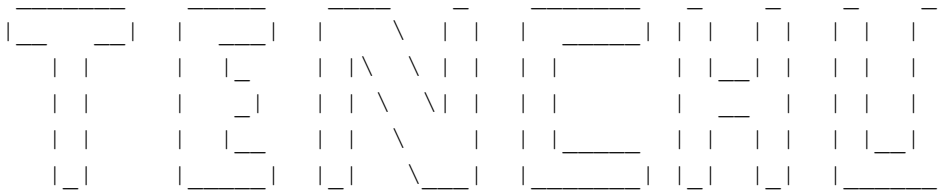


Tenchu 2: Birth of the Stealth Assassins FAQ/Walkthrough

by Hyperactive

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TENCHU 2 BIRTH OF THE STEALTH ASSASINS

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or if you have any boss tatics or level tatics, please send them to me.

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Versions
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1.0: Wrote this FAQ July '02
1.1: Added funny stuff and Cheats. July '02
1.2: Added Tatsumaru walkthrough. August '02

- 1.3: Added Tastumaru Boss Tactics. August '02
Added Help section.
- 1.4: Added Stealth kills section Sept '02
Corrected 2 MAJOR mistakes

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1- Characters

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1.1: The three main nija's

*Rikimaru: One of the Three Azuma Ninjas. He is playable and his weapon is a very long sword with a 3 hit combo.

*Ayame: Another one of the Azuma Ninjas that's playable. She has 2 short swords with a big combo that can inflict lots of damage to the enemy

*Tatsumaru: The last Azuma Ninja, also playable. He uses Hand to hand combat mostly.

1.2: Other main characters.

*Azuma Shiunsi: The leader of the three Ninja. He lives in the North East house in the Ninja Village.

*Gohda Matsunoshin: The ninja's lord. You must fight for this guy, if he dies, Gohda Motohide takes over.

*Lady Kei: Lord Gohda's Wife doesn't play a big role, she's only on screen for about 20 seconds in a cut scene.

*Princess Kiku: The princess. She is Lord Gohda's daughter.

*Sikeya Naotada: He is Lord Gohda's senior advisor.

*Tachiana Jubei: He is lord gohda's fencing instructor, he is very good at fighting.

Those are the main characters in Tenchu 2, well I haven't included all the bosses, they are in a different section.

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2- The Controlls

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2.1: Basic

-L1- Look around, kind of like a camera motion where your body doesn't move, just like a camera was built into you or something.

-R1-Stealth. Use this to hide close to the ground or hide behind something that's not very tall.

-O- This has a lot of actions, hold it down and it will block (there's also another way to block). Doublepress will put sword(s) away. Press it and the control pad and it will sidestep, rush in the desired direction that you want to go in.

-X- Basic command is to jump, mainly. This can also be used when swimming, it does a little glide if you press it softly, and a huge paddle glide if it is continually pressed.

-Square- Of course, it's to attack the enemy, hit three times for a combo. When sword(s) are away, use square to get them out.

-Triangle- Use to throw an item, use grappling hook, basically aim and when you let go of triangle it will shoot, some items you just have to press.

-L2 and R2- Cycle through your inventory items, then press Triangle to use selected item. L2 cycles left and R2 cycles right, as you would of guessed.

-Start- Pauses the game.

-Select- Shows map.

-D-Pad- Move around.

2.2: Special:

--R1 + O + Direction: You can roll in the desired direction, this is good for sneaky stealth and is quick.

--O + Up + X: You can do a super jump, it is way more lenghtier than a normal jump. It can cover three squares at the most.

--Down: Use to go backwards or block. I use this to block instead of O. Don't double press it, just hold it down.

--R1: In gameplay, put your swords away and press R1 at an enemies head to search them. They could have very valuable items for you to take.

--R1 + X: Use this combo to perform a quick turnaround. This comes in very handy.

--R1 + O: Use this to drag boddies. First put your swords away, then stand near the enemies head while their dead, and Hold R1 + O. After about 2 seconds you can let go of R1 and just hold circle and it will do it. Use D-pad to drag around.

--Down, Up + X: Not may people know about this move, it does a jumping turnaround. It's good if you want to get behind the enemy and get some crucial hits on him.

--X into wall: This does a jump of the wall. It looks spectacular.

--D-pad twice in any direction: Does a sidestep in the desired direction.

2.3: Swimming:

X: Dive under water, while under water use to gently paddle, continuously press to Glide fastly through water. Press X+Down to come to the surface.

R1: Basically, use this when surfaced to hide underwater. You have the reed so you can still breathe.

R1 + X: While underwater, this does a quick turnaround.

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3- Attacks

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All of the different characters have different combos, moves and stealth kills. Here are Rikimaru's and how much hit points they take off:

Combo part 1: 8 H.P

Combo part 2: 12 H.P

Combo part 3: 21 H.P

Side attack: 9 H.P

Reverse Attack: 21 H.P

Crouch attack: 25 H.P (most effective)

Sidestep attack foward: 14 H.P

Now here is all Tatsumaru's attacks and how much they take off:

Combo part 1: 5

Combo part 2: 10

Combo part 3: 10

Combo part 4: 25

Side attack: 9

Reverse attack: 25

Crouch attack: 27

Sisdestep foward attack: 6 or 12

Ayame's are too hard to work out.

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4- Ninja items

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4.1: Starting items:

Grappling hook: Use this to get onto high things that the jump doesn't reach, usually high places like roofs, tall buildings, basically tall

things.

Usefulness: 10/10

==Healing Potion: Use to get your health back up to 100. In boss fights you might want to use a Smoke bomb, then heal, because if your hit by a boss while healing, you lose the potion and inflict damage. (Usually the potion falls to the ground if your hit)

Usefulness 10/10

==Shurikens: Use to throw at the enemy, this does 15 H.P of damage to most people, in the later stages, it doesn't inflict that much to bosses. Just aim at the enemy with Triangle and let go and if it hits him, his health should be down 15.

Usefulness 6/10

==Caltrops: These actually can be very useful, For me on most missions if i'm seen I still like to get a stealth kill from the enemy, so I use these to escape so I can still get a stealth kill. Just throw them behind you, you can throw them while your running, just tap triangle and keep on pressing up. This will slow them down and will inflict 2 H.P of damage for each caltrop they hit. Other than that they are useless.

Usefulness: 3/10

==Coloured Rice: All I know for this is that it can be used as a Trail marker in Maze missions. The best level to use it in is Rikimaru's last Mission.

Usefulness: 1/10

4.2: Items Found In Levels:

==Poison Antidote: Use to cure the affects of poison. Iv'e never used one at all because Iv'e never been poisoned.

Usefulness: 2/10

==Smokebomb: A great item. Use this to make the enemy choke on smoke so you can either get away to heal or inflict two combo's of damage. They can't block. At most your hits will take off 70 H.P if your lucky.

Usefulness: 10/10

==Grenade: A fairly good weapon. Takes off about 20 H.P from then enemy. Also knocks them down so you can hide, If you want.

Usefulness: 6/10

==Poison Rice: Roll this to an enemy, hide while he picks it up and watch him suffer. Sometimes the enemy dies and other times they don't. In Tenchu 1 you could throw it, Let the enemy walk towards it , and stealth kill em and take back the poison rice before they got it. This is laced with poison.

Usefulness: 6/10

==Air Bottle: Use this to refill your underwater air supply. This is pretty useless and Iv'e never used it. You have enough air supply, and why would you be down underwater that long anyway. Very useless.

Usefulness: 0/10

==Blowgun: This is probably the best weapon in the game. Fire from a distance, aim let go and..... The enemy will die in one shot when unaware. Very usefull for stealth missions. Limit is five when on item selection.

Usefulness: 10/10

==Mine: It's ok. Lay it down on an enemies path and watch em be on fire. Don't stand too close otherwise you migh get some of the blast. This isn't that good since it alerts all enemies and doesn't kill the main target. It takes off about half of their health.

Usefulness: 5/10

==Blinding Powder: Just use it and the enemy will be blinded, not for long, but it can be very useful against bosses. Then use a combo after use and it will take off alot. You could also use this as a diversion to heal.

Usefullness: 7/10

4.3: Grandmaster Items:

Sleeping gas: Use to put people to sleep. This could also be used on innocents. Go up behind them and use it. They will be put asleep. It doesn't kill them. Then you won't be seen and your position won't be given away.

Usefullness: 6/10

Ninja Camouflage: Use this to sneak right up to an enemy and kill em. You won't be seen at all. This is also very good for stealth but hard to get. After you stealth kill someone, your camo will go away.

Usefullness 9/10

Explosive Arrow: Fire this and the enemy will be on fire because of the explosive tip. This inflicts about a quarter of the enemies health in stealth.

