

WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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All screenshots are taken from a version of the game still in development.
Minor differences from the final version may appear.
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For those interested in completing our product survey access the below URL:

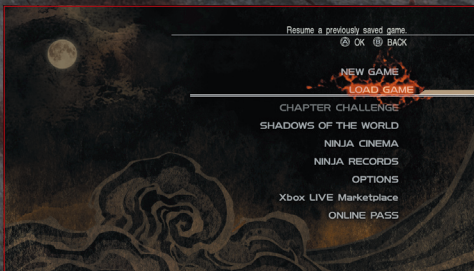
<http://www.tecmokoei-europe.com/survey/ng3re/>



GETTING STARTED

Main Menu

Press **START** at the title screen to access the Main Menu.



NEW GAME	Start a new game from the beginning.
LOAD GAME	Resume a previously saved game.
CHAPTER CHALLENGE	Fight through an individual chapter.
SHADOWS OF THE WORLD	Create and customize an unknown ninja and fight online. Online features require an internet connection. (see pg. 8)
NINJA CINEMA	Play a Ninja Cinema Clip.
NINJA RECORDS	Check your gameplay data and your rank on the leaderboards.
OPTIONS	Change various game settings.
Xbox LIVE Marketplace	Connect to Xbox LIVE Marketplace.
ONLINE PASS	Please enter an Online Pass code in order to access online features. NOT USED FOR GAMES ON DEMAND VERSION.

This game is compatible with Xbox SmartGlass.
Please visit the following site to learn more:

Xbox SmartGlass

<http://www.xbox.com/en-GB/smartglass/home>

Play Style

You will be prompted to select a play style when you start a new game. The game's difficulty will vary based on the play style. You can change the play style during a game if you feel the game is too hard.

HERO

Fight enemies and save the day. Best for those who occasionally play action games. Gameplay support active.

NORMAL

Take katana in hand as a true ninja. Best for those who enjoy action games.

HARD

Those who walk the path of a true ninja must first suffer. Test your skills against the toughest action. Once the game has started, the play style cannot be changed.



Controls

This game supports the controller vibration. Use a combination of buttons to perform various combos. During the course of the game, you will also be able to perform various field actions such as Kunai Climbs and Falcon Dives. Follow the on-screen instructions to perform these actions.

* Button configurations can be changed in the Options menu (see pg.2).



Game Screen

Health Gauge (upper bar)

Your character's health. The game will end if this depletes completely. It is restored when all enemies are defeated or when saving at a checkpoint.

Ki Gauge (lower bar)

Increases a certain amount with each attack, depending on the type of attack used. When this gauge glows, press **Y** and **B** at the same time to unleash Ninpo.

Battle Performance

Karma given for your performance in battle based on actions such as killing enemies one after another, etc.



Karma

Current Karma score. Earn Karma by defeating enemies and performing other actions. You can use Karma to strengthen your character.

Saving

Story Saves

You can save at certain points during the story.

Checkpoints

Approach a falcon that appears in the game and press **B** to save your current progress. Saving at these checkpoints will also restore all your health.

* You need at least 260KB (100KB for system save data + 160KB for story save data) of free space in order to save the game.



NINJA SKILLS

Karma is earned by killing enemies and other in-game actions. It can be used to upgrade weapons, Ninpo, maximum health, and more. It also allows access to more moves.

Note: Character upgrades only apply to the character currently being played.

Powering Up Your Character

- 1 Push **Y** to access the Ninja Skills screen.
- 2 Choose which skills or upgrades you want to learn.



SHADOWS OF THE WORLD

In Shadows of the World, the player takes on the role of an unknown ninja, taking on trials and challenging other players online to earn Karma and become an ultimate ninja, just like Ryu Hayabusa.

*Online play requires broadband network access and an account for Xbox LIVE.

Menu

Select "SHADOWS OF THE WORLD" from the Main Menu to display the menu.



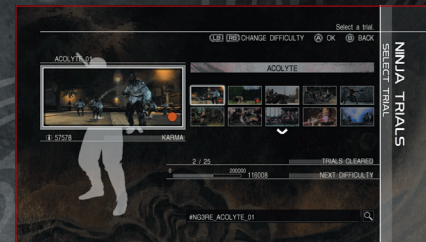
NINJA TRIALS	Test your skills in challenging trials alone or with another player. (See pg.9)
CLAN BATTLE	Versus matches for up to 8 players. (See pg.9)
NINJA SKILLS	Spend Karma to learn new skills, acquire new weapons, and more.
CUSTOMIZE	Change the appearance of your ninja and set Free Skills.
TRAINING	Hone your skills to become a more lethal ninja.
STATUS	Display your current status.

Karma

Karma can be earned by clearing a trial, killing an enemy with a Ninpo or Ultimate Technique, or other in-game actions. You can use Karma like money to purchase skills, weapons, and more.

Ninja Trials

Take on a variety of challenges to become the ultimate ninja. You can take on the trials alone or with another player. Use your own Ninja to play, or choose from a selection of characters!



SOLO TRIALS

One lone ninja takes on a trial.

CO-OP TRIALS

Partner with players from around the world to take on a trial.

Clan Battle

Up to 8 players split into two teams (Clans) and fight each other.

Health/Ki Gauge

Current Health and Ki

Battle Info

Score and log of events during the current match.



Karma Info

Karma the player has obtained.

Skill Icon

The Free Skill set for each weapon (see pg. 8).

Shadow Contract

A contract for a particular job the player is to fulfill.

While all Clan Battles start off as team matches, there will occasionally be orders given during the match which change the rules.

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