PlayStation®

NTSC | U/C

PlayStation®

MATURE
M
CONTENT RATED BY ESRB

SLUS-00706
1000372.221.US

# TENCHU™



Live by
Honor.
Kill by
Stealth.

# STEALTH ASSASSINS™

天誅

ACTIVISION®

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# PROLOGUE

It was a time of great turmoil.

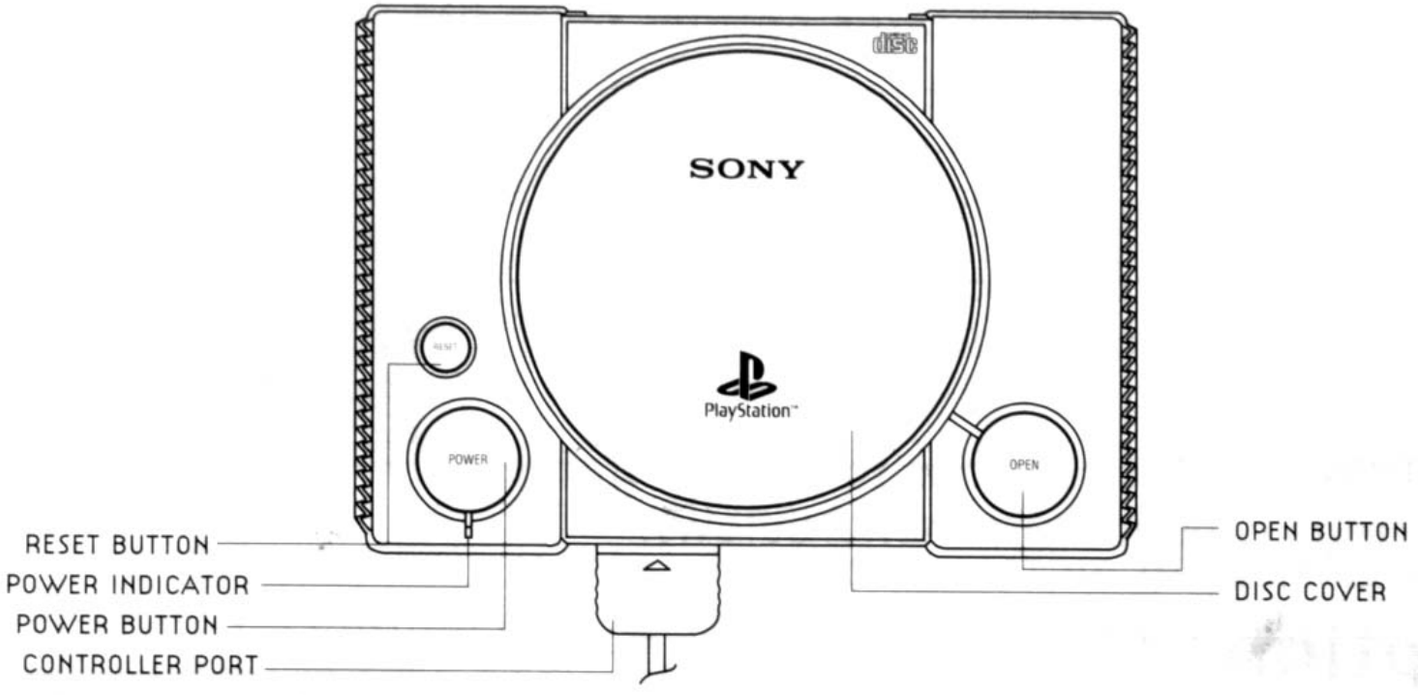
Bitter wars raged as those in power sought yet more power, but only chaos prevailed.

There was but one beacon of hope shining amidst the madness— Matsunoshin Gohda who ruled his people with wisdom, compassion, and justice.

Behind the great man were two ninjas who were sworn to serve and protect their master to the death. Rikimaru, a leader of the Azuma Shinobi-ryu ninja sect, and Ayame, a young female ninja, sully their hands with the blood of the wicked and unjust far from the public's eye.

This is the tale of two shadows of justice born unto darkness and destined to die in darkness...

# STARTING UP




- Set up your Console according to the Instruction Manual.
- Make sure the power is off before inserting or removing a disc.
- Insert the Tenchu disc and close the Disc cover.
- Insert game Controllers and turn on the Console.
- Follow the on-screen instructions to start a game.

