

PRIMA'S OFFICIAL



STRATEGY GUIDE

# NINJA GAIDEN®

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# NINJA GAIDEN®

## Prima's Official Strategy Guide

Eric Mylonas

### Prima Games

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3000 Lava Ridge Court  
Roseville, CA 95661  
(800) 733-3000  
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Associate Product Manager: Christy L. Curtis  
Project Editor: Tamar Foster  
Layout and Design: Graphic Applications Group, Inc.  
Technical Editor: Frantz Lecesne

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## PROLOGUE

### THE WAY OF THE NINJA

*Ninja Gaiden* is back with a vengeance on Microsoft's Xbox, courtesy of Tecmo, Inc. But the adventures of one-man-ninja-army Ryu Hayabusa, didn't begin here. On the contrary, Ryu was spawned way back in the late 80s. Though absent for an entire generation of consoles (the series hasn't been seen since the heyday of 16-bit), the series spanned everything from arcades to home computers over the course of its storied history. Herein you'll be regaled with Ryu's earlier exploits before plunging your katana into a very bloody good time....



### Ninja Gaiden

**Platform:** Arcade

**Released:** 1988

The first outing in the *Ninja Gaiden* saga, this arcade title was quite different from the vast majority of titles that followed. It wasn't an action game (lacking the platform elements that define most of the rest of the series), but a side-scrolling beat 'em up in the vein of many popular arcade titles of the day. Ryu found himself a "stranger in a strange land" fending off hockey mask-wearing thugs and other assorted miscreants on the streets of a foreign city. Of special note was the single red button placed atop the joystick to facilitate hanging from bars, as well as a rather interesting "Continue?" screen—Ryu, strapped down while a large circular saw moves in for the kill, replete with hungry-looking rats to all sides. Certainly not for the faint of heart.



### Ninja Gaiden

**Platform:** Nintendo Entertainment System (NES)

**Released:** 1989

If you managed to play the arcade version of *Ninja Gaiden*, you'd be forgiven for thinking something had gone most awry with the first outing of the series on the venerable NES. This time out, the game more resembled something like *Super Mario Bros.* than the beat 'em up action of its forerunner. For the first time Ryu takes to the streets armed with a katana and throwing stars (the arcade game only featured a limited-time sword pick-up) against a ruthless enemy bent on his destruction, once again finding himself in America after the death of his father. This is where the famous *Ninja Gaiden* cinema sequences began, with the story illustrated through various intermissions featuring Ryu and the motley cast of characters, both good and evil.



### Ninja Gaiden II: The Dark Sword of Chaos

**Platform:** Nintendo Entertainment System (NES)

**Released:** 1990

Continuing the blood-spraying (such as it was in the days of the NES) way of the ninja, Ryu embarked on his second action game outing. Following the formula established in the first game, Ryu made his way through numerous stages combating all manner of onrushing foe with his sword, stars, and ninja magic to save the day. Of special note were the graphics which, at the time, were spectacular and not your standard 8-bit fare.



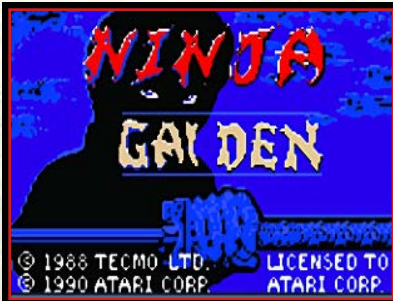


## Ninja Gaiden

**Platform:** Atari Lynx

**Released:** 1990

While *Ninja Gaiden* was generally thought of as an NES franchise, it made surprise appearances on numerous other platforms even while the main series continued onward from its mainstay. This time, the fledgling Atari Lynx (a portable, color, game system by the late, great, gaming company) was gifted with a port of the original arcade game. While it was clearly scaled back to 'fit' on the Lynx, all the trademark gameplay made it in as did the infamous buzzsaw o' death sequence on the "Continue?" screen. It was a good (and very difficult to find) title in the NG series.



## Ninja Gaiden III: The Ancient Ship of Doom

**Platform:** NES

**Released:** 1991

A short detour onto foreign soil wasn't enough to keep Ryu from coming back to his old stomping grounds with the release of *The Ancient Ship of Doom* on the NES.