Usefullness: 5/10

Vanishing tree: Use this to instantly go into a bunch of leaves. I've unlocked it, but I haven't used it yet. I plan to save it, because it sounds good.

Ninja Armour: I just unlocked this, it looks good covering your body. If you get hit while wearing the armour, it will halve the damage and round it down. e.g: If you get hit by a spear that takes off 15, it will round it down to 7.

Dragons Breath: Use to spread fire around in front of you. This goes about all the way of your front view. Good for multiple enemies. Watch out, it takes a while to get ready so be careful using it. Watch out that no enemies hit you while using it or you'll lose it for good. I haven't got it so I'm not sure how much damage it inflicts.

Ninja Rebirth: Once you die, you will be born again.

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5- How to obtain Items
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Most Items are scattered on levels. Usually hidden in a box in a secret place, Here are where these are.

Note that North always points to the top of the map, just to make it easier.

Scattered on levels:

Rikimaru

-The Gang of Thieves-

Item: Poison Antidote

Location: It's found on the east side of the map on the roof of a ruined house.

-Treasure at Gohda Castle-

Item: Smoke Bomb

Location: It's on the third floor of the map under a staircase and a flat area with an archer. There is a creaking floor near it.

-Lord Toda's war camp-

Item: Grenade

Location: On the West side of the map, near the parts where you can't get to (the forest) It should be guarded by a Red Ninja.

-Demon Mountain-

Item: Poison Rice

Location: At the start, go across the bridge onto the other side, there should be 2 guys there, kill them. Advance through this track and between 2 big Raised points it should be there

-Secret Harbour-

Item: Air Bottle

Location: I think it's along the West side of the map near the beach. Try up high.

-Temple of Dreams-

Item: Blowgun

Location: From the start, kill the first two enemies in the level, at the second enemy, turn to your left (west) and go in the water. Keep going underwater until you find a Little Temple. There should be a underwater passage. Follow it and find the Blowgun NOT underwater.

-Ninja Village Under Attack-

Item: Mine

Location: Look around the training area where you did your 'Basic Control Practice' Near the trench and a pillar it will be.

-The Kasern Caverns-

Item: Blinding Powder

Location: About 2/3 of the way through, you come up stairs, once you come up, Turn back and Go behind where you came up. It should be there.

Ayame

-Mountain Bandits-

Item: Poison Antidote

Location: Near the end of the level, just before the two split ways, Look east (While facing North) and it's on the floor of the ruined house.

-Lady Kei in Danger-

Item: Grenade

Location: Find a way to the Northwest Courtyard near an innocent Maid. Don't be seen. Get it when she's not looking.

-To Save A princess-

Item: Blowgun

Location: It's on a hill, near the beggining on the east side of the map. A guard should be looking around.

-Kubon Island-

Item: From the beggining turn right instead of left and kill the guard Patrolling. There will be a bit where you can climb up with your grappling hook. Out here there is small islands, it's the back one that contains the Air Bottle. If your still having trouble, it's in the Northwest corner.

-Island Fort-

Item: Poison Rice

Location: Somewhere in the level there is a well, find it and go down it. Follow the water path to find the Poison Rice.

-Quarrante Village-

Item: Smoke Bomb

Location: In the middle of the level, there's a three sided building, look in there to see the box carrying the Smoke bomb. If your still having trouble, it's near a potion.

-Kasern Kaverns-

Item: Blinding Powder

Location: Follow the water down into the waterfall, go down into the big water area. Check around in the Cavern Parts. There should be an innocent man there.

I haven't Finished the game with Tatsumaru yet because Iv'e been too busy writing the FAQ and Obtaining Grand Master Score.

Grandmaster Items:

Sleeping Gas-----2 Grandmasters
Ninja Camouflage-----4 Grandmasters
Explosive Arrows-----6 Grandmasters
Vanishing Tree-----10 Grandmasters
Ninja Armour-----15 Grandmasters
Dragons Breath-----20 Grandmasters
Ninja Rebirth-----25 Grandmasters

All these count for Ayame and Rikimaru. e.g: If Rikimaru gets a grandmaster on his 2nd Mission and Ayame gets a grandmaster on her 3rd Mission, thats 2 grandmasters. Each Character has now 1 of the sleeping gas. But if you play with ayame and get 'Master Ninja' or 'Grand Master' or 'Expert Ninja' her Sleeping gas will go up '1' or '2'. Just for her, not Rikimaru. So to get more sleeping gas with Rikimaru, get good scores with Rikimaru. Same with Tatsumaru.

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6- Rikimaru Quick Walkthrough
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-----Training-----

Training is very simple. Just do the exercises if this is your first go at the game. Follow the stairs up to the Training area and follow the man's instructions. Do all the exercises and choose where your going to go next. Lets do Sword fighting. Go to the east of the map and follow the trail into the forest. Chop some bamboo trees and do the instructions. Now practise stealth. Go into the forest ahead and kill the enemies in one stroke. Another words stealth. Make sure that the other guy doesn't see you eliminate the first guy. Once done, turn back and go out of the forest, head to your left to find the swimming portion. Do all the exercises swimming. Next, the Shuriken throwing. Find the area on a big hill (Not Shiunsi's House Hill). Throw the Shurikens. once done, pick them back up and head to shiunsi's house for your final test. His house is in the Northeast most house. (North is top of the map remember). After the cutscene, go foward and kill the enemy there. Continue using stealth the whole mission if your new. Now, lets skip to the most Trickiest bit. There is a sign that reads up. This literally means go up. If your trying to get Grandmaster, keep going foward and kill the guy up there. Jump down into the water. When you get out, take it easy, there is a guy just up looking in your direction mostly. Use the phantom hiding teqnique (stealth in water, then when his back is to you, Well... you know what to do. The end is the big door near a guard. If you pass, you will be a true Azuma Ninja.

-----The Gang of Thieves-----

The first real mission. Your objective is to drive out the mountain bandits from a town. As you start, there is a guy on a house sleeping and if you keep going straitish when you start, you will come to a guy on a roof. Also, theres another guy in the tall thing. Grab the poison Antidote on the roof of a ruined house. It will be in a box. You have to go to the Northwest corner to fight the boss.

-----Treason at Gohda Castle-----

You start off on the bottom floor. You must make it up to the top floor of Gohda's Castle to finish the level. Around the start, look for the staircase going up to the next part. Keep following the path around until you see no entrance. Or is there an entrance. Slash the door with your sword but be careful that the guard near doesn't see you, because once it's open, theres nowhere to hide. If you slice it from the front, your open. Explore all possible ways to go, it could get you grandmaster if you eliminate all of the enemies. Also, watch out for creaking

floorboards. Pick up the Smokebomb on the floor before the last go up to the last floor to see the movie clip and fight the boss.

-----Lord Toda's War Camp-----

A very easy mission for lots of people. Watch out for arches on the tall lookout posts. Search red ninja's when dead, they might have some items for you. Watch out. I've found Red ninja's are better than all of the other ones in this level. Don't forget to pick up the grenade. You have to make it to the Big structure at the back of the camp. Kill the Guy behind the structure if you want to get Granmaster status. There is a boss on this level.

-----Demon Mountain-----

There is two ways to go at the beggining, You can either go across the bridge, then into the water and come out the other side or Climb up the mountain with your grappling hook. The first way is the way to pick up the poison rice. If you go this way, there will be two ninja's, one to you right and the other straight. Go for the one on the right first, then the other guy. There is a fair amount of Demons on this mountain and even a big bear. Kill him in stealth. Try covering the whole level and eliminate everyone to get grandmaster. Lots of enemies have items on them. Get to the Northeast part of the map to fight the boss. You will have to use your grappling hook alot in this level.

-----The Secret Harbour-----

I find this hard to get Grandmaster, it took me about 2 hours to get it. At the beggining, watch out for the spear guard. Pounce when he's going back the opposite way, not when he's standing still. Watch out for guys on hils. If theres not enough room between the ledge and the enemie and your in that space, when you kill, it will be counted as a spot so be careful when your eliminating him. He is near the beginning. Also, there are about 5 guards on the beach so watch out. Also on the beach there are smoke traps which if your smoked, you will be gargling for about 15 seconds. Don't stand in the one place to long on the beach. Watch out for rifle guards and Use Stealth. Watch out for mines on this level. They are on the beach. The 3 female ninja's will have some stuff for ya. Make it to the big boat to beat the level. Go downstairs to fight the boss.