It is advised that you do not insert or remove peripherals or memory cards once the power is on. When the game is started you will see an introductory sequence. Press the X button to end this sequence and bring up the Main menu.



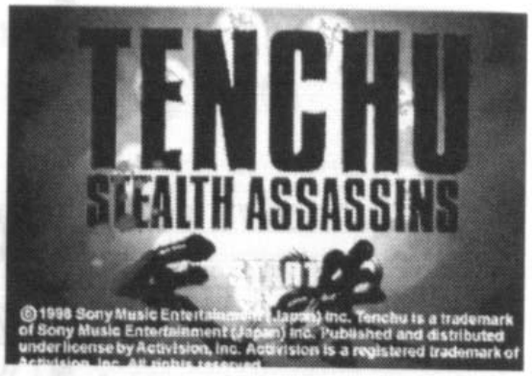
# Main Menu

Use the Directional buttons up/down to scroll options and the ✕ to select. There are three options on the Main menu:

**START** – Press the ✕ button to start the game using the current settings. You will proceed to the Character screen.

**TRAINING** – Here you can play the training mission to practice your ninja skills.

**OPTIONS** – Select Options to change game settings (see Options menu below).




Main Menu

# Options Menu

Use the Directional buttons to highlight an option, and the ✕ to select. Use the △ to return to the Main menu. There are ten options to choose from:




Options Menu

**RECORD** – Choose this option to view the performance record for each character. The game has 3 different layouts for each level 'A,B and C'. The 'Layout' refers to the position of the enemy characters and the location of pickups. When the user selects a level, the level's layout is selected randomly. The 'SELECT STAGE' option screen informs the user of their highest rating for each level regardless of the layout.

**DIFFICULTY** – Use the Directional buttons up/down to select between normal and hard. Selecting hard difficulty will increase both the number of enemies and their hit points.

**STEREO/MONO** – Use the Directional buttons up/down to select between stereo or mono sound.

**VOLUME** – Select this option to change music and effects volume (See Volume below).

**MUSIC TEST** – Select this option to play any of the music tracks and/or sound effects (See Music Test on page 6).

**CONTROLLER** – Use the Directional buttons right/left to select between the default Controller configuration and three alternate configurations according to your preference.

**VIBRATION** – Use the Up/Down Directional buttons to select if the vibration function is on or off. If you are using an Analog Controller (DUAL SHOCK), set the vibration function to On to turn on the Analog Controller (DUAL SHOCK)'s vibration function. In certain situations, the Analog Controller (DUAL SHOCK) will vibrate to simulate the impact of attacks and damage.

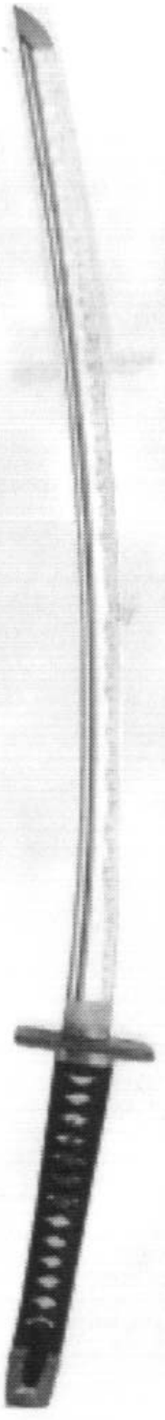
**MEMORY CARD** – Select this option to access the Memory Card functions (See Memory Card on page 6).

**AUTO SAVE** – Use the Directional buttons up/down to select between On or Off. On will give you with the option to save your progress after the completion of each mission.

**LANGUAGE** – You can select between English, French and Italian.

## Volume

Use the Directional buttons up/down to select music volume or sound effects volume. Use the Directional buttons left/right to adjust volume. Press × to accept volume settings and return to Options. Use △ to return to Options without making changes.

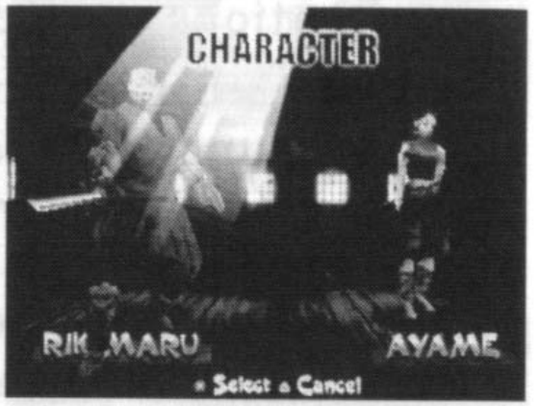


## Music Test

Use the Directional buttons up/down to select Play Music or Play Effects. Use the Directional buttons left/right to select a particular music track or sound track.

