NINJA 雷電
RAIDEN

Disclaimer

Foreword

If you are reading this, you're probably a NES Ninja Gaiden fan, a Metal Gear Rising fan, or both. If so, I want you to know that this game was made by someone like you for people like you.

I grew up obsessed with the original NES trilogy of Ninja Gaiden (here in Spain we only got the first two, known as Shadow Warriors). Over two decades I've recurrently tried to make my own Ninja Gaiden game. And so time passed and many attempts failed.

In 2013 Metal Gear Rising, a hack&slash masterpiece starring a cyborg ninja, arrived. A seed was planted in my mind.

Now, with way more years of experience and knowledge, I decided to tackle again the plan to make my own NG game. But this time a different approach was floating in my mind. The more I thought about the structure and gameplay of MGR, the more similarities I saw. So, part a long-running-challenge, part serendipity, this game was born, and my goal to you, the player, is that you enjoy playing this game as much as I enjoyed making it.

This is my love letter to you.

—Jesús Alonso Abad

Fundamentals

1. Game version
2. Combat log
3. Battle points
4. Time played (in the current stage)
5. Remaining hit points indicator
6. Remaining energy indicator

- The goal is to complete all the stages of the game.
- When your hit points reach zero, you die. You can retry the stage as many times you need. Perform a seppuku to retry the stage manually.
- Energy is consumed during Blade mode. It is refilled landing attacks or using items.
- There are two basic items in the game:

 Fills a small amount of energy. Found in some containers.
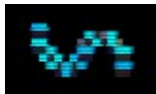
 Fills the whole energy and hit points gauges. Obtained when performing a *Zandatsu*.
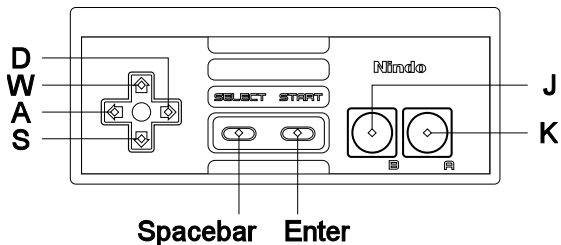
- This game can be played only with the keyboard, using the following configuration:
  - **[W][A][S][D] keys:** Directional controls (✛)
  - **[K] key:** (A) button.
  - **[J] key:** button.(B)
  - **[Spacebar] key:** (SELECT) button.
  - **[Enter] key:** (START) button.
  - **[F12] key** or (A)+(B)+(SELECT)+(START): Seppuku.
  - **[9]/[0] keys:** Lower/raise the music volume, respectively.
- There are, however, tools that let you map joystick inputs to keys, making it possible to play this game using a gamepad.

Basic maneuvers

Running: $\Leftarrow$ / $\Rightarrow$ when stepping on the floor to run leftwards/rigthwards. Also used for air control.

Jumping: $\textcircled{A}$ when stepping on the floor to jump.

Attacking: $\textcircled{B}$ when on the floor or on air to attack.

Climbing: When you jump against certain walls, you'll grab them. While you grab a wall, use $\Uparrow$ / $\Downarrow$ to climb up/down the wall.

Basic maneuvers

Wall jump: When grabbing a wall ($\Box\!\!\triangleright$), hold the opposite direction ($\triangleleft\!\!\Box$) and press $\widehat{A}$. Or hold $\widehat{A}$ and press the opposite direction ($\triangleleft\!\!\Box$).

Climb up a platform: Climb a wall to its top, hold up plus the direction against the wall ($\diagdown\!\!\Box$) and press $\widehat{A}$ to jump atop the platform. As with the wall jump, you can hold $\widehat{A}$ plus the direction.

Jumping down a platform: When stepping on certain platforms, you can jump down them by holding $\bigtriangledown$ and pressing $\widehat{A}$

Tip: For a fast movement across certain sections, you can hold $\widehat{A}$ and just move around. Actions like jumping off walls and climbing up platforms will feel much more organic!

Special attacks

   3 chain cuts: Press Ⓑ repeatedly as each attack ends to chain with another cut.

 Sliding attack: When on the floor, hold a downwards diagonal (◁) and press Ⓑ to slide and attack your foes.

 Diving kick: While on air, hold ⬇ and press Ⓑ to dive-kick.

Evasive attack: Press Ⓐ+Ⓑ simultaneously to perform an evasive attack. Grants you invulnerability briefly, but has a long recovery time. Also takes you out of the hit stun status (that is, breaks combos against you), but use it wisely (it has a Long. Recovery. Time.)

Tip: These are just some of them. Try new things and figure them out!

Blade Mode

- Press (SELECT) to toggle Blade Mode.
- While in Blade Mode, your reflexes will be enhanced and everything will move slower. Additionally, certain attacks will be much faster.
- Blade mode consumes energy from your stock in most cases (see the Stealth section for more on this).
- When an enemy has only a few hit points left, an indicator will let you know he's ready for a Zandatsu. If you slice a weakened enemy in blade mode, you will cut him in half instantly, regardless of his remaining hit points.
- **Zandatsu:** In blade mode, weakened enemies will be marked with an indicator in your enhanced vision display. This indicator will pulse rhythmically (as well as your energy bar label at the top HUD). If you cut by half an enemy when this indicator is in yellow, you will perform a Zandatsu (斬奪 lit.: cut and take) on him, releasing their inner Fuel Cells. Taking them will refill your health and energy stocks.

Stealth

- Enemies are initially unaware of your pressence.
- You can hide from them:
  - Behind obstacles, like containers, large blocks...
  - Behind walls when climbing them (but you're still uncovered from your back!)
- Note your feet are as important as your head when staying covered.
- When an enemy sees you, he'll enter an alerted state.
  - During the alerted state, their behaviour will be much faster and more aggressive.
  - An enemy in alerted state will alert any unalerted nearby enemies, even if they don't see you.
  - If an enemy doesn't see you after a while and no-one else alerts him, he'll exit the alerted state.
- **Stealth kill:** If you cut an unalerted enemy, you will stealth-kill him instantly. You will be granted energy-free Blade Mode briefly, so you can try to perform a Zandatsu against him.

Mandatory

Optional

- There are two kind of enemies: Mandatory and optional. Optional enemies are distinguished by their brighter colors in certain parts.
- When you enter a stage with enemies, all the exits will be locked until you kill every mandatory enemy in the stage. Once no mandatory enemies left:
  - The exits will unlock again, so you can pass to the next stage.
  - Your rank for that stage will be calculated.
  - Fighting other (optional) enemies won't affect your rank, but you will still be rewarded with extra BP.
  - This stage will be empty if you retry it beyond this point.

Ranking and Scoring systems

- Each stage's **ranking** is calculated based on 5 metrics (each stage values them in different ways that you'll have to figure out):
  - **Maximum chain combo:** The maximum number of attacks performed uninterruptedly in a short period of time during this stage. The more, the better.
  - **Stealth attacks:** The ratio of stealth attacks (attacks against unalerted enemies) relative to the total of attacks landed against your foes. The more, the better.
  - **Zandatsu:** The ratio of Zandatsu performed on the total of enemies killed. The more, the better.
  - **Damage taken:** How much damage you received during this stage. The less, the better.
  - **Time:** How much time took you to kill every mandatory enemy in the stage. The less, the better.
- The **overall game score** uses three metrics:
  - **Total playing time:** The time used since the game start (once you begin stage 1-1) until the last stage is completed. Speedrunners will aim for this one.
  - **Total BP:** The BP accumulated across the game. Aim for these when playing for fun, taking items and doing nice combos.
  - **Ranking:** The average (rounding down) of every stages' ranking.

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