

Tenchu 2: Birth of the Stealth Assassins FAQ

by razorknife

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"Tenchu 2: Birth of the Stealth Assassins" FAQ
(No spoilers/No nonsense)

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1. Why write a FAQ?
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I have been a huge fan of the Tenchu series since being introduced to it by my friend Jason. I eagerly anticipated this sequel and followed its development closely. Now that I have it, I'm rather pleased with it. However, I've noticed a lot of questions on the message boards that could be easily answered, and also many people giving away important plot events. I've been averse to unnecessary spoilers since reading some otherwise excellent FF7 FAQs. Therefore, I chose to provide a FAQ free of spoilers and full of info. I hope it is useful to you in some small way.

If you have a comment or contribution please send it to me at "razorknife@hotmail.com". Make sure to put Tenchu 2 somewhere in the subject line, so I know it's not spam. If you have a question about playing the game that hasn't been answered by the FAQ, the manual, or the game itself, you can try me. Depending on my workload, my mood, the phase of the moon, etc., I may very well help you. Or I may not. Guess we'll find out.

Also, note that the latest version of this FAQ will always be available at www.gamefaqs.com.

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2. The most common questions
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2.1 Can I drag bodies? If so, how?

Yes, it's just harder than it should be. Hold the [R1] button when nearby, and press and hold [Circle]. Rikimaru and Ayame will need to sheathe their weapons first. You will only be able to drag bodies when you and the corpse are on perfectly flat ground to start. Once you have them, however, you are able to drag them up and down shallow inclines. You can nudge un-draggable bodies around if you walk or crouch-step nearby. You can even move them when they are floating; just jump in and push them around. It's a little harder than when they're on land, but if you move them close enough to shore or a boat, you may be able to retrieve your hard earned items with [R1].

It may also be useful to note here that if you cut off an adversary's head or arm, you will be unable to drag them. You can still search for items.

Another bit about dragging enemies. You probably already know this, but try to face the direction you want to move the body before dragging it. There's nothing worse than having to pull a U-turn with a corpse in tow and an alert guard straight ahead.

2.2 I used a silent kill move; why did the move stop halfway through?

As with dragging bodies, you will only be able to get the full animation on a stealth kill cutscene when you and the enemy are on perfectly flat ground and nothing gets in the way of your movements. This is annoying, but explains why the screen "jumps" from the cutscene to the normal view suddenly. Sometimes it will happen just as you go to kill the enemy and the display will change rather jarringly. Other times the animation will be almost fully shown, then the display will revert to the standard view, with the enemy dying (again) from a standing position. There are some amusing possibilities here as well, such as using Rikimaru's "from behind" stealth kill, and seeing the same enemy's arm fall off. Obviously this was not an intentional feature.

2.3 I just killed this guy, and I can't search his body. Why not?

Sometimes you may kill a guard but be unable to check for items; you do not gain any items when searching (with [R1]), but you do not hear the "no item" sound. This could be due to their positioning. Seriously! Some stealth kills (such as Ayame's crouching kill) leave the enemy in a strange position on the ground. For whatever reason, this means you can't search for items. However, if you drag their bodies for even an instant, they will revert to a spread-eagle pose. Now you will be able to search them.

2.4 Is there a way to cancel the use of an item? I'm always wasting blowgun darts.

Fortunately, yes. To cancel the use of an item, press the [Square] button while still holding [Triangle]. Very useful if you should, say, need to reposition yourself after aiming.

2.5 How do I fight the bosses? They're too hard!

I've listed some boss-specific techniques in the mission hints section. Otherwise, some basic tactics should be discussed.

-Foremost, guard often. You can hold Down on the controller, or press [Circle]. Be careful not to try to move when holding the [Circle] button, or your guard will be dropped. Some bosses have a few attacks that can penetrate your guard anyway, so this is not always the best option.

-Make sure to have your weapon ready before reaching the end of the mission. If it is sheathed, you will be very vulnerable when the battle begins. It helps to select an item beforehand as well.

-If you're feeling ambitious, interrupt your opponent's attacks with your own. Try to strike just before they do, cutting off their motion. Rikimaru is the best at this particular tactic.

-Escape when you are low on health and drink some potion. Caltraps, sleeping gas, and smoke bombs are all very useful in this situation. You will want to bring several potions on the levels that have bosses. Usually two or three should suffice. If you are poisoned, try to do something about it right away, because you will take damage every few seconds until you've treated the poison. If you don't have antidote, do everything in your power to kill the enemy. Their death should save you. Note that if you are poisoned and not holding antidote, you might be cured automatically after taking damage a few times.

-It may seem natural to try to get behind the enemy and then unload. However, when enemies are attacked from behind, they tend to slide toward you rather than away. This means they may eventually end up next to or behind you. Try using only moves that knock down the enemy, like Rikimaru's crouching slash, when attacking from behind. This has the twin advantage of keeping your opponent's back to you constantly as well as doing lots of damage. Ayame is a little weaker in this area; she can only take opponents down with her reverse attack. Note that a few bosses will not actually fall down until they die.

-When you have it, wear armor on any levels that have boss fights. Not only is damage halved, but it is rounded down. Therefore, those arrows only do two points of damage instead of five ($5/2=2.5$, rounds down to 2).

-Andre de Leon <andre18tx@hotmail.com> wrote me with some additional comments on fighting bosses. In several areas I list my favorite tactic: rolling behind the boss with [R1] + X, then using a crouching attack (this tactic is not as effective with Ayame). He noted that there are two things to be aware of:

- (1) The boss cannot have their back to a wall.
- (2) Your opponent may stand too quickly to use this effectively.

For the first problem, I suggest giving a bit of ground early in the fight. Sidestep left or right, then quick-step back. For the second problem, try a smoke bomb. Then use a crouch attack from the front, move in and roll behind them, and crouch attack from behind while they are still gagging. Then move in while they are recovering and try to hit them from behind again. If you can get the enemy to face a wall when you are behind them, you can keep nailing them from behind until they are toast!

Some other comments that were sent in by Andre:

1. Try to use "friendly fire" incidents to your advantage if you are fighting several opponents, such as Ayame's "Quarantine Village" bosses. Many of your adversaries have attacks with such wide arcs, they cannot help hitting their comrades.

2. When you are locked in a vicious attack/defend pattern, don't use your entire combo; the last attack often leaves you vulnerable to counterattacks. A good rule of thumb is "three attacks, then block". Of course, this is Rikimaru's entire combo, but his range is so good that enemies are usually knocked too far away to counter. Just do the first two attacks if you are in doubt.

3. Be aggressive and don't let up when attacking. If you can keep your adversary on the defensive, you won't have to worry about getting hit by thrown items, poison darts, and special attacks. You need to balance your aggression to avoid overextending your attacks, though.

4. The best time to attack or throw a weapon is right after your opponent finishes their combo. Since they are still recovering from their action, they should be wide open. Smoke bombs work well at this point, since they will be too close to escape.

5. When in close quarters, hug the walls and run in circles to try to lose the enemy. This is probably best used when you are really low on health and want to try to get far enough away to drink a potion. If you're planning on doing this be sure not to drop caltrops or you might cause your own demise.

6. This just in from Andre: Try running away if you have room. You are less limited in a few of the fights, such as the boss battle in Rikimaru's fourth mission. Specifically, there are no "invisible walls" to hinder your movement. Take advantage of this to retreat and hide. The bosses will become confused if they can't see you, giving you the opportunity to snipe from a distance or rush in when their back is turned.

2.6 How do I attain Grand Master status?

Really, the best way to score Grand Master is not to be spotted throughout the course of the mission. This game is much more strict than the original Tenchu, in that not only do you have to avoid being spotted, but you must often eliminate all enemy guards in the level. Typically speaking, if there are 16 or fewer guards in a mission, you will need to kill them all without being spotted. Otherwise, if you can get at least 600 points at the end of the mission, you will earn a Grand Master rating for that level. There are a few things to be aware of that might help you attain the highest score; most are based on use of the Ki meter.

-If you're just getting started with the Tenchu series, you may not know how your Ki meter works. Here's the scoop: Your ninja can sense the presence of any living creature by detecting their Ki, or spiritual energy. This allows you not only to know how close you are to another being, but their general emotional state. As you get closer to another person or animal, the number will increase and the meter itself becomes larger. There are also four different mental states your ninja can detect, which are denoted by the character used in the meter:

- "?" state indicates that the mind is completely unaware of your presence.
- "!" state means that the mind is alarmed, but not sure what you are.
- "!?" state tells you that the mind knows something is wrong and is suspicious.
- "!!" state means that you've been identified. The target will flee or attack.

-Each time the Ki meter displays "!!", you are penalized 30 points for being spotted. If the enemy has only seen you but doesn't recognize you as a threat, the meter will display "!" and you will hear your ninja's heart pounding in fear (or is it the other guy? It's too hard to tell). Back off quickly and you will be safe. Also, when the meter displays "!?" status, as long as you stay hidden you should be safe. You will recognize the difference over time.

-If you use [R1] to crouch, you will be able to get much closer to your opponent without being spotted. Roll towards them as they move away, and roll away when they close in. Depending on conditions, the enemy will usually not notice you until the Ki meter reads "?50" to "?60". If you do get too close, quickly roll away, and you should be fine.

-Use your Ki meter to hunt. When you get a reading, close in on the enemy, using terrain for cover. Observe from a distance, and make your move when you know the enemy's pattern. There are three types of patterns the enemy can have:

(1) The easiest to deal with are stationary guards, although proximity to other guards can make them quite difficult. Every few seconds, they turn 90 degrees to the left or right, randomly. When they are isolated and their back is turned, you can move in with relative safety.

(2) Randomly moving guards are a bit harder. They will turn in a random direction, move a few steps, and stop for several seconds. However, the fact that they stop for so long makes them a lot easier to deal with. Watch out; they do climb up and fall off of ledges.

(3) Guards that move in consistent patterns are actually the hardest to deal with. This is because they move fairly quickly and tend to turn unexpectedly. Watch them long enough, though, and you will get their pattern. It's easiest to tag them when they're moving.

