar. Stamina regenerates when it is not used.

5 CURRENTLY SELECTED ITEM

You can assign a secondary item, spell, or weapon to the Quick Inventory for easy use during gameplay. You can assign up to five "quick items" to the Quick Inventory.

6 POWER ATTACK

When the ninjas gather the red Unstable Ki energy spheres, they gain the ability to perform Power Attacks (shown as Red Dots on the right side of the screen).

7 STEALTH

When crouching in tall grass or bushes, or on rooftops, Hiro is in Stealth Mode. That means he is hidden from enemies.

8 HAT

The Hat is always available to Hiro and his followers. You can use the Hat as an arrow shield, sled, or boat, depending on the environment.

CONTROLS

While you can play *Mini Ninjas* using a PC mouse and keyboard, using an Xbox 360® Controller for Windows is highly recommended.

XBOX 360 CONTROLLER FOR WINDOWS	KEYBOARD/ MOUSE	ACTION
	W, S, A, D	Movement
	Move Mouse	Camera Control
	Mouse 1	Primary Attack
	Mouse 2	Block Breaker Attack
	Q (hold)	Power Attack (If available)
	SPACE	Jump / Interact (context sensitive)
	ALT (hold) + W, S, A, D	Sprint (If Stamina is available)
	CTRL	Enter Stealth Mode (in tall grass, on rooftops etc.) / Block (Combat only)
	Left SHIFT (hold)	Block / Roll
	CTRL + W, S, A, D	Movement in Stealth Mode / Roll (Combat only)
	CTRL + Mouse 1	Stealth Attack
	1	Open Ninja Follower Wheel + Select
	2	Open Quick Inventory + Select
	F	Use selected Quick Inventory item / weapon / spell
	F (hold) + Move Mouse	Target ranged weapons / spells
	3	Open Inventory Scroll
	4	Use Hat (arrow shield / boat / sled)
	E	Meditate / Show objective
	ESC	Pause / Options

If you prefer a different keyboard layout, you can customize the keys by accessing the Change Controls screen in the Options Menu.



FAMILY SETTINGS

Family Settings in Games for Windows – LIVE and Windows Vista® parental controls work together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.gamesforwindows.com/live/familysettings.

INVENTORY SCROLL

Press **BACK** or **3** to open the Inventory Scroll.

You can use the Inventory Scroll to assign items for Hiro to use in the adventure, and to consume items such as special Health-giving food and potions.

You can also use it to create potions and see the current amount of collected Jizo Statues and Coins.



SKILLS

The Skills section allows you to keep track of the current skills Hiro has attained. Here you will find a list of Hiro's abilities, including some which may still need to be learned throughout the journey.

ITEMS

The main part of the Inventory Scroll displays useable items that Hiro finds or purchases during his journey. To use an item or spell, you must assign it to the Quick Inventory.

- 1 ITEMS:** This shows items such as bombs, shuriken, potions, sushi, etc.
- 2 SPELL SCROLLS:** Spells found at Kuji Shrines are stored in the Inventory Scroll. You must assign them to the Quick Inventory in order to cast them.
- 3 HIGHLIGHTED ITEMS:** Items and spells highlighted with colored backgrounds have already been assigned to the Quick Inventory.

VALUABLES

This shows Hiro's amount of Coins and Jizo Statues. Spend Coins at the Temples to buy potion recipes and weapons.

RECIPES

This section stores potion recipes you've purchased at the Temples. Provided Hiro has the correct ingredients, you can select these recipes in the Inventory Scroll to create potions.

INGREDIENTS

View items that Hiro has discovered, such as flowers, mushrooms, and herbs. You can use these as ingredients to create potions.

QUICK INVENTORY



Press **BACK** or **3** to open the Inventory Scroll. To assign an item from the Inventory Scroll to the Quick Inventory:

- Move the **BACK** or **Mouse** to select an item from the selection box.
- Press **A** or hold the **Right Mouse Button** to assign the item to the Quick Inventory. Use the **BACK** or **Mouse Cursor** to select a slot.
- Press **BACK** or **ESC** to exit the Inventory

The selected item will be available in the Quick Inventory. To use the item:

- Hold the **RB** or tap **2** to open the Quick Inventory.
- Use the **BACK** or **Mouse Cursor** to select the item.
- Release the **RB** or tap **2** to exit the Quick Inventory. The item will appear on the main game screen HUD, at the bottom right.
- Pull the **TR** or press **F** to use the item.

