

INSTRUCTION BOOKLET

SHN-IB-EUR-USA



DEVELOPED BY GRIMORIO OF GAMES & PUBLISHED BY JANDUSOFT



Super Hyperactive Ninja is a fast-paced hyper-caFFEinated action-platformer in 2D, designed with those who want a real tough challenge and speedrunners in mind.

Recover the stolen coffee before you fall asleep! Use the power of caffeine to enter Hyperactive Mode, to run faster and kill enemies, but use it wisely! Your energy is limited, and must be recharged with the coffees you find in the levels. If you run out of caffeine, its GAME OVER!

Race against your cruellest enemy:

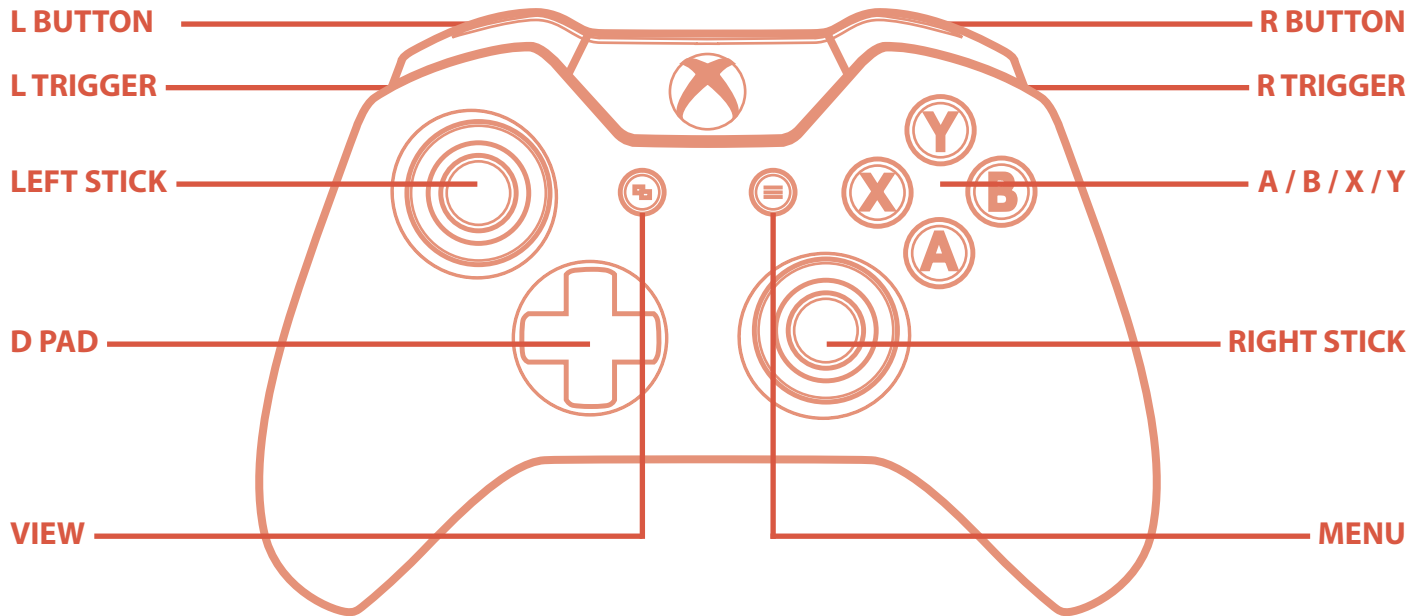
SLUMBER!

SUMMARY

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CONTROLS - XBOX ONE





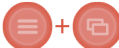
Super Hyperactive Ninja for PC is compatible with Xbox One and Xbox 360 Controllers.



