

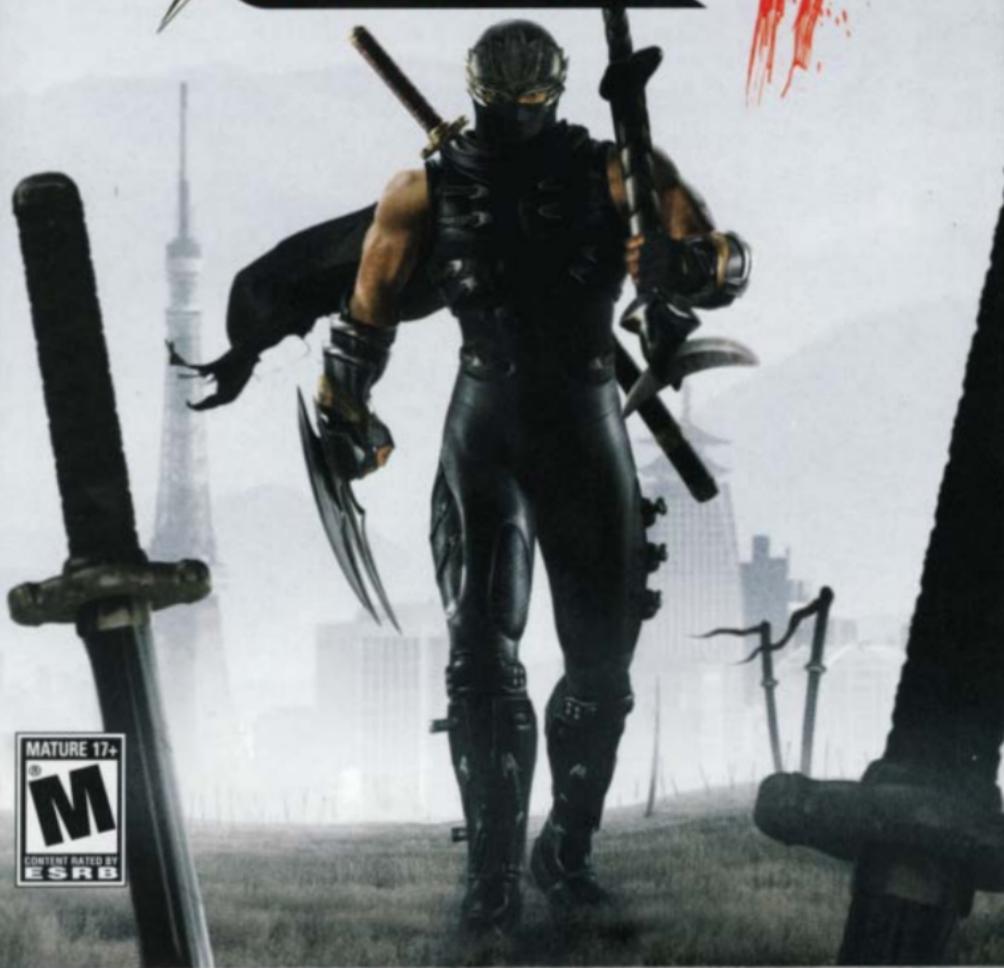


XBOX 360.

XBOX
LIVE

NINJA GAIDEN

II



MATURE 17+



WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Contents

- 2 The Story
- 4 Getting Started
- 5 Controls
- 6 Game Screen
- 8 Basic Techniques
- 14 Melee Weapons
- 16 Projectile Weapons
- 17 Essence
- 18 Advanced Techniques
- 20 Items
- 22 Muramasa's Shop
- 23 Pause Menu
- 24 Karma
- 25 Characters
- 28 Ninja Lore
- 29 Tips
- 30 Xbox LIVE
- 33 Xbox Customer Support

The Story

Long ago, before history began, ancient deities vied for control of the world. The Archfiends, born from the very essence of hatred, rose above the fray and threatened complete domination.

