



SHINOBI

EXCLUSIVE



SEGA

Shinobi™



Shinobi™



ADAPTED BY SCOTT ALLIE

PENCILS BY PACO MEDINA

INKS, COLORS, & LETTERS BY DIGITAL CHAMELEON

ASSISTANT EDITORS MICHAEL CARRIGLITTO & MATT DRYER

DESIGNER DAVID NESTELLE

SPECIAL PROJECTS MANAGER RICH YOUNG

PUBLISHER MIKE RICHARDSON

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

MASAHIRO KUMONO: Chief Art Director, Overworks

HIROTAKA KANAZAWA: Lead Artist, Overworks

MAKIKO ISHIZUKA: Art Asset Manager, Overworks

TAKASHI URIU: Producer, Overworks

SHINOBI™ #1, August 2002. Published by Dark Horse Comics, Inc., 10958 SE Main Street, Milwaukie, OR, 97222. SEGA is a registered trademark of SEGA CORPORATION. SEGA and Shinobi are registered trademarks or trademarks of Sega Corporation and its affiliates. ©2002 SEGA CORPORATION. Original Game ©SEGA OVERWORKS, 2002. All Rights Reserved. All other material, unless otherwise specified, is © Dark Horse Comics, Inc. Dark Horse Comics® and the Dark Horse logo are trademarks of Dark Horse Comics, Inc., registered in various categories and countries. All rights reserved. No portion of this publication may be reproduced or transmitted, in any form or by any means, without the express written permission of Dark Horse Comics, Inc. Names, characters, places, and incidents featured in this publication either are the product of the author's imagination or are used fictitiously. Any resemblance to actual persons (living or dead), events, institutions, or locales, without satiric intent, is coincidental.

PRINTED IN CANADA



WAIT UP,
MORITSUNE!

HOTSUMA
CAN'T RUN AS
FAST AS US!

SHUT UP,
AGEHA!

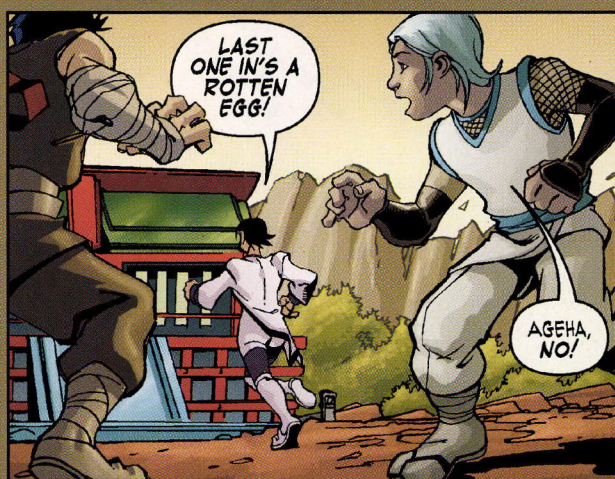
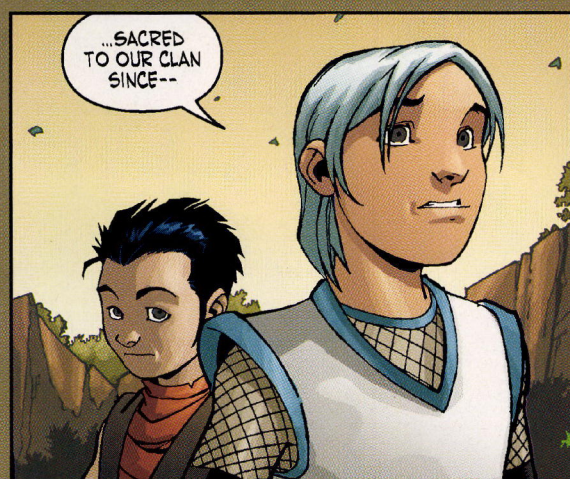


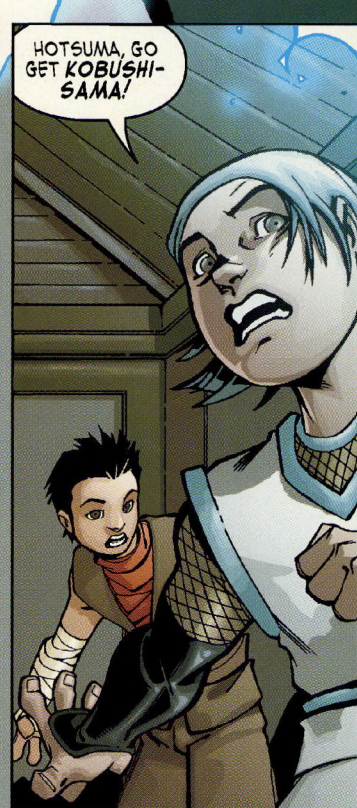
MORITSUNE
GOT A HEADSTART!
I'M JUST AS FAST
AS HE IS!



