

Tenchu: Stealth Assassins FAQ/Walkthrough

by Amar Kishan

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Tenchu Walkthrough
Version 1.1
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The latest version of this FAQ can be found at:
<http://www.gamefaqs.com>

i.) INTRODUCTION

This is a complete walkthrough for Tenchu: Stealth Assassins (PSX). If you have anything to add, just contact me at: amar_kishan@hotmail.com. I hope you enjoy the guide. If you wish to use this guide for any purposes (other than use for help), please email me first. This guide is not to be reproduced in anyway without my permission first. This guide is copyright 2001 Amar Kishan.

ii.) FORMAT

This guide covers several things in a particular format, which is useful to know in order to use the guide.

Walkthrough Format:

=====

MISSION #: NAME
Difficulty: X/5 -> How hard it is to get Grand Master here
Recommended Items:
Enemies: Enemies in this mission
Innocents/Misc.: Innocents and other characters in this mission
Special Item: Item received if a ranking of Grand Master is obtained

=====

Enemy Format

[Name: Taken from Debug Mode]
HP:
Strategy:
Location: Missions they are in (e.g. 1, 3)

iii.) VERSION HISTORY

Version 1.1 (12/22/01)
- Minor corrections

Version 1.0 (8/13/01)
- Original version

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I.) GAME BASICS

A.) MOVES

--->MOVING<---

Press and hold UP: Run forward

Press and hold DOWN: Walk backwards

Press and hold LEFT/RIGHT: Turn left/right

Press DOWN and LEFT/RIGHT: Quickly turn left/right

Press UP/DOWN twice: Take a quick step forwards/backwards

Press LEFT/RIGHT twice: Take a quick step left/right

--->JUMPING<---

Press X: Jump (can ricochet off walls)

Press UP and X: Strong forward jump

Press DOWN and X twice: Jump backwards

Press LEFT/RIGHT and X: Jump left/right

Press O/R1 and X: Jump and turn 180 degrees

Press DOWN, UP, and X: Turns around while performing a strong forward jump

--->STEALTH MODE<---

Press O/RI: Crouch

Press O/R1 and UP/DOWN/LEFT/RIGHT: Move up/down/left/right while crouching

Press O/R1, DOWN, and LEFT/RIGHT: Turn left/right while crouching

Press O/R1 close to a wall: Press back against wall

Press O/R1 close to a wall and directional buttons: Move along wall

Press O/R1 and UP/DOWN/LEFT/RIGHT twice: Roll in desired direction

--->HANGING<---

By jumping close to a wall or hooking the edge with the grappling rope, the ninja can hand off the edge.

Press LEFT/RIGHT while hanging: Move left/right

Press UP while hanging: Climb up

Press DOWN while hanging: Drop down

--->ATTACKING/DEFENDING<---

Press SQUARE: Slash (Rikimaru has a 3-hit combo; Ayame has a 4 hit combo)

Press LEFT/RIGHT and SQUARE: Turn and slash to the right/left

Press X and SQUARE: Slash while jumping

Press UP twice and SQUARE: Thrust attack

Press UP, DOWN, and SQUARE: Turnaround slash

Press LEFT/RIGHT, SQUARE, RIGHT/LEFT, SQUARE: Switchback slash (Rikimaru)

Press LEFT/RIGHT and SQUARE twice: Double left/right slash (Ayame)

Press O/R1 and SQUARE: Crouching slash

Hold DOWN while the enemy attacks: Block

Press SQUARE when arrow is in range: Knock down arrows

--->ITEMS<---

To pick up items, move close to them and move in their direction.

Press L2/R2: Select item

Press TRIANGLE: Use item

Hold TRIANGLE when using Shuriken/Sleeping Gas/Hook: Aim item

Release TRIANGLE: Fire Hook/Throw Shuriken/Launch Sleeping Gas

Press SELECT: See map

--->OTHER<---

Press L1 and directional pad: Look around

Press START: Pause/Unpause

Press SELECT/START: Quick reset

--->STEALTH KILLS<---

Press SQUARE when behind an unaware enemy: Arm amputation

Press SQUARE when directly behind an unaware enemy: Throat slit

Press SQUARE when an enemy is turning to face you: Heart stab

Press SQUARE when you are back to back with an enemy: Neck breaker

????: Decapitation

B.) KI METER

Ninjas have a sixth sense that allows them to sense when other beings are close to them. This sixth sense, called Ki, also allows a ninja to sense the intentions of nearby beings.

Your Ki Meter displays 2 things: a number and a symbol. The number represents how close another being is and the symbol represents its intention.

SYMBOL

MEANING

? This indicates the presence of an enemy or innocent character who is not alert to your

ninja's presence.

! This indicates that your ninja has been spotted by an enemy but has not yet been identified as a threat. The enemy must be under the impression that you are a dog, cat, or colleague.

!! This indicates that your ninja has been spotted and identified as an intruder by an enemy character. The enemy will attack with the intent to kill.

!?! This indicates that an enemy nearby has been alerted by suspicious sounds or a body and is actively searching for an intruder. Beware - searching guards will actively scan the roof tops.

C.) MISSION SCORING

You are awarded points based on various aspects of the mission.

