

# Tenchu 2: Birth of the Stealth Assassins Rikimaru Walkthrough

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Tenchu 2:Birth Of The Stealth Assasins Rikimaru Walkthrough  
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Version 1.0

Before you read the walkthrough please read this first:  
This walkthrough of Tenchu 2 was made for the U.S. version only. So if there's something in the Japanese version that's not in the U.S. version, don't e-mail me about it.

If you have any questions or comments, e-mail me at Nightmaresedge@aol.com. If you also have AOL, please don't IM me. I'm probably talking to my friends or surfing the web. I don't want to be interrupted of my privacy.

If I misspell a word or forgot to put a word in a sentence, please don't contact me about it only if you have absolutely no idea what the word or sentence means.

If I have some sort of information wrong about the game, feel free to e-mail me. But don't, DON'T e-mail me something stupid or something not worth e-mailing about.

Thank you. You may now proceed.

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## 1.Revision History

This is still my first version of the walkthrough.

## 2.Characters

### Rikimaru

Part of the Azuma Ninja. He uses a katana blade for his weapon. He may give the least damage, but he has the widest range and possibly the longest.

### Ayame

Ayame uses two daggers for her weapons. She may have a long and stronger straight combo than Rikimaru if all attacks hit the enemy, but she has the worst range on both width and length. She also takes the most damage. But if you like face-to-face fighting or really want the enemy to bleed, she's your girl.

### Tatsumaru

Possibly the best character out of all three. He uses his fists for fighting and sometimes the Azuma Clan's Sword, the Izayoi. He's stronger than Ayame, has a long combo and has pretty good range in both width and length.

Azuma Shiunsai

Leader of the Azuma Clan, or should I say former leader. This guy is the one that tells you where to go at the most part of the game.

Gohda Matsunoshin

This is your Lord. If you played the first Tenchu, you should know this guy. Talk about bad luck! The first Tenchu he loses his daughter and this one.....Well, you might know but if you don't, just find out.

Sekiya Naotada

Doesn't have a pretty big role in the game. He is the chief advisor of Lord Gohda. He didn't do much on the first one, nor on this game.

Tachibana Jubei

Lord Gohda's fencing instructor. They only show him twice in the whole game. He also happens to be the last boss for Tatsumaru.

Lady Kei

Lord Gohda's wife. That's pretty much it.

Princess Kiku

You probably all know, but if you don't, she's Lord Gohda's daughter. She get's kidnapped in this game also.

Semimaru

A ninja dog who follows Ayame at most parts. It's the same dog as the one in the first Tenchu. When you use the bone Semimaru will come and help you. Too bad they took it out in the second one. At least he was somewhat useful in the first game.

Messenger Bird

Just a messenger bird, that's all.

B.Enemies

Lady Kagami

The main bad guy in the game, or should I say bad girl. She uses a fan (I think it's a fan) and a katana for her weapons. For a last boss for Rikimaru, she's not so hard. I guess it's because you have to fight her twice and you have to fight Suzaku before that.

Suzaku, The Red Sparrow

One of the four lords of the Burning Dawn. He's my favorite out of all four but I'm not going to tell why. He uses a sword for his weapon.

Genbu

One of the four lords of the Burning Dawn. He uses clubs for his weapon. He's mentally ill but remember, he is one of the four lords of the Burning Dawn.

Byakko, The White Tiger

One of the four lords of the Burning Dawn. He uses some sort of cain and a bengal tiger for his weapons. He may be a midget but he can be challenging for beginners.

Seiryu, The Blue Dragon

One of the four lords of the Burning Dawn. He uses a spiked ball and chain chained to a scythe.This guy is going to get replaced for somebody else.....

Garan

A bandit that uses a pipe for his weapon. He may be a pothead but he can

fight.....Sort of.

#### Gohda Motohide

Lord Gohda's uncle. He will be ruining Gohda Matsunoshin's life. He works for Lord Toda. He has a katana and a hand gun for his weapons.

#### Kamadoma

Leader of the demon ninjas. He laughs a lot but it doesn't mean he's not a good fighter. He uses two scythes for his weapons.

