

Coded Arms Infinity Mode Guide

by Hotsuma_Son

Updated to v0.91 on Aug 1, 2005

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^^^contributed by golden1sun1fighter

SELECTIVE .arm GUIDE

A.K.A

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I N F I N I T Y

M O D E

O P T. G U I D E

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T A B L E

O F

C O N T E N T S

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<<<Legal Information==0.1>>>

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Any references to the game refer to "Coded Arms" game developed by Konami for the PSP system; all logos property of their respective owners and I am using them following the guidelines placed inside the instruction booklet accompanied by the game.

<<<Update Information==0.2>>>

- 7-17-05 Completed all Preparations for the actual FAQ. Took FOREVER.
- 7-18-05 Began working on Way One
- 7-20-05 Major setback because of improper formatting Corrected
- 7-20-05 Did a lot. Improved Flow

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L E T ' S

B E G I N

1.0

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<<<How to Unlock Infinity Mode==1.1>>>

Well, simply enough you have to complete Sectors 1 and 2.

<<<The Two Ways to Use This Guide==1.2>>>

Ok, this can get complicated. Essentially, this guide serves two purposes: Infinity Mode is the only place to get some of the best weapons and armor in the game. I will explain what weapons/armor can be unlocked and where to find them. Also, i will explain what enemies will give you trouble and the best user proven strategies against them.

The second purpose is to be used by anyone who wants to get as far into Infinity Mode as palpably possible. Infinity mode can prove to be quite a challenge; and although the dispute over wheter or not infinite mode is REALLY infinite or not, no one knows.

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O P T I O N O N E :

J U S T

G E T T I N G

A L L T H E F I L E S

2.0

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<<<When are the Files Unlocked?==2.1>>>

From what I know already, the following files are unlocked throughout Infinity Mode:

Note at this point the locations are still unconfirmed, so they are AROUND these levels. Also, being randomized, location may vary

1. Salamander at Level 8
2. Cluster Grenade Level 5
3. Onslaught Level 10*
4. Vulcan Level 20*
5. Neutron Gun Level 30*
6. Trident Level 60*
7. Ballistic Helmet Level 50*
8. Optic Leg Gaurds around level 23
9. Heat Helmet Level 40*
10. Surge Helmet around level 42
11. Anti-Virus (AV) Leg Gaurds Level 13
12. 6 Health pickups All Before level 29

* Recieved from BOSS battle on the corresponding level

<<<What Will I Need?==2.2>>>

<<<You WILL ABSOLUTELY NEED>>>

-a fully powered up shotgun!

Offense peaks at 280, but with it's high ammo capacity this gun is an absolute NECESSITY! Most enemies will take 1-3 shots from this to die.

-All the health max-ups obtained from Sectors 1 and 2. You should have 190 Health before entering Infinity.

<<<I Recommend>>>

-a fully powered RPG for taking out clusters of enemies.

Any type of rocket launcher is acceptable, ae. Inferno, Judgement, Note: Onslaught obtained on Level 10 Infinity but I prefer the normal RPG.

-Using the virus pistol. This will help you conserve ammo on the hardest enemy type: Soldiers

-A Highly powered machine gun. The Assault Rifle has good normal use, better accuracy (i think) BUT it has low magazine length. The Photon MG has high magazine length and works wonders on MANTIS.

<<<My Personal Favorites>>>

-A Pulse Rifle. Everyone on the board thinks i'm crazy, but I love this gun. It has high ammo capacity, 3X offense when fully powered up (Normally at Version 6 has 160; so thats 480) takes out bug swarms easily, annihilates MANTIS works decently on COLLOSSUS and has a small guided effect (Like light pistol, but not as effective).

-A Sniper Rifle. Pretty useless once you get the Neutron Gun, but I can take out a whole room with my Sniper Rifle. Good for getting an edge on enemies, examples include when you can get a nice picture frame of their head and take it out.

<<<Strategic Advanteges>>>

-USE THE CHAFF GRENADES on Dinos. These enemies are very hard if you get two on you, and a level 3 CHAFF will keep them idle for long enough to take em' both out. Plus, it is what, 6 upgrade keys!

-Honeypots on Mantis keep him busy

Suggested Armor:

-Optical helm or AV Helm

-Ballistic Jacket or Surge Jacket

-Ballistic leg gaurd or heat leg gaurd

The reason for this setup is how frequent you will encounter physical attributes and the enemy soldiers w/ vulcans, as for heat, enemies often have napalm launchers and infernoes. The AV helm helps against those annoying virus users.

