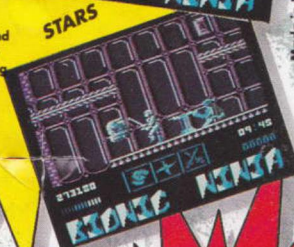


KNIVES

Bionic Ninja is an awesome game where the baddies really get what's coming to them.

A ruthlessly efficient fighting machine is formed when the oriental disciplines of the east are installed into a killer android. Armed with a killer punch, deathstars and samurai swords your side has the chance of smashing the mecnies to bits!

FISTS



AMSTRAD
/SCHNEIDER

Made in UK

BIONIC
NINJA



AMSTRAD
/SCHNEIDER

斎雅緒

斎雅緒



Mission Briefing follows . . .

Icarus Earth defense base is under attack.

Estimated time to total occupation 1.5 hours

Deploying Ninjabot 1 to infiltrate base and eradicate alien infestation

All units are declared expendable

AMSTRAD LOADING INSTRUCTIONS
RUN " or CTRL/ENTER

斎雅緒

Game Design Robert Toone
Program &
Graphics Brian Cross

A092

£2.99



CONTROLS

JOYSTICK

High Kick

High Kick
Left

High Kick
Right

Move
Left

Move
Right

Low Kick
Left

Low Kick
Right

Duck

UP and FIRE - jump up to top level
DOWN and FIRE - jump down to
bottom level

KEYS

SPACE on KEYBOARD to select desired
weapon

Q up

I left

Z down

P right

N Fire

ESC Pause

PROJECTED ATTACK ROUTE

1 Jungle Terrain

2 Cavern Entrance

3 Armoury

4 Control centre

Extra man every sector completed



The program code, graphics, music and artwork of
this game are the copyright of Zeppelin Games and
may not be reproduced, stored or hired without the
written permission of Zeppelin Games Limited.

© 1989 Zeppelin Games Ltd