

# Ninja: Shadow of Darkness FAQ/Walkthrough

by The Night Flier

Updated to vFinal on Mar 21, 2002

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NINJA: SHADOW OF DARKNESS

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Walkthrough/FAQ By The Night Flier  
Mail: night\_007\_flier@yahoo.com  
Platform: Playstation  
Version: Final Version  
Last Updated: 28/02/2002

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INTRODUCTION

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"Enter the mystical world of Kurosawa, the young ninja, as he fights his way through 11 levels of puzzles, baddies and bosses with dozens of fighting moves, weapons and magic spells in this third person action arcade game from Eidos Interactive."

This is the intro given at the back of the cover of Playstation's Ninja: Shadow of Darkness. Two things have driven me to write this walkthrough:

1. It is really a very tough game to play and you will need lots of help to complete it.
2. I searched the web like hell and hardly anyone has written a walkthrough of it.

This is going to be my last update. If you feel that some details have to be added, or you have a question, or anything else, contact me at night\_007\_flier@yahoo.com.

Look at the 'Contact and Contribution' section for more details.

NOTE: If you see this FAQ/walkthrough in any other site, please mail me at once and I will see that the guy who ripped off my work is properly punished. To see in which all sites this FAQ/walkthrough should appear copy-paste this link on your address bar:

[www.geocities.com/ninjashadowofdarknesspsx/where.html](http://www.geocities.com/ninjashadowofdarknesspsx/where.html)

The most updated version of this FAQ can be found at [www.gamefaqs.com](http://www.gamefaqs.com)

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## LEGAL MATTERS

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[www.geocities.com/ninjashadowofdarknesspsx/where.html](http://www.geocities.com/ninjashadowofdarknesspsx/where.html)

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## REVISION HISTORY

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Version 23 (Final Version):

1. 28/02/2002
2. Update after 1 year  
Changed mail to night\_007\_flier@yahoo.com.
3. Excite Mail no longer working

Version 22:

1. 01/11/2000
2. Corrected all mistakes.
3. Completed all the sections.
4. That's it. Goodbye.

Version 21:

1. In one single burst of perseverance, finished the entire walkthrough!

Version 20:

1. 24/10/2000
2. Started level 13
3. Finished level 13

Version 19:

1. 20/10/2000
2. Finished level 12

Version 18:

1. 17/10/2000
2. Started level 12

Version 17:

1. 11/10/2000
2. Finished level 11

Version 16:

1. 07/10/2000
2. Started level 11

Version 15:

1. 03/10/2000
2. Finished level 9
3. Finished level 10

Version 14:

1. 30/09/2000
2. Finished level 8
3. Started level 9

Version 13:

1. 25/09/2000
2. Finished level 7
3. Started level 8

Version 12:

1. 19/09/2000
2. Finished level 6
3. Started level 7

Version 11:

1. 13/09/2000
2. Started level 6
3. Updated FAQ section

Version 10:

1. 05/09/2000

2. Started level 5
3. Finished level 5

Version 09:

1. 29/08/2000
2. Finished level 4
3. Updated FAQ section

Version 08:

1. 21/08/2000
2. Started level 4
3. Updated Legal Matters section

Version 07:

1. 15/08/2000
2. Finished level 3
3. Added Gameshark codes

Version 06:

1. 06/08/2000
2. Started Level 3
3. Updated Cheats section

Version 05:

1. 01/08/2000
2. Finished Level 2
3. Added FAQ section

Version 04:

1. 27/07/2000
2. Updated Tips, Hints & Strategies.
3. Started Level 2.

Version 03:

1. 24/07/2000
2. Updated Walkthrough. Finished Level 1.
3. Added Cheats

Version 02:

1. 19/07/2000
2. Updated Contact & Contribution Section.
3. Updated Tips, Hints & Strategies.
4. Updated Walkthrough.

Version 01:

1. 15/07/2000
2. Just started the walkthrough.
3. Most of the sections empty.

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## GAME REVIEW & INFO

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O.K this game is one of the toughest that you will ever see. Without the use of cheat codes, it is almost impossible to defeat. But if you like a challenge, then this is the game for you. Horde after horde of enemies of varying strengths comes after your skin. Also, you can't just run away; you have to kill each and every one of them to advance into the next area. And these are just the easy parts...

Info:

Genre - Arcade Action

Players - 1

Discs - 1

Design - Core

Creation - Eidos Interactive

Release - 15/9/1998

Review Scores:

Presentation: 7/10

This game is fairly presented, even though we might have expected something more from the developers of Tomb Raider. You play a young ninja, who has to fight a lot of enemies to avenge his ... whatever. You have to pass a lot of levels, facing countless foes and avoiding seemingly endless obstacles and traps.

Graphics: 8/10

The graphics are decent and quite good. In fact, if it weren't for them, this game would have bombed totally. The FMV sequences, though not too many, are excellent.

Sound: 7/10

The sound in this game is passable. But there's nothing exceptional about it. The music is okay, even if it gets boring after some while.

Gameplay: 6/10

This game, as I have mentioned before, is the hardest one to ever hit the gaming world. You can hardly advance two steps forwards before you are ambushed by some blood-thirsty demons. But it is a lot of fun, if you don't use cheats. But then, you can't even advance to the second level. The controls are good and simple, and your magic potions add a little extra to the game.

Replay Value: 0/10

If you bother to play the game till the end, then the replay value is high. If not, it's zero. Also if you have already finished it, then you will never play the game again. One time is more than enough to reach the brink of insanity.

Overall: 6/10

This game is decent, but doesn't even compare to other good games. You can play it if no other game is present or you have nothing else to do. Never

buy this game, I repeat never BUY this game, it's not worth that much for it's price. But I am sure you can rent it cheaply.

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## TIPS, HINTS AND STRATEGIES

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The following are the basic strategies I have formed to survive the various aspects of the game. I will be adding to this section as I advance further.

1. While fighting, press the punch and kick buttons repeatedly, so that the ninja can perform combos. This will really hurt the enemies.
2. Remember the places I've told you to...well, remember. I have only asked you to remember a few places throughout the entire game so don't worry.
3. While fighting multiple idiots, try to get into a place where you can see the whole area.
4. Never back up into a tree, rock, etc. You may think that that is a superb way to stop enemies attacking you from the rear, but in fact this move cramps you for space.
5. Be wary of chests. All chests do not hold goodies. Some of them hold explosives and others erupt spikes. Run to all types of chests, open it and run away quickly. If it's a trap, let it blast. If not, just retrace your steps and get the stuff inside them.
6. Your magic spells are by far, your most valuable attack weapon. But they are very rare to find, so never use them except near bosses and REALLY tough baddies.
7. You can't save in the middle of the game, so don't start one unless you have a lot of time in your hand. You can save only after each level, which are quite long, if I do say so.
8. Open each and every chest you come across.
9. Be wary of traps. Every level is littered with them.
10. If you look carefully at some places, you can see a glimmer of stars that repeat itself every few seconds. They are actually hidden items and other items of importance. Whenever you see a glimmer, just shoot at it with your knives.
11. Kill each and every foe you come up against. Killing all them gives you more goodies.