## Memory Card

Use the Directional buttons up/down to highlight **Load** to load a game from the memory card or **Save** to save your progress to the Memory Card. Make sure there are enough free blocks on your Memory card before commencing play.




**Character Screen**

## Character Screen

Use the Directional buttons left/right to select your character. Press ✕ to advance to Mission Select screen. Press △ to return to the Main menu.




## Mission Screen

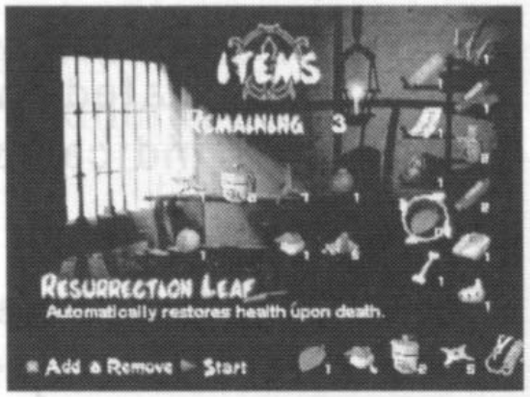
This screen will display all playable missions. When you complete certain missions, more will become available. Use the Directional buttons up/down to select a mission and ✕ to accept. Press △ to return to the Character screen.

# Mission Intro

In the mission intro you will hear a description that describes your mission. Press ✕ to skip the intro and move to the Items screen.

# Items Screen

Ninja items available for you to use in the mission will be displayed. Use the Directional buttons to select an item to add to your inventory, then press the ✕ button. Press the △ button to remove an item from your inventory.




**Items Screen**

Remember that you are limited both by the total number of items that you can carry (shown by the number in the middle of the screen) and the number of different types of items you can carry (five). You always carry the grappling hook so you can select up to four other kinds of items. When you are satisfied with your inventory, press the START button to begin the mission.

Items are automatically replenished at the completion of a mission. The mission rating (see page 11) determines the quantity of items to be replenished. Obviously, the greater your score, the more items you will obtain. Items that weren't used in a mission are automatically returned to the shelf.

# GAME SCREEN

This section describes the various displays shown during the game. These displays provide you with information vital to your survival and success.

## Enemy Health

When you encounter an enemy, the enemy's health is indicated by this bar located in the upper left corner of the screen. The number indicates the enemy's remaining hit points.

## Ninja Health

Your ninja's health is indicated by a bar at the lower left corner of the screen and by the remaining hit points. Your ninja's maximum hit points is 100. When your ninja's hit points drop to 0, he/she will die.



**In Game Screen**

## Ki Meter

A ninja has a sixth sense that will allow him or her to sense the emotions of people and creatures nearby. The Ki meter is the embodiment of this sense. It indicates the proximity and alertness of any nearby enemies. The meter shows how aware the enemy is of your ninja in one of four ways: "?," "!," "!!," and "!?." The closer the enemy is to your ninja, the larger the size of the meter.

? This indicates the presence of an enemy or innocent character who is not alert to your ninja's presence.

! This indicates that your ninja has been spotted by an enemy but has not yet been identified as a threat. The enemy may be under the mistaken impression that you are a dog, cat, or a colleague.

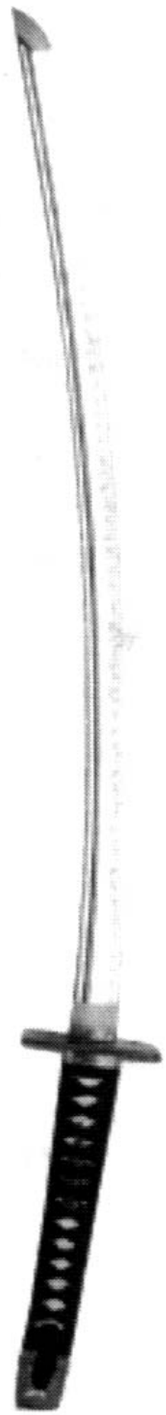
!! This indicates that your ninja has been spotted and identified as an intruder by an enemy character. The enemy will attack with the intent to kill.

