

SEGA OF AMERICA

573 Forbes Blvd., P.O. Box 2167, So. San Francisco, CA. 94080 800-USA-SEGA

HELPFUL HINTS: SHINOBI

Ninja Magic

You do not automatically start the game with Ninja Magic. You must earn it in the bonus stages.

Ninja Magic will make it easier to get through some scenes but, it is not mandatory. You will be able to finish the game without ever having earned it.

Note: To use Ninja Magic, Press and hold button #2 and then press button #1 twice.

To Select Your Own Level

When the title screen with the face is up, press and hold the pad in the down direction and press button #2. You will be able to select your mission and scene by rotating the numbers on the screen with the directional pad.

Beating The Leaders

Mission One: Ken Oh

Jump and shoot him five times in his face.

Mission Two: Black Turtle

Jump and shoot the helicopter eight times on the nose. Try to jump and shoot it five or six times before the flying Ninja's descend from the helicopter, then you can get the last two hits in while avoiding the Ninja's. (Don't waste your life trying to hit the flying Ninja's).

Mission Three: Mandara

Get as close to the rows of statues as you can and start shooting and backing up. Each statue will take four hits to destroy it. When you have taken out all the statues you will come up against a face on a wall shooting fireballs. Jump and shoot the red "eye" eight times while avoiding the fireballs.

Mission Four: Lobster

Jump and shoot him eight times in the face when his sword is down. Do this as quickly as you can because once he comes after you, you may not get another chance!

Mission Five: Masked Ninja

There are four forms of the Masked Ninja. First he is a "glowing" Ninja. Shoot him three times when his glowing defense is gone. He will then change into a "tornado" (or "whirlwind"). Crouch down and let him come to you. When he comes close enough, kick him. He will back away. Stay crouched down and wait until he comes to you again, then kick him again. It will take three kicks to destroy him.

Next he turns into a jumping Ninja. Every time he lands he will leave a "White Shadow" that will also attack you. When he jumps, you jump and shoot him in the air. He will land (but not leave a shadow because you made a hit) and jump again. Immediately jump and shoot him in the air. Three hits will take him out.

Last, he will turn into himself and attack you. Let him run past you once (this will take energy away from your life meter, so be sure you have enough), then turn and face him and start shooting as quickly as you can when he is far enough away that he cannot attack you. Keep shooting until you have destroyed him.

Additional Hints

The exit in Mission Two, Scene Two (the red room) is at the very top of the room on the left hand side.

The green Ninja's are easiest to kill by hitting them in the feet twice.

The flying Ninja's are easiest to kill by either hitting them twice in the air or twice on the ground.

If you have killed Mingo and then die and start the scene over again, he is the only underling that you will not have to defeat again, (all of the others will return).

Good Luck!

HELPFUL HINTS: ALEX KIDD: THE LOST STARS

The game has fourteen levels. There are seven different levels, and each level is repeated once.

While the graphics are identical in the repeated rounds, the game play is not. The special Stars and special items found in the first seven rounds may show up in different places, or not at all the second time around. Also, there will be more enemy creatures that you will need to get by. Therefore, you will need to be more cautious in rounds eight through fourteen to conserve your life meter.

An additional tip - use your cloud shots sparingly in the water world (rounds 4 & 11) as the special Star "S" seldom shows up and you will be tempted to shoot everything in your path!

The game has a continue feature that can be used throughout the entire game. Those of you looking for a little more challenge could try limiting yourselves to three continues (as most of Sega games offer) and see how far you get!

Good Luck !