SHINOBI™

You are a master Ninja. Standing against you are the meanest group of terrorists ever to take up guns and martial arts' weapons. But you have a secret weapon . . . Ninja Magic!



SEGA®

Loading Instructions: Starting Up

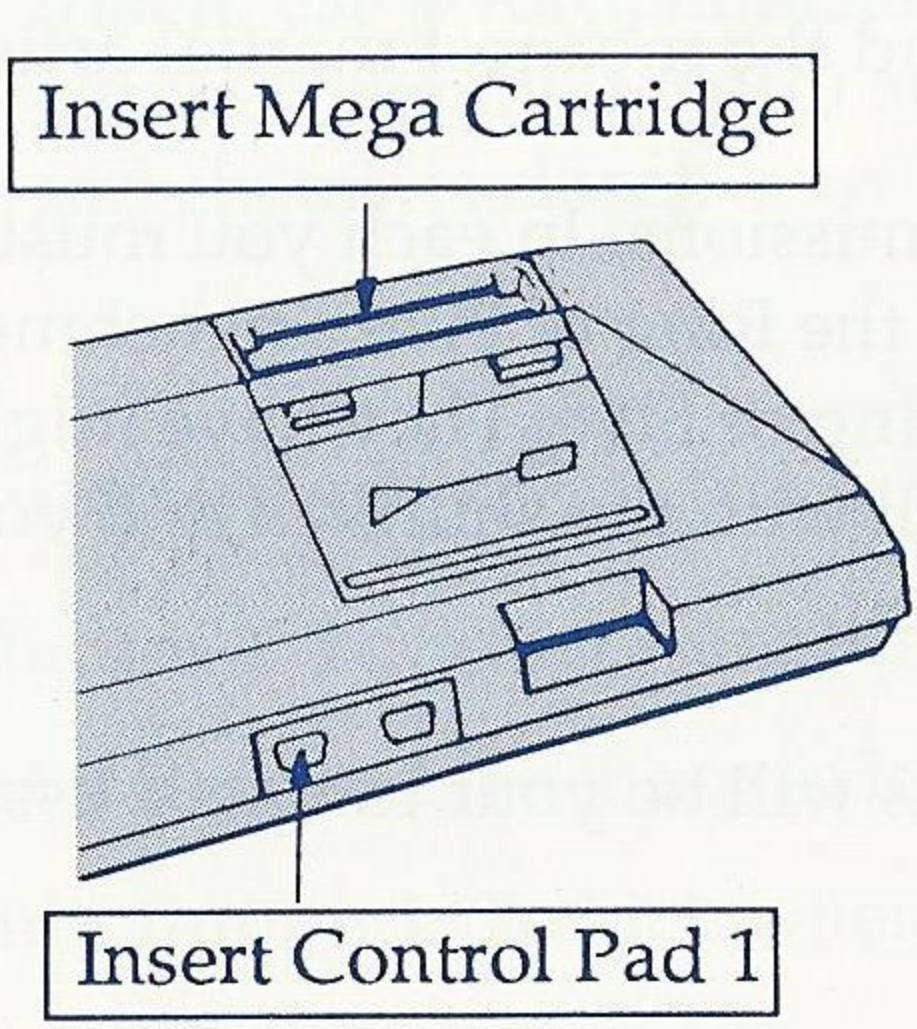
1. Make sure the power switch is OFF.

2. Insert Control Pad 1 into the "Control 1" input for a one player game.

3. Gently insert the SHINOBI™ game cartridge into the Power Base. If the cartridge is properly aligned, it will easily slip into place.

4. Turn the power switch ON. If nothing appears on the screen, check the cartridge insertion and the Power Base connection to the TV.

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge.™



Shinobi™

Shinobi. The name means stealth. It's one of the qualities you have, learned in a lifetime of training in a discipline passed on in your family from father to son over the decades . . . . Ninjutsu.

You are Joe Musashi, the Master Ninja. Your hands and feet are lethal. With shuriken, sword, nunchaku and other weapons, you are virtually unstoppable. You're also a deep cover agent for the government . . . called on when the fate of nations is at stake.