HINTS

- In its early stages, the game introduces you to items with helpful hints.
- Read all signposts and notes, and talk to other characters (especially Tengu).
- If Hiro meditates, he will also receive a summary of his next task.

MEDITATION

Press **UP** or **E** to meditate.

The ninjas may meditate at any time. Meditating shows your current objective, and a directional arrow heading indicating the best direction to move in.

Meditating also increases the replenishment rate of Ki energy.

NINJA FOLLOWERS

Hiro initially sets out on his quest accompanied only by his pal Futo. During his journey, he will rescue or meet other ninjas who can help him.

Ninjas always operate alone, but once they've joined him, Hiro's followers will always be hiding nearby, ready for you to switch to them.



FUTO

Futo is Hiro's best friend. He is very strong, fights using a massive hammer infused with Kuji energy.



SUZUME

Beautiful and deadly, Suzume is a maestro with the flute. She is agile and swift, and delivers a fearsome attack if angered.



SHUN

Shun uses the bow as his preferred means of attack. Though he doesn't excel in close combat, Shun has mastered the art of attacking from a distance.



TORA

Tora thinks he is a tiger and is infatuated by these majestic beasts. He has razor-sharp tiger claws—his weapon of choice.



KUNOICHI

Kunoichi is a supreme acrobat who uses her Naginata spear as a prop for her agile, deadly moves.

SWITCHING NINJAS

At most times during the game, you can switch to any ninja Hiro has already met or rescued during his journey. Each ninja has a unique fighting style and Power Attack.

NINJA FOLLOWERS WHEEL



- Press and hold the **LB** or tap **1** to open the Ninja Followers Wheel. The wheel has five Ninja Follower slots, with Hiro in the center.
- Use the **⬇️** or **Mouse Cursor** to select a ninja.
- Release the **LB**. The selected ninja will now be under your control.

Note: Tap the **LB** or tap **1** to switch rapidly between a selected ninja and Hiro. Tap again to revert back.

COMBAT

BASIC COMBAT

Hiro holds a sword in his right hand for close combat. He can hold a secondary item in his left hand; this allows him to cast shuriken, bombs and use other devices stored in his Inventory Scroll.

When confronted by multiple enemies, Hiro will always tackle the enemy he is facing and use his blocking skills to defend himself from the others.

Remember that Hiro is the only ninja who knows how to cast spells. He is also the only one able to catch fish.

POWER ATTACKS

Ninjas have their own Power Attacks that they can use to benefit the ultimate success of the quest. Each time any ninja performs a Power Attack, however, it consumes one Power Attack credit (the Red Dot on the HUD).

HIRO'S POWER ATTACK

Hiro can target between one and six enemies (depending on his Experience level) by using his Power Attack.



To do that:

- Hold down **Y** or **Q**. Time slows and the screen changes to indicate Power Attack Mode.
- Use the **Left Stick** or **Mouse** to control the targeting icon on screen and move it over any enemies surrounding Hiro. (A yellow locked targeting icon will remain over them.)
- Once you've targeted the maximum number of enemies, release **Y** or **Q**.

Hiro will now carry out his high-speed attacks on the targeted enemies.

OTHER CHARACTERS' POWER ATTACKS

Hold **Y** or **Q** to activate all Power Attacks.

Futo can roll himself into a "Futo Ball" and bowl over nearby enemies.

Suzume can charm enemies by playing her flute, forcing them to dance to her tune.

Shun will tie a lit explosive to the shaft of one of his arrows. He can then aim and fire the arrow.

Tora performs the Tiger Dash, propelling himself forward at great speed. Then, at the end of the dash, he will leap into a pouncing Claw Attack.

Kunoichi, anticipating a rush of enemies coming her way, will spin her Naginata spear above her head then unleash a spinning attack on her foes.

KUJI SHRINES



Each Kuji Shrine contains one magical spell. If Hiro finds and activates a Kuji Shrine, he will gain the knowledge of a new spell, which is then added to his Inventory Scroll.

