

THE ART OF

SHADOW TACTICS

BLADES
OF THE
SHOGUN



**THE ART OF SHADOW TACTICS: BLADES OF THE SHOGUN
&
SHADOW TACTICS: BLADES OF THE SHOGUN STRATEGY GUIDE**

PUBLISHER
Carsten Fichtelmann

STRATEGY GUIDE AUTHOR
Dr. Frank Furtwängler

CONCEPT AND DESIGN
Leonie Kästle, Anna-Maria Magull,
Stefan Sturm

PRINTED
In Bulgaria

daedalic.com
mimimi-productions.de



© 2016 Daedalic Entertainment GmbH and Mimimi Productions UG (limited liability).
Shadow Tactics: Blades of the Shogun, the Shadow Tactics logo, Daedalic and the Daedalic logo,
as well as Mimimi Productions and the Mimimi productions logo are trademarks of Daedalic
Entertainment GmbH and/or Mimimi Productions UG (limited liability). All rights reserved.
This issue, as well as its components, are protected by copyright. Any use without permission
of the publisher is strictly prohibited. This applies particularly for any copying - electronic or
otherwise, translation, distribution and public accessibility.





此圖係根據
日本地圖
繪成之
其山川
與地勢
均極
詳盡
且其
比例
亦極
精確
故其
價值
實非
尋常
地圖
可比
也

此圖係根據
日本地圖
繪成之
其山川
與地勢
均極
詳盡
且其
比例
亦極
精確
故其
價值
實非
尋常
地圖
可比
也

05	INTRODUCTION	38	MISSION 1-13
06	CHARACTER ART	115	CHEATS
24	LEVEL ART	116	ACHIEVEMENTS
34	SOUND DESIGN	118	CREDITS
36	STRATEGY GUIDE		

此圖係根據
日本地圖
繪成之
其山川
與地勢
均極
詳盡
且其
比例
亦極
精確
故其
價值
實非
尋常
地圖
可比
也



Dear player,

if you're holding this book in your hands, chances are pretty high that you're a big fan of the strategy and tactic classics - just like us at Mimimi Productions. These kind of games have a very special space in my heart. Therefore, I asked myself the following question while studying for my Game Design degree: Why did the ingenious gameplay mix of strategy, stealth and perfect view cone evaluation go extinct?"

The more I thought about it, the more I wondered about the choice of settings. Soldiers and cowboys are more likely to fight instead of sneaking around. Ninjas on the other hand - it's their duty to stay undetected and use their cool skills to accomplish those allegedly doomed missions. The idea of a strategy game set in Japan seemed just perfect - an idea we were finally able to realize now, four years later and thanks to Daedalic Entertainment.

This book contains an assembly of our first concepts and different levels of development of this long journey, as well as a classical strategy guide, in case the game is being too hard on you. It took us more than two years, and utmost effort to finally revive this genre. However, hopefully you won't take the same amount of time to finish the game.

If you like *Shadow Tactics: Blades of the Shogun* support our mission and tell your friends about it. Also, we're always excited to hear about your personal experience on Twitter ([@mimimiprod](https://twitter.com/mimimiprod)), Facebook ([fb.com/shadowtactics](https://www.facebook.com/shadowtactics)) or via e-mail (shadowtactics@mimimi-productions.de).

And now the time has come, have fun flipping through the pages of the book and exploring some more facets of the game!

Dominik Abé, Game Director



CHARACTER ART



HAYATO

MUGEN



Aiko



Takuma

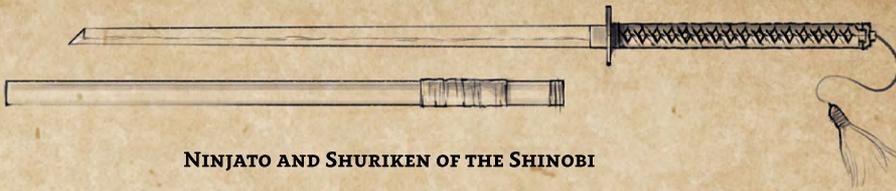


Yuki

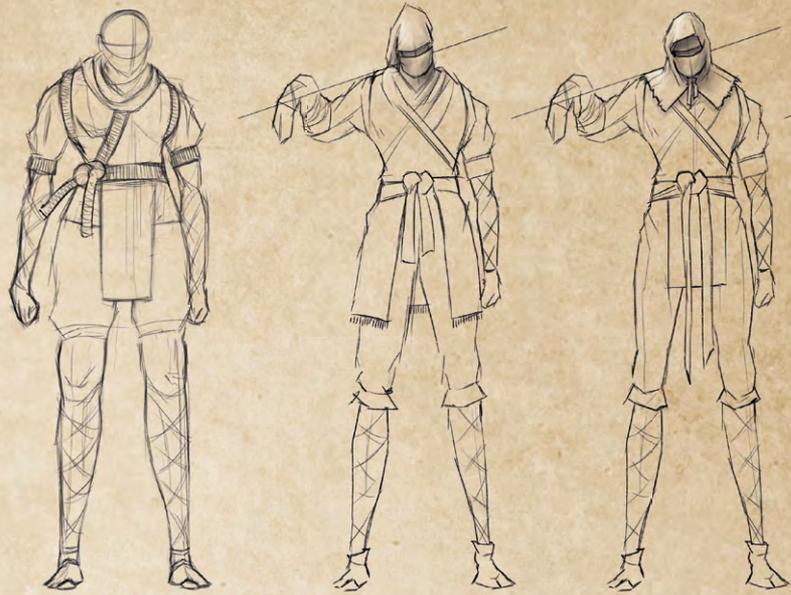


はやと Hayato

Before Hayato took on the role of the classical Ninja - the last of his clan who earns money by assassinating - he was planned as the original leader of the team. He's as cold as ice when it comes to killing his target, he never questions the reasons or wants to know about the background story. He uses the typical weapons of a shadow warrior: Shuriken and Ninjato. Furthermore, he's able to masterfully distract his enemies to kill them unnoticed in an ambush.



NINJATO AND SHURIKEN OF THE SHINOBI



HAYATO'S PRE-STAGE

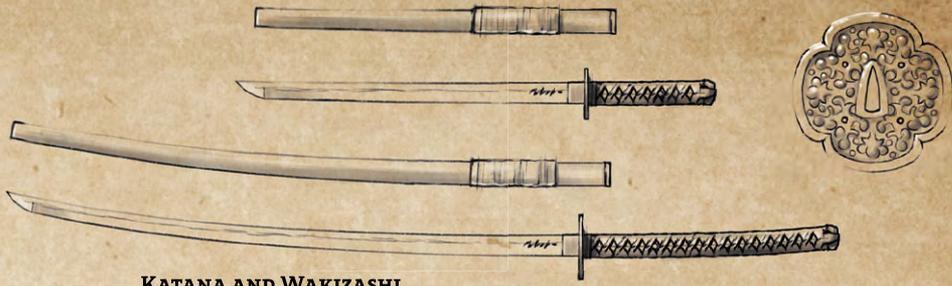


FINAL CHARACTER DESIGN

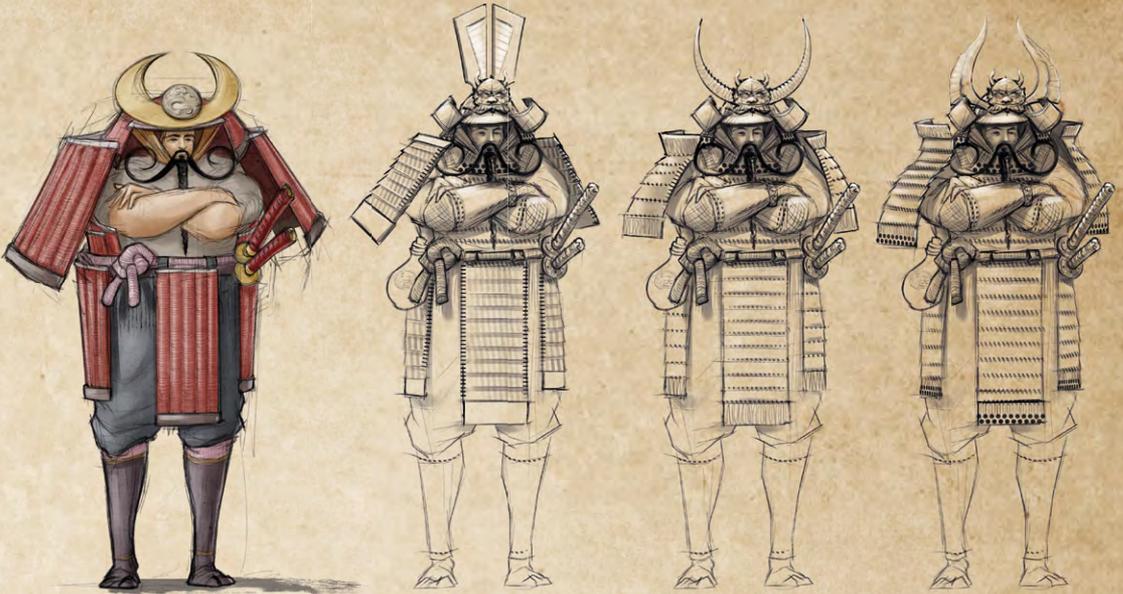


むげん MUGEN

Mugen plays his part as the honorable Samurai who is loyal to his Shogun with heart and soul. As the leader of the team, he has to make the important decisions. He's able to kill more than one enemy at the same time effortlessly by using his perfected martial art and his Daishou, a double sword consisting of a Katana and a Wakizashi. This skillset makes him a very practical game character.



KATANA AND WAKIZASHI



MUGEN'S PRE-STAGES

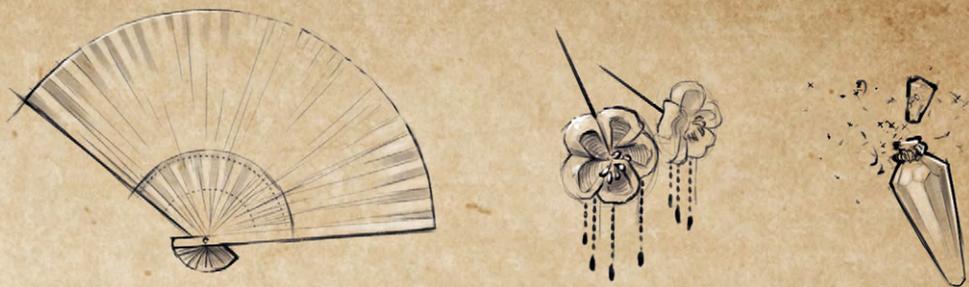


FINAL CHARACTER DESIGN

あいに
Aiko



Aiko is the transformation expert of the team. Disguised as a Geisha with an appealing appearance or as an unremarkable priestess, she can distract every enemy and this way, she arranges for her team mates to accomplish the mission unseen.



THE WEAPONS OF A LADY: HAND FAN, DEADLY HAIRPINS AND SNEEZING POWDER.

Originally, the game has been conceptualized for mobile devices, therefore the early designs looked more cute and colorful.



AIKO'S PRE-STAGES



FINAL CHARACTER DESIGN

タクマ TAKUMA



Since Takuma possesses years-long experience as a sniper and gunsmith, he supports the team as an expert at explosives and ranged attacks. He can't fight actively anymore after losing his leg in a war. But be careful, his limitations don't make him any less dangerous. His wooden leg bears its secrets by doubling as a rifle with which he is able to clear the way for his team from afar. The team's pistols and his rifle were created by Takuma himself.



TAKUMA'S SNIPER RIFLE, SKETCHES OF THE MATCHLOCK PISTOLS AND ALTERNATIVES



TAKUMA'S PRE-STAGES



FINAL CHARACTER DESIGN

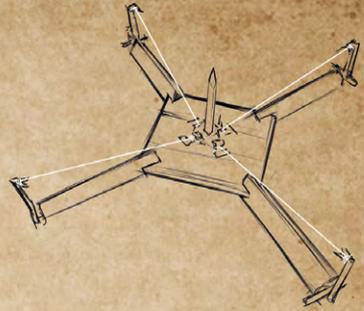
IN STATIONARY SHOOTING POSITION

During early development, it was decided that Takuma would be suffering from limitations due to his war injury. In the beginning, it was planned to have him sit in a wheelchair. But after a short time, the developers realized that it would restrict his possibilities of movement too much, since he wouldn't be able to cross hills, mountains or even steps.

ゆき Yuki

Yuki is an orphan who grew up and lives on the streets. After getting in the way of Hayato and supporting him in a mission, she becomes part of the team. Equipped with her bird whistle, she's able to lure enemies into her self-built trap and into certain death.





RAT'S TOOTH, BIRD'S VOICE, LITTLE TRAP



YUKI'S PRE-STAGES

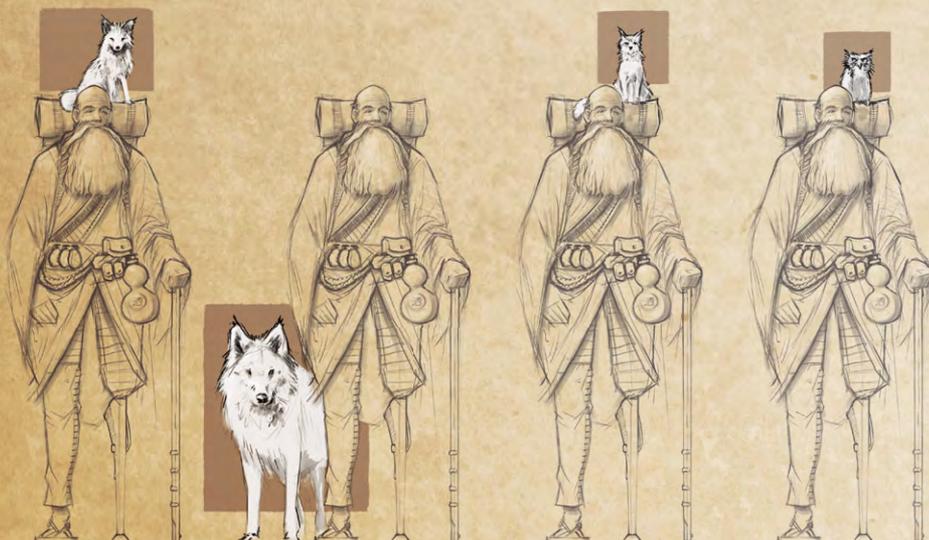


FINAL CHARACTER DESIGN

During the first concept stages, Yuki was a boy and Hayato's brother. He was a climbing expert due to his agility and alertness. He would have been the second Ninja in the team, but this idea was discarded because two Ninjas would've been one too many. Moreover, a second woman brings more balance to the team.



くま
KUMA



ALTERNATIVE ANIMAL COMPANIONS FOR TAKUMA

Kuma is Takuma's permanent companion and acts as a cute distraction. He attracts the enemies' attention completely by demonstrating tricks.

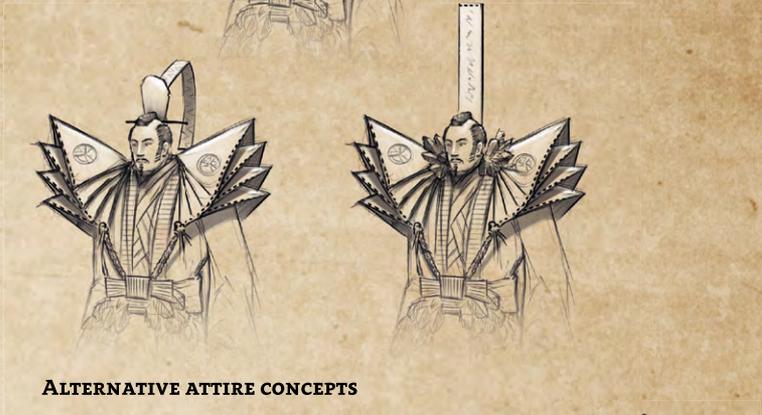
There were many ideas for useful animal companions. In the end, the Tanuki won since it's more typical for Japan than a wolf and a bit more realizable, because he's able to disappear in Takuma's bag. Therefore, he didn't need any complicated intelligence which would allow him to walk next to Takuma at all times, like a wolf would do.





NOBORU

Based on a level idea, Masaru was originally planned to be a Portuguese merchant. Unfortunately, he didn't make it into the game, so the merchant became Lord Noboru's son.



ALTERNATIVE ATTIRE CONCEPTS



PRE-STAGES OF THE MERCHANT AND MASARU, AND HIS FINAL CHARACTER DESIGN.



LORD YABU WITH HIS LOYAL COMPANION

General Okkoto is the tallest character in the game in order to appear more threatening. His name is in reference to an old movie of a popular Japanese animation studio.

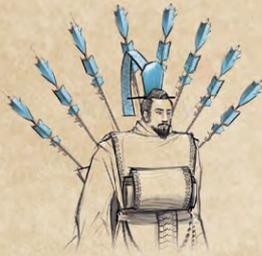


VARIETIES AND FINAL CHARACTER DESIGN OF GENERAL OKKOTO

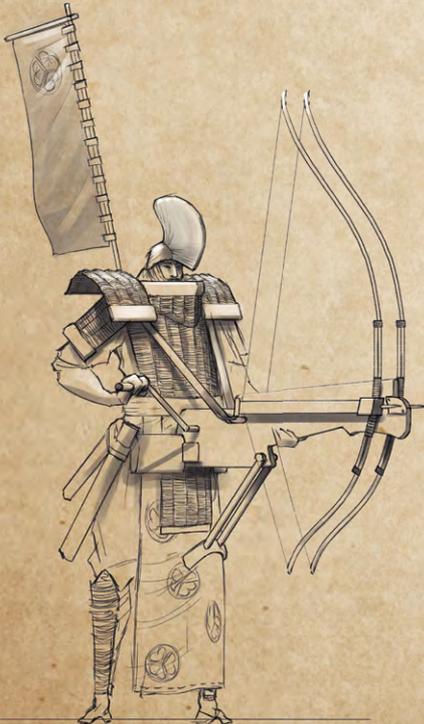


THE SHOGUN'S FINAL CHARACTER DESIGN

RYUNOSUKE'S FINAL CHARACTER DESIGN



A FEW VARIATIONS OF SPLENDID HEADGEAR WHICH WERE TO REPRESENT SOCIAL STATUS.



CONCEPT: ENEMIES WITH EXTRAORDINARY WEAPONS WERE CREATED IN A STAGE WHERE THE WORLD WAS FILLED WITH MORE FANTASY ELEMENTS.



CONCEPT: ELITE WARRIORS IN RANGE AND MELEE COMBAT



CONCEPT: ARCHER AND FALCONERS



CONCEPT OF BODYGUARDS: THESE SHIELDED ENEMIES CAN'T BE DEFEATED AND SERVE LORD YABU.



CONCEPT: DIFFERENT TYPES OF ENEMIES AND OFFICERS



CONCEPT: FIELD PEASANTS



CONCEPT: MERCHANT



CONCEPT: PRIEST OF MOUNT TSURU



SERVANTS OF LORD YABU

Character designs share a significant common feature: disproportionately long legs. This design decision results from the slightly diagonal perspective which makes the characters look jolted. Furthermore, all characters are less detailed below their hips, as there's a disruptive loss of detail caused by the game's perspective.



This design was actually adapted from the so-called Komusou: a group of meditating priests who wore straw hats which symbolized the absence of their own ego.



CONCEPT: MAIKOS AND GEISHAS



DOJO-MASTER

HIGH PRIEST



CONCEPT: SUMO-RINGER

CONCEPT: LETTER CARRIER



HEADGEAR CONCEPTS OF THE HIGH PRIESTESS

The player would have encountered the Priestess Chiyo as a blind boss enemy who compensates her loss of sight with her sharp hearing.

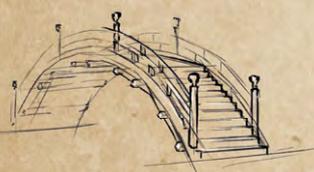


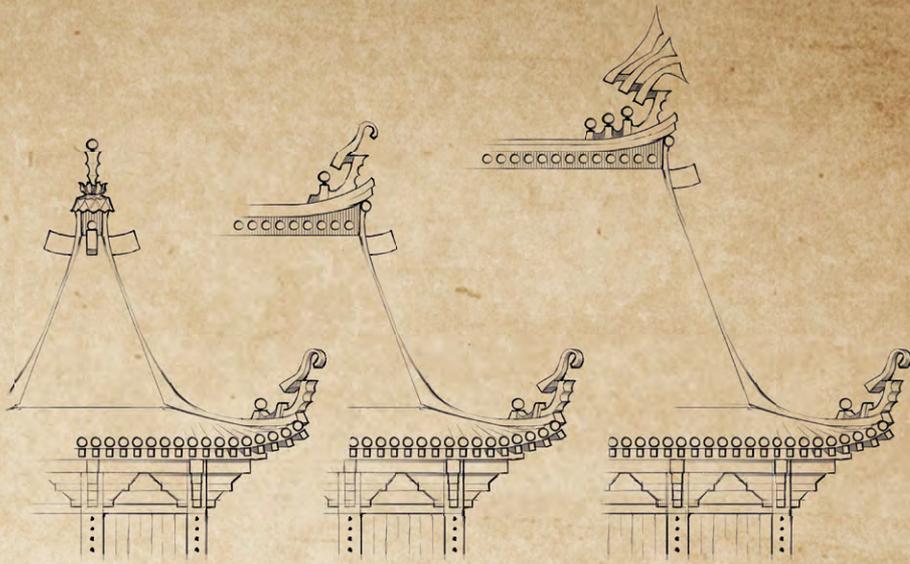
CHIYO

LEVEL ART



THE DEATH OF LORD YABU

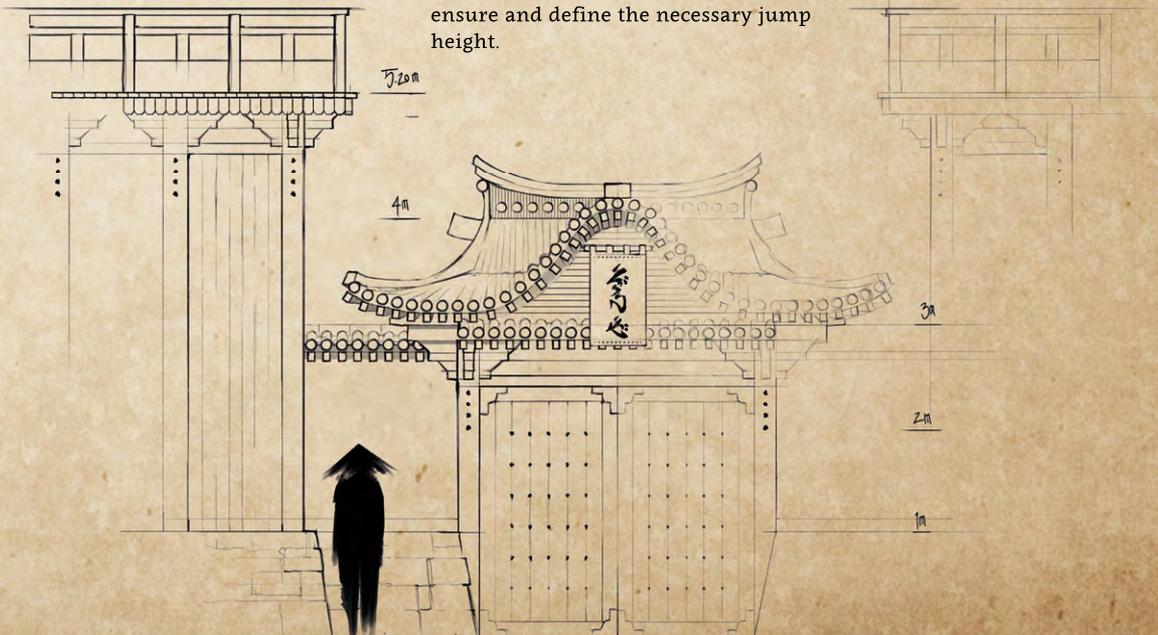




Yabu's estate has been inspired by the temple of Kyoto. The statue which presents Lord Yabu on a horse didn't make it into the game because it's unusual to present yourself in such an imposing way in Japanese culture.



The sizes for the different floors for every building in the game have been determined here, for example to ensure and define the necessary jump height.

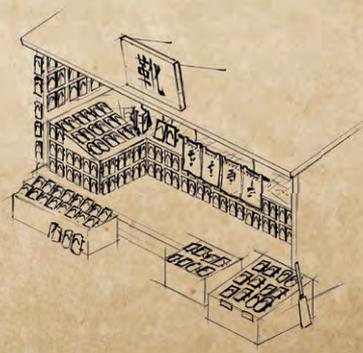
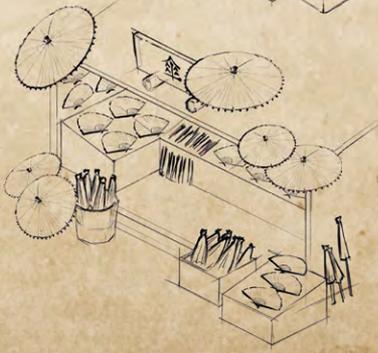
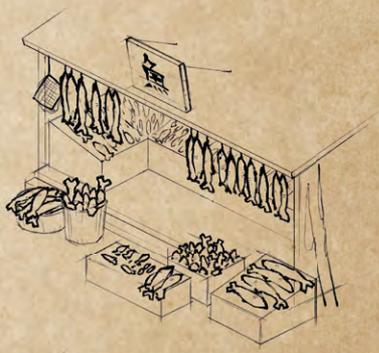
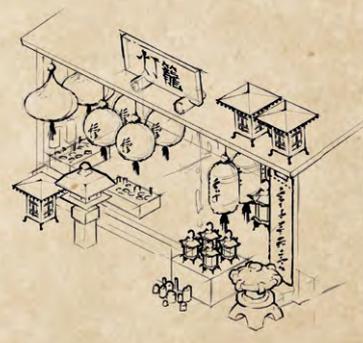
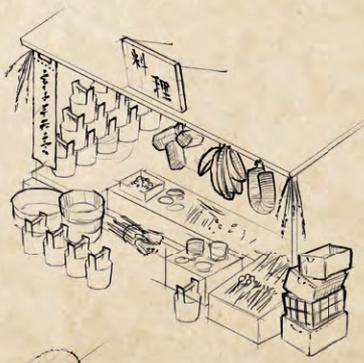
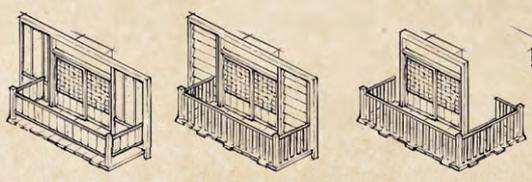
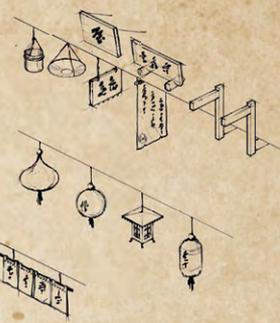
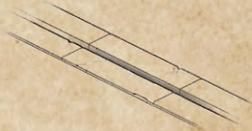
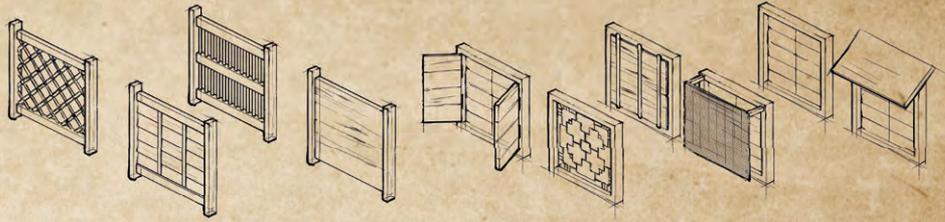
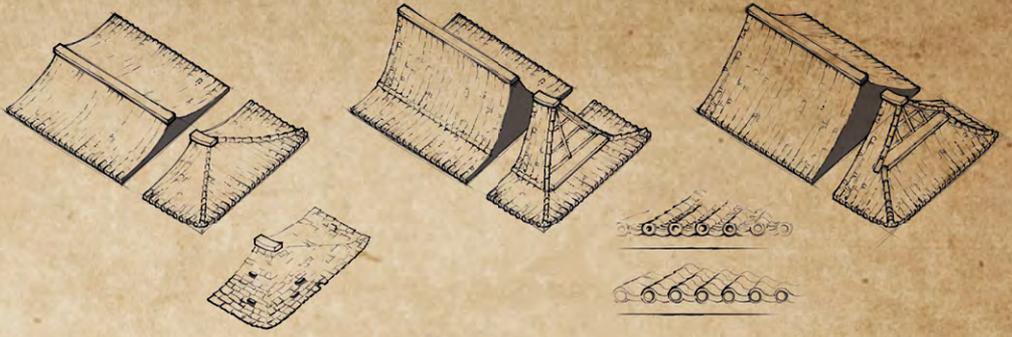




THE ABDUCTION OF MASARU



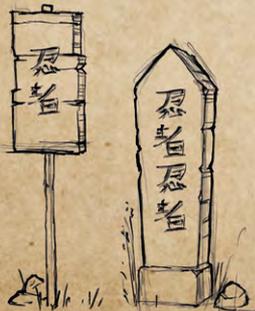
There was supposed to be an imposing bathhouse as a mission target in one of the city levels, inspired by the building at the Dōgo Onsen. Originally, there were many climbing passages and enemies planned which would have to be avoided or killed. The bathhouse went through many iterations which weren't adequate enough. In the end, the level's focus was shifted to the colorfully illuminated marketplace, whereas the implementation of the bathhouse was canceled altogether.

