

Shadow Dancer: The Secret of Shinobi FAQ/Walkthrough

by FFOGalvatron

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SHADOW DANCER: THE SECRET OF SHINOBI
FAQ/GUIDE
BY FFOGALVATRON

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1) INTRODUCTION

Originally, Shadow Dancer was an arcade game released by SEGA in 1989. It was the sequel to Shinobi, but almost everyone agreed that the original was better. Later, a port of the game was announced for the Genesis/Mega Drive, and most people expected it to be a port of the arcade version, but instead the game was all new with a completely different story and levels. Most people say that this version of the game is superior to that of the arcade version, due to better level designs.

If you haven't played any version of Shadow Dancer before, but have played The Revenge of Shinobi, this game is quite different.

2) CONTROLS

The controls for this game are very simple.

A= Magic Attack
B= Throw ninja star
C= Jump

D-PAD functions:

Up= look up
Right= Move right
Down= Duck
Left= Move left

3) GAME PLAY

This is nothing like either of the other 2 Shinobi games on the Genesis/Mega Drive.

The main differences are:

- 1) You have a dog to help you.
- 2) You have an infinite supply of ninja stars.
- 3) You cannot take any hits.

The aim of each level is to rescue all of the hostages that are in the level (check the hostage count in the bottom right corner of the screen as you play). Once this has been done, you may proceed to the next round of a level.

Each level is made up of three rounds. The first two rounds are proper stages, whilst the third round is always a boss fight. Only the final level has any differences, with there being multiple "rooms" to get through.

Special stages take place after level 1, 2, 3 and 4 have been completed, and allow you to earn various bonuses if you manage to complete them.

4) GAME STORY

REVENGE IN THE BIG APPLE!

Having destroyed the evil Neo Zeed empire, Shinobi (Joe Musashi) was not heard from again. Joe Musashi could now relax as his ninja skills and techniques were not needed.

However, one day a school seemed to have been attacked and children were held as hostages. Kato, Joe's former martial arts student, went to investigate and try to help but was almost killed by the ones that over took the school: The Union Lizard.

Joe went to the hospital Kato had been put in, but Kato died before Joe arrived. All that Kato left was his faithful dog, called Yamamoto.

Joe swore revenge to Kato's mother and left with Yamamoto to destroy the Union Lizard, which had now taken over almost all of New York and taken many hostages. Shinobi's mission was to rescue them all and destroy Union Lizard.

5) MOVES

Ninja stars (Press B)

This is Shinobi's main attack. You have an infinite supply of them and can be thrown rapidly. These will kill most enemies with a single hit, but some take more depending on which type of enemy it is.

Jumping (Press C)

The key to platforming. You can avoid enemy projectiles by jumping, and you'll also have to jump to progress through some areas, such as jumping over crates and other obstacles.

Somersaulting (Press Up/Down and C at the same time)

If you see a platform above you, somersault up to it by pressing Up and C together. This is another key move as it's the only way you'll be able to locate all of the hostages. To somersault back down, hold down and press C.

Yamamoto attack (Hold B, release)

If an enemy is in range, hold down B until the picture of Yamamoto is flashing (it's located at the bottom of the screen by the way) then release. Yamamoto will rush at the enemy and bite them, therefore making it impossible for them to attack. Yamamoto can only keep them at bay for a few seconds, and if you don't kill the enemy Yamamoto is attacking, the enemy will hit him.

Yamamoto can not attack all enemies, and will bounce off them and make this terrible yelping noise. Yamamoto will then turn into a little puppy and cannot be used to attack anyone. To make Yamamoto big again, rescue a hostage or wait a while.

Close Range attacks

If an enemy is close to you, press B to kill them with a different attack such as slicing them with a sword.

Power up weapons

If you save a certain hostage, you will notice that your weapons are powered up. Ninja stars now have a blue glow to them, and close range attacks are all different.

Ninja magic (Press A)

Press A to kill all enemies on screen or do two points of damage to a boss. You can use one ninja magic attack on each round, and it depends on which round it is for which magic attack Joe will use.

Crouching walk (Hold down right or down left)

This is a slower version of normal walking.

6) BASIC ENEMIES

Green enforcers (100 points)

Hits: 1

Yamamoto? YES

These are the most basic of all enemies and can be defeated by a single attack. They will try to punch you, as that is their only attack.

