



# Shinobi™



SHINOBI

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# Shinobi™



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Special thanks to CORD SMITH, KLAYTON VORLICK and  
ROBERT ALVAREZ at SEGA of America.

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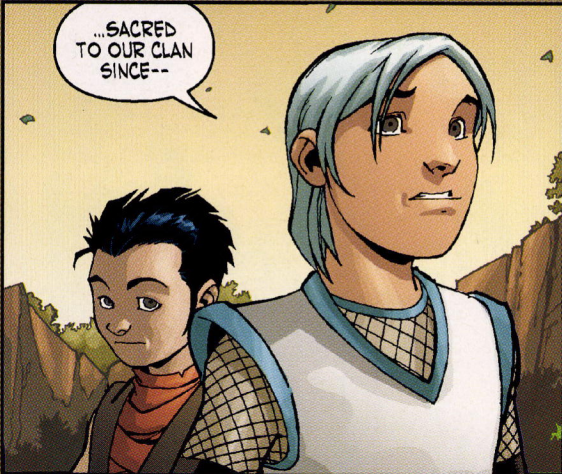














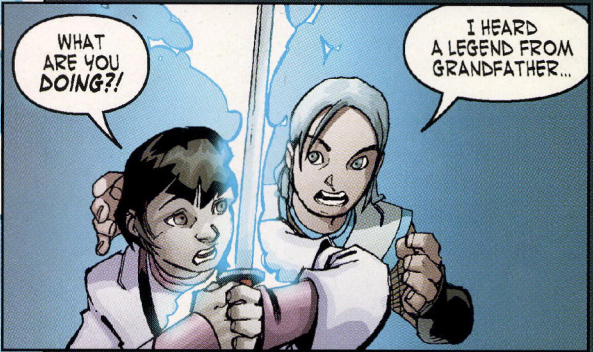






JUST PUT  
THE SWORD  
DOWN...

I--I CAN'T!  
IT'S GOT ME  
MORITSUNE!



WHAT  
ARE YOU  
DOING?!

I HEARD  
A LEGEND FROM  
GRANDFATHER...



...ABOUT A  
SWORD THAT  
EATS PEOPLE'S  
SOULS.

WHAT IF  
THIS IS IT? IF  
YOU DON'T LET  
GO, IT'LL EAT  
YOU, AGEHA!

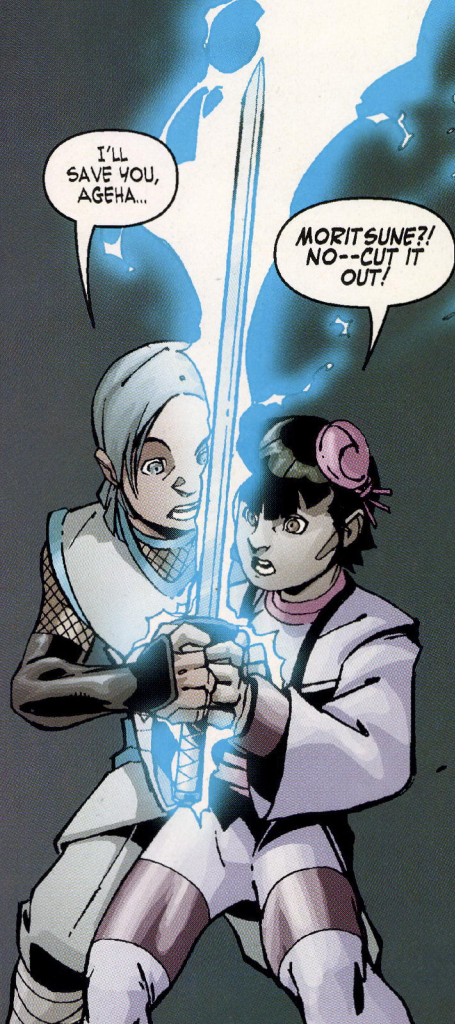


WH-  
WHAT DO  
I DO?!!



KILL ME!  
IT CAN EAT  
MY SOUL  
INSTEAD!

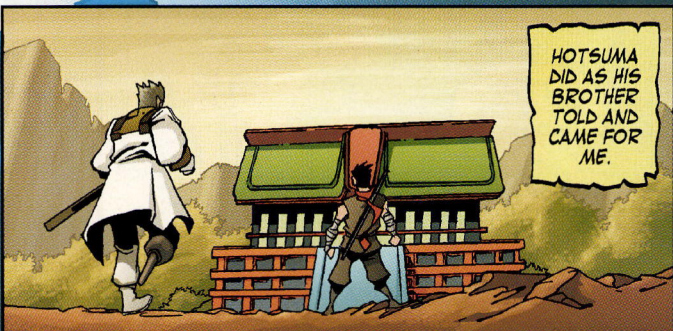
WHAT ARE  
YOU TALKING  
ABOUT?! I CAN'T  
KILL YOU!



I'LL  
SAVE YOU,  
AGEHA...

MORITSUNE?!  
NO--CUT IT  
OUT!