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## WALKTHROUGH

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NOTE: Before starting the game, watch the cool FMV sequence that shows the story of how you became a ninja.

### LEVEL 1 - THE FOREST

Once you start, just experiment with your controls. Shoot the item from the top of tree on the right of your screen. Then head down the path and open all the chests along the way. Be careful of the beehive. Soon, you will be

greeted by some farmers. Take them out with the knives and your punch and kick combos. Be careful, don't go near the fire, 'cos it can damage you. When the last enemy is dead, the chest containing the key to the nearby gate appears. Grab the key and open the gate.

The area inside has many chests and enemies in the form of lumberjacks and farmers. Take them all out. Once the last one is dead, a chest will appear with a key for the nearby gate. Further to your right is a chest guarded by a trip wire. Go near the chest and once you touch the wire, run away like hell. Once you avoid the three spears, take the item inside the chest. Then go out through the gate (You can also jump over the trip wires, but this method is more fun).

You will reach a checkpoint (now if you die in the remainder of the level, you will start from here). Kill the enemies in this region and go forwards. Be careful; don't fall down below from the sides of the cliff here. You will die if you fall down. As soon as you reach the ledge, jump to avoid being caught in the bear traps. Then go left, avoid the spinning blade and take the stuff you see inside the chest. There is a chest in the inner enclosure as well. Then go back out avoiding the blades and advance down the hill. As soon as you see the logs rolling down, jump up to escape from not being hit. You must also leap over two gaps on the hillside. You must do this all very quickly if you want to live. Then proceed downwards till you reach another checkpoint.

Kill the peasant women that appear. They can be killed with one kick. Then cross the wooden bridge, killing all the farmers that appear. But be careful, 'cos there's a trip wire at the end of the bridge. Jump over it. After that take the stuff inside the chest. Then turn left and DROP from the ledge to the ground below. Avoid the three spinning blades and go to the area on the left. Kill everyone here and then take the stuff from the chest while avoiding the animal traps.

Trip the wire and then stand to one side. It's not a spear trap; it's more like a wooden spike one. Grab the thing inside the chest. Go forwards, take care of the lumberjacks that appear and continue forwards till you see a checkpoint and a chest. Now comes the toughest part of the First Level. NOTE: If you step off the ledge and into deep water, you will drown. Be very careful while you walk. Also, the following paragraph won't make much sense unless you are playing the game. Just keep exploring the area yourself if you don't understand what I wrote.

Wade into the water, turn right and knife that huge crab. It's not as dangerous as it seems. Continue forwards. You will come to a place where the path leads to the left. Don't go there now. Go forwards, till you see another crab. Take care of it too. If you advance any further, you will reach a dead end. Now retrace your steps and go back to the place where the ledge branched towards the left. Go front from there now. Keep going forwards. You will reach a place where the ledge goes to the left from here. Take no notice of it and go forwards. You will now see another ledge going to the left as well. Follow it, kill the crab and get to its end avoiding the orange colored fish on the way. Then jump on the moving platform and let it take you across.

Once on the other side, avoid the fish and go forwards. If you want, you can kill the crab that is waiting a little further. If not, jump to the smaller platform on your left and then quickly across, as it collapses once you land on it. Advance doing the same. When you finally reach the other side, go up to the land and take the checkpoint. Also take the stuff inside the chest. You can't go through the gate, as you don't have the key for it. Go back into the water, go forwards, turn right, avoid the fishes, go through the waterfall and take the key from the chest. Whewwww!!! Then use this key on the gate you saw previously.

Go through the gate and take care of the ninjas inside. Go into the passage in front of you, jumping over the wire. Then take the stuff inside the chests in the inner enclosure of this passage. Go back out and then go to

the right passage. Take the stuff inside the chest here as well and then go to the left passage. Once you go inside this passage, it begins to rain. Here, be careful. Small, blue sparks on the ground are the places where lightning strikes. Avoid all the sparks when you see them. Keep going forwards. You will have to take care of several ninjas that drop from the skies. In one chest in this area, you will find a sword. Note: Once you die, the sword disappears.

Then keep going forwards, disposing of all enemies along the way. Once you kill everyone, a chest with a key will appear. Open the gate and then activate the checkpoint. It stops raining now.

Go right now to access a chest, which is being guarded by animal traps, and trip wires. Then go out and go forwards. Avoid the rolling wooden spikes and jump over them to get to the other side. Cross the log and activate the checkpoint. Go right and jump down the ledges and kill the farmers. Go forwards and jump across the moving platforms to get the key on the other side after fighting the ninjas. Go all the way back to the checkpoint. Then go front where you again have to fight some ninjas. Keep advancing, but be careful, because trees keep falling in your path. Then open the gate to face the first boss.

Boss Fight 1

This boss I call Big Tail with Small Brain (HYUCK, HYUCK). You will understand when you come face to face with him. Basically, he's a slow dinosaur type creature. His attack is this: first he will take a jump to reach near you, and then he will swipe you with his tail. Then he will attack you with his purple breath (yugh!). Just keep running around him in tight circles and you will be fine. When you finally defeat this monster, collect all the change and the key to the exit quickly. Congratulations!!! You have completed the first level successfully.

Next, you will be inside a shop. Here, you can purchase whatever items you need with gold. The amount of gold you have is shown on the upper right corner of your screen. You also have an option to save. Save your game and exit from the shop.

Now you enter the next level, The Cemetery.

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LEVEL 2 - THE CEMETRY

Start this level by slowly going forwards. Exercise extreme caution, as the pillars topple over once you get near it. There are chests on either sides of the flight of stairs. Once on top jump over the alternative green and blue currents. Then go around the razor plant and to the wide space directly behind it. There are some chests along the way.

Some green creatures will come to smash you. I call them shaggies. After you defeat them, the stone portions with eyes in front of you will open, each with an armed skeleton inside. Now, they are a real pain in the a\$\$\$. You will understand soon why enough. To kill the upper part of the skeleton once it separated from the lower part, just jump on top of it. To kill the lower part, just punch it. Then climb the stairs on your right and navigate all the way to the other side, taking care of some shaggies along the way. Take the key from the chest and beware of the spikes on the floor. Now go down the stairs and open the chest near it. Now go back to the plant monster and open the gate to the LEFT of your SCREEN.

Get rid of all the creatures that attack you. Then get the stuff from all the boxes. One holds an ax. Then shoot the tombstones which glimmers. After



that, shoot the tombstone closest to the boxes in front of you. The boxes will explode. But now, again be careful, as the blue eye on top of the column shoots a ray at you. While dodging it, kill the enemies and open the chests. Once you get the key, run all the way back to the plant monster. Now go to all the way round to the other side and open that gate. Activate the checkpoint.

Go left, but don't cross the bridge yet. Go front. You will see the walls of the buildings shimmering. Throw the knives at the walls to get some considerable change. Then go to the other side of the building and do the same.