Continuing the saga begun in the first two outings on the same console, Ryu would find himself facing an onslaught of evil-doers from all corners. This game was very difficult, far-eclipsing the challenge-level of previous outings. In fact, the Japanese release of the game was substantially easier than the version Western gamers received, featuring a password system (to continue from level to level) and more prolific pick-up opportunities to ease Ryu's way throughout the adventure.



## Ninja Gaiden Shadow

**Platform:** Nintendo GameBoy (GB)

**Released:** 1991

The old story goes that this game was not primarily produced by Tecmo, but by another developer for a series of games known as *Shadow of the Ninja*. Tecmo purchased the rights and released it as the first (and only) GameBoy game in the series. Despite having not originated as a full-blooded NG game, it plays a great deal like the others in the series, with the ubiquitous fire wheel pick-up making an appearance. It's also a prequel to the original NES game (as was all the rage in the NES to GB day).



## Ninja Gaiden III: The Ancient Ship of Doom

**Platform:** Atari Lynx

**Released:** 1991

Having seen some earlier success on the Lynx with *Ninja Gaiden* arcade, Tecmo went back and ported their latest NES titles to the 16-bit feline with solid results. The game is, in every way, a direct translation of the previous game featuring no new elements. Still, if you wanted color *Ninja Gaiden* on the go it was the only game in town...for a time.





## Ninja Gaiden

**Platform:** Sega Game Gear (GG)

**Released:** 1991

Appearing on Sega's fairly new Game Gear color portable, this edition of *Ninja Gaiden* is markedly different in presentation than previous outings in the series. Ryu looks like an entirely new character, and doesn't share much in common with his doppel-gangers from prior releases. It's a good, solid, game but it's really *Ninja Gaiden* in name only.



## Ninja Gaiden

**Platform:** Sega Master System (SMS)

**Released:** 1992

Typically games for the Sega Master System that appeared on the Sega Game Gear were virtually identical to one another, but in the case of *Ninja Gaiden* on the SMS that rule was completely thrown out the window. This time around the game was a direct descendant of the NES titles with the same basic look and gameplay, but with a few modifications (no wall climbing, for example). Ryu actually looks a lot better here than in the NES outings, and is a nice curiosity for game collectors in general.



## Ninja Gaiden

**Platform:** PC Engine (PCE)

**Released:** 1992

The NEC PC Engine was designed to compete with the NES in Japan, and received an updated port of the original *Ninja Gaiden* game some five years after its debut on the weaker system.

Boasting far more detailed graphics and multi-tiered (albeit choppy) scrolling backgrounds, this game was a real treat for the die-hard NG fan. Sadly, the game never made its way across the Pacific to find a home on NEC's Western counterpart to the PCE

(the TurboGrafx-16) but it's certainly worth a play by the die-hard NG gamer.



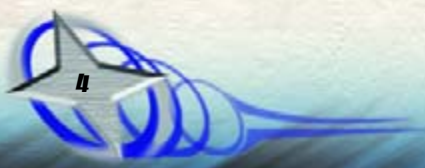
## Ninja Gaiden

**Platform:** Sega Mega Drive (MD)

**Released:** 1992

This is perhaps the rarest of all the various and sundry *Ninja Gaiden* titles. Released in Japan on Sega's Mega Drive (the Japanese equivalent of our Sega Genesis), it harkened back to the earliest title in the series—the original *Ninja Gaiden* arcade game. That's right; it's a lineal descendant of the original arcade game and featured the same pseudo-3D backdrops and beat 'em up gameplay of its predecessor. The game was

developed by Sega (as was the case with the SMS version) and is an interesting take on the arcade game.





## Ninja Gaiden Trilogy

**Platform:** Super Nintendo Entertainment System (SNES)

**Released:** 1995

This was the last released game in the *Ninja Gaiden* series before it went on hiatus to this very day. *Ninja Gaiden Trilogy* featured all three of the original NES games on one SNES cartridge, with reworked graphics and music. While it wasn't a massive overhaul by any stretch, if you pined for the "good ol' days" in '95 this would have hit the spot and then some.



