

Shinobi FAQ/Walkthrough

by Da Hui

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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.

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==                               Shinobi                               ==  
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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:
<http://faqs.retronintendo.com>

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*NOTE : To find a certain section quicker, you can press ctrl+f to look for it. This command will make a search box appear and you can type whatever you are looking for in it and it will bring you there. For each level you can type this: "Level 2-2" That is, if you are looking for level 2-2. Just type the correct number combination in that format and you should find it. Also you can type the section names if you are looking for a particular section.

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1. - Controls  
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D-Pad - Move

A - Jump

B - Throw throwing star/Kick

Start - Pauses game

Select - No use

*You can do an ultra jump by holding up while you jump.

*You can fall down from a higher surface by holding down and jump.

*You can only kick when they are very close to you and you are crouching.

2. - Walkthrough

Level 1-1:

Immediately, do an ultra jump so you can get on the roof above you. Throw a star while standing up and run so it will still be on the screen. If you did it long enough, then it would have killed an enemy. If you don't kill the enemy, hide behind the box and wait for your best opportunity. Grab the power-up and then jump down from the roof to grab the other power-up. Jump back on the roof immediately to avoid the enemy attacks. Now be careful for when you go forward because after the first step or two, there will be an enemy that throws a boomerang. Continue along the roof and kill the enemies that are behind the boxes. There will always be an enemy behind the boxes on the roof. At the end of the roof will be a power-up. Grab it and fall down onto the ground.

Continue along the ground and don't jump on the roof just yet. When you reach the boxes, there will be a tricky enemy there. Jump and try to time your shot correctly so you could hit him with your throwing star and you won't get any damage. After you have killed him, jump on the boxes and continue going to the right until you can't see the boomerang thrower on the roof. You should get to another enemy behind a box. Now jump onto the roof and crouch. Walk while crouching to the left and throw a throwing star at the enemy that throws boomerangs. Grab the power-up and continue to the right.

The first block in your way won't have an enemy behind it but the second block will. Kill the enemy and grab the power-up. Now jump down to the ground for the next power-up and be ready to kill the enemy down there. Now once you are done, walk to the right. There won't be any more enemies walking around or anywhere so don't take your time. Just keep going right until Shinobi goes off the screen and you know you are done with the level. You will then reach a bonus round where all you have to do, is to shoot the ninjas trying to attack you. They will start on the second platform and they will pause, jump to the first platform, then they will move again. After a while they will jump after you and you will fail but you don't need to pass it to beat the level.

Level 1-2:

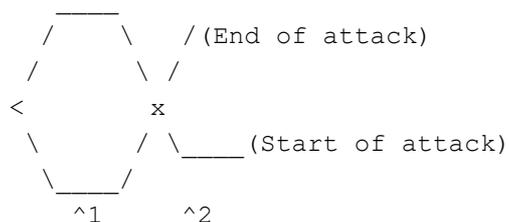
Immediately at the start of the level, crouch. It will avoid a boomerang thrown at you. While crouching, throw your throwing stars until all of the enemies in the screen will be dead. Now go to the right but don't jump onto/over the box yet. Crouch and walk towards the box until two enemies come up. Throw the stars at them in between their shots. When they both die, continue to the right. Keep an eye on the upper part of the level so you could avoid the ninja that falls from the sky. Grab the power-up on the box and kill the enemy that will come up. Grab the next power-up and continue to the right.

Right above the next box you have to jump on, there will be another ninja that falls down from the high wall. The next set of enemies will be hard. There will be a person with a gun that is pretty hard to kill. You could jump over the boxes and time your shot correctly so you will kill the enemy with a gun. Now fall down in front of the enemy throwing boomerangs and crouch. Move forward and there will be another ninja that will fall from the high wall. Grab the power-up there for more health and continue to the right. Go on the boxes for some easy enemies to kill, there will be two of them and then a box with an enemy behind it. Crouch after you killed the first two and continue to the right and kill the enemy with the gun.

At the end of that huge set of boxes will be another two enemies that are easy to kill. Kill them and get to the next box, there won't be an enemy behind this one. They will, however, be on a big storage container with boxes on it. Kill them easily by jumping and then go up there so you can get the power-up. You will see an enemy that will fall at the end of the container. This one, you can just jump and throw a throwing star at him for an easy kill. Continue to the right and grab the power-up. Go to the right until the level finishes and there won't be any more enemies.