-If they're on your side, don't kill them! I can't believe some of the advice that's out there. Each time you murder an innocent person, you are penalized 150 points, putting Grand Master status far out of reach.

-There are some people you don't need to worry about hiding from; basically, if they're on your side and they have a weapon, you can walk right up to them with no problem. However, if your ally sees an enemy they will attack them. This isn't really bad; although all enemies will be alerted (in "!?" status), just stay out of the way and the intruder will be killed in short order. For some reason the enemy will not strike back. The only thing to be aware of is that if your opponent is killed by your ally, you will not get credit. This did keep me from getting Grand Master on Rikimaru's "Ninja Village" mission a couple of times.

-Finally, be aware that your Ki meter works in three dimensions; therefore, if the meter is reading "?70" and there's no one visible nearby, the enemy may in fact be directly above or below you. Jump, and watch the number change to find out where they are.

2.7 How many different stealth kills are there?

Each character has seven distinct stealth kills. Basically, if the enemy is in "?" status, and you attack them when nearby, the animation varies depending on

whether you are:

- Behind the enemy.
- To the left of the enemy.
- To the right of the enemy.
- Directly in front of the enemy.
- Crouching near the enemy.
- In midair when you press attack (easier with a big jump).

For the seventh kill, you have to bump the enemy just before you hit the attack button, so that they are aware of your presence but don't have time to react. After the kill, any remaining opponents will still be in "!" status. See the in depth Stealth Kill FAQ by Jeremy Drake for more info on the various kills; it's an excellent document.

Incidentally, you can perform stealth kills while your weapons are sheathed. When you hit the attack button near the enemy, the stealth kill animation will begin regardless of whether your weapon is ready or not. This can be used to your advantage, since Rikimaru and Ayame move faster when their weapons are put away. It can also work against you since the terrain can sometimes prevent a stealth kill from working. In other words, don't try using this trick if the ground is not perfectly level.

2.8 You mentioned amputations/beheadings. Why can't I perform them?

Do you have the PAL version? These functions seem to have been removed from that version of the game. On the upside, you'll never have to worry about this affecting your ability to drag corpses. If you have the US/NTSC version, extreme kills seem to be more or less random. You can improve your odds of beheading the enemy if you use a stealth kill that slices their neck. Amputations are more likely if you strike the enemy from a distance. In any case, the gameplay itself won't be affected positively by either event, so consider these kills to be eye candy, nothing more.

Incidentally, the cheat codes from the NTSC version do not work in the PAL version. Section ten has the lowdown on the cheat codes.

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3. The controls explained
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Neither training nor the manual cover everything you can do in this game. By default, the controls are as follows:

Control Pad

- Up - Move forward
- Down - Move backward, as well as block (when under attack).
- Left, Right - Turn
- Up and Left/Right (diagonal) - Run while turning.
- Down and Left/Right (diagonal) - Turn quickly.
- Double-tap Up, Down, Left, or Right - Quick dash in given direction.

[Select]

Shows the level map, when appropriate. You won't be able to access the map on custom missions or training missions. The map is updated as you proceed.

[Start]

Pauses the game. A warm reset is done by *holding* both Select and Start for three seconds while playing.

[L1] - Look

Use the Pad while holding this button to look about. Up and Down are reversed, like airplane controls. Note that you can use [L1] with almost any other button combination, or while performing any action. Take advantage of this to increase your visual range while rolling forward.

Because of a quirk with the game, you may find that faraway enemies and other objects are easier to see when they're on the left and right edges of the screen, and get harder to see as you move them to the center of your view. This isn't really a big problem, but it's nice to be aware of it.

[R1] - Stealth

Many functions. In the open, your ninja crouches. Pad functions change:

-Up, Down, Left, and Right cause your ninja to slowly crouch-step in the given direction.

-Up and Left/Right allows you to turn while crouch-stepping forward.

-Down and Left/Right allows you to turn in the appropriate direction while crouching and moving backward.

-Double-tap Up, Down, Left, or Right - Roll in given direction.

-[R1] + [X] allows you to do a quick reverse roll. **ADVANCED TIP:** If you use this move to pick up an item, the "grabbing" animation will be skipped. This is surprisingly useful when fighting bosses, since you can retrieve your shuriken or health potion more quickly. Furthermore, if there are several items bunched together (shuriken), you will pick them all up at once.

-Near walls, use [R1] to flatten out against the wall. You can use the control pad to slide along the wall. When you reach a corner, the perspective changes. I advise that you use the [L1] button as well; this will give you a little more flexibility.

-[R1] can be used to search dead guards for items.

-Also, [R1] can be combined with [Circle] to drag corpses.

-Use [R1] to hide when treading water. Your ninja will breathe through a reed.

-Finally, [R1] + [X] can be used when swimming below the surface to quickly reverse direction.

[L2]/[R2] - Item select

Use these buttons to scroll the highlight from one item to the next. The currently active item will be used when you press...

[Triangle] - Use item

Many of the items have special tricks; these are listed in section four.

[Square] - Attack

Used primarily to kill the unaware, and occasionally in honorable combat. Press it several times to execute a multi-hit combo.

-While holding Left, Right, or Down, you will attack left, right, or to the rear, respectively.

-While holding [R1], you will execute a crouching attack.

-Double-tap Up and press attack for a rushing strike.

-You can also attack while in midair. Note that in some situations you will not have time to attack before you hit the ground.

-Hold [Square] for about two seconds to sheathe your weapon(s).

Any basic attack (NOT item) that hits an *unaware* sentry will kill them.

[X] - Jump

Pretty basic:

-Up, Down, Left, Right: Jump in respective direction.

-Double-tap Up + [X]: Er, "big" jump. It's a forward leap with a longer range than the standard variety. Although it's probably best referred to as the double-jump, it's called a "big" jump in the Training Course, so that's what I call it. :)

-Down, then Up + [X]: Moonsault. My favorite move. Basically, a high-arcing jump forward, during which your ninja flips and spins to face the opposite direction. Use it carefully and with style. ADVANCED TIP: You can change the trajectory of this jump; it's actually possible to land a couple of steps behind your starting point. You can also move pretty far to the left or right. It's difficult to take advantage of this but it's nice to know.

-You can jump off of walls in midair with [X]. This doesn't often come into play, but can be very nice when it does. James Arthur <jrabapc@yahoo.com> wrote in to note that you can use this move to escape. If you are being pursued, try to jump from a wall to your front and land on a building or higher ground to your rear, thus eluding your attacker and regaining the advantage.

Or, if you are being chased, run toward a wall and use the wall jump to get behind your enemy with ease.

-Press [X] when underwater to breast stroke. Pressing it rapidly will allow you to swim more quickly. If you break the surface while kicking, your ninja will perform a "big" jump out of the water. This can make a lot of noise; be careful.

Note that your ninja can change trajectories in midair. You can jump straight up, then move forward, then right, for example. This doesn't work with the big jump.

Also, you will need to learn how to hang from ledges. If your ninja is facing a ledge while (jumping/falling) in midair, s/he will grab it and hang from it automatically.

-Up will climb up onto the ledge.

-Down will make the ninja let go, dropping to the ground.

-Left and Right will move your ninja, hand-over-hand style, in the given direction.

[Circle] - Multi Function

Primarily, this button is for defense. Hold it while being attacked and you should block *most* attacks to your front. You can block almost everything within your field of vision, with the exception of thrown weapons or arrows. Be aware that some of the boss character basic attacks can "penetrate" your guard and do damage. Other functions:

-[Circle] + Up, Down, Left, Right: Quick dash in given direction.

-[Circle] + [R1] AND + Up, Down, Left, Right: Roll in given direction.

-[Circle] + Up AND + [X] Button: "Big" jump. Basically, [Circle] duplicates double-tapping the Pad.

-Double-tap [Circle]: Sheathe weapon(s). Faster and more useful than holding the attack button. Note that Rikimaru and Ayame will both run faster when their weapons are sheathed.

-Once your weapon is sheathed, use [R1] + [Circle] to drag bodies. Oh, you probably get it by now.

Character specific combos

---Rikimaru---

Left + [Square], Right + [Square] - Attack left, then right

Right + [Square], Left + [Square] - Attack right, then left

---Ayame---

Left + [Square] twice - Double attack to the left

Right + [Square] twice - Double attack to the right

---Tatsumaru---

[Square], Left + [Square], ([Square], [Square], [Square]) - Attack with one punch, then kick to the left. Follow up optional.

[Square], Right + [Square], ([Square], [Square], [Square]) - Attack with one punch, then kick to the right. Same as above.

A word on analog vs. digital control

Though this game is technically analog compatible, there doesn't seem to be any functionality gained by using the joystick. Specifically, you won't be able to change your rate of movement by changing the degree to which you move the joystick forward. Also, you won't be able to turn any faster with the analog controller. Unless you're very comfortable with the joystick, use the control pad. You'll have much more precision when entering commands, allowing you to master the controls more easily. In this sense, Tenchu 2 plays much like a fighting game such as Tekken.

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4. Items and how to use them
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There are several different items in the game. Only four item types are available at the start: Healing Potion, Shuriken, Caltrops, and Colored Rice. All other items are either found within levels or obtained by earning Grand Master ratings. There are three restrictions on bringing items with you on missions:

1. You are limited to bringing 12 items per mission.
2. Of the items you bring, there can only be five different types.
3. Certain items have their own limit which cannot be exceeded.

The grappling hook is always with you and is not included in the item selection limits.

I have listed base damages for the appropriate items. Be aware that all but the easiest enemies are resistant to damage from items and will take less damage. Usually the amount is half damage, rounding down.

Several items are gained by earning Grand Master scores. You need to earn a Grand Master rank on a certain number of levels to obtain each item; the numbers are listed below. Note that when an item is unlocked in this way, it is available for *all* characters, not just the one that earned it.

Be aware that if you are hit while using a potion, it will be dropped and any character can retrieve it. If you are hit when using any other item (except the grappling hook), it disappears from your inventory but CANNOT be retrieved.

Be careful not to be hit when using items, especially the more rare/powerful ones.

