

**mini**  **ninjas**

**COVER  
PAGE**

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

### **⚠ WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

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**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**



Wireless DS  
Single-Card  
Download Play

**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.**

# mini ninjas

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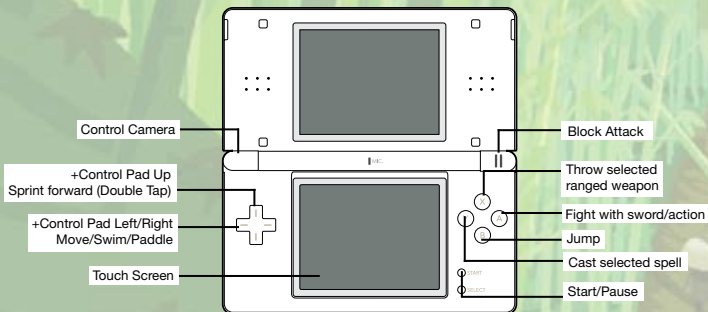
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## GETTING STARTED

1. Turn OFF the Nintendo DS™ system by pressing the Power Button. (Never insert or remove a Game Card when the power is ON.)
2. Insert the Mini Ninjas Game Card into the Game Card slot on the back of the Nintendo DS™ and push until it clicks into place. The label should face toward the bottom of the Nintendo DS™ system.
3. Turn ON the Nintendo DS™ system by pressing the Power Button. The Health and Safety Screen will appear. After reading and understanding the Health and Safety message, touch the Touch Screen to continue.
4. Touch Mini Ninjas Game Card on the Touch Screen to begin the game. (If your Nintendo DS™ is set to Auto Mode, you won't need to perform this step.)
5. The game title sequence and Main Menu will appear. Follow the on-screen instructions to continue.

## CONTROLS

Nintendo DS™ Lite



## INTRODUCTION

The Evil Samurai Warlord has upset the balance of nature, and the world is at the brink of chaos.

You're Hiro, a young ninja and the last person that anyone would expect to be asked to save the world.

Yet this is exactly what is asked of you: the smallest Ninja sent out on the biggest adventure.

You must defeat the Evil Samurai Warlord and his magical army of Samurai Warriors. Use your furious ninja skills, control Kuji magic, and fulfill your destiny!



## GAME SCREENS

### 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.

### STAMINA

You use Stamina for physical actions, such as sprinting. Stamina regenerates when it is not used.

### HEALTH HEARTS

Hiro and his friends' Health is shown as a row of heart icons. You can replenish Health by eating food picked up throughout the adventure, or by consuming Health potions.

### EXPERIENCE

Hiro's Experience points increase as he progresses. Higher Experience points give him more valuable abilities, such as dealing out greater damage or being granted a new Health Heart.



## TOUCH SCREEN

### WEAPON SELECT

Hiro always has a sword, but he can also use ranged weapons such as bombs and shuriken in combat.

### SECONDARY WEAPON IN HAND

Hiro's selected secondary weapon.

### SPELL SELECT

Hiro's selected spell icon. Touch this icon to open the Spell Select Screen and view other spells Hiro has learned.

### OPEN INVENTORY

Touch this icon to open the Inventory

### MAP

You can scroll the map in any direction using the **+Control Pad**.

### MEDITATE

Touch this icon to meditate. Doing this restores Hiro's Ki energy and Stamina.



## THE NINJA HAT

The Ninja Hat has many uses:

- When activated on land, it acts like a shield—an effective device against long-range arrow attacks.
- When activated in water, the Hat becomes a small boat in which you can paddle across and along rivers, lakes and other fast flowing water channels.

## NINJA CLOAK

You can find the Ninja Cloak in the deadly frozen zones of the game.

When the Ninja Hat is activated, Hiro will put on the Ninja Cloak for protection along with the Hat:

- Ninjas cannot fight while wearing Cloaks!

## NINJA CHARACTER SELECT

Select the ninja you want to control: Hiro, Futo or Suzume.

- Note: At the beginning of the game, Futo and Suzume are not available. They join Hiro at a certain point during his quest.



### HIRO

Hiro has all the skills of the ninja. He can jump, swim, wall hang, and shuffle along ledges. Hiro is one of the few ninjas who master the ancient Kuji magic.



### SUZUME

Beautiful and deadly, Suzume is a maestro of the flute. She is much faster and more agile than Hiro or Futo. She can also use blow darts and smoke bombs, unlike the other ninjas.



### FUTO

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

## INVENTORY SCROLL

The Inventory allows you to select and use items in the adventure. For example, if you want to eat fruit to replenish Health:

- Touch a fruit and the Eat option will pop up.
- Touch Eat (or press the A Button) to eat the fruit.



## MUNITIONS

Long-range munitions, such as bombs and shuriken, picked up during the adventure, are stored here. Hiro and Suzume can use these instantly in combat.

## POTIONS

Potions created with the help of the Tengu Crafters are stored here. Press the **A Button** to select and use potions when needed.

## FOOD

Food collected throughout the adventure is stored here. Select and eat food to replenish Health.

## INGREDIENTS

Items that Hiro picks up are stored here. Use these as ingredients to create potions.

## SPELLS

Hiro can cast spells held in the Spell Select section of the Inventory. Each spell cast consumes Ki energy. To cast a spell:

- Open the Spell Select Screen.
- Touch a spell.
- Face the enemy and hold the **Y Button** to cast the spell.



