

info you need then feel free to email me at drpappa@hotmail.com or go here:

https://www.neoseeker.com/forums/index.php?fn=browse_forum&f=44&d=3273

and I will try help you out as much as I can or others can.

If you are stuck on a bit and cant find what you are looking for then all you have to do is use the Ctrl+F command to search through the FAQ/Walkthrough.

Feel free to use this walkthrough on your site but it must not be altered in any way and must remain in .txt format.. you also must give me full credit. If you do not then read the copyright disclaimer at the bottom of this FAQ as to what would happen to you.

-----[02]-[Updates]-----

04/03/01 - Version Final:

- Created a new layout and changed my email address and alot of other things.

-----[03]-[Index]-----

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-----[04]-[Review]-----

I remember when Tenchu came out and was a silent success due to Metal Gear Solid. But now that MGS has passed, Tenchu 2 deserves the right for glory and it has succeeded although it has gotten fairly bad reviews. I feel that it is a brilliant effort and might be a little biased since there isn't anything to compare this game to - since it is a fairly new category (ninja sim).

Now on to the review...

Story: 10/10

This is taken from the instruction booklet:

The old regime has fallen, and civil war now threatens to tear Japan apart. Regional warlords, blind with ambition, wage bloody campaigns for territory in the hope of one day hoisting their flag over the imperial city.

Only Lord Gohda Matsunoshin places the welfare of his subjects over his own ambitions, and forsakes the brutal power struggle. His just and compassionate rule earns him the love and respect of his people and the hatred of his rivals.

For generations uncounted, the House of Gohda has called upon the Azuma Ninja in times of need. In his darkest hour, Gohda Matsunoshin again requests the help of the mysterious shadow warriors. When three young ninja step forward to save the House of Gohda, they find themselves in a fierce battle with a sinister force that threatens to change the course of history.

A little note to add: The story will make you go through a full range of emotions and I never thought a game could do this to me since Final Fantasy VII.

Visuals: 8/10

The graphics are a mixed bag... maybe I am spoilt with all the next gen console graphics but when I see this game it kind of makes me wish it was on a new console. Although don't get me wrong this is one of the best graphics for the PSX but there is still a fair share of clipping and pixellation.

But the levels are fairly big and the character animation is spot on. A

Special Commands:

Drag Dead Body	The R1 button plus the circle button (while the weapon is sheathed)
Sheath Sword	Hold down the Square button or double tap the circle button
Search Ninja for Item/s	Press the R1 button over the enemy you wish to search (Note: Some enemies have no items on them so this command will not work all the time.
Strafe Left/Right	Hold Circle and press left or right to Strafe (left or right depending on which way you wish to strafe)
Dash Forward/Back	Hold Circle and press Up or Down to dash (Up or down depending on which way you wish to dash)
Roll Left/Right/Forward/Back	Hold R1 and Press Left or Right or Up or down to Roll (Left, Right, Up or Down depending on which way you wish to roll)
Big Jump	To perform a Big Jump hold up so that you are running forward and then hold Circle and whilst still holding Up and Circle press X to do a big jump.

-----[06]-[Questions & Answers]-----

Q. I've heard you can chop a guard's head off but I can't seem to do it why not?

A. Well since censors are so tough in European states all PAL games have taken the feature out so you wont be able to behead a enemy if you have the PAL version of the game, but if you have the NTSC version then you might be able to do it if you are lucky. I've heard that it only happens at random but unfortunately I own the PAL version which means I can't behead a guard as well :(

Responses:

>> A way to decapitate people, you must run for about 3-4 seconds straight at the enemy without stopping or turning and press SQUARE at the last second. Be careful to not bump into the person or you'll get a different kill. It's hard, but not impossible. I've done this kill 4 times. To amputate, it's very hard. The only time I

amputated someone is in the gang of thieves with Rikimaru. I went on house with the thief with the scythes under the roof. I jumped slightly to the left or right as to hit his arm, not the head, and pressed SQUARE. I did this move twice.

[WhoisyerDADDAY (GameFAQs Message Board)]

(Hint: Use the cloak of invisibility to make decapitation easier)

>> I beg to differ ; and not bring the whole subject up again but after playing for numerous hour on my PS2 on the training level with Rik. I went up as close as possible to the enemy and held square and at a very precise time tap R1. by doing this I have beheaded 3 guards on that very same level!

I have also beheaded 2 guards when playing on my psx.

So I have councluded that by following these steps you increase the chance of decapitation.

[SHODIN - GMB]

My Response:

I have heard that decapitation is not that big of a deal so those of you out there who have the PAL version - Like me! - you are not missing out on much. Don't worry about it too much as the game is not just good because of the stealth kills, the more you play it you will find out all the hidden goodies that the game holds.

Q. What other features are taken out of the PAL game?

A. Well other then the above feature, shurikens have been changed to knives and some sound effects (anyone know which ones?) have been taken out.

Q. How do I drag a dead body?

A. Well you have to be on a flat surface otherwise it won't work and all you do is go up to the body and hold R1 and Circle then move your character and if it worked your character should have hold of the body with one hand and would be dragging him/her on the floor.

Q. What is the Ki meter?

A. The ki meter tells you how close you are to a enemy and whether the enemy is aware of you. The number beneath the ki meter will grow depending on how close you are, for example you would be very close to an enemy if it says '86' but if it says '10' you wouldn't be close to the enemy.

Q. What are those symbols on the ki meter and what do they mean?

A. Well this information is taken from the PAL instruction booklet:

The Ki meter reads four different emotional states:

- (?) You are near another enemy, but the character hasn't sensed your presence.
- (!) The enemy has sensed something, but doesn't yet know what or who you are.
- (!?) The enemy is in a heightened state of alert. Move carefully and hide until the enemy goes back to normal state.
- (!!) The enemy has spotted you and is preparing to attack. It's too late to hide now, you must either attack or run away.

Q. The ki meter when to (!) but it wasn't an enemy character.

A. Yeh that's a problem as the Ki meter cannot tell the difference between an enemy character and a civilian.

Q. At the end of the mission I got a score, how is this score worked out?

A. Well you get 20 points for each stealth kill you do, and for each normal kill you do you get 5 points. If you are not spotted during the whole mission you get 300 points, but for each time you are spotted 30 points is removed from your end score. If you kill a civilian you lose 150 points.

Q. Why can you drag a dead body even though the enemies don't even notice the bodies?

A. They actually do notice the bodies of their fallen friends occasionally during the game not as much as I would like them to but yeh dragging is pretty useless as you can't drag up hills or down hills or anywhere bumpy as your character will automatically let go.

But Tenchu 2 does have its faults even though its still at brilliant game!

Q. Are each characters storyline different?

A. Yes! To get the full storyline in Tenchu 2 you will have to play through the game with each of the 3 characters... Rikimaru, Ayame and Tatsumaru.

Q. What weapon does Rikimaru use throughout the game?

A. Rikimaru's main weapon was not a Katana as previously though but thanks to whLtesaber@aol.com who says this:

His weapon is a shinobigatana, the shorter, straight bladed sworded with a 30 degree angled tip generally favored by the ninja (If for no other reason than that they were homemade, as the common ninja was not permitted to own a sword).

Thanks for clearing that up :)

The weapon is pretty powerful and has a good attack range.

Q. What weapon does Ayame use throughout the game?

A. Well she uses a pair of daggers, which have a very short range but she is quick with them.

Q. What weapon does Tatsumaru use throughout the game?

A. Well he mainly uses his hands but for some of his stealth kills he can use his sword.

Q. What's the maximum number of items that you can carry?

A. The maximum number of items that you can carry on any one mission is 12.

Q. What are your Item limits?

A. You are limited to bringing five types of items plus your grappling hook. But note that you can pick up extra items from dead enemies.

Q. Why aren't all the Items being shown on the Item screen?

A. Well you have to earn them by achieving a rank of Grand Master (See Grand Master section)

Q. Is there a way to cancel the use of an item?

A. Yes there is while holding Triangle press Square and the item you were about to use will be deselected.

Q. What is the difference between Normal and Hard difficulty?

A. Well the following features are different:

- > Enemies have a longer field of vision
- > Enemies stay on alert longer
- > The enemies can throw grenades and shurikens (knives)
- > When bodies fall they alert enemies that are close by

Q. Why when I use Poison Rice to kill an enemy it doesn't count as a stealth kill?

A. Well I'm not sure but you weren't able to kill someone with Poison Rice in Tenchu 2 and I never have so I'm not sure that it is even possible. Correct me if I am wrong.

Q. Can you tell me the code for the Debug menu?

A. Nope! Nah seriously there is one for Tenchu but I'm not sure if one will surface for Tenchu 2 but all cheats and gameshark codes

are located at the bottom of this FAQ/Walkthrough.

Q. I want to play one of those user levels but don't know how to get it on my memory card.

A. Well you need a Dex Drive to be able to download the levels onto your PSX Memory Card. Hook the dex drive up to your computer, send the level to the dex drive, insert your memory card and start downloading.

Q. How come so many ninja's names end with 'maru'? does anyone know what it actually means?

[Fire Phoenix - GMB]

A. Maru means Round or Yen

[Grimdog - GMB]

Q. What's the poem which is displayed when you die with Rikimaru?

A. Here:

Bright and Cold, the flash of steel.
Alone I roam over deserted fields.
My sword I need no longer.
The evening wind will carry me home.

