



Introduction

Being a ninja isn't so much of a job as it is an art. It requires calmness, collectiveness, and most importantly, patience. In Tenchu Z, you will assume such a role, and all of its inherent risks. It's up to you to exterminate the corrupt rulers of the land, and retrieve precious documents to aid in future missions.

There are 50 missions within Tenchu Z, but you're only informed of the most basic details. The exact location of your objective is always unknown, but with the aid of IGN's crack ninja team, we've pin-pointed the precise location of your objective for each mission. In addition, a complete walkthrough has been provided detailing how to obtain those pesky "Ninja 5" ranks.

In this guide you will discover:

- **Training:** Learn the art of the ninja.
- **Walkthrough:** Check out our walkthrough tailored to both beginner and expert ninjas specifications.

Guide by: Andre Segers

© 2007, IGN Entertainment, Inc. May not be sold, distributed, transmitted, displayed, published or broadcast, in whole or part, without IGN's express permission. You may not alter or remove any trademark, copyright or other notice from copies of the content. All rights reserved.

Training

It's not easy being a ninja. Thankfully, Tenchu Z includes a very handy tutorial built into the game that provides the low-down on the basics. However, listed below are some more advanced tips that are required to earn the Ninja 5 rank.

Stealth Kills	<p>Stealth Kills is how your ninja earns his (or her) bread and butter. To perform one, just sneak up on an enemy and press the "Attack" button when a large circular emblem appears over the enemy. You can only perform a Stealth Kill so long as the enemy is unaware of your presence.</p> <p><i>Tip: Okay, we lied. You can still perform a stealth kill even if an enemy has noticed you, but you have to be quick! If an enemy has taken noticed, quickly charge at them and try to perform one.</i></p>
Rollin' Rollin' Rollin' (don't run!)	<p>Running from one location to the next is an easy way to draw attention to yourself. Not only is it noisy, but you're also easily visible while standing. Instead, we suggest rolling...constantly. It's just as fast and much, much quieter. Plus you're a much smaller target. In short, rolling is an effective method of sneaking up on an enemy to pull off a stealth kill.</p>
Ninja 5	<p>By earning a Ninja 5 rank (the best one), you'll earn much more gold than you would have otherwise, however, actually getting this rank can be quite tricky. Perform Stealth Kills are <i>essential</i>. As such, our guide is structured to make sure every kill is a stealthy one. It's also crucial you perform Stealth Kills on your assassination targets, as not only is it much easier, but you get 300 bonus points. But be aware, if the guards detect your presence and enter "Alert" or "Alarm" status, that will damage your point total at the end of a mission.</p>

Tenchu Z Walkthrough

For each Mission, we have outlined both an "easy" way to complete the level and a "Ninja 5" method, which is our suggested path for obtaining the best rank.

The green circle on the maps displays your starting location, while the red "X" shows where your target rests. Also, unless otherwise indicated, you should move from one location to the next as quickly as you can, as our walkthrough was written with efficiency in mind.

Mission Index

- Mission 1:** The Path of the Ninja
- Mission 2:** Before the Wind Blows
- Mission 3:** Recover the Bombs
- Mission 4:** Gather Information
- Mission 5:** Cross the Bridge
- Mission 6:** Punish the Greedy Merchant
- Mission 7:** Steal the Matchlock Gun Designs
- Mission 8:** Stray Dog Slaying
- Mission 9:** Eliminate the Gangsters
- Mission 10:** Kill the Shameful Monk
- Mission 11:** Break Through the Checkpoint
- Mission 12:** Punish the Corrupt Official
- Mission 13:** Steal the Ronin list
- Mission 14:** Punish the Evil Merchant
- Mission 15:** Infiltrate the Inner Mansion
- Mission 16:** Pursuit of Echigoya
- Mission 17:** Daylight Battle on Deck
- Mission 18:** Purge the Foreigners
- Mission 19:** Kill the Unworthy Monk
- Mission 20:** The Silencer
- Mission 21:** Recover the Secret Documents
- Mission 22:** The Rescue
- Mission 23:** Recover the Secret Teachings
- Mission 24:** Expose the False Landlady
- Mission 25:** Assassination of Vassal
- Mission 26:** Wind on Moonlit Night
- Mission 27:** Contorted Night
- Mission 28:** Kill the Ninja Master
- Mission 29:** Kill the Greedy Merchant
- Mission 30:** Recover the Bombs
- Mission 31:** Kill the Thieves
- Mission 32:** Save the Captive Agent
- Mission 33:** Information Gathering
- Mission 34:** Kill the Agent
- Mission 35:** Punish the Extremist
- Mission 36:** Stealer from the Shadows
- Mission 37:** Dead Calm at Dusk
- Mission 38:** Wipe Out the Enemy
- Mission 39:** Break Through the Checkpoint
- Mission 40:** Infiltrate the Inner Mansion
- Mission 41:** Find the Secret Documents
- Mission 42:** Wipe Out the Enemy
- Mission 43:** Punish the Corrupt Administration
- Mission 44:** Assassination of Vassal
- Mission 45:** Requiem for Fireflies
- Mission 46:** Merciless Destruction
- Mission 47:** Hammer of Judgement
- Mission 48:** Purging Flames
- Mission 49:** Twilight Duel
- Mission 50:** Divine Punishment - Tenchu

Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
----	---	---	---	---	---	---	---	---	---	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Rokube Echigoya

Failure Condition: Death of Main Character

Screw stealth! Just dash right up to Echigoya's room. When you close in on his building, we suggest slowing down just slightly, avoid the guards, then approach his room with sword drawn. Press up against the door and perform a stealth kill as soon as you see his silhouette as he walks past



Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Assassinate Rokube Echigoya

Failure Condition: Death of Main Character

1) Quickly roll through the entrance and wait by the lantern on the left for a second or two. As soon as you see the guard walk by, roll into him and immediately perform a stealth kill. If you hesitate at all, the guard on the deck will notice your presence.



2) Jump onto the nearby deck and stealth kill the guard as he walks away.



3) Wait patiently on the deck for the guard in the field ahead to walk toward you, then turn left (his right). As soon as he turns, roll toward him and perform a silent kill. (Or if you're quick, you can catch him before he even turns around)

to walk toward you, but it's risky).



4) Continue north, around the side of the building. When you come to the open hallway, wait at the corner for the patrolling guard to turn and walk away. As soon as he does, leap into the hallway and perform a stealth kill.



5) Exit the hallway the way you came in, and continue east around the side of this building. Quickly follow the wall up to a guard on the left for another stealth kill.



6) Jump onto the wooden walkway and up to the northern Echigoya's door. Push up against it and wait until silhouette appears. Once it does, you can perform a stealth kill through the closed door, so long as you're close enough.



Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
----	---	---	---	---	---	---	---	---	---	----	----

Quick Method (Easy)

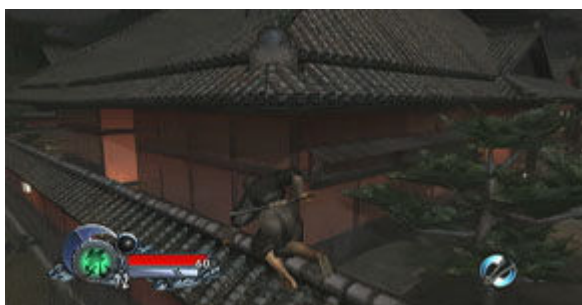
Ninja 5 Method (Hard)



Requirement: Assassinate Izaemon Kimura

Failure Condition: Death of Main Character

Avoid drawing the guards attention by using this route: Leap onto the boardwalk, then use a high-jump to climb the perimeter wall. Follow it a few meters to the northeast until you're close enough to leap onto the first rooftop. Run across it south and leap to a second building. Cross this to the southeast across a third rooftop and stop on the roofed hallway, just before Kimura's building. Now drop off to either side, leap onto the walkway and press up against the door. Perform a stealth kill as soon as you see Kimura's silhouette as he walks past.



Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Assassinate Rokube Echigoya

Failure Condition: Death of Main Character

This mission requires fast actions in order to nail all the guards in an effective order. Follow the steps below as quickly as you can to ensure the guards are positioned where they should be.



1) As the stage loads, continually hold up and press the roll button to open with a roll. This is important, because this is required to cause the guard on the boardwalk ahead to turn around in your direction, thereby slowing him down. After your opening tumble, leap up to the boardwalk ahead continue to roll until the guard turns out. As soon as he does, roll off the right side (to avoid the guard's sight) and continue to roll just behind him. Once behind him, swiftly leap onto the walkway, behind the guard, and perform a stealth kill.



2) Immediately after the first guard, leap over the eastern wall to find a guard on the exact opposite side. Roll up to him for another stealth kill.



3) Quickly roll along the southern path up to another guard walking away and perform another stealth kill.



4) Continue to follow the path through the wooden structure, and hang a right at the pond. Keep on moving to find another guard just past the pond at the southwestern corner of the building.



5) Carry on rolling around the building to the south, turn the corner, and roll north up to a guard several meters ahead.



6) Past the guard, head north but hang right at the next building and go to its backside to find another guard ready for a stealthy killing.



7) Continue around the next corner, then head left toward Kimura's building to the south. Carefully leap onto the walkway (to avoid making noise) and press up against the door. Perform a stealth kill as soon as you see Kimura's silhouette as he walks past.



Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
----	---	---	---	---	---	---	---	---	---	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)

Select Bomb Layout:

[#1] [#2] [#3] [#4] [#5] [#6] [#7] [#8]

Requirement: Recover 10 Bombs

Failure Condition: Death of Main Character

Unfortunately, this level has eight different bomb layouts, and the one you play on is randomly selected each time the level is restarted.

Thankfully, if you're simply playing to complete the level, without worrying about your rank, this is a non-factor. Just flip on your map and follow it from one bomb to the next closest one to collect all 10. The bombs look like little golden boxes; step near one to collect it. Just keep on the move and ignore the enemies.



Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
Quick Method (Easy)						Ninja 5 (Hard)					

Select Bomb Layout:

[#1] [#2] [#3] [#4] [#5] [#6] [#7] [#8]

Requirement: Recover 10 Bombs

Failure Condition: Death of Main Character

Earning a Ninja 5 can be difficult on this mission, because not only do you have to focus on the stealth kills, but you also have to collect the 10 bombs as well. Even worse, the bomb layout is randomly selected from one of eight. For this reason, it's best to simply ignore the bombs until after you've completed all of your stealth kills.

Unfortunately, the first enemy (noted below in step 1) randomly walks to the left or right of his section at the start of the mission. Our strategy is based on him going to the left; if he goes to the right, we suggest restarting until he goes to the left. However, while his movement may be random, we have found a couple tricks that seem to influence the guard to fairly consistently move left. First, don't move for about 1-2 seconds at the beginning, then take a wide turn and roll up the hill (in short, you want to avoid being detected, as he'll always go right then).

1) Begin by rolling up the ramp (making your turn wide, as noted above) and stealth killing the enemy on the left, amongst the structures.



2) Turn around and make a left at the corner to kill a second enemy.



3) Roll down the nearest alley to the northeast and follow the guard around the corner for another stealth kill (get ready to perform a stealth kill as soon as you turn the corner, in case the guard is facing you).



4) Continue down the alley to the east and make a left at the second alley and follow a guard around the corner for another stealth kill.



5) Turn around and take the alley to the southeast and wait at the corner for a guard to pass (you may have to wait for up to 15 seconds). Perform a stealth kill as he walks past.



6) Proceed north up that same alley and stealth kill the guard on the right of the bridge when he turns to face away.



7) Cross the bridge, but wait at the left corner for the guard patrolling the left wall to turn around, exposing himself to a stealth kill.



8) Turn around and run up to the nearby wall, near the right side of the bridge. Wait here until another guard stops adjacent to it, giving you a perfect opportunity for another stealth kill.



9) Follow the path through the courtyard, up to the building just before point 9, shown on the map. Wait here for a guard to lumber by, stop, then turn around. Perform a stealth kill as soon as he does.



10) Proceed down one of the western alleys and wait for the final guard to pass by for your final stealth kill.



11) With all the guards down, you should have more than enough points for a Ninja 5, so long as you went unnoticed and performed only stealth kills. Now just activate your in-game map and seek out the 10 bombs to complete the mission.



Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
Quick Method (Easy)						Ninja 5 Method (Hard)					



Requirement: Find the Informer

Failure Condition: Death of Main Character

Finding the informant is Tenchu's version of find Waldo - it can be tricky to locate where they are, given the many pathways through this level. Thankfully, we've already done the hard part for you; all you have to do is run there.

Just navigate through the level up to the informant, marked on the map above. We suggest following the right canyon wall up to the last row of buildings, then looking for the informant on the backside. Ignore the guards along the way, since they won't be able to damage you so long as you keep on moving! Feel free to take whichever path you like, but we've highlighted the easiest route on the map.



Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Find the Informer

Failure Condition: Death of Main Character

Finding the informant is Tenchu's version of find Waldo - it can be tricky to locate where they are, given the many pathways through this level.

The route we've outlined on the map may seem backwards, but it's the easiest method we found of killing without being seen.

1) Climb up the wall ahead, and run along the side of the house to take cover behind the fence just after. Around that corner are two guards; wait for the far one to turn and walk away, then perform a stealth kill on the closer one as soon as his back is turned.



2) Quickly head toward where the second guard was, but take cover in the corner of the building (by the hole in the wall), then wait for the guard to walk past for another stealth kill. Make sure to take him down fast before he turns to face you.



3) Immediately after, turn around and follow the wall clockwise, but hang back in the alley just before point 3. A guard will stop right in front of you - perfect for a stealth kill.



4) At this point, another guard should have meandered just south of your current location. Take him from behind for another silent death.



5) Turn around and make a left at the path ahead. Wait here (by the wheel barrel) for the girl dead-ahead to take off, then roll over to the medium-sized western building. Wait by the door for the guard to emerge, then perform a stealth kill.



6) Inside the building is one more guard, who may be sleeping. If so, just roll on in for the kill. If he's awake, wait patiently for him to turn around, or sit down, then quietly move in for the attack.



7) Exit the building, and roll through the fence on the left, off the ledge, and hide in the bushes near the tree. Wait for the western guard to get close, then go in for the stealth kill.



8) Return to the bushes and wait for the guard on the opposite side to turn around, allowing you to get another stealth kill in.



9) Proceed up the ramp ahead (to the east) to chase down another guard ripe for a stealth killing.



10) Turn around, roll off the ramp, and hide amongst the plants to the north, just before point 10. Then sneak up on the guard there and go for a stealth kill.



11) By now, you should have more than enough points for the Ninja 5 rank, so hightail it over to the informant by circling counter-clockwise around the building to its backside, then to the informant just ahead.

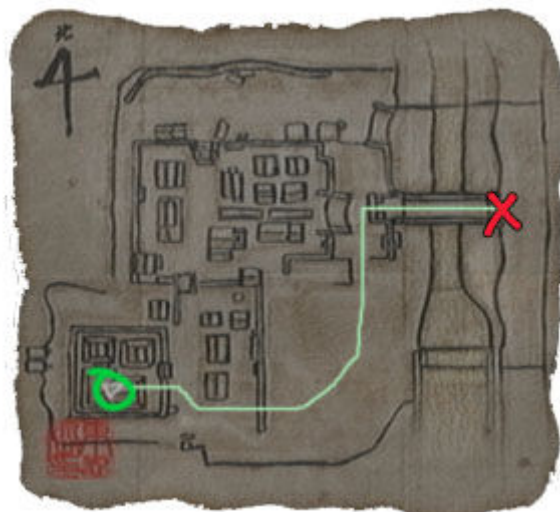


Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
----	---	---	---	---	---	---	---	---	---	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)

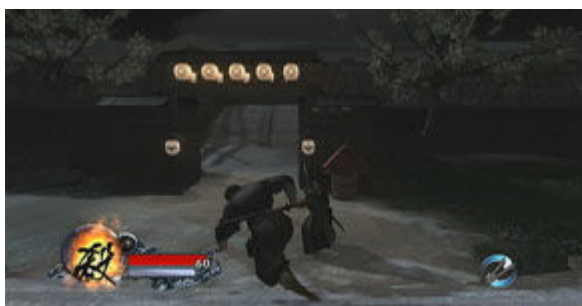


Requirement: Reach Target Point

Failure Condition: Death of Main Character

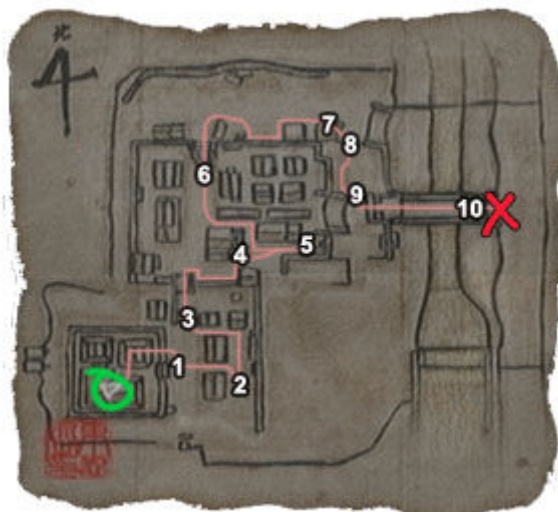
Missions don't get much easier than this. Your goal is to walk across a bridge. That's it, seriously. Hell, you can even see where the bridge is on your in-game map, so you probably don't even need us for this mission!

Like in the previous missions, ignore the guards and just dash toward the eastern bridge. Take whatever path you want, though the one highlighted on the map is probably the easiest. Once you cross to the other side, the mission will be complete.



Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
Quick Method (Easy)						Ninja 5 (Hard)					

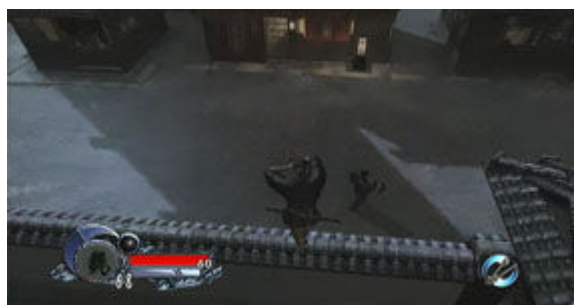
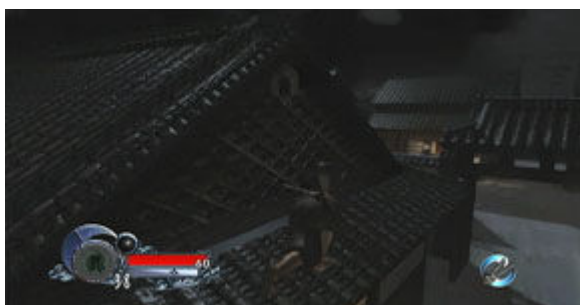


Requirement: Reach Target Point

Failure Condition: Death of Main Character

While your core objective is to work your way to the bridge on the east side, but first, you'll want to focus on stealth killing as many guards as you can.