All seemed hopeless, until the Dragons emerged. Rising from the virgin earth, these ferocious creatures waged war on the Archfiends. After countless battles, the Dragons defeated the Archfiends and drove them deep into the ground, locking them away forever.

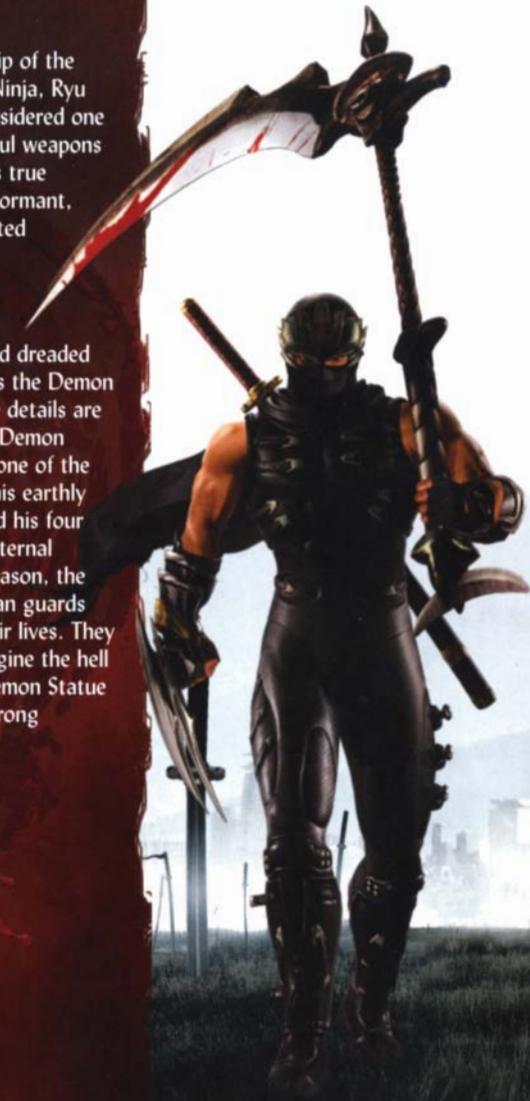
The scars of these battles have long since healed and the Dragons have faded into the mists of time, but their legacy lives on. Among the strongest of mankind, Dragons' blood courses through their veins. Members of this bloodline, the Dragon Lineage, have vowed to stay vigilant and protect our world from the threat of the Archfiends.

As the modern descendants of the Dragon Lineage, the Hayabusa Ninja Clan still upholds their ancient oath. Their village, hidden among the mountains of Japan, guards many precious artifacts vital in the war against evil.

Above all else, the Hayabusa Ninja Clan treasures the Dragon Sword. Carved from the fang of a Dragon, this sword hungers for the blood of Fiends, and the Dragon Lineage has always kept it well fed. Passed down through the eons to the current heir, the Dragon Sword

now rests in the grip of the young but deadly Ninja, Ryu Hayabusa. It is considered one of the most powerful weapons in existence, but its true strength now lies dormant, waiting to be reunited with the legendary Eye of the Dragon.

Hayabusa Village's most dangerous and dreaded artifact, however, is the Demon Statue. Though the details are lost to legend, the Demon Statue helped seal one of the Archfiends within his earthly prison and banished his four Greater Fiends to eternal slumber. For this reason, the Hayabusa Ninja Clan guards the statue with their lives. They do not dare to imagine the hell unleashed if the Demon Statue ever fell into the wrong hands...



Getting Started

On the Start Screen, press **□** to open the Main Menu.

To begin playing, select **New Game**, and then select a storage device for your saved game. Next, choose your difficulty level. Select **Path of the Acolyte** if you are new to the Ninja arts, or select **Path of the Warrior** if you are a seasoned veteran. Defeat the game to unlock more difficulty levels with new challenges to master.

Select **Load Game** to continue playing a previously saved game.

Select **Ranking** to compare stats or **Ninja Cinema** to share videos with other players on Xbox LIVE® (see p. 31).

