

# Tenchu: Shadow Assassins FAQ/Walkthrough

by Leyviur

Updated to v1.00 on Apr 30, 2009

**This walkthrough was originally written for Tenchu: Shadow Assassins on the PSP, but the walkthrough is still applicable to the Wii version of the game.**

=====  
Tenchu Shadow Assassins FAQ & Walkthrough by Leyviur v 1.00  
=====

## Disclaimer

This walkthrough may only be used for personal use, and may be used electronically as long as it remains unaltered. Latest updates of this FAQ can be found at GameFAQs (<http://www.gamefaqs.com>). This guide is copyright Abraham Liu. Please do not repost it without permission; if you ask, I will likely consent, so please spare the five seconds needed to ask!

Send any questions, comments, corrections, or death threats to  
[leyviur@gmail.com](mailto:leyviur@gmail.com)

Last update was on Thursday, April 30, 2009.

## ===== Table of Contents =====

1. Introduction	[TSInt]
2. Controls	[TSCon]
3. Story Mode Walkthrough	[TSSTo]
Stage 1 - The Evil Merchant	[TSS01]
Stage 2 - The Bandit Ringleader	[TSS02]
Stage 3 - Daimyo Tado	[TSS03]
Stage 4 - Goda Castle	[TSS04]
Stage 5 - Ayame	[TSS05]
Stage 6 - The Princess	[TSS06]
Stage 7 - The Merchant	[TSS07]
Stage 8 - The Princess	[TSS08]
Stage 9 - Escorting the Princess	[TSS09]
Stage 10 - Sekiya Naotada	[TSS10]
4. Version History	[TSVer]
5. Credits	[TSCre]

## ===== I. INTRODUCTION [TSInt] =====

Tenchu: Shadow Assassins is the latest in the Tenchu series of games focusing on stealth and cunning instead of just running in guns (or swords, in this case) blazing. The developers have changed things up by making the camera behind the back a la Resident Evil 4 and 5, and it makes the game play considerably differently from previous entries in the series.

The PSP version has half the stages of the Wii (the Wii has Shadow

versions of each stage), but with the ability to play it portably, this is an ok loss, the fact that they were able to squeeze everything into the UMD is nothing less than a miracle.

=====  
II. CONTROLS [TSCon]  
=====

L - Run

You can run, but it'll alert enemies easily.

R - Hayate

Hayate allows you to move between shadowed areas without being spotted by enemies. You'll be relying on this a lot.

Triangle - Ninja Vision

Shows you enemy field of vision and hiding areas. You'll be using this a lot too to gauge where enemies are.

Square - Stealth Kill / Hissatsu

When an enemy is near you and is not in alert mode, you can use the square button to stealth kill him. However if he is in alert mode (searching for you) he'll be untouchable until he gives up.

X - Jump

Self explanatory.

O - Action

Used to do special actions such as climb onto rafters.

Directional buttons - Item usage

Left and right pick your items, up drops your current item, and down uses the item (you'll go into aiming mode for this, use the O button to use the item).

Analog Stick - Movement

Again, self explanatory.

=====  
III. STORY MODE [TSSto]  
=====

+++++  
STAGE 1 - THE EVIL MERCHANT [TSS01]  
+++++

Run forward and kill the guard. Go through the door to your right. Kill the guard ahead of you and stick to the wall's shadows until you can get to the next guard and kill him as well. Go through the gates.

Hide in the thickets to your left and blow out the candle. Use the new shadows to get to the next pile of thickets where you can hide. Keep

going and pick up the box, put it next to the wall, jump on it, and climb the wall. Keep following the path (you can kill the enemies from inside the gate to get hissatsu scores). Along the path, you'll find a bamboo tube. Get it, and fill it with water in the nearby pot. Use it to put out the torch. Go through the bushes so you can kill the guard. Go through the nearby door, and jump onto the rafters on your left. Be careful while navigating these rafters, because you can easily fall off. When you get above the guard, hissatsu kill him. Now jump down and go through the door.