Now go to the left bridge and cross it. Take out all the enemies that charge at you. Then climb the stairs and open the chest at the far end to get the silver key. But the only problem is those exploding crates... Just go near them and when they start quivering, back away as far away as you can. Now with the silver key, open the silver gate below.

There are some explosive crates here as well. Avoid them, and then overcome the obstacles in your path. Keep jumping over the pulses and the spikes. When you reach the other end, quickly open all the chests and get out, before the translucent flying skeletons can get to you.

Now avoid those endless traps again and cross the bridge. Then cross the other bridge. Go slowly, as the plant monster there moves more quickly. Just wait till you see a pattern for those razor arms and quickly cross the bridge. Then dispose of all the seemingly unlimited enemies that try to kill you. Climb the stairs and trigger those explosive crates. Cross the three-spiked section as well and acquire the gold key. Jump down below and open the golden gate. There are some crates here as well. Open the second golden gate and activate the checkpoint.

Then go right and take care of the enemies. Open all the chests on the way. Note the gate, which is locked. Once you get rid of all the creatures, the gate to the inner circle opens. Destroy all the enemies here and the other gate opens. Be prepared for anything and go through that gate.

Yeeesh!!! It's that horde of useless things again! Take them out, climb the stairs, trip the trap, get the key and open the gate downstairs. You have just entered the realm of the next boss.

## Boss Fight 2

I call this boss 'The Two Headed Freak Of Nature' (believe me, no pun intended there). Guess you're in 'double trouble' now (HYUCK, HYUCK). This boss is faster than the last one though. Keep moving, otherwise he/they will catch you in his/their eye laser. When you see an opening, use your punch and kick combos. Repeat this till you succeed. Then collect all the bonus stuff and wait. Congratulations!!! You have successfully completed the second level!

Next, buy whatever you need in the shop if you have the cash. Don't spend your money on something you don't need. Save and exit the shop.

Now you enter the next level, The Monastery Exterior.

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LEVEL 3 - The Monastery Exterior

Proceed forwards and knock the senses out of the samurai warriors at the gates and anybody who dares to come near you. There will be a key in one of the chests. Open the gate and kill all the enemies that charge you at once. Then proceed to the left. As you reach the edge a stone block appears. When you step on it, another one appears and so on. Don't worry; they won't collapse under your feet. Just keep following it till you reach the other side. There's a checkpoint and about 5 guards waiting for you there. Note the spikes on your right.

When you get rid of the guards, a chest appears with a key to a nearby gate. Open it and again take care of the people that attack you. When all of them have been eliminated, a hole opens in between the two doors. Go down, open the chests and stand on the circular disc that you can see on the corner. This opens the spiked section above, near the checkpoint. Go there, while eliminating all the opposition along the way. Take out all those guys too. Then open the gate and whatever you do, don't step on the grass. There's a dragon sleeping in the middle. Kill all the enemies you see and the ones that come out of the doors, while standing on the stone pavement. After everyone has been killed go near the dragon and defeat it. If you go near its tail, it will swipe you with it, if you go near its side, it will roll over like a dog and crush you and if you go front of it, it does what all dragons do; spit fire. There, that doesn't give you many options, does it? Just don't get too close to it and keep shooting at it with your knives. The best strategy is to go near it, give a few good punches and run away before it can react. You will get lots of stuff and a golden key once you defeat it. Its death also opens a hole on the side of the area. After slaying all the guys and opening all the chests go all the way back to the disappearing platforms. Cross it once again and open the gate on your left. I call this area the Pulse Room. Activate the checkpoint. Don't go any further. Go back out and to the left.

You will have to do another platform miracle, except this one's tougher. Once you get on the other side, fight like hell and dispose of all the guys. Open the gate and kill the fleet of enemies. Once on their demise, go through the opening. Activate the circular thing. There's a spike trap chest here. Get out and you will find a spiked entranceway on the other side, just like the previous one. And like the previous one, there is another dragon here as well. Toast it and take the golden key. Go back to the Pulse Room and open the next gate. There will be another checkpoint here.

Go left. You will see horse drawn chariots charging towards you. Avoid them at all costs. At the end, take out all the guards, including those dummy type warriors. Get the key from the chest. Open the gate in front of you and kill all the guards. You will then receive a chest with a gold key. You cannot get those chests in the center yet.

Go out and go towards the checkpoint and don't forget about the chariots. There are several fences glimmering if you look hard. Get the goodies and open the gate with your gold key. Look left and you will see a couple of extra armored samurais guarding the hole. Kill them and shoot both the tombstones on either side of the hole. You will then get some goodies and open the hole. Go through the hole and you can access the goodies that were in the central area before.

Next, get out and go to the other side. You will be faced with a situation as exactly as the last one. Get the stuff and go back towards then checkpoint. Now go the other side. Avoid the horses, kill the guys and get the key. Then open the gate, kill some more guys and get the golden key. Go towards the checkpoint again and head right, where the last gate is.

The battle inside is one of the toughest in the game. The enemies are stronger here and they just keep coming and coming. After defeating them and getting all the goodies, climb the stairs. That's It!!!!!! You have finished Level 3!!!

Buy whatever you want and save your game.

Now enter the next level, The Monastery Exterior.

#### LEVEL 4 - THE MONASTERY EXTERIOR

IMP NOTE: From now on, I am not mentioning the enemies. I will only write about the bosses and enemies that are exceptionally tough to kill. I am also not going to mention about any chests either, except for the ones that hold keys.

Note: Most of the lamps in this area hold goodies.

Go through the middle door. In the next area, go through the right door. Next, go through the left door and finally through the middle door. Once you dispose of the enemies here, you will get the gold key. Open the door in front of you and activate the checkpoint.

Note: Most of the candlesticks in this area hold goodies as well.

Kill the ghost skeletons and climb the left ladder. Avoid the wooden logs and go to the other side. Warning, as the chest here is a trap. Take the silver key. Now go back to the checkpoint and open the gate in front of you. You will get another checkpoint and a weapon in one of the chests. Now head up the right ladder. The same fate awaits you. Make your way to the other side to receive another key. Go back and open the other gate in front of the checkpoint.

Beat the hell out of those ghost skeletons and climb the left stairs. Survival of the following battle activates a bridge that takes you to those chests. Take the key and open the gate in front of the last checkpoint. Then head up the right ladder. You will be introduced to a new trap.

Leap over the incoming fireballs. You have to have perfect timing for this. Keep shooting at the damned contraption. Your bombs and magic does not work on it. The more the damage you do, the faster it will become. But eventually, it will explode, giving you a silver key. Then go back and open the other gate.

Kill the ghost skeletons and climb the left stairs. Killing the enemies in this area allows you to climb further up. Once you get up there, quickly avoid the golden snake (you can't kill it) and climb the slope. Note that you can only climb the slopes that have a green tint to it. The slopes having the bluish tint are unclimbable. Kill all the enemies, get the chests and go to the other side. Climb down the slope and activate the circular thing to lower the spikes, while avoiding the snake. Remember, the spikes remain lowered only for a short period. Run back towards the upper walkway and SLIDE down the MIDDLE of it. You will get a gold key. Now get out of the area and open the wooden gate in the left of you. It will reveal (surprise, surprise) another gate. Now go up the right ladder and do the entire snake process again till you get the second gold key. Then open the other door.