#### Wang Xioahai

In my opinion, this is the hardest boss for Rikimaru. He's a Chinese fighter that captures Japanese villagers with his father and make them slaves. He has the exact straight combo as Tatsumaru's and he uses it to often.

#### Yukihotaru, The Ice Firefly

Supposedly, Suzaku's love. She uses a dagger for a weapon but don't worry, she's not as hard as Suzaku. Supposedly, she has some glare she does to you but she never did it to me.

#### Boron

Leader of the bandits. Uses a huge wooden mallet for his weapon.

#### Wand Dahai

Leader of the slave trade that uses a scimitar for his weapon. If you look closely, he's wearing sunglasses. Too bad this guy isn't as good as his son.

#### The Snake, The Slug, and The Frog

Soldiers of the Burning Dawn. It may sound hard that you have to fight three people at the same time but it's not so hard when you fight them.

#### The White Tiger

Probably the hardest boss Ayame has to fight. If you take too long on an attack, it will hurt you a lot.

#### Urano Takehito

An old samurai who's amazingly good when you fight him. He uses a sword and a spear for his weapons. He may look like a joke but he's not close on being one when you meet him.

### 3.Options Menu

#### High Scores

You can check your character's high scores here and if you unlocked Tatsumaru, they'll show his, too.

#### Difficulty

I haven't played hard mode yet. The difference between easy and normal mode is when in normal mode, if you fall from a deep fall, you'll stumble while in easy mode, you don't.

#### Stereo/Mono

You can change it to stereo or mono.

#### Music/Effects

You can listen to some music, change the music volume, or change the sound effects volume.

#### Controls

You can't manually change your controls here, but I'm pretty sure it's ok with you. I suggest you stick with the default controls.

Vibration

This section only works if you have a controller that's compatible with vibration.

Memory Card

You can save, load, or switch to autosave.

#### 4. Stealth Kills

Rikimaru

Back-If you have the first Tenchu, you should know this. He comes up from his back and slits his throat.

Left Side-Slashes his neck and stabs his stomach.

Right side-This was on the first Tenchu, also. He grabs his head, and stabs him in the stomach.

Front-He stabs him in the stomach and cuts his chest open.

Crouching-He hits the enemy's leg and makes him fall, then he stabs his chest.

Jumping-He stabs his neck and cracks it.

Bump-This was hard to do in the first Tenchu and is hard to do this game also. This is one of my favorite ones. He breaks his arm, ribs, back, and neck.

Ayame

Back-She comes up to the person from the back and slits his neck with both of her daggers.

Left Side-She stabs the enemy in the back of the neck and takes him down.

Right side-She stabs him in the stomach with both daggers.

Front-She lashes you three times.

Crouching-A pretty cool one. She stabs him in the kidneys and flips him over and breaks his neck.

Jumping-She slashes the enemy in the neck and stabs him in the stomach with both daggers.

Bump-

Tatsumaru

Back-He stabs him in the stomach with the Izayoi.

Left Side-This is a cool one. He kicks the guy in the chest, slashes his neck, and roundhouses the guy in the back of the head.

Right Side-One of my favorite stealth kills. Does a slash on the enemy's neck.

Front-Possibly my favorite one because it's so simple yet cool. He lifts the enemy up from his neck with one hand and cracks it.

Crouching-Does a rollover takedown (Like Ken's kick throw in Street Fighter) and stabs him in the chest.

Jumping-He jumps on the guy from the back and breaks his neck.

Bump-Backhands the guy on the back of the head (Like he does on his third level). I heard from other guides that you can do more than just a hit on the head. If you do, please e-mail me about it.

#### 5. Walkthrough

The game splits into three points of views, Rikimaru, Ayame, and Tatsumaru. I am only doing Rikimaru's part of the game so don't expect me to make a walkthrough with Ayame or Tatsumaru.

And remember, if I list an item that I suggest, you don't have to bring it. It's just a suggestion. Sometimes you might not even have the item yet...Well, if you didn't do the code anyways.

Also, this walkthrough will not help you get grandmaster rank. It just gets you through the game.