I DON'T THINK
SO! LOOKS TO ME
LIKE AGEHA'S
FASTER--










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?!!**



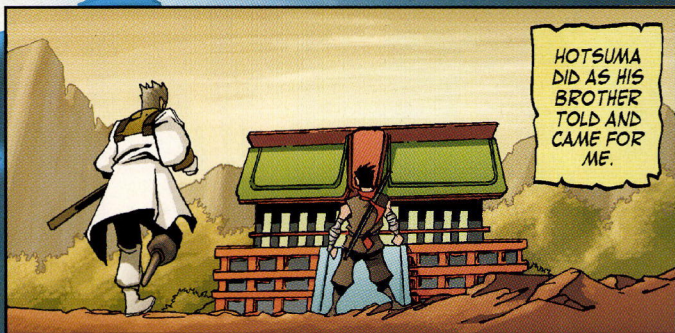
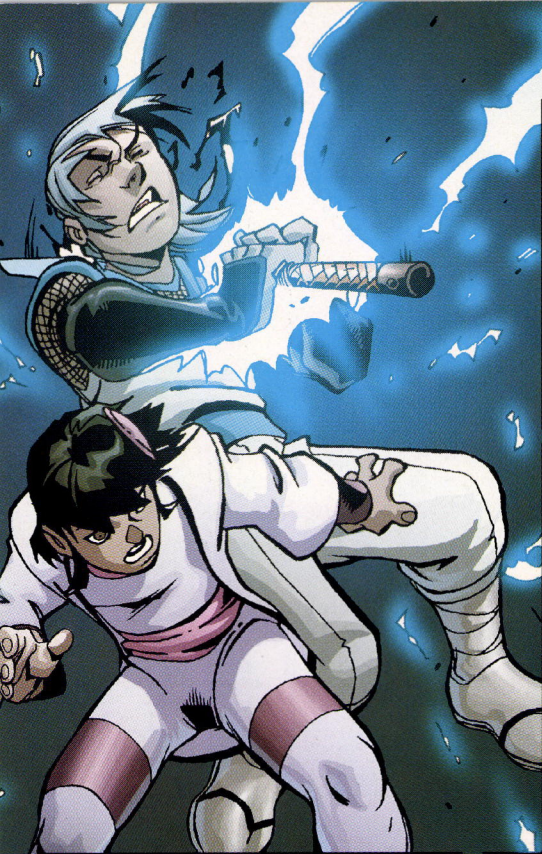
KILL ME!
IT CAN EAT
MY SOUL
INSTEAD!

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



I'LL
SAVE YOU,
AGEHA...

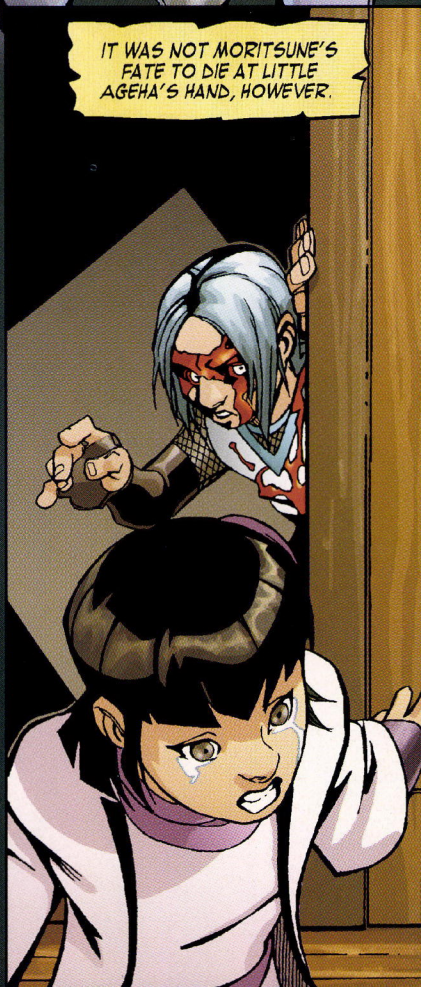
MORITSUNE?!
NO--**CUT IT
OUT!**



HOTSUMA
DID AS HIS
BROTHER
TOLD AND
CAME FOR
ME.



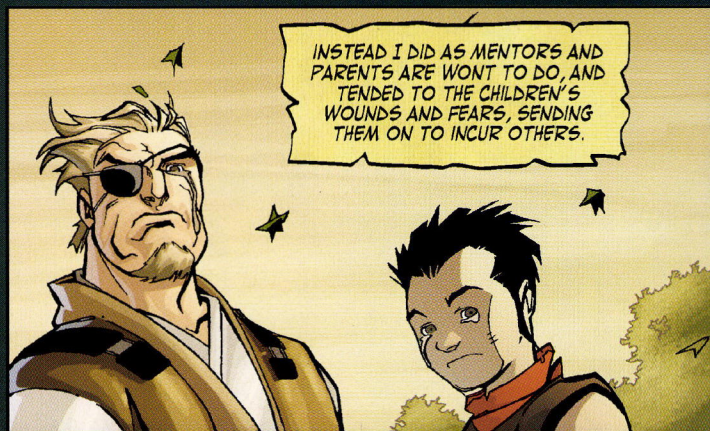
THE MINGLED CRIES
OF MORITSUNE AND
AGEHA LED US TO
THE TEMPLE DOOR
BETTER THAN THE
BOY'S MEMORY OR
MY OWN EVER
COULD HAVE.