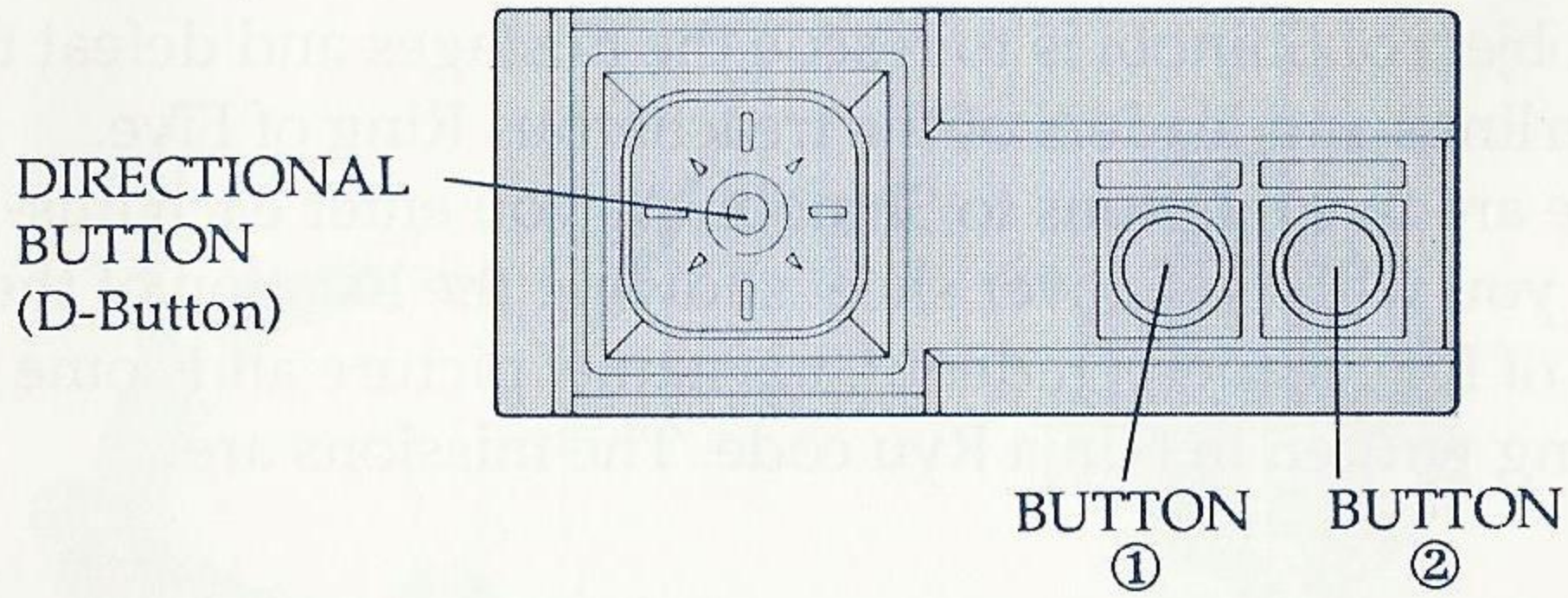
This time you must battle the Ring of Five, a terrorist network led by five evil ninjas with powers as strong as your own!

The Ring of Five has kidnapped the children of the world's leaders and are holding them hostage in different locations around the world. Each is guarded by karate thugs, deadly mercenaries and the meanest martial artists in the world.

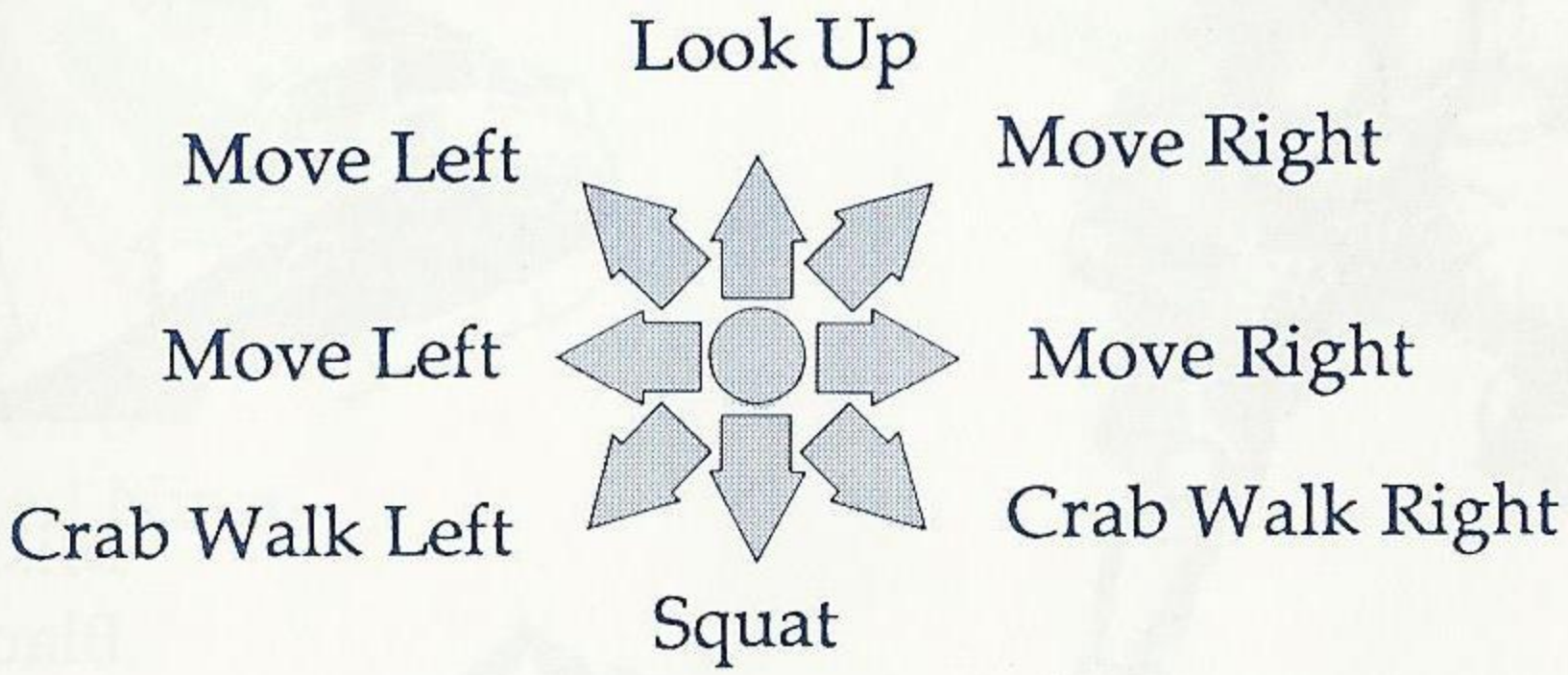
You have five missions. In each you must rescue the hostages, take out the Ring of Five's henchmen and defeat a leader of the Ring of Five. They have might on their side. But prove your skill with the shuriken and you will earn Ninja Magic to aid you.

