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**GAME BOY ADVANCE™**



AGB 2003-EUR

**NINJA COP™**

**INSTRUCTION BOOKLET**

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This game consists of six missions spanning twenty stages. In each mission, your job as Ninja Cop is to solve vicious crimes that take place in the city, such as bank heists and hijackings. At times, the criminals will take civilian hostages. Aim your attacks carefully, take out only the criminals and rescue the hostages. (If you accidentally kill a civilian, Ninja Cop's life is sharply reduced as a penalty.) You can obtain a variety of items by destroying item chests and defeating armed enemies. The object of each stage is to rescue all the hostages, obtain a red key, and use it to open the red door: the exit to the stage. At the end of each mission is a Boss - a ninja controlled by a Mad Mask - who attacks Ninja Cop using unique ninjutsu techniques. You must defeat this Boss to complete the mission.

Complete all missions to reach the game's ending.

## GAME MODES/DIFFICULTY SETTINGS

This game has three selectable modes of play: "NEW GAME," "LOAD GAME" and "TIME TRIAL."

**NEW GAME** Begin the game from the start.

**LOAD GAME** The game can be continued from a saved spot.  
(\* Game data is automatically saved on clearing a stage. As the data is constantly updated, old saved data is deleted.)

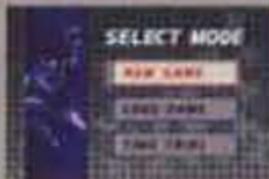
**TIME TRIAL** Already cleared stages can be replayed in this timed mode. Each stage will have a time target. Try to clear the stage before the allotted time is up.

At the start of the game, the player may choose one of three difficulty levels. Once the difficulty level has been set, it cannot be changed when continuing a saved game.



- EASY** The training level. Consists of three missions (twelve stages).
- NORMAL** The standard difficulty level. Clear all six missions (twenty stages).
- HARD** The difficulty level for advanced players. Clear this level to become a true ninja master.

\* The Hard Mode appears after completing the Normal Mode.



## MISSION SELECT/CONTINUE/SAVING



At the "SELECT MISSION" screen, choose your next mission.

The selectable missions will vary depending on the game's progress. At the start of the game, only the first half of the missions (bank, harbour and airport) are available.

The game starts once the mission is selected. Each mission is divided into several stages, all filled with a variety of traps and enemies awaiting Ninja Cop. At the end of each stage, the Life Gauge is restored and Ninja Cop proceeds to the next stage.  
\* The Life Gauge lasts until the end of the mission. On completing a mission, the Life Gauge is fully restored.

### CONTINUE



If Ninja Cop fails to complete a mission, the Continue screen is displayed.  
Select "YES" to resume play from the stage immediately before Ninja Cop's failure.  
Select "NO" to end the game and return to the title screen.

### SAVING DATA

This game automatically saves data as the player progresses. When saving, do not turn off the power. (If power is interrupted while saving, the saved data may be corrupted or deleted).

## GAME SCREEN INDICATORS

LIFE GAUGE  
NINJUTSU GAUGE



POWER LEVEL  
KEYS

THE BOSS'S LIFE GAUGE  
(only when bosses appear)

HOSTAGES & PRISONERS

**LIFE GAUGE** Indicates the Ninja Cop's Life. It's game over if the Life Gauge is depleted.

**NINJUTSU GAUGE** The sword builds up Ninjutsu Power when you fell enemies with the sword. When the Gauge is full, one ninjutsu may be used. The Gauge returns to zero when a ninjutsu is used. This Gauge empties at the end of each mission.

## GAME SCREEN INDICATORS

BOSS'S LIFE GAUGE  
(BOSSES ONLY)

The Boss's Life indicator. The Boss goes down when this Gauge is depleted.

POWER LEVEL

Ninja Cop's shuriken powers up when you pick up red Lightning Marks. There are three levels.

KEYS  
(SHOWN ONLY IN  
STAGES WITH KEYS)

Indicates the keys in your possession. There are four keys: red, blue, yellow and green. Each one opens a door of the corresponding colour.

HOSTAGES &  
PRISONERS  
(SHOWN ONLY  
WHEN REQUIRED)

Indicates the number of remaining hostages or prisoners (displayed only when required).



**HEART MARKS** Restores the Life Gauge. There are two kinds, large and small.



**BLUE LIGHTNING** Fully restores the Ninjutsu Gauge.



**RED LIGHTNING** Powers up shuriken. By picking up this item, the shuriken levels up to become "Fire Shuriken," then "Laser Shuriken."  
\* However, if Ninja Cop is hurt by a trap or an enemy attack, the shuriken's power is downgraded.



