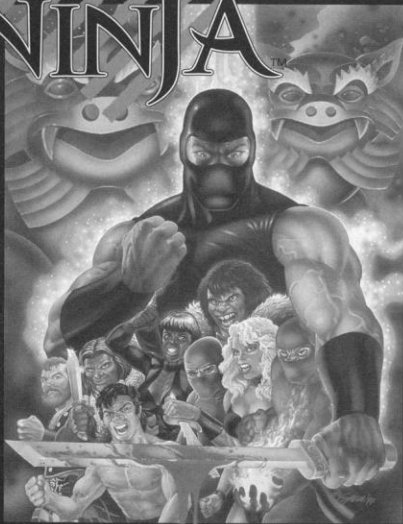


KASUMI NINJA™



JAGUAR™
64-BIT

GAME MANUAL
MANUAL DE JEU
SPIELANLEITUNG

JAG-WARE Don't miss out on our ultra-cool collection of official Atari Jaguar merchandise — featuring hats, T-shirts, tote bags and much more! For your free catalog, call 414-241-3313.

Stuck? Frustrated? Need a Hint?

U.S.A. Customer Help Hint Line

1-900-737-ATARI (1-900-737-2827)

95¢ per minute. If you are under 18, be sure to get a parent's permission before calling.
A touch-tone telephone is required.

U.K. Jaguar Software Helpline

0839-994460

Jaguar Software Helpline, Cuckoo Wharf Units 1-4 Lichfield Rd., Aston, Birmingham. B6 7SS

Please obtain permission to call from the person who pays the bill.

Calls cost 39p per minute cheap rate, 49p per minute at all other times (maximum charge £3.20).

Prices and games featured on this service correct at time of going to press.

We reserve the right to change the games featured on the helpline without prior notice.

If you wish to join the Official Jaguar Club, please send your name and address details to:
Jaguar Club, Atari House, Slough. SL2 5BZ

ATARI INFO CONSOMMATEUR

36.68.00.16 (2, 19 f LA MINUTE)

Read before using your Atari video entertainment system.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board.

For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

KASUMI NINJA

KASUMI NINJA™

JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- 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 recess during extended play to rest yourself.

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions. Reproduction of this document or any portion of its contents is not allowed without the specific written consent of Atari Corporation.

Kasumi Ninja is a trademark of Atari Corporation. © 1994 Atari Corporation. Atari, the Atari logo and Jaguar are trademarks or registered trademarks of Atari Corporation. All Rights Reserved. This software is authorized by Atari for use with the Jaguar 64-Bit Interactive Multimedia System.



Discover the Mystery...

For many generations, rumors have persisted of a small, well-hidden island known as Kasumi, which has produced the world's most renowned ninjas. With the help of the Preeminent Celestials, the island is kept shrouded in secrecy. An impenetrable wall of mist surrounds the island, making it undetectable to modern technology. Those who find the island uninvited, are never heard from again.

All your life you have trained hard in body and spirit at the only home you have known: the Dragon Cloud Temple on Kasumi Island. At the temple you are trained by the Elders, a group of three wise and powerful Ninjas. This group of Elders consists on Hiei, who embodies the lighter aspects of human nature; Kaioh, who embodies the aspect of indifference; and Gyaku, who embodies the darker side of human nature. This balance of good and evil is what keeps the portal to the netherworld closed.

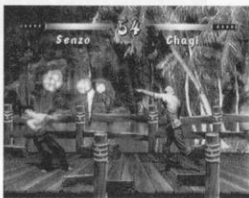
和
段
忍
者
四

KASUMI NINJA

Using the blackest magic, Gyaku eliminated the other two Elders, throwing the cosmic forces out of alignment. When this happened, the gate to the demon world was blown open and Gyaku became possessed by the most powerful demon in the netherworld. With this power, Gyaku could destroy the Earth!

Your fate has been preordained by the Celestials to fulfill a great and terrible prophecy. You were told of this by the Elders when you were very young. Throughout your life you wondered what it meant. Now you are sure it is your destiny to defeat Gyaku, close the gate to the netherworld and restore balance to the universe.

The Celestials cannot help you directly, but they have blessed you with the power of absorbing other's abilities. To gain these abilities, you must defeat a variety of champions representing the best fighters in the world. They have been chosen by the Celestials to aid you in your quest. Only through persistence and perseverance, you will have a chance to challenge Gyaku.