Select **Options** to change various game settings.



Controls

Using the Camera

Use **□** to move the camera around Ryu. Pull **RT** to center the camera behind Ryu. Look around corners to avoid unpleasant surprises, and then reset the camera to get the best view of the action in front of you.

Hold **LB** to switch to first-person view, and then move **□** to look around. Pull **RT** to zoom in. Use first-person view to look for hidden paths and treasures.

To change the camera's vertical or horizontal control, press **□** to open the Options Menu.

Game Screen



Health Gauge

Your health (marked on the gauge in blue). When enemies damage you, your health depletes. Most damage heals automatically when combat is over, but some damage lasts and cannot be regenerated (marked on the gauge in red). To heal lasting damage, use certain items, collect Blue Essence, or visit a Statue of the Earth Dragon.

Ninpo Indicator

Your currently equipped Ninpo (see p. 19).

Ki Gauge

Your spiritual power. When you cast a Ninpo attack, you extinguish one Ki Gauge flame. To replenish your Ki, use certain items or collect Red Essence.

Combo Counter

The number of consecutive attacks you have successfully landed. The higher your combo, the more Karma Points and Yellow Essence you receive.

Quick Menu

The menu that allows quick access to equipment and inventory.

The Quick Menu has four sections: Items, Melee Weapons, Projectile Weapons, and Ninpo. Press **□** or **○** to move between the four sections. Press **□** or **○** to search through the current section, and then press **A** to use or equip the selected item.

Basic Techniques

Jump

Press **A** to jump. Leap over enemies and across gaps.



Melee Attack

Press **X** to execute a quick melee attack or **Y** to deal a more powerful blow. Combine a series of melee attacks with jumps and **L1** movement to create a variety of combo moves.



Block

Pull and hold **L1** to guard against enemy attacks. While blocking, move **L1** to dash.



Escape

When an enemy grabs you, quickly press buttons and move **L1** to escape. Some enemy grabs are not escapable.



Projectile Attack

Press **B** to use your projectile attack. You can fire projectiles while on the ground or in midair.



Aim

When your bow is equipped, tap **B** to shoot an arrow at the nearest enemy. Hold **B** and move **L1** to aim precisely using an over-the-shoulder view. While using this view, pull **LT** to zoom in.



Hang

Jump towards a pole or a ledge to grab on and hang. Or, when standing next to a ledge, move **B** toward the ledge to climb down and hang. While hanging, use **B** to move left or right. Press **A** to climb up a ledge, or press **B** to drop down.



Swing

While hanging on a pole, push **B** forward to swing around the pole. Then press **A** to let go. Time your release to leap forward.



Wall Run

Jump toward a wall, and then move **B** to run along the face of it. Run up a wall to reach a high ledge, or run along a wall and jump to cross a chasm. Wall running is not only for exploration; it is a useful technique in combat as well. Wall run to dodge enemies, and then press **X** or **Y** to dive sword first at an enemy's head.



Flying Bird Flip

Run straight up a wall, and then press **A** to execute a Flying Bird Flip. Between narrow walls, you can string together consecutive Flying Bird Flips by quickly pressing **A** each time Ryu's feet touch the wall. Mastery of this technique is crucial to open new paths.



Swim

While floating in water, move **△** to swim across the surface. Press and hold **A** to dive. Once underwater, continue to hold **A** to swim forward, and use **□** to change direction.



Run on Water

While floating in water, tap **A** repeatedly to run on the surface of the water. With practice and proper timing, you can run off the land and onto the surface of water.



Interact

When you approach certain objects, the Interact icon appears in the lower right corner of the screen. Press **B** to interact with the object.



Save

Scattered throughout the world are Statues of the Earth Dragon, built in praise to the Dragons of legend. Stand near a statue and press **B** to heal all damage and save your progress.



When the Save Method is set to Auto, your game saves to an auto-save slot. This file is overwritten each time you save. If you want to manually select a save slot, press **□** to open the Options Menu, and then set Save Method to Manual.

