

Shinobi FAQ/Walkthrough

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This walkthrough was originally written for Shinobi on the NES, but the walkthrough is still applicable to the PS2 version of the game.

SHINOBI FAQ/WALKTHROUGH

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For the Nintendo Entertainment System (Not licensed by Nintendo of America)

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1) INTRODUCTION

Welcome, folks, to my newest guide on GameFAQs. This time, it is on the unlicensed, but still very good NES version of the classic Sega arcade game Shinobi.

This guide will provide you with a walkthrough of the game, plus a complete list of rewards for saving various damsels in distress and a list of ninjitsu magic.

Without further ado, let's get to the guide....

2) CONTROLS

Control Pad left or right--Moves left or right.

Control Pad down--Goes into crouching position.

Control Pad down + left or right--Allows you to walk while in a crouching position.

A Button--Jumps

B Button--Throws a shuriken towards the enemy.

B Button (when very close to enemy)--Do a sword attack that is capable of killing the enemy in 1 hit.

Control Pad up + A button--Jump up very high and getting to the upper portion of the area.

Control Pad down + A button--Jump down from a high ledge to the ground level.

A Button + B Button--Execute a Ninjitsu magic spell that is flashing.

Start Button--Starts the game, pauses the game.

Select Button--Toggles through available Ninjitsu, when a certain one is flashing.

3) GAMEPLAY BASICS

The objective of the game is to get through each area of a mission, rescuing various kidnapped women for power-ups and fighting the boss, or target, of the particular mission.

You begin with three lives and you can earn an extra life at every 100K points. When a certain damsel in distress is rescued, completing the area will send you to a bonus stage, where you have to kill all of the ninjas using shurikens. Successful completion of the bonus stage will reward you with a 5,000 point bonus and a ninjitsu magic, if there's enough room for it.

The game is over when you have no lives in reserve and you die.

4) WALKTHROUGH

The format of this walkthrough will be the following:

Mission #-#: The current area you are at

Target Name: The boss you'll be fighting at the end of the mission.

Attacks--The types of attacks the boss will have.

Weak spot--The area of the boss where he is the most vulnerable.

Strategy--The strategy used to defeat the boss.

4.1) MISSION 1: KEN OH

Mission 1-1

When you begin, start heading right until you see a machine gun soldier. Kill him and a little bit further is a damsel in distress. Jump up to the roof and kill the soldier and rescue her for a Power Up, which boosts the damage your shuriken can do.

Go a little bit further to the right and you'll see another damsel being guarded by a large enemy with a sword that can be used as a boomerang. Drop down to rescue her and throw a shuriken while ducking to kill the oversized enemy for a 10K point bonus. Move forward to fight another boomerang enemy. Kill him and move forward, fighting 3 muscle soldiers until you reach the next Boomerang enemy guarding a damsel. He is situated to where the crate protects him.

Attack him when he throws his boomerang to kill him and rescue the damsel for a Life Up, which boosts your life bar by 2 units and lasts until you lose a life.

Next, drop down and kill the muscle soldier and machine gun enemy and move forward to another muscle soldier and right to a boomerang enemy guarding

another damsel. Repeat the same strategy on the last one to kill him and save her for a ticket to the Bonus stage.

Next is 3 machine gun enemies which you can kill. The third one has a damsel held hostage. Save her to get a 10k point bonus. Jump up to the roof and kill the boomerang enemy, which doesn't have a crate guarding him, to rescue the last damsel for a Life Max, with completely refills your life bar. Drop down, as the building will block your way, and move forward off the screen to complete the area.

Mission 1-2

Right at the start, you'll fight a boomerang enemy and a muscle soldier. Kill both of them and move forward to two Machine Gun soldiers and a red ninja hanging on the wall. The two soldiers you can kill with ease, but the red ninja can be "sniped" by doing the jump up to the next floor, which there isn't an upper floor to jump up to, and throwing a shuriken to kill the red ninja on the wall.

On the stack of two crates is a damsel, rescue her for a 10K point bonus. Next to her is another damsel and a machine gun soldier. Drop down to rescue her and kill the enemy for another 10,000 point bonus. There's another red ninja on the wall a little bit forward. Repeat the strategy for the first one to kill this one.

Move forward until you see a boomerang enemy being guarded by a stack of two wooden crates. Jump on top of the stack, drop down and kill the enemy with a ducking shuriken. Immediately afterwards, you'll see a machine gun soldier and a red ninja. Use the same strategies as before to dispatch them and rescue the damsel in distress for a Life Max power-up.