- > Undetected Kills: 20 points each
- > Detected Kills: 5 points each
- > Spotted: 400 points if never spotted. You lose 120 points if spotted once, and 20 points for each additional spotting.
- > Innocents: -10 points for each innocent killed

The total number of points you earn determines your ranking.

POINTS	RANK	BENEFITS
99 and below	Thug	None
199 and below	Novice	None
299 and below	Ninja	None
399 and below	Master Ninja	Increased # of items
400 and above	Grand Master	Win a Special Item

D.) CHARACTERS

--->RIKIMARU<---

A 25 year old male rigorously trained from birth in Azuma Shinobi-ryu ninja techniques. He wields the legendary Izayoi sword.

--->AYAME<---

A 21 year old female orphan trained since childhood as a ninja. She treats Princess Kiku as a sister.

--->MATSUNOSHIN GOHDA<---

The 30 year old lord of the Gohda clan. Gohda is a wise ruler with no desire to increase his territory.

--->NAOTADA SEKIYA<---

Lord Gohda's 57 year old minister.

--->PRINCESS KIKU<---

Lord Gohda's 12 year old daughter.

I.) WALKTHROUGH

This walkthrough will tell you, among other minor details, how to complete every mission in Tenchu: Stealth Assassins with a ranking of Grand Master.

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TRAINING

Difficulty: 1.5/5

Recommended Items: None

Enemies: Kerai Katana, Kerai Yari, Kerai Yumi

Innocents/Misc.: Princess Kiku, Minister Sekiya

Special Item: Super Shuriken

=====

--->STORY<---

You must prove your ability as a Ninja.

--->TIPS<---

- > Ninjas live by stealth and cunning
- > Never let the enemy see your face
- > Fade into your surroundings

Jump over the wooden wall and enter stealth mode. Climb along the wall until you see a guard. When he's facing away from you, run up and kill him. Now aim your grappling hook at the top of the upper wall and fire it. Instead of climbing up, hang there. When the guard turns his back, slit his throat. Run down the hallway and enter stealth mode right before leaving it. From the wall, check the pool to see if there is a sentry there. If there is, cut his throat and climb the wall. Check the hallway for a guard - kill him when he's looking the other way.

Now comes the hard part. There will be one patrolling sentry and one stationary Kerai Yumi. When the Kerai Yumi's back is turned, quickly drop down and kill both guards. Quickly jump onto the step and crouch. When the guard behind you turns, kill him and exit the training center.

=====

MISSION 1: PUNISH THE EVIL MERCHANT

Difficulty: 1.5/5

Recommended Items: 2 Shurikens

Enemies: Rounin Katana, Rounin Yari, Rounin Yumi, Rouban Katana, Rouban Susumata, Rouban Yumi, Dog

Innocents/Misc.: Jochu, Mekoke, Rat, Cat

Bosses: Hanbe KatanaL , Echigoya

Special Item: Lightfoot Scroll

=====

--->STORY<---

A once-honest merchant, Echigoya, has been using brutal methods to destroy his enemies and gain wealth. Envious of the upper classes in Japan, he wishes to amass large amounts of wealth, regardless of the price in human blood. Echigoya must pay for his greed with his life.

--->TIPS<---

- > Avoid the main gate
- > Use the grappling hook
- > Never harm the innocent

You'll start in an alley. Grapple onto the roof to your left. This roof borders Echigoya's main compound; you should be able to see the garden area. There are a few guards in the garden, so stay to the right side of this roof. Run south along the roof you're next to a large building (the building should be to your left). Jump onto that roof and run east. You should see a hole in the roof. Jump in. If there's a sleeping guard, dispatch him. If there's a cat or if there's nothing there, drop down the hole into Echigoya's room.

Echigoya's trying to have fun with the locals, but you cut the party short. After threatening him, Echigoya calls for his bodyguard and runs away. After the cut scene, you'll have to face Hanbe KatanaL, Echigoya's bodyguard.

HANBE KATANAL

HP:100

Hanbe is quick with his katana and is capable of creating a 2-hit combo. After this combo, Hanbe's left extremely open, so nail him with your 3 or 4 hit combo. Repeat this tactic to kill Hanbe. If you sideroll, Hanbe will do a turnaround slash, leaving his back exposed. You can make use of that as well.

After Hanbe's death, grapple back through the hole you entered from. Head off the roof of the compound and jump onto the roof (this is the other side of the garden you saw earlier. Head north until you can see four large buildings to your right. Leap onto the roof of one of them and slowly dispatch of the guards in this area (there are usually three guards and a dog). Use a Shuriken on the dog when it reaches an area where none of the others can see it (if you miss, you can either jump down and kill it or throw your second shuriken). When you've killed the guards, go into the northwestern house to find Echigoya. Echigoya calls for help, but his bodyguards are all dead.

ECHIGOYA

HP: 80

Echigoya is a weakling. Although his pistol shots will hurt you, simply slashing him once will stop him from firing his gun. Just run right up to him and slash him to death.

Echigoya dies, crying about his money. Moral: Don't be greedy or a ninja will show up and hack you to pieces.

