

SEGA GENESIS™

# SHINOBI III

Return of the Ninja Master™



SEGA™

## EPILEPSY WARNING

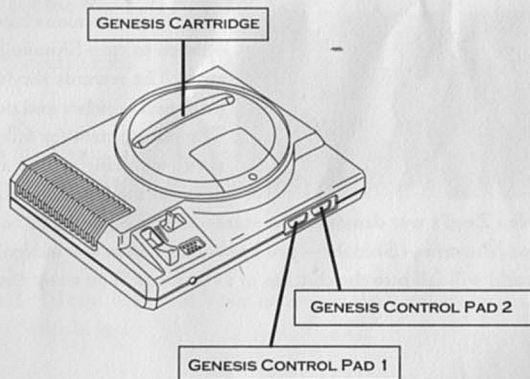
### WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, **IMMEDIATELY** discontinue use and consult your physician before resuming play.

## Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the *Shinobi III, Return of the Ninja Master* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press the Start button when the Title screen appears.

**Important:** Always make sure the power switch is OFF before inserting or removing the cartridge.



**For Game Play Assistance, call  
1-415-591-PLAY.**

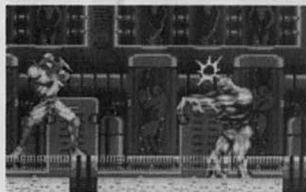
## Warrior of the Shadows!



Joe Musashi (code name Shinobi) of the Oboro School of Ninjutsu has long been in a struggle against the forces of evil. Years ago, the nemesis of the Oboro school, the Neo Zeed organization, was

defeated by Shinobi. Its leaders killed or put in prison, and its criminal activities stopped cold.

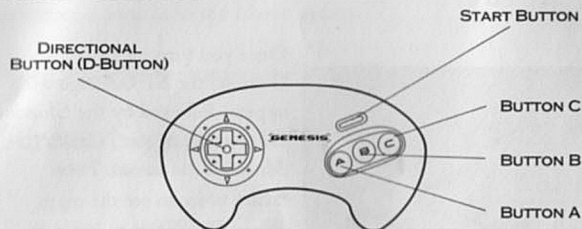
Joe Musashi decides to return to Japan and recuperate after the battle in Neo City. But while he is training in the mountains of Japan, working to improve his already formidable Ninja techniques, the Neo Zeed leaders are secretly rebuilding their organization. Shinobi senses the evil power growing and starts to make his way back to fight this new danger.



Neo Zeed's minions have been ordered to stop Shinobi at all costs. The rewards they've been promised — riches and power. The punishment for failure — slow, agonizing torture and death at the fangs and claws of

Neo Zeed's war demons. The stakes are the highest yet, and as Joe Musashi — Shinobi — you know that unless you succeed, the world will fall into the clutches of Neo Zeed! You must not fail!

## Take Control!



### *Directional Button (D-Button)*

- Selects various game options
- Moves Shinobi on the screen

### *Start Button*

- Selects certain game options
- Starts the game
- Pauses the game/starts the game when paused

### *Button A*

- Fades out the Music, S.E. and Voice options in the Options screen
- Uses Ninjutsu spell

### *Button B*

- Starts the Music, S.E. and Voice options in the Options screen
- Throws shuriken when enemy is at long range/uses katana when enemy is at close range

### *Button C*

- Stops the Music, S.E. and Voice options in the Options screen
- Makes Shinobi jump

See page 8 for a more detailed description of Shinobi's fighting techniques and special vehicles.

**Note:** The above settings are the default settings. To change the settings, see the following page.

## Getting Started



Once you turn on your Genesis, the SEGA logo will appear, followed by the *Shinobi III: Return of the Ninja Master* Title screen. Press **Start** twice to see the main menu. Pick **Start** to begin the game right away or pick **Options** to see the Options screen.