Q. What's the poem which is displayed when you die with Ayame?

A. Here:

My face burns with crimson fire.
My hair is a tangled mass.
But at last my heart is clear.
The Moon will not brighten this long night.

Q. What's the poem which is displayed when you die with Tatsumaru?

A. Here:

He has travelled the six worlds.
Do his eyes remain in this transient world?
The path he followed, he chose not.
Now he floats higher than any shadow.

Q. Umm Ive beaten several stages without any spots yet i do not get the grand master rank. Aslo on a certain stage i was spotted once but i still got a grand master ranking but my score was below 600. Most stages i can do without being spotted and i believe i kill everybody but my score is still usually the required 600pts. I'm only up to the 'demon' bandit stage but i wanna know how come im only getting expert ninja score. I'm getting so mad at this game!!!

[Luminaire - GMB]

A. You need minimum 15 stealth kills for GM without being spotted once.

well, there are some rules of thumbs here..

First, try kill all enemies w/o getting spot on any mission..

Never kill an innocent if you do you will be penalize -150 points.

On the mission w/ 15 or more enemies you can get grand master ranking if you get at least 600 points..

also you can use the following table to figure out how many spot do you allow to have..

16 or less enemies 0 spot..

17 enemies 1 spot

18 -19 enemies 2 spots

20 enemies 3 spots

21-22 enemies 4 spots

23 enemies 5 spots

24-25 enemies 6 spots

26 enemies 7 spots

27-28 enemies 8 spots

29 enemies 9 spots

30-31 enemies 10

E=number of an enemies that you are planning to stealth kill on each level,

S=number of spots you are allow to have.

assuming that you know the number of E then

$S \leq (20E - 300)/30..$

[nunki - nunki@nazone.com]

[<http://www.tenchu.de>]

Q. I have Tenchu 2 game and I try to Use the codes for the Health power to ge the power meter to 100%. the code was Pause the game, then hold Square and press Left, Right, Up, Down. But it didnt work and the code to increase Item don't seem to work either. also the game shark codes don't work for Tenchu 2 game I don't know what to do.

Do I need to star a new mission or get the training finish.

[yogioo7@yahoo.com]

A. Well The PAL Codes are different to the NTSC codes so if you have the PAL version then look at the bottom of this FAQ for the codes, If you have the NTSC version then look at GameFAQs for the codes.

Q. Ok I have a Question about tenchu 2 game. where is the Item Selection screen, because I tryied this code to unlock all the itmes.

Unlock All Ninja Items

From the Item selection screen

Press: SQUARE, SQUARE, SQUARE, CIRCLE, SQUARE, CIRCLE, CIRCLE, LEFT, UP, DOWN, RIGHT, R2, R2.

[yogioo7@yahoo.com]

A. The Item Selection screen shows up just before the mission starts. You must enter the code there.

Q. How old are each of the characters in Tenchu 2?

A. Well Ayame is 16 in Tenchu 2 and Rikimaru is 20 and Tatsumaru is around the age of 23.

Q. How many years after Tenchu 2 does Tenchu 1 take place?

A. Around 5 years... considering that Ayame is around 21 in Tenchu 1 then that would make it a 5 year time gap.

Q. How many locations are available in the Mission Editor?

A. For this answer I will let jimbojan from GameFAQs explain:

Yes, there are 12 to get including "Dojo" but the last one "Office" as far as I know can only be got with a secret keycode (controller inputted cheat code) The US one and the PAL one are different and can be got in databases here (at GameFAQs) and other sites like Gamewinners etc. When you input this code you also get "Tenchu, Inc." in the custom missions. Making the total custom missions for you to play and complete to 15. There is also a controller code that lets you re-edit any custom missions you have completed. US & PAL codes are different again.

(All PAL Codes can be found at the bottom of this FAQ - dcdaytona)

Q. How can I submit my Custom Missions to sites?

A. It's very similar to played one of those of the net. You need a Dexdrive and you hook up your memory card to the Dexdrive and transfer them from your memory card to the Dexdrive and then you can email them to the website owners.

Q. How do you kill the cat?

A. Well I haven't tested this out yet but thanks to buds [buds_2k@yahoo.com] we have a way to kill the cats :) (hopefully)

Well, its about the question on how to kill the cat in the Tatsumaru stage (Labor Shortage). I got a good method how to kill the damn cat ^-^

1. Kill the old woman (sorry grandma) cause she'll cause trouble
2. Go to the roof and let it eat at least three poisoned rice balls
3. Shoot at least 2 flaming arrows.
4. Shoot three darts at it (blowgun) and it will be

stunned

5. Drag it to the water and voila! Floating cat!!!
Dead!!!!

Thanks again buds.

Note: I do not like the idea of killing the cats as cats are cute and I have one. So only kill the cats if you hate them in real life and you are a dog-fan. If you arn't, then leave them alone!

What did they ever do to you? Sure they alert other ninjas but I mean you shouldn't have got in their view in the first place, now should you?

-----[07]-[Characters]-----

You will take control of 3 characters in Tenchu 2 - Rikimaru, Ayame and Tatsumaru.

To give you a little bit of knowledge about the background of each of the characters here is the summary of each taken out of the Tenchu 2 PAL Instruction booklet:

--[Main Characters]--

[Rikimaru]

Diligent and unassuming, Rikimaru has worked steadily since childhood to become a skilled shadow warrior. As a ninja, his self-confidence and sense of destiny is unshakeable. He would lay down his life for his lord without a moment's doubt.

[Ayame]

Ayame is the youngest of the Azuma Ninja. Ignoring the ancient traditions of female ninja, Ayame has developed a unique style of fighting that perfectly matches her wild, rebellious personality.

[Tatsumaru]

The senior pupil of Azuma Shiunsai, Tatsumaru has trained together with Rikimaru and Ayame for years. His physical prowess and skill with the sword is matched by a few. He has been raised since childhood to someday succeed Azuma Shiunsai as the leader of the Azuma Ninja.

--[Other characters in the Tenchu 2 game (unplayable ones)]--

[Azuma Shiunsai]

Shiunsai adopted Rikimaru, Ayame, and Tatsumaru as infants and raised them to be Azuma Ninja. He is both their teacher and their father figure. Although he has slowed down some in his old age, Shiunsai is

still a very deadly swordsman. He has recently decided to step down as head of the Azuma Ninja.

[Gohda Matsunoshin]

The current leader of the House of Gohda and the ruler of the Gohda Domain, Matsunoshin is known to be a just and compassionate ruler. Matsunoshin's family has employed the Azuma Ninja as shadow warriors for generations.

[Kagami]

A mysterious female ninja who leads the secret society known as the Burning Dawn, Kagami is ruthlessly pursuing her dream of a world ruled by the ninja. Her plans will bring her into conflict with both the House of Gohda and the Azuma Ninja.

-----[08]-[Enemies]-----

[Civilians]

Although they do not attack they still pose a threat, as they will spot you and bring on the attention of the Guards. Just make sure you run and hide after they have spotted you and wait until everything cools down and remember never kill the innocent!

[Guard (Spear)]

I hate these guards and whenever I see them I try to run away and get a stealth kill when they don't suspect anything. If you are in a 1 on 1 fight with one, never go up close as his spear is very long and you won't have a chance from the front on. Try strafing and attack when he stops attacking.

[Guard (Bow)]

Easy enough to defeat from close up but from far away they can cause quite a bit of damage. Just run up to them and keep attacking and they should fall easy enough. Also try use them to your advantage by getting them to shoot other enemies :) It's also a funny way of killing them.

[Guard (Sword)]

Pretty hard to defeat as if you run away they will fall and more than likely swipe your back. Just block and attack and also strafing helps as well. If you have more than 1 of these enemies on you - I have one word to say ... RUN!

[Guard (Scythe)]

A pretty cool enemy with a huge Scythe! Pretty easy to defeat but they

are quick. I just wish we could be able to use Scythes in the game!
Hmm maybe in Tenchu 3?

[Guard (Claw)]

This chick enemy is noone to mess with, she is quick and powerful. But if you keep blocking and attacking, they can be easily defeated.

-----[09]-[Walkthrough]-----

--[RIKIMARU]--

This walkthrough is not intended for you to attain "Grandmaster" status it is just a guide for you to follow in passing Rikimaru's missions. I will try not to give out any crucial plot details.

>> TRAINING LEVEL

Basically what the name of the level says a "training level", pretty simple in that all you have to do is follow Master's instructions and work on things like throwing knives.

Work your way through each task and proceed to the house up on top of the cliff.

You will then be dropped into a cave at the bottom of the house.

Take your time with the stage and practice more on your controls, think of this stage as a practice level. If you can't pass this stage then keep trying because once you get the feel of the level and the controls it will be very easy.

Keep a look out for high places you could use your grappling hook on.

>> GANG OF THIEVES

When you first start head down the rock cliff and head towards the east till you come to an open area with wooden houses, on the left are red pillars and at the top of the stairs is an enemy - kill him then keep going up the stairs until you see another enemy, once you kill him go towards the door which is partly open and you will see the next cut scene.

[How to fight the boss] Keep far away from him and when he goes to pull out his pipe run to the back of him and starting swiping. Make sure you don't walk into the smoke as it will leave you blinded for a bit and then he could attack you. Keep staying back and then attack when he least expects it.

