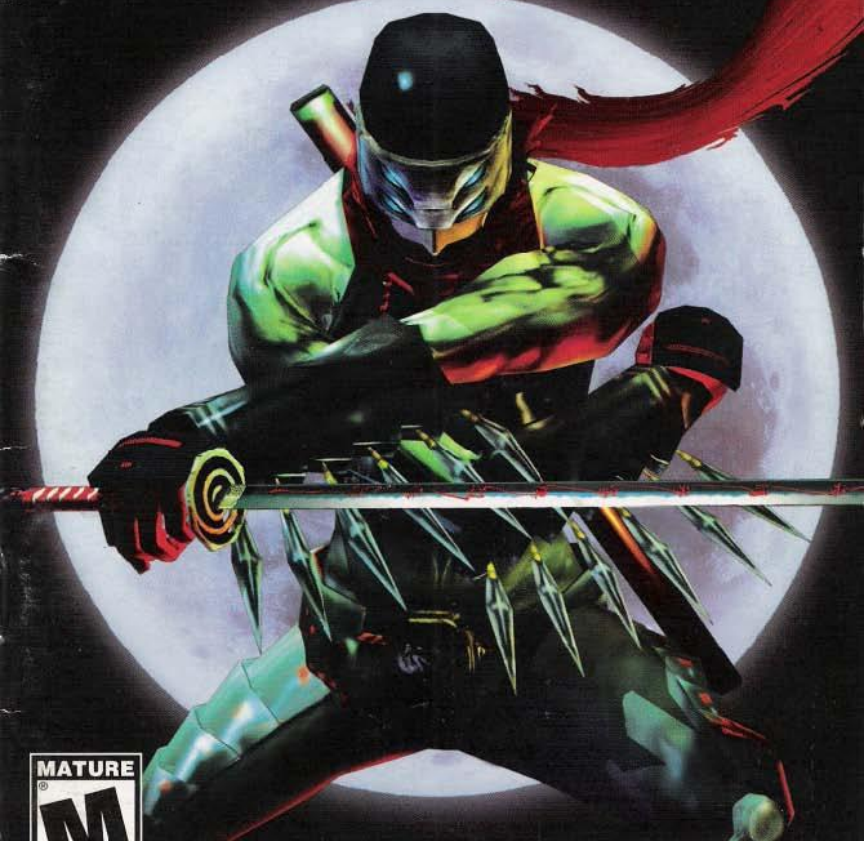


Shinobi™



MATURE
M
CONTENT RATED BY
ESRB

EmuMovies

SEGA®

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Shinobi™.

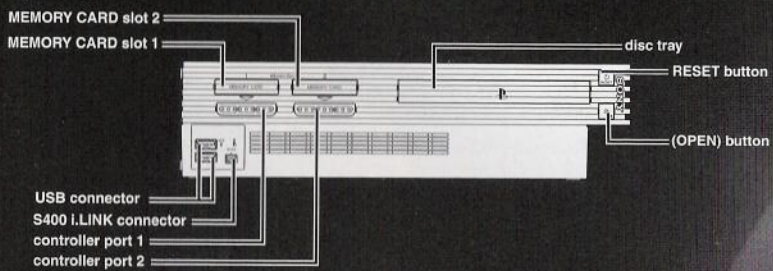
Please note that this software is designed only for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you start playing Shinobi™. Also note that this instruction manual cannot be re-issued, therefore please keep it in a safe place.



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This game contains scenes of extreme violence and gore. Discretion is advised.