**KEYS** There are four kinds of keys: red, blue, yellow and green. Each of them opens a door of the same colour.  
\* The red key is absolutely necessary for clearing a stage.

Ninja Cop can restore Life in three ways.

- 1) Recovery with an item  
Life is restored by picking up Heart Marks.
- 2) Recovery on clearing a stage  
The Life Gauge is restored by a set amount upon completing a stage. (The recovery amount will be reduced if any hostages have been killed.)
- 3) Life bonus score  
The Life Gauge is fully restored every 50,000 points. (Not available for the Hard Mode.)

## CONTROLS

**MOVEMENT** Press the Control Pad to move Ninja Cop.

**CROUCH** Press down on the + Control Pad to crouch and avoid enemy bullets. Press left or right on the + Control Pad while crouching to scuttle without standing up. Crouch down to pick up any item. Crouch to hide in crates and other obstacles and to enter constricted spaces.

**ENTER A DOOR** Stand in front of a door and press up on the + Control Pad to enter. To enter a red, blue, yellow or green door, Ninja Cop must obtain the matching key.

**ATTACK** Press the B Button to throw shuriken and strike enemies at a distance. Shuriken can be fired in quick succession. Press the R Button to attack with the sword and strike (perhaps slay) an enemy at close range. You can use the sword to hack away repeatedly. Every time an enemy is felled, the Ninjutsu Gauge rises. The Gauge rises faster when a foe is slain by sword.

## CONTROLS

**NINJUTSU** When the Ninjutsu Gauge is full, press the A Button and B Button at the same time to unleash Super Ninjutsu. Ninja Cop will move at full speed to inflict injury on all enemies on the screen. It is a devastating technique that can turn the tables on enemies.

If the Ninjutsu Gauge is not full, you can still press the A Button and B Button at the same time to trigger the Invincibility Ninjutsu. This technique gradually drains the Gauge, but makes Ninja Cop invincible in the meantime. While invincible, Ninja Cop flashes blue and cannot be harmed by bullets and attacks. You can use it in a number of ways, such as negating unavoidable attacks and taking on tough opponents.



Invincibility  
Ninjutsu



Super Ninjutsu

## CONTROLS

**JUMP** Press the A Button to jump.

**SLIDE** Make Ninja Cop slide by pressing the A Button while crouching.

**GRAPPLE HOOK** Press the A Button while jumping to throw the kaginawa grappling hook. Use the Control Pad to aim. Execute a variety of aerial moves by hooking it onto footholds, walls, ceilings, etc. Use it to perform such actions as hanging, climbing, swinging, spinning, wall climbing, sneaking and making aerial attacks.

**SCAN** The display puts Ninja Cop in the centre to provide a better look at enemies and traps that lay ahead. To scan, press the L Button and use the Control Pad to control direction. Beware – Ninja Cop cannot attack or move while scanning, so be quick.

### SHURIKEN POWER UPS (PICK UP RED LIGHTNING MARKS)

Level 1: Normal Shuriken

Level 2: Fire Shuriken

Level 3: Laser Shuriken



Fire Shuriken



Laser Shuriken

## CONTROLS



<b>Control Pad</b>	Character movement/Weapon direction/Highlight mode
<b>B Button</b>	Shoot (hold for rapid fire)/Select highlighted option
<b>A Button</b>	Jump/Cancel
<b>L Button</b>	Lock shooting angle while still moving character
<b>R Button</b>	Lock character movement while controlling weapon direction
<b>START</b>	Pause/Select highlighted option

## HOSTAGES

The foe will take many hostages. You must rescue these hostages from the clutches of evil to complete each stage. If you use a hostage as a human shield while attacking a foe, the hostage will probably be hit and you will be penalized with Life loss. Think about how you should attack to avoid harming a hostage. If the hostage is being used as a shield, don't attack – you'll hit the hostage. You can attack when the foe moves the hostage aside. The techniques described below are not the only approaches you can take. Get a read of the situation and the surroundings, and use them to your advantage. A shuriken thrown while standing can be repelled by gunfire. Crouch down and throw your shuriken as soon as the foe offers a clean line of fire, with no hostage in the way.



Approach the foe from behind and hack him down without notice. Master the rolling slash. As soon as the hostage is clear, leap over gunfire and deliver a rolling slash of the sword. It's a sure-kill rescue technique befitting the ninja!