>> TREASON AT GOHDA CASTLE

What you have to do with this mission is make your way to the top of the castle, this is pretty simple as all you have to do is walk around each level (make sure enemies don't spot you as you will have a good

fight on your hands) till you see a ramp and head up the ramp till you get to a level where there is nowhere to go. You will see some white doors, chop them and make your way to the next section and then follow the ramps up till you get to Lord Gohda's chamber. Note that in this level there are enemies with spears do not try to attack them face on as the spears are longer then your sword so you will be getting hit a lot, try for a stealth kill. Also there are parts in the level where you will see fallen wooden boards, which look like they lead to a higher level, but you cannot go up these boards as they only hit the roof.

[How to fight the boss] Just attack until he is down to little health then the screen will cut

>> LORD TODA'S WAR CAMP

All you have to do to get pass the level is keep going north all the time using your grappling hook to go up onto the higher levels and then you just run up the end hill and into the opening to Lord Toda's War Camp, you will see it there is just one enemy outside it and when you enter the opening the cut scene will appear.

[How to fight the boss] To defeat Suzaku all you have to do is run up and attack him and try not to let him get any attacks in if he does just block his attacks. You don't have to worry about killing him, as the game will cut to a cut scene as soon as he is at low health. But don't worry you will finish him off in one of Rikimaru's later missions.

>> DEMON MOUNTAIN

Use your grappling hook to climb the big mountain and once you are at the top head right until you come to a gap between two rocks. Jump into the middle and head towards the left until you come to a stream, do not cross the stream but instead turn right until you come to quite a few pillars use the grappling hook and shoot the top of the pillar which is the closest to the rock face on the left then jump on to the rock and stealth kill the enemy there (very easy stealth kill just hide behind the rock until he turns around then kill him). You will see a little pillar in the gap between the two mountains, jump onto the pillar then wait until the enemy turns around and jump onto the other mountain. Jump up onto the higher level and make your way across the bridge and you will then see the screen fade.

[How to fight the boss] Very easy to beat, all you have to do is strike him hard until he falls off and then jump down and keep running away and coming back and striking him. Do this until dead.

>> THE SECRET HARBOR

All you have to do is head straight until you come to the ocean and head along the shoreline until you come to the jetty then jump on the boat, head to the left and fight the boss. Be careful of the enemies in this level, as there are riflemen that are hidden in the rocks ready to pick you off and also try not to venture out into the ocean, as there is a hungry shark. Something cool to do is kill an enemy and try to make him fall into the water and watch the shark come and eat him. :)

[How to fight the boss] The boss you are fighting is Xiang, a very fast boss who can quickly take a lot of energy of you if you are unprepared. Just circle the middle pole and attack him from behind.

>> THE TEMPLE OF DREAMS

When you start head around the temple heading north until you come to a smaller temple, enter the east side of the temple and await the boss.

[How to fight the boss] Yukihotaru is the boss who is Suzaku's girlfriend. She is pretty easy to beat all you have to do is make sure you do not get led into a corner as it is very very hard to get out of that, just finish her off up close.

>> NINJA VILLAGE UNDER ATTACK

The whole idea of this mission is to kill every enemy on the stage. Not a real hard mission but a fun one indeed. The level is kind of like a square so go to one corner and sweep the area before heading to the next corner. Make sure to check the passage in between the bamboo trees as well as there is one guy there as well. Have fun

[How to fight the boss] You will fight your friend Tatsumaru in this one. The fight is pretty hard as Tatsumaru is very quick but if you keep attacking and blocking you will be able to get him down to low health ready for the next cut scene to kick in.

>> IN PURSUIT OF TATSUMARU

Another one of those head north levels. Just keep a watch out for bowman and those girls with the huge claws as they roam around the level. So all you do is keep heading north from where you start off. Simple isn't it?

[How to fight the boss] You will be up against Byakko this time around and he is a little guy (midget actually) who can do some damage. Just keep doing low hits such as hitting when crouching and you will defeat him quite easily.

>> THE KANSEN CAVERNS

You will start in the beginning of the cavern, head straight and down into a gap in the cavern, then jump into the water and swim to you get to the ledge and jump onto the ledge. Head straight until you get to a higher level and jump up and then turn right through the tunnel. Now make your way through the maze section (it is pretty hard to give you the directions through this maze as there is many routes to take but they all end heading into the same area). Once you end up at the end of the tunnel you will make way for a cut scene. Be careful with this level as there is many enemies and many traps. Make sure you have a lot of anecdote because you will be poisoned a couple of times as well.

[How to fight the boss] No boss

>> SEA BATTLE

A pretty easy level you will start off on a shore so jump in the water and swim north-west all the way past all the boats until you come to a massive boat (you will know which one it is trust me). You will see a part where the huge boat attaches itself to a medium sized boat, so jump on the medium sized boat and stealth kill the bowman there. Walk to the end point of the boat and you will see, Suzaku one of the end bosses. He will talk to you for a bit then you will battle him.

[How to fight the boss] Just keep backing away and try to lose him then catch him surprised and start swiping. Repeat until he is dead.

The screen will fade away now and you will appear on another boat just keep heading north but watch out for enemies. Once you come to the point where you can't go north any more, go towards the left side of the boat and jump onto the other boat next to it. The Screen will fade and you will see another cut scene making way to battle the last boss of Rikimaru's missions, Kagami.

[How to fight the boss] Just keep hitting her until she falls over then go around her so her back is facing your front and hit her. She will fall over and repeat until the next cut scene (she changes weapons from a fan to a sword). Since she is using a sword now it has a greater range plus the sword can sometimes penetrate your block. All I can say is run until she loses you and attack when she can't see you. Or even go on higher ground and jump down and attack. Good luck, but don't worry its not as hard as it seems.

Once you have beaten her, sit back and relax and watch the end movie. Congratulations you have completed all of Rikimaru's missions.

--[AYAME]--

This walkthrough is not intended for you to attain "Grandmaster" status it is just a guide for you to follow in passing Ayame's missions. I will try not to give out any crucial plot details.

>> TRAINING LEVEL

Pretty much the same as Rikimaru's Training level, follow the instructions and work your way through each task and make way to the house on the top of cliff.

Use the tips I gave you in Rikimaru's mission.

>> THE MOUNTAIN BANDITS

Keep heading to the forward and to the right and head towards a house against a cliff where you will find the bandit's leader. You will not have to worry about much in this level, as most of the enemies are easy to stealth kill.

[How to fight the boss] A easy boss to defeat but you only have a small fighting area. A good way to beat him is to hide and sneak up behind him and attack his back. Keep repeating for an easy victory.

>> LADY KEI IN DANGER

Another fairly easy mission. Enter the building and watch out for innocent people. Keep making your way along and keep a look out for breakable walls and keep on advancing through the level getting stealth kills along the way.

[How to fight the boss] This boss is very slow and you will only have to take off half of his health meter before the mission ends. Just run around and attack his back.

>> TO SAVE A PRINCESS

A pretty hard mission as if you are spotted the mission ends. Just sneak slowly and use the look (L1) button to see where the enemies are. Keep wandering advancing forward until the screen cuts just as you approach the outside of a building.

[How to fight the boss] No boss.

>> KUBON ISLAND

All you have to do is find an entrance to the middle of the island. You can do that by swimming around the outside of the island looking for the entrance whilst stealth killing enemies. It's a fairly easy level as if you get spotted and you haven't got much health jump into the water and press Stealth (R1) until you lose them.

[How to fight the boss] No boss.

>> THE ISLAND FORT

All you have to do is wander around looking for a place with columns and a one single enemy at the front and enter the building to fight the boss. This is another level with water so do the same as the last level if you get in trouble.

[How to fight the boss] A harder boss then before and the fighting area doesn't allow for hiding so you can't do the hide then attack from behind trick that was so popular before. A good way to defeat him is to just keep advance attacking (which means run towards him and attack) and try to knock him on the ground then circle around to his back and attack him from there.

Repeat for defeat!

>> THE QUARANTINE VILLAGE

A fairly hard level as there is a lot of innocent civilians and a lot of enemies bundled together. Just make sure you look around before performing stealth kills. The boss is located in the area with stairs between two red poles.

[How to fight the boss] Well there is actually 3 bosses to defeat. Not one after another but 3 at the same time! So that means you have

to be ready to attack at any given moment and also to attack from any side of Ayame's body. Use the two poles located there to dodge the bosses and attack them. Just use all of the boss strategies that were used earlier in the FAQ/Walkthrough to defeat them.

>> CHERRY TREE HILL

Make your way to the north area of the level and head towards the cherry tree. There is quite a lot of enemies here so be careful, also watch out for wolves and civilians as well.

[How to fight the boss] No boss.

>> IN PURSUIT OF TATSUMARU

A very easy level to navigate through, all you have to do is make your way through the bamboo forest. Keep a look out for health and items as you will need it when fighting the boss. Make your way to the center of the level to fight the boss.

[How to fight the boss] You will be fighting a Tiger here so the Tiger is quick and its attacks are low. Just keep strafing to avoid its attacks and hit when he isn't close. Do not let it get close to you as you really have no chance of blocking all of its attacks. It has a lot of hit points so keep running, hacking and strafing and if you have any items use them to your advantage. Good luck!

>> THE KANSEN CAVERNS

A pretty easy level to get through but it contains booby traps. Just make your way through the cave avoiding all traps as best as you can and stealth killing the enemies. Make your way to the cave opening towards the upper-right section of the map.

[How to fight the boss] No boss.