Finally, when using long range weapons such as shuriken, blowguns, etc., you may notice that your character always stands when aiming. To keep a low profile when crouching, you may want to aim with [L1] first and wait until the coast is clear. Then use [Triangle] to adjust your aim, and fire. You may want to let go of [L1] after pressing [Triangle] to move the crosshairs more precisely.

Grappling hook

Climbs ledges that are too high to jump to. It's somewhat crippled compared to the first game; you can no longer grapple everything, but you can still use it to cover territory quickly. Also be aware that you will often miss grapple attempts, even with perfect positioning. Always in your inventory.

If you're having problems grappling a ledge, it may simply be too far away. Try moving a little closer and see if that helps.

Healing Potion

Each bottle restores you to 100% health. They are the only items you can find by breaking crates or barrels.

Shuriken

Inflicts 15 points of damage on a target. Not usually useful, but can be used to kill wolves (or whatever they are) in a single hit when they are unaware. They're also pretty nifty for gasking the sharks Rikimaru runs into. If you pick up a few during the level and are fighting a boss, you can quickly expend them at the beginning of the fight for a head start. Don't bother aiming, just point in their general direction and fire by tapping [Triangle].

Caltrops

More useful now than in the first Tenchu. Each package scatters four caltrops behind your ninja, each doing three points of damage. They are very handy when fighting bosses, as you can buy time to heal or escape. Of course, you need to avoid stepping on them yourself, clumsy.

Colored Rice (limit five)

These are primarily used to mark your position on the map. You will see a colored dot on the map corresponding with the location of each lump of rice. If you die and have a Ninja Rebirth, you will reappear at one of the marked locations. These are the only official applications for this item, but see section 9.1 for an interesting use sent in by a reader.

Poison Antidote

Necessary when you are poisoned. I originally thought that only blowguns could poison your character, but with more experience I've found you can be poisoned by bosses as well. Still, you probably don't need to actually bring it with you; on the missions you'll need it, you'll most likely get it from dead enemies. Also restores 20 HP. You might find that you have problems using antidote when you are poisoned, since you keep taking damage. Try rolling away from your attacker first, then use the antidote. You won't be damaged by the poison when rolling.

Smoke Bomb

Great against bosses. Use it to get two or maybe three free hits, or just to escape. Go for single, powerful attacks rather than combos. They won't protect you from being spotted, however. Enemies use them too.

Grenade

Explodes on contact, dealing 30 points of damage to the target. It has a relatively small blast radius. Take them along when playing a stress reliever. Otherwise, just use the ones you pick up on the way to the boss. Like the first game, you can pick up the dud grenades; there will be many. Note that you can aim it using the look button.

Poison Rice

Crippled. No longer can you clear entire levels with a single poison rice. This is mainly because rather than throwing the rice, the ninja sort of rolls it. You can still use this item as a lure, but the enemy will be much more aware when approaching it (in the first game, this wasn't a problem). On the other hand, instead of temporarily stunning the opponent, the rice will poison and eventually kill them.

Air Bottle

What? What's this doing here? It could *possibly* be used in Rikimaru's last level, but I still can't figure out why you'd need it. In any case, it'll restore your oxygen when you're submerged. Bonus points go to the stud who comes up with something cool to do with it.

Blowgun (limit five)

Your new best friend. Kills from a distance if the enemy is unaware, or even if you've been seen but not recognized ("!" status). Otherwise, simply poisons the enemy. It doesn't matter where you hit your target, by the way.

Note that if you use the blowgun on bosses, it will usually poison them, but they only take damage once and then revert to being healthy. Some bosses will be poisoned but won't take damage from it. So it's usually not worthwhile.

Mine

Very volatile. Be careful not to move forward after placing it. Note that you can set it off with any thrown item. Huge blast radius as well. Does 35 damage.

Blinding Powder

Wide arc, but limited range. If it connects, the enemy will not know where you are for several seconds. Not really that different from smoke bombs, except your victim may start attacking in the wrong direction, allowing you to attack from behind more easily.

Sleeping Gas (limit three)

Unlocked after getting two Grand Master ratings. Bounces a few times, then breaks, emitting a cloud of gas. Thankfully, your ninja is not affected by his own gas (insert joke here). Anyone caught in the gas falls asleep for about 10 seconds. You can aim it with the [L1] button. If there are several enemies close together, use it to get multiple undetected kills more easily.

By the way, if enemies are sleeping, you might have problems hitting them with Ayame or Tatsumaru. For Ayame, try her crouching attack, and for Tatsumaru, use your jumping attack.

Ninja Camouflage (limit three)

Unlocked after getting four Grand Master ratings. This item makes your ninja invisible for about 30 seconds, or until an enemy is hit or killed. Handy for those hard to kill soldiers or to bypass areas unseen. In some areas you can take advantage of this item to both get around innocent people to grab items, then to kill a nearby guard, with one use. Do so when possible. I should note here that this item won't work against bosses.

Exploding Arrow (limit three)

Unlocked after getting six Grand Master ratings. Your basic exploding arrow, with a respectable area of affect. 25 damage. One minor nit: where's the bow?

Leaves of Stealth (limit two)

Unlocked after getting 10 Grand Master ratings. Each one will teleport you just behind a nearby enemy. Really not worth using in boss fights, as there is a long pause between activating it and it actually working. Also, it fails when the enemy is far away and unaware, which is when you'd really like to use it. I've seen a few uses for it that are pretty cool, such as passing through walls, so I can't categorically pan this item.

Ninja Armor (limit one)

Unlocked after getting 15 Grand Master ratings. Worth the effort, however, as all damage taken is reduced by 50%, and then rounded down.

Also, Andre de Leon wrote in with more positive info on the armor. Apparently,

if an attack is supposed to knock you down, it won't do so if you're wearing the armor. I haven't tested this extensively, but I'm pretty sure this is accurate.

Dragon's Breath (limit one)

Unlocked after attaining 20 Grand Master ratings. This is the big one. It does 60 points of damage to enemies in three directions: front/left, forward, and front/right, simultaneously. Bring one along for missions with boss battles against several opponents, like Ayame's 'Quarantine Village' and Tatsumaru's 'Head of Lord Toda'. If it's a choice between this and the armor, however, take the armor.

Ninja Rebirth (limit one)

Unlocked after you reach 25 Grand Master ratings. Basically, this will bring you to life when you are killed. If you're on land, there'll be a long fade out, and you will return to either a location that you've placed colored rice or a random location. If you're in the water when you die, your location does not change. If you drown, you will not be revived. Again, if it's between this and the armor, take the armor.

WARNING

You gain items with high scores, but LOSE items with very low scores. Also, as long as the system is not reset, any items you use during a failed mission are gone, even if you quit and choose not to save. If you wish to retry a level but not to lose items, you must avoid saving when prompted, then reload from the memory card after quitting. This can be done via the options menu. Be careful not to accidentally save rather than load! In a way, keeping your items like this is cheating, but don't let it bother you.

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5. The playable characters
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Below I have listed brief descriptions of the playable characters as well as information on their attacks and gameplay attributes. Note that damages vary depending on the target; the amounts listed below are accurate for Motohide's archers but are expected to vary against other opponents. But the proportions should remain consistent; therefore, you can expect each hit of Ayame's rushing attack to be approximately three times more powerful than each hit of her crouching attack. I've also rated the ranges and speeds of each attack, with a rating of one being poor and a rating of five being excellent.

I think I was in la-la-land when I wrote this section originally. I went back and took another look at the speed and range ratings and realized they were just plain wrong. The speed ratings now reflect the recovery time of an attack rather than its execution time. In other words, if an attack is rated high in the recovery column, after you use it you are more capable of defending yourself or launching a different attack. This is useful for determining which attacks to use in different situations, particularly when fighting bosses. In the case of combos, the recovery rating represents the recovery time with the assumption that the move in question is the last attack used.

5.1 Rikimaru

Rikimaru is a serious student. He is careful to always behave as a ninja and is sure to act in a just manner in every situation. His attitude is top-notch, and his wit is sharp to boot. It's no surprise that he's the favorite character of most people.

Rikimaru is also arguably the most powerful playable character in the game. All of his attacks have a very comfortable reach and are reasonably fast. Several of his attacks do great damage too. In sum, he's a well balanced and highly effective character.

Attack	Damage	Range (1-5)	Recovery (1-5)
Basic 1	8	4	4
Basic 2	12	4	2
Basic 3	21	4	3
Left/Right	9/26	4/4	3/1
Right/Left	9/17	4/3	2/2
Reverse	21	3	3
Rush	14	5	3
Crouch	26	3	1
Jump	15	2	1

5.2 Ayame

Ayame is sold as a vivacious, sarcastic young girl, but comes off as something of a valley girl without the wit. Occasionally she'll come up with a great line, but her usual fare is pretty sad. I'm sure that in the Japanese version, however, you'd break a rib laughing at her lines. Too bad it doesn't translate well. It's also a shame that her face is a watermelon. :)

Ayame is also lacking in the gameplay area. Her range is not good and her attacks feel awkward. Perhaps to compensate, some of her attacks do massive damage. Her speed is also the best of the three ninja, and she dashes more quickly than the others.

Attack	Damage	Range (1-5)	Recovery (1-5)
Basic 1	7	2	3
Basic 2	8	2	1
Basic 3	8	3	N/A
Basic 4	13	3	2
Basic 5	15	3	N/A
Basic 6	15	3	2
Left/Left	9/16	4/2	1/1
Right/Right	8/15	3/1	1/1
Reverse	27	3	2
Rush	18/18	4/5	3
Crouch	6/6	1/3	4
Jump	12	2	1

5.3 Tatsumaru

Tatsumaru is without a doubt the strongest of the Azuma ninja. He uses his sword merely to supplement his deadly unarmed attacks. He is well liked and is expected to grow quite powerful among his clan members.

Tatsumaru's recovery speed and range depend on which attack he is using. Generally the first three moves of his basic combo, used repeatedly and with a touch of variety, are all that is needed. He is probably the most fun to use when you just want to beat people up.