Blue enforcers (200 points)

Hits: 1

Yamamoto? YES

Armed with a sword, these are more dangerous than their green counterparts but are still a piece of cake to defeat. At close range they will try to stab you.

Red enforcers (300 points)

Hits: 1

Yamamoto? YES

Much like the green version, these have a punching attack.

Spike staff enforcers (400 points)

Hits: 1

Yamamoto? YES

Armed with a spiked staff, these are the most dangerous of all the enforcers and can block ninja stars with their staff. At close range they will try to stab you.

Armoured soldiers (500 points)

Hits: 1

Yamamoto? YES

The first enemies you'll meet that have the ability to fire projectiles, these can shoot at three levels: standing, crouching and lying down. They fire three shot bursts from their handguns, then they have to reload so the obvious time to attack is then.

Clawed rollers

Hits: 1

Yamamoto? YES

These have red armour and have big claws on each arm which they will try to stab you with. They can also roll around and you cannot hurt them with ninja stars when they do this.

Shield men (500 points)

Hits: 1

Yamamoto? YES

These enemies carry two shields and will throw them at you when you are in range. Do a close range attack to kill them. Yamamoto cannot attack them unless they are throwing their shields.

Lizard men (500 points)

Hits: 1

Yamamoto? YES

Coloured almost completely green, these are very easy to kill and do not appear that often. They do jump around a lot if you do not kill them quickly.

Blue ninja (1000 points)

Hits: 2

Yamamoto? NO

The first ninja type has two swords and at close range will try to stab you with a jumping swipe attack. If you are far away, the ninja will leap at you with a spinning attack from above.

Yellow ninja (1000 points)

Hits: 2

Yamamoto? NO

The second ninja type is the same as the first, just coloured yellow.

Red ninja (2000 points)

Hits: 2

Yamamoto? NO

Same as the other 2, only worth more points and coloured red.

Grey ninja (3000 points)

Hits: 3

Yamamoto? NO

Whilst they appear the same as the other ninjas, these are easily the toughest type of ninjas to beat. The main difference is that these take 3 hits to kill each, and in the final room of level 5 they are extremely tough to kill in groups.

7) LEVEL 1 "Burning Downtown"

ROUND 1

NINJA MAGIC: Flames

Move right and a blue enforcer will run towards you, kill him and keep going and two green enforcers will approach you, kill them both. Jump up on the first ledge you see, then somersault to the level above you.

A green enforcer will run towards you, kill him then rescue the hostage you see. Somersault back down and walk towards the man hole. A ball of fire will spurt up, when it goes walk onwards.

You'll get to another ledge, with an armoured soldier. Get Yamamoto to attack him, then kill the soldier. When that has been done jump over the ledge and somersault up. Two blue enforcers will run to you, kill them both then save the hostage you see on this ledge. Somersault down again. Walk forward to see a shield man, you can get as close as you want to him and close range kill him. There is also an armoured soldier on the other side, get Yamamoto to attack him and then kill the soldier to have easy access to the next hostage.

Move onward and two more blue enforcers will run towards you, kill them both then somersault upwards. Get Yamamoto to attack the guard, and then kill him. Rescue the next hostage you see, then somersault back down.

Keep moving right and a green enforcer will come into view, kill him, then keep going right to end this round. Be aware of the one final man hole cover which will also shoot up a fireball before you move on.

ROUND 2

NINJA MAGIC: Flames

Move right and look out for rocks that fall down from the sky. Keep going right and a shield man will come into view, wait for him to throw his shield then kill him. Jump up and rescue the hostage which the shield man was guarding. Somersault upwards and quickly duck and throw a star to kill an armoured soldier before he has a chance to kill you, then rescue the hostage you can see. Directly above this hostage is another hostage guarded by a shield man, somersault up, and you'll rescue the hostage. Press B to do a close range kill to the shield man, killing him.

Somersault down two levels from here, and when you land from the second somersault, duck and throw a star to kill an armoured soldier on the right. After this move right and a claw roller will smash out of a background window so be ready to kill him. Once this is done move right to save another hostage.