Rikimaru

## I.The Training Course

If you just started, start with the basics training (the one up the stairs), then the water training, the shuriken training (around the tall trees), then finally, the fighting training (in the bamboo forest near the water stream). After you're done with all four exercises, go on top of the mountain and visit Master Shiunsai. He says you still need more training and brings you to a cave. This cave is pretty much one-way. Once you see a sign that points up, use your grappling hook on the higher level and jump down the long pit into the water. You'll find your way out here soon enough. When you leave through the big door, you will end up in the waterfall and Master Shiunsai will give you the scroll that proves you're an Azuma Ninja.

## II.The Gang of Thieves

### Items-Caltrops

Master Shiunsai will inform you that bandits are taking over a village and you must stop them. From your map, run to the Northeast part and you should find a house Also, remember to destroy boxes and barrels or get items from dead enemies (Hold stealth and dash button near the dead enemy) to get some items. Inside, you will meet Garan throwing knives at an innocent lady. First, let him chase you around and throw caltrops on the ground. Hopefully he will step on one of them and then you can do your move. When he's jumping around from the caltrops, wait till his back is showing, then do your three hit combo. He won't be able to block because his back is turned. Keep doing the attack every time he gets up so he can't block and you should get an easy win.

## Act I

### The Red Lotus

## III.Treason at Gohda Castle

### Items-Healing Potion

Tatsumaru will come to Rikimaru's room and tell him that Master Shiunsai wants him. While you're walking to Master Shiunsai's room, Ayame will come up and ask what you two are doing. By the time she says that, Master Shiunsai is already there and will inform you that Gohda Castle is under attack by Lord Gohda's uncle, Gohda Motohide. Then Shiunsai will give Tatsumaru the Izayoi, the Azuma Clan's sacred sword passed down by many generations. Shiunai will then claim Tatsumaru leader of the Azuma Ninja. Then, he tells you to go save Lord Gohda, Lady Kei, and Princess Kiku. When you arrive, Tatsumaru will tell Ayame to find Princess Kiku and Lady Kei. Tatsumaru will see something from a distance and he tells Rikimaru to find Lord Gohda and he'll go find out what he saw. You will be inside Gohda Castle and everything is burned down and dead except for Motohide's men. At the start, there should be two stairways, one normal and the other burned down. They both lead the same way. Once you're on the upper level, go to the pathway near the burned stairs and you should be in sort of a one-way path from here. Once you come into a place where the path splits and both ways have stairways, don't worry, both ways lead the same way and it should lead you to Gohda Matsunoshin and Gohda Mothide. When you meet them, they will be fighting and Matsunoshin will have the upper hand but hesitates to kill him and Motohide shoots him in the stomach. Then Rikimaru comes in and you'll have to fight Motohide yourself. This guy can be pretty tough, considering he can shoot you if you try to run away. Just keep swinging away. He doesn't use his blade as much as his gun. If you get shot a couple of times, wait till he pulls out his gun, then sidestep and use your healing potion. He won't be able to shoot it off you if you do it right. After you've taken away enough life from him, Rikimaru attempts to kill him but Matunoshin runs in and takes the slash in the back, protecting Motohide from harm. Motohide starts to run away. Then Rikimaru asks Lord Gohda why he took the hit for his uncle (First he gets shot in the stomach, then he gets slashed in the back and he's still alive? Shouldn't he

be eternally bleeding? I would've expected him to die from the shot!). Gohda says that his uncle is just misguided. Then Jubei, Lord Gohda's fencing instructor, comes in and thinks Rikimaru is trying to kill Lord Gohda. Gohda tells him the short story and suddenly, more of Motohide's men come in and Jubei decides to stay and fight them off while Rikimaru and Lord Gohda use the secret exit. Outside the castle, Lord Gohda starts bursting in tears. Then Sekiya, Gohda's chief advisor, comes with a horse and informs that Lady Kei has been killed and Princess Kiku was kidnapped by Gohda Motohide himself. Rikimaru blames himself for not killing Motohide when he had a chance and Lord Gohda says it was his fault. Rikimaru then runs off and tells Lord Gohda that he will bring him Motohide's head.