1) Leap to the rooftop to the northeast, then to the top of the short wall. There should be a guard just below. Roll off the wall, up to the guard, and perform a stealth kill.



2) Run down the nearby eastern alley, but stop at the corner of the building. Wait for the guard to turn around, then go in for the kill.



3) Turn around and head north behind the buildings, up to the second alley and turn left. Look through the gap in the buildings on the right side to spot a girl; wait for her to turn around (to avoid being detected when going for your next kill), then quickly roll around to the front of the building and take down the guard who's about to descend down the staircase.



4) Head down the staircase, turn right, and take cover at the small eastern building. Around the corner are two guards. Wait for the closest one to turn around and walk right past you, then go in for the kill.



5) Quickly head east to hunt down the second guard, who should be on the side of the eastern building.



6) Now follow that building around counter-clockwise up to a short fence. Follow it left, but hang tight at the end, by the lamp post, and wait for the guard in the courtyard to turn around, then go in for the stealth kill.



7) Head down the northern staircase and turn right. At the corner far ahead awaits another guard. Follow the right wall as much as possible to stay out of sight, and use the objects along the way for cover. As usual, kill him when he faces away.



8) Follow the path south to an 8th guard. If he faces toward you, use the bushes on the right side for cover, and kill him when able.



9) Hide in the bushes on the right and sneak up to the foe guarding the bridge entrance. Pounce on him when he turns away.



10) Before crossing the bridge, hang back by the wooden entrance and wait for the guard patrolling the span to turn around. Roll in for the kill, then cross to the other side to complete the mission with more than enough points for Ninja 5.



Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
----	---	---	---	---	---	---	---	---	---	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Moichi Tanbaya

Failure Condition: Death of Main Character

There's not much to discuss here; just run through the cave, ignore the enemies, and enter the building at the end to find Tanbaya. If you're fast, you can get a stealth kill off on him before he can react; if not, just follow up with a flurry of sword slashes to do him in.



Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Reach Target Point

Failure Condition: Death of Main Character

This is one of the easier missions to obtain a Rank 5 on.

1) Make a wide arc to the left to approach the guard at point 1 from the side. Because the direction he faces changes at random, be prepared to approach him from a slightly different angle.



2) Roll up to the center platform and approach the guard (who should now be in the center) with a wide right arc for another stealth kill.



3) Roll onto the wooden platform, right of the cave entrance, and wait for an enemy to descend down the ramp for

another stealth kill.



4) Inside the cave, follow the left path, but hang back at the first tunnel on the right. Wait for a guard to emerge, then perform a stealth kill.



5) Hang back by the lantern just ahead and wait for the guard in the section ahead to walk away, then roll in for the kill.



6) After the fifth guard is down, there should be another one immediately after, just begging for a stealth kill.



7) There's an enemy at the top of a ramp, just east of your current location. Roll up for a stealth kill as he turns around.



8) Proceed through the northern tunnel and stealth kill the guard in the middle of the room.



9) Take cover behind a wall on the right, then roll in for a silent kill when the guard roaming around ahead turns away.



10) After the ninth guard is down, hide behind one of the walls and wait for a guard to walk up the western ramp. Once he stops, roll to his backside for a silent kill.



11) North of the house, carefully maneuver around the structure in the corner to find a guard just behind it.



12) Use the northwestern corner of the house for cover, then pounce on the guard who walks by.



13) Hang back by this corner until the guard in the southwestern corner turns around, then perform your usual killing.



14) Kill the final guard in southeastern corner when he turns away.

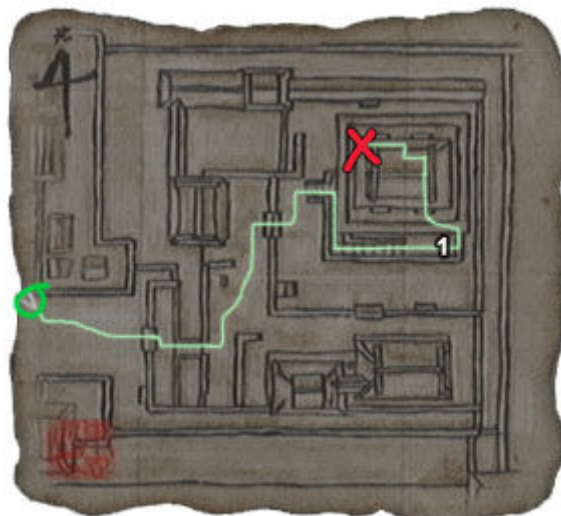


X) After opening the front door of the house, quickly dash in to perform a stealth kill. If he notices your presence before your ability to get the stealth kill in, just take him down with your standard attacks. By this point, you should have nearly double the points that's required for a rank 5.



Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
Quick Method (Easy)						Ninja 5 Method (Hard)					



Requirement: Recapture the Matchlock Gun Blueprints

Failure Condition: Death of Main Character

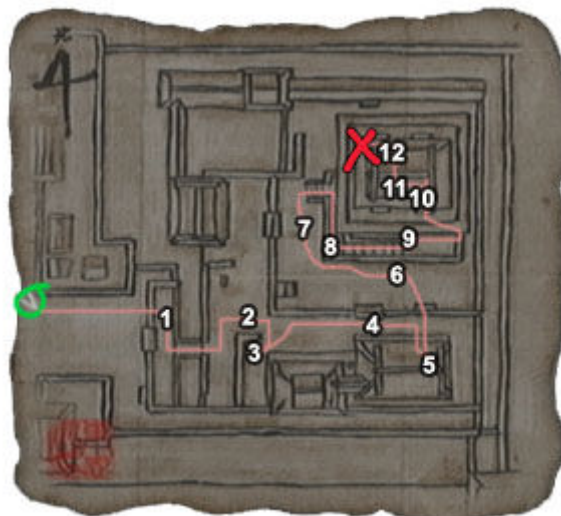
The multi-layered castle can be difficult to navigate. As usual, ignore the guards for the duration of this mission. To get things going, run up the staircase, through the doors, and across the bridge. Turn left, then go through a gate on the right to reach the base of the tower. Climb the stairwell up to the main entrance.

1) When in front of the entrance, jump on top of the exterior wall, then up to the second floor roof. Climb through the right-most window, run straight down the hall (past the first room) to a room in the back. Turn left inside to find the blueprints on the ground.



Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
Quick Method (Easy)						Ninja 5 (Hard)					



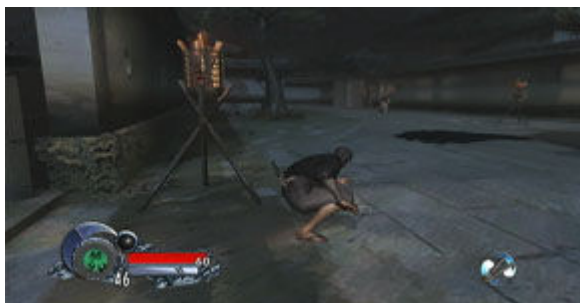
Requirement: Recapture the Matchlock Gun Blueprints

Failure Condition: Death of Main Character

1) Just beyond the wall, at the top of the staircase, awaits a soldier along the cliff-edge. To get to him without drawing attention, leap over the wall, left of the entrance, then roll in for the kill.



2) After crossing the bridge, you'll spot a guard walking in the courtyard ahead. Roll up to him when he's parallel to you, then go in for the stealth kill.



3) Quietly head around the wall, just a few feet south of point 2, to find another guard just askin' for a burial.



4) Roll up to the northern wall and follow it to the open door. Use it door to conceal yourself from the guard's prying eyes, then go in for the silent kill when he turns away.

5) Roll up to the furthest entrance of the eastern house (south of the wall) and hang back by the entrance until the guard inside turns around. As soon as he does, roll in for the kill.



6) Exit the house, then leap on top of the northern wall, just ahead. Wait for the guard patrolling the field to turn around, then roll like mad for the stealth kill.



7) Follow the temple wall up to the corner. Use it to hide from a nearby patrolling Ninja. As you likely guessed, take him down when he strolls on by.



8) Look for another guard halfway up the staircase. Hang back on the lower steps until he turns away, then roll up for the kill.



9) Before cresting the staircase, leap onto the left wall (bordering the staircase) to spot a guard at the entrance below. Roll off to the left (his right) to approach him from the side for a kill, since he can't see you from that angle.



10) Don't enter the building through the nearby doorway. Instead, climb onto the perimeter wall to the south, then follow it to the second floor awning, up to the 2nd floor window. Wait outside for a guard to lumber near, then turn around. Roll through the window to the guard, then perform a stealth kill.



11) Shortly after, a guard should emerge from the central room just left of where you are now. Hide behind the corner and take him down when he faces away.



12) Edge up to a northern room, and head inside when the female guard turns her back. Take her down like any other, then head for the blueprints right next door.

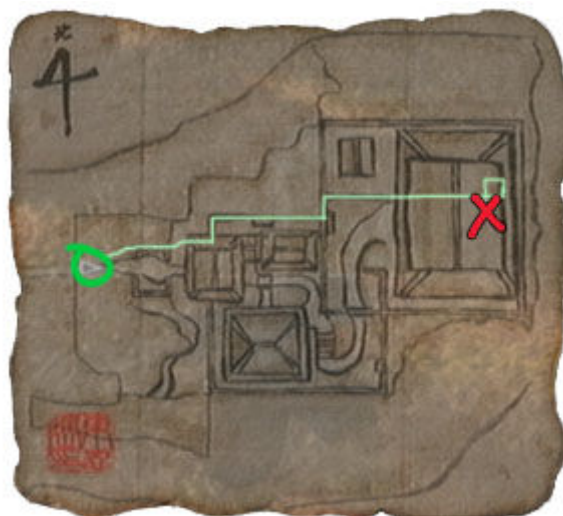


Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
----	---	---	---	---	---	---	---	---	---	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Iukichi Otowa

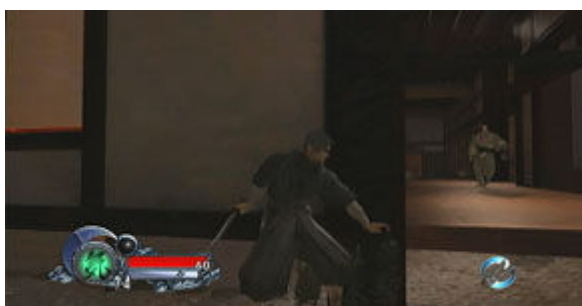
Failure Condition: Death of Main Character

The guard's close proximity to their leader can make it quite difficult to assassinate him, which is why you're going to have to sneak over and around him.

Begin by running along the left outer wall, then leap onto the wall ahead. Follow it left, then straight to another wall. Jump up to it, head left, then right at the first intersection and perform a long jump over to the rooftop.



Roll over the rooftop, off the far side to the back of the building. Once there, follow the wall north a few feet up to hallway, but hang back by the corner for cover, and wait for the patrolling guard to turn and walk up the hall. As soon as he does, leap into the hall, roll into the room on the left, and perform a stealth kill on Otowa.



Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Assassinate Iukichi Otowa

Failure Condition: Death of Main Character

1) Roll up the hill and tackle the first guard (who should be facing away) with a silent kill.



2) Quickly head around the corner to the left to find another guard vulnerable to a good ol' stealth killing.



3) Head through the entrance and turn left for another killing.



4) Immediately roll to the southern building to catch a guard on the deck before he turns the corner (if he does, a guard descending down the nearby staircase will see you).



5) Now leap off the deck (so you can use it to stay hidden) and follow it north to the end. Wait for the guard by the staircase to turn around, then roll in for the kill.



6) Quickly head up the stairs and follow the path to a guard in an entranceway.



7) Roll up to the next corner, look around it to make sure the guard in the corner is facing away, then roll in for the kill.



8) Turn around and follow the building north to take down another guard.



9) Turn back around and follow the building to the southeast corner. Wait here for a guard patrolling the east side to stroll on by, then kill him.



X) Continue following the building counter-clockwise up to the hallway, and wait here for the guard patrolling the hall to turn around and walk away. Then quickly roll into the room on the left (sticking close to the left wall) and continue up to Otowa for a stealth kill.



Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
Quick Method (Easy)						Ninja 5 Method (Hard)					



Requirement: Assassinate Tatsuichi Shimizu

Failure Condition: Death of Main Character

As with most other easy missions, ignore the guards and work your way to the building in the northeastern corner. Inside, you'll meet with your target and complete the mission.



Tenchu Z Walkthrough

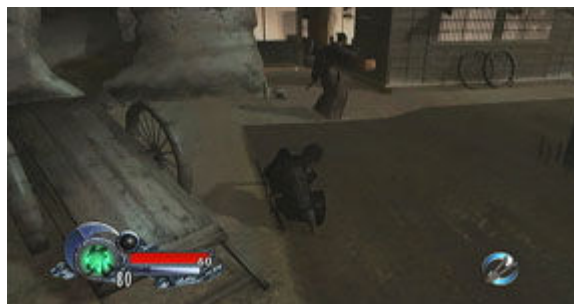
<<	1	2	3	4	5	6	7	8	9	10	>>
Quick Method (Easy)						Ninja 5 (Hard)					



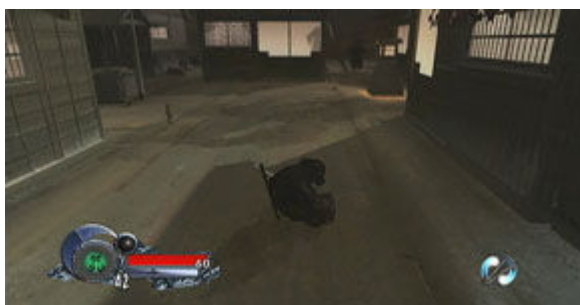
Requirement: Assassinate Iukichi Otowa

Failure Condition: Death of Main Character

1) Leap over the wall ahead and roll up to the guard at position one for a stealth kill.



2) Quickly roll east to catch another guard on the opposite end before he turns around.



3) Now roll up the northeast ramp, then head west to put down a guard near the staircase.



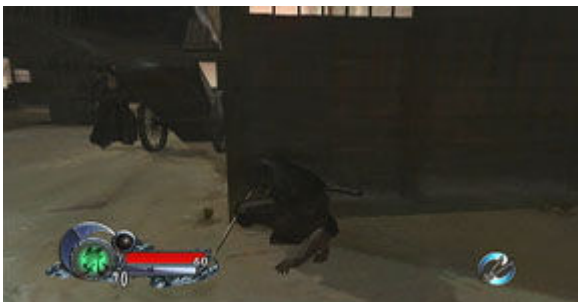
4) Continue west, but go around the house on the north side to tackle a guard just beyond. We suggest making a wide turn when approaching him to avoid him from spotting you when he turns.



5) Immediately head to the south ledge and wait for the guard below to pass by underneath. Once he has, roll off the ledge to get behind and perform your stealth kill.



6) Now head to the northeastern corner of this very building and wait there for the guard around the side to walk away, then pounce on him for the kill.



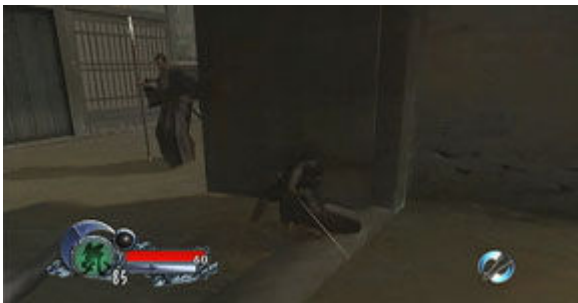
7) Roll up the stairs, then leap up the eastern ledge (but make sure you're far enough from the guard at point 7 to avoid detection. Wait for him to turn around, then go in for the kill.



8) Roll up to the main entranceway, but don't go in yet. There are two guards patrolling on either side of the door, and both of them are likely facing it right now. Watch for their shadows on the ground to judge when they turn and walk away. Once they do, roll in and nail the guard on the left first.



9) With the left guard down, roll back up to the entrance and hide behind the open door. Wait a few moments for the other guard to come back, turn around and begin walking away -- this is when you should act for a stealth kill. Just keep away from the dog in the southeast corner, because you'll be deducted points if he detects you.



10) Follow the nearby building around the corner, but stop when you see the two guards ahead. Hang tight until the one on the walkway turns and walks away (he won't be back for some time), then move in on the one on ground level when he walks to the right.

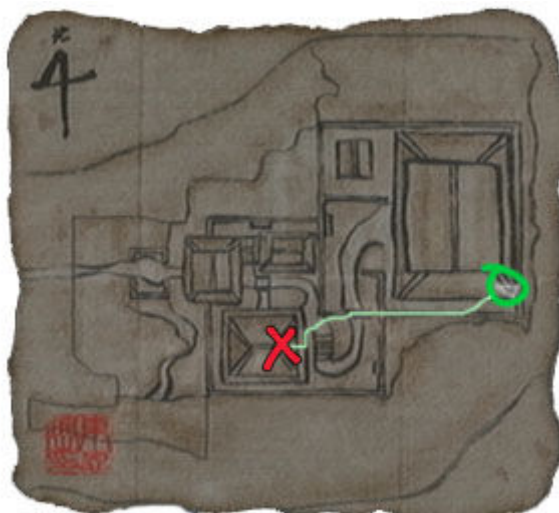


X) At this point, you should be well in excess of the required score for Ninja 5, so leap onto the walkway, bust down the door in the northeastern building and head inside.



Tenchu Z Walkthrough

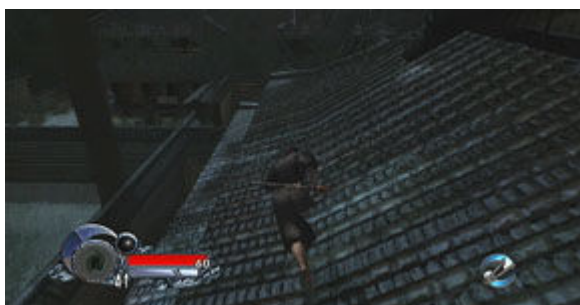
<<	1	2	3	4	5	6	7	8	9	10	>>
Quick Method (Easy)						Ninja 5 Method (Hard)					



Requirement: Assassinate Rinzetsu The Monk

Failure Condition: Death of Main Character

This mission is incredibly easy with our method. Leap from the rooftop to the top of a thin wall on your left. Now follow it west to the edge. In the building ahead is the priest you're looking for, but there are guards around. The easiest way in is through the eastern entrance, which is also the closest to where you are now.



