

Wii™

mini ™
ninjas

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL 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	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	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 - 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 tendonitis, 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.
- 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.





⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

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	<p>Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.</p> <p>This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic Ix receiver. These receivers are sold separately.</p>
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mini ninjas

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GETTING STARTED

1. Insert the *Mini Ninjas* Game Disc into the Disc Slot on the Wii™ Console. The Wii Console will power on automatically, and the Health and Safety Screen will be displayed on screen.
2. Read the message and press the **A Button**.
3. Point at “Disc Drive Channel” on the Wii Menu, and press the **A Button**. The Channel Screen will be displayed.
4. Point at “START” and press the **A Button**. The Wii™ Remote Strap Screen will be displayed.
5. Tighten the strap around your wrist, then press the **A Button**. The Title Screen will appear, and the opening movie will begin.
6. When ready to play, press the **A Button**.



SYSTEM MENU UPDATE

When you first load the Game Disc into the Wii Console, the Wii will check if you have the latest system menu, and if necessary, a Wii System Update Screen will appear. Point at “OK” and press the **A Button** to proceed.

- Please note that the Wii Console must have the latest System Update in order to play the Game Disc.

SETTING UP

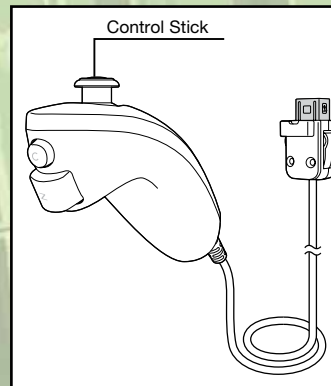
NUNCHUK™ NEUTRAL POSITION RESET

If you move the Control Stick out of neutral position when the power is turned on, or when connecting to the Wii Remote™, the new position will be set as neutral position, causing incorrect game control during gameplay.

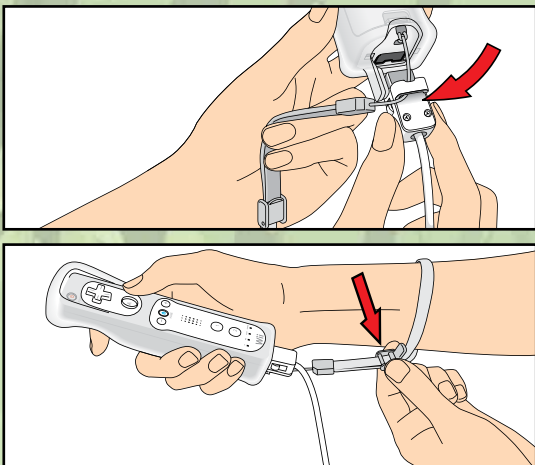
To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the **A**, **B**, **+** and **-** Buttons on the Wii Remote for three seconds.

To prevent this from occurring, do not move the Control Stick when:

- Turning on the Wii Console™.
- Plugging the Nunchuk into the Wii Remote.
- Starting Channels from the Wii Menu.
- Returning to the Wii Menu from games or Channels.



Wii REMOTE™ WRIST STRAP USE



1. Feed the wrist strap cord through the Connector Hook.
2. Place your hand through the Wii Remote wrist strap and hold the Wii Remote firmly in your hand.
3. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock—make sure it's comfortable. It should just be tight enough to hold the Wii Remote wrist strap in place.

VALUABLES

Always keep a firm grip on the Wii Remote and Nunchuk. Use the Wii Remote Jacket (RVL-022) and the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. The Wii Remote Jacket will provide protection if the Wii Remote is accidentally thrown or dropped during game play. Please ensure there is sufficient distance from other people and objects when playing Wii™ games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Wii Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Wii Remote and striking objects or people.

- **WARNING:** Not suitable for children under 36 months of age. The Wii Remote Wrist Strap and the cord of the Nunchuk can coil around the neck.

INTRODUCTION

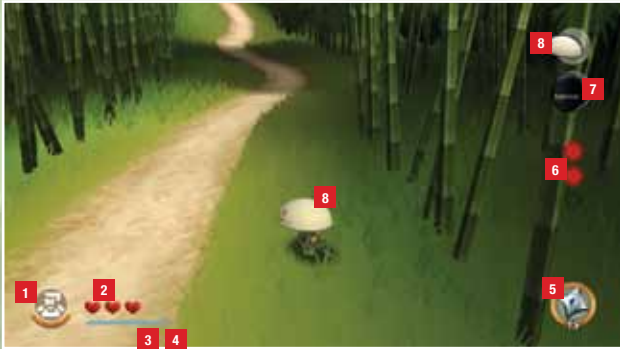
Hiro is a young Ninja and the last person that anyone would expect to be asked to save the world.

