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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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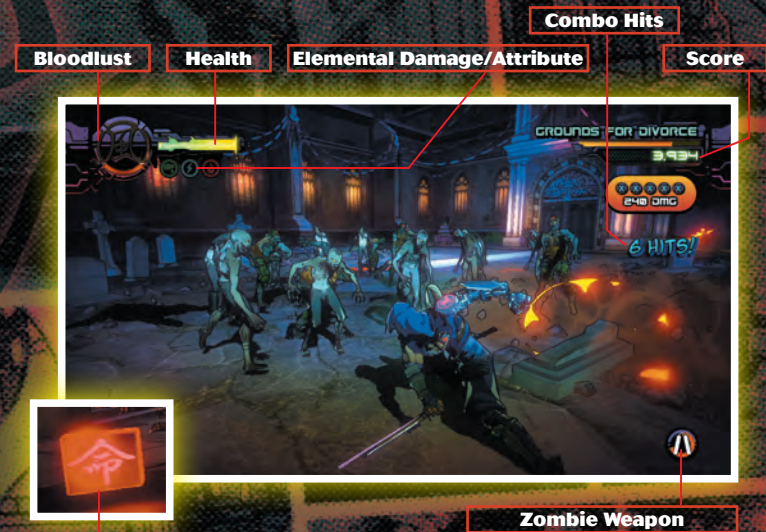


TABLE OF CONTENTS	
CONTROLS	2
GAME SCREEN	3
ACTIONS	4
LEVELING UP	8
NINJA GAIDEN Z	9

For those interested in completing our product survey access the below URL:
<http://www.tecmokoei-europe.com/survey/yaiba/>

CONTROLS

GAME SCREEN



A	Dash/Jump
X	Sword
B	Flail/Zombie weapon
Y	Punch
LB Left bumper	Cyber vision
LT Left trigger	Execute
RB Right bumper	Block/Counter
RT Right trigger	Grab/Drop
Left stick button + Right stick button	Bloodlust
Left Stick	Movement
Right Stick	Not used
BACK Button	Leveling/Equipment/Database
START button	Pause Menu

This game saves data automatically in the course of play.

ACTIONS

Yaiba's default weapons are his sword, rocket punch and cyber fist flail.

HEARTLESS BLADE

They called it the Tempest Blade - until Yaiba Kamikaze got his hands on it. Wield it for rapid flurries against large groups of enemies. Good all-around weapon.



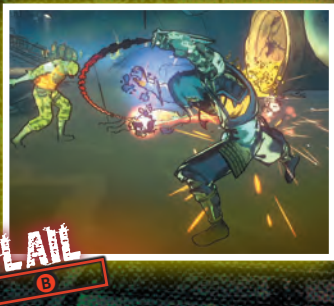
CYBER ARM

This prototype cybernetic substitute for Yaiba's severed arm delivers enhanced strength, power and torque. Best for concentrated high-damage attacks against individuals or small groups.



FLAIL

Discrete links of an advanced graphite polymer blend are joined for a versatile, high-impact endo-armament. The Flail is highly resistant to electrical current. Useful for crowd control.



COMBOS

Use different sequences of slash, punch and flail attacks to perform a variety of combos. Here is a sample of some of Yaiba's sword combos unlocked with Sword Mastery from the Leveling menu:

Dead Staying the Fuck Down	X, Y, Y, Y
Long Distends	X, B, B, B
Kamikaze Drop	X, Y, Y, B
Scrub Orbital	X, B, B, Y, Y

Many more combos with punch and flail can be unlocked with Upgrade Points in the Leveling menu.



DASH

Use dash to dodge enemy attacks, remove zombie torsos which have attached themselves to Yaiba or extinguish flames when Yaiba is on fire. It is also useful to get out of a crowd when surrounded by enemies.



BLOCK/COUNTER

Use guard to block enemy attacks. But watch out because some enemies have attacks that are too powerful to block.

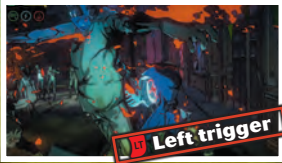
Pressing the guard button just before an enemy attack lands will counter its attack. Enemies will slow down for a short period of time, allowing you to cause tons of damage on a defenseless enemy.




GRAB/EXECUTION



Yaiba can grab Stiffs to use them as weapons or to solve environmental puzzles.



When  displays above an enemy, press **LB** to execute it. Yaiba will perform a brutal kill that adds to his Bloodlust meter, drops health packs, and - for certain enemies - harvests a weapon from them.

ZOMBIE WEAPONS



Successfully complete a minigame when executing certain enemies to harvest a special weapon from them. Harvested weapons can only be used a limited number of times, shown by the weapon icon in the lower right of the screen.

ELEMENTAL SYSTEM

Certain enemies and zombie weapons have elemental attributes: fire, electricity or bile. Combine weapon and enemy elements to cause a variety of effects. For example, hitting a fire enemy with an electrical zombie will cause a Static Storm, stunning the enemy. However, make sure Yaiba is not caught in the Static Storm too!



BLOODLUST

Filling up the meter in the upper left of the screen allows Yaiba to trigger Bloodlust. Once in Bloodlust, Yaiba will move extremely fast and do massive damage to enemies for a period of time.



CYBER VISION



Use Yaiba's cyber vision to display information about the environment around him. Traversal routes, zombie elemental attributes and hints of past events all display in cyber vision.

TRAVERSAL



Yaiba can move quickly across stages using a combination of buttons through traversal routes. Colors on anchor points hint at which button to press in order to progress.

LEVELING UP

NIJJA GAIDEN Z



An homage to the classic 2D Ninja Gaiden games, take Yaiba on a side-scrolling romp through level after level of enemy onslaughts. Compete for the high score on leaderboards and help Yaiba find his lost sake bottle!



Yaiba will level up as he kills enemies, earning Perk Points with each new level. Spend Perk Points in the upgrade tree (Press BACK → [LB] Left Bumper / [RB] Right Bumper to switch to the Leveling menu) to unlock new attacks and abilities. Collect life shards and elemental shards to increase maximum health and increase elemental resistance. You can check the shards you have collected in the Equipment menu (Press BACK → [LB] Left Bumper / [RB] Right Bumper to switch to the Equipment menu).

Health

