

Tenchu 2: Birth of the Stealth Assassins Weapons/Items FAQ

by swiftshark

Updated to vFinal on Feb 5, 2003

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Written By: Swiftshark (Oliver Ferrier)
Email: Jahinspire@hotmail.com
Last Updated: February 5th 2003 - Final Version
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Game Title: Tenchu "Stealth Assassins" (NTSC Version)
Platform: Playstation
Creators: Activision, Acquire, Sony Music Entertainment

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1. COPYRIGHT INFORMATION |

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Presently the only websites permitted to host this FAQ are:

-www.Gamefaqs.com
-www.Neoseeker.com
-www.Tenchu.de

If you are reading this FAQ on any other site than those listed above then please email me at Jahinspire@hotmail.com and let me know. Thanks.

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2. UPDATES |

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February 5th 2003: Completed this FAQ. All previous update information has been deleted for easier reading.

"PLEASE DO NOT EMAIL ME ANY MORE CONTRIBUTIONS AS THIS FAQ IS COMPLETE AND FINAL"

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3. INTRODUCTION |

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Welcome to my TENCHU 2 "WEAPONS/ITEMS FAQ". Here you will find everything that you need to know regarding the various Weapons and Items that you can acquire and use throughout this incredible game. There is however no "Mission Guide" or "Walkthrough" contained within this document due to the fact that there are already plenty FAQs available to cover that aspect of the game. If you must contact me then feel free to email me at Jahinspire@hotmail.com. If you don't receive a response please don't take it personal, it may just take a while as I often work on multiple projects simultaneously.

PLEASE ONLY EMAIL ME WITH QUESTIONS NOT FOUND IN ANY OTHER FAQs ON THIS SITE- (Note: Garbage and Spam will be purged so make sure you type "TENCHU 2" in the subject line if you want to make it past Mr. Recycle Bin)

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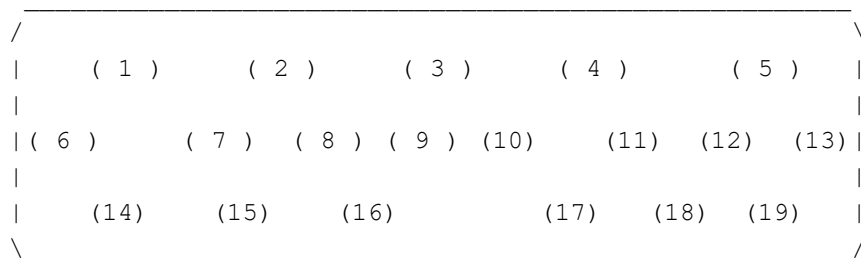
5.1 BASIC WEAPONS AND ITEMS |

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Here is a comprehensive breakdown of each Weapon and Item that is immediately available for display within your "ITEMS SCREEN" when first starting the game. NOTE: The "Grappling Hook" is a default Item and need not be selected.

Below is a rough diagram of the Weapon and Item locations within the "ITEMS SCREEN's" pockmarked cave. These numbers will correlate to the locations of the listings below.

"ITEMS SCREEN"



1. HEALING POTION: These little jugs restore your health to 100% when you
 ^^^^^^^^^^^^^^ drink one. You can usually find at least one of these in every level depending on the layout and they are obviously useful. However, the animation associated with drinking this potion takes about 3 seconds so if you are in the midst of a battle it would be advisable to get to a safe spot before taking it. If you are hit while taking it you will drop it.

4. SHURIKEN: These are your typical Ninja Throwing Stars. They have four
 ^^^^^^^^^^ points and inflict 15 HP of damage to your enemies. SHURIKEN are useful weapons to strike enemy guards from long range in that you can hit them and quickly hide from view until the guard returns to <"?"> mode. If you employ this technique you can kill your enemy without ever being spotted. It is also a quickly released Item, which helps during boss battles, and other close encounters with enemies. SHURIKEN will also kill unaware dogs and wolves in one hit.

5. CALTROPS: These are little spikes that you can throw behind you to slow
 ^^^^^^^^^^ pursuing guards and Bosses. Whoever steps on one will lose 3 HP and will hop around momentarily while grabbing their injured foot. If you accidentally step on one yourself the same thing will happen and while hopping around you will be vulnerable to additional attacks.

10. SMOKE BOMBS: These are used mainly as a way to buy yourself some time to
 ^^^^^^^^^^^^^^ either escape, strike or prepare another item. Once activated

this Item will create a cloud of smoke that temporarily blinds and confuses your enemy. Keep in mind that certain enemies also carry SMOKE BOMBS and the same will happen to you if they use one on you. SMOKE BOMBS can be found in various levels as with the previous Items.

12. COLORED RICE: This Item is used as a marker for you to remember where
^^^^^^^^^^^^ you've already been or whatever other reasons you would mark
a spot. It is the least useful of the lot but perhaps a
novice first time player might find value for it.

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5.2 HIDDEN WEAPONS AND ITEMS |
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These Weapons and Items can be found scattered through the various levels in the game. Once found they will be displayed within the "ITEMS SCREEN". See the diagram from the previous section for number/location correlations.

2. ANTIDOTE: This Item comes in handy if you get poisoned. You will know when
^^^^^^^^ you've been poisoned because your health meter will turn green
and your character will repeatedly cringe in pain. Also while you
are poisoned you are completely vulnerable to attack.

3. OXYGEN TANK: This Item allows you to refill your oxygen meter while you are
^^^^^^^^^^^^ underwater. This Item is extremely useful when needing to swim
through lengthy underwater passages.