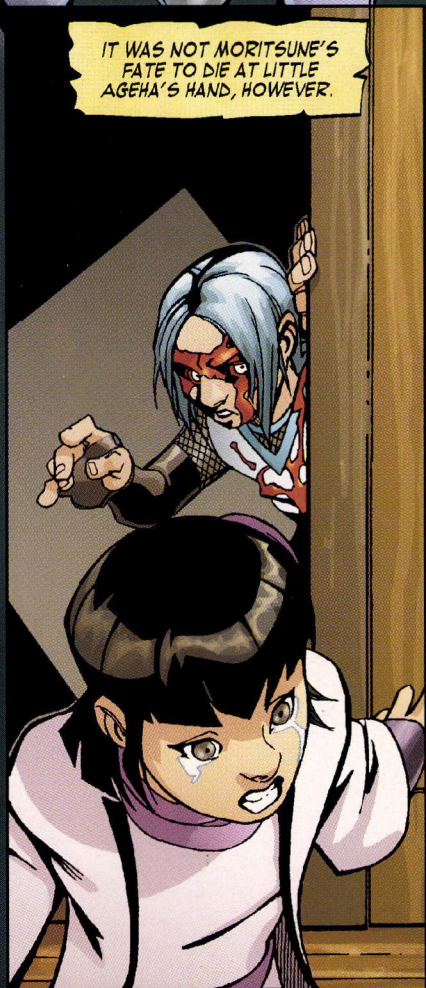




HOTSUMA  
DID AS HIS  
BROTHER  
TOLD AND  
CAME FOR  
ME.



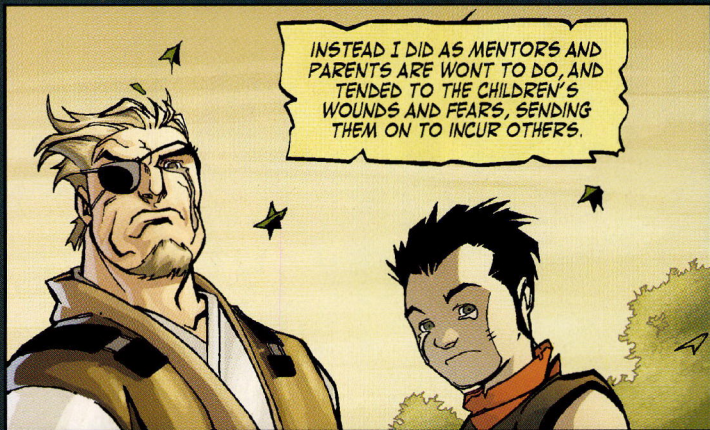
THE MINGLED CRIES  
OF MORITSUNE AND  
AGEHA LED US TO  
THE TEMPLE DOOR  
BETTER THAN THE  
BOY'S MEMORY OR  
MY OWN EVER  
COULD HAVE.



IT WAS NOT MORITSUNE'S  
FATE TO DIE AT LITTLE  
AGEHA'S HAND, HOWEVER.



THE TRUE DESTINY OF THE  
BROTHERS MORITSUNE AND  
HOTSUMA--AND THE ROLE  
OF THE BLADE AKUJIKI--WAS  
SOMETHING I DID NOT ENJOY  
DISCUSSING WITH THEM, AND  
SO LEFT IT UNTOUCHED ON  
THAT TERRIBLE DAY.



INSTEAD I DID AS MENTORS AND  
PARENTS ARE WONT TO DO, AND  
TENDED TO THE CHILDREN'S  
WOUNDS AND FEARS, SENDING  
THEM ON TO INCUR OTHERS.

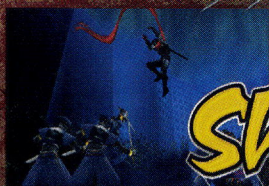


MATURE  
M  
CONTENT RATED BY  
ESRB

Blood and Gore  
Violence

You can't fight  
what you can't see.

OVERWORKS™



**Shinobi**  
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兵闘者皆陣列在前臨兵

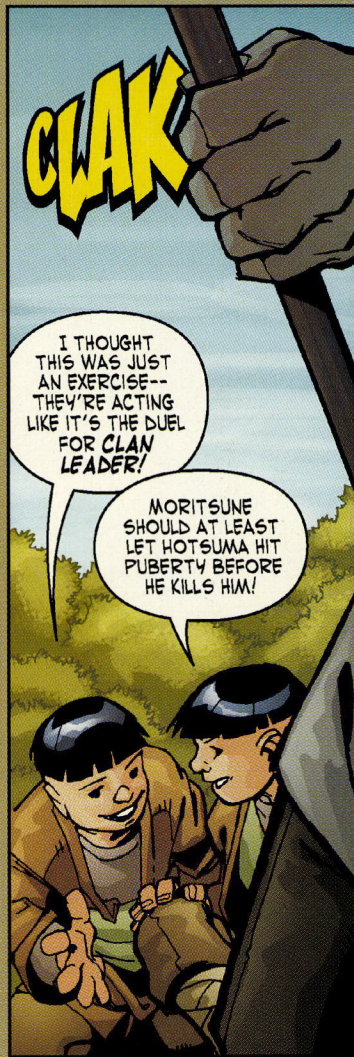
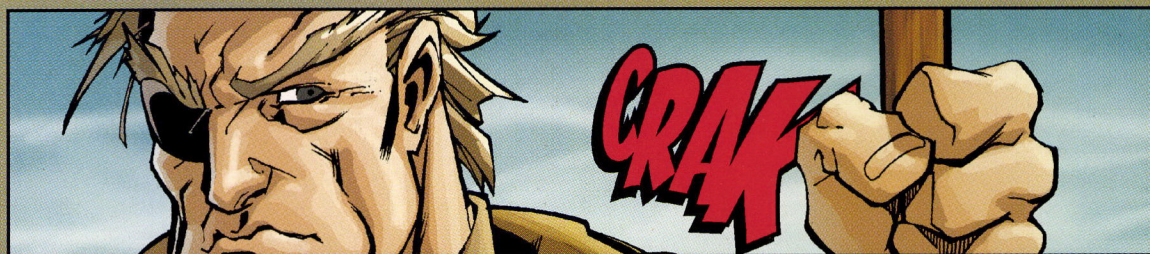