!? This indicates that an enemy nearby has been alerted by suspicious sounds or a body and is actively searching for an intruder. Beware—searching guards will actively scan the roof tops.

The number next to the Ki Meter is a numerical representation of the Ki Meter. The closer the enemy is to spotting you, the higher the number.

## Inventory Items

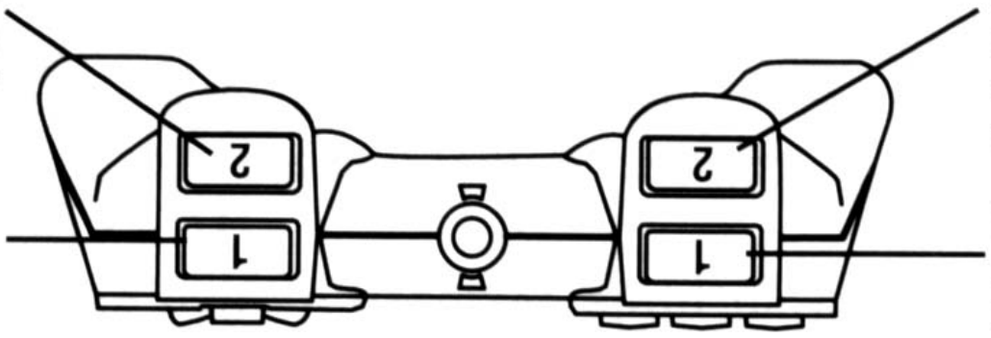
The items that your ninja is carrying are shown using icons. The number below each icon indicates how many of that item is being carried. Select the desired item using the L2 and R2 buttons.



# BASIC CONTROLS

L2 = Item Select
Moves the item selection cursor to the left.

L1 = Look Around
Use the Directional buttons to change the viewpoint while holding down the L1 button.

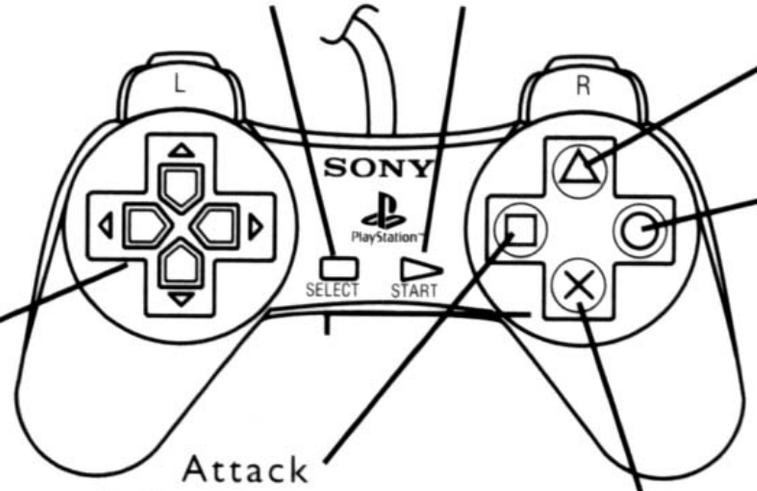



R2 = Item select
Moves the item selection cursor to the right.

R1 = Stealth Mode
Identical to the ○, this button makes the ninja crouch on the spot. If close to a wall, the ninja will flatten against it, facing out.

Select = Map
While on a mission, press and hold to display the map.

Start = Pause
To resume your mission, press start again.




Aim/Use Item
Makes your ninja use the selected inventory item.

Stealth Mode
Makes the ninja move using stealth techniques. If in the open the ninja will crouch. If close to a wall, the ninja will flatten against it, facing out. It also locks the direction the ninja is facing while it is pressed. Keeping this button pressed, the ninja can be made to move using the Directional buttons without turning.

Directional buttons up\down =
Move forward\backward
Double-tap to make the ninja dash forward or back.

Directional buttons right\left =
Turn right\left
Double-tap to make the ninja side step to the right\left without turning.