HOW TO PLAY

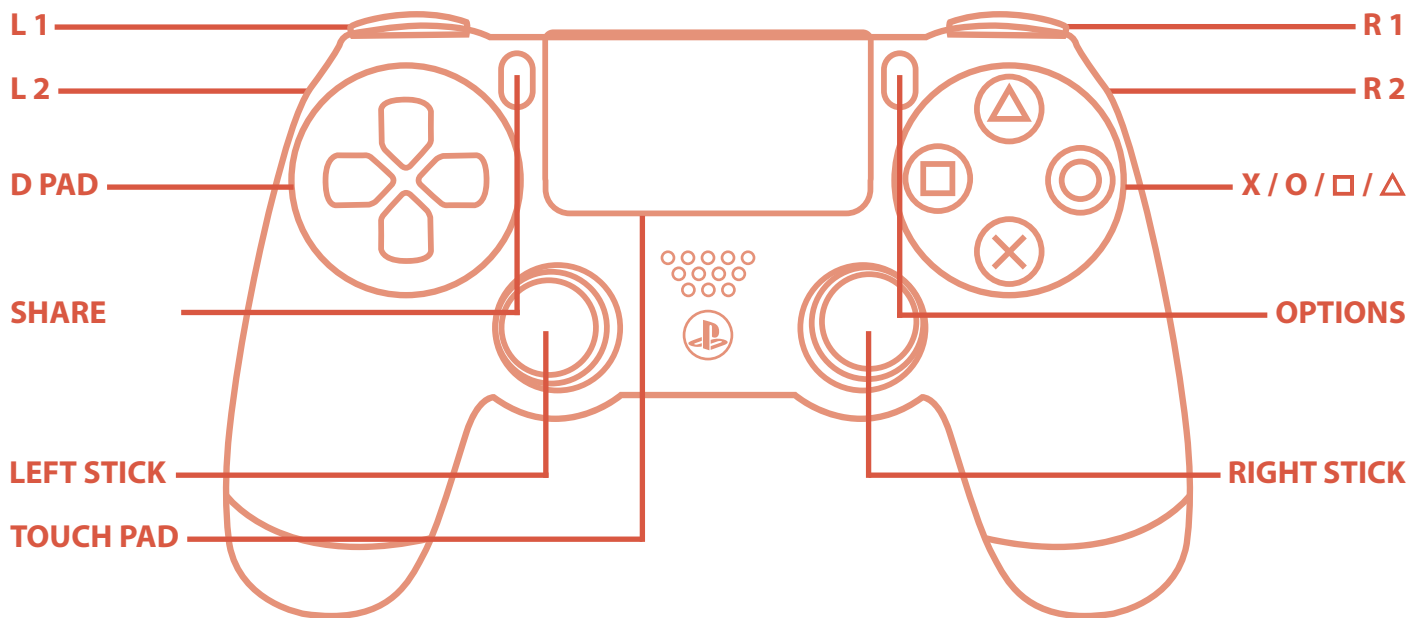
These are the controls of the game:

ICON	BUTTON	ACTION
  	A BUTTON Y BUTTON R BUTTON	Jump
  	B BUTTON X BUTTON L BUTTON	Use object
	R TRIGGER	(Hold) Hyperactive Mode

ICON	BUTTON	ACTION
	L TRIGGER	(Hold) Item Selection Menu
	LEFT STICK	Move character
	RIGHT STICK	Fast item change
	MENU BUTTON	Pause
	MENU BUTTON + VIEW BUTTON	(at the same time) Quick restart








CONTROLS - PLAYSTATION 4






Super Hyperactive Ninja for PC is compatible with PS4 Dual Shock 4 controllers when launched from Steam.



HOW TO PLAY

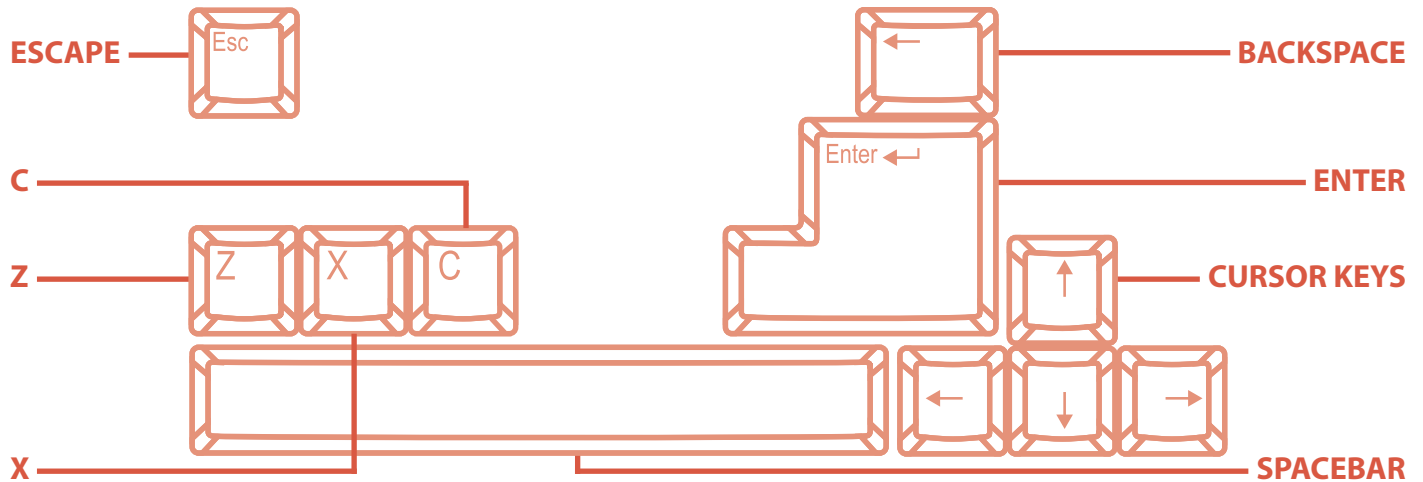
These are the controls of the game:

ICON	BUTTON	ACTION
  	X BUTTON △ BUTTON R1 BUTTON	Jump
  	O BUTTON □ BUTTON L1 BUTTON	Use object
	R2 TRIGGER	(Hold) Hyperactive Mode

ICON	BUTTON	ACTION
	L2 TRIGGER	(Hold) Item Selection Menu
	LEFT STICK	Move character
	RIGHT STICK	Fast item change
	OPTIONS BUTTON	Pause
	OPTIONS BUTTON + TOUCH PAD BUTTON	(at the same time) Quick restart





CONTROLS - PC KEYBOARD





While we recommend playing with a gamepad, you can still play *Super Hyperactive Ninja* using the keyboard. Because you DO have a keyboard, don't you?



HOW TO PLAY

These are the controls of the game:

ICON	BUTTON	ACTION
	SPACEBAR	Jump
	X	Use object
	C	(Hold) Hyperactive Mode
	Z	(Hold) Item Selection Menu

ICON	BUTTON	ACTION
	CURSOR KEYS	Move character
	ENTER	Pause
 + 	ENTER + BACKSPACE	(at the same time) Quick restart

ABOUT THIS GAME

In the year 15XX, the evil **Shogun** started to conquer all Nippon.

To eliminate any possible threat to his plans, he attacked the Ninja Village of Kohinomura and **stole the Legendary Coffee**, which is said to grant **unlimited power** to the one who takes it whole without milk.

Kohimaru is the last **Coffee-Nin**, and has the mission of recovering the stolen coffee and save his friends.

The Coffee-Nin are a group of ninjas which have mastered the secret techniques that let them use the **power of caffeine** and enter in a trance-like state: **HYPERACTIVE MODE**.

While in Hyperactive Mode, Kohimaru and his fellows can run faster, jump higher, perform wall-jumps and even pulverize some enemies. But **Coffee-Nin need a constant supply of coffee**, otherwise they just fall asleep wherever they are!

Help Kohimaru and his friends to defeat the Shogun and his great Yokai Generals!



MAIN MENU

PLAY - Start the game, or go to level selection*.

FIGHT - Play against a friend in a fighting minigame. You can use any of the characters you've unlocked in the main story.

OPTIONS - Change game settings.

EXIT - Exit to desktop (only on PC).

(* level selection is available after defeating the first boss)



OPTIONS

V-Sync - (Only on PC) Enable/disable vertical synchronization. This setting is enabled by default, disable it if you detect some slowdowns while playing. Note that if you disable this setting, you might appreciate some “tearing”.

Fullscreen - (Only on PC) Enable/disable Fullscreen Mode. This setting is enabled by default. If you disable this setting you will play in Windowed Mode, which in our opinion is inferior to fullscreen as you’ll be less focused on the game.

BGM Volume - Sets the volume for background music. You can mute/unmute by pressing the “Accept Button”.

SFX Volume - Sets the volume for sound effects. You can mute/unmute by pressing the “Accept Button”.

Check controls - Shows the controls of the game, in case you forget how to do the four actions you can perform. Also, on PC, while playing with a controller, you can change the icon set for prompts, so they match the controller you’re using.



LEVEL SELECTOR

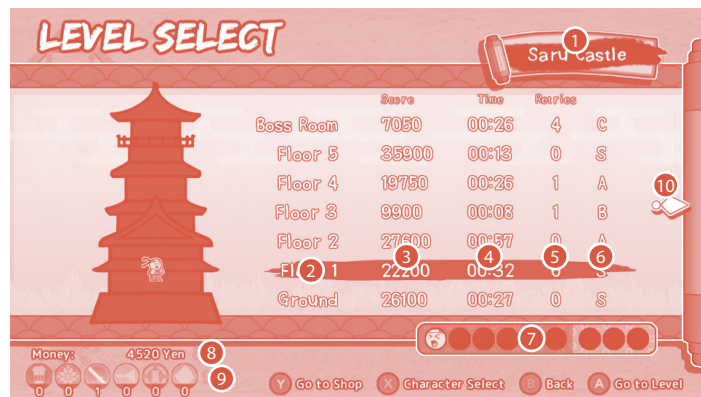
After defeating the first boss, you'll be able to choose the level you want to play. Levels in Super Hyperactive Ninja are classified by "Tower". You will be able to choose levels which you've already cleared or the next non-cleared level in a tower.

At the top of each tower there is a boss. Defeat the boss to unlock a character and new items.

You found a map!



While playing on regular levels, you may find a map. These maps show you the way to new towers. Some of these towers cannot be accessed without using maps, so look for them!