-----The Temple of Dreams-----

This is my favourite level in the actual game. It is well built and is crawling with enemies. The first enemy is in a little room just ahead of the start and the next guy is on a raised section. From here to get the blowgun, look to the west of the map and jump in the water. Swim over to the other temple to get the blowgun. There are 2 guards patrolling this little part, both are very easy to eliminate in stealth. Now if you go back to the start, now take the right path. There should be 2 enemies and a path that leads to the right. There are about 3 enemies on the actual floor and 1 on the little island. There are hidden islands all over this part. Don't forget to check roofs of the temple for people. There is 2 innocent people and about 25 enemies on this level. This makes it a bit easier to get grandmaster. Go to the last temple past the water and boats to find The boss.

-----Ninja Village Under Attack-----

You start the level out front of Shiunsi's house. There's a guy on the house roof in front of you so be very careful not to be seen. The ! will come up staright away so just crouch and strike when he's not looking. In the upstairs training area where you did your 'basic controls' there is two enemies. One with claws and the other a female ninja. Where you did your sword fighting practice in the forest, there is 3 people. One patrolling near the waterfall, the other just near the edge near the forest entrance, and 1 actually inside the Forest near the bamboo trees. Near swimming there are 2 guys, one up high and the other near the water. Kill all 15 enemies and the level will be completed.

-----In Pursuit-----

A tough level, there is a guy at the start near a rock, eliminate him. This is a very hard level to do and get Grandmaster. Be careful not to be spotted unnecessary. Use stealth items such as Blowguns and stealth camouflage if you've got them. Go to the North part of the map to finish. At the end path, there are 2 guys patrolling near each other. Save a few smoke bombs and shurikens for the boss. My best ranking is just 'Ninja'. My worst with Rikimaru.

-----Kasern Caverns-----

First, go up then turn right into the water. Drop down and make your way over to the land part. There will be an enemy looking your way because of the splash of the water. Hide using the 'Phantom' Technique. Get up when the coast is clear. Kill the rest of the enemies around here. Go back to the water area and go down the waterfall. It will take you into a new part. The splash will alert enemies so be careful. There is an archer straight ahead of you. He will be looking out when you use your grappling hook to climb up, once again 'because of the splashing of the water' Wait until the Ki meter reads 7 before attacking. There should also be another enemy in this water area. Get back up and go back to where you were and go on top of the cavern and go down the little path. Watch out for the arrow trap. This part will be swarming with enemies. Also, near the end there is about 4 guys if you go straight instead of right. There is no boss in this level so use your items you collected on the enemies.

-----The Sea Battle-----

The first part of the mission you are out at sea. Jump in the water and kill the enemies on the boats. Be careful though, some boats contain your allies, it doesn't matter if they spot you. Some boats have 2 enemies on them so be careful when eliminating one. The stealth kill cut scene takes too much time here. Use the Forward step attack to kill, this will still give you the stealth kill and doesn't take hardly any time. Go to the second large ship to fight the boss. You can actually see him on the ship. After the movie you will be placed on the ship. I don't remember much of this level because the first time I did it I scored the best rank, which is grandmaster. There is ample number of enemies on this, I think around about 40. If you kill everyone, you can be spotted a few times and still get grandmaster. Anyway back to the mission. Everyone on this ship should be carrying items, so search their bodies. Definitely use your blowgun here. To finish you have to go to the Southeast corner of the ship to fight the last boss.

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7- Bosses for Rikimaru

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Here are my best tactics for fighting all of Rikimaru's bosses:

-----Garan-----

Just hack into him with your combo, as soon as you're done your combo, just keep pressing attack. Don't let him get any chance to hit you or use his smoke tactic. Shouldn't be a big problem to defeat. He doesn't have much health so take advantage of that. You shouldn't even need to use any weapons on him.

-----?????????-----

The boss on Treason at Gohda castle, the boss is secret. He has a big sword and a gun that takes 20 health off you. Never ever give him a chance to use it! Always be on the attack. If you get too far away from him and not do anything, he will pull out his gun and you will be dead after 5 shots. To avoid being hit by bullets, sidestep real quickly. Don't even give him a chance to use his sword. Just Hack into him. It's probably not a good idea to use the smokebomb on him as you have to be away or he will hit you, and if you're away, he will shoot you and you lose the smokebomb and 20 health (only if you're trying to use the

smokebomb at the time he shoots you you loose it)

-----Suzaku-----

Use your grenade on him straight away if you picked it up. Always block when he is winding up for an attack. He does alot of damage with his combo. It's probably a good idea to use your weapons that you picked up off the red ninja's. You should have about 2 shurikens. This can be used to stun him so you can get closer and use your combo to knock him down.

-----Kamadoma-----

When the first battle starts, escape. Run straight foward and make sure he doesn't hit you. Turn around and start walking back (just hold down) you will get to edge. Hang off it and he will look for you and fall to the ground. Get up. He should be in a state of !?. Once up, use L1 to aim with the grenades you picked up from the Demons and fire with triangle. This should take off about 40 H.P or 50 H.P. Use all your grenades doing this. He shouldn't of seen you now but he will still be in confusion. Wait to his confused and got his back to you. Jump down and use your combo on him. By now he is probably dead if you used all you combo. If not just keep pounding him.

-----Some wierd name-----

The boss on the secret harbour. When the battle first beggins, use your grenade you should of obtained from the female ninja on the beach. This will knock him back onto the ground so you can get closer. Now, if possible get behind him so you can do a full combo on his back. This does alot of damage. If something goes wrong, lead him around the pillars until he gets confused. Kepp going around until you get to his back and use your full combo.

-----The Firfly Princess-----

This may be hard for some people. Start off by using items you picked up from enemies in this level. You should have some shurikens and maybe some grenades and blowguns. Start off by throwing your shurikens at her, make sure she doesn't destroy them by blocking and make sure she doesn't use her shurikens on you. Now use grenades if you have time, then just pounce on her with your combo. Never give her the chance to attack you. Finish her with A Forward rush attack.

-----????????-----

Just reduce his health to about half. Do this any way you can. The best way is with a smokebomb. Throw it, wait till the enemy Gargles, then attack. He hardly blocks here, by the time there back up, they are still gargling, use another combo. This should of done lots of damage.

-----Byakko-----

A hard boss, that thing he holds in his hands is quick and painful so watch out. Throw some surikens at him followed by some grenades and even try to poison him if you have the chance. Defenately be prepared with some weapons to face him. Don't just battle sword to sword, you will lose unless your a super ninja like me (I'm kidding)

-----????????-----

The first boss on the last level. Watch out for his nasty attack, and when he uses it, block. There's a little step on the ship, you can crouch behind it and get the boss to come over and use a crouch attack (R1 + Square). This will knock him over. Keep doing it until you kill the boss.

-----????????-----

A tough boss. The first part is easy. Just fight normal, attacking then blocking and throwing some shurikens. Just battle to when the movie clip comes in. The enemy will change weapons. By now you might want to heal up. If youv'e got a potion, use a smoke bomb or caltrops to escape so they cant hit you. Now use your heavy material, powerful combo's, smoke bombs, grenades and any other thing that does damage.

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-----Training-----

Exactly the same as Rikimaru's. If you didn't get grandmaster then, defenately go for it now. It your second try so you should get it. The end is the big doors by a ninja.

-----Mountain bandits-----

The exact layout of Rikimaru's mission, but this time it's in night. Some guards are sleeping here so it makes it a bit easier. There are also, there is 5 more guards then Rikimaru's level, so check everywhere. You have to get to the Northeast corner this time. Check all around here, there is a hidden guy near a rock on the hill near the end, it will fall down if you get directly in it's path, be careful this takes off 40 health if your hit. You need to save some H.P for the boss.

-----Lady Kei in Danger-----

A hard level for grandmaster, just follow the paths inside the buildings. Find the grenade in the northwest corner of the map near an innocent women. Also, you'll notice Ladies with spears, their on your side so don't hack the down. It doesn't matter if they see you. You have to make it to the Northwest section of the map to complete the level. (The end is inside a building not outside)

-----To Save a Princess-----

A stealth mission, hard for newcomers to the game who first started off with Ayame. You cant be seen on this mission or you fail. There is 14 guards to contest with and you have to kill them all in stealth in order to get grandmaster rank. Where you need to save the princess is in the Southwest corner of the map in a hut. You will know if it's the right hut because you can hear Kiku.