Next, jump on the stack of crates and kill the 2 muscle soldiers and the machine gun soldier. Upon walking down crates, you'll see 2 more muscle soldiers. Kill them and get to a stack of two crates with a machine gun soldier perched on top of it. Kill him and the boomerang enemy to rescue the next damsel for a 10k point bonus.

Move a little bit forward and snipe the Red Ninja on the wall and pick up the last damsel for the mission for a power, in which if you pick up two of them without losing a life, you'll be firing bullets from a gun in place of shurikens. Move forward off the screen to clear the area.

Mission 1-3

Target Name: Ken Oh

Attacks: Dual fireballs. This attack has 1 or 2 fireballs being thrown

and they are homing fireballs to boot.

Weak Spot--The head.

Strategy--The fireballs Ken is throwing come in two patterns and are randomized. Either jump over the fireballs or crouch walk underneath them to avoid getting damaged. Then, jump normally and throw a shuriken at the his head to do damage. You have to be accurate on the head, as his forehead will block the attack. In general, aim for the face portion of the head.

After enough damage is done, Ken Oh will drop dead you have completed your mission.

4.2) MISSION 2: THE BLACK TURTLE

Mission 2-1

At the start of the mission, immediately jump and kill the running soldier, then move forward and kill another running soldier. Move forward and kill the boomerang enemy and a third running soldier. Move forward and you'll see a boomerang enemy one floor above. Kill him and save the damsel for a 10,000 point bonus. Jump over the wall and there'll be another boomerang enemy guarding a damsel. Drop down to kill him and rescue her for a ticket to the bonus stage.

Jump up the next level and kill another boomerang enemy and move forward to find a damsel on the upper area and a machine gun enemy on the lower area. Save the damsel for a Power-Up if you lost a life in 2 more machine gun enemies for you to kill. A little bit forward is another damsel. Rescue her for a Life Up. Drop down and kill the machine gun soldier, then a running soldier. Move forward to fight another running soldier and another machine gun soldier.

Move forward fight another running soldier and save the damsel for a 10k point bonus. Move forward until you exit the area.

Mission 2-2

Upon the start, immediately jump up the high ledge and save the damsel for a 10,000 point bonus. Move forward for another damsel to save her for a ticket to the bonus stage. Below is a boomerang enemy and a dual-weilding ninja This particular enemy can only be damaged by attack his legs and it takes two regular shurikens or a gun bullet to kill him. Drop down to kill both of them. Move forward to find a another dual-weilding ninja, which you can kill standing, because he is on a ledge a little bit higher than where you are.

Jump up and move forward to see a boomerang enemy on the upper floor and a damsel on the lower floor. Kill the enemy and drop down to rescue her for a 10,000 point bonus. Move forward and kill another dual-wielding ninja and a boomerang enemy. Above is another dual-wielding ninja, a boomerang enemy and a damsel. Kill the two enemies and rescue the damsel for a 10k point bonus.

Stay on the high area and save another damsel for a Life Max, drop down and kill the dual-wielding ninja below. A tad bit forward is another damsel you can rescue for a 10,000 point bonus. Move forward to exit the area and enter the next one.

Mission 2-3

An interesting note about this area--Due to the hero's weight, he can walk on water, Jesus-style.

Jump to the narrow area and crouch-move carefully--There will be a scuba ninja jumping out of the water attacking you. Move carefully enough to where the ninja will jump out of the water and not damage you. A carefully timed shuriken will kill him. Jump to the next area and kill another scuba ninja. Jump to the next area and in front are two scuba ninjas. Kill one of them the way I mentioned and drop onto the water to draw the other out to kill him.

Jump on the next pier and kill another scuba ninja, then hop to the next pier and you'll fight a machine gun soldier and two boomerang enemies. Kill them all and move forward to rescue a damsel to earn a ticket to the bonus stage. Once you see water, kill the next scuba ninja and jump onto the pier to kill another one. Jump to the higher pier fight two scuba ninjas. Jump to the next pier and kill the scuba ninja, then jump to the next one and kill another one.

Jump to the higher pier and kill the scuba ninja. Jump over the water to rescue a damsel for a Life Up and exit the area.

Mission 2-4

Target Name: The Black Turtle

Attacks: None directly, but it'll send out endless waves of pogo ninjas to do its bidding. Two well-timed shurikens or 1 bullet will kill one of them.

Weak Spot: The engine on the front of the machine (to your left for reference).