## ATTACK TECHNIQUES

Ninja Cop's great appeal lies in the wide variety of action techniques made possible by combinations of jumps, weapons and wire action. This degree of freedom coupled with tactical elements makes the game both exhilarating and deep. Don't just play this once or twice – explore all the possibilities for Ninja Cop, and refine yourself as a ninja master. Here are some examples of the audaciously thrilling ninja attack and movement techniques you can try.

**LEDGE JUMPER** While hanging off a ledge, press the A Button to jump. While jumping, hit the R Button to execute a rolling slash on an unsuspecting foe on the ledge. The Ledge Jump technique allows you to execute this effective combination: Hang, jump, rolling slash, then hang off the ledge again on the way back down to hide. Using this combo, you can slay a hard-to-beat foe such as a samurai without ever being discovered.

**HALF-MOON TECHNIQUE (REVERSE ARC SLASH)** A skilled ninja does not panic when caught between two approaching enemies. First, hack the foe in front with the R Button, then quickly press both the R Button and Control Pad in the opposite direction. In one flowing motion, the enemies in front and rear are felled. The graceful arc of the blade in this sure-kill technique earned it the name of "Half-Moon".

## ATTACK TECHNIQUES

**AERIAL SHURIKEN THROWING** Press the B Button to hurl a shuriken. Throwing them indiscriminately is considered poor form. Wasteful use of shuriken is a sure sign of immaturity as a ninja. Try throwing shuriken while swinging on the grappling hook or hanging from the ceiling or ledge. This will enable you to hit foes that can't be reached by jumping. Ninja Cop can even nail foes lurking above the ceiling by controlling the grappling hook's swing and length of wire. The katana for enemies in close, and the shuriken for targets out of reach: efficiently switching attacking styles is the path to ninja excellence.

**WIRE SNEAK** While hanging off the grappling hook, its wire can be quickly reeled in by pressing the R button.

Try this: Hang off a ledge with the grappling hook, swing out over the ledge, then press the R Button to reel yourself in. Swing up behind a foe, use the R button to land immediately, then approach from behind unnoticed. You can sneak up on and attack even tough enemies like a samurai.

Timing your action and selecting your position are key tactical points. Thoroughly train yourself in the use of the grappling hook, including the quick reel feature, and clear the path for your ascension as a veteran ninja.

## MOVE TECHNIQUES

You can enjoy more acrobatic ninja action with these wire action techniques. Here are just a few examples. Naturally, there are many others to be discovered that are sure to please even demanding players.

**CEILING-TO-CEILING SWING** While hanging off the grappling hook from the ceiling, swing, release the hook (A Button), and then deploy the grappling hook again (A Button) to latch on. Use the Control Pad to aim the grappling hook in the direction you want to go. Swing over enemies or take shortcuts afforded by the surroundings. It's another chance for you to hone your ninja tactics. The very daring should give maximum extension to the wire, then make dynamic, circus-like swings for extra excitement.

**CLIFF HANGER** Latch the grappling hook onto the wall, then use the Control Pad to kick out and away from the wall. Release the grappling hook (A Button), then latch on again (A Button). Use the Control Pad to aim the hook at the wall. By repeating this technique, Ninja Cop can scale vertical walls. Press the R Button to reel in the wire and quickly regain your footing against the wall. By repeating this technique quickly, Ninja Cop can scale walls at an incredible speed.

**DOUBLE CLIFF HANGER** Build on the Cliff Hanger and climb up chutes. Swing out from one side of the wall, release the grappling hook (A Button), then re-deploy it. Use the Control Pad to aim at the opposite wall. Repeat the move to bounce back to the side where you started. Bounce up walls in true ninja fashion. Use this technique to avoid wall-mounted traps that shoot electricity or fire.

## **MOVE TECHNIQUES**

**HANGING SNEAK** Ninjas live and die by stealth. To approach the foe undetected is the ideal the ninja seeks. When on a ledge above a foe, it is dangerous to leap straight down and come face-to-face with your target. Try this: Leap off the ledge, then deploy the grappling hook on the ledge (A Button with the Control Pad aimed at the bottom of the ledge). This will enable Ninja Cop to dangle unseen above the foe. In tight situations with traps or many foes, you can simply sneak away by going ceiling to ceiling. Or you can do a rolling slash from above on foes unaware of your presence. Try these and other techniques that suit the wide variety of situations you face.