Kill the guard nearest to you, then hide in the thickets. Go to the right of where you began and jump into the water. Your bamboo tube will keep you silent in the water. You can go right until you can stealth kill the guard standing near the bridge. Now swim to the other side right in front of the goal and get out of the water. Turn around and stealth kill the guard on the bridge. Then go back towards the goal and turn left, keep followign this path until you see a guard with his back towards you. Stealth kill him and grab the nearby rock. Now go to the goal and enter.

Go forward and pick up the shuriken. Use it to kill the guard by the well. Beside the well there will be a sword. Drop your rocks and take the sword, then use it to break the lock on the nearby door. Enter and take the shuriken directly in front of you. Turn left and you'll see a candle. Use a shuriken to blow it out. Walk forward while staying in the shadows, then turn right into the doorway. Now, go through the door to the right, and then the other open door. You can then stealth kill all three enemies here. Now go to the goal but don't enter yet. Turn left and kill the guard there by going through the shadows. Now go to the goal.

Turn right, jump and climb onto the shelf, then walk forward and kill the guard. Jump down, then go through the door. Pick up the nearby sword, and hide in the thickets. Walk forward and kill the guard. Now go left and through the door nearby and kill the guard here, too. Now go to the house opposite the one you are in now. As you enter, go to the right. Circle around to the guard and stealth kill him. Now go through the goal door.

Hide in the bushes and inch forward. Kill the guard, and go through the door. Go to the right and jump up onto the rafters. From the rafters you are able to stealth kill every enemy, including the Merchant, easily without being seen.

+++++  
STAGE 2 - THE BANDIT RINGLEADER [TSS02]  
+++++

Hide in the bushes and when the guard turns his back, stealth kill him. Now jump down to get a bamboo tube. Go up to the other side and stealth kill the guard there. You'll find a sword inside a nearby door. Go down the path and stealth kill a guard there. Now go through the goal.

Put out the torch with your bamboo tube, and go right to the well. Get the bamboo tube there and turn left. Hide in the thickets when the guard can't see you, then while he has his back turned, come out and kill him. Go to the watchtower from the shadows so you won't get spotted. Behind the tower is the goal.

Go forward and you'll find a guard. When he turns around, kill him

from behind. Keep to the shadows and go to the right, then through the nearby door. Go forward while staying to the right, and you'll eventually find a guard. When he turns around, kill him. Now exit the room and kill the guard who has his back turned. Take the shuriken and then hide in the thickets. Kill the patrol when he's turned away. Walk forward, then left, and kill the guard there, as far away from the gate as you can. Hide behind the gate and a guard will come through. Kill him and go through the gate. Kill the guard to your left and go through the goal.

Take the fishing rod and to the left is a key. Use the fishing rod to grab the key and unlock the gate. Now hide in the thickets and when a guard gets near kill him. Go to the water and jump in. Go to the other side, and walk around the guard and kill him. Now go through the goal.

Go right so you can kill the guard as he nears you. Now go to the guard who has his back turned and kill him and take the key nearby. It can be used to unlock the exit.

Hide in the shadows and then behind the pillar, and kill the nearby guard when he has his back turned. Now take a box and go to the other pillar and jump onto the higher ledge. When the guard is under you, kill him. Now climb up and go left, then jump over the hole. There is a guard here that you can kill. Once you do, go above the ringleader and stealth kill him.

+++++  
STAGE 3 - DAIMYO TADO [TSS03]  
+++++

Go forward and hide in the jar. When the guard walks nearby stealth kill him. Now go right and you'll see a guard doing rounds. Wait until he turns his back and can't see you, then jump into the makeshift closet there and kill him when he gets close. You'll find a torch nearby with a rock behind it. Jump into the pot nearby and kill the guard when he is near. Now go forward and you'll see another jar that you can use to stealth kill another guard. Go to the end of the path and stealth kill the guard when his back is turned. Keep moving on and you'll find another guard patrolling the area. Wait for him to turn, then kill him. Use a rock to take out the guard patrolling above you. Now go through the gate.