>> FIRE DEMON

Your mission will be set on a ship. All you have to do is make your way through the ship grappling to upper levels and avoiding innocents and traps and killing the enemies (make sure you search them for items). You will then come to a set of stairs leading to the outside of the ship, go up them and await the first boss.

[How to fight the boss] You will fight the slow Genbu again but this time you will have to finish him off. Use the same techniques that you used before on him (i.e. attack his back). Try to save some items for the upcoming boss. The best way to defeat Genbu is to try to get him to go over the top of the torch's as he will get burnt and will be vulnerable for a second or two and that is the best time to attack him, this technique will take off at least 50 points of health.

You will then fight Tatsumaru.

[How to fight the boss] A easy boss to defeat. Use the objects around you to help in his defeat. An easy tactic is to lose him and

attack him from behind. He seems to block more attacks when he is low on health so be careful and he also is pretty fast with his attacks so make sure you don't let your guard down.

Repeat to defeat and complete Ayame's missions! hehe :)

--[TATSUMARU]--

This walkthrough is not intended for you to attain "Grandmaster" status it is just a guide for you to follow in passing Tatsumaru's missions. I will try not to give out any crucial plot details.

>> A SHADOW

The easiest way to complete this level is to head towards the highest peak of the level and grapple up to the top where you will face the boss, watch out for big drops where you will die instantly if you fall down.

[How to fight the boss] The easiest way to defeat this boss is to block all his attacks and then straight away attack him and keep doing this until you defeat him. It's an easy yet effective way of defeating enemies.

>> THE HEAD OF LORD TODA

When you start, turn around and just keep heading straight over the hills until you reach the camp entrance where the screen will cut and you will face the boss.

[How to fight the boss] A pretty hard fight as you will be fighting the boss, a bowman and a spearman. First attack the spearman and wipe him out and always keep a guard between you and the bowman so the bowman will hit the guard. Once finished with the spearman and the bowman then start attacking the main boss. He is pretty tough so make sure you always have enough room to dodge his attacks and counter-attack. A good trick is to get him to go over the top of the torch so he will be burnt :D

Once you have defeated that boss you will then fight another boss.

[How to fight the boss] You just have to get her health down to about 50 points before the screen cuts. The best way to defeat her is to Dash Attack (see tips section) and only block when she starts attacking.

>> LABOR SHORTAGE

The aim of this level is to score 8 kills without being spotted. If you are spotted it's an instant game over. So it's a pretty easy level.

Make sure you check your surroundings before going in for the kill as there might be 2 enemies close together, so when you kill one you instantly get spotted by the other enemy which would mean game

over. Do not kill the innocent!

[How to fight the boss] No boss.

>> GUARDING THE SECRET HARBOR

Similar to the level 'labor shortage' in that you have to score kills without being spotted by this time its not 8 kills its all the enemies on the playing field. This time its pretty hard because most enemies field of vision overlap each other so if you go in for a stealth kill, chances are that you will be spotted halfway though the kill. All I can say is make sure you look at the area you are about to attack and make sure that any 2 enemies in the area are facing the other way. It may be best not to let the stealth kill animation kick in, you can do this by attacking as quickly as you can or doing a combo.

[How to fight the boss] A boss with very powerful attacks. Just make sure that you don't let your guard down when he is attacking otherwise you will lose quite a bit of health. The easiest way to defeat the boss is to get behind him and attack him and keep repeating until he goes down.

>> NO MERCY UNLOCKED

Exactly the same aim as the level before. Eliminate all enemies on the level. This time there is even more enemies wandering around the place, so looking before attacking is vital for your survival. Just use all the same techniques you did in the previous 2 levels and you will be fine.

[How to fight the boss] No boss.

>> ASSUALT ON NINJA VILLAGE

Head towards the house on the north-east corner of the map and you will fight the boss. Watch out for enemies and make sure you search them for fallen items.

[How to fight the boss] This boss has powerful attacks as well. Use the technique that you learnt in "Guarding the secret harbor" to defeat him. Note that the fighting area isn't very big so you don't have much room for defense.

>> THE FINAL DAWN

You will have to eliminate every single enemy in this mission and once you have done that you will fight the boss. Search the boats for potions and make sure that you search every boat for enemies as you might think you have killed everyone but there will be one lone enemy in the corner of the map or something.

[How to fight the boss] The final boss is lightning fast but you should be able to defeat him by using the main technique; get behind him and attack.

Once you have defeated the boss you have completed all of

Tatsumaru's missions. Congratulations!

Sit back and enjoy the final movie...

-----[10]-[Mission Editor]-----

This section taken out of the PAL Instruction booklet.

GETTING STARTED

You will be presented with two choices:

Run Mission - Select this item if you want to play one of the ready-to-play Mission Editor Missions (default missions), or a custom mission located on a memory card.

Edit Mission - Select this item if you want to create a new mission or edit an existing one.

RUNNING CUSTOM MISSIONS

Selecting a Custom Mission - When you select Run Mission from the Mission Editor title screen, you are taken to the Custom Missions screen. Here, you will select either a default mission from the Tenchu 2 disc, or a custom mission from a memory card.

Selection Cursor - Use the R1 and the L1 buttons to move the selection cursor

Mission Name - The names of the missions available on the currently highlighted source are displayed in this area. More default missions will become available as you progress through Story Mode. Use the up and down directional buttons to select the mission you want to play, then press the X button.

MISSION BRIEFING

This screen outlines the conditions for completing the mission. You will also hear Shiunsai give you your orders. Use the left and right directional buttons to choose the character you want to play. The characters available to use will depend on the mission settings and how far you have gone in Story Mode.

THE GAME SCREEN

The game screen is very similar to the one used in Story Mode. There are some important differences:

Total Time - Shows the total amount of time that has passed since you began the mission. When your total time reaches 59:59.9, your mission will be over.

Time Bonuses - As you play through a Mission editor mission, various time bonuses will be applied:

Stealth Kill	:	-15 seconds
Normal Kill	:	-05 seconds
Spotted	:	+10 seconds

Kill of non-combatant : +30 seconds

Ninja Items - Only four types of ninja Items are available in the Mission Editor: the grappling hook, knives (shurikens in NTSC), caltrops, and coloured rice.

Mission Object Icons - Five types of mission have supplementary icon displays:

Eliminate: Candles mark the number of enemy characters still alive

Steal: Once you steal the document, it will show up on the screen

Retrieve: Any scrolls you have found and taken possession of will be displayed on the screen.

Stealth: If the mission has a stealth requirement, "Stealth" will be displayed on the screen. On Stealth missions, the game is over the instant you are spotted.

Time Limit: In missions with a time limit, the amount of time you have left to complete the mission is displayed on the screen.

POST-MISSION EVALUATION

The Mission Editor ranks performances by the total amount of time taken to complete the mission. Move fast and collect time bonuses to earn a high score.

Top Scores - If your time places you in the top three for that mission, you will be asked to enter your name

Code Earned - This is all the elements of your score combined and translated into code.

EDITING MISSIONS

Managing Mission Data - From here, you can create new missions or edit previously created ones. Use the R1 and L1 buttons to select the source of the mission, and the up and down directional buttons to select a mission name.

Create New Mission - Select this option if you want to create an all-new mission. This will take you to the Mission Setting screen.

Manage Memory Card Data - Highlighting either of the Memory card icons will let you manage any custom mission data stored on a memory card. Select a mission name and hit the X button to bring up the memory card pop-up menu.

MISSION SETTINGS

The first step in creating a new mission is to set the mission parameters on the Mission Settings screen.

Title: Maximum 32 characters

Creator: Maximum 16 characters

Password (Not Required): If you don't want someone else editing your mission, enter a password here

Location: When you first start playing Tenchu 2, the only location you will be able to select is the Dojo. As you advance in Story mode, you will be awarded more selections.

Objective - Each Mission has a specific objective that the player must achieve in order to complete the mission successfully. Select from the

following options:

Seek Out: Find Azuma Shiunsai

Assassinate: Assassinate the target character. No other characters matter. The target character is determined by the location setting.

Eliminate: Eliminate every enemy character on the board.

Protect: Locate Lord Gohda, then escort him safely to where Sekiya, his senior councillor, is waiting.

Steal: Locate a secret document hidden somewhere on the level, and bring it back to Lord Gohda.

Retrieve: Find the three missing scrolls. The scrolls may be hidden or in the possession of enemy characters

Character: A mission can be limited to any one, or open to all of the three main characters.

Stealth: If you want stealth to be a requirement for your mission, set this to Required

Time Limit: You have the option of setting a time limit for your mission. If the player doesn't complete the mission within the time allotted, the Game Over screen is displayed. The time limit is set in 30 second increments, with a maximum time limit of 20 minutes.

THE TERRAIN EDITOR

This is where you will actually lay out the terrain of your mission. Later, you will use the Character Editor to populate your new terrain with characters.

Terrain - This is the grid pattern upon which you will build your terrain.

Editing Cursor - The red square marks the grid block currently selected for editing.

Terrain Overview - This miniature map of the terrain lets you check character distribution at one glance. The red rectangle indicates the part of the terrain currently displayed on screen. The coloured dots indicate the location of characters and important objects as follows:

Blue: Player

Pink: High-ranking characters

Yellow: Boss characters

Red: Low level characters and/or scrolls and secret documents

Green: Noncombatants

Object List - This list contains all the objects that can be placed on the terrain, as determined by the mission's location. The Object list contains two types of objects:

Terrain Blocks, which make up the actual terrain, and Terrain Objects, which sit on top of terrain blocks and serve a decorative or functional purpose, but don't affect terrain height or shape.