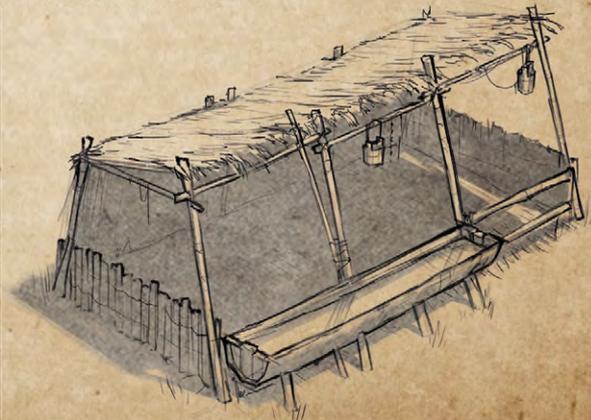
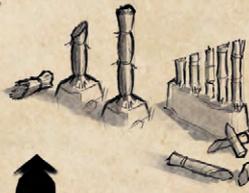
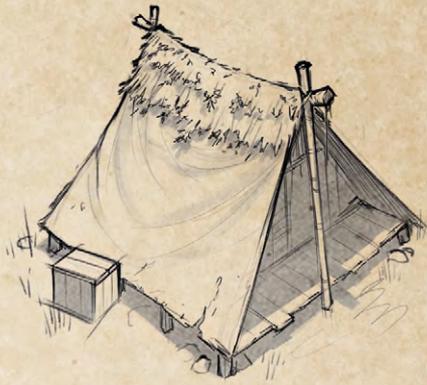
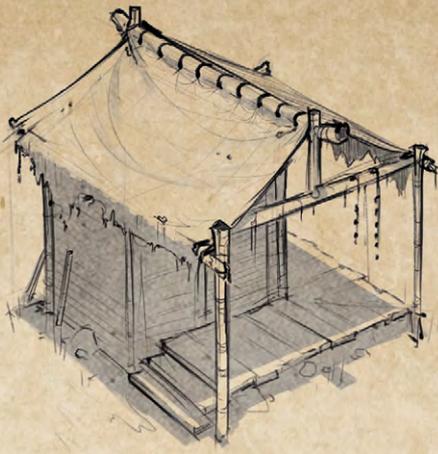




THE END OF KAGE-SAMA

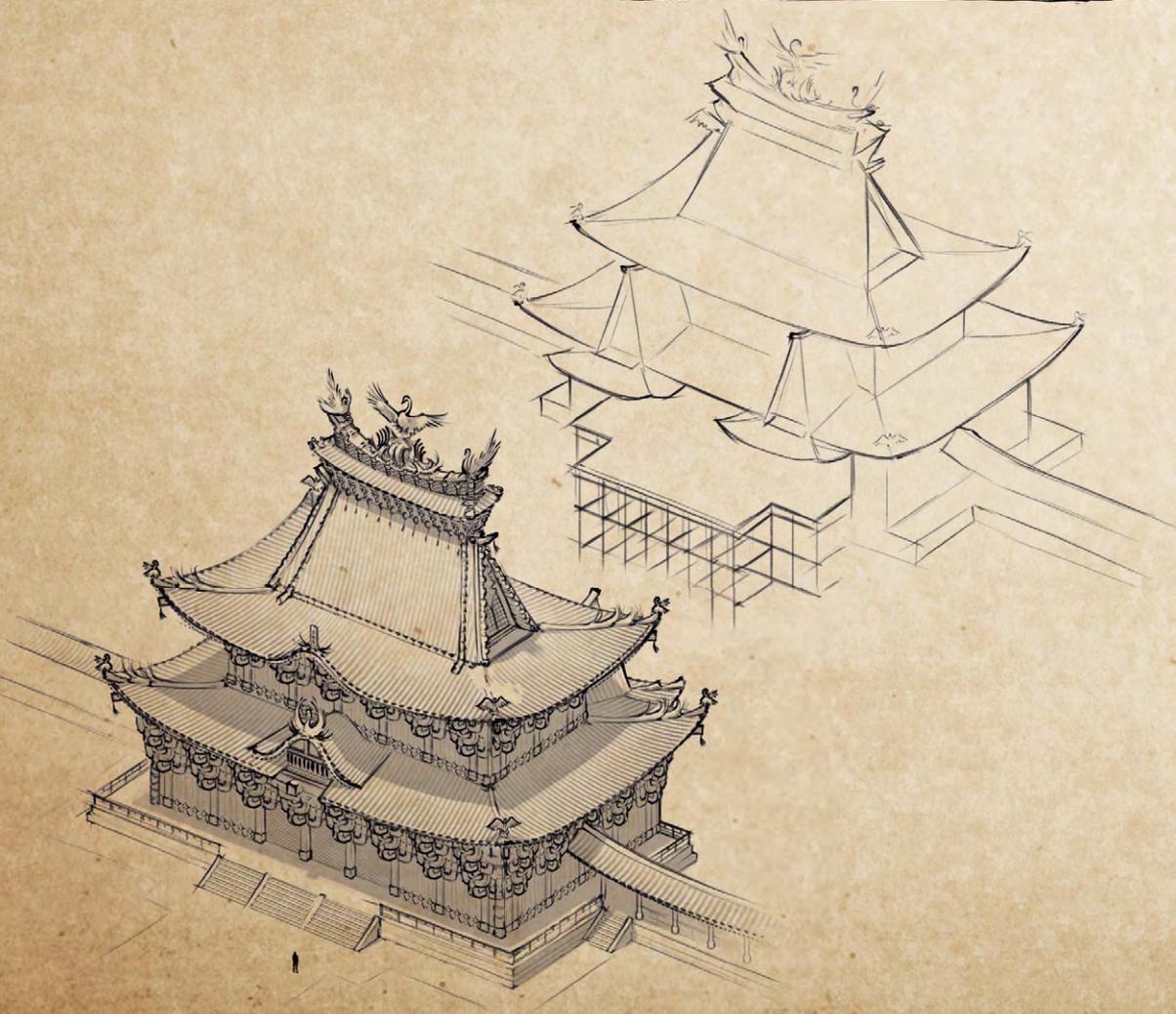
In an early version, the hidden village in the bamboo forest was designed to be a rebel camp which would have been used by the main characters and the rebel civilians as a secret base. The player would have had to visit the village to talk about the next mission's objectives. Every time they returned, a part of the village would have looked different. Unfortunately, this idea had to be discarded, so the village became a unique level that can only be visited once.







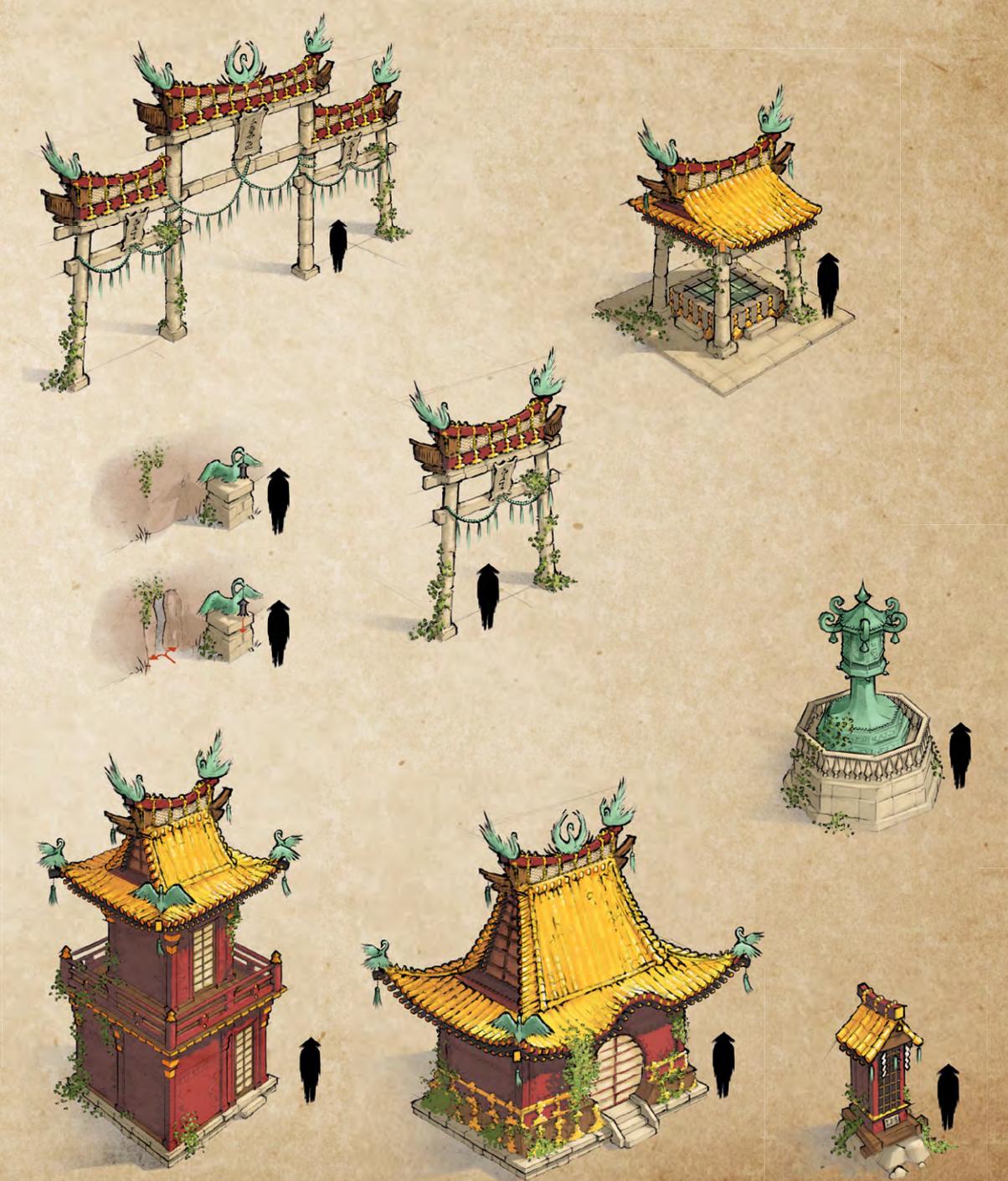
THE ESCAPE FROM TSURU





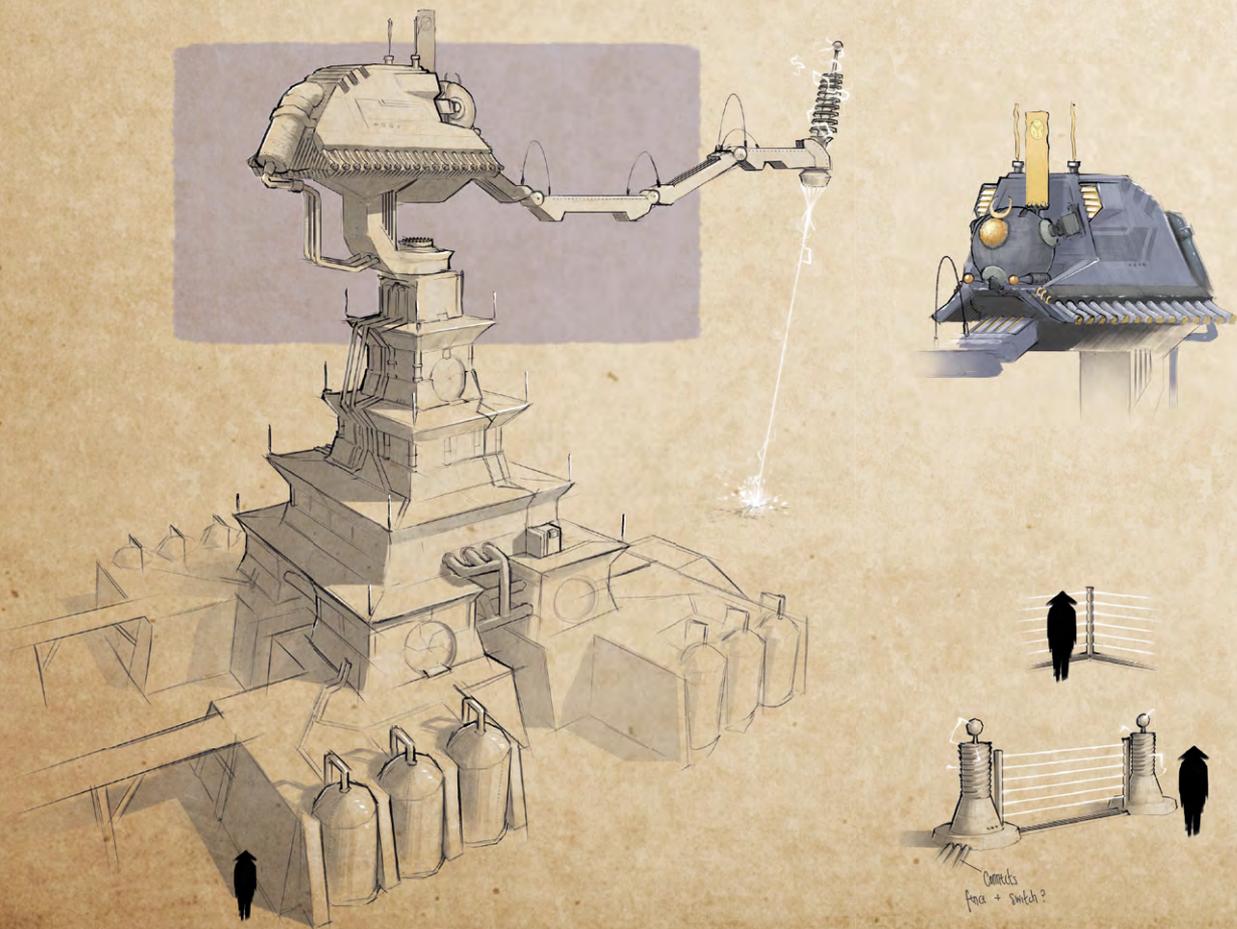
This is the only level that contains a relatively high amount of fantasy elements. The temple facilities stand on platforms on a high mountain, every platform is connected by bridges and there are waterfalls and streams running down from a few crevices. Opulently decorated buildings with golden roofs stand amid this extraordinary landscape.

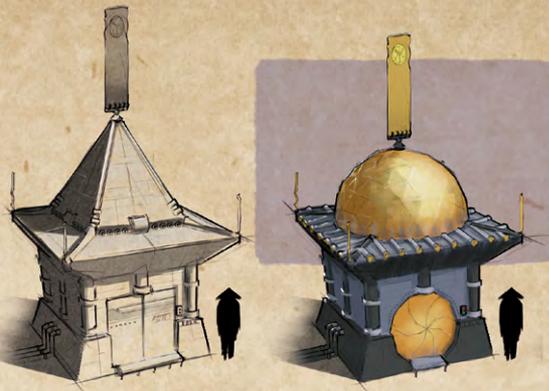
The player will visit this level for a second time, but it will look different: snow-covered, in the cold winter.





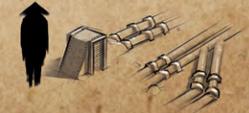
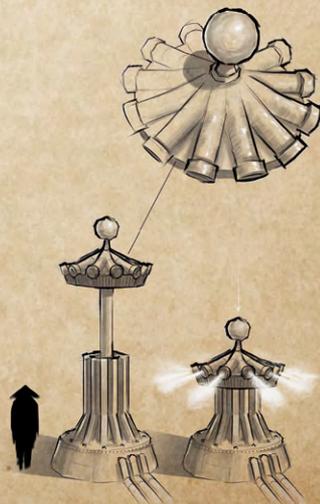
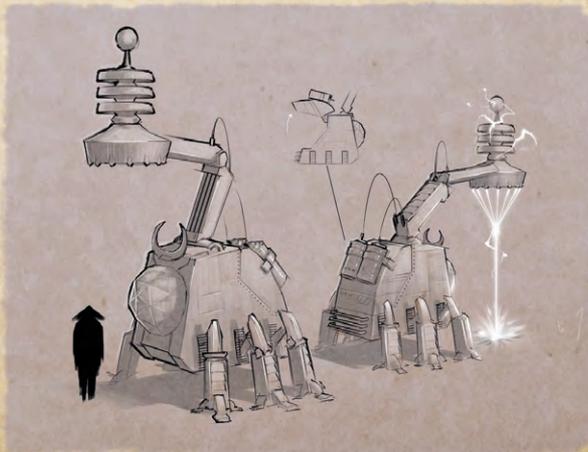
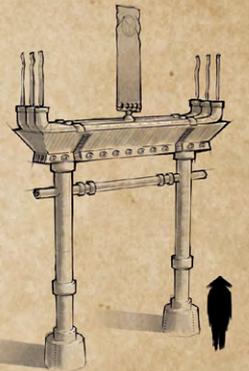
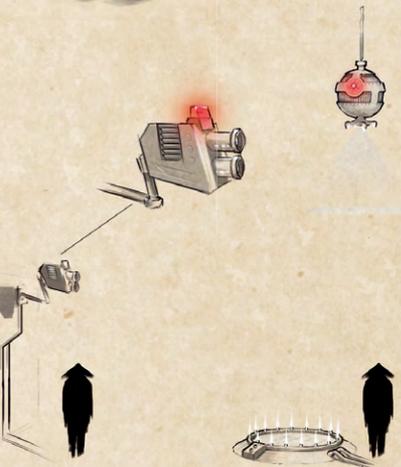
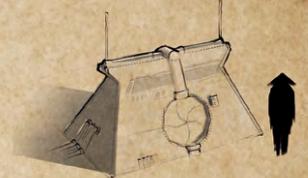
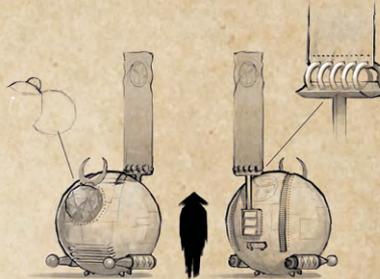
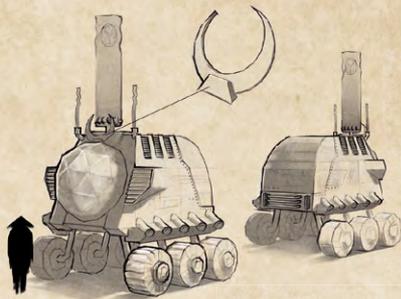
LEVEL CONCEPT: SAMURAI ON THE MOON.





The idea behind this setting was to have one crazy fantasy level. "Ninjas on the moon" prevailed against dream and game show levels. The background story is the following: The evil Space Shogun built himself a secret base on the moon and now he wants to engrave his face onto its surface.

The game mechanics would have been adjusted for this level. The ability to jump, as well as new enemy types, such as drones and surveillance cameras, would have been introduced. Additionally, robot enemies and laser weapons would have been the icing on the sci-fi cake. Unfortunately, this level wasn't implemented in the final version of the game.



SHADOW TACTICS AUDIO

Hi! My name is Filippo, and I'm the composer and audio designer for Shadow Tactics: Blades of the Shogun. Also: meet Philipp Sellier, our Foley artist and sound designer, and Guido Hieronymus, our mix engineer.



Here is a glimpse into our work during production of the game, from the musical concept to the implementation of the audio assets.

We've had a blast working on this project, not just because of our long-term collaboration with Mimimi Productions: the setting is a playground for influences from a musical culture which is very different (and therefore extremely interesting) from our own, and in our opinion, the genre itself demanded a music system that could support different moments during gameplay in a dynamic way.

**TRADITION AND INNOVATION:
THE MUSIC SYSTEM**

It became clear soon that Shadow Tactics needed a dynamic music score to support the often very long duration of one single level. On the other hand, since I grew up with the classic games from the 80s and 90s that used linear loops almost exclusively, I wanted to have that "linear backbone" in Shadow Tactics' repertoire. So we said: why not have both!

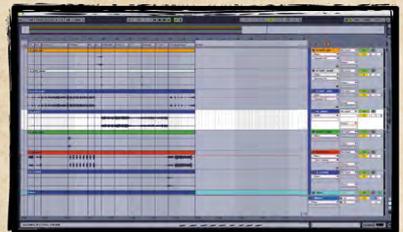
1) Linear Tracks:

Each level features a song that is unique to the mood and setting of the level, complementing what is happening story-wise, too. These are traditional loops and often build upon the main theme. We have 14 unique level songs in the game.

2) Stealth Tracks:

In addition to the linear tracks which play at designated moments in the levels, we have a number of so-called "stealth tracks" in the game. These are songs made up of up to 15 layers, which can dynamically change at any given point in the game.

So if we need a push in intensity at a certain moment, the game can musically shift into a "higher gear" by adding percussion, strings, electronic elements and whatnot, all while keeping track of the musical timing. In essence, the game engine knows when the correct musical beats are playing and can trigger changes based on this information, making transitions smooth and musical.



Bouncing out the stems for delivery to our mixing wizard Guido



Singing bowls I recorded for the soundtrack. They sound wonderful!



This plucked instrument got used quite often in the making of the ST soundtrack



I am Oshiro Mugen!

3) Stingers: one instrument for each character

Due to the less theme and melody-centric nature of the stealth tracks, I wanted to include short motifs that play whenever the player does something like killing an enemy, hiding in the bushes and so on with a specific character. These are subtle additions to the stealth tracks' flow, but add a "commentary" to every action the player chooses at any time.

So we ended up using Shamisen for Hayato, Koto for Aiko, Shakuhachi/Traditional Flute for Yuki, Drums for Mugen and Traditional Japanese Flute Yokobue for Takuma. It was great fun recording all these micro-snippets of music and making sure they work well in-game, too!

We've also recorded several parts of the soundtrack with Japanese Koto Player Karin Nakagawa, as well as Kazuyo Kuriya on flute in order to enhance the authenticity of the songs, along with some rather unusual instruments, which I have sampled and/or recorded for this project.

THE SOUND

Weapon sounds, nature ambiances, all the unique effects found in Shadow Tactics have been produced by Philipp Sellier and implemented by the two of us. Using the Unity Engine, we were able to work directly "in-game," tweaking every parameter ourselves.

THE VOICES

All the voices have been recorded in London by OMUK. They did a great job and we're glad to have worked together on this title!



Takuma's secret weapon



Crawling through the thicket



My very organized notes on the music system!

**A FEW WORDS ABOUT
THIS GUIDE AND THE GAME**

Shadow Tactics: Blades of the Shogun is a game that can be approached in a multitude of ways. It's most rewarding when you try to experiment. With that in mind, what exactly is this guide trying to achieve?

This guide provides you with one possible, very detailed walkthrough which works for all three difficulty settings. This means that there's neither any high-risk/high-reward scenarios, nor any situation in which you trade injury for success. However, this walkthrough focuses on the normal difficulty setting. Choosing the hardcore difficulty setting means that you're basically on your own.

This guide should never be considered THE ONE TRUE solution. There are worse, longer, better, shorter, more subtle and more reckless approaches that can get you through the game. If you use this guide you should question or challenge it from time to time: Solve a segment in a way that's better or worse, defy the guide vehemently and/or ultimately admit that it's been kind of right. This way, there's probably great fun in using this guide as a companion throughout the game.





WHAT ELSE IS THERE TO KNOW ABOUT THIS GUIDE?

Area map and numbering: A map with numbered areas will be provided at the start of each chapter. Most of these areas come with a corresponding text box and number. These numbers don't signify sub-chapters but correspond to in-game segments and places.

This guide will only suggest alternative solutions if they're an explicit part of the gameplay. Usually, they won't be discussed in great detail.

Secrets and interactive objects will be mentioned as long as they contribute to a tactical solution. Even if you've studied all of this guide and used it to finish the game there's still plenty of interesting tidbits to discover. Just keep trying, and keep playing...

We have included **badges** as part of the mission chapters. However, this guide will not provide you with any hints as how to achieve these badges in terms of exact strategy. If, for example, you need to complete a mission without using Takuma's sniper rifle, complete a mission non-violently or pull through without so much as using even a single hiding place, you'll have to get creative.

Achieving these goals adds to the high replay value of Shadow Tactics. It's always worth it to restart the game and accept the challenge these badges provide.

THE SIEGE OF ŌSAKA



BRIEFING

It's the year 1615. During the final days of the siege of Ōsaka, the Shogun sends the shinobi Hayato behind enemy lines and into the heart of the fortress, to prepare for another attack.



Don't kill anyone (except mission targets).



Don't raise the alarm during the mission.



Don't touch any of the bushes.



Complete the mission on Hardcore difficulty.



Don't shoot anyone with Takuma.



Complete the mission in less than 11:00 minutes.