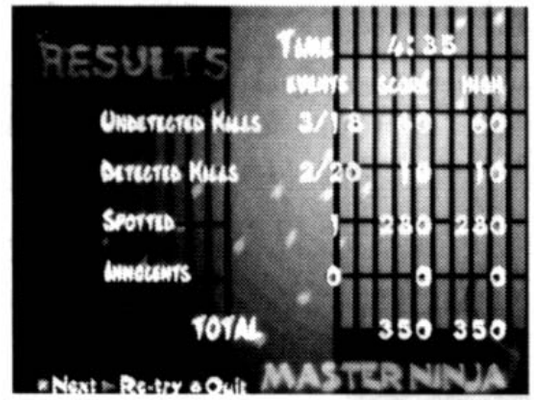
Attack
Different kinds of attacks can be executed by varying the number of times this button is pressed or by pressing it in combination with the Directional buttons. For details, please refer to Advanced Ninja Techniques on page 16.

Jump
Use the ✕ in combination with the Directional buttons, the □, the ○, and R1 to perform a variety of actions. For details, please refer to Advanced Ninja Techniques on page 16.

# ANALOG CONTROLLERS

Please note: the Left/Right sticks of the Analog Controller are not supported in Tenchu.

# MISSION SCORING




**Mission Scoring**

At the conclusion of each mission, your ninja skills are rated. Foes you beat in battle will be tallied under "detected kills." You will be awarded five points for each detected kill. Foes that you surprise and dispatch using a killing move will be totaled under "undetected kills." Each undetected kill is worth 20 points. Any innocents that you killed will be tallied under "innocents" and will subtract 30 points from your score. The number of times you were spotted and recognised is recorded under "spotted." If you were never spotted you will receive a 400 point bonus. Each time you were seen and recognised will reduce this bonus.

Your performance will be summed by a rating: Thug, Novice, Ninja, Master Ninja, and Grand Master. If you earn a high rating, the stock of ninja items you can choose before a mission will be increased. For very high ratings you may be rewarded with rare ninja items not normally available to Lord Gohda's ninjas. Also, by successfully completing missions and earning high ratings, your own ability as a ninja may be enhanced.

# NINJA ITEMS

Lord Gohda has provided many wondrous items to help you complete your missions. Choose from these items wisely because you can only carry a limited number on a mission.



## Grappling Hook

A rope fitted with a metal grappling hook at one end. It is indispensable for sneaking onto rooftops without alerting enemies.



## Crimson Blade

A throwing knife made of flat metal. An excellent long range weapon.



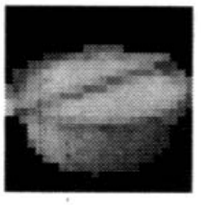
## Caltrops

Small multi-pronged metal spikes designed to pierce shoes. Drop them behind you to discourage and injure pursuers.



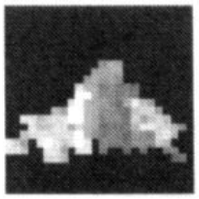
## Poison Rice

A rice dumpling full of paralysis poison. Use them to temporarily incapacitate dogs and hungry guards.



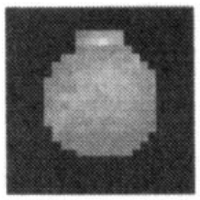
## Mine

An explosive device that explodes when stepped on. Use them to eliminate roaming sentries.



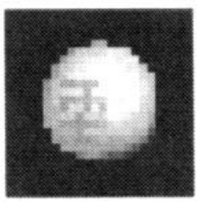
## Colored Rice

Rice that has been dyed in five colours. Use it as a trail marker to avoid getting lost.



## Grenades

Small clay balls containing scrap metal and explosives. An excellent destructive weapon. Beware - a grenade explosion can injure anyone within range including you. Dud grenades can be picked up and reused.



## Smoke Bomb

A small ball filled with slow-burning explosive and corrosive chemicals. When thrown, it releases a noxious cloud of smoke that temporarily blinds those in the vicinity.