Kuji Shrines are hidden, and can only be unlocked by using an Anemone Flower.

Hint: You can always find Anemone Flowers growing close to Kuji Shrines.

SPELLS

There are two types of spells:

- Instant, such as the Fireball Spell.
- Continuous, such as the Camouflage Spell. The effect continues until either the spell is canceled or Ki energy runs out.

To cast a spell:

- First, assign the spell from the Inventory to the Quick Inventory.
- Pull the **RT** or press **F** to cast it.

SPELL

EFFECT

	Fireball	Launch a deadly fireball.
	Meteor Storm	Crashes down a hail of high-speed meteors.
	Sunrays	Fire a blinding ray of light, useful against ghosts.
	Lightning Storm	Launches a deadly lightning cloud.
	Ice Storm	Freeze enemies with an ice storm.
	Detect Kuji Shrine	Forest Spirits point the way to Kuji Shrines.
	Sonic Boom	Knocks back enemies with sound.
	Spirit Form	Enters a willing host animal and controls it for a time.
	Slow Time	Slows time for the enemy.
	Camouflage	Transforms Hiro into a moving, stealthy bush.
	Wall of Wind	Creates a wall of raging wind that will deflect projectiles.
	Tornado	Sucks up enemies in a deadly tornado.

TEMPLES



All Temples are maintained by the Tengu Crafters. Here Hiro can buy certain supplies such as potion recipes, bombs, caltrops and shuriken.







POTION RECIPES

Hiro can purchase recipes to help him create the following potions:

POTION	INGREDIENTS	EFFECT
 Healing	Blue Petal, Oyster Mushroom	Replenishes some Health
 Burping Brew	Burdock Flower, Oyster Mushroom	Causes stomach bubbles
 Ginseng Potion	Blue Petal, Ginseng Root	Replenishes some Ki energy
 Flask of Arrow Shield	Tiger Lily, Stone Caps	Energy shield for deflecting arrows
 Strange Brew	Tiger Lily, Rare Mountain Fire	Random effect!
 Flaming Oil Potion	Mountain Fire, Spear of Ashida	Increases weapon damage
 Flask of Unstable Energy	Burdock Flower, Wild Parsley	Gives Hiro extra Power Attacks
 Essence of the Fish	Horse Tails, Sacred Lotus	Turns ninja into a Koi Fish

WEAPONS

A selection of weapons is also available to be purchased from the Temples.

WEAPON	EFFECT
 Cherry Bomb	Damages enemies and structures.
 Smoke Bomb	Conceals the ninjas from enemy sight.
 Pepper Bomb	Sprays a cloud of sneeze-inducing pepper.
 Time Bomb	Explodes after a period of time.
 Caltrops	Slows down chasing enemies.
 Shuriken	Stuns smaller enemies.

CHECKPOINT ALTARS



You can save your adventure at special Checkpoint Altars. To use an Altar:


- Have Hiro approach the Altar and stand in front of it.
- Press **A** or **SPACE** to save your progress.

Note: Checkpoint Altars can only be used once, and cannot be used when enemies are nearby.

PAUSE MENU

Press **START** or **ESCAPE** at any time during gameplay to open the Pause Game Menu. Doing this freezes the action and accesses the in-game options, including Difficulty Settings and Music volume.

CREDITS

 Io-Interactive.

Team Management

Game Director
Jeremy Petreman

Art Director
Henrik Hansen

Technical Producers
Jens Skinnerup
Martin Amor

Producer (External)
Luke Valentine

Producer
Jonas Lind

Animation

Lead Animator
Michael Helmut Hansen

Animators
Frederik Budolph-Larsen
Karsten Madsen
Pia Bojer Larsen

Environment Art

Lead Environment Artist
Sebastian Lindoff

Environment Artists
Alexander Oleksandr
Pshenychnyy
Allan Hansen
Iryna Pshenychna

