Thank you for purchasing CULTURE BRAIN’s "Lil’Ninja Bros." for your Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing. Ninja action!

**CONTENTS**

- Story
- Jack & Ryu’s humorous Ninja action!
- Special field training stage
- Let’s start the game
- Let’s adventure Chinland
- Viewing and using the subscreen
- How to manage in command battle
- Characters
- How to play the field meeting mode
- Items
- Trouble shooting advice
- Now, fight!! — Viewing the battle screen
- 4
- 6
- 10
- 12
- 16
- 20
- 22
- 24
- 26
- 29
- 33
- 35
One day, there was an emergency TV broadcast all through Chinaland. "I am Blu Boltar, lord of the Yoma Clan. All of you, look at this!" What the people saw was that Blu Boltar wound a rope around the lord of Chinaland, the Emperor of Ching. "Whoa, please someone do something!" "Hah! Do something? Chinaland is now mine. Anyone who resists us will be terminated!"

The people of Chinaland have a serious problem.

Meanwhile, on Mt. Epin, Jack and Ryu, enthusiastic Ninja boys, saw the broadcast. They took off on their journey to defeat the Yoma Clan and bring a peace back to Chinaland. They headed towards Yokan, capital of Chinaland! What kind of adventures are waiting for you at Chinaland.....
1. Power up the punch power
If you buy or receive the punch items, your punch power will increase.
Command: To equip punch, select 'Equipment' then select 'Punch'.

2. Throwing Stars
If a $4$ ball appears after you punch a rock, grab it, so you can throw the throwing stars a fixed period of time. There are four kinds you can purchase, so buy wisely. They are good back up weapons in case of an emergency.
Command: Select 'Item'

3. Kick!
The thrilling, exciting action is here. Press the B button and the direction pad simultaneously!

4. The secret technique, 'Surger'!!
There are another secret behind the 'Throwing Stars'! They allow you to use the 'Surger', which can damage the enemies without touch them. If you obtain powerful 'Throwing Stars', your 'Surger' will also up grade!!
Command: Select 'Item', then select '...wave'. Press the A button to use it.
5. Dragon Kick!
Punch rocks to get the treasure box. If a 'K mark' pops up, grab it, so you can use a 'Dragon kick'! Press the B button, then press the Control pad in the direction you wish to kick.

6. Fight with Invincible Balls!
If you collect six 'M marks that appear from the punched rocks, you can use the 'Mighty Ball'. Grab the 'P' ball as soon as it appears, you then become invincible for a fixed period of time. If you obtain the mystic item, you'll be able to use the secret, 'Combined Cross Attack'......

7. There are swords, too!
Some members of the Yoma Clan can be defeated only by the sword! However, if you defeat enemies with your sword, your experience points you can get by defeating enemies will be reduced. So, it's better if you use the sword against the enemies who can be defeated only with the sword.

Let's defeat Yoma Clan!
To take an advantage over the battle,
1. Punch rocks and grab the treasure box. Various items are hidden inside of them.
2. Use your punches and sword wisely.
3. Master the humorous ninja action.
SPECIAL FIELD TRAINING STAGE

The controller operation in this stage is a little different.
If you press the A button continuously, Jack and Ryu will dash forward!!
Now use 'A button dash' and 'Dragon Kick' to clear the special stage!

What is the special field training stage?

While you are on the journey, you'll encounter the field training stage, which scrolls horizontally, in the town or inside the building.
If you master the training, you'll find something good.......
If you play in the 1 player mode, the computer will play your partner, Ryu.

Controller Operation in the Field Training Stage

Run

Press the A button continuously.

Punch

Press the A button only.

Kick

Press the B button while you press the Control pad.

Dragon Kick

Press the B button, then immediately press the Control pad.
LET'S START THE GAME!

There are two modes available, the RPG and the Field Meeting, in this game. Refer to the instructions for the Field Meeting mode, on page 35.

Now, let's start the RPG.