PlayStation 2

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CLANK

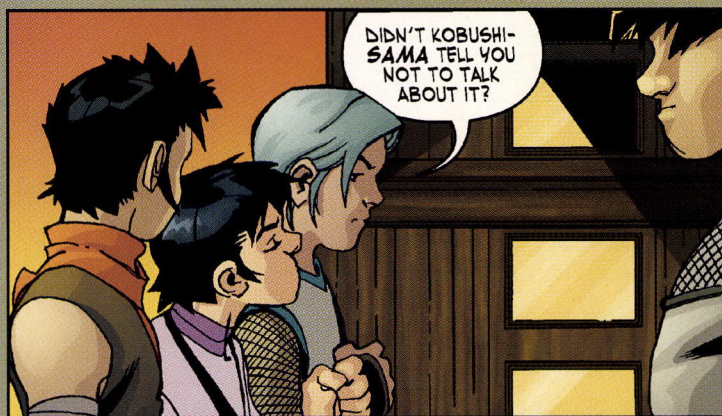
I THOUGHT  
THIS WAS JUST  
AN EXERCISE--  
THEY'RE ACTING  
LIKE IT'S THE DUEL  
FOR CLAN  
LEADER!

MORITSUNE  
SHOULD AT LEAST  
LET HOTSUMA HIT  
PUBERTY BEFORE  
HE KILLS HIM!





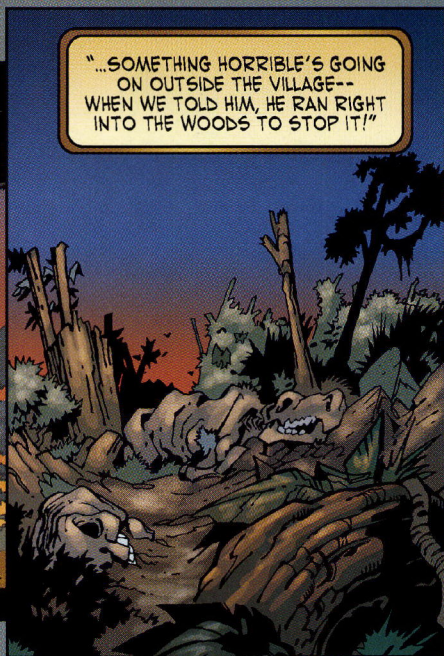




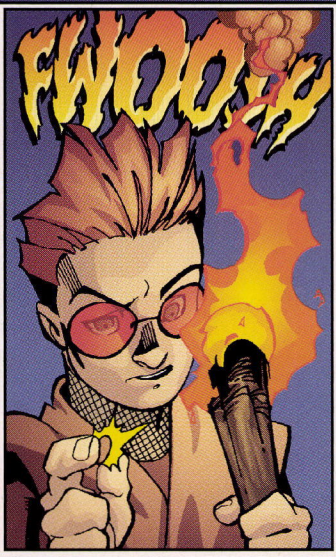
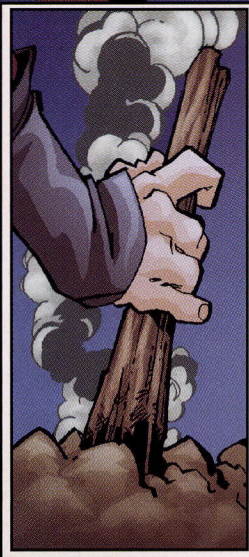
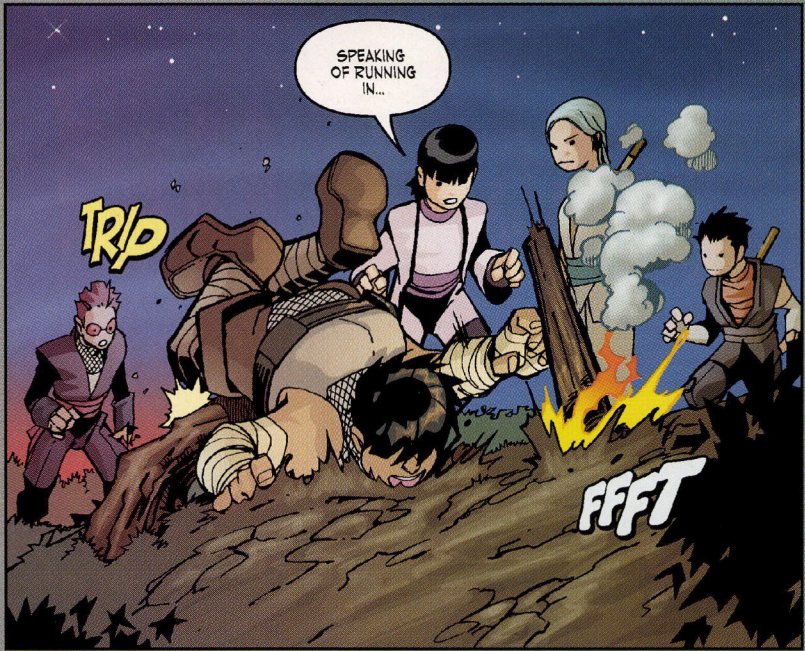




















YOU KNOW  
YOU Slobbered  
ALL OVER THIS  
THING?

