



NINJA CHALLENGE™

Having trouble with game play or assembly?
Let us help you with our **ANIMATED INSTRUCTIONS!**

Go to: <http://www.narutoninjachallenge.com/j7838>

We want you AND your kids to have fun with our products, so please give us your feedback by filling out a short survey.

Go to: <http://service.mattel.com/us/>

Thanks for helping us make great toys even better!



J7838-0921

INSTRUCTION SHEET SPECIFICATIONS	
Toy:	NINJA CHALL RVER
Toy No.:	J7838
Part No.:	0921
Trim Size:	8.5"W x5.5" H
Folded Size:	NONE
Type of Fold:	NONE
# colors:	One
Colors:	Black
Paper Stock:	Uncoated Goldenrod
Paper Weight:	40 lb.
EDM No.:	008

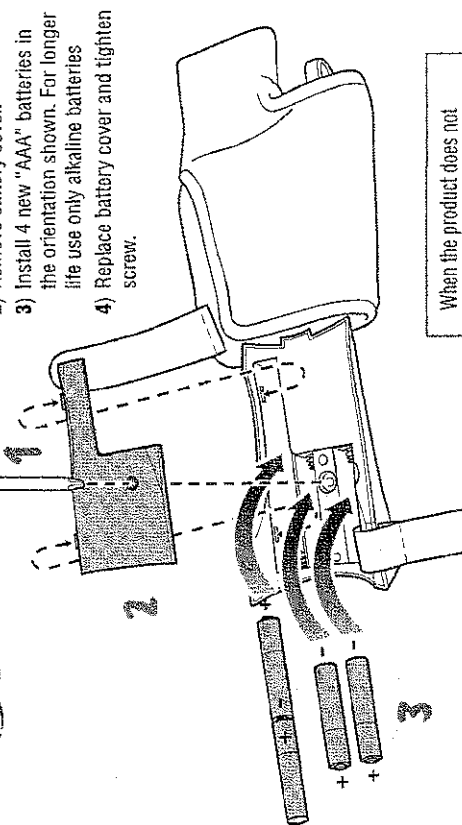
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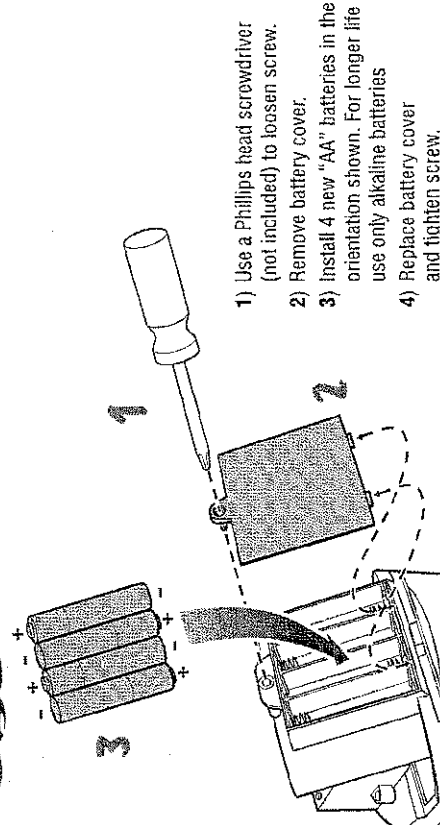
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BATTERY INSTALLATION / REPLACEMENT

- 1) Use a Phillips head screwdriver (not included) to loosen screw.
- 2) Remove battery cover.
- 3) Install 4 new "AAA" batteries in the orientation shown. For longer life use only alkaline batteries
- 4) Replace battery cover and tighten screw.