Once you open the door, get the stuff inside the chests quickly. Look at the

floor carefully. When you see an orange spark on the floor, get away from there; because that's the place where a huge fireball will drop. This is similar to the lighting in the first level. Then go near the spikes. Once it lowers, quickly climb the ladder. Take out all the guys that come at you. Then stand on the circular spot and shoot the window boards six times. It will then disintegrate to let the sunshine in. Don't go down. Just go all around the entire walkway, taking out all enemies and opening all the windows. Make sure you traveled left and right as far as you can. There will be a chest at each end. Once you do all that climb down either of the stairs and jump into the fire at the center. Trust me, you won't die. But you will wish you had...

Congrats!!! You completed the first and EASIEST part of this level! Now let's dive into the last part of this level or the next level (whatever you want to call it).

#### LEVEL 5 - HELL 1

##### Boss Fight 3

This is just a mini level and is more or less the boss of the last level. Watch the FMV sequence. Your main enemy sits on a hideous throne on top, where you can't reach him. Now you have to deal with his assistant, which I just call Big Ugly Monster. The reason will strike you soon enough.

Now, this guy is mean. And I mean really MEAN. He has a powerful sonar-type magic breath and he will swipe, kick and bite you. He can also let loose a few tons of rocks at your head. A formidable opponent...

His A\$\$ is his weak point. Keep running around him in circles and keep shooting, punching, kicking, etc. An advantage you have is speed. Either you are very fast, or that dumb ass is very slow. If you run, he can't keep up with you. Also, your magic potion does a helluva damage to him.

If you want to know, that vertical bar on the left of your screen is Mr. Big Ugly Monster's health bar. Just keep attacking him from behind and you will EVENTUALLY send that sucker to meet its maker. But he won't die that quickly. It will take some time. Remember, patience is a virtue (yeah right)!

After all that, go to the shop and save your game. Yahooooo!!! Proceed to the next level!

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#### LEVEL 6 - THE CATACOMBS

Note: This is one of the most boring levels of this game. The obstacles are pointless and exist solely for the purpose of increasing the game time. Also in some areas, once you cross a point, a steel door shuts behind you and you cannot go back. Fortunately, this door also acts as a checkpoint.

After you defeat your evil counterparts, two chests appear at the starting point. Keep going forwards. Open the chest in front of you and run back! Then go through the door on your right after taking the key from the chest. After vanquishing all the enemies in this area, you will get a chest with a key for the door in front of you. And no, you cannot kill that idiot on top who keeps throwing the dynamites. Not yet.

Keep following the tunnel. Notice that the unlit lamps glimmer. Jump the deep hole and proceed with caution. Rocks fall on top of you. Soon you will come across a bridge. Go as close as possible towards the spiked ball and jump past it. Kill everyone you see and collect the stuff from the chests.

Now you must be in a corridor filled with green slime. Whatever you do, don't ever step on them. Proceed and be careful of the falling rafters. Avoid all the slime and go across the steel bridge. This is the bridge from where the ninja threw dynamites at you. Eliminating all the enemies here gives you a gold key. Cross the steel bridge. At least try to, anyway. Once you fall down, come to the bottom of your screen and open the golden door. (Remember, this is the place where the dynamite-throwing chest was).

Go through the passage till you reach a checkpoint. There's a locked door near here. Head right and take the key once you have killed all your opponents. Open the door and head forwards. Be careful of the rake trap that lies dead ahead. Dash through the spiked closing walls. Then go to the end and jump on the platform. It will go up after a second. Kill the bats and get the key from the chest at the end of the tunnel. Then retreat and open the door near the checkpoint.

Avoid the slime and go forwards. Another bridge, another pain. Go to the other side and advance. Jump the hole and you will see another huge hole. (Please remember this place). You cannot jump past this one. Go through its left and turn right immediately to avoid the falling rafter. Then jump past the rake traps ahead of you. (Man, this game just keeps getting better and better doesn't it? Yeeesh!) Avoid the falling rafters and make your way to the end of the tunnel. There's a block of circular stone here. Stand on it and go back to the place I told you to remember. There will be a bridge now at the deep hole. Jump on it and go up.

Now, you have to face more horrors, the same type you faced earlier during this level. Advance, and the spiked wall behind you will start to close. Keep to the left and head left once you reach the opening. The chests you see in front of you are just not worth it. Then keep going through the tunnel, killing everything you see. You will come across another spiked wall and this time, stick to the right. More bridges lie across your path. Eventually, you will get a chest with a gold key. Head back and the steel bridge will drop. Go to the top of your screen. Jump across the moving platforms QUICKLY. Now after everything you've endured, your reward is a giant spider.

#### Boss Fight 4

This spider is a little tough to defeat. The problem is, it keeps laying eggs on the floor, which will hatch after a few seconds. Then the baby spiders will attack you too. So don't let the spider lay eggs. Also, this might be a good place to use a FEW of your bombs.

Kill it and head to the shop and save your game. Hats off to you!!! Proceed to the next level.

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#### LEVEL 7 - CLOUD 1

IMP NOTE: From now on, I am going to be very brief. You should know what to do by yourself. Open all the chests and kill all the enemies you find. Explaining everything in detail is just going to ruin the entire game for

you. Find the doors I mention by exploring the area yourself.

Note: Most of the walls in this level glimmer.

Take care of the enemies and climb the stairs. Then climb the stairs and take the key. Across the chest are some hidden goodies. Then cross the bridge and slay the flying dragons. Take the key from the chest that appears and open the gate in front of you. Then touch the spinning cube and run across the bridge that appears.

Circle to the right and kill the enemies that appear. Cross the second bridge and activate the windmill. The area here glimmers. Then go back across the bridge. Shoot the wall in front of you and it will explode, giving you a weapon. Then go around till you reach a big platform, which moves due to the windmill.

Once across, slay till you get the chests. Then go around till you see some floating platforms. Jump across it till you reach the other side. Whew, at least these platforms are big. Wait! Now I understand why they are so big. A couple of dragons try to knock our hero down!

Land on the higher walkway. If you land on the lower walkway, no problem, as there is a lift to take you to the higher walkway. Get the silver key by killing everyone and everything you see. Be careful of those falling rocks while jumping on the moving platform. Then jump to the lower platform. You will find a spinning cube that will activate another bridge once you disturb it. Cross the bridge and open the door in front of you.

After you slay all the people in this area, a stairway to the underground will appear. (Please remember this place). Go down and you will soon reach a very big hole. Jump to the small disappearing platform in the middle of the hole and quickly jump to the other side. Go up and you will reach a checkpoint.