## Healing Potion

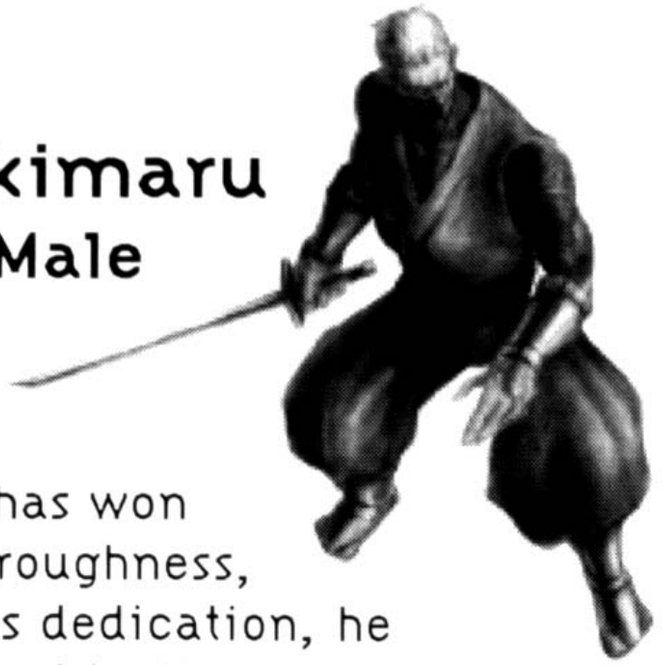
A special medicine that has been passed down through the Azuma Shinobi-ryu clan over many generations. Taking the potion restores depleted health.

There are rumours that the ninjas who served the Gohda family in the past have used strange and powerful artifacts. Lord Gohda is a wise and powerful lord and it is very possible that he is in the possession of heirlooms even more powerful than those listed here. If such items existed, they would probably only be given to the most skillful and trusted of his ninjas.



# CHARACTERS





## Rikimaru

### 25 year old Male

Rigorously trained from birth in Azuma Shinobi-ryu ninja techniques, Rikimaru has served Lord Gohda since he was sixteen. He has won the admiration of his sect for his thoroughness, patience, and bravery. For his selfless dedication, he was granted the legendary Izayoi sword by the sect's master Shiunsai. He is usually easygoing and friendly to his cohorts, but once enraged he becomes terrifyingly focused and withdrawn.



## Ayame

### 21 year old Female

An orphan who has been trained since childhood as a ninja, Ayame has served Lord Gohda since she was fourteen. She is renowned for her boldness, spontaneity, and quickness. Ayame adores Gohda's daughter Kiku as if Kiku were her own baby sister. She is brutal with regards to her enemies, and her tongue is almost as sharp as her sword.

# Matsunoshin Gohda

## Male Age 30



Matsunoshin is a benevolent territorial lord who became the head of the Gohda clan while still young. He has no desire to expand his territory or increase his power. He is a wise ruler who dedicates himself to ensuring the peace of his people and improving their standard of living. He is also a caring and doting father who has raised Princess Kiku on his own since his wife's death.



# Naotada Sekiya

## Male Age 57

Naotada is the patriarch of the Sekiya family, one that has served the Gohda family as advisers over many generations. The Sekiya family has always provided the Gohda family with the lordship's lieutenants. Naotada served Matsunoshin's father, and has served as Matsunoshin's teacher.



## Princess Kiku

### Female Age 12

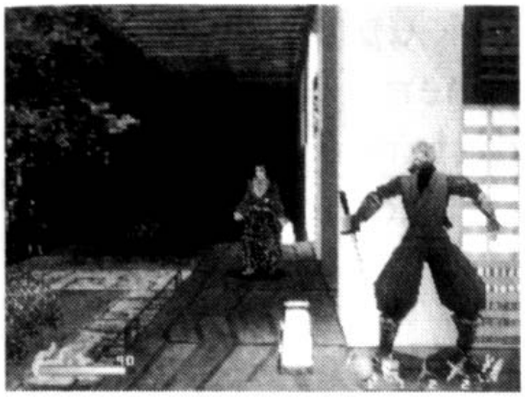
Matsunoshin Gohda's only daughter, Princess Kiku is lovingly treasured by her father. Because her mother died when she was young, Kiku tends to be childish and dependent on others despite reaching puberty. Kiku looks up to Ayame, as if Ayame were her older sister.

# ADVANCED NINJA TECHNIQUES

The ninja lives in darkness. You must avoid being seen because of the danger of identification by the enemy. Fade into the environment to avoid detection. Crouch among bushes. Press flat against walls. Creep above ceilings. Dash from shadow to shadow. Use the grappling rope to rise above enemies. Strike guards silently from behind. All this and more is possible by erasing your own presence from the environment. That is the ultimately beautiful way of the ninja... The Way of the Azuma Shinobi-ryu.