Strategy: To begin, jump up and throw two quick shurikens/bullets at the engine while it is moving into the area. Once it flies up, it'll send out the wave of pogo ninjas. Kill whatever you can and get to the left side of the screen. The Black Turtle will be flying low towards you. Unleash a fury of shurikens/bullets at it until it either gets close to you or it is destroyed. If the former happens, immediately duck and move to avoid getting hit by its front propeller. If the latter happens, you'll move onto the next mission.

4.3) MISSION 3: MANDARA

Mission 3-1

Immediately upon start, kill two dual-wielding ninjas that are surrounding you. A little to the right is a damsel guarded by a boomerang enemy. Move forward and kill a bazooka soldier, then jump up to kill the boomerang enemy and rescue the damsel for a 10,000 point bonus. Afterwards, immediately drop down to rescue another damsel for a ticket to the bonus stage. Move forward to fight another bazooka soldier, then jump up to the bonus and immediately upper area and snipe a boomerang enemy and rescue the damsel for a 10k point and kill the bazooka enemy afterwards.

Move forward and drop down to kill a boomerang enemy. Move forward and kill the dual-wielding ninja and the boomerang enemy. Jump up the high road and save the damsel for a 10k point bonus, while killing another boomerang enemy. There will be a bazooka enemy below. Move back and drop down to kill him and move forward to kill another boomerang enemy. Jump back up to rescue the damsel for a 10k point bonus, while killing a pogo ninja come from nowhere.

Move forward to kill two more pogo ninjas and a dual-wielding ninja and move off screen to exit the area.

Mission 3-2

From the start. Jump to the high ledge and rescue the damsel for a power up, while killing the machine gun soldier at the same time. Stay on the top area, as the lower area will have bottomless pits. Fall down to rescue a damsel for a Life Max, then jump up to kill the machine gun soldier. Fall into the next crevice to kill a boomerang enemy and save the damsel for a 10k point bonus.

Move forward to kill another boomerang enemy, then move forward to find two damsels, one up above guarded by a boomerang enemy and the other below. Get the one on bottom for a 10,000 point bonus and kill a bazooka enemy, then jump up to kill the boomerang enemy to save the other for another 10,000 point bonus.

Move forward and drop down to kill a boomerang enemy. When you reach a lower area, don't drop down immediately. The bazooka soldier will pin you to your death. Instead, jump over him into the lower area and kill him from the left.

Next, rescue the damsel for a ticket to the bonus stage. Move forward to kill a boomerang enemy and rescue a damsel for a 10,000 point bonus and walk off-screen to the next area.

Mission 3-3

At the start, immediately kill the two dual-wielding ninjas surrounding you. Move forward and kill 2 more dual-wielding ninjas. A 5th one will drop from below. Kill him and the boomerang enemy. Carefully traverse and kill the pogo ninja. Drop down and kill a dual-wielding ninja and a 2nd pogo ninja.

Move forward and jump up to the high ledge to rescue two damsels--both for bonuses of 10k points each. Drop below to kill a boomerang enemy and save the damsel for a third 10k point bonus. Once you fall below, kill the dual-wielding ninja, move forward, kill the pogo ninja and save the damsel for a power-up, if needed. Kill the 2 dual-wielding ninjas and move off screen to exit the area.

Mission 3-4

Target Name: Mandara

Attacks: There will be a wall of statues trying to crush you at the start of battle. Afterwards, the Mandara will spit out two electricity balls, one higher than the other.

Weak Spot: The giant face of the boss.

Strategy: to begin, quickly shoot at the wall of statues to destroy them one-by-one before it pushes you into the electrical wall and kill you, regardless of how much life you have left. Once all of the statues are destroyed, the giant head will show up. It's electric ball pattern is one high ball and one low ball. Walk under the high ball then jump over the low ball, throwing a shuriken while maneuvering the attacks. Try throwing while jumping over the low ball. Repeat until the stage clear music plays.

4.4) MISSION 4

Mission 4-1

At the start, kill the dual-wielding ninja behind you and the pogo ninja. Jump over the pagoda and kill a 2nd dual-wielding ninja and a pogo ninja. over the next pagoda to kill a third pogo ninja and a boomerang enemy. Move forward and jump to the the damsel behind a pagoda for a 10k point bonus. Next, move forward to kill another pogo ninja and jump over the pagoda to kill a pogo ninja and a boomerang enemy. Jump in-between the two pagodas to rescue the damsel for a 10k point bonus.