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
sega.com/shinobi

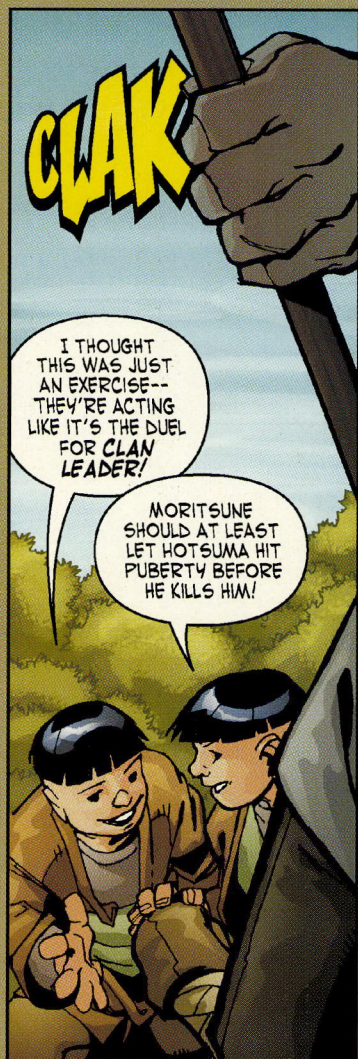
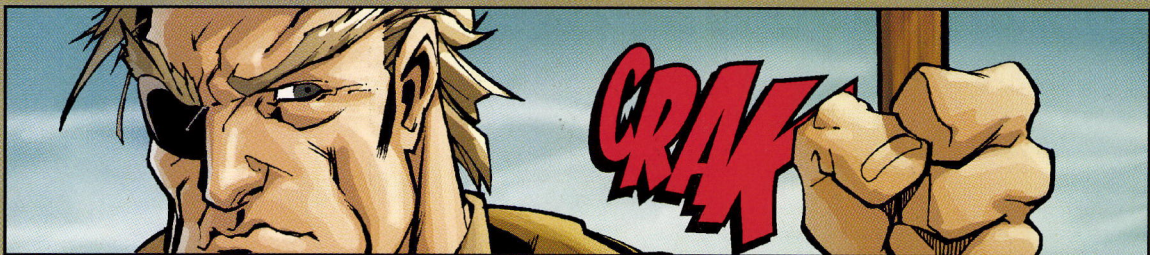
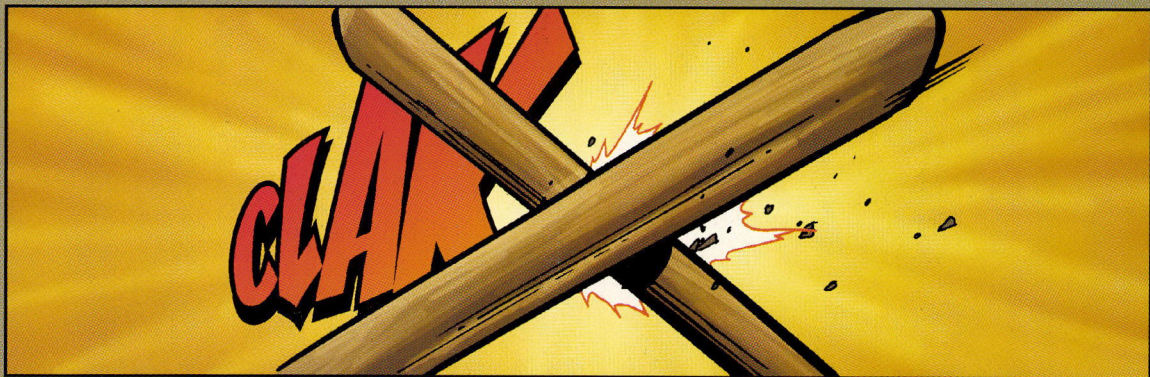
臨兵闘者皆陣烈在前臨兵



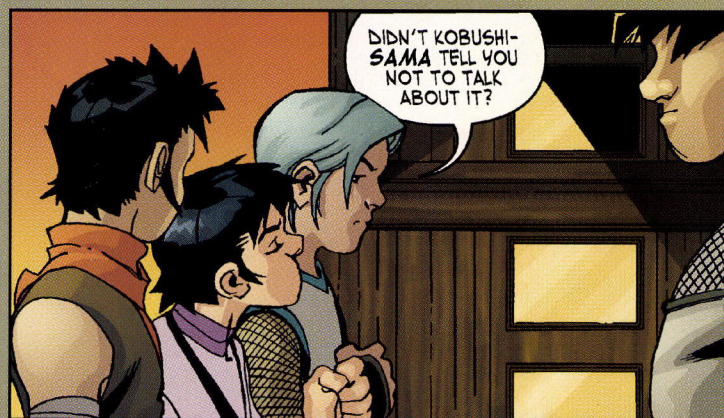
PlayStation 2

SEGA®

SEGA is a registered trademark of SEGA CORPORATION. SEGA and Shinobi are registered trademarks or trademarks of Sega Corporation and its affiliates. ©2002 SEGA CORPORATION. Original Game ©OVERWORKS/SEGA. 2002. All Rights Reserved. www.sega.com. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.