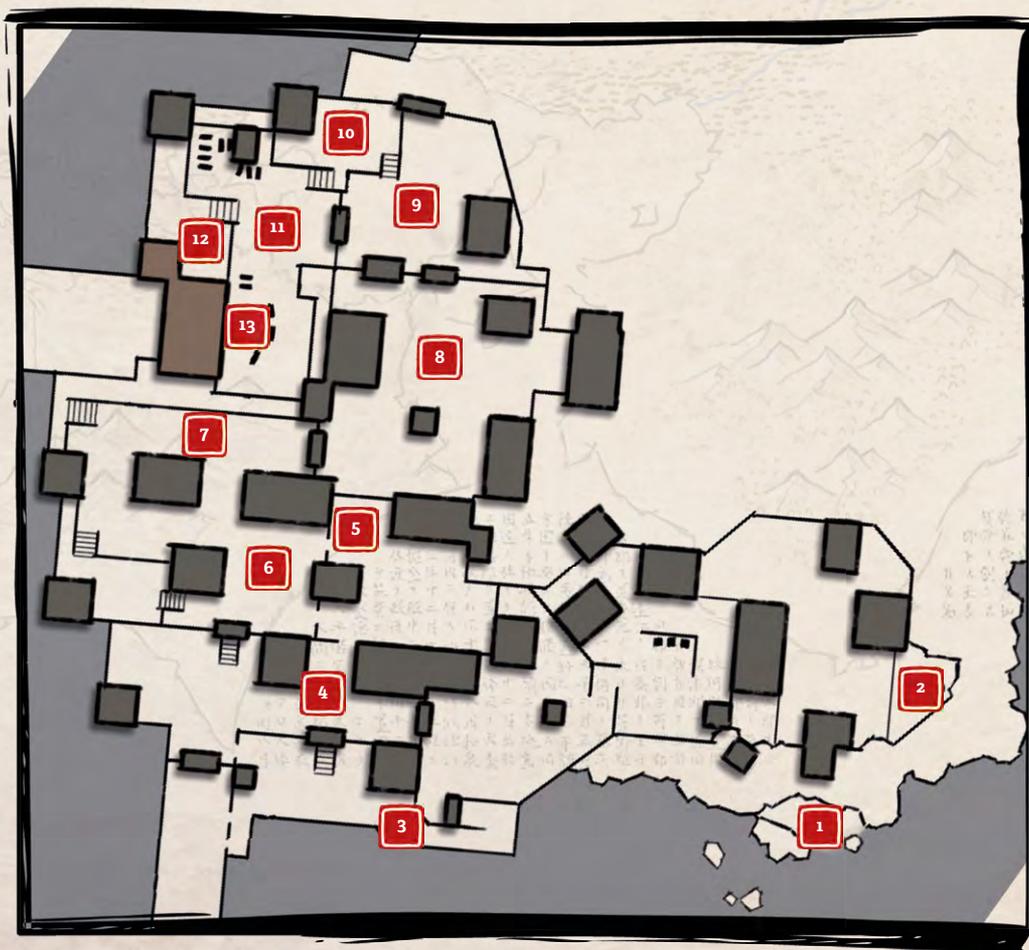
Kill 3 enemies with an exploding barrel.



Kill 3 enemies with Mugen's Sword Wind.



Throw stones with Hayato to distract 3 enemies at once.



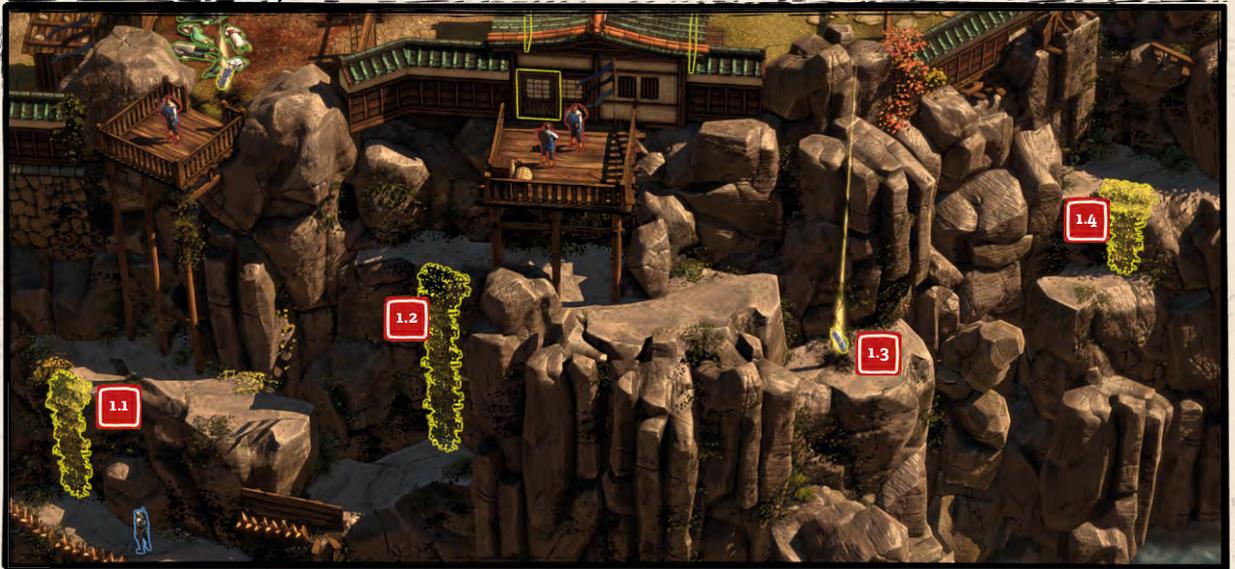
HAYATO INFILTRATES THE KEEP

1

The mission starts with Hayato arriving at the beach. The way to the first checkpoint in (2) this first mission focuses on a tutorial on how to learn the ninja's moveset and abilities. There will be hints projected onto various walls, as well as scrolls that inform you about corresponding controls and actions. And so it begins....

After a short leap across a gap, climb the vines at (1.1), jump down, then up at (1.2). At (1.3) another jump down leads to the first scroll informing about the mission log. After another leap and a falling rock, go up at (1.4).

Here, the perspective gets a bit wonky and the tutorial instructs you on how to rotate the camera. The path from (1.4) to (1.5) provides another scroll which explains the most important function in terms of survivability: quicksave and quickload. Hayato's ability to quickly reach roofs and other elevated points is used at (1.5). One more jump down at (1.6), this time executing a death-from-above-maneuver on a guard (1.7) brings us to our first checkpoint (2). Hayato then proceeds through the open gate at (1.8).



2

Hayato makes his way through the fortress. On his way, he finds more scrolls, introducing more skills. The guard (2.1) can be disposed of as mentioned in the scroll, but you could also just sneak away quietly. Hayato has to use his hook to pass waypoints (2.2) and (2.3) to find a way across the roof and to get down at (2.4). Continue to (2.5) and further to the gate at (2.7), as soon as the patrol (2.6) turns around. This is followed by another area with two guards (2.8) who can (for the first time) be distracted by throwing a stone to let Hayato proceed to (2.9). After a jump to (2.10), the Samurai Mugen will be introduced fighting his way through to a gate in a cutscene. He is not yet a part of the team, first Hayato will have to assist him.



3

At (2.10) Hayato learns how to use the shuriken. He can use it to dispose of guard (3.1) and at (3.2) also guard (3.3), if he stays out of sight. Using the ladders, he'll reach a crank. This will drop a large stack of wood (3.5) which in turn will distract the marksmen at (3.6) keeping Mugen from advancing to the gate (3.8). Throwing a stone could also do the trick. After turning the crank, Hayato and Mugen will meet in another cutscene. At this point, Mugen will become a playable character. His first action will be going through the gate (3.8) and collecting a scroll in safe cover of the wagon at (3.9). The special ability he will use next is distracting guards with his sake bottle....



4

At (4.1), Mugen puts his sake bottle down and the guard (4.2) will be eager to take a sip. This will buy enough time to dispose of the guard. Mugen's next step will be more critical: a group of guards blocks his way (4.3). A scroll on the way, however, introduces his helpful new ability 'Sword Wind' which can kill multiple opponents in one devastating attack. The guards won't stand a chance. After that, Mugen can fire the cannon (4.4) and thus clears the path for Hayato.



HAYATO, MUGEN AND THE BLASTING OF THE MAIN GATE

5

Hayato and Mugen get to know each other personally in a short cutscene. Hayato relays his plan to blast open the big main gate. Ōshiro Mugen joins him and becomes part of the team. Barrels with explosives are placed at (10) and need to be carried to the main gate at (13). The way there is long and leads through walled areas. Above the cannon, there is only a crumbled wall leading Hayato to (5). He can kill one guard (5.2) with his shuriken as soon as another cart blocks the view of guard (5.3). Positioned behind the crates at (5.4) he can also dispose of guard (5.3) with another shuriken throw and hide the body so a patrol from area (6) won't notice.



6

Onward to and across the roof at (5.5), using Hayato's hook to area (6). Here, a guard (6.1) keeps watch over the perimeter. A jump attack from above will stop him short. There is also a two-man patrol which can be taken care of by Mugen with his Sword Wind, as soon as he catches up with Hayato. For now, avoid the patrol and kill the sitting guard at (6.3) who watches the gate in front of him. Hide the body in the nearby shed or bushes before the patrol returns. The path now cleared, you can get Mugen in there, hide both him and Hayato in the shed and wait for the patrol to give them a taste of Mugen's blade.



7

The narrow corridor (7) can be cleared by either Hayato or Mugen. Afterwards, they both make their way through the gate (7.1). Mugen may go around the house with the guards (7.2), while Hayato takes the non-proverbial high road across the rooftops and uses his shuriken. However, to get rid of guard (7.3) he has to return to solid ground. Teamwork is also a viable option, as long as you keep an eye on the guard watching from the elevated platform.

The scroll in front of the gate explains how to plan and synchronize options with multiple characters.



8

Synchronized teamwork is the key to mastering the next area. As explained in the last scroll, this is what tactical "Shadow Mode" is for. It allows you to plan actions without executing them right away. The first opportunity for this presents itself just as you enter (8). Mugen needs to sneak up to guard (8.1) and Hayato does the same to reach guard (8.2). In "Shadow Mode," both draw their blades, map their actions to the respective guard in front of them and execute their actions simultaneously. After that, Mugen should use his sake bottle to lure patrol (8.4) behind the hut at (8.5) to kill him out of sight of the guards at (8.3). He then proceeds to the bushes next to (8.3). As explained

by the next scroll, guards wearing a straw hat can't be distracted. Having Hayato throw a small stone, however, still provides a short window of distraction. Mugen should be able to sneak by them anyway using the ladder at the end of the balcony and reach the bushes at (8.7). From there, he can slay both of them using Sword Wind. The entrance to the next area (9) lies behind the gate, but it seems opening it comes with unwanted carnage.



9

When passing the gate, unexpected help in form of a sniper perched up on the roof at (10) arrives: Takuma becomes part of the team and with him the seven shots of his trusty sniper rifle. Crossing this part of the area is not that difficult, even without his aid, as either Mugen or Hayato can use the door at (9.1), sneak up behind the guards through the door at (9.2) and proceed forward. Your way leads you to the stairs at (9.3), and to some explosive barrels which are needed to complete this mission. One of them has to be brought up to the roof at (12) and thrown down from there to the gate at (13), as Takuma explains. He will take care of the rest.



10

The elevated area (10) where the barrels (10.1) are located is guarded by two soldiers (10.2) and (10.3). One of them is on patrol. With Takuma's help from the roof at (10.4), guard (10.2) gets sniped and Mugen or Hayato can make short work of (10.3).

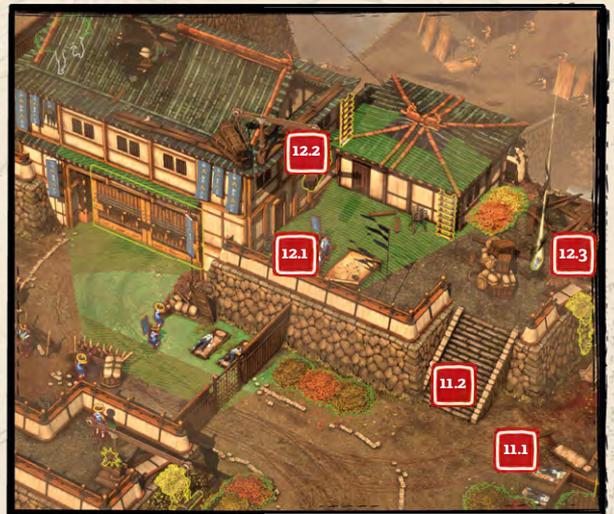


11

Area (11) is also fairly straightforward if Mugen sneaks into the bushes at (11.1) as soon as the patrol there leaves. Now he just has to wait for the patrol to return and kills both of the guards with his Sword Wind. One of the team should take care of a guard further off who observes the area from an elevated position. The way to (12) is now clear for Hayato. Mugen, however, can already carry the explosive barrel to the stairs at (11.2)

12

It's crucial to dispose of the guards at (12.1) in area (12) or Mugen won't be able to get the barrel up to the roof. In order to accomplish this, there's a conveniently placed stack of wood dangling above them. Takuma can shoot the rope, or Hayato can introduce the gentlemen to his blade, either way is viable. With the guards (12.1) gone, Mugen can carry the barrel to the platform (12) unhindered.



13

To complete the mission Mugen needs to carry the barrel across the roof above area (13). The scroll at (12.3) explains how this is accomplished: Mugen can throw heavy objects such as barrels not only horizontally but vertically, as well. Start first at (13.1). Go up the ladder, then to (13.2) and up another ladder. Once you reach the roof pick up the barrel and let Mugen carry it all the way around via (13.3) to the highlighted area in front of the main gate (13.5). After you arrive at (13.4) it's time for one last barrel throw. Takuma must then quickly shoot the barrel to create a breach for the Shogunate troops. Mission accomplished!



TRUBLE ON NAKASENDŌ



BRIEFING

Hayato has to intercept a convoy transporting illegal weapons. He also receives unexpected help from Yuki. Hayato observes the convoy as it comes to a forced halt at a collapsed bridge. He spots six officers and should kill at least four of them before he gets into position and signals Mugen to safely attack the convoy with his Shogunate men.

The main goal of the mission is to dispatch the officers who are easily identified by the banners they're carrying.



Kill all officers.



Don't enter the water.



Complete the mission without saving.



Complete the mission on Hardcore difficulty.



Complete the mission in less than 05:30 minutes.



Don't kill any civilians.



Provoke an ox to kill 3 people.



Kill 2 people with a wagon.



Kill 2 people with a big rock.



MEETING YUKI

1

The mission starts with Hayato hiding behind a rock, invisible to the eyes of two guards (1.1). One guard (1.2) has a fixed position. A patrol (1.3) is searching the nearby bushes for someone else. The bushes make it easy for Hayato to kill the two guards, either with a shuriken or with his sword. Avoid the patrol, however. Distractions like throwing a stone create a solid window of opportunity as usual and even allow for non-lethal methods to resolve the situation. Knocking the guards out is an option at this point.



2

Leaving the area at (1.4) to the left triggers a short cutscene showing a guard on patrol stepping into a trap. This introduces Yuki who joins the team helping Hayato. From an elevated position on a rock (2.1), all subsequent actions in area (3) now have a much larger toolbox for you to choose from.

ELIMINATING THE OFFICERS



3

Getting through area (3) is a matter of teamwork, even before the officers can be killed. Mission 2 doubles as a tutorial mission for Yuki, so her abilities are especially useful for making progress in this scenario. Hayato gets his fair share of the spotlight, but he will be mainly assisting Yuki. Yuki's and Hayato's goal in this segment is to reach the vines at (3.8).

First, the searching patrol (3.1) should be killed to create some breathing room. Yuki then takes care of guard (3.2) by luring him towards (3.9) with her whistle, hiding at (3.10) and then backstabbing him. She can also set her trap accor-

dingly. Now, the only obstacle left before climbing the vines at (3.5) is guard (3.3). This problem can be solved by tricking him with the whistle at (3.11). After the guards have been finished off, Yuki can climb the vines at (3.5) and (3.6) to get to guard (3.7) who can be easily knifed from behind as long as the officer on patrol isn't there. Throw the guard (3.7) down so the officer won't discover the body and move on to area (4) where we'll kill our first officer...



4

While patrolling the area, officer (4.1) will notice that guard (3.7) is missing. If Hayato has caught up to Yuki he can dispose of the officer. Alternatively, Yuki can do the job herself, by climbing the vines at (3.6) and executing a well-timed stab to the back. One down, three to go.



5

Before it's Yuki's turn again, now's the right time for a little yet convenient trick to help take down the next officer. He's minding his own business, standing behind an ox at the river (5.1). Hayato can climb the vines at (5.2) to get above him on a ledge. From there, he throws a small stone at the ox which will take care of officer number 2. Hayato should get up to an even higher position so any alarmed guards won't see him. After that, he can join Yuki again and both meet at (3.8).



6

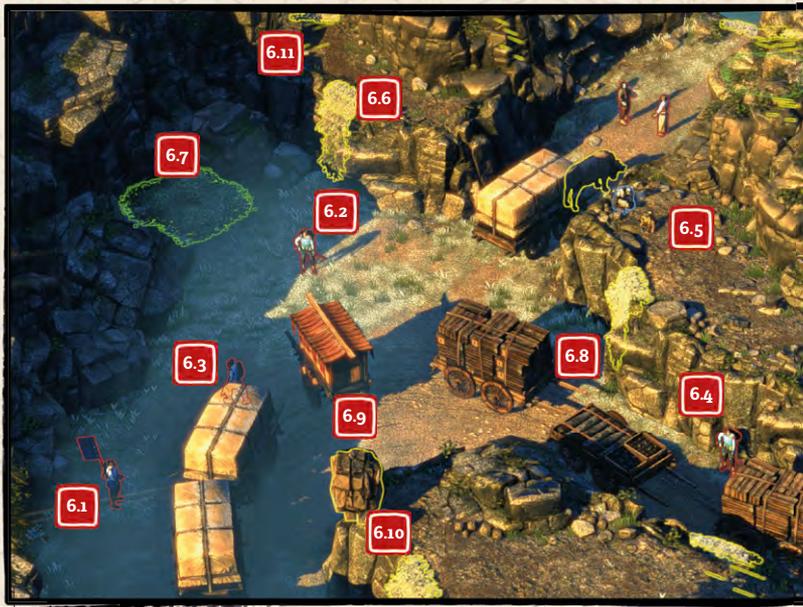
Up at the big plateau our next goal is (6.5), then (6.6) by jumping over the wagon and onward to the vines. Time to evaluate the situation. Below and a fair bit away is the next officer (6.1). A guard (6.2) is looking in his direction and should be taken down first, then guard (6.4), and last but not least the patrol (6.3).

Good timing provided, Yuki or Hayato can surprise guard (6.2) from behind, drag him to the nearby bush (6.7) and hide there as well. Hayato is a somewhat more reasonable choice, as he can carry bodies faster, but he's also easier to spot. Yuki now takes care of guard (6.4), ideally luring him

into the shadows behind a wagon with her whistle at (6.8) so the civilian won't see her. Alternatively, she can also literally get the drop on him.

All that's left is the patrol (6.3). This one can be killed by Yuki's trap by placing it roughly at (6.9). Be careful to place it out of sight of the officer (6.1). As soon as that's taken care of the path is clear and the officer can be killed by either Yuki or Hayato.

As an alternative, you can also drop the rock at (6.10) on the patrol and the officer by using Yuki's whistle to lure them right below it.



7

Yuki leaves the area (6) at (6.11) and can then climb the vines at (7.1) without being detected (rotate the camera for a better field of vision!). Once down there, she can swim to the opposite riverbank (7.2) and climb the rocks. When she's up at (7.3) she can hide in the bushes and ambush the patrolling guard.

After that, move onward to the chocked wagon (7.4). If you remove the chocks, the wagon will run over at least one officer with a straw hat (7.5) who wouldn't be distractible otherwise. That's four out of four, but you can dispose of yet another patrol (7.6) if your timing is just right, while Yuki has the opportunity to kill another officer (7.7) by using her whistle to lure, then ambush him behind the wagon at (7.8).

The primary objective of mission 2 is accomplished by killing the 4th officer. If you handled things as described in (7) even the optional 5th officer is already out of the picture. Now the way is clear for Hayato, and he can signal Mugen at the statue (8.1). The area around the statue is regrettably void of any good cover but there are plenty of bushes to stage an ambush. Those are essential for Hayato to reach his destination unhindered. They also provide you with the means of killing the (optional) 6th officer at (8.2). This one is another strawhat and can't be distracted. On his way to (8) Hayato should kill the sitting guard at (7.9) with his shuriken.

After that, patrol (8.5) gets taken down. Yuki and her whistle will come in handy yet again, especially if she's hiding in a bush. The bush at (8.6) is a good choice for this

strategy. The guards at (8.9) can be ignored. Guards (8.3) and (8.4), however, are watching almost the whole area around (8). Those two should be taken down. Yuki can sneak past guard (8.3) while the officer is otherwise occupied and take (8.4) down with her usual trick from the safety of a bush at (8.7). Teamwork is also a viable option. Now one of them can ambush guard (8.3) and hide him in the nearby bush (8.8) before taking on the last remaining officer, or being exposed.

Eventually, Hayato can signal Mugen so he and his troops will rush in. Mission accomplished! All officers are down.





THE THIEVES OF IMAI



BRIEFING

Mugen takes Yuki to the town of Imai. Here they need to find important documents that contain more information regarding the origin of the illegal weapons transport. Yuki is supposed to steal these documents but, unfortunately, she loses track of Mugen. Her first goal is finding him. The snowfall and the tracks she leaves while sneaking through the city don't make things any easier for her....



Kill all samurai.



Don't destroy the wooden towers.



Don't kill anyone inside the compound.



Make an enemy follow your footprints for 50 meters.



Complete the mission on Hardcore difficulty.



Complete the mission in less than 15:00 minutes.



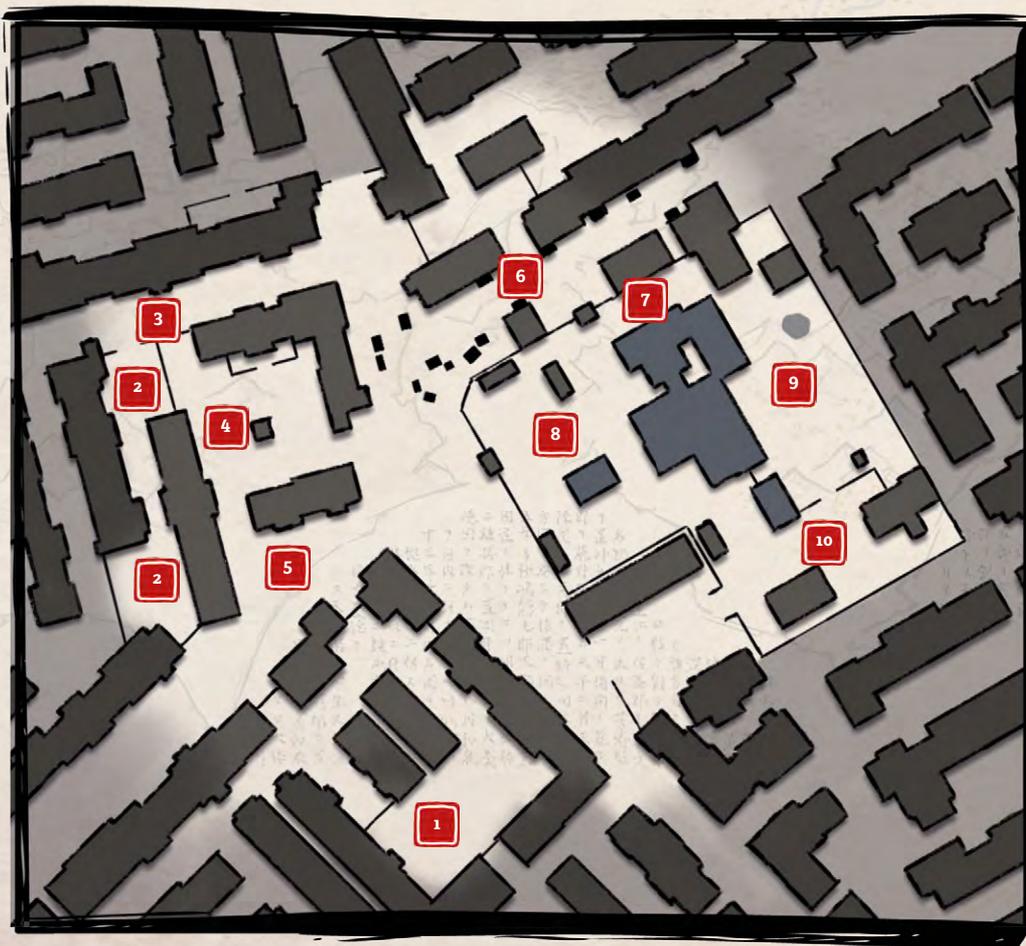
Unlock the southern gate first.



Unlock the northern gate first.



Hide inside the red wagon.





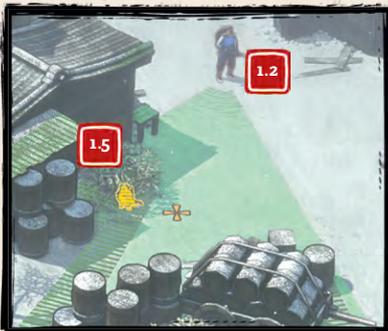
YUKI'S WAY TO MUGEN

1

The mission starts as a tutorial on how to work under the thick cover of snow in levels such as these. For this purpose, there'll fewer guards in the first areas. Footprints may prove to be treacherous. They're visible only for a few seconds but draw the attention of any guards who happen to spot them. Since guards tend to follow the footprints, they can be used to your advantage. Yuki's ability to move across the rooftops can be used to your advantage on this mission as well. Consequently, it's crucial for her - especially here in Imai - to look for spots where she can use her hook. Your first goal is the eyelet at (1.8).

Before getting there Yuki has to take care of some guards. She can sneak behind the barrels at (1.1), over to the bush at (1.5). There, she can lure the guard (1.2) toward her position via her footprints and backstab him from the bus-

hes. Have her sneak over to the bush and eyelet at (1.6), as soon as patrol (1.3) looks away. Climb up to the roof and wait until the patrol spots her footprints and investigates. A swift death from above maneuver takes care of the guard (1.4) is looking in another direction. As soon as his attention leaves the bush at (1.7) Yuki may jump down and hide in the bush until the guard yet again starts investigating her footprints, only to be ambushed by her. The way to (1.8) is now clear. Yuki can use her hook to get up there and may then use the ladder to balance across the rope (1.9) to rooftop (1.10). Another rope-walk at (1.11) takes her to the roof at (1.12), from where she proceeds to ground level and finds Mugen at (2.1) He'll then tell her what's planned next for this mission.



THE WAY ONTO THE ESTATE

2

At their meeting point in the courtyard (2), Mugen explains that a high-ranking official (9.12) carries the documents they need. He is heavily guarded inside a fortified mansion by a squad of samurai in area (9). Yuki has to get to the mansion first and open a door for Mugen. In order to achieve this she needs to steal the key from the samurai at (7.1) who patrols the inside of the mansion. Yuki, of course, will have to get there on her own. Instead of fighting their way through all of the guards, Yuki and Mugen can trick their way through by hiding in a cart at (5.1). This cart will take them to the northern side entrance of the mansion. They may only get inside the cart (5.1) once it stops. Luckily, it actually does stop in area (5). Riding the cart, they can get to area (6) undetected, not only ending up at the right place at the side entrance, but also at a good point to climb the wall. Okay, so much for the plan....

3

From (2.1) Mugen and Yuki both go towards area (3). They will first encounter patrol (3.1) who will regularly glance towards the exit at (3.2). Yuki can now place her trap at (2.2) and lure the guard into it by leaving footprints. Mugen can then immediately take care of the samurai at (3.3) who guards the entrance to area (4). Since he's a samurai himself Mugen is the only character who can actually defeat another samurai in direct duel. Continue to area (4) and quickly proceed to area (5). Just keep an eye on guard (4.1) while sneaking through.

4

Mugen and Yuki can get through area (4) undetected by sneaking from the bush at (4.1) at the entrance over to bushes (4.2) and (4.3), eventually reaching the exit at (4.4). Always be mindful of the line of sight of the patrols around the central building of the area. Knock out both civilians at (4.4), as well. One can be taken out out by a jump-attack, the other one succumbs to a good sucker punch. To keep the civilians from alarming the guards in area (5) you should put them near (4.4) so they'll run toward a door in area (4) instead.

5

There's not much left to do in area (5) to get inside the cart (5.1). Again, timing is of the essence. The cart won't stand still for very long, and it blocks the line of sight of the guards at (5.2). Mugen and Yuki should avoid the snow and enter the road behind the cart roughly at (5) in order to quickly climb inside. And we're off to area (6).