Jump on the crate, then jump over the fence and hide in the hole to the left. Come out when the guard is nearby and he has his back turned towards you and kill him. Now go to your left and hide in the closet and kill the guard when he is near. Another guard will be patrolling this area. While he has his back turned towards you, come out of the hiding place and stealth kill him. Follow the path he was patrolling on and you can kill the two guards further on easily. Go to the goal.

Go forward and kill the sleeping guard. Continue on and you'll see a guard walking beyond two holes in the ground. Hit him with a rock when he's near a pit to kill him. From here use a sword to break the lock nearby. Inside, kill the guard when he turns his back to you and to your left when you go out you'll see a guard. Kill him. You can now go through the goal.

Go forward and jump into the pot. When the guard gets near, kill him. Now go left and up the stairs, picking up the smoke bombs on the way,

and throw a smoke bomb at the nearest guard. Run in and kill them all. Go out the nearby door and jump up onto the rafters so you can kill the guard when he comes by. Now jump down and go to the goal.

Hide in the thickets and then throw a rock at the gunner. Keep moving between the bushes and kill the guard nearby. Another guard will be walking ahead, kill him when his back is turned. Now go into the tunnel and you'll be faced with two guards. You'll have to kill one, then the other quickly when they have their backs turned. Now keep going to the goal.

Take the poison at the left. Now hide at the right so you don't get spotted. When the servant comes out and goes to the Daimyo, run into the small room she was in and poison the water inside. Now jump onto the rafters and wait for the Daimyo to be poisoned.

You'll have to fight a female ninja in a swordfight now, it's fairly straightforward.

+++++  
STAGE 4 - GODA CASTLE [TSS04]  
+++++

Go left and hide in the shadows, and make your way into the thickets. Kill the guard, and take the nearby shuriken. Use the shuriken to kill the ninja hiding to the left of the gate, and then go to the guard and kill him, then walk to the guard just standing there and kill him. Now take the kasugai to the left and use it to go to the goal.

Extinguish the nearby torch and go through the shadows on your left. Now you'll see two guards, one standing, one walking. When the walking one won't notice, Throw a shuriken at the gunner, and it'll kill both him and the standing guard. Now go behind the walking guard and kill him as well. Keep going and you'll find a wagon and nearby is a balcony. Crawl under the balcony to the thickets and use it to sneak past the two guards, then jump out and kill them. Go to the goal.

Extinguish the flame, and then hide in the shadows and go forward. Now kill the walking guard and keep going forward and extinguishing the candles. Eventually you'll find a guard around the corner. Wait for him to turn around and kill him. Jump into the water and swim under the bridge and then to the left. Kill the guard by going out of the water when the guard turns his back. Go to the guard watching the bridge and kill him from behind. Now going into the building and you will see a guard that will continually turn. When he can't notice you, run in and kill him. Then go to the goal.

Turn to the left and use a shuriken to kill the guard in the thickets. There's now another guard walking on the path. Kill him when he's turned around and go to the shadows to the right. You'll find an open door and a box nearby. Use it to jump onto the roof and down the other side. Kill the guard in the room nearby and go back out and go up to where the fireworks are. Hide along the wall and kill the two guards then go to the goal.

Go to the right, up the stairs, and then up onto the rafters. Walk to a guard and kill him, and jump down. Go through the nearby door and kill the guard that's sitting down, then kill the sleeping guard. Near the sleeping guard there is a Ninjato. Take the box and go back to the start of the section and use the box to get up to the rafters. Follow

the rafters and stealth kill the guard, then drop down and you'll eventually come upon a guard that turns every so often. When he turns away, kill him and go up the stairs.

Walk while hanging left and turn right, then hide in the shadows. Turn right and go through the nearby door. There will be a kasugai here, use it to go under the mattress when the guard leaves. Kill him when he comes back. Now go back to the beginning and use a shuriken to kill the ninja outside the window. Now move on, and you'll find a guard doing rounds. Kill him, and go through the nearby door. Kill the guard nearby who is looking away. Now go up the stairs to the goal.