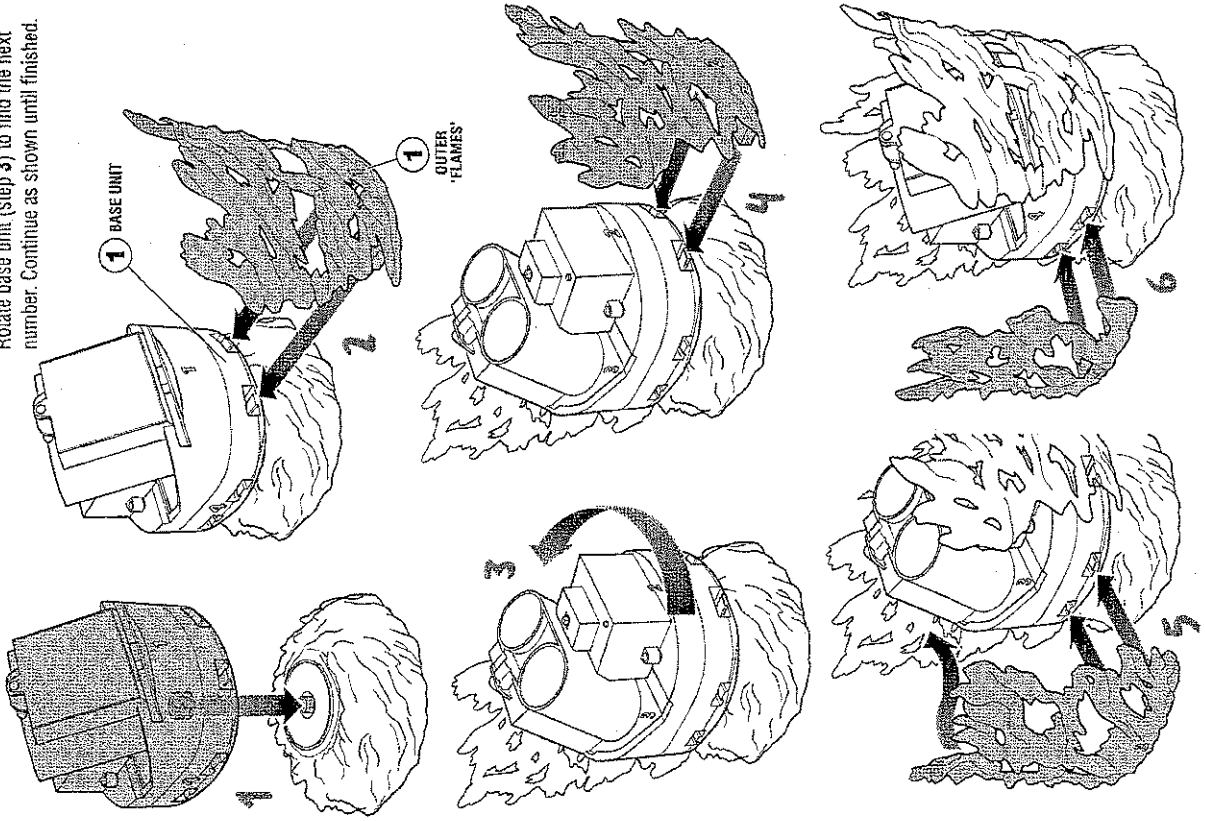
When the product does not respond, slows down, or loses range, change the batteries.



- 1) Use a Phillips head screwdriver (not included) to loosen screw.
- 2) Remove battery cover.
- 3) Install 4 new "AA" batteries in the orientation shown. For longer life use only alkaline batteries
- 4) Replace battery cover and tighten screw.

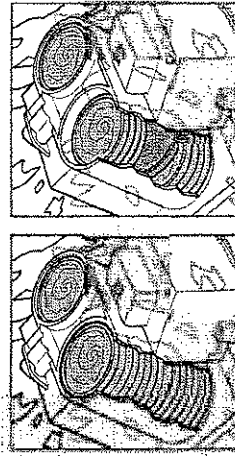
ASSEMBLY

NOTE: Match number on assembly part (outer 'flames') with the identical number on the base unit. Rotate base unit (step 3) to find the next number. Continue as shown until finished.



GET READY TO PLAY

LOAD PROJECTILES

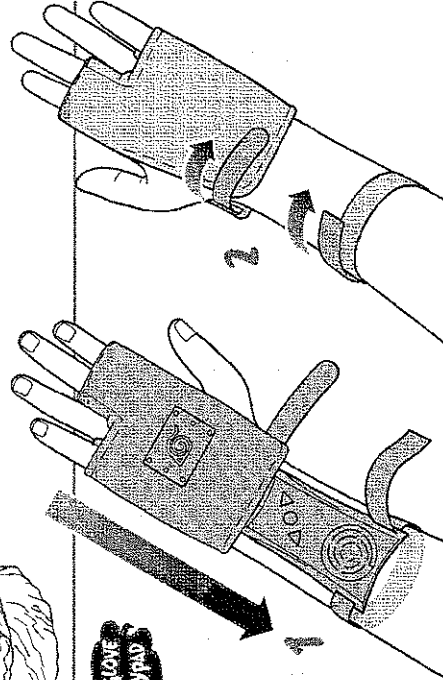


CORRECT LOADING
(Cut-away view)

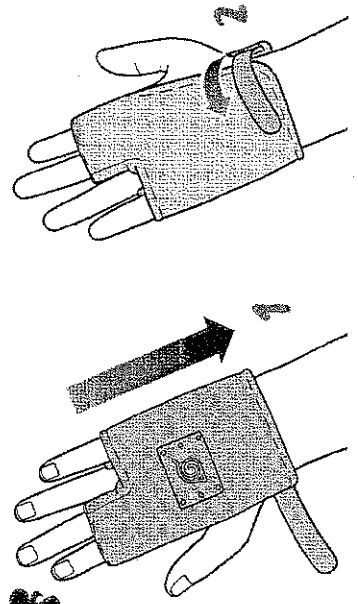
INCORRECT LOADING
(Cut-away view)

Only use projectiles supplied with this toy.
Do not fire at people or animals or at point blank range.

PUT ON LEFT GLOVE AND WEAR VIGPAD



PUT ON RIGHT GLOVE

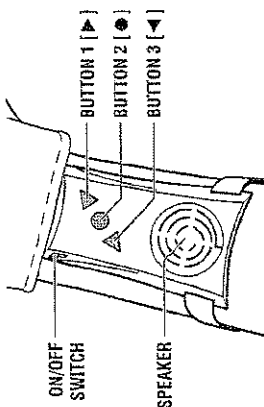


GET READY TO PLAY

WREST KEYPAD CONTROLS

Use the wrist keypad controls to:

- Turn the Keypad On/Off [1/O].
- Scroll through Options [▶].
- Select the Level of Difficulty [●].
- Select the Game [●].
- Pause/Resume Play [●].
- Quit the Game [●▶ or ●◀].
- Awaken Keypad from "Sleep Mode" [●].
- Skip Back to Previous Option [◀].