HOTSUMA...?



HUH?

KOBUSHI-SAMA?

?

RUSTLE



AH!



STOP!





HIRUKO, I'LL  
FIGHT YOU WITHOUT  
HANDS OR LEGS OR  
EARS IF I HAVE  
TO!

YOU AND  
YOUR CLAN CAN  
GO TO--



--HUH?!?

WELL YOU'RE  
ALREADY PUTTING  
THOSE EARS TO  
POOR ENOUGH USE,  
MY FRIEND.



MY NAME IS  
KOBUSHI, AND THESE  
ARE MY STUDENTS,  
HOTSUMA, MORITSUNE,  
AND KONGOU. YOU'LL  
FIND **NO** HIRUKO  
HERE.

THEN  
WHO'S  
THAT?

WHO'S  
WHO?



From the Shadows of History  
a Legend Reawakens

# PANZER DRAGON ORTA™



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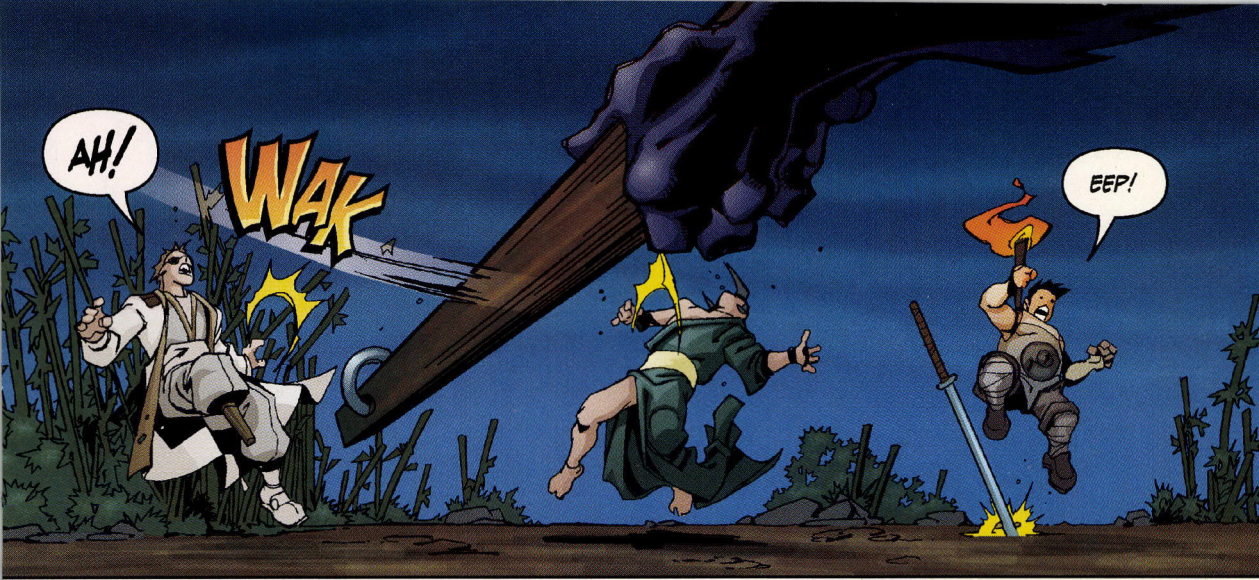


