



REVENGE OF SHINOBI

Unlimited Shurikins

Go to the Options Screen, choose 00 for Shurikins. Put Control Pad into Control Port 2 and press the buttons until ∞ (infinity) sign appears.

Instruction booklet correction

Page 4 states "that you can start in any district and scene", this is incorrect. The level select feature **does not** work.

Additional Men

On Section 3:2 and 4:2 find the hidden 1UPs (actually 2UPs). After you find them, pick them up and allow yourself to die. You will lose one life but gain additional. Repeat procedure to gain additional men.

District 1: Ibaraki Province, Japan

The Waterfall: Jumping onto the log is all in the timing. Jump and do a somersault to land on the log. Then jump and somersault to the right. There is a set of three logs, jump and do a somersault onto the first log when it appears on the top of the screen. Jump to the right onto the second and third logs. Jump and do a somersault from the last log to exit.

Blue Lobster: Stand on the far left wall then jump and do a somersault when his sword is down and his head is exposed. It takes 10 - 15 shots to destroy.

District 2: Tokyo

The Backstreet: Stay at the top of the buildings for easy escape.

Shadow Dancer: Hit him when he stops and is standing. When his shadow appears use your Shurikins 4 or 5 times.

District 3: The Military Base

Computer Vault: Walk back and forth while avoiding the laser beam. Jump and do a somersault, then shoot the Dome with the brain, or wait for the brain to be exposed then jump and shoot 10 - 15 times.

District 4: Detroit

Master Attacker: Stand on the far left pile of junk. Jump and do a somersault, then shoot the boss while his chest is exposed, or use Ikazuchi Magic.

District 5: Area Code 818

Freeway: Time the red cars. They come out at regular intervals. When you jump over the other side of the freeway do a somersault shoot 8 Shurikins.

High Speed Chase:

First red bubble- stand next to the bubble and kick it while avoiding the blue objects.

Second red bubble- stand next to it and kick. The blue objects will not touch you.

Third red bubble- stand in the dip before the red bubble. Jump and shoot while avoiding the blue objects.

District 6: Chinatown

The Train: Take it slow. Walk to the next place, stop, and wait for the red H to come.

The Kung Fu Gang: Jump and do a somersault onto the stoplight. Jump and do a somersault to the left, then jump up. The somersault jump to the right requires great timing in order for it to be successful.

Spiderman: Jump up and hit him while he is completely on the ceiling. When he dies, shoot Bat Man with Shurikins.

District 7: New York

The Breakwater: The long jump needs to be timed just right. Jump and do a somersault on the top of the jump. Shoot 8 Shurikins while jumping.

Brontosaurus: Stand on the left, then jump and do a somersault while shooting 8 Shurikins. When he comes close, jump and do a somersault over him and go to the opposite side. Repeat until destroyed.

District 8: Neo Zeed Marine Stronghold

The Searchlight: Take it slow. Your best bet is to jump and do a somersault, then shoot 8 Shurikins before you move to far.

The Cellar Maze: Look for a wall that does not reach the ceiling. Drop down and enter the second door. Proceed to the left and take the first door. Go to the left until you see two doors on top of each other. Take the bottom door.

Note: Be sure to take the hidden POW in the exit screen.

Neo-Zeed: Start out on the far left side of the screen and shoot at the black spot on the wall until Zeed gets close to you (should be about an inch to an inch and a half). Jump and do a somersault over him while avoiding his hair. Back off and fire until he flashes. Repeat procedure 4 times. Use the Suicide Magic when his hair is straight out to the right. If timed correctly he will flash again, continue to aim for the black spot. Use the Invincibility Magic and alternate between shooting the wall and Zeed.