6

Once it reaches the house with the two banners (6.1), way up the area, the cart will be stopped by two guards (6.2) and (6.3) return to their posts, leave the cart and hide in nearby bush (6.4). Make sure both of them stay on the road so they won't leave footprints in the snow. From the safety of the bush it's easy to take down both guards either by knife or sword. You may also choose to leave footprints after exiting the cart in order to lure the guards into investigating so Mugen can take care of them both with his Sword Wind. This, however, also means a higher risk of being spotted.

Yuki can get inside the estate by balancing across another rope. In her way stands only one guard with a straw hat (6.6) overseeing a large part of the roof. Yuki can reach the guard by using her hook. There are points at (6.5) and (6.7) that will get her onto the roof top, where she has to find a

blind spot in the guards' line of sight. Waiting for the right moment, she may then proceed to (6.8) and drop down, run over to the next eyelet (6.9) and wait for a window of opportunity to get to higher ground again and dispatch the guard. Next, have Yuki balance across the rope to reach the opposite roof at (6.10). From there the path to the next roof within the estate (7) is clear. There the samurai holding the key patrols the area. Mugen should take down the guard outside the estate (6.11). In order to do this, he should crawl into the hedge (6.12) and throw his sake bottle right in front of it, where none of the other guards will notice. After disposing of the guard, he can hide and wait in a bush behind guard (6.13) until Yuki opens the gate.



7

Arriving on the estate's roof, Yuki should first use her whistle to lure the lazy guard (7.5) at the railing within easy reach of a jump attack. After dumping the body in the hedge below have her user her hook to go up again. Timing is important, as there's a civilian nearby. The easiest way for Yuki to get her hands on the key is to drop the icicle (7.2) right onto the samurai (7.1). All that's left for her to do is to jump down and collect the key. She can then open the gate for Mugen, leave through the gate herself and hide in the bush next to the guard at (6.14). Be careful, as your footprints may

give you away! Mugen has already taken position behind the guard (6.13). Use Shadow Mode to have both of them kill the respective guards with their blades. You're left with precious little time, during which neither the civilian nor the patrolling guards on the road look in your direction. You can somewhat defuse the situation by waiting for the cart to arrive to conceal your attack. After both guards are taken care of you can hide their bodies in the corresponding bushes. Then, Mugen and Yuki cross the road and enter the estate.



9

The samurai bodyguards will now hurry from area (9) to investigate the commotion at (8.7). Mugen hides and then escapes towards (7.3) behind some houses, following the outer wall to area (9). Yuki, about to steal the documents, may take the same route across the roofs. In the meantime, Mugen lures the guard at (9.1) away from the courtyard using the old footprint ruse in order to end him. The door at (9.2) proves to be of great importance, as this is the place from which she will steal the documents. Yuki may get there via roof (9.3) and roof (9.4) to ultimately drop down

to the roof right above the door (9.2). Have her wait inside the door until the official (9.12) is no longer being watched. In order to achieve that, guard (9.6) has to be dispatched the area by the three trees, hide out there and use his sake bottle to bait the guard. Lure the guard further away by using your footprints and kill him out of sight of the official and his attendant. Now it's Yuki's turn to wait for the right moment when the official (9.12) and his attendant split up at (9.8). Time to steal those documents!

10

Now Yuki and Mugen can make their break for the escape cart in area (10). The rest of the way through area (9) will be a matter of good timing and safe hiding spots. You can take down some more guards from the bushes, for example at bush (9.9)

The best way to the cart leads through door (9.10) and exits via door (10.1). Mugen may wreak some additional havoc by knocking over the scaffolding below guard (10.2) and then cut down the flushed out guards with his Sword Wind. Keep an eye on the patrol path and the line of sight of patrol (9.11). You may even choose to take the patrol down before any of the above occurs. Quicksave regularly and Yuki and Mugen should make it safely to their escape vehicle. Mission accomplished!



ESCAPE FROM MOUNT TSURU



BRIEFING

Mugen learns that Takuma is alive and kept prisoner on Mount Tsuru. He seeks advice and help from Aiko, an old associate of his. They meet at a shrine and plan to free Takuma. Mission 4 doubles as a tutorial on how to use Aiko's abilities. She's a master of disguises and infiltration. An initial sweep shows where Takuma is being kept, as well as two places where Aiko can get her hands on a suitable disguise as a servant of the shrine. There are two ways to complete this mission.



Don't ring the bell.



Don't kill anyone with Mugen (except mission targets).



Don't use a disguise.



Complete the mission in less than 20:00 minutes.



Complete the mission on Hardcore difficulty.



Get Mugen inside the temple before Aiko.



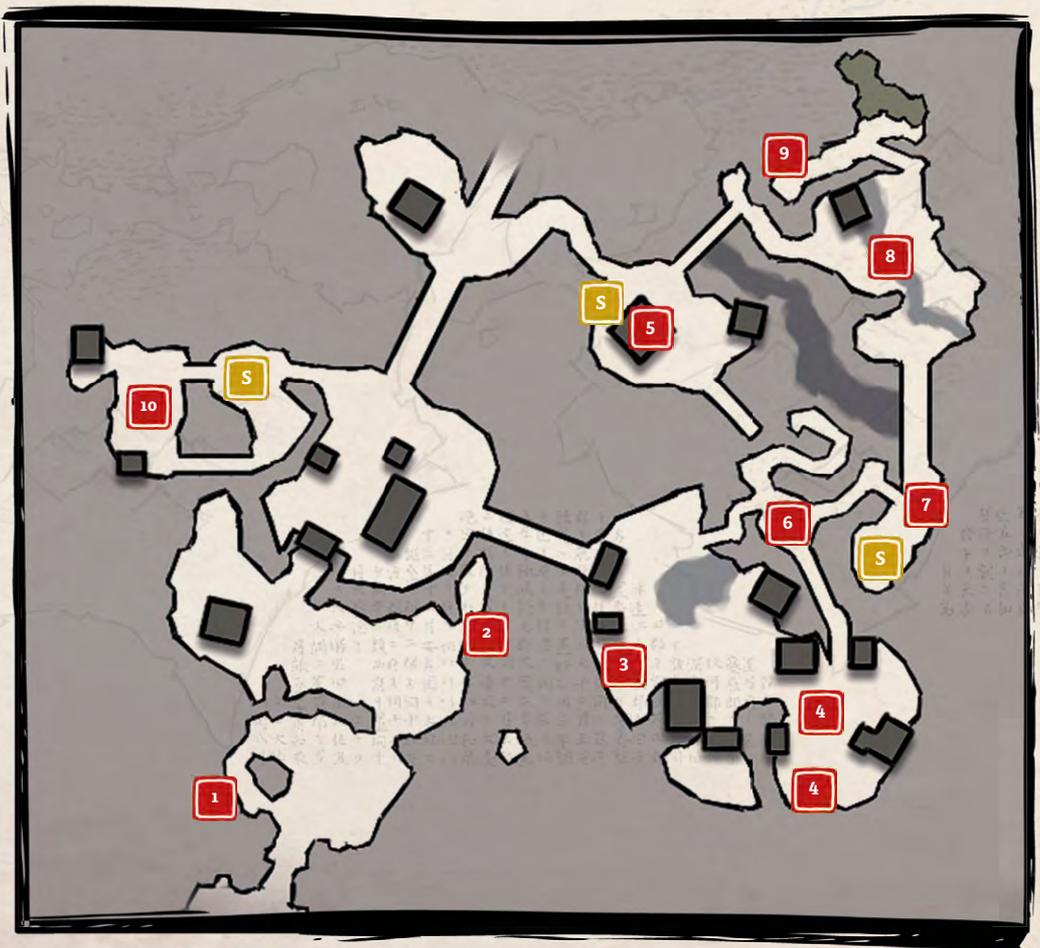
Get both disguises.



Use 3 tunnel shortcuts.



Kill only when disguised.



MASTER OF DISGUISE



1

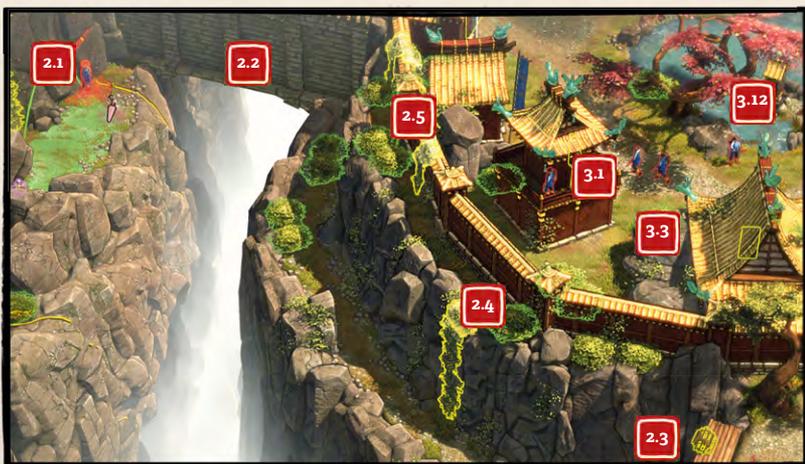
Takuma is held at a remote location in area (9) of the map. Required objectives are (4) or (10), each with a disguise for Aiko. The guide's solution will focus on (4) so we're heading east. A scroll will introduce Aiko's sneezing powder, a short term blinding effect that will significantly reduce a guard's line of sight. It's a good idea to try it right away on guard (1.2) to let Aiko and Mugen safely sneak past the narrow rocks over to the next area (2). Aiko can sneak into the bush

(1.3) behind the guard at (1.1) and throw the powder at guard (1.2) from there. This way, she can easily get behind guard (1.2), while Mugen gets into position behind guard (1.1). Use Shadow Mode and stab both guards (Aiko uses hairpins!). The guard with the straw hat (1.3) can then be ambushed. After hiding his body in the bush right next to him proceed to area (2).

2

In area (2) you don't go straight for the gate, as that would make no sense. Later, when Aiko rings the prayer bell to draw out the monks, the straw hat at the gate will turn around, though. The approach suggested by us is a different one and will lead you across the big bridge at (2.2). Aiko can take down guard (2.1) by making two quick dashes towards him, avoiding his line of sight by dodging whenever possible. Have her take cover by the vines. Sneezing powder gives her another advantage. Coordinating her and Mugen in Shadow Mode is also feasible. After that, both can

cross the bridge. The way temporarily ends for Mugen at (2.3) and he will take a break by the rope ladder, which Aiko will let down for him later on. Meanwhile, Aiko climbs the vines (2.4) and (2.5) up to the wall. There, she must wait for the right moment and leap over to the watchtower to take down the patrolling guard (3.1). She makes her way down at (3.2) and proceeds to hide in the bush at (3.3). If her timing is right she can also dodge the two-man patrol and continue to bush (3.4) by the pond.



3

From bush (3.4) have Aiko swim over to bush (3.5). Here, she can knock out the civilian who's sitting in front of the house (3.6) and throw him into it and out of sight. The bush at (3.7) provides Aiko with cover from guards (3.20) and (3.9) as she stealthily makes her way through the bushes and the vines at (3.8), leading her to area (4). Here she'll find her disguise which will make taking a walk behind enemy lines so much easier....



4

5

Getting to the clothes (4.1) should be no problem after guard (4.2) is taken care of. Aiko merely has to sneak up on him from behind, dodging his line of sight. When he's down, all you have to keep in mind are the servants (4.3) by the laundry. If you time this well, Aiko has enough time to immediately put on her new disguise. She can now move freely and undetected. However, you should avoid samurai, as they see right through her disguise. Aiko's next objective is the bell. Ringing it will call all monks in all areas to prayer

which will completely shuffle around guard positions. She can reach the bell in area (5) in various ways. Whichever one you choose, keep in mind to let down the rope ladder for Mugen at some point. This way, both of them can reunite easily and Mugen can take out the guard at the gate (3.13) while Aiko distracts the guard at the pond (3.12) while in disguise.



FREEING TAKUMA

S

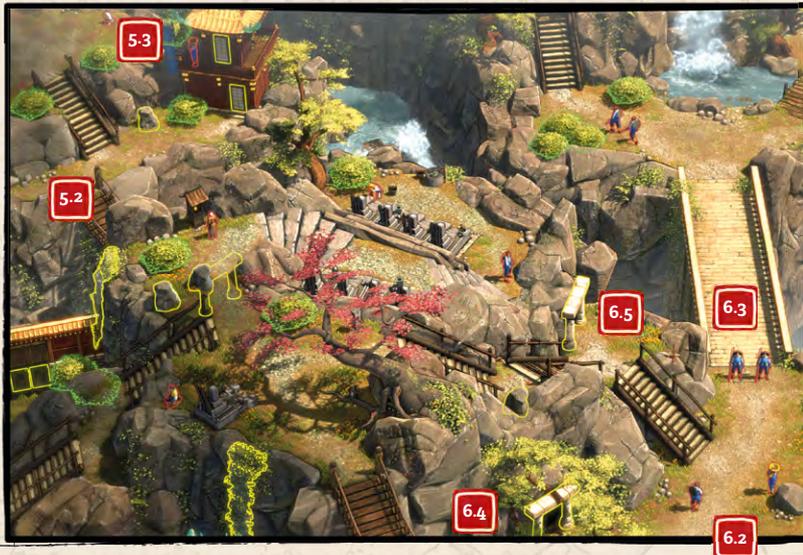
At this point, Aiko and Mugen can get rid of most of the guards without breaking a sweat, provided they work as a team and Aiko provides Mugen with the necessary distractions to sneak past the guards. Feel free to experiment here. It also pays off to look for all crane statues while exploring the areas with Aiko before freeing Takuma, since they all

unlock secret passages (every switch is marked with an (S) on the map). Special attention should be paid to the secret passage beneath the bell at (5), as this provides you with an alternative escape route - beside the one in area (7) - to complete the mission.

6

The rocky graveyard area (6) has many stairs and bridges that will lead you back to the area with the bell (5) and toward the passageway close to where Takuma is held prisoner. Area (6) is packed with guards and almost all of them are on patrol. However, it's still pretty easy to distract them with Aiko and let Mugen do the ground work with well-placed blades. Guards (6.3) and (6.2) can be dispatched after fre-

eing Takuma, should you choose the alternative escape route via the hidden passage. You can unlock the secret entrance with the crane statue at (6.4). This walkthrough, however, uses the one at (6.5) where Mugen takes the passage to (5.2).



5

Before you let Mugen cross the bridge, however, Aiko should take point and kill guard (5.3) in the tower. There, she can wait until the guard steps out and surprise him with a hairpin to the throat, then hide the poor bastard in a nearby bush. After that, Aiko should put on her disguise again right away to distract the two guards at the tunnel entrance (5.4). This way, they won't watch the stairs. Mugen can then cut both down with a Sword Wind. Now use the crane statue to open up the guide's alternative escape route. Aiko and Mugen now can both take the tunnel to the last area (8) and free Takuma.



8

At the other end of the tunnel (8.1), either Aiko or Mugen may jump down and ambush the straw hat (8.2) guarding the exit. His fellow on patrol will investigate but can also be taken down from out of the safety of the passage. At (8.3) Takuma waits, guarded by a samurai. Two guards are stationed by the vines (8.4), neither of whom oversee a large area but who in turn are watched by another samurai (8.6).

Guard (8.5) on the upper level watches the stairs and the samurai at the lower end. Patrol (8.7) will regularly approach the samurai (8.7) to have a little chat. This opens up a small window of opportunity for Mugen to strike down the pair of guards by the vines (8.4). Depending on timing and situation, you may have to hide the corpses. Guard (8.8) can be eliminated from the bush at (8.9) and, given the right timing, may also be hidden in that bush. This is optional, though.

This makes distractions and subsequent ambushes easier in terms of taking out that annoying patrol and the straw hat guard down below. It may give you some more breathing room. Important detail: Aiko can get around the samurai if she disguises herself and stays out of the line of sight when going from (8.10) to (8.11). Getting her disguise back on can be pretty difficult in the lower sections of the area.

Aiko may get back to the upper section of area (8) via the right side (8.12) to distract patrol (8.7) and kill him without being seen by the samurai. Technically, from this point on Aiko won't need her disguise anymore but she needs to sneak over to the vines at (8.4) and climb them to ambush the guard (8.5). Now Mugen is presented with a cleared path ahead of him and may duel the samurai. After that's done with, he'll have to take down the samurai near Takuma (8.3). Takuma is free at last and the trio can take the tunnel at (8.1) to the exit at (5.4). Their escape route is the passage at (5.5). Mission accomplished!



THE DEATH OF LORD YABU



BRIEFING

Takuma wants revenge. Together with Hayato and Yuki he will infiltrate Lord Yabu's estate in order to assassinate the lord himself. The estate is heavily guarded and the first objective will be to get all three companions through the main gate.... or find another way in.



Don't enter the water.



Poison the tea and leave the estate before Lord Yabu drinks it.



Kill Lord Yabu without using poison or Takuma's rifle



Complete the mission in less than 15:00 minutes.



Complete the mission on Hardcore difficulty.



Kill all enemies inside the estate.



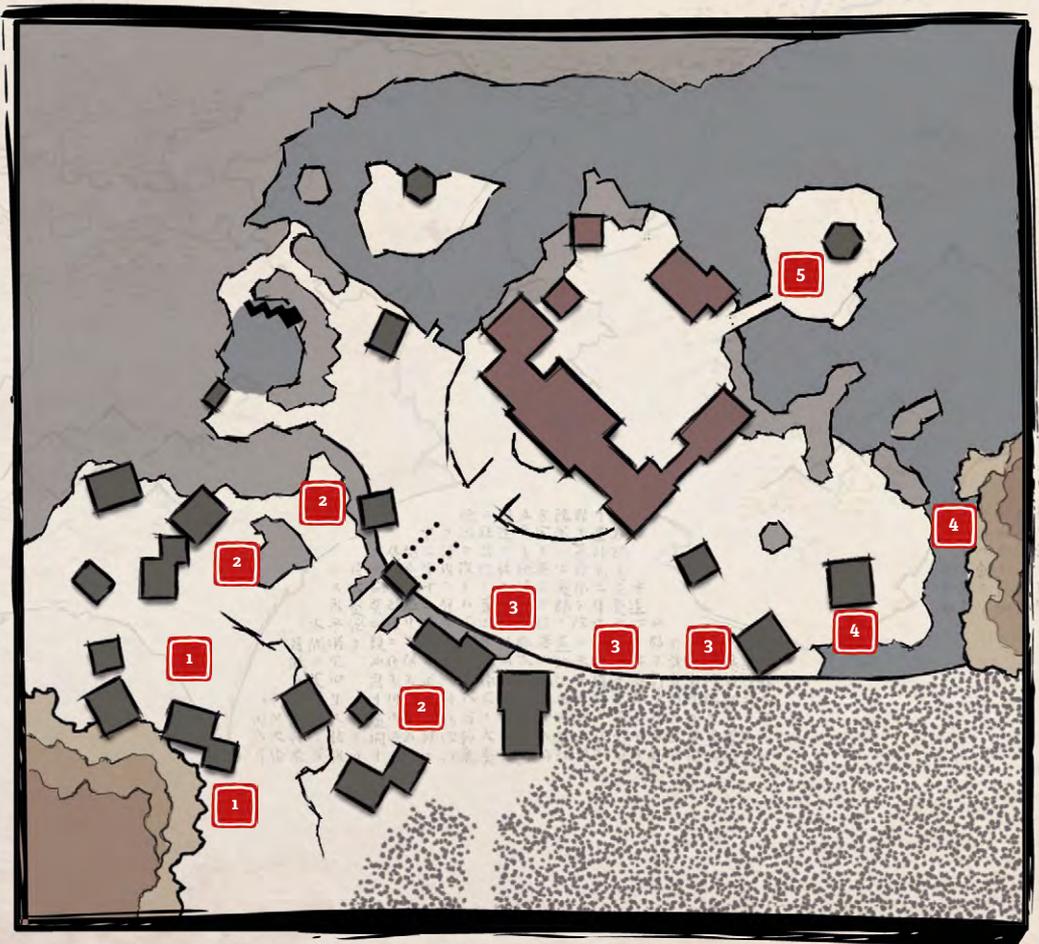
Use poison to kill Lord Yabu.



Use Takuma's rifle to kill Lord Yabu.



Reach the highest point of Lord Yabu's estate.



0

More so than in any other mission, it pays off to observe your surroundings and take a moment to consider your options, then take action according to your own playstyle. One way into the estate leads through the "center," which means taking the whole squad through the main gate (0.1). This gate is guarded by a samurai. Alternatively, you may split the party, so Yuki and Hayato can climb inside the estate. Takuma knows how to climb ladders but a man of his

age should not engage in taxing physical exercise. (0.2) Left of the gate is a good spot for Yuki and Hayato to use their hooks and get up onto a tower. At (0.3), right of the gate is a house and vines leading to its roof. A careless worker seems to have forgotten a plank there, so this is another viable way inside the estate's walls. With this in mind, we kick things off with the first guards and obstacles awaiting us in area (1).



INFILTRATING THE ESTATE



1

The mission starts with Hayato, Yuki and Takuma standing behind a house at (1.1), still a fair bit away from the actual infiltration points. After killing guard (1.2), Takuma can send his tanuki to lure patrol (1.3) out of the civilian's (1.4) line of sight. Yuki or Hayato then finish him off. Always use the bushes in area (1) for cover. The civilian (1.4) may be knocked out while he's alone and put into his house. Yuki and Hayato should then proceed over the rooftops at (1.7), then over the rocks until they reach (1.8). There, one of them should take care of the straw hat guard (1.5). The civilian (1.6) won't see this spot. He can be knocked out right away and hidden in the nearby house.



2

As your first action, Takuma may position himself at (2.1) to snipe the guard on the tower behind the wall (2.2). Hayato or Yuki -- waiting at (2.3) -- can now easily take down the guard and the civilian at (2.4). Your timing for a jump attack and a knockout is of the utmost importance here. After that's done you should immediately hide in the nearby bush (2.5) and take care of the confused guard with a shuriken or something similar. The scroll there explains the special traits of armored enemies (samurai), who have to be stunned by a firearm before they can be cut down in melee. One is already waiting by the stairs in front of the gate (2.6). Each character can move quite freely through area (2), as long as they stick to the cover provided by the bushes. For the great escape towards the end of the mission, though, it's advantageous to dispatch as many guards as possible, especially the samurai guarding the gate. A solid strategy would be to let Takuma shoot once and then finish the samurai off with either Yuki or Hayato, by climbing the

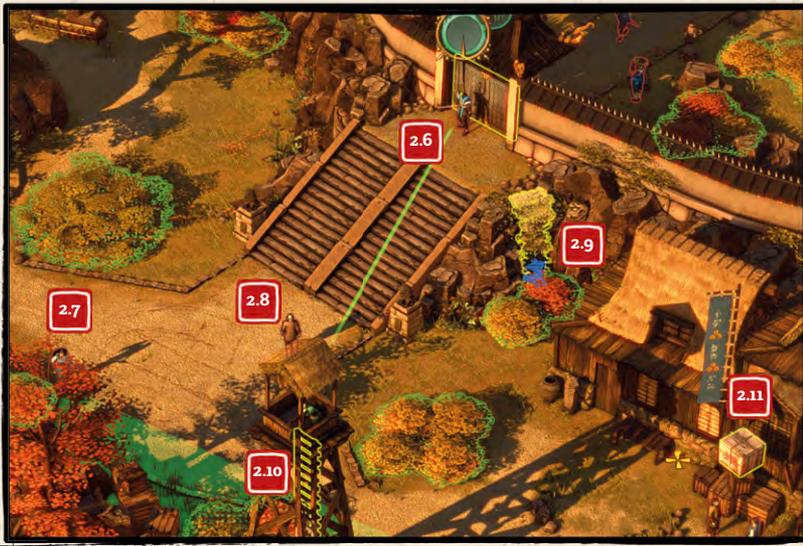
FYI: There is no inherent punishment for killing civilians other than a guilty conscience. You might miss out on a badge, though. It's this walkthrough's aim to go easy on non-combatants. It therefore relies on knockouts as the only viable solution.

As soon as the way over to the stairs is clear (1.5) the whole team may gather. Hayato or Yuki should return to the roof (1.7) and proceed to the rock along the wall (2.3) a bit farther (1.8) than before.



vines at (2.9). Again, timing is paramount since a civilian (2.8) regularly approaches the gate and knocks. There's also a patrol (2.7) watching the area beneath the stairs. Takuma should occupy the tower at (2.10). From high up there he has the samurai in his sights and also has the opportunity to shoot the rope of a hanging crate (2.11) to smash both a guard and a civilian. After dealing with the samurai, you should take care of patrol (2.7).

Out of the three options to infiltrate the estate, this is the one featuring the plank by the wall. From here on, it's all about poisoning Lord Yabu's tea at the small tea garden. Both Yuki and Hayato climb the vines at (2.12) to get onto the roof, across the plank and from there inside the walls. The civilian by the vines can be knocked out. The door (2.14) may be used as a hideout to ambush the patrol, should you still need to take them down.

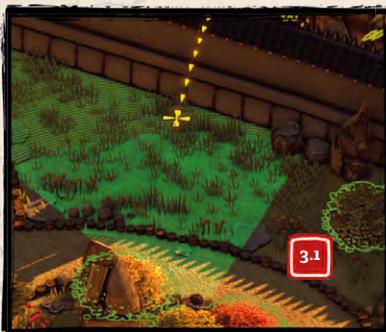


HUNTING DOWN YABU

3

Yuki and Hayato can use the plank to jump down, safely out of the civilian's line of sight (3.1). Hayato may also distract them by throwing a stone. Once both Hayato and Yuki are back on ground level it's time to go right (after re-centering the camera), roughly following the wall. Between the two of them they should take down as many guards as they possibly can, as this makes escaping later on, once the alarm is raised, significantly easier. It's also why we got rid of the samurai at the main gate. Use the team's special abilities and Shadow Mode in whichever way you see fit to

dispatch guards along the way. We recommend taking down the next two guards (3.2) with coordinated blade attacks. The straw hat (3.3) should also be killed and hidden, just like all the others. Patrol (3.5) can be killed with a shuriken, for example if Yuki lures him to (3.7), or even further to the left, with her whistle. Yuki and Hayato can now use their hooks to get across the roof at (3.6) and enter area (4).



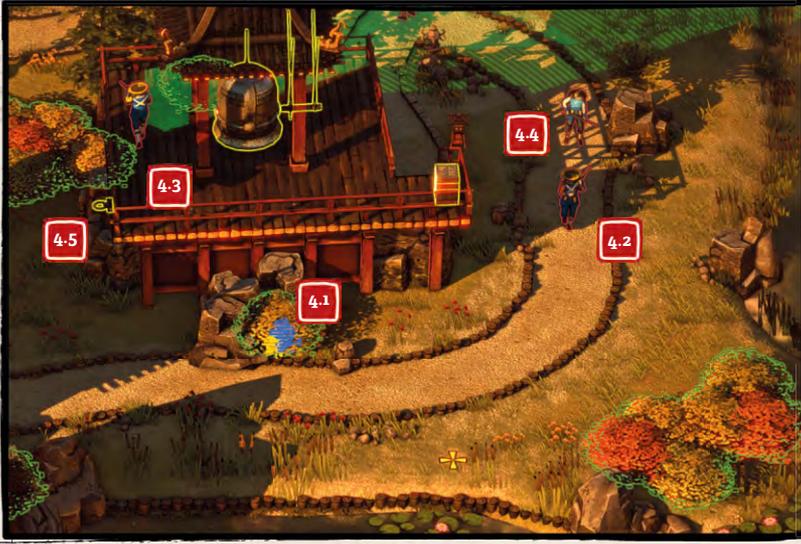
4

To get around to the tea garden you should dispatch every guards that may hinder your quick retreat later on. Have Yuki and Hayato both jump down from the roof into the bush, then wait for the right moment to ambush the nearby guard. Then, both should sneak to bush (4.1), wait for patrol (4.2), kill him and hide the body. Patrol (4.3) on the platform with the bell can be easily killed if timed right by using the hook at (4.5). Guard (4.4) is going to be another victim of Yuki's whistle once she lures him around the corner. His end will either come as a swift shuriken or via Yuki's trap. You can also sneak up from behind and ambush the guard. The bell may serve as a distraction if rung directly or hit by Hayato with a stone. The chest at (4.6) contains



grenades, but only Takuma can pick up those. Our walkthrough, however, does not have him here at the moment. If you've chosen the direct approach through the main gate, this may simplify the mission. This would be the only possible way for him to enter, as the old man can't get into the estate via any other route.