Once this hostage is saved, an earthquake will open up

part of the ground to the right, so you'll have to jump over it. Once this is done, keep moving right and another hostage will come into view, guarded by a shield man and two blue enforcers. Kill them all -and your weapons should be powered up making them all very easy to kill- then save the hostage.

Keep moving right and be wary of some more rocks which fall down from overhead. If you wish to get an extra life, somersault up to where the claw roller is and kill him, and a yellow union lizard icon will appear, pucker it up for an extra life.

From here somersault down and keep moving right until you see a shield man. Watch out for a blue and green pair of enforcers who try to attack you from behind. Kill them and then look back at the shield man. Get Yamamoto to attack him when he throws his shield, then kill the shield man. Rescue the hostage that he was guarding. When you save this hostage, there will be another rock fall.

Once the rock fall happens, somersault up a level to the above level and save the final hostage in this round. When you do this, two claw rollers will smash out of 2 different windows, so get ready to kill them or somersault back down and move right to end this round. As you do move to the exit, one more claw roller will smash out of a window so be prepared to kill him.

BOSS

NINJA MAGIC: Fireballs

The Stomper will jump a lot, with short jumps. Whenever he lands the shockwave causes several rocks to fall from above, so move around to avoid being hit. The Stomper's only other attack is a blast of fireballs, just duck to avoid being hit by them.

TO defeat this boss, you need to hit it in the face with some ninja stars. It usually uncovers it's face after landing from a jump or after a blast of fire. Six hits will destroy it.

8) LEVEL 2 "Battle on the Railway"

ROUND 1

NINJA MAGIC: Tornado

As soon as the level starts, throw ninja stars to kill the

spike sword enemy you can see at the far right. Once he has been taken out, move right and jump up on the crates. A blue enforcer will appear from behind, kill him and then jump off the crates, moving right. A blue ninja will appear, try to do a close range attack on him so you knock him off the platform, then let him jump back up. Hit him again to kill him for good. Move a bit to the left, then somersault down so you land next to the shield man. Close range attack him, then turn around and throw a star at the blue enforcer who runs to you from the right of the screen. Once he is dead, rescue the hostage you can see.

Move right to see an armoured soldier on a platform made of three boxes. This soldier will shoot by lying down so either kill him before he gets a chance to fire or duck, let him fire his three shots, then kill him. Jump up on the boxes and move to the third one, the shield man to the right will throw one of his shields at you, but it cannot get you. Move towards him and kill him with a close range attack before he gets a chance to have another go at attacking you. After he is dead save the hostage you can see and throw a few stars at the enforcers which run to you.

Move a bit to the left, and somersault down so you land on the hostage and save her. Quickly press B to do a close range attack to the shield man who was guarding the hostage, then somersault back up to the level above.

Keep moving right from here and a trio of blue enforcers will run at you, throw three stars to kill them all. Move right a bit more and two more blue enforcers will run at you, and a red one will run at you from behind. Quickly kill them all before they get to close. Above you you can just see a hostage and a blue hostage, somersault up so you land on the hostage and quickly do a close range attack to kill the blue enforcer.

After doing this, somersault back down and move right, jump over a few crates then move right until you see a shield man. Throw ninja stars to kill him -your weapons should be powered up here meaning you can kill him from far range- then save the final hostage in the round.

Somersault up from here and move right. Two blue enforcers will attack, and a yellow ninja will appear. Kill these three, then get Yamamoto to attack the armour soldier who is shooting in this area, then kill the soldier. Move on right to end this round.

ROUND 2

MAGIC ATTACK: FIREBALLS

Move right and a helicopter will fly overhead, but don't worry as it will not attack you. You will be seeing it later on though. Keep going right and two blue ninjas will appear, close range attack them, then when they get up, move right and do another close range attack to kill them. Just after these two ninjas there is a shield man guarding a hostage. Ignore them for now, and instead do a somersault over the

fence. As soon as you do, a spike sword enemy will run at you from the left, kill him before he gets close enough to attack you. Move right and you'll come to some red boxes. You'll see a couple of armoured soldiers, but before you deal with these, a red ninja will appear. Move left and let him jump at you, and as he lands do a close range attack to knock him down. As he gets up, do another close range attack to kill him properly. Once he is dead, go back to the red boxes and let the armoured soldiers fire 3 shots each. Now jump straight up and throw a few ninja stars to kill them both as they reload. Once they have both been killed, jump up on the boxes and move right to free another hostage.