1. Name of "Tower"
2. Level name
3. Level Score
4. Best time for that level
5. Least tries for that level
6. Best rank achieved
7. Characters which have cleared the level
8. Current money
9. Current Items
10. Go to other "Tower"

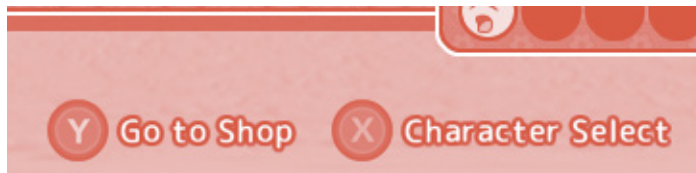
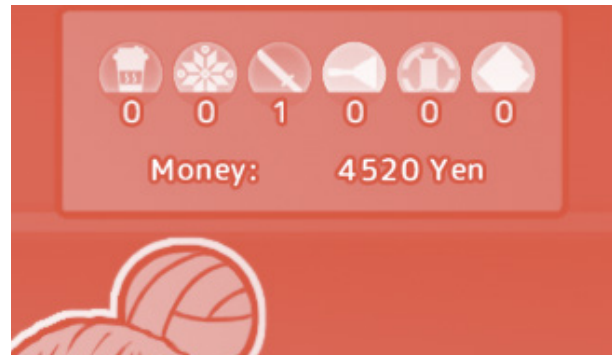
SHOP

From the level selection screen, you can access **Nanabaa's Shop**. In this shop, you can buy items using the money you gather in the levels.

Each time you rescue one of the Coffee-Nin, his or her item will be available to purchase on the shop.

Keep in mind that the **items you buy in the shop can only be used in the next level you play**. If you complete a level, **any of the items you have not used will be converted to points**, and you will lose them. So buy items only when you truly need it, or you will lose money!

If you need money to buy items, just replay some of the levels you have already cleared. Some of them have lots of money in hidden places!



CHARACTER SELECT

Change your current selected character. Each character has their attributes and start with a different set of items. Attributes work as described below:

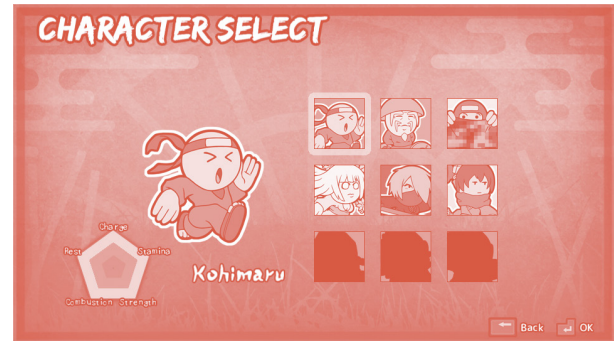
Charge – Affects the time you have to charge to enter Hyperactive Mode. The higher the value, the less time you have to hold the button to enter Hyperactive Mode.

Rest – Affects the time you have to wait after exiting Hyperactive Mode. The higher the value, the less time you need to rest before continuing to move.

Combustion – Affects the energy consumption while in Hyperactive Mode. The higher the value, the less energy per second is consumed.

Stamina – Affects the energy consumption while not in Hyperactive Mode. The higher the value, the less energy per second is consumed.

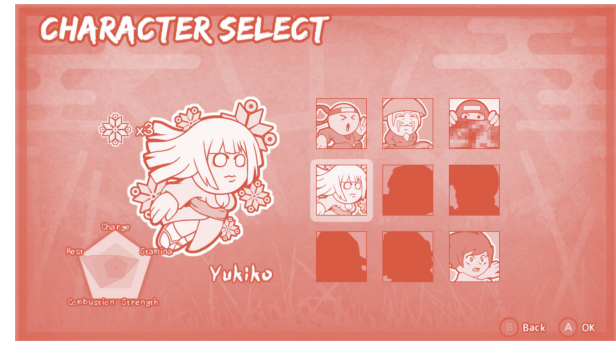
Strength – Affects the time needed to push boxes and other pushable blocks. The higher the value, the less time is needed.



In addition to having different attributes, each character will start the levels with some special item. This special item will have a reduced use cost, while the other items will have an increased one.

For example, if Kumo uses a Mizugumo, this will spend less energy that if it were Kohimaru the one who used it. The contrary happens if the character uses an item that is not his or her specialty: it will have an increased cost.

- ◆ **Kohimaru** - No item
- ◆ **Kumo** - Mizugumo
- ◆ **Yukiko** - Yuki-onna Breath
- ◆ **Kamomitsu** - Ninja Cloak
- ◆ **Yaiba** - Katana
- ◆ **Kyu** - Suction Cups



CHARACTERS

- KOHIMARU -

Age: 25

Birthday: October 1st

Favorite coffee: All of them

He became a Coffee-Nin only because his love for coffee (Coffee-Nin receive a free supply of coffee to help them do their work). Even when he is the older of the group (if we don't count Kumo, of course), he still hasn't found his specialty. Despite this, Kohimaru has a great potential.