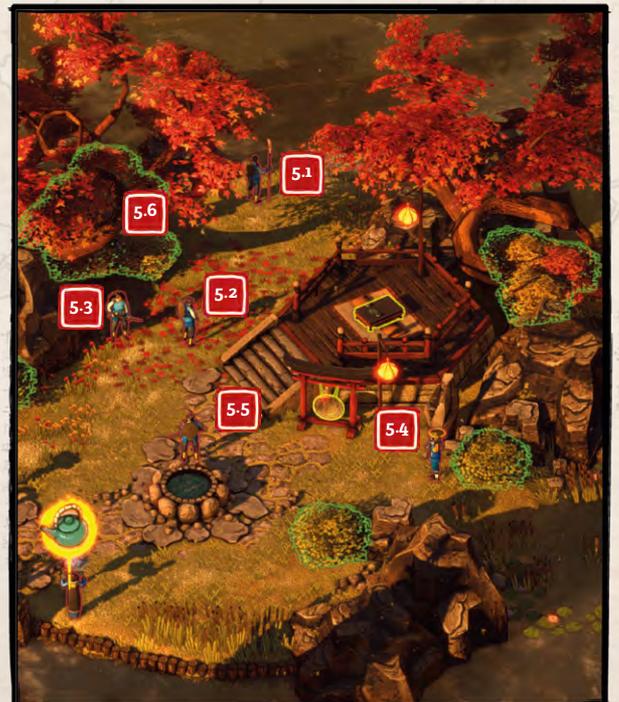
Hayato and Yuki leave the scene at (4.7), and from there may swim across the lake to reach the island with the tea garden. This part will be pretty challenging as the island is heavily guarded.



5

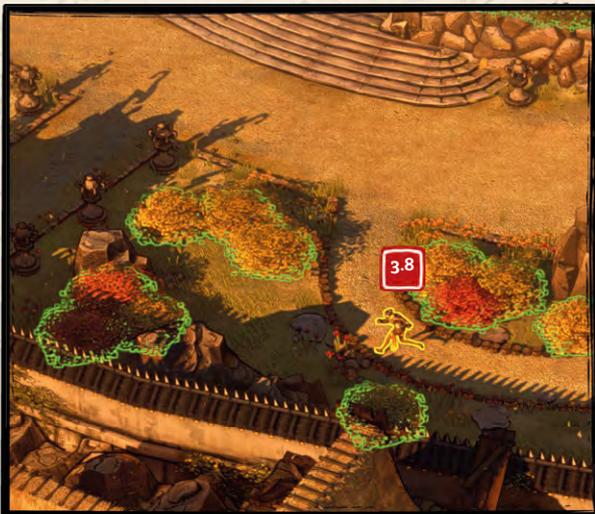
The tea island is packed with guards who, for the most part, are watching one another. You have to take them all out to reach the tea table inside the pavilion. This is where Yuki has to use the poison. To complicate matters, Yabu is a habitual tea drinker and regularly shows up with his samurai entourage. And if this isn't enough, regular guards watch the island from their posts at the estate's mansion. If you keep track of their line of sight, however, it's not worth the effort to clear their respective area - at least not for this approach to complete the mission.

You will want to start at the far end of the island, where a guard (5.1) and a patrol (5.2) are keeping watch. Guard (5.1) can be lured into the cover of the rocks with Yuki's whistle to be knifed or trapped. Hayato can help here, as well. The patrol (5.2) can be killed using the same trick. You may get rid of the bodies by dumping them into the water. After that, Yuki should take care of the straw hat (5.4). She can strike from the bush right behind the guard, as soon as Hayato distracts guard (5.3) by throwing a stone from the bush at (5.6). Quickly hide the body of guard (5.4) in the bush, then dispatch the two remaining guards with coordinated pistol shots using Shadow Mode. Now the tea garden is cleared and Yuki can poison the tea.





ESCAPING THE ESTATE



- 4
- 3
- 2
- 1

Before Yuki can poison Yabu's tea, everyone but her should head back to the rallying point (where the mission started). The tea ceremony relies on the two gongs: the gong at the tea garden calls Yabu to the tea, the other one gets him to step outside his mansion. Should the servants, for whatever reason, be unable to hit the gong one of the team has to take their place. Once the tea master has served the tea, Yuki can sneak up to the table and poison it. After that, she will have to run as fast as possible from area (4) to (3), over to (3.8) and right through the main gate to join the rest of the

team. If Yuki is fast enough, and all guards on the way to the tea island have been killed, you can pull this off even before Yabu gets poisoned. If you aren't fast enough, the alarm is raised and the whole estate will be swarmed by guards. They appear from a house at (3.9) and search every nook and cranny, including the bushes. However, by cleverly using cover, bushes and good timing, you can still get away without Yuki shooting her way out or getting the rest of the team back in there to help her. When in doubt: quiksave is your friend!

SPIES IN HIDA



BRIEFING

Noboru, the Shogun's brother, needs help putting an end to a revolt. Hayato, Aiko and Yuki are sent to Hida, a lakeside town, to spy on the rebels. This mission has two eavesdropping objectives: first you have to spy on the officers, then on their leader, Okkoto.



Don't enter the water.



Don't kill anyone, don't raise the alarm.



Don't use a disguise.



Complete the mission in less than 15:00 minutes.



Complete the mission on Hardcore difficulty.



Eavesdrop on the patrol at the tavern.



Eavesdrop on the patrol at the stables.



Help the mistreated villagers.



Extinguish all torches, including torches carried by enemies.



0

Aiko and Hayato disagree on how to approach this mission. Aiko suggests to simply gather the intel they need at the tavern (8). Hayato thinks it's too crowded and believes the stables (11) to be a safer bet. Again, we have two fundamentally different solutions for the mission. The walkthrough will side with Aiko and go for the tavern. The crucial checkpoint is area (7), where Aiko can get her hands on a disguise. The mission hinges on your team exploiting the light,

or rather, any lack of it. If you play your cards right you don't even have to kill that many guards. Civilians in this mission are friendly and thus won't raise the alarm if they spot you. Aiko's disguise will be waiting for her across the lake. To get there, work your way through area (4) to get to area (6) via the right side. You can also swim to (5), leave the water and follow the large pier to area (6). In this walkthrough, we'll focus on the second approach.

THE WAY TO AIKO'S DISGUISE

1

The companions start at (1). In order to proceed to the adjacent area (2) they will have to sneak, one by one, through the blind spot (1.1) in the line of sight of the guards (1.2) and

(1.3), over to (1.4). Have Hayato go to (5) first. The others will follow and, thanks to Hayato's handiwork, will have fewer guards to worry about.



2

Hayato will have to dodge patrol (2.2) and extinguish the torch at (2.3). Be careful, because once patrol (2.8) returns the torch will be lit once more. Use the small window of opportunity given to you by the cover of darkness to sneak along the fence (2.4). Wait at the stone (2.5) and then dash around it when the time is right. Go for (2.6), or directly to the bush at (2.7), once the patrol is at a safe distance.

This bush also makes for an excellent rallying point for the whole party. The patrol that keeps talking to the samurai at (2.9) can be killed and hidden here as well. There's a chance, however, that (2.11) will look for his fellow guard. The path to the pier is now clear, as the samurai is occupied with his shooting practice. Hayato can now sneak up on guard (2.11) and take him out with a shuriken throw. After that, have Aiko and Yuki follow in Hayato's wake, then let everyone swim across the water (3) and make landfall at (5.1).



5

To get to area (6), our three infiltrators now need to sneak over to the bushes and the vines at (5.2), keeping an eye on the line of sight of their enemies while dodging a pa-

trol consisting of three guards. Proceed on the pier to (5.3). Jump down and move up to the left edge of area (6). Here you can plan out your way to the disguise over in area (7).



6

7

Once you reach area (6), your movements aren't as restricted, and you can get almost anywhere without having to dispose of the guards. Watch out for the samurai at (6.1) who will patrol and light up the area. From (5.3) Aiko and Yuki should sneak via (6.4) to (6.5) and then continue behind the house with guard (6.2). Once they have reached a safe spot (6.6) both will get into position. The guard at the top of the stairs (6.3) can't see them from where he stands but he has to be taken down so Aiko can get to her disguise at (7.1). To get rid of guard (6.3) Yuki can place her trap on the stairs and lure the guard into it with her whistle. In order to lure only one guard and not many, the radius of the whistle should be

placed carefully at (6.8). Otherwise, guard (6.2) joins in and gets in the way of a clean assassination. If all goes according to plan, guard (6.2) can be easily dispatched to clear the way for Hayato and maybe even for Aiko.

Aiko can now, given good timing and dodging the three patrolling guards, get to the clothes and even put on her disguise right there. Once that's taken care of, she may go to the tavern in area (8) and spy on the two patrolling straw hat guards there.



FIRST EAVESDROPPING

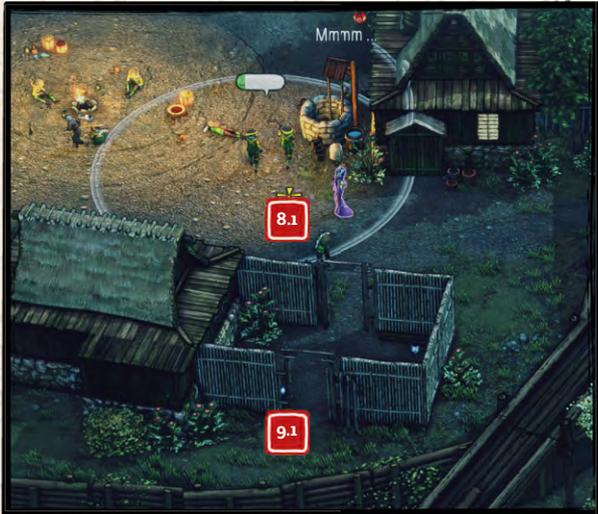
8

9

Spying at the tavern is a walk in the park with Aiko and her disguise. She will go to area (8) and step into the circle drawn around the two guards at (8.1). The guards have speech bubbles over their heads which will progressively fill up, as long as Aiko remains inside the circle. Now all she has to do is follow the guards around. Once the speech bubble is full the mission objective is complete. The only thing in her way is the patrolling samurai who can see through Aiko's disguise. Avoid him. Leave the circle if you have to and get back inside as soon as the danger has passed. After that's

done, an icon for a rallying point will appear at (9.1). Here, the team should meet up to plan this mission's final objective. Hayato and Yuki will have to get there as well, but that shouldn't pose a problem as the way should be cleared.

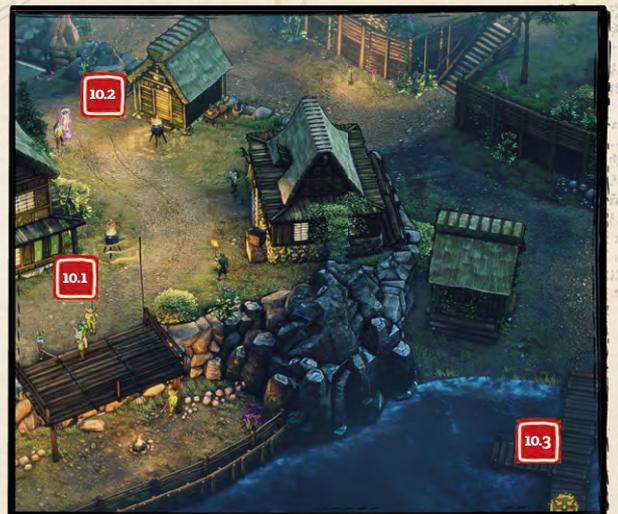
Once the team has come together Aiko shares what she's heard: General Okkoto himself is in Hida and is currently talking to the town elder. The companions believe this to be a good opportunity to gather more intelligence, by eavesdropping on the General in area (10).



SECOND EAVESDROPPING AND THE END OF THE MISSION

10

Given the right amount of timing, spying on Okkoto can be done solo by Aiko in disguise. All she has to do is enter the circle at (10.1) and avoid the line of sight of the two samurai and Okkoto. After that's been taken care of, leave area (10) as fast as possible, run over to the stairs at (10.2) and continue to the rafts at (10.3), where Aiko will meet with Yuki and Hayato to complete the mission - both of who will have to jump down the wall at the rallying point and cross a small distance. Mission accomplished!



SAVING SUGANUMA



BRIEFING

Kuma the tanuki leads Yuki to the village of Suganuma where Mugen and Takuma have been overpowered by the rebels. Yuki follows the tanuki to Takuma and meets him at the edge of the rice fields. He tells her that Mugen has been captured and that the rebels have been terrorizing the locals, slaying many of them. Your first goal is to bail out Mugen, then make plans for what's yet to come.



Don't climb ladders or vines, don't use the grappling hook.



Complete the mission without reclaiming Mugen's gear.



Rescue the farmers before you rescue Mugen.



Complete the mission in less than 20:00 minutes.



Complete the mission on Hardcore difficulty.



Don't step on loud surfaces.



Kill all enemies.



Kill 4 enemies with a single grenade.



Kill 3 enemies by throwing rocks on them.



FREING MUGEN

1

Your first mission objective is saving Mugen, who's held prisoner at (7). In this mission, completely new environmental and weather conditions come into play with their own pros and cons. Rain hinders the guards' line of sight, but your footsteps produce more noise on the wet, muddy ground. Your own sight is also limited and you probably should turn on highlights to keep track of the guards, for example when they're searching the rice fields for survivors. Takuma and Yuki start at (1.1) by the bush and will

have to make their way through the rice fields' terraces (2), (3) and (4) to Mugen via area (5) and (6). As a first step, you may easily take down guard (1.2) if you time your ambush right. This is also a good opportunity to get a feel for the additional noise you make while moving around. Hide the body in the bushes and watch out for the guard on terrace (3) and his line of sight.



2 3 4

Successfully getting through the rice fields is a matter of patience, so don't rush. The fields may seem similar to the bushes but it's easy to get caught. Sneak along the edge of the terrace (4), from (2.1) over (2.3) and then to (3.3) until you reach the ladder at (3.4). Make sure to avoid the guards in and around the rice fields and you'll be fine. The terrace also provides cover from the guards in the rice fields (4). Yuki and Takuma should take this route and then climb the ladder at (3.4) to reach area (5) as soon as the coast is clear and there's no patrol watching them.

5

Before climbing the ladder at (3.4), pay attention to the line of sight of the guard (5.2) posted there. Yuki and Takuma may both take cover behind the crates at (5.1), from which Takuma will have to shoot guard (5.3) with his rifle, as said guard watches the whole area. He may then use his tanuki to distract guard (5.2). Have Yuki hide behind door (5.4) and take down guard (5.2). She'll be able to finish her task immediately if her timing is right and the guards down in the fields don't look her way. Takuma can get some more ammo from the crate at (5.3), up in the tower. Have him stay up there while Yuki climbs the ladder at (5.5).



6

Now we'll deal with the samurai (6.1) guarding the entrance to area (7). Have Yuki climb the ladder at (5.5) and sneak up near him. When the three guards patrolling the area (6.2) are gone Takuma can stun the samurai with a sniper shot for Yuki to knife him. Hurry and hide the samurai (6.1) behind the door. Now both may sneak from (6.3) into Mugen's direction and hide in bush (7.8) to set up the plan to free Mugen in area (7). A side note for those of you with an affinity for sniping: This walkthrough uses Takuma's rifle sparingly. Sometimes you can make things a lot easier with a well-placed headshot, though.



7

Area (7) is, as one would expect, packed with guards and patrols for you to take down. Mugen is guarded in its center by a samurai (7.1). Guard (7.2) is the first to go. Simply use Takuma's rifle or matchlock from bush (7.8), or have Yuki climb the ladder and quickly and quietly knife him. In both cases, you have to pay attention to guard (7.6)'s line of sight. Guard (7.4) occasionally climbs the tower but usually keeps watch over the area. Have Takuma snipe him when he's up on the tower if you want to play it safe. Yuki proceeds to the roof at (7.9) to execute a jump attack on patrol (7.3). You should hide the body behind the house. Another patrol (7.6) won't get away either and can be lured behind the house (7.9) with Yuki's whistle, where she will jump-attack him as well. Guard (7.5) should be saved for last. This provides you with more knife-work for Yuki - if she chooses to cross a few more roofs. Alternatively, and if you have a bullet to spare,

Takuma may snipe the guard. Whatever your decision, don't forget about the samurai (7.1) and his line of sight. Once all guards are taken care of Takuma can stun the samurai and let Yuki finish him off. Mugen can now be freed. His wish to save the remaining farmers is a noble one, but without his gear this might prove to be a tough battle, as there are many samurai. His swords and armor are in area (8). Getting them back will be the next objective.

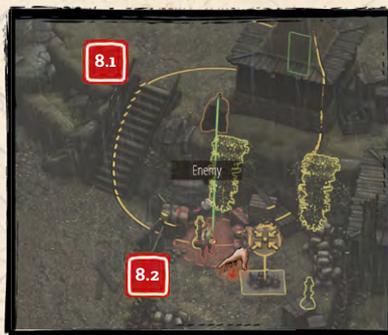
MUGEN'S GEAR AND FREEING THE FARMERS

8

All of Mugen's equipment is in area (8) and it's not that difficult to get it back. Have Yuki take down the guard in front of the bush and hide the body there. Climb back up and kill the guard next to the house by jumping down behind the house and ambushing him. Then have her hide in the bush, wait for the patrol and kill him once opportunity arises. Now Mugen can throw the huge stone (8.1) at the samurai up on the stairs. If Yuki then places her trap on the stairs it's easy to lure guard (8.2) into it (watch out for the patrol). The patrol can be taken out during his next round, with Yuki waiting for the right moment to ambush him. Mugen is now completely geared up again and we're off to save the farmers to the north.

9

We make our way back across area (7), over to (7.10) and onward to (7.11). There are two guards in the vicinity and Mugen can now cut them down with a Sword Wind. After he has hidden them away we'll have a good look at area (9). There are two samurai: (9.1) and (9.2) who bar the way, keeping careful watch over their surroundings. There is also a three-man patrol. They can be killed further down along the way, where they're out of the line of sight of the samurai. By now, Takuma should have caught up with the rest of the team. Get him ready to stun the samurai so Yuki can introduce them to her knife. Fortunately, samurai (9.2) won't be able to see what happens to samurai (9.1). However, pay attention to the patrol lead by another samurai



(9.3). Yuki can go over to (9.5) and use her hook to get onto the roof at (9.6). Once there, have her get into position to quickly jump down and kill samurai (9.1), right after Takuma sniped and stunned him. She may get rid of the body by throwing it down towards (9.5). She can then sneak back across the roof to guard (9.4), kill him with a jump attack and hide him behind the nearby door. This leaves us with samurai (9.2). Yuki will have to sneak across the square (watch out for patrols!) and wait up on the roof until Takuma shoots the samurai. Shadow Mode is recommended to get the timing 100% right. Now you can hide the samurai's body and area (9) is cleared. Takuma and Mugen will catch up and take position between the houses at (9.7).



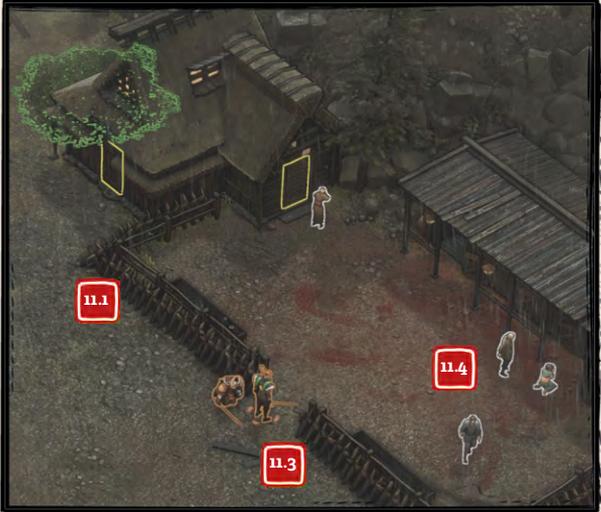
10

In area (10), we'll first save the farmer who's being interrogated by a samurai. To accomplish this all three of our heroes are needed. Have Takuma send his tanuki to distract guard (10.1), while Yuki gets up the nearby roof above the guard to wait for a good opportunity for a jump attack. Before that can happen, Mugen needs to cut down the samurai (10.2) as soon as guard (10.1) is distracted. Getting to the samurai from bush (10.3) is definitely achievable. Yuki can then execute her jump attack. Hide the bodies and free the farmer, who will send you on your way to (11) to save his family.

11

Once you've arrived at (11) make sure to wait for patrol (9.3) to leave and take out the patrol guarding the fence around the farmers (11.1). Once more, Kuma should lure the patrol into a secluded area so Mugen can take out all three with a Sword Wind at (11.2). Have him hide the corpses so patrol (9.3) won't get suspicious. Careful: if (9.3) notices that (10.2) is missing (9.3) will raise the alarm.

If he's far enough away Mugen can take care of the samurai (11.3) who guards the farmer's family at (11.4). Otherwise, wait a bit longer and do it once the coast is clear. As soon as the samurai (11.3) is down, the farmers will tell you about how to conclude the mission: You will have to escort them to safety.



THE ESCAPE

12

Escaping with the townspeople in tow is kind of an action setpiece. A lot of the rebels have gathered at the exit of the map. Here, it's not so much about shadow tactics, but more about finishing this with smoking guns in a blaze of glory. If anyone is short on ammo go get them some at the nearby tower to the right. As always, the more guards you have taken off the board on your way to (12) the easier the way out will be (this includes patrol (9.3)). If you did a good cleaning job, the guards swarming the exit will be your only concern. Once you've shot, sniped and exploded your problems away, the party and the farmers can flee from Suganuma and the mission is accomplished!

Vertical Japanese calligraphy in the top right corner of the page.

Large vertical Japanese calligraphy at the bottom of the page, overlaid on a map background.



ASSAULT ON KANAZAWA



BRIEFING

General Okkoto's rebels have captured castle Kanazawa. Lord Noboru sends Mugen and his companions to infiltrate the stronghold while the Shogunate army breaches the walls. The objective is to get into the castle with either Mugen and Hayato, or Yuki and Takuma first and let the others catch up later. Once inside, slaying General Okkoto will be your main objective. In order to achieve your goal, you will first have to blow up a supply depot with the help of an explosive barrel.



Kill guards only with Hayato.



Don't shoot anyone with Takuma.



Don't kill any rebel officers.



Complete the mission in less than 21:00 minutes.



Complete the mission on Hardcore difficulty.



Kill General Okkoto 10 seconds after he left his tent.



Kill 4 enemies with an explosive barrel.



Free the caged Shogunate men inside Kanazawa Castle.



Kill all rebel officers.



0

Mission 8 mirrors the absolute chaos of war. You will have to take a good look at your surroundings to avoid being overwhelmed by the masses of fighting soldiers, troops and guards. Many soldiers are actually on your side. You'll also notice distinctive incidences of soldiers running across the battlefield. Here, timing your actions and using the window of opportunity will be essential. Dispatching up to three enemy officers will give you a definite advantage in the chaos outside the walls - especially since your own troops will

seize the initiative to advance and do the heavy lifting for you. Two of these officers, (3.1) and (4.1), can be directly sniped by Takuma. the third officer at (7) requires a more personal approach, as only Hayato or Mugen can get to him in front of the gates. This walkthrough will start with Takuma and Yuki sitting at (1). Your first goal is to get to the scaffolding at (1.8) and take care of the first two officers.

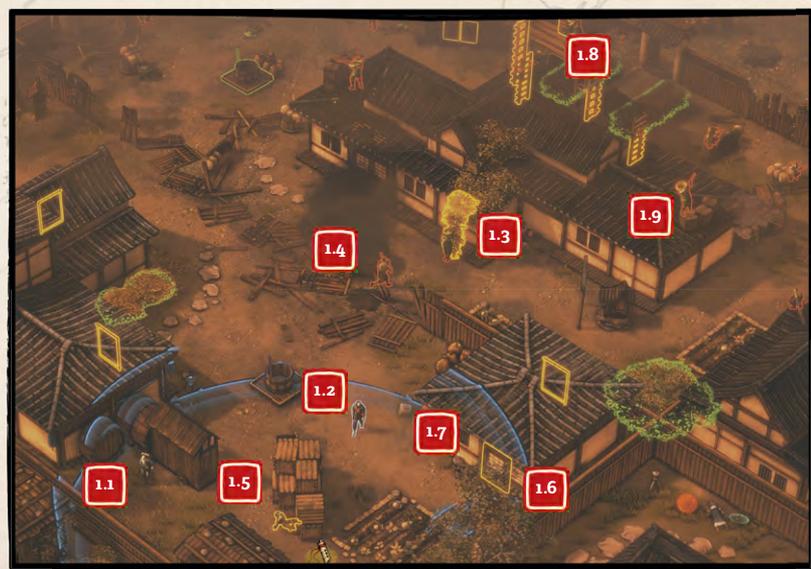


INFILTRATING THE KEEP WITH YUKI AND TAKUMA

1

The way to the scaffolding (1.8) can be cleared solo by Yuki, so Takuma can use the ladders to get up to the roof. First, take care of the civilian (1.2) by luring him behind the crates (1.5) near the starting point (1.1) with Yuki's whistle. You can knock him out safely as long as guard (1.3) can't see him. Stuff him into the house (1.6). After that, the path to guard (1.3) is clear, as long as patrol (1.4) isn't around. It'll take the patrol a while to get back, so Yuki may dash around the corner at the fence (1.7), take down the guard (1.3) and hide him around the corner. Once that's taken care of, she

can climb up the vines and wait until patrol (1.4) notices that the guard is missing. The patrol can be dispatched with a jump attack. Have Yuki climb back up onto the roof, then continue your way to the scaffolding to take down guard (1.8). Now it's guard (1.9)'s turn to be knifed. Make sure no one from below watches. The roof is now secure.



2

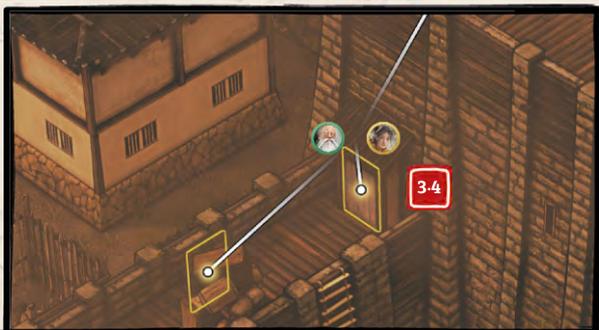
Rotating the camera in area (2) behind the house will give you a clear overview of all ladders. Proper camera angles are of the essence in this mission, as it's a pretty confusing area with lots of doors, buildings and high walls - especially if you have highlighting activated.