GETTING STARTED

1. Insert your JAGUAR Kasumi Ninja cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.
2. Press the POWER Button.
3. Press any fire button to discontinue the title screen.



和
段
忍
者
其
4

GAME CONTROLS

Joypad



A Button

B Button

C Button

Keypad

A Button Press once to punch
 Tap rapidly to pummel
 Press UP + A for a jumping punch
 Press UP/Towards + A for flying punch
 Press DOWN + A for a crouch punch
 Press DOWN/Towards + A for an upper cut

B Button Press once to kick
 Press UP + B for a jumping kick
 Press UP/Towards + B for flying kick
 Press DOWN + B for a sweep kick
 Press AWAY + B for a roundhouse or special kick



C Button Press and hold the **C Button + Joypad** or **Buttons** for **Special Moves**.

NOTE: There are many **Hidden Moves** to be discovered. **Experiment!**

Joypad LEFT	Move left
Joypad RIGHT	Move right
Joypad UP	Jump
Joypad UP/Away or Towards	Jump away or towards an opponent
Joypad DOWN	Crouch
Joypad DOWN/Away	Defensive crouch
Joypad Away from opponent	Block
Keypad	0 - turns music ON or OFF
	* and # - Reset

霞
忍
者
回

GAME OPTIONS



In the Game Options screen you can make any necessary adjustments to your game. Press the Joypad UP and DOWN to select an option, then press a FIRE button to scroll through the choices.

DIFFICULTY

Choose from Easy, Normal, Hard and Ninja God.

- | | |
|------------------|---|
| Easy | Practice match. You will not face Gyaku at the end of the match, use this mode to master special moves. |
| Normal | Default setting. |
| Hard | For the accomplished Ninja. |
| Ninja God | For the experienced fighter only. It is the ultimate fighting challenge. |

GORE LEVEL

Use the Gore Level option to determine how much blood you'll see during gameplay.

- | | |
|------------|--|
| None | No blood. |
| Combat | Every time you hit your opponents, you will draw blood, but it will not stay on the ground. |
| Disturbing | Your opponents will bleed and blood will pool on the floor and drip from the Ninja swords at the top of the screen. |
| Gore Fest | Only accessible with the Parental Lock OFF. The ultimate blood fest with blood spraying, dripping and flying everywhere. |

NOTE: Gore Fest is the only mode where there are Death Moves. If the Parental Lock is ON or the game is set to any other gore level, the player cannot activate Death Moves at the end of a fight.

PARENTAL LOCK

Select Parental Lock the first time you play. You'll see a message saying "Enter New 6 Digit Code." Enter a 6 digit code using the Keypad on your Jaguar Controller. You will then be asked to re-enter your code for verification and your Parental Lock Out Code is set.

NOTE: DO NOT LOSE THIS CODE! The code can be changed (see Change Code Option).

血

忍

者

8

Once the Parental Lock Out Code is activated, the player will only have access to three of the four Gore Levels: None, Combat and Disturbing. The player cannot activate the death-moves if the Parental Lock Out Code is on.



To turn the Parental Lock OFF, select the Parental Lock option. You will be asked to enter your code. If your code is correct, the lock will be turned off and the death-moves will be active in the game.

CHANGE GORE CODE

Pick Change Code to change your Parental Lock Out Code. Enter your Gore Code. If you enter the correct code, you will have the option to change your Parental Lock Out Code.



TIME LIMIT

Change the time limit for each fighting round. Available times are 30 seconds, 1 minute, 2 minutes, 3 minutes and 5 minutes.

STORY TEXT

Turn OFF/ON the story text that cycles during the title screen.

CREDITS

Select Reveal to see the game Credits.

IMPORTANT:

You must select **OK** at the bottom of the Option screen to save any changes you have made. If you reset or turn off the game before you select **OK**, the changes will not be saved to the cartridge's battery backup.

NOTE: The Battery Backup is rated for 100,000 writes. After 100,000 writes, it may take longer to exit the Options screen or load the game.

和
段
忍
者
回

MODE SELECT SCREEN



Select the type of game you want to play.

ONE PLAYER STORY MODE

In the Character Selection screen, press the A Button or B Button to select which Ninja

you would like to be. Select your opponent by pressing the Joypad LEFT and RIGHT to view all the characters. Press the C Button to view the character's bio.