-----Kubon Island-----

At the start, instaed of going to the left, go to the right. Eliminate the enemy and you'll notice that there is a part that can be accesable up high with the grappling hook. Use it to get up there. You should now be next to a rock that falls down a ramp. Stay out of it's path if possible. There is a whole bunch of ialands here, explore them all and kill the enemies. On the Northwest most island on the map, there is a rifle guard, sometimes he is sleeping and other times he's not. Eliminate him when he's not looking and try not to make a spalsh in the water otherwise he will wake up. You will find the airbottle on this island. Go back to the start now and go to your left. You will find a guard on a small hill and another on a big raised bit near a falling rock. Kill em both. There is plenty of enemies on this level and no boss, but watch out for all the guards carrying rifles. The best way to overcome guns is of course stealth. There is no boss on this level but the falling rocks take off alot of your health. If your fully hit by one, it takes off 40 health and alerts all the guards. There is about 4 of them in this mission so be careful. To get to the islands interior, just follow the path around. Simple.

-----Island fort-----

This level is full of enemies to kill. There is one guy just straight ahead of you at the start. The poson rice can be found if you go down a well thats around somewhere in the level. You have to make it to the area with fences with the trapped villagers to fight the boss. There is a Claw ninja patrolling outside the entrance. Near the end you should go back just to make sure you haven't missed any enemies.

-----The Quarrante Village-----

This level has got 15 guards in it, which means you can't be spotted once and still get grandmaster. Strike when the enemy has there back to you and don't harm any innocent people. The end is near an innocent man and a gate with stairs leading up to the top house.

-----Cherry Tree Hill-----

Every ninja on this layout will probably have items, so search everyone

you kill. Use your blowgun as it will make this level alot easier and you can refill your ammo for it by searching most female ninjas. The end is the big cherry tree in the Northern part of the map.

-----In Pursuit-----

Again, search everyone and defenately use stealth items. This is very hard to get grandmaster on, and even if you kill everyone without being spotted, you probably wont get past the boss, it is reall really hard. Make it to the same part of the forest as Rikimaru (the northern path) to finish the level. Be prepared for the boss fight.

-----The Kansern Caverns-----

The blinding powder is found in the big water area next to an innocent man. Use Stealth to get past him but don't kill him as this hammers your score. Also a potion can be found in the begging part, look behind you to see a horse. There is sbout 3 enemies in this part with overlapping cover. Use the Rush foward attack technique to save time to make sure the other ninja's don't see you. Just about all enemies will have items on them so search all dead bodies. The end is on your right near the 3 fences with a female ninja, archer and a ninja with claws roaming about.

-----The sea battle-----

Not as many enemies as Rikimaru's mission, but still quite easy to get grandmaster. Just follow the ships path around to get to the Stairs leading to the front of the ship. In one part there will be no path to follow, but there is one. Use your grappling hook to get up to the main floor with the stairs leading to the ship. There will be a statue of Kagami near here.

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9- Ayame Boss Tactics

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-----Boron-----

A hard one for begginers if you chose to play as Ayame first. This is my tactic: Use your Foward rush attack and keep using it, never get to close because that hammer does some extreme pain. Block when he's about to use it. Climb up the ladder to the house if you have time. This should put him in confusion if he doesn't follow. When he's confused and has his back to you, jump down and do your full combo on him. Finish off with Foward Rush attacks and combos.

-----Genbu-----

Yet again, a hard one for begginers. Start off by using the grenade you picked up against him. This should knock him down. Use your rush attack move and major combos against him. He has a three hit combo, so watch out for the last hit, then do your stuff, block then attack, block then attack, block then attack. Simple. You only have to get his health down to about half.

-----Wang Dahi-----

Not a veyr tough boss but watch out for the last hit of his combo. It looks like he is finished and spinning around, but he's not finished, he does a major hit. Block it then use your combo on him. Don't give him a chance to get you. You can also use the items you picked up from the claw enemies to hurt him more.

-----Snake, Slug and Toad-----

An enjoyable battle. Just start off by avoiding them and hide behind something. Let one come up to you at a time and then use your full combo. Watch out for the guy who has the big axe. You could get them all to come to you and get them to hit you, but block. They will probably hit their mates and reduce health. You caltrops when escaping.

-----The white tiger-----

The hardest battle in the game. This one is tough. The tiger never gives you a chance to attack before each pounce. Never let it get behind you or on your side. At the beginning, use all your damage items suck as Shurikens, grenades, Arrows. Also use a smoke bomb to make it gargle and

use a combo on it. This is a very effective way. For this boss, try to have about 3 smoke bombs, 5 Shurikens, 2 Flaming Arrows and at least 2 grenades.

-----??????-----

Use the same tactic I listed for Genbu. The only difference now about this boss is that you have to kill him fully, he's got the same amount as health as before. But now you have better items. Get him to chase you around the pillars and then attack him from behind. Also, you could use a smokebomb and a combo twice to hammer his health down 50 H.P, but save some for the next secret boss.

-----??????-----

This boss is very quick, so be careful when trying to use smokebombs and healing. Try to use a smoke bomb and then a major combo to knock him down. Get behind him while down, then when he gets back up, use another combo on his back. He can't block these. Use a blowgun dart to finish him off if you've got low health.

Here are my best boss tactics:

- 1: Use a smoke bomb and do a major combo twice on them.
- 2: Get behind the enemy facing there back and do a combo that they can't block.
- 3: Knock them over and get behind there back.
- 4: Use forward rush attacks
- 5: Use damage items then finish with combos.
- 6: Keep on pounding them and don't give the enemy time to hit you.
- 7: Block then attack, block then attack, block then attack.
- 8: Use behind attacks.
- 9: Get them confused and then get behind there back and use a full comb.
- 10: Get up to a high place and jump and use an attack.

If you have any boss tactics, send them to me at azzbake@yahoo.com.au and I will thank you for sending them in and put your name by it.

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10- Mission Editor

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A great new feature for Tenchu 2. You can make your own missions and trade with friends who have Tenchu 2. You can also trade over the internet use a Dexdrive. You put the memory card in the slot and download the missions into your memory card. I haven't got one.

Anyway, here are the locations for mission editor and the bosses.

Village: Boron

Town: Garan

Dojo: Gohda Motohide

Castle: Toda Yoshisada

Mountain: Kamadoma

Lake: Suzuki

Shipwreck: Kagami

Bamboo forest: Byakko

Cavern: Genbu

Island: Wang Dahai

Office: Shiunsai

European Castle: Shiunsai

-The menu-

When making a new mission, here is the menu and what it means.

Title: Make a title for your mission. Call it whatever you want up to 30 letters.

:Creator:

Who created the level, you could put your name here or make up a funny name. e.g: I.P Freely.

:Password:

Make a password for your level. I never use one.

:Location:

Set a layout for your mission, it could be anywhere from a mountain to a cavern or shipwreck.

:Objective:

Choose the objective in the mission, eg steal or assassinate

:Characters:

Choose the character that this mission has to be done with or it can be done with anyone.

:Time limit:

Choose a time limit from 30 seconds to 20 minutes, or just leave it as none.

:Stealth:

If you are really good at stealth missions, you could put a stealth rule on it. If your seen the mission will end.

****Obectives****

-Assasinate: All you have to do is find the boss and kill him. You don't have to kill all the other guys, but is fun to anyway

-Eliminate: Kill evey enemy on the map including the boss. This is harder than Assasinate and most over objectives.

-Retrieve: Find all of the 3 missing tomb's of the azuma sect, they can be with enemies or just lying on the floor.

-Steal: Find the enemies secret message and bring it to your lord.

-Protect: Find Gohda Matsunoshin and lead him to Sekiya Naotada. You can place both of them when making a mission.

-Seek out: Find your master, you don't have to kill anyone if you don't want to, unless there in your way.

****Time limit****

Use this to put a time limit on your level,

It can be from 30 seconds which is really really hard to 20 minutes, which is easy if it's a good level. Try to avoid putting in a time limit between 30 seconds and 3 minutes, this will make it too hard to do in such little time. Also, try to never put a stealth mission with time, because once again, too hard. A good time limit for a normal level is about 11 minutes.

****Stealth****

If you put this on, you can't be seen during the mission. It will be very hard to accomplish if you have all the enemies your alowed and/or the objective eliminate and/or a time limit. Avoid all those things when using stealth. If your seen during a stealth mission, you will fail.

Kill secretly and make sure no one sees you do it. I never do stealth missions because there to hard for me.

****Location****

Choose a layout that your mission is going to be maid on. Choose from 10 different places. Some of them are: Castle, Town, Mountain, Cavern, Shipwreck, Forest and a European castle. My favourite is either Island or Mountain, there both very good.

****Characters****

Choose a specific character that tyhe level has to be played with or it can just be played with all 3. This can make a good level is some cases, like in European castle, the boss is Shiunsai, so you could just put

Tatsumaru as the character and make him kill Shiunsai, just like in the real game.