Climb up the rafters and kill the guard as you move forward. Now drop down and when you have a chance, run in the door and hide under the table. Kill the patrol, then the sitting guard, and then jump onto the crates. Now go upstairs and go forward, hiding in the shadows. There's a guard hidden here, use a shuriken to kill him. Move to the window and you'll see a guard below. Jump into the shadows below and extinguish the light, then kill the guard when he is near. Continue on and kill the guard when he looks away, then pick up the key. Now, go to where you killed the guard who was sitting down. There is a door nearby locked, use the key to unlock it. Now go to the exit. You'll have to fight Ayame in a sword duel now.

++++  
STAGE 5 - AYAME [TSS05]  
++++

Go right and jump onto the tree branch. Jump to the next tree, then drop down to the right to grab the kasugai. Now go back onto the tree and jump to the next tree, then drop to the ground. Keep going and get onto the ledge to the left and kill the guard. Now go back and go left so you can use the kasugai you got to climb the stone barrier. Keep going and kill the guard as you drop down. Now go right in the shadows and kill another guard, then turn left and go to the cliff. Jump onto the platform, and then onto the tree. Jump forward through the trees then jump down. Hang onto the cliff and kill the samurai, and go to the goal.

Grab the Ninjato to the right. Cross the bridge, then jump onto the trees to cross the hole. Go up onto the ledge and turn right. Jump over the broken bridge, go left, jump down, and then use the trees to go over the hole. Go back down to the ground and jump over the hole. Keep pressing on and jump over the hole on your left, Stealth kill the guard and then go up and hide in the thickets. Kill the walking guard first then the standing guard. Now go jump onto the crate nearby and hang onto the ledge and kill the guard, then drop down and kill the other guard when his back is turned. You'll eventually see another broken bridge. Jump over it and go to the goal.

Keep moving between thickets and go under the wagon until you get to the bridge, then drop off and kill the guards there. Now hide in the thickets nearby and keep moving along them, and kill the guard. Now get to the next bush ASAP and kill the guard when he gets near to you. Go to the goal now.

Go to the right in the shadows and kill the walking guard when he doesn't notice you. Now go back into the shadows until you reach the building corner and kill the guard when he has his back turned. Now go back to where you started and kill the gunner with a shuriken.

There will also be a guard near a well. Kill him with a shuriken and also a ninja in the shadows near the wall. Now go in the house and get the key and more shuriken, and go unlock the door near the tower, and go through the goal.

Go through the door, and go to your right. There are two guards here. When the walking guard won't notice, run out and kill the standing one and then quickly kill the walking one. Now go left and there will be a lone guard which you should easily be able to take down. Down go into the house on your right and you'll find a key. Now keep going on the path and go into the door on the right. Unlock the door and kill the guard, then go through the goal.

A ninja guard is running around near a nearby house. Go to where he is (you can see the ninja during his rounds) and kill him when he is near. Blow out the candle and hide in the shadows to avoid the samurai. In the back you are able to jump onto the roof. Give the samurai death from above and then kill the gunner on the tower with a shuriken. Now, go to the balcony outside, then through the thickets and under the wagon to end the level.

+++++  
STAGE 6 - THE PRINCESS [TSS06]  
+++++

Grab the kunai nearby and kill the hidden ninja in the thickets beyond the torch. Go into the cave and you'll find a guard. Wait until he turns his back and then kill him. Continue through the tunnels and you will see rafters. A ninja will be hidden in these rafters a ways off and there will be a guard as well. Jump onto the rafters and kill the guard, then use a kunai to kill the ninja. Continue through the cave until you're outside again and you'll find a guard to the left of the exit, as well as a ninja in the thickets. Kill the ninja and then hide in the bushes to kill the guard. Now go to the goal.

You'll find a cat in front of you. Go to the gate and you'll find a ninja to your left. Kill him, and go left. There is a ninja under the balcony. Kill him with a kunai and go right. Under the bridge you'll see another ninja, so kill him as well. Now go through the gate and you'll find a guard and ninja on a bridge. You'll want to kill the ninja so that he falls on the samurai. Now go to the corner and use the cat in order to jump over the boxes. Now go into the hole and then the stairs. Kill the guard sleeping here and get the cat, and go to the goal.