## Miscellany

In addition to the console versions of *Ninja Gaiden*, there were also ports of the first two NES games to MS-DOS (the original operating systems for IBM-compatible PCs), and are virtually identical to the originals.

Ryu has also made subsequent appearances in Tecmo's perennial fighting game franchise, *Dead or Alive*, through all three outings thus far and is one of the fan-favorite characters in those games.

Also, for the trivia fiends out there, the Japanese name for the series is *Ninja Ryukenden*—not *Ninja Gaiden*.

## A NEW DAY DAWNS...

### The Evil Dark Dragon Blade...

A legendary sword, said to have been carved out of the bones of a Black Dragon, it brought plague and death to the world during the age of ancient myth. It has been sealed by those of the Dragon Lineage since the dawn of history because of its incredible capacity for evil, made possible by the souls of the vanquished Black Dragons that dwell within it. It is said that if the Blade's seal were to be broken, it would gather the hatred and evil of mankind and confer it upon the one who wields it, transforming him into the Devil incarnate; however not even those of the Dragon Lineage who protect it know the true extent of its power....



### The Dragon Sword...

Another weapon protected by the Dragon Lineage since ancient times. This sword, which is said to have been used by Ancient Warriors to slay the Black Dragons, is now handed down from generation to generation in the Hayabusa Ninja Clan. The modern descendants of the Dragon Lineage.

And now, the Dragon Sword is gripped firmly in the hands of young Ninja, Ryu Hayabusa....





## THE BASICS

### EVERY JOURNEY STARTS WITH A SINGLE STEP...

In this guide you'll find all the information you need to take Ryu Hayabusa through the intense trials and tribulations he must face on a journey fraught with peril and menace. In this chapter we'll familiarize you with the basic controls and pick-ups (beneficial items scattered throughout the game), and explain some of the common elements you'll find within the guide.



### BASIC CONTROLS



#### NOTE

The following chapter deals with issues related to combat and maneuvering the locales Ryu encounters.

### TIPS, NOTES & CAUTIONS

Scattered throughout this guide you'll come across several instances where you'll need to be warned of impending doom laying 'round the next corner or you may need a tip to help you deal with a most unruly enemy—that's where the following come into play:

#### TIP

A tip is something that will help you get more out of your gameplay experience. Whether it be how best to deal with a particular enemy or how to maneuver more easily across a tricky series of platforms, you'll find these moments highlighted.

#### NOTE

A note may impart some important bit of knowledge such as a reminder that you may need to backtrack to a previous location in order to access it at a later date.

#### CAUTION

Cautions are important and are there to help you stay alive. Some examples might be a warning that you're about to step into a viper's nest of foes and need to be completely healed and ready for anything. Even if you gloss over the Tips and Notes, take all Cautions seriously—Ryu's life may depend on it.

### MAPS

You can access in-game maps by pressing **BLK** at any time. However, within this guide you'll find maps that are labeled with the locations of all major quest items, as well as placement of various pick-ups. You'll always know where you need to go to keep Ryu moving in the correct direction throughout his adventure.

Each map point will have a corresponding number within the walkthrough text. For example, a health potion would be labeled *Elixir of Spiritual Life* **7** with '7' being the corresponding map location.





**PICK-UPS**

**Essence**

After laying enemies low, you'll be rewarded with various types of Essence that Ryu can collect and use. Bear in mind that the more powerful the foe, and the more spectacular his or her demise, the greater the quantity (and size) of Essence left behind. There are three types of Essence that may be left behind:

**Yellow Essence**

This is the currency of the *Ninja Gaiden* world, and can be used to buy everything from items to upgrading Ryu's formidable arsenal of weapons within the many Tool shops scattered throughout the game.



**Blue Essence**

This is the very Essence of life: Collecting the blue spheres left in an enemy's wake will rejuvenate Ryu's flagging health. Because of this, Blue Essences are very valuable.



**Red Essence**

Red Essences are used to replenish Ryu's Ki level and are responsible for his access to Ninpo attacks (see the following chapter for more info on Ninpo a.k.a. Ninja Magic).



