SHINOBI™

Shinobi

- ↗ **Getting Started**
- ↗ **Controls**
- ↗ **How to Play**

SEGA AGES

WM-01

Basic Controls

■ Button Assignments (Default Setting)

◀ / ▶ / ▶ / ▶	Walk / Crouch / Menu Select
Ⓐ	Ninjutsu (Ninja Magic)
Ⓑ	Jump
Ⓧ	Coin / Start
Ⓨ	Attack
⏚ / ⏻	Unassigned
⏚ / ⏻	Unassigned

✳ The action button assignments can be changed via the SETTING MENU.

Directional buttons (▲ / ▼ / ◀ / ▶) and Left Stick (Ⓛ) commands are identical.

✳ The Nintendo Switch™Lite and Nintendo Switch Pro controller uses the same commands.

START MENU

Start the game to display the START MENU. Use Ⓐ / Ⓥ to select an option and press Ⓐ to confirm.

↗ Arcade Mode / AGES Mode

Play either of the main game modes.

Press ◀ / ▶ to enable ↗ **TIME REVERSE**.

■ Load

Press ◀ / ▶ to select a save slot, and begin from where you left off.

Press Ⓨ to lock and unlock the selected data. Hold Ⓛ and Ⓡ to delete a save that isn't locked.

✱ Deleted data cannot be recovered. Please use with caution.

■ Manual

Open and view the online manual (this one).

✱ An internet connection is required for viewing the manual.

■ Staff Credit

See the dedicated staff responsible for bringing you the SEGA AGES version of *Shinobi!*

START MENU

■ Ranking

See the most recent Ranking for each category. Press Ⓐ to download the latest Ranking.

＊ An internet connection and Nintendo Account is required to access and register scores to the Ranking.

Ⓛ / Ⓡ	Switch between categories of ranking.
Ⓧ	Switch between *Top Rank* and *My Rank*.
▲ / ▼	Switch between scores.
Ⓐ	See information on selected scores (Top 50 only).

■ Play Replay

Press ◀ / ▶ to select a replay slot. Replay controls are as follows:

Ⓛ / Ⓡ	Change speed of playback.
◀ / ▶	Fast rewind / Fast forward.
Ⓐ	Pause / Restart (while paused, press Ⓡ to step one frame forward, or ◀ / ▶ to skip ahead or behind 5 seconds).
Ⓑ	End playback.
Ⓨ	Restart playback from beginning.
Ⓧ	Display / Hide command menu.

Press Ⓨ to lock and unlock the selected replay data. Hold Ⓛ and Ⓡ to delete a replay that isn't locked.

＊ Deleted data cannot be recovered. Please use with caution.

SETTING MENU

Press Ⓧ at the START MENU or PAUSE MENU to open the SETTING MENU.

Press Ⓛ / Ⓡ to switch between categories of settings. When settings are complete, press Ⓑ to return to the previous screen.

■ Game Settings

Game Version	Set game version to *International* or *Japan*.
Difficulty	Set the game difficulty from *Easy* to *Hardest*.
Number of Players	Set the number of lives you begin the game with to *2 / 3 / 5*.
Enemy's Bullet	Set enemy missile speed to *Slow* or *Fast*.
Stage Select	Set stage selection option *On / Off*.

■ Command Settings

Select *Controls 1* and press Ⓐ. Then use ⊙ / ⊙ to select a controller button and ⊙ / ⊙ to assign a command. You can also set HD Rumble *On / Off*.

✳ HD Rumble is not supported by Nintendo Switch™Lite.

■ Screen Settings

Display Mode	Set to *Normal (Dot by Dot) / Fit / Full / Cabinet / Vintage*.
Display Effect	Set to *Off / Scan line / Smoothing / Scan line + smoothing*.
Wallpaper	Choose a wallpaper to display.

✳ When *Display Mode* is set to *Cabinet* or *Vintage*, the *Display Effect* will automatically be locked to *Scan line + smoothing*.

Press or hold Ⓨ to see a preview of the selected screen settings.

■ Sound Settings

Listen to the in-game music tracks.