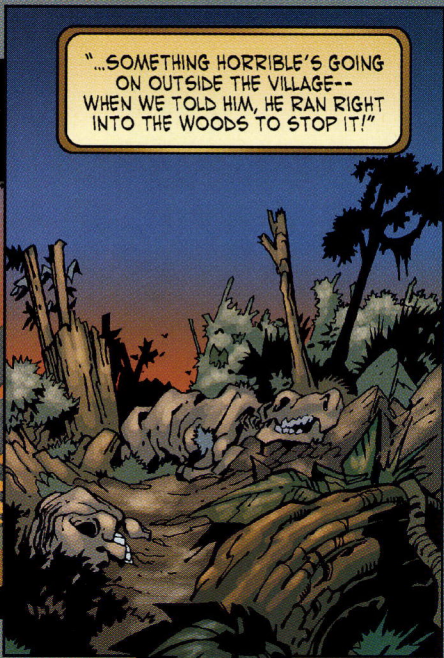








MORITSUNE! DID YOU SEE KOBUSHI-SAMA...?



"...SOMETHING HORRIBLE'S GOING ON OUTSIDE THE VILLAGE-- WHEN WE TOLD HIM, HE RAN RIGHT INTO THE WOODS TO STOP IT!"



SO LET'S GO HELP HIM!

UH-UH-- IT'S GETTING DARK.

WHY DO WE TRAIN SO MUCH IF WE NEVER DO ANYTHING?

KONGOU, YOU LIVE CLOSEST. GET A TORCH--HOTSUMA AND I WILL WAIT HERE.

WHAT ABOUT ME?



IT'S TOO DANGEROUS, AGEHA.

YOU'RE A GOOD WARRIOR, BUT DON'T FORGET WHAT HAPPENED LAST TIME YOU RAN IN WITHOUT THINKING...









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™



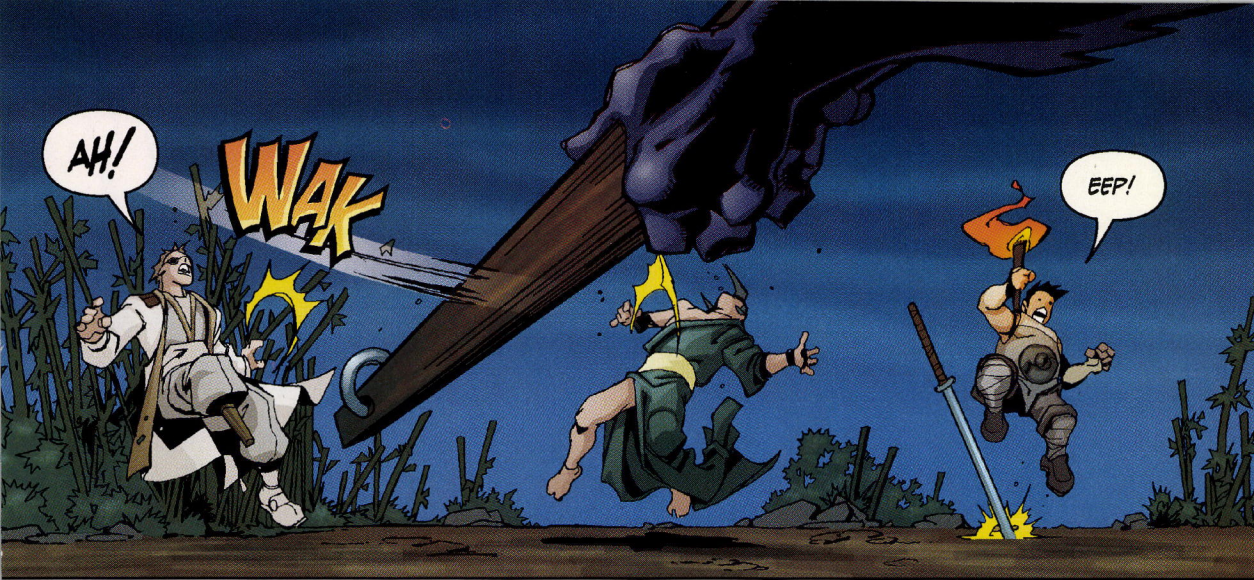
ONLY ON
XBOX

Sega is registered in the U.S. Patent and Trademark Office. Sega, the Sega logo, Panzer Dragoon, and Panzer Dragoon ORTA are either registered trademarks or trademarks of Sega Corporation. Original game © SEGA CORPORATION, 1994, 2002. Panzer Dragoon ORTA © SEGA/SMILEBIT CORPORATION, 2002. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the US and/or in other countries and are used under license from Microsoft. Dolby and the double-D symbol are trademarks of Dolby Laboratories. All Rights Reserved. www.sega.com. The ratings icon is a registered trademark of the Interactive Digital Software Association.