Good luck. This will be your toughest assignment ever!

Taking Control



Directional Button (D-Button)



Button 1: Throw shuriken, use sword, nunchaku, bombs, gun, punch (when enemy is close) and kick (when squatting and enemy is close).

Button 2: To jump.

Button Combinations

D-Button UP and Button 2: To Super Jump to higher levels.

D-Button DOWN and Button 2: To jump to lower levels.

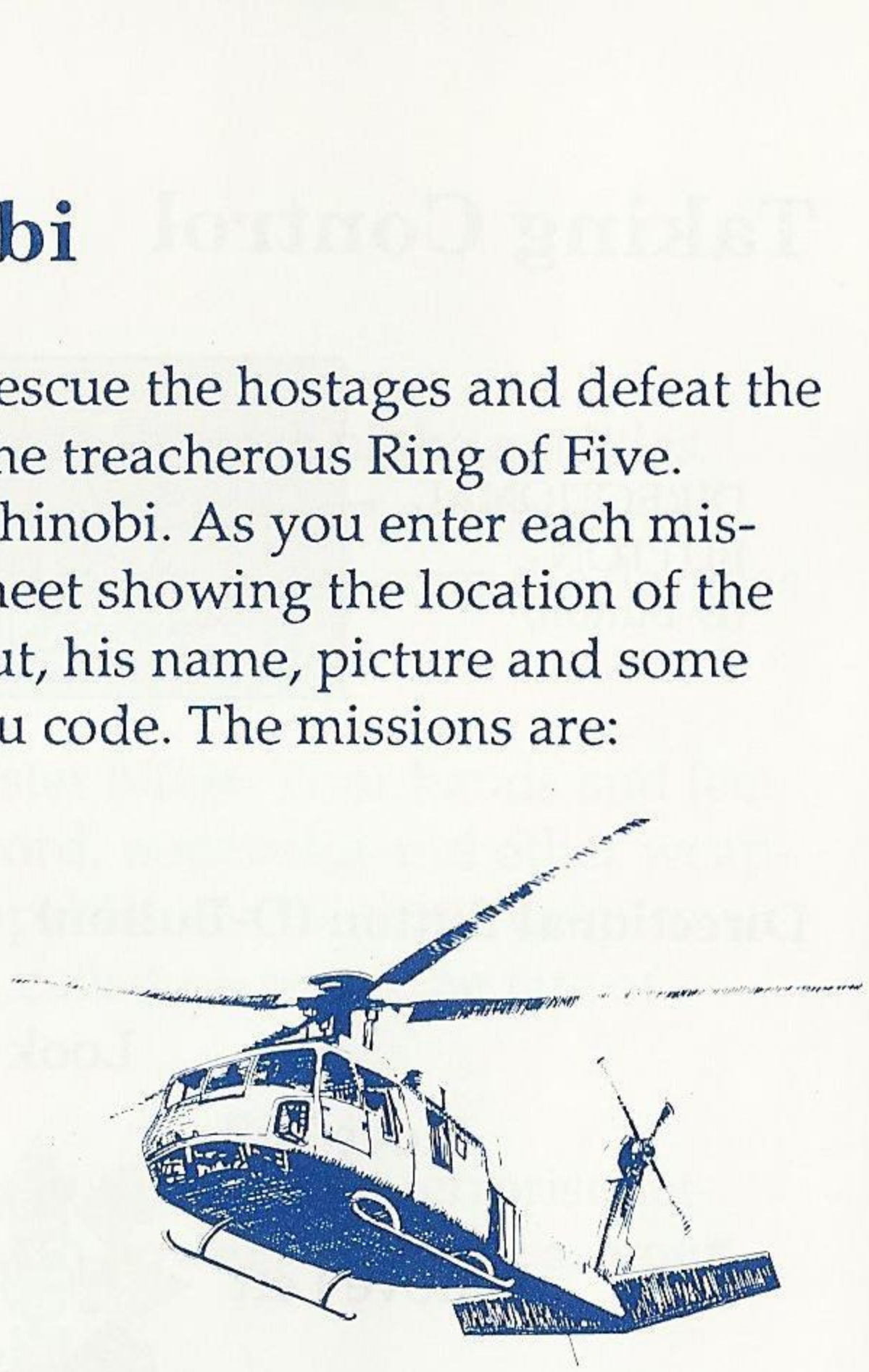
D-Button DOWN and Button 1: To kick when enemy is close enough.