<<<Enemy Encounters==2.3>>>

Alright, the following chart is extremely cool. It disects the enemies

of Coded Arms and points out their weaknesses.

Here is a full listing, with enemy types on the left the top listing for Physical (P), Light (L), Heat (H), Electricity (E), and Virus (V). I've noticed that some enemies are slightly different than what is stated in the book, so I've divided the enemies a little more.

A = very effective against that enemy
B = effective against that enemy
C = normal effectiveness
D = weak against that enemy
F = very ineffective against that enemy

Note: The order is P, L, H, E, V

-Normal Soldier B D B F A
-Shield Soldier C C C F C
-Blue Glowing Soldier C D C F A

-Flying Bots D C F A C
-Floor Bot C C D B C
-Walker Bot D C F A D

-Crawling Bug C B B D F
-Swarm C C A F F
-Laser Bug B B C D D
-Spider B B B D D
-Crab D A C D F

contributed by stugIIIG

I concluded that the most generally effective items are the Physical and Light attributed guns.

Now, onto the enemy strategies:

<<<Soldiers>>>

They come in a couple generic forms:

-Slughead (Weak soldier with bad AI, not encountered in Infinity)
-Reflector (Shield enemy)
-Hound (Mostly encountered-strongest)
 -Heat Experts (Use heat weapons and can be recognized wearing red armor)
 -Poison Experts (Use Virus weapons and can be recognized by the gas masks they wear)
 -Rocket experts (Use rockets and have blue protruding tubes out their backs)
-Blue Field (Strong soldier with a blue field surrounding it, commonly known as gatekeepers)
-Red Field (Guard Terminal gates)

In Infinity Mode you will mostly encounter Hound and Blue Field Soldiers- They are heavily armored and can often take many shots. They can have a variety of weapons you can use which determines their difficulty and the strategic way to fight them:

-Pulse Rifle-Jump when they release their charge blast, no threat.

-Photon_MG-Sparatic shooting, just shotgun them.

-RPG (any type)-Wait for them to shoot, then charge them,

or fight them from afar after they shoot
Do Not stand next to or against a wall.

-Neutron Gun-These guys can do a lot of damage very quickly,
and by equipping light based equipment you can half their damage.
Use the surroundings to evade their attacks. try sniping them
yourself.

-Trident-Launch 3 homing missiles that are devastating. Try to rush them
and jump behind them before they shoot. Use your shotgun.

-Vulcan-These baddies are found around level 40 and once you find them
your life will become miserable. If two or more are in one
room the damage can increase very quickly. They never
have to reload, leaving no opening. The quickest way to kill
them is by using the Neutron Gun. If you are cornered
the shotgun is your only option. Use common sense, and save
before a room of them, because a bad move can be devastating.
For example, if they are standing around each other,
use a rocket launcher. Try to align two of them
for one neutron blast.

Machine Gunners Note: They will shoot at you if behind a door or wall,
and if you wait until they reload twice they are out of ammo!

<<<Bots (System security)>>>

For me, these guys are the hardest and the easiest. There are
pushovers, and there are Untouchables. Mix and match for a
combination that determines their difficulty.

The Bots and Descriptions include:

- Quicksilver (Flying sentry guns)
- "Scooter Scoots" (My name for Floor Bots)
- Templars (Flyers who shoot oloptical laser)
- Stingrays (Bomb droppers)
- Sentinals (Warping guys with Laser Pistols)
- AND-
- "DINO BOTS"!!! (Walkers with Two legs)

<<<Strategies>>>

Quicksilver

Either charge up a Pulse Rifle blast, use the Shotgun,
Minigun their face, hit them with raw fish, pretty much anything
will kill them. They do hardly any damage, so take these
guys out last.

"Scooter Scoots"

These things are just annoying, however they have a mind to help you
conserve ammo! If you find these alone in a hallway, let them do you a
favor. They can become quite annoying when you are dealing with lots of
other enemies they can do some good damage. One shotgun blast will make
quick work of them, and they will do no damage to you. Be carefull not to
shoot yourself in the foot, especially with the seemingly harmless
Pulse Rifle. I never knew the Pulse Rifle had an after explosion untill
I tried a charge shot on one of these guys by my foot. To conserve ammo,
wait till they are in a stationary possition before firing.

Templars

Not only can these guys do some nice damage, but they take precise aiming to take them down. If they try to use their laser beam hide behind a pillar or some sort of box. Watch and wait for the laser to pass your position and once it passes you have the remainder of the circle to take it out. A shotgun blast works, i recommend a fast rate of fire. Bolt pistol works great.

