

THE CONTROLS

Mini Ninjas can be played using a mouse and keyboard but if you have a game pad you should use that.

GAMEPAD	KEYBOARD / MOUSE	ACTION
9	W, S, A, D	Movement
10	Move Mouse	Camera Control
1	Left Mouse Button	Primary Attack
4	Right Mouse Button	Block Breaker Attack
4 (hold)	Q (hold)	Power Attack (If available)
2	SPACE	Jump / Climb / Action
9 (down) + 2	S (hold) + SPACE	Drop from ledge
3 (hold) + 9	ALT (hold) + W, S, A, D	Sprint (If Stamina is available)
7	C	Enter stealth mode (in tall grass, on rooftops etc.) / Block (combat only)
7 (combat only)	SHIFT (hold)	Block / Roll
7 (hold) + 9	C + W, S, A, D	Movement in stealth / Roll (Combat only)
7 (hold) + 1	C + Left Mouse Button	Stealth Attack
5 (hold) + 9	1	Swap Ninja
6 (hold) + 9	2	Swap Item
8	F	Use Item
8 (hold) + 10	F (hold) + Move Mouse	Target ranged weapons / spells
	3	Open Inventory Scroll
10 (click)	4	Use Hat (Arrow shield / Boat / Sledge)
	E	Meditate / Show objective
START	ESC	Pause / Options

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mini ninjas



EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain 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 prior seizures or 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 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 a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- Sit a good distance away from the monitor.
- 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.

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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.

INSTALLING THE GAME

1. Insert the **Mini Ninjas DVD** into the DVD drive and wait for the **Mini Ninjas DVD icon** to appear on your desktop.
2. Double click on the **Mini Ninjas DVD icon** to open it.
3. Before doing anything else, read the file called **ReadMe** found in the **English** folder.
4. Drag the **Mini Ninjas** folder onto the **Applications** folder that appears next to it. It will start to copy across.
5. Once the copy has finished, the **Mini Ninjas** installation is complete.

Installation is a one-time process that will only take a few minutes.

PLAYING FOR THE FIRST TIME

1. Insert the **Mini Ninjas DVD** into the DVD drive and wait for the **Mini Ninjas DVD icon** to appear on your desktop.
 2. Double-click on the **Mini Ninjas application icon**. By default this is to be found in the **Mini Ninjas** folder within the **Applications** folder on your computer's hard drive.
 3. The pre-game options screen will appear. Click on the **Play** button.
- The game will launch.
4. After the game has loaded press **Enter** on the title screen.
 5. Now press **Enter** again to **Create a new profile**.
 6. Use the **left** and **right arrow keys** to select a profile picture and press **Enter**.
 7. The main menu screen will appear. Press **Enter** to **Play game** or use the **up** and **down arrow keys** to select other items. Before starting you may want to change the difficulty level in **Options**.

NOTE: Your player profile records all of your progress in the game.

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, his Ki (magic energy) and his amount of power attacks, as well as other abilities.

2 HEALTH HEARTS

Hiro's health level is shown as a row of heart icons. You can restore his 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 appears as a yellow bar on top of the blue Ki Energy bar. Stamina regenerates itself automatically over time.

5 CURRENTLY SELECTED ITEM

A secondary item, spell, or weapon can be assigned to the Quick Item Wheel 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 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 mode. 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.

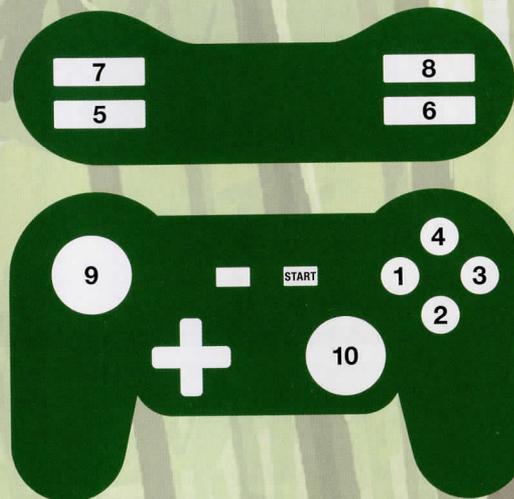
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GAME PADS

This manual refers to a generic game pad controller which has been designed to be a good representation of the controllers that are currently available. Your game pad may not match the generic layout exactly but should be close enough to show which buttons are used in the game.