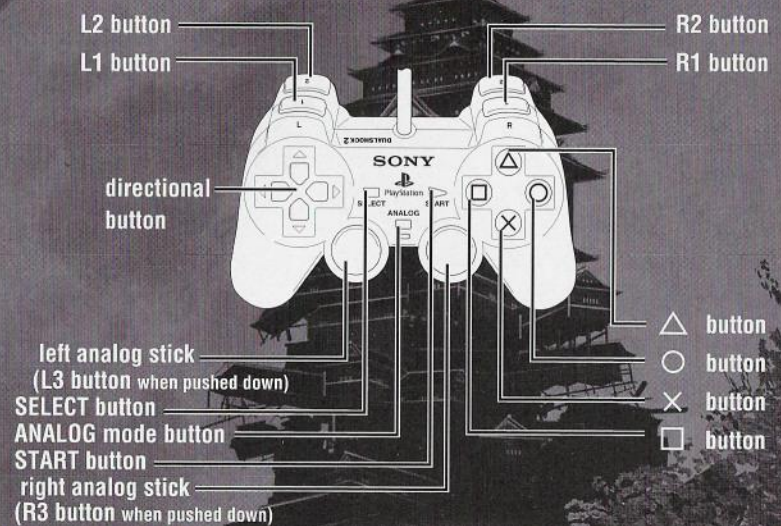
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Shinobi™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Insert game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (for PlayStation®2) (sold separately)
 Shinobi™ supports MEMORY CARD slot 1. The game data is automatically saved onto a memory card (8MB) (for PlayStation®2) in Shinobi™. To load the saved game data, select "CONTINUE" on the Main Menu. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost.

Shinobi™ is a one-player game that is played using the DUALSHOCK®2 analog controller. Connect the controller to be used to controller port 1. Do not remove or insert controllers when the power is on.



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DIRECTIONAL BUTTON - MOVEMENT

In this manual, ↑, ↓, ← and → are used to denote the direction of both the directional button and the left analog stick.

DUALSHOCK®2 analog controller

The DUALSHOCK®2 analog controller will default to ANALOG mode (mode indicator: Red) on boot-up. The vibration function can be turned ON/OFF from the "VIBRATION" section of the Option Menu (See P. 15 for details).



Raised together within the Oboro Clan, Hotsuma and Moritsune were seldom apart during their youth.

Being the younger of the two, Hotsuma looked up to Moritsune, and considered his older brother a superior warrior.

Eventually, the Oboro Clan commandment was revealed to the two boys after they discovered Akujiki, the sword that would be used in the ritual to decide the clan's leader.

The commandment deems that the next clan leader must be determined by a duel to the death between the eldest clan heirs---in this case, Moritsune and Hotsuma.

Aware of their destiny, the brothers trained incessantly, instructed by their foster parent, Kobushi.

10 years passed as the brothers refined their techniques and honed their senses.

The duel occurred beneath a full moon as cherry blossoms billowed in the wind.

Not long after, a massive earthquake struck Tokyo, and a mysterious Golden Palace appeared in the center of the city.

With the appearance of the palace came the arrival of a self-proclaimed sorcerer who summoned hellspawn to wreak havoc upon the city.

Capital members were reported dead, and the city's residents became paralyzed with fear.

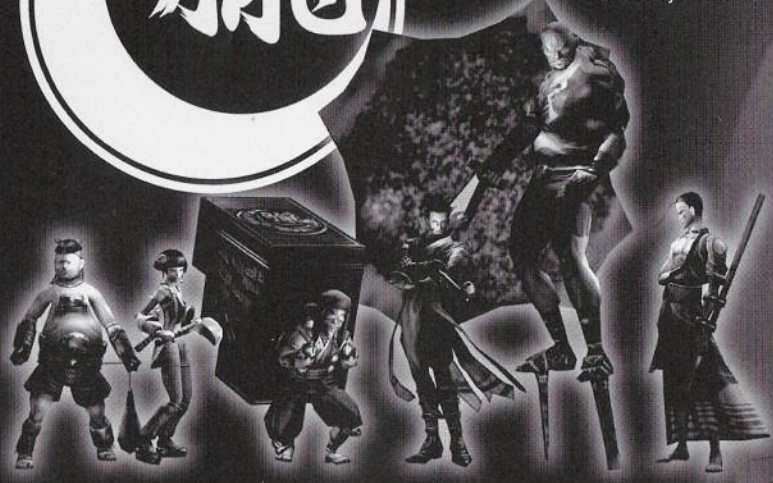
With the Oboro Clan ravaged and Tokyo on the verge of collapse, Hotsuma places himself at the heart of the chaos, determined to reach the mysterious Golden Palace and avenge the death of his clan.



The Oboro Clan

The Oboro Clan is a ninja organization that fights against conflicts as well as the evils that exploit them.

Hotsuma and Moritsune grew up as members of the Oboro Clan and were trained by Kobushi.