Attack	Damage	Range (1-5)	Recovery (1-5)
Basic 1	5	2	2
Basic 2	5	2	3
Basic 3	10	3	4
Basic 4	8	3	2
Basic 5	25	5	1
Kick left*	14	4	2
Kick right*	12	3	2
Left	15	5	1
Right	12	3	3
Reverse	25	3	4
Rush	16	5	1
Crouching	27	1	1
Jump	14	3	1

*These moves are part of Tatsumaru's basic combo. They are optional and can be used by holding left or right at the second part of his combo.

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6. Traps and hazards
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I've decided that this is a topic that really deserves its own section. The good news is, bonafide death traps are pretty rare in Tenchu 2. On the other hand, the ones that are there are sneaky enough to do you in a few times over. I'll start with the least dangerous, and work my way up.

Interestingly, all of the traps that depend on floor plates or some other type of contact can be triggered by enemies as well (living OR dead). This might seem like a good thing, if they didn't start hunting for you every time they stepped in their own bloody trap. Oh well...

Tripwire alarms

Consists of several metallic noisemakers (cans, probably) hanging on a string. When they are hit, they alert all other characters on the map. They are almost everywhere, but are usually pretty easy to spot. Avoid touching them or disturbing them in any way and you shouldn't have any problems. If you do set one off, as long as you're far enough away from the enemy you should be okay. Just lay low until they are no longer alerted. One thing to be aware of; the alarm graphic is two-dimensional, so if you approach from the wrong angle, you may have trouble seeing them.

You can use these to your advantage, as well. If you're not sure the level is clear, try walking over an alarm and see if anyone reacts. Provided there are no living creatures on the map, you won't hear a peep. However, if there are innocent people on the map, this won't work at all.

"Creaking" floorboards

Some of the flooring inside the various structures you explore is a little older and makes a very loud noise when you walk across it. The sound is pretty strange and not quite appropriate; I can best describe it as "bullets whizzing overhead". If you hear it, crouch and roll out of range from the enemies, because they will be alerted. You can crouch-walk or roll over these hazards to avoid making a sound. However, you won't be able to see them; you'll only know they're there when you've triggered them.

Falling from really high places

This can be trouble in Hard mode since you'll alert all enemies. At least you will never take damage from hitting the ground. Good thing you're a ninja, right?

Smoke traps

Touchplate activated, these pose a minor threat by alerting your enemies, and immobilizing you momentarily (much as a smoke bomb does). At least you won't take any damage. There is a smoke trap in the training mission; you might just find it should you fall into a trench after the fourth enemy.

Water

This is only a threat in that you will drown if you stay under too long. Other than that you have sharks, which are pretty rare, and then there's the splashing sound you make when you fall in. Also, if you have two or more archers pelting you while you're on the surface, you may not be able to escape. So maybe it's not so safe after all.

Torches and other forms of fire

Coupled with your character's strange ability to scale a five-foot tall torch by simply rolling or walking onto it from ground level, torches take on a completely new threat status. Be very careful not to run onto one, since you'll not only take some damage but will alert everyone present. You can use torches to your advantage in boss fights by tricking the enemy into walking into them, or by forcing them onto one with your attacks.

In its other forms, fire is less threatening. Simply avoid wandering into a wall of flame and you should be fine.

Arrow traps

For our purposes, an automated archer. These are somewhat rare in Story mode. They are activated by floor touchplates located nearby. You won't take much

damage from these, but the enemies will be alerted when they hear your ninja shouting in pain.

Spear traps

Very similar to the arrow traps in style and execution. The only difference is that these do more damage. You will have your first opportunity to see them in action in the training mission.

Mines

You won't have much trouble spotting these; a large lump in the terrain should be all the warning you need to stay clear. Should you step on one, the explosion will alert all enemies, as well as dealing a hefty 35 points of damage. Sometimes wandering guards will happen across them; they will still take the damage, but for some reason are alerted (as if it's YOUR fault).

I'll note here that you can use items such as poison rice or grenades to defuse mines if they are in your way. You can use primary weapons as well, though some characters are better at it than others: Rikimaru can easily use his sword on mines, but Tatsumaru can only use his jumping attack, and Ayame can only (safely) hit a mine with the final hit of her basic combo.

Rock trap

Basically, a rock perched precariously on a cliff or sharp incline. If you step in the wrong place, it'll roll down the hill and smack you along the way. You'll get a brief warning when you hear the unmistakable "heavy-thing-rolling" sound; get out of the way, then make yourself scarce. Enemies will be alerted by either the screams of pain, or the shattering of the rock when it hits a surface.

Collapsing floors

Watch out for these on "man made" surfaces, such as bridges and flooring. They will make a definite creaking/groaning sound, and give way after a second or so. You'll even be able to see the floor creeping down if you're standing on one of them. If you notice one or more of the above, move. Otherwise, you'll probably end up somewhere you don't want to be, such as...

Bottomless pits

The old favorite. These can be anywhere but are usually pretty rare. A notable example is the training mission, which has a hallway full of collapsing tiles suspended over a bottomless pit, followed by a corridor with arrow traps along the walls (hint: RUN). Generally, if you can't see the ground and you're not sure if it's there, assume it isn't. Bottomless pits really are the worst trap to stumble into, since you will have to restart the mission all over again. Be careful.

By the way, don't try dragging bodies into the bottomless pits. Fun as it may sound, it's also VERY risky, since you will probably fall in along with them.

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7. The missions: Where stuff is, and beating the bosses
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The following list includes the locations of all of the ninja items located within the various levels, as well as likely places for healing potion and general boss tactics. I expect some things to be omitted; please drop me a line at "razorknife@hotmail.com" and I'll be more than happy to correct the problem and give you crazy mad props.

Note that I said "likely" places for potion; this is because, for whatever reason, sometimes it isn't there. This may have something to do with your performance, but I haven't yet verified that. Whoever's clued in, please let me know.

Also, be aware that I have been intentionally vague in my descriptions of some of the levels/bosses/objectives. This is done to avoid spoilers.

Note: North refers to the top of the map in all cases.

New feature: I've listed several items in shorthand below the mission description. The abbreviations are as follows:

- Enemies - The number of enemy sentries and bosses in a mission.
- Max Score - The highest score attainable in the mission.
- Max Spotted - The maximum number of times you can be spotted in a mission and still score grand master. This assumes silent kills for all guards. This number is always zero if you are unable to score 630 points or more.

I've also tweaked the boss descriptions a bit to give you a better idea of what to expect. I hope the information is useful.

7.1 Rikimaru's Missions

- - - - -
R.1 Training
- - - - -

For the sake of completeness, I've decided to add a description of the training mission. This mission is broken into two parts. First you will have the basic skills section. There are four exercises for you here: basic control, shuriken throwing, weapons use, and swimming. Newbies should try their hand at all of the areas, while veterans may want to check out the swimming portion or simply skip training entirely. To proceed to the second half, head to the northeast corner. The exit is the front door of the north-easternmost of the four houses.

The second part of training consists of a small mission with just a few enemies. If you get every kill without being spotted, it will count toward your grandmaster total. Don't worry about this the first time through however, just take the time to get used to the controls, the enemy AI, and the various traps you can encounter. When you finish, your character is declared a true Azuma ninja.

Enemies - 9 guards

Max Score - 480
Max Spotted - 0

R.2 The Gang of Thieves

You'll find the Antidote here, on top of a ruined building located along the east side of the map, near the halfway point. A potion can be found, occasionally, in a basket on a cliff in the far north part of the map. None of the enemies on this mission will be holding items. The exit is the front door of the temple, located in the northwest corner of the map.

Boss: Garan

Garan is a pretty strong threat for a beginning player. His combo does fairly high damage and his smoke attack is simply unfair. He has two weaknesses: He takes full damage from items, and doesn't have many hit points. You can take advantage of this by bringing six (or more) shuriken with you when you choose items. Select your shuriken just before you reach the exit, and as the mission starts, face him head on and throw as fast as you can. This should either hurt him badly or kill him outright. If he's still standing, lay into him with your combo. He won't usually block all the attacks. Don't give him time to use his smoke attack. By the way, don't feel bad if you lose the first time through; I still die here occasionally on a new game.

Enemies - 9 guards, 1 boss
Max Score - 505
Max Spotted - 0

R.3 Treason at Gohda Castle

You'll first come to the potion on this level; it's in one of a pair of boxes located on the third floor, interior area, next to a stationary guard. On the fourth floor, you'll find the Smoke Bomb in the south center hallway, hidden in the recessed area. Watch out for "creaking" floorboards here. Again, you won't be able to find items on the enemy corpses.

Boss: (semi-secret)

Of course, I don't want to give away the plot. Use the smoke bomb you picked up to stun him and get in a couple of crouching attacks right away. Try to get behind him while he is choking; usually a quick-reverse roll after the first crouch-attack works wonders since he is still gagging. Use another crouching attack, then use your combo to wear him down. Once you take away half his life, you will win. His gun is dangerous, but only if you give him a chance to use it. Be aggressive and you should win with little damage.

Enemies - 15 guards, 1 boss (unkillable)
Max Score - 600
Max Spotted - 0

R.4 Lord Toda's War Camp

The Grenade can be found along the west side of the map, about halfway through, near a series of three red ninja. A potion can be found just to the east of

where you found the grenade, in a crate inside the cage-like structure. Search all of the red ninja for items. The exit is the front "door" of the large cage on the north end of the camp. If you're going for Grand Master, make sure to nullify the ninja prowling behind this structure.

Boss: Suzaku

Suzaku is a serious threat. His combo is fairly dangerous, and he has a leg sweep move as well. Not to mention that he can destroy your shuriken by guarding. You should bring some smoke bombs specifically to fight him. Use a smoke bomb to stun him; knock him down with a crouch-attack, then quick-reverse behind him and crouch-attack again. Run in and keep using crouch attacks from the rear; time your attacks to connect just as he stands. If he manages to face you, use another smoke bomb. Rinse and repeat. After five attacks or so, he will run away.