Level 1-3:

This is your first boss battle. All you have to do is crouch and avoid his attacks. Keep throwing throwing stars at him until he dies, it will take a long time so be patient. Here is a small diagram of your best chance of avoiding the attacks:



At the start of the attack you should be around the arrow pointing up with the number one near it. Move while the attacks go above your head and stay crouched all of the time. Move to the arrow pointing up with the number two next to it. Once the attack wears off, go back to the arrow with the one next to it.

Level 2-1:

Right when you start, there will be an enemy running straight for you. Jump and kill him before he hurts you. Continue right and there will be another quick enemy like the last. When you have to jump again, crouch. Crouch while walking there and kill the enemy throwing a boomerang. There will be another quick enemy coming up soon so be careful. Kill the enemy throwing a boomerang up high and jump up to where he was. Grab the power-up there. Jump on the next platform from up there.

Fall off the edge and you will be on a platform above the enemy. Kill the enemy to the right and then fall down a level. Crouch while you are falling so you won't get hurt. Kill both enemies in the area and grab the power-up. That one will bring you to the bonus level so be ready for it at the end of the level. Now jump back up to the highest route. Run along that route and jump off at the end. Kill all of the enemies in the area and keep going to the right. After the last enemy with a gun, will be a quick enemy.

Jump onto the next platform and kill the enemy running straight at you. Kill the enemy with the gun there and grab the power-up. Be careful before the power-up though because there will be a quick enemy right before you get to it. Now just continue to the right and there won't be any more enemies. Keep going to the end and be ready for a bonus level.

Level 2-2:

Right away, jump to the platform right above you're head. Grab the power-up there. Just continue along the high route and you will be able to skip a few

enemies. Wait for all enemies to get out of the way while you are up here or you will get hurt and you don't want that to happen. You will eventually reach some boxes. Crouch behind them and kill the enemy throwing a boomerang behind it. Now jump down to grab the power-up and jump back up.

Go to the next boxes and let that enemy move out of the way for you, you can't kill that one. Just avoid it by jumping over it and continue through this path. Grab the next power-up and continue until you see another power-up on the ground. When the enemy is to the left of it, jump down to grab it. After you grabbed it, go to the right just a little more for a door. You don't have to go through the door but you can just continue to the right and it will end like all other levels.

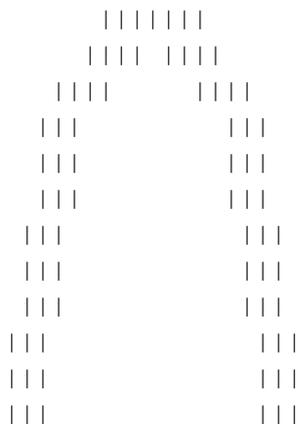
Level 2-3:

This is a bit of a glitchy level because you can walk on water for some reason. Just fall down and walk on the water and jump onto the little platform just ahead of you. Be careful here because there will be an enemy that will jump out of the water and attack you. Kill him as fast as possible. Go on the next platform and before you reach the end of the ledge another enemy will come out. Be careful and quickly kill him. Go on the next platform and kill the next scuba diver. You noticing a pattern yet? That's right, there will be a scuba diver after each platform so be careful. Before jumping off this platform be careful. There will be a scuba diver before you get on the next platform.

Go on the next platform and kill the enemy there. Go on the next platform and kill the people that will attack you from long range. Don't worry because right here won't have a scuba attacker which will make this part a lot easier. Continue along this platform and grab the power-up to the bonus level. At the end of this platform will be another scuba attacker. Continue going on each platform and killing the scuba attackers. After the second narrow platform, will have another scuba attacker before you reach the next platform. Just continue along the platforms killing the scuba attackers until you reach the end. Grab the power-up at the end and finish the level.

Level 2-4:

This level is much harder than the last one but you still seem to be amazing since instead of walking on water, you are now floating on air. There will be a helicopter that will appear but don't worry because you won't have to kill that thing. Enemies will come out of the helicopter and they will have swords. They will jump up and down and left to right trying to land on you. You have to kill them all and also kill the enemies that come out of the helicopter. It will take about two throwing star hits until they die. Here is a diagram of how they jump and they will always jump like that:



They will start on either side and they will always jump like that and try to make their sword land on you.

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Level 3-1:

Right from the start, throw your throwing stars. Throw them both left and right before you get hurt. Move forward a little more and throw two throwing stars at the enemy carrying a rocket launcher. Now move back a little bit and jump up on to the upper ledge. Crouch and move towards the enemy and kill him. Grab the power-up there and fall down for another power-up. That's the bonus round power-up. Jump back onto the upper ledge and continue going to the right.

Before you get to the logs, fall down. Kill the enemy there with the bazooka and move until you can see the boomerang thrower on the upper ledge. Jump up there and kill him and also kill the enemy with the bazooka up there too. Grab the power-up there and continue to the right. Jump on the next logs and go across them. Get off at the end and crouch immediately. Kill the enemy there and grab the power-up. Continue to the right and grab the power-up there. Now you will have to fall down and go along the ground. There will be a lot of those sword dancers jumping up and down here so be careful. Just run to the end and you're done.

Level 3-2:

Jump up on the upper ledge and crouch once you get up there. Grab the power-up and kill the person up there with a gun. Go to the right until you have to fall down a ledge. Grab the power-up over there and time your jump right so you can kill the enemy with the gun without getting hurt. Jump up onto where that enemy was and keep going right. Fall down slowly off of this ledge and crouch to kill the enemy. Grab the power-up here and keep going until you have to fall down to another ledge.

Do the same thing as the last ledge you came off of by crouching so you can kill the enemy there. Keep going to the right until you reach an enemy with a rocket launcher. Kill him and grab the power-up he was next to. Now jump up on to the upper ledge and kill the enemy there. Grab the power-up and continue to the right. Kill the enemy after this ledge and stay here. Wait for the enemy with the rocket launcher to appear. Jump over him and kill him.

Jump in those crates right in front of you and grab the bonus stage power-up. Keep going to the right. When you reach the end of the crates, you will reach an enemy that throws boomerangs. Crouch and walk off of the crates towards that enemy. Throw a throwing star at him to kill him. Keep going and fall off of this little ledge to get a nice little power-up. Keep going to the right until you finish off the level.

Level 3-3:

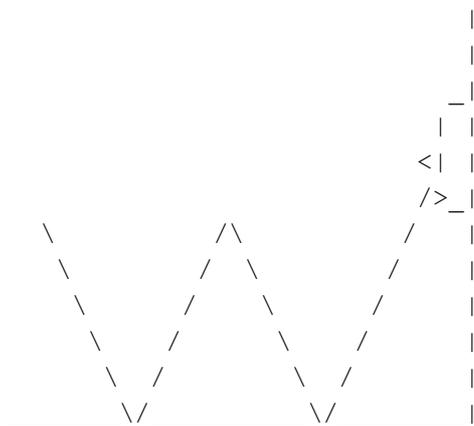
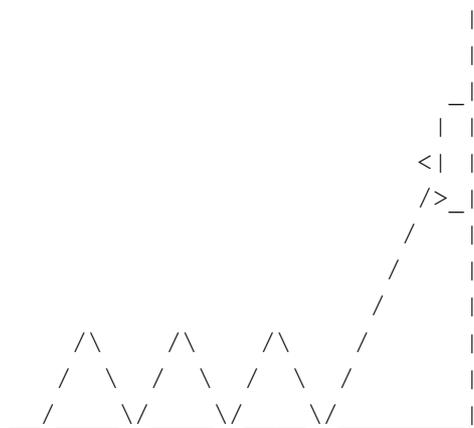
Right away, crouch and start shooting your throwing stars in both directions. There will be an enemy on each side so be careful. Continue to the right and when you have to fall off the pipes and onto the ground, wait. Wait until there are no enemies where you are about to fall and crouch and walk there. Keep throwing your throwing stars until they all die. Keep going to the right until you have to jump onto the next ledge.

Once you jump onto that ledge, another one of those enemies that will jump up and down trying to land on you will appear. Kill him and jump over this little wall to kill another enemy. Before you even get a chance to jump onto the next wall, another one of the sword dancers will appear. Kill him and keep going. Jump over the next wall and there will be a lot of power-ups on the ceiling. Grab all three of them in this area.

The last power-up will be on a ledge. Go along the ledge and kill the enemy there. Now keep going to the right for one of those simple enemies to kill that will just walk at you. Go to the end of this ledge for a sword dancer. Let him just jump after you until he jumps off the screen. Once he jumps out of view, he won't come back. Fall off of the next ledge and grab the power-up there. Fall off the next ledge and kill the enemy at the bottom of it. There will be another enemy that is stronger, this one will take twice as long to kill but it is still an easy fight. Just keep walking to the right until you finish this level off.

 Level 3-4:

This intro to the level is very hard. What you have to do is to throw throwing stars at the statues as fast as possible until they explode. At the end, you may have to jump over the last one but it's hard to so try not to. Once you have finally done that, you will have to fight a boss. The boss' attacks will always be the same but will be very annoying. Just keep throwing your throwing stars at the boss until it dies. Here is a diagram to show the path of the attacks:



There will be a small section that when it bounces high, you will just barely be low enough to avoid the first bounce and you have to jump to avoid the low bounces. The attacks go like this : Low, High, Low, High, Low, High, etc.

Level 4-1:

Right away, turn to the left and start throwing your throwing stars. Kill that enemy as quickly as possible and then watch out for the enemy jumping up and down with a sword. Jump over the small wall to the right of you and be ready for another enemy. Take your time here though because this is a fairly quick enemy and it takes more than one throwing star to bring him down. Keep going to the right and when you get to the middle of the two small walls a sword dancer will come up. Kill him but try not to move to the right anymore. Move a little to the right after you kill him for another sword dancer.

Jump over the wall in front of you and crouch when you hit the ground. Kill the enemy with the boomerang and keep going to the right. Jump over the next wall you see for a power-up. Once you are almost to the next small wall, another sword dancer will appear. Kill him and jump onto the small wall. Don't walk off of the wall just yet. Instead walk to the edge of it until a sword dancer will appear. Go to the left and kill it. Now jump back onto the wall and crouch. Walk while crouching towards the enemy throwing boomerangs to kill him a lot easier.

Jump over the next wall for a power-up. When you jump on the next wall, another sword dancer will appear. Kill him and go to the next wall you have to jump over. Grab the power-up there and grab the power-up that will be on the next wall. Jump over the boomerang thrower and crouch. Kill the ninja to the right and the boomerang thrower to the left. Kill the ninja to the right of you on the upper ledge too. Crouch where that ninja was and move to the right. Kill the boomerang thrower from a distance. Crouch off of the ledge and kill the last enemy which will be a ninja. Just keep going to the right to finish this level up.

Level 4-2:

Kill that sword dancer that will be jumping over you right from the start. Now jump on to the ledges to the right of you and kill the boomerang thrower you see. Now when you are on the highest ledge, crouch and slowly advance. You will eventually see a boomerang thrower. Throw your throwing star and avoid his boomerang. Now keep going until you see a boomerang thrower. Jump over his boomerang and to the right so you should land in front of him. Throw your throwing star at him and there will also be another right behind him so throw one at that one too.

Slowly walk to the right and there will be an enemy that will jump at you. If you stop quick enough, he won't reach you. Keep going a little further for another one of those jumping enemies. Fall off the next ledge for a power-up. Fall off the next ledge and jump over the gap. You don't have to crouch to avoid this boomerang thrower. Just kill him standing up, he still won't hurt you. Jump up on to the ledge where the enemy you just killed was and kill the boomerang thrower that is on the other side of this gap.

Jump over this gap. Grab the power-up but be careful because once you touch it, an enemy will jump at you. Kill that enemy and jump over the next gap. Now this next gap is a tricky one. It's not too hard to make the jump but what is there waiting for may knock you off. Start to jump the gap and once your feet leave the ground, count one second. Once that one second is up, throw a throwing star. If you timed it right you will kill the jumping enemy there.

Fall off the next two ledges and before you have a chance to reach the power-ups, an enemy will jump at you. Grab those two power-ups and jump on to

Level 5-1:

Right from the start, crouch. Keep throwing your throwing stars until every enemy on the screen is dead. Also remember that you could see an enemy to the far right throwing throwing stars too so don't forget about him. Jump up on to the roof and crouch while you are walking. There will be a boomerang thrower. Kill him and get the power-up there behind him. Once you pick that power-up up, start throwing your throwing stars to kill the enemy that is coming towards you.

When you see the long pit in the ground, start crouching since you should be on the roof. Crouch and move to the right and kill three enemies that throw things. Fall down off of the roof for a power-up and get the other to the right. Now jump back on to the roof and keep going right. When you jump on to the roof, there will be a power-up, don't skip it. Crouch and walk forward a little. Kill the boomerang thrower with a throwing star.

Crouch and keep going to the left to kill the ninja that throws throwing stars. Now you have to fall to the ground but not for long. Make sure there are no enemies underneath you and jump down. Try to jump down when they are all at the left so you can just skip them. Just keep going to the right until you finish the level. There won't be any more enemies after the ones underneath you.

Level 5-2:

Move slowly to the right and watch out for the flying ninja. They are very fast and they blend in easily with the background. There will be another one of those enemies just a little ahead of you so kill him quick too. Right after that enemy will be another enemy that is fairly hard to kill. Keep going until you see a small blue wall. Stop and there will be another one of those annoying flying enemies.

Jump over the small blue wall and go in the middle of the two small blue walls. Another flying enemy will appear so be careful. Jump over the next wall and crouch to kill your enemy. Jump on the bricks to the right and kill the boomerang thrower. Grab the power-up and right when you touch it, two flying enemies will appear. Now get off the bricks and kill the three enemies after them. Crouch when you land to kill them easily.

Grab the power-up after those three enemies. Walk into the next wall to get the sword dancer out of his little hiding spot. Now jump over the wall for another power-up. Jump over the next walls in your way. Don't jump over the last wall because there will be flying enemies over there. Kill the flying enemies before you even try to kill the ninjas. Jump over the wall and kill them. There will also be another flying enemy in between those two so be careful. Walk towards the building and a sword dancer will come out. Walk through the last of the level and there won't be any more enemies left.

Level 5-3:

Right from the start, crouch. Kill the person with a gun and start to go to the right. Crouch after a few steps to avoid the boomerang thrower. Go forward and you will see a platform higher up. You can't jump on it just yet. Wait for the enemy with a white robe to come out and he will jump down so be careful with him. Now jump up where that enemy fell and kill the enemy up there. One of those blocks will be a walkthrough block meaning you could go through it. It's

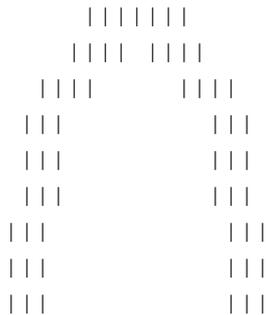
the third block from the left.

Keep going and you will see a wall that looks like a fence. Once you past the wall on the lower level, jump down and crouch. Kill all three enemies down there and grab the power-up. Jump up on to the upper platform when you can't go any further and crouch to avoid the gun fire. Kill both enemies here and go to the right. Jump down when you have to in between the two boomerang throwers and crouch. Kill them both and keep going to the right.

You will see another enemy in a white robe on the upper platform. Let him fall down and kill him. Now jump up there and kill the enemy with the gun. Go to the right and fall down again. Don't go too far to the right before you fall or you will also have to fight an enemy in a white robe which will make for a hard fight. Jump up on to the upper platform when you have to. Kill the enemies there and grab the power-up. Fall down and kill the next two enemies with guns. Jump up at the end and go to the right to finish this level.

Level 5-4:

This one is a pain. You have to crouch at the beginning and keep throwing your throwing stars at him when he doesn't have that little shield around him. He will jump up and down but that's easy to dodge. He will also slide to the right sometimes so be ready to avoid that when you are to the right of him. After a while he will run straight at you. That's when you have to jump over him. Just keep attacking him until he dies. Here's a little diagram of his jumps:



Congratulations! You just beat Shinobi!

3. - Power-ups

Here is a list of all of the power-ups you will come across in the game. The power-ups look like little dolls and will be scattered across each level. Some levels will have a lot and some levels won't. Here is a list of them and their effects. You can see which power-up they are by looking at the top right of the screen when you pick them up.

10000 PTs. - Pretty self-explanatory. You get 10,000 points when you touch this one.

Bonus Level - This one will bring you to the bonus level of every level. The bonus levels are just you trying to stop all of the ninjas from attacking you. To due so, just kill them with throwing stars. They will start in the far back, then move forward to the ledge right in front of you. When enough jump on to that ledge, one will jump straight at you and will make you fail. If you kill

enough before you fail, then you will beat the bonus level.

Life Max - This one will fill your life to the maximum.

Power-Up - This one will give you more powerful weapons to kill enemies quicker with.

4. - Cheats

Level Select :

On the title screen, press Down, Down, Left, Right, Up, Up, Start and you will be able to start on any level. To go to the next level, press A and to go back one level, press B. When you choose the correct level you want to start on, press Start.

Game Genie Codes :

SZEOLXVK - Infinite lives

AANOLAZA - 1 life

IANOLAZA - 6 lives

AANOLAZE - 9 lives

SZNIPNVK - Infinite life energy

IEKONILA - Turbo running

GAXOTATE

GENPGPTE - Start with double normal energy

5. - Disclaimer

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