- KUMO -

Age: 70

Birthday: September 15th

Favorite coffee: Mocha

Once one of the most powerful ninja in Nippon, Kumo now lives a peaceful life teaching the secret arts of the Coffee-Nin to his pupils in the ninja village of Kohinomura. Highly experienced, he is still a skilled ninja, but his old body cannot resist as much as before.



CHARACTERS

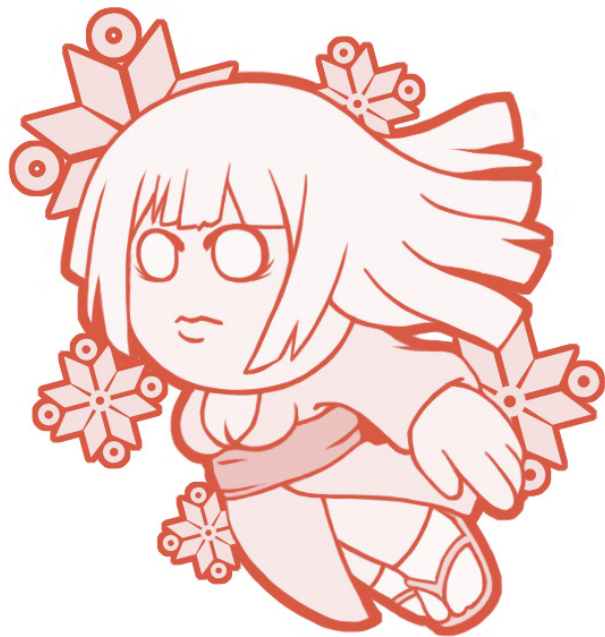
- YUKIKO -

Age: 19

Birthday: December 21st

Favorite coffee: Iced coffee

A Kunoichi surrounded in mystery. It is said that Yukiko's mother was a Yuki-onna, a spirit which appears to travelers lost during snow storms. Whether that is true or only a legend, Yukiko can control ice using a technique she called "Yuki-onna Breath" which she taught to the other Coffee-Nin.



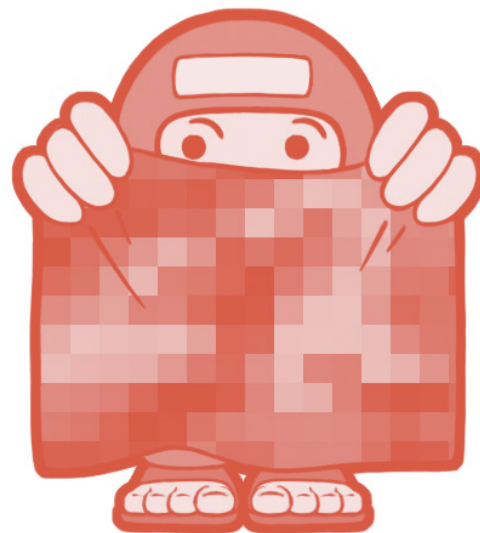
- KAMOMITSU -

Age: 15

Birthday: March 3rd

Favorite coffee: Cream coffee

The youngest of the Coffee-Nin, Kamomitsu uses camouflage techniques with great expertise. This ninja has great Stamina but still doesn't control Hyperactive Mode to its fullest (losing more energy while in that state than the others), so has specialized in infiltration missions that don't require high speeds.



CHARACTERS

- YAIBA -

Age: 17

Birthday: September 5th

Favorite coffee: Espresso

Cool-headed and brave, she is the strongest of the Coffee-Nin. She is a great wielder of the ninja Katana, swords made with superior steel that have been folded over a thousand times. She doesn't rely on Hyperactive Mode as much as her companions, as she usually cuts her enemies in half.



- KYU -

Age: 16

Birthday: June 20th

Favorite coffee: Coffee with tea

If it wasn't for coffee, Kyu would spend his days sleeping. When he is awake, Kyu is the most studious and ingenious of the Coffee-Nin. He discovered how to use Suction Cups to climb walls and complement the Coffee-Nin's ascending skills.



ITEMS

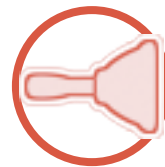
You can get items by purchasing them in Nanabaa's Shop, picking them up during the levels, or by selecting a character that has any starter item (any character except Kohimaru).

To use an item, you need to have selected the item and have enough energy. Energy used will vary depending on the item and character selected.