Object of Shinobi

The object of Shinobi is to rescue the hostages and defeat the underlings and leaders of the treacherous Ring of Five. There are five missions to Shinobi. As you enter each mission, you will see a cover sheet showing the location of the Ring of Five leader's hideout, his name, picture and some writing written in Ninja Ryu code. The missions are:



Mission 1
Ken Oh



Mission 2
Black Turtle



Mission 3
Mandara



Mission 5
Masked Ninja



Mission 4
Lobster

Game Over

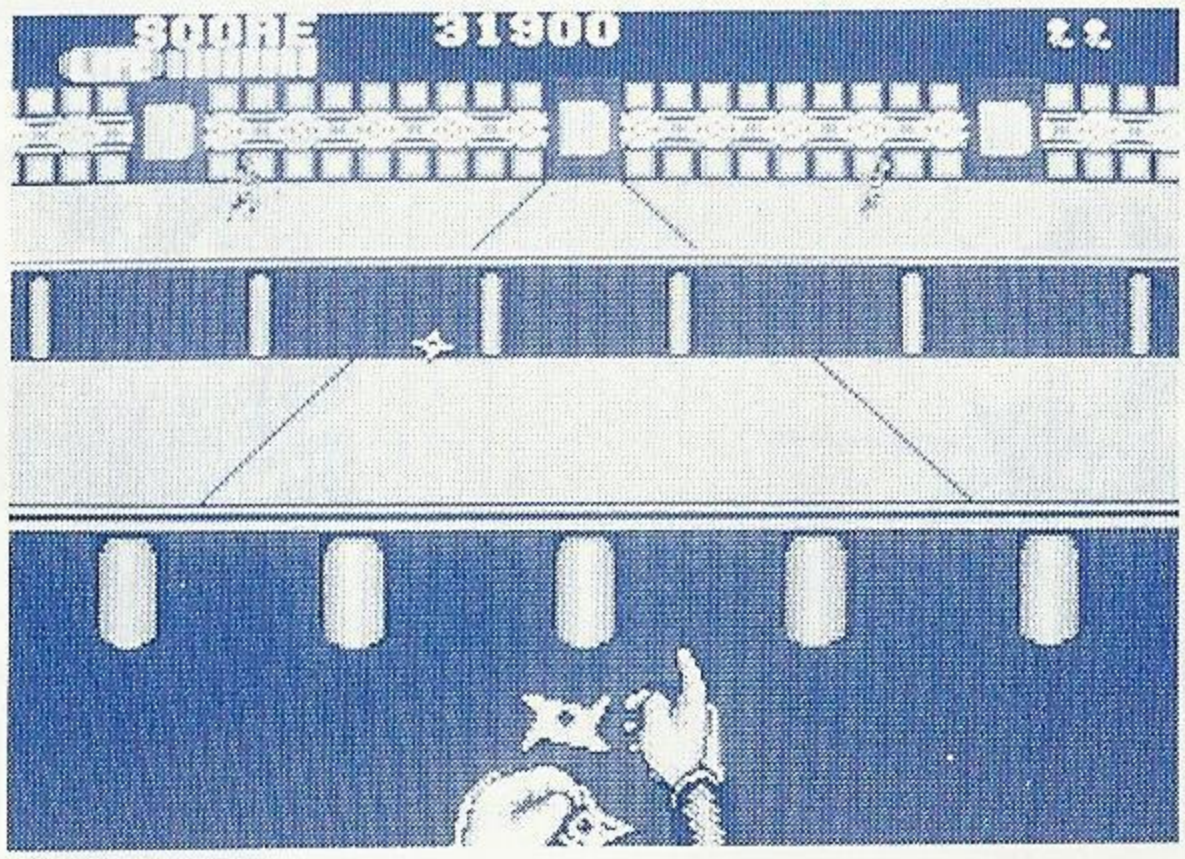
You begin Shinobi with three lives. Whenever Musashi touches an enemy or is hit by enemy attack, his life meter will decrease.

Musashi loses a life when the life meter has been completely depleted. The game ends when all three lives are lost.

For every 100,000 points you score, you receive an extra life.

Bonus Rounds

One round of each mission is a bonus round. The object is to defeat the green and blue ninjas with the shuriken . . . like ducks in a shooting gallery.