LET'S PLAY

OBJECT OF THE GAME

The object of the *Naruto Ninja Challenge™* is to learn and master, simple to complex **Hand Sign Sequences**. These signs will communicate from your gloves to the base unit in a timed race with dynamic payoffs -- or punishments!

Each hand sign, or hand sign sequence, the player is able to execute correctly will launch

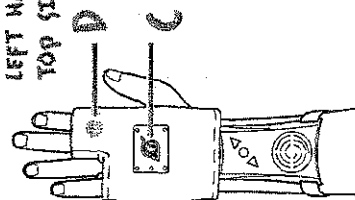
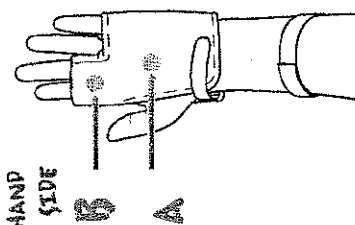
projectiles from the base unit in a variety of combinations. The more complex hand signs, or hand sign sequences, you perform, the more projectiles launched, and the simpler hand signs you perform, the less projectiles are launched. If you perform an incorrect hand sign, the base unit will punish you and launch a projectile at you!

The ultimate goal is to launch all your projectiles within a set time, resulting in the **Best Time** or **Highest Score** for the chosen game.

Press the sensor locations on the left glove (see below) to perform hand signs. **Multi-Sensor Hand Signs** are described on pages 8 - 12.

LEFT HAND PALM SIDE

LEFT HAND TOP SIDE



HAND SIGNS (CONTINUED)

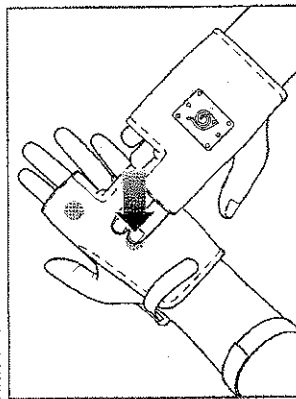
NOTE: Every time a sensor is pressed, you will hear a "swish" sound effect. The sensor sound effect increases in power, as your Hand Sign sequence increases in length.

One-Sensor Hand Signs

Press any one of the four sensors (A, B, C, D) on the left glove to execute a one-sensor hand sign. Once pressed, you can release the sensor immediately or hold onto it, until the two second rule elapses and the game reads your sign. The game will let you know it has "read" your hand sign with positive phrases and sound effects, and will launch one projectile away from you. Following is a list of the One-Sensor Hand Signs.

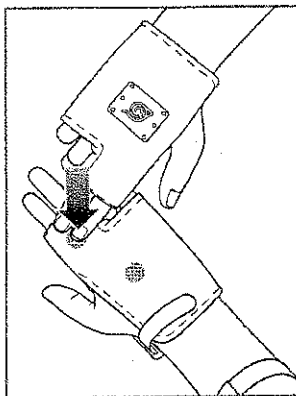
SIGN	SCORE
A (1 hand sign)	1 Point
B (1 hand sign)	1 Point
C (1 hand sign)	1 Point
D (1 hand sign)	1 Point

HAND SIGN 'A'



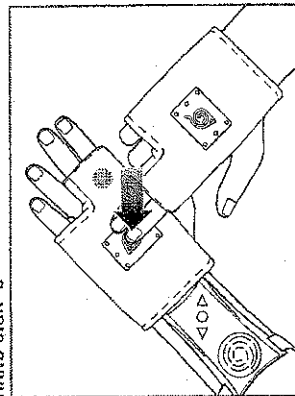
Press sensor 'A'.

HAND SIGN 'B'



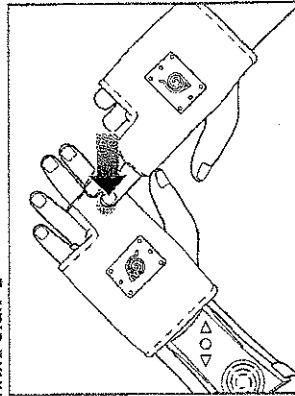
Press sensor 'B'.

HAND SIGN 'C'



Press sensor 'C'.

HAND SIGN 'D'



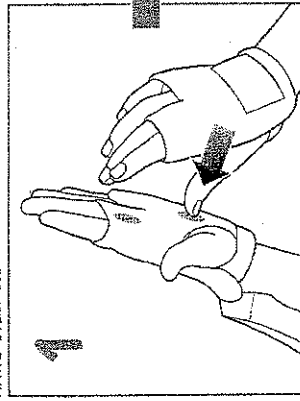
Press sensor 'D'.

Two-Sensor Hand Signs -

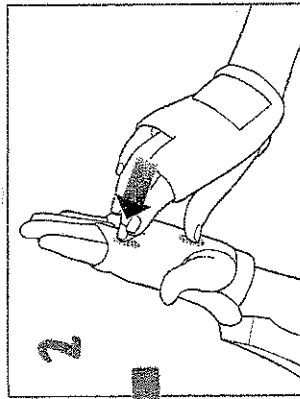
Press two of the four sensors (A, B, C, D) on the left glove in any of the combinations shown below to execute a two-sensor hand sign. After pressing the first sensor, you have two seconds to press the second sensor. Once pressed, you can release the sensors immediately or hold onto them, until the two second rule elapses and the game reads your sign. The game will let you know it has "read" your hand sign with positive phrases and sound effects, and will launch one projectile away from you.

