



## GAMEBOY ADVANCE

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## OVERVIEW

Following the successful GameCube, PS2 and XBOX versions, I-Ninja comes to Game Boy Advance!

The GBA version of I-Ninja will be a mixture of fast paced 'Inertia Run' style levels, combat arena's, pin point accuracy 'Ball Rolling' levels and cool 'Final Boss' showdowns.

The 'Inertia Runs' levels see Ninja running down fast paced roller coaster style levels where Ninja has to run, jump, grind and use his chain to negotiate the tight corners.

Following the 'Inertia Run' levels, Ninja has to demonstrate his Ninja skills in an enclosed Battle Arena to defeat the 'Ranx' soldiers.

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## FEATURES

- Fully textured 3D engine on the GBA
- Run, jump, grind and swing on fast paced Inertia levels
- Fight your way through waves of evil 'Ranx' soldiers in the combat Arena's
- Use pinpoint accuracy to guide the 'Ninja Ball' through challenging Ball Runs
- Fight against 5 giant bespoke end of level Boss's
- 5 worlds (Robot Island, Bomb Raft Island, Jungle Island, Mountain Island, Moon Base)
- 23 Inertia Runs, 18 Combat Arena's, 5 Boss Battles (Plus 5 Unlockable progressive Battle Arena's)

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## GAME GENRE

Arcade / Platform Game

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## PLATFORM INFORMATION

Nintendo® Game Boy Advance®, 8MB cart, 64 KBIT EEPROM Battery backup

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## TARGET AUDIENCE

All Ages (4+)

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## RELEASE DATE

Fall '04 (TBD)

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## ESRB RATING (esrb.org)

Titles rated **Everyone** have content that may be suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, some comic mischief (for example, slapstick comedy), or some crude language