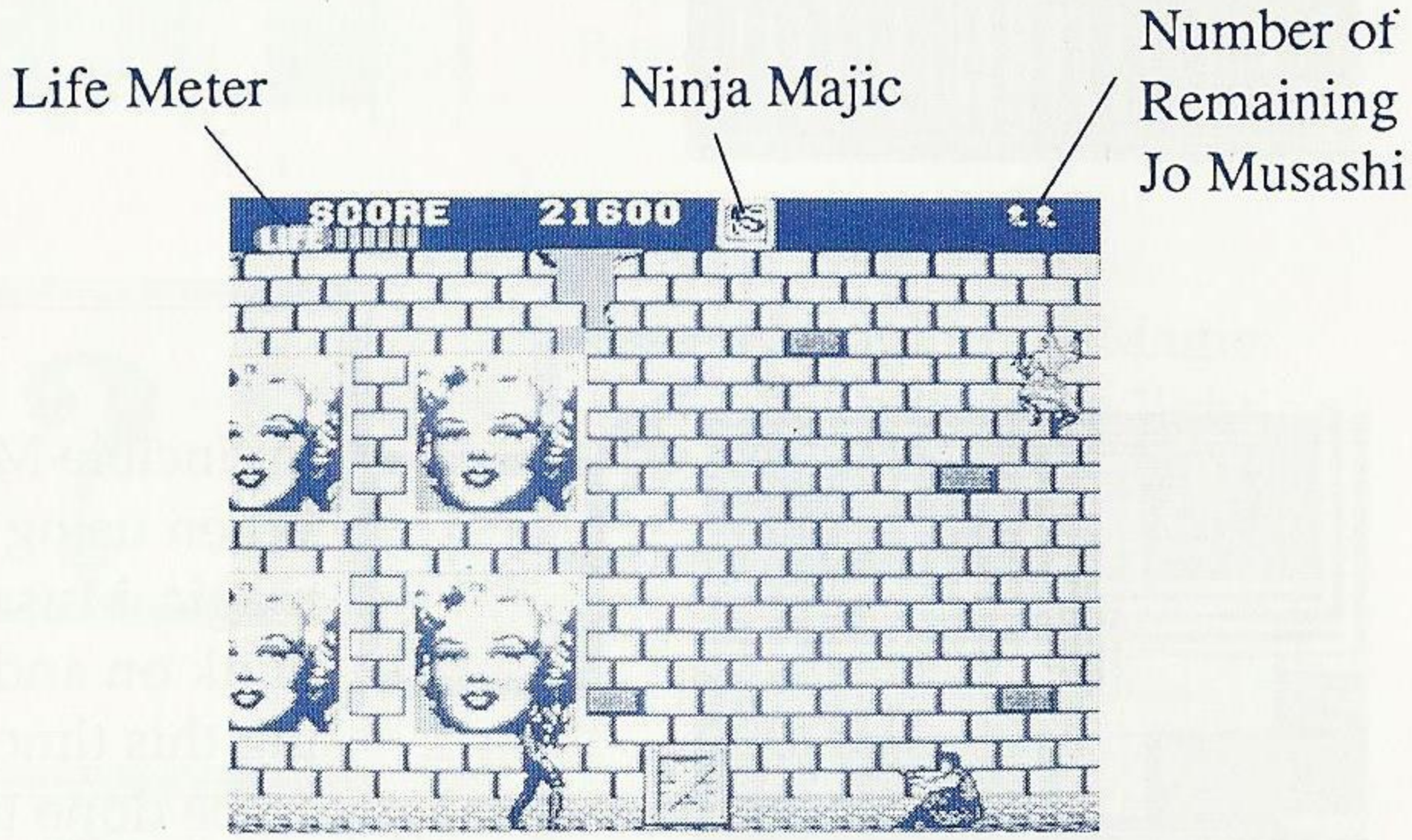
Use the D-Button to move the hands left or right. Press Button 1 or Button 2 to throw the shuriken.

You fail the bonus round if a ninja makes it through your defenses and lands before your eyes. You will then see the message "YOU FAILED" . . . and will continue into the next round.

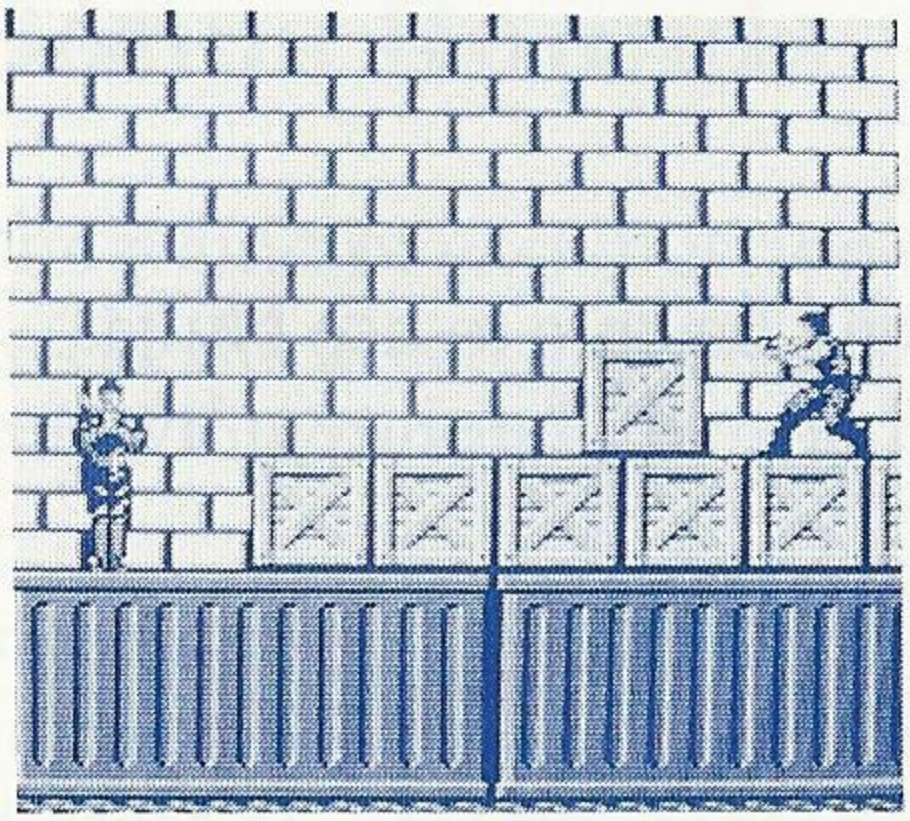
But if you make it through the bonus round, you receive 500 points for every ninja you hit and you earn the use of Ninja Magic!

Ninja Magic

If you clear the bonus stage, you will be able to use Ninja Magic. The knowledge of Ninja Magic will be shown by the tiles at the top center of the screen.