Selected Object - The currently selected object is displayed in the lower-left corner of the screen, as it would appear in the game.

Terrain Height Meter - Shows the height of the block of terrain currently under the Editing Cursor. Terrain blocks can be from zero to four meters high. Underwater terrain can be from one to four meters deep.

THE CHARACTER EDITOR

Place characters onto your terrain by using the character editor. You'll notice that some characters have already been placed on the terrain for you. The Mission Editor has automatically placed the minimum number and type of characters required by the Mission Objective setting.

Editing Cursor - Move the red square to the grid block where you want to place a character

Character List - A list of characters that are appropriate for the mission's objective and location.

Character Display - This area shows the character located in the grid block under the editing cursor.

EDITOR CONTROLS

Basic Controls (Terrain and Character Editor)

- L2/R2 - Scroll through the available terrain objects and characters
- X - Places the currently selected character or terrain object onto the terrain map. A total of 64 objects and 20 characters can be placed on the map.
- Triangle - Removes the character or terrain object under the Editing Cursor.
- Select - Calls up the Editor Pop-up menu.
- Start - Toggles between the Character Editor and the Terrain editor.

Viewing Controls (Terrain and Character Editor)

- L1 + directional buttons - Adjust camera angles
- L1 + square - Zoom in (3 presets)
- L1 + circle - Zoom out (3 presets)
- L1 + triangle - Press once to switch to wireframe. Press again to eliminate building structures from view, once again to reset
- L1 + X - Reset view point to original horizontal settings

Terrain Placement (Terrain Editor only)

- Square - Decrease terrain elevation
- Circle - Increase terrain elevation
- R1 + Circle - Rotate object 90 degrees to the right
- R1 + Square - Rotate object 90 degrees to the left

Character Placement (Character Editor only)

- Circle - Rotate character 90 degrees to the right
- Square - Rotate character 90 degrees to the left

SETTING CHARACTER PATHS

R1 - You can assign a character to move along a particular path. If no path is assigned, the characters will simply stand where you have placed them until disturbed. To assign a path, place the Editing Cursor over a placed character, then press the R1 button. Path mode is now activated. Here are the Path mode commands:

Direction buttons - The blue arrow shows the direction the character is

facing. Use the directional buttons to move the blue arrow where you want the character to go. Each character path can contain up to 160 grid spaces worth of movement.

Square and Circle - You can force a character to pause before going on to the next block. To set the length of the pause, use the Circle button to increase the delay count (up to 7), and the Square button to decrease the delay count. Each individual pause you program will count as one grid space against the maximum of 160 grid spaces for a path.

Triangle - Deletes one grid space of movement from the end of the path.

X - Accepts changes to the character path and pause settings and exits Path mode.

EDITOR POPUP MENU

Pressing the select button in either the Character Editor or the Terrain Editor will open the Editor pop-up menu.

Test - You can play test your new terrain at any time by selecting this menu item. Press the Start button and then the Triangle button to return to the editing screen when you are done testing.

Show controls - Use this menu command when you need to check a particular button combination or editor function. Press the Triangle button to return to the regular editing screen

Save - Allows you to save your mission to a Memory Card in either mem card slot 1 or slot 2. Each mission takes up one block of memory card space. Select Create New File if you want to save your terrain to a different block of memory. To write over data from other missions, select the name of the mission from the list, then hit the X button.

Done - You will be asked if you wish to save your mission data, then you will return to the Mission Editor title screen

Warning! : Changing the Mission's Objective parameter will reset any character data to reflect the new mission objectives.

The above section was taken out of the PAL Instruction booklet.

I have decided to expand this section by adding some techniques you can use whilst playing a User Made Level, some hints and tips in making one and where to go to get some levels and pretty much anything else that has to do with the Mission Editor.

Why did I add more info? Well as you know the above Mission Editor info was taken from the PAL Tenchu 2 Manual and it doesn't give the user everything he/she needs to know. Plus I know people have passed the game and usually spend the rest of their time mucking around with the Mission Editor... so here we go!

--[Techniques]--

Here are some user submitted techniques when making or playing a mission:

--[Info]--

Below are the included levels that were created using the mission editor:

[Thanks to virtualgumby for the list below]

Level	Boss
Dojo	Gohda Motohide
Village	Boron
Castle	Toda Yoshisada
Mountain	Kamadoma
Lake	Suzaku
Island	Wang Dahai
Bamboo Forest	Byakko
Cavern	Genbu
Shipwreck	Kagami
European Castle	Azuma Shiunsai
Office	Azuma Shiunsai

Some ideas you might be able to use when making a Mission:

- Try to recreate scenes out of your favourite movies
- Think of ideas that havent been used.. many try to create a stealthy feel to their missions, others make their levels action packed.. try to make your mission have stealth parts and other parts action packed.

Feeling stuck on a level? Well other then following some of the techniques above, try playing other user made levels and get ideas of them but remember that each level is copyrighted so do not copy any ideas from them. See how they went around a problem and so on.

Most user made levels can be found at:

Xenith's Tenchu 2 Site

<http://www.geocities.com/xenith0000>

GameFAQs Tenchu 2 Area

<http://www.gamefaqs.com/console/psx/game/26061.html>

Raynaldo Ray's Site

<http://raynaldo-ray.netfirms.com/>

Raynaldo's site is a great place to find quality user levels as they are hand picked by Raynaldo and only the best go up there so if you submit your user level to him and they do appear on the site then you should be really happy.

For information on how to upload and download user made levels then refer to the Question & Answer section of this FAQ.

-----[11]-[Tips]-----

- > Never turn your back on an enemy, as you will find it very hard to attack or even to block in the position that you are in
- > When swimming, make sure you don't rise to the surface too quickly as you might jump out of the water into the hands of an enemy
- > Make sure you check your ki meter at regular intervals
- > Never risk your life at something always go out into battle knowing you are going to win
- > Never kill the innocent
- > Never bring attention to yourself
- > Always keep your weapon sheathed when running as if you don't it will slow you down and always keep it sheathed when you are hiding
- > If you are spotted try to lose them and score a stealth kill
- > Always search enemies for items
- > Use L1 to look around before entering unknown grounds
- > When you jump from great heights and just before landing press the roll button as it will make you land nice and softly, if you don't you will fall hard to the ground and either warn enemies around you (depending on your difficulty setting) or waste alot of time.
- > Sometimes its quicker to roll rather then walk
- > Make sure you have checked the area out before moving on.
- > Search the whole level for anything you might of missed, such as items and enemies. (Hint: Look for breakable walls and if the levels has trees look for hidden entrances or if they are bamboo see if you can break them to open up an entrance)
- > Practice, Practice, Practice!!
- > Don't let your guard down when fighting enemies as you will be attacked and this will cause you to be vulnerable to any more enemy attacks.
- > Make sure you know the area well and do not take risks.
- > Never waste time and always keep one step ahead of the enemy.
- > A true ninja always follow the rules.

[Boss Tips]

Well I decided to add a Boss Tips section as well, using these tips will help you when fighting the many boss's in Tenchu 2. So here we go...

- > Never let your guard (circle) down when the boss is attacking as you will then take unnecessary hits
- > When you are not sure if you can beat him/her just by using the normal 1 on 1 technique then try hiding from the boss and then attacking his/her back when he isn't suspecting you.
- > If you are low on health hide and regain your health. Never think you will beat the boss even if you have 20 health left.
- > Do not use all your items on a boss, as you might need them after the fight.
- > Advance Attacking: Sometimes to defeat an enemy it is good to just run and attack at him/her and not letting him/her get any attacks in! But make sure that when he/her does automatically press circle to block his/her attacks
- > Strafe Attacking: A very good technique to use when fighting a boss is Strafe Attacking. All this is going to the left or right side of the boss and attacking or even strafing a full circle around him/her and attacking his/her back.
- > Dash Attacking: A good move to do when you get angry. Dash (see controls section) towards the boss and keep attacking then when he/she attacks, dash back.
- > Roll, Roll, Roll! It's a fast technique but watch out when you get up as you have about a second of animation where you are vulnerable to attacks.
- > Never try jumping over a boss or even enemy, as it is very easy for him/her to attack you while you are in the air and then that's health wasted.

-----[12]-[Stealth kills]-----

These are how to do each of the characters stealth kills (well the eighth stealth kill is still a mystery):

- >> To do his first stealth kill press square when behind the enemy
- >> To do his stealth kill press the R1 button to crouch then press square in any position
- >> To do his third stealth kill press the X button to jump then press square in any position or whilst falling
- >> To do his fourth stealth kill press square when directly in front of guard
- >> To do his fifth stealth kill press square when on the guard's left side
- >> To do his sixth stealth kill press square when on the guard's right side
- >> To do his seventh stealth kill press square just after you bump

(when a ? or !? appears on the ki meter press square) into an enemy

--[A LOOK INSIDE EACH STEALTH KILL]--

Well I decided I might as well explain each of the characters Stealth Kills, the controls are listed above and the explanation of each below:

[Rikimaru's Stealth Kills]

Stealth Kill 1: Rikimaru goes behind the enemy and puts his hand around the enemy and brings his sword up the guards neck and slits the guards throat whilst pulling the guard away with his left arm then taking a step back.

