

mini ninjas

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INSTALLATION AND SYSTEM REQUIREMENTS

INSTALLATION

- Make sure that the system requirements and specifications shown on the game pack match those of your machine.
- Place the Mini Ninjas DVD into your computer's DVD drive. This disc should autorun and will take you to the installation screen.

If autorun is disabled on your machine:

- Click on the "My Computer" link in your Start Menu or double-click the icon on your desktop.
- Double click the DVD drive icon and the installation screen should appear.

Otherwise, double-click on "Setup.exe"

If the game has not yet been installed, the installation screen will have an "Install" option available.

- Select "Install" and the installation process will begin.
- Follow all on-screen instructions.

MINI NINJAS SYSTEM REQUIREMENTS

Minimum

PIV/Athlon 3.2ghz or higher processor
512MB system ram (1GB Vista)
ATI Radeon X1300 or higher / Nvidia Geforce 6600 or higher (shader model 3 required).
DirectX 9 compatible sound card.

Recommended

Intel/Athlon Dual Core Processor
1024MB system ram (2GB Vista)
ATI Radeon X1300 or higher / Nvidia Geforce 6600 or higher with 512MB video RAM (shader model 3 required).
DirectX 9 compatible sound card.

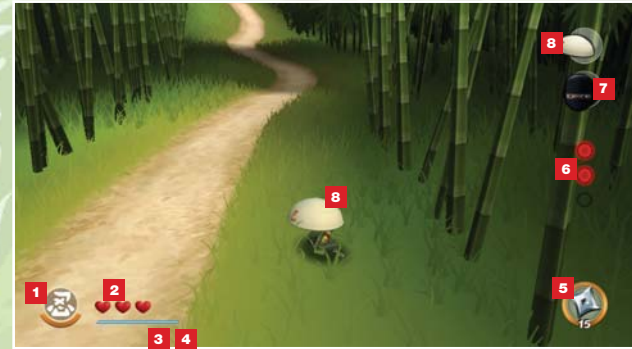
INTRODUCTION

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.

THE GAME SCREEN



1 EXPERIENCE POINTS

Yellow experience spheres will appear after defeating an opponent. New levels will increase Hiro's amount of Health Hearts, Ki, his amount of power attack targets as well as other abilities.

2 HEALTH HEARTS

Hiro's health level is shown as a row of heart icons. You 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 and will replenish over time. Hiro can also replenish Ki by meditating, collecting blue energy spheres, or by drinking potions.

4 STAMINA

Stamina is used for physical actions like sprinting. It can be seen as a yellow bar appearing on top of the blue Ki Energy bar. Stamina regenerates itself when it is not used.

5 CURRENTLY SELECTED ITEM

A secondary item, spell, or weapon can be assigned to the Quick Inventory for easy use during gameplay. You can select up to five 'quick items' to assign to the Quick Item Wheel.

6 POWER ATTACK

When the Ninjas gather the red Unstable Ki Energy spheres, they will 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, bushes or on rooftops Hiro is in stealth. That means he will be hidden from enemies.

8 HAT

The hat is always available to Hiro and his followers. Depending on the environment, it can be used as a shield, sledge or boat.

THE CONTROLS

Mini Ninjas can be played using a PC mouse and keyboard but an Xbox 360 Controller for Windows is highly recommended.

XBOX 360 GAME CONTROLLER	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 / Roll (Combat only)
+	CTRL + Mouse 1	Stealth Attack
+	1	Open Ninja Follower Wheel + Select
+	2	Open Quick Inventory + Select
	F	Use currently selected inventory item / weapon / spell
+	F (hold) + Move Mouse	Target ranged weapons / spells
	3	Open Inventory Scroll
	4	Use Hat (Arrow shield / Boat / Sledge)
	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.

THE INVENTORY SCROLL

The Inventory Scroll will allow you to assign items to be used by Hiro in the adventure or to consume items such as special health giving food and potions. It can also be used to create potions and to see the current amount of collected Jizo Statues and coins. Open the Inventory with **BACK** or **3**.



SKILLS

Allows Hiro to keep track of the current skills which he has attained. Here he will find a list of his abilities, including some which may still be learned throughout his journey.

ITEMS

The main part of the inventory displays the useable items that Hiro finds or purchases throughout his journey. To use an item or spell it must be assigned to the Quick Inventory.

- 1 ITEMS:** This part of the inventory shows items such as bombs, shuriken, potions, sushi, etc.
- 2 SPELL SCROLLS:** Spells found at Kuji Shrines are stored in the inventory and must be assigned to the Quick Inventory before they can be cast.
- 3 HIGHLIGHTED ITEMS:** The items and spells with a coloured background have already been assigned to Hiro's Quick Inventory.

VALUABLES

This shows Hiro's amount of coins and Jizo statues. Coins can be spent at temples to buy potion recipes.

RECIPES

This section stores potion recipes purchased at the Temples. Provided Hiro has the correct ingredients, these recipes can be selected in the inventory to create potions.

INGREDIENTS

See items that Hiro has discovered, such as flowers, mushrooms, and herbs. These can be used to create magical potions.

QUICK ITEM WHEEL



Open the Inventory with **3**.

- Select an item by moving the **Mouse**
- Assign the item to the Quick Item Wheel by holding the **Right Mouse Button**
- Exit the Inventory with **ESC**

The item you have selected will now be available in the Quick Item Wheel.