After dispatching guard (1.9) the guards at ground level (2.2), (2.3) and (2.4) basically line up to get killed by Yuki after she jumps off the roof. Again, timing is important: Make sure the patrolling samurai (2.1) leaves and guard (2.4) looks away. Keep this in mind, and there should be enough time to pull it off. You don't even need to hide the bodies, as the patrol mistakes his fallen fellow soldiers for war casualties and so doesn't raise the alarm. Before the patrol returns, Yuki will have to climb back onto the roof. Have Takuma catch up and get him onto the scaffolding (1.8), where he'll find some sniper rounds. They'll come in handy later. Also from the scaffolding, he can take shots at the officers at (3.1) and (4.1). As a result, Noboru's men will completely clear areas (3) and (4), leaving only the guards on the wall. This will give you room to breathe.



3

Yuki and Takuma will now be able to sneak their way through area (3) up to the wall without having too much trouble with the guards. Yuki can use her hook to get up there at the right moment. She doesn't even have to take out any guards but can instead just sneak past them to the door (3.4). There is a rope ladder to help Takuma join her. Both will then hide behind the door leading to the courtyard, because now it's time for Mugen and Hayato to act.



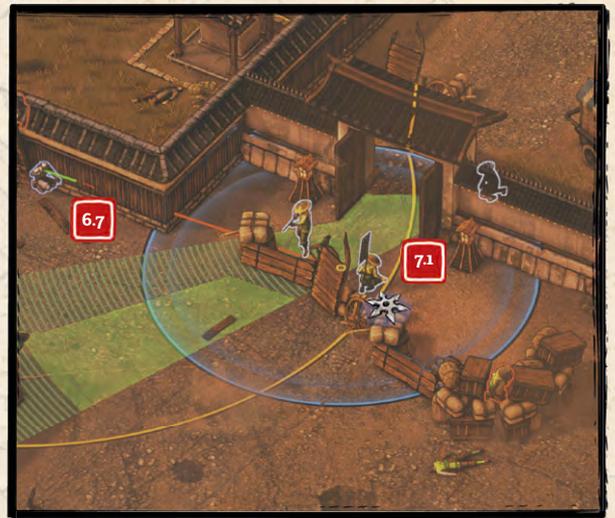
PUSHING THROUGH WITH HAYATO AND MUGEN AND BLOWING UP THE SUPPLY DEPOT

6

7

Once you've reached the starting point at (5), Hayato will be crucial in what's to come. He'll clear the way for Mugen by ignoring the first few guards and instead going straight for the officer in area (7). Go through the door right in front of him and leave through the door at (6.1). Climb the vines at (6.2) and go over the roof to the hook at (6.3), then use the rope at (6.4) to get to the roof above the opposite yard gate. Now jump down the wall and wait at (6.5). Distract the two straw hat guards (6.6) with a stone throw for a short while. Now Hayato can sneak past the gap in the wall. Watch out for the line of sight of the patrols in the courtyard behind this area. From position (6.7) Hayato can kill the officer (7.1) with a shuriken. To get a proper line of sight for the throw, use another stone so the officer will pop out of

cover. Once again timing is essential, else you might draw attention to yourself. This is a quick, high-risk/high-reward approach to reach the mission objective and it heavily relies on good timing. Alternatively, you could always use trickery and teamwork to kill more of the guards. If you stick to the suggested tactic, however, Noboru's troops will storm the area. This will give Hayato and Mugen some much-needed space so they can make their way into the stronghold at (8.1).



8

Hayato and Mugen enter the castle's courtyard at (8.1), where they'll eventually join forces with Yuki and Takuma. The supply depot you're supposed to demolish is situated behind the entrance. However, there are a lot of guards in your way. From his position at the entrance, Mugen can use his sake bottle to lure the frantic patrol at (9.1) out of the line

of sight of the straw hat at the depot. It won't be sake but Hayato's shuriken that'll hit the thirsty guard's throat. Before taking down guard (9.2), however, Yuki has some business to attend to in the courtyard.

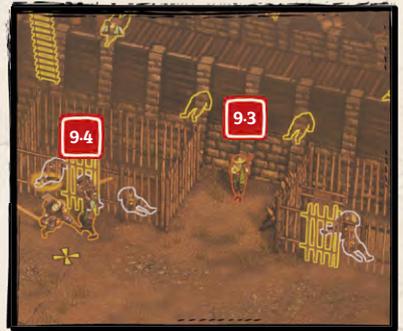
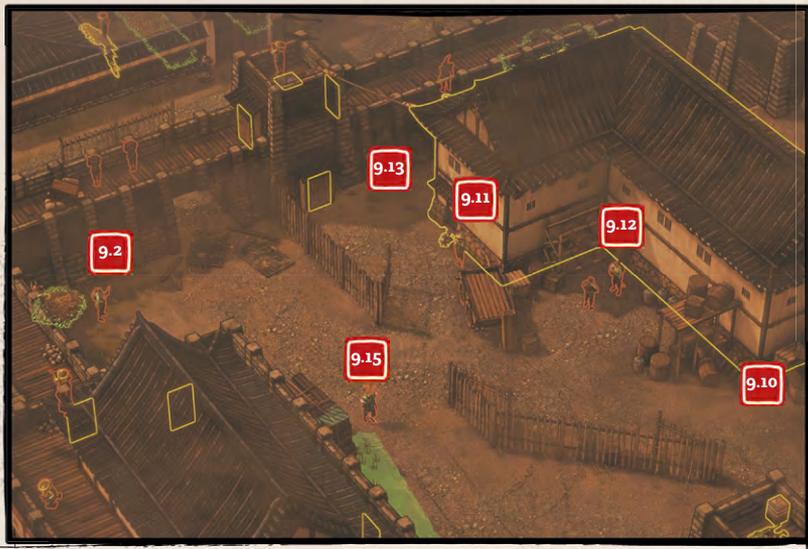


9

Yuki will enter the courtyard through the door at (9.7) and proceed to sneak behind the house at (9.8), until she reaches the bush behind the guard at (9.5). Be sure you do this when the patrolling samurai (9.4) and (9.15) don't look your way. Have Yuki knife guard (9.5) and quickly hide him in the bush. She will then have to use her hook to get up the tower to ambush guard (9.6). Again, be mindful of yet another samurai on the wall (3.3) who's looking her way. There's another ammo crate at the top of the tower that will come in handy for Takuma during the final phase of the mission. The barrel with which you'll need to blow up the depot stands down below.

Yuki may now sneak behind the depot at (9.10), proceed to (9.13) and get into position next to guard (9.11). In Shadow Mode, Mugen or Hayato - from bush (9.2) - and Yuki will coordinate a simultaneous attack on their respective guards,

as soon as the patrolling samurai (9.15) leaves. They can then hide the bodies in the bush and around the corner at (9.13). Have Mugen sneak past (9.13) behind the house until he's in a good position to cut down the two static guards at (9.12) with his Sword Wind. He may then proceed across the courtyard to (9.7), from where he'll be able to dispatch the straw hat (9.3) and the samurai (9.4) behind the prison with relative ease. Keep in mind that there's still one samurai (9.15) left patrolling. He will be dealt with next, as well as guard (9.14). Mugen may now release the prisoners and carry the explosive barrel to the depot. Once that's done, Yuki, Hayato and Mugen may proceed to area (10) and hide out in the bush there. Have Takuma shoot the barrel next. Since he'll have to grab the ammo on top of the tower at (9.6) anyway, you might as well shoot the barrel from there. Now that that's taken care of, it's time for the showdown with Okkoto.



OKKOTOS END

10

The team's goal is the bush at (10.1), from where they'll tackle area (13). This is Okkoto's tent and it's heavily guarded. There are three more fenced areas, of which (11) and (12) are relevant to this walkthrough. The corridor leading there from (10) is guarded by a straw hat (10.2) and a samurai (10.3)

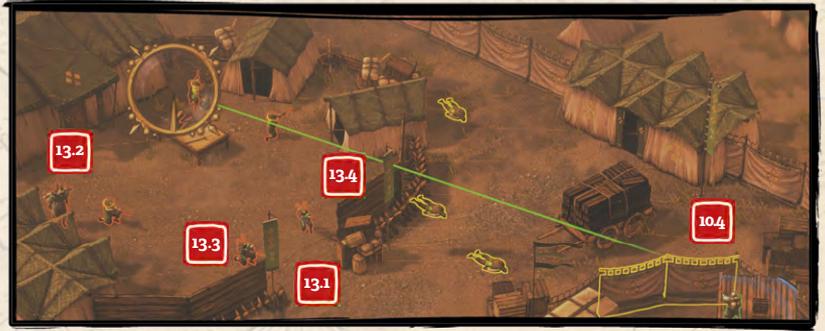
near the lower part of the area. The party can use a short window of opportunity to sneak past guard (10.2) and make a break for the bushes at (10.4). Once there, you'll be able to enter area (11).



11

In area (11) you'll find a wandering civilian and some guards who make it difficult to get to (10.1). Fortunately, the fence around the area is made of cloth and can be cut by anyone in the group. Mugen can use his sake bottle to lure the guard at (11.1) behind some crates and kill him without raising the suspicion of the two guards at (11.3). Once the civilian takes a break from running around, have Mugen dash forward and knock him out. The civilian will book it as usual when he comes to. Guard (11.4) poses no problem either, as the path behind the crates is clear, but you may

also choose to ignore him entirely. Mugen may now slice through the cloth near the bush at (10.1) to get behind the samurai at (10.3) and kill him. Next in line is guard (10.2), but you could always choose to spare him. The party then gathers at (10.1).



12

Area (12) only has two guards and you can easily dispatch them in melee. This also doubles as a good sniping position for Takuma once the cutscene is over. Clearing area (12) may prove worthwhile if you plan on having Mugen use the explosive barrels from this spot to end the mission. This will be the approach described here. Have Takuma save one

bullet so he can shoot another barrel. He may use any additional bullets on as many guards and patrols as you like. Have him clear out the corridor in area (10) or leave it to the blades of Mugen and the others.

13

During the actual showdown in area (13) you won't be able to use the shadow tactics you know and love. Brute force will have to suffice instead, and lots of it! Takuma may join in from a distance. An especially useful trick rests on Mugen's shoulders - quite literally, as he grabs another barrel from area (12). Carry it past the samurai at (13.3) and (13.4). Use the path above them at (10.4) and, if you've previously killed the guards there, proceed to the tent-area (13.1). At (10.5), have Mugen throw the barrel right between the samurai (13.3). Okkoto will hear and come over. If Takuma

shoots the barrel now it'll successfully end the mission, since both samurai and Okkoto will be caught in the blast. But you can also solve this without the barrel: Have Takuma stun the samurai with sniper shots and take them out in melee. Mugen can then duel Okkoto like he would with a regular samurai. Alternatively, just have Mugen charge Okkoto and his guards like the badass he is. As long as Okkoto is critically wounded before Mugen, the mission will still succeed!



THE END OF KAGE-SAMA



BRIEFING

Okkoto has told Mugen and his companions where to find Kage-sama. By order of the Shogun they travel to the forest camp and hold Kage-sama accountable for his crimes. This mission features the whole team but it's split up in two groups: Takuma and Aiko will start out in the South. Mugen, Hayato and Aiko in the North.



Don't raise the alarm.



Kill all enemies.



Don't select Mugen.



Complete the mission in less than 10:00 minutes.



Complete the mission on Hardcore difficulty.



Don't step on loud surfaces.



Hide all bodies in bushes, wells, doors, etc.



Knock out Kage-sama instead of killing him.



Kill 3 enemies with a single grenade.



THE WAY FROM THE NORTH AND AID FROM THE SOUTH

1

Hayato will begin in the North and eliminate the three guards in area (1) by running past the view cones of guard (1.1) and patrol (1.3), and ending up behind the tent. He'll then attack guard (1.1), take care of the dozing straw hat guard (1.2) and eventually eliminate patrol (1.3) with his shuriken or blade. Their bodies will have to be hidden from the guards in area (2) to avoid nasty surprises.



2

Lines of sight are more prevalent in area (2). Hayato and Mugen can use their distractions, like throwing stones or sake, from blind spot (2.3) to lure guard (2.1) exactly to (2.4). Throw the sake bottle, then draw the guard's attention to the bottle by throwing a stone. There isn't a lot of room for moving around. There's also a guard (2.2) on a raised platform and a triple patrol (2.9) so it's best to hide the body at (2.3).

Your next goal will be to eliminate the guards on the upper platforms. To get to guard (2.2) Hayato will have to climb the tendril (2.5), walk along (2.6) and keep an eye on the patrol. He'll then be able to eliminate (2.2). Distracting guard (2.8) via stones tossed in the opposite direction may buy some time for Hayato to dispatch of guard (2.7). After taking care of guard (2.7), have him kill guard (2.8) from a distance with his shuriken. This may prove to be even more

straightforward if Mugen takes care of the triple patrol (2.9) with his attack Sword Wind. The tendril (2.5) is a good spot to do this because it can't be seen by the guards. You could also use the body of guard (2.7) to lure the triple patrol towards (2.5) and let Mugen finish the rest. The choice of order depends on timing and the distractions you've chosen. The path towards (3) is cleared for Mugen, Yuki and Hayato. This guide, however, has them moving towards area (4), where Aiko and Takuma, who are still waiting on a plateau in area (5), can support them.



4

Area (4) is guarded by a straw hat guard (4.1) and a patrol (4.2) who are busy harassing three civilians. Unfortunately, those civilians are rather observant. Mugen, who is standing on top of the tendril, may choose to use his sake bottle to lure patrol (4.2) into the blind spot of the civilian and the guard (4.1) so Hayato can eliminate the patrol with his shuriken. Mugen's bottle will have to stay down on the ground for now. Have Hayato climb down, distract the civilians with a stone toss from position (4.3) so he can run past them and kill guard (4.1) from behind. This maneuver has to be as precise as possible so make sure to adjust your camera accordingly. Puddles are an additional obstacle. Running

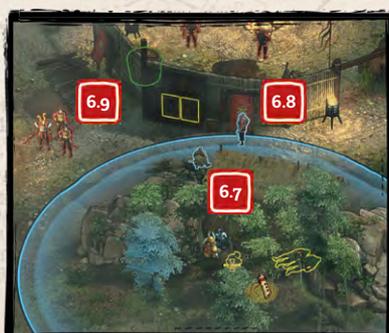
through them can be very noisy. If things go wrong, the civilians will probably panic, run away, and end up spotting a guard's corpse. This shouldn't set off an alarm, though. Knock out guard (4.4), just to be on the safe side. Remember, it's always easier to accomplish a mission if the civilians are more than just knocked out. This guide spares civilians. Mugen can catch up by carefully walking around the rock at (4.5) and collecting his sake bottle. He will then sneak along the same path as Hayato.



5

Now it's Aiko's turn by taking care of guard (5.1) who could complicate the mission in area (6). Have her sneak up to him from behind and eliminate him. Takuma is somewhat trapped on the plateau since he can't climb any of the tendrils. He'll hold the line and will contribute significantly

to the mission's success with his limited sniper ammunition. With the help of Hayato or Mugen, Aiko will have to sneak into the direction of area (4) and eliminate the guards (5.2) and (5.3) in Shadow Mode.



THE PATH TO KAGE-SAMA

6

Once Mugen has arrived at position (6.3), he can lure guard (6.2) in his direction, let him walk by and eliminate him without being detected by guard (6.1). Afterwards, have him take care of guard (6.1). Now all companions can move behind the rock at (6.4), take the guard's corpses with them and hide them there. Eliminate the rest of the guards in area (6) one by one, before conquering area (7) where Kage-sama is located. Have Takuma shoot the left (6.5) and right tower guard (6.6) from his position in area (5). Once the samurai patrol (6.9) isn't nearby, use Yuki to lure the single patrol (6.8) and seated guard (6.7) behind the rock. As soon as they get close Mugen can attack them with

Sword Wind. The straw hat guard (6.10) on the right can be easily taken care of by sneaking behind him and killing him. Hide him behind the door (6.11). Now eliminate the Samurai patrol (6.9) in area (6) near to the fence of area (7) with a combination of Takuma's sniper shot and Mugen's well-targeted Sword Wind. Have Mugen hide in the nearby abatis (6.12) so he's in a good position to attack.



7

Area (7) can be conquered by eliminating every guard one by one. Use the sake bottle to lure the guards one after the other towards the fence, just like with patrol (7.2) and guard (7.3) in section (7.7). Begin with the patrol since Mugen can lure him more easily with the sake bottle. If a guard is turning away from Mugen's direction, Hayato can help out with his stone throwing technique. The blind spot (7.8), which is created by the central fire, can become very helpful once in the inner section. This area isn't visible to Kage-sama. Therefore, guards can be lured into this area as soon as every other guard who's patrolling the exit at (7.7) is eliminated. Yuki's flute may prove to be very effective in area (7),

as well. The spot (7.9) is perfect to lure almost every guard in front of the fence at the same time without being detected. If you're lucky, Mugen's Sword Wind can eliminate up to five guards simultaneously, just like in (7.10).

Try and experiment. In the end, all guards should be eliminated so the companions will be able to strike Kage-sama at least once. The mission is hereby complete - but has been unsuccessful, as the cutscene shows.

TREASON ON MOUNT TSURU



BRIEFING

Lord Noboru has betrayed everyone and Mugen experiences the darkest moment of his life: He and his companions are held captive on the cold and snow-covered Mount Tsuru. However, they're already planning their escape and aim to proceed to the location of Mugen's prison. In order to be sufficiently prepared for this mission, they'll have to collect bits and pieces of their gear along their way.



Kill all enemies after reuniting with Mugen.



Don't reclaim any of your gear.



Don't shoot anyone with Takuma.



Complete the mission in less than 25:00 minutes.



Complete the mission on Hardcore difficulty.



Escape with Hayato first.



Escape with Yuki first.



Don't call back Kuma.



Don't use a disguise.



TO THE RESCUE



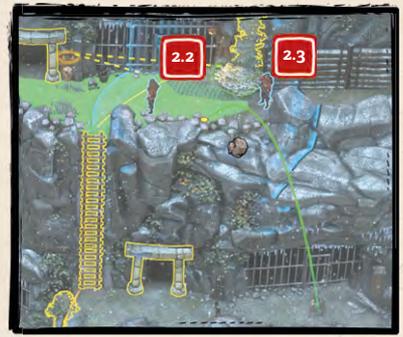
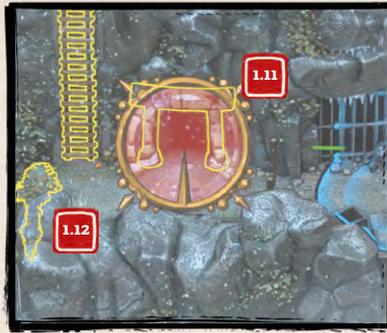
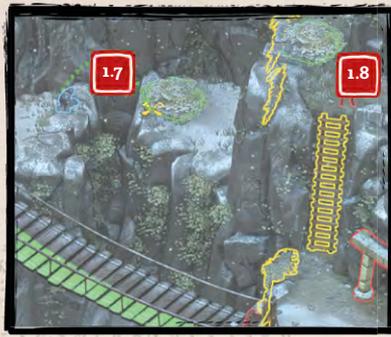
1

This guide will begin with Hayato (1.1), who has been separated from Takuma (1.2) and Yuki (1.3). Hayato will be able to break out by using the bushes in his cell to hide and throwing a stone directly at the guard in front of his cell. The guard will check the cell and Hayato can K.O. him. While in area (1), it's vital to keep an eye on the patrolling samurai (1.4) who carries Yuki's knife. No matter which companion breaks out first, he will sound the alarm anyway. If this happens, Hayato should already be on his way. One way to proceed is to climb the tendril (1.5) to (1.6) and over to (1.7). Hayato will have to jump over the chasm (rotate the camera!) and climb up to guard (1.8). He can either be knocked out and thrown off the platform or be distracted by throwing stones. Hayato will then climb or jump down to (1.9) and take care of the guard there if necessary. Every knocked out guard that is thrown into the abyss will make this mission easier. Hayato can reach and jump down to Takuma (1.2) and Yuki (1.3) from his position (1.9). The gate (1.10) leads directly to (1.11). On the right, there's a safe spot even if the samurai is patrolling this area. The regularity of his patrolling will be useful later on when the other two companions are free. Have Hayato go from (1.11) to tendril (1.12), and close to Yuki (1.3). He may also use the gate passage from (1.11) to (1.10) to get close to Takuma (1.2). Hayato can take advantages of these passages and paths. The guard there, for example, can be

knocked out with a jump attack.

Have Hayato free the prisoners by using the cranks near their cages to move them away from the abyss. For this to work, they'll have to be in a crouched position. Alternatively - and to make Hayato's situation easier - you may choose to have Takuma free Yuki, and then Yuki may release Takuma. To do so, Takuma will have to call his tanuki which in turn will bring him a bag of ammunition. Now he'll be able shoot at Yuki's cage and free her. Whatever way you end up choosing, in the end everyone will have to go to (1.11) and wait for the samurai to walk by.

As usual, Takuma shoots the samurai (1.4) so Yuki can attack him with her fists. By now, Takuma should have called his tanuki for ammunition. The best way to eliminate the samurai is to attack him from the ladder behind him since he always turns in the direction of the fired shot. This way, Yuki will be able to avoid his knife attack, which the samurai is still capable of, even if he's shocked. As soon as Yuki has her own knife back she can end him permanently. To proceed the companions will have to go up the mountain.



2

There are two guards (2.2) and (2.3) standing at (2.1) - no surprise there, after all that's happened in area (1). They guard the ladder and want to prevent the three companions from climbing up. Have Hayato draw the attention away from the ladder by throwing stones from the bottom. Now Yuki will be able to sprint from the end of the ladder over to the bush that's close to the tendril. She can also use the gate passage at (1.9) to get up there. Once Yuki is hiding in the bush, she'll be able to eliminate both guards with the help of Hayato's stone distractions. Now the way up the mountain is cleared. That is, until they reach the cave passage. The three companions will have to sneak along the left border of the wall and stay undetected by the three guards until they have reached the bushes (2.5). They can reach the bushes at (2.6), which are located behind the triple guard (2.7), with the tanuki's help. They will then have to move over the chain

bridge (2.8) towards the mountaintop. Takuma will have to eliminate the guard (2.9) with a sniper shot since he's relentlessly patrolling the bridge. The path towards the mountaintop is clear now. If you want to be sure, you can use the tanuki to distract and lure the triple patrol (2.7) away from the bridge. After crossing the bridge, you will find a secret passage which can be opened by using one of the crane statues.

There's an alternative way for Yuki and Hayato to get to the mountaintop: Just have Takuma shoot at the icicle (2.7). However, we recommended using the solution suggested above, as there's a lack of cover on top of the mountain. You may also want to save the bullet for a more delicate situation.



FREEING AIKO AND THE WAY TO MUGEN

3

Area (3) begins at (3.1). There's a guard (3.2) in the pavilion whose line of sight is extensive. Have Yuki take care of every guard in this area one by one, starting from position (3.6). She should also knock out the patrolling civilian (3.4). After Yuki is finished with them, she will have to eliminate guard (3.5). Guard (3.2) can be lured outside the pavilion either with Yuki's footprints or with Takuma's tanuki, for example to position (3.6). Yuki will then kill the guard with her knife. Now area (3) is cleared and Takuma can collect some more ammunition in the pavilion. Continue to area (4). If you want to get rid of the samurai (3.3), do so by shooting at him with Takuma and letting Yuki handle the rest. This, however, is entirely optional.





4

Once Yuki has arrived at the end of the path she will have to jump down at (3.7) and walk along a secure path to (4.1). It's recommended that Takuma shoot the tower guard (4.2) from a distance to prevent any unwanted attention for Yuki. Caution: Keep an eye on the civilian (4.3) who frequents the well in front of the tower. She may spot you and sound the alarm. Have Yuki use her footprints first lure and then eliminate patrol (4.4) and guard (4.5) one by one. Only one straw hat guard (4.6) and one civilian (4.3) remain before the path to area (4) is cleared. They should be knocked out and hidden behind the tower door. The companions will now proceed to (5.1) to free Aiko.



5

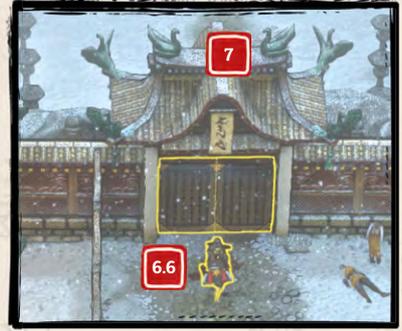
Good teamwork between Yuki and Hayato is vital to eliminate the guards (5.2) and free Aiko: Set Yuki's knife attack onto the one guard and Hayato's knockout attack onto the other. Takuma will have to send his tanuki to position (5.3) behind the rocks which isn't visible from the bottom area (6). Once that's done, Aiko is free. She's the only companion who is fully geared. Another disguise is already waiting for her in area (6). The companions can obtain their pistols at (5.4). If you push the rock down at (5.5), you may do some additional damage in area (6). This will affect at least the straw hat guard (6.1), but with the help of Takuma's tanuki he'll be able to lure guard (6.2) to this spot, as

6

Aiko will take charge in area (6) because she'll have to obtain her disguise there anyway. Takuma and his tanuki can support her from above at (6.7). Have Aiko jump down to area (6) at the right moment, use her grappling hook to have her pull herself up to the roof at (6.8) and wait until patrol (6.3) detects her footprints in the snow. Eliminate this guard with Aiko's jump attack. The tanuki may now lure guard (6.5) into the samurai's (6.6) blind spot. Aiko can either strike again from above at (6.8), or sneak behind the guard from (6.9) and eliminate him with a melee attack. Use the same

well. As soon as the rock smashes into the ground in area (6), a guard (6.3) will appear to investigate the "accident." Have Yuki eliminate this guard, who also carries her trap, with a jump attack. The friendly civilian won't be harmed. While behind it, the rock also blocks the line of sight of other guards. All companions are well and ready to go to area (6).

strategy to get rid of guard (6.4): Have the tanuki lure him over to the blind spot of the samurai and Aiko will be able to eliminate him. The only one guarding the gate to area (7) is the samurai (6.6). As your companions have practiced many times before, Takuma will shoot at the samurai and either Yuki or Aiko will take care of the rest. Aiko may now fetch her disguise before all companions proceed to Mugen who is in utter despair and waiting in area (7)....



ESCAPE

8

There are no guards in area (7) but there's still a lot going on: Mugen commits seppuku. The saddened companions move on to area (8) where they will have to eliminate two straw hat guards (8.1). With good timing Yuki can take care of both of them with her knife, and also eliminate the patrol who carries her bird's voice. In order to accomplish this, have her use her trick and lure them towards (8.2). The companions will then move along the stairway, into a more dense area (10).



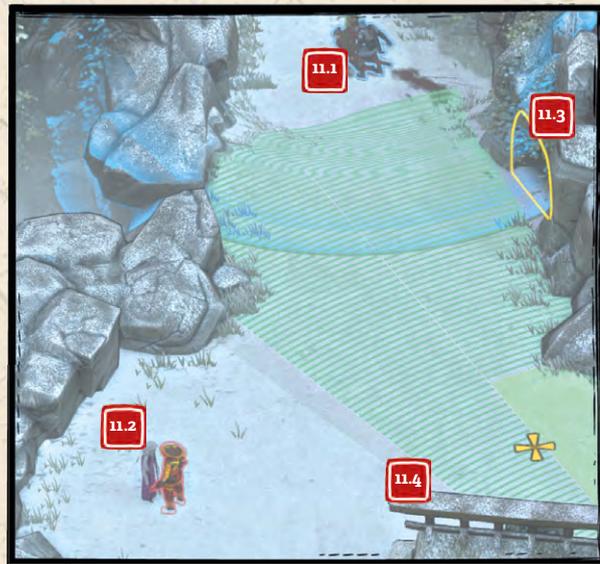
9

Before taking over area (19), have a disguised Aiko go to area (9) and eliminate every guard there one by one. Hayato can now finally get his gear back. This detour is optional but worth it since you can proceed with a fully geared Hayato-san.