Melee Weapons

As you progress, look for new melee weapons. Each has its own strengths and techniques.

To change your equipped weapon, press **Q** to open the Quick Menu, and then go to Melee Weapons. To learn more about your weapons and their techniques, press **B** to open the Pause Menu, and then go to Melee Weapons. Select a weapon, and then press **Y** to view its special techniques.

The following are examples of the many weapons available to you.



The Dragon Sword



Balanced and versatile, this sword is the Dragon Ninja's best friend.

Lunar Staff



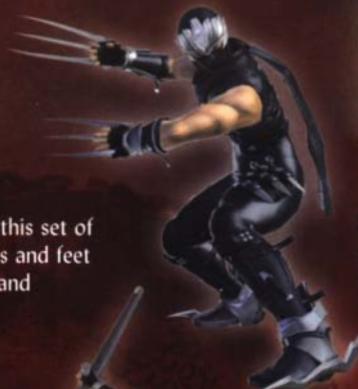
When spun and twirled around the body, this Chinese staff keeps enemies at bay.



Falcon's Talons



Quick and deadly, this set of claws for the hands and feet allow for up-close and personal kills.



Tonfa



Made of hard wood reinforced by steel, this pair of tonfa clubs enemies with brutal force.



Dragon's Claw and Tiger's Fang



Wielded by a master, these large Japanese swords become a lethal whirlwind of blades.



Projectile Weapons

Although less powerful than melee weapons, projectile weapons are an essential part of a Ninja's armament.

To change your equipped weapon, press **○** to open the Quick Menu, and then go to Projectile Weapons. To learn more about your weapons, press **●** to open the Pause Menu, and then go to Projectile Weapons.

The following are examples of the many weapons available to you.



Shuriken



Also known as throwing stars, Shuriken are a Ninja standard. Use them to stun enemies and keep your combo count high. You have an unlimited supply.



Incendiary Shuriken



A sharp blade filled with gunpowder, the Incendiary Shuriken explodes a few seconds after it is thrown. You can carry 15 at a time.



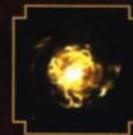
Fiend's Bane Bow



This traditional Eastern bow is equipped with wooden arrows. Use it to aim at distant enemies or to trigger magic locks. You can carry 30 arrows at a time.

Essence

As you kill enemies, the Essence of their souls are left behind on the battlefield. Walk near an Essence to collect its power, or leave it to use with an Ultimate Technique (see p. 18). When combat is over, you automatically collect any nearby Essence.



Yellow Essence

The most common, Yellow Essence is used as currency.



Blue Essence

Much less common, Blue Essence restores a little health.



Red Essence

The rarest of all, Red Essence restores Ki Gauge flames.

Advanced Techniques

Obliteration Technique

Enemies who have lost a limb may be weakened, but they are all the more desperate for your blood. Finish them off. Slash at an enemy to remove an arm or leg, and then press **Y** while standing near the injured enemy to use your Obliteration Technique.

Counter Attack

Catch your enemy off guard. First, hold **B** to block an enemy attack. At the moment the attack bounces off your weapon, press **X** or **Y** to execute a counter attack. Correct timing is difficult, but the results are well worth the effort.



Ultimate Technique

Press and hold **Y** to charge your melee attack, or **B** to charge your projectile attack. As you charge, glowing light surrounds Ryu. When the light is blue, release **Y** or **B** to execute a powerful attack. Or, wait until the light turns red to release the button and unleash your weapon's most devastating Ultimate Technique.

Charging an Ultimate Technique leaves you vulnerable to enemy attacks. However, you can use Essence to speed up your charge. When you press and hold **Y** or **B**, you absorb all nearby Essence. Each Essence you absorb boosts your charge, allowing you to quickly execute an Ultimate Technique. But be warned! You do not receive the full value of Essence absorbed while charging.

Ninpo

True Ninjas harness their spiritual Ki energy to cast magical Ninpo attacks. Press **Y** + **B** to use Ninpo. Ninpo attacks are extremely powerful and can damage many enemies at once.