You'll see a guard walking away. Kill him, and continue on. You'll see a guard to the left. Kill him, and then take the box full of explosives and put it by the blockade at the entrance to the cave. Use a kunai to blow it up and go in the cave. Kill the ninja at the other side of the door in the cave with a kunai, then kill the gunner from behind. Go through the cave and kill another gunner, and eventually you'll be outside again. Use a cat to get into the house with a hole and kill the guard near the goal from behind. Now go to the goal.

Go to the right and go under the balcony to kill the guard. Then throw a kunai at the ninja at the bridge. Now go forward and to the left is a guard. Kill him when his back is turned, and take the cat. Use the cat to go through the wall. Get the Ghostmaker and then use it to blow out the weakened wall. When it's safe, go out and turn right, killing the ninja with a kunai or shuriken, then keep going and kill

the ninja with his back turned. You'll find an enemy near some explosives, so use the kunai to destroy the explosives and kill him.

++++  
STAGE 7 - THE MERCHANT [TSS07]  
++++

Go forward and hide in the nearby thickets. Move through the thickets and kill the guard. Wait for the ninja to have his back to you then kill him, too. Now hide in the bushes and kill the guard, and then go onto the roof. Now jump onto the roof of the nearby house made of wood and get the kunai, then jump onto the roof of the next building. You should be able to see the goal from here. There will be three enemies here, a guard near the exit and two to your left. Kill the walking guard closest to you first, then the guard further to your left second, then the standing guard near the exit. Now go through the goal.

Go to the right of the pillar, and kill the ninja on the left. Hide in the shadows and kill the standing ninja, then run behind another walking ninja and stealth kill him (be careful not to be seen by the gunner). Now jump on a nearby box and then upstairs, and kill the walking ninja up here. Now jump over the nearby hole on the ground and kill the walking ninja while he's walking away. Then use a kunai to kill the gunner. There is a samurai right under a hole, so jump down and kill him. Now go to the goal.

There is a guard towards your left that you can hit with a kunai to make him fall down a well. After you hit him, use another kunai to kill a ninja in a thicket. Now go to the right of the garden and you'll find a bamboo tube. From here you can see some doors. There is a ninja hiding in the thickets near these doors. Use a kunai to kill him. Now go back to where you began the section and jump into the rafters. Cross over the fire, drop down, and grab the ghostmaker. Kill the walking ninja around the corner from behind. Now climb onto the rafters on the boxes, and kill the walking samurai from above. You'll see a hole in the wall you can go out of. There'll be a walking guard outside who you can kill. Now go to the goal.

Grab the kunai in front of you and go forward. Kill the ninja to your right when his back is towards you and use kunai to kill the ninja on both sides. Now drop down and kill the ninja near the goal. When the samurai can't see you, run and jump over the water, under the bridge, then up some boxes upstairs. Now hide in the thickets and kill the guard. Now go to the goal.

Go forward and jump onto the ledges to kill a walking ninja. Above, there will be another ninja and two guards. Hide in the thickets, then under the balcony to kill the walking guard. Now, from where you started, hide in the shadows and kill the ninja in the corner with a kunai. Keep yourself hidden in the shadows until the walking ninja has his back towards you, then kill him. As you move ahead, there will be a ninja hiding in the shadows. Take care not to happen upon him while you're moving, and kill him with a kunai. Now go to the goal.

Extinguish the flames, then hide in the shadows. Move through the shadows and kill the nearby guard, and then use a kunai on the gunner in the tower to kill him. Now go to the corner and hide in the shadows to sneak up on a guard and kill him. Now keep going through the



path and you'll find a guard that keeps turning. Kill him when he's turned away and keep going. Hide under the balcony in order to sneak up on the next guard and kill him, as well. Now go into the house and go to the left when you see a guard. Jump into the rafters and make your way to the merchant. Kill him from above to end the level.

++++  
STAGE 8 - THE PRINCESS [TSS08]  
++++

Go through the thickets and kill the guard while his back is turned. Now grab the box he dropped and put it near the wall you can climb and use it to get over. Now you'll see an open door ahead. There is a guard patrolling the area, so let him pass and run past him into the house. Now jump into the rafters and you'll see a second guard. Kill both the guards from above the rafters, and then continue onward. You'll find a walking guard near the goal. Wait until his back is turned, and kill him. Then take the key in the room and open the doors to the goal.