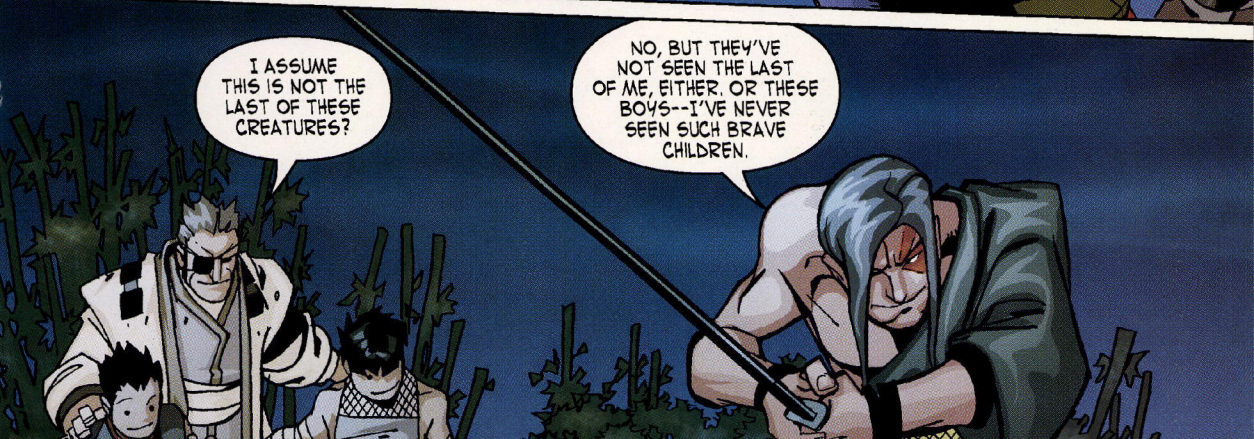
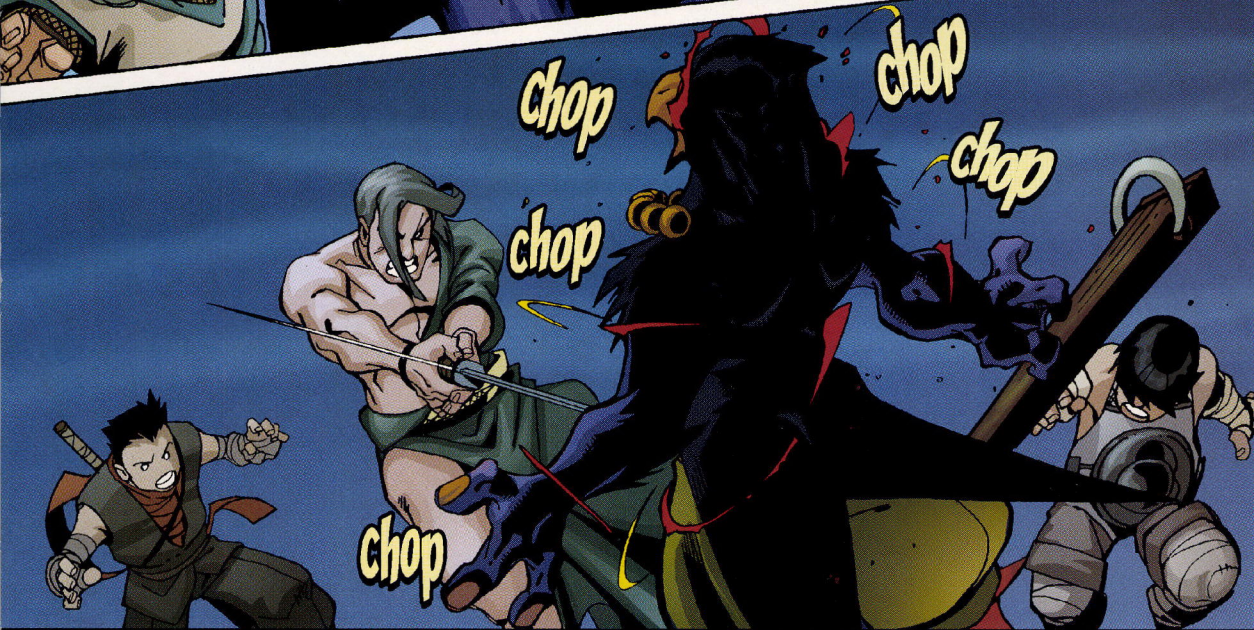
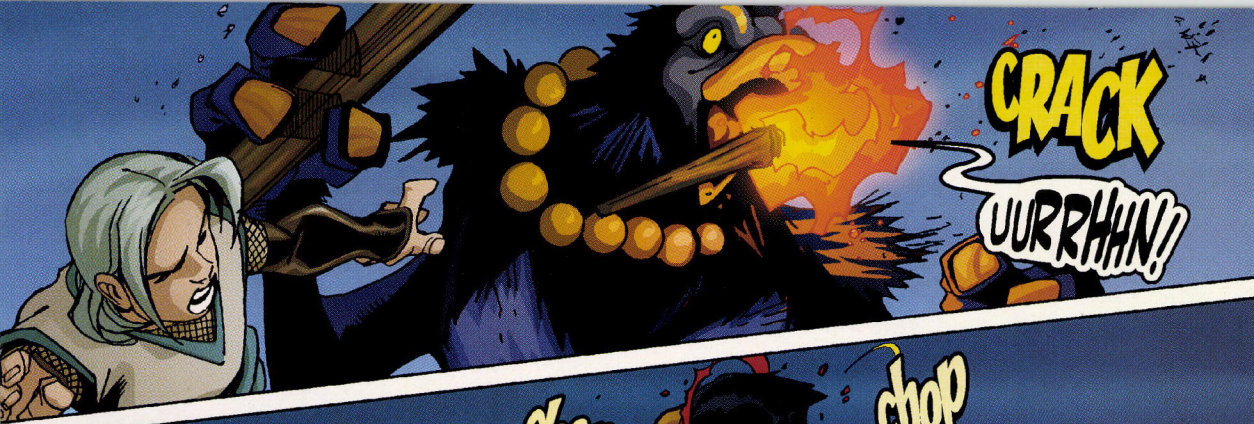