Almost all the walls in this area glimmer. If you jump the platforms on the left and right, you can access some chests. But I really wouldn't advise it, because those fireballs would take too much of your life. Go to your extreme left from the checkpoint and climb UP the ledges. Taking care of all the wannabe demons here drops the bridge in front of you. Cross it and repeat the entire procedure all over again to drop the second bridge. Then go through the wooden walkway and get the chests at the end of it, after avoiding those pushing obstacles. Then go back and climb the stairs you just passed. Go to the right and go down the lift. Annihilate the samurai and then shoot the wall in front of you to reveal a chest with an extra life. Then go back up the lift and cross the rolling stones. Be careful because there are spikes in the middle section between the stones. Once on the other side, show those demons that you are not called a ninja for nothing. Then collect the key once they are dead.

Then head all the way back to the place I told you to remember. Open the gate in front of you and jump on the ropeway. Then jump on the other platform and to the platform below you. This is really tough, as you will miss it. Go to the upper left corner of the platform as much as you can and jump below. Finally, jump to another platform and from there to the wooden walkway.

OOORBAGA!!! You finished this level as well. If you didn't use any of the cheats till now, then you're the man. (After me, of course. I didn't use any cheats either). Save your game and head to the next level.

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## LEVEL 8 - CLOUD 2

NOTE: The barrels in this level explode once you shoot them. Shoot each and every barrel you come up against, because some of them reveal secret hiding rooms with lots of treasures inside once they are destroyed. Shoot at them while standing a little back or you will get caught in the blast.

Go right and get the key from the chest. Then shoot the wall alongside here to get a power up. Then jump down and cross the bridge. Note that the bridge glimmers. Circle the walkway and activate the windmill. Then hop abroad the ropeway on the other side you just activated. Secure the lower walkway, and then ride the lift to the top. There, after killing all those oppose you, touch the cube. A bridge appears and quickly cross it. Activate the checkpoint.

Drop down and get the goodies if you want to. Then go back up and find another cube, once you have cleared the area. Cross the bridge and again secure the upper walkway. Blow up the barrels here. Next drop down to the lower walkway and get the gold key from the chest. Then activate the windmill you find nearby. Go back up via the lift. Cross the spiked closing doors and ride the ropeway across. Activate the checkpoint once on the other side.

Circle the walkway and blow the barrels to open the door. (Remember this place). Go through the door and defend yourself against the foes. Drop down and circle the walkway while opening all the chests on the way. Caution, one or two chests may be trapped. Then ride the lift back up. Keep circling around here until you see a transparent platform. Wait, and once it has become solid, jump on it. Then wait for the next one to be solid, and then jump on it quickly and so on, till you reach the other side.

Clear this area and the bridge falls down. Do the same in the next area and advance. Soon, you will reach a place full of spikes. Wait there for some time and watch the spikes moving carefully, till you see a pattern in their movements. Dash past them and kill all the enemies you see. Collect the key and go all the way back to the place I told you to remember. From there, drop down and enter the gate in front of you. Dash past the enemies and open the last gate to face the boss.

### Boss Fight 5

I call this guy...well, The Bug Monster. He is not that hard to defeat, considering the other bosses. The problem is, that you cannot use your punch and kick combos. Use the knives and the bombs. The flying pest is slow, so just keep circling him and attack him from the behind. Be warned, he has quite a powerful breath, which you cannot escape from. You cannot kill him, and thus you cannot collect any change from him.

Hakumba!!!! You did it again! You finished this level!!! Save your game and be prepared for a tropical pain.

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## LEVEL 9 - THE BEACH

Note: In this level, the coconut trees are a menace. The falling coconuts can damage you. Even if they miss you, they explode once they touch the ground. Those plants can also explode. Be careful.

Go left and kill the farmers. Collect the chests and then go right. Be careful of those plants and the wells. Take the key and then climb up the ledges. There's a chest here with a weapon inside. Then open the door in front of you. Kill all the enemies and go into the narrow passage to the right of your screen. Shoot at the walls here, 'cos it glimmers. Then go to the middle of the bridge. Checkpoint. You can't advance, as some spikes block your path. Jump to the raft below you from the side of the bridge. Keep drifting till you reach land and ignore the serpents that appear to say hi to you. Then step on the circular stone and go through the open door behind you. You will be back near the bridge. Cross it.

Go front and eliminate the enemies. Then go right and jump onto the moving platform. Keep jumping over the blue currents. Collect the gold key at the end and go back. Then open the gold gate to your right. Then dash through the obstacles lying in front of you. You will be faced with a column made of stone. Each time it opens, it releases a magical fireball that will chase you. Keep running around to lose it. Then quickly run to the column and attack it. Once you defeat it, you will get a silver key. Open the door in front of you.

Go down the ledges till you hit the ground. There is a checkpoint along the way. Kill all the enemies and take all the chests in this area. Then cross the bridge (it only becomes accessible once you kill all the enemies). A fireball similar to the one you faced earlier will burst through the door. After avoiding it cross the bridge and activate the checkpoint. Go left and you will get another weapon. Once you kill the enemies you see in this area, another part of the beach opens up. Keep going forwards till you get a gold key. Then go back towards the checkpoint and use the key on the lock near the spiked platform. It will roll over and you will be able to jump on it and on to the other side. If you glance right, you will see a huge spiked log. But for now, you have to go the opposite way. But don't worry. You will have to come back here...

You will be faced with another statue, which you have to blast to get a silver key. Then head back up to the spiked log. Let it roll right up to you, then when it goes back follow it quickly. Quite a stupid strategy, you may say to yourself, but it's the only thing that works. When you land on the ground below, wait for it to roll over your head. Then climb up the slope and proceed. Go through the gate nearby and get the checkpoint.

Then go forwards till you see some barrels floating. There are three rows of them. Keep jumping on each one till you reach the other side. Activate the checkpoint here. Then clean up this area of enemies and climb the raised platform on your right. Keep jumping till you reach the other side. Upon the annihilation of those foes, a chest with a gold key appears. Go all the way back and jump the other row of barrels. Look front and you will see a gold lock near a spiked platform. Just remember it. Then head right and jump the platforms once again. There's a super demon fest going on at the other side. Break it up and you will get a number of chests all around this beach. Then climb the slope in front of you to get some more chests. You should have silver and a gold key now. Open the gate in front of you and demolish another statue to get another gold key. Now head all the way back to the spiked platforms. Jump over both of them and contend yourself with another spiked log. Once you outfoxed it, drop to the ledges on your right and to the ground below.

Then head up the bridge. Three holes will be blown. After successfully avoiding it, be prepared to face the next boss.



## Boss Fight 6

Mr. Fat Ass is quite an opponent. For his size, he is pretty fast and can charge at you with surprising speed. His main weapons are a charging headbutt and a belly flop. Both are pretty good. Unlike the former bosses, his front is his weakness. Just unload a couple of bombs and land a few good punches and kicks. This would more or less put the creep out of his misery quickly. Just remember to jump when he does his belly dance... I mean flop.

Man, you are good!!! Save and go to straight to Hell (I mean the level).