Enemies - 13 guards, 1 boss (unkillable)
Max Score - 560
Max Spotted - 0

R.5 Demon Mountain

This is a very well designed and interesting level. The Poison Rice is yours for the taking here; it can be found in a small nook near the west side of the map, again at about the halfway point. It's northwest of the long bridge, on the ground. There will be a stationary guard just northwest of the item. I was unable to find any potion on this level. All of the enemies, except the wild animals, could be carrying items.

Boss: Kamadoma

Kamadoma is not too hard, if you're careful. He has a nasty three hit combo that does a lot of damage, but he doesn't have a lot of HP. Use the same tactic I listed for Suzaku to win easily. If something goes wrong, you have a lot of room to escape.

Enemies - 19 guards, 2 wolves, 1 bear, 1 boss
Max Score - 745
Max Spotted - 4

R.6 The Secret Harbor

You'll find a host of traps in this level. You'll also find the Air Bottle, for what it's worth. It's located on top of the arch along the west side of the map, just before the beach. You can find a potion in a basket at the north end of the ship. The female ninja on this map might have weapons for you to take.

Boss: Wang Xioahai

This is probably the toughest boss you'll be up against. Many of his attacks will penetrate your guard, so don't go toe to toe with him. Be prepared with three or four smoke bombs and some grenades. You can either use the smoke bomb/crouch-attack tactic, or escape to the deck of the ship and snipe. The stairway to the deck is behind you and to the right as the fight begins. It's kind of difficult to see since the angle is so extreme, but if you know it's

there it's a little easier to find. You need to jump onto the stairs to escape. If you run upstairs, he will usually lose track of you and turn around rapidly. Now's your chance to use those grenades. Aim with L1 as best you can, and let loose. You probably won't take him out with the grenades, but you should soften him up a bit. Once you've exhausted all of your long range weapons, run back down and use a smoke bomb to finish the job.

Enemies - 16 guards, 1 shark, 1 boss
Max Score - 645
Max Spotted - 1

R.7 The Temple of Dreams

A huge and well populated (and designed) level. There are 29 guards to play with, so you can actually get away with being spotted a few times and still score grand master. The Blowgun makes itself available here. It's hidden in a small cabin near the west edge of the map. There are two ninja patrolling the building, and the entrance is underwater, on the east side of the foundation. Search everyone you take out. The exit is the the front stair of the north-center building.

-Thanks to Ben Larsen <mindwanderer@juno.com> for the following potion location: There's a potion in a crate in the center building, next to a sleeping guard. It's not always there, but it's nice when you can get it.

Boss: Yukihotaru, the firefly princess

Sure does sound tough, doesn't she? Use the smoke bomb/crouch-attack to win easily. Or, just beat the crap out her with your combo. Her best attack is a quadruple knife throw. This is only a threat if she lives long enough to use it. When you free her spirit you will be treated to one of the better cinematic scenes in the game. If you pay attention, you will realize Rikimaru's major weakness; his lone wolf spirit.

Enemies - 29 guards, 1 boss
Max Score - 885
Max Spotted - 9

R.8 Ninja Village Under Attack

You need to wipe out all of the enemies on this level to proceed. Don't forget to grab the items first though. A potion is in the crate located in the southwest corner of the upstairs training area. The Mine can be found just north of the westmost pillar in that same area. You might also be able to find another potion near the waterfall, in a basket. Search all of the enemies you kill. When you eliminate the last enemy, the mission will end. If you're having trouble scoring Grand Master, make sure your friends don't kill any enemies for you.

Boss: (secret)

You will be in an enclosed area and there will be no chance of escape. Your enemy is very close when the battle begins, and you will need to be careful not to take damage. When you have an opening, use the smoke bomb/crouch-attack combo to win in two moves! Now you will be honored to meet one of the greatest of the Azuma Ninja: Semimaru.

Enemies - 15 guards, 1 boss (unkillable)
Max Score - 600
Max Spotted - 0

R.9 In Pursut of "What's-His-Name"

Ugh, this one is hard. Be sure to bring lots of blowgun ammo if you can, as it makes the level a lot easier to get through without being spotted. There are no items or potions to be found in this level, so concentrate on the items carried by your rivals.

Boss: Byakko

Damn, ANOTHER surly yet smooth midget riding a tiger? Yeah, REAL original, Activision. Anyway, use the trusty smoke bomb tactic to ruin his party, post-haste. He's got some fast attacks that'll penetrate your guard, but this shouldn't be an issue if he can't use them.

Enemies - 16 guards, 1 boss
Max Score - 625
Max Spotted - 0

R.10 The Kansen Caverns

This fairly large area is riddled with traps, and guards with overlapping coverage. As you eliminate guards, be very careful that their buddies don't see you. The potion can be found on top of the arch near the entrance, in what looks like two stacked square bags. The Blinding Powder can be seen from the ground nearby, but isn't actually accessible until near the end of the level. It can be found just behind you after coming up a ramp from an area with one green guard and one (usually sleeping) red guard. The arrow trap in the narrow hallway near the beginning is (barely) avoidable if you jump at the last minute. Try sheathing your weapon to jump over it. Also, I recommend that you bring a few throwable items with you to defuse a few of the mines in the trap room about halfway through, or just use your sword if you are comfortable doing so. Search all of your enemies. There's no boss on this level.

Enemies - 19
Max Score - 680
Max Spotted - 2

R.11 The Sea Battle

Clear your evening schedule first, this is a very long level with two distinct parts. Beware of a shark in the water about halfway through, as well as another shark near the dock at the end. You'll find a potion hidden in a crate on the big ship near the beginning with two archers. You'll need to head to the second large ship in the northwest corner, and deal with the enemy leader there. Again, you should search everybody on this mission. If you're feeling the need for speed, you can swim through the whole level and not deal with a single enemy. But, I think that's boring.

only the red ships will have enemies on them, and only the yellow ships will have allies. You can take advantage of this when planning your approach from a distance.

Sub-boss: Suzaku, to the death

Aside from the fact that he can poison you now, Suzaku hasn't gotten any harder. Again, smoke bomb + crouch-attack = easy. Pin him against the wall with your crouch attacks and you'll be done in no time. It's so easy, it's almost like cheating. When you win this battle, you will start the second half of the mission.

R.11 1/2 The Sea Battle, Section Two

Luckily you don't need to clear this entire area, but if you want to, it won't hurt your inventory or score. There are potentially three potions here; one is in a crate dead ahead of where you start, the second is located in a crate near a cannon, torch, and archer in the northwest corner of the map, and the third may be on the raised area just south of the right center mast, in one of the three crates. The final battle will actually be in the inaccessible area at the top of the map, but you need to proceed to the southeast corner to get there.

Final boss: (secret)

The enemy general is fast and can not be knocked down with a crouching attack in the first part of the battle. I still recommend using it when possible though, as it does a lot of damage. Halfway through the fight, the enemy will switch weapons and tactics. Some of the attacks can penetrate your guard; be careful. The smoke bomb/crouch-attack combo will see you through. You can also grapple to the top of the structure to get some cheap attacks in.

Enemies - 44 guards, 2 sharks, 2 bosses
Max Score - 1230
Max Spotted - 21

Congratulations! You've cleared the game with Rikimaru.

7.2 Ayame's missions

A.1 Training

Ayame's training mission is the same as Rikimaru's. If this is your second time through, you should be able to get grandmaster with no problem. Don't worry about it if you don't, though.

Enemies - 9 guards
Max Score - 480
Max Spotted - 0

A.2 The Mountain Bandits

You'll find the potion in a crate just north of the ravine, about halfway through the map. The crate itself is just south of a small hut. The antidote is a bit north of where you found the potion, on the floor of another ruined house. Both are toward the east side of the map. Don't bother searching bodies on this map. The exit is the highest hill in the northeast corner.

Boss: Boron

Huh? I have to fight THIS guy? Well, it's not so bad if you plan ahead. He's got a lot of HP and a very long range with his hammer. But he, like Garan, takes full damage from items. Bring exploding arrows if you've unlocked them, and lots of shuriken. Sleeping gas will help you maneuver behind him and get in many damaging hits. Ayame's most effective move is her rush attack, so get acquainted with it here. When you see him winding up for an attack, block. You won't have time to retaliate if you're too far away; stay close. Maneuver to his rear when possible. Use the rear attack if you overshoot him on a rush. Avoid the torch, and try to force him onto it if possible. And if you need to escape, run up the stairs. You will probably take a couple of hits (I always do), but hopefully this advice will help.

Enemies - 14 guards, 1 boss
Max Score - 585
Max Spotted - 0

A.3 Lady Kei in Danger

This is a fairly hard level, especially if you are trying for Grand Master. The medicine can be found in a crate near the beginning of the level, inside the building. You will need to work around the innocent woman without being seen; I recommend taking the second entrance and working your way back. You'll find the Grenade outside, in the southwest courtyard near another innocent woman. Don't be spotted unnecessarily; the camouflage item works well here. The enemy troops won't be carrying any items.

Boss: Genbu

After such an emotional scene, the comic antics of Genbu seem a bit... inappropriate. You'll find him a little bit tougher to handle than Boron. Again, take lots of shuriken or exploding arrows. Try using your grenade on him too. The best time to hit him with an item is when he is getting up; he tends to dodge otherwise. Again there is a torch, be careful not to run onto it. He's smart enough to avoid it too, but you might be able to force him onto it with a combo. And be very careful about his side attacks; he will sometimes hit you when you try to run past him. He will flee when you hurt him badly enough.

Enemies - 13 guards, 1 boss (unkillable)
Max Score - 565
Max Spotted - 0

A.4 To Save a Princess

You must not be seen while playing this mission, or you will lose. Find the Blowgun on a small hill fairly close to the beginning on the east side of the map, near a stationary guard. I've thus far been unable to find any potions. The goal is in the southwest corner. As in Rikimaru's mission on this map,

only the red ninja will have items. The cutscene here is particularly touching and it really saves Ayame's storyline.

Enemies - 13 guards
Max Score - 560
Max Spotted - 0 (stealth mission)

A.5 Kubon Island

The air bottle can be found toward the northwest side of the map, on a small gray island with a stationary rifle guard. There are two potions here; one is in a crate located in a cave on the west side, towards the interior of the map.