Go back to where the shield man is, and somersault so you land on the hostage he is guarding. Close range attack the shield man as you land to kill him, and as you land you will save the hostage the shield man was guarding.

Move right until you see a train carriage with a few boxes on it. Blue enforcers will run at you, kill them. Jump up on the carriage to see another hostage. Free him, and 3 ninjas will appear -2 of them are red whilst the other is blue. Kill them with your powered up weapons, or use a magic attack to kill them all without any trouble.

Move right and fall off the carriage. A blue ninja will appear on the right, with a blue enforcer running towards you from the left. Hit the ninja first, then kill the enforcer. Move so you are just in front of the armoured soldier you can see on the other side of the fence, then somersault over and close range kill the soldier before he has a chance to shoot you. As you do this, a blue enforcer will see you and run at you, but you'll be more than ready to kill him. If you want to get an extra life, you can get an extra life icon to appear by shooting just above the fence directly above where the armoured soldier was. Jump up on the boxes to the right to save another hostage. Jump up past a few more boxes and move right to get a red ninja and blue enforcer to attack you, kill them both. Now move back to the highest box, and position yourself so that when you somersault back over the fence, you land on the final hostage you have to save. When you do somersault, as soon as you land press B to close range attack the shield man who was guarding the hostage. Move right to finish this round.

BOSS

NINJA MAGIC: Flames

This is a very strange boss who is basically a face with 2 extending arms. Whenever his face appears, it will stay on the screen for a few seconds, then vanish. When it re-appears, it's arms will appear and reach out to you, then drop to the floor. If the arms hit you at all you will die. So move around constantly when the arms appear to avoid taking a hit.

When the arms drop, the face will stay on screen for a few seconds before vanishing again. Before it vanishes, throw

a few stars at it to damage it. This boss takes hits so this process will probably take 3-6 times to do, depending on how many hits you place each time.

9) LEVEL 3 "Statue of Liberty"

ROUND 1

NINJA MAGIC: Tornado

Move right and a trio of red enforcers will run at you. Kill them all before progressing right. Jump up a couple of platform, and you should see a armoured soldier. Get Yamamoto to attack this enemy, then kill him. Move right after he is head and a claw roller will come into view, kill him with a close range attack, but watch out for 2 red enforcers who attack from behind.

Jump up the first platform you see and a shield man guarding a hostage will appear. Charge Yamamoto up, then when the shield man throws a shield, let Yamamoto attack him, then kill the shield man and save the hostage.

Once saved, somersault up a level and jump over a box. As soon as you do two of the lizard enemies will drop down behind you, but you can usually ignore them. They are very easy to kill. Continue left and another box will come into view, and a red enforcer will approach you. Kill him and jump on the box. A shield man will attempt to attack you but his shield cannot hit you. When he throws his shield, get Yamamoto to attack him, then kill this enemy. Save the hostage that he was guarding, then jump up a couple of boxes and keep going left, and more boxes will come into site. However, 3 ninjas, two red and one blue, will appear and attack. Your weapons should be powered up so they only take 1 hit each, but don't let them jump around so much and kill them quickly. Once they have been disposed of, jump up the boxes on the left, then somersault up another level.

When you do this you should see a shield man with his back to you. Throw a ninja star to take him out. Move toward the hostage he was guarding and two red enforcers will approach you, so kill them, then save the hostage.

As soon as you do this, move right a bit and an armoured soldier will come into view and start firing. Jump left quickly onto a platform so his shots miss you. Let Yamamoto attack him, then kill the soldier. Move right and another armoured soldier, on the platform above you, will appear. Let him fire three shots then kill him as he reloads his handgun. Jump up onto the platform he was

just on and move right, and there is another armoured soldier below you. Get Yamamoto to attack him, then kill this enemy. Move right and a claw roller will be on top of a couple of boxes. Throw a few stars to kill him, and keep throwing them to reveal an double life icon. However, you cannot get at it yet, so head back to the platform the second armoured soldier was on, and somersault up. A red enforcer will be there, kill him with a close range attack. Now jump over the gap to the left and rescue the hostage there, as soon as you do two lizard men will drop down, one will fall through the gap but one other will be able to attack you, so kill him before he gets the chance.