Each Ninpo attack uses one Ki Gauge flame, so cast Ninpo wisely! When your Ki Gauge is empty, you cannot cast Ninpo. To refill your Ki Gauge, collect Red Essence or use certain items.

There are four Ninpo arts to learn as you progress through the game. To change your equipped Ninpo, press **O** to open the Quick Menu, and then go to Ninpo. To learn more about your Ninpo arts, press **P** to open the Pause Menu, and then go to Scrolls.



The Art of the Inferno

Engulf a nearby enemy in flames.



The Art of the Wind Blades

Conjure a hurricane of knives to slice apart nearby enemies.



The Art of the Piercing Void

Hurl a ball of dark energy that causes weaker enemies to explode.



The Art of the Flame Phoenix

Summon a flock of fire birds to attack and burn any enemy that approaches you.

Items

A Ninja's life is full of danger, and you may find yourself in need of a little help. Use items to heal your wounds, strengthen your powers, and open blocked paths. To find items, look inside chests and on the bodies of fallen Ninjas, or visit Muramasa's Shop.

The following are examples of the many items available to you.

Herbal Remedies

These items restore health and Ki energy. You can use them at any time, even in the heat of battle. To use an herbal remedy, press **○** to open the Quick Menu, and then go to Items. Or, press **□** to open the Pause Menu, and then go to Items.



Herb of Spiritual Life

Heals a small amount of damage.



Grains of Spiritual Life

Heals a large amount of damage.



Devil Way Mushroom

Restores one Ki Gauge flame.

Enchanted Charms

These items enhance your abilities. To use an enchanted charm, press **□** to open the Pause Menu, and then go to Items. These items cannot be used in the Quick Menu.



Talisman of Rebirth

Automatically brings Ryu back to life.



Life of the Gods

Collecting nine permanently increases your maximum health.



Spirit of the Devils

Permanently increases your maximum Ki.



Jewel of the Demon Seal

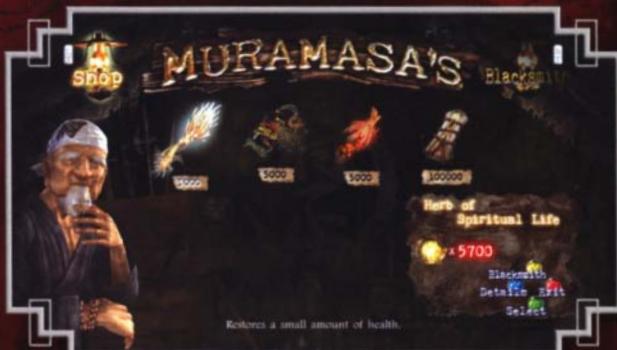
Permanently increases the strength of one Ninpo art.

Keys

These items unlock doors and open new paths. Once you acquire a key, approach a lock, and the Interact icon appears in the lower right corner of the screen. Press **RB** to use the key. You do not need to open the Pause Menu.

Muramasa's Shop

Muramasa's antique shop has outposts throughout the world. You can visit him anywhere you see a Muramasa Statue. First clear the area of enemies, then stand next to the statue and press **RB** to enter his shop.



In the Shop section, Muramasa sells herbal remedies, ammunition, and other useful items. In the Blacksmith section, Muramasa upgrades your weapons. Use **L1** and **R1** to switch between the two sections.

Muramasa is a generous man, but don't expect him to give away his wares for free! He accepts Yellow Essence as payment. Running low on Yellow Essence? Kill more enemies and keep your combo count high. You'll be rich again in no time.

Pause Menu

Press **□** to open the Pause Menu. In the Pause Menu, you can change your equipment, use items, review your techniques, and view the details of your inventory.



There are four sections in the Pause Menu: Melee Weapons, Projectile Weapons, Items, and Scrolls. Move **△** left or right to move between the four sections. Move **△** up or down to search through the items in each section.