**Items**

In addition to the Essences left behind by the souls of the fitfully departed, Ryu will encounter many items scattered across land that will aid in his quest. While the following list is by no means exhaustive, it covers the most common articles you'll stumble across in your quest for blood:

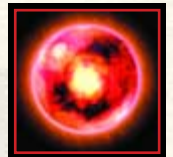
**Life of the Gods**

Collect nine of these and Ryu's life bar will increase in size permanently. These are very important to secure whenever the chance presents itself.



**Spirit of the Devils**

As with Life of the Gods, the Spirit of the Devils will increase Ryu's Ki power gauge permanently. It's not quite as valuable as the blue orbs, but not something you'll want to pass up if you can help it.



**Jewel of the Demon Seal**

These handy purple orbs will increase the level of **one** of Ryu's Ninpo attacks. Careful allocation of these can mean the difference between life and death. Remember: Not all Ninpo are created equal.



**Golden Scarab**

These well-hidden gold-tinged beetles are highly valued by a fellow known as Muramasa. The question is, however, why?




**Technique Scrolls**

These scrolls contain all new combo attacks that Ryu can add to his arsenal upon reading. Depending on your style of play these can be important and can also be the difference between life and death against some foes.



**Kunai Scrolls**

You'll find these scrolls hurled in the vicinity of Ryu from off-screen—from whence they came, well, that's a secret that shall remain just that. However, contained within each scroll is important gameplay tips and information, so be sure and tap  every time you spot one nearby.





## THE CAST

Herein you'll find the game's main players, from Ryu Hayabusa, to the evil, insidious, Doku.

### Ryu Hayabusa

The main character of the game. A descendant of the Dragon Lineage. He is a young member of the Hayabusa Ninja Clan. His father Joe Hayabusa, the head of the clan, has left the village to train in the mountains and has entrusted Ryu with the Dragon Sword, an ancient sword that has been passed down through generations of clan leaders.



### Rachel

A Vigoorian Fiend Hunter, she is continually searching for her sister who was turned into a Fiend. She possesses genes that give her abnormal strength at the expense of making her susceptible to turning into a Fiend like her sister. She can sense where Fiends are.



### Murai

A Master Ninja possessing unsurpassed skill in all of the Ninja arts, Murai also has a deep connection with Ryu. Although he was a member of the Hayabusa Ninja Clan, events that occurred in the past caused Murai to leave and form his own rogue Ninja organization, the Shadow Clan.



### Ayane

A kunoichi, or female Ninja, in the Hajin-Mon sect of the Mugen Tenshin Ninja Clan. Although she was born into the ruling family of the clan, certain circumstances forced her to be raised in partial secrecy. Highly skilled in all of the Ninja arts, she has become an important asset for Murai at the young age of 14.



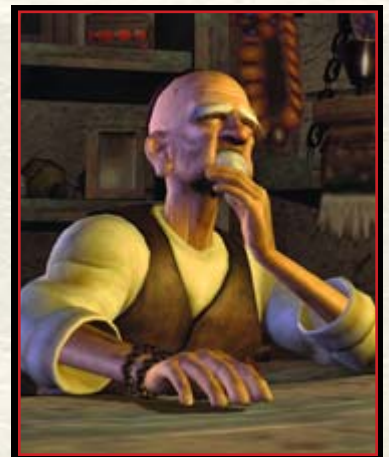
### Kureha

One of the protectors of the Hayabusa village shrine; she has known Ryu since childhood.



### Muramasa

A wizened old man, he appears to be over 100 years old. He runs a weapon and tool shop, but is also a renowned blacksmith. He has erected bronze statues of himself at various locations throughout the world.





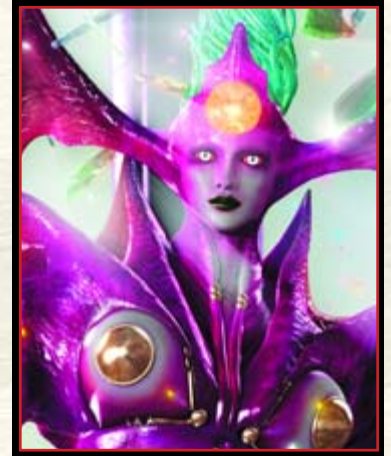
## *The Dark Disciple*

A mysterious figure who disguises his true identity with a mask and black hood; his natural voice is undetectable through his machine-enhanced vocalization. He remains behind the scenes during the events that occur in the Vigoor Empire, observing the actions of Ryu and the movements of the Dark Dragon Blade.



