

mini  **ninjas**

**COVER
PAGE**

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PLAYSTATION®3 system 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.

HANDLING YOUR PLAYSTATION®3 FORMAT DISC:

• 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 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.

mini ninjas



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PLAYSTATION®3 system

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Mini Ninjas disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the **X** button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

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 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

CONTROL	ACTION
left stick	Movement
right stick	Camera control
□ button	Primary Attack
△ button	Block Breaker Attack
△ button (hold)	Power Attack (if available)
× button	Jump / Interact (context sensitive)
○ button (hold) + left stick	Sprint (if Stamina is available)
L2 button	Enter Stealth Mode (in tall grass, on rooftops etc.) / Block (Combat only)
L2 button (hold) + left stick	Movement in Stealth Mode / Roll (Combat only)
L2 button (hold) + □	Stealth Attack
L1 button (hold) + left stick	Open Ninja Follower Wheel + Select
R1 button (hold) + left stick	Open Quick Inventory + Select
R2 button	Use selected Quick Inventory item / weapon / spell
R2 button (hold)	Target ranged weapons / spells
SELECT button	Open Inventory Scroll
R3 button	Use Hat (arrow shield / boat / sled)
↑	Meditate / Show objective
START button	Pause / Options

INVENTORY SCROLL

Use the Select Button 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.

QUICK INVENTORY



Press the **SELECT** button to open the Inventory Scroll. To assign an item from the Inventory Scroll to the Quick Inventory:

- Use the left stick to select an item from the selection box.
- Hold the **X** button and use the left stick to assign the item to the Quick Inventory.
- Press the **○** to exit the Inventory.

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

- Press the **R1** button to open the Quick Inventory.
- Use the **left stick** to select the item.
- Release the **R1** button to exit the Quick Inventory. The item will appear on the main game screen HUD, at the bottom right.
- Press the **R2** button 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 the **↑** 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



To use the Ninja Followers Wheel:

- Press and hold **L1** button to open the Ninja Followers Wheel. The wheel has five Ninja Follower slots, with Hiro in the center.
- Use the left stick to select a ninja.
- Release the **L1** button. The selected ninja will now be under your control.

Note: Tap the **L1** button to switch rapidly between a selected ninja and Hiro. Tap repeatedly to scroll through the Ninja Followers Wheel.

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 the **▲ button**. Time slows and the screen changes to indicate Power Attack Mode.
- Use the **left stick** 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 the **▲ button**.

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

OTHER CHARACTERS' POWER ATTACKS

Hold the **▲ button** to activate all Power Attacks:

- **Futo** can roll himself into a "Futo Ball" and bowl over nearby enemies. Move Futo with the **left stick**.
- **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. Move the target icon over the enemy with the **left stick**.
- **Tora** performs the Tiger Dash, propelling himself forward at great speed. Then, at the end of the dash, he 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 Right Trigger 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 the **X button** to save your progress.

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

PAUSE MENU

Press the **START button** 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.

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RMA# (state your authorization number here)
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