The Scrolls section contains your Ninpo and Technique scrolls. When you acquire a scroll, you automatically learn a new skill. If you want to review a scroll, go to Scrolls. Select a scroll, and then press **Y** to read it.

In the upper right corner of the Pause Menu, there is a special gauge called the Nine Kanji Indicator. Each time you use the item Life of the Gods (see p. 21), one of the nine kanji characters lights up. When all of the characters are lit, your maximum health permanently increases.

Karma

As you defeat enemies, you gain Karma points. The better your combat skills, the more Karma you earn. Keep your combo count high and use advanced combat techniques to gain the most Karma.

To keep a close eye on the Karma you earn as you play, turn on the Karma Display. Press **□** to open the Options Menu, and then set Karma Display to **On**. The Karma Display appears underneath your Health Gauge and shows the amount of Karma you earn during each combat encounter.

Chapter Results

At the end of each chapter, the total amount of Karma you earned is calculated. You gain Karma bonuses for collecting lots of Essence, ending the chapter with a full Ki Gauge, and completing the chapter quickly.

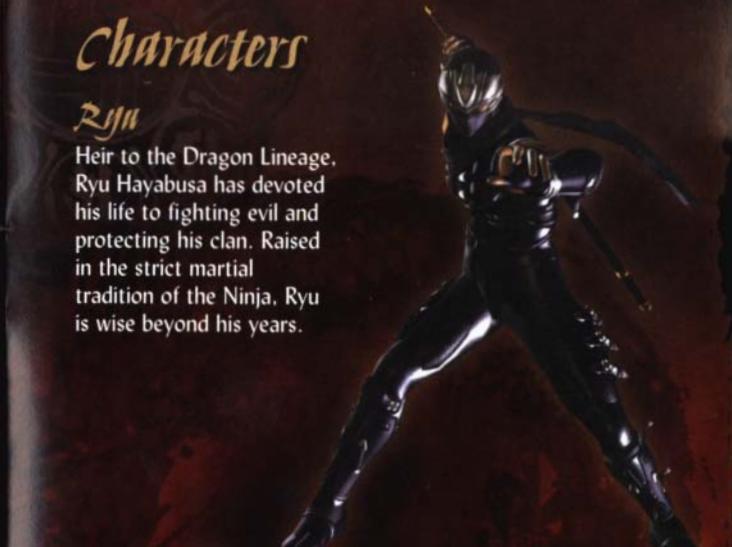


If you are connected to Xbox LIVE, you can then press **Y** to send your Karma score to the online leaderboards. Press **Y** again to open the leaderboards and see how you stack up against the competition!

Characters

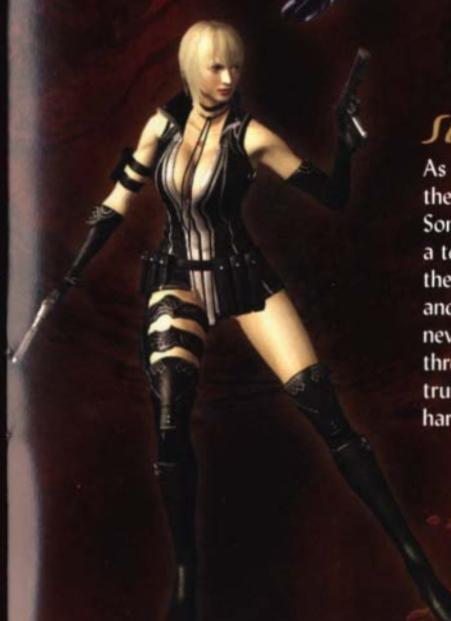
Ryu

Heir to the Dragon Lineage, Ryu Hayabusa has devoted his life to fighting evil and protecting his clan. Raised in the strict martial tradition of the Ninja, Ryu is wise beyond his years.



Sonia

As a CIA agent for the U.S. government, Sonia is investigating a top-secret case on the Fiends. Gorgeous and gutsy, Sonia never hesitates to throw herself and her trusty handguns in harm's way.