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## LEVEL 10 - HELL 2

### Boss Fight 7

Again your enemy sits out of reach. For now, you have to be satisfied with another flying pain in the butt. First, shoot at it or punch it to bring it down to earth. Use one of your magic potions. Then use a couple of your bombs. Then land a couple of good punches to send the monster packing.

When he is about to attack you, just run. Run around the ring and he won't catch you. Then close in for a couple of kicks and run away again. With this, you should win easily.

Congrats!!! Go to the next level!

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## LEVEL 11 - THE MOUNTAIN

NOTE: Most of the platforms in this level collapse. Be very careful.

Head right and climb the ledges. You will get a silver key. Then cross the bridge. Defend yourself while climbing the slope. The key you got earlier lowers the barrier in front of you. Next, avoid the spiked pushing walls and go to the other side. After clearing this area, go down the ledges and activate the checkpoint.

Go right and you will see a raised platform. Jump on it and then jump into the water. There's a path here, similar to the one in the first level. Follow it, till you reach another platform. Then climb up to land, dispose of those eagles and get the stuff in the chests. Then continue following the walkway. Jump across the moving platforms and take care of all the enemies blocking your path. You will soon reach another raised platform. Climb up and take the checkpoint.

Then climb the slope in front of you. On the way to the top of the slope, drop down to the chests below. Then jump to the chest in the water. You will get a silver key. Then jump to the moving platform and go back to the checkpoint again. Again climb the slope and open the gate in front of you.

Kill all the enemies in this area. You will get a silver key once you eliminate all the enemies. Don't open the gate in front of you. Go a little back and open the gate of the small enclosure that holds two chests. You will get a weapon and another silver key. Now open the other gate. Go down and clear the area of enemies. You can go to the right of your screen if you want. There are lots of goodies there. Then go to your left. Avoid the

falling rocks and jump on the platform. Keep jumping till you get to the other side.

Clear this area and you can advance to the next area. Do the same here to go to the other area. There's a weapon in a hidden chest behind some stones in this place. Next, cross the bridge. Kill all the enemies near the fire to get a gold key. Key in hand, climb up the slope. Open the fence and activate the checkpoint a little further up.

Then proceed down the narrow path on the right. When you hear a rumble, quickly step back and let the avalanche be over. Then keep jumping across the platforms till you reach the other side. Kill the enemies here and step on the rectangular switch on the ground. Then go all the way back and climb the ledge.

There are two big dangers here. One is the falling rocks and the other is the collapsing platforms. Make your way to the top and clear that area. If you go right, you will see a weird wooden machine. You don't have to worry about it now.

Climb the ledges and activate the checkpoint. Kill all the enemies to get the key. Open the gate in front of you and stand on the switch on the ground. Now go all the way back to the wooden device you saw earlier. Stand on one platform. A rock will fall on either one. As long as you are standing on the right platform, you will be able to jump up. But be careful of all those animal traps. Ahead are two more similar devices. When you finally get on top, activate the checkpoint.

Kill the archers and cross the bridge. Careful, 'cos there's a trip wire at the beginning of it. Now, you have to pass the fire test. Watch each sequence carefully, till you see a pattern. When you get an opening, dash past the fire and to the other side. You will soon reach a place where you can climb down the ledges, or climb up some other ledges. You can go down if you want some goodies. But even if you do so, you have to come all the way back here to this point and climb up. It's your choice.

Once you're on top, go left and kill all the enemies. Now, the path to the right becomes accessible. Go up the slope and activate the checkpoint. You will see now that the path to your right is blocked. So go left and wait for the avalanche to pass. Proceed forwards and kill all the enemies in this area to get a silver key. Now, go all the way back and lift the barrier on the other side with the key.

Climb the ledges you see and be careful, 'cos the ground collapses as you climb up. Once on top, activate the last checkpoint of the level. Kill all the enemies in this area to get the silver key. Then take care of all the archers in this area to get the silver key and finish the level!!!  
Congrats!!!! But you can't save now. (Bummer).

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LEVEL 12 - MOUNT 2

Boss Fight 8

Da Dastardly Demonic DRAGON is rather tough to defeat. Even though he hardly moves, he has a pretty good defense mixed with an impressive offense. Which by the way, means that you are Jakked Big Time.

It can bite and swipe at you, but that's not the problem here. It has three

powerful breath moves, each which can bring you down easily. The first is a fire breath that he shoots in a single, sweeping motion. The second is the breath that he shoots to the ground, so that the flames can reflect in all the directions. The third is the one that he shoots into the air, so that the flames can rain on top of you.

You can avoid the first one by timely jumping over the stream of flames. The second and the third one can be avoided by simply staying mobile. Use some of your bombs on this guy.

Save and head to the next level. (I would have added another corny expression, but I ran out of them).

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LEVEL 13 - THE ICY WILDERNESS

Take care of the ninja trouble at the beginning of the level. You can use barrels to your advantage. The ledge gets activated when the crowd below dies. Fight your way across the bridge you see on your left. Dispose of your evil counterparts and you can gain access to a ledge above.

Go forward and cross the spiked obstacles. Duck between the second and third trap to swing it around. When you jump over the spiked pits around the final trap, quickly leap to the left to avoid getting sheesh-kebabled. Walk across the high bridge, disposing ninjas. The field beyond the bridge is empty. Hop to the upper ledge. Check it for goodies and go through the next obstacle. At the far side, you must jump diagonally to reach safety. When you slide down the slope, jump across to the area nearby. Be prepared for a huge battle.

Now comes the tricky part. You have to keep jumping on these carts till you get to the other side. Then head to the checkpoint beyond the carts. Dispose of more ninja and enter the hole that opens. Screw the ghost skeletons as they appear. After killing all of them, you can proceed forwards. Jump to the top of the platform and from there, to the ground. Go left and kill all the enemies that appear. Then climb the ledge above you and continue going forwards. Keep killing enemies till you can finally get out via the hole. Another tough battle awaits you. (Yeeesh, this game never let's you have a moment's peace, does it?) Kill all the enemies in this area. You will be rewarded with more enemies trying to decapitate you. After winning the fight, climb the ledge above you. Don't cross the bridge yet. (Well, you cant, anyway.) Instead of that, go forwards till you get another checkpoint and another barrel obstacle. Climb the first two slopes, till you reach the circular thing. Step on it to activate the bridge in front of you. Again avoid the barrels and ride up the moving platforms. Fight your way to the golden key on the upper ledge; then ride back down the lift and continue along the cliff face. Through the gold key door, angle left along the crooked path.

As you approach the rock wall, it explodes outward, as spikes seal the path behind you. The hideous ice demon is tough and dangerous, but he has his limits. Try to stick close to the cave. Pay attention to what the freak is doing, and you can anticipate its attack form. When the creature rears up, it's about to call down a hail of snowballs. Retreat for the safety of the cave area.

After defeating the monster, open the nearby door. Leap past the geyser. Down the second slope, continue through the door. Watch the spin traps. When all the spikes illuminate, jump for the center pad. It rolls over while you're in midair.