Move right and a claw roller will come into view, get close and do a close range attack to kill him. As you do this a lizard man will move towards you, so be ready to kill him. Jump over the crates which appear, and then walk across. You'll see the double life icon you made appear earlier, somersault down to it to collect it, then somersault back up.

As you do, a red ninja will appear so be ready to kill him as the area you fight him in is pretty small. Once he has been dealt with, jump on the boxes and somersault up another level.

As soon as you land from this somersault, press B to do a close range attack to the shield man next to you, then rescue the final hostage which he was guarding. Once this has been done, move left until the exit comes into view. On the way a few enemies will attack, including a few ninja enemies, but you can just walk past these without them having the chance to attack you.

ROUND 2

MAGIC ATTACK: Fireballs

This is an excellent round with no hostages to rescue. You are on a large elevator which moves upward, and in the background you can see the famous statue. However, also in the background enemies will appear, jump down and attack. They are all ninjas and at first they are easy, but the further up you get the more ninjas attack and the harder it gets. However, if you are good you can kill some of them by making them fall off the elevator.

One other problem is the helicopter, which you saw fly over in round 2 of level 2, which will attack twice, once from the right and once from the left. It fire blasts of machine gun fire, simply jump over the blasts to avoid being hit.

Once the elevator stops, somersault up to finish the round.

BOSS

MAGIC ATTACK: FIREBALLS

This armour clad woman only has one weak point- her head. Her main attack is throwing spinning blades at you, which charge up once thrown and then charge right at you so be ready to jump. You can often place a hit in when she throws a blade, but it can be difficult. This is the only time you can attack her, though.

Her other main tactic is to jump high in the air, then drop into another position to throw a blade at you.

6 hits destroy this boss, but it's worth using a magic attack to get 2 hits on the boss.

10) LEVEL 4 "In the Darkness"

ROUND 1

MAGIC ATTACK: Tornado

Move right and two claw rollers will drop down, simply do a close range attack to take both of them out. Move right a bit and a shield man and armoured soldier will appear. Let the shield man throw a shield, then get Yamamoto to attack him as he is going this. Jump up and throw a star to kill the shield man. You'll now easily be able to kill the armoured soldier before he even notices you. Jump up and start moving too the hostage which was between these two enemies, but as you do a red ninja will appear and drop down. Kill him, then free the hostage.

There will be a claw roller to the right of here, let him roll down then do a close range attack before he tries to slash you. Jump up a platform and another 2 claw rollers will attack, take them out with close range attacks. Jump up the next platforms you come across, and an armoured soldier will appear. Let him fire three shots then kill him as he reloads.

Jump up to where the soldier was and go right. A hostage will come into view, and so will a shield man. Jump at the shield man, and when you land from bouncing off him press A to do a magic attack. This will kill all the enemies on screen, since as you jump at the shield man a yellow ninja and another soldier will come into view making this section very difficult so it's worth destroying them all with a ninja magic attack.

Once this has been done move right and there are some platforms which head down, with a armoured soldier on some of them. Use Yamamoto to take them out more easily, and when the final one has been killed head right a bit.

This is a platform section where one slip up could mean you falling down and losing a life. Jump over the first gap so you land on the platform next to it. As you do, two lizard men will drop down but both will miss and fall down pits, so do not worry about them. Jump over the next gap and save the hostage on the platform you land on.

From this point duck and throw a few stars to kill the claw roller, or jump over the gap to him and to a close range attack, but you have to be quick. When you are on the gap the claw roller was on, three ninjas appear -one red, one yellow and one blue. The yellow and blue ones fall down the gaps ahead but the yellow one will not and will jump over to you so be ready to move and then take him out. Jump over to the next gap to free another hostage, and when you do this 2 red ninjas appear. You can usually kill one by ducking and throwing a star (if it is powered up, that is) but one of them will jump at you. Jump back a few platforms so you have more room to fight, then kill the ninja.

Now you can go right over the gaps to the exit of this round.

ROUND 2

MAGIC ATTACK: Flames

This is probably the toughest round in the whole game, mainly because parts of it are completely blacked out, meaning you cannot always see enemies or platforms.