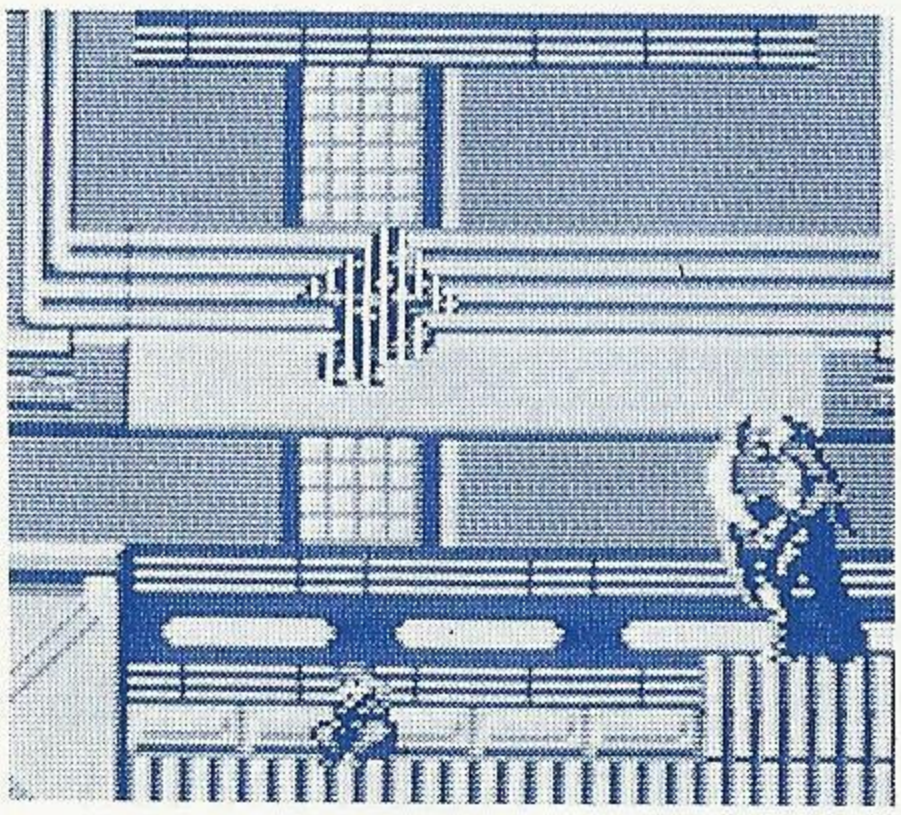


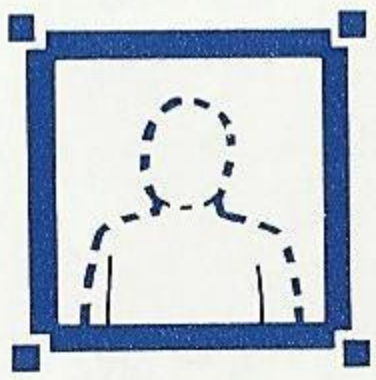
Ninja Magic gives you many powers. To use it, you must take out 10 enemies in the following round. When the left-most tile starts flashing, you may use Ninja Magic. You may have up to four Ninja Magic tiles in the order they were obtained. But you may hold no more than four. There are six different types of Ninja Magic:



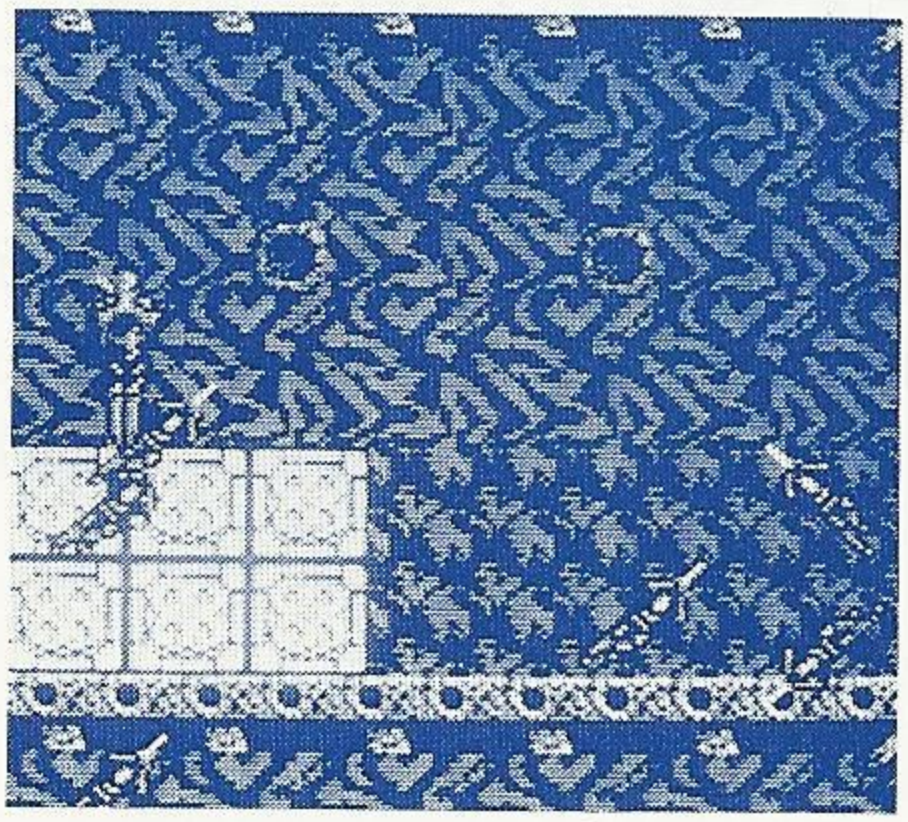


Metal Binding Magic: Freezes the movements of all enemies on the screen.