ANIMATED BLOOD  
VIOLENCE

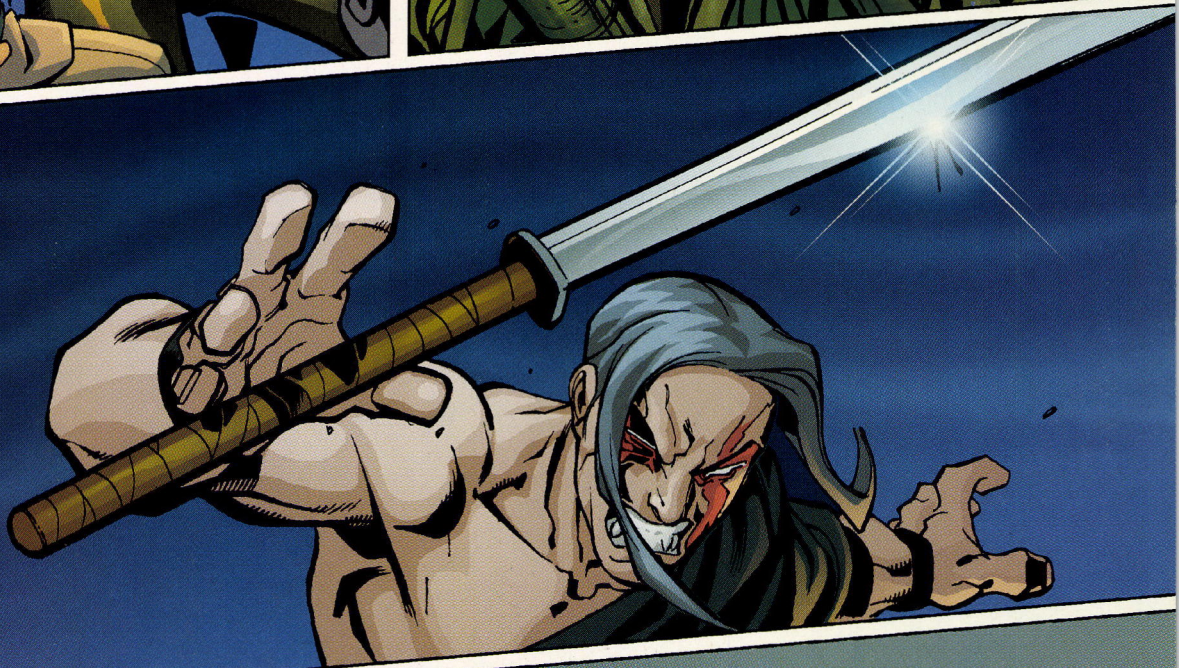




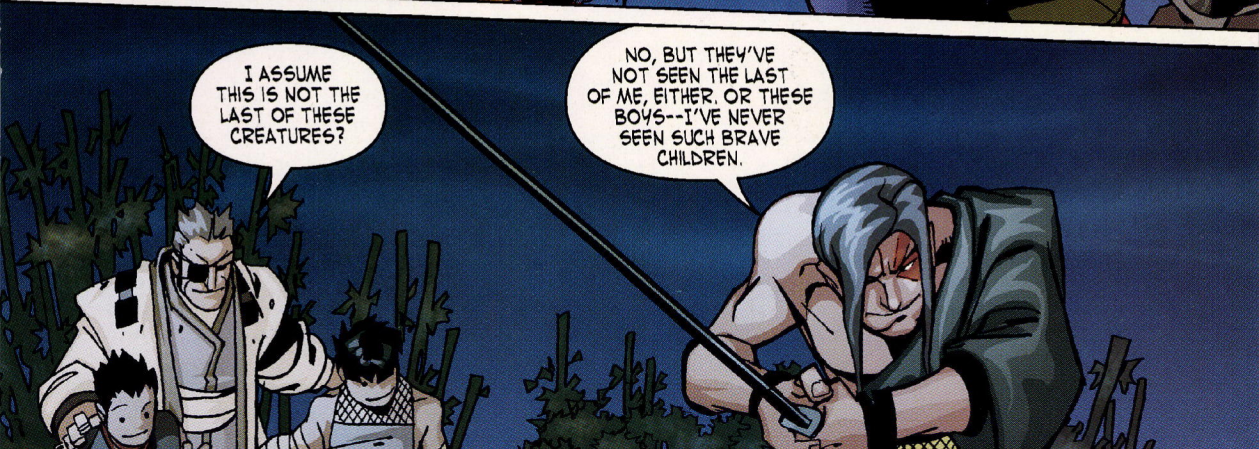
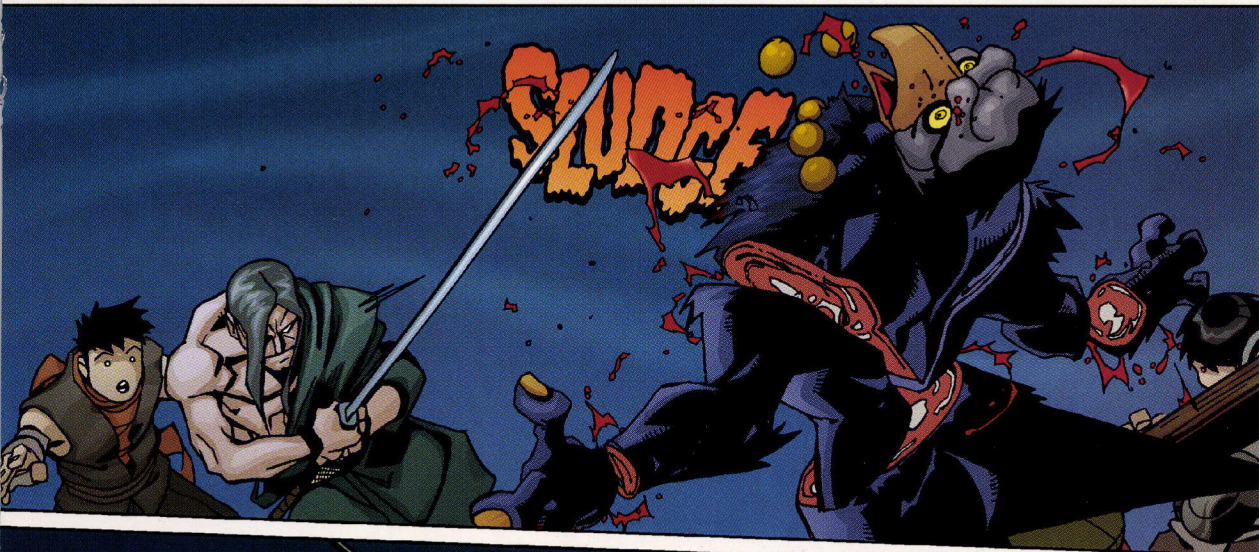
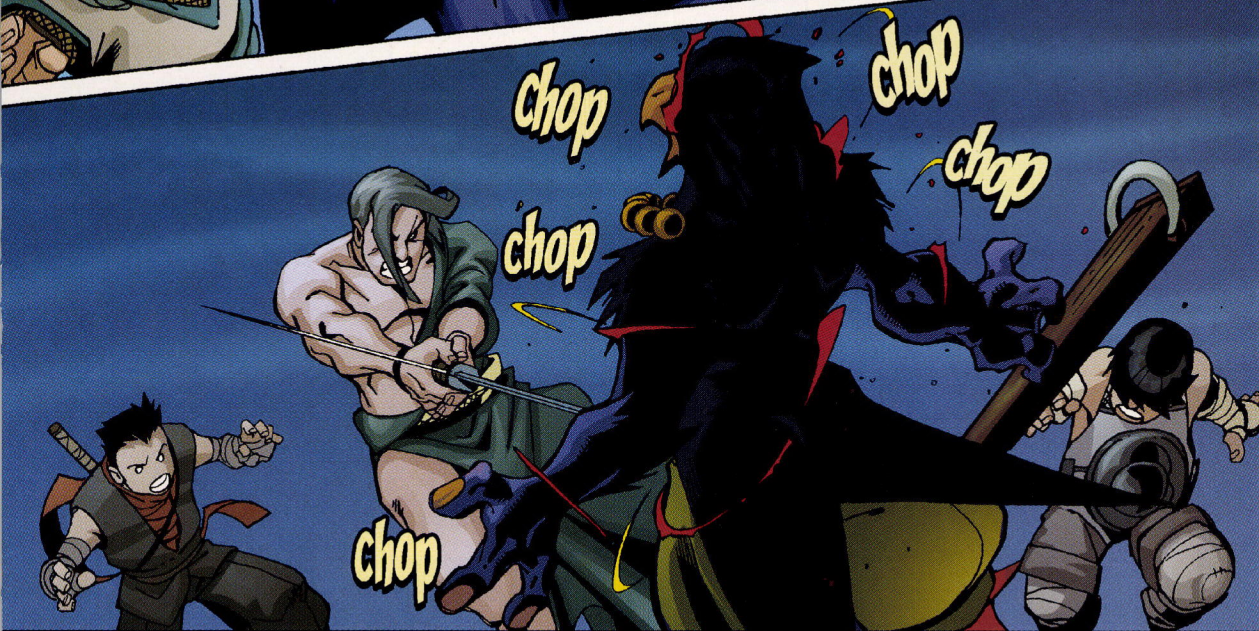
