Run mission levels

There are a few missions in run mission that Azuma Shiunsai has pre made. All of them are in dojo to start with. As you progress through the game, you will unlock new levels made by Shiunsai. Here are all the levels made by Shiunsai and a tiny hint where the objective is unless it's Stealth or Eliminate.

--Shiunsai's first test--

Objective: Assassinate

Hint: Not all the walls go up as far as you think.

--Shiunsai's second test--

Objective: Protect

Hint: You can get on top of most walls here

--Shiunsai's third test--

Objective: Seek out

Hint: I'm no good at stealth missions so I can't help you here

--Shiunsai's fourth test--

Objective: Eliminate

Read the top part

--Shiunsai's final test--

Objective: Steal

Hint: Go along looking at every room.

--Into the enemies Lair--

Objective: Retrieve

Hint: I'm no good at stealth missions so I can't help.

--The Demon Encampment--

Objective: Eliminate

Hint: The boss is on top of water

--Washed ashore--

Objective: Steal

Hint: Near a rocky part

--The Depths of despair--

Objective: Seek out

Hint: Near Genbu

--The howling wind--

Objective: Eliminate

hint: go underwater to get to the boss

--A moonless night--

Objective: Assassinate

Hint: Near the middle of the map

Watch out on the last 2 levels, most the enemies have more health than you. The 2 easiest levels are Town and village. See tips for the mission editor to make these a bit harder.

Some other facts about the mission editor:

-Each time you beat a specific level in the game, you get a new setting for mission editor and a new mission from master Shiunsai.

-There is a secret code to get the office level.

Complete the game with Tatsumaru to obtain the European castle setting.

Mission editor F.A.Qs I've received:

Q: Is there a way to unlock the Office level without cheating?

A: No, the only way is to use the code.

Q: How can you make a part where you can't jump over or use your grappling hook, but still not be high enough to be a big wall?

A: Use a very high staircase or incline. The grappling hook can't catch

onto the ledge part and a superjump or normal jump wont reach it if it's high. There is one way to get over it but no one will figure it out. If anyone knows the answer, E-mail me the answer at azzbake@yahoo.com.au and I'll put your name in here.

Q: Is there a way to get different items to take with you on mission editor, Caltrops and Rice are useless, the only good things are the Shurikens?

A: I'm sorry but no, you can't. You will just have to get use to using all the items there. You get 5 of each which is better than the actual game.

Q: I'm no good at stealth missions, what are some tactics?

A: I've got a list of tatics in this section, look around.

Q: How can you make it tht you have to fight a boss, I want it so that it's like the real game, you have to fight him instead of killing him in one hit, I think thats boring.

A: First, make one path to get to the boss, not 2 or 3 or 4 ways, just 1. Now, Place him at the back of the room, press O to get him facing the way of the path leading in, then press R1 to set his path and make 7 second pauses always to the way coming in.

"Tips and Tactics"

****Tips to make a hard and easy level****

-----To make a level harder, try these things-----

-Use all the enemies. Make it hard to finish without fighting lots of people.

-Use Eliminate and put every enemy in the level, this will make it harder

-Put 2 archeres surrounding the boss, a triple battle will make it thrilling.

-Start off in a battle, Put a sword guy facing you from behind and set his path looking at you for 7 seconds, again, even harder.

-Make the boss at the start, put him behind you, him facing you and the path setting make a 7 second pause looking at you, if there quick, they will get a big combo on ya.

-Make a bit where you have to loose health, put a narrow rock water path that takes a while to get out from, make it narrow and swirly so it doesn't take up too space on your map.

-Put both stealth and a time limit on your level, no one will complete it, Unless their a true Azuma Ninja.

-Make a 3 part pitfall where you can just make it over by a hairpiece.

-Raise the land, leave the next piece normal size ground and then put 3 pitfalls so it looks like you have to jump across 4 pitfalls when you can just jump down onto the land in the next piece. (You wont be able to see the land from the high part unless you use the L1 camera mode)

-Make 2 steep inclines, then 2 steep inclines leading down, then place a pitfall in the next bit of land. The pitfall will be hard to see if there going quickly down the hill.

-Make a maze, like in the bamboo forest, use the high snow block and make a maze, usually three ways to go is the best.

-If you make a maze, put a guy in one of the narrow paths so you have to fight him in such a narrow place where you can hardly see whats going on.

-Make a high incline stair and use it as a wall (Make the high bit point up), the hook wont reach it and neither will the normal jump or superjump, but there is one way to get over it, if you know, e-mail me at azzbake@yahoo.com.au

-Make afew underwater vortex and put a high rock water next to them,

leaving just a little path they have to go across underwater and if they touch the vortexes, they die.

Do you know any other, please send them into me and I'll put it on this FAQ. My email is azzbake@yahoo.com.au

-----To make a level easier-----

- Only use half of the enemies you are given, about 8 will make it easy
- Use an easy layout with enemies that have only 40 health, both village and town enemies only have forty.
- Use the easiest objective, seek out or assassinate.
- Don't make any high walls, just make it one big part.
- Make various hiding spots to hide in the level so you can get enemies in stealth without using combat where you might lose health.
- Only put archer in, this will make the level super easy, archers can't block, so use your full combo on a archer that has forty health and he will just be dead.
- Don't put a time limit on the level.
- Don't put stealth on.
- Make the boss easy to find.
- On objectives such as Steal and Retrieve, you don't have to put the boss in. He will automatically appear on the screen, just press Triangle on him/her to get rid of him/her.

****Using Stealth****

If you are on a stealth mission, and you see a guy, you need to know when should I attack and where should I be?
Follow these steps.

- 1)When your Ki meter reaches 30, at least get your sword out.
- 2)Now, just tread carefully untill you have a rough idea where the enemy is.
- 3)Hide behind a wall so you can see the enemy.
- 4)If there's a closer wall where the enemy can't see you, go there.
- 5)Wait until he has his back to you, but make sure you get him quickly so he doesn't turn around right into you
- 6)If there are multiple guys, use your rush attack method and eliminate them quickly. This saves you alot of time
- 7)If a guy turn around straight into you and your next to him, quikly hit square, it will probably do the stealth kill where the blade goes right up the enemies body or the one where he breaks all there bones.
(With Rikimaru)

--Tenchu 3 Mission Editor--

For Tenchu 3 mission editor, all these things should be included:

- Two player missions.
- Take weapons that you choose on missions.
- Write your own mission briefing
- Different enemies
- A cut scene movie where you have to fight the boss instead of killing them in stealth.
- Better layouts with more pieces.
- Choose the enemy's health and A.I
- Place healing potions and other weapons throughout the level.
- Double floors, E.G a floor on top of another one.

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11- Enemy Health
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The enemies on the levels:

Note: H.P means hit points which is health.

--Dojo--

Boss: Motohide

motohide soldier spear: 50 H.P

motohide soldier sword: 50 H.P

motohide soldier bow: 50 H.P

--Castle--

Boss: Toda Yoshisada

Toda soldier sword: 65 H.P

Toda soldier spear: 65 H.P

Toda soldier bow: 65 H.P

--Village--

Soldier sword: 40 H.P

Soldier spear: 40 H.P

Soldier bow: 40 H.P

--Town--

Soldier sword: 40 H.P

Soldier bow: 40 H.P

Vigilante: 40 H.P

--Mountain--

Demon ninja sword: 70 H.P

Demon ninja cythe: 70 H.P

Demon ninja bow: 70 H.P

--Bamboo forest--

Demin ninja sword: 80 H.P

Demon ninja cythe: 80 H.P

Demon ninja bow: 80 H.P

Female ninja shortsword: 80 H.P

Female ninja claws: 80 H.P

--Lake--

Snake soldier Sword: 90 H.P

Snake soldier cythe: 90 H.P

Snake soldier bow: 90 H.P

Female ninja shortsword: 90 H.P

Female ninja claws: 90 H.P

--Island--

Chinese guard sword: 90 H.P

Chinese guard gun: 90 H.P

Chinese guard tigerfork: 90 H.P

Watchmen spear: 100 H.P

--Caverns--

Crow ninja sword: 110 H.P

Crow ninja cythe: 110 H.P

Crow ninja bow: 110 H.P

--Shipwreck--

Crow ninja sword: 110 H.P

Crow ninja cythe: 110 H.P

Crow ninja bow: 110 H.P

Female ninja shortsword: 90 H.P

Female ninja claws: 90 H.P

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12- Combat

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Facing Sword guys

In allout attack against a sword guy, use your full combo to knock him down, when he attacks you, walk back. Sometimes his hit won't even reach you. If you know it's not, move foward during the last part of his second attack and get a full combo on him.

****Facing Scythes****

Get your combo on him first, but don't always use all of it, this can leave you very vulnerable for his combo. Defenately block his combo, then attack, block then attack, block then attack. Never let him get behind you, if he does, use your reverse attack.