Extinguish the nearby light source, then hide in the shadows to kill a guard. Now go right and kill the guard when he's turning away from you. Now go back to the beginning and keep extinguishing the lights and moving in the shadows. Eventually you'll see a servant. Kill her and hide behind the door. There is a guard in the next room, when he turns his back, kill him. Now go to the guard's path and you'll eventually find another guard. When he can't see you, extinguish the lights and hide in the shadows, then kill him when he is near. Head to the goal.

Now, take the kunai to your left. Hide in the shadows and when the guard comes near, kill him. Getting to the door, run out when the guard won't see you and hide in the thickets, then kill him. Grab the fishing rod and key nearby and unlock the door. When inside the door, jump into the rafters from the shelf on your left. Kill the guard, then throw a kunai at a ninja in the rafters. Now go to the goal.

Hide in the thickets so you can kill the samurai. Use the fishing rod you got from the previous area to kill the samurai on the bridge, and then take the smoke bomb on the bridge when you're sure you won't be spotted. Now go to the stone pavement hide in the thickets in order to kill a ninja. Now keep going down the path to kill another ninja. Go to the goal.

Jump into the thickets on your left, and then kill the guard. Now you'll see two more guards beyond the door nearby. When it is safe, go into the room and hide in the nearby hiding spot. Now kill the guard when he gets near and then jump onto the rafters in order to kill the other guard. Now jump down and go into the nearby hallway and you'll see a guard on the left. Kill him and grab the key. Take the ninja veil in the room and then hide in the shadows. Move forward and you'll see the goal being guarded. Kill the guard and go through the goal.

You'll see a guard immediately upon the area start. Extinguish flames nearby to stay in the shadows, then kill him when he faces away. Now go out and stay in the bushes and kill another guard. Go into the nearby door and take the cat. Go down the stairs and you'll find two guards, one walking (that you can see), one standing (that you can't). When both cannot see you, run out and kill the standing guard. In the prison you can find a poison. Extinguish the lights and kill the walking guard, then use the poison to destroy the lock, and grab the

key and ninjato inside. Now go up the stairs and you'll find a locked door nearby. Open it, and kill the walking guard inside. As you press on you'll find another standing guard. Kill him when his back is turned. Now grab the key and unlock the goal door.

Go into the thickets. Kill the guard and take the box, then place it beside the nearby wall so you can jump onto it. Now kill the guard from above and find a key nearby. You'll see a door near you and a guard inside. When he can't see you, go into the shadows and jump onto the rafters. Kill the guard from above, then move along the rafters and you'll find another guard that you can kill from above. Now jump down and move on and you'll find a door with a guard outside. Kill him when his back is turned. You'll find some ghostmakers nearby so use them to kill the last guard you can see. Now go to the goal.

++++  
STAGE 9 - ESCORTING THE PRINCESS [TSS09]  
++++

You'll begin the stage with a swordfight.

Use a kunai to kill a guard on your right. Now jump onto a nearby tree and jump to another tree with a fishing rod at its base. Grab it then go back onto the tree. Now go to the next tree, and jump down. Now hand from the ledge on your left and kill the guard. Go back up and hide behind the nearby wagon. Kill the nearby guard and then jump down from the cliff onto a platform. Jump onto another tree and move to the next one. Jump to the next tree and then jump down. Kill a guard to your left by hanging to the left and go back to the beginning. Use a kasugai and you'll see an enemy below. Kill him from above and then run to the goal.

Run through the bridge and jump onto the trees in order to jump over a hole on the ground. Now jump over the next gap, and then the one to your left. Climb up and keep going, then hang on the ledge to wait for an enemy below you can drop down to kill. Keep going along the path and then you'll find two guards when you're at the door. When the armored guard is unaware, run to the guard and kill him from behind. Now use a ghostmaker on the armored guard. Use another ghostmaker on the armored guard near the goal, and head through.