Stealth Kill 2: Rikimaru knocks the guard's legs with his sword causing the guard to go high up a little then Rikimaru knocks the guards chest and then he stabs the guard in the chest.

Stealth Kill 3: Rikimaru stabs the guard right down his back and then pushes the guards next towards the blade.

Stealth Kill 4: Rikimaru stabs the sword through the guard's chest while pushing the sword up with his other hand then taking the sword out.

Stealth Kill 5: Rikimaru slashes across the guard's next then steps in and stabs the guard through the chest

Stealth Kill 6: Rikimaru grabs the guards neck and stabs him in the chest with his sword and pulls his sword out making the guard do a flip

Stealth Kill 7: Rikimaru grabs the guards right arm and hits the guards elbow with his left arm then steps to the other side and hits the guards ribs with his left arm then breaks the guards back then grabbing the guards head and throws the guard over his back then while the guards stomach is on the ground he puts his knee on the guards back and pulls up on the guards head breaking his back.

[Ayame's Stealth Kills]

Stealth Kill 1: Ayame slits the guards throat with both of her daggers crossed over each other.

Stealth Kill 2: Cuts the guard with her right dagger then does a little spin and does a back flip while stabbing the guard with

both daggers and then snaps the guards neck with her feet

Stealth Kill 3: Cuts the back of the guards neck with her left dagger and then turns right to the guard and then stabs the guards stomach with her left dagger.

Stealth Kill 4: Slashes the right side of the guards next then the left side into a crouch then slashes back up again forming an X pattern.

Stealth Kill 5: Ayame grabs the guards left arm with hers while stabbing her right hand dagger into the back of the guards neck and then throws the guard around and pulls the dagger out.

Stealth Kill 6: Stabs the guard in the hip area with both daggers whilst stepping out and pulling the daggers out.

Stealth Kill 7: Jumps on the guard's head facing him with her legs crossed then flips the guard over breaking his neck on the floor.

[Tatsumaru's Stealth Kills]

Stealth Kill 1: Puts his left hand over the guards mouth and takes out his sword and then stabs the guard in the chest then taking the sword out and putting his sword back in his pouch.

Stealth Kill 2: Throws the guard with his feet and then lands on the guard while covering the guards mouth and taking out his sword with his right hand and stabbing the guards chest, he then takes away his left hand from the guards mouth and then pushes against the sword to make it go further into the guards chest. He then stands up and takes his sword out of the guards chest while putting it back in the pouch.

Stealth Kill 3: Tatsumaru knees the guard's back and grab's the guards left arm and the guards head with his right arm and when the guard is on the ground breaks the guards back.

Stealth Kill 4: Lifts up the guard by his/her neck with his right hand then snaps the guards neck and then drops them on the ground.

Stealth Kill 5: Does a Kick with his left leg, takes out his sword and stabs the guards ribs then does another kick to the

guards head.

Stealth Kill 6: Takes out his sword and slashes the enemy and then he turns his back to the guard while the guard falls to the ground.

Stealth Kill 7: Strikes the back of the guards neck with his sword and then it allows you to do one of his combinations

-----[13]-[Item List]-----

These are Items are found in the NTSC version the only difference to the PAL version is that there are no Shurikens and they are replaced by knives.

* Ninja Rebirth

A ninja rebirth will give you a second chance at life if you are carrying it when you run out of health. When on land, instead of dying, you will disappear and then reappear at another location, with your full normal health. If you previously placed coloured rice, you will reappear at the nearest coloured rice location. If not, you'll be back at the starting point. If you are in the water, you will be revived at the spot where you died.

* Grenade

A typical grenade but not as powerful as it seems to be.

* Poison Cure

Cures Poison, but beware as it is hard to cure when poisoned or when being attacked by an enemy.

* Blow Gun

A great item, which can shoot enemies that are off in the distance.

* Grappling Hook

The aiming crosshair will be dimmed out if the grappling hook won't catch on the surface you are aiming at.

* Poison Rice

These delicious-smelling rice balls will be irresistible to any enemy character who finds them. Enemy characters will not pick up poison rice if they are on the alert.

* Mines

Place mines in the paths of enemies. Mines cannot be placed in water.

* Coloured Rice

Coloured rice will mark your location on the terrain as well as on the map.

* Shurikens

The main weapon for a Ninja. Each shuriken can be thrown a fair distance and you will know if the shuriken (or knife in PAL version) will hit the enemy if the aiming crosshair turns a bright red, it will dim out if it can't reach. Shurikens are pretty weak and usually needs at least 4 to kill an enemy.

* Caltrops

When thrown on the ground can be very dangerous to both enemies and yourself. They are used to slow down enemies and to take a bit of health of them

* Ninja Health

When used, restores all of your health

* Leaves of Stealth

If you are in trouble, you can use this item to escape. You will disappear in a cloud of swirling leaves, and reappear behind your enemy.

* Air Bottle

Gives you extra air when underwater.

* Smoke Bomb

Allows you to throw it at an enemy either to help in defeating him or to run away and lose them

* Sleeping Gas

Well throw it an enemy to put him to sleep.

* Blinding Dust

Again throw at an enemy to temporarily blind them.

* Ninja Camouflage

Makes you invisible either for 30 seconds or until an enemy is hit or killed.

* Exploding Arrow

Well what the item is called... a arrow that explodes hehe.

* Ninja Armor

All damage is cut by 50% when wearing this. Good for use on very hard bosses.

* Dragon's Breath

When used attacks enemies which are positioned in the north-left, north and north-right of you (look at diagram). Good for multiple bosses.

```
o o o o o <-- All enemies here will be attacked
 \ | /     <-- Fire Breath Directions
  X       <-- You
```

Note: Some definitions taken from PAL booklet.

-----[14]-[Grand Master]-----

Man people are really obsessed with becoming a Grand Master! Although following this FAQ/Walkthrough won't make you a grand master having this section gives you an idea of what to do to become one....

Read on!

-- What is a Grand Master? --

Well a Grand Master is the highest level Azuma Ninja you could possibly be.

-- How do I become a Grand Master? --

You have to have a perfect score. So you can't be spotted at all on any level and you have to kill every enemy on the level with a stealth kill and you will have to finish the level with 75% or higher health.

-- Do I need to be a Grand Master to finish the game? --

Nope! You don't!

-- Then Why does everyone make such a big deal about it? --

Well becoming a Grand Master on every level of the entire game would mean you are very very very very good! And many people after beating

the game have tried to do this, but it is very difficult.

-- Are you a Grand Master yet? --

Well except for the odd one or two missions I haven't become a Grand Master for every mission.

-- Can you become be Grand Master in every level --

Yes you can, make sure not to be spotted and remember each level has different requirements and may allow you to be spotted once or twice depending on the number of enemies in the level.

-----[15]-[Bugs/Glitches]-----

>> During some moves/stealth kills Rikimaru's blade seems to be going through his own body.

>> Enemies seem to be able to move like a ghost through walls and such

>> Blood has been seen to stay in the air

>> Stealth Kills cut out when you go on and inclined hill or next to a wall. Also if the enemy is on the hill and you go to do a stealth kill no stealth kill animation plays but your character just does a one hit kill by swinging their weapon, pretty boring.

>> I was doing the waterfall level once and the scratch memory for the graphics ran out (or something similar) because the detail on the mountain (I was about halfway up) disappeared entirely.

It was extremely surreal, objects were still there -- I could see trees and bushes floating in space, as well as people walking 30 feet up in the air above my head. I was able to sort of pick my way based on where people were, and trees, and having already done the level... but eventually I fell to my doom. That didn't fix the problem, so eventually I had to reset my PSX.

Anyone else have this happen?

[Genbu (GameFAQs Msg Board)]

>> This happens to me quite often. It's really annoying too. I'll be in the middle of a stealth kill movie thing and it will go right to a normal kill. It will show so of me slitting their throat and half way through it and it will show me cutting the guy in the back normally.

Does this crap happen to you guys? And is it possible to fix it?

[KoRnKid54 (GameFAQs Msg Board)]

_____ [REPLIES TO ABOVE QUESTION] _____

Well the reason of this is the stealth kill must of taken place at the

>> Well I was doing a stealth kill and because it went on uneven ground the stealth kill animation ended but the enemy still got up! He was still alive after I had slit his throat with Ayame! Don't worry I killed him after and then sliced him a couple more times to make sure he was dead! heh

>> There was one time where I was nearly face-to-face with an enemy and I wasn't spotted, which was weird since he was looking straight at me.

-----[16]-[Fun Stuff]-----

This section is for those of you who have passed the game countless times and are wondering what else there is to do. This section will list all the fun stuff you can do when you are bored.

- Use the mission editor to make a level like the Matrix elevator action scene and try to replicate it exactly although this time with a 'ninja feel' to it.
- Try to see how many enemies you can have chasing you
- Try to get the bowmen to kill all the enemies for you then kill them when they have done that
- Try to get the bowmen to shoot themselves
- See if you can jump of the top of a tree and land on an enemy (hehe ok this is pretty easy to do but it's pretty funny)
- Try pushing an enemy into the water and getting them eaten by sharks
- Chop down all the bamboo trees in the levels which contains them
- Swims laps up and down the beach on Rikimaru's The Secret Harbor without getting attacked by the shark
- Try to wrestle the shark and see who wins
- Pretend that the enemies in the games are people that you hate in real life and attack them (helps to keep the stress down hehe)
- Try to picture yourself as the main character, it sometimes pretty cool as this is what it would be like if you where a ninja.
- Try to get Grand Master status on all levels
- Muck around with a game shark using all the cheats.
- Here's one way to gain immunity when fighting Suzaku and have some FUN!