=====
MISSION 2: DELIVER THE SECRET MESSAGE

Difficulty: 2/5

Recommended Items: 2 Shurikens

Enemies: NinjaA Jyurur, NinjaB Katana, Kunoiti Jyute, Dog

Innocents/Misc.: Minister Sekiya, Chonin, Jochu, Mosume

Special Item: Fire-Eater Scroll
=====

--->STORY<---

A large group of outlaws has planned an attack on Lord Gohda's territory, but you've stolen a copy of their plans. You must deliver the plans to Lord Gohda and circumvent the possibility of a brutal war. Unluckily for you, the outlaws have hired a group of ninja to intercept and terminate you.

--->TIPS<---

- > Mark your path with colored rice
- > Beware of enemies on the roofs
- > Never harm the innocent

Immediately grapple onto the roof to your left. If there is a guard in the alley below you, kill him. If it's a merchant, forget about it. Jump to the next roof. There may be a dog to your left; when it comes close, throw your Shuriken at it. Now jump to the next roof. Ignore any foes/innocents on the ground and make your way to yet another roof. Crouch and look at the S-shaped roof in front of you. If there is a Kunoiti Jyute there, wait until she's facing away from you and quickly jump onto her roof. Try to make sure that there are no other people near you, then execute her. Follow the S-shaped roof to its end and jump to the roof on your left. You should be overlooking a street.

If there is a Mosume or Jochu there, be careful to not be seen. Aim your hook at the left roof across the street and fire it. From here, just jump from roof to roof along the left side of the back street, killing any ninja or dogs you see on the way. Finally, after heading east for quite a while, you'll reach an open area with several crates. There is usually a sentry here OR a sleeping ninja. Either way, there may be a rooftop sentry across the courtyard, so dispatch of the patrolling sentry when s/he is closest to you, and ignore the sleeping guard (unless you were spotted earlier and need points). Run towards the bridge near the center of the courtyard and enter Stealth Mode. Carefully make your way across the bridge; there will be a NinjaA Jyurur here. When he's not looking, execute him and run up the path to complete the level.

You apologize for being late and deliver the message.

=====
MISSION 3: RESCUE THE CAPTIVE NINJA

Difficulty: 3/5

Recommended Items: 2 Healing Potions, 3 Grenades

Enemies: Rouban Katana, Rouban Susumata, Rouban Yumi, Wolf

Innocents/Misc.: Onikage, Ayame Kodati, Rikimaru Ninja

Bosses: Kuma and Goo Bou

Special Item: Protection Amulet
=====

--->STORY<---

A Gohda ninja has been captured and is being held in an obscure forest. Although the ninja code forbids rescues, Lord Gohda has bent the rules and asks you to rescue the captive ninja.

--->TIPS<---

- > Beware of pitfalls
- > Kill quickly and silently
- > Beware of wild beasts

Turn 180 degrees and run to the rock wall. Crouch and head north along

the wall face, avoiding any wolves or archers to your left. You should see a cave entrance to your right, possible with a Rouban Susumata guarding it. Dispatch of the Rouban if he is there and enter the cave. Follow the cave path (ignore any branches off the main path) until you reach a pitfall. If there is a sentry on the other side of the pitfall, wait for him to face the wall before jumping over the chasm and killing him. If not, simply jump over the pitfall. There is another pitfall to your left; leap over that one too. Following the path you are on should lead you to a gate. This gate leads to a hole with two ledges on either side. There may be a sentry to your left, so grab onto the ledge and check. If there is, kill him. If not, get on the ledge to your right. You should see a land bridge in front of you (there could be an archer on this bridge...kill him when he's facing the other way). Once you are halfway across the bridge you should see a doorway to your right. Turn to face it and aim your grappling hook at the wall above the door. Fire the hook and get ready to grab onto the ledge. When you're there, enter the door.

Carefully make your way through the tunnel and dispatch the guard right around the corner. Now stealthily make your way up the tunnel, pausing at each niche (there may be an archer in one of them). One of these niches is a steep hallway leading to a gate - take this hallway. After passing through the gate, equip your grenades and follow the path to a clearing.

GOO BOU and KUMA
HP:100 [Each]

This boss fight is actually remotely challenging. Both Goo Bou and Kuma (the bear) hit hard. Don't get close to Kuma, just hurl your grenades at him from a distance while avoiding Goo. Once you've trounced the bear, turn your attention to Goo. He'll swing his club at you, leaving him open for your combo. Just keep counterattacking until he dies.

The jail cell is right behind Goo and the captured ninja is either Rikimaru or Ayame, depending on who you are playing as. Before you can escape the dungeon, a mysterious man (Onikage) shows up and mocks you. After he leaves, you're free to leave the level, but this isn't the last of that guy (you should know that).

=====

MISSION 4: CROSS THE CHECKPOINT

Difficulty: 4/5

Recommended Items: 2 Shurikens, 1 Smoke Bomb

Enemies: Asigaru Katana, Asigaru Yari, Asigaru Yumi, Wolf

Bosses: Tazu, Senjuro Akechi

Special Item: Sleeping Gas

=====

--->STORY<---

While spying in hostile lands, you learn of a massive army preparing to attack Lord Gohda's territory. You must report back to Lord Gohda - and that means crossing an enemy checkpoint.

--->TIPS<---

- > Sneak underneath your opponents
- > Use the bridge to your advantage
- > Quickness beats two-handed strength

As you approach the checkpoint, you'll be accosted by a nagi-wielding woman. She wants to know where you're going and why. Thus, you have to kill her.