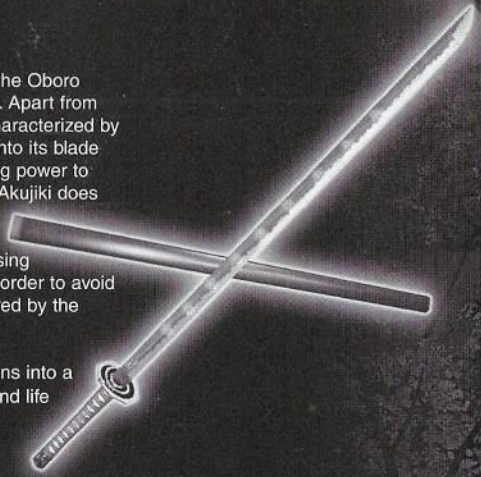


朧の歴史

Akujiki

A sword kept in the possession of the Oboro Clan. Akujiki is powered by sorcery. Apart from its great cutting power, Akujiki is characterized by taking Yin from defeated enemies into its blade and converting the Yin into attacking power to increase the power of the blade. If Akujiki does not defeat enemies, then Akujiki will absorb the life and soul of its wielder. Once the wielder begins using Akujiki, he must defeat enemies in order to avoid having his own life and soul devoured by the sword's powerful sorcery.

* Note that in this game Akujiki turns into a sword; Soul Eater absorbing soul and life of its wielder from a certain stage.



Sorcery

In the Shinobi World, Sorcery exists and is classified as a reasoning of the world. The balance of the universe, its light side and dark side or Yin and Yang, is acquired by the reasoning of Yin and Yang. If the balance of either side of this universe is destroyed, the balance of the other side changes as well. Humans exist in the light side of the universe, whereas specters exist in the dark side. The reasoning of Yin and Yang can be decrypted by perceiving energy through flows of weather, the spirit of the earth and Yin and Yang.

Sorcerer

A talented Sorcerer may also act as a prophet, foreseeing the future much like a fortune teller. Sorcerers that have achieved ultimate power have the ability to distort the reasoning of the universe and manipulate it with ease.

Talisman

A Talisman is a tool used by Sorcerers that allows them to manipulate the balance between Yin and Yang. Various examples of Talismans used in the Shinobi World are displayed on this page.

Kekkai Fu
Distorts space to seal off areas.

Shoukan Fu
Summons Hellspawns from the dark side of universe.

Souhei Fu
Turns mechanical objects into Hellspawns.

Jinsou Fu
Manipulates the corpses of Genin or Ninja dogs.

Hellspawn

A ghost created by a Talisman in a distorted space. Although Hellspawn usually exist in the dark side of the universe, a Sorcerer can recall them from the dark side using powerful magic. Hellspawns can only be defeated by absorbing their souls using the curse of Akujiki's blade.

朧の歴史



DUALSHOCK®2 Analog Controller

Shinobi™ is compatible with the DUALSHOCK®2 analog controller and is designed only for use with DUALSHOCK®2 analog controller. A DUALSHOCK® analog controller is NOT available to use in this game. During gameplay the mode indicator remains lit.

* These are the default controls.

START button

Displays the Pause Screen.

R2 button

Switch Lock-on targets.

L2 button

Use ninjutsu.
For types of Ninjutsu, see P.20.

L1 button

Center camera view.

directional button

Move cursor / Select Ninjutsu.

left analog stick

Move cursor / Move character

Mode indicator

Remains lit during the game.



Vibration

The vibration settings can be switched ON/OFF in Options (See P.15).

- * 1. Select button is not used in this game.
- * 2. See P.10 to P.13 for detailed in-game controls.

R1 button

Lock on enemies.
See P.11 for more details.

△ button

Throw Shuriken/Cancel
See P.13 for details.

○ button

Jump / Enter
See P.10 for details.

× button

Stealth Dash / Enter
See P.10 for details.

□ button

Use Akujiki (Attack)/Cancel

right analog stick

Move cursor / Rotate the camera view around a character / Adjust the camera view up and down.



忍 者 伝 説 風 雲 龍 虎 傳 忍 者 伝 説 風 雲 龍 虎 傳

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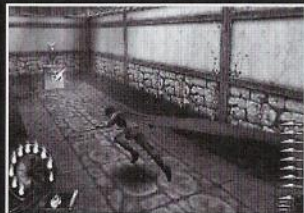


MOVE

MOVE (WALK & RUN)

Use left analog stick.