MOUSE AND KEYBOARD

This manual is written assuming you are using a two-button mouse. If your mouse is only a one-button mouse, don't worry, there are straightforward alternative controls. Simply click when the manual indicates a left-click and ctrl-click when the manual indicates a right-click.

If you prefer a different keyboard layout you can customize the keys by accessing the Change Controls screen in the Options Menu.

THE PAUSE MENU

Pausing the game displays a menu screen that can be used to change options such as controls and difficulty. It also shows your progress in the current level and shows how many items are waiting for Hiro to discover.

HINTS

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

THE INVENTORY SCROLL

The Inventory Scroll allows 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 Scroll by pressing **3** or .



When the Inventory Scroll appears you can scroll by holding **Left Mouse Button** and dragging left and right, or if you are using a game pad press buttons **5** and **6** to view the different sections.

ITEMS

The main part of the Inventory Scroll displays the usable items that Hiro finds or buys on his journey. To use an item or spell it must be assigned to the Quick Item Wheel.

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

SKILLS

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

VALUABLES

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

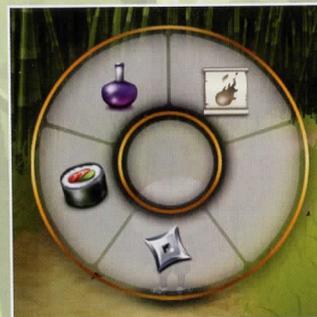
RECIPES

This section shows which potion recipes have been purchased at Temples. If Hiro has collected the right ingredients he can mix them to make powerful potions (see page 15 for more information about potions).

INGREDIENTS

This shows items that Hiro has discovered, such as flowers, mushrooms, and herbs. These are needed to create magical potions.

QUICK ITEM WHEEL



Open the Inventory Scroll by pressing **3** or .

- Select an item by moving the cursor over it.
- Assign the item to the Quick Item Wheel by clicking on it with the **Right Mouse Button** and dragging it into place, or holding **2** and selecting a position with **9**.
- Exit the Inventory Scroll with **ESC** or **3**.

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

- If using a mouse and keyboard, press **2** and then use **Left Mouse Button** to select the item.
- If using a game pad, hold **6** and use **9** to highlight the item. Release **6** when the item is highlighted.

The item will now appear in the bottom right of the main game screen. It can be used by pressing **F** or **8**.



NINJA FOLLOWERS

Hiro sets out on his quest with just his pal Futo for company, but along the way he will rescue other Ninjas that can help him. Ninjas always operate alone, but once he has found them 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



- If using a mouse and keyboard, press **1** and then left click on the Ninja you want to select.
- If using a game pad, hold **5** and use **9** to highlight a Ninja. Release **5** when the Ninja is highlighted.

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

Don't forget that you can also press **1** and then left click or press **5** to change back to Hiro quickly and again to swap straight back.

Remember Hiro is the only Ninja who knows how to cast spells. He is also the only one able to catch fish.

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 increases the rate at which Ki energy is replenished. Hiro and his followers attract nearby experience spheres when meditating.

Press **E** or **+** to meditate.

COMBAT

BASIC COMBAT

Hiro holds a sword in his right hand for close combat and can hold another item in his left hand. This allows him to throw shuriken (flying stars), bombs or other devices stored in the Inventory Scroll. When attacked by more than one enemy he always tackles the enemy he is facing first, using his blocking skills to defend himself from the others.