Move forward and kill a pogo ninja and jump over the next pagoda. Drop below to rescue the damsel for a ticket to the bonus stage. Jump onto the next pagoda to rescue another damsel for a Life Up, if needed. Jump over the boomerang enemy and kill it from the left. To your right is a gun-toting ninja. They're like the machine gun soldiers, but are standing up instead of crouching. Still the same strategy applies to this new enemy.

Kill the next gun-toting ninja on the steps and kill a boomerang enemy. Drop down to kill a 3rd gun-toting ninja and move off-screen to reach the next area.

Mission 4-2

At the start, kill the pogo ninja and jump up the steps to kill a boomerang enemy. Move forward and kill two more boomerang enemies. Next, move forward and kill two frogmen, who jump around the area, causing some problems, but can be kill with 1 shuriken. Rescue the damsel for a power-up, if necessary, jump over the pit, snipe the boomerang enemy, then get close to the pit and throw a shuriken at the faraway boomerang enemy to kill him and jump over the pit.

Rescue the damsel for a 10k point bonus while killing a frogman. The next pit is tricky. Jump over a good portion of the pit and move back in the same jump to the ledge to draw a frogman out of his spawn point and kill it. Drop down below to kill another frogman and rescue two damsels, one for a ticket to the bonus stage and the other for a 10k point bonus.

Repeat the same tactic on the next pit to draw the frogman out of his hiding spot and kill it. Jump over the pit and walk off the screen to reach the next area.

Mission 4-3

From the start, throw a shuriken to kill the faraway boomerang enemy and jump over the pit to rescue a damsel with a 10,000 point bonus. Kill the frogman jumping towards you use the same strategy from the previous area to draw the frogman out and kill him. Jump over the pit and walk towards the edge of the next one to snipe a boomerang enemy.

Rescue the damsel for a 10k point bonus and jump over the next pit and immediately kill the boomerang enemy and frogman. Move forward and jump over another pit to see a boomerang enemy safely perched beyond another pit. The key is to jump to draw the enemy's boomerang and move left to avoid it and face right and throw a shuriken at his feet --all while on the same jump.

Afterwards, rescue the 2 damsel for a ticket to the bonus stage and a 10,000 point bonus. Jump the next pit, then jump over the next one and kill a frogman in mid-jump, then kill the next frogman, jump over the pit walk off-screen to exit the area.

Mission 4-4

Target Name: Lobster

Attacks: Just one attack, but it is very devastating if you allow him to attack. He just slashes his sword.

Weak Spot--The head.

Strategy--This is pretty much an easier version of Ken Oh. Just aim for the face and don't let him corner you. He'll be dead soon enough.

4.5) MISSION 5: THE MASKED NINJA

Mission 5-1

From the get-go, kill two dual-wielding ninjas in front of you. Next, crouch move towards 3 gun-toting ninjas--One of them in between two pits --and kill them. Next, jump up to the roof to kill a boomerang enemy and save the damsel for a 10k point bonus, while killing a dual-wielding ninja afterwards. Move across the pit to kill a boomerang enemy and a gun toting ninja and drop down in between two pits to rescue a damsel for a 10k point bonus, jump back up to kill the boomerang enemy, drop below for a damsel giving out a Life up, then jump back up to save the next damsel for a 10k point bonus.

Next, Move forward to kill the boomerang enemy, then a gun toting ninja. Below is four dual-wielding ninjas. If you succeeded in clearing the bonus stages to where you have two ninjas that kill all enemies onscreen, use that to clear the ninja convention. Next, drop down to ground level and exit off-screen.

Mission 5-2

In this area, you'll be faced with one new enemy--The kamakazi ninjas. They'll fly out of nowhere to hit you.

From the start, move forward and kill a kamakazi, then another one, then a dual-wielding ninja, then another kamakazi. Next, jump over the trashcan and kill yet another kamakazi, jump over the next trash can, kill a gun-toting ninja, move forward up the steps to kill a boomerang enemy and rescue a damsel for a power-up.

This next part is tricky. Wait until the dual-wielding ninja is to the right of the 2nd boomerang enemy and get between the two boomerang enemies and attack like crazy. Rescue the next damsel for a 10,000 point bonus, jump over the trashcan while killing a pogo ninja and rescue another damsel for a life max. Jump the next set of trashcans and kill the gun-toting ninjas and pogo ninjas. Move offscreen to the next area.