From where you start move right and a red enforcer will run to you but you can kill him easily. Two more will follow and one will attack from behind, but again they are too slow to attack you unless you don't kill them on purpose. Proceed right after killing these enemies until you see a shield man. As you approach him a blue ninja will appear behind you so do a close range attack to him to knock him back then move up to him and hit B again to finish him off. Now go back up to the shield man and jump at him, then press B as you jump to kick him in the face. A claw roller will also try to attack, but a close range sword swipe will kill him. You'll save the hostage near where the shield man was in this little fight.

Jump up a platform and a red enforcer and a armoured soldier will come into view. The enforcer will run at you, so head left for now and as he runs to you, kill him. Head back right and let Yamamoto attack the soldier, then kill this enemy.

As soon as you do kill him, head back and jump on the platform as a shield man will attack as soon as the soldier is killed. This shield man is slightly more dangerous than others since he throws both of his shields, one after another, so as he throws either get Yamamoto to attack him and the take out this enemy.

As you do this a claw roller will also attack so be ready to destroy him as well.

You'll see a hostage, but be wary. Approach the hostage but do not jump up to the platform he is on. This is because as you do a unseen armoured soldier will attack, so let Yamamoto attack him and then throw a few stars to kill the soldier, then rescue the hostage. As you save him, two red enforcers will appear behind you and run at you so get ready to take them out once the hostage has been saved.

Stand where the hostage you just saved was, charge up Yamamoto and let him attack another unseen soldier. Kill him, but as soon as you do, duck, as 3 bullets will whiz by. There is another soldier you cannot see in this area. Charge Yamamoto up again and let him attack this enemy, then kill the soldier. You can now save the hostage you can see ahead of you.

Proceed right and you'll finally be able to see Joe in a streak of light, when you get into this you'll here a noise as if a ninja has just appeared. This is because a ninja has just appeared, a blue one, so be ready to kill him. Once he is dead, move to the hostage you can see and free her. Once you do this three ninjas appear, 2 red and one blue. Thanks to saving the hostage your weapons are now powered up so you can kill them with just one hit each.

Keep going right and a shield man will come into view, but he is easily defeated with a shot from your powered up stars. Save the hostage he was guarding, but as you do this a warp sound will be heard and a red ninja will jump down, so move left a bit then take him out. Once he is dead jump up a few platforms and kill the claw roller and armoured soldier, then move to the exit to finish this round. As you do this two red enforcers will appear to the left, you can finish the round before they get to you, but kill them for extra points.

BOSS

NINJA MAGIC: TORNADO

This boss fight takes place on a falling platform, and initially is very tough to work out how to even damage this boss. It is a big wheel, and it circles around the large platform you are on.

As it circles around, jump to make it stop when it is above the platform. You'll now have a chance to hit it, you need to aim for the yellow circle in the middle of it to do any damage. Be aware though, as after a few seconds it will fire out several fire balls so be ready to move to avoid being hit. If you manage to hit it though it will not attack you with fire blasts. 6 hits kill this boss, when you have it down to 2 life blocks, use a magic attack to finish it off.

11) LEVEL 5 "Union Lizard"

NOTE: This level has 5 rooms, each full of a certain type of enemy and around 2 hostages per room. After the 5th room has been cleared, you can fight the boss.

ROOM 1

NINJA MAGIC: Tornado

This room is full of armoured soldier enemies. As soon as the room starts, jump and throw a single star to kill the first soldier, then move right and save the hostage you can see. Once saved, move right, jump up and throw another star to kill another soldier. Now jump up onto the boxes, and get Yamamoto to attack the other soldier below, then kill that soldier.

Proceed on to meet more soldiers, just have Yamamoto attack them all and then you kill them. Keep going right and eventually you'll see another hostage. Kill the other soldiers around him, then save the hostage and exit this room.

ROOM 2

NINJA MAGIC: Tornado

Instead of armoured soldiers, this room is full of claw rollers. Proceed right and take them out as they appear by using close range attacks. These enemies also have the tendency to drop down from the air so be on guard at all times. There is a single hostage to rescue in this room, when you do save him several enemies drop down, but they can be all killed with close range attacks. You can also reveal an extra life icon in this section. Keep going right, and there will be around 4 more enemies to take out before you can leave this room and go onto the next one.