Example: Hand Sign 'AB' (see below). Press and hold sensor 'A'. While holding sensor 'A', press and hold sensor 'B' with a different finger. Release both.

HAND SIGN 'AB'



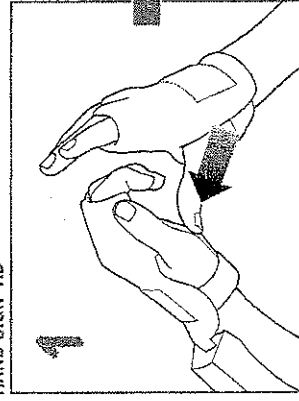
Press and hold sensor 'A'.



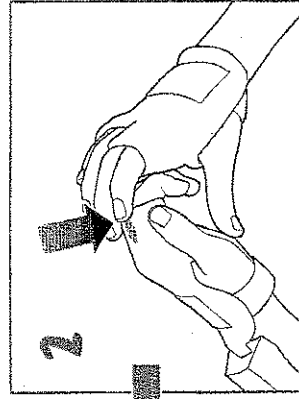
Hold 'A', and press sensor 'B'.

Example: Hand Sign 'AD' (see below). Press and hold sensor 'A'. While holding sensor 'A', press and hold sensor 'D' with a different finger. Release both.

HAND SIGN 'AD'



Press and hold sensor 'A'.



Hold 'A', and press sensor 'D'.

Three-Sensor Hand Signs -

Press three of the four sensors (A, B, C, D) on the left glove in any of the combinations shown below to execute a three-sensor hand sign. After pressing and holding the first sensor, you have two seconds to press and hold the second sensor. While holding the two sensors, you have two more seconds to press the third sensor. Once pressed, you can release the sensors immediately or hold onto them, until the two second rule elapses and the game reads your sign. The game will let you know it has "read" your hand sign with positive phrases and sound effects, and will launch one projectile away from you.

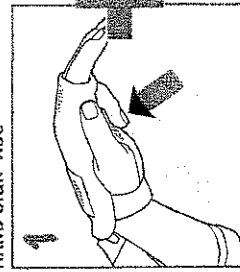
EACH OF THE FOLLOWING IS CONSIDERED

1-HAND SIGN

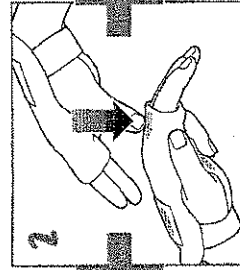
SIGN	SCORE	SIGN	SCORE
ABC = 2 Points		CBA = 2 Points	
ABD = 2 Points		CRD = 2 Points	
BAC = 2 Points		DBA = 2 Points	
BAD = 2 Points		DRC = 2 Points	
CAB = 2 Points		ADC = 2 Points	
CAD = 2 Points		ADB = 2 Points	
DAB = 2 Points		BDA = 2 Points	
DAC = 2 Points		BDC = 2 Points	
ACB = 2 Points		CDA = 2 Points	
ACD = 2 Points		CDB = 2 Points	
BCA = 2 Points		DCA = 2 Points	
BCD = 2 Points		DCB = 2 Points	

Example: Hand Sign 'ADC' (see below). Press and hold sensor 'A'. While holding sensor 'A', press and hold sensor 'D' with a different finger. While holding sensors 'A' and 'D', press and hold sensor 'C' with a different finger. Release all.

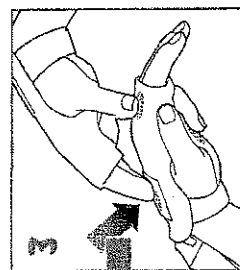
HAND SIGN 'ADC'



Press and hold sensor 'A'.



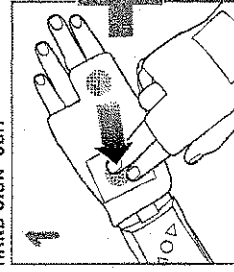
Hold 'A', and press and hold 'D'.



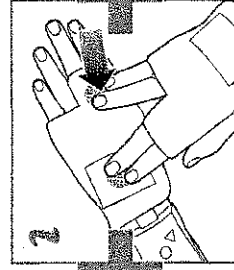
Hold 'AD', and press 'C'.

Example: Hand Sign 'CDA' (see below). Press and hold sensor 'C'. While holding sensor 'C', press and hold sensor 'D' with a different finger. While holding sensors 'C' and 'D', press and hold sensor 'A' with a different finger. Release all.

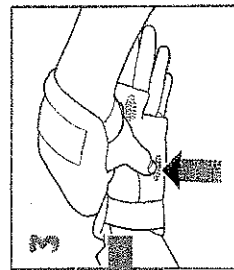
HAND SIGN 'CDA'



Press and hold sensor 'C'.



Hold 'C', and press and hold 'D'.