Mission 5-3

From the start, immediately kill the machine gun soldier and move forward to kill a boomerang enemy. you'll be face with one last new enemy--The samurai. Two shurikens or a bullet will kill him. Next, jump up to the top floor to kill adual-wielding ninja. Drop below to kill another dual-wielding ninja and a boomerang enemy. Move forward to kill another boomerang enemy and save the 2 damsels for a Life Max and a 10k point bonus.

Next, jump up to the next floor and kill the 2 machine gun soldiers, then drop down in-between two boomerang enemies and kill both of them. Move forward and wait until the samurai drops one floor below before killing him, then jump up and kill the machine gun soldier. Move forward and you'll see a large group of enemies, including a Samurai. Use your ninjitsu magic to clear the area. next, drop below and move forward then jump up to snipe 2 boomerang enemies.

Next, rescue the damsel for a 10,000 point bonus, then drop down and kill the twomachine gun soldiers and rescue the damsel for another 10k point bonus. From there, move forward, jump up to the high floor and go off screen to exit.

Mission 5-4

Target Name: The Masked Ninja

Attacks: 1st phase--Alternates between jump over and using a ninjitsu shield.

2nd phase--Goes slightly invulnerable and charges at you.

3rd phase--Jumps around and summons two clones to overwhelm you.

Final phase--just charges back and forth.

Weak Spot--The entire body, all four phases.

Strategy--For the first phase, crouch walk under his jumps and wait until he uses his shield and disables it to attack him. four hits should get this phase finished.

For the second phase, jump over him when he charges and wait until he turns from white (his invulnerability form) to his normal form to do damage.

For the third phase, throw whatever you got at the real boss, who is green, while attacking his clones to give yourself some breathing room.

For the fourth and final phase, quickly jump over him when he charges and throw a shuriken at him. Repeat this until the Stage clear music is played to denote he is dead

After the mission is over, the game will show your character in a grass field with your final score and the words 'THE END' on the bottom.

Congratulations on beating a wonderful ninja game!

5) THE YE OL STAGE SELECT CHEAT.

If you're having trouble beating this game, despite reading this guide thoroughly, there is a "secret tactic" that you use to get ahead. It is called the stage select cheat.

When on the title screen, input the following:

Down, Down, Left, Right, Up, Up and start

If the code is entered correctly, you can choose which mission and which area within a mission you can start on with. This makes it possible to go straight to the Masked Ninja for some practice.

6) NINJITSTU LIST

There are six different ninjitsus in the game. The format is as follows:

Ninjistu name

Icon: What the icon looks like.

Effect: What it will cause to benefit you.

Scroll of Smoke

Icon: A scroll rolled up.

Effect: When used, it will sent out smoke which will cause the enemies to suffocate to death. Works for an entire screen full of enemies.

WhirlWind

Icon: A tornado

Effect: When used, it'll unleash a fury of wind, with a whirlwind surrounding you, blowing all enemies off the screen.

Ninja Shadows

Icon: A ninja wearing white.

Effect: When used, a whole group of ninjas will come and kill all on-screen enemies

Freezing Ice

Icon: An iceberg

Effect: When used, all on-screen enemies will be frozen in time, allowing you to kill the enemies, while the next wave of enemies

come unfrozen.

Cloak of Invisibility

Icon: A red kanji character.

Effect: When used, you'll become invisible, float and can pass through walls. It will also protect from all enemy attacks.

Duration lasts for the remainder of the area.

Shroud of Invulnerability

Icon: A white ball with black lines going through vertically.

Effect: When used, you will be completely immune to all enemy attacks, allowing for safe passage to the next area. Duration lasts for the remainder of the area.

7) REWARDS FOR SAVING THE DAMSELS IN DISTRESS

This is a more detailed list of what I mentioned in the walkthrough.

10,000 PTS: Does what it exactly does--gives you 10,000 points.

Life Up: Increases your maximum life by two unit. The total max is 10 units.

Power-Up: Increases the speed and power of your shurikens. the first power up of a life will boost the shuriken's throwing speed,, while the 2nd will transform it into a gun that fires bullets. All other Power-Up pickups afterwards for the same life will do nothing.

Life Max: Completely refills your health to it's max.

Bonus Stage--This ticket will entitle you to one go around of the bonus round, where you have to kill all the ninjas for a ninjistu,

8) IN CONCLUSION

We have reached the end of this guide. I hope you had as much fun reading this as I did writing it.

9) CONTACT INFORMATION

If you have any questions regarding this guide or any of my other video game guides on GameFAQs, drop me a line at the following E-mail address:

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Note that I will delete all spam and hate mail at my sole discretion.

10) LEGAL INFORMATION

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