Choose options in the Options screen by pressing the **D-Button** up or down to the option you wish to change, and press left or right until the desired option appears on screen. When you're finished making your

selections, select **Exit** and press or press **Start** to return to the main menu.

**Level:** Choose from **Easy**, **Normal**, **Hard** and **Expert**.

**Shurikens:** You can start the game with anything from 0 to 70 shuriken.

**Control Type:** You can choose one of four settings.

**Music:** Press the **D-Button** left or right to view the track names. **Button B** starts the music, and **Button A** or **C** stops it.

**S.E.:** Listen to any of the sound effects used in the game. Selection is done as in the Music option.

**Voice:** You can hear any of the exciting sounds used in the game. Selection is done as in the Music option.

**Exit:** Select this to return to the Main Menu.

## Screen Signals

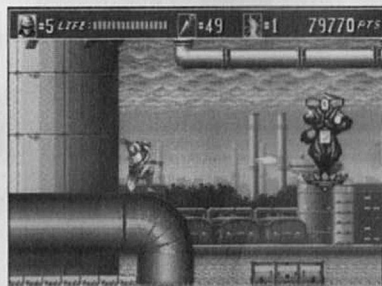
LIVES  
REMAINING

LIFE BAR

SHURIKEN

NINJUTSU  
TYPE

NINJUTSU  
REMAINING



CURRENT  
SCORE

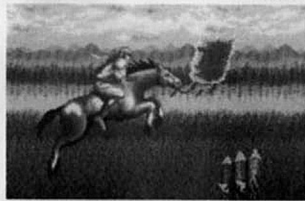
## Neo Zeed Must Fall!

Neo Zeed has already built up its organization to near its former level. They have warriors everywhere, and they know it's just a matter of time before Joe Musashi returns to battle them, so they've laid deadly traps and have scores of mercenary ninjas and troops waiting to stop him.

In his quest to find the Neo Zeed leaders and bring them down, Shinobi will need all his resources and every ounce of skill he has. This time, Shinobi also has a horse to take him through the wilds of upland Japan, and a jet ski to cross Tokyo Bay. Take note of the button controls for these special vehicles:



### Shinobi's Horse



Pressing **Button C** makes the horse jump. **Button B** is used for attacking opponents with Shinobi's katana or shuriken. Press **Button A** to use Shinobi's Ninjutsu. Press the **D-Button** left or right to make

the horse move faster or slower (toward the left or right side of the screen). Press the **D-Button** twice for a quick gallop.

### Jet Ski



Pressing **Button C** makes the jet ski jump. **Button B** is used for attacking opponents with Shinobi's katana or shuriken. Press **Button A** to use Shinobi's Ninjutsu. Press the **D-Button** left or right to make

the jet ski move faster or slower (toward the left or right side of the screen). Press the **D-Button** twice for an extra burst of speed!

Most of the time, however, Shinobi will have to rely on his Ninjutsu training and lightning-fast reflexes to make his way through the Neo Zeed army. Here is an explanation of the special battle techniques Shinobi will rely on to defeat Neo Zeed.

### Special Ninjutsu Techniques

**Power Jump:** Press and hold **Button C** to make Shinobi jump higher.

**Shinobi Spin:** Press **Button C** to jump, and press it again to make Shinobi spin in mid-air for extra height on the jump.



**Shuriken Burst:** Press **Button C** to make Shinobi jump, press it again to make Shinobi spin in mid-air, then press **Button B** to release a spray of shuriken, blasting enemies below!

**Death-Kick:** If an enemy is just out of sword's reach, jump into the air by pressing and holding **Button C**, then when Shinobi reaches the highest point in his jump, press the **D-Button** down and in the direction of the enemy, and press and hold **Button B**.



**Spiderwalk:** Press **Button C** to jump up and press and hold the **D-Button** to grab the ceiling. Press the **D-Button** left or right to move across the ceiling.