You can either swim or go by land to get there, but it might take you some looking either way. I found another potion in a crate located in the northeast part of the map, near a rolling rock trap. The exit is the south part of the map; it's easier to get there if you come from the northeast. None of the enemies are carrying items, and there is no boss. Luckily, you can be spotted a few times here and still get Grand Master.

Enemies - 24 guards
Max Score - 780
Max Spotted - 6

A.6 The Island Fort

You'll find the poison rice in a small cave near the center of the map here. It's accessible via the well, or another entrance to the south. Medicine can sometimes be found in a crate next to a house in the northeast corner. Search the ninja; they should have a few toys for you. The ample number of sentries makes this mission a bit easier to grandmaster.

Boss: Wang Dahai

He has a fairly powerful combo and dodges quickly. His combo does have a major flaw; he's very vulnerable before the final hit. But, it may take a while for you to figure out when to attack because of his flashy style. Try a rushing attack when he's open. Bring armor if you've unlocked it. It's a good idea to bring a few shuriken to hurt him too. He's got a much longer range than you, so try to hurt him as much as possible before you have to attack with your daggers.

Enemies - 26 guards, 1 boss
Max Score - 825
Max Spotted - 7

A.7 The Quarantine Village

Both the smoke bomb and a potion can be found in a courtyard of one of the three sided buildings, toward the center. They will be guarded by a scythe wielding ninja. Search all the enemies. Exit the level at the gate in the northeast corner. Incidentally, you may want to bring an extra sleeping gas or ninja camouflage to bypass the innocent man near the gate.

Bosses: Slug, Snake, and Toad

The boss battle in this area is pretty fun. There are three of them; none of them are particularly powerful, so use group weapons like smoke bombs and grenades to wear them down. Then take them out, one at a time. Use your big damage moves, like rushing strikes and reverse attacks. Note that you can search the first two you kill.

Enemies - 14 guards, 3 bosses
Max Score - 595
Max Spotted - 0

A.8 Cherry Tree Hill

Not as bad as it sounds; just take your time. Focus on stealth items such as blowgun ammo, camouflage, and sleeping gas when you choose. There are no items, and no boss. The trees do have a nasty habit of obscuring your vision. You can replenish your blowgun ammo, along with other tools, by searching all the enemies (except the wolf, of course).

Enemies - 14 guards, 1 wolf
Max Score - 600
Max Spotted - 0

A.9 In Pursuit of "What's-His-Name"

The mine can be had here; it is located about halfway through the map along the east side, in a nook with a sleeping guard. Be careful not to step on the *other* mine just outside. Search everybody here.

Boss: Churro (sp?)

This is probably the hardest battle in the game. Be prepared with lots of explosives. Definitely wear armor if you have it. I always use up all of my damage items right away, and then finish him with smoke bombs, and combos mixed with rushing attacks. Be careful, though, not to rush too far and let him get behind you. Rush from a distance. This is one time you should avoid using your rear attack. Use caltrops or smoke bombs when you need to heal. Whatever you do, try not to turn your back on him.

Enemies - 17 guards, 1 boss
Max Score - 645
Max Spotted - 1

A.10 The Kansen Caverns

The blinding powder is hidden in this level. It's in a cave in the southwest corner, next to a lake. There should be an innocent man tooling around nearby.

I'd highly suggest bringing at least one sleeping gas or camouflage specifically for this area; this should allow you to incapacitate the man without hurting him, or simply slip by him. Also, you'll find the potion near the entrance of this level, by the horse. There'll be a sleeping guard nearby as well. The potion is in what looks like a stack of bags. Search everyone you eliminate. There is no boss here.

Enemies - 15 guards
Max Score - 600
Max Spotted - 0

A.11 The Fire Demon

This is a very long mission with lots of enemies. You'll find a health potion near in a crate in the third area, near a red enemy with large claws and three grey chests. You may want to double back as you reach the end to make sure you don't miss any enemies. The exit is near the cargo hold; approach the large solid staircase to fight the first boss of the level. Again, search everyone you take out.

Boss: Genbu, part two

You'll use the same tricks you used before, but now you have access to more items. Smoke bombs and grenades prove very useful here. Unlike the first time you fight him, your rear attack will take him down. You can run away and hide behind the pillars if you need a breather. Make sure to save a few smoke bombs for the next boss.

Final boss: (secret)

The second boss is aggressive and fast but doesn't take much damage. Use that to your advantage by stunning him with a smoke bomb and hitting him with your best moves: combos, rushing attacks, and rear attacks (only when his back is to you). You should win in short order if you are careful.

Enemies - 24 guards, 2 bosses
Max Score - 790
Max Spotted - 6

Good work! You've finished the last of Ayame's missions.

7.3 Tatsumaru's missions

T.1 A Shadow

A surprisingly large and complex mission, due to use of all three dimensions. The Antidote can be found in the southeast corner of the map. It should be near a friendly soldier in a courtyard, against a wall (I lied in previous FAQ's when I said it was near a woman, sorry). I was unable to find health potion in *ANY* of Tatsumaru's missions except the last. Search the red ninja for items.

-I've gotten at least one email noting that the enemies are constantly alert in this mission. You may have noticed this too. The only explanation I have is that somewhere on the map, one of your allies may have spotted an enemy. Since your ally will begin attacking, this will alert all of the enemies, regardless of your actions. You may need to be within a certain radius of the characters for this to happen, but I'm not sure. Be aware of this when stalking your prey.

Boss: (semi-secret)

Bring your armor if you have it, but don't panic if you don't. This guy doesn't take too much damage and his attacks aren't exactly commanding. Use the first three hits of your combo repeatedly to trash him easily. Use the terrain to your advantage if you feel you are in danger.

Pay special attention to the armor your opponent wears; his insignia is a form of foreshadowing.

Enemies - 18 guards, 1 boss
Max Score - 665
Max Spotted - 2

T.2 The Head of Lord Toda

You can find the Blinding Powder in the far southeast corner of the map, just behind a tree. One of Toda's samurai should be nearby. As in your other forays on this map, the red ninja will have items for you to take. You will face two boss fights on this map, and you might be a bit overwhelmed if you don't come prepared.

Boss fight 1: (secret)

In the first battle, try to wipe out the archer, then the pikeman, then work on your primary target. You won't have much room to move around, nor will you have many items to work with. Sleeping gas and exploding arrows could really help you out here, but not nearly as much as the armor. Caltrops will help you escape to heal.

Boss fight 2: (secret)

In the second fight, you just need to reduce the enemy to 50% life. It shouldn't be too hard, just use your combo when you can, and keep your adversary in front of you. Once you win, you'll be treated to a lovely cut scene (after the one you've already seen at least twice).

Enemies - 14 guards, 4 "bosses" (1 unkillable)
Max Score - 595
Max Spotted - 0

T.3 "Tatsumaru mission three"

This isn't too hard, although you can't be spotted at all, or the mission will end. Once you get eight kills, you will succeed. Only go after the guards; the women are of no use to you. I've verified that you don't actually need to get an animation on each kill. The Poison Rice can be found here, in the southwest corner of the map, next to a building. None of the guards have anything for you to take, and there's no boss on this level. Note that if you fail on this mission, the cut scene is pretty funny. :)

Enemies - 14 guards, 1 wolf
Max Score - 460
Max Spotted - 0 (stealth mission)

T.4 "Tatsumaru mission four"

Be careful about being spotted here. There are a lot of guards with overlapping coverage. If you really want it, grab the Air Bottle along the north center area of the map, near an archer. You will need to eliminate all of the enemies to proceed. Again, you needn't bother to search any of your opponents.

-HUGE! Andre de Leon <andre18tx@hotmail.com> wrote me with the location of the Blowgun. It's at the far south end of the map, hidden underwater. The easiest way to find it is to jump south off the dock and swim straight ahead until you reach the wall. It should then be to your right. This should make the game much easier from this point on.

The boss here is slow but has a powerful combo. Get behind him and uppercut him repeatedly, and he'll go down quickly. You won't be able to knock him down, however.

Enemies - 16 guards, 1 boss
Max Score - 625
Max Spotted - 0

T.5 "Tatsumaru mission five"

There are a lot of soldiers tightly concentrated on this map. Do a little scouting before you attack, and you'll save yourself some work in the long run.

The Grenade can be found in the south center area of the map, in an alcove near the pit. There should be a basket right next to it, hiding it from view. Eliminate all the enemy soldiers to exit the mission, but note that you won't be able to get items from them. There's no boss here.

Enemies - 14 guards
Max Score - 580
Max Spotted - 0

T.6 "Tatsumaru mission six"

You don't need to eliminate all enemies to exit the mission, but you can't get Grand Master without doing so. You'll find the Smoke Bomb inside of one of the lower pair of houses. I would suggest getting the smoke bomb early in the mission, and then borrowing as many of them as possible from the guards milling about. You can fight the boss by stepping in front of the house that is nearest the northeast corner.

The enemy leader is fast and powerful; use the smoke bombs you picked up to stun him, and follow up with uppercuts. Again, you can get behind him and uppercut repeatedly for excellent results. The area you fight him in is pretty small, and you won't be able to run away.

Enemies - 16 guards, 1 boss
Max Score - 625
Max Spotted - 0

T.7 "Tatsumaru's final mission"

This is the big finale. You must eliminate all of the enemies to finish this mission. I did finally find the mine; it's at the southernmost point of the map, on the white structure between the two main cannons. You might be able to find a healing potion on the eastern cannon deck near the beginning, and another in the northeast corner. The sentries on this map won't be holding items. Once you've eliminated every guard, you'll face the final boss.

The last opponent is pretty fast, but really not hard compared to what you're used to, especially if you are wearing armor. He does a lot of damage, so be careful. Use the standard tactic; use a smoke bomb, get behind him, uppercut repeatedly. This will let you win in no time.

Enemies - 21 guards, 1 boss
Max Score - 725
Max Spotted - 4

Nice job! You've won with Tatsumaru. Don't miss the excellent movie after the credits. It should make it all worthwhile, especially if you've played the first Tenchu.