To start the game from the beginning, select 'START'; to continue where you left off, select 'PASSWORD' then enter the 'Password'. (see page 14)

How many players?
Choose if you want to play in the 1 or 2 player mode. If you select the 1 player mode, Jack will be your character. In the 2 player mode, 1P is Jack and 2P is Ryu.

Select text speed
Decide desirable speed of message displayed.

Select difficulties of the action play
Three modes are available to you.

1. Hard
For the advanced player. The exciting action will take your breath away!

2. Normal
Moderate action is good for beginners and kids.

3. Easy
Artificial Intelligence (AI) will determine and adjust the difficulties of the action depending on the player's skills.

This mode is recommended if a whole family plays the game.
Password lets you start where you left off

Don't forget to write the password down before you quit playing the game. Password enables you to resume where you left off. Password are given in both the subscreen and in the 'Convenience Store'.

① Sub Screen
You can get them anywhere. Bring up the sub screen and select 'Password'.

② Convenience Store
The stores are located in every town.

ENTER THE PASSWORD!

To enter the password
Select "Password" from the title screen.
That'll bring up the password screen.
If you are defeated and wish to continue the last game, the password will return you to the 'Convenience Store' from where you last received it. When you go to new town, don't forget to stop by the 'Convenience Store' to get the password.

Caution!!

In the 2 player mode, both Jack and Ryu grow up together. Even if Ryu joined in the middle of the game, the power of the characters will be the same. Only one password apply to both Jack and Ryu.
**LET'S ADVENTURE OHINLAND!**

Controller operation of the map screen:

- **CONTROL PAD**
  Moves Jack and Ryu up, down, left and right.

- **A BUTTON**
  Opens the window and displays command.

- **B BUTTON**
  Cancels your selection.

- **START AND SELECT BUTTON**
  Not used.

**EXCEPTIONAL WAYS TO TRAVEL**

There are two other options to travel if you are in the map screen.

1. **WHIRLYBIRD**
   It'll take you to any town you've visited before without a stop.

2. **DRAGSTAR**
   Two people can ride in it. It allows you to go on without encountering the enemies.

**BUILDINGS IN THE MAP**

- **CAPITAL**
  In the town, you can meet people of China-land.

- **THE DIVINE HOUSE**
  The twelve Celestial Beings will help you.

- **YOMA CHATEAU**
  The nest of the Yoma Clan. You should visit there.

- **WATER LILY CASTLE**
  The castle of the Fairy...

Huh? It's dark!

There are number of dark places such as the one in the picture. If you find the one, leave immediately. Get the 'Light', then return.
**IN THE TOWN... HOW TO USE 'COMMAND'**

Press the A button, the command window will open up.

**TALK**
When you talk to people in the town, cling to the person you wish to talk to, and press the A button. Then select 'Talk'. If you press the A button, people will talk to you.

**CALL**
In the case of emergency, borrow the power of your rescue characters. But how?

**SUB SCREEN**
Please see page 20.

---

**ENTERING THE BUILDINGS**

**CONVENIENCE STORES**
It is rumored that 'Convenience Stores' are from a divine place. It's very convenient. You can buy revival medicine, or alternate number of the players. Don't forget to note password.

**ARTILLERY SHOP**
Sells swords, punch ups and other weapons.

**HOTEL**
Rest at the hotel when you're exhausted. Your power will bring up fully.

**TOOL SHOP**
You can find various convenient tools.

There are various other buildings such as 'The Divine House' or 'Training Club'.

---

Building
You can't enter a house if the door is closed.

Someone must be waiting for you inside of the house with an open door.
VIEWING AND USING THE SUB SCREEN

If you press the A button in the main screen, select sub screen. The screen such as the one showed left will appear. The sub screen lets you select the items and confirm various situations.

- ITEMS
Displays the items Jack and Ryu have at the current moment. Move the cursor around and press the A button to use them.