At both ends of the ship are ropes leading upwards. You can actually go up on it and Suzaku will not be able to touch you. From there you can use your calthrope to lay traps all over the ground. You can't directly hit him but he won't be able to touch you

<taken from www.entertheninja.com>

The history of the Ninja is hard to trace. This is because there were few, if any records kept of its existence. Most of what is known about the ninja is taken from stories that have been passed down from generation to generation.

Nonuse ("the art of stealth") was first introduced to Japan in 522 A.D. as a religion practiced by priests. These priests were not violent people, they were "mystics" who gathered and shared information for the ruling classes. The ninja as we know them were not introduced until later.

It wasn't until 645 A.D. that the priests perfected their fighting skills and made use of their knowledge of nonuse. This was because they found themselves being harassed by the central government and found it necessary to protect themselves.

In 794-1192 A.D. the new civilization flourished and with it, a new class of wealthy, privileged families. These families fought with one another in attempts to make or destroy emperors. The need for spies, informants and now assassins grew as these families dueled for power. They were suspicious and jealous of one another and would resort to any means necessary to eliminate any possible threats. Therefore, the practitioners of nonuse were in great demand. With this, the ninja was born.

As the ninja gained popularity, so did the stories of their superhuman abilities. This reputation was often encouraged by the ninja themselves. Because they were a relatively weaker people than their counterparts, the samurai, and were vulnerable to attack by the many warring families around them, it was to their advantage to have others believe they had such powers. Powers like having the strength of ten men, ability to turn into animals, fly and become invisible at will. The ninja movies also added to the abilities by having the ninja jump over buildings in a single jump, catch bullets in their teeth and see into the future.

At this point you must understand the samurai to truly understand just why the ninja were so effective and in such demand. The samurai's life was to "live by the sword, die by the sword", with no fear of death at all. His sword was his whole life, his soul. With this he followed the warriors code of honor, the Bushido. The bushido was to be followed at all times. If a samurai were to stray from the code he would then commit seppuku, another term for hara-kiri. This was a ritual suicide where they would cut their stomach open with their smaller sword.

The ninja followed to such code. Their only code was to do whatever it takes to get the job done. This gave the ninja a great advantage right away, add the use of a wide variety of weapons and you have a superior warrior. Since the samurai could not sneak into an enemy's house, because it was against their code, they could not carry out such tasks as assassination and sabotage. This is where the ninja came in. And if that meant sneaking up behind a samurai warrior and killing him before he even knew he was in danger, that was very permissible by the ninja. The bushido would never allow for this. For this reason the samurai were afraid of the ninja. A fear the ninja had earned.

<above info taken from www.entertheninja.com>

Many people are wondering who this Jubei character is... well he has been in many games and movies and is often talked about when the term Ninja's is brought up. So who is he? What makes him so popular.. well after doing my research I have gathered up abit of info that you might be interested in.

His name is Jubei Yagyu and he was a great swordsman who was taught by another great swordsman Miyamoto Musashi. As you may notice Jubei has a patch over an eye which happened at a young age by his father. His father was testing his son, Jubei's skills and threw a dagger at his head while Jubei was washing and hit Jubei in his eye which in return made Jubei have an eye patch for the rest of his life.

Jubei Yagyu and Miyamoto Musashi became great swordsman and according to Luminaire from <http://www.gamefaqs.com/>, Jubei played an integral role in the downfall of Amakusa who led a Christian revolt.

|---Extract from: <http://astro.temple.edu/~gavinc/ninjutsu.html>

|
| Probably the most famous Ninjutsu practitioner of Yagyu Ryu is
| Jubei Yagyu, who is believed to have performed secret missions for
| the Shogun all during his life, acting like a Ronin who had been
| dishonored. Shigekata Togo was a Satsuma warrior who tra ined under
| the monk Zenkitchi-bo in Tenshinsho Jigen Ryu and eventually founded
| his own system simply called Jigen Ryu which became the main system
| of the Satsuma warriors with very effective Nimpo techniques. It is
| interesting to note at this point that Toshitsugu Takamatsu, the man
| who instructed Masaaki Hatsumi who gave Mikkyo based Ninjutsu to the
| world, had stated in an interview before he died that he learned
| Ninjutsu from his uncle Shinryuken Masamitsu Toda, whose family
| descended from the Samurai class in Iga province. This solidly
| establishes the Samurai basis of modern Ninjutsu over the Ninja
| concept.

|
|---Extract from: <http://astro.temple.edu/~gavinc/ninjutsu.html>

The above site I took that extract from is a great site which tells you more about the history of the ninja. You must check it out sometime as you will get a pretty good idea of Ninjitsu from that document.

Also a great anime to check out which stars both Jubei Yagyu and Miyamoto Musashi (of course in Anime form) is Ninja Ressurrection, which is split into two videos.

-----[18]-[Cheats]-----

-- Increase Item Inventory By 1 --

From the Item Selection screen:

Hold R1 and SQUARE and press RIGHT, DOWN, LEFT, UP.

-- Recharge Your Health to 100 --

Pause the game and hold SQUARE, and press LEFT, RIGHT, UP, DOWN.

Be warned! The use of this code will count as being "Spotted" one time in the final score. Which means; No perfect score.

Note: In the PAL Version use Circle instead of Square

-- Show Entire Map --

While in the game:

Hold SELECT to view the map and press CIRCLE five times.

PAL Version: Hold Select and R1 and press Circle 5 times

-- Unlock All Ninja Items --

From the Item selection screen

Press: SQUARE, SQUARE, SQUARE, CIRCLE, SQUARE, CIRCLE, CIRCLE, LEFT, UP, DOWN, RIGHT, R2, R2.

-- Unlock All missions In Mission Editor --

From the Custom Mission screen:

Hold R2 and CIRCLE and press UP, DOWN, DOWN, RIGHT, LEFT, LEFT.

-- Unlock Every Stage --

Unlock all levels by entering the following code from the Stage Select screen:

Hold CIRCLE, SQUARE and SELECT, press RIGHT, RIGHT, RIGHT, UP, LEFT, DOWN, R2.

*NOTE: If you have not unlocked Tatsumaru yet this code will only unlock Ayame's and Rikimaru's stages.

-- Unlock The Hidden Character Tatsumaru --

Tatsumaru for you! You'll be able to use Tatsumaru in the mission editor after inputting the following code from the Stage Selection screen:

Hold CIRCLE and SQUARE, press R1, R2, L2 L1, UP, DOWN, LEFT, RIGHT, and SELECT

-- Unlock The Office Level In The Mission Editor --

From the Mission Selection screen:

Hold L2, and press CIRCLE, SQUARE, LEFT, RIGHT, CIRCLE, SQUARE.

-- Instant Kills (Story Mode) (PAL Version only) --

Pause in game using ''Start'' Press R1, L1, R1, L2. Hold Triangle and press Down, Down, Down, Up. When you release Triangle the game will restart with your health down to 98%. However all kills will be instant, regardless of whether you've been seen or not

-- Enable Tenchu, Inc./Office in Mission Editor (PAL Version only) --

In the Mission Editor go to Edit Mission. Highlight 'Create New Mission' Hold R2 and press Left, Square, Left, Square, Right, Right, Circle. Now press X and 'Office' will be there. Tenchu, Inc will also be in Custom Missions.

-----[19]-[Gameshark Codes]-----

The following codes were taken from Game Shark Cheat Code Central <www.cmgsccc.com>:

[These codes only work for Rikimaru missions]

>> The Training Course		-----
-----+-----		
Grand Master Status	30010074 0006	
Max Kills	30010075 00FF	
Max Score	80010076 7FFF	
Time 0:00.0/Enables Mission	80010078 EA5F	
-----+-----		
>> The Gang of Thieves		-----
-----+-----		
Grand Master Status	3001007C 0006	
Max Kills	3001007D 00FF	
Max Score	8001007E 7FFF	
Time 0:00.0/Enables Mission	80010080 EA5F	
-----+-----		
>> Treason at Gohde Castle		-----
-----+-----		
Grand Master Status	30010084 0006	
Max Kills	30010085 00FF	
Max Score	80010086 7FFF	
Time 0:00.0/Enables Mission	80010088 EA5F	
-----+-----		
>> Lord Toda's War Camp		-----
-----+-----		
Grand Master Status	3001008C 0006	
Max Kills	3001008D 00FF	
Max Score	8001008E 7FFF	
Time 0:00.0/Enables Mission	80010090 EA5F	
-----+-----		
>> Demon Mountain		-----
-----+-----		
Grand Master Status	30010094 0006	
Max Kills	30010095 00FF	
Max Score	80010096 7FFF	
Time 0:00.0/Enables Mission	80010098 EA5F	
-----+-----		
>> The Secret Harbor		-----
-----+-----		
Grand Master Status	3001009C 0006	
Max Kills	3001009D 00FF	
Max Score	8001009E 7FFF	
Time 0:00.0/Enables Mission	800100A0 EA5F	
-----+-----		
>> The Temple of Dreams		-----
-----+-----		

Grand Master Status	300100A4 0006
Max Kills	300100A5 00FF
Max Score	800100A6 7FFF
Time 0:00.0/Enables Mission	800100A8 EA5F