****Facing bows****

If a ninja bow guy aims at you, use your sidestep move to get out the way, they can only aim and fire at the one spot, once they have loaded, they can't change there position to shoot at. Avoid their bows and go right up to them and use your full combo. They can't block your hits, so enjoy hacking them up.

****Facing Shortswords****

Only female ninja's have these, watch out, those swords are quick. Here, use your rush foward attack always, if you get close to her, don't use a crouch attack, it takes too long and she will hit you, just use your combo.

****Facing Gunmen****

Defenately if you have the chance, get them always in stealth. If you do get into battle with them, just keep on using your comb, never give them a chance to use that gun, it's very painful. In five shots, you will be dead.

****Facing a bow and another enemy****

The bow guy will probably hide back, when he fires, sidestep out the way and let the other enemy take the bow, now that he's stunned, use your combo. Then sidestep out the way again because the archer has reloaded. If possible, kill the archer and then deal with the other guy.

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13- Grandmaster Status
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Evceryone that has Tenchu 2 wants to become the best at it, to become the best, you must obtain Grandmaster. You also need to obtain grandmaster to get new items and weapons, here is my rank on each level:

--Rikimaru--

Training: Grandmaster
The Gang of thieves: Grandmaster
Treason at Gohda Castle: Grandmaster
Lord Toda's war camp: Grandmaster
Demon Mountain: Grandmaster
Secret Harbour: Grandmaster
Temple of Dreams: Grandmaster
Ninja Village under attack: Grandmaster
In pursuit: Ninja
Kasern Caverns: Grandmaster
The Sea Battle: Grandmaster

10 Granmasters with Rikimaru

--Ayame--

Training: Grandmaster
The mountain Bandits: Grandmaster
Lady Kei in Danger: Grandmaster
To Save a Princess: Grandmaster

Kubon Island: Grandmaster
The Island Fort: Grandmaster
The Quarrantine Village: Master Ninja
Cherry Tree Hill: Grandmaster
In Pursuit: Ninja
Kasern Caverns: Expert Ninja
The Fire Demon: Grandmaster

8 Grandmasters with Ayame

--Tatsumaru--

Shadow: Expert Ninja
Head of Lord Toda: Thug

0 Grandmasters with Tatsumaru

Here is what order of Levels I got grandmaster in:

- 1) R: The Sea Battle
- 2) R: Training
- 3) R: Temple of Dreams
- 4) A: Training
- 5) A: The Islnad fort
- 6) R: The gang of thieves
- 7) A: Cherry Tree Hill
- 8) R: Treason at Gohda Castle
- 9) R: Lord Toda's War Camp
- 10)A: Kubon Islandd
- 11)A: Lady Kei in danger
- 12)R: The Secret Hrabour
- 13)A: The fire Demon
- 14)R: Demon Mountain
- 15)R: Ninja Village under attack
- 16)R: Kasern Caverns
- 17)A: Mountain Bandits
- 18)A: To Save a princess
- 19)T: Larbour Shortage got grandmaster 16/7/02
- 20)T: The Final Dawn got grandmaster 16/7/02

As you can see, Iv'e got 20 Grandmaster ranks and I hope to build on it more by the end of this FAQ.

How to get Grandmaster:

The key to getting Grandmaster is: Get through the level trying not to be seen and killing all the enmies in the level. If there is more than 15 enemies and you kill them all, you can afford to get spotted afew times,

To obtain Grandmaster status:

- 09 enemies: Get spotted 0 times and kill 09 enemies
- 10 enemies: Get spotted 0 times and kill 10 enemies
- 11 enemies: get spotted 0 times and kill 11 enemies
- 12 enemies: Get spotted 0 times and kill 12 enemies
- 13 enemies: Get spotted 0 times and kill 13 enemies
- 14 enemies: Get spotted 0 times and kill 14 enemies
- 15 enemies: Get spotted 0 times and kill 14 enemies
- 16 enemies: Get spotted 0 times and kill 15 enemies
- 17 enemies: Get spotted 1 times and kill 17 enemies
- 18 enemies: Get spotted 1 times and kill 17 enemies
- 19 enemies: Get spotted 2 times and kill 18 enemies
- 20 enemies: Get spotted 2 times and kill 19 enemies

21 enemies: Get spotted 2 times and kill 20 enemies
22 enemies: get spotted 3 times and kill 20 enemies
23 enemies: Get spotted 3 times and kill 21 enemies
24 enemies: Get spotted 4 times and kill 21 enemies
25 enemies: Get spotted 4 times and kill 22 enemies
26 enemies: Get spotted 5 times and kill 23 enemies
27 enemies: get spotted 5 times and kill 23 enemies
28 enemies: Get spotted 6 times and kill 24 enemies
29 enemies: Get spotted 6 times and kill 27 enemies
30 enemies: Get spotted 7 times and kill 27 enemies
31 enemies: Get spotted 8 times and kill 28 enemies
32 enemies: Get spotted 8 times and kill 28 enemies
33 enemies: Get spotted 8 times and kill 29 enemies
44 enemies: Get spotted 11 times and kill 38 enemies

If you kill 18 enemies on a level that has 21, and you only got spotted 1 time, you will probably still get Grandmaster status. All the last column is stealth kills eg and kill 23 enemies (In Stealth)

Here is roughly the amount of enemies on each of the levels:
(Not including bosses)

-----Rikimaru-----

Training: 9
Gang of thieves: 10
Treason at Gohda castle: 15
Lord Toda's war camp: 13
Demon Mountain: 20
Secret Harbour: 16
Temple of Dreams: 26
Ninja Village Under Attack: 15
In Pursuit: 18
The Kansern Caverns: 18
The Sea Battle: 44

-----Ayame-----

Training: 9
Mountain Bandits: 12
Lady Kei in Danger: 14
To Save a Princess: 13
Kubon Island: 24
Island Fort: 28
Quarrantine Village: 14
Cherry Tree Hill: 15
In Pursuit: 18
Kansern Caverns: 15
The Fire Demon: 23

=====
14- Tips and Tactics to get a good score
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Use all this information to become a great Grandmaster. In no time you will be one of the greats of Tenchu 2.

Some more hints getting Grandmaster:

-Sometimes, enemies dissappear in levels, you don't know where they are. I suggest near the end of the level go back and seek out those guys who dissappeared. Only on a few levels it does this, the one it does it on the most is the Temple of Dreams.

-On some leveles, such as Quarrantine Village, Temple of Dreams there are enmies on roofs.

-Slip by innocents using a camouflage or when they are looking the other way or find another path to go around them. If your seen, it counts as a spot so watch out.

-Use stealth weapons on hard levels, use blowguns and the stealth camouflage. On the last 5 missions with Ayame, you can Replish your blowgun ammo so don't be afraid to use it on hard missions.

-When enemies are sleeping, use your crouch attack to kill them, because the attack comes from the bottom to the top.

-Watch out for enemies overlapped, kill one with your rush forward attack and hide, the other guy will come to the body and be confused. Once he goes back to normal, he will start heading back to his spot with his back to you, kill him now.

-With Ayame, you can move very quickly with your swords out. Use the Rush Forward move to get to the enemy quicker. This is much more quicker than moving with your sword out.

-Don't use shurikens to kill people, they make the enemy confused, and when they die, it will only be counted as a Normal Kill.

-In levels with town setting, hide on roofs and look down at the enemy, he will not see you. But watch out, enemies hide on roofs as well.

-After your seen, use caltrops to escape, then hide. Once the enemy is back into normal mode, kill him with stealth. It gets you 20 points instead of using a normal kill which only gives you 5 points.

-Be quick about terminating an enemy, to it quickly and stealthy so they don't turn around into you.

-Watch an enemies path where they go so you can work out the right time to strike.

-Never kill innocent people, they cost you 150 points. This is about the equivalent of 8 stealth kills or 30 normal kills, except the innocent is - and the other kills is +.

-Stealth kill earns you quadruple more than a normal kill, so kill in stealth.

-Hide on a ledge by hanging on to it where the enemy can't see you, when he has his back facing you, kill him or her. This is best done on Demon Mountain where there are high ledges.

-In water, use the underwater hiding method to hide in the water, this is best done in The Kansern Caverns in the first area, all the guards will be alerted so this is a good method, same with Rikimaru's final mission, The Sea Battle.

-In levels with no innocent people, if you think you have killed everyone but not sure, walk into water or walk through warning bells, if there are enemies, your Ki meter will come up !?. If there is no enemies, it will stay blank. If a level has innocent people, they show up on your Ki meter as !?