Move your character. If you only push the left analog stick slightly, your character will walk. If you push the left stick all the way to the edge, your character will run.



JUMP

Press **○** button

Jump or double-jump over your enemies! Note that you can jump while airborne only once.



STEALTH DASH

Press **×** button

You can move faster than eyes can see. For instance, use this dash to move around places where there is no ground to walk on or to go around the back of enemies. You can also dodge incoming enemies' attacks or move further than usual using Stealth Dash while jumping! Note you can perform this Stealth Dash while airborne only once.



MOVE

WALL RUN

(Jump and cling to the wall!)

You have the ability to run along walls. Jump towards a wall and you will be able to run along it. If you perform no actions for a certain amount of time, you will automatically fall off the wall. Note that you cannot run on damaged or dark-colored walls.



LOCK ON

Press **R1** button

Press **R1** button to lock onto enemies. While locking onto an enemy you will be able to dash around the back of the enemy and cut it from behind. Press and hold the **R1** button to lock onto enemies.

Also, while locking onto an enemy, if you push the left analog stick towards the enemy while performing an attack combo, you will perform a spin attack that will cause nearby enemies to fly backwards from the impact. If you hold the left analog stick away from the enemy, you will perform a guard dropping kick.



1 Lock onto an enemy using **R1** button.



2 Dash to the side using **×** button and the left analog stick.



3 Cut the enemy down from behind.



ATTACKS

ZAN

Press **Ⓞ** button

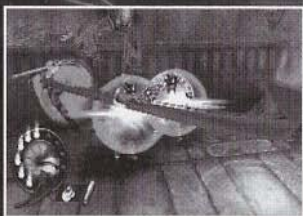
Cut enemies down one after another using Akujiki! After Akujiki has awakened, if you cut a certain number of enemies with Akujiki, its cutting power increases. The increased strength and number of defeated enemies is reflected by the number of burning icons in the top right of the screen (refer to P.16 under TATE for more details).



SPECIAL ATTACK

Hold down **Ⓞ** button and release during LOCK-ON

Shove enemies away using this powerful attack by holding down **Ⓞ** button for a while and then releasing it during Lock-on! Note that performing this attack burns up some of your Slash Gauge, thus keep an eye on your Slash Gauge and do not use it too many times. Also without a certain amount of Slash Gauge saved you cannot perform this attack.



NINJUTSU (NINJA MAGIC)

Press **L2** button

Destroy enemies using super strong Ninjutsu. The number of times you can use this magic is limited. To use Ninjutsu, select a magic using the directional button, and then press the **L2** button (refer to P.20 for more details).



KA'EN

KAMAITACHI

RAIJIN



ATTACKS

SHURIKEN (NINJA DAGGER)

Press **△** button

Throw Shurikens at enemies to paralyze them momentarily. Shurikens are in limited supply so use them wisely.



SHURIKEN BURST

Press **△** button while double-jumping.

Throw daggers at several enemies around you and paralyze them momentarily. Note that 8 daggers (1 complete bundle) are required to perform a Shuriken Burst.



ITEMS

MAKIMONO



Makimono can be found in various locations. Search the environments to find as many Makimono as you can (3 max)!

SHURIKEN



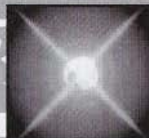
You can obtain Shurikens by defeating enemies. Use them effectively to give yourself an advantage in battle.

YIN



Yin can be obtained by defeating enemies. It restores SLASH Gauge.

YANG



Yang can be obtained by defeating enemies. It restores LIFE Gauge.



STARTING A GAME

After inserting the Shinobi™ disc into the console and turning the power on, the opening scene begins. Press **START** button to display the Title Screen, and press **X**/**□** button or **START** button to display the Main Menu.



MAIN MENU

NEW GAME

Start a new game and prepare for a series of intense battles. As you progress through the game, more difficulties will become available. At the beginning, Hotsuma will be the only playable character, but as you progress through the game, more playable characters will be available to choose from.