After defeating an opponent, you may use him/her in battle. At the beginning of each fight, you will be transported back to the character selection screen to select your character for the next fight. Once you have defeated all the characters, you will be blessed by the Ninja gods and given the key to open the portal to the Dragon Cloud Temple.



TWO PLAYER VERSUS MODE

In the two player version, Player One selects a fighter, then Player Two chooses one. Player Two picks a combat zone for the fight.

At the end of the fight, you will have the following choices:

TWO PLAYER REMATCH:

Fight with the same two characters a second time.

SELECT NEW FIGHTER:

Return to the Character Selection screen and select new fighters.

EXIT TWO PLAYER MODE:

Exit two player mode and return to the Title Screen.

DIFFICULTY

See Game Options for explanation.

GAME OPTIONS

Select Game Options to go to the Game Options screen and change items such as the Parental Lock Out Code and the Gore Level.

和
段

忍

者

12

CHARACTERS



HABAKI AND SENZO: THE TWIN NINJAS

Habaki is the eldest son (by ten minutes) of the Kiri-gakure family. At an early age the twin brothers were left in the care of the monks at the Dragon Cloud Temple. The

two brothers were equally adept at the arts, both spiritually and physically. The Elders, noticing the great skill of the twins, offered them a chance to advance their arts by training as disciples under one of the Elders.

Habaki was chose by Kaioh and Senzo was chosen by Hiei. There have also been rumors of Gyaku taking a disciple, but no one has ever seen his student.

During tournaments held at the Dragon Cloud Temple, the twins always cause a special interest because of their fierce competitiveness. The final match always comes down to the two brothers and each have won an equal number of Championships over the years.





CHAGI, THE KICKBOXER

Chagi Nelson, five time world kickboxing champion, has never lost a professional bout. Even at the tender age of sixteen, Chagi KO'd his very first opponent in the first round. Chagi

has trained all over the world, mixing different martial arts to develop a style all his own. Loud and obnoxious, Chagi has the ability to back up his big mouth with a dazzling display of speed and skill. Chagi currently owns a chain of successful kickboxing schools and convenience stores. He has also been seen in many popular action films such as: Under-seize; the Sci-Fi dance thriller the Lambadanator; and the most famous of his films, the Kickboxing Kidd series I - XII. He can also be seen currently on TV's Trudger: Lodi Private Eye.



ALARIC, KING OF THE GOTHs

Some of history's most feared and ferocious warriors were the Goths. The Goths were a nomadic tribe from Northern

Europe who would travel the continent in search of battles to join so that they might pillage and kill, their two greatest joys! The most ruthless of the Goths was their king, Alaric. Not only was he a renowned fighter, he was also a skillful tactician, leading his tribe to certain victory time and time again. One of his greatest accomplishments was his imaginative use of gunpowder in many dangerous and unique ways.

和段

忍者

者

14



THUNDRA, THE AMAZON QUEEN

Thundra is the queen of a lost tribe of Amazon warriors. These warriors have taken a solemn oath to protect the rainforest from modern industrialists who wish to destroy it for their own profit.

This is done by surgically sabotaging vital equipment and assassinating high ranking company officials. Thundra is their greatest warrior and as a result, she was appointed queen. She has trained her warriors in a fighting art handed down for generations. This art was taken directly from the forces of nature and those who have mastered this art can channel their inner power to imitate the fury of nature.



PAKAWA, THE COMANCHE CHIEF

Pakawa is the chief of the Comanche fighting tribe, the Tu-Wee-Kah. For many years the Comanches lived in harmony with nature. When the colonists settled in, the Comanches welcomed them with open hearts. As time

went on, the colonists grew greedy and started to forcefully take the land from the Comanches, with no respect for the Comanche life. Pakawa decided to train a group of elite warriors and called them the Tu-Wee-Kah. The Tu-Wee-Kah were the equivalent of the Green Berets of their time and they were the ones who were sent in first to stealthily assassinate the opposition and disable key positions, the rest of the tribe would then attack. Pakawa has been in many battles and he is proud of the many scalps that he has collected.