Each item has a different effect:



- ◆ **Takeaway Coffee** - Refills your caffeine gauge
- ◆ **Mizugumo** - Lets you walk on water
- ◆ **Yuki Onna Breath** - Freezes nearby foes
- ◆ **Ninja Cloak** - Hides you from enemies
- ◆ **Katana** - Cuts foes and objects
- ◆ **Ninja Suction Cups** - Lets you climb walls

Items can have other uses. Try to be creative!



You can find the above items during the levels, in addition to the following:

ICON	EFFECT
	Restores a little of your energy
	Restores a lot of energy
	10 Yen
	250 Yen

ICON	EFFECT
	Mystery box that can only be opened using money. A Katana is a Katana, but the mystery box could be anything. It could be even a Katana!
	Opens a path to a new Tower

BASIC ACTIONS

- MOVEMENT -

Hold **left** or **right** on the **Left Stick** (see controls) to move the character in that direction. As the stick is analog, this may mean a lack of precision. If you want to move more precisely, you can use the **directional pad** (D-Pad).

If you are using a keyboard, you can only use the cursor keys.

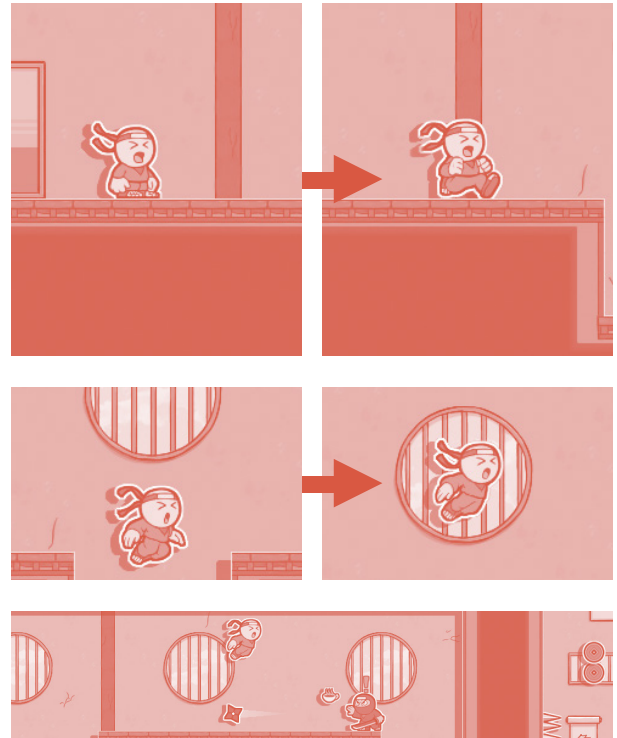
You won't need to use the **up** and **down** directions unless you're using a **Ninja Suction Cup** to **climb walls**.

- JUMP -

Press the **jump button** to jump. The **longer you press, the higher the character will jump**. Of course, there is a limit to that; we recommend you test it a few times to get accustomed.

Jump is usually used to ascend, but it can be used to **avoid enemies** or **enemies' attacks**.

You can also **jump and move at the same time** by pressing jump and one of the directions. There are some obstacles that can only be overcome this way (most of them in fact).



- HYPERACTIVE MODE -

Hold down the **Hyperactive Mode** button to charge and enter Hyperactive Mode. While you are in Hyperactive Mode, keep holding to stay in that state or release to exit.

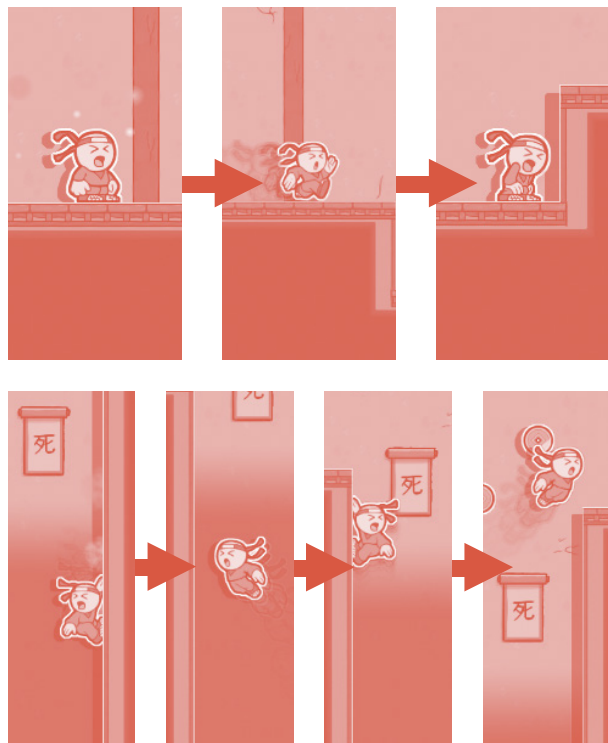
In Hyperactive Mode, you will run faster and jump higher, but your energy will be depleted at a higher rate and you won't be able to change direction until you hit a wall.