PAUSE MENU

Press ✚ / ━ during gameplay to display the PAUSE MENU.

■ Save

Press ◀ / ▶ to select a save slot and save your game progress. Up to 10 games may be saved.

■ Load

Press ◀ / ▶ to select a save slot, and begin from where you left off.

■ Ranking

View the current ↗ RANKING.

✳ There is no option to view replays when selecting *Ranking* from the PAUSE MENU.

■ Manual

Open and view the online manual (this one).

■ Game Reset

Select this option, then press and hold Ⓐ to reset the game. The PAUSE MENU will be exited automatically.

■ Return to Start Menu

Select this option, then press and hold Ⓐ to end the game and return to the START MENU.

Getting Started

Shinobi (*stealth*) is the essence of every great Ninja, a skill you trained hard to master! Your hands and feet are lethal weapons, as are the shuriken, sword, and nunchaku they command. Your life is one of secrets: you're a deep-cover government agent, a columnist for the Ninja Star, and perform so many charitable works that it would violate the Ninja code to speak of them.

You are Joe Musashi!!

Terrorists have kidnapped the innocent youth of your noble clan. This injustice cannot go unchallenged! Hunt down the evil-doers, rescue the Ninjacubs, and return order and a firm committment to ethically responsible conduct to your otherwise peaceful Ninja empire.

■ Insert Coin / Begin Game

Press ⊗ to insert a coin, and then press ⊗ again to begin the game.

■ Stage Select (when enabled)

The Stage Select screen will be displayed when you begin the game. Choose any stage you have previously played. Additionally press ⊗ to enable ⬀ **SECRET NAVI**.

✳ *SECRET NAVI is not available when Stage Select is set to Off.*

Arcade Mode & AGES Mode

Missions and stages are identical in both versions. In AGES Mode though, it takes 2 hits to lose a life, and your attacks are also powered up from the outset. This is suitably reflected in your choice of attire—the fabled gaudy Ninja (as they are known) are so deadly and so stealthy they purposefully clothe themselves in garish colors… just to show off, really.

Controls

■ Ninja Walk

Press ◀ ▶ to move left and right, and ▼ to crouch. Combine the two to crab walk.

■ Attack

Press Ⓨ to attack. You can also attack while jumping or crouching. Depending on your distance to the enemy, a punch, kick or shuriken throw will be selected automatically.

✱ You cannot attack while moving between levels.

✱ Rapid-fire attack can be assigned in SETTINGS.

◆ Melee Attack (Not assigned by default)

Assign a button to punch and kick attacks only for a different take on gameplay. There is no rapid-fire setting for this attack.

■ Jump

Press Ⓑ to jump while standing or walking. Press and hold ▲ / ▼ and press Ⓑ to move between upper and lower levels.

Special Bonus and Secret Navi

Clear a stage without using shuriken or other throwing weapons for a Special Bonus.

If *SECRET NAVI* is set to *On*, then you can easily check during gameplay whether or not you qualify for the Special Bonus—the word *SECRET* will appear top right if you qualify!

Controls

■ Ninjutsu (Ninja Magic)

Press Ⓐ to kill every regular enemy on the screen, or do a hefty chunk of damage to a boss enemy. In each stage, you can only use Ninjutsu once.

There are three kinds of Ninjutsu determined by the stage you are playing.

Eight Hands Magic:
Eight facsimile Ninjas will attack randomly in all directions.

Lightning Magic:
Lightning bolts are called forth to slay your foes.

Tornado Magic:
A ferocious, whirling spiral of doom decides your enemies' fate permanently.

Clear a stage without using Ninjutsu to earn Bonus Points.

■ Time Reverse (When Enabled)

Press ⓏⓁ / ⓏⓇ to wind back time by up to five seconds.

■ Pause Menu

Press ✛ / ⊟ to open the ⬀ PAUSE MENU.

Playing the Game

Complete 5 missions, each made up of 3-4 stages.

■ Rescue the Ninjacubs

The goal in all but the final stage of each mission is to rescue the Ninjacubs, the innocent youth of your Ninja clan. Rescue all of them within the time limit before making your way to the exit.

