SAFETY PRECAUTIONS

1. Avoid subjecting this high precision Game Pak to extreme temperatures and shock. Furthermore, never attempt to disassemble your game pak.

2. Do avoid touching the connectors. Store the game pak in its protective STORAGE case.

3. Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

4. Pause for 10-15 minutes after 2 hours or more of continuous game playing. This will extend the life of your game pak.

NINJA CRUSADERS STORY

They struck without warning, wiping out Earth's forces in one master stroke. Cities were crushed, and the invading aliens showed no mercy. They called themselves the Inimicus, and hailed for the total surrender of the planet.

A small resistance force of Ninja, refusing to be conquered, still remained after the first strike. They moved from shadow to shadow, always one step ahead of the alien killers.

The Inimicus forces, frustrated by their failed attempts to obliterate these rebels, called in reinforcements from their diabolical planet. Meanwhile, the Kawari Ninja clan weren't sitting still. They gathered in a secret hiding place, deep within a distant mountain, and came up with a daring plan. Two of their most skilled Ninja would be sent out to infiltrate the heart of the enemy and annihilate their stronghold on Earth. The Ancient Ones then summoned forth all of their Ninja Magic and endowed the two chosen warriors with long forgotten mystical powers.
HOW TO PLAY

Your mission will take you through the ruins of the nation, into the aliens' lair, and finally, to the heart of the threat.

Ninja Crusaders™ is a two player interactive game. Simply make your selection at the beginning of the game.

You are given three lives and will be able to gain extras as you progress. To continue, after all your lives are lost, press any button on the control pad.

The weapons of the Ninja have been handed down to you; throwing stars, chain and sickle, bo, or katana - each with its own advantages and disadvantages. So, choose wisely.

As a member of the Kawari clan, you have an uncanny ability to change into one of four fighting creatures, each associated with one of your weapons. No Ninja has been able to win a battle with the Inimicus as a man, but your special skills will help you prevail.

The world depends on you to rescue it from doom!

CONTROL PAD INSTRUCTIONS

<table>
<thead>
<tr>
<th>Button</th>
<th>Function</th>
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</thead>
<tbody>
<tr>
<td>A BUTTON</td>
<td>Not Used</td>
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<tr>
<td>B BUTTON</td>
<td>Start/Pause</td>
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<tr>
<td>SELECT</td>
<td>Not Used</td>
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<tr>
<td>UP</td>
<td>Fire</td>
</tr>
<tr>
<td>LEFT</td>
<td>Hold to Transform</td>
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<tr>
<td>RIGHT</td>
<td>Jump</td>
</tr>
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<td>DOWN</td>
<td>Select Up</td>
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<tr>
<td>UP</td>
<td>Select Down</td>
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<tr>
<td>KNEEL</td>
<td>Select Up</td>
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<tr>
<td>TOP</td>
<td>Not Used</td>
</tr>
<tr>
<td>BOTTOM</td>
<td>Not Used</td>
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</tbody>
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Continued on next page
TO JUMP DOWN - SHIFT THE CONTROLLER DOWN, AND PRESS THE A BUTTON.

TO TRANSFORM - PRESS THE B BUTTON AND HOLD UNTIL YOUR CHARACTER HAS COMPLETELY CHANGED.

NOTE - PLAYER 2 CANNOT PAUSE THE GAME.
WEAPONS AND METAMORPHOSIS

The ancient secret of the Kawari Ninja was their ability to transform into the warriors of nature. The Kawari Ninja were the ultimate stealth warriors, able to go anywhere undetected.

But the Ninja had to have his sacred tools of destruction in order to change.

The Throwing Star

A popular item among martial artists around the world, the Throwing Star can hit targets at far distances. The special stars of the Ancients can change the Kawari Ninja into fierce fighting tigers.

The Chain and Sickle

When thrown with the right technique, this weapon has tremendous impact. With the Chain and Sickle, the Kawari Ninja can change into a powerful Armored Scorpion.

The Bo

A simple staff with great speed and impact. The Kawari Ninja uses this for close combat, and can transform into an elusive Hawk.

The Katana

The Katana is the ultimate weapon of the warrior, wielded by only the bravest Ninja. The Kawari Katana is said to house the spirit of a fierce dragon.

By picking up the same weapon token as the one you are using, you will gain an extra life.
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer’s instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/TV technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:


90-DAY LIMITED WARRANTY AMERICAN SAMMY GAME PAKS

90-DAY LIMITED WARRANTY:

American Sammy Corporation ("American Sammy") warrants to the original purchaser of this AMERICAN SAMMY GAME PAKS for ninety (90) days from the date of purchase, that the AMERICAN SAMMY GAME PAK, exclusive of Game PAK Accessories (collectively, the "Product") will be free from defects in materials and workmanship under normal use.

To receive this warranty service:
1. DO NOT return your defective Game PAK to the store.
2. Return the American Sammy Corporation to the address indicated on the warranty service card, or call 203-323-2100.
3. A Return Authorization Number will be issued, which you must include with your returned PAK.
4. Send your PAK back to the address indicated on the warranty service card, with a copy of the warranty service card and a return authorization number.

American Sammy Corporation will replace your defective Game PAK with a new one. The defective PAK will be returned to the store where it was purchased. If you purchased your PAK through a different dealer, please contact that dealer for warranty service.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may return it to American Sammy Corporation at the address indicated on the warranty service card. To return the PAK, you must include with your return a Return Authorization Number and pay all shipping costs to American Sammy Corporation. In all cases, subject to the defect, American Sammy Corporation will replace your defective PAK with a new one. The defective PAK will be returned to the store where it was purchased.

WARRANTY LIMITATIONS:

AMERICAN SAMMY MAKES NO OTHER EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND HEREBY LIMITS TO THIRTY DAYS FROM THE DATE OF PURCHASE AND FOR A PARTICULAR PURPOSE. ARE HEREBY EXCLUDED TO THE EXTENT PERMITTED BY LAW. IN NO EVENT SHALL AMERICAN SAMMY BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.
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.