



# HOW TO PLAY



**TAITO**  
VIDEO ENTERTAINMENT



This video game entertainment system has been tested by Nintendo and meets the strictest standards for excellence in construction, reliability and accuracy. Each video game disk is designed when tested games and accessories to ensure complete compatibility with the Nintendo Entertainment System™.

This game is licensed by Nintendo™ to play on the



Nintendo and Nintendo Entertainment System are trademarks of Nintendo.

## THANK YOU

By buying this product from Taito,  
For the next day, read this instruction manual  
thoroughly before you begin your mission!

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## Notes from TAITO:

BLUE SHADOW from TAITO. We are proud and delighted that you have made this an addition to your video game library. We hope you receive many hours of entertainment from our product.



- ① Sea Port
- ② Underground Bases
- ③ Rooftops of the City
- ④ Air Fortress
- ⑤ Road Fortress

## The Background

It's the year 2029 A.D. and a madman controls the largest city in America. The Emperor Garuda and his followers have built an impenetrable stronghold as a monument to his evil. Conventional forces have been unable to stop his megalomaniac plans for total control. But Garuda is worried...

Reports have reached him that two figures have breached the outskirts of his city defenses. For the first time he feels an inner chill, for he knows the invaders are Ninjas.

Hayate and Lady Kaede are ninjas of the Iga clan. Their mission is to infiltrate the fortresses of Garuda and destroy his wicked empire. They are armed with the weapons of Ninjitsu: the katana (sword), the shuriken (throwing stars) and the kusarigama (pickle and chain). Together, they may have the strength to topple the empire.

## Starting the Game

Insert the Game Pak into the Nintendo Entertainment System and turn the machine on. The title page appears with the option for a one or two player game. Press the **SELECT** button to the desired game, then press **START**. For a one player game you get the choice of either ninja. For a two player game, the person with controller #1 plays Hayate and controller #2 has Kaze. After these selections have been made (by pressing **START**) the game begins.



## Directing the Ninja

Pressing **RIGHT** or **LEFT** on the control pad moves the character in those directions. This also works when the character is jumping or falling.

Press **UP** after jumping to an overhang to climb to the upper level.

Press **DOWN** to make the character duck down. Use this to avoid enemy fire. Pressing **DOWN** and the **A** button makes the character jump down from an upper level.

To drop from a dangling position on an overhang, press the **A** button.

Press the **A** button to jump. The longer that you hold the button, the higher the character jumps.

Press the **B** button to use all weaponry. Some weapons have a limited amount of usage. A number appears on the screen to inform you of the available amount of uses that you have for these weapons.

## Weapons of the Ninjas

### KATANA (The Sword)

The main weapon of the ninjas warrior. This is the first weapon that the character uses in the game. There are bonus items scattered throughout the game levels that increase the area of attack for this weapon.



### Shuriken (Throwing Stars)

These powerful missile weapons increase the range of attack for the ninjas. They have a limited supply.



### Kusarigama (Sickle and Chain)

This weapon can be used at an upward angle as well as straight up. This item has a long reach for devastating attacks.



## Genya's Empire

**The Sea Pool:** Travel across the rusting remains of a fleet of derelict ships. Enemies are hidden in the hulls and scaffolding of these once mighty seagoing vessels.

**The Underground Sewers:** Wade through the bowels of the corrupted city as you wage your battle against Genya's closest defenders. Mercenaries appear from the darkest corners in this subterranean nightmare.

**The Rooftops of the City:** Make your way across the tops of skyscrapers in your quest to defeat Genya. Meet up with the dreaded Golden Samurai.

**The Air Fortress:** Slow away aboard the flying platform of death. One false move and it's a long way to the pavement below. . .

**The Final Fortress:** The worst (or best, Genya himself) is waiting for you as you enter his inner sanctum of evil. The toughest adversaries and meanest challenges lie between you and the master of evil.

## Enemy Characters



## Enemy Characters



## Enemy Characters



Power Pit



Trapper



Commander



Snake



Reactor



Tree Snake



Cap. Snake



Storm Snake

## Items Page

**Item Box** — These are found throughout the levels. Strike them with your weapon to reveal the object within.



**Scroll** — Increases the range of the weapon you are using.



**Healing Potion** — Energizes character by restoring lost hit points.



**Bomb** — Delayed action weapon. Too far enemies to destroy them.



## Safety Precautions

For greater enjoyment of the game, please take the time to read this manual. The following items are for the care of your game:

1. Avoid subjecting the Game Pak to extreme temperature changes and shocks.
2. Do not touch the terminal connectors. Keep them safe by storing the game in the protective storage case.
3. The use of solvents, thinners, alcohol, benzene and other strong agents can damage the Game Pak.
4. Do not dismantle the Game Pak.

## WARNING

### DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games.

Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games. Other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.



**90-DAY LIMITED WARRANTY**  
**Nintendo Entertainment System GAME PAKS**

BANDAI UK LTD. ("BANDAI") warrants to the original consumer purchaser that the Nintendo Game Pak ("GPAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during the 90-day limited warranty period, BANDAI will repair or replace the defective GPAK, at its option, free of charge.

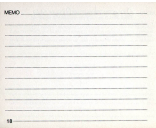
To receive this warranty service, return the Pak postage prepaid, insured, and with proof of the date of purchase to:

BANDAI UK LTD.  
P.O. BOX 104  
Farnham, Hants  
RG14 2JH  
England

Fees incurred without proof of the date-of-purchase or after the 90-day limited warranty period will, at the option of BANDAI, be required as the service charge/fee in effect for out of warranty repair. Call (0800) 800066 for the amount of this charge. Payments must be made by cheque or money order, payable to BANDAI UK LTD.

This warranty shall not apply if the Pak has been damaged by negligence, accident, abuse or modification subsequent to purchase.

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**TAITO**  
Korea Corporation

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