CONTINUE

Resume gameplay from a previous game (displayed after you have played the game once). You can restart gameplay from the stage immediately following the last stage successfully cleared with a character, or from a level saved in a previous game.

EXTRA

In the beginning, all extra items will be marked with question marks and remain locked. You must progress through the game to unlock these items and reveal their secrets. Note that in Stage Select you can only play the stage chosen.



STARTING A GAME



MAIN MENU

OPTIONS

Change settings such as gameplay settings, button configuration and extra features. Details of each option item are as follows:

SUBTITLE	Turn English subtitles on or off.
VOICE	Set voices to English or Japanese in the game and movies.
VIBRATION	Turn controller vibration on or off.
SOUND	Set sound to stereo or monaural.
BUTTON CONFIG.	Change the button configuration.
SCREEN POSITION	Adjust the position of the screen.
BRIGHTNESS	Adjust the brightness of the screen.
FINISHED	To save the current settings and return to the Title Screen, press ○ or × button. To return to the Title Screen without saving, press □ or △ button.

SAVE & LOAD

SAVE

In this game, the following data is automatically saved onto a memory card (8MB) (For PlayStation®2) (sold separately) even after the power is switched off.

- The last stage cleared during your previous play session.
- The results displayed when you cleared a stage.

To save game data onto a memory card (8MB) (For PlayStation®2), insert a memory card (8MB) (For PlayStation®2) into MEMORY CARD slot 1.

At least 370KB of free space is required. Only one file can be saved onto a memory card (8MB) (For PlayStation®2).

LOAD

If a memory card(8MB) (For PlayStation®2) with saved game data is already inserted into MEMORY CARD slot 1 upon boot-up, the saved file will be automatically loaded so that you can resume your game.

14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

Here is the basic game flow.

1

PLAY



Defeat enemies and proceed through the game. In this game, keys to a good score are as follows:

- Defeat as many enemies as possible.
- Defeat enemies quickly as well as continuously.
- Perform various actions when defeating enemies. Keep the points above in mind, and go and defeat enemies!

PAUSE

During gameplay, you can pause the game. Select options below using button.

RETRY

Quit the game and restart the previous stage.

QUIT

Quit the game and return to the Main Menu.

RESUME

Exit the Pause Screen and resume the game.



TATE

During the game, you can perform an action called "TATE" by defeating at least 4 enemies or more altogether using Akujiki within a limited time. When "TATE" is completed, the camera view will change. By succeeding "TATE," you can obtain approximately 3 times as much Yin (see P.18 for more information).

1



Enemies appear.

2



Defeat the enemies.

3



"TATE" succeeded

2

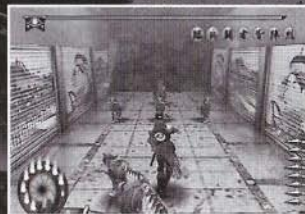
KEKKAI



To open one gate you must defeat all the enemies. To open other gate you must destroy all exiting stone pillars.

3

BOSS BATTLE



You have to defeat a boss in order to clear a stage. Use your skill to defeat the boss and proceed to the next level!

4

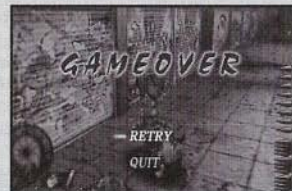
STAGE CLEAR



After clearing a stage and defeating a boss, the results screen will be displayed. The results will be saved onto a memory card (8MB) (For PlayStation®2) automatically.

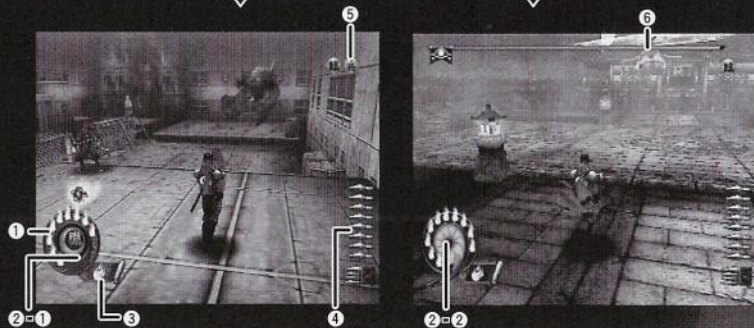
GAME OVER

If your LIFE Gauge goes down to 0 or you fall off a stage, the game will be over. Then you will be asked to "RETRY" or "QUIT." If "RETRY" is selected, you can restart from the stage where you died. If "QUIT" is selected, you will return to the Main Menu.