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8. Miscellaneous hints and advice
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Andre de Leon <andre18tx@hotmail.com> sent in some general gameplay hints, listed below:

1. Don't be afraid to use your basic attacks from a distance to kill an unaware sentry. By avoiding the lengthy stealth kill animations, you save a considerable amount of time while still getting credit for an undetected kill.

2. The cats cannot be killed, and will alert guards to your presence. (This is, in fact, the same way cats behaved in the first game). For a laugh, try poisoning one of them to see how much damage they can take.

3. If you are spotted, rather than staying and fighting, escape and hide until the enemy returns to "?" status. You will lose fewer points this way. This is useful on levels with more than 16 enemies, since you can often still get a Grand Master rating.

4. If you are playing a new mission and want to simply scout the area, you may want to consider bringing nothing with you. This way, if you fail or get a low rating, you will only lose items you found on the mission. I still prefer resetting with Start + Select, then reloading from the memory card, since you are certain not to lose anything that way. The former is faster, and the latter will guarantee that you don't lose any items, so choose accordingly.

5. Consider using corpses to lure guards away from their posts. This will allow you to kill large numbers of enemies on your terms. Most importantly, enemies often become stationary after spotting a fallen comrade, and thus easier to kill in many situations. Just make sure you have a good hiding place for the ensuing manhunt.

You might already know that you can knock arrows out of the air by attacking with your primary weapon. But you may not have known that you can also destroy them with your own thrown weapons, namely shuriken. Other weapons may work, I'm not sure. In any case, if two thrown weapons collide in midair, they

cancel each other's effect and vanish. Cool, huh?

Sometimes you will be able to break portions of walls with your weapon, such as in Rikimaru's "Treason at Gohda Castle". If you are concerned about being spotted, attack the wall at an angle so that you are behind the solid portion of the wall when the part you attack is destroyed.

Extra cool trick: You can jump out of the water onto an enemy, and perform a stealth kill. The positioning is brutal, but it's nifty when it works (and pretty sad when it doesn't).

It might be helpful to note here that enemies cannot hear you jumping out of the water when you are swimming; it's falling in that alerts them, even though both sound the same. Take advantage of this to jump onto boats or ledges quickly and silently.

Rikimaru will be beset by sharks on two missions: "The Secret Harbor" and "The Sea Battle". They are very dangerous since you have no way to fight them when swimming. The best way to deal with them (other than simply avoiding them) is to get as close as you can on land or a boat, then use a blowgun. Shuriken work well too; apparently sharks only have 30 hit points, so two well-placed shuriken will waste them with a quickness. It seems as though you need to hit them in the mouth or eyes to take them out. Be sure, however, not to use a grenade or flaming arrow against the shark; since they are not programmed with an "on fire" animation, the game will freeze if they are hit with incendiary weapons.

Why bother killing sharks? You actually do get credit for an undetected kill if you take them out. You could conceivably use this to make up for being spotted in "Secret Harbor". The hardest part of killing them is getting them within visual range without being seen. This takes a lot of patience; I affectionately call it "fishing". It's not for everyone, but if you're looking for a nice diversion, a little fishing can be a lot of fun.

Also, beware of a bear in Rikimaru's "Demon Mountain". However, he is somewhat easier to deal with since you can sneak up and kill him with one hit.

A word about hard difficulty vs. normal: There are just a few differences:

(1) The enemies are able to see you at increased ranges, and are alert for longer periods of time.

(2) Bodies that fall in hard mode (say, after you drag them off a cliff) alert all guards ("!?" status). If you miss a grapple and fall flat, it'll do the same.

(3) When the enemies are alert, but unsure where you are ("!?" status), they tend to throw things in your general direction. That means you might be just far enough away to watch your enemy but not for them to find you, and suddenly they'll chuck a grenade at you. Or more commonly, a shuriken. Or worst of all, a poison dart. If you're moving or behind cover you usually won't be hit. Also, if you hear the sound of a shuriken nearby, check the

area; you might get a free weapon (and a bit of a scare, depending on the proximity).

(4) Finally, guards that are normally sleeping in the easier modes are now awake. This makes them somewhat more difficult to handle than before. On the other hand, they are usually still stationary, so with a bit of patience they should not pose a threat.

You can find six different items when searching enemies: shuriken, caltrops, antidote, grenades, blowgun darts, and smoke bombs. You can only find a tool on an enemy when you have previously found it in a level. For example, if you really want poison darts, and you happen to be on the mission in which you gain the blowgun, try picking up the blowgun *before* neutralizing any opponents who might be carrying them, thus giving yourself a chance to find ammo on their bodies. You could also kill them, find the blowgun, then return to their corpses and loot them, but it isn't worth your time.

If you're jumping an enemy from a rooftop or ledge, you may want to roll forward. You'll save a little time when you hit the ground, because you will land more smoothly (rolling animation rather than "landing" animation).

Similarly, when closing in on a moving target, run towards their destination, not where they are at the moment. You can often save one or two steps this way.

Remember not to take too long; you are limited to 99 mins and 59 seconds (I think) to beat a level. If you exceed that limit, the mission will end and you will be brought to the Game Over screen, as if you had died.

I recommend clearing the game with Rikimaru first, scoring Grand Master on every level if you can. This will give you many useful items for Ayame's missions, which are much harder, IMHO.

Incidentally, when you get Grand Master on every level, your carrying capacity is increased to 24. In the PAL version you obtain the fishbone which does the same thing. Not that you need the extra capacity at this point...

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9. Undocumented "features"
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Software manufacturers despise the use of the word "bug" when describing problems with their products. What does this have to do with this FAQ? Nothing, of course. :) However, this section is dedicated to the unplanned events that occur every so often in the game. Foremost are those issues that affect gameplay negatively and therefore demand the highest amount of attention.

9.1 Stealth sentries

Andre de Leon <andre18tx@hotmail.com> pointed out the most dangerous bug in the game: Enemies disappear. That is, when you approach the area that is supposed to be guarded, nobody is there. As you exit the area, you might be spotted by the guard as he suddenly reappears.

Solution: If you already know where the guards are supposed to be, and you notice they don't appear, try backing out of the area and returning. This will often do the trick. You may also try eliminating other nearby guards first to free more display memory. Another way to detect this issue is to watch the Ki meter: If, as you run from one area to the next, you see the meter jump from nothing to "?30" and start counting down, an enemy was supposed to be in the first area, and just reappeared. Be assured that most of the time, the enemies will appear at a safe distance and you will not be spotted.

Also, James Arthur <jrabapc@yahoo.com> suggested something I hadn't thought of:

Try using colored rice to mark the locations of guards that appear and disappear. When the other sentries have been disposed of, return to that location (carefully) and you should have no problem getting rid of them. While this solution does impact your item selection negatively, it's certainly inspired.

9.2 Keeping it in perspective

An issue that causes no end of irritation for me is the way the perspective shifts when you stop moving. Why would I need to look at the ground 20 feet in front of my character? If you're on an upward incline, the reverse is true, but at least looking up is useful in this case. I think the reason the perspective looks down is to hide the limited range of your view, unless it's just the result of an unfinished bit of code. In any case, the view improves slightly as you move around, and can be forced where you want it with L1.

Solution: None, really. Use L1 as necessary.

9.3 What a drag

I noted above in section two that you are unable to drag bodies when an arm or head has been severed. Whether this is intentional or not is open to debate. However, not being allowed to drag bodies unless the ground is perfectly flat can not have been intentional and is seriously irritating.

Solution: If you're desperate, try nudging the body around while crouching until it's on level ground, and then drag it. This takes a long time though. If you're trying to hide the body from guards, just run away and wait for it to be spotted; it's much faster this way. As long as you've got a good hiding spot you should be okay.

9.4 Coming to grips

The grappling hook has been limited a bit from the first installment. While I don't mind being unable to grapple some of the surfaces, I'm a bit dismayed by the frequency of falls from objects that are climbable. This can be a real problem if you're trying to escape an attacker, and you will also alert all enemies on Hard difficulty when you fall flat.

Solution: It might help slightly to hold Up as you grapple an object; this way, you may be at least slightly more likely to grab the ledge. Try Up + [X] as well, it seems to help. As you will see on Rikimaru's "Demon Mountain", some walls are more difficult to climb than others; it seems to have something to do with their orientation. Walls that are at 90 degree angles are less likely to give you problems.

9.5 "Well, here's ONE way to stop those sneaky ninja..."

Andre de Leon <andrel8tx@hotmail.com> also pointed out that it is very difficult, if not impossible, to get the "from behind" stealth kill animation against the enemies on Tatsumaru's sixth mission. As he stated, this is probably due to their somewhat smaller stature.

Solution: Just use basic attacks, or use a different stealth kill. It's good to be aware of this problem though.

9.6 "Cut! Cut! This angle won't do at all."

As listed above, there are problems with the stealth kill animations ending early. This is usually the result of a collision between one of the characters and a surface.

Solution: None really, other than avoiding stealth kill animations in close quarters.

9.7 "Fence? What fence?"

You may have noticed that the character controls are a bit slippery in terrain of varying elevations. For instance, you can often step or roll right "over" a fence from ground level, or increase the height of your jump by moving over terrain that is progressively higher.

Solution: You may actually want to take advantage of this increased mobility once you've gotten comfortable with it. Rikimaru and Ayame's second missions are excellent examples of this behavior. It shouldn't be like this, but why not make the most of it?

9.8 If they can do it in the cinema scenes...

In some missions, at certain walls, you can jump impossibly high. A good example is the training missions for both Rikimaru and Ayame. The second wall you must climb is so high that you should need to grapple the ledge; however, you can simply jump and grab the ledge instead.

9.9 "You'll USE that sword, and you'll LIKE it."

Tatsumaru can be forced to carry his sword, rather than sheathing it immediately, in two different ways. If you bump the enemy just before a stealth kill, he will pound them in the back of the head, and the sword will

magically appear in his hand. I'm not sure why. The second way is to use an airborne attack and "bounce" a bit on the landing. The easiest way to do so is to be on a ledge above a wall that is at least as tall as Tatsu, then jump and attack on the way down. The sheathing animation should be skipped, allowing you to keep the weapon out. From that point, Tatsu will carry his sword until he either uses an attack or stealth kill that requires its use.