There are two guards whose patrol paths take them near the eastern door: One on the staircase to your left, the other on the pathway that borders the building's walkway. Wait for the staircase guard to turn away, then roll off and up to the entrance as soon as the closer guard turns away.



When at the eastern door, peek inside (by clicking the right stick in) and watch for the priest (who's chasing the girl) to

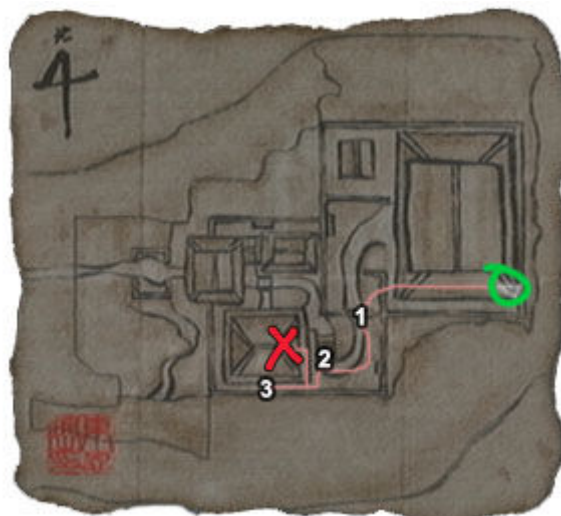
pass by. As soon as he does, open the door (make sure your sword is sheathed, otherwise your ninja will bust it down, making noise) and roll up to him for a stealth kill.



So long as you remained undetected, you'll complete the mission with a Ninja 4 rank.

Tenchu Z Walkthrough

<<	1	2	3	4	5	6	7	8	9	10	>>
Quick Method (Easy)						Ninja 5 (Hard)					

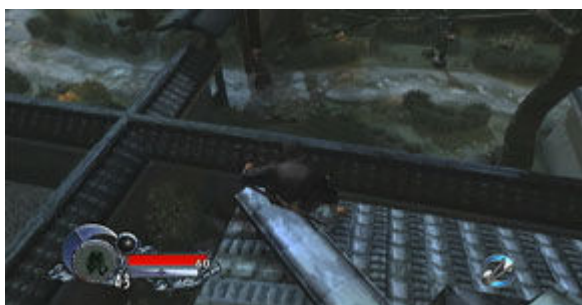


Requirement: Assassinate Rinzetsu The Monk

Failure Condition: Death of Main Character

Hooray, an easy level to get a Ninja 5 on! Disregarding the priest, you only need to kill three soldiers to obtain said rank, so long as you remain undetected and don't use any items.

1) Follow the roof west, then leap from it over the wall, to a guard at the gateway (you may want to wait a second before performing this maneuver to ensure he's facing away first). Roll up to him and perform a stealth kill.



2) Head through the gateway south and hide in the bushes on the left to avoid the guard near the staircase ahead. Once he turns around and starts heading back toward the stairs, approach him from the rear (while rolling) and show off your moves with another stealth kill.



3) The third guard can be a bit trickier, as he doesn't always appear to be in the same exact location. Regardless, stay at the top of the stairwell and look for him walking alongside the building below. He'll walk back and forth between the south and east sides, so wait for him to pass, this roll in for the kill.



X) Now approach the eastern door of this building and peek inside (by clicking the right stick in) and watch for the priest (who's chasing the girl) to pass by. As soon as he does, open the door (make sure your sword is sheathed, otherwise your ninja will bust it down, making noise) and roll up to him for a stealth kill.

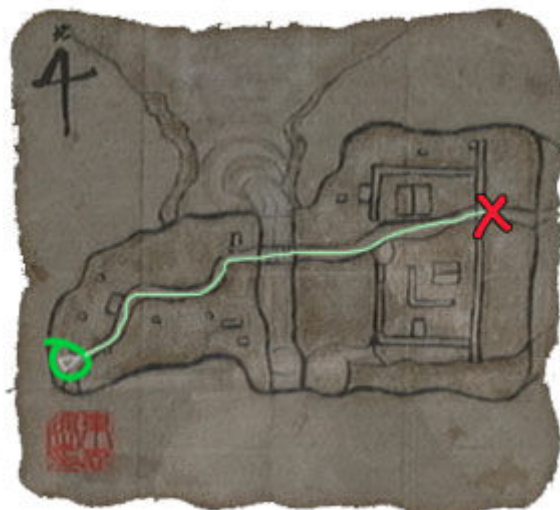


Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Reach target Point

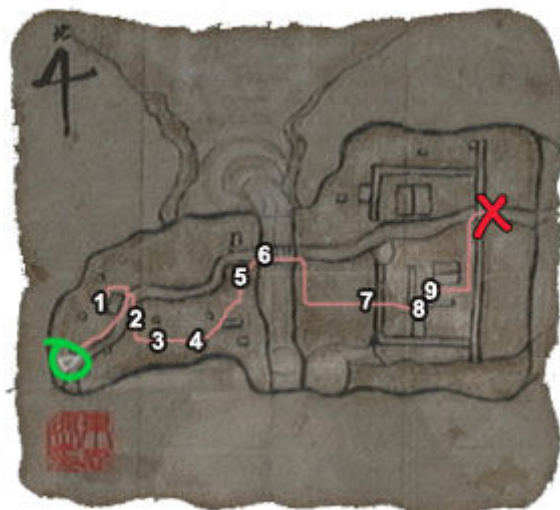
Failure Condition: Death of Main Character

Can you walk and breath at the same time? If so, you should have no trouble - at all - completing this mission. Just follow the main path to the end (as shown on our handy-dandy map above) while ignoring all the enemies to complete the level with ease.



Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
Quick Method (Easy)						Ninja 5 (Hard)					



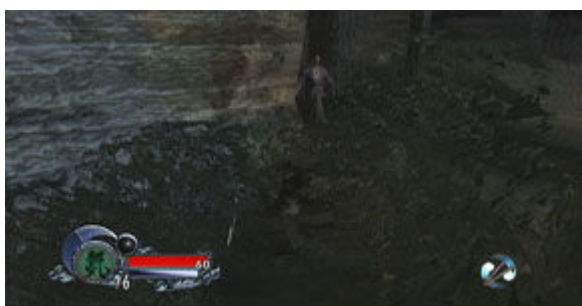
Requirement: Reach target Point

Failure Condition: Death of Main Character

1) Roll alongside the path, to the left, but not directly on it, up to the log (you'll pass by a ninja on the right - he won't notice you if you're rolling). Circle the log counter-clockwise (away from the main path), and perform a stealth kill on the enemy you encounter.



2) Backtrack around the log a few feet, then push up against the rocky platform to the east. Stay hidden behind the small rock, then go in for the kill when the passing guard stops right next to you.



3) Circle the rocky platform to the east side (away from the main path), but wait by the corner for another guard to turn around, allowing you to get in a stealth kill.



4) Leap up the eastern ledge and roll forward a few meters and take down the female ninja, near the log. If she doesn't have her back turned, try approaching from the side, or waiting until she does turn away.



5) Look for a guard on the nearby rocky platform to the north (near the second log). Climb up behind him, then go in for the kill.



6) Edge up to the ledge to get a good view of the bridge and watch for the guard patrolling back and forth. We suggest killing him only when he's close to the western half of the bridge, otherwise a patrolling samurai on the other side may spot the corpse.



7) Speaking of the samurai, don't even bother trying to kill him. While it's certainly possible, it's not worth the potential cost of being caught. Instead, turn right after crossing the bridge (and make sure the samurai isn't near by) then climb up to the ledge above and wait for a guard to stroll on by. You know what to do.



8) Leap over the nearby wall, and wait on top for a guard to your right to turn around. Take him down, but ignore the female ninja in the corner ahead.



9) Leap over another wall, then look for a guard below. Drop down for another stealth kill when able.



10) Now just follow the eastern wall to the exit to complete the mission.



Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Punish the Corrupt Official

Failure Condition: Death of Main Character

You've been here before, but this time, the leader is in the central part of the building. There are two entrances into his room; we suggest the western one as it's closer to the boss's location within the room, and you can approach him from the side to avoid being seen.

Like the previous time you played this level, head for the northeast corner first. Hang back before turning left into the building for the guard on the walkway to turn away, then head inside. Before turning the final corner prior to the leader's room, peek around it and sneak up on the guard for a stealth kill. Then sheath your sword and open the door - immediately roll in and go for the stealth kill.



Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Reach target Point

Failure Condition: Death of Main Character Your target is amongst the north-eastern buildings. While you can try running through the village to reach him, our route will see you following the outside perimeter wall, where you'll meet little resistance.

1) Roll up to the guard patrolling alongside the wall and get a stealth kill.



2) Loosely follow the wall left (counter-clockwise), but when on the eastern side, stay as high up on the cliff wall as possible to evade the first guard's sight. Once you get behind him, roll up and perform a stealth kill.



3) Roll up to the wall ahead on the right and sit-tight until a guard passes by on the left - go in for the kill.



4) Continue to follow the wall until you close-in on the northeast corner. As shown on the map, climb over the wall, and follow the wall of the building up to the walkway. Now depending on where the guard patrolling the walkway is, you have a couple options:

- a) If he's inside the building, wait for him to walk out past you, then jump up behind him and follow the walkway inside (don't kill him, as it may draw the attention of nearby guards)
- b) If the guard is already outside, wait for him to pass you as he enters the building, then quickly climb up behind him and perform a stealth kill.



5) Continue down the hall, but stop at the room on the left. Roll inside when the guard turns his back and go for the stealth kill



6) Proceed up the north hall, but stop at the first room on the right. Hang here until the guard in the next northern room turns away, allowing you to get in a stealth kill.



X) Now that you're next to the leader's room, sheath your sword and open the door - immediately roll in and go for the

stealth kill.



Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Steal Ronin List

Failure Condition: Death of Main Character

This level is particularly tough, due to its confusing layout, and the fact that the game offers nary a clue as to where the Ronin list is.

From the starting location, just head straight, following the wall on your right. Turn the corner at the far end, then leap over the wall and enter the closest building entrance. Turn inside the first room on your right to find the Ronin list.



Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Steal Ronin List

Failure Condition: Death of Main Character

1) Roll forward, but stay close to the left wall. Stop when you reach the small wooden structure and turn to face the guard ahead. Sit tight and wait for a second guard to walk up and speak with the first guard. As soon as the second guard begins to walk away, roll behind the first one and perform a stealth kill.

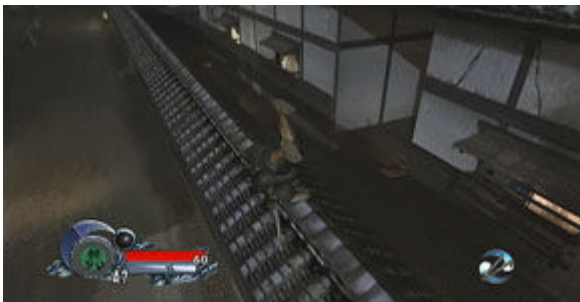


2) Continue rolling along up to a guard ahead. If he's facing you, hold back until he turns away.



3) Turn the corner, leap over the wall, and push up against the wall by the opening leading into the building. Just inside the first room on the right is an enemy, as well as your objective, on the south side. You need to quickly climb up and roll to the guard for a stealth kill, while avoiding getting too close to the Ronin list, otherwise you'll prematurely

complete the mission.



4) Stay here, but look around the corner into the hall. Two guards should walk down it in a single-file line. Chase behind them, perform a stealth kill on the closer one first, then target the second. Despite their close proximity to one another, you should be able to kill both without the other noticing.



5) Immediately take cover against the wall, to either side of the southern walkway, and wait for the enemy outside to face away. Then perform a stealth kill.



6) Exit the building the way you entered and leap atop the northern wall. Wait for the enemy below to turn around, then go in for the kill.



7) So long as you remained undetected, you should have more than enough points for a Ninja 5. So enter back through the hall you just exited, then look for the Ronin list in the first room on the right.

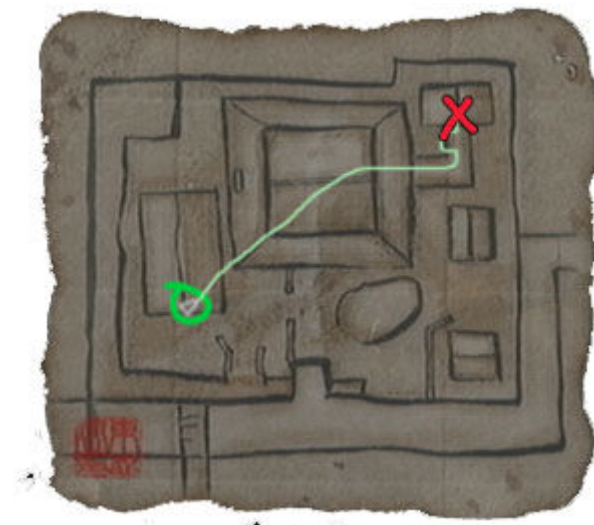


Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

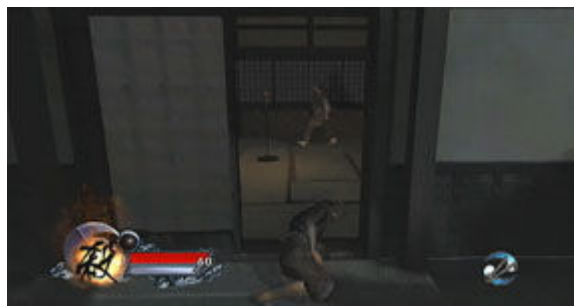
Ninja 5 Method (Hard)



Requirement: Assassinate Morizo Daikokuya

Failure Condition: Death of Main Character

Follow the rooftop to a thin portion in the northeast corner, leading to the leader's room. Once there, check below for guards. Once it's clear, drop down then peek inside the door. Once the leader's passes, open the door with your sword sheathed, then go in for a stealth kill.



Tenchu Z Walkthrough

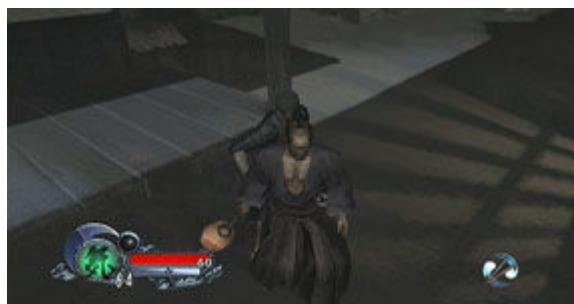
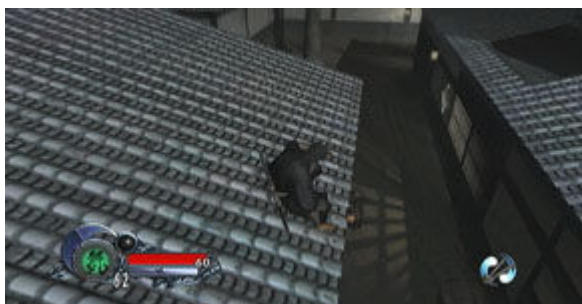
<<	11	12	13	14	15	16	17	18	19	20	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Assassinate Morizo Daikokuya

Failure Condition: Death of Main Character

1) Roll along the right ledge of the roof, up until the first enemy on the ground below. Roll off the roof to get behind him, then launch a stealth kill.



2) Follow the building on your right to the northern side. Hide in the bushes prior to the hallway on the right (check out the image below to find the best hiding spot) and wait for the enemy patrolling this back area to approach. Perform a stealth kill as soon as he nears.



3) Skip the hallway and instead head to the corner of the building. Hang tight here until a samurai walks near the corner. Now this guy has amazing peripheral vision, so it's important you roll around the corner and up to him for the

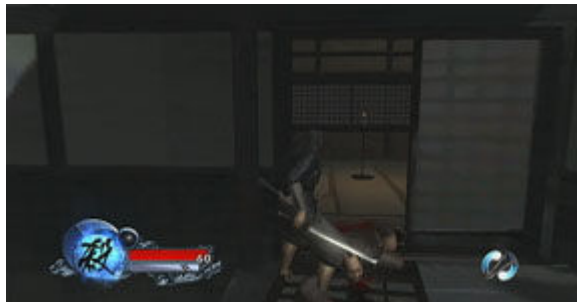
kill just before he turns the corner himself, otherwise he'll detect you before you can perform your stealth kill.



4) Stay at point 4, but watch for a guard patrolling the walkway leading up to the leader's room. Wait until he reaches the far end, then begins to walk back toward the leader's room. Once he does, roll up behind and perform a stealth kill.



X) Now simply push up against the leader's door and perform a stealth attack as his silhouette passes by.

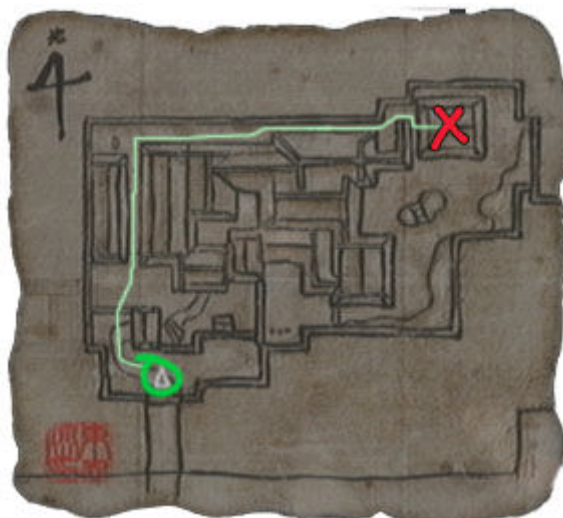


Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Lady Miyabi

Failure Condition: Death of Main Character

Your target is in the furthest building to the northeast. The easiest way to get there is to grapple up the wall, just northwest of where you start, then head north, leap over the gate, turn right at the far end and keep heading east up to the building. Push up against the door, then peek inside to watch for when your target turns her back. Once she does, open the door (with sword sheathed) and perform a stealth kill.



Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Assassinate Lady Miyabi

Failure Condition: Death of Main Character

1) Grapple over the recessed northeastern wall, then roll to the ground and approach the female ninja by the door for a stealth kill.