-Innocents show up on your Ki meter, so don't mistake them for an enemy

or you will be thumped with a heavy penalty.

-Hide behind walls that are close to the enemy, make sure they don't come past or you will be in for a shock.

-Use the rush forward attack to kill quickly, this doesn't waste much time than the movie clip.

-Wolfs can also see you, kill them in stealth as well, or, just throw 1 shuriken, both only count as a Normal kill anyway (Wolf's only have 15 health, the bears have more)

-All animals you kill contribute to your score, such as wolf's and bears.

-If your outnumbered 2 to one, use a blowgun to get rid of 1 in stealth. I've never come across a situation where there is 3 people surrounding the same spot.

-Watch out for killing enemies on inclines, this can sometimes only count as a Normal kill or a spot or Both

-Try not to let your friends kill any enemies for you, such as the level Ninja Village Under Attack where there is 2 of your friends that help you.

-In Tatsumaru's 3rd level 'Labour Shortage', the cat on the roof can't be killed, but it can see you but not give away your position (Because this is a stealth mission only animals can see you and you get off without the mission ending)

-Search everyone on The last 6 missions as they all will probably have items for you if you have unlocked the item yet or found it hidden in a level.

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15- Ki Meter and bar
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You could never become a Grandmaster at the game if you didn't have this, this meter tells you how close the enemy is and also what he is feeling. Here are the feelings of your enemy:

?- Normal, the enemy hasn't seen you and is going about his path as normal. Approach quietly when his back is to you for a stealth kill. This will be the most common picture on your meter.

!?- The enemy is confused, you might have made a splash or ran away from where he could see you. Back away for awhile until the meter turns back to ? to get a stealth kill.

!- The enemy senses something, it doesn't know what but can just see you but is not sure, he may come towards you on ground, if this happens, roll back a few times. If the enemy is on top of a bit where he can't move forward, duck.

!!- The enemy knows your there, you have to fight him, he will come over to you if he is an archer, others will come to fight you, you can run off and hide to still have a chance of a stealth kill, or just fight them.

On bosses, !! will be on your meter when fighting, this doesn't count as a spot. When it turns to !?, then boss is now confused. Use a full combo to hurt him badly.

Also on thimeter, it tells you how close the enemy is to you, but it only tracks 1 person at a time, the closest person to you it tracks.



Note: This is not the Ki meter, it's just the differnet numbers and a guide to what they mean:

0= this wont even show up on your meter, whwn blank, there is no one near you.

1-20= some one is around somewhere, track them down, go the direction where the meter gets bigger in numbers.

25= At least get your sword out

35= You can probably just see the enemy now, but he can't see you.

You can just see the outline in the darkness

45= If the enemy is looking directly at you, back off abit, roll.

65 or higher= The enemy is very close to you, if you can't see him, he could be around the other side of something or he is under you if you are on a roof.

Other things on the bar is your health. If your health is at 100, that's the most it can be. If you use a potion, it will go back to 100.

If you are hit by a spear that takes off 15 H.P, your health will be reduced to 85. If your health gets down to 0, the game is over and you lose. To avoid losing health, use stealth to kill everyone, except the boss, you have to fight them in combat. Healing potions are found in levels, they will restore your health, here are where some potions are:

Rikimaru:

treason at Gohda Castle:

Ther is a potion in the third floor near a guard just looking around. Search around here.

The Secret Harbour:

Try on the north part of the ship in a basket.

Ninja Village Under Attack:

In the upstairs training area there is one, look around here where you found the mine.

Kasern Caverns:

It is found in 2 piled sand bags together.

Ayame:

The Quarrantine Village:

it can be found next to the smokebomb near the middle.

The Kasern Caverns:

Near the beggining near a horse statue and a guard.

these are only some of the potions, there are probably more, but these are the ones that I know about. If you know any more, please tell me. My e-mail is at the top of the page.

Another thing on your meter is your underwater oxygen. You have plenty of this, but if you start to run out rapidly and can't get up, use an air bottle (Still, you probably wont need to use it)

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16- People's FAQs
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Q: Is Ayame better than Rikimaru?

A: I don't think so, I always use Rikimaru, his sword is better. Everyone has different opinions of this game, Ayame can move faster but Rikimaru is better. Even Tatsumaru is great.

Q: Can I drag bodies?

A: Yes, hold down R1 at a dead enemies head and also hold O down as well. Now use the D-Pad to move the body. If you hit a wall while dragging, you will lose control of the body.

Q: How do unlock Tatsumaru?

A: Just beat the game with Rikimaru and Ayame to unlock him and get his 7 missions. Play as the enemy. (SP)

Q: I'm having lots of Trouble fighting Churro the big White Tiger in Ayame's level 'In Pursuit', how did you get past it?

A: I took me ages to do, it was so hard. First, in the battle, I threw 8 Shurikens at it, most gotten from enemies. This reduced it's health by half. Then, I used an explosive arrow followed by a somkebomb and a full comb. I kept using smokebombs and combo's until it was dead. I took me about 6 goes. Never let that tiger get behind you, it takes of 20 per pounce and doesn't give you time to escape. This is the hardest battle of the game.

Q: Is there a possible way to get Tatsumaru's sword out and keep it out?

A: Yes, but it's very hard to do., I read in a few places that you could but I can't remember how.

Q: Does Tenchu 2 take place before Tenchu 1

A; Yes, anyone who brought the game properly and has the back cover would know, it said.

Q: At the end of Tenchu, Rikimaru got crushed, but it says that Tencu 2 happened BEFORE Tenchu 1, so does this mean that Rikimaru isn't going to be in Tenchu 3?

A: Rikimaru is in Tenchu 3

Q: I wish Tatsumaru could be back in Tenchu 3, that will be cool?

A: Well, maybe they will revive a new Ccharacter, Rikimaru is in it, so why not Tatsumaru, I think he is really cool as well

Q: How many squares of land can the superjump make?

A: Only 3, and only just.

Q: Why is Ayame's voice different in Tenchu 2?

A: Because she is younger and her voice is played by different people, in this one her voice is played by Debbie West

Q: Can you lose health from falling from high places?

A: You probably already know that you can't, don't you love being a ninja.

Q: What things do you think should be included in Tenchu 3?

A: I think all these things:

- 2 Player
- Mission Editor
- Better Music
- A new character
- More layouts
- Easier way to get grandmaster
- New stealth kills, the one where Rikimaru just slits the enemies throat is very boring.
- Kill from the shadows (Darkness where the enemies can't see you
- 2 player missions

That is about all

Q: When Tatsumaru loses his memory, wouldn't he lose his combo as well, he couldn't remember the same hits exactly?

A: Well, it would probably be too hard to make another combo up for him. it would take up too much more of the disc to have 2 different sets, 1 for 2 levels and the other for 5 levels (where he loses his memory)

Q: Which is the hardest missions to get grandmaster on?

A: Rikimaru: 'In Pursuit' is the hardest

Ayame: 'In pursuit' and 'The Kansern Caverns'

Tatsumaru: 'A Shadow' 'The Head of lord Toda' and 'Guarding the Secret harbour'

Those are the missions I think are the hardest to achieve the rank.

Q: What is Tatsumaru's sword's name, the same sword that used to be Azuma Shiunsa's?

A: It's called the Izoyowe, I'm not sure if that is the spelling, but that's close enough.

Q: Can you jump off walls?

A: Yes, jump into a wall, and press X to jump back off of it, this can also be done at a place where you can't get to, like in mission editor, the black space around the outside

Q: Is Tenchu 3 on Playstation 1?

A: I'm afraid not, it's on Playstation 2.

Q: What do the codes mean that you get when you finish a mission editor level

A: Nothing, they where going to do a online contest with the codes to prove what score you got in the levels, and how good you are at stealth, but the contest never happened and they just left the codes there.

=====
17- Glitches
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These are all the Glitches iv'e come acroos:

- Tatsumaru keeps his sword out, usually he puts it back in it's spot, the sword holder. While it is out, you can't use it in your normal comb, but if you do a left side attack or a Rush foward attack, it will use the sword and put it back in the slot.

- In some situations, during a stealth kill cutscene, it stops and like kills the guy again, so it shows him dying twice, this uasually happens because something is in the way of your movement back. This could be anything from a hill to a wall.

- People disappear in levels, this mostly happens in Mission editor, but still happens in the normal game. The mission that it does it on the most is the temple of dreams. I'm not sure what the cause of this is.

- When in mission editor, if there is a large raised but surrounded by pitfalls and a guy on the raised point, if you kill him, sometimes you fall of the edge of the pitfall.

- This has only happened once to me, I made a little maze in the setting Caverns, In one of the ways to go, I put pitfalls and over them was trapdoors. When playing the mission, there was only pitfalls, but when I walked onto it, the trapdoor made a sound but you couldn't see it.

