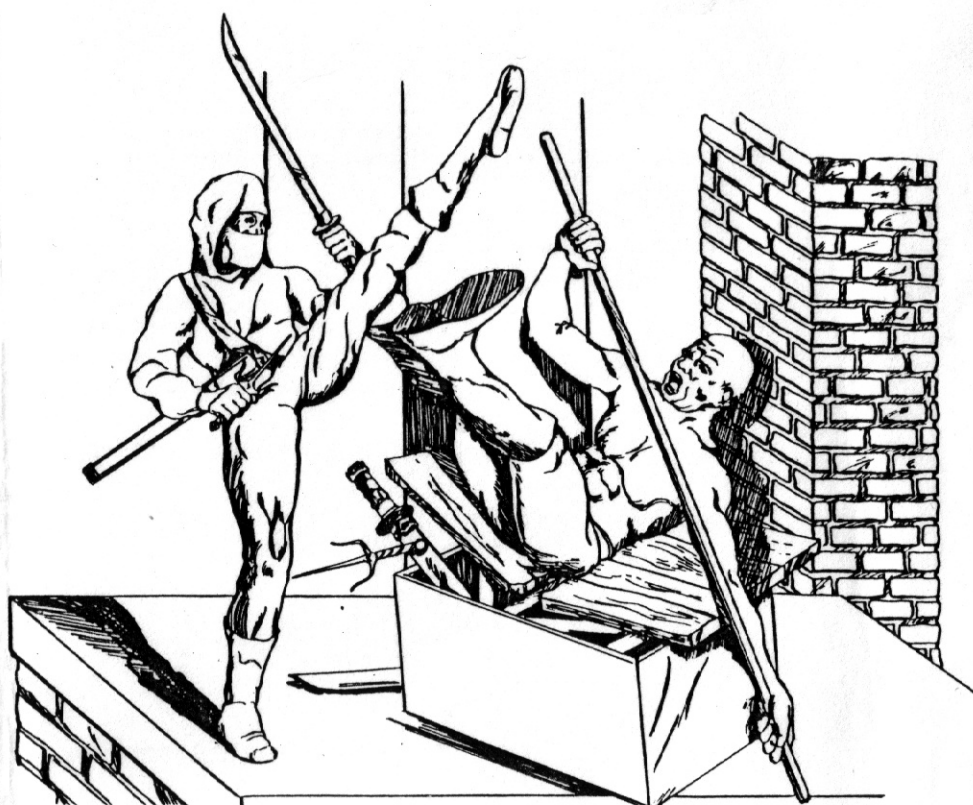# KYUM-GAI TO BE NINJA

128K or 512K CoCo 3

Machine Language Arcade Game

Kyum-Gai: to be Ninja

Ages ago, the order of Kyum-Gai was much more than a legend. In its day, the members of this force for light were feared and respected by those who decided to believe in their existance. Covertly, they unrooted evil using mystic and martial skills never seen before by man, granted to them by the life stone, an ancient artifact of extreme power. The Kyum-Gai were reputed to be invincible, invisible, and without fear, and they reveled in their power.

Then the stone grew dark......

The powers of the Kyum-Gai wained. Too late they learned that they had relied upon the stone beyond its capacity. The forces of evil rejoiced and the Kyum-Gai were driven from the land. Only the masters remained, and they went deep into hiding, hoping one day for the chance to raise the order to power again and route the evil that now plagued the land.

Evil basked in its new-found position. The land was corrupted. Members of the Kyum-Gai were persecuted and destroyed. Many started to believe that the order had never existed at all; that it was simply a product of children's tales and lost hope. The masters saw all of this and dispaired. They prayed to their gods and cried in their penitence. 'We did glory in our position and gained vanity instead of wisdom. We are not worthy to guard the land, but there is no one else. Give us back the power of the stone so we may do your bidding and purge the land of this evil!' There was never any reply.