THE END





# GALLERY

## **Tsuchibayashi Makoto**

(Main character, human enemies)

1) *When conceiving the initial character design, were there particular art styles or artists that influenced your design?*

**I really enjoy and respect Kent Williams' work.**

2) *Hotsuma's look & feel seemed to evolve over time, what factors contributed to that change?*

**We began to home in on the true feel of Shinobi. The fact that it borrows imagery from ancient Japanese culture but is set in a modern setting pushed us into the art direction that we finally decided on.**

3) *What advice would you give to an aspiring artist who dreams of working in the video game industry?*

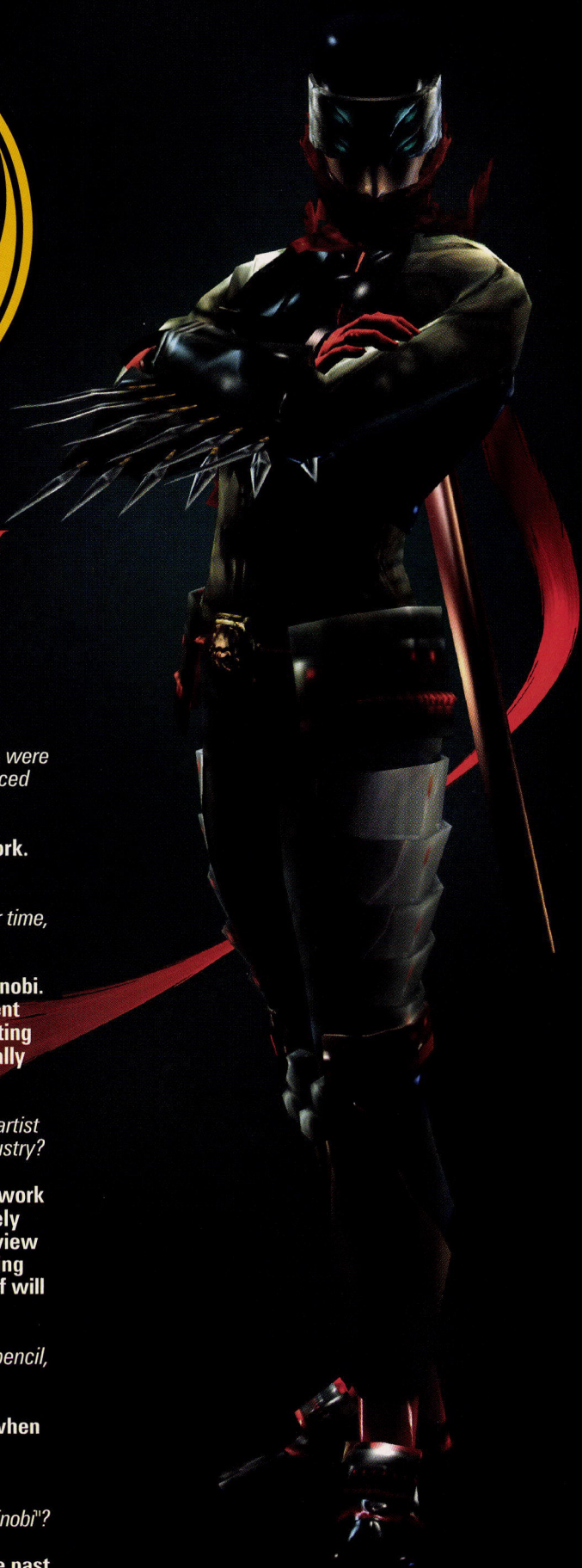
**The 2 best things you can do are show your work to other people, and have fun. It's extremely important to understand how other people view your work. Also, if you're having fun creating your art, your willingness to express yourself will show through in your work.**