TAZU

HP:100

Tazu uses a Nagi to attack you. She has a standard attack 2-3 hit combo (which can be easily blocked) and a jumping attack. If she happens to jump over you when she executes the jumping attack, use your O + X move to turn and face her. To easily defeat Tazu, block her attacks and retaliate with your combo (sounds familiar, eh?).

Immediately grapple onto the right side the giant door in front of you. From here, aim your hook at one of the branches of the middle tree. Once you're on the branch, you should see a few trees in front of you and some guards on foot below you (and perhaps a guard on top of the tower structure). The tree you should grapple onto is the one that's ahead of you and to your right. Once on that tree, aim your hook to the tree on your right. You should see a bridge from your new perch. Scan the ground for patrols, then drop down. In stealth mode, roll across the bridge. Move with extreme caution when you near the other side, as there is frequently a patroller here. If there is, hide behind the lamp and dispatch him when his back is turned.

Make your way forward towards a bamboo forest. There may be an Asigaru Yumi on either side of you; take them one at a time. Once the Yumis are disposed of, head towards the right side of the screen and head north. You should reach a ledge overlooking a clearing. There are usually three guards and a wolf in this area, so be careful. First, dispose of the sentry patrolling the small path to your left. Now is a good time to use your Smoke Bomb. Throw it into the clearing and dispose of all enemies in the vicinity. When you've indulged your bloodlust, head up the narrow path.

There are usually two guards in this courtyard: one on the ground and one on a tower. Kill the sentry on the ground first, then climb up the tower to dispose of the other guard. Once you've cleared the courtyard, head through the door.

A man named Senjuro Akechi, master of Myojinsoga style swordsmanship, is guarding this end of the checkpoint. If you're playing as Rikimaru, he'll apologize for his sister's rudeness. If you're playing as Ayame, he'll mock you. Either way, he'll challenge you to a match.

SENJURO AKECHI

HP: 120

Senjuro Akechi is a master of Myojinsoga style swordsmanship (i.e. he can fight with two swords), meaning he is a lot stronger than Tazu. He has two attacks: a 3-hit combo and a whirl slash. The 3-hit combo can be countered with a combo of your own, but the whirl slash can pose some problems. Rather than end up in front of you, Senjuro will end up on your right or left side, so you'll have to use a turnaround slash (which leaves you open). Thus, if he finishes on your side, wait for his next attack.

While Rikimaru pays his respects to Senjuro, Ayame insults him. Thus ends the level.

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MISSION 5: EXECUTE THE CORRUPT MINISTER

Difficulty: 3/5

Recommended Items: 1 Shuriken, 1 Poison Rice

Enemies: Sisi Katana, Sisi Yari, Sisi Yumi, Dog

Innocents/Misc.: Nakai, Kataoka Kozuka [Rikimaru only]

Bosses: Hikone Katana, Kataoka Kutayumi [Ayame only]

Special Item: Ninja Armor

=====

--->STORY<---

Lord Gohda's finance minister, Kataoka, has been accepting bribes from merchants like Echigoya. Kataoka is Naotada Sekiya's son (Sekiya is Gohda's chief adviser). To avoid bringing shame on Sekiya's name by overtly dealing with Kataoka, you are ordered to execute him.

--->TIPS<---

- > Find the bodyguard first
- > Beware of hidden archers
- > Never harm the innocent

Head east from your starting point. You should see a bridge, possibly guarded by a Sisi Yari. Sneak up and execute the Yari, then crouch. Carefully make your way east again. There may be a Sisi Yumi or a dog here. After executing the foe, continue east until you reach a dead end. Turn to your left and grapple onto the roof in front of you.

There may a guard hidden under you and a guard in front of you. To get through this dilemma without being spotted, throw your poison rice to the northwest. Grapple onto the roof in front of you and execute the guard who has come out of hiding. Now kill the other guard.

Jump onto the northern wall (as close to the building as possible). There may be a Sisi Yumi here. Destroy him, then head towards the raised balcony. Grab onto the balcony, but don't climb up. If there is a sentry here, dispatch him and head inside the house. Kill any sentries in the house, then go back out to the balcony. Head north to the well.

You'll ask the bodyguard where Kataoka is, but the bodyguard isn't too keen on answering you.

HIKONE KATANA

HP: 150

Hikone fights just like a normal sentry would. Once he has lost 100 HP, he'll surrender.

Before Hikone can tell you where Kataoka is, an arrow will pierce his skull. Could that arrow have been fired by Kataoka? Anyway, grapple onto the roof and head west from roof to roof. You should see a small courtyard with Kataoka in it.

-->RIKIMARU ONLY<--

Kataoka is ashamed that he has been found out and decides to commit suicide. Rikimaru helps him die the honorable way.

-->AYAME ONLY<--

Kataoka KATAYUMI

HP: 100

Kataoka can fire up to three arrows at once, but has poor close-combat skills. Just hit him with your 4-hit combo to stop his attacks.

Ayame mocks Kataoka (as always) as he dies.

=====
MISSION 6: INFLITRATE THE MANJI CULT

Difficulty: 2.5/5

Recommended Items: Ninja Armor, 2 Poison Rice, 3-4 Grenades, Healing
Potion

Enemies: Manji, Manjis Keitou, Manjis Engetu, Manjis Yumi

Bosses: On Andon, Onikage

Special Item: Shadow Decoy
=====

--->STORY<---

A long time ago, an evil spirit was trapped inside a stone. The stone had the power to control minds and alter bodies. Recently, the Manji cult has stolen the stone and is using it to build up an army of demons. You must retrieve the stone.