#### IV. Lord Toda's War Camp

Items-None

Walk all the way North to find Toda. It's not that far and you won't encounter lots of enemies on the way if you just run all the way. You might want to save your energy for what lies ahead. When you get to where Toda is, you will bump into Suzaku, The Red Sparrow, one of the four lords of the Burning Dawn, and he wants to fight you. He can be a little tough for beginners. Keep a long enough distance for you to sidestep from his attacks. Once he slashes once, immediately sidestep and do your three hit combo from the back. Keep doing this every time he gets up. He should surrender and say that he'll fight you again when you become a worthy opponent for him (Amazingly, he says it even if you beat him with perfect life). Rikimaru continues his search for Toda when Suzaku runs away. Rikimaru finds Motohide dead and Toda decapitated. He knows that Tatsumaru killed Toda because of the way he cut his head off. He leaves the area and finds Ayame carrying Princess Kiku. Ayame tells you to watch Princess Kiku while she finds out what Tatsumaru is doing. You see Tatsumaru fighting with Lady Kagami, leader of the Burning Dawn, near a cliff. Suddenly, the cliff breaks off and they both fall into the ocean.

#### Act II

The Shifting Sands

#### V. Demon Mountain

Items-Healing Potion

Rikimaru informs Master Shiunsai that Tatsumaru fell from a cliff and is nowhere to be found. But there are more concerns that Rikimaru must take care of. Villagers are being held in Demon Mountain and you must free them. One villager will attempt to run but a demon soldier will come and knock him out cold. Rikimaru comes by and the demon soldier flees up to the mountain. The place is somewhat hard but it won't kill you. I suggest you hug the East side because to me, it's easier. Climb the cliffs and take the right path. You should find some rock pillars hop on them to get to the other side. Hopefully you won't fall, there's a nasty bear lurking around the pillars. Once get to the other side, you will find a bridge leading to a shack. Inside the shack you'll find the villagers you were suppose to free. Once you free them, one will try to give you something but Kamadoma, leader of the demons, jumps from above and kills the innocent villager. This boss isn't extremely hard but the mountain might've taken a lot out of you. He's not really fast but he's somewhat strong. His last hit from his three hit combo can take a lot out of you. Hide behind the pillar in the middle of the shack and wait till he turns away and strike his back. Repeat every time he gets back up. If you need to heal yourself, just run outside and drink your potion. After Kamadoma has been defeated, Rikimaru takes the thing the villager wanted to give you. It's a map of a secret harbor where more innocent villagers are being held.

#### VI. The Secret Harbor

Items-Healing Potion, Caltrops, Smoke Bomb, Grenade

Rikimaru informs this to Master Shiunsai and tells Rikimaru to save the

villagers. Right at the start of the level, there will be a Chinese soldier so don't be too quick on running to the secret harbor. Some of these guys have rifles and they can block also so watch out. There are a couple of mines on the light blue ground so look for bumps on the ground. When you get to the shore, look around till you find a bridge leading to the ship full of slaves. When you get inside the ship, the slaves will run away and Wang Xiaohai, a Chinese martial artist and co leader of the slave trade, stops you from freeing them. This guy can be really tough for your first, second, third, and fourth time you fight him. He does a five hit combo (similar to Tatsumaru's), and if you get caught in one of the hits, the rest of the combo will get you, too. I've discovered a couple of ways to defeat him. One is just waiting till he does his combo on you and counter it after he finishes the combo. Another is doing the Garan trick. One is bringing smoke bombs and grenades with you use the smoke bomb on him and he should be blinded for a while if done correctly. Then, use your grenade on him. Use your grenade every time he gets back up. One is waiting on the stairs. When he chases you, he won't be able to find you on the stairs. Then, just keep slashing him and he'll never find you. Don't try to lure him outside, too. It'll just make things worse. If you happen to get kicked off the boat, don't be relieved that he can't hurt you anymore, he can swim. After you've defeated him, he'll cough up blood and die. But then, another visitor arrives. The man with the mask attacks Rikimaru for while a and the man unsheathes his sword. Rikimaru knows the sword. It's none other than the Izayoi, the Azuma Clan's sacred sword. The man with the Izayoi takes off his mask and it's none other than...Tatsumaru! Rikimaru's surprised that he's alive but Tatsumaru claims he doesn't know Rikimaru. He goes by the name of Seiryu, The Blue Dragon, one of the four lords of the Burning Dawn. Tatsumaru thinks Rikimaru is a madman and runs.