4) *What is your favorite artistic medium (pen, pencil, paint, etc.) and why?*

**I primarily work with a mechanical pencil when doing my sketches.**

5) *In your opinion, what is the true essence of "Shinobi"?*

**As I mentioned above, it's a world where the past meets the future. In a world like that, anything is**





possible. And we tried to show as much of that in Shinobi as we possibly could.

6) *Shinobi's storyline involves the appearance of creatures based upon Japanese mythology. How did you approach creating unique designs for creatures & images that the Japanese community is quite familiar with?*

Like you mentioned, as a base for most of the creature designs, we used spirits and ghosts from Japanese mythology. In Japan, kids grow up with a sense of the supernatural: it's in comic books, games, stories, etc. So, when someone familiar with that side of Japanese culture plays Shinobi, we expect them to recognize those influences right away.

7) *In terms of in-game art styles, are there any games currently available that you perceive as ahead of their time or revolutionary? Why?*

Ever since the advent of 3D gaming, there hasn't really been much that I feel has *\*truly\** revolutionized gaming. Certain games have revolutionized the way games feel or appear, but not the way games play. A while back, though, I felt that Virtua Fighter had that sort of impact. It was the first time a player had to think in true 3D space while playing a fighting game.

8) *What's more fun to design - heroes or villains? Why?*

I feel that villains (or heroes with a dark side) usually have more dramatic characteristics, and are often easier to capture in drawings.

---

## Fukazawa Hitoshi

(Enemy leaders, Hellspawn Lords)

1) *When conceiving the initial character design, were there particular art styles or artists that influenced your design?*

There have been so many artists and so many styles that have influenced me through my life, I cannot name just one, or even a few, without doing injustice to the others.

3) *What advice would you give to an aspiring artist who dreams of working in the video game industry?*

Be healthy. I can't express enough how much health will affect your work. If you don't feel healthy, you won't be able to put your everything into your art.

4) *What is your favorite artistic medium (pen, pencil, paint, etc.) and why?*

Mechanical pencil. You never have to sharpen it, and it draws a much more precise line than a normal pencil.

5) *In your opinion, what is the true essence of "Shinobi"?*

Speed. It's all about the speed.







6) *Shinobi's* storyline involves the appearance of creatures based upon Japanese mythology. How did you approach creating unique designs for creatures & images that the Japanese community is quite familiar with?

We tried to take things that most Japanese are familiar with, and show them in a different light. We've tried to add a stylized twist to common legends and such, so we could surprise everyone.

7) *In terms of in-game art styles, are there any games currently available that you perceive as ahead of their time or revolutionary? Why?*

**Metal Gear Solid.** The feeling of completeness to the game is absolutely astounding. Even the smallest details have been included in the world.

8) *What's more fun to design - heroes or villains? Why?*

I think maybe doing villains. I don't know if this is actually true or not, but I feel that I have more freedom to go wild with my imagination when designing villains.

---

## Iwao Nobuto

(Hellspawn enemies)

1) *When conceiving the initial character design, were there particular art styles or artists that influenced your design?*

There's nobody in particular, but being interested in art in general, I'm sure many artists have influenced the way I view art. Personally, I enjoy drawing things that I believe are more personalized and individualistic in terms of style.

3) *What advice would you give to an aspiring artist who dreams of working in the video game industry?*

Have fun with what you do. Have fun, and it will show through your work. That, and find a genre that you're good at. Know your strengths, I guess.

4) *What is your favorite artistic medium (pen, pencil, paint, etc.) and why?*

I prefer, and always have preferred, pencil. I really enjoy the look of lines drawn in pencil. Pencil even works very well when transferring the data to digital format.

5) *In your opinion, what is the true essence of "Shinobi"?*

**Shinobi is all about style.** Well, cutting up dead ninjas with style.

6) *Shinobi's* storyline involves the appearance of creatures based upon Japanese mythology. How did you approach creating unique designs for creatures & images that the Japanese community is quite familiar with?