## PLANE OF SPIRITS

Through meditation, Kuji users can use a parallel universe called the Plane of Spirits to modify reality and remove “impossible” obstacles.

By meditating, Hiro gains access to these spiritual elements (shown as a magical swirling blue cloud with a Japanese symbol in it). The cloud is a portal into the Plane of Spirits; it allows Hiro to enter the plane and complete a task (a 2D puzzle).



Touch an icon with the DS stylus to select the correct tool on the top left of the screen. Then use the DS stylus to brush, cut, blow or rotate. In this instance, turn the cog by moving the DS stylus in a circular motion around it.

## COMBAT

### BASIC COMBAT

- Press the **A Button** for your Primary Attack (such as Hiro's sword).
- Press the **R Button** to Block enemy attacks.
- Press the **X Button** to have Hiro use long-range secondary weapons with his left hand. This allows him to cast shuriken, bombs, and other devices stored in his Inventory.
- Use the Ninja Hat as a Shield against archers by activating it on the Touch Screen.

### HIRO'S JIKOKO ATTACK

Hiro has a Power Attack that draws on collective Ki energy. (This feature is only available once Hiro has gained enough Experience.)

To use the Jikoko Attack:

- Press the **X Button + A Button** at the same time to freeze time.
- Use the **+Control Pad** to target the maximum number of enemies.
- Release the **X Button + A Button**.



## SAVING AND CHECKPOINTS

Tengu Mages are used as save points, allowing you to save your progress in the game. When Hiro runs out of Health Hearts and chooses to continue a game in progress, he will return to the location of the last Checkpoint passed.

You can also load a saved game from the Solo Game Menu Screen.



## MULTIPLAYER

### LOCAL WIRELESS

The Nintendo DS system will search for a player to join. Once a player joins your game, follow all on-screen instructions.

### DEATHMATCH / TIME ATTACK

To begin a Deathmatch or Time Attack:

- Use the **+Control Pad** to select an Arena map: Fire, Ninja, Water or Night.
- Select your character.
- The game will then send your opponent all the data needed to play!

### GAME RULES

- **DEATHMATCH:** Survive the combat. The first player who “dies” loses the game.
- **TIME ATTACK:** Win by having the most Health Hearts remaining when time runs out.

## NINTENDO WIRELESS CONNECTION (Single-Card Play)

### YOU NEED

- Nintendo DS Systems..... 1 per player
- *Mini Ninjas* Game Card..... 1

### HOW TO CONNECT:

#### HOST SYSTEM:

1. Make sure the power is OFF on all Nintendo DS systems. Insert the *Mini Ninjas* Game Card into one of the systems.
2. Turn the power on. If the Start-up Mode of your system is set to Manual, the Nintendo DS Menu Screen will be displayed. If it is set to Auto, skip step 3 and go to step 4.
3. Touch the *Mini Ninjas* panel.
4. Follow the instructions on page 12.

#### CLIENT SYSTEM:

1. Turn the power on. The Nintendo DS Menu Screen will be displayed.  
**Note:** Make sure the Start-up Mode of your system is set to Manual.
2. Touch “DS Download Play.” The Game List Screen will appear.
3. Touch the *Mini Ninjas* panel. You will be asked to confirm your choice. Touch “Yes” to download game information from the Host system.
4. Follow the instructions on page 12.



## NINTENDO WIRELESS CONNECTION GUIDELINES


For best results when using Nintendo Wireless Connection, follow these guidelines.

The icon is an indicator of wireless connection. It appears on the Nintendo DS Menu Screen or Game Screen.

The Nintendo Wireless Connection icon indicates that the associated choice will activate the wireless connection function. DO NOT use Nintendo Wireless Connection in prohibited areas (such as in hospitals, on airplanes, etc.).

For further information regarding using Nintendo Wireless Connection, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



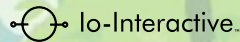
The  displayed during Nintendo Wireless Connection, indicates the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless connection play.

When Nintendo Wireless Connection is in progress, the Power Indicator LED will blink rapidly.

### For best results, follow these guidelines:

- Begin with the distance between Nintendo DS Systems at about 33 feet (approx. 10 meters) or less, and move closer or farther apart to maintain the signal strength at two or more bars.
- Keep the maximum distance between systems at about 66 feet (approx. 20 meters) or less.
- The systems should face each other as directly as possible. Avoid having people or other obstructions between systems.
- Avoid interference from other devices. If the connection seems to be affected by other devices (such as wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

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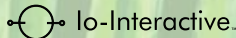
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To initiate a warranty return, you will need an RMA# ("Return Merchandise Authorization") from our Customer Services Department. (Any materials not containing an RMA# sent to Eidos may be returned unprocessed.) In many cases, return and replacement of a Recording Medium or Manual isn't the best solution for the problem(s) you may be experiencing or replacement may not be covered under the foregoing limited warranty. Our Customer Services Department personnel can help you determine if replacement is necessary and covered under warranty.

In the event the Recording Medium or Manual is confirmed to be defective and replacement is subject to the foregoing limited warranty, you will need to return, postage prepaid, the Recording Medium/Manual (along with its packaging, unless advised to the contrary by Eidos Customer Service Department personnel) together with a copy of your original sales receipt (dated no earlier than 90 days preceding the date of your return), and a statement containing a brief description of the difficulty you are experiencing, the applicable RMA# you have been issued, your first and last name, return address, email address and phone number to Eidos Customer Service at the following address to receive warranty replacement:

Eidos Customer Service Dept.  
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