Additional Env. Artist
Marek Bogdan

Sound

Lead Sound Designer
Jens-Peter Brodersen

Sound Designer
Thomas Bärtschi

Music Composer
Peter Svarre

Character Art
Lead Character Artist
Soren B Jensen

Level Design
Lead Level Design
Thomas Lofgren

Level Designer
Ulrik Hauen-Limkilde

Game Designer
Thor Frølich

Level Design Trainee
Michael Schmidt

Programming
Game Programmers

Anders-Emil Hansen
Bo Cordes
Jeroen Wagenaar
Kaspar Rolle
Rasmus Hartvig
Rasmus Sigsgaard
Simon Veith Reinholt

Platform Programmers

Asger Friis-Vigh
Chris Gilbert
Jon Rocatis
Martin Gram
Thomas Riisbjerg

Additional Programming

Brian Meidell
Theo Engell

Management Support

Hugh Grimley

QA IO Interactive

QA/UR Manager
Janus Rau Møller Sørensen

QA Lead
Bjørn Meldal

Lead Testers
Anja Stensrud Wedell
Jens Nirme
Stine Munch
Dennis Brus Hansen

Testers

Anders Therkelsen
Andreas Rasmussen
Christian V. Hjelm
Evangelos-Athanasios Mylonas
Jakob Mygind Jensen
Jakob Rod

Jonathan Andersen
Lars Druedal Sørensen
Marc Cartwright
Philip Andreas Krogh

User Research

Ann-Britt Viola Samuelsen
Martin Gundtoft

Outsourcing

Outsourcing Manager
Christine Thaarup

Outsourcing Line

Producer
Martin Kramme Guldbæk

Outsourcing Coordinator
Petronela Cimpoesu



MINELOADER Studio Shanghai

Producer
Xu Zhen

Art Director
Ling Chao

Environment Artists

Shi Quan Gu
Yang Ju Ping
Wang Da Kai
Li Xiang Rong
Mei He Xiao
Tong Wei Ming
Huang Min
Yang Yang
Li Xiao Yan
Han Lu

Animation

Zhang Xiao Jin
Dong Li
Bao Yin Tu

Voice Recording
SideUK



Voice Casting
Sini Downing

Voice Talent


Togo Igawa
Eiji Kusuohara
Haruku Karodo
Dait Abuchi

External Animation

Studios
Krogh Mortensen Animation

Thank You

MotionMagic
Flutes, Shakuhachi, Shakulute
and Wau Xiao
Flemming Lund

 Io-Interactive.

IO Interactive Studio Support

Additional Programming
Andreas Öberg
Neil Coxhead
Oleksiy Yakovenko
Peder Holdgaard Pedersen
Torsten Kjær Sørensen
Martin Pollas

Studio Management

Niels Jørgensen, Jonas Eneroth, Rasmus Kjær, Christoffer Kay, Janos Flösser

Creative Services

Producer

Charlotte Delran

Director

Jens Peter Kurup

Artists

Balázs Kiss, Birgitte Bay Overgaard, Mads Jakobsen, Niels Ole Sørensen, Marco Boscaro

Brand Marketing

Justin Hills, Amanda Cuthbert, Mark Skouborg, Miles Beeson, Nick Price



Sales & Marketing

Executive Vice President

Robert Lindsey

Marketing Director

Karl Stewart

Creative Services

Manager

Mike Cala

Regional Sales Manager

Holly Robinson

Sales & Marketing

Services Manager

Iliana Budanitsky

Associate Channel

Marketing Manager

Rafal Dudzic

Marketing Coordinator

Joveth Gonzalez

PR Specialist

Stanley Phan

Operations

Director of Finance and

Operations

Michael Poon

IT Director

Brian Venturi

Legal and Business

Affairs Manager

Clint Waasted

Senior Manager of

Product Management

Mai Kawaguchi

Associate Production

Manager

Amab Basu

Senior Manger of Human

Resources

Michael Wharton

Staff

Andre Rodríguez, Arsenia Delacueva, Claire Laik, Corinna Jevons, David Bamberger, John Glass, Kathie McClure, Kevin Witte, Lena Sparks-Anderson, Nemer Velasquez, Patrick Laciste, Robert Hernandez, Stephen Pedersen, Travis Rogers, Veronica Rueda