Power Up

Rescue a certain Ninjacub in each stage to power up your attacks (bladed melee attacks, fireball missile attacks). Powered up attacks last until the end of the stage or until you lose a life.

✳ In AGES Mode your attacks are permanently powered up, so you will instead receive life items.

● Boss Battles

The last stage of each mission is a boss battle. Keep an eye on the Boss Power Gauge as you find and attack his weak spot.

Boss Power Gauge

■ Bonus Stage

Defeat the boss to enter the Bonus Stage.

A rival clan, the Insufferable Shinobi Nobodies, has sent a whole army out to get you!! Take them out as they approach by pressing ⊲ ⊳ to aim and Ⓐ / Ⓑ / Ⓨ to throw a shuriken.

It's much like a fairground shooting gallery, only the ducks are heavily armed and not very happy.

Wipe them all out for an extra life. Should even one Insufferable Shinobi Nobody remain standing, prepare to suffer great shame.

■ Player Lives

Take a hit or run out of time and you will lose a life. If you have lives remaining, you will return to the beginning of the stage. Don't worry though—previously rescued Ninjacubs are safe and sound!

■ Life System (AGES Mode Only)

In AGES Mode, Joe Musashi's Ninjawear takes on the double role of a life gauge. If you take a hit, the proud white Ninjawear turns a garish red. Take a hit while red and you will lose a life. Regardless of color, you will lose a life if you fall down a hole.

Clear a stage or pick up a life item to return your Ninjawear to a pristine white.

■ Continue

If you lose a life with no lives remaining, you will be given the option to continue. To do so, press Ⓧ to insert another coin, and then press Ⓧ again to continue playing.

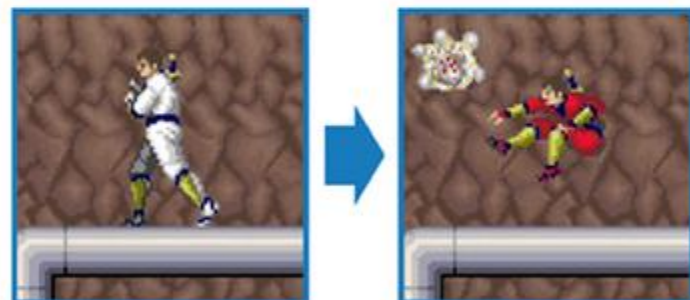## ■ Name Entry

Finish the game with a high score and you will be prompted to enter a name up to 3 letters long. Press Ⓐ / Ⓑ / Ⓨ to enter the selected letters, and then select E_D to complete entry.

Game Screen

Lives Remaining

Score

High Score

Remaining Ninjacubs
You cannot exit until you have rescued them all.

SECRET NAVI
(Only displayed when enabled)
This indicates that you qualify for the ⬈ **SPECIAL BONUS**. It will disappear the first time you use a shuriken.

✳ This resets after you lose a life.

Ninjutsu
Disappears after use.

Remaining Time
Lose a life if this runs out. At the end of a stage, remaining time is added on as bonus score.

1P　　2400　　HI　　100000　　SECRET

DEJA-VU

TEXTLE WASTES

SAVE

2:15

Replay and Ranking

■ Saving Replay Data

At game clear or game over, a replay data will be saved. Up to 10 replay data files can be stored, with the eldest being deleted automatically.

Lock replay data to prevent it from being deleted. Please note that it is not possible to lock all 10 data slots.

■ Ranking

Upon game over, if you earned a high score, it will be registered to the ranking server of the mode you played (*Arcade Mode / Melee Attack Mode / AGES Mode*). However, if *Time Reverse* is set to *On* or the *Difficulty / Number of players / Enemy's Bullet* settings are not at default, it will instead be registered to *Freestyle Ranking*.

At the time of ranking registration, replay data is uploaded, and replays of the top 50 places can be viewed by anyone.

✳ Rankings are registered when you open the Pause menu on completion of play.

✳ Rankings are not registered if the *Load* function has been used.

✳ If network connection issues prevent you from registering your score, it cannot be registered at a later time.