ABOUT DRAGSTAR AND BATTERY
Move the cursor to 'Dragstar', then press the A button to use it. Then number of 'Batteries' indicates the number of times you can ride on 'Dragstar'.

STATUS
Indicates strength of Jack and Ryu. EX means experience points. As you defeat enemies, your experience points will increase and the level advances. The levels indicate your skill. The higher the level is stronger your characters are.

EQUIP
Displays the weapons and shields you currently have. The items you can have are: punch-ups, sword, shield, robe, talisman, amulet, lights, throwing stars. (Throwing stars are only the item you can carry more than one).

TREASURE
Displays all the treasures you have collected.

MONEY
Indicates the amount of money you have. If you are defeated, the amount of money will be cut in half.

In the 2 player mode, items, strength, treasures, money, and so forth are shared between two. You can't collect the items separately. Be cooperative, and use the available items wisely.
**NOW, FIGHTS!! -VIEWING THE BATTLE SCREEN-**

**BLOCK / ROCK**
If you punch it, a treasure box will appear. Obtain it to collect various items.

**POND**
If you fall into it, your strength will be cut in half.

**QUICK PASSAGES**
Located opposite of each other on the side of the screen.

**DISPLAY INDICATOR**

<table>
<thead>
<tr>
<th></th>
<th>Remaining Dragon kicks of Jack</th>
<th>Remaining Dragon kicks of Ryu</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1P</strong></td>
<td>Jack</td>
<td>Ryu</td>
</tr>
<tr>
<td><strong>255</strong></td>
<td>K</td>
<td><strong>266</strong></td>
</tr>
<tr>
<td><strong>99</strong></td>
<td>LV</td>
<td></td>
</tr>
<tr>
<td><strong>50</strong></td>
<td>★</td>
<td></td>
</tr>
<tr>
<td><strong>9</strong></td>
<td>M</td>
<td></td>
</tr>
<tr>
<td><strong>6</strong></td>
<td>K</td>
<td></td>
</tr>
<tr>
<td><strong>99</strong></td>
<td><strong>M</strong></td>
<td></td>
</tr>
</tbody>
</table>

**LET JACK AND RYU INCREASE THEIR POWER AND EXPERIENCE!**

If you defeat enemies and retain experience points, the level will increase and the maximum points for both physical strength and offense power will also increase. Both players always achieve their strength equally. In the 2 player mode, physical strength, and number of ‘Dragon Kicks’ will be displayed separately.

**HOW TO EQUIP AND SELECT THE ITEMS**

In the battle screen, if you press the A and B button simultaneously (or press Start button), ‘Command’ will appear on the bottom half of the screen.

**EQUIPMENT**
Equip either with the punch or the sword. The item you equip with will be indicated by an ‘M’ mark. To change it, move the cursor around and press the A button. Also, if six ‘M’ marks are collected, you can use ‘Mighty Ball’, to use it, select ‘Equipment’ in the battle.

**ITEM**
Select the item by moving the cursor around, then press the A button to select.
HOW TO MANAGE COMMAND BATTLE

There are also command battles. You’ll enjoy the fully animated, exciting battle. To fight, select the command you like.

One point advice

Whoo, Surprise!! Both players can play this command battle. You and your partner can devise a plan of operation as you fight. Even if you are alone, you can call on a partner. Just select command ‘CALL’ then Ryu will come to you at once, and fight automatically.

BE COOPERATIVE!

1. Since you have your partner, don’t fight separately. If one of you is fighting against the enemies, the other should concentrate on collecting items.

2. The powerful enemies appear! Do you care about your strength? Sometimes it is necessary to run away from the enemies. If you aren’t quick enough, use a ‘Skateboard’ to escape from them (both of you can escape).

3. Fight against the strong enemies together! One of you should lure the enemy, the other should attack him when he’s off his guard.

4. If one of you are terminated, revive him at the ‘Convenience Store’.
CHARACTERS

These are our heroes, Jack and Ryu!!