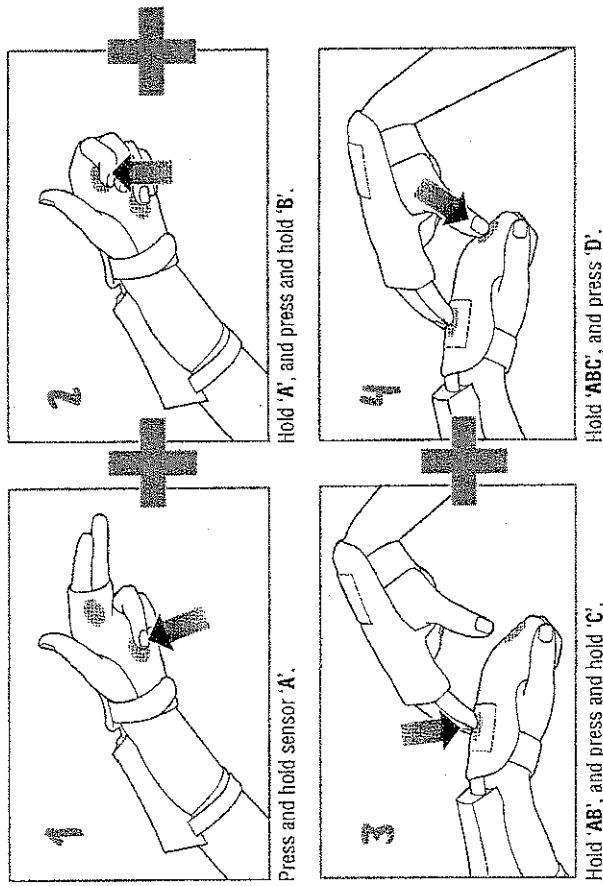
Hold 'CD', and press 'A'.

Four-Sensor Hand Signs

Press four of the four sensors (A, B, C, D) on the left glove in any of the combinations shown below to execute a four-sensor hand sign. After pressing and holding the first sensor, you have two seconds to press and hold the second sensor. While holding the two sensors, you have two more seconds to press the third sensor. While holding the three sensors, you have two more seconds to press the fourth sensor. Once pressed, you can release the sensors immediately or hold onto them, until the two second rule elapses and the game reads your sign. The game will let you know it has "read" your hand sign with positive phrases and sound effects, and will launch two projectiles away from you.

Example: Hand Sign 'ABCD' (see below). Press and hold sensor 'A'. While holding sensor 'A', press and hold sensor 'B' with a different finger. While holding sensors 'A' and 'B', press and hold sensor 'C' with a different finger. While holding sensors 'A', 'B', and 'C', press and hold sensor 'D' with a different finger. Release all.

HAND SIGN 'ABCD'



Alternate method of making Hand Signs: Use your body as a surface to press the sensors on the glove as illustrated in the example on the next page.

EACH OF THE FOLLOWING IS CONSIDERED

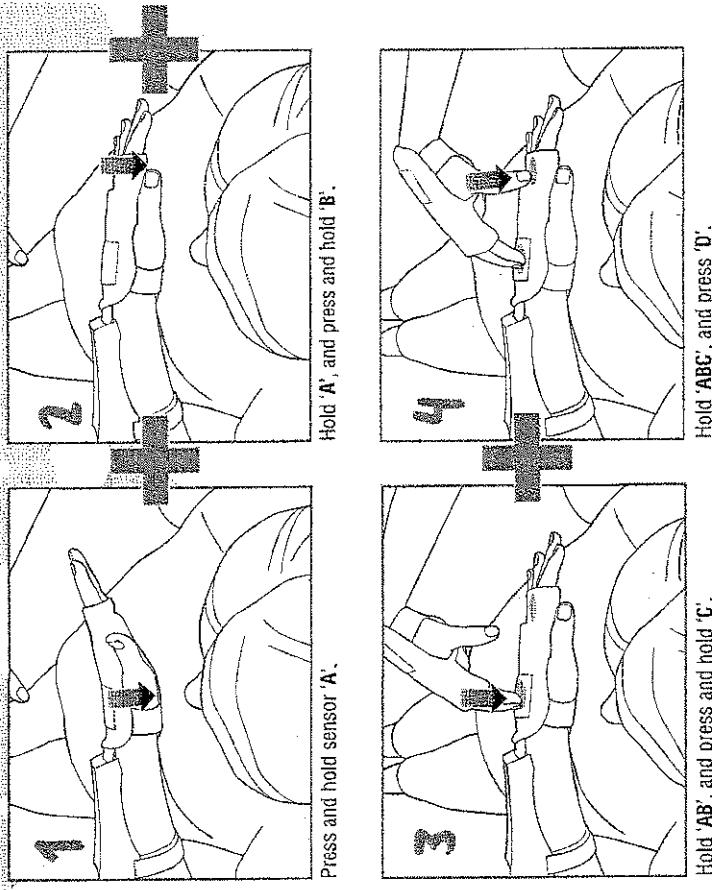
1 HAND SIGN

SIGN	SCORE	SIGN	SCORE
ABCD = 5 Points		CABD = 5 Points	
ABDC = 5 Points		CADB = 5 Points	
ADBC = 5 Points		CBDA = 5 Points	
ADCB = 5 Points		CBAD = 5 Points	
ACDB = 5 Points		CDAB = 5 Points	
ACBD = 5 Points		CDBA = 5 Points	
BACD = 5 Points		DACB = 5 Points	
BADC = 5 Points		DBCA = 5 Points	
BCAD = 5 Points		DBAC = 5 Points	
BCDA = 5 Points		DCAB = 5 Points	
BDAC = 5 Points		DCBA = 5 Points	