2) Leap over the gate to the west, then enter the hallway on the right, halfway up the alley. Perform a stealth kill on the guard patrolling that hall.



3) At the hallway's intersection, make a left, then turn into the last room on the right. Hide behind the door leading outside and wait for an enemy to pass by - do a stealth kill.



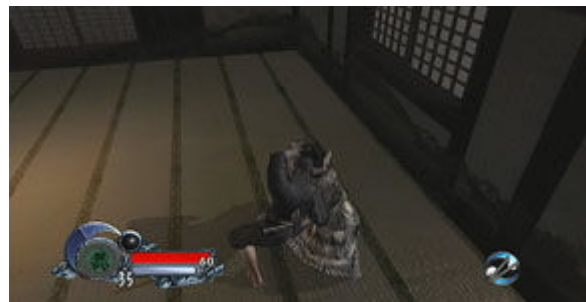
4) Exit the room through the back, drop to the ground, and take cover behind the corner to the east. Wait here to take down a guard as she passes by.



5) Follow the left wall closely up to the northwestern corner of the building containing the leader, to slip by the guard patrolling the door. Sneak up behind her for a stealth kill.



6) Push up against the door and wait for the silhouette of Miyabi to pass, then quietly open the door (with sword sheathed) and perform a stealth kill.



Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
Quick Method (Easy)						Ninja 5 Method (Hard)					



Requirement: Follow Helsuke Echlogya
Failure Condition: Losing Sight of Target

In this mission, you have to stalk Echlogya through the village, both without being seen by him or killing him. Also, if you get too far ahead or behind, a 25-second countdown will begin; if you don't get close enough to him within that time-frame, you'll fail the mission. As such, try to keep pace with him as closely as you can.

The yellow route on the map shows the path Echlogya takes through the village. As long as you stay near him, feel free to take any route through the village, but here's our suggested method: To get things going, use your long-jump to leap from rooftop to rooftop, up to the last house in this row. Once there, leap to the house across the eastern road, then from there to the fence. Follow it around to another rooftop, then leap across the road to a northern house.



Leap across the first alley to the next northern building. Wait here for Echlogya to walk around the building below. Now leap over the wall to another northern building, then leap east to another one. Wait here for Echlogya to circle it, then leap back the building you just came from.



Jump to the western wall and follow it around to a house, near the staircase Echlogya walks down. Now leap one more building to the south and just hang tight in the corner near the gate. Shortly after Echlogya passes through, the mission will be completed.



Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
Quick Method (Easy)						Ninja 5 (Hard)					

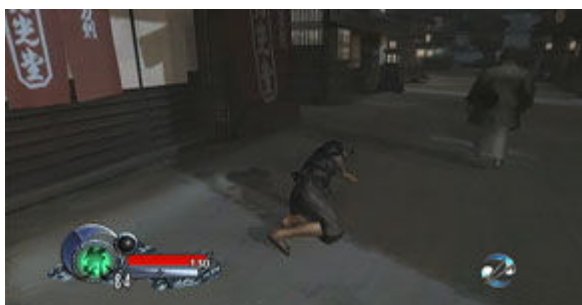


Requirement: Follow Helsuke Echlogya

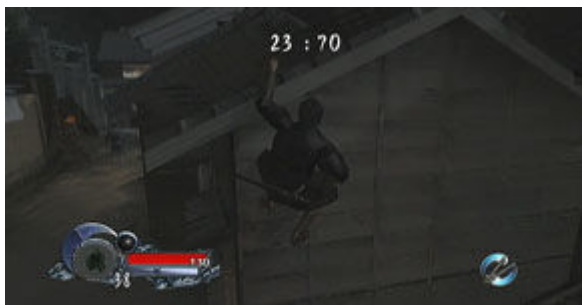
Failure Condition: Losing Sight of Target

In this mission, you have to stalk Echlogya through the village, both without being seen by him or killing him. Also, if you get too far ahead or behind, a 25-second countdown will begin; if you don't get close enough to him within that time-frame, you'll fail the mission. As such, try to keep pace with him as closely as you can.

1) Leap to the street and trail Echlogya closely. Perform a stealth kill on the guard in the second alley on the left.



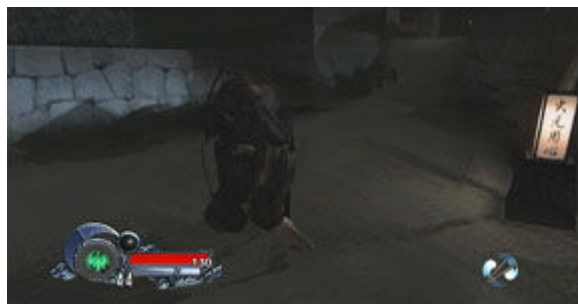
2) Climb up the northern building you're right next to (via one of the slanted roofs), then stand at the far edge overlooking the guard below. Wait for Echlogya to pass by, so you remain out of sight, then roll off the ledge and stealth attack the guard patrolling the area below.



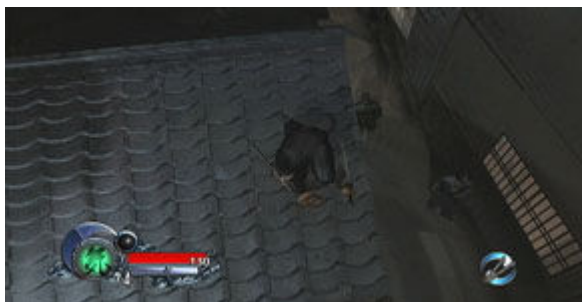
3) Now quickly hide the body (from point 2) at Point 3, otherwise Echlqoya will discover it later on his return trip.



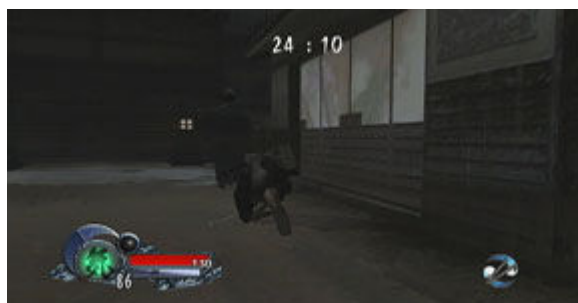
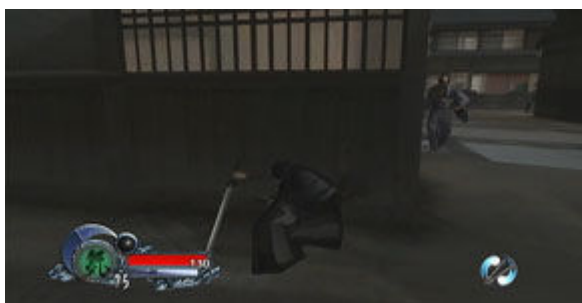
4) Quickly run up to the building corner by Point 4 and take down a guard there (although the timer may have appeared onscreen, you should be close enough now to make it go away).



5) Quickly head up the ramp Echlqoya did, but at the very apex of the path, jump to the building on the left at the top. Hang tight on the northern side of the roof and wait for Echlqoya to pass through the alley below. Once he does, roll off the ledge and kill the guard patrolling the same alley.



6) Wait on the eastern edge of the alley for a roaming guard to pass by on the street. Before you go after him though, wait for Echlqoya (who should be at the next alley) to turn away, then quickly chase down the guard who passed for a stealth kill.



7) At the gate ahead, a guard should be facing toward you. Wait for him to turn away, then climb onto the rooftop of the northeastern building. Once there, head to the northeastern corner of the roof and wait for Echlqoya to pass below. Once he does, drop down onto the nearby guard for another stealth kill.



8) Run up to the corner of the west building and wait for another guard to pass, then do a stealth kill.



X) Now by this point, you should have more than enough points for a Ninja 5. To just follow Echlogya from a distance and ignore attacking any additional guards. (Note: Echlogya may spot the guard from point 4. Don't worry about this; you should still have ample points for a top rank).

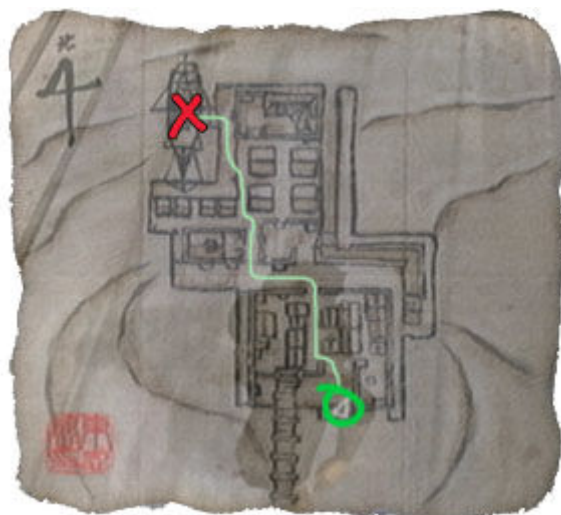


Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)

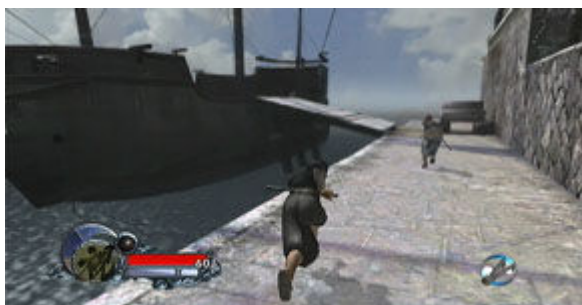


Requirement: Assassinate Heisuke Echigoya

Failure Condition: Death of Main Character

Note: We strongly suggest purchasing the Rain attack in Ninja Village before tackling this mission.

Run to the boat in the northwestern corner. Before boarding, grab the *Flash Bomb* below the vase, located right next to the boxes before crossing the bridge to the boat.



With it in tow, cross over to the boat to begin a battle. While you can try to use conventional attacks to take the boss down, we had you grab the Flash Bomb for a reason! Try to lure him to either side of the boat, then use the Flash Bomb (make sure he's not attacking at that time though, otherwise he won't be blinded). With the boss blinded, perform your Rain move (Down, X Down), to grab the boss and toss him into the water, resulting in an instant win. If the Flash Bomb doesn't work, or your Rain Attack misses, don't sweat it. Just keep him near the boat's edge and try the attack again.



Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Assassinate Heisuke Echigoya

Failure Condition: Death of Main Character

Note: We strongly suggest purchasing the Rain attack in Ninja Village before tackling this mission.

1) Roll up the ramp, turn right, then enter the first alley on the left. You'll spot a guard dead-ahead. Don't worry, he can't see you yet. Wait until he turns around, then roll in for the stealth kill.



2) Leap onto the wall ahead and look down for a guard patrolling below. Once he passes beneath, roll off the ledge to him for another stealth kill.



3) Climb up onto the wall just north of you to spot a guard walking up to the edge of a bridge. Leap across the gap

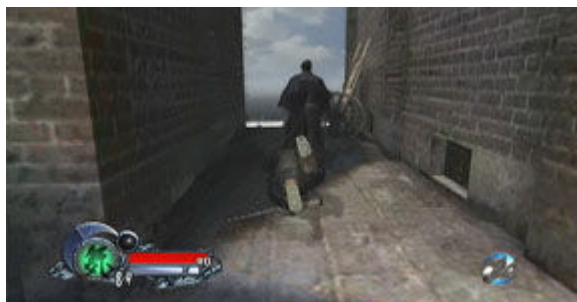
and perform a Stealth Kill the instant you land.



4) Look west, across the short bridge, to catch another guard walking up to the base of a staircase. Roll up to him as he passes for yet another stealth kill.



5) Roll up the staircase, then down the alley just slightly west. Up ahead is another guard, hang back until he turns around, then edge up to the alley on the right, where another guard is stationed. Wait for him to turn, then go in for the kill.



6) Now quickly roll back into the alley you just came from and tackle the first guard you saw moments before.



7) Roll up to the next corner and look around it to the right for another foe. When he turns away, kill him.



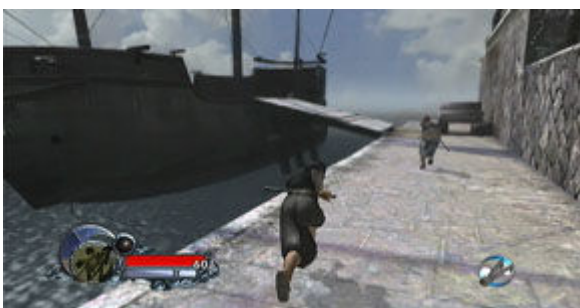
8) Turn around and quickly roll to the opposite end of this alley. You should be able to take down another enemy just around the corner, without causing a nearby civilian to sound the alarm.



9) Roll off the ledge to the dock below, and kill the guard standing near the ramp leading to the boat.



X) Before boarding the boat, grab the *Flash Bomb* below the vase, located right next to the boxes before crossing the bridge to the boat.



With the Flash Bang in tow, cross over to the boat to begin a battle. While you can try to use conventional attacks to take the boss down, we had you grab the Flash Bomb for a reason! Try to lure him to either side of the boat, then use the Flash Bomb (make sure he's not attacking at that time though, otherwise he won't be blinded). With the boss blinded, perform your Rain move (Down, X Down), to grab the boss and toss him into the water, resulting in an instant win. If the Flash Bomb doesn't work, or your Rain Attack misses, don't sweat it. Just keep him near the boat's edge and try the attack again.

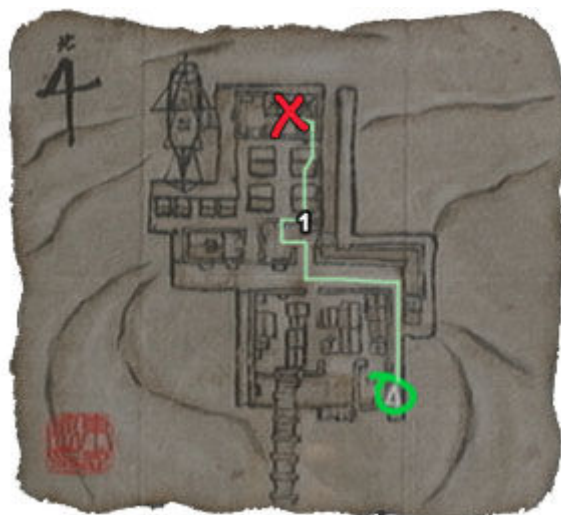


Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Anest Tadarl

Failure Condition: Death of Main Character

Tadari can be found by a house in the northeastern section, near the boat. As usual, your goal is to sneak up on him to perform a stealth kill for an easy victory. But to sneak up on this guy, you'll have to take the high road over the rooftops.

Follow the route shown up to **Point 1**. Once there, grapple up to the rooftop. Continue north to the far building, then look off the side to spot Tadari below. Edge as close as you can, while on the roof, then roll off and perform a stealth kill.



Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Assassinate Anest Tadarl

Failure Condition: Death of Main Character

1) At the wooden bridge, cross it while sticking to the left side to sneak around the guard on the other side. Go for a stealth kill.



2) Cross back over the bridge, but stop at the building's corner. Wait for the guard around the side to walk away, then chase him down, up the long ramp and tackle him for a stealth kill.



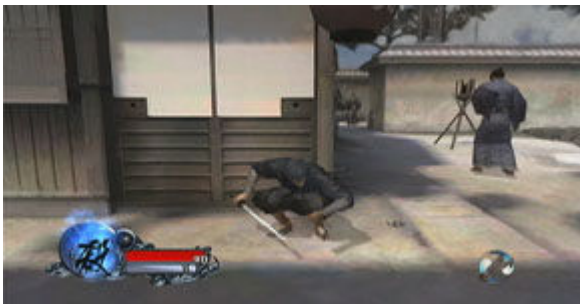
3) Don't pass through the gate yet, as there's a guard coming your way from the left passage. Leap onto the left wall and roll along it to get behind him, then drop off for the stealth kill.



4) Now head down the south alley up to an alcove on the left. Once there, quickly roll around the corner, into the alcove, and take down the foe before he can react.



5) Continue past the alcove and around the corner and kill the guard standing near the top of the ramp.



6) Proceed east to take down another guard in an alcove just a few meters east.



7) Head north into the area shown on the map and take down the guard patrolling near the staircase.



8) Although there are several guards in the area near point 8, you should have more than enough points at this point for a Rank 5, so ignore them. Instead, climb to the rooftop shown at this point, then get to the eastern-most side (to avoid the guards hearing you) and roll and jump across two more to reach a roof right above the leader's location.



X) Walk up to the rooftop's edge until you're almost directly above the leader, then roll off the roof and up to him for a stealth kill.



Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Goken the Monk

Failure Condition: Death of Main Character

This mission is pretty much identical to mission #10. Just work your way toward the northeastern building and take out the leader as his silhouette passes by the door. You may want to take out the guard patrolling the walkway first however, so he doesn't alert the leader of your presence.



Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Assassinate Goken the Monk

Failure Condition: Death of Main Character

1) Leap over the wall and roll up to the guard just beyond for a stealth kill.



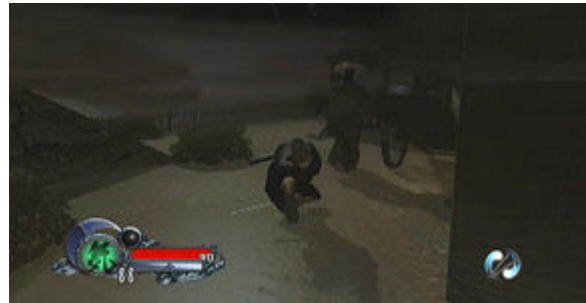
2) Roll around the house and take down the guard to the northeast (Note: He may sometimes appear further south, take him down wherever he may be, then resume the route shown on the map).



3) Wait against the staircase for a guard to descend down it. Once he reaches the base, roll in for the kill.



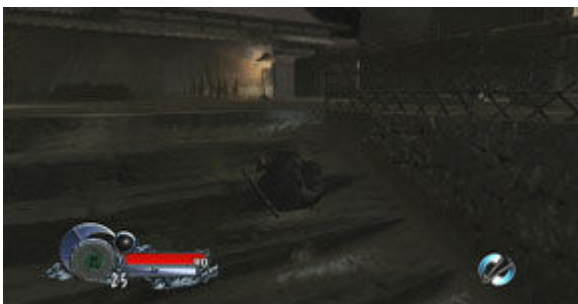
4) Follow the wall east up to the corner of the next building. Sit tight until the guard around the corner turns his back, then move in for the kill.