SCREEN EXPLANATION

NORMAL/BOSS BATTLE



① **LIFE GAUGE**: Displays the LIFE Gauge of the character you are playing. The game will be over when all the Yang is gone.

* **Yang** is made of the good soul of people. It restores the LIFE Gauge, and can be obtained by defeating enemies.

② **SLASH GAUGE**: As the time goes by, it goes down. If this gauge drops to 0, it will begin burning and decreasing the LIFE Gauge. It can be restored by getting and absorbing **Yin**.

* **Yin** is a collection of all the hatred and pain people feel inside. Akujiki absorbs Yin as time goes by. Yin can be obtained by defeating enemies. Also successfully defeating enemies with "TATE" gives you more Yin than usual.

* Due to an event that occurs at a certain stage of the game, the SLASH Gauge changes from ②-① to ②-② (refer to the movie for details).

③ **TYPES OF NINJUTSU**: Displays the type of Ninjutsu you are ready to use. Scroll the makimono through 3 different types using the directional button.

* **Makimono** can be found in a variety of places. Explore each environment thoroughly to find them! See P.20 for details on each type.

④ **SHURIKEN BAR**: Displays how many Shurikens you have.

* **SHURIKEN** can be obtained by defeating enemies. Up to 32 of them can be kept in stock. If they hit enemies, they can momentarily paralyze them including those in the distance. Note that performing a Shuriken Burst uses 8 Shurikens at once.

⑤ **TATE**: Displays how many enemies there are around you. For instance, if there are 4 red balls displayed, it implies that there are 4 enemies around you to defeat. The number of burning balls shows how many enemies you have already defeated. To successfully perform TATE, defeat all enemies in the vicinity.

⑥ **BOSS LIFE**: Displays the LIFE Gauge of the Boss you are fighting against. You win the battle when the Boss Life goes down to 0.

SCREEN EXPLANATION

STAGE CLEAR



① **STAGE CLEARED**: Displays the stage you have cleared.

② **TIME**: Displays the time it took you to clear the stage.

③ **KILL**: Displays the percentage of how many enemies you have defeated as well as the points earned by defeating enemies.

④ **TATE POINT**: Displays the points you earned through the use of TATE during the stage.

⑤ **BOSS POINT**: The less attacks you performed to defeat the boss, the greater the BOSS POINT you earn. If you defeat the boss with one attack, you will obtain a full score.

⑥ **MAKIMONO**: Displays the number of Makimono remaining after clearing the stage.

⑦ **NO DAMAGE**: You can get points if you cleared a stage without sustaining any damage.

⑧ **TOTAL**: Displays the total points you obtained in the stage.

⑨ **SECRET**
Displays how many secret items you found in the stage. The symbol for the Secret Item is a family crest from the Oboro Clan. The more Secret Items you find, the more items in the Extra Menu become unlocked.



⑩ **RANK**: Displays a rank (C, B, A or S) based on your gameplay in the stage.



TYPES OF NINJUTSU

There are 3 types of Ninjutsu (Ninja Magic) you can inflict. Use Ninjutsu to try to knock down enemies around you at one go! To use, choose a magic using the directional buttons and press L2 button.

KA'EN

Inflicts fire by combusting vital energy absorbed and stored inside the body.

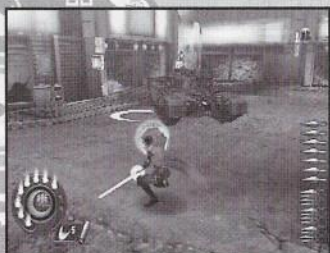
Use this magic to cause great damage to enemies around you. Using this magic once consumes one Makimono.



KAMAITACHI

Using sword pressure, hurl razor-sharp shock waves at your enemies. This magic is especially useful when attacking long range enemies.

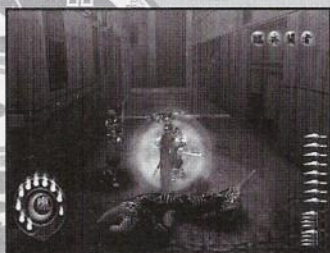
You can inflict this magic 6 times per Makimono.



