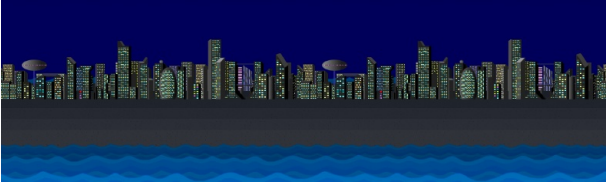
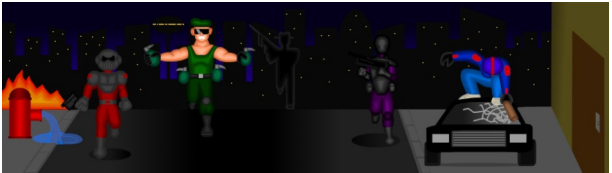




Chaos in the city!



This city was once calm and safe, but a wave of criminals arrived and took over the place, making this place a nightmare for all residents.

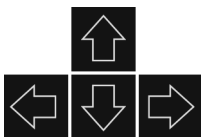


Months has passed and their dominion over the city only increased, they were sure that nothing could reach them more.



But this will not last long, as a mysterious hero is keeping an eye on the city and will fight to change that.

Action time!



Gamepad or arrow keys

- Move the ninja around the screen
- Up + Jump make the Ninja reach high floors
- Down + Jump make the ninja descend from floors and platforms

Start button

- Start the game
- Pause the game and open the menu

Shuriken button

- When away from the enemy, shoot shurikens
- When close to the enemy, attacks with punches or kicks

Granade button

- Throw grenades

Jump button

- Make the Ninja jump
- Jump + Up make the Ninja reach high floors
- Jump + Down make the ninja descend from floors and platforms

Starting the game

On the title screen you will have access to following options:

Start Game
Leaderboards
Options
Exit Game

Start Game

In this option you will start the game, going to Select file screen where you can choose in which file you are saving the game or load a previously saved game.



Select File

When you are starting a new save file, you can choose the difficulty for the new game. Let's explain the differences:



Easy

You can be attacked 5 times by your enemies until you are defeated and your shurikens will not be hit by the enemies weapons.

Steam Leaderboards are disabled in this mode.

Normal

You can be attacked 3 times by your enemies until you are defeated and your shurikens will be hit by the enemies weapons.

Steam Leaderboards are enabled in this mode.

Hard

You can be attacked 1 time only by your enemies until you are defeated and your shurikens will be hit by the enemies weapons.

Steam Leaderboards are enabled in this mode.



Starting the game



After choosing the save, you will be taken to the city map.

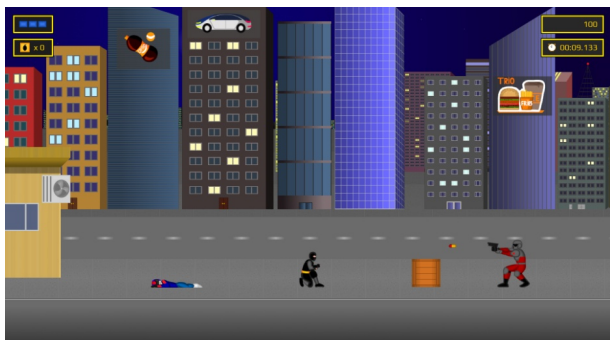
The current stage you are in is indicated by the yellow color, when completed the indicator changes to orange.

Stage 1-1
Points / Total: -
Time / Total: -

At the bottom of the map you will see the box above, in it you will see your best score and time achieved in the selected stage and the total of the actual save.

You can repeat a stage if you want to improve your time, this time information is sent to Steam, allowing you to compare your skill with your friends and people around the world.

Game screen



Number of hit points available



Number of grenades available



Points



Game time

Score system

In Ninshi Masuta you earn points by defeating your enemies.

The amount of points received will depend on how you defeat them.

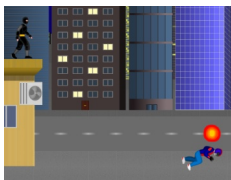
In the example below, see how many points you get for defeating this enemy.



Shuriken – 100 points



Punch – 200 points



Grenade – 300 points

Hero enemies



This enemy, although slow, has a deadly kick. Take care and avoid getting close to him.

Shuriken: 100 points
Punch: 200 points
Grenade: 300 points



This enemy will shoot you as soon as he sees you, be careful as he can also shoot down if he is close by.

Shuriken: 150 points
Punch: 300 points
Grenade: 450 points



Try to protect yourself when reloading your weapon, be patient and wait for the right moment to attack you.

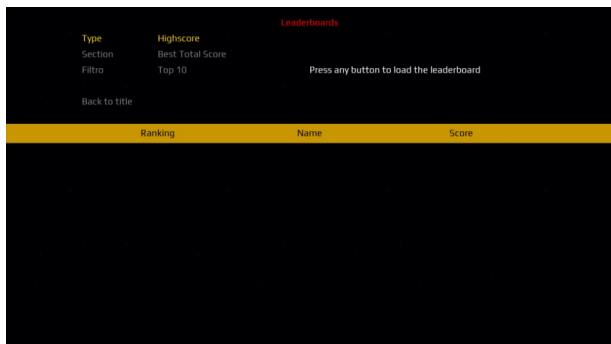
Shuriken: 250 points
Punch: 500 points
Grenade: 750 points



His shield prevents him from being thrown back when in contact with the hero, attack him closely or with an open guard.

Shuriken: 300 points
Punch: 600 points
Grenade: 900 points

Leaderboards



In the leaderboards screen you have the possibility to compare your best score and time with other Steam players.

The options are as follows:

Type

If you want to see points or time records.

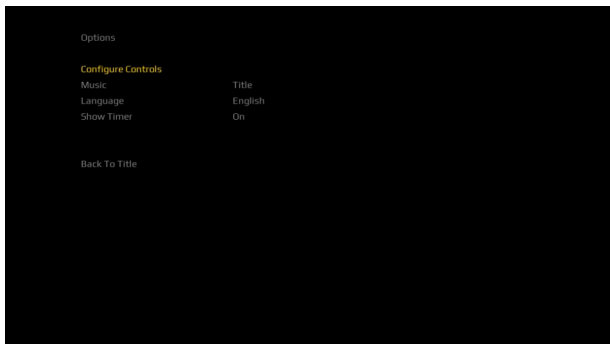
Section

Here you choose whether you want to see the record for a specific stage or all stages.

Filter

Here you choose whether you want to see the top 10 in the world, people who are close to you or a list of just your friends.

Options



On this screen you can modify the following options:

Configure controls

Here you can bind all buttons and keys in the game.

Music

Listen to the game's sensational music.

Language

Choose between Portuguese and English.

Show Timer

Choose whether or not to display the game time during the game.

Credits

Design and Program

Felipe Silva

Art and Graphics

Vitor Siqueira

Music and Sound Effects

Bettina Calmon