5) Climb the ramp, but wait for the guard on the left to turn away. When he does, roll up to him to get off another stealth kill.



6) Climb the staircase and roll around to the guard near the gate and perform another stealth kill.



7) Wait by the gate's open door for a guard to walk right on by; follow him for a kill.



8) Follow the left wall up to the walkway. If the guard patrolling said walkway has his back to you, go in for the kill. If not, wait for him to turn around, then kill him.



9) Push up against the door of the northeastern building and wait for the leader's silhouette to pass by, then perform your stealth kill.



Tenchu Z Walkthrough

Quick Method (Easy)

Ninja 5 Method (Hard)



Lines = Patrol Path / Circles = Stationary Guard

Requirement: Kill All Enemies

Failure Condition: Death of Main Character

There are twenty enemies roaming the level, and you'll have to take them all down to complete it. On the map above, we've outlined each and every enemy's patrol path; use the map to find all twenty with ease.

Tenchu Z Walkthrough

<<	11	12	13	14	15	16	17	18	19	20	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Lines = Patrol Path / Circles = Stationary Guard

Requirement: Kill All Enemies

Failure Condition: Death of Main Character

Obtaining a Ninja 5 rank on this level isn't that difficult, unless you're impatient. Since there are so many ways of going about said rank, we're not going to provide an exact route like we usually do. Instead, we suggest using the map above to plot your kills. The enemy patrol patterns should be enough for you to easily obtain your rank. But try to avoid being detected, as too many can destroy your rank. Here are a few additional tips in case you run into trouble:

- Remember to roll, not run. Because of the guard's close proximity to one another, it's easy to have one overhear you, even if you think you're far enough away. So roll.
- Stick to the rooftops - sometimes. Sticking to the roofs can be a good way to avoid most detections, but don't get lazy; the enemies in this level seem to have improved senses, so if you see an enemy below turn toward you, reposition yourself so they don't have an exact line of sight

Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Recapture the Secret Documents

Failure Condition: Death of Main Character

You've played this level before, and the objective is in the very same northwestern building. Run toward it, ignoring any enemies in your path, then head inside to find the documents on the floor.



Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Recapture the Secret Documents

Failure Condition: Death of Main Character

1) Grapple over the left wall then roll up to the guard in the corner, who should be facing away (if she isn't, approach her from the side) and perform a Stealth Kill.



2) Leap over the western gate, but stop just before the hallway on the right. Wait here for a guard to meander close to you. When she turns around, go in for the stealth kill.



3) Inside the hall, wait at the next corner for a guard to walk close to you. Again, when she turns away, roll up to her for the kill.



4) Before running north, to the end of the hall, wait by the room on the left for a maid to turn away. Then roll past her (don't kill her), back outside. Head east up to the corner and wait here for a guard to walk close. As usual, when he turns back around, go in for the stealth kill.



5) Proceed east up to the walkway just before your target building. There should be a guard facing away at Point 5; roll in for another stealth kill.



6) Run up to the southwestern corner of the target building and wait for a guard patrolling the south side to turn away. Once she does, you know what to do. Afterward, enter the target building to complete the mission.



Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Save the Villagers

Failure Condition: Death of Main Character

The villagers are being held captive in the brewery, located just west of the town's center. Follow the map to the point shown, ignoring the guards along the way, then just enter inside to complete the level. Easy as pie!



Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Recapture the Secret Documents

Failure Condition: Death of Main Character

1) Roll up to a guard dead-ahead. If he happens to turn your way, run along the wall on your right to reach him unseen.



2) As you turn the next corner, you should see a guard walking along the southern side of this building. Take him down as he passes.



3) Run around the western side of the building to find a guard on the south side ripe for a stealth killing (sometimes, he may be on the east side of the building. If so, hang back by the corner you just past and wait for him to return).



4) Stop at the corner and look for a guard to the north. Wait for him to turn his back, then roll up to him for the kill.



5) Wait up against the building until the guard on the nearby walkway turns the corner. When he does, roll up the stairs and take him down.



6) The last guard in the courtyard can be found patrolling the northern and eastern walls of this area. Wait for him to approach the east wall, then take him down there (to avoid being seen).



7) Edge up to the hallway in the northeastern corner and wait for the guard patrolling it to walk away from you, toward the east. As he does, climb onto the walkway, but don't kill him yet. Instead, edge up to the room on the right and kill the guard inside when he turns away.



8) Chill in this room by the door until the guard in the hall passes by again. Now take him out.



9) Proceed a few meters north up to another room. Wait for the guard to turn away, then whip out a stealth kill.



X) You should now have ample points for a Ninja 5. Now enter the building on the western side of the courtyard to complete the mission.



Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Recapture the Secret Teachings

Failure Condition: Death of Main Character

The Secret Teachings can be found in the northwestern most room, in the far left corner. The route outlined on the map is the easiest method of getting there. As usual, ignore the enemies, as they pose no threat so long as you keep on chugging.



Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Recapture the Secret Documents

Failure Condition: Death of Main Character

1) Just charge right for the first guy, even if he is facing you. You should be able to tackle him soon enough after turning the corner to perform a stealth kill, even if he does see you.



2) Roll up the ramp and wait by the side of the building near Point 2 for the guard to walk right past you - once he does, do your Stealth Kill thing.



3) Quickly jump over the fence to tackle another guard overlooking the ledge a few meters southwest.



4) Keep your distance, but look over the ledge where the guard was to spot another below. Wait for him to walk by beneath you, then roll off and take him down.



5) Roll up the western ramp, but stop at the top and look for the guard on the left. Wait until he turns around, then roll up to him for a Stealth Kill.



6) Walk around the nearby wall to the right to Stealth Kill yet another guard.



7) Turn the corner, but stop about midway on the north side of the house. Up ahead, a guard will walk through the gate and stop just before you, but hold off on attacking for now. There's a civilian just beyond him looking in your direction - wait for her to turn back, then go in for the kill on the guard.



8) Pass through the gate and roll off the ledge to the ground below. Approach the guard in the field when he turns away.



9) Walk up to another gate to the north and look for the enemy inside. Attack him when he turns his back.



10) Head to the west walkway. Wait at the corner for the guard patrolling it to turn, then take him down.



11) Sheath your sword and approach the door to the north. Wait for the guard's silhouette to pass by the door, then quietly open it up and take him down. Now that you have enough points for a Ninja 5 rank, collect the Secret Document from the northwestern corner.



Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Agent Otwa

Failure Condition: Death of Main Character

Ignore all the enemies and make your way toward the northeastern most house. Wait for the leader's silhouette to pass by the door, then quietly open it up (with sword sheathed) and approach her for a Stealth Kill.



Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
Quick Method (Easy)						Ninja 5 (Hard)					



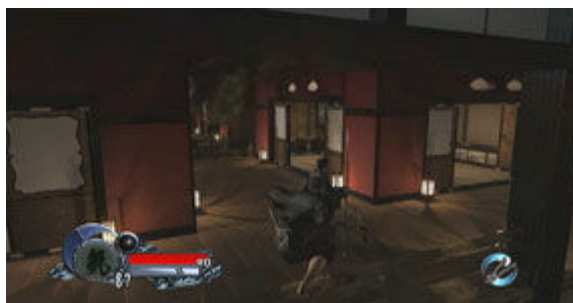
Requirement: Assassinate Agent Otwa

Failure Condition: Death of Main Character

1) Leap over the wall ahead and roll up to a guard walking near the pond for a stealth kill.



2) Cross the pond to the northeast and leap onto the wooden walkway to get off a sneak attack on a guard facing away.



3) Leap off the east side of the walkway and Stealth Kill the guard turned away in the field.



4) Leap back onto the walkway and hide by the wall, left of the eastern hall. Wait here until a guard comes by, allowing for a Stealth Kill.



5) Push up against the door of the building just a few meters south. Perform a Stealth Kill through the door when the guard passes by.



6) Head north up the hallway, but stop just before the first opening on the right. Wait here for a guard on the pathway below to pass, then roll after him for a stealth kill.



7) Follow the walkway up to the house containing your target. Follow a guard around the north side of it for another stealth kill.



X) Now that you have ample points for Ninja 5, push up against the door and wait for the leader's silhouette to pass by - perform a stealth kill on her she does.

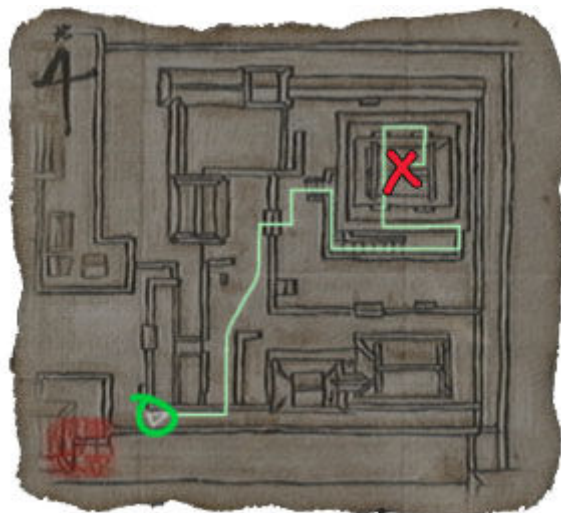


Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

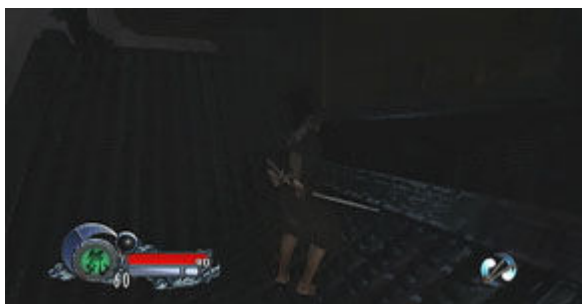
Ninja 5 Method (Hard)



Requirement: Assassinate Kanbe Yoshida

Failure Condition: Death of Main Character

Run up the temple's staircase, then climb onto the wall and onto the second floor awning. Enter through the left window and climb the staircase to the third floor. Leap through the first window at the top and walk around the third floor awning to the first window on the eastern side - this is the leader's room. The leader can be found sitting near the center, so carefully climb in and roll up to him for a stealth kill.



Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
Quick Method (Easy)						Ninja 5 (Hard)					

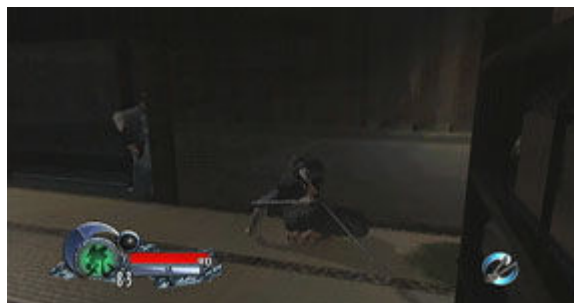
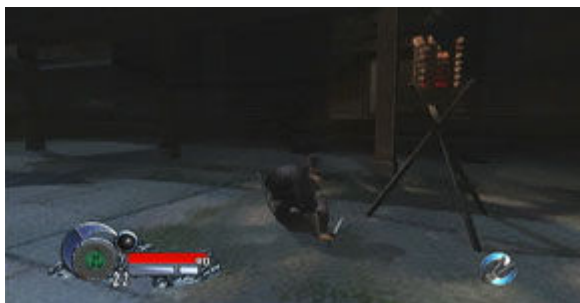


Requirement: Assassinate Kanbe Yoshida
Failure Condition: Death of Main Character

1) Leap over the wall at the point shown, then run north toward a female guard. If she's facing toward you, approach her from a wide angle to get the drop on her.



2) Enter the house to the west and quickly roll up against the back wall, right of the exit. Wait for the guard outside to walk back in and take him down (do not kill him while he's outside, otherwise a female guard will take notice).



3) Quickly roll outside and take down the female guard walking away toward the north.



4) Roll back through the house and up to the large gate. Sit tight by the right door and wait for the guard ahead to turn away. Once he does, roll around him for a stealth kill.



5) Climb the staircase, then leap to the second floor awning, by using one of the lower walls as a stepping stone. Get close to the second floor window and wait for a guard to pass by inside, then climb in and take him down.



6) Climb the nearby staircase, but wait at the corner until the enemy patrolling this hall turns his back (or gets close enough for you to kill without him making noise).



7) Climb out the window by the staircase you just climbed then and walk around the third floor awning to the first window a few feet east - this is the leader's room. The leader can be found sitting near the center, so carefully climb in and roll up to him for a stealth kill.

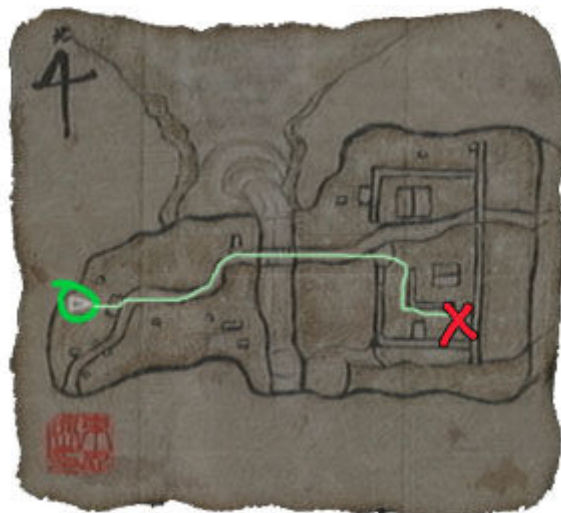


Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

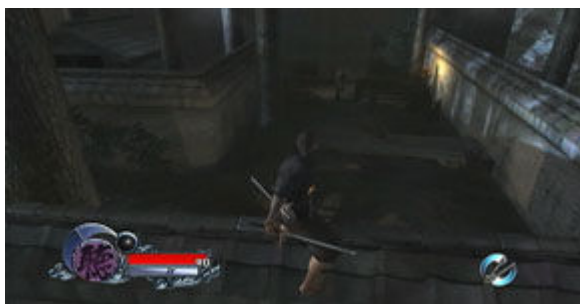
Ninja 5 Method (Hard)



Requirement: Obtain the Secret Letter

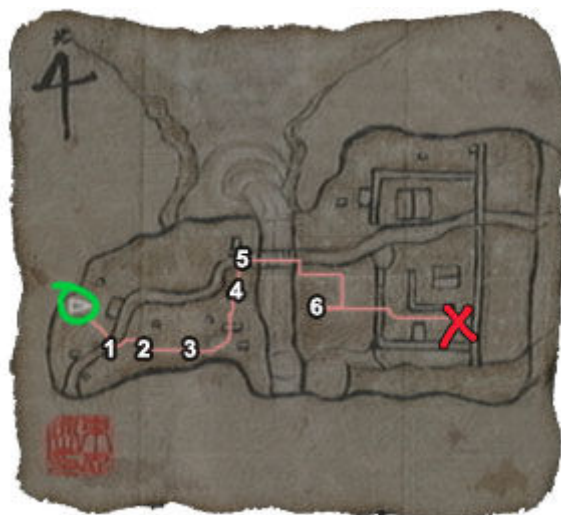
Failure Condition: Death of Main Character

Ignore the guards and follow the path across the bridge and up the hill, then turn right at the first wall. Head to the back of this section to find what you're looking for and complete the mission.



Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Obtain the Secret Letter

Failure Condition: Death of Main Character

1) Roll off the ledge to the right and take down the guard walking past one of the lampposts.



2) Take cover by the rocky ledge a few feet east and wait for the guard at Point 2 to walk by. Take him down as he does.



3) Grab hold off the ledge further up the path where the second guard was, but hold off on climbing up until the guard just above is facing away. Once so, climb up and take him out with a Stealth Kill.



4) Grab onto the rocky ledge to the northeast, just before the bridge. Hang onto it until the guard on top turns away, then take him down.



5) Walk up to the north side of the ledge and look down at the path below. There should be two guards having a conversation -- wait for them to finish. Once they both turn away, roll between them and take down the one furthest from the bridge first, then the second guard immediately after.



6) Cross the bridge, then immediately turn right as soon as you step off. Climb up the ledge, then work your way to a guard near the edge at point 6. Take him down when he turns away.



7) By this point, you should be in excess of the amount of points for a Ninja 5, so it's time to skedaddle. Leap over the eastern wall to meet with the person who's holding the Secret Letter.



Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Agent Osae

Failure Condition: Death of Main Character

Your assassination target is in the southeastern most building. The easiest way to get there is to head east from the start point, then jump on top of the wall at the top of the hill. Follow the wall south, up to the building. Once there, sheath your sword and quietly open the leader's door - look for her standing near a table; it's best to approach her from the left side for a stealth kill.



Tenchu Z Walkthrough

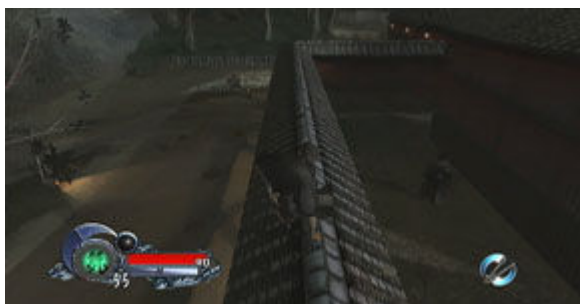
<<	21	22	23	24	25	26	27	28	29	30	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Assassinate Agent Osae

Failure Condition: Death of Main Character

1) Head east up the ramp, then leap onto the wall. Follow it south up to the guard at Point 1. Wait until he turns around, then roll off behind him and take him down with a Stealth Kill.



2) Head south to the corner of the building then stop and look west for a guard to walk by. Follow behind him until he stops by a hallway on the left. But don't attack him yet; wait for the guard in the hall to walk away, then kill the guard you followed.



3) Right by the leader's house to the south is a guard who patrols the western side. Hide in the bushes north of him until he turns around, then go in for the kill.



4) Now leap onto the walkway, sheath your sword and quietly open the leader's door - look for her standing near a table; it's best to approach her from the left side for a stealth kill.