When you leave Hyperactive Mode, you will need to rest a little. The duration of that rest depends on the selected character. Keep in mind you won't be able to move while resting, so try to do it in a safe place. Also, after leaving Hyperactive Mode, you won't be able to enter it again until you have rested.

- WALL JUMP -

While you are in Hyperactive Mode you can slide down walls. If you press the **jump** button when sliding, you will perform a wall jump. This will send you away from the wall and upwards.

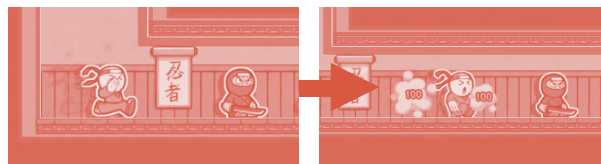
You can execute a series of wall jumps between two walls to ascend and get to places you couldn't while in Normal Mode.



BASIC ACTIONS

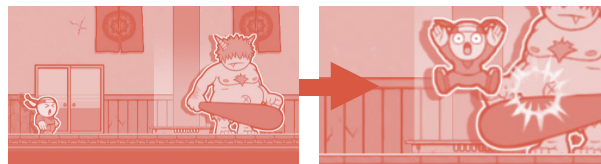
- KILL ENEMIES -

Some enemies can be killed if you **run at them from behind while in Hyperactive Mode**. However, not all enemies can be killed this way; you will need to learn how to deal with them.



- SELECT ITEM -

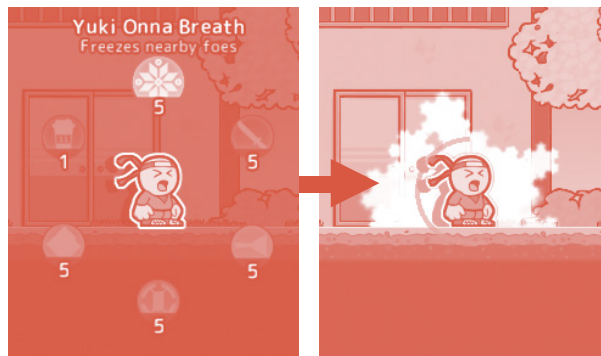
Hold down the **Select Item Menu button** to bring up the Select Item Menu. While in the Select Item Menu, time is paused, so you can take your time to decide which item is best in that situation. **Use left or right to change the selected item** and release the Select Item Menu button to continue playing.



You can also use the Right Stick to change the selected item without having to open the menu. If you're playing with a keyboard, this option is not available.

- USE ITEM -

Press the **Item Button** to use an item. Depending on the item, you can hold down the button to use the item longer. You can use an item while moving or jumping.



- PUSH BOXES -

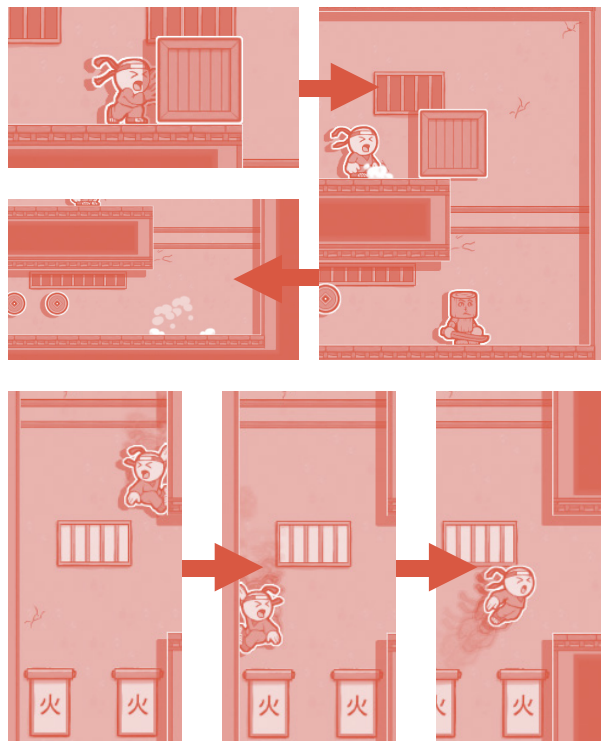
You can move a box by pushing it. To push a box, approach it from the side and keep pressing the direction where you want to move it to. Depending on the character, the time you'll have to hold the direction will be longer or shorter.

By pushing boxes, you can make them fall onto enemies or objects to damage them.

- ENTER WALL OPENINGS -

To enter a wall opening (see image) slide down the opposite wall and perform a wall jump. If you slide down the wall what has the opening, you will continue descending!

Remember you can adjust the height of your jump with the length of your button press.