--->TIPS<---

- > Beware of deranged cultists
- > Stay alert, stay alive
- > Examine the statue from top to bottom

Run to the right into the wooded area and proceed forward with caution. About halfway up the stairs is a small, lighted area that is usually frequented by a guard. Kill him and continue climbing the stairs. Once the gate to the temple comes into view, go into stealth mode. There is almost always a guard here, so look closely. When the guard's back is turned, slit his throat and grapple onto the roof.

Follow the roof south until you see a large building in front of you. Kill any rooftop enemies and then grapple onto the roof of the large compound. Scan the ground near the entrance (that would be the west face of the building) and kill any enemies there (poison rice will help if there are more than 1). After the guards are dead, crouch and look through the door of the compound to see if any guards are patrolling the statue. If so, wait until they are turned before destroying them.

If there are any guards on the wooden floors, use a Poison Rice roll to lure them out. If not, grapple onto the top of the statue to trigger a boss fight.

The Manji cult leader, On, is not pleased with your audacity and informs you that she has eaten the stone. No problem, we'll just cut her open!

ON ANDON

HP: 100

On is easily defeated. She has a 3-4 hit combo and a whirling attack, but both are easy to block and counter.

After you've defeated On, Onikage shows up and challenges you to a fight.

ONIKAGE

HP: 200

Onikage attacks quickly and ferociously. He has a two-hit kick attack and a somersault. The easiest way to defeat him is to use your grenades. If you choose not to use them (why?), back away from Onikage to incite a somersault and hit him while he's in the air. You only need to take off 100 HP.

Onikage decides to finish this later (yeah, AFTER he got whooped) and runs away, leaving the rest of the Manji cult to you.

=====

MISSION 7: DESTROY THE FOREIGN PIRATE

Difficulty: 2.5/5

Recommended Items: Ninja Armor, 2 Poison Rice, 1 Shuriken, Healing Potion

Enemies: PirateA Halbert, PirateA Teppo, PirateB Ikari

Innocents/Misc.: Chonin, Mosume

Boss: Balmer

Special Item: Resurrection Leaves

=====

--->STORY<---

The ferocious Spanish pirate, Captain Balmer, has been wreaking havoc on the town. You must stop him and restore the balance of trade.

--->TIPS<---

- > Show no mercy to the foreign invaders
- > Overcome guns with stealth
- > Never harm the innocent

Carefully jump onto the bridge railing and inch close enough that you can see a roof. Grapple onto this roof and open your map. See those ship? That's where you should go. Jump from roof to roof until you're overlooking the shore. There are going to be some pirates patrolling the shores, and you need to kill them all. If your Ki meter hints at a guard, throw out a Poison Rice and move in for an execution. Continue this "genocide" as you move from house to house alongside the shore. If you run into any dogs, get rid of them with a Shuriken. Once you've killed the enemies along the shoreline, head onto the small ship. If there are enemies here, kill them. Now head onto the large ship to fight Captain Balmer.

BALMER

HP: 150

Balmer is slow but his saber can't be blocked (when he thrusts it). Also, you can't knock him off the ship, so don't try. Just slash him and block his attacks (if he thrusts, you'll only lose around 20 HP). When you get to 40 HP, heal and continue the fight (this shouldn't be needed).

Now that that's done, it's time to...

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MISSION 8: CURE THE PRINCESS

Difficulty: 4/5

Recommended Items: Ninja Armor, Healing Potion, 3 Shurikens, Sleeping Gas

Enemies: Tengu Jyute, Tengu Kon, Tengu Yumi, Wolf

Special Item: Chameleon Spell

=====

--->STORY<---

Princess Kiku is slowly losing her sight. All conventional methods of treating her ailment have failed, so you must obtain the magical herb that grows on Mt. Shiba (it's rumored to be able to cure anything).

--->TIPS<---

- > The herb is at the summit
- > Watch your step
- > Demons await to challenge trespassers

Getting a ranking of Grand Master in this mission is very difficult. At the start of the level, crouch behind the tree and scan the area for enemies. Kill any wolves or guards in this area, then hide behind the next tree. Repeat this procedure until you reach the end of the forest. Crouch carefully and look ahead. There is usually a sentry patrolling the area right in front of the forest; kill him when he's walking away from you. Carefully sneak up on the wall and scan the ledge to your left for enemies. After dispatching any potential hazards, make your way forwards.

Equip the Sleeping Gas as you get close to the bridge. The Tengu Yumi guarding the bridge is a pain to kill without using drastic measures, so shoot him with the gas. After he falls asleep, kill him and cross the bridge.

There may be a wolf to your right; feed him your shuriken. After the canine is dead, head to where he was and grapple onto the cliff face. Crawl along the wall of the cave and assassinate the Tengu Jyute in it. Follow the series of caves north, but be beware of the guards that patrol each cave. After you've navigated the series of caves, climb up the narrow ledge to get your Herb.