## *Alma, Greater Fiend*

One of the Greater Fiends, a powerful group within the Vigoor Empire, she became a Fiend after being lured in by Doku.



## *Gamov*

A Special Agent of the Vigoor Empire Internal Affairs Bureau; he observes the movements of the infiltrator Ryu Hayabusa. It would seem that his interest as an intelligence officer lies beyond....



## *Doku, Lord of the Greater Fiends*

One of the Greater Fiends, he is a heavily armored dark knight. He lured Alma into the fold and turned her into a Fiend.





## THE ARMORY

### ESSENTIAL MOVES



**Dragon Sword**



**Vigoorian Flail**



**War Hammer**



**Bow**

This chapter contains a breakdown of the key, weapon-based techniques that we found most useful in defeating the foes you'll face throughout the course of Ryu's quest for vengeance.

### DRAGON SWORD

You'll spend the most time with the Dragon Sword because it is the most versatile weapon in your arsenal (the other weapons are more specialized). Therefore, these techniques will become the mainstay of your adventure throughout the Vigoorian Empire.



### Essential Techniques

#### THE FINAL SOLUTION



**Off with his head!**

For lower-level enemies of any stripe, The Final Solution equates to instant death—all it requires is combining the Guillotine Throw (press **Y** while near an enemy) with a follow-up Flying Sparrow (press **Y** while jumping toward an enemy) while they're on their backs. This one-two punch will decapitate just about every low-level enemy in the game and should be a mainstay in your arsenal, even at higher levels of play/ability.

#### NOTE

You must first find the Guillotine Throw technique scroll, as well as upgrade the Dragon Sword to level 2 before you can access this ability.



### IZUNA DROP



X, Y, X, X, X, Y

See "Note" on page 39...

### DEADLY ORBIT



Which way did he go?

By itself, the Flying Swallow is amongst the most powerful and useful moves in the game. Flying through the air like a self-propelled missile, Ryu can bring a world of hurt on anyone he smites. However, the one thing better than a single Flying Sparrow is multiples thereof. To that end, the Deadly Orbit merely requires that the moment you complete one Flying Sparrow, you begin another. This is a key technique for dealing with many of the bosses in the game, so learn it well.



#### NOTE

You'll need to upgrade the Dragon Sword to level 2 before enjoying the benefits this mode of attack conveys.



### Other Key Techniques

#### FANG OF THE WOLF (LEVEL 2 TECHNIQUE)



X, X, Y, Y

continued on next page...



## BLADE OF NIRRTI (LEVEL 2 TECHNIQUE)



X, Y, X

## BLADE OF NIRRTI (LEVEL 2 TECHNIQUE) (CONT'D)



X, X, X

## DIVINE CICADA SLASH



During Flying Bird Flip: X or Y

## VIGORIAN FLAIL

This is a much more specialized weapon than the Dragon Sword, and is best for crowd control. For ground-based enemies that tend to clump together, this is an effective way to mete out mass quantities of destruction with minimal effort (it's also the only option for attaining 100+ hit combos).





## Essential Techniques

### CREMATOR (LEVEL 2 TECHNIQUE)



The most useful technique for this particular weapon is the Cremator. This level 2 attack sees Ryu fling into a mad rage, quickly whirling the Flail, while turning him into a human blender. This attack vaporizes packs of foes or anyone else foolish enough to wander into its path. However, it is not something you should use against foes that like to jump attack, and its usefulness against higher-order foes (especially bosses) is dubious at best.

X, X, X, L + X, X, X, X, X

## Other Key Techniques

### DRAGON AND PHOENIX

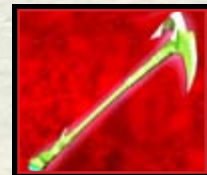


X, X, X, X, X, X



## WAR HAMMER

The War Hammer is an even more specialized weapon than the Flail. While its chief use is for busting down walls, it's also great for decapitation. Because of its heft, it requires a great deal of anticipation to use effectively—it's impossible to swing quickly.