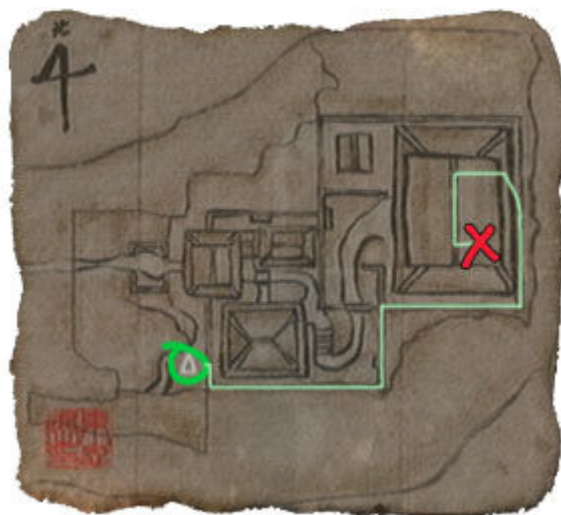


Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Ninja Master Gunzo

Failure Condition: Death of Main Character

Because of the enemy placement in this level, it's almost easier to use our guide for the Ninja 5 rank, as it will remove enemies who may alert the boss of your presence. Regardless, if you're in a hurry, then this is the method you want to use.

From the get-go, jump on top of the wall right next to you, then follow it east to wind up behind the large building. Once there, drop off and enter the hallway. Turn left at the intersection, then enter the second doorway on the left, into the boss's room. Now since there's only one entrance, the boss can be easily alerted to your presence. Hide behind the wooden object near the entrance of his room, then wait for him to turn away. As soon as his back is turned, quickly roll up to him for the kill.



Tenchu Z Walkthrough

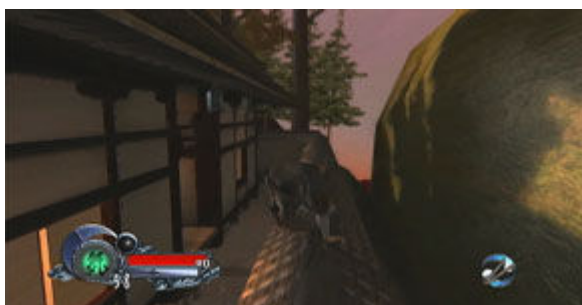
<<	21	22	23	24	25	26	27	28	29	30	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Assassinate Ninja Master Gunzo

Failure Condition: Death of Main Character

1) Leap onto the wall right next to you and roll along it toward the eastern building. Once behind the building, roll off and edge up to the hallway. Wait at the corner for a guard to walk up, then turn around. Once he does, leap behind him and take him out.



2) Look in the room on your left for another guard. Roll behind him to take him down.



3) Exit back to the hallway and wait by the corner. A guard will soon walk up, then turn around to walk back. As usual, stealth kill him when he faces away.



4) Continue down the hall and enter the second doorway on the left, into the boss's room. Now since there's only one entrance it can be difficult to stealth kill the boss. Hide behind the wooden object near the entrance of his room, then wait for him to turn away. As soon as his back is turned, quickly roll up to him for the kill.



Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Fuchisuke Tarumaya

Failure Condition: Death of Main Character

Grapple onto the high wall directly in front of you, then follow it behind the large building to the northeast. Once there, drop off and enter into the rear hallway. Turn right at the end, then make another right into the first room to find the merchant. We suggest hanging back by the entrance and waiting for him to turn around first, then rolling in for the kill.



Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Assassinate Fuchisuke Tarumaya

Failure Condition: Death of Main Character

1) Grapple onto the high wall ahead, then follow it north until you spot a guard below. Wait for the guard at Point 2 to face away so he doesn't see you killing the first guard), then roll off and kill the foe.



2) Wait for the guard at the building's corner to walk away (otherwise he'll see you kill the second guard), then roll up to the second enemy and perform a Stealth Kill on him.



3) Roll up to the hallway behind the building and wait for the guard patrolling it to walk away from you. As soon as he does, quickly enter the hall and kill him before he reaches the intersection, otherwise the guard at Point 4 will see you.



4) Hang back by the corner of the intersection and wait for the guard at Point 4 to stop right by you. When he does, take him down.



5) Now head west down the hall to find the merchant's room on the right. We suggest hanging back by the entrance and waiting for him to turn around first, then rolling in for the kill.



Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)

Select Bomb Layout:

[#1] | [#2] | [#3] | [#4] | [#5] | [#6] | [#7] | [#8]

Requirement: Recover 10 Bombs

Failure Condition: Death of Main Character

Unfortunately, this level has eight different bomb layouts, and the one you play on is randomly selected each time the level is restarted.

Thankfully, if you're simply playing to complete the level, without worrying about your rank, this is a non-factor. Just flip on your map and follow it from one bomb to the next closest one to collect all 10. The bombs look like little golden boxes; step near one to collect it. Just keep on the move and ignore the enemies.

Tenchu Z Walkthrough

<<	21	22	23	24	25	26	27	28	29	30	>>
Quick Method (Easy)						Ninja 5 (Hard)					

Select Bomb Layout:

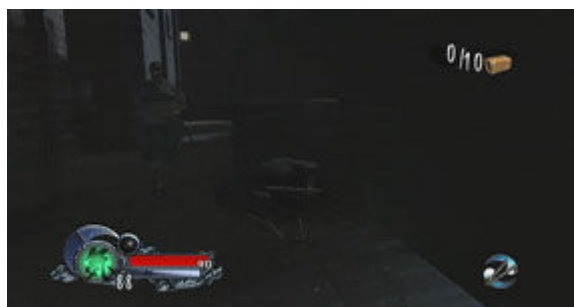
[#1] [#2] [#3] [#4] [#5] [#6] [#7] [#8]

Requirement: Recover 10 Bombs

Failure Condition: Death of Main Character

Earning a Ninja 5 can be difficult on this mission, because not only do you have to focus on the stealth kills, but you also have to collect the 10 bombs as well. Even worse, the bomb layout is randomly selected from one of eight. For this reason, it's best to simply ignore the bombs until after you've completed all of your stealth kills.

1) Run forward a few feet, then long-jump over the water to an alley on the right. Quickly hide behind the barrels and wait for a pirate to walk by; perform a stealth kill when he does.



2) Climb up the staircase on the right ahead, but sit tight near the top few steps and wait for a guard to walk by. Take him down with a Stealth Kill.



3) Roll down the staircase and then off the right ledge to take down a guard patrolling the boardwalk. (You may have a few moments for the guard to walk far enough south so as to be out of sign from the guard at Point 4.)



4) Turn around and roll up to the ramp leading onto the boat and take down the guard there when he turns away.



5) Jump back to the ledge, where a guard awaits in the alley. Make sure his back is turned then take him down



6) Quickly roll south down the stairs into the small courtyard to tackle the fourth guard before he turns to face you.



7) Head east to find a guard at the top of a staircase. While you can wait for him to turn away, it's often faster to climb over the wall to get behind him.



8) Leap over the southern wall and head east to a guard at point 8 for another stealth kill.



9) Proceed up the ramp southeast of your current local, and wait by the entrance at the top for the guard inside to face away. When he does, take him down.



Now that you have enough points for a Ninja 5, carefully collect the 10 bombs without alerting the guards to your presence.

Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Sutemaru the Echo

Failure Condition: Death of Main Character

Follow the route shown up to the northwestern building. Wait for your target's shadow to pass by the door, then stealthily open it up (with sword sheathed) and take him down with a Stealth Kill.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Assassinate Sutemaru the Echo

Failure Condition: Death of Main Character

1) Roll down the hill and turn left at the corner ahead to quickly tackle the first guard.



2) Hug the northern wall and head a few meters west, up to a guard on the ledge above. Once immediately beneath him, jump up and take him down - if you're quick, he won't have time to react, even if he is facing toward you.



3) Roll back off the ledge to the ground below. Quickly move up the western ramp and tackle a guard at the very top.



4) Look for another guard at the top of a ramp to the northwest - use another stealth kill to take him down.



5) Hang back by the top of the ramp and wait for the guard at the base to turn around - then roll in for the kill.



6) Head a few meters north to take down another guard walking just beyond the fence.



7) Leap onto the fence west of your current location and follow the top of it to a guard walking on the inside below. Roll off when you get to him for a stealth kill.



X) Follow the side of the building up to the leader's room, but stop and hide in the bushes if any guards get near. Press up against the door and perform a Stealth Kill as his silhouette passes by.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Rescue Agent Matskuichi

Failure Condition: Death of Main Character

Run to the back of the cavern to find the person you need to rescue in an alcove directly behind the large building. As usual, ignore the guards along the way.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Rescue Agent Matsuichi

Failure Condition: Death of Main Character

1) Enter the cavern dead-ahead and turn left at the fork - take down the guard just around the corner immediately after.



2) Turn around and roll up the other half of the fork. Follow the left wall around to a second guard, who should be facing away.



3) Turn right, then follow the left wall up to a third guard. Tackle him fast, before he gets too close to a few other guards in the area.



4) Swiftly enter a small alcove to the north to target another guard.



5) Now tackle a fifth guard who'll walk by the nearby lantern.



6) Roll up the northern cavern and tackle the guard near the torch (if he's facing toward you, wait until he turns away).



7) Follow the left wall up to a guard who should be facing a corner, and perform a Stealth Kill.



8) Jump onto the western wall, then roll up to the guard on the other side when you have a chance.



9) Leap over another western wall and roll up to the guard by the water below and pull off another stealth kill.



10) Roll up to the guard on the south side of the large building when he turns to face away.



X) Now meet up with the prisoner located in an alcove behind the house.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Obtain Plans of Enemy Base

Failure Condition: Death of Main Character

Ignore the enemies and dash toward the northeastern most building. Head inside to find the documents you're looking for.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Obtain Plans of Enemy Base

Failure Condition: Death of Main Character

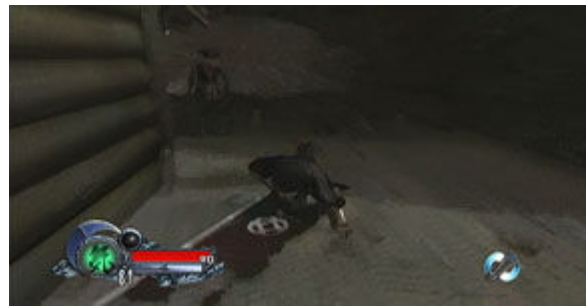
1) Roll up to the guard walking up the ramp ahead and perform a Stealth Kill.



2) Quickly roll a few meters northeast to take down a second guard, near some logs.



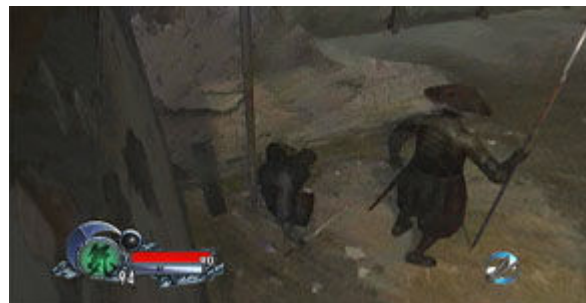
3) Quickly roll north to stealth kill a guard just below a ledge before he turns to face you.



4) Jump onto the ledge right by point 3, then follow the right wall. You should spot a guard patrolling a wall near a building. Wait on the wooden platform, then take him down as he walks past.



5) Climb onto that very wall and look for a guard in the corner, just below you. Your goal is to roll off the wall and Stealth Kill him, but the guard at Point 6 can complicate things. Wait for him to turn away either when he walks north, or up to the building's entrance, then drop in for the kill.



6) Quickly hide behind a wall and wait for the remaining guard to expose himself. Also, if he takes notice of the dead-body at point 5, that can be a great opportunity to take him down.



X) Now just head into the building to complete your objective.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Agent Okel

Failure Condition: Death of Main Character

The leader's house is located to the northeast. As you may have noticed on the map, we suggest running around the perimeter of the area up to the house, so as to avoid alerting the many guards in the area. Once at the house, take care when approaching the door, as there are some guards in the immediate vicinity. When you have a break, sneak into the leader's room and take her down with a Stealth Kill.



Tenchu Z Walkthrough

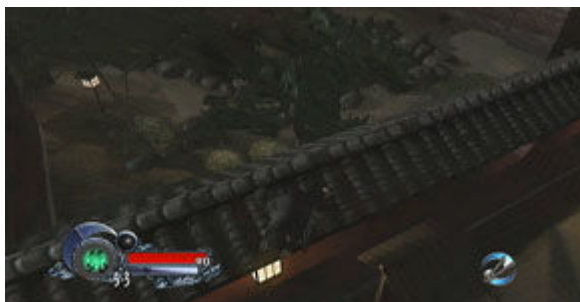
<<	31	32	33	34	35	36	37	38	39	40	>>
Quick Method (Easy)						Ninja 5 (Hard)					



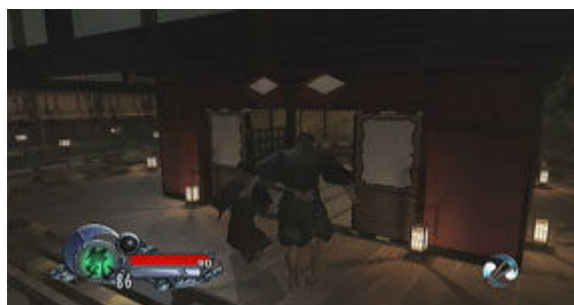
Requirement: Assassinate Agent Okel

Failure Condition: Death of Main Character

1) Leap over the wall dead-ahead, then head right to tackle a guard on the southern end of the pond.



2) Now round the lake and tackle a guard walking into the room, from the walkway.



3) Immediately head east to catch another guard just as he exits a room.



4) Prepare to Stealth Kill a fourth guard just as he turns the eastern corner - be quick, as he may take notice of the corpse and you from Point 3.



5) Roll north up the hallway, but stop just short of the first opening on the right. Wait here for a guard to pass on the path below; roll in and take him out.



6) Follow the adjacent building to the northeast corner and chill here until a guard passes by, letting you use a Stealth Kill on him.



7) Roll toward the leader's building, hop onto the southern walkway, and tackle the guard facing away.



8) Proceed to the northern corner and wait there for the eighth guard to stroll on by - you know what to do.



X) Wait by the entrance into the leader's room and wait for her shadowy figure to pass by the door. Once it has, stealthily open the door (by sheathing your sword first), then roll up to her for a stealth kill.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Mansaku Toe

Failure Condition: Death of Main Character

This mission is pretty much identical to mission #10 and #19. Just work your way toward the northeastern building and take out the leader as his silhouette passes by the door. You may want to take out the guard patrolling the walkway first however, so he doesn't alert the leader of your presence.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Assassinate Mansaku Toe
Failure Condition: Death of Main Character

1) Follow the perimeter wall clockwise to find a guard entering through it from the west. Take him down as soon as you can roll up to him.



2) Leap onto the nearby wall and head north. Wait for the guard at point 2 to turn away (if he hasn't already), then roll in for the kill.



3) Climb up the northern ridge and roll up to the guard in the field as he turns away.



4) Head up the western ramp to take on a guard just up the hill. Wait at a distance for him to turn around, then roll in for the stealth kill.



5) Leap onto the adjacent wall and follow it north. Keep an eye for a passing guard on the inside of it below, then roll off behind him for the kill.



6) Follow the building up to the walkway leading into the leader's room. If you're quick, you may be able to tackle the guard patrolling that very walkway right off the bat, if not, hang back by the corner of the building and wait for him to return, then use a Stealth Kill.



X) Push up against the leader's door and perform a Stealth Kill through it as his silhouette passes by.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Ninja Master Denki

Failure Condition: Death of Main Character

Unlike almost every other level in the game, your target is not inside a building, but in an alley. Because of this, it can be difficult to sneak up on him. We suggest using the route shown, but when you close in on your target, take to the rooftops. Quietly sneak to the alley where the leader is, then roll down and take him out with a Stealth Kill.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
Quick Method (Easy)						Ninja 5 (Hard)					



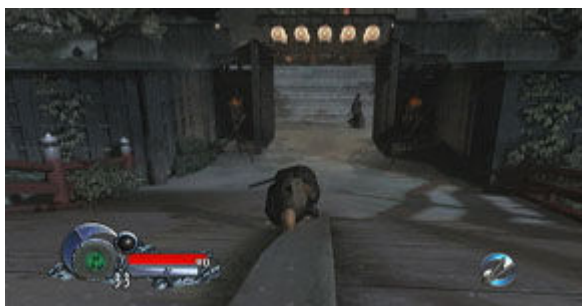
Requirement: Assassinate Ninja Master Denki

Failure Condition: Death of Main Character

1) Roll up to the first guard on the bridge, but don't attack him yet - there's a second guard ahead that will see you if you kill him now. After they wave to one another, they'll turn away - that's your chance to perform a Stealth Kill.2



2) The second guard mentioned in Point 1 is your next target, but you'll have to take it slowly with him too. The second guard will walk back toward the gate, but will then turn to face the bridge, so sit tight by point 1 until he turns back around. Once he does, follow him through the gate and take him down.



3) Roll up the stairs and follow the wall south. You'll see a guard walk up to a ledge; roll behind him and use a Stealth Kill.



4) Look for a ninja just below, to the south. Wait for the guard at Point 5 to walk a few feet past this guard (so he doesn't see you), then drop off and kill him.



5) You probably spotted the frighteningly close guard while killing the one at point 4. He shouldn't have taken notice, so carefully roll behind him for another Stealth Kill.



6) Another enemy is located a bit deeper in the field to the southwest. Make a wide turn around him to stay out of sight, then take him down (if he notices the corpse at point 5, don't fret, just take him down there instead).



7) The seventh guard can be found patrolling the western wall. Roll behind him and take him down.



8) Now just leap over the wall right across from where the target is marked on the map, to spot him in the alley. Wait for him to turn around, then roll up for the kill, and the Ninja 5.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Reach target Point

Failure Condition: Death of Main Character

Follow the wall west up until the point shown, then jump over. Enter the building and follow the hall to the jail cell to the north to complete your objective.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Reach target Point

Failure Condition: Death of Main Character

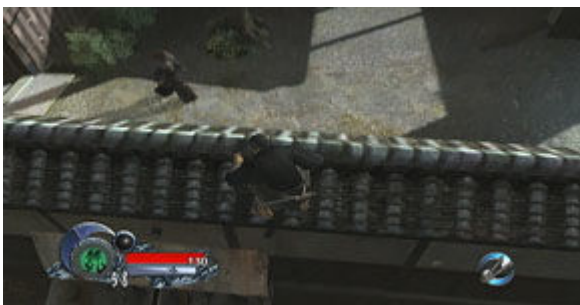
1) Roll up the staircase, then hide in the area to the left of the guard ahead (his right). Wait for him to turn around, then go in for the kill.



2) Wait by the first guard's corpse for the guard ahead to turn around, then roll after him too for another Stealth Kill.



3) Leap onto the adjacent wall and wait for a guard to pass by below, then roll off and take him down. Just make sure the guard at Point 4 turns away first!