You have only a split-second to reach the third row and jump from there to the ledge beyond. Battle your way through the bad guys and enter the portal that opens. Disperse the vermin in the snowy area, and continue across the

bridge. Beyond the locked door, whack the mutants to produce a welcome pair of chests. Check in, and hop along the ledge past the smash traps. Avoid the spin traps. Study the pattern, and use a few daggers to correct your perspective. Fight along the ledge above the last spin trap and take the gold key above the slope.

Once you have the gold key, fight your way down to ground level and clean up there, as well. Go through the gold key door on the upper ledge. One last gigantic ice freak bars the level exit. His tactics are identical to the first foe's.

Save And Proceed With Caution.

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#### LEVEL 14 - THE TUNNEL

Follow the pathway, and expect an ambush. More trouble lies just past the checkpoint. Clean up and hop on the platform in the lava. The hands pawing at the platform send out deadly shock waves. Be ready to leap as they slap the slab. Your reward is another pack of enemies.

Two paths lie beyond the gate the key lowers. Double back, and take the high road. Jump along the platforms as the smash traps retract. Time your leaps to avoid the flame jets, as well. Beyond the smash traps and flame jets, fight your way up the slope and claim the Ultimate Sword from the chest. Drop down to the area below and show the resident evildoers your new blade. Continue along the shore, and fire at the wall to blow open a tunnel riddled with small geysers. More trouble waits beyond the steamy tunnel, which you must blast open from the inside. Hop across the lava quickly as the platforms sink beneath your weight. Disperse the crowd near the checkpoint and head left. Once more, choose the high road at the path's juncture.

Beyond the flame jets, ascend in the lift. The key you need lies to the right. Watch your back as you fight past the keyhole. When you claim the key, return and apply it to the lock. You must stick to the ledges' edges, and perhaps jump straight up to check the timing of the flame jets above. Stand on the ledge with the smash traps to time the uppermost jet. Above, battle bad guys and bats en route to the gold key. Return to the ledge, and keep killing bad guys until the last one falls. Return to the area below the lift and fight your way down the path with the small lava crack.

When you apply the gold key to the lock, a pathway appears momentarily. If you don't make it across, backtrack a short distance to discover a duplicate key. Across the lava, fight your way to the checkpoint on the bridge.

From the wooden-bridge checkpoint, you might notice a small island in the stream of lava. Hop over the rotating obstacle and fight your way down the path on the far side. Near the door on the lava-level path, hop over to the island, and be ready for action. The chest near the bottom of the screen holds three 1-Ups. The pressure pad on the island lowers the nearby ledge barrier. Watch the timing, and stick to the edges.

Above, fight for the second gold key before returning to the area below. Continue on the path past the 1-Up island. You can cling to the ledges as the huge boulders roll behind you and make your way to the distant walkway. Again, the gold key creates a bridge that lasts only a moment. Save and prepare to go into the last level (almost).

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#### LEVEL 15 - THE CAVE

Proceed forwards and be prepared for demon trouble in the area below the checkpoint. Watch out for the swinging spiked ball. In the next area, get mobile as the ground erupts with mini volcanoes. You'll be facing plenty of demons. Continue along the pathway, testing your nerves along the way, wary of volcanic activity.

The pressure pad lowers a barrier back along the path. Backtrack to the

spiked balls near the newly lowered barrier: There's more volcanic activity in the area beyond. When the lava stops flying, there's always a demon or three to contend with. You have just enough time to walk to the edge of the platform and leap before it sinks into the lava.

If you hustle past the spiked balls in the first area, you can bypass the lava eruption and head straight for the demons. Leap the sinking platforms en route to a checkpoint across the lava flow. Expect demons to welcome you aboard. Hop along the levitating platforms and ride the central one up to a high ledge.

Fight your way to a high ledge above the switchback paths. Near the central portal, an invisible statue of invulnerability waits for an obvious purpose. Use the statue of invulnerability to hustle along the steamy tunnel, and stomp the floor pad halfway along the path. Return to the levitating pads, and continue in the direction you were headed toward. The next series of pads is an identical obstacle to the first area.

When you make it past the two series of levitating pads, drop down to lava level and defend yourself. Enjoy another lovely lava ride. When you disembark, fight your way up the path to the right to avoid the impending eruption. The first series of light bridges are a cinch: You really needn't use more than one to make the crossing.

Jump, as the bridge is about to appear beneath you, and then jump again as you near the distant area, just in case. The second series of bridges is trickier. You must jump in mid crossing to make the far side. Fight your way along the lower path via the silver key.

The lock for the silver key is up and to the left. Go and get the gold key first (to the right). Fight your way down the apparent dead end and blow open the wall to discover a tunnel. In the new area, head left and ascend in the lift. To the right, beyond the smash trap, waits the chest with the gold key. Open the gate and proceed.

To the right from the barred entryway, hop the spinning platforms toward the distant smash trap. There's a lift on the far side. Up the lift, a nasty series of flame jets (and two moving platforms) is the last obstacle of the sublevel. Back in the main area, apply the silver key to the lock and a barrier lowers. Proceed forwards till you see a door and escape through it.

Whew, and that's it. Your misery is almost over. NO more running and no more avoiding traps.

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## LEVEL 16 - KATASAKI

### Boss Fight 8

This is the second last boss you have to face. He is pretty easy to defeat if you have a little patience. Correction, if you have A LOT of patience. Keep running around in circles and jump immediately as he does his wave attack. Don't use all your bombs and magic, as the final boss is yet to come. Just punch the idiot the second you get an opening.

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## LEVEL 17 - BATANAKA

### Final Boss 9

Okay, this is the final confrontation. All the suffering you have endured for the past few weeks is for this, the final battle.

Unload all the magic potions and bombs you have got right away. Don't save

anything for the end. Then just close in and punch and kick him. There is no one effective way to defeat him, so you have to figure out a way to defeat him yourself.

Just be careful, when he is floating around, as you can't do anything to him then.

That's it for the game!!! You finished it!!! If you finished it without using cheats at all, then you must be the greatest gaming genius ever. My humble form bows down to touch your smoky shoes!

Enjoy the last FMV

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#### FREQUENTLY ASKED QUESTIONS

Q : Why is this game so tough?

A : It's tough because there are too many enemies and so less food around. You also get damaged easily.

Q : How can we find if there are traps in an area or not?

A : You just have to keep your eyes open. Normally, the traps are concealed in a place where you have to run a lot, so that you won't have time to notice them. But don't worry, as I've mentioned all the traps and their locations in my walkthrough.

Q : Why are some trees glimmering?

A : When any place is glimmering, such as trees, walls, fences etc., just shoot at them with your knives and you will get some hidden stuff. You have to look very carefully at places to notice the glimmers.

Q : Aren't there any cheats for this game?

A: Yes, there are many, but I have just included the best ones in my walkthrough.

Q : What about Gameshark codes?

A : You can find the best Gameshark codes in my walkthrough as well.

Q : Is this game anything like Tomb Raider?

A : Visual wise and gameplay wise, it does resemble Tomb Raider (most probably because both have the same creators), but the storyline is completely different.