Four-Sensor Hand Signs - Alternate Method

Example: Hand Sign 'ABCD' (see below). Press and hold sensor 'A' against your body. While holding sensor 'A' against your body, press and hold sensor 'B' against your body. While holding sensors 'A' and 'B' against your body, press and hold sensor 'C' with a finger. While holding sensors 'A', 'B', and 'C', press and hold sensor 'D' with a different finger. Release all.

HAND SIGN 'ABCD' ALTERNATE METHOD



HAND SIGN SEQUENCES

Hand Sign Sequences - A Hand Sign Sequence is made of two or more Hand Signs. Example: "A + BA" is a Hand Sign Sequence with two hand signs. "D + BC + A + CD + D" is a Hand Sign Sequence of four hand signs. One, two, three, and four-sensor Hand Signs can be put together to form a sequence. Illustrated below is a Hand Sign Sequence composed of five hand signs: "A + ADC + AD + D + AB".

HAND SIGN 'A'

1

2

Press and hold sensor 'A'.
Release all.

HAND SIGN 'ADC'

3

4

5

6

Press and hold sensor 'A'.
Hold 'A', press sensor 'D'.
Release all.

HAND SIGN 'AD'

7

8

9

Press and hold sensor 'A'.
Hold 'A', and press sensor 'D'.
Release all.

HAND SIGN 'D'

10

11

Remember, you have only two seconds to release a hand sign and start the next. Otherwise, the game will think that you have finished your hand sign or sequence.

Press and hold sensor 'D'.
Release all.

HAND SIGN 'AB'

12

13

14

Press and hold sensor 'A'.
Hold 'A', and press sensor 'B'.
Release all.

NOTE: Every time a sensor is pressed, you will hear a "swish" sound effect. The sensor sound effect increases in power, as your Hand Sign sequence increases in length.

TURN ON BASE UNIT

1 = ON
0 = OFF

TURN ON WRIST KEYPAD

SET-UP DIAGRAM

6' - 10' FT.
TOP VIEW

BASE UNIT

WHITE SPOT

PLAYER

Set up the base unit on a flat floor approximately 6 to 10 feet away from player.

NOTE: Make sure that the white spot on the base unit faces the player as shown.

TEST MODE

IMPORTANT: When you turn the game ON, check to make sure the base unit is receiving the signal from your wrist keypad. Press any sensor on the left glove (A, B, C, D) and you will hear the word "Tast". If the base unit rotates, it's working properly. If it does not, adjust your distance and try again.

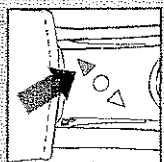
To escape from TEST MODE, press button 2 [●], shown on p. 14.

To re-enter TEST MODE, press button 3 [◀], shown on p. 14.

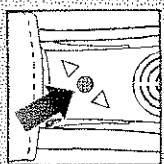
Refer to SET-UP DIAGRAM above for correct positioning.

WREST KEYPAD CONTROLS

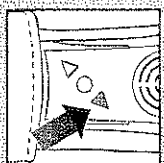
(Shown for reference)



Button 1



Button 2



Button 3

SELECT YOUR SKILL LEVEL

Once you have exited the Test Mode you will hear, "Welcome to the Challenge," followed by "Choose your skill". There are two levels of difficulty to choose from:

- Chunin (easy)
- Jonin (hard)

- Scroll through options press **button 1** [▲]
- Select level of difficulty press **button 2** [●]
- Once this button has been pressed, level of difficulty has been selected. The game will repeat your selected choice. (see Wrist Keypad shown above).

SELECT YOUR GAME PATH

Once you have selected the skill level, the game will say, "Choose your Path". There are three game paths to choose from:

- "THE WAY OF THE SHINOBI"
- "THE GENJUTU COMMAND"
- "THE CHAKRA SPEED TEST"

- Scroll through options press **button 1** [▲]
- Select Game press **button 2** [●]
- Once this button has been pressed, level of difficulty has been selected. The game will repeat your selected choice.
- Skip back to previous option press **button 3** [◀].

Descriptions of the three game paths are contained in the following section.

THE GAME PATHS

You are trying for the Best Time or Highest Score for each game.

THE WAY OF THE SHINOBI

GOAL:

- To launch all 30 projectiles as fast as you can.
- The longer your Hand Sign Sequences, the faster you launch the projectiles.

RULES:

- Easy or Difficult does not matter in this game.
- There is no FINAL ROUND in this game (see FINAL ROUND, p. 17).
- Only five punishments are allowed (see PUNISHMENTS, p. 16) before you are kicked out of this game and hear, "Challenge has ended - Game over!" (see END OF GAME UNSUCCESSFUL, p. 18).

