

Shinobi Original soundtrack Review 10:21 AM 1/9/2025

Track 1 Shinobi

Moving Japanese flutes that do loops with sounds. Some kind of drums and a somber tone to the game. I never played the game. Some stings near the end. and repeats back to the beginning. Cool Introduction song.

Track 2 Shukumei

A dance/techno Shinobi style song. flutes and drum beats. This is a really cool song with a lot of feel.

Track 3 Gishiki

Chanting and bells. and speeds up for a speed run. sounds like running on tippy toes.

Track 4: Henbou

It sounds futuristic and tells a story of getting ready for combat. Goes back to the beginning. Adds a different tone to the sound.

Track 5 Mortisune

A heavier hitting track that is metal based and switches to techno. Sonic team style. Amazing sounds like flying on the back of a dragon. Fast beats. Guitar repeats. Very emotive song.

Track 6 Suzuyashiro

Another typical shinobi characterized song of the franchise modernized. With sirens. Hip hop beats. Castlevania pieces mixed in style.

Track 7 Ninryo

A change of pace of kind of xylophone or crystal sounds that tell another story of a battle that is lead by the hero and its a bit sad and bit focused. Switches and flips the script on DJ mix. Back to the beginning. Closes like a typical techno track slows down.

Track 8 Souguu

Sounds like a boss battle. A bit spacey music. A little epic battle about to happen. Different phases. Kind of to heroic sounding. tapping sound. An Epic first battle sound with a major player. I don't know the context, yet. A Phase out with a phaser.

Track 9 Enjo

A haunting and wolf sounding howl. Catchy beats. A more traditional soundtrack. Something familiar yet refreshing and on edge. Definitely a groove worthy song. Great for some old school anime soundtrack mix of old and new. Like street fighter alpha 3 refinements. A little ghoulish near the end. Back to the end. and a voice over. Still limited use of vocals

Track 10 Keshin

Medium tension building techno jam. A preparation for a boss battle. French horns and other orchestral instruments. First time in the album this has happened. Hitting those high notes. A little vertigo induced gaming. Suspensful and alluring. Brass instruments return for conclusion. the end has potential for its own song idea to build off of. Another fade out.

Track 11 Dakka

Strong flute. High techno beats. Semi-scales based playing. some drums and tapping. Strong influence by Japanese culture. A beat of hip hop battling and Disc jockeying. A beat of back and forth solo play. For the musicians own amusement. Quick rest. And on again. Then Fade out.

Track 12 Kikai

Drums and phaser or effects sounds. Something new. A bit of an interesting part here. Catchy tune. A bit of Streets of Rage 2 reference sounds in there. Some Sonic vibes. Spacey sounds. A rapid drum beats. drum heavy soundtrack.

Track 13 Yatsuraoh

Starting with crystalline sounds and taiko drums. A little gloomy and dark. Epic battle coming up. Holy saint or sinner? A beat of fast and furious part 2 vibes. Chanting and eerie track. Vortex sounding track. Sets up next scene.

Track 14 Kaneiji

Traditional Japanese battle introduction. Subtle and flutes. Gets ready calm and reflective. And prepared to fight to win. Why? Not sure of the storyline. This is the inflection point in the story. The Climax. Some ecco the dolphin sounds in here. Sega style. Crystals. Very nice song. So far my favorite in the album. Epic Battle with style... That's Shinobi

Track 15 Ageha

Straight up rock and heavy metal. Going in with every sound so far. this is a great song. The tempo and speed and harmonies keep the action fast and light on the feet. I can imagine this in the game. Probably the most iconic part of the game. Changes to cymbals. This is more of an evolutionary step of the franchise than an overhaul.

Track 16 Aommizuchi

The start of the final boss battle. An epic, dark and brooding track. It looks like impending doom. The clock seems to be ticking down. Sounds like you are not getting out of the fight alive or easily. A true boss battle song. A bit of the vibes you get from panzer dragoon games. Back to feeling of Streets of Rage 2. Closing with epic boss battle musical idea.

Track 17 Kaisou

The end of game song. Where peace is returned to the universe. It's a conclusion to the game. A bit of dreaming and looking back. Truly an interesting piece to listen to.

Track 18 Ougonjo

Sounds like the rolling credits of the game. Very virtual. Much faster song. Could build a game soundtrack around this single idea. Experimental. That brush thing on the drums. Drums heavy. Adds in flutes at the end. Phaser sounds. Another fadeout.

Track 19 Hiruko

Tradition grand sounding and remix of the original track 1. More heroic. I like the grand scale and the epicness of this song. Truly a major hit of this album. By far, my favorite song in the album. Because it goes big and is unapologetically Shinobi. All the elements in this soundtrack. Plus a them you can get behind. Slowly fading. Megaman X feel.

Track 20 Shinobi-Boutan

Yelling ninja. innovative track. Upbeat battler. This is the way the game soundtrack should have been produced around. Gives good ideas. Just plays fast and loose. Yet, rhythmic and controlled. Very cool song with lots of potential. A little electric guitar riff. This album could have benefited from that guitar playing. Inspires me to get a Japanese flute and drum kit. and Changes pace. totally different musical key change. A different scale, maybe? An epic win. Some really cool ending...

Track 21 Hayate-Kaishaku

Futuristic Dance and techno inspired song. Something out of place in the album because of the pace. but a game in its own right. Very cool song though. Haunting and howling wolf sounds. Eerie like a previous track. double layered soundtrack the main sounds layered over a backing track. Switched to a core sound. Something really familiar to the shinobi series and new the same time.