## Move while crouching

Crouching is a fundamental technique for stealth. Crouching will allow you to hide behind low obstacles and will also reduce the range at which you are spotted and recognised. To crouch press the ○ or R1 button. You can roll while crouched by double tapping the Directional buttons in the direction you wish to



move. Rolling is particularly useful for dodging enemy attacks.

## Slide along the walls

This is another technique that is indispensable to a ninja. There is no telling what danger lurks beyond the corners of halls and passageways. When you are close to a wall, pressing the ○ or the R1 button will move you up against the wall. Use the Directional buttons to slide along the wall. Your ninja will automatically stop at a corner and the camera angle will pan out to allow you to see around the corner.



## Use the grappling hook

The grappling hook is a vital tool for conducting your missions. It is indispensable for scaling high walls and clambering up onto rooftops. Select the grappling hook with the R2 button or L2 button. Press and hold the △ to display the target sight. Use the Directional buttons to target some part of a wall or roof that is above your ninja and release the △ to launch the hook. When the grappling hook catches, the ninja hauls him/herself up.

## Kill from the shadows

All ninja can perform devastating blows against unwary foes. These one-hit kill moves are possible to execute only if the intended target is entirely unaware of the creeping ninja.

(The Ki meter must be no higher than ?.) Sneak up on the intended victim and press the □ to execute them. The actual technique used will vary depending on the distance between the ninja and the target and the way the target is facing.



## Use the ninja items

To successfully complete missions, the importance of items cannot be overlooked. Although there are items for attacking, such as crimson blades and grenades, the key point is that you are a ninja—secrecy is paramount. Learn to use items that are designed to help the ninja remain undetected. Poison rice can be used to neutralise the threat of guard dogs that can detect ninja with their strong sense of smell. When spotted by an enemy, a smoke bomb can provide temporary cover for the ninja to escape.

## Know your enemy

To complete a mission without being spotted will require the ninja to be a good scout. You will need to detect danger and bypass it or remove it. Use the Ki meter to determine when you are close to an enemy. If you are close, make sure to look around to find out where they are. When you find an enemy, try to view them from a safe vantage point to learn their patrol pattern. Once you know the enemy, you can time your approach in order to take them by surprise. Always use stealth techniques when an enemy is near to maximise the chances of remaining undetected.

# Ninja Actions

## Moving

| | | |
|---|---|---|
| Advance | ↑ | Run forward |
| Retreat | ↓ | Walk backwards |
| Left turn | ← | Turn left |
| Right turn | → | Turn right |
| Quick left turn | ← + ↓ | Turn quickly to the left |
| Quick right turn | → + ↓ | Turn quickly to the right |
| Step in | ↑ ↑ | Take a quick step forward |
| Step out | ↓ ↓ | Take a quick step backwards |
| Left step | ← ← | Take a quick step left |
| Right step | → → | Take a quick step right |



## Jumping

| | | |
|---|---|---|
| Jump | × | Jump straight up |
| Forward jump | ↑ + × | Jump forward |
| Backward jump | ↓ + × | Jump backwards |
| Jump left | ← + × | Jump to the left |
| Jump right | → + × | Jump to the right |
| Strong forward jump | ↑ ↑ + × | Jump forward powerfully |
| Moonsault | ↓ ↑ + × | While performing a strong forward jump, the ninja reverses the direction he/she is facing |
| Ricochet jump | While in a jump, press the × button when close to a wall | While jumping close to a wall, the ninja kicks off from the wall at a sharp angle. |

## Stealth Mode (Crouching)

| | | |
|---|---|---|
| Crouch | ○ (R1) | Crouch |
| Advance | ○ (R1) + ↑ | Advance while crouching |
| Retreat | ○ (R1) + ↓ | Retreat while crouching |
| Move right | ○ (R1) + → | Move right while crouching |
| Move left | ○ (R1) + ← | Move left while crouching |
| Right turn | ○ (R1) + → + ↓ | Turn right while crouching |
| Left turn | ○ (R1) + ← + ↓ | Turn left while crouching |

## Stealth Mode (Walls)

| | | |
|---|---|---|
| Press against wall | ○ (R1) close to a wall | Press back against a wall. |
| Move forward | ○ (R1) close to a wall + ↑ | Move forward while pressing against a wall. At corners, the ninja automatically stops. |
| Move backwards | ○ (R1) close to a wall + ↓ | Move backward while pressing against a wall. At corners, the ninja automatically stops. |
| Move left | ○ (R1) close to a wall + ← | Move left while pressing against a wall. At corners, the ninja automatically stops. |
| Move right | ○ (R1) close to a wall + → | Move right while pressing against a wall. At corners, the ninja automatically stops. |