TO PLAY:

When the game begins, you will hear, "Ready... Begin!" This is your cue to start play. Starting early will result in punishment. Make as many hand signs and hand sign sequences as fast as you can (see section on HAND SIGNS, starting on p. 6). Once you have launched all 30 projectiles, the game is over. You will hear, "You have mastered the way of the Shinobi," and will be automatically taken to the End of Game SUCCESSFUL to check your score and time (see END OF GAME SUCCESSFUL, p. 18).

SPECIAL CIRCUMSTANCES

There may be a situation where you have launched all 30 projectiles, but you are in the process of completing a long hand sign sequence. The game will allow you to complete your hand sign sequence beyond 30 projectiles until you stop or make a mistake. This circumstance will cause your time to suffer, but you will receive a higher score. How long can you make your hand sign sequence? 40 hand signs? 60 hand signs?

THE GENJUTU COMMAND

GOAL:

To obey and correctly execute all verbal commands within the time allotted.

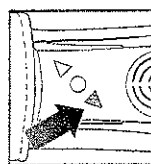
RULES:

- Chunin (easy level) - Commands start at 1 hand sign and proceed incrementally up to 8 hand signs.
- Jonin (hard level) - Commands are randomly selected from 5 hand signs to 10 hand signs.
- Successfully complete the commands and you are sent to the FINAL ROUND (see FINAL ROUND, p. 17).
- Only five punishments are allowed (see PUNISHMENTS, p. 16) before you are kicked out of the game and hear, "Challenge has ended - Game over!" (see END OF GAME UNSUCCESSFUL, p. 18).

TO PLAY:

When the game begins you will hear, "Ready... Begin!" Listen for the game to announce the first hand sign or hand sign sequence, followed by the command, "Begin!" Example: "5 Hand Signs... Begin!"

NOTE: Hand sign commands of 2 or more hand signs must be completed as a sequence, NOT as individual hand signs.



If you want to hear the hand sign instruction again, press **button 3** [◀] on your wrist keypad, before you hear the word "Begin!" Pay attention!

If you make a mistake, you will be punished. Once punishment is complete, you will hear "Continue." The game will repeat the last hand sign sequence command that was not correctly executed. Try again until you successfully complete the command.

IMPORTANT NOTE:

In this game you will NOT get an immediate launching of projectiles as in other games. You will only get a payoff after you have completed the entire command sequence.

THE CHAKRA SPEED TEST

GOAL:

To launch 20 projectiles before the time allotted runs out.

RULES:

- **Chunin** (easy level) - Longer time frame, randomly selected, from one minute, thirty seconds (90 seconds) to three minutes.
- **Jonin** (hard level) - Shorter time frame, randomly selected, from 30 seconds to one minute, thirty seconds (90 seconds).
- Successfully launch 20 projectiles within the time frame and you are sent to the **FINAL ROUND** (see FINAL ROUND, p. 17).
- Only five punishments are allowed (see PUNISHMENTS below) before you are kicked out of the game and hear, "Challenge has ended - Game over!" (See END OF GAME UNSUCCESSFUL, p. 18).

TO PLAY:

The game will announce the time frame, for example: "2 minutes." You will hear "Ready... Begin!" Use any hand signs or hand sign sequences to launch the projectiles.

If you make a mistake, you will be punished. Once punishment is complete, you will hear, "Continue." Resume playing.

IMPORTANT NOTE:

Even if you do not launch 20 projectiles within the allotted time, you will still proceed to the **FINAL ROUND** (see FINAL ROUND, p. 17), but your score will not be as high.

PUNISHMENTS

Punishments result when you do not complete a game, do not correctly obey a command, or perform any of the following:

- **Sliding Hand Sign** - This occurs when you try to press and release multiple sensors, while holding down another sensor.

Example: Press and hold sensor 'A', then, while holding sensor 'A', press and release sensor 'D'. Then while still holding sensor 'A', press sensor 'C'. For more information see section HAND SIGNS starting on page 6.

PUNISHMENTS (CONTINUED)

During punishment, your hand sign abilities are temporarily disabled. After the punishment is complete you will hear, "Continue", at which time the game will resume.

FINAL ROUND

Upon successful completion of The Sensei Command or The Chakra Speed Test, you will get into the Final Round. At that time the game will announce, "The Sensei Command or The Chakra Speed Test Final Round!"

GOAL:

To obey and correctly perform the ONE final Hand Sign Sequence command within the given time.

RULES:

- **Chunin** (easy level) - Longer time frame and a shorter hand sign sequence to complete. These are randomly selected from 8 hand signs in 20 seconds to 10 hand signs in 30 seconds.

In the Chunin level you get two chances... If you make a mistake, you will be punished.

Once punishment is complete, the game will repeat the same command that was not

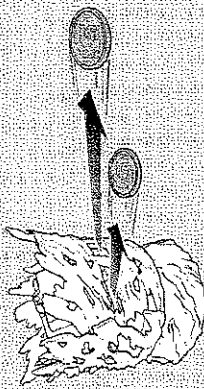
correctly executed. If you make a second error, or time runs out, you will be kicked out of the game. At that time the game will announce,

"Challenge has ended. Game over!" You will be taken to **End of Game UNSUCCESSFUL!** (See

- **Jonin** (hard level) - Shorter time frame and a longer hand sign sequence to complete. These are randomly selected from 15 hand signs in 20 seconds to 25 hand signs in 30 seconds.