Q : Who are the creators of this game?

A : The game is created by Eidos interactive.

Q : How come your Gameshark codes aren't working?

A : You must have a different version than mine. I tested all the codes and they worked fine for me.

Q : Against which bosses shall I use the magic potions?

A : Save all your potions and bombs for the last two bosses. They are really tough to kill.

Q : In the first level, I collected all the coins and every bonus item, but still I couldn't buy the Ultimate Sword at the end of the level. Why not?

A : In the first level, you won't get enough money to buy it. After completing the level, don't buy anything. Then complete the second level, while collecting all the change. Then at the end of that level, you will have enough cash to buy the sword.

Q : Yeeesh! This game isn't any good! I was duped! Shall I ask for my money back?

A : No. Give the game a try. It's pretty good. The graphics are superb, the sounds excellent and the storyline is good too. This game is also a little tough, thus posing a challenge. What more reasons do you need?

Q : Did you ever finish the game without using the cheats?

A : I got to the last boss without using the cheats. But when I got there, I hardly had any potions or bombs left. Thus, I got royally screwed. Thus, I used cheats.

Q : What are those paper fan things you find from time to time?

A : Those fans are checkpoints. They are really useful because once you die; you don't have to restart the entire level. You can start from the last checkpoint you activated.

Q : How can I activate a checkpoint?

A : Just go near the folded fan when you see one and once you get close enough, it spreads out and rises above the ground. This means you have successfully activated the checkpoint.

Q : How many kinds of chests are there?

A : There are three types of chests; the ones holding goodies, the ones holding keys and the ones holding traps.

Q : What are the different types of traps?

A : The whole Ninja game is based on traps. There are trip wires that activate different traps once you touch them. There are chest traps, which explode once you open it. Then there are the animal traps and the collapsing platforms. There are lots of other things that make your life miserable, but I call them 'obstacles' rather than traps. Few examples are the spinning blades in Level 1, the swinging logs in Level 4, etc.

Q : What are the different types of chest traps?

A : The chest traps are the most common and the most widespread. There are four different types of them; the exploding kind, the spike erupting kind, the ones that throw dynamites and the one that shoots fireballs that follow you. Escaping from the last one is the most difficult.

Q : When I repeat a level, even though the chests are in the same places as before, how come the stuff you find inside them is different?

A : This is the creator's way of increasing the game's replay value. Each chest holds different items according to the situation at hand.

Q : Hey, I could have finished the entire game without your walkthrough. Your walkthrough sux, big time. What do you have to say to that?

A : Well Mr. Bonehead, if you could finish the game by yourself, then great. But then how did you get his walkthrough, huh? I am sure it didn't fall from the sky to your lap. The only way you could have gotten it is if you had SEARCHED or ASKED for it. But then why do you need it, if you finished the game by yourself? What do YOU have to say to that?

Q : What do the different bars on the screen stand for?

A : The bar on your lower left screen is your health bar and top of it is your statistics on the no. of lives you have, no. of bombs and the no. of magic spells you can do. The other bar shows the level of magic you can do.

Q : What's the power-up for?

A : With each power-up you get, the bar on the lower right corner of your screen gets filled. It determines the level of magic you can perform.

21 Q & A total.

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#### CONTACT & CONTRIBUTION

Dear Readers,

Please contact me:

If you have any information that is not in this FAQ and you think is important, then please mail me with it. If I put it here, I will definitely give you credit right here in this FAQ.

If you have any doubts, then mail me too. I will answer every question that is not already answered in the walkthrough.

If you see this FAQ/walkthrough in any other site, please mail me at once and I will see that the guy who ripped off my work is properly punished. To see in which all sites this FAQ/walkthrough should appear copy-paste this link on your address bar:

[www.geocities.com/ninjashadowofdarknesspsx/where.html](http://www.geocities.com/ninjashadowofdarknesspsx/where.html)

If you spot any mistake or any information that is incorrect in this FAQ, mail me and tell me about it. I will be forever, grateful to you.

I am playing this game for the first time myself. So if you want to help me advance further, then also PLEASE mail me.

Also mail me if you have any suggestions on how to improve this page and if you have any ideas for any new sections.

My address (for the twentieth time) is [night\\_007\\_flier@yahoo.com](mailto:night_007_flier@yahoo.com)



Don't contact me:

If you are asking questions which are already answered in the walkthrough.

If you want me to send the walkthrough to you by e-mail.

If you want to send viruses, flame mails and hate mails. If you really want to send them, mail them to roxytheangel@hotmail.com (it is the mail of my friend).

If you want to send ads and chain mails. Send them to my friend too.

Dear Webmasters,

If you want to put this walkthrough on your site, then please mail me and ask me. I will definitely give you permission to do so, under four conditions:

1. You will not alter anything in this FAQ and especially not change my name.
2. You will NOT use it for making money.
3. You will not distribute it in any magazines, papers, books, etc.
4. You will not give it to any other website without my permission.

Note: Before sending me any type of mail, please write the name of the game in the subject field.

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## CHEATS

Okay, this is the first game in my life where I felt justified in using cheat codes. Really, this game is so tough; you will scratch your hair out in pure frustration. But don't use all the codes; otherwise the game will become plain boring.

### 1. Invincibility Code

Pause the game, while playing and then press L2, R2, (L2 three times), (R2 three times), Circle, Triangle, Square, Circle, Triangle, Square. You should hear a chime. Unpause the game. You're now an invincible skeleton with unlimited health, magic potions and bombs. If you pause the game and enter the same code again, you'll revert back to a ninja, but with a full stock of health and magic.

### 2. Level Skip Code

At the very beginning of the game, the first time the game checks the memory card, press L2 three times and then R2 three times. A message saying Dels Level Cheat On : ) will appear, Now, when you start a game, a level select menu will appear.

### 3. Boss Weakening Code

While fighting a boss, pause the game and press L2 (3 times), R2 (3 times), Triangle (6 times) to weaken the boss's energy.

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## GAMESHARK

And for those with the benefit of Gameshark, here are codes for you:

Infinite Health : 8006d09e0050  
Infinite Lives : 8002c0522400  
Infinite bombs : 8006d07c0009  
Infinite Magic Potions : 8006d0a00009  
Silver Key : 8006d01c0001  
Gold Key : 8006d0340001  
Infinite Money : 8006d044ffff  
Max Power Up : 8006d0180004

There are more, but I have just included the best ones.

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CREDITS

1. Eidos Interactive for creating this game.
2. This website for posting my FAQ.
3. My friend Zamar, whom I stole this cd from.
4. My best friend Roxy, for actually writing the walkthrough of the last few levels (Sorry, but my patience ran out).
5. My family who though I wasn't going crazy after all.
6. The guy who found the cheat codes for this game.
7. Dan Short, who e-mailed me the Gameshark codes.
8. Most of all, ME!!!

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Other FAQs done by me:

Dino Crisis  
Mortal Kombat: Special Forces  
Metal Gear Solid: Integral

"WHEN THERE IS A WILL, THERE ARE RELATIVES"

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