For the Atari 2600

NINJA

HASHIRU

INSTRUCTION MANUAL

Story
No one knows why the young ninja runs, jumps, and dodges obstacles all day and night. Only the ninjas and the great Japanese master hold the secret behind this endless trial.

Gameplay
As a ninja, your mission is simple: run, jump, and dodge! Avoid obstacles like the Chinese plastic bomb, the useless annoyance drone, the dragon's fiery kiss, and the precision-forged shuriken.

Controls
 - Joystick Button: Jump over obstacles.
 - Joystick Down: Quickly descend to the ground.

Score
- Your score increases steadily as you run.
- Collect the 50+ bonus sign for an extra 50 points each time you grab it.

Stamina Bar
- The Stamina Bar depletes as you run but can be replenished:
    - Red Heart: Restores one level of stamina.
    - Green Heart: Fully restores stamina to 100%.
- Important: Hitting any obstacle is fatal, regardless of your stamina level.
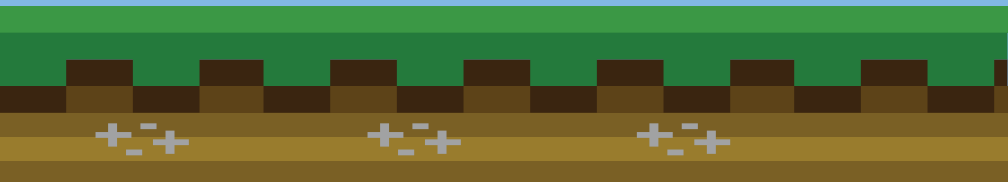
How You Lose
- Colliding with any obstacle instantly ends the game.
- Running out of stamina also ends the game.

Obstacles

Chinese untested faulty bomb

Master useless annoyance drone

Dragon's fiery kiss that doesn't love you

Shuriken forged with his head by the great Japanese master
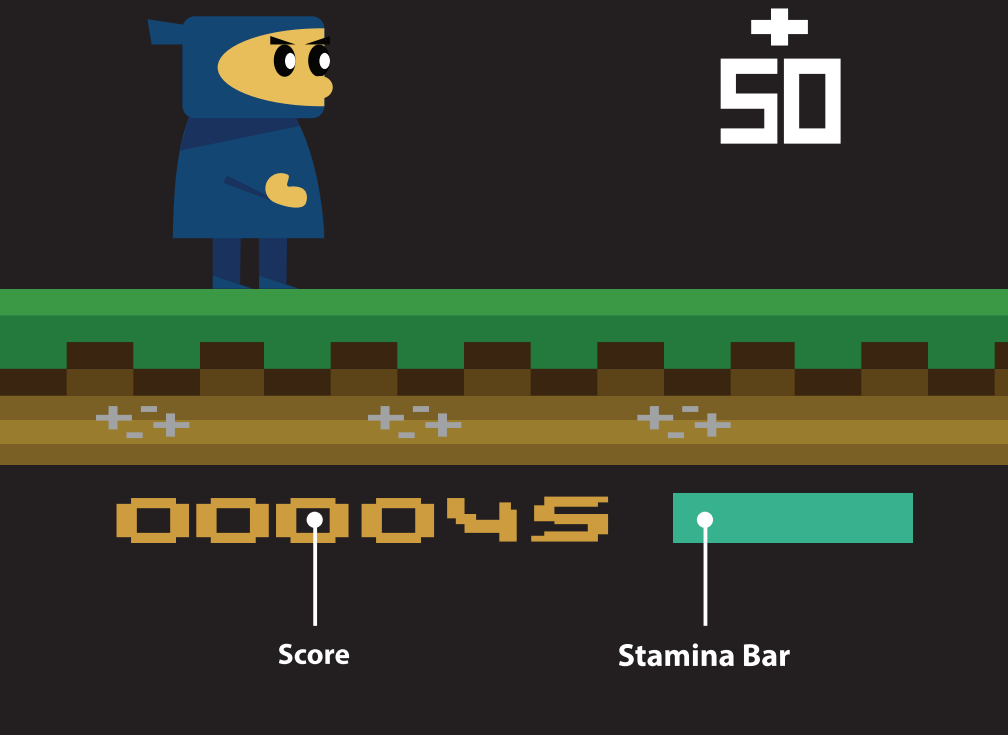
Items

Restores some stamina.

Fully restores stamina.

50 Collect for 50 extra points!

Score

Stamina Bar

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