**Kabekeri:** This side-to-side wall-climbing technique is done by jumping toward one side of a wall or the other (by pressing the **D-Button** toward the wall and pressing **Button C**). As Shinobi reaches the wall, press **Button C** again as you press the **D-Button** toward the opposite wall. Shinobi will jump up and over to the other wall. Repeat until Shinobi reaches the top.



**Ninja Dash:** Press the **D-Button** twice in one direction and hold to make Shinobi dash to one side of the screen or the other.

**Ninja Death Strike:** Press the **D-Button** twice in one direction and hold to make Shinobi dash to one side of the screen or the other, then as Shinobi gets within sword-range of the enemy, press **Button B** to stike the enemy a staggering blow with his katana!



**Defensive pose:** Press and hold **Button B** to assume a defensive pose. Press the **D-Button** to move while keeping up your defense.

## Pause Options

PAUSE!  
HIGH SCORE 10000 PTS.  
SELECT A NINJITSU!!  
JITSU OF IKAZUCHI

Pressing the **Start Button** anytime during game play pauses the game and opens the Pause Window. The high score is shown at the top of the window, as well as the current special Ninjutsu attack. To change the Ninjutsu attack, press the **D-Button** left or right until the name of the Ninjutsu you want to use is displayed. Here are your Ninjutsu choices:



**Jutsu of Ikazuchi:** Pull down a bolt of lightning to make yourself temporarily invulnerable!



**Jutsu of Kariu:** Summon the flame of Kariu — four devastating pillars of fire that become a whirlwind of destruction to any enemies on the screen!



**Jutsu of Fushin:** Mysterious ghost images of Shinobi appear, multiplying his jumping ability!



**Jutsu of Mijin:** This Jutsu destroys enemies by causing Shinobi's body to become a living bomb! (Be warned, Shinobi loses one life with each use of Mijin.)

## Items

Items are found in two forms. Some can be found as they appear below, and others are found inside crates. If you find a crate, destroy it to release the item inside, then walk over the item to pick it up. Be careful, though — some crates have time bombs inside!



**Shuriken:** Collect these to add to your supply.



**Multi-Shuriken:** This item adds 20 shuriken to your supply!



**Power-Up:** Find this to increase your shurikens' destructive power.



**1-Up:** Add one life to your Lives Remaining with this item.



**Ninjutsu Item:** This item adds one to your stock of special Ninjutsu attack.



**Heart Bonus:** Restores your Life Bar by a certain amount.



**Time Bomb:** This is designed to detonate on a count of five, or as soon as Shinobi gets too close to it. Watch out!



**Land Mine:** This is a very unobtrusive mine — until you step on it.

## Game Over/Continue

When Shinobi loses all the points on his Life bar and he still has Lives remaining, the game starts again from the beginning of the round he started in. If he doesn't have any Lives left a Continue screen appears. Select **Yes** to continue the game from the point you left off at, or **No** to call it quits. The number of times you can continue depends on the level of difficulty of the game you're playing at.

## Shinobi Secrets

- Although Joe Musashi is highly trained in the use of shuriken, his supply isn't unlimited. Use Shinobi's swordsmanship and special attack techniques to get him past lesser opponents and save up the shuriken for the times when he really needs it.
- Strike your opponents before they strike you. Your reflexes are faster than that of most enemies', so don't waste the moment — attack!
- Try clearing an area of enemies and practicing your offensive and defensive techniques there. Moves like the Shinobi Spin and the Kabekeri technique will be essential to succeeding in taking down Neo Zeed once and for all, so make sure you're proficient at them before you get into the areas you'll need to use them in.

## Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

## Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

**Warning to owners of projection televisions:** Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at the following number:

**1-800-USA-SEGA**

To receive Canadian warranty service, call the SEGA Consumer Service Department at the following number:

**1-800-872-7342**

**DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

### Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

### Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.



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or
- Transform into the Super Cyber Cycle and roll to victory!!!

