



THE REVENGE OF SHINOBI™

I was introduced to the director of the development team working on *The Super Shinobi* (a.k.a. *The Revenge of Shinobi*) by a games writer who had interviewed me. I had made Rock, Pop and Fusion style soundtracks for *Ys* and *Sorcerian* before, but I always loved dance music, which was rarely used in games, and I wanted to include this genre in the new *Shinobi* game. So I went to Los Angeles and watched MTV and was inspired watching Madonna and Prince taking dance music into new directions (with songs like *Batdance* and *Like a Prayer*).

SEGA gave me some brief character descriptions, some background information and descriptions of the stages. But the music direction was totally up to me. To enter the sound, I used NEC's PC-8801 FE. I also used a composer tool called Mucom88 and a sound editor that I created myself. When I needed a new sound or trick, I would improve the tool and make it happen. I think being able to program myself helped to make the soundtrack a success. The music for Stage One (*The Shinobi*) is my favourite. I was able to combine a Japanese feeling and tone with a dance music style, resulting in a unique world of expression.

I was always looking for a new sound for each generation and that is still the same today. For example, I made a private recording studio in August 2013, which allows me to record live music and vocals anytime I want. I recorded all of the music for *Etrian Odyssey Series V* there. I believe that not being afraid of change or new challenges is the biggest reason why I am still in the music business today.

I never thought my music for *Shinobi* would become so popular. Back then, it was a very new style of soundtrack, so I think people were impressed by it. But I also think it was largely due to the fact that the game, rather than the soundtrack, was so superbly done. I always try to create soundtracks in a way that sounds best in the context of the game, but if people want to listen to them without playing, then I am very happy about that. I never imagined that would ever happen.

Yuzo Koshiro, August 2016