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

CONTROL	ACTION
Ⓒ Control Stick	Movement
⓪ Button (hold) + Wii Remote Pointer	Camera control
⓪ Button (tap)	Aligns Camera behind Ninja
Ⓑ Button	Primary Attack
Wii Remote (swing down)	Block Breaker Attack
Ⓐ Button	Jump / Interact (context sensitive)
Ⓐ + Ⓑ Button (hold)	Power Attack (if available)
Ⓒ Button (hold) + Ⓒ forward	Sprint (if Stamina is available)
Ⓩ Button	Enter Stealth Mode (in tall grass, on rooftops etc.) / Block (Combat only)
Ⓩ Button (hold) + Ⓒ	Movement in stealth / Roll (Combat only)
Ⓩ Button (hold) + Wii Remote (swing down)	Stealth Attack
⬅ on +Control Pad	Open Ninja Follower Wheel + Select
➡ on +Control Pad	Open Quick Inventory + Select
⬇ on +Control Pad	Use selected Quick Inventory / weapon / spell
⬇ on +Control Pad + Wii Remote Pointer	Target ranged weapons / spells
⬆ on +Control Pad	Open Inventory Scroll
Nunchuk (swing up)	Use Hat (arrow shield / boat / sled)
+ Button	Meditate / Show objective
2 Button	Pause / Options

INVENTORY SCROLL

Press **↑** on **+Control Pad** 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 Temples to buy potion recipes.

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 **↑** on **+Control Pad** to open the Inventory Scroll. To assign an item from the Inventory Scroll to the Quick Inventory:

- Use the **Wii Remote Pointer** to select an item from the selection box.
- Hold down the **B Button** and use the **Pointer** to assign the item to the Quick Inventory.
- Press **↑** on **+Control Pad** to exit the Inventory

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

- Hold the **→** on **+Control Pad** to open the Quick Inventory.
- Use the **Pointer** to select the item.
- Release the **+Control Pad** to exit the Quick Inventory. The item will appear on the main game screen HUD, at the bottom right.
- Press **↓** on **+Control Pad** 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 **+** **Button** 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 **◀** on **+Control Pad** to open the Ninja Followers Wheel. The wheel has five Ninja Follower slots, with Hiro in the center.
- Use the **⦿** to select a ninja.
- Release the **+Control Pad**. The selected ninja will now be under your control.

Note: Tap **◀** on **+Control Pad** 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 **A Button + B Button**. Time slows and the screen changes to indicate Power Attack Mode.
- Use the **Wii Remote Pointer** 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 **A Button + B Button**.

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

OTHER CHARACTERS' POWER ATTACKS

Hold down the **A Button + B Button** to activate all Power Attacks.

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

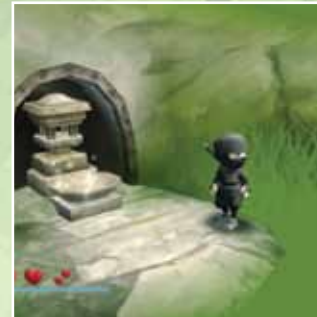
Suzume can charm enemies by playing her flute, forcing them to dance to her tune.

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.
- Press **↓** on **+Control Pad** 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 **A 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 **2 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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EIDOS LIMITED WARRANTY

The medium (i.e., disc/cartridge) on which an Eidos game software product is recorded ("Game Disc") is warranted to the original purchaser of the product to be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. If the Game Disc is found to be defective in materials and workmanship within 90 days from the date of purchase, Eidos agrees to replace the Game Disc to the original purchaser thereof, free of charge, upon receipt of the Game Disc and required proof of purchase. The foregoing replacement remedy is the sole and exclusive remedy for breach of the foregoing limited warranty, and Eidos shall have no obligation to provide such remedy (i.e., free Game Disc replacement) with respect to (i) any recording medium damaged by abuse, mistreatment or neglect (e.g., cracks, scratches, damage from application of chemicals), (ii) any defect arising after ninety (90) days from the original date of purchase of the corresponding product or (iii) in instances where the original purchaser cannot produce a copy of the original sales receipt dated no earlier than 90 days preceding the date of return.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including, without limitation, any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Eidos. If any such warranties are incapable of exclusion, then such warranties applicable to an Eidos software product are limited to the 90-day period described above. In no event will Eidos be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of an Eidos software product, including damage to property, and to the extent permitted by law, damages for personal injury, even when Eidos has been advised of the possibility of such damages. Some jurisdictions do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitation and/or exclusion of liability may not apply to you. In such jurisdictions, Eidos' liability shall be limited to the fullest extent permitted by law.

WARRANTY CLAIMS AND PRODUCT SUPPORT

For warranty claims and product support, please contact us at support.eidosinteractive.com (or www.eidosinteractive.com) or (650) 421-7660. Our Customer Services Department personnel are available between the hours of 9:00 a.m. and 4:00 p.m. (Pacific time) Monday through Friday (except holidays). You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies, or codes.**

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.

RMA# (state your authorization number here)

1300 Seaport Boulevard, Suite 100

Redwood City, CA 94063

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