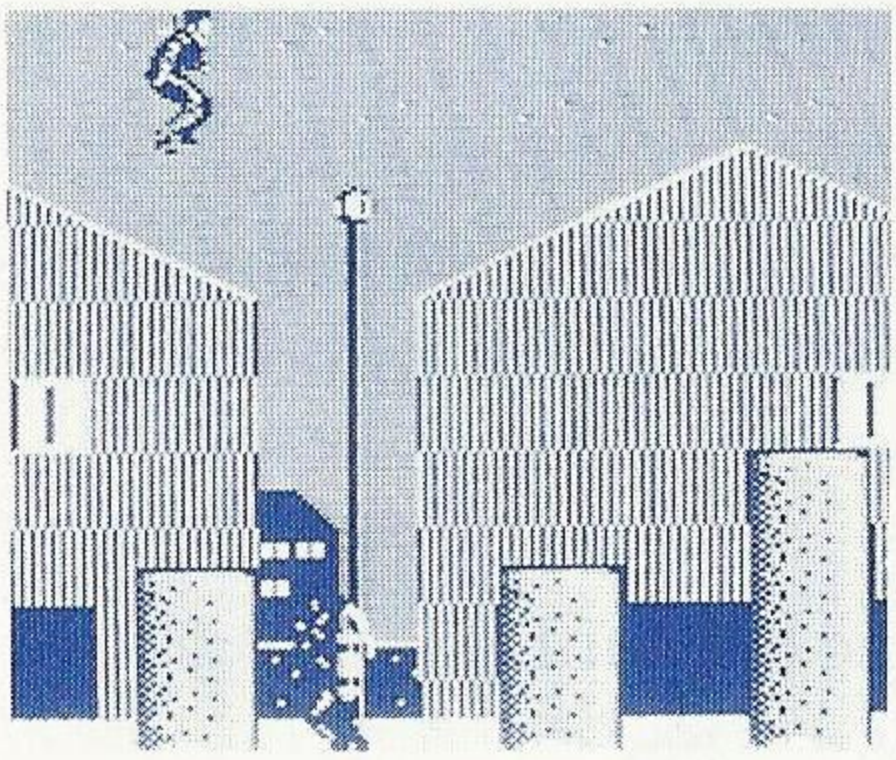


Invincible Magic: When using this magic, Musashi will blink on and off. During this time no damage can be done to you, even if you touch the enemy or are attacked.





Eight Hands Magic: Using this magic will release eight other selves from you who will defeat all enemies on the screen.





Flying Squirrel Magic: Allows you to fly through the air for a short period of time. Direction of flight is controlled by the D-Button.





Lightning Magic: Calls down lighting to destroy all your enemies.





Tornado Magic: Creates a whirlwind around Musashi to mow down any enemy in your path.

To use Ninja Magic:

1. Defeat ten enemies. When the leftmost tile begins to flash, Ninja Magic can be used.

2. To use the magic, press and hold Button 2, and then press Button 1. Musashi will jump, fire and then call upon the Ninja Magic.

Power Ups

Each time you rescue a hostage, you receive a different type of power up as a reward. The power up will be indicated in the upper right corner of the screen.

1. Shuriken Power Up: Increases the amount of damage your shuriken does to an enemy.

2. Restore Life Meter: Restores your life meter to its full amount.

3. Life Meter Max: Increases the amount of your life meter to maximum.

4. Punch and Kicks Power Up: Increases the power of your punches and kicks.

5. Bonus: You become able to enter the bonus round.

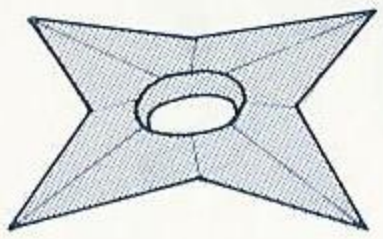
6. 10,000 Points: Your score is increased by an extra bonus of 10,000 points.

Weapons

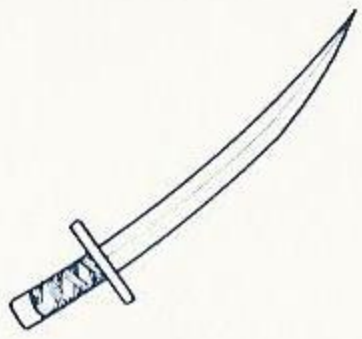
There are two types of weapons; those for close quarter fighting and those for distance fighting. Weapons are obtained as hostages are rescued. When you receive a weapon power up, the name of the weapon you've received will appear in the upper right corner.