DANJA, THE URBAN VIGILANTE

By day Danja Ureda is an assistant DA fighting in court to lock up criminals and keep the streets safe. By night, she is a Vigilante, fighting in a different

court, where she is judge, jury and executioner! Danja grew up on the wrong side of the tracks, but she studied hard in school and became an exceptional student. As a result, she was persecuted by her classmates and had to quickly learn the laws of the street to survive. When Danja graduated from high school (as Valedictorian) she was quickly offered multiple scholarships for her academic and athletic abilities. She worked hard in college, and studied self-defense and exotic weapons to increase her street fighting skills. She earned straight A's and was accepted to Harvard Law School, where she specialized in criminal law. Graduating at the top of her class, she was offered many prestigious positions, but decided to take a job with the District Attorney in the inner city instead. She soon realized how corrupt the justice system really was and decided to use her street fighting skills to take the law into her own hands. Danja has mixed the martial arts she learned in college with her streetfighting tactics and her personal preference for a weapon, the bolas. These bolas have been modified to administer her brutal brand of justice, giving them a real bang for their buck.

夜

忍

者

16



**ANGUS
MACGREGGOR,
THE SCOTTISH
BRAWLER**

Angus Macgreggor is the Blacksmith of his village Loch Katrine, as was his father, and his father's father before him. The constant pounding of hot iron has made Angus a burly man. Legend of Angus' strength quickly spread to the other clans of Scotland and as a result he was constantly challenged to tests of strength. These tests included wrestling, boxing and weight lifting. Angus always won easily, but he always had high praise for his opponents, especially at their funerals. Angus soon discovered that he loved to brawl and became obsessed with fighting. Any pub Angus visited soon encountered a severe lack of both furnishings and patrons. Angus soon ran out of those who would challenge him, causing him much anger. This anger grew inside of him every day, like a fire consuming his soul. Now Angus has dedicated his life to finding a worthy opponent, one who might be able to give him the fight of his life.



LORD GYAKU

The evil Possessed Ninja you must defeat to keep the portal to the Demon World closed. Gyaku has spent many years in Ninja training.

和段

忍

者

18

WARRANTY

Atari warrants to the original purchaser this product to be free from defects in material and workmanship under normal authorized use for a Warranty Period of ninety (90) days from the date of purchase as evidenced by your receipt. Atari will replace the defective software free of charge. After the expiration of the Warranty Period, you assume the entire cost of all necessary servicing, repair or correction.

The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, who will follow the required procedure to obtain a replacement.

In no event shall Atari be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you.

CREDITS

Lead Programmer	Pete "Ninja God" Wiseman
Adt. Programming	Nob Nicholson Tony Stockton Mark Lyhan
Producers	Ted Tahquechi Jim Gregory
Art	Andy "Mutton Head" Gavin Andy "Jigsaw" Johnson Martin "Kaneda" Kilner
Art Support	Greg Irwin
Music	Steve "Bazza From Nazza" Lord
Design	Jim Gregory Ted Tahquechi Sam Tramiel Hank Cappa Joe Sousa
Sound FX	Ted Tahquechi Steve Lord
Video Producer	Gary Cowan
Lighting/Cameraman	Steve Hughes
Fight Coordinator	Ged Moran

和段

忍者

者

20

KASUMI NINJA

- Fight Performers**
Andy Gavin
Alan Siddal
Julie Ellis
Lynn Lowton
Ian McCranor
Gene Sovo
- Support Services**
Vector Television Studios, Stockport, England
Equinox Film/TV Production, Manchester, England
- Manual Design**
Kasumi Krew
- Lead Tester**
Hank "Son Goku" Cappa
- Testers**
Tal "New Guy" Funke-Bilu
Scott "Soup" Hunter
Lance "#1 Smart Guy" Lewis
Tom "Blast Man" Gillen
Dan "The Fonz" McNamee
Joe "Oof" Sousa
David Gregory
Paul Gregory
Andrew "Mr. Hardwear" Keim
- Special Thanks To:**
Carrie "Mrs. Everything" Tahquechi
Terry Brewster
Manuel Sousa
Faran "Fa Fa Flowley" Thomason
Todd Craig/White Dragon
Mike Forcier
Paul Foster
James Grunke
Purple Hampton
Harry "Kinko" Kinney
John Skruch
Sam Tramiel
Atsuko Scott
Howard Stern
Traci Topps
Akira Toriyama



ATARI

Copyright 1994, Atari Corporation
Sunnyvale, CA 94089-1302
All Rights Reserved

J9012E
500712-002
Printed in USA