In Jonin level you will only get **ONE** chance. If you make any error, or time runs out, you will be kicked out of the game. At that time the game will announce, "Challenge has ended. Game Over!" You will be taken to **End of Game UNSUCCESSFUL!** (See

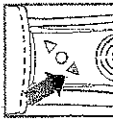
END OF GAME UNSUCCESSFUL! on p. 18.)



TO PLAY:

The game will announce the number of hand signs and the time frame. You will hear for example, "15 Hand Signs, 20 Seconds... Ready... Begin!" You must begin within two seconds. Use any hand signs or hand sign sequences to complete the command.

If you want to hear the hand sign sequence instruction again, press button 3 [◀] on your wrist keypad, before you hear the word, "Begin!"

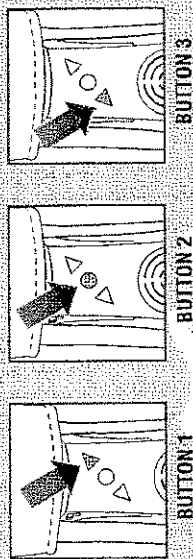


IMPORTANT NOTE:

In the Final Round, no projectiles will be launched until you have completed the entire command sequence.

SUCCESSFUL COMPLETION: The game will congratulate you with verbal praise and announce, "Ultimate Shinobi, You have Mastered (game title)!" All remaining projectiles will be launched away from you. (See END OF GAME SUCCESSFUL on p. 18.)

WIRST KEYPAD CONTROLS (SHOWN FOR REFERENCE)



END OF GAME SUCCESSFUL!

Upon entering End of Game SUCCESSFUL, the game will announce, "Well Done!" You will automatically hear the phrase, "Your Score" and the game will announce your score.

- To check YOUR SCORE press button 1 [▶] on the wrist keypad.
- To check YOUR TIME press button 1 [▶] on the wrist keypad TWO times.
- To check HIGH SCORE press button 3 [◀] on the wrist keypad.

END OF GAME UNSUCCESSFUL!

Upon entering End of Game UNSUCCESSFUL, the game will announce, "Game Over!", and hear a blast sound effect. If you try to check your score, you will get nothing but verbal admonishment.

- To check HIGH SCORE press button 3 [◀] on the wrist keypad.

PAUSE THE GAME

- During a game press button 2 [●] to pause any game for 45 seconds. You may do this as many times as you want. At any time before the 45 seconds elapses, press button 2 [●] again to resume the game.

QUITTING THE GAME

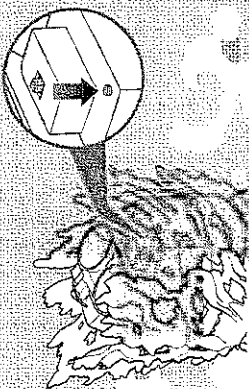
When a game has been paused by pressing button 2 [●], press either button 1 [▶] or button 3 [◀] to quit. The game will return to the game selection menu.

SLEEP MODE

Both the wrist keypad and the base unit will go into SLEEP MODE if nothing is pressed within one minute, 30 seconds (90 seconds). You will hear the game say, "3, 2, 1" and go into SLEEP MODE. Press button 2 [●] to awaken the wrist keypad. See below to awaken base.

RESET BUTTONS

Press button as shown in diagram on base unit to "awaken" the base unit from "sleep mode" or to reset projectile counter when starting a new game.



BONUS FEATURES

Secret Hand Sign Sequences

There are twelve Secret Hand Sign Sequences waiting to be discovered. When performed properly, they give you cheats, shortcuts and unexpected payoffs.

Secret Hand Sign Sequences can only be used in the following games:

The Way of the Shinobi

Chakra Speed Test

They may NOT be used in Sensei Command and the Final Round.

Everytime you successfully complete a Secret Hand Sign Sequence, you will hear a 'whistle' sound, followed by a verbal phrase and a physical payoff (if any). Game will continue after that.

A Secret Hand Sign Sequence may only be used ONCE during a game.

Some Secret Hand Sign Sequences allow you to break the rules of the game in order to

complete the sequence. Be aware that this is the only exception to the rules.

To get you started, below are two partial Secret Hand Sign sequences:

"CD + DC + CA + CB + B + B + B + _"

Hint: The last hand sign in the sequence is a single-sensor hand sign.

"A + B + C + D + DC + BA + A + _ + _ + _"

Hint: The last three hand signs in the sequence are single-sensor hand signs. You will have to figure out the order of them to complete the sequence.

Hints for additional Secret Hand Sign Sequences will appear on the website over a period of time.

Go to:

<http://www.narutoninchallenge.com/7838> for more information.

TRICKSHOOTING TIPS

- If game does not respond, press the reset button or turn base unit "off", then back "on".
- Remember that ONE hand sign can be made with one sensor --- or with multi-sensors!
- Remember that TWO or MORE consecutive hand signs are considered a SEQUENCE and each one must be executed with no more than 2 seconds between each sign.

HAND SIGN SEQUENCES

Explanation of Sequences - see p. 12.

Secret Sequences - see p. 19.

Sequence Punishment examples - see p. 16

ANIMATED INSTRUCTIONS ONLINE

<http://www.narutoninchallenge.com/7838>