RAIJIN

Use this magic to become invincible from attacks or damage by enemies.

You can perform this magic to protect yourself for a certain amount of time per Makimono.



STAGES



Here is an introduction to some of the stages in this game.



STAGE 1

This is the downtown district where Hotsuma first arrives to battle his enemies. It has become a devil town full of hellspawns, ravaged buildings, battered streets, and neon signs. Run on walls, jump enormous gaps, and battle resurrected enemies that were once comrades.



STAGE 2



There is a shrine that lies upon high-rise buildings. Even this area, protected by holy gates and spirits, is filled with hellspawns, attacking in groups. Does the true reason that explains all the happenings lie in this area? To find the truth, follow Kobushi to the shrine chamber!



STAGE 3

There is a maze-like downtown district which was struck by the earthquake. Solve this maze to find a girl who can shed some light on the true nature of the recent catastrophic events.



STAGE 4



There are houses located beneath the highways, now surrounded by fire. Consisting of wooden houses and a maze of flames, this area contains many hazards including pools of magma and tall cliffs.



忍 者 伝 説 忍 者 伝 説

秀真

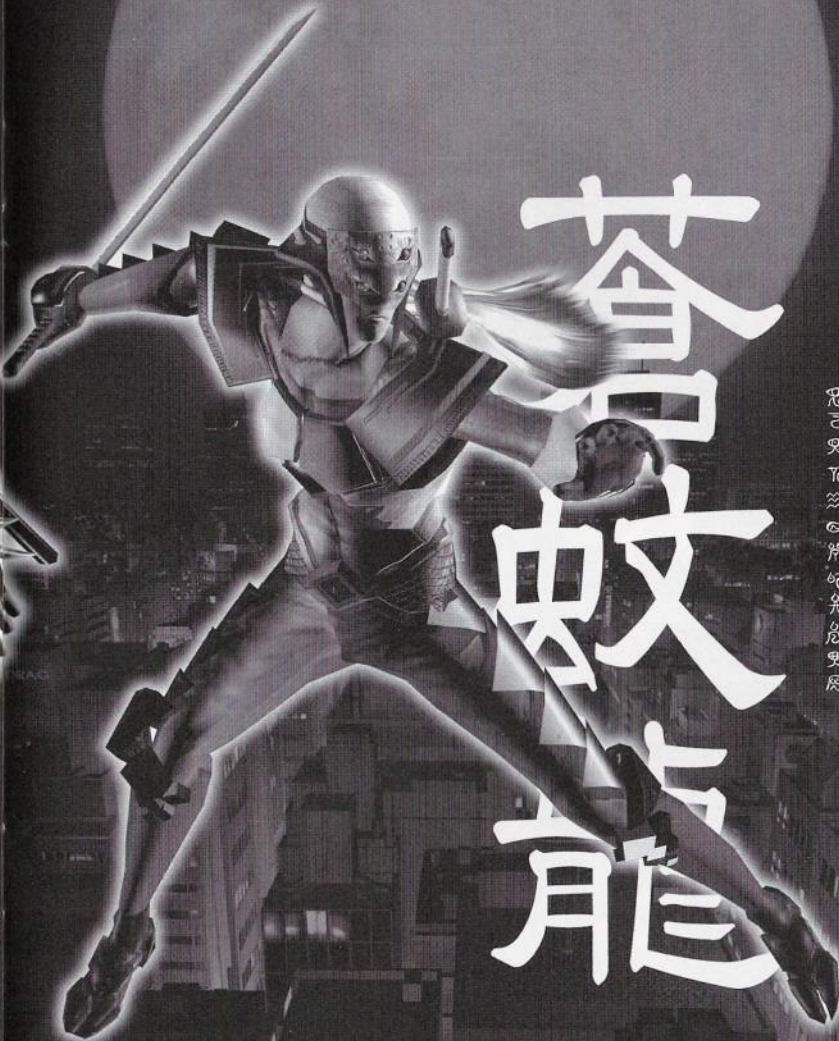


Hotsuma

Leader of the Oboro Clan, Hotsuma must attempt to restore order to the capital city and investigate the death of his clan. Equipped with Akujiki, a soul-eating sword, Hotsuma must infiltrate the city and battle hordes of aggressive enemies. Hotsuma's past is darkened by the fact that he defeated his brother in a duel to the death to decide who would become the leader of the Oboro Clan.