4) Look for another guard a few meters northeast, by the door. Approach him from the side and take him down.



5) Wait by the western gate and look for a roaming guard inside. He circles the perimeter of that section in a counter-clockwise fashion, so wait until he passes, then go in for the Stealth Kill.



6) The sixth enemy can be found roaming the halls. Walk through the corridor slowly, as he might be in one of the side rooms, or waiting by the entrance to the prison.



7) Approach the center cell in the jail ahead to reach your target.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Lines = Patrol Path / Circles = Stationary Guard

Requirement: Kill All Enemies

Failure Condition: Death of Main Character

There are seventeen enemies roaming the level, and you'll have to take them all down to complete it. On the map above, we've outlined each and every enemy's patrol path; use the map to find all twenty with ease.

Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 (Hard)



Lines = Patrol Path / Circles = Stationary Guard

Requirement: Kill All Enemies

Failure Condition: Death of Main Character

Obtaining a Ninja 5 rank on this level isn't that difficult, unless you're impatient. Since there are so many ways of going about said rank, we're not going to provide an exact route like we usually do. Instead, we suggest using the map above to plot your kills. The enemy patrol patterns should be enough for you to easily obtain your rank. But try to avoid being detected, as too many can destroy your rank. Here are a few additional tips in case you run into trouble:

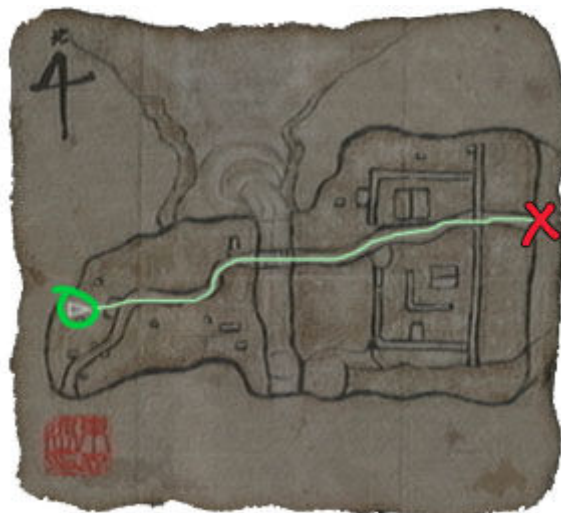
- Remember to roll, not run. Because of the guard's close proximity to one another, it's easy to have one overhear you, even if you think you're far enough away. So roll.
- Stick to the rooftops - sometimes. Sticking to the roofs can be a good way to avoid most detections, but don't get lazy; the enemies in this level seem to have improved senses, so if you see an enemy below turn toward you, reposition yourself so they don't have an exact line of sight

Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

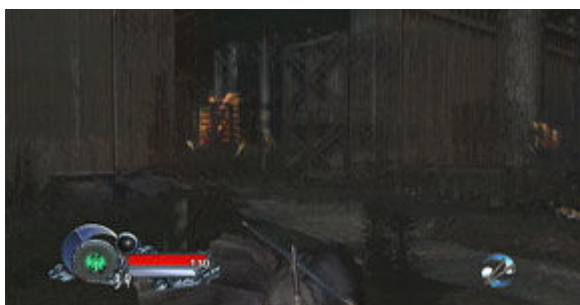
Ninja 5 Method (Hard)



Requirement: Reach Target Point

Failure Condition: Death of Main Character

Aren't missions supposed to get more difficult as you get deeper into the game? Nevertheless, like the first time you completed this level, your objective is to get to the far eastern gate. Just follow the path and ignore the enemies along the way to make it unscathed.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Requirement: Reach Target Point

Failure Condition: Death of Main Character

1) Roll east up the path to a guard dead-ahead. Perform a Stealth Kill.



2) Your next guard is on a high ledge to your left. To get to him, roll to the top of the hill ahead, then turn left immediately and leap onto the ledge. The guard should be facing away, so perform a quick Stealth Kill.



3) Roll off the ledge to the south, and continue to the opposite side to find a guard ripe for a stealth killing.



4) Look for a guard a few meters east of you. He may be to the left of the log, or he may notice the corpse from Point 3. Either way, roll to him quickly for an easy take down.



5) Roll into the eastern ravine, then use a high jump to climb onto a southern ledge. After climbing up, stand perfectly still and wait for the guard at the top of the hill to walk way - chase after him for a Stealth Kill.



6) Look for another guard patrolling the southern wall ahead. Wait for him to turn away, then Stealth Kill him.



7) Leap onto the wall and Stealth Kill the guard on the other side when he walks by.



8) Follow the house around counter-clockwise to spot two more guards by the path. Wait for them both to turn away, then roll in for the kills, one right after another.



X) Pass through the eastern gate to complete the level with what should be a rank 5.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)

Requirement: Assassinate Mistress Tachibana

Failure Condition: Death of Main Character

Climb the wall dead-ahead onto the rooftop, then continue to run/jump across the roofs to the building in the far northeastern corner. Once there, wait above the walkway for the shadowy figure of your target to pass by the door, then quickly drop down, open the door quietly (with sword sheathed), then roll up to her for a stealth kill.



Tenchu Z Walkthrough

<<	31	32	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 (Hard)

Requirement: Reach Target Point

Failure Condition: Death of Main Character

So long as you remain completely undetected, you should only have to kill three guards, plus the leaders, for a Rank 5.

1) Grapple over the wall, then roll off toward a guard to the east for a Stealth Kill.



2) Look for a second guard near the gate to the northwest. Roll up behind her for another Stealth Kill.



3) Take to the rooftops again and make your way toward the northeast. Your next target is the guard patrolling the northern path; once you spot her, wait for her to walk away, then roll to the ground and take her down.



4) Quietly open the door of the northeastern room (with sword sheathed), after the leader's shadow passes by, then take her down with a Stealth Kill to complete the mission with a rank 5.

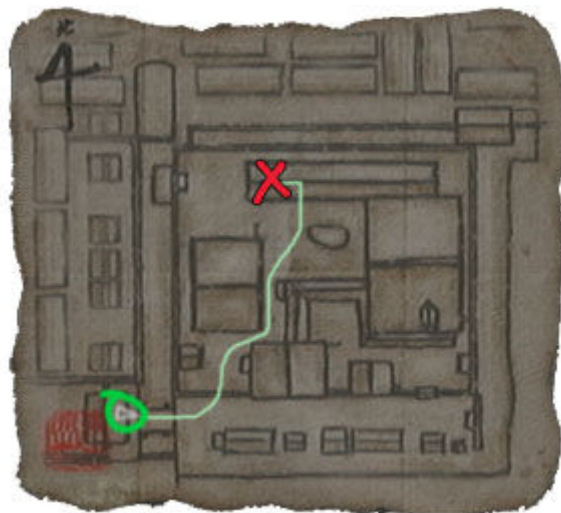


Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Recapture the Secret Documents

Failure Condition: Death of Main Character

Leap over the wall and run through the courtyard to the northern building. When inside, turn left and open the door to find the documents you're looking for.



Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 (Hard)

Requirement: Recapture the Secret Documents

Failure Condition: Death of Main Character

1) Leap onto the left wall and follow it north up to a guard at the end of the alley. Wait for the guard just beyond to turn around (so he doesn't spot you), then roll off the wall and go in for the Stealth Kill.



2) There's another guard just a few meters north. Make a wide turn to get behind him, then Stealth Kill him quickly.



3) Follow the eastern side of the building just south of your current location up to a guard at point 3. While there may be several other nearby guards, none of them should spot you (though if there's a guard on the walkway, wait for him to turn away first)



4) Immediately after the guard at Point 3, roll toward another just a few feet south for another stealth kill.



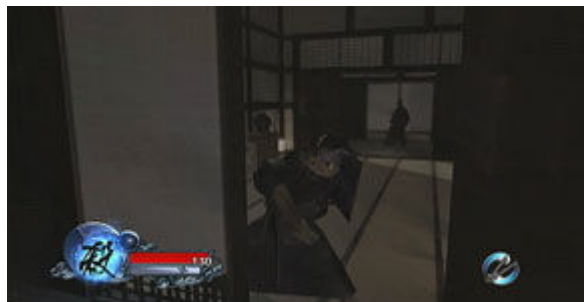
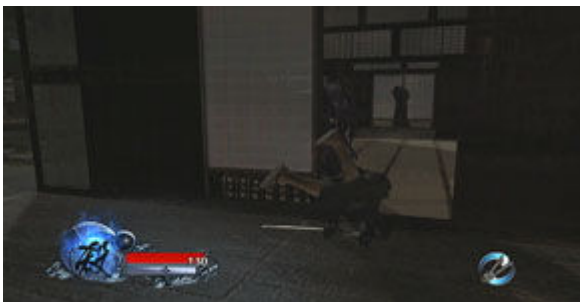
5) Wait by the walkway, right next to the entrance into the southern building, for a guard to walk out. Leap behind him and take him down.



6) Roll across the field up to the northeastern corner to find an entrance into the building (make sure to watch out for the civilian marching back and forth along the wall, east of the pond - wait for him to pass if you must). When at the corner, wait for the guard patrolling the hall to pass, then take him down.



7) Inside the western room is another guard. Take him down when the guard beyond faces away.



8) Now take down the eighth guard just ahead when he turns away, then enter the western-most room to complete the mission with a Ninja 5.



Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Lines = Patrol Path / Circles = Stationary Guard

Requirement: Kill All Enemies

Failure Condition: Death of Main Character

There are twenty-one enemies roaming the level, and you'll have to take them all down to complete it. On the map above, we've outlined each and every enemy's patrol path; use the map to find all twenty with ease.

Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
Quick Method (Easy)						Ninja 5 (Hard)					



Lines = Patrol Path / Circles = Stationary Guard

Requirement: Kill All Enemies

Failure Condition: Death of Main Character

Obtaining a Ninja 5 rank on this level isn't that difficult, unless you're impatient. Since there are so many ways of going about said rank, we're not going to provide an exact route like we usually do. Instead, we suggest using the map above to plot your kills. The enemy patrol patterns should be enough for you to easily obtain your rank. But try to avoid being detected, as too many can destroy your rank. Here are a few additional tips in case you run into trouble:

- Remember to roll, not run. Because of the guard's close proximity to one another, it's easy to have one overhear you, even if you think you're far enough away. So roll.
- Stick to the rooftops - sometimes. Sticking to the roofs can be a good way to avoid most detections, but don't get lazy; the enemies in this level seem to have improved senses, so if you see an enemy below turn toward you, reposition yourself so they don't have an exact line of sight

Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Genosuke

Failure Condition: Death of Main Character

Jump onto the nearby wall and follow it counter-clockwise up to the western building. You should spot an entrance on its western side. Sneak in, then left at the hall, then look for the leader in the first room on the left. However, there are several guards roaming the halls, and if they spot you, the leader will take notice, making things unnecessarily complicated. As such, you might as well use our Ninja 5 walkthrough for detailed instructions on how to complete this stage unscathed.

But in short, we suggest taking down the guards and the maid first, then peek into the leader's room. Wait for him to turn away, then stealthily open the door and roll in for the kill.



Tenchu Z Walkthrough

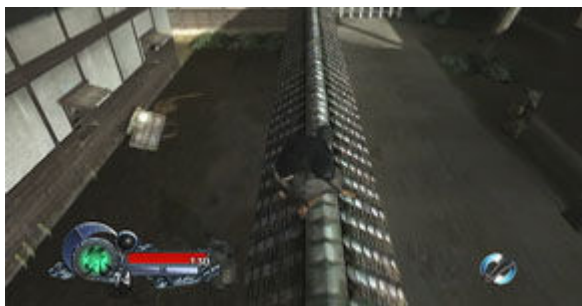
<<	41	42	43	44	45	46	47	48	49	50	>>
Quick Method (Easy)						Ninja 5 (Hard)					



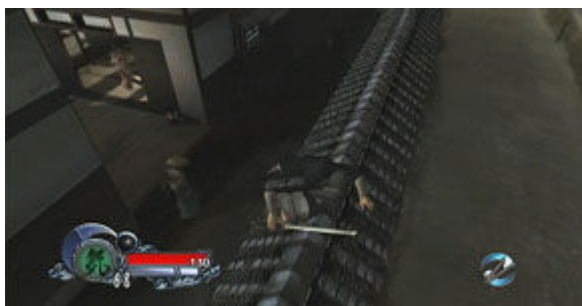
Requirement: Assassinate Genosuke

Failure Condition: Death of Main Character

1) Leap onto the wall and follow it counter-clockwise up to a guard patrolling an inside portion. Wait for him to walk so he's near no longer in view of the alley (otherwise, a patrolling guard there will take notice), then roll off the wall and take him down with a stealth kill.



2) Leap back onto the wall and continue to follow it counter-clockwise up to a second guard. Kill him whenever you please, so long as he's not in view of the building's entrance.



3) Edge up to the building's entrance to spot a maid inside. It's in your best interest to knock her out (but don't kill her!), otherwise she'll likely spot you as you go about your business inside. Wait for her to enter the room closest to

you (on the right), then sneak up behind her (with sword sheathed) and perform a knock out.



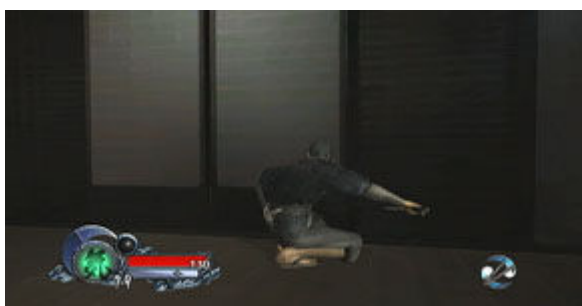
4) Edge up to the corner, by the hallway intersection, and look for the guards at Points 4 and 5 ahead (you may have to wait a few moments for the guard at Point 5 to show up). Wait for the guard at Point 5 to turn, and walk away down the hall - this is your chance to kill the guard at point 4, in the northeast room. But first, determine where he's facing, then approach him from behind (either via the hallway, or the adjacent room) for another Stealth Kill.



5) At this point, the guard at Point 5 should be returning soon. Take cover in the spot between the two eastern rooms, which will allow you to keep an eye on the guard, while remaining unseen. Wait for him to face away, then roll up behind him for a kill.



X) With the hallway cleared, it's time to tackle the leader. Peek inside his room and wait for him to turn around. Once he does, quietly open the door (with sword sheathed) and take him down stealthily to obtain a Ninja 5.

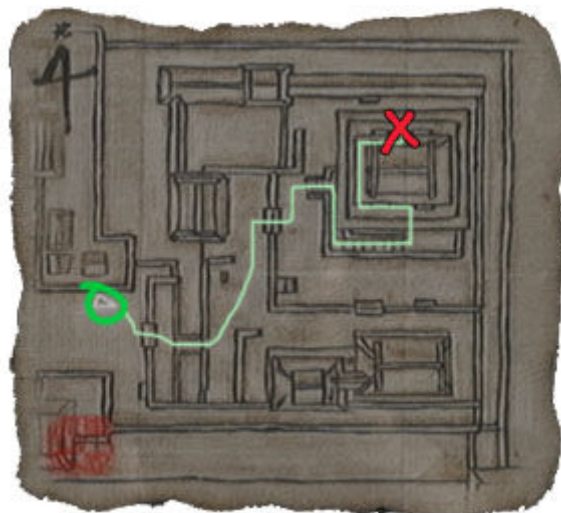


Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Yasumasa Mitsune

Failure Condition: Death of Main Character

Follow the path shown up the temple's staircase, to the main floor. As usual, ignore all the enemies. Once inside, stay on the main floor and look for the leader in the right-most room in the back of the floor. Sneak behind him for a Stealth Kill.

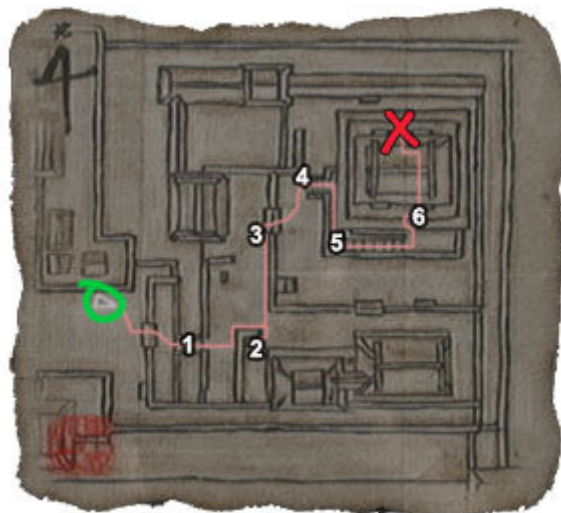


Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Yasumasa Mitsune

Failure Condition: Death of Main Character

1) Roll up to the gate ahead, but hang back by the entrance and wait for the guard on the bridge beyond to turn around. Once he does, roll in for the Stealth Kill.



2) Walk up to the corner of the wall ahead to spot a female guard to the north. Wait for her to turn around, then follow the wall you're resting against around the corner to take down a nearby guard (don't bother with the female guard).



3) Follow the wall north up to an open gate door. Hide here, in the corner, until a roaming guard passes, then take him down.



4) Beyond the gate, look for a guard just left of the staircase leading up the temple. Stealth Kill him when he turns away.



5) About halfway up the staircase, you'll find a stationary guard. Wait for him to turn away, then take him down.



6) Once at the top of the staircase, approach the entrance carefully. Inside are two guards, one on the left, and one on the right. Wait for the left guard to walk away, then check on the right guard - once he faces away, roll in for the kill.



X) Roll north, to the end of the wall, but wait by the corner, just before the leader's room. If there are any guards patrolling the area, wait for them to pass, then eye the leader. He should be walking around his room counter-clockwise; when he walks away from the door is when you should go in for the kill, and subsequently obtain Ninja 5.



Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)

Select Bomb Layout:

[#1] | [#2] | [#3] | [#4] | [#5] | [#6] | [#7] | [#8]

Requirement: Recover 10 Bombs

Failure Condition: Death of Main Character

Unfortunately, this level has eight different bomb layouts, and the one you play on is randomly selected each time the level is restarted.

Thankfully, if you're simply playing to complete the level, without worrying about your rank, this is a non-factor. Just flip on your map and follow it from one bomb to the next closest one to collect all 10. The bombs look like little golden boxes; step near one to collect it. Just keep on the move and ignore the enemies.

Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)

Select Bomb Layout:

[#1] [#2] [#3] [#4] [#5] [#6] [#7] [#8]

Requirement: Recover 10 Bombs

Failure Condition: Death of Main Character

Earning a Ninja 5 can be difficult on this mission, because not only do you have to focus on the stealth kills, but you also have to collect the 10 bombs as well. Even worse, the bomb layout is randomly selected from one of eight. For this reason, it's best to simply ignore the bombs until after you've completed all of your stealth kills.

1) Roll north up the path to a guard facing away and take him down.



2) Leap over the eastern wall and tackle a second guard in the alley.



3) Stick by the building's corner and look for a guard a few meters north. Wait for him to turn away, then chase after him and take him down with a Stealth kill.



4) By now, another guard to the south should be walking east. Get behind him for a Stealth Kill.



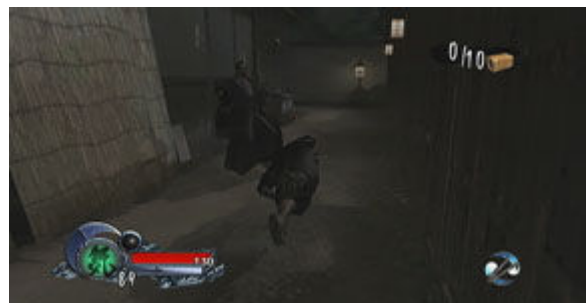
5) Wait on the eastern ramp for the guard ahead to turn and walk away. Once he does, roll up to him for a Stealth Kill.



6) Climb up the nearby house to the north to tackle another guard on the roof.



7) Make your way toward the northeastern house and take down a guard circling its perimeter.



8) There's one guard left, but he's a ways away. So feel free to collect the bombs in your general area, then look for the final guard afterward, then continue your bomb search.



Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Lines = Patrol Path / Circles = Stationary Guard

Requirement: Kill All Enemies

Failure Condition: Death of Main Character

There are twenty enemies roaming the level, and you'll have to take them all down to complete it. On the map above, we've outlined each and every enemy's patrol path; use the map to find all twenty with ease.

Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Lines = Patrol Path / Circles = Stationary Guard

Requirement: Kill All Enemies

Failure Condition: Death of Main Character

Obtaining a Ninja 5 rank on this level isn't that difficult, unless you're impatient. Since there are so many ways of going about said rank, we're not going to provide an exact route like we usually do. Instead, we suggest using the map above to plot your kills. The enemy patrol patterns should be enough for you to easily obtain your rank. But try to avoid being detected, as too many can destroy your rank. Here are a few additional tips in case you run into trouble:

- Remember to roll, not run. Because of the guard's close proximity to one another, it's easy to have one overhear you, even if you think you're far enough away. So roll.
- Stick to the high ground - sometimes. Sticking to the tops of walls and rooftops can be a good way to avoid most detections, but don't get lazy; the enemies in this level seem to have improved senses, so if you see an enemy below turn toward you, reposition yourself so they don't have an exact line of sight

Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

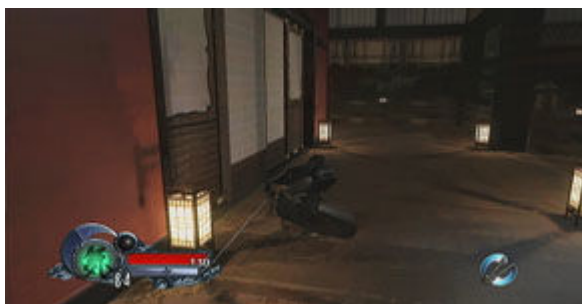
Ninja 5 Method (Hard)



Requirement: Assassinate Piet Niklet

Failure Condition: Death of Main Character

Follow the route shown into the hallway. When on the northern side, look for your target inside the second room on the left. Wait for him to pass by the door, then head inside and take him down.



Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



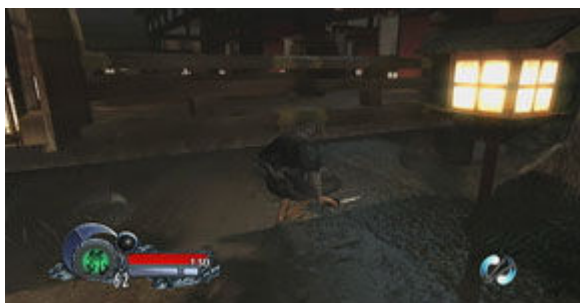
Requirement: Assassinate Piet Niklet

Failure Condition: Death of Main Character

1) Leap over the wall and roll up to the first guard in the small field for a stealth kill.



2) Leap onto the western walkway and follow it a few feet to the southern side of the building just ahead. Follow the walkway west, and take down the guard in the first room on the right.



3) Continue heading west to stealth kill another guard in a second room on the right.



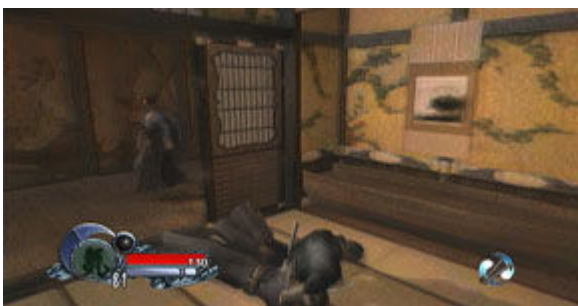
4) Wait by the western corner for a pirate to walk by. Perform a stealth kill as he passes.



5) Backtrack to the area between the two rooms. Leap over the fence, run through the garden, then leap onto the walkway ahead. Roll into the room on the right and take down the guard there.



6) Immediately after, a guard should pass by on the walkway outside - take him down as he does.



7) A guard further up the hall, to the west, will likely take notice of your kill at point 6. If so, quickly retreat back into the room and wait for him to run up to the body. Once he does, roll up to him for another stealth kill.



X) Push up against the leader's door to the west and peek inside. Wait for him to turn his back, then quietly open the door (with sword sheathed) and take him down with a Stealth Kill.



Tenchu Z Walkthrough

<<	41	42	43	44	45	46	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Lines = Patrol Path / Circles = Stationary Guard

Requirement: Kill All Enemies

Failure Condition: Death of Main Character

There are twenty-one enemies roaming the level, and you'll have to take them all down to complete it. On the map above, we've outlined each and every enemy's patrol path; use the map to find all twenty with ease.

Tenchu Z Walkthrough

<<	41	42	43	44	45	46	48	49	50	>>
Quick Method (Easy)					Ninja 5 Method (Hard)					



Lines = Patrol Path / Circles = Stationary Guard

Requirement: Kill All Enemies

Failure Condition: Death of Main Character

Obtaining a Ninja 5 rank on this level isn't that difficult, unless you're impatient. Since there are so many ways of going about said rank, we're not going to provide an exact route like we usually do. Instead, we suggest using the map above to plot your kills. The enemy patrol patterns should be enough for you to easily obtain your rank. But try to avoid being detected, as too many can destroy your rank. Here are a few additional tips in case you run into trouble:

- Remember to roll, not run. Because of the guard's close proximity to one another, it's easy to have one overhear you, even if you think you're far enough away. So roll.
- Stick to the rooftops - sometimes. Sticking to the roofs can be a good way to avoid most detections, but don't get lazy; the enemies in this level seem to have improved senses, so if you see an enemy below turn toward you, reposition yourself so they don't have an exact line of sight.

Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)

Requirement: Assassinate Shinzo Kurokawa

Failure Condition: Death of Main Character

While running, follow the route shown up to the fenced in area. Edge up to the final corner, before your target, and wait for him to turn his back. As soon as he does, dash up to him, while ignoring the nearby guard, and take him down with a stealth attack.



Tenchu Z Walkthrough

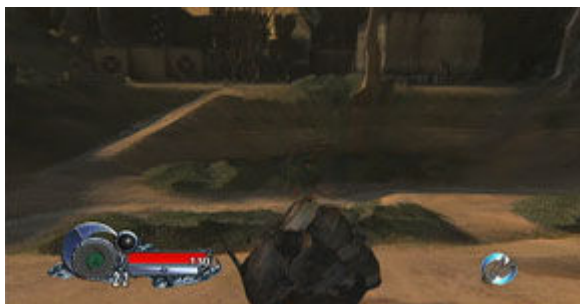
<<	41	42	43	44	45	46	47	48	49	50	>>
Quick Method (Easy)						Ninja 5 Method (Hard)					



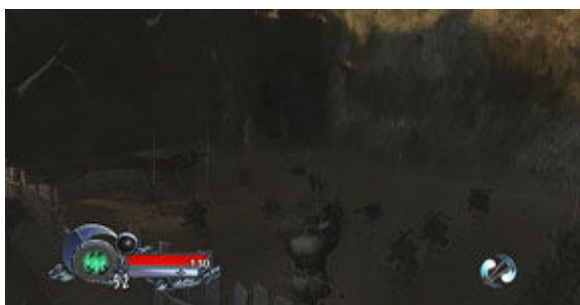
Requirement: Assassinate Shinzo Kurokawa

Failure Condition: Death of Main Character

1) Roll up to the raised ground ahead, then jump up as a guard passes by and perform a stealth kill immediately.



2) Roll across the field to the northeast and take down the guard in the corner before he turns around.



3) Wait by the western cliff wall for the guard at point 3 to walk close, then turn around. The moment he does, immediately roll up to him for a Stealth Kill



4) Wait by the wooden wall, right by point 3, for a female guard to descend down the ramp into the area just west of where you are now. Once she does, roll behind her for another stealth takedown.



5) Wait near the base of the ramp while keeping an eye on the guard at Point 5, at the top of the ramp. Wait for him to turn away, then roll in for the kill.



X) Now proceed into the fenced in area via the entrance, but hold back by the inner wall to spot two more enemies inside - the furthest one is your target. By this point, you should have more than enough points for a Ninja 5, so wait for your target to turn away, then use a long jump to leap over the first guard directly onto your target; perform stealth kill to complete the mission with a Ninja 5.

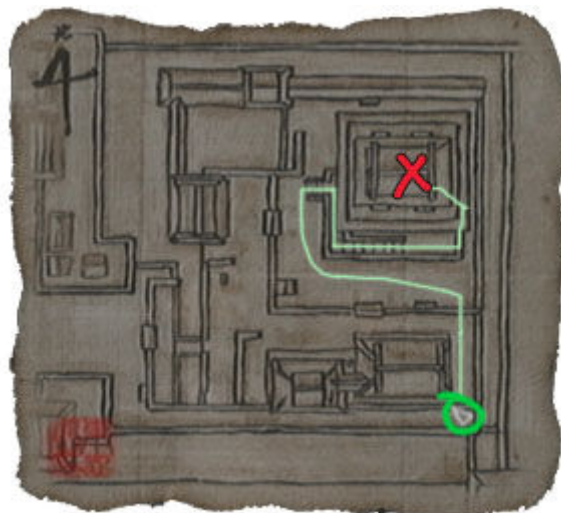


Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
----	----	----	----	----	----	----	----	----	----	----	----

Quick Method (Easy)

Ninja 5 Method (Hard)



Requirement: Assassinate Nagayori Ogawara

Failure Condition: Death of Main Character

The boss awaits in the top room of the temple. A quick way to get there is to climb the temple's steps up to the second floor balcony, climb onto the wall, then onto the awning up to a statue. From there, grapple up to an awning above to drop right in front of the boss's window. Climb on in to see a short cutscene that precedes the battle.

Final Boss

This battle's a two-parter thanks to the subsequent boss fights. And both of these guys can be tough...damn tough, unless you know the ultra easy of beating him. Good thing we're here, right?

In short, you're going to want to use the water surrounding the temple against them, but getting them down there can be tricky...unless you're IGN Guides. Right after the cutscene, jump out the eastern window, and roll off the building (to prevent taking damage) to the ground below, bordering the waterway.



Once down there, just wait. You may have to hang out here for a minute or two, but rest-assured this will work. The boss will eventually work his way down to your level, so keep a careful eye on both sides of the temple for him to approach (he may also jump off from the roof, so keep an eye on the skyline as well). Once he's on your level, just use a few sword jabs to knock him into the water for an instant KO.

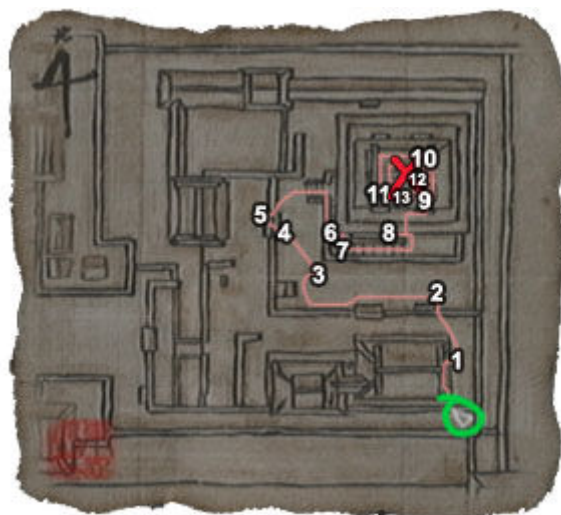


But it's not over yet. Immediately after, a second boss will appear in the boss room. But don't worry about chasing him down, as he'll come after you as well. So just chill by the waterfront for another few minutes for him to make his grand appearance. Once he does, just knock him into the liquid like the first boss to complete the game.



Tenchu Z Walkthrough

<<	41	42	43	44	45	46	47	48	49	50	>>
Quick Method (Easy)						Ninja 5 Method (Hard)					

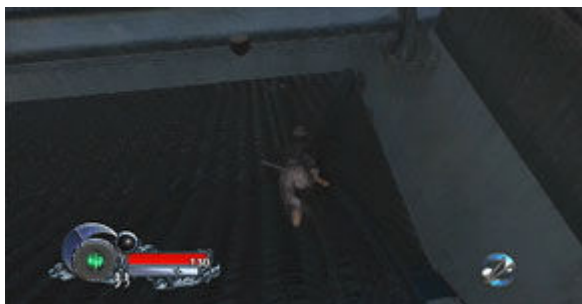


Requirement: Assassinate Nagayori Ogawara

Failure Condition: Death of Main Character

Getting a rank 5 can be tough, thanks to the boss's constant awareness wrecking havoc on your score. However, with our method of beating the boss, this should be kept to a minimum. Just follow the steps below to acquire more than enough points for a Ninja 5, and don't sweat it if you're seen a time or two, as you should have more than enough points regardless.

1) Jump over the wall and climb onto the rooftop ahead. Follow it up to a guard below, on the right, then drop off and take him down with a Stealth Kill.



2) Leap over the northern wall and tackle another guard on the opposite side.



3) Follow the southern wall west and approach the guard at Point 3 from behind (he may spot you as you run, but this shouldn't hinder your ability to get a Stealth Kill).



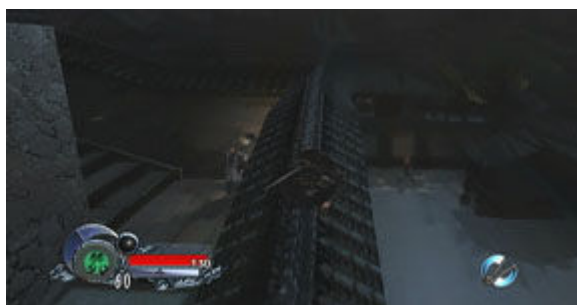
4) Roll toward the guard facing away by the eastern gate for an easy takedown.



5) Stealth Kill another guard just a few feet away on the other side of the gate.



6) Approach the staircase leading up to the temple, but jump onto the right wall and climb it up instead. When you spot the guard below, about halfway, roll off and kill him.



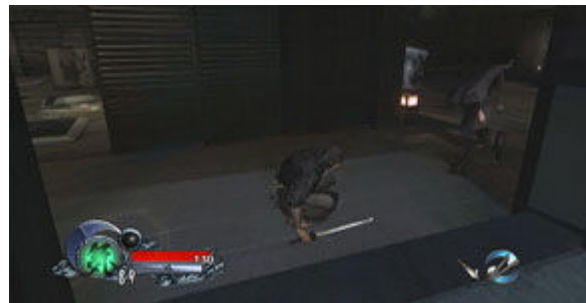
7) Wait by the corner, just before the next staircase, for a guard to descend close to you. Once he nears, roll around the corner and take him down.



8) At the top of the staircase, edge up to the corner to spot a guard just around it. Wait for him to turn away, then go in for the kill. Afterward, hide his body a few feet to the west, away from the door.



9) Wait by the entrance for a few moments for two guards to approach, one from the left, the other from the right. Continue to hold off until both of them head right; follow them and tackle the female one first, by the base of the stairs.



10) Quickly head north up the hall to tackle the second guard who should be near the backwall.



11) Continue through the hall to take down another female ninja.



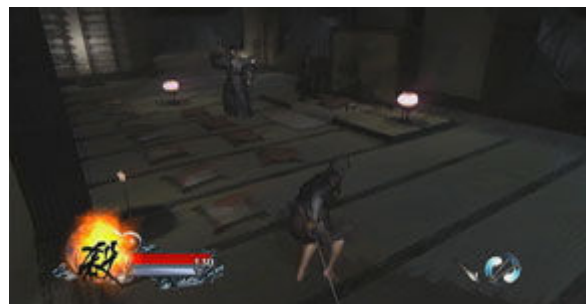
12) Climb the staircase on the eastern side of this room to the next floor. At the top, turn the corner and head down the hall (parallel to the staircase) to tackle a female guard at the end.



13) Hang back by the corner southern corner for another guard to approach. When he does, roll to him and perform a Stealth Kill.



X) Now climb the staircase on the western side and enter the boss's room to begin the battle.



Final Boss

This battle's a two-parter thanks to the subsequent boss fights. And both of these guys can be tough, damn tough, unless you know the ultra easy of beating him. Good thing we're here, right?

In short, you're going to want to use the water surrounding the temple against them, but getting them down there can be tricky unless you're IGN Guides. Right after the cutscene, jump out the eastern window, and roll off the building (to prevent taking damage) to the ground below, bordering the waterway.



Once down there, just wait. You may have to hang out here for a minute or two, but rest-assured this will work. The boss will eventually work his way down to your level, so keep a careful eye on both sides of the temple for him to approach (he may also jump off from the roof, so keep an eye on the skyline as well). Once he's on your level, just use a few sword jabs to knock him into the water for an instant KO.



But it's not over yet. Immediately after, a second boss will appear in the boss room. But don't worry about chasing him down, as he'll come after you as well. So just chill by the waterfront for another few minutes for him to make his grand appearance. Once he does, just knock him into the liquid like the first boss to complete the game.