Stingrays

This enemy is annoying but often doesn't give you any trouble. He will drop bombs on you that rarely hit, and when they do they do miniscule damage. Often i will kill all the enemies in the room and the music is still going, when i realize, "Oh, a Stingray" So take them out after the difficult enemies.

Sentinels

This guy can be really annoying. His ability to warp anywhere In the room can keep you chasing him for awhile. This enemy would be a threat if it's lasers did more than scratch the paint from your armor. Try not to get distracted by these guys in a large room with lots of guys, and like other bots take them out last. A Shotgun or high damage shot will kill them quick, which is the goal. Stay away from pistol or Machine gun weapons, you'll just waste ammo and end up having to find him again.

Dino Bots

This enemy is the equivelent of a Baron of H*** from the Doom series. He has the most health of any enemy, excluding Bosses of course, and can unleash heavy damage very quickly. Fortunately there are a few strategies that can turn this guy into an easier foe. First, if you have a high level Judgement or Bolt Grenade use those on him. If not, don't bother with the Judgement, it will take 10 shots Version 1. Also use the Chaff grenade. This will completly disable him for 10 seconds at level one. Thats easily enough to take out two with a high powered shotgun. Let's say you are out of Chaff gre. AND electric weapons. First, look in the room for any powerups. Get those and do your best. If not, pop into the room and attack him with anything you have with high damage output. Launchers, Pulse Rifle, Rockets, Grenades, anything. Then flee back into room. But lets say that an elevator blocks your path, so that as soon as the elevator goes down, the door opens. Run straight at the Dino Bot and get under his head. He won't be able to shoot you now. -My friend Lowell pointed this out.

<<<Bugs>>>

Bug types vary only slightly. Some have different colors, but most bugs generally follow one of these models.

The types you will meet include:

- Hoppers-(Jumps around)
- StinkBombs-(small pods, stationary)
- Little Bomber-(attach to you)
 - Type 1 (Red)
 - Type 2 (Blue)
 - Type 3 (Green)
- Interceptors-(Spider-like things)
- Swarms-(Large Numbers of Flies)
- Crabs-(well, they look like crabs)
- Laser Larvae-(Worms on strings w/Lasers)
- Wasps-(Flying Rollie Pollies A.K.A. most annoying enemy)

<<<Strategies>>>

Hoppers

This thing is no problem. You can get in it's face with a shotgun or a Vulcan blast for a quick kill, but sometimes you will get hit by their poison attacks. If you have the luxury of a long distance battle wait for them to bend down (they are about to attack) shoot them before they can attack and jump towards them at the same time. Then move back, and repeat.

Stinkbombs

Usually when you fight these guys there is a powerup for bullet free. With no ammo restrictions just kill them from far away. If no powerup or just fighting them in a corridor, use a Pulse Rifle blast or one of your many pistols. (For Selective .arm this is a great time to get the dust off of that Pistol)

Little Bomber

Leave it to the bugs to have both the most and 2nd most annoying enemies. These guys are a pain in the arse and can often take many misses till you get them. When fighting a whole bunch, use a Salamander or other flamethrower. When fighting one or two wait for them to lunge at you, sidestep and turn out of the way, and shoot their backs with anything. I recommend Pistols or Pulse Rifle. If you are fighting these guys along with others, use a honeypot.

- Type 1 does about 20-15 damage if latched, and has a HUGE splash.
- Type 2 does about 40-20 damage if latched, and has a small splash.
- Type 3 does anywhere from 60-20 if latched, and has a large splash.

Interceptors

These ones aren't especially difficult, but when encountered in Infinity can take a beating. 2 Shotgun blasts front up will kill them, but i prefer fighting them from afar due to the high damaging attacks and knockback damage as well. If you are pinned by two these can become the hardest monsters in the game. You can rack up 250 damage in 3 seconds. If you ever get pinned use a honeypot or jump. Using the Salamander at this point can help as well.

Swarms

These guys can waste your ammo if you don't use something with a high splash radius. Grenades work well in low levels, any type of RPG except for the onslaught works ok, but the best method for defeating these guys is using a charge blast from the Pulse Rifle.

Crabs

Don't get close to these bad boys because despite their weak armor and low health these gays can hurt you bad very quickly. Pulse Rifle or any type of pistol works, but if you need to kill them quickly use either the Shotgun of the Vulcan. If you get too close they will use an electrical attack that can cause high damage, or they will use their claws for knockback and medium damage.

Laser Larvae

These guys can be really annoying if you let them see you, because they can use their laser on you in a half olipitical motion. If you attack them they will fall on the ground and attack your feet. These guys are small and are hard to see, and if you need to put your brightness onto max. Sometimes they will fall off their string on their own and come look for you. (play ominous music) But generally if you don't let them see you and snipe them with the Pulse Rifle they will be dead quickly.