### Essential Techniques

#### FLAMING TORRENT (LEVEL 2 TECHNIQUE)



Y, Y

Need to clear a room in a hurry? Then the Flaming Torrent is your weapon of choice. Ryu grabs hold and swings the War Hammer in two complete circles, knocking down and, in many cases, decapitating whatever it strikes.

### Other Key Techniques

#### GLEAM OF HEAVEN AND EARTH



X, Y



## BOW

While it may not look like much, the Bow is the second most useful weapon in the game. Not only does it give Ryu the option of keeping his hands bloodstain free, but even the weakest arrows in his quiver can deal out fairly substantial damage. Use this to Ryu's advantage by softening up onrushing foes with a few well-placed shots, then draw your blade and let the real fun begin.



**You'll shoot your eye out!**

### TIP

*This tactic is especially useful against unarmored foes, as you don't actually have to aim very accurately to have the desired effect.*

## OTHER WEAPONS



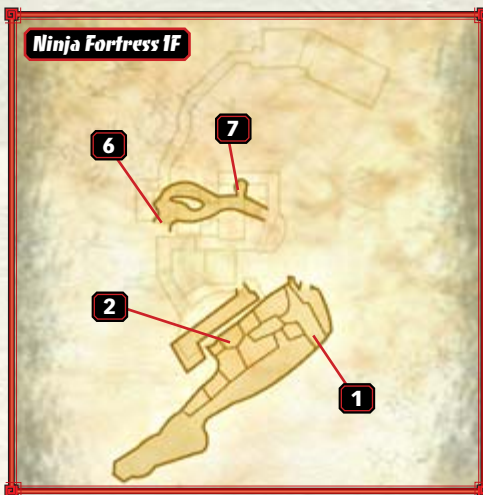
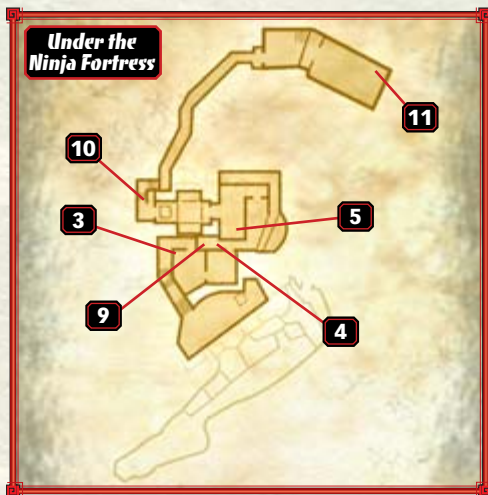
The included weapons represent only a portion of Ryu's arsenal. There are several other implements at his disposal throughout his quest, but we'll leave that up to you to discover for yourself (or, if you *need* to see them now, turn to the "Secrets" section).



## CHAPTER 1

### THE NINJA FORTRESS

In the mountains of Autumn, there is one who walks the path of the Ninja....



### WALKTHROUGH



As the game begins, you'll find Ryu deep in a ravine, below the Ninja Fortress. Start jogging ahead, to the ramp to the left.

Make your way up two small steps to find an incoming Kunai Scroll. Leap across the gap and hit **X** to investigate its contents.



#### NOTE

If you fall down the gap, turn around and head back up the steps or, alternatively, perform multiple Flying Bird Flips to scale the narrow chasm.



Now point Ryu at the imposing cliff face, and perform a Wall Run to scale it with preternatural grace.



From there, Ryu will have a tenuous grasp on a ledge. Shimmy him to the left by pressing **Left**, then press **A** to alight on the ledge just above.

Once you crest the ridge, you'll spy another Kunai Scroll. Tap **X** to open it and digest its imparted wisdom.





**Elixir of Spiritual Life 1**



Just to the right of the scroll lays the first chest. Stride over and tap **X** to kick it open and collect an Elixir of Spiritual Life (a.k.a. a health potion).