#### VII.The Temple of Dreams

##### Items-Caltrops

Rikimaru tells Master Shiunsai that Tatsumaru is alive but he seems to have lost his memory. Shiunsai says to forget it for a while. He found a temple that is filled with ninjas of the Burning Dawn and he wants Rikimaru to eliminate them. When you start, don't bother to go to the center temple. Just go around and head North to the smaller temple. The entrance is on the East side of the small temple. When you come inside, you'll meet an old friend. No, it's not Tatsumaru, It's Suzaku, but you won't fight him, you'll fight his girlfriend, Yukihotaru, The Ice Firefly. She's pretty fast so don't get trapped in a corner or it'll be pretty hard to get away. The Garan trick works well with her so I suggest you do it. Once you've defeated her, Suzaku will kill her off and says he doesn't have love for weakness, and he runs away. You try to chase him but he's nowhere to be found. A messenger bird appears and (Somehow, but I don't know how) informs Rikimaru that the Ninja Village is under attack.

#### VIII.Ninja Village Under Attack

##### Items-Healing Potion

When Rikimaru comes to the Ninja Village, he old fellow ninjas being slaughtered by demon ninjas. This level is an elimination level so it might be kind of hard for starters. If you've missed some people, check your map and go to the places you haven't been on the map yet. After you've killed all of the demon ninjas, you will go into Master Shiunsai's house and you see him eternally bleeding and Lord Gohda on the ground hurt. Tatsumaru is standing there. Rikimaru says that Tatsumaru betrayed the Azuma Clan and he will die. The level might have taken a few health points from you so I suggest you drink your healing potion before the fight because this guy is fast and it's likely that he will hit the potion off of you if you attempt to drink it. You don't need any strategy here except staying alive. He's pretty much the same as Wang Xiaohai except not as much life. Just counter after the combo he does and you shouldn't get hurt too badly. After your fight with Tatsumaru, he'll

fall down and Rikimaru will be ready to kill him. But Rikimaru hesitates and Tatsumaru takes out the Izayoi and cuts his right eye. Kagami busts in the door and tells Tatsumaru they're leaving. Tatsumaru and Kagami runs away.

#### IX. In Search Of Tatsumaru

Items-None

Shiunsai, half-dead, tells Rikimaru that he will face Tatsumaru again but he will lose if he Rikimaru fights him with hatred. Shiunsai says that Rikimaru must be in a state of readiness. Then Shiunsai dies. Luckily, Lord Gohda is luckily still alive and returns to Gohda Castle. Rikimaru and Semimaru, a ninja dog, goes to the cherry tree hill to find the cherry tree where Ayame is and tells her that he's going to kill Tatsumaru. Ayame refuses and wants to kill Tatsumaru herself. Rikimaru seems okay with that and tells Semimaru to help them find Tatsumaru. Semimaru thinks that Tatsumaru went through a bamboo forest so Rikimaru and Ayame goes deep inside the forest. This is basically a one-way level. The exit is straight up North from where you're standing. It's not much of a hard course because there's no mazes in this level. You might encounter quite a few enemies here, though. Once you've gotten through the bamboo forest, you will encounter Byakko, The White Tiger, one of the four lords of the Burning Dawn, and his tiger. You should be glad that you're not Ayame right now. You only have to fight the little midget who isn't actually very hard. Just counter every combo he does and you should be fine. After you've killed Byakko, Ayame has eliminated his tiger, also. Semimaru finds a cave and tells Rikimaru and Ayame that Tatsumaru lies in the cave. Both of them follow Semimaru.

#### X. The Kensen Caverns

Items-None

The cave isn't totally hard. In fact, there are some harder levels for Rikimaru than this. It's a one-way cave so you won't get stressed from the level. Once you find Kagami and Tatsumaru, they talk about Kagami's dream, a world ruled by ninja. Also, to help the dream, she has a huge ship called the Fire Demon. Ayame tells Rikimaru to return to Gohda Castle while she infiltrates the Fire Demon.