Wasps

These are by far the most annoying enemy in the game. They buzz around you with sparratic movements and often time destract you from more important issues. The way to kill them is to use either the Shotgun, the Vulcan, the Pulse Rifle, a Flamthrower, or either the Photon MG or the Assault Rifle and WAIT AND WATCH their movements. They will fly around until you get close and then they will STOP and either attack you quickly with lasers, or they will start to spin towards you. At either of these times you can shoot them accurately. DO NOT SNIPE THEM. It does not work.

<<<Boss Encounters==2.4>>>

Bosses are found in Infinity in consecutive alternations between Mantis, Enforcer, and Colossus.

<<<Mantis==2.41>>

Can be Found on:

- Sector 2 Ruins Level 13
- Sector 3 Infinity Levels 10, 40, 70, 100, 130, 160, 190, etc.

Weak Points"

- Blue gems on each side
- Mouth
- Belly

Attack Patterns

For additional Boss Info, please see
Shadow Griffon's Boss FAQ

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O P T I O N T W O :

S E L E C T I V E . a r m

O P T I M I Z A T I O N

3.0

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<<<Just what is the concept of this?==3.1>>>

The basic idea behind Selective .arm Optimization Theory (Not really a theory but it just sounds cool) is to optimize what ammunition you pick up. In order to do this you only pick up certain .arm files that are, well, worth picking up. So, in order to do this, during your game you will purposely ignore various .arm and .cbx files, only picking up the ones that you want. Therefore, when entering Infinity mode you will only get ammo for whatever guns you picked up.

<<<Going Around and Doing it==3.2>>>

Alright, what you need to do is begin a new game. The reason to do this is because the previous game information and expieriance will help you, you can have an idea of where the good guns are, and most importantly the game file will only be used for getting very far in Infinity Mode. Once you have begun a new game, you will start with a pistol. As far as I know without cheating there is no way to start without the pistol. As you traverse throughout the game, you will come across .arm, .cbx, .dfn, and .HXup files. ***Pick up any and all .dfn (upside down blue triangles) and

all .HXup files (Yellow upgrade keys)***

Getting down to bussiness, you will progress through the game and whenever you come across a .arm file (looks like a gun) save it, and if it is a gun you like a whole lot you keep it. Same goes for .cbx files. Because their ammo deposits are different, what .cbx files you choose will not effect your normal ammo deposits.

For Information about the weapons please see
Shadow Griffon's Weapon FAQ.

Sector 0

<<<Training>>>

Pistol-no choice you start with it
Frag grenade-Decent grenade, may pass this one up

Sector 1

<<<City>>>

Sniper Rifle-Pass it up, if you are a sniper go with the Neutron Gun at Lv. 30 Infinite
Bolt Pistol-Pass it up
Chaff Grenade-Pick it up, it's great on Enforcer and getting this allows you to pass up the Judgement. Also works on DinoBots.

<<<Base>>>

Link Grenade-If you didn't get the Frag grenade get this. If you DID get the frag grenade, choose either this or the Cluster Grenade.
Assault Rifle-Pass it up. Why? The Vulcan you get in Level 20 Infinite will replace it

<<<Ruins>>>

Shotgun-Dear God, this is the 2nd best gun in the game. Do not miss this one on your life.
Laser Pistol-Pass it up

Sector 2

<<<City>>>

Lightening-Pass it up
Judgement-Tough call. It will annihilate Enforcer and Dino Bots, but if you wait for the Trident which is also Electric, you will be much better off.
Bolt Launcher-Pass it up
Bolt Grenade-Good Judgement Alternative, so corresponding to your choices leading up to it, it's up to you.

<<<Base>>>

Grenade Launcher-pass it up
RPG-Another Tough call. This will be replaced by the Trident, but if you found yourself using it alot through your first game go ahead and get it.
Honeypot-Get it for Mantis. It will distract the little bugs in the Collossus battle as well.
Napalm Launcher-Pass it up, but if you want a launcher, this one fares the best.
Napalm Grenade-A good alternative to the Inferno or the Napalm Launcher.
Inferno-Pass up this Heat-based Rocket launcher.

Landmine-Pass it up

<<<Ruins>>>

Virus Pistol-If you didn't have to start with the Pistol I would get it but two Pistols is two too many.

Plasma Grenade-Pass it up

Virus Grenade-Pass it up

Pulse Rifle-I'll tell you to get it. Everyone else in the World will tell you no. It'll Kick MANTIS, works on swarms, shield guys, and has excellent accuracy.