Decades passed. The order of Kyum-Gai lived only in the hearts of the masters and their decendants, and the stone remained dark. One day, of the twelve remaining members of the order's council, only ten arrived at their hidden sanctum. The next, only seven. Somehow, the forces of dark had discovered them, and in a macabre game of death, were slowly assassinating them. In a final, desperate plea, the Kyum-Gai beseeched the gods for salvation. They cried not for themselves, but for all men. For three days they remained in the dirty hovel without food or sleep. They prayed and chanted and weeped, and in the end, the stone glowed with a faint inner light.

No longer did they desire the stone's power for themselves, however. With it, they cast a spell to raise he who had been the order's greatest champion: the Ninja Gai-Dan. It was he who would put an end to the evil which, even now, thirsted for their lives. They put their faith and the stone's power in him, and he went forth to do battle once more.

Kyum-Gai: to be Ninja is an arcade game for the Color Computer III with 128K, disk drive, and joystick and is an achievement in programming. I want to thank you for purchasing this software instead of pirating it, and thereby supporting future production of quality software for the Color Computer I, II, and III.

THE DISK—The disk included in this package is called a "flippy" because one can access both sides merely by flipping the disk in the drive. Each side is labeled. The label corresponding to its indicated side will be on the right side of the disk, assuming you insert the disk vertically. This is shown on the label by an arrow pointing to the write-protect notch that is being used. This notch always goes up. To test this, insert the Game Disk into drive 0 and type **DIR** and press **<ENTER>**. You should see the file *NINJA/BIN*. If you see the file *NINJAGFX/BIN*, you have inserted the wrong side.

BACKUPS—You cannot make a backup of this disk. Kyum-Gai: to be Ninja is copy protected. If you have problems with the original disk within the first year of use, you can return the disk for replacement (refer to the warranty on the back cover).

LOADING—First initiate a cold start (turn the computer off and on again after about 10 seconds) and insert the Game Disk into drive 0. Type **LOADM"NINJA"** and press **<ENTER>**. The game will auto-start and you will be asked if you are using an RGB monitor. If you have the TANDY CM-8 or compatible monitor, type **Y**, otherwise if you are using a color composite monitor or TV set, type **N**. You will then be prompted to flip the disk. Flip over to the Graphics Disk and press **<ENTER>**. Leave the disk in the drive! Level data and other information will be loaded from time to time so it is important that the disk be present.

After all information is loaded, the game screen will appear. Have a one or two button joystick attached to the right joystick port and you will be set at the beginning of the game, ready to start your quest to defeat the forces of darkness.

GAME PLAY—You are required to have a joystick to play this game. It is highly recommended that this joystick be one of the newer Tandy Deluxe two-button joysticks. Although this joystick is not necessary to play the game, it does make game play a little easier. For your convenience, the following substitutions may be made during play:

The **Space Bar** can be also used for the secondary button. This will be labeled as the 'jump' button.

The **F** key can be used for the primary button. This will be referred to

as the 'attack' button.

You may also press the Break Key at any time to pause the game. Simply press it again in order to restart.

The movements of Ninja Gai-Dan are relatively easy to perform. They are basically as follows:

- ✗ In order to walk left or right, simply push the joystick in that direction.
- ✗ If you wish to jump left or right, push the joystick in that direction and press the 'jump' button.
- ✗ Push the joystick up and press the 'jump' button in order to jump straight up. You can jump up to higher tiers this way, if they are present.
- ✗ Push the joystick down and press the 'jump' button in order to jump down. In this way, you can jump down from upper tiers to a lower one.
- ✗ In order to use the devestaing triple attack, push the 'attack' button. This will cycle through your various martial attacks in the direction you are facing.
- ✗ If you gain the sword, push the 'attack', button to use it.
- ✗ If you wish to flip an opponent, distance yourself a bit from him, and press both the 'attack' and 'jump' buttons together while you push the joystick in the intended direction.