ROOM 3

NINJA MAGIC: Tornado

This room, surprisingly, is easier than the last and is full of those green lizard men enemies. There is only 1 hostage to save, and since the enemies are so easy to destroy this room should be no problem at all. The enemies do frequently attack and drop down, but just take your time and kill them all

slowly to progress.

ROOM 4

NINJA MAGIC: Tornado

This is where it starts getting difficult. This room is full of various colours of ninjas, which teleport in all over the place. There is only one hostage to save, but progress through this room slowly or the number of ninjas will just get to be too much and you will surely take a hit at some point and die.

ROOM 5

NINJA MAGIC: Tornado

If you thought that the last room was hard, this one is worse. It's full of ninjas, but this time they are ALL the grey type meaning each take 3 hits. There is only one hostage, and my only advice is to try either:

- 1) Rush through the level and when there are lots of enemies on screen, do a magic attack,
- 2) Go slowly, carefully taking out each ninja.

If you want to get an extra life, throw stars above the door to reveal an extra life icon. Go through the door to finish this room.

BOSS

NINJA MAGIC: Tornado

At first this room is in total blackness, but soon the lights turn on and the boss fight begins. This huge purple monster is the head of the Union Lizard, and his heavy armour means he cannot be hurt.

After a few seconds of him doing nothing, he will call upon grey ninjas which appear from the 2 statues of ninjas in the background. Up to 6 will be summoned at once so be very careful.

After a while, the monster's head will leave the body, revealing a small dot which is the weak point of this boss. You can place up to two hits before the weak spot goes and fireballs drop out of the sky so position yourself in a safe place to avoid being hit.

This process now needs to be repeated twice more to destroy the boss for good.

Annoyingly, you cannot damage this boss with a magic attack, but if there are too many ninjas on screen you can use a magic attack to kill them all.

12) BONUS STAGES

You will do a bonus round after you complete each level (apart from level 5) Bonus rounds have you jumping off a building, and between 2 buildings you have to "shoot all ninjas!" Red ninjas will start jumping around, so start shooting them with your ninja stars. You can earn point bonuses, extra lives and other bonuses by shooting a number of them, so do well and shoot as many as you can to be rewarded.

13) OPTIONS

The options menu has many types of things to change, which will be explained here:

MODE

Choose normal or non-shuriken. Non-shuriken means you cannot throw any ninja stars at all apart from in boss fights.

LEVEL

Choose either level 1, 2 or 3. My guide is based on when the game is set on level 1. If you have on level 2 or 3, things are obviously harder so if you want a real challenge try playing the game on level 3.

CONTROL

You can choose one of four types for the button layout. My guide is done when using the type 1 set up.

SOUND TEST

Listen to music and sound effects here.

14) FAQ

What is "The secret of Shinobi"?

I have no idea and have been wondering ever since I first got the game. It's never explained at all.

Are there any differences between versions?

It seems not, with all regional versions of the game being the same?

Which version of the game did you use to make this guide?

The Japanese one -the only version of the game I have.

Anything else you think is worth mentioning?

In the Japanese manual, one of the screenshots is of the options menu, but the level options are called "ACTS"

What do you think is better: Genesis or arcade Shadow Dancer?

Genesis, especially in terms of level design.

15) CHEATS/SECRETS

PRACTICE MENU

At the title screen, hold A, B and C then press start. A new option should appear at the main menu screen called "practice" which lets you choose any level, but if you go to level 5 and complete you will not get the end sequence.

EASY EXTRA LIFE

In any bonus stage, don't shoot any ninjas at all. You will receive an extra life despite not doing anything.

EXTRA CONTINUE

Shoot ALL the ninjas in a bonus level to receive an extra continue.

NO SHURIKEN BONUS

Don't throw and shurikens (Stars) in a level to receive a huge points bonus when the score is totaled up.

SHINOBI BONUS

I am not sure how to get this. I think you get it by killing all enemies in a level, but don't quote me on that.

16) DISCLAIMER

Only GameFAQs and Neoseeker can use this FAQ. Anyone else must e-mail me. My e-mail is

ffogalvatron@hotmail.co.uk

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So I mean business. Haw.

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