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MISSION 9: RECLAIM THE CASTLE

Difficulty: 0/5

Recommended Items: 1 Healing Potion, 7 Grenades

Enemies: Kimen13 Katana, Onikarai Nagi, Onikuro En, Onikuro Crowr

Bosses: Onikage

Special Item: Dog Bone

=====

--->STORY<---

Last night, Onikage led an army of demons against one of Lord Gohda's castles. They quickly overwhelmed the meager defenses and overthrew the castle. A frontal attack is impossible and impractical; you must infiltrate the castle and deal with the problem from within.

--->TIPS<---

- > Use narrow spaces to your advantage
- > Always be alert for hostile ninjas
- > Be careful in the castle tower

After playing through this Mission once, I found a secret that allows you to

bypass most of the level, thus obtaining a ranking of Grand Master quite easily. I've outlined this technique below.

You'll start in a small area. Grapple onto the roof in front of you and crouch. There is usually a sentry of some sort on the bridge, so you should crouch and wait to kill him or her. Now grapple onto the roof to your right. From the side roof, look to your left. You should see a lighted wall. See the roof above that wall? Good, because you have to grapple onto it from here (just aim your hook, you should be able to make it).

Once you've reached the roof of the wall, run forward a little and grapple up to the next level. Take a few steps to the right and inch backwards until you are nearly falling off the roof. Now aim your hook straight up and fire it (you should be targeting the white portion of the roof, not the blue area). Your character should grab onto the white portion of the roof (facing towards the wall). Climb up and your ninja will catch the edge of the spikes protruding from the roof. Now climb up onto the roof of the castle. (If you did this incorrectly, your ninja would grab onto the roof spikes first, and when you try to climb, he or she will fall down).

Now make your way to the railed area to find Onikage.

ONIKAGE

HP:200

Onikage is very, very easy, with or without grenades or healing potions. His kicks can be very damaging, but his attack pattern is standard, and his flying kicks leave him wide open. Since you brought your grenades along, just blast him with them (7 will kill him) or use them in combination with your sword. The one thing you should watch out for is the healing potion that Onikage may use - simply hit him when he's using it to knock it out of his hand.

=====

MISSION 10: RESCUE THE PRINCESS

Difficulty: 5/5

Recommended Items: 2 Healing Potions, 7 Grenades, 3 Chameleon Spells,
2 Poison Rice

Enemies: Kabane Houton, Kabane Kabututi, Kabane Yumi, Fire Dog, Mouryo

Bosses: Onikage, Lord Mei-Oh

Special Item: Decoy Whistle

=====

--->STORY<---

Lord Mei-Oh has kidnapped Princess Kiku. You must rescue her and destroy Mei-Oh and Onikage once and for all.

--->TIPS<---

- > Prepare for the ultimate challenge
- > Flames and lava bring instant death
- > Follow the princess' voice

This is the hardest mission in the game - period. Although you don't NEED Chameleon Spells to get Grand Master, having them will make your life a lot easier.

At the start of this level, head left into the forest and continue north.

Once you near the first gate, crouch and check for a guard. If there's a guard there, cut off his head (well, maybe not) and grapple onto the roof of the gate. Crouch and check for another guard on the steps. After executing him, head up the steps until you can see a bridge.

If you're going to be spotted during this mission, it's going to happen on the bridge. Throw out a poison rice (as close to the bridge as possible) and put on a Chameleon Spell. If a FireDog comes out, kill him and cross the bridge. Only FireDogs will be able to tell that you are an impostor, and you won't be discovered for killing them. Run across the bridge and through the large double doors. Throw out another poison rice to attract any enemies, then kill them. Run towards the giant pillar and scan for guards. If there are more than one, use a Chameleon Spell and eliminate one when the other's back is turned. Then quickly kill the other one. Now head through the double doors to face...Onikage!

ONIKAGE

HP:200

Onikage is very, very easy, with or without grenades or healing potions. His kicks can be very damaging, but his attack pattern is standard, and his flying kicks leave him wide open. The one thing you should watch out for is the healing potion which Onikage may use - simply hit him when he's using it to knock it out of his hand.

As Onikage dies, he tells you that Kiku is held below. One down, one to go...

You're now in Hell (I guess), so expect to see a lot of lava and zombie like creatures (Myouros). Head towards the edge of the hallway you're in and peek around the corner. If the Mouryo is looking the other way, drop down the hole. This area is full of Mouryos, Kabane class enemies, and lava. Run down the hallway you dropped into and check around the corner for an enemy. When he turns, slit his throat and continue down the hallway. Continue through this area until you see a river of lava. Follow this river to its source and take the second to last hallway. This leads to another lava river. Jump across the river and start rolling down the hallway. Once a guard seems to spot you (the ! sign appears), use a Chameleon Spell and run past him. The hallway leads to an open lava lake. Make your way across the ledges to a small bridge. The bridge is too short to go across the lake, so you must grapple to the other side. From here, drop into another region. From here on out there are no guards, so just follow the linear path to the end. Lord Mei-Oh awaits at the bottom of the large pit (you'll know what I mean when you see it).

LORD MEI-OH

HP:250

Lord Mei-Oh has the ability to fire lightning bolts and teleport. When he teleports, he'll appear behind you and thrust at you with his giant sword. To avoid this, simply run in a curve around the room. Since you should have 7 Grenades and at least 1 Healing Potion remaining, all you need to do is hit him two or three times with your sword. Not having the Ninja Armor equipped can make this battle pretty hard, which is why you have Healing Potions (you DO have them, right?)