#### Act III

Solitude

#### XI. The Sea Battle

Items-Healing Potion

Lord Gohda's servants panic because the Burning Dawn is coming soon. Sekiya tries to calm them down. Suddenly, Rikimaru hears the the horn of the Fire Demon. The gigantic ship shoots a cannon at a part of Gohda Castle. Rikimaru runs out and decides to destroy the Burning Dawn once and for all. You'll start at the shore of Gohda Castle. Jump in the water and swim for a couple of second and you should see a group of small ships. Some of them are Lord Gohda's and others are Kagami's. Lord Gohda's army is in blue and they are counted as innocents if you kill them. Somewhere along the North-West you will see the Fire Demon but it's too high to climb. Just get on the smaller boat next to it and you might find a way to get in the bigger ship. In the smaller boat you will meet Suzaku again and you will finally fight him to the death. He's can be a little tough if you don't how to beat him. Luckily, he turns really slow so do a corkskrew jump when he's walking towards you. When you land behind him, do your three slash attack. Repeat your slash attacks when he gets up. After the fight, Suzaku can barely stand and he says the more people Rikimaru kills the more worse he'll become. Then Suzaku falls to his death. Rikimaru heads on to find Kagami. On the second part of the level, you might get lost on the ship since some areas look exactly the same from others. Also, just a small note, falling off the ship won't bring you to water, but to your death, so don't jump in. If you head all the way to the east going through a short corridor that has stairs going up and further down

are stairs going down. Go down the stairs and you will see Ayame. Tatsumaru is beside her, killed by Ayame (And after all those things that Shiunsai said). Ayame throws the Izayoi to Rikimaru. Rikimaru walks on to find Lady Kagami. First, you fight her with a fan. She only does a two hit combo and she's easy to counter so she shouldn't be too hard. Once you get her to half life, she'll drop her weapon and unsheathes her sword. She does a fancy three slash attack that'll take a lot out of your life. But don't get worried, she's an easy boss overall. There are some bosses that are harder than her. Once you've finally defeated Kagami, she'll fall down, seriously wounded. She says that Rikimaru might have defeated her, but her dream lives on. Then she dies. Rikimaru leaves the ship and comes to a boat with Lord Gohda on it. Rikimaru tells Gohda that Ayame wasn't on the boat and they start firing flaming arrows on the ship. The Fire Demon explodes to pieces. The next day, Rikimaru finds Ayame a little far from Gohda Castle, making a grave for Tatsumaru. She says she's going to be strong for now on. She has something worth living for (If you don't know who she's referring to, she's talking about Princess Kiku). The End. Enjoy the credits.

#### 6.Mission Editor

On the main menu screen you have three places you can go to. One of them is the Mission Editor. You can either play some missions or create your own. You get to choose different kinds of stages (You unlock more as you progress through the game) such as castle, town, shipwreck, office (You heard me), European Castle, and more. You can also choose the kind of mission such as an assassinate, steal, retrieve, and more. They are really fun but you can't exactly make the same stages you face in the real game (The height limit is very short and the space you get is not as much). Well, anyway, make sure you check this out.

#### 7.Glitches and Codes

1.Sometimes when you stealth kill an enemy, it doesn't show the whole scene or just skips right in the beginning. This is because you are standing near a hill or a wall. The scene doesn't want the enemy to die through a wall or something so they just take out the whole scene.

2.Once you've beaten the game with anybody you will receive an office stage for the Mission Editor.

3.Once you've beaten the game with Tatsumaru you will get a European Castle stage for your Mission Editor.

4.As you progress through the game you will get some new items by getting good ranks on your levels. You will also get some items by finding them in the levels.

#### 8.Credits and Special Thanks

This whole walkthrough was written and created by me, G.P. I'd like to give thanks to my brother, Andrei for always telling me to finish the walkthrough. I'd also like to give thanks to Activision for making such a great game.

This walkthrough was made by G.P. (Nightmaresedge@aol.com) and will not be used without my permission.