Special Thanks

Julie Giles, Robert Tang, Diane Eng

Eidos Montréal

QA Manager

Ian Rowsell

QA Supervisor

Emmanuel-Yvan Ofoé

QA Lead Testers

Justin Bulman, Michael St. Denis, Philippe Cadieux, William Paré

QA Testers

Anousack Senekangna, Basil Pesin, Blaise Boileau-Fournier, Blake Marsh, Christopher Siklosi, Didier Leroy, Emmanuel Tapp, Flora Belfix, Frédéric April, Gokhan Calislar, Guillaume Fortin-Debigaré, Jean-François Gauthier, Jean-Mathieu Foisy, Jessica Morin, Jonathan Darsigny, Joseph Serrao, Julie Hallé, Justin Alguire, Kingsley Lee, Laurence Letailien, Mathieu Pinsonnault, Maxime Roy, Michael Lemme, Paul Gordon, Peter Veillette, Philip Grohe, Pierre-Luc Grenon, Pierre-Marc Savoie, Rodrigo Munoz, Samuel Normand, Scott Mckay, Simon Gustin, Stefan Horvath, Stéphane Rainville, Thomas Serrano, Walter Herrera, Wendel A. James, Yan Chayer

Special Thanks

Tom Isaksen, Andreas Thomsen, Micky Kelager, Frank Lindeskov, Michael Hegner, Thomas Dietl, Henning Semler, Jens Bo Albretsen, Kasper Høy Nielsen, Mircea Marghidanu, Morten Mikkelsen, Rune Vendler, Patrick Mozaffari Groth-Brodersen, Brian Engqvist Johansen, Henrik Holm Antonson, Paw Simonsen, Mikkel Dalfoos, Jakob Vestergaard Pedersen, Mark Parker, Kasper Storm

Engelstoft, Morten Larsen, Morten Heiberg, Peter Andreasen, Henrik Edwards, Jesper Christiansen, Martin Harring, Jim Malmros Tobias Biehl, Peter van Aller Rydmann

Playsession Participants

Agge Norreslet, Albert Geisler, Fox, Alberte Sofie Linde Forsell, Andreas Halkjær-Knudsen, Andreas Holm Ditlevsen, Anne H. Bomholt, Annesofie Engler, Anton Sylvester Sibbs Rasmussen, Asger Zabiela Appel, Astrid B. Overgaard, Bo Larsen, Caroline Hanberg, Catrine R. Hansen, Charlotte Jensen, Daniel Greve Lauritsen, Daniel Lorenzen, David Ryan Frimodt-Møller, Emma Lindberg, Emma Thorsen, Esther Munch Thomsen, Esther-Sofie Mollerup Ipsen, Frederik Høy Bjørling, Frederikke E. Olsen, Frederikke Holmberg Nielsen, Frederikke Rostgaard, Freja Krogh Lebech, Freja Thygesen, Hugo Norreslet, Jeppe Munch Thorsen, Johanna K. Frisch, Jonas Nowak Jørgensen, Jonathan Larsson, Julian Winding, Karla-Marie Mollerup Ipsen, Karoline Krogh Lebech, Katrine Heegaard, Lasse H. Bomholt, Liam Edgar, Lukas Rudd Andersen, Magnus Ruby Bang, Magnus Tue Lund, Magnus Arent Kirknel, Malthé Olsen, Marcus Tholstorf, Marie Frida Brodersen, Martin Colith, Martin Hjort Larsen Faarholt, Mathias Westbrook, Maximilien Olivier Lindberg Delran, Maximilian Steen Thonbo, Maya Tekeli Brogaard, Mihai Ursta Anghel, Morten Nøhr Laursen, Morten Vilhelm Felbo, My Maja Musthaf Davidssen, Nicolas Elias Arnt Nøkkentved, Nikolaj Johannesen, Noah Gjellerup Flösser, Oliver Syberg Bang, Otto Backmann, Peter A. West, Rasmus Emil Røgen, Sara Virén Popp-Madsen, Selina Howalt Owe, Sigurd Lumholdt Riber, Sigurd Møhl Thomsen, Silas Zabiela Appel, Simon Ask Ulsnes, Simon Bay Overgaard, Theis Linnet, Theo Gaard Grønland, Thomas Agerbæk Ruby, Tobias Juul, Tobias Løfgren, Trine Sundsvald, Viola Wendelboe Faber, William Emil Folden Geoffrey, William Fock

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