## Stealth Mode (Rolling)

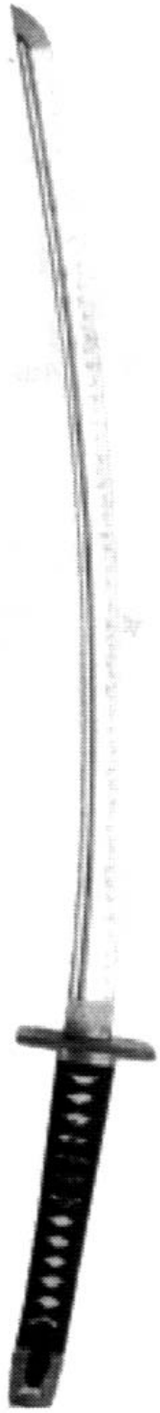
| | | |
|---|---|---|
| Forward roll | ○ (R1) + ↑ ↑ | Roll forward |
| Backward roll | ○ (R1) + ↓ ↓ | Roll backwards |
| Right roll | ○ (R1) + → → | Roll to the right |
| Left roll | ○ (R1) + ← ← | Roll to the left |
| Quick Reverse | ○ + ×, R1 + × | Roll through 180 degrees |

## Hanging

| | | |
|---|---|---|
| Hang | ---------- | By jumping close to a wall or hooking the edge of a wall or building with the grappling rope, the ninja can hang off the edge. |
| Move left | ← while hanging | Move left while hanging |
| Move right | → while hanging | Move right while hanging |
| Climb | ↑ while hanging | The ninja stops hanging and climbs up on the roof. |
| Drop | ↓ while hanging | The ninja stops hanging and drops down. |

## Blocking

| | | |
|---|---|---|
| Block | ↓ while enemy strikes | Blocks enemy attacks from the front. |
| Knock down arrows | □ when arrow is in range | Knocks arrow out of the air. |



# Attacks



| | | |
|---|---|---|
| Forward slash | □ | The ninja slashes forward. By tapping this button at appropriate times, combos can be formed. Rikimaru can execute a 3-hit combo while Ayame can do a 4-hit combo. |
| Slash left | ← + □ | Turn and slash to the left. |
| Slash right | → + □ | Turn and slash to the right. |
| Jump attack | □ while jumping | Slash while jumping. |
| Dash attack | ↑↑ + □ | Slash while running forward. |
| Turnaround slash | ↓↑ + □ | Roll 180 degrees and slash. |
| Left switchback slash | → + □, ← + □ | After slashing to the right, Rikimaru immediately turns around and slashes to the left. This move is unique to Rikimaru. |
| Right switchback slash | ← + □, → + □ | After slashing to the left, Rikimaru immediately turns around and slashes to the right. This move is unique to Rikimaru. |
| Double left slashes | ← + □ , □ | Ayame slashes twice in succession to the left. This move is unique to Ayame. |
| Double right slashes | → + □ , □ | Ayame slashes twice in succession to the right. This move is unique to Ayame. |
| Slash while crouching | While crouching, □ | Slash while crouching. |

## Items

| | | |
|---|---|---|
| Pick up item | Directional buttons | Just walk close to any item to pick it up. |
| Aim crimson blades | Hold △ + Directional buttons | The target sight is displayed. |
| Throw crimson blades | Release △ | The crimson blades is thrown at the target sight. |
| Aim grappling rope | Hold △ + Directional buttons | The target sight is displayed. |
| Throw grappling rope | Release △ | The grappling rope is thrown at the target sight. |
| Select item | L2/R2 | Use to select items your ninja has equipped. L2 moves the selection cursor to the left while R2 moves it to the right. |
| Use item | △ | The selected item is used. (The item indicated by the yellow, rounded item selection cursor.) |
| See map | SELECT | Displays the mission (stage) map. |



## Other

| | | |
|---|---|---|
| Look around | L1 + Directional buttons | The ninja stops and looks in the direction indicated. |
| Pause | START | Pauses the game. |
| Cancel pause | While paused, START | The paused game is resumed. |
| Quick reset | SELECT + START | The game is reset to the title screen. |

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