POWER ATTACKS

Each Ninja has their own Power Attack that can be used for 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 right of the screen).

HIRO'S POWER ATTACK

Hiro can target between one and six enemies (depending on his Experience level) by using his Power Attack.

- Hold down **Q** or **4**.

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

- Move the targeting icon over enemies surrounding Hiro.
- Once an enemy is targeted their purple glowing aura will turn yellow.



Once the maximum number of enemies has been targeted:

- Release **Q** or **4**.

Hiro will now carry out his high speed Power Attack on the targeted enemies.

OTHER NINJAS' POWER ATTACKS

All Power Attacks are activated by holding **Q** or **4**.

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

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

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. At the end of the dash, he will leap into a spinning claw attack.

Kunoichi anticipating a rush of enemies coming her way, spins her Naginata spear above her head and unleashes 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 Scroll. 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 continues until cancelled or until Ki energy runs out.

- Assign a spell from the Inventory Scroll to the Quick Item Wheel first, then cast it by pressing **F** or **8**.

SPELL	EFFECT
 Fireball	Launch a deadly fireball
 Meteor Storm	High speed meteors 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 possess it 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 deflects missiles
 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 buy recipes at Temples. Once he has a recipe Hiro can make potions in the Inventory Scroll, so long as he has the correct ingredients:

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 Hiro into a Koi Fish

WEAPONS

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

WEAPON

EFFECT

 Cherry Bomb	Does damage to enemies and structures
 Smoke Bomb	Conceal the ninjas from enemies
 Pepper Bomb	Creates 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 the adventure at special Checkpoint Altars. Hiro must approach the Altar and stand in front of it.

- Press **SPACE** or **2** to save.

Once a Checkpoint Altar has been used it cannot be used again. You also cannot save if there are enemies nearby.

TECHNICAL SUPPORT

Every effort has been made to make *Mini Ninjas* compatible with current hardware. However, if you are experiencing problems with running the game, please read on. The following information **MUST** be obtained **BEFORE** contacting Support:

1. The error message displayed when the problem occurred (if any).
2. A **Mini Ninjas Report.txt** file, this contains:
 - An Apple System Profiler Report of your Mac.
 - Any Crash logs that exist for *Mini Ninjas*.
 - List of all the files in the relevant game folder.

All the information required can be obtained by loading *Mini Ninjas* and clicking on the support tab in the pre-game options window. In the support tab click on the **Generate Report** button. Once the report is generated it will appear as a file on your desktop. Now click on the **Create Email** button. Remember to attach the report called **Mini Ninjas Report.txt** to your e-mail.

CONTACT US

ONLINE SUPPORT

Visit our website at www.feralinteractive.com

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

E-MAIL SUPPORT

If you cannot find an answer to your question on the website, email to the following address: minininjassupport@feralinteractive.com

The subject line of your e-mail must include the words "Mini Ninjas". Remember to attach the report called **Mini Ninjas Report.txt** to your e-mail.

PHONE SUPPORT

If you prefer to speak with a member of the support team, call on the following numbers:

If you are in the UK – Tel: **020-8875-9787**

If you are outside the UK – Tel: **+44-20-8875-9787**

Telephone support is available between 9 am and 6 pm GMT, Monday to Friday. Outside of these hours, please leave a message with your name, telephone number and the game for which you are seeking support.

Please do not contact Feral's technical support staff in search of game hints. They are neither permitted nor qualified to supply such information.

CREDITS

Originally developed by: **IO Interactive**

Originally published by: **Square Enix**

Macintosh development by: **Robosoft Technologies**

Macintosh publishing by: **Feral Interactive**

WARRANTY

Feral Interactive Ltd. guarantees to the original buyer of the multimedia product that the digital video disc (DVD) supplied with this multimedia product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product together with this manual by registered letter to:

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64 Kimber Road
London SW18 4PP
United Kingdom

Please state your full name and address (including postcode), as well as the date and location of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Feral Interactive Ltd. will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

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