THE TWELVE CELESTIAL BEINGS
(Friends from paradise are here to help Jack and Ryu!)

JACK

RYU

MENTOR

We are Yoma Clan!!

♥The Swoopster
He’s the destroyer with a sharp beak and claws.

▲Tub-a-Tummy
He’ll eat anything, I mean anything!

▲Devillian
He is the toughest soldier of the Yoma Clan! He is waiting for Jack and Ryu at the ‘Fire Castle’.
**ITEMS**

- **Sweet Bun** Recover 40 physical strength points. (In the 2 player mode, both players will be recovered).
- **Whirlybird** Takes you to any town where you've visited before.
- **Meat Bun** Recover 10 physical strength up to its maximum points.
- **Dragstar** Runs in the ultra-high speed without encountering any enemies. Do you know where you can find it?
- **Medicine** Revives your defeated partner. But only used when you play in the 2 player mode.
- **Battery** It's a necessary item for the 'Dragstar'. You can ride depending on the number of batteries you have available.
- **Skateboard** Allows you to escape from the battle.

**Characters**

- **Land-Guard**
  He is Tub-Tummy's man. Defeat him effortlessly!

- **Sumoguru**
  He is a monster that appears and disappears in the desert. He can create an earthquake.

- **Bull-ony**
  The rowdiest among the Yoma Clan! Even his comrades avoid him.
**Items you’ll obtain by crushing rocks**

- **K mark** Allows you to use the 'Dragon Kick'. (see page 7)
- **C ball** Allows you to use the 'Throwing Stars' or the 'Surger'.
- **M marks** If you collect six marks, you can use the 'Mighty Ball'. Select command 'Equipment'.
- **Valentine** Recovers your physical strength by a certain number of points.
- **Skull** It depletes all the M marks you've collected. Urgh!!
- **Boo Bomb** This is a surprise bomb that can bring on an earthquake. Select command 'Item'.
- **Whirlybird** Sometimes you can obtain it in the middle of the battle. If you're lucky!

---

**Items you can equip**

The items Jack and Ryu equip can be up-graded continuously. Some items can be bought at the stores. You must look for the other items. Collect them wisely and increase your power. The right kind of weapons must be equipped according to the enemies you face to.

- **Sword** You must have it to fight against 'Dragon' family.
- **Talisman** A mystic talisman slows down the Yoma Clan's attack and movement.
- **Punch** Some enemies are defeated only by punches!
- **Amulet** It'll recover you from an enemy's magic.
- **Shield** It'll repel bullets from enemies if they attack you from the front.
- **Light** Shines on the dark hall, and reveals invisible enemy's true color.
- **Robe** It'll reduce the power of Yoma's fighting balls by half.
- **T. Stars** You can shoot the Throwing stars to damage the enemies!
More Items

Tiger Sword
A person who obtains this sword can use the 'Combined Cross Attack'.

Mirror Shield
It reflects enemies' 'Transformational Stone Beam' back towards them.

Prism Sword
Legendary sacred sword. It will chop anything down...

Talisman—?
You must have it to defeat thunders of Blu Boltar.

Crush Punch
Increases the power of punches.

Boomerang
'Throwing Stars' will fly and return like a boomerang.

Iron Claws
Increases some of the power of your punches. But there's something else behind this item, what......?

Match
Reveals the true color of the invisible enemies.

Trouble Shooting Advice Part 1

Balloon Club at Hynen.
If you stop at the Balloon Club in the first town, Hynen, you may have a difficult time passing.

The qualification to pass this exercise are: you must pop 20 balloons within 70 seconds. It is very difficult!

Now, we'll tell you the secret.
1. Use 'Dragon Kicks' (press the B button then press the direction pad).
2. Pop the balloons near you by using 'Moonsault Kick' (try not to miss them).
3. Watch out for your remaining time.