6. GRENADES: GRENADES are extremely useful and valuable weapons in that they
^^^^^^^^ inflict a hefty 30HP of damage and send the enemy flying
backwards onto their back. This can be very useful time for you
to use other Items like Healing Potions. GRENADES are scattered
throughout the game and make the Boss Battles much easier than
otherwise. You will notice that sometimes a GENADE does not
explode (a dud). When this happens simply pick up the GRENADE
again and re-use it as this should not happen twice in a row.

7. MINES: These are extremely powerful in that they inflict 35 HP of damage to
^^^^ anyone who steps on one. These MINES cannot be thrown, they must be
dropped but you can improvise greatly by dropping them off ledges
etc. and into your victim's path. Be careful to not step on one
yourself.

8. BLOWGUN: This weapon allows you to shoot a poisoned dart at your enemies
^^^^^^^^ through a bamboo shoot. It is one of the most effective Weapons
in the game because of its lethal result on unaware victims. If a
guard is in <"?"> mode and you shoot him he will instantly die.
If he is alerted or even in pursuit then he will simply become
poisoned and will be much more vulnerable to your attacks due to

his regular cringing from pain.

11. POISONED RICE BALLS: These POISONED RICE BALLS lure any unaware enemy
^^^^^^^^^^^^^^^^^^^^ (including dogs and wolves) to them. Once consumed
they inflict a poisonous pain on the enemy which
causes them to spew blood. Often times one Rice Ball
will be enough to kill an enemy but sometimes you
might need to use another.. This Item is especially
useful when there are multiple guards in one area as
you can lure one away and thereby divide and conquer
them in total stealth. Often times you can attack
your enemy while he or she is walking towards this
POISONED RICE BALL and kill them before they ever
consume it. This way one rice ball can last you a
long time.

14. BLINDING DUST: This Item temporarily blinds your victim allowing you time
^^^^^^^^^^^^^^^^ to escape or attack. You must be in close range to take
advantage of this Item.

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5.3 ADVANCED WEAPONS AND ITEMS |

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The following Weapons and Items are unlocked one by one every time you
Grandmaster a certain amount of levels. Again, please refer to the "ITEMS
SCREEN" diagram in the previous section for the number correlations.

9. BURNING ARROWS: These arrows are useful Weapons to use from a distance. The
^^^^^^^^^^^^^^^^ effect is that the struck enemy will be briefly set on
fire. Unfortunately the fire cannot kill them and it takes
at least 3 of these to dispose of only one guard.

13. CAMOUFLAGE: This Item makes you temporarily invisible to all enemies
^^^^^^^^^^^^ except for Bosses. The effect lasts only for a limited time
but it will allow you to pass through undetected and gives you
the opportunity to position yourself so that the hardest
Stealth Kills are easy to perform. Once you execute a kill or
a strike the Camouflage wears off.

15. LEAVES OF STEALTH: This Item allows you to disappear in a whirlwind of
^^^^^^^^^^^^^^^^ green leaves and then reappear behind an unsuspecting
guard. You cannot be too far away or else you will
simply waste the Item without teleportation.

16. DRAGON'S BREATH: This Weapon is the mother of all explosives in this game.
^^^^^^^^^^^^^^^^ Too bad you can only carry one at a time. Basically it is
3 simultaneous explosions that will inflict some serious
HP damage to anyone caught in the blast. It is most
effective against Bosses but make sure you have at least

This code will increase each Item by 1 each time entered. (Limit 99)

NOTE: Since your carrying capacity is limited to 12 you should make the effort required to Grandmaster every level with all three characters. This will then double you carrying capacity to 24. (Sadly it does not double your ability to carry special Items - Blowgun, Flaming Arrow, Dragons Breath, Leaves of Stealth)

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9. THANKS AND CREDITS |
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Thank you to CJAYC for Gamefaqs.com
Thank you to NEOSEEKER for a great site to host my work.
Thank you to Sony for the Playstation console.
Thank you to Activision for one of the greatest game series ever made.

A very special THANK YOU goes out to Selenia and Chris Butterworth over at www.Tenchu.De for their exceptional Tenchu related site and community. I recommend any Tenchu fan to go take a look around. You will not be disappointed!

And last but not least, Thank you to (YOUR NAME HERE) for reading this FAQ.
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10. CLOSING THOUGHTS |
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Hopefully you enjoyed reading through this FAQ and it helped answer some of your questions regarding this aspect of the game. Tenchu is by far one of the best games that I have ever come across. If you enjoyed playing TENCHU then you should also check out the following games as well:

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TENCHU: Stealth Assassins (Platform: PSX)
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Story wise TENCHU is the sequel to this game although it was created and released prior to the release of this game. There are only two characters available to play with but the music, missions and Debug Menu make Tenchu an incredibly great and dare I say, perfect game. If you enjoyed this game then you will love Tenchu: Stealth Assassins.

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TENCHU 3: Wrath of Heaven (Platform: PS2)
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TENCHU 3 takes place one year after Tenchu: Stealth assassins and also has three characters available to play with. There are _?_ Stealth Kills available for each character and the game also has multiplayer capabilities as well as a

Deathmatch mode.. I have also written a Stealth Kill FAQ for TENCHU 3 and you can copy and paste the following link into your browser if you wish to check it out.

If you have any questions, comments or relevant contributions that you wish to submit then feel free to send me an email with "Tenchu" typed in the subject line. You can find my contact information at the top of this document.

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