忍 者 伝 説 忍 者 伝 説

蒼蚊 龍



Aomizuchi

A mysterious ninja who pursues Hotsuma at all costs. This shadowy figure destroyed the capital city and assisted in the assault of the Oboro village.



Ageha

A kunoichi (female ninja) who deserted the Oboro Clan after Moritsune's death. Ageha was a childhood friend of both Hotsuma and Moritsune, and held strong objections to the clan's insistence on performing the violent ritual to decide its next leader.



Kagari

A mysterious girl who appears to be a shrine maiden. Kagari was rescued by Hotsuma when she was abducted by enemies.

Kobushi

Kobushi is a master ruling the Jyounin in the Oboro village. Very much a father figure, Kobushi looked after Ageha, Hotsuma and Moritsune during their childhood. Kobushi was the first of the Oboro to venture into the city after the earthquake to investigate the cause of the destruction. Unfortunately, he has since disappeared and his whereabouts are unknown.





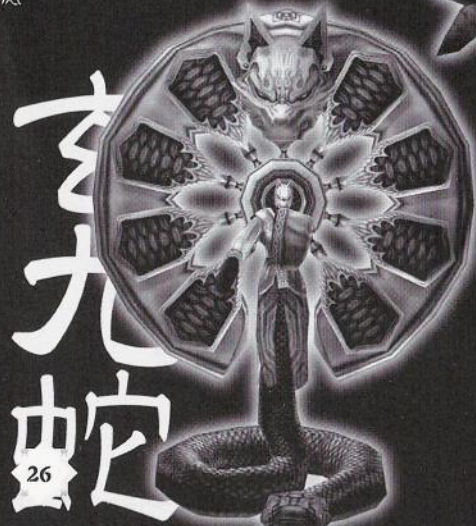
Shirakumo

Shirakumo is one of the Four Hellspawn Lords. It appears as a giant tarantula with a tiger's head and 8 eyes.



Benisuzume

Benisuzume is one of the Four Hellspawn Lords. It appears as a giant moth, and swarms its enemies with fire butterflies and a variety of fire attacks.



Kurakuda

Kurakuda is one of the Four Hellspawn Lords. It is a Nine-tailed Fox from Japanese mythology, and can move faster than the eye can see, leaving behind shadowy "afterimages."

Oboro

The Oboro Clan are experts at waging conflicts against evil, all unrecorded by history. In the Oboro there are 3 ranks in 3 levels: Jyounin, Chunin and Genin.

Jyounin

The high-level experts in the Oboro with special fighting abilities are assigned to become Jyounin. Hotsuma, Ageha and Moritsune belong to this group.

Chunin

When the Oboro fight in groups, Chunin arrange the group and instruct Genin how to fight.

Genin

Not especially excelled in fighting, however, greatly determined to follow instructions from Chunin in any situations. Also Genin are good at fighting in groups.

Shuriken

Specially designed knives Ninjas use. There are various types of Shuriken. The one called Kunai enables Ninja to throw several Shuriken simultaneously or continuously.

Shuriken Burst

A special move designed for the Oboro. Shuriken Burst enables you to throw 8 Shurikens simultaneously while airborne.

Ninjutsu

Ninjutsu used in the Oboro village are confidential. By using Makimono which the secrets of Ninjutsu are written on, Ninja can perform super-human techniques.

Ka'en

A type of ninjutsu that creates a fiery explosion, damaging all enemies in the nearby vicinity.

Kamaitachi

A ninjutsu that enables Hotsuma to swing his blade so quickly as to create razor-sharp vacuums of air. These vacuums act as projectiles and can slice enemies from afar.

Raijin

This ninjutsu generates a powerful shield of static electricity that prevents Hotsuma from taking damage for a limited time.

白雲
天蛾
九尾
蛇

天蛾
九尾
蛇



CREDITS



The following credits list the staff responsible for the localization, marketing and manual production for Shinobi. See the in-game credits for the complete list of the original development staff.

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