Close Quarter Weapons

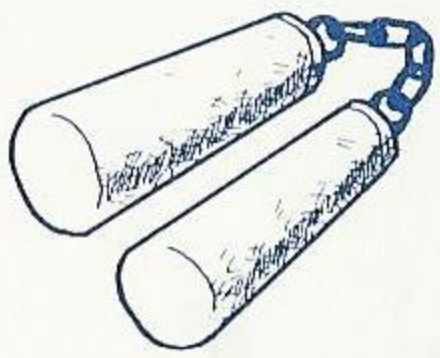
Each close quarter weapon you receive is a little more powerful . . . and has a longer reach . . . than the previous weapon. They are:



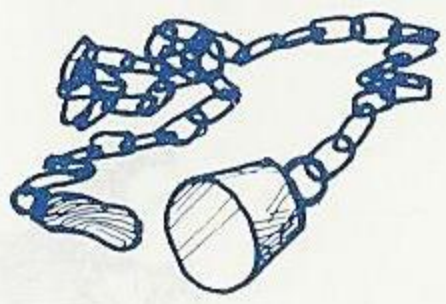
Shuriken



Long Sword



Nunchaku

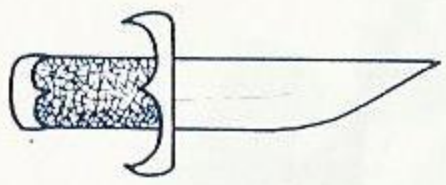


Manrikugari Chain

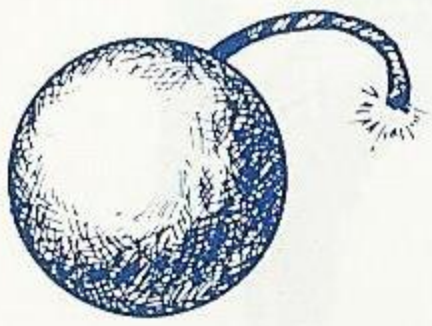
Distance Weapons

This class of weaponry allows you to attack from much farther away.

Shuriken Tempo Up: Doubles the speed of your thrown shuriken.



Knife: Is thrown with twice the speed of a shuriken.



Bombs: Throw it when standing and it will roll towards the enemy, exploding on contact. If you release it when squatting, the bomb will act like a time bomb; exploding after a short length of time or when an enemy touches it.



Pistol: Like the real thing . . . point and shoot. The bullets will knock down both enemies and certain types of vehicles.

The Underlings of the Ring of Five

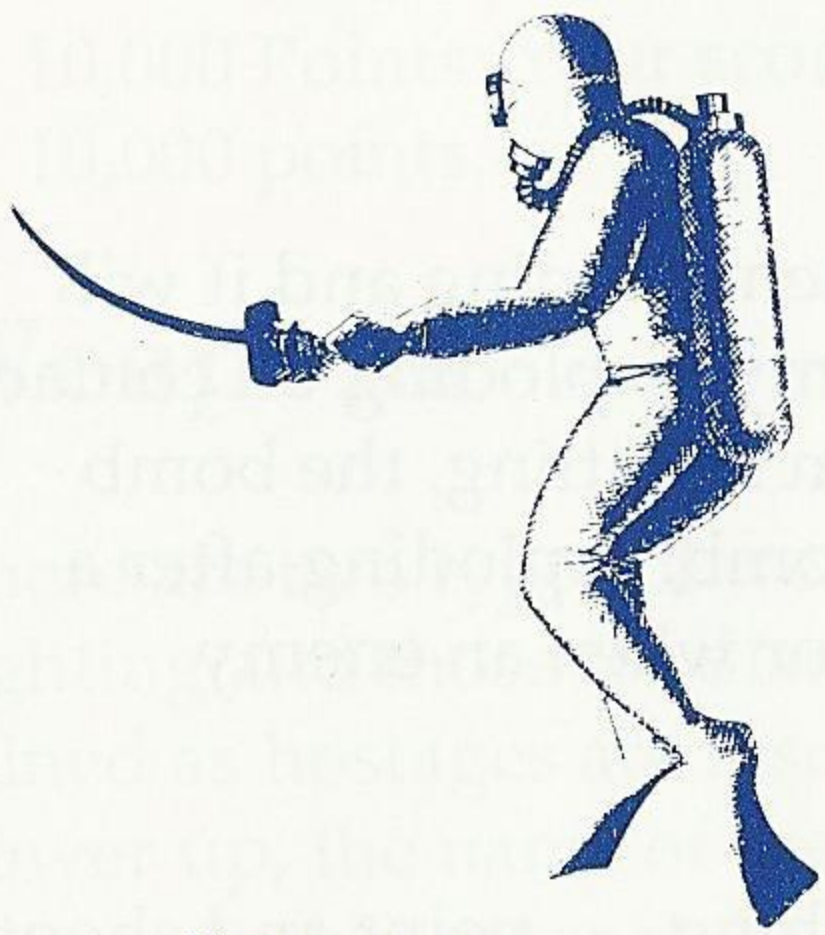
The terrorists of the Ring of Five are many. All are dangerous . . . and worth points if you get them!



Thug
100 points



Gunmen
100 points



Frogmen
100 points



Fly Ninja
100 points



Green Ninja
200 points



Mongo
300 points

Helpful Hints

- The enemies . . . especially the leaders of the Ring of Five . . . attack in patterns. Learn the patterns and attack when they are vulnerable.

- Each enemy leader has a weak spot. Find it and hit him there.

- Try extra hard to make it through the bonus rounds. If you make it, you'll be able to use Ninja Magic and get higher points!

- Getting the long range weapons (gun, bombs and man-rikugari chain) will make it easier to beat many of the enemies.

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty
Sega® Card/Cartridge

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This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

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