Muramasa

As old as his wares, Muramasa runs a successful chain of antique shops that operate worldwide. It may be hard to believe, but in his youth, he was renowned as a skilled swordsman.



Joe

Leader of the Hayabusa Ninja Clan, Joe Hayabusa taught his son Ryu everything he knew about the deadly Ninja arts and the dangerous race of Fiends. Cool-headed even in the face of formidable adversity, Joe would sacrifice himself for the greater good.

Elizabeth

This mysterious woman in red appears to be working with the Black Spider Ninja Clan. Chillingly beautiful, her glance terrifies even the bravest men.



Genshin

Leader of the Black Spider Ninja Clan, Genshin is ruthless and determined. His clan has a centuries-old rivalry with the Hayabusa Clan, and Genshin would do anything to prove his clan's superiority.

Ninja Lore

The Archfiend

Lord of all Fiends, the Archfiend is pure evil incarnate. Locked deep within the earth by the ancient Dragons, the Archfiend lies in wait, plotting his revenge.

The Four Greater Fiends

Fiends are an ancient race of monsters who worship the Archfiend. There is a wide variety of Fiend types, ranging from rabid beasts to unearthly demons. The four Greater Fiends, more powerful than the rest, lead this inhuman horde to do the Archfiend's bidding.

Ever since the ancient war between Fiends and Dragons, the Fiends have hunted descendants of the Dragon Lineage, hoping to exact their revenge. The mere scent of Dragon Lineage blood sends a Fiend into an uncontrollable rage.

Black Spider Ninja Clan

The Black Spider Ninja Clan is skilled and dangerous, but when compared to the Hayabusa Ninjas, the Black Spider Ninjas always come up short. Tired of second place, the Black Spider Ninjas have grown to hate their rivals. Their leader, Genshin, has fueled their hatred and swears that he will find a way to end the Hayabusa bloodline.

Members of Black Spider Ninja Clan are easily identifiable by the spider web patterns that mark their clothing.

Tips

Know when to defend.

Ryu may be powerful, but his enemies greatly outnumber him. Block their blows and counter attack effectively, or they will quickly overwhelm you.

Evasive skills are your best offense.

Dash, jump, and wall run to dodge enemies. Then attack from behind when they least expect it.

Study your foes.

Learn your enemies' attack patterns to know when to block and when best to strike. If you see an unblockable attack coming, throw a Shuriken to stop your enemy in its tracks.

Nowhere is out of your reach.

At the end of a wall run, jump to another wall to continue running. Combine a series of wall runs to cross impossible distances, or a series of Flying Bird Flips to scale unimaginable heights.

Hone your weapons and your skills.

Don't forget to upgrade your weapons at Muramasa's Shop. Not only are improved weapons more powerful, they allow you to perform new techniques as well.

Seek the Tests of Valor.

Look beyond the main path to expose your enemies' hidden gathering places. Stand your ground and defeat them all to earn special prizes.

Xbox LIVE

Play anytime and anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. LIVE gives you ultimate access to the things you want and the people you know. Get connected and join the revolution!

Connecting

Before you can use Xbox LIVE, connect your Xbox 360® console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content, approve how your family interacts with others online, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

Ranking

Compare your Karma scores to players around the world. Select Ranking on the Main Menu to open the leaderboards.

Ninja Cinema

Record your gameplay, then review the videos to identify your strengths and weaknesses.

To record videos, press **○** to open the Options Menu, then set Ninja Cinema Recording to On. Every time you save at a Statue of the Earth Dragon, a video of your recent gameplay is saved in the Ninja Cinema. To watch your videos, select Ninja Cinema on the Main Menu, select a video, and then select Play.

Need more help? Check the leaderboards. Top ranking players can upload their own videos and share them with the world. Download their videos to learn from the masters!



Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. **TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE.** Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98025-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Xbox Customer Support

Technical support is available seven days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.
TTY users: 001-866-251-26-21.
- In Brazil, call 0800 891 9835
- In Chile, call 1230-020-6001
- In Colombia, call 01-800-912-1830.

