

HEY THERE!!!

Have you joined the IN CROWD? Are you a member of the SILVER CLUB? If not, then we in the SILVER CLUB would love to hear from you!

To become a member just send a cheque or postal order for £1.99 made payable to FIREBIRD SOFTWARE, along with your name, address, age, and the type of computer you have to the address below, clearly marking the envelope 'SILVER CLUB' and we'll send you a bumper pack of goodies including:

- ★ BADGES
- ★ STICKERS
- ★ POSTERS
- ★ NEWSLETTERS
- ★ AN EXCLUSIVE
MEMBERSHIP No.
- ★ YOUR OWN
MEMBERSHIP CARD

(Subject to availability)

PLUS . . . We'll also send you a FREE SILVER GAME OF YOUR CHOICE!!! (Please let us know which game you would like.) Then, every three months or so, we'll send you a newsletter containing details of up-and-coming Silver games, competitions, special offers and other news.

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NINJA MASTER

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THE GAME

In the ancient realms and provinces of the 'Land of the Rising Sun' lived a breed of warriors – feared by all and who feared no one. These were the NINJA. To rise in the ranks of the Ninja was the ultimate challenge in human endeavour. Now is your chance to face this challenge.

The annual games have come around, and this is your opportunity to impress the elders. Four tests have been devised for you to show your skills. Each test carries a qualifying score that you will have to exceed before you can proceed to the next test. If you do not qualify after three attempts at the test, you will be eliminated from the games. Succeed in all four tests, and you will be awarded a new grading – and the chance to attain the next grade.

LOADING

AMSTRAD 464 OWNERS

1. Place the rewound cassette into the cassette unit, and press PLAY.
2. Hold down CTRL and press the small ENTER key.

AMSTRAD 664, 6128 AND 464+DISK

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

PLAYING THE GAME

'NINJA MASTER' can be played using the following keys:

TEST 1 Q=Punch left A=Kick left P=Punch right L=Kick right

TEST 2 Z=Power left X=Power right

TEST 3 O=Strike high K=Strike middle L=Strike low

TEST 4 ENTER=FIRE

The four tests that you have to pass are as follows:-

1. In this test, you will have to defend yourself against arrows, fired at you from off the screen. Some of the arrows will really move, so be sure that your reflexes are finely tuned. The qualifying score will be displayed in the bottom left-hand corner of the display.
2. To qualify in this test, you must achieve enough power by alternatively striking the LEFT and RIGHT keys to break the log with a Karate chop.
3. This is probably the hardest test to complete. Using your trusty Ninja sword, defend yourself against the deadly Shuriken Stars.
4. This is the final test that has to be completed. Armed with a blow pipe, you must shoot down the cannisters, thrown from the right of the screen.

The game will end when you fail to attain the given qualifying score in an event. Good Luck . . .

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If this program is faulty, or fails to load, please return it to the address below CLEARLY MARKED "RETURNS" and it will be replaced free of charge and postage refunded. This offer does not affect your statutory consumer rights.



Screen pictures shown
may be different machine
versions of game.



Smash your way through from twice to ten times in this ultimate
oriental challenge.

Le défi oriental par excellence où vous pulvériserez vos adversaires pour vous
imposer ceinture noire et bien plus encore.

Sai con brio de este sensacional reto oriental superando al Gran Yato hasta
más allá del Cinturón Negro.

Probeer als beginnende de zwarte band te halen en ook al dit deze uitdaging
uitdagend uit het Oosten.

Kæmp dig igennem fra nybegynder til sort bælte og vinder du den mest
udfordring.

Lotta per raggiungere e ottenere la cintura nera da principiante a via oltre in
quinta sfida orientale basiliare.

Fechten Sie sich durch diese Herausforderung vom Anfänger
bis zum Swartzen Gürtel.

KEYBOARD ONLY

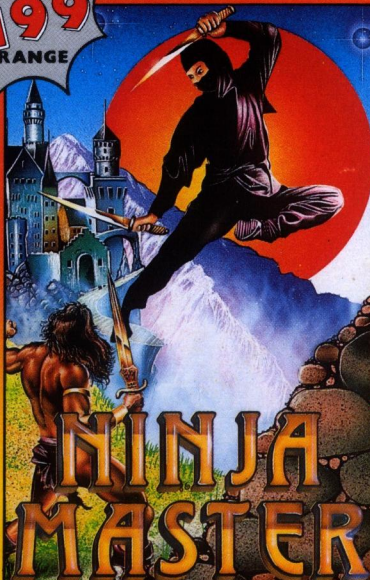


AMSTRAD 464/
664/6128

SILVER
199
RANGE

AMSTRAD 464/664/6128

NINJA MASTER



NINJA
MASTER

Firebird

Other exciting games in the Firebird
199 Silver Range *

CBM 64/128

Booty
Cylu
Seabase Delta
Raging Beast
Thrust
Caverns of Eriban
Collapse
Freak Factory
Spiky Harold

Amstrad

Short's Fuse
Seabase Delta
Spiky Harold
Thrust
(available
Summer 1986)
Harvey
Headbanger
Star Firebirds

CBM 16

Runner
Shark
Booty
Spiky Harold
(available
Summer 1986)

Spectrum 48K/+

Booty
Short's Fuse
Cylu
Spiky Harold
Seabase Delta
The Wild Bunch
Helichopper
Spike
Ninja Master
Star Firebirds
Buccaneer
Gyron Arena
Rebelstar
Thrust (available
Summer 1986)

Atari 800/ 800XL/130XE

Thrust
(available
Summer 1986)
Collapse
(available
Summer 1986)
Ninja Master
(available
Autumn 1986)

*Correct at time of printing