The Life Stone has granted you a certain amount of defensive power. This means that you can take a bit of punishment before you die. Three images of the stone can be seen on the bottom of the play screen. They glow and pulse with life while they are still being used. However, if you are hit twice (or are the victim of an especially powerful attack) a stone will become lifeless and crack open. When all three stone images are cracked, you have lost an incarnation. The total number of incarnations you have can be seen on the left hand bottom of the screen next the the word: **Lives**. The life stone will re-incarnate you at the level you died until this number reaches zero. At this time, you are dead, the game is over, and the order of Kyum-Gai is no more.

Above the Lives section is the amount of time you have left to accomplish the current level. If you run out of time, all stones will crack and you will lose an incarnation. It will be reinitiallized if you die and restart on that level, or you make it to the next level.

To the right is your current score. You can add to this score by killing enemies (you get a bit more for flipping them), gaining treasure and weapons, and winning. You can also obtain an extra incarnation every 10,000 points.

OBJECTS—You will see various inanimate objects lying around, such as phone booths, crates, and barrels. Inside these objects you may find treasures and weapons. In order to gain these items, you must break open the objects. This can be done in a variety of ways. First, you can use the triple attack and knock a villain into an object. This will send him flying for a short distance before he dies and disappears. Second, you can flip an opponent into an object. This will cause the villain to fly quite a distance before disappearing, hence you can open objects found far away. Third, you can be hit by a villain into an object. Although this might not be the most desirable way of doing this, it will indeed open the object. Once the object is opened, it will spew forth its treasures if there are any to be found. The treasure or weapon will be seen just to the right of the object, and it will stay there for five seconds before disappearing. In order to gain the object, you must be on the same tier and pass over it. You will hear the 'get' sound and the item's reaction will take place. Following is a list of the items and their effects:

— Special Items —

Object	Appearance	Effect
Treasure	Golden box with reddish circle	250 points
Pill	Green and yellow pill	Heals one life stone image or gives 250 points if at full strength
Swords	Crossed swords on red background	Gain swords: kills enemy with one attack
Extra man	Small blue figure	Bestows an extra incarnation

There are various enemies within the game and you must create your own stratedgies to defeat them. Not all attack the same way and some are faster than others. When you attack a villain or are attacked by one, the relative victim will be stunned. He will not be able to do anything in this period of time until he recovers. If you find yourself in this situation, you may just have to wait until your enemy pounds on you three times, sending you flying backward. On the other hand, a villain will not be able to move either until you hit him three times and destroy him, or leave to let him recover. If you both hit each other at the same time, the first to recover will be able to attack the other before his opponent can get his wits about him. This victor depends upon the variable speed of the villain.

The terrain that you will encounter differs as time progresses. There will be hazards depending on the situation. In some places, solid ground may be found in abundance and in others, you may find yourself high above the safety of land. Familiarize yourself with your abilities and the areas. You have the ability to choose which tier to travel on (if, course, there is more than one) and you must therefore choose your own path in your quest to destroy the dark plot to oblierate the Kyum-Gai. Good luck!

Kyum-Gai: to be Ninja (OS-9 Version) is the product of the combined efforts of many talented people in the Color Computer community. It is a landmark attempt, as many stated that is was impossible to create a fast, well programmed arcade game under the OS-9 environment. This product proves them wrong. We hope you appreciate it, and that it will spawn similar attempts of RS-DOS/OS-9 version games in the future.

REQUIREMENTS—Kyum-Gai: to be Ninja (OS-9 Version) reqires a 512K (256K) CoCo 3 with OS-9 Level 2.

THE DISK—There is one single sided disk enclosed in the package. It is a standard 35 track OS-9 disk. It does not contain an OS-9 boot program, so you must have OS-9 booted on your system before playing this game. You cannot put Kyum-Gai on a system disk, as there is no room to do so. Kyum-Gai only berely fits upon the enclosed disk.

BACKUPS—You can, and are encouraged, to make a backup of your original Kyum-Gai disk. It is not copy protected. Copy this disk with the **BACKUP** command outside of OS-9 or install it upon another floppy (details on this later) and keep it in a safe place. If you have problems with the original disk within the first year of use, you can return the problem disk for replacement (refer to the warranty on the back cover).