- Tap **2** to open the wheel and use the Mouse Cursor to select the item
- Tap **2** to exit the Quick Item Wheel and the item will appear on the main game screen HUD (bottom right)
- Use the item by pressing **Key F**

HINTS

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

MEDITATION

The Ninjas may meditate at any time. This will show your current objective and a compass heading indicating the best direction to move in. Meditating will also increase the rate at which Ki energy is replenished. Hiro and his followers can attract nearby experience spheres when meditating. Press **↑** or **E** to meditate.

NINJA FOLLOWERS

Hiro will initially set out on his quest accompanied by his pal Futo but he will rescue other Ninjas that can help him. Ninjas always operate alone, but 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 and bulky and fights using a massive hammer.

SUZUME

Beautiful and deadly, Suzume is a maestro with the flute. Agile and swift, she can deliver a fearsome attack if angered.



SHUN

Shun uses the bow as his preferred means of attack. Always highly strung, he does not excel in close combat but 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 and deadly moves.



SWITCHING NINJAS

During most of the game, you will be able to switch to any of the Ninjas that Hiro has rescued throughout his journey. Each Ninja has a unique style and Power Attack.

NINJA FOLLOWERS WHEEL



- Tap **Key 1** to open the Ninja Followers Wheel
There are five Ninja follower slots with Hiro in the centre of the wheel.

- Select a Ninja with **Mouse Movement**
- Tap **Key 1** to close the Ninja Wheel

The Ninja you have selected will now be under your control.

Note that you can also tap the **Key 1** to change quickly 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 and can hold a secondary item in his left hand: This allows him to throw shuriken, bombs or use other devices stored in his inventory. When confronted by multiple enemies, he 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 one of the ninjas who knows how to cast spells. He is also the only one able to catch fish.

POWER ATTACKS

Ninjas have their own Power Attack that can be used to benefit the ultimate success of the quest. Each time such a move is performed, it will consume 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.

- Hold down the **Key Q**

Time slows down and the screen will change to indicate 'Power Attack Mode'.

- Use the **Mouse** to control a targeting icon on screen and move it over enemies surrounding Hiro (a yellow locked targeted icon remains on them).



Once the maximum number of enemies has been targeted:

- Release the **Key Q**

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

OTHER CHARACTERS' POWER ATTACKS

All Power Attacks are activated by holding the **Key Q**.

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

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

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

Tora performs the Tiger Dash, propelling himself forward at great speed. Then, at the end of the dash, he will leap into a spinning 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 knowledge of a new spell that will then be added to the inventory. Kuji Shrines are hidden away and can only be unlocked by using an Anemone flower. You can always find Anemone flowers growing close to Kuji Shrines.

SPELLS

There are two types of spells: instant, such as a Fireball Spell and continuous, such as the Camouflage Spell whose effect will continue until cancelled or until Ki energy runs out.

- Assign a spell from the inventory to the Quick Item Wheel first then cast it by pressing **Key F**

SPELL	EFFECT
 Fireball	Launch a deadly fireball
 Meteor Storm	High speed meteors will crash down
 Sunrays	Fire a blinding ray of light, useful against ghosts
 Lightning Storm	Launch a deadly lightning cloud
 Ice Storm	Freeze enemies with an ice storm
 Detect Kuji Shrine	Forest Spirits show the way to Kuji Shrines
 Sonic Boom	Knock enemies back with sound
 Spirit Form	Enter a willing host animal and take possession for a time
 Slow Time	Make time move very slowly for the enemy
 Camouflage	Turn Hiro into a moving, stealthy bush
 Wall of Wind	Create a wall of raging wind that will deflect projectiles
 Tornado	Suck 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.

BUYING POTION RECIPES AND WEAPONS

Hiro can purchase recipes which can 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	Sacred Lotus, Spears 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 one into a Koi Fish

WEAPONS

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

WEAPON

EFFECT

 Cherry Bomb	Does damage to enemies and structures
 Smoke Bomb	Will conceal the ninjas from enemy sight
 Pepper Bomb	Creates a cloud of sneeze-inducing pepper
 Time Bomb	Will explode after a period of time
 Caltrops	Slows down chasing enemies
 Shuriken	Will stun smaller enemies.

CHECKPOINT ALTARS



You can save the adventure at special Checkpoint Altars. Hiro must approach the Altar and stand in front of it.

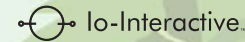
- Press **SPACE** to save

These can only be used once and cannot be used when enemies are near by.

PAUSE MENU

Press **START button** or **ESC** at any time during gameplay to open the Pause Game Menu. This will freeze the action and access a number of in-game Options including Difficulty Settings, and Music volume.

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Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
 - Preferably play the video game on a small screen.
 - Avoid playing if you are tired or have not had much sleep.
 - Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR MONITOR/TELEVISION

Do not use with certain monitors and television screens. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your monitor or television screen manual or otherwise the manufacturer to check if video games can be played safely.

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www.eidosinteractive.co.uk/support/worldmap.html

CUSTOMER SUPPORT TECHNICAL HELPLINE:

0870 9000 222

(NATIONAL RATE, UK CUSTOMERS ONLY)

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

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NOTES