Potion in hand, have Ryu face the cliff face to which the Kunai Scroll was attached and execute another vertical Wall Run to reach the next ledge.



A rather decrepit-looking tree adorns the rocky surface ahead. Send Ryu loping up its sickly bark and to the left.



**CAUTION**

*A pair of Ninja will plummet from the sky above just as Ryu makes it halfway across the next run of rocky cliff, so be ready!*



As the Ninja strike, use your sword to attack them. Slice and dice till they're nothing more than ribbons of torn, bloody, flesh.



Upon their dispatch, a Kunai Scroll will fly through the air. Take in its contents, then execute a Wall Run along the sheer rock face to the right to clear the gap.

**Elixir of Spiritual Life 2**



Here you'll spot another chest. Deliver a swift kick to its wooden surface to expose another Elixir to add to Ryu's collection.



Now you'll spot a crow lurking on a nearby branch; launch Ryu from his perch to grab the branch. As Ryu whirls around, press **A** to let go and send him flying to safety on the opposite side.

As you round the corner, another Scroll will hurtle in. Heed its words, then proceed around the bend to a cliff face.



Utilizing the Flying Bird Flip, throw Ryu at the left wall, and hit **A** just as you make contact with the left side to send him flying up and over to the right.



Now you'll head down a tunnel hewn from the rock of the mountain only to encounter a band of Ninja coming from a conduit above!





Though quarters are tight, wield your blade with full fury, striking down your foes as they appear from above.

Upon dispatching all the tyros, head into the alcove that spawned their wretched kind and execute a three-part Flying Bird Flip to emerge...



...in the Ninja Fortress! Run over and smash the awaiting ninja announcing your arrival—and their impending doom.

Head through the walkway going up the steps, following the path until you come upon a door. When you're ready, hit **X** to head through.



## TIP

Always destroy all items in a room for extra essences.

On the opposite side of the door, Ryu will be ambushed by three dishonorable malcontents hurling shurikens. Reward their cowardly act with the cold embrace of death.



## Elixir of Spiritual Life 3

After removing the irritants, spin around and check the corner for a chest located behind a set of urns. Crack it open to secure another Elixir.



Head through the doorway to the left of the sun-dappled window and into another room. Beware of the Ninja waiting on the opposite side.



Before long, the door behind Ryu will be barred and escape impossible as many foes drop in for what they think is easy prey. Show them your steel and test their mettle.

After they come up wanting, head through the next doorway and into another hallway.



## TIP

If you watch Ryu's head, he'll alert you to potential danger by tracking foes with his own eyes, thus giving you ample warning of an impending assault.





As you pass through the door, three Ninjas will be awaiting your arrival from just off-screen. Dispatch them before making for the cul-de-sac at the opposite end of the hall.



Make your way over to the nearby sword stand and slash down the scroll hanging behind it to expose a passage to a larger room.

## Elixir of Spiritual Life 4



In that room you'll spy a huge suit of Samurai armor. Make a note as you'll have to return here soon. Before you go, snag the two Elixirs laying in wait. One is on the shelf, and the other is across from the armor.

**CAUTION**

*The next room is full of Ninja: if Ryu is a bit peaked, make sure you utilize some of the Elixirs you've collected along the way to replenish his health.*

Head back down the hall and around the bend to make your way to yet another door. Hit **X** to break on through to the other side.



Not long after entering the next area, a large band of Ninja will besiege you. Remember that **C** is for blocking and you should fare well.



**TIP**

*If you don't want to destroy the entire band, head to the opposite end of the room and drop through the large trapdoor to escape to relative safety.*



In the next room lay a band of Ninja, itching for a fight. Bring the thunder and lay waste to their misguided efforts with blade in hand.

## Save Point 10

## Lives of the Thousand Gods 5



After you fell that band, break into the nearby chest to retrieve the Lives of the Thousand Gods. Now would also be a good time to use this item to extend Ryu's maximum life bar.



After dispatching that wicked band of sword-wielding hands, head to the opposite end of the room. Go through the next small gap in the wall to find a save statue to help you on your way.





After saving, backtrack through the gap and fall through the trapdoor to find yourself in a cavern beneath the ground.

## Great Spirit Elixir 6



Just