ANIMATED BLOOD
VIOLENCE









I ASSUME
THIS IS NOT THE
LAST OF THESE
CREATURES?

NO, BUT THEY'VE
NOT SEEN THE LAST
OF ME, EITHER. OR THESE
BOYS--I'VE NEVER
SEEN SUCH BRAVE
CHILDREN.





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?*

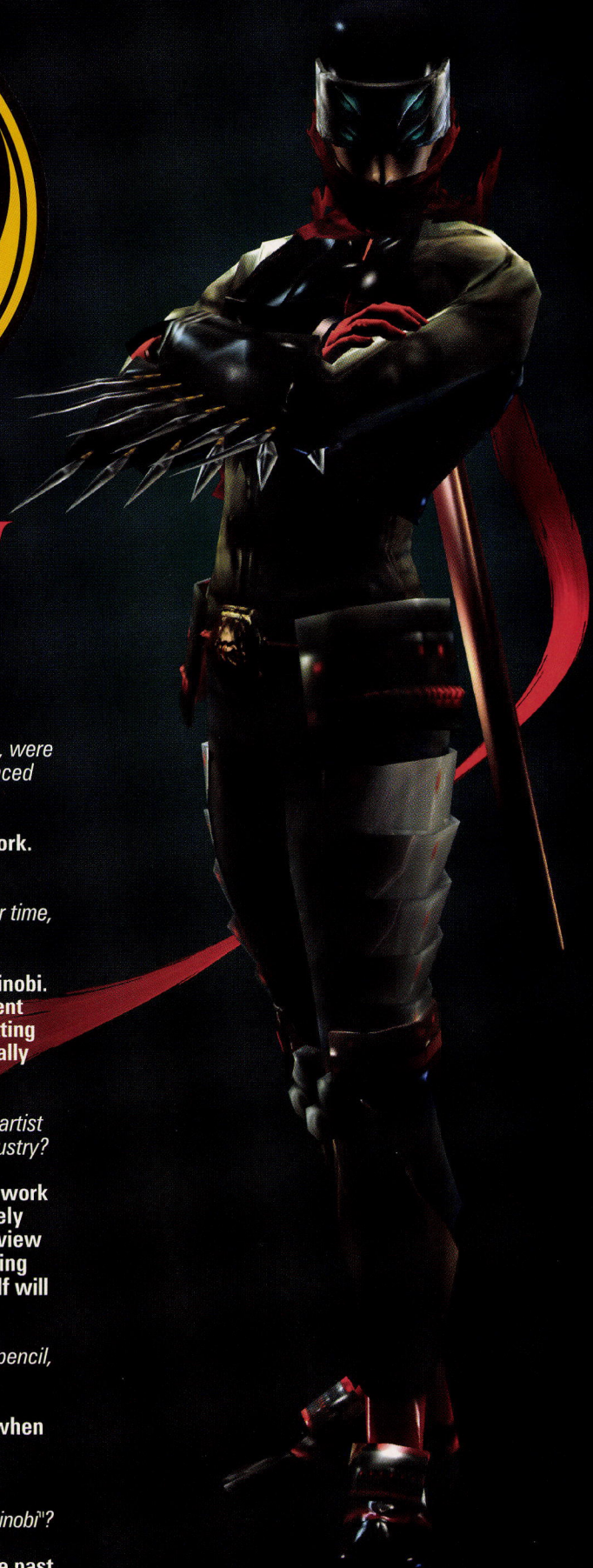
The 2 best things you can do are show your work to other people, and have fun. It's extremely important to understand how other people view your work. Also, if you're having fun creating your art, your willingness to express yourself will show through in your work.