INSTALLATION—In order to install Kyum-Gai on a floppy disk, follow these steps:

Put your OS-9 boot disk (or the disk with all of your OS-9 commands) into /d0. Type the following:

```
chx /d0/cmds
load dsave makdir copy
```

Assuming that you have a two drive system, insert the Ninja Disk in drive /d0 and the target disk into drive /d1. The new disk must have at least 710 sectors free, or Kyum-Gai will not fit. Then type the following:

```
chd /d0
dsave -s40 /d0 /d1 ! shell
```

Your new copy will be installed on the disk in drive /d1.

In order to install Kyum-Gai on your hard drive, create the game directory, or the directory from which you wish to play Kyum-Gai. For example, you may use /dd/games/Ninja. Insert the Kyum-Gai disk into drive /d0. If your /dd is not your hard drive, then replace the '/dd' phrase below with your hard drive indicator.

Type the following:

```
chd /d0/cmds
copy Ninja /dd/cmds/Ninja
copy Ninja.Snd1 /dd/cmds/Ninja.Snd1
copy Ninja.Snd2 /dd/cmds/Ninja.Snd2
chd /d0
dsave -ls40 /d0 /dd/games/ninja ! shell
```

This should install Kyum-Gai into your hard drive, with the command Ninja to start the game.

LOADING—You must have OS-9 Level 2 loaded and running in order to play this game. This game requires 136K and thus a 256K CoCo 3 minimum. If you run an additional Kyum-Gai (more than one at a time), each will require another 104K of free memory. Make sure you type **montype** with your specific monitor type (composite is default, **montype r** will change it to RGB). If your colors look wrong, use this command to change that. You must open Kyum-Gai from a VDG window, that it, a standard green screen 32x16 default CoCo window. The original Tandy OS-9 boots up to this window. In order to create a VDG window in /w1 (if /w1 is not currently an open window) type the following:

```
xmode /w1 type=3
shell i=/w1&
```

Press the clear key in order to access this window. The directories for Kyum-Gai must be set properly. If you are running Kyum-Gai on:

floppy drive: **chd /d0**

               chx /d0/cmds

hard drive: **chd /dd/games/ninja**

All you have to type at the OS-9 prompt here to boot the game is: **ninja**. Keep the Kyum-Gai disk in the drive. The game will refer to it from time to time.

PLAYING THE GAME—The OS-9 version of Kyum-Gai uses different controls than its RS-DOS counterpart. First of all, hook up the left joystick instead of the right. All the commands found in the Kyum-Gai documentation will work with this joystick. The keyboard commands are somewhat different though.

<F1>   =   Attack

<F2>   =   Jump

<Space Bar>   =   Both (flip)

Pressing <F1> and <F2> together will not flip an opponent!

<P>   =   Pause (Clearing to a new window will also pause the game)

<Break>   =   Quit the game

MISCELLANEOUS—If you notice any 'sparklies' or 'snow' on the screen at any time (such as fading in or out), you may wish to obtain a patch called VDGInt Blip Fix. This will fix this problem, and can be obtained from most BBS's, including Delphi and Compuseve. The program IPatch will also be necessary to install this patch. If you cannot find these files, or have problems obtaining them, contact Sundog Systems for support.

KYUM-GAI
TO BE NINJA

Something is killing off the members of the legendary order of Kyum-Gai. In desperation, its leaders have called upon the powers of the life stone to resurrect you, their greatest hero: the NINJA GAI-DAN. Now, you must find and destroy the evil forces behind this dark plot. Use a multitude of martial arts moves to defeat your enemies, obtain treasure and weapons, and evade obstacles. *Kyum-Gai: to be Ninja* uses the most detailed 320x200 resolution, 16 color graphics, the highest quality digital sound effects, and spectacular animation to bring you the greatest martial arts game your CoCo III has ever seen. Created by the author of *Warrior King*, this incredible arcade game is a definite must for your CoCo III software collection. Join the ranks of the Kyum-Gai and find out what it means to be Ninja! Req. 128K CoCo III, disk drive, and joystick (2-button joystick supported).

$29.95

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