9.10 More bang for your potion buck

Chris Gerlach <chris_gerlach@hotmail.com> wrote with an interesting glitch that could potentially be exploited. Apparently, if you get hit just after drinking a potion and healing, but before you toss the container away, your health will be restored AND the potion will fall to the ground, allowing you to keep it. I haven't yet played with this, so if someone finds a good way to take advantage of this, let me know.

9.11 Why not just throw him on the hibachi while you're at it?

Finally, Andre de Leon <andre18tx@hotmail.com> had this to say about amputations: "You can cut off both the head and an arm of an opponent at the same time! i did this with Rikimaru while doing his classic "from behind" stealth kill. what happened was, when i cut off the guards head, the stealth kill animation stopped at the very last moment because the guard "hit" the wall when he flopped to the floor. after the animation stopped, his arm just flew off--something that happens when you normally kill your opponent. basically, the sudden transition made both random(well, they seem to be) events happen one after the other. hard to reproduce, but anyone can do it."

10. Cheat codes

At last, a cheats section! These can come in very handy for scoping out some of the advanced items and missions. You can even unlock Tatsumaru without having to beat the game, and edit some of the built-in custom missions.

I should note that I didn't discover these; I found the cheats on IGN.com and gamefaqs.com. However, I did verify the NTSC cheats myself and added to some of the information listed on the above websites. I've designated which cheats are for the NTSC version and which are for the PAL version below.

While I'm at it, I'd like to give a big thanks to 'jimbojan' for verifying and posting the PAL cheats to gamefaqs.com; it saves me having to buy and import a lot of expensive things. :)

10.1 Restore health to 100%

-NTSC: First, pause the game. Then hold the [Square] button down, and press Left, Right, Up, and Down. When you resume the game, your health will be full again. WARNING: You are penalized for being spotted once each time you use the code.

-PAL: Pause the game; hold [Circle], and press Left, Right, Up, and Down. You may or may not be penalized for being spotted, nobody seems to know. :)

10.2 Reveal entire mission map

-NTSC: Hold the Select button to display the map, if one is available. Then, press [Circle] five times. The entire map will be displayed.

-PAL: Hold both Select and [R1], and then press [Circle] five times.

10.3 Unlock all items

-NTSC: Press the following keys at the Item Select screen: [Square], [Square], [Square], [Circle], [Square], [Circle], [Circle], Left, Up, Down, Right, [R2], [R2].

All of the items should now be displayed. Their quantities will still be at zero, however. You can use the next cheat to increase the quantities.

-PAL: At the Item Select screen, press: [R2], [L2], [R2], [L2]. Then hold Select, and press Right, Left, [Circle], [Square], Down, Up, Up.

10.4 Increase all items by one

-NTSC: At the Item Select screen, Hold [R1] and [Square]. Then press Right, Down, Left, and Up. All of the item quantities should be increased by one. Repeat as desired.

-PAL: Again at the Item Select screen, hold [R1] and [Circle], then press Right, Down, Left, [L1].

10.5 Unlock every stage in story mode

-NTSC: On the Mission Select screen, hold [Circle], [Square], and Select. Then press the following buttons: Right, Right, Right, Up, Left, Down, [R2]. All of the missions for Rikimaru and Ayame will become available. If you use the code to unlock Tatsumaru at this point, you will be able to play his missions in story mode.

-PAL: First, highlight a mission that has not yet been unlocked (-). Hold [Square], then press Right, Left, and Down. Then, hold [Circle], and press Left, Right, and Up. Continue holding [Circle], and press and hold [Square]. While holding both buttons, press Up, then Down. The missions should then become available (whew!).

10.6 Unlock Tatsumaru

-NTSC: On the Mission Select screen in story mode, hold both [Square] and [Circle]. Then press [R1], [R2], [L2], [L1], Up, Down, Left, Right, Select. A sound effect will verify that the code has been entered. You will now be able to use Tatsumaru in the Mission Editor. If you have used the unlock code for all missions in story mode, you can play his story mode missions as well.

-PAL: Okay, this is somewhat hard to explain, but I'll try. At the Mission Select screen under story mode, use Left or Right to select the character that is not the default. In other words, if Ayame was the last character used, when the screen appears she will be selected already. In this case, you would select Rikimaru as the first step of the code. Hold both [Circle] and [Square]; you will continue holding them for the rest of the code. Press Right, Up, and Left, then press and hold Down. Press [L1] then [L2]. Then, release Down and press Select. You should now be able to play as Tatsumaru.

10.7 Unlock all built-in custom missions

-NTSC: At the Custom Mission select screen under Mission Editor, hold both [R2] and [Circle]. Then press Up, Down, Down, Right, Left, Left. All of the missions will be unlocked.

-PAL: There doesn't yet seem to be a code to do this in the PAL version. I could be wrong; let me know.

10.8 Unlock "Tenchu, Inc." mission and office tileset

-NTSC: At the Custom Mission select screen, hold [L2] and press [Circle], [Square], Left, Right, [Circle], [Square]. You'll be able to play the ultra-secret "Tenchu, Inc." mission (any readers of The Onion in the house?). This is the only way to access this mission and tileset, as far as I know.

-PAL: Under Mission Editor, go to the Edit Mission option. Highlight "Create New Mission"; then hold [R2] and press Left, [Square], Left, [Square], Right, Right, [Circle]. Finally, press [X]. I'm not sure if you need to release [R2] before pressing [X], however. If one technique doesn't work, try the other.

10.9 Copy built-in custom missions from CD to editor

-NTSC: At the Edit Custom Mission screen, hold [Circle] and press the following buttons: Up, Up, Down, Down, Left, Right (familiar?). You'll be able to copy the built-in missions to memory card, and then edit them yourself. It seems that you have to have beaten the mission at least once, though.

-PAL: Go to the Edit Mission screen, and highlight Edit Mission. Hold [Square], and press Up, Up, Down, Down, Left, and Right. You should hear a sound if the code is accepted.

10.10 Instant kills (PAL only)

-First, pause the game. Press R1, L1, R1, L2. Then, hold [Triangle], and press Down, Down, Down, and Up. Release [Triangle]; the game may resume on it's own, or you may need to hit Start to unpaue. If the code works, your health should be at 98, but you will be able to kill instantly regardless of whether you have been spotted or not. By the way, clarifications on this code would be most welcome.

11. Version history

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Version 1.0: First public release. Distributed 9/4/2000

Version 1.1: Minor fixes to various sections.

-Added the crouching stealth kill (I forgot it before, sorry)

-Added boss info to Tatsumaru mission six

Version 1.15: Minor formatting fixes.

-Removed many unnecessary carriage returns

-Fixed several minor grammatical errors, and clarified the confusing language in some areas.

-Added entry to the credits

Version 1.2: Added new entries from a contributor, and adjusted some earlier statements for clarity.

Version 1.4: Many major changes. Added two new sections, one listing character attributes and another for gameplay bugs. Also added several entries from contributors as well as reorganizing some sections.

Version 1.42: Corrected several misspellings and added some new info

-Added an entry to section two about PAL vs NTSC

-Fixed and updated some of the mission data

-Added several tips to the miscellaneous data section

Version 1.44: A fantastically delayed update.

-Added a hazard section listing the traps in the game

-Added a cheats section

-Moved some of the things from the miscellaneous section to more appropriate areas

-Reformatted the FAQ to enhance readability at the cost of printability, by re-inserting the unnecessary carriage returns I removed in version 1.15 and tweaking the layout of some of the sections.

-Added contributions from three readers

-Added some new entries to the credits section.

=====
12. Credits and Legal

=====
-Thanks to Activision and Sony Music Entertainment, and more importantly, their respective staffs, for creating an excellent sequel to a superb game. Not only do you own all of the trademarks listed herein, you own them with **style**.

-I don't want to exclude anyone, of course, so an extra thanks to everyone who helped make this game happen. Really.

-Special thanks to one Mary Kay Bergman, whose voicing of Kagami still gives me chills.

-Thanks to Jeremy Drake for an excellent guide to stealth kills. If you're reading this and you haven't seen his guide, READ IT! It's available on gamefaqs.com, and is also incorporated into Matt Hulbert's Tenchu 2 FAQ.

-Special thanks to my good friend Stacey for helping me with various grammatical fixes. You're a good peanut!

-Thanks to Ben Larsen <mindwanderer@juno.com> for the tip on the potion in Rikimaru's "Temple of Dreams" mission.

-Thanks to James Arthur <jrabapc@yahoo.com> for coming up with a use for the useless (colored rice), as well as opening my eyes to the utility of the wall jump. I'm still working on the blowgun tip...

-Huge thanks to Andre de Leon <andre18tx@hotmail.com> for sending much needed information regarding the location of Tatsumaru's blowgun, as well as his continued updates; they are very helpful!

-Thanks to Chris Gerlach <chris_gerlach@hotmail.com> for a tip on Rikimaru's final stage, and also for listing a potion glitch I'm anxious to exploit.

-I can't believe I didn't put this in before, but a special thanks to CJayC of Gamefaqs.com, for not only being the primary host of my FAQ, but formatting it as well, and for the work he's doing in general for the community.

-I'd also like to thank the other hosts that have contacted me to host my FAQ; not only did they ask first, but in most cases they've lived up to their side of the deal.

-Your name could be here! Find something I missed and tell me about it, and I'll put you in the credits.

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By special arrangement, Selenia at www.tenchu2.de has been granted permission to post portions of the FAQ on her site. I'm grateful to be helping her visitors, and it has been a pleasure to work with her. Many thanks, Selenia!

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" ...in Tenchu 2, for instance, it's possible to punch someone's arm off. Not only is this frighteningly realistic, it makes sense."

Oh, yes, about the webpage. I'm afraid Semimaru's shrine is on somewhat permanent hiatus. Sorry everyone! I'm sure somebody will make one eventually.
:)