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?*

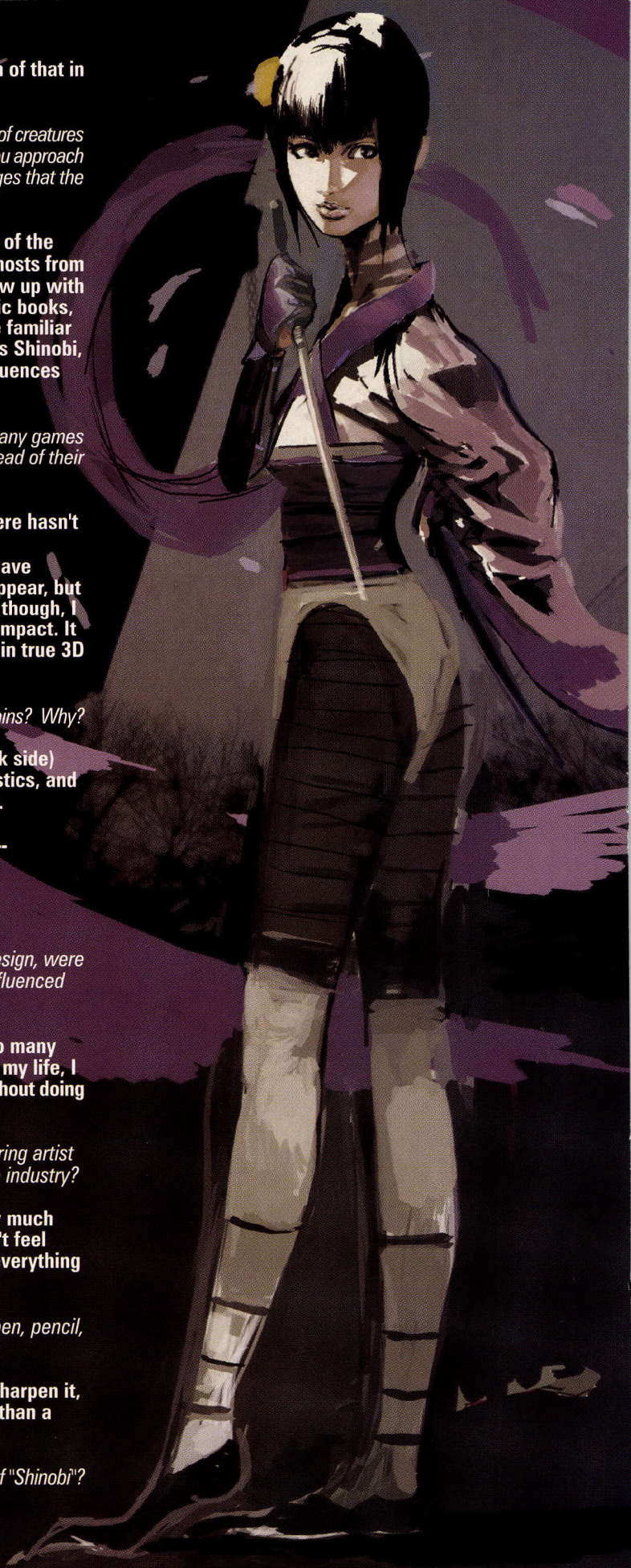
Be healthy. I can't express enough how much health will affect your work. If you don't feel healthy, you won't be able to put your everything into your art.

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 conceptualizing 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...







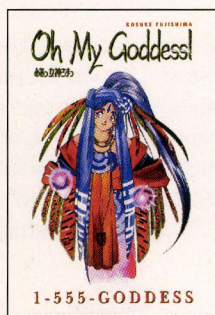


Winner, Parent's Choice Award

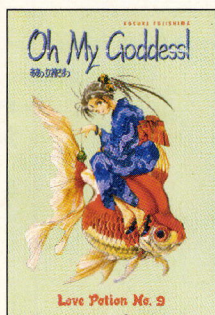
KOSUKE FUJISHIMA'S

Oh My Goddess!

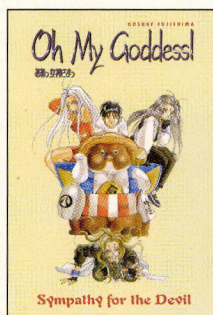
Oh My Goddess! has proved to be a favorite with manga fans everywhere and is attracting new readers. The stories, following the misadventures of Keiichi Morisato and the trio of lovely goddesses who live with him, quickly explode into a fantastic romantic comedy with a huge cast of wonderful characters.



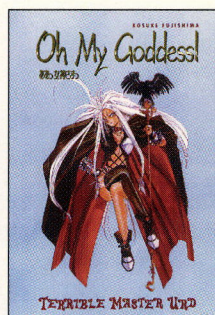
1-555-GODDESS
ISBN: 1-56971-207-7
softcover Ages 8+ \$13.95



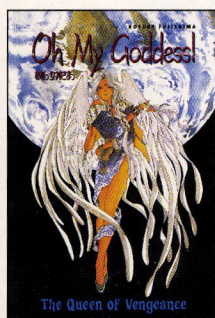
LOVE POTION NO. 9
ISBN: 1-56971-252-2
softcover Ages 8+ \$14.95



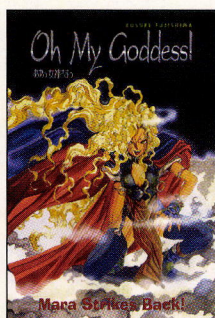
SYMPATHY FOR THE DEVIL
ISBN: 1-56971-329-4
softcover Ages 8+ \$13.95



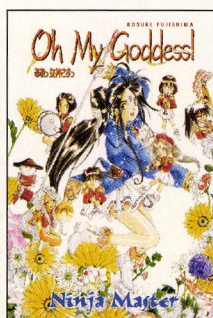
TERRIBLE MASTER URD
ISBN: 1-56971-369-3
softcover Ages 8+ \$14.95