Now, let's challenge again!!
Trouble Shooting Advice Part 2

There are certain zones or regions where you can find ‘F. ball’ (a source of ‘Throwing Stars’) or ‘K mark’ (a source of ‘Dragon Kicks’) easily.
If you find such areas, note them. Collecting and retaining the ‘F’ and/or ‘K’ mark is a useful for your strategy!

Trouble Shooting Advice Part 3

The town of Deli-Chous
To defeat Tub-a-Tummy in Deli-Chous, you must have the ‘Amulet-II’! Well, where is it???
For it in the house of mayor. Be alert!
Cilly City
Huh, huh, huh? Everybody talks funny……. Well, don’t get confused by what they say. Visit every house in the town!
You’ll find some clues.

HOW TO PLAY THE FIELD MEETING MODE

You can select a maximum of five events out of six. If you don’t have a contestant, don’t worry, the game will take care the rest.

1. This is the menu to select the event you wish to play.
2. Select the number of players. If you select the 1 player mode, the computer will be your contestant!
3. Now, the event starts!! Get set, ready, go!!
Viewing the screen in the Field Meeting Mode

**Controller Operation**
Same operation as the special Field Training Stage. Please see page 10.
THE EVENTS IN THE FIELD MEETING MODE

There are six events to choose from.

1. The 50 meter dash
   Press the A button continuously. Aim at the goal!

2. Balloon popping race
   Try to pop as many balloons as you can. Each balloon has different point value.

3. The athletic race
   Dash to the goal, but avoid the logs and ponds by jumping over them. Press the B button and jump in the good timing.

4. The treasure hunt
   One of the rocks reveals the treasure. Punch rocks to find it.

5. The eating race
   Try to eat the cake only. If you pop a balloon before you eat a cake, you won't get any points.

6. The shooting race
   Aim at the target with your "Throwing Stars!". If you pop the balloons first, you won't get any points.

CULTURE BRAIN USA, INC. LIMITED WARRANTY

CULTURE BRAIN USA, INC. warrants to the original purchaser of the CULTURE BRAIN software product that the product in which this software program is recorded, when unaltered in any way, is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This CULTURE BRAIN software product is sold "as is" without express or implied warranty of any kind. CULTURE BRAIN is not liable for any losses or damages of any kind arising from use of this product. CULTURE BRAIN agrees for a period of ninety (90) days from the date of purchase, to repair or replace, at its option, the software if the product fails to perform its intended function and it is determined by CULTURE BRAIN that the product failed due to defects in materials or workmanship. Replacement of the cartridge is the sole remedy for the consumer. The consumer must return the defective product, postage prepaid, to CULTURE BRAIN USA, Inc., 1935 W.S. O'Hara Road, Westport, CT 06880. This warranty is in lieu of all other warranties, express or implied, and any and all warranties or representations are disclaimed, and no person is authorized to make any warranties or representations on behalf of CULTURE BRAIN USA, INC. No refunds will be given for returned products. The consumer is responsible for any charges involved in the return of any software product. This warranty does not apply to software products that are not used as intended or that have been altered in any way. This warranty is available only to the original purchaser and is non-transferable.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not used and maintained in accordance with the manufacturer's instructions, may cause harmful interference to radio communications. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications of the Federal Communications Commission (FCC). The manufacturer is not responsible for any interference caused by unauthorized modifications or changes to the equipment. The Federal Communications Commission (FCC) requires that you be notified of the following information:

- Product: CULTURE BRAIN USA, INC.
- FCC ID: CULTURE BRAIN USA, INC.
- Model: CULTURE BRAIN USA, INC.
- Serial: CULTURE BRAIN USA, INC.

The user is cautioned to consult his/her local, state, or federal regulatory body concerning the installation and use of this equipment. The user should use an approved, shielded, cable with this equipment. The system is intended to be used in a commercial environment. This equipment is not intended for use in a residential environment. The user is cautioned that any changes or modifications not expressly approved by the party responsible for compliance could void the warranty.