Sit back and enjoy the ending.

II.) ENEMIES and INNOCENTS

A.) ENEMIES

All names were taken from the Debug Mode.

--->HUMAN<---

Kerai Katana

HP: 40

Strategy: These swordsmen can only use basic sword slashed. Block their initial attack and retaliate.

Location: Training

Kerai Yari

HP: 40

Strategy: These spear-wielders have a stronger attack than their sword-bearing counterparts, but are slower. They can stab you or whirl their spear around to knock you down. Just block and retaliate.

Location: Training

Kerai Yumi

HP: 40

Strategy: These archers will fire arrows in your direction and run for cover. Dodge or deflect their arrows and hack them to pieces (they have no close combat skills).

Location: Training

Rounin Katana (Blue)

HP: 35

Strategy: These swordsmen can only use basic sword slashed. Block their initial attack and retaliate.

Location: 1

Rounin Yari (Blue)

HP: 35

Strategy: These spear-wielders have a stronger attack than their sword-bearing counterparts, but are slower. They can stab you or whirl their spear around to knock you down. Just block and retaliate.

Location: 1

Rounin Yumi (Blue)

HP: 35

Strategy: These archers will fire arrows in your direction and run for cover. Dodge or deflect their arrows and hack them to pieces (they have no close combat skills).

Location: 1

Rouban Katana (Red)

HP: 40

Strategy: These swordsmen can only use basic sword slashed. Block their initial attack and retaliate.

Location: 1, 3

Rouban Susumata (Red)

HP: 40

Strategy: These spear-wielders have a stronger attack than their sword-bearing counterparts, but are slower. They can stab you or whirl

their spear around to knock you down. Just block and retaliate.

Location: 1, 3

Rouban Yumi (Red)

HP: 40

Strategy: These archers will fire arrows in your direction and run for cover. Dodge or deflect their arrows and hack them to pieces (they have no close combat skills).

Location: 1, 3

NinjaA Jyurur

HP: 90

Strategy: These claw wielding ninjas can jump onto roofs to follow you. Their attacks are weak and easy to block. However, they attack quickly, so watch out.

Location: 2

NinjaB Katana

HP: 90

Strategy: These sword-bearing ninjas can jump onto roofs to follow you. They attack much like normal swordsmen - treat them as such.

Location: 2

Kunoiti Jyute

HP: 80

Strategy: These ninjas are basically an enemy version of Ayame. They are fast and can jump onto roofs, but their attacks are easily blocked and countered.

Location: 2

Asigaru Katana

HP: 60

Strategy: These sentries are just a stronger version of the swordsmen you faced in Mission 1.

Location: 4

Asigaru Yari

HP: 60

Strategy: These sentries are just a stronger version of the spearmen you faced in Mission 1.

Location: 4

Asigaru Yumi

HP: 50

Strategy: These sentries are just a stronger version of the archers you faced in Mission 1.

Location: 4

Sisi Katana

HP: 65

Strategy: These sentries are just a stronger version of the swordsmen you faced in Mission 1.

Location: 5

Sisi Yari

HP: 65

Strategy: These sentries are just a stronger version of the spearmen you faced in Mission 1.

Location: 5

Sisi Yumi

HP: 55

Strategy: These sentries are just a stronger version of the archers you faced in Mission 1.

Location: 5

Manjis Keitou

HP: 90

Strategy: These sentries are just a stronger version of the swordsmen you faced in Mission 1.

Location: 6

Manjis Engetu

HP: 90

Strategy: These sentries are just a stronger version of the spearmen you faced in Mission 1.

Location: 6

Manjis Yumi

HP: 65

Strategy: These sentries are just a stronger version of the archers you faced in Mission 1.

Location: 6

PirateA Halbert

HP: 70

Strategy: These sentries are just a stronger version of the spearmen you faced in Mission 1.

Location: 7

PirateA Teppo

HP: 70

Strategy: These pirates wield a powerful musket. They should be treated like normal archers, but remember that you can't deflect bullets.

Location: 7

PirateB Ikari

HP: 105

Strategy: These fat pirates wield an anchor. They are slow and attack much like On Andon in Mission 6.

Location: 7

Tengu Jyute

HP: 100

Strategy: These demons are abnormally strong versions of the Kunoiti Jyute enemies you faced in Mission 2.

Location: 8

Tengu Kon

HP: 80

Strategy: These sentries are just a stronger version of the spearmen you faced in Mission 1.

Location: 8

Tengu Yumi

HP: 80

Strategy: These sentries are just a stronger version of the archers you faced in Mission 1.

Location: 8

Kimen13 Katana

HP: 120

Strategy: These demons are much stronger versions of the swordsmen you've been facing in previous missions.

Location: 9

Onikarai Nagi

HP: 90

Strategy: These demons are abnormally strong versions of the spearmen you've seen before.

Location: 9

Onikuro En

HP: 90

Strategy: These blade wielding enemies are much like the Tengu Jyute enemies you just faced in Mission 9.

Location: 9

Onikuro Crowr

HP: 90

Strategy: These claw wielding enemies are much like the Tengu Jyute enemies you just faced in Mission 9.

Location: 9

Kabane Houton

HP: 110

Strategy: These demons are weaker(!) versions of Kimen13 Katana enemies.