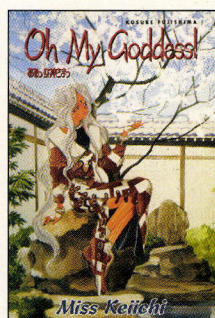
THE QUEEN OF VENGEANCE
ISBN: 1-56971-431-2
softcover Ages 8+ \$13.95



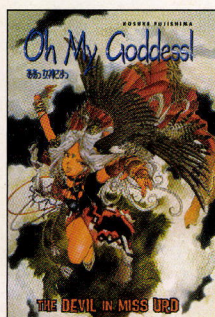
MARA STRIKES BACK!
ISBN: 1-56971-449-5
softcover Ages 8+ \$14.95



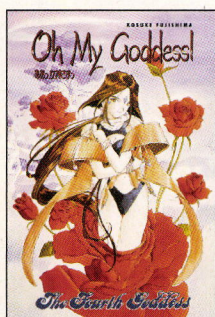
NINJA MASTER
ISBN: 1-56971-474-6
softcover Ages 8+ \$13.95



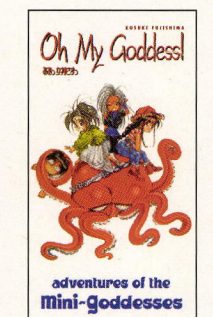
MISS KEIICHI
ISBN: 1-56971-522-X
softcover Ages 8+ \$16.95



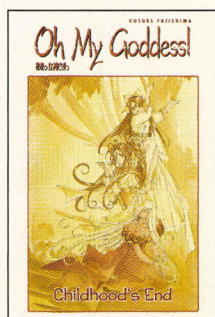
THE DEVIL IN MISS URD
ISBN: 1-56971-540-8
softcover Ages 8+ \$14.95



THE FOURTH GODDESS
ISBN: 1-56971-551-3
softcover Ages 8+ \$18.95



THE ADVENTURES OF THE MINI-GODDESSES
ISBN: 1-56971-421-5
softcover Ages 8+ \$9.95



CHILDHOOD'S END
ISBN: 1-56971-685-4
softcover Ages 8+ \$15.95

AVAILABLE AT YOUR LOCAL COMICS SHOP OR BOOKSTORE
To find a comics shop in your area, call 1-888-266-4226

For more information or to order direct:

- On the web: www.darkhorse.com
- E-mail: mailorder@darkhorse.com
- Phone: 1-800-862-0052 or (503) 652-9701
Mon.-Sat. 9 A.M. to 5 P.M. Pacific Time

FREE MANGA E-MAIL!

Sign up today @ www.mangamail.net!
Powered by Chek - Provided by Tek 21 @ 888-862-4465

Oh My Goddess! copyright © 2000, 2002 by Kosuke Fujishima. All rights reserved. New and adapted artwork and text copyright 2000, 2002 Studio Proteus and Dark Horse Comics, Inc. Dark Horse Comics® and the Dark Horse logo are trademarks of Dark Horse Comics, Inc., registered in various categories and countries. All rights reserved.



GUNGRAVE™



Unlimited Ammo. Because Reloading Takes Too Long.

Exact your deadly revenge with precision and grace.

Unlockable secret movies and action figures.

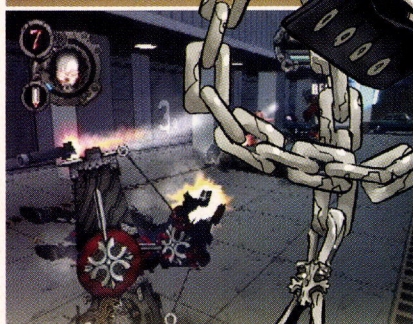
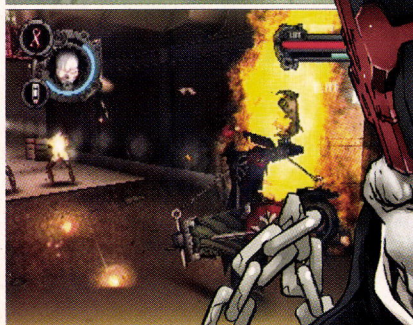
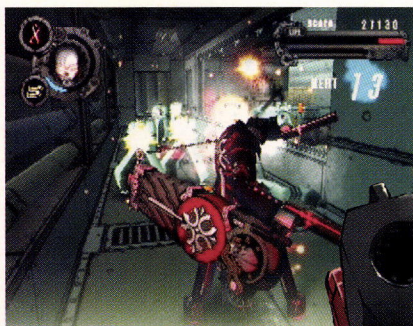
Dramatic movie-quality cut-scenes.

Super-powered special weapons.

Destructible environments.

Nightmarish boss battles.

Disposable enemies.



MATURE



BLOOD
VIOLENCE

CONTENT RATED BY
ESRB

SEGA

PlayStation 2



SEGA is a registered trademark of Sega Corporation. GUNGRAVE is a trademark of Red Entertainment Corporation. REDNIGHT™ is a trademark of Red Entertainment Corporation. Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.