ENEMIES

- MOKUJIN -

These training dolls are just that: for training. They don't move, and will only attack you if you trigger a mechanism by approaching them by the front.

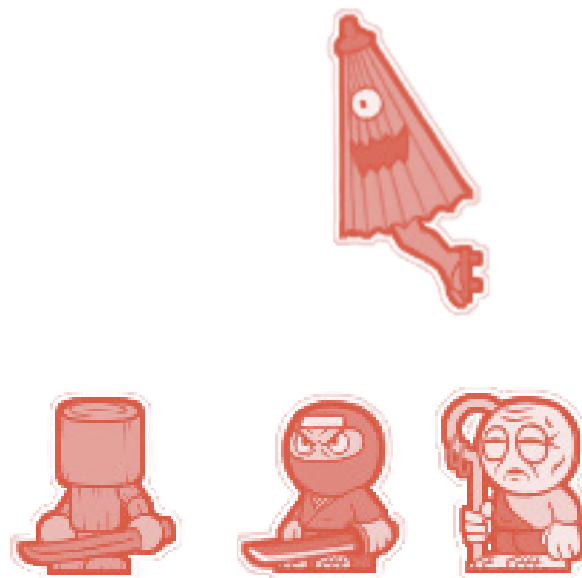
- EVIL NINJA -

A ninja under the orders of the Evil Shogun. Their abilities depend on their rank, which is shown on the color of their clothes.

- ◆ **Black:** stationary, turn around after a while
- ◆ **Blue:** follow a patrol
- ◆ **Purple:** throw shuriken
- ◆ **White:** chases
- ◆ ...

- EVIL MONK -

A monk that serves the Evil Shogun. As they are old, their bodies are frail and you can make them trip only by walking past them. They can shoot powerful energy balls, though! So be careful.



- NINJA DOG -

A dog trained by the Shogun's army. They are used as guards and will run at you if you get too near.

- GHOST -

A deceased person that couldn't make it to the afterlife. Even they have fallen under the influence of the Evil Shogun! They wander in castles and cemeteries. Strange things may happen if there is a Ghost nearby.

- SUMO FIGHTER -

Formerly noble fighters, the Evil Shogun promised them glory just to draw on their brute strength. They can throw heavy barrels with ease, and will hit you with a barrage of hand thrusts if you approach them by the front.

- SAMURAI -

Mercenaries hired by the Shogun to help him with the conquest of Nippon. They wear a heavy armor that protects them, but doesn't impede them to dash with their swords at high speeds.



ENEMIES

- THIEF -

How do you think the Shogun got his money? These thieves can take your equipped item and run away like lightning. You can recover your items if you take them down, so don't let them escape!

- BOSSES -

In your journey you will have to face the Shogun's great yokai generals. These enemies are tougher than usual, and will require several hits to kill. You will need to use all your Coffee-nin tricks and skills to defeat them!

- OTHER ENEMIES -

There are more enemies awaiting! When you face them, study how they behave and use that to find a way to continue!



GAME TIPS

- USE HYPERACTIVE MODE ONLY WHEN IT'S NEEDED -

Keep in mind you can't change direction while in Hyperactive Mode and you need to rest a while after exiting it. Once you have grown accustomed to Hyperactive Mode, you can try to play the levels maintaining it as long as you can or even without stopping!

- NEED SOME HELP? BUY ITEMS! -

Levels are designed so you can complete them if you choose the "right" character. Even so, you might face difficulties while playing. If that's the case, you can always resort to Nanabaa's Shop to aid you! Is there any enemy that always kills you? Buy a Katana and cut it in half! Of course, you will need to unlock the item first...

- EXPLORE AND TRY NEW THINGS -

There are lots of alternative paths and secret shortcuts in levels. Some of them will require the use of a specific item; some are under the disguise of "normal" walls. Go back to replay some levels with new items equipped and try to find them!

- ENTER INTO HYPERACTIVE MODE IN MID-AIR -

You can use Hyperactive Mode to jump higher in place, just jump and hold the Hyperactive Mode button while you are in mid-air. Once you enter Hyperactive Mode, your maximum jump height will increase and you'll be able to reach further.

- ARE YOU STUCK? TAKE A NAP! -

If you want to retry from the last checkpoint, and you don't want to wait until your energy is depleted or there isn't anything to commit suicide with nearby, you can perform a "quick restart" by pressing a button combination (check controls). Keep in mind that the "Restart Level" option from the pause menu will start the level from beginning, ignoring checkpoints!

- GO FOR THE S-RANK! -

When you clear a level you will be graded based on your performance. If you get a good score, no deaths and a great speedrun time, you will be granted an S-Rank. Time to show up your Super Hyperactive Ninja skills!

Keep in mind that using the Takeaway Coffee counts as using help, so it will prevent you from achieving the S-Rank.

NOTES

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