10

The fully geared team can now clear the area (10), beginning with a triple attack on patrol (10.1) in Shadow Mode. Before Aiko distracts the guards, have her eliminate the straw hat guard near the well with an efficient combination of conversation and hairpin attack, then throw his body into the well. There's also a secret passage and a crane statue in area (10). Both will be important for the mission

in area (11). All remaining guards and civilians may be eliminated or knocked out by using the individual skills of the companions, if necessary. Proceed through the next gate towards area (11) before reaching the mission's goal at (12).



11

Even though you're close to your goal when entering area (11), you will still have to stay cautious. This guide will provide you with an easy to follow area walkthrough. Two samurai in (11) are guarding the bottom areas. Begin by rotating the camera about 180° to get a better view. This step is recommended especially for the first part of area (11). Aiko, Hayato and Takuma all enter the secret passage of area (10) to get to (11.3). Aiko may pass through the samurai's line of sight towards the straw hat guard (11.2). Have her talk to the guard to distract him. Use Takuma to send out his tanuki all the way to the back so he can lure patrol (11.1) out of the line of sight of the other guards. Use Hayato to eliminate patrol (11.1), before Aiko takes care of guard (11.2).

Now Takuma can exit the secret passage and go back to the main gate, from which he may target the samurai (11.5). Hayato follows behind the hut (11.4). Timing is everything: Wait until the double patrol walks away and Haya-

to and Takuma can take care of the samurai (11.5) together. Have Hayato hide the samurai behind the hut (11.4). Eventually, a disguised Aiko may distract patrol (11.6) so she can eliminate them with Hayato who's sneaking up behind the guards' back. Knock out the civilian (11.7) and the companions will proceed towards the last stage.

As soon as they arrive at the finale of this mission, the companions will be able to use their pistols and rifles to eliminate the patrol and the samurai. Try not to set off the alarm. All of the four companions now gather at their place of refuge. Mission accomplished!

THE ABDUCTION OF MASARU



BRIEFING

Mugen's companions are accused of murdering Ryūnosuke. Aiko and Hayato travel to Kyōto to abduct Masaru, in order to prove their innocence. Hayato and Aiko overlook the city from a roof. The goal of this mission is to eavesdrop either at the harbor (6) or at Masaru's estate (4). Aiko will have to fetch a kimono as her disguise either at (2) or (5). There are two alternative ways to accomplish the first part of this mission. This guide concentrates on the left path, over to (2) and (3), towards the estate (4)....



Don't enter the water.



Don't interfere with the masseur or the bathwater.



Don't climb ladders or vines, don't use the hookshot.



Complete the mission in less than 09:00 minutes.



Complete the mission on Hardcore difficulty.



Don't extinguish any lights, including torches carried by enemies.



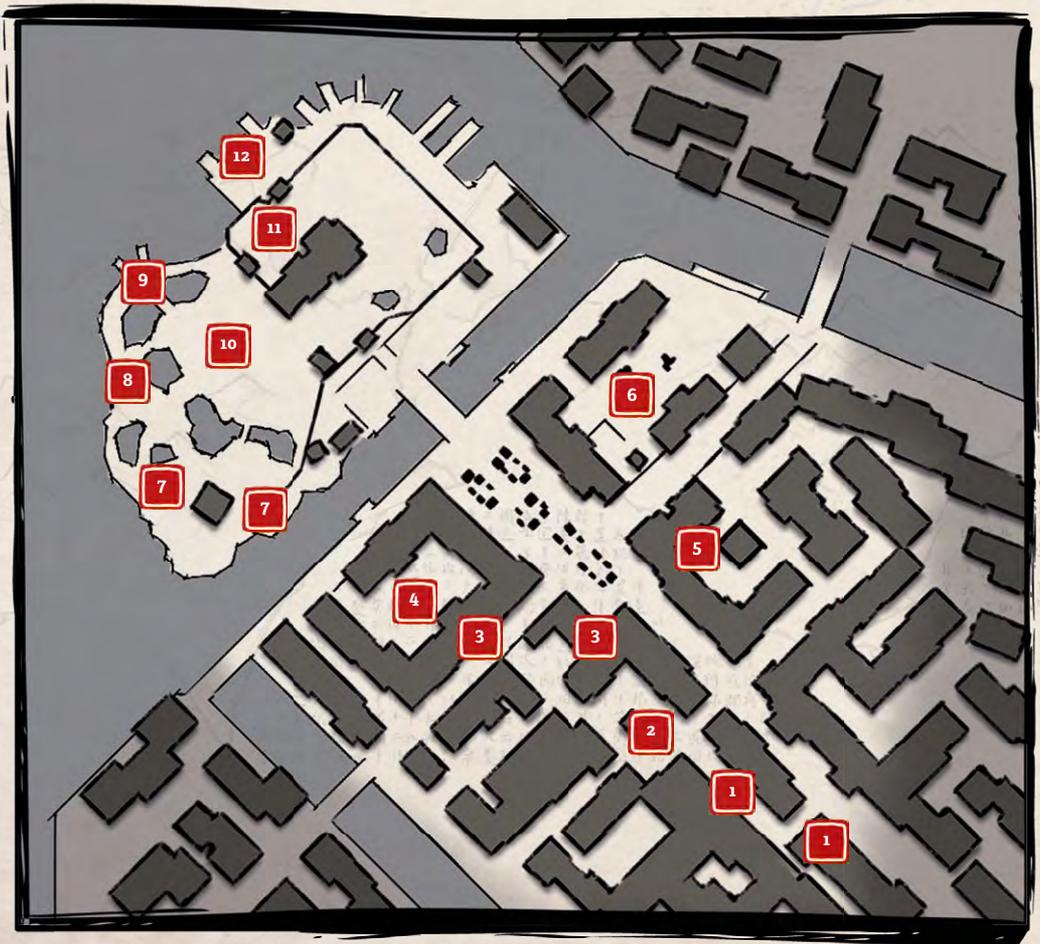
Overheat the bathwater.



Take out the masseur.



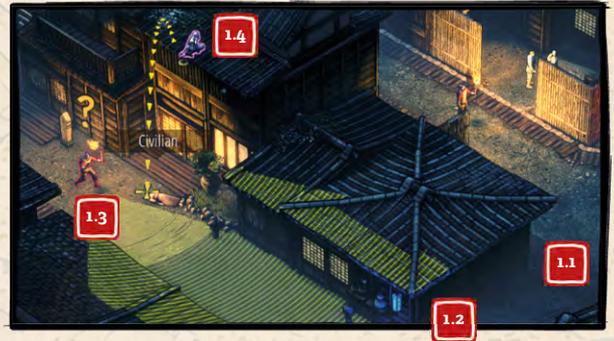
Kill 5 enemies with falling objects.



AIKO'S DISGUISE

1

Aiko will have to go to area (2) to fetch her disguise. Have her jump from the roof at (1.1) and go to (1.2) to wait for the right moment to knock out the civilian (1.3) behind the patrol's back. Afterwards, have her pull herself up to the roof immediately and wait for the patrol to return. As soon as the patrol is investigating the attack and the civilian has run away, Aiko can jump from the roof to eliminate this patrol. Timing is vital, otherwise the guard might sound the alarm. Proceed to area (2), Hayato should follow up.



2

Light sources at night are very important in this mission. The fire at (2.2) will be useful for Aiko to get rid of patrol (2.3) and civilian (2.4). But first of all, Hayato should eliminate guards (2.5) and (2.6) who observe the area (2) from above. Hayato can reach guard (2.5) easily by moving to (2.7) and (2.8) with his grappling hook, and eliminating him with a jump attack. To take care of guard (2.6), Hayato has to jump into the bushes at (2.9) and use the door (2.10) to go upstairs and attack from behind - don't forget to keep an eye on other patrols and civilians. Have Aiko jump down at (2.1) and extinguish the light (2.2) once patrol (2.3) is walking away. Civilian (2.4) will light the fire again. Aiko can either sneak up behind her and knock her out, or jump down on her from a position above the light. Aiko will have to hide the civilian and move her away from the light. If Aiko extinguishes the fire once more, it won't be lit again. It will alert patrol (2.3) and Aiko can eliminate it from behind.

Be careful: A five-person patrol may interfere! Unfortunately, the civilian (2.11) who patrols the path to (2.10) can't be knocked out using the same method since he can't see the light.

Hayato should knock out the civilian (2.12) from hedge (2.9), and use the light nearby if necessary. There are more alternatives that lead to success here. Guard (2.13) can be eliminated by a melee attack or jump attack from the balcony. You could also drop the vase. The civilian at the clothesline will have to be knocked out and hidden behind a door. Once that's been taken care of, Aiko will be able to get her disguise and proceed with the eavesdropping operation.



THE EAVESDROPPING OPERATION

3

Both companions should move along the rooftops to get to Masaru's estate. If you choose your path wisely, there won't be any victims. Have Aiko and Hayato climb onto the roof by using the ladder at (2.10) in conquered area (2), then use ladder (3.1) to (3.2) where they'll be able to jump down. Use the eyelet at (3.3) to get to the roof across the street where you'll find a rope with lampions (3.4). That's how the companions will be able to reach the estate's roof. Run past the patrol that is guarding the ladder and climb up.



4

This guide aims to present you with a peaceful path for the eavesdropping operation in the estate's inner yard. Have Aiko and Hayato jump from the roof into the bushes and leave the guards be. Hayato will jump from (4.1) into bush (4.2), Aiko will jump into the bushes at (4.3). Have Hayato run toward the next hedge (4.4) and wait until the circle around the samurai is closing in on him. The eavesdropping begins. The samurai will continue to walk, and Hayato has to keep up and sneak over to his former position at bush (4.2). There he'll lose contact but Aiko will take over from hedge (4.3).

As soon as they've heard the information they need, they'll sneak off the property: Use Hayato to move along the bushes on his side at (4.6) towards the street by river. Aiko can sneak through the bushes, pull herself onto the roof at (4.7), jump over the property's fence and land on the street alongside the river, as well. Walk over to ladder (4.8). The straw hat guard can be eliminated with a jump attack. Once that's done, they both have arrived at a safe location on top of the ladder for their next briefing.



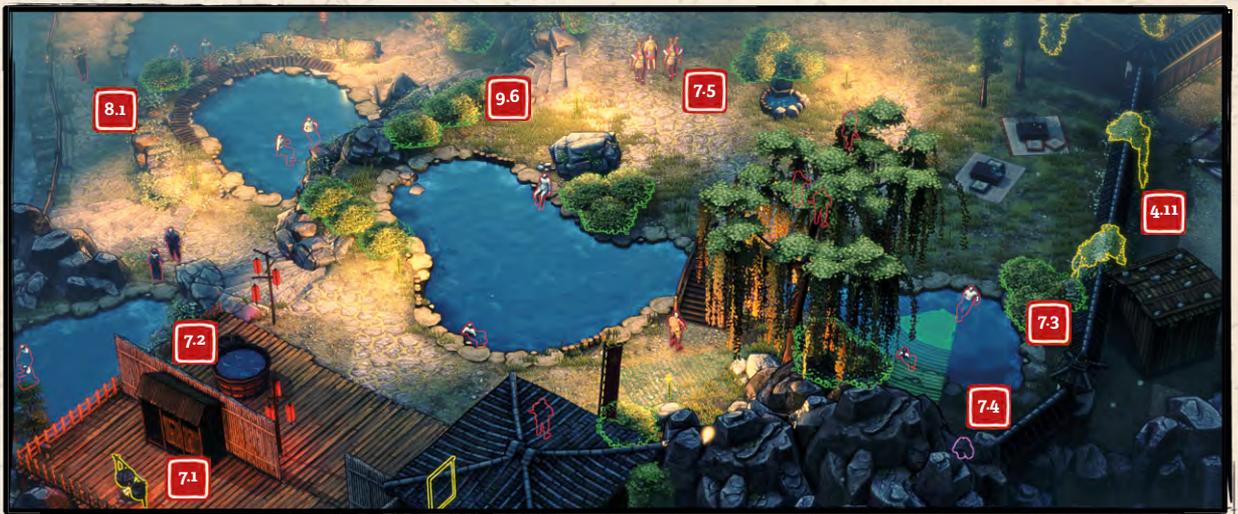
THE BATHHOUSE

7

8

In the finale, the main goal will be to abduct Masaru and therefore create a moment in which he'll be unguarded. There are two ways to accomplish this goal on the property of the bathhouse (7): Either the companions kill the masseur which will cause the samurai to look for the murderer. Or they heat up the bathwater (7.1) until it's scorching hot so Masaru gets out of the bathtub (7.2) and runs to the river to cool off. This guide will concentrate on the second option. Have Aiko swim near (4.10) past the samurai who are standing at the main gate of the bathhouse. Climb along the tendril at (4.11) and jump into the bushes at (7.3) to access

the property. Sneak over to (7.4) and use the corner to put on Aiko's disguise. Now Aiko will be able to walk over to the water boiler (7.1) without being detected, and she can fan the flame - but only if Masaru and his samurai bodyguards (7.5) are on the way to his massage. Aiko may then go to (9) and eliminate and hide the straw hat guard (8.1) at the hidden spot by the riverside (8). Hayato won't even have to access the property. He'll swim around the island to (9) and wait in the water for Aiko and Masaru, who will choose this position to cool himself off.



9

You should have enough time in (9) to have a disguised Aiko eliminate the single guard near the water. Bodies have to be thrown into the river so Masaru won't sound the alarm when he spots them. A disguised Aiko will be able to knock out Masaru once he comes running, and leave him at (9.1). He won't wake up any time soon. Now you'll have to carry Masaru to the boat at (12) without being detected. It's inevitable to try and avoid the alarm, as the guard's positions on the property will change now. Aiko should be the one dragging Masaru, since Hayato will be standing up while carrying bodies and therefore could be detected more easily. If you don't have a problem with killing civilians, you can speed up the whole mission by not only eliminating the guard (9.4), but also the bathhouse guests (9.2) and (9.3) who might otherwise sound the alarm. If you don't want to kill civilians, you'll have to work with knockouts, silent hairpin attacks and stony distractions. The bathing civilian can be ignored. Proceed upstairs.

10

11

12

If the companions made it around the corner at (9.6) without being detected by patrols, guards, bathhouse guests and servants, they'll have to traverse through the hedges at area (10) over to (10.1) and to (10.2). You'll be able to reach the next hedge (11.1) without being seen by the samurai, but also keep an eye on the other patrols. Use the hedges towards (12) until you reach (11.3). The single patrol (12.1) can be eliminated easily. Hayato and Aiko will now have get on the boat with Masaru (12.2).

Mission accomplished!



A FATEFUL ENCOUNTER



BRIEFING

Mugen's companions want to hand over Masaru to the Shogun, who has left Edo and traveled to Kyōto. The companions follow but have 300.000 men against them at the Myōgi-Pass. It's less crowded at the camp. They will have to make their way from the South over to the North - to the Shogun's tent - so they can deliver Masaru and prove their innocence.



Don't kill anyone (except mission targets).



Never drop Masaru.



Don't hide in any of the wagons.



Complete the mission in less than 25:00 minutes.



Complete the mission on Hardcore difficulty.



Use the wagons to reach the Shogun's tent.



Use the sleeping drought to reach the Shogun's tent.



Reach the highest point of Myōgi Pass.



Kill all enemies that carry torches.



0

The companions discuss two alternative ways that will lead them to the Shogun's tent in area (7): They can either have Takuma prepare poison in area (8) which can be used by Aiko to taint the sake barrel of the guards and soldiers in area (9) - with a disguise in (9) to stay undetected while operating - or they can reach their destination with the help of two ox wagons. The first wagon will take them up the snow-covered path in area (3) towards (4), from where

they'll have to continue on foot and fight their way through area (6). The second wagon delivers them directly to the Shogun's tent. Masaru will remain unconscious and is being carried on Hayato's shoulders. This guide focuses on the second of the two options.

THE WAY TO THE FIRST WAGON

1 2

The whole team, Masaru included, starts out at area (1). You can slash open the fabric to easily get to area (2). The team can split up in area (2) but first Hayato should hide Masaru. There are three patrols in area (2) that will have to be eliminated. Patrol (2.1) and samurai (2.2) can be lured with footprints and then killed. Start with patrol (2.1). Have Takuma send out his tanuki to draw the patrol's attention to the crests (1.2). That's where Yuki will set up her trap. As soon as the samurai (2.2) starts ignoring the tanuki, Yuki will be able to take a few steps forward and lure patrol (2.1) into her trap. After hiding the guard, the procedure may be repeated with samurai (2.2) by using footprints and proper timing to lure

him into the same direction. Takuma can shoot at him from position (1.3) and one of the other companions will take care of the rest - as usual you should plan these time-critical strategies in Shadow Mode. Patrol (2.3) will notice the samurai's absence. Have Hayato kill him with his shuriken as soon as the patrol starts looking for him. The way to area (3) is now cleared.

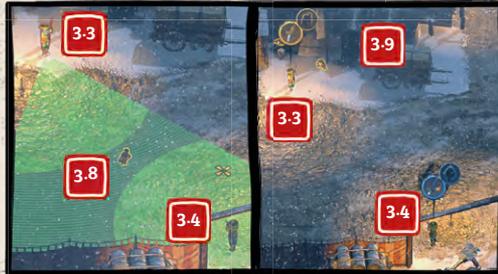


3

Have Hayato eliminate the only patrol (3.1) with his shuriken while it's on its way behind the crests. After this, all companions and Masaru should follow up into this area so they can hurry into the first wagon when it arrives. There are many alert patrols and guards that could interfere with a good plan in the areas to come. It's possible to use the blind spots between the patrol's line of sight that are created by the passing wagon. However, this option won't be explained in this guide.

Yuki may lure the two guards (3.5) by using her bird's voice behind the fabric at (3.6) and eliminate both of them with a combination of trap and knife attack. Have Hayato support her from a distance at (3.7). Yuki should sneak

through the line of sight at (3.8) as soon as the triple patrol leaves the plaza. She'll then have to wait behind guard (3.3) to perform knife attacks with Hayato in Shadow Mode. Hide the body at (3.9) by using the safe zone created by the wagon. To eliminate the patrol, plan a triple attack with pistols in Shadow Mode, if you like - just to be on the safe side. Once that's done, the whole plaza is cleared and all companions will be able to get into the first wagon (3.19) and drive to area (4).



美九上五七
 城二路二
 能元那分分
 才或那分分
 十其法英分
 運四六年注
 山本野六年
 十運初二年
 一十同月第
 一第

THE WAY TO THE SECOND WAGON

4

The first wagon will stop twice during its route. The first stop will draw your attention to the samurai's checkpoint a little further up. In order to avoid it, the companions will have to exit the wagon behind the straw hat guards' back. Feel free to ignore them but eliminate the inquisitive straw hat guard with Hayato's shuriken. Patrol (4.1) will notice the absence of the straw hat guard and everybody on the path will start looking for him but won't walk too far during the search. Yuki's talents are suited best for the snow-covered corridor, she can lure guards with the help of her footprints and bird's voice, and eventually finish them off with her trap or knife. Be careful and take your time: The guards are standing pretty close

together. After eliminating all three guards, Hayato will be able to sneak to the end of the path (4.4) and hide in the corner (4.8). This is a blind spot for the samurai (4.5) when he's walking past the rock. A surprise attack from behind will eliminate guards (4.6) and (4.7). Be quick when hiding them in the corner (4.8). Takuma will be able to shoot the samurai from position (4.4) as soon as he reaches the well (4.9) since this is a blind spot for all the other guards. Have Hayato take care of the rest. Aiko, Yuki and Hayato can now climb up the tendril (4.11) to the small monastery yard (5).



十其法英分
 運四六年注
 山本野六年
 十運初二年
 一十同月第
 一第



5

The guards in the monastery yard will have to wait just a little longer, as Aiko, Yuki and Hayato will still have to obtain the Kimono disguise for Aiko. They'll have to walk across the wall until they reach the bush (4.12) that's located behind the guards (4.9) and jump down there. The companions can eliminate the guards (4.9) together in Shadow Mode, and knock out the civilian. Aiko may now obtain her disguise and throw the guards and the civilian into the well.



Have a disguised Aiko walk into the monastery yard (5) without attracting any unwanted attention and distract the straw hat guard (5.1) by talking to him. Set her hairpin attack onto this guard in Shadow Mode. Yuki and Hayato can climb up the tendril (4.11) into the monastery yard, and sneak along the wall behind the backs of the remaining guards (5.2) and (5.3). Use Shadow Mode to set their melee attacks onto each guard. Once the patrolling civilian (5.4) looks in another direction their attacks can be initiated. One of the companions will also have to knock out the civilian and hide him behind the door nearby. Hayato and Yuki now climb up the tendril (5.5), which is on the other side of the monastery yard, and onto the wall.

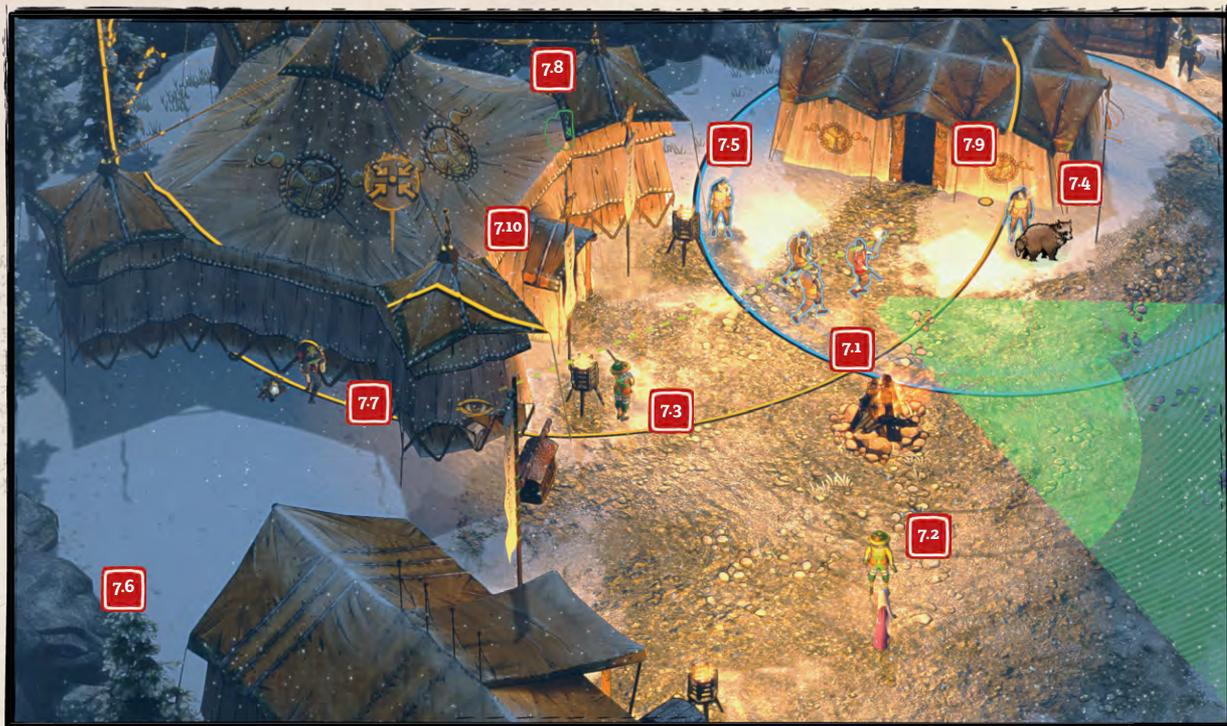
6



Once you've arrived in area (6), have Takuma go to (6.1) and set his shot onto the guard (6.2) in Shadow Mode, while Aiko talks to the guard (6.3) and sets her hairpin attack onto him, also in Shadow Mode. Yuki and Hayato can now jump from the wall of the monastery yard. Have one of them knock out the civilian. Once he wakes up, he'll run to the house on the other side of the yard. Both Yuki and Hayato proceed as close as possible to guards (6.4) and (6.5), and set their blades on them in Shadow Mode. In fact, all Shadow Mode moves can be initiated now. Caution: Guard (6.2) patrols the yard every now and then. Occasionally, guard (6.5) will take a look back over his shoulder. When this occurs, Hayato will have to throw a stone in front of this guard - or you could always use Kuma to distract guard (6.8).



Every companion except for one can now get into the second wagon. Takuma can't get past the straw hat guards (6.6) and (6.7). Help him out by once again making use of Yuki and Hayato's simultaneous attacks. Disguised Aiko may distract and kill guard (6.8), as well, but be mindful of the samurai who is patrolling outside and will be able to see through her disguise. You've now cleared the way for Takuma, and Hayato will fetch Masaru. Now all companions may finally ride the second wagon all the way to the tent of the Shogun.



五月二十一日
 五月二十二日
 五月二十三日

AT THE TENT OF THE SHOGUN

7

Once off the wagon, all companions will have to move along the path behind the tent (7.6). Gather everybody at position (7.7) where they can't be detected. Have Takuma move over to (7.8) then send out his Tanuki to (7.9), close to the guard (7.4). Your goal will be to have guards (7.4), (7.5) and the patrol (7.1) all in range of the tanuki's call. Have Takuma return to (7.7). Since the straw hat guards may only be distracted by Aiko, she'll have to take over guard (7.2) and draw his attention away from the tent. Yuki will have to eliminate guard (7.3) before she can enter the tent. The commotion caused by the tanuki won't last long, so it's recommended to manage all your attacks in Shadow Mode. Hayato will have to enter the tent with Masaru on his back. Now use the tanuki to call out. Once all guards at the tent entrance are distracted and the companions that are currently in the corner (7.7) have entered the tent, Aiko may end her conversation and enter the tent as well. Mission accomplished!



五月二十一日
 五月二十二日
 五月二十三日



NOBORU'S END



BRIEFING

Mugen's companions are able to convince the Shogun of the truth about his son's murder, and so he's decided to put an end to his brother Noboru who is located in Sunpu castle. Once you've arrived at its walls, Yuki, Aiko, Hayato and Takuma will have to reach the secret passages in the well system and confront Noboru. But first you'll have to obtain the key....



Don't kill anyone (except mission targets).



Finish the final mission.



Don't use Aiko's skills.



Complete the mission in less than 30:00 minutes.



Complete the mission on Hardcore difficulty.



Enter the well at the west wall.



Enter the well at the north wall.



Don't kill anyone in the garden.



Drown Lord Noboru.



0

Sunpu's mission area is quite big. Even though the second part of the mission offers an alternative route, you'll have to cross through most of the areas anyway. During the first part of the mission you'll have to infiltrate the castle and steal a key from the samurai in area (7). The key provides you with access to the secret passages of the castle's well system. Area (7) is heavily guarded, and not even Yuki will be able to obtain the key without the help of her other companions.

Area (7) leads to area (8), where you'll find a disguise for Aiko that will be of help in delicate situations. Once the team has obtained the key they'll have to enter a well, situated in area (11) or (17), to get to Noboru who will be waiting in the heart of the castle. It needs a good plan to get every companion into the castle. This walkthrough will start things off with Aiko and Yuki...



THE COMPANIONS GATHER

1

Aiko and Yuki will take over the scouting part of the mission by paving the way for Hayato and Takuma from inside the castle. Hayato and Takuma will stay behind the wagon in their starting area (2). Have Aiko and Yuki jump into the water from their starting position (1.1), swim over,

climb up the tendril (1.2) and use their grappling hook to get up to the tower (3.1). Eliminate the enemy at the top from behind. As soon as both women are within the castle walls go down to area (3).