Location: 10

Kabane Kabututi

HP: 110

Strategy: These enemies are the strongest spearmen in the game.

Location: 10

Kabane Yumi

HP: 100

Strategy: These enemies are the strongest archers in the game.

Location: 10

--->NON-HUMAN<---

Dog

HP: 5

Strategy: Take these out with shurikens or poison rice.

Location: 1, 2, 5, 7

Wolf

HP: 10

Strategy: Take these out with shurikens or poison rice.

Location: 3, 4, 8

Manji/Mouryo

HP: 50

Strategy: These Zombie like creatures can breath fire, but have no defensive capabilities.

Location: 6/10

Fire Dog

HP: 10

Strategy: Take these out with shurikens or poison rice.

Location: 10

B.) INNOCENTS

Never kill innocents.

Jochu: Blue girl
Mekoake: Red girl
Mosume: Red girl
Chonin: Male merchant

III.) ITEMS

There are three kinds of items in this game: Normal, Special, and Debug.

--->NORMAL ITEMS<---

Grappling Hook: A rope fitted with a metal grappling hook at one end. It is indispensable for sneaking into buildings without alerting enemies.

Shuriken: A throwing star made of flat metal with sharpened points. An excellent long-range weapon.

Caltrops: Small multi-pronged spikes designed to pierce shoes. Drop them behind you to discourage and injure pursuers.

Poison Rice: A rice dumpling full of paralysis poison. Use them to temporarily incapacitate dogs and hungry guards.

Mine: An explosive device that explodes when stepped on.

Multicolored Rice: Rice that has been dyed in five colors. Use it as a trail marker to avoid getting lost.

Grenades: Small clay balls containing scrap metal and explosives. An excellent area effect weapon. Dud grenades can be picked up and re-used.

Smoke Bomb: A small ball filled with slow-burning explosive and corrosive chemicals. When thrown, it releases a noxious cloud of smoke that temporarily blinds those in the vicinity.

Healing Potion: A special medicine that has been passed down through the Azuma Shinobi-ryu clan over many generations. Imbibing the potion uplifts the spirit and restores depleted health.

--->SPECIAL ITEMS<---

You will be awarded these items for completing missions with a ranking of Grand Master.

Super Shuriken: Fire 8 shurikens at once.

Lightfoot Scroll: Travel at very high speeds. Your speed is lost if you attack someone.

Fire-eater Scroll: Allows you to breath fire.

Protection Amulet: Increases your offense and defense.

Sleeping Gas: Puts the enemy to sleep.

Ninja Armor: Reduces damage by 30%.

Shadow Decoy: Creates a diversion that disappears when attacked.

Resurrection Leaves: Revives you automatically when you die.

Chameleon Spell: Makes enemies think you are an ally. Loses effect if you attack someone.

Dog Bone: Summons an attack dog.

Decoy Whistle: Creates a diversion.

--->DEBUG ITEMS<---

Gun: Fires a bullet. Can be used rapidly to quickly kill an enemy.

Yumi: Fires an arrow. Can be used rapidly to quickly kill an enemy.

Kaen: Sets you on fire.

Lightning Bolt: Fires a lightning bolt. Can fire up to 3 at a time.

The World: Teleport to targeted area.

IV.) SECRETS/MISC

--->DEBUG MODE<---

To enter the debug mode, choose any mission. Once it's started, hit

Start, hold L1 & R2, Up, Triangle, Down, X, Left, Square, Right, O, Release
L1 & R2, L1, R1, L2, R2.

In the Debug Mode, you can position enemies and items and change missions.

Here's a list of the items (they appear in their Japanese names):

Shuriken: Shuriken

Smoke: Smoke Bomb

Makibisi: Caltrops

Fire: Grenades

Jirai: Mines

Kosuri: Health Potion

Kaginawa: Grappling Hook

Gun: Gun

Yumi: Arrows

Kaen: Sets you on fire

Dokudango: Poison Rice

Rikimarukochan: Shadow Decoy

Gosikimai: Multicolored

Happou: Super Shuriken

Ninken: Dog Bone

Nemurigusuri: Sleeping Gas

Kaengeki: Fire-Eater Scroll

Kawarimi: Resurrection Leaf

Goshinfuda: Protection Amulet
Manebue: Decoy Whistle
Hensin: Chameleon Spell
Shinsoku: Lightfoot Scroll
Lightning Bolt: Lightning Bolt
The World: Teleport to targeted area

--->HIDDEN BOSSES?<---

Of the 11 Missions in Tenchu, 8 have at least one boss. However, the Debug Mode shows us that all levels might have one, including the Training Mission.

In the Training Mission, the Debug Mode shows an enemy called Toz Katana. This enemy does nothing and cannot be attacked. It may have been a boss that never saw the light of day.

In Mission 2, the Debug Mode shows an enemy called Tuzi Katana. This enemy is invisible save a large katana. He can be killed, however. Again, probably a boss that never saw the light of day (he has 120 HP).

In Mission 8, the Debug Mode shows 2 Kuma enemies. They never show up in the actual mission. Were they meant to be normal forest enemies or bosses?

V.) CREDITS/DISCLAIMER

Activision: Making the game

Renick <renickironfist@hotmail.com>: Debug Mode code

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