Kill the ninjas hiding in the thickets on either side with kunai. Now go onto the bridge, and then use another kunai to kill the gunner on the tower, and a ninja in the thickets. Hide in the thickets yourself and kill the guard. Run to the goal.

Kill the gunner on the tower with a kunai. Keep to the shadows and kill the nearby guard. Keep to the shadows and you'll find a guard who stands there. Move up to him and kill both him and the guard in the room nearby in one stroke. Now you can use a kunai on the explosives in the room nearby to take out another guard, leaving you a clear way to the goal.

Go into the nearby door and grab the key, then kill the guard nearby. Use a ghostmaker on the other guard nearby and go to the other house where you'll see another guard. Kill him and go up the stairs, where you will find another guard in the room. Kill him when his back is turned and then go outside. Kill the gunner, and then head to the goal.

Go around the corner of the building, and kill the nearby guard, then

hide in the shadows after extinguishing a flame. Kill the nearby standing guard, and hide in the shadows again. Kill the gunner on the tower when the guard is beneath it to kill them both. Grab the key nearby and go into the building. Kill the guard inside, then use a kunai to kill an enemy in the thickets near the goal. Go to the goal.

Now you have another swordfight before the level ends.

```
+++++
STAGE 10 - SEKIYA NAOTADA [TSS10]
+++++
```

Hide in the thickets on the right when you're not noticed. Then kill the ninja when he's nearby. Now go to the thickets near the guard and kill him to take his key. Use a shuriken or kunai to kill the ninja hiding on the opposite side of where you are. Go to the goal.

Hide to the thickets and kill the guard when he is near. Go to the right and keep going, killing a ninja in the shadows with a shuriken. You'll eventually come across a walking guard. Go under the balcony and kill him when he's nearby. Now kill the other guard from the balcony and go to the goal.

Use a shuriken or kunai on a ninja in front of you, then on the two near the pond. Hide in the shadows after extinguishing the flames then kill the ninja as he nears. Now kill a ninja in the thickets near a hole in the wall. Go into the building and you'll find a ninja you can kill when his back is turned. Now go out and you'll find a walking guard you can kill from below the balcony nearby. Now you can make a beeline for the goal.

Shuriken/kunai the ninja hiding in the thickets, then hide in the thickets. Use another shuriken/kunai on a ninja when he gets near the fire to kill him. Now go up the stairs and you'll find two guards. When they are nearby, throw a smoke bomb and kill them both. Now jump over the fire and go to the roof. You'll see a platform with kasugai on them. Drop to it and kill the ninja nearby. Now you'll find another ninja as you go forward, so kill him when his back is turned. You can now go to the goal.

Climb onto the rafters, and follow them leftwise. Kill a guard from above then drop down and go through the smoke. Use a shuriken when you find a ninja, and then go forward. You'll find another ninja you can kill rather effortlessly, and go to the goal.

Grab the nearby shuriken, and kill the hidden ninja in the corner. Now grab the kasugai. Go to the door and use the kasugai on the mattress when the guard is away. When he comes back, kill him. Now you will see another ninja as you go to the door. Kill him when his back is turned and keep going. Jump over the fire, and go to the goal.

Grab the shuriken nearby and jump onto the rafters. Kill the ninja below you, and drop down. You'll see a samurai and a fishing rod. Grab the fishing rod when the coast is clear and use it on the guard when he is near the fire to kill him. Now use a ghostmaker to blow open the wall and go through, then climb into the rafters. Kill the ninja, and head to the end of the level, and the game.

You'll have to fight another swordfight. As always, you die in one hit, but swordfights are rather easy, so you shouldn't have too much

trouble.

Congratulations, you beat Tenchu: Shadow Assassins!

=====  
IV. VERSION HISTORY [TSVer]  
=====

+++  
1.0  
+++  
-First Version  
-Walkthrough finished

=====  
V. CREDITS [TSCre]  
=====

-GameFAQs, for making this site, which I use a lot.  
-From Software for making this game. Much better than the last Tenchu  
on PSP.  
-Ubisoft for bringing it here. Otherwise I'd have had to import it.  
And that would've been annoying.

This document is copyright Leyviur and hosted by VGM with permission.