I tried to stylize creatures from Japanese myths in my own way without destroying everyone's preconceived notion of what they're supposed to look like. It was a pretty difficult balance to achieve.

7) *In terms of in-game art styles, are there any games currently available that you perceive as ahead of their time or revolutionary? Why?*

Perhaps the new *Zelda* coming out? Of course, this is just guessing, but from what I've seen, it just feels so complete.

8) *What's more fun to design - heroes or villains? Why?*

Even though I didn't design any heroes this time around, villains are always more fun. I couldn't tell you why if I tried, but I've felt that way for as long as I can remember...















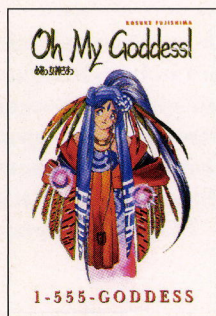


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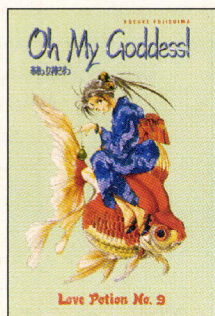
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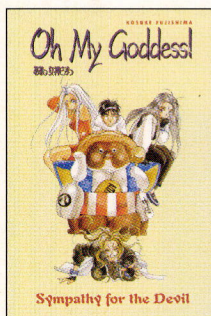
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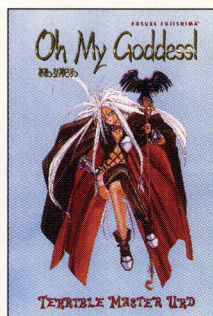
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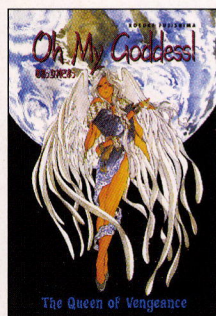
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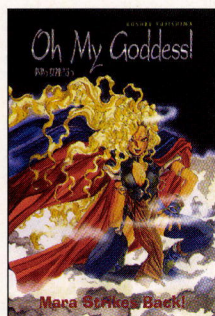
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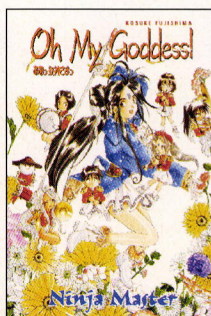
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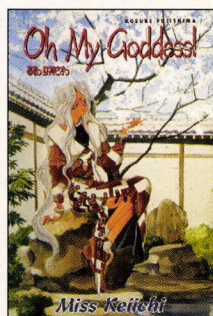
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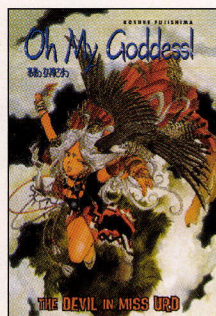
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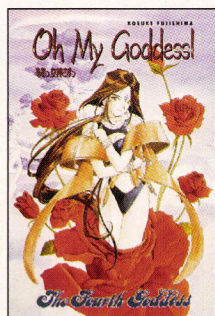
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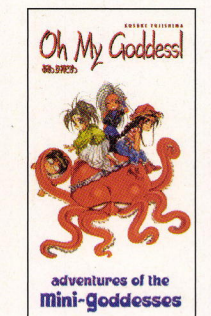
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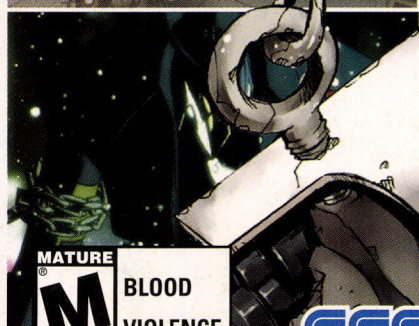
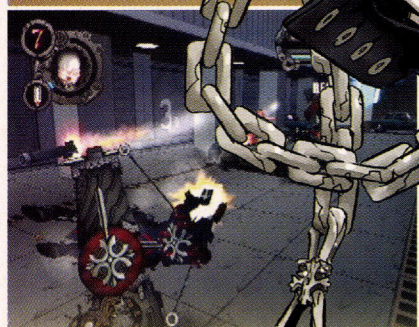
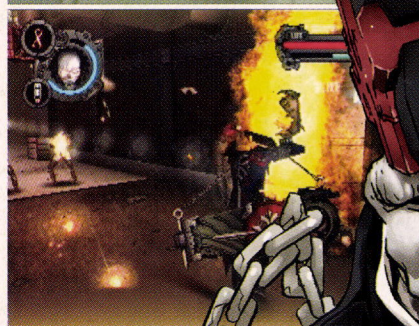
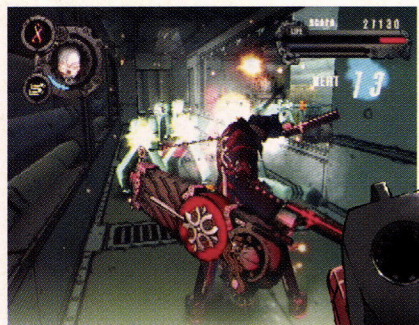
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**MATURE**  
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