For more information, visit us on the Web at www.xbox.com.

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted herein are fictitious, and no association with any real company, organization, product, domain name, e-mail address, logo, person, place, or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

© 2008 Microsoft Corporation. All rights reserved. Microsoft, the Microsoft logo, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.

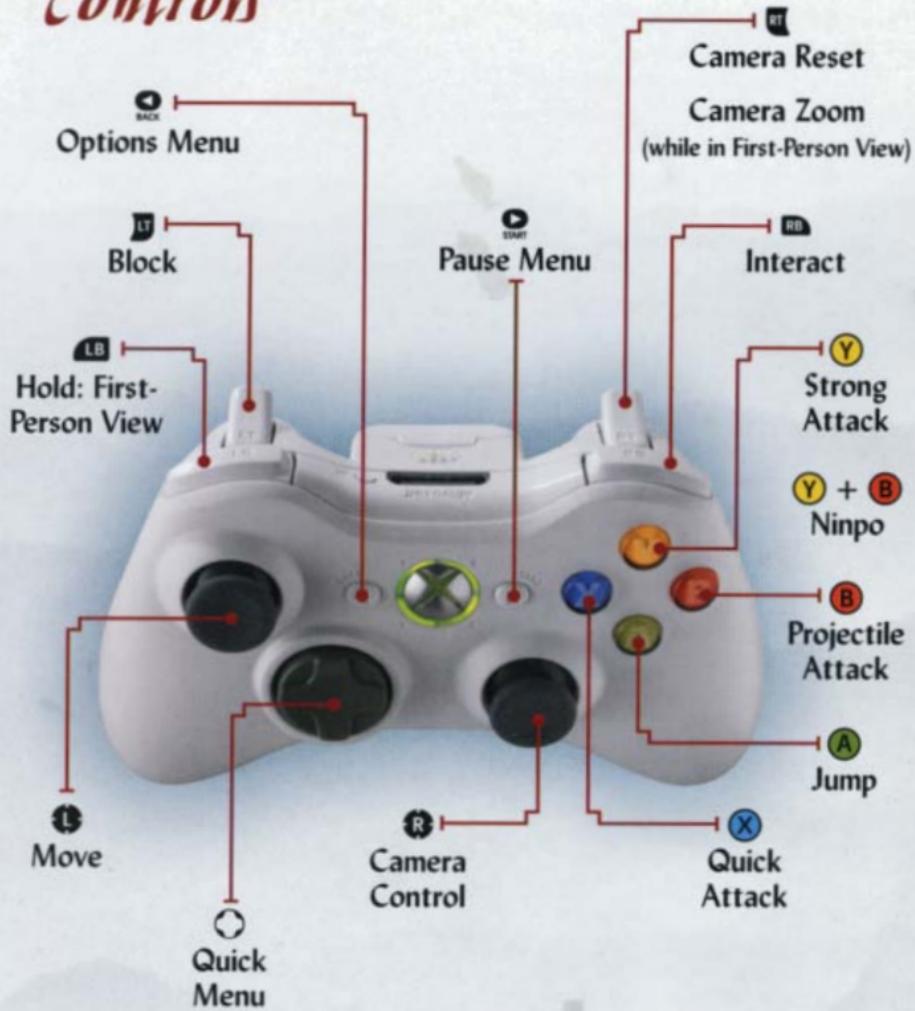
© 2008 Tecmo, Ltd. All rights reserved. Ninja Gaiden, Tecmo, and the Tecmo logo are registered trademarks of Tecmo, Ltd. Team Ninja and the Team Ninja logo are trademarks of Tecmo, Ltd.

The Japanese language typefaces included in Ninja Gaiden II are solely developed by DynaComware.

 Dolby and the double-D symbol are trademarks of Dolby Laboratories.
DIGITAL

xbox.com/mj2

Controls



TECMO

Team NINJA



Get the strategy guide
primagames.com®

0308 Part No. X14-38560-01

Microsoft