- Whwn I killed a lady soldier on the shipwreck level, the body was killed on an incline and the body kept moving along the ground while dead.

=====
18- Funny Stuff
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While playing Tenchu 2, alot of funny stuff has happened to me, here are a few of them:

- I always laugh when a archer lines up for his shot, then fires but misses the character and hits one of his friends instead.

- I made a level with mission editor, then played it. Near the end I put a Tiger fork guard surround by a few pitfalls. I went up to him and I attacked, anyway he blocked all of my 3 attacks and the force pulled him back causing him to fall down the pitfall, you would hear this 'I'll find you' and then Ahhhh. It's halarious.

- I had to verse about 4 guys at once on mission editor, of course I didn't win, I died and when I fell to the ground, all the guys did a little victory dance to celebrate there victory. The archers looked funny. Even bosses do this.

=====
19- Cheat codes

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This section is for all the people who can't finish the game and want to cheat. Anyway, here are some cheat codes from the internet:

All Missions

On the character/level select screen cycle down to a level that you haven't unlocked, then hold down SQUARE and press RIGHT, LEFT, DOWN, then release square then hold CIRCLE and press UP, DOWN.

Full Map

In game, hold down SELECT to bring up the map, then hold R1 and press CIRCLE, CIRCLE, CIRCLE, CIRCLE, CIRCLE. Now, you can see the full map.

Note 1

Restore Health

While in game, press START to pause the game, then hold CIRCLE and press LEFT, RIGHT, UP, DOWN. Your health will now be back up to full.

Note 2

All Items available

On the item selection screen, press R2, L2, R2, L2. Then hold SELECT and press RIGHT, LEFT, CIRCLE, SQUARE, DOWN, UP, UP.

One Extra Item

On the item select menu, hold down R1 + O and press RIGHT, DOWN, LEFT, L1.

=====

20- Tatsumaru Walkthrough

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Finally, here is my walkthrough for Tatsumaru, after a long hard fight, I finally did it!

STOP: If you are reading this section of the FAQ/WALKTHROUGH and haven't even finished the game with Rikimaru or Ayame, go no farther. It contains serious spoiling.

-----A Shadow-----

The first guy in this level is up a staircase looking hill to your left. Eliminate him when his back is to you. Next, use your grappling hook to climb onto the roof and go into the next courtyard. There will be 2 guards, not real close though, eliminate them both. The end is the tall building that you need to climb to the top of with your grappling hook. Watch out for the red ninja's on roofs. Killing ninja's on roofs can sometimes only be a Normal kill, I don't know why, but it must be a glitch or something. Also, only the red ninja's will have items for you to take.

-----The head of Lord Toda-----

A hard mission, I don't really know much about this level, only that it is the same layout as Rikimaru's 'Toda's War Camp' and Ayame's 'To save a princess'. I just ran through the level not caring about being spotted

or anything. Just get to the same part where you got to with Rikimaru to fight the hard boss. There are alot of enemies with spears on this level and they can inflict lots of damage from a far away attack, like rikimaru's rush forward attack.

-----Labor Shortage-----

All you have to do in this levl is kill all the vigilante men (the guys with the spears). No one else. If lady's see you, it's mission over. The only things you can be seen by are the cat and dog, the cat is on a roof across the bridge and the dog is by the house on the hill. If you get seen by the cat or the dog, you can't get a grandmaster score if you finish the level. There is about 8 guys on the first part before the bridge. Finish the level without being seen by a cat and a dog and you easily get grandmaster score. First time I finished the level, I got grandmaster. The best tactics for this level is to hide on roofs and jump down after you have mastered their path.

-----Guarding the Secret Harbour-----

A easy mission, but hard to get granmaster. As you start, go forward, on your left will be a guy on a raised section, eliminate him. Sweep the beach of all the guys, just eliminate everyone on the level and you will automatically finish and you will be taken back to the boat.

-----No Mercy-----

You are now at the quarrantie village, you have to eliminate all the guards protecting the village, kill all of lord toda's men to finish the level, don't kill all the sick people, your job is to attack the village but killing the innocent sick people is Kagami's job. There is 2 types of innocents in this level. Kill eveyone, they are swarming around the village. Once you have done that, you will automatically be taken to the hill and see the cruel end of level cutscene.

-----Attack on the Ninja Village-----

One of the levels where you don't have to kill everyone to complete it, you should kill everyone though if you want to get grandmaster ranking. Shiunsai's house is in the northeast most house (remember that north is top, south is bottom) At the upstairs training area, there is 3 guys, this is the hardest part to get everyone without being spotted once. 1 guy is on the stacked wood pillar, near where you have to use your grappling hook to climb up in training.

-----Last level-----

An easy level, but a hard boss. Alot of Gohda's men so you can afford to get spotted afew times and still obtain grandmaster status. The hardest bit of this level for me was when I was on a roof, looking out onto a deck, except there was a drop to the ground in front of me, where two guys are and 1 guy on the deck in front looking down at the space, what you do is wait for the on the ground walking sight to walk off and go around the side and slit his throat out of site, because he walks out of site. Then kill the stationary guy on the ground but watch out for the guy on the deck, if not careful you will be spotted. Kill everyone and the mission will end, you will be taken to the HARD boss, but what do you expect, it's the last level and there's only one boss!

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21- Tastumaru Boss Tacticts
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Here are all Tastumaru's bosses and my way of defeating them:

Boss 1: Dragon Diff: Medium

First boss and is quite easy, just block when he goes to hit you, those weapons can take of alot of damage. Best tactic is to get him to chase you around the rooftop until he loses you and you are on the opposite side to you. Wait to he is !? and attack when not looking to get a full

combo OR use a crouch attack and it will knock him over and when he gets up his back will be facing you again so use another one and so on.

Boss 2: Toda + Guards Diff: Hard

Ohhhhhhhhhhh a hard battle if your not a king at this game, anyway for me it was hard. I went through the level just skipping it all because I knew the bosses was hard. You have to fight lord Toda and 2 guards, a spearmen and a archer. First use your sidestep foward move to get out of all the action. Get the spearmen and Toda to follow you and let the archer just stay in one position aiming and firing. Try to get him to hit Toda and the spearmen to wear them down. Use your fowrad rush. Do another round and come back to the archer and use your rush foward attack to take of some health so you will still be running and the enemy (Toda + Spearmen) wont attack you. When the archer is dead, get Toda and the spearmen to face you head to head, make sure they both do that so you can block. Try to take out the spearmen and face 1 to 1 with Toda, he should be down to low health now. Try to save at least 15 health for the next boss.

Boss 3: Kagami Diff: Easy

Yawn, easy. I lost no health fighting her, use all normal tactics as she moves around alot. Just get her down to half health and the mission will be completed.

Boss 4: Old Samuri Diff: Medium

A old, slow guy. His attack is damaging but use his slowness to your advantage. Be always sure to block and use any items collected. He sure does still pack a punch. Try tricking him by running around tall stuff. A ahrd challenge, but I did it first time.

Boss 5: Azuma Shiunsai Diff: Medium

Ohhh, you have to fight your own teacher and old leader, but Tatsu doesn't remember him at all, untill the end. Everytime he attacks, he goes Hmmm usually. Get him with your combo between all hits. Never let your guard down and always block attacks.

Boss 6: Tachiana Jube Diff: Hard

Hard, very hard. His major attack takes off the same as a bullet + 5. My best tactic is to run around for a while and then go to the wooden platform part near one of the corners. Go over it and there is a possibility he will get stuck in the corner of the two wooden platform. Use a crouch attack, and repeat. His back should never be to the platform. As soon as he gets up, use another attack. keep doing until you win.

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22- Help

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Can I help you

Need help on this game, well please follow these steps.

- Please don't e-mail me if the question/part is covered fully by the FAQ. There is a quick way of finding out if a section is covered, to see how, go to the next paragraph.

- It's boring to look through the whole FAQ/Walkthrough to see if something is covered, so try this, Press and hold CTRL on your keypad, and then hit F. A find box will come up. Type a keyword like if you were trying to find 'Help', type in the word 'Help' as a keyword and it will

breaks his neck.

All of these must hurt! especially the one where the guy turns into you.
Next, here is some facts about Rikimaru's kills.

- Usually only use the Behind attack, it is easier, and takes less time than to get the position right for all the other moves.

- Never try and use the in front of the enemy attack as you can very easily be seen. If you want to do it, make sure the enemy turns into you.

-You can only get a stealth kill when the enemy is in ? mode, not !?.
Wit to the enemy goes back into ? before starting your attack for a stealth kill.

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