3

Several of guards in area (3) can be ignored. The only guard who could cause problems is patrol (3.2) as it routinely checks the walls. Timing is very important for Aiko and Yuki to get past the guards and toward the safe spot behind the ox wagon. Keep an eye on patrol (3.2), especially guard (3.3) who is watching the path near the wall. Have Yuki jump down or use her grappling hook on the eyelet to get to the ground once patrol (3.2) returns. Then have her make her way over to (3.4). Now Aiko will be able to use her sneezing powder on guard (3.3). Yuki will then take

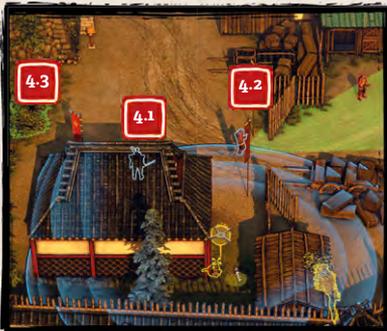
advantage of the short-time distraction of the guard and hide behind the ox wagon at (3.5). Do the same for Aiko. Use Shadow Mode in combination with the sneezing powder action to focus on the time-critical stealth and sprinting. Once you've arrived at (3.5) with both companions, use Aiko's sneezing powder attack on guard (3.6) and move to tendril (3.7) to leave area (3) with both Aiko and Yuki.

4

Have Yuki jump from the rooftop and hide behind the house - the front side is guarded by samurai (4.1). Yuki will then set up her trap at the corner of the house and lure patrol (4.2) towards it. The Samurai will hear her flute, but he won't get distracted by it or move towards the sound. For once, the odds are in our favor.

Have Yuki and Aiko move around the corner of the house and hide in the bushes (4.3). Now both of them will be able to run past the samurai's (4.1) line of sight and pull themselves up to the rooftop (4.4) with the grappling hook. Pay attention to patrol (4.6). You'll have to take them out next. Aiko and Yuki can use their grappling hook once more to get to the ground at (4.5).

Yuki proceeds once patrol (4.6) is walking towards the walls, but make sure not to walk into the samurai's (4.1) line of sight. In this area, she will have to be careful not to run into a triple patrol (6.1), she should also keep an eye on the straw hat guard and the civilian (3.2). Her best chance will be to proceed once the straw hat guard turns his back to her. Yuki will have to sneak behind the patrol (4.6), eliminate it with her knife and hide the body near the tendril (4.7) that leads up to a small hut and plays a rather important part in getting Hayato and Takuma into the castle. Yuki can access the gatehouse's balcony by using her grappling hook and wait there. Aiko will leave the roof at (4.5) and climb up the tendril (4.8) onto the small porch. There's a rope (4.9) which leads towards the roof of the gatehouse (5.1). Let's move on to area (5).



5

From his starting point, Takuma will first have to target and eliminate tower guard (5.2), as he guards the roof (5.1). Aiko will now be able to use the rope to go to the roof above the straw hat guard (5.3). Eliminate the guard with a jump attack once the civilian (5.4) and patrol (6.1) aren't near, and guard (6.2) is busy with watering the bushes. Quickly hide the guard (5.3) behind the door (5.6). Aiko should wait here until the civilian returns, then knock him out and throw him through the same door. Now she'll be able to walk along the street through the gate and knock out civilian (5.5), provided that guard (3.2) isn't looking down from the wall. Have Aiko hide behind the crates. Now it's Hayato's turn.

Starting from his position in (2), have Hayato run around the corner of the bottom entrance (5.10) and stop where he's out of the sight of samurai (5.8) and (5.9). He'll be able to attack the straw hat guard (5.7) with his shuriken from here - after he's distracted samurai (5.9) with stones. Yuki will have to support him by using her bird's voice from the top of the tower (5.2). After this time-critical matter has been dealt with, Hayato will have to drag guard (5.7) over to the wall at (5.12) so nobody can discover him. Now the path is clear for Hayato and Takuma. The companions will have to go towards the target practice field (6) - there they'll find a way into the garden area (7) that holds key.



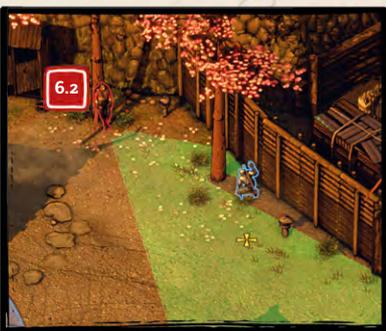
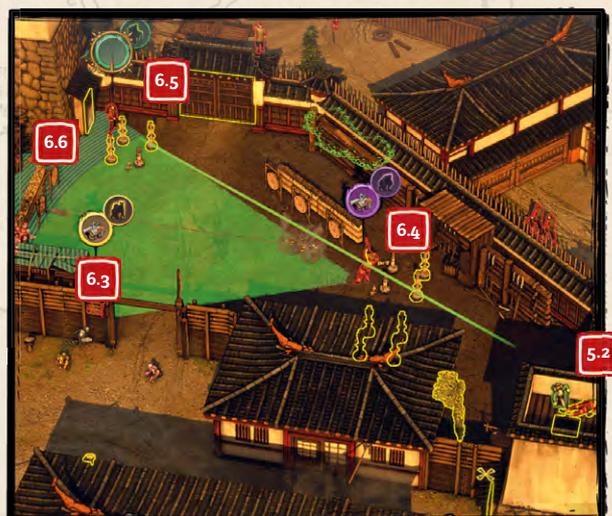
THE KEY AND AIKO'S DISGUISE

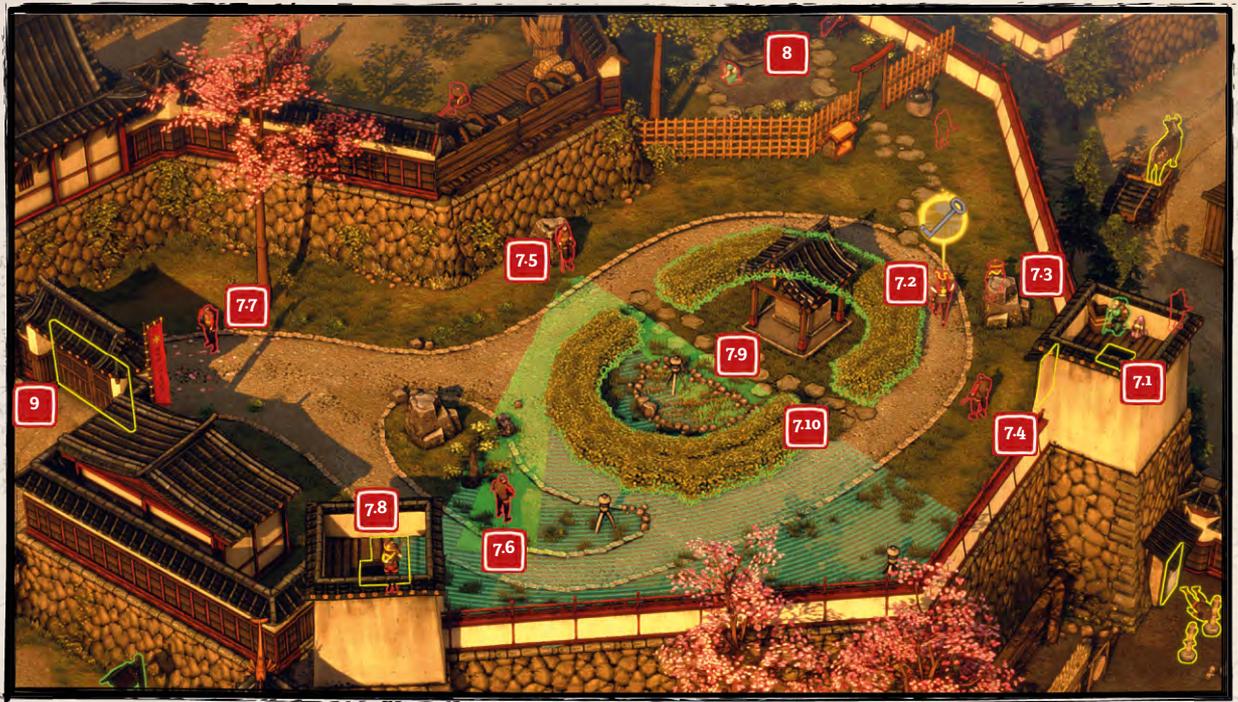
6

Conquering the area (6) around the target practice field to get to area (7) isn't that tricky - as long as the triple patrol (6.1) doesn't get in the way, so be sure to get rid of them. Position the four companions on the left balcony of the gate house (4.10). Aiko, Yuki and Hayato should use Shadow Mode to eliminate the three patrolling guards (6.1). Due to a limit in range, gamepad users are advised to highlight their targets before getting onto the balcony. Takuma will then send his tanuki to the wood pile near tendril (4.8) so it'll be able to attract the attention of patrol (6.1). Now have our three melee experts jump from the balcony - quickly and one after the other. Have them sneak towards patrol (6.1).

Every companion will have to get into position to triple-kill the distracted guards. Afterwards, have Hayato eliminate the guard (6.2) leaning against the wall.

You'll be able to use pistols and rifles near the target practice field without attracting attention. Go into Shadow Mode and use your companions' firearms on the guards on the field: Shoot two standard shots at guards (6.3) and (6.4) and one sniper shot at the guard (6.5) in the back. Have Takuma stand on top of the tower (5.2) for this. The path through the door (6.6) into area (7) is now clear. Next comes obtaining the key and a disguise for Aiko.





7 8

Area (7) is heavily guarded and requires a precise approach. The tanuki can be sent into the heart of the hedge-framed area (7.9) by Takuma, who is standing on tower (7.1), and is vital for the following strategy to work: Kuma's call can lure the guards (7.4) and (7.5) to the middle of the square. The samurai refuses to be distracted and merely looks in Kuma's direction. Repeat this strategy to ensure your companions' way from tower (7.1) into the hedge. Remember to re-position the tanuki to be able to use him again. Use Yuki to steal the key while hiding in the hedge at position (7.10), as this is also where the samurai will stop for a short amount of time. Eliminate the straw hat guard (7.3) next: Use the tanuki once more as a distraction, and use Hayato's stone toss from position (7.11) to distract guard (7.6). Yuki will now strike and hide guard (7.3) in the hedge nearby. Takuma should eliminate tower guard (7.8), but watch out for the guard's (7.5) line of sight.

Let's now deal with a complicated strike in Shadow Mode - one that will clear almost the whole square: Hayato uses his shuriken at position (7.11) with guard (7.6), Takuma

shoots the samurai (7.2) while standing on tower (7.1). Aiko positions herself at (7.12) and uses her hairpin to eliminate guard (7.5), Yuki uses her knife at (7.13) to kill guard (7.4). As soon as the tanuki calls out and the guards are at their correct positions the attacks are initiated. The samurai's position may vary when Takuma K.O.s him with his sniper shot - but in any case, one of the companions will have to get over to him and end him right after the shot was taken. This may attract more attention in area (8). The civilian and the holder of Aiko's disguise can now be overcome quite easily. One of the companions should take care of guard (7.7) and once that's done, the mission target will update accordingly. Depending on which well you chose, you'll end up either in area (15), (16) and finally (17), or you use the suggested path to (9), (10) and then further to the well in (11)....

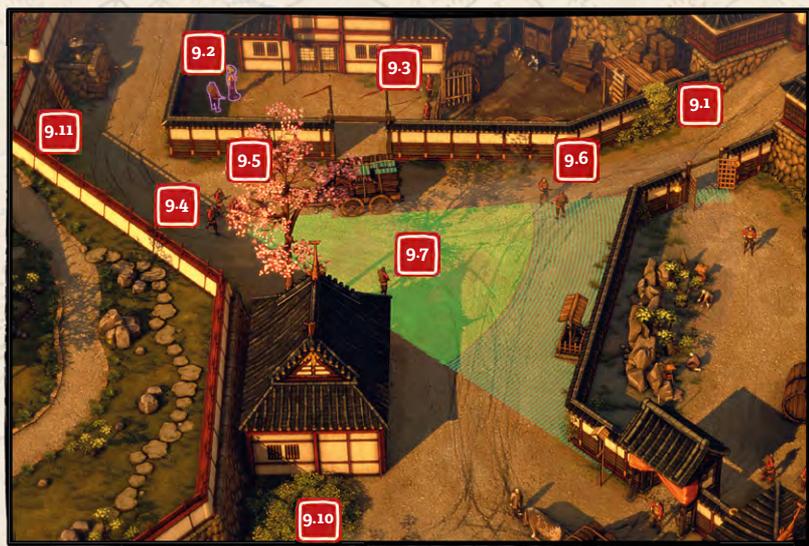


A WAY TO THE WELL

9

Have a disguised Aiko, Yuki and Hayato go through the gate to area (9). Takuma may wait in area (7) for now. Have Aiko enter the inner yard and go over to guard (9.2). Distract him by talking to double patrol (9.3). Yuki and Hayato will climb the tendril (9.1) to get into the inner yard from the back. Knock out the civilian and hide him behind the toilet door. Now wait until patrol (9.4) walks down to the next spot, attack the double patrol (9.3) in Shadow Mode and hide them near the tendril, close to where the companions have entered the yard before. Now Aiko will be able to eliminate the guard (9.2) with her hairpin and hide the corpse. Have Yuki use her bird's voice to lure the double

patrol (9.6) over to (9.8), where she and Hayato kill them together. As always, Shadow Mode can be a very helpful tool to plan coordinated attacks. Have Yuki set her trap at (9.9) and use her bird's voice to lure guard (9.5) into it. Use Hayato to eliminate guard (9.7) while staying out of patrol's (9.4) sight. To be on the safe side, Aiko may distract (9.4) by talking to them. Once you get closer to the top in (9), Aiko will definitely have to distract patrol (9.4). Then use her to coordinate an attack together with Yuki and Hayato in Shadow Mode - and the patrol is no more. To finish area (9), have all companions hide in the bushes, with Aiko distracting the guard standing next to the ox wagon (9.10).



10 11

Have Hayato wait in the thicket until samurai (10.1) takes his eyes off the field to talk to patrol (10.2). Eliminate guard (10.3) with Hayato's shuriken and hide the body in hedge (9.10) while Aiko busies herself with distracting the guard at the ox wagon. Have Yuki take care of the guard (10.4). Takuma will now be able to position himself on the tower (10.5). Collect the ammunition to later have a shot at the samurai (10.1) from this position. For now, samurai (11.1) in area (11) has his eye on him. He's also guarding the well (11.2) which is the mission's target. A trick is all that's needed to lure the samurai away from his position: Use Hayato to throw stones at the ox from the bushes (11.3) or (11.4). It'll cause the statue to fall over. The samurai (11.1) will blame the civilian and leave his position to punish him.

Good timing and well-executed distractions will help Hayato run past both samurai without them noticing him. Use the moment when samurai (10.1) talks to patrol (10.2) to your advantage. Have Hayato sneak over to position (10.6), throw a stone behind the talking guards, sneak over to the house and hide there. Run through the line of sight of both

samurai and you'll eventually end up in bush (11.3). This part can be rather challenging. There's an easier way, but it may take you longer: You'll have to return to area (9) and reach the bottom of area (10) by using the ladder (9.11). Have Hayato distract the guards around him and wander from bush to bush until he ends up at bush (11.4). Now he'll be able to toss a stone at the ox. Aiko can support Hayato with her disguise and distractions, as long as she stays outside the samurai's line of sight. Once the samurai (11.1) is busy with lecturing the civilian, use Takuma to shoot at the first samurai (10.1) to K.O. him and have one of the other companions handle the rest. Patrol (10.2) will notice him missing but they can be eliminated easily. Finally, the path towards the well and the big finale of this mission - and of the game - is cleared.



THE WAY TO NOBORU

12

Once the team arrives at Noboru's sanctuary in area (12), Aiko should put on her disguise, eliminate guard (12.1) and hide in bush (12.4). Additionally, she may divert the guard's (12.2) view towards the wall, so Yuki and Hayato can take care of the patrol (12.3) without being interrupted. Have Yuki set her trap at the corner (12.5), use her bird's voice to lure the patrol right towards it and then hide at a safe spot. Use Hayato to eliminate the patrol (12.3) that isn't affected by the trap with his shuriken while hiding in the bush at the starting position (12). The companions will now be able to walk along the wall and into the big bush (12.4) without being detected by the straw hat guards on top. Here, have Takuma shoot (12.6) from the roof and, in the process, dispose of two samurai (12.7). The startled guard (12.8) can be killed and hidden in bush (12.4) by a disguised Aiko. Now follow the cleared path to area (13)...

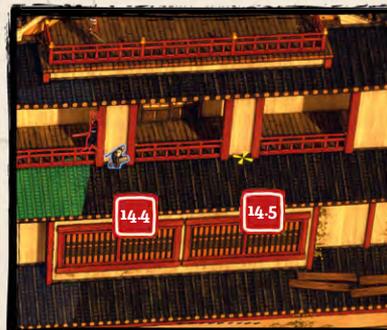


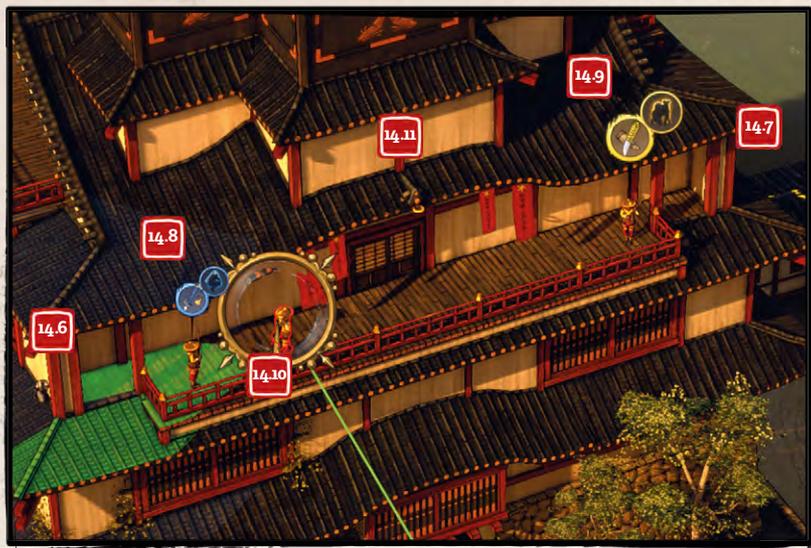


13

Once in area (13), Yuki and Hayato will have to use the ladder (13.1) to get to the roof so they can climb up the tower-like main structure and reach Noboru. You could always just choose the straightforward option: kill all of the guards that get in your way and let Takuma collect ammunition from the front balcony. Or you could rely on distraction and stealth: There's only a small chance of being detected by patrol (13.3) so Yuki and Hayato can sneak from (13.4) over to the safe spot in (13.5). Have Takuma send out his tanuki to the center of the plaza, where it'll call out. Now the

remaining two guards will walk towards the plaza. Yuki and Hayato can take advantage of this. Use ladder (13.1) to get on the roof and jump down from the ledge at (13.6). Continue walking from there, get on the roof (13.7) and then jump onto the stony path. From there Yuki and Hayato will work their way forward to tendril (13.8) and then use their grappling hook with eyelet (14.1) to pull themselves up to the roof of building (14).





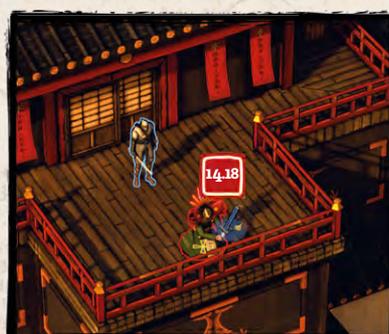
卷之五
 一
 二
 三
 四
 五
 六
 七
 八
 九
 十
 十一
 十二
 十三
 十四
 十五
 十六
 十七
 十八
 十九
 二十
 二十一
 二十二
 二十三
 二十四
 二十五
 二十六
 二十七
 二十八
 二十九
 三十
 三十一
 三十二
 三十三
 三十四
 三十五
 三十六
 三十七
 三十八
 三十九
 四十
 四十一
 四十二
 四十三
 四十四
 四十五
 四十六
 四十七
 四十八
 四十九
 五十

14

This building will make up the final part of this mission - and the game. We suggest that you work your way upwards from roof segment to roof segment with Yuki and Hayato until they'll reach Noboru. It's there that he'll finally have to face his fate. Begin with a move planned out in Shadow Mode: Set Yuki and Hayato's attack on guards (14.2) and (14.3). Once the guards look the other way, use their grappling hook to pull yourself onto the same level as the guards. Without the use of Shadow Mode you'll have to be quick. Now trigger the planned double kill. For gamepad users, this strategy may be easier the other way around: Plan going up in Shadow Mode, the killing should be done manually. But be careful: You mustn't set off the estate's alarm as this will cause mission to fail!

Have Yuki and Hayato walk left and right towards the front. First, however, come two balconies, each with a few samurai on them. Be mindful of your timing and sneak from one window to the next. Pause at (14.4) and (14.5). Once both companions have arrived in front of the building, another move can be planned in Shadow Mode: Dealing with the straw hat guards is similar to the situation you've encountered behind the building. The only difference here is that there are three guards who'll have to be eliminated. Have Yuki and Hayato wait at (14.6) and (14.7) and set

their attacks on guards (14.8) and (14.9). Takuma will have to target the guard (14.10) in the middle without the help of Shadow Mode. He may accomplish this from bush (12.4) which is located at the corner of area (13). Trigger the action and make sure Takuma shoots at the middle guard at the right time so it won't trigger the alarm. From here on, one of the two companions - in this case we're using Hayato - will go and use the eyelet (14.11) to get up and walk over to the right, towards the shady side of the building. Make your way past samurai (14.12), it'll be easier. Then have Hayato jump down onto the balcony without being detected, sneak past the samurai and jump down onto the balcony at position (14.13). Go towards the back to (14.14) and pull yourself up at eyelets (14.15) and (14.16) - it's the only thing separating Hayato from reaching his goal. Timing is vital here, Hayato will have to sneak past samurai (14.17) at precisely the right moment. As soon as you've arrived at the top a cutscene will be triggered. To finish the mission, it doesn't matter if Noboru (4.17) commits seppuku or if Hayato strikes him one last time....



CHEATS

Go to the ingame options menu and type: Honorless to activate the following cheats:

F10

Teleport Selected Character to cursor position.

DELETE:

Kill any character the cursor currently hovers over.

PAGE DOWN:

Turns on invisibility on currently selected character, OR an enemy/interactive object the mouse currently hovers over.

PAGE UP:

Turns off invisibility on currently selected character, OR an enemy/interactive object the mouse currently hovers over
End: Turns on immortality on currently selected character, OR the character the cursor currently hovers over (works on enemies and NPCs)

Pos1:

Turns on immortality on currently selected character, or the character the cursor currently hovers over (works on enemies and NPCs)

INSERT + 1/2/3/4/5:

Spawn Hayato/Yuki/Mugen/Aiko/Takuma to cursor position.
Note: There can only be one instance of each character.

ACHIEVEMENTS



OLD MAN

Visit Takuma on his tower in Ōsaka Castle.



NO GIMMICKS

Use Hayato's stone to rescue Mugen in Ōsaka Castle.



HAPPY PLANNING

Kill 3 guards with the planks hanging from the Yagura Mon.



THE CAVE

Find the smiling creature in a little cave on the Nakasendō.



HAPPY LITTLE ACCIDENTS

Cause 3 accidents on the Nakasendō road.



STONED OX

Kill a guard with an ox.



A THIEF'S BEGINNING

Pickpocket someone with Yuki.



ROLLIN'

Hide in the wagon in Imai Town.



ICE ICE YUKI

Kill a samurai with an icicle.



RESCUE TAKUMA

Help Takuma escape from Mount Tsuru.



FLYING ROCKS

Kill a guard by throwing a rock with Mugen.



DISGUISED

Put on Aiko's disguise.



YABU

Kill Lord Yabu in his estate.



TIME PARADOX

Kill General Okkoto prematurely in Hida Village.



MUGEN UNCHAINED

Free Mugen in Suganuma Village.



PRISONERS

Free the prisoners in Kanazawa Castle.



OKKOTO

End General Okkoto's rebellion.



THE END

Shoot Kage-sama with Takuma in Kage-sama's hideout.



GEAR UP

Reclaim all your equipment on your second visit to Mount Tsuru.



STONED

Lure a guard in Hayato's cell by using his stone.



STILL ROLLIN'

Hide in the wagon on your way up the Myōgi Pass.



HIGH FIVE THE MOON

Climp the pagoda of the small temple at the Myōgi Pass.



PRAISE THE SHOGUN

Light the bonfire at the Myōgi Pass.



THE OLD WAY

Kill General Okkoto with an explosive barrel.



NOBORU

Take your revenge on Lord Noboru.



UNDESERVED HONOR

Let Lord Noboru commit Seppuku.



ATHEIST OX

Make the ox kick the statue at Sunpu Castle.



WARZONE

Shoot an enemy inside a warzone or a shooting range.



WINNER WINNER

Kill a chicken.



CHICKEN DINNER

Kill 11 chickens in one level.



TOO EARLY

Get shot while carrying an explosive barrel.



TANUKI TIME

Run 500 meters with Kuma.



MIMIMI

Kill all developers.



FIVE SHADOWS

Execute a plan with actions for all 5 characters.



MERCYFUL

Knock out 250 guards or samurai.



GENIN

Kill 500 guards.



CHUNIN

Kill 1000 guards.



JONIN

Kill 50 samurai.



THOROUGH

Hide 250 bodies.



METICULOUS

Hide 750 bodies.



IT'S RAINING MEN

Knock out a guard by throwing another guard at them.



WHEN CUT ACROSS THE NECK

Your technique is magnificent.



RELEASE THE KRAKEN

Raise the secret idol of Mount Tsuru.



COMPLETE MASTERY

Collect All Badges.

MIMIMI PRODUCTIONS

FOUNDER

Dominik Abé
Creative Director
Tech Director

Johannes Roth
CEO & Biz Dev
Project Management

PROGRAMMER

Maximilian Auer
Player Movement
Import Pipeline, Tools & Tech Art
Animation System

Jonas Jentsch
HUD & UI
Menus & Localization
Camera

Frieder Mielke
NPC Behaviour & AI
Viewcone
Build Pipeline

Philipp Wittershagen
Controls & Player Behaviour
Additional Gameplay
Tools

ARTISTS

Bianca Dörr
Lead Artist
Textures
Level Decoration
Lighting

Cem Erdalan
Character
3D Modeling
Level Layouts

Lucas Reiner
Concept Art
User Interface
Level Decoration

Florian Smolka
VFX & Additional Shaders
3D Modeling
Additional Scripting
Lighting

DESIGNER

Martin Hamberger
Game Design
Level Design
Writing

Moritz Wagner
Game Design
Level Design Lead
Balancing

Felix Friedlein
Level Design
Cutscene Design

STUDIO

Angelika Achter
Studio Management
UI Design & Experience
Additional Producing

Anna-Maria Magull
Studio Management
Additional Producing
Retail, Artbook
& Strategie Guide Support

Dennis Huszak
Marketing & PR
Cutscene Production
Events

AUDIO BY

Filippo Beck Peccoz
Composer
Music Implementation
In-game Mixing

Guido Hieronymus
Music Mixing and Mastering

Philipp Sellier
Foley Artist & Sound Design
Ambience Implementation
In-game Mixing

Vertical text in the top right corner, likely bleed-through from the reverse side of the page.



DAEDALIC ENTERTAINMENT

PRODUCER

Tom Kersten

EXECUTIVE PRODUCER

Carsten Fichtelmann

LOCALIZATION

Maria Urban

STRATEGY GUIDE

Dr. Frank Furtwängler
Autor

CONCEPT AND DESIGN

Leonie Kästle

ART DIRECTION

Stefan Sturm
www.grafiksturm.de