>> Ninja Village Under Attack	-----

Grand Master Status	300100AC 0006
Max Kills	300100AD 00FF
Max Score	800100AE 7FFF
Time 0:00.0/Enables Mission	800100B0 EA5F

>> In Pursuit of Tatsumaru	-----

Grand Master Status	300100B4 0006
Max Kills	300100B5 00FF
Max Score	800100B6 7FFF
Time 0:00.0/Enables Mission	800100B8 EA5F

>> The Kansen Caverns	-----

Grand Master Status	300100BC 0006
Max Kills	300100BD 00FF
Max Score	800100BE 7FFF
Time 0:00.0/Enables Mission	800100C0 EA5F

>> The Sea Battle	-----

Grand Master Status	300100C4 0006
Max Kills	300100C5 00FF
Max Score	800100C6 7FFF
Time 0:00.0/Enables Mission	800100C8 EA5F

>> Have All Items	50001401 0000
(GS 2.2 Or Higher Needed!)	30010019 0063

[These codes only work for Ayame's missions]

>> The Training Course	-----

Grand Master Status	300100CC 0006
Max Kills	300100CD 00FF
Max Score	800100CE 7FFF
Time 0:00.0/Enables Mission	800100D0 EA5F

>> The Mountain Bandits	-----

Grand Master Status	300100D4 0006
Max Kills	300100D5 00FF
Max Score	800100D6 7FFF
Time 0:00.0/Enables Mission	800100D8 EA5F

>> Lady Kei in Danger	-----

Grand Master Status	300100DC 0006
Max Kills	300100DD 00FF
Max Score	800100DE 7FFF

Time 0:00.0/Enables Mission	800100E0 EA5F	
>> To Save a Princess	-----	
Grand Master Status	300100E4 0006	
Max Kills	300100E5 00FF	
Max Score	800100E6 7FFF	
Time 0:00.0/Enables Mission	800100E8 EA5F	
>> Kuban Island	-----	
Grand Master Status	300100EC 0006	
Max Kills	300100ED 00FF	
Max Score	800100EE 7FFF	
Time 0:00.0/Enables Mission	800100F0 EA5F	
>> The Island Fort	-----	
Grand Master Status	300100F4 0006	
Max Kills	300100F5 00FF	
Max Score	800100F6 7FFF	
Time 0:00.0/Enables Mission	800100F8 EA5F	
>> The Quarantine Village	-----	
Grand Master Status	300100FC 0006	
Max Kills	300100FD 00FF	
Max Score	800100FE 7FFF	
Time 0:00.0/Enables Mission	80010100 EA5F	
>> Cherry Tree Hill	-----	
Grand Master Status	30010104 0006	
Max Kills	30010105 00FF	
Max Score	80010106 7FFF	
Time 0:00.0/Enables Mission	80010108 EA5F	
>> In Pursuit of Tatsumaru	-----	
Grand Master Status	3001010C 0006	
Max Kills	3001010D 00FF	
Max Score	8001010E 7FFF	
Time 0:00.0/Enables Mission	80010110 EA5F	
>> The Kansan Caverns	-----	
Grand Master Status	30010114 0006	
Max Kills	30010115 00FF	
Max Score	80010116 7FFF	
Time 0:00.0/Enables Mission	80010118 EA5F	
>> The Fire Demon	-----	
Grand Master Status	3001011C 0006	
Max Kills	3001011D 00FF	
Max Score	8001011E 7FFF	
Time 0:00.0/Enables Mission	80010120 EA5F	
>> Have All Items	50001401 0000	
(GS 2.2 Or Higher Needed!)	30010037 0063	

[These codes only work for Tatsumaru's missions]

```
|>> A Shadow |-----|
|-----+-----|
| Grand Master Status | 30010124 0006 |
| Max Kills | 30010125 00FF |
| Max Score | 80010126 7FFF |
| Time 0:00.0/Enables Mission | 80010128 EA5F |
|-----+-----|
|>> The Head of Lord Toda |-----|
|-----+-----|
| Grand Master Status | 3001012C 0006 |
| Max Kills | 3001012D 00FF |
| Max Score | 8001012E 7FFF |
| Time 0:00.0/Enables Mission | 80010130 EA5F |
|-----+-----|
|>> Labor Shortage |-----|
|-----+-----|
| Grand Master Status | 30010134 0006 |
| Max Kills | 30010135 00FF |
| Max Score | 80010136 7FFF |
| Time 0:00.0/Enables Mission | 80010138 EA5F |
|-----+-----|
|>> Guarding The Secret Harbor |-----|
|-----+-----|
| Grand Master Status | 3001013C 0006 |
| Max Kills | 3001013D 00FF |
| Max Score | 8001013E 7FFF |
| Time 0:00.0/Enables Mission | 80010140 EA5F |
|-----+-----|
|>> No Mercy Unlocked |-----|
|-----+-----|
| Grand Master Status | 30010144 0006 |
| Max Kills | 30010145 00FF |
| Max Score | 80010146 7FFF |
| Time 0:00.0/Enables Mission | 80010148 EA5F |
|-----+-----|
|>> Assault on the Ninja Village |-----|
|-----+-----|
| Grand Master Status | 3001014C 0006 |
| Max Kills | 3001014D 00FF |
| Max Score | 8001014E 7FFF |
| Time 0:00.0/Enables Mission | 80010150 EA5F |
|-----+-----|
|>> The Final Dawn |-----|
|-----+-----|
| Grand Master Status | 30010154 0006 |
| Max Kills | 30010155 00FF |
| Max Score | 80010156 7FFF |
| Time 0:00.0/Enables Mission | 80010158 EA5F |
|-----+-----|
|>> Have All Items | 50001401 0000 |
| (GS 2.2 Or Higher Needed!) | 30010055 0063 |
|-----+-----|
```

[These codes are for all characters]

Item Modifier Codes	
Slot 1	D00856E2 0100 801FFDB8 00??
Slot 2	D00856E2 0100 801FFDBC 00??
Slot 3	D00856E2 0100 801FFDC0 00??
Slot 4	D00856E2 0100 801FFDC4 00??
Slot 5	D00856E2 0100 801FFDC8 00??
Slot 6	D00856E2 0100 801FFDCC 00??

Max Item Codes	
Slot 1	D00856E2 0100 801FFDBA 0063
Slot 2	D00856E2 0100 801FFDBE 0063
Slot 3	D00856E2 0100 801FFDC2 0063
Slot 4	D00856E2 0100 801FFDC6 0063
Slot 5	D00856E2 0100 801FFDCA 0063
Slot 6	D00856E2 0100 801FFDCE 0063
Infinite Remaining Items	D01FFE40 000B 801FFE40 000C
Infinite Health (GS 2.2 Or Higher Needed!)	D10104B0 0000 8013F010 0064
All Items (In-Battle) (GS 2.2 Or Higher Needed!)	D00104B0 0001 50001401 0000 3013F159 0063

Unlck Missn Editor Lvl Codes	
Emancipation	30010481 0001
Into the Enemy's Lair	30010482 0001
The Demon Encampment	30010483 0001
The Floating Temple	30010484 0001
The Howling Wind	30010485 0001

A Moonless Night	30010486 0001	
Silent Forest	30010487 0001	
The Depths of Despair	30010488 0001	
Washed Ashore	30010489 0001	
A Brand New Evil	3001048A 0001	
Tenchu, Inc	3001048B 0001	
Unlck All Missn Editor Lvls	50000B01 0000	
(GS 2.2 Or Higher Needed!)	30010481 0001	
>> Unlock Tatsumaru	80010008 FFFF	

The above codes where taken from Game Shark Cheat Code Central
<www.cmgsccc.com>

-----[20]-[Credits/Thanks]-----

>> Redemption and Entity: Thanks for allowing me to host my walkthrough on your site and also thanks for everything you've done for me over the past year I have known you guys. I will continue to help out your community the best I can.. thanks again!

Email: redemption@neoseeker.com
Email: entity@neoseeker.com
WWW : www.neoseeker.com

>> CJayC: For allowing this FAQ onto GameFAQs

Email: cjayc@gamefaqs.com
WWW : www.gamefaqs.com

>> Peter "dcdaytona" Papadopoulos: Well I do deserve credit in creating this FAQ/Walkthrough, don't I?

Email: drpappa@hotmail.com

>> Activision/Sony Music Entertainment: Thanks for making such a brilliant game full of plot turns and action. I really can't wait for Tenchu 3!

WWW: www.activision.com

>> Thanks to the following people for their contributions:

darthfrott, virtualgumby, glover66, John Hocking, Fire Phoenix, kain920411, Akuma2001, SHODIN, buds, cyberdragonlord, Major Moonie, Sharkboy, WhoisyerDADDAY, jimbojan, KoRnKid54, Genbu, nunki, Luminaire, Grimdog, yogioo7@yahoo.com, Zemien, whLtesaber@aol.com and thanks to KuNgFuBoy for bringing up the idea of the 'You know you play too much Tenchu 2 when ____' topic on the GameFAQs Tenchu 2 board. It makes for a fun read.

>> Thanks to www.entertheninja.com for the History of the Ninja

>> Thanks to Game Shark Cheat Code Central for the GS Codes

WWW: www.cmgsccc.com

>> Thanks to <http://astro.temple.edu/~gavinc/ninjutsu.html> for
some info in the History of the Ninja section.

-----[21]-[Disclaimer]-----

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