Plasma Launcher-Pass it up

Copperhead-Pass it up

Photon_MG-Pass it up for the same reason as the Assault Rifle.

Sector 3

<<<Infinity>>>

Salamander-I don't like it, but Golden1Sun1Fighter told me that this can take out soldiers really quick. Possibility for bosses because of high damage with constant stream.

Onslught-At this point don't even bother

Vulcan-Neccessity. Like the Shotgun don't miss this on your life.

Neutron Gun-If you are a sniper, pick this one up now.

Trident-Ultimate Missile launcher. Puts the Judgement to shame.

Cluster Grenade-Like previously stated, if you got the frag grenade and Link, let this one go.

Once you have made your weapon choices you will only get ammo for those weapons. That means you will never run out of Shotgun, Vulcan, or Trident ammo. Without having to hold back, you will be able to get much farther in Infinity Mode.

<<<My Personal Choices==3.3>>>

.ARM

- 1.Pistol
- 2.Shotgun
- 3.Pulse Rifle
- 4.Vulcan
- 5.Neutron Gun
- 6.Triident

.CBX

- 1.Link.gre
- 2.Cluster.gre
- 3.Honeypot
- 4.Chaff_gre
- 5.Bolt.gre

<<<What Makes _____ Weapon So Good?==3.4>>>

.ARM

- 1.Pistol-Good for annoying enemies
- 2.Shotgun-this is your close combat best friend. You are limited by longer ranges but this will be all you will have until level 20 infinity.
- 3.Pulse Rifle-This will be a good sniper rifle until you get the Neutron Gun. This will kill Mantis and it's high damage high ammo capacity make it good for a long haul, which is

the concept of why you would use this strategy.

4.Vulcan-Now has dethroned the shotgun as the best gun in the game. The reasons are this: It has amazingly high damage output ie: fully powered up it reaches an offense of 130, so if you multiply that by it's maximum ammo capacity, 999 (let's say 1000) you get 130,000 offense. That is INSANE! So, along with a high damage, per each ammo deposit you get 150 rounds. It allows you to rush enemies because of no reloading time (major drawback of shotgun) It also fires bullets very fast (~ three per milisecond)

5.Neutron Gun-Well, it has an offense of 1344 when maxed out, which when compared to the Vulcan may sound iffy, but if you consider that this is a single shot that can go through enemies and walls you start to see the light of the situation. This gun works great against bosses (never thought a sniper rifle would did you?) Because it can hit big targets as many as three times.

6.Trident-This ELECTRIC rocket launcher has a homing function that launches three missiles simulataniously that can either strike a single target with 3X900 offense, or can split amongst many enemies to do a greater spread damage. Although the homing function is alittle inconsistant, it helps a lot. It works fantastically on Enforcer who becomes the hardest boss.

.CBX

1.Link-Works well on all bosses until you get to about level 70, where it's poor offense simply can't make it better than it's high miss factor. Also, it works very well on Dino's and other big enemies.

2.Cluster-Many a time will you come across Ngun snipers sitting on a walkway right above you. This is when to pull out a cluster grenade. It's large splash makes it have a high hit effect, which is the main problem with other grenades. Works very well in soldier groups.

3.Honeypot-Main use here is for Mantis and for Colossus. In the battle with Mantis is makes the actual boss stop near the grenade, but as soon as you attack him the grenade's effect kinda wears off. On Colossus this grenade is heaven's gift to any who gets to level 60 or above. At those high levels Colossus spawns little green attacher bugs that can easily do 40 damage to you. This grenade will distract them for 30 seconds. Great for those little bugs...

4.Chaff-MUST HAVE GRENADE. You can throw this grenade into a room with dinos and kill everything else. They disable Enforcer AND his "Scooter Scoots" AND Stingrays!

5.Bolt-Enforcer and Dino bots. B/C Dinos have such high health rating these can help you get to the Trident.

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R E C O R D S

F O R

I N F I N I T Y

4.0

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Hotsuma_Son=====Level 101
Cokeethlo=====Level 251
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S P E C I A L

T H A N K S

5.0

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I would like to thank Konami, for making yet another awesome game. The weapon and armor systems are ingenious, and I would just like to gratify them.

I wouldn't be here, you wouldn't be here; without GameFAQS. They have a great community and make it easy to enjoy a game.

I HAVE to thank everyone on the GameFAQS message boards for all their support and help with my FAQ.

I would also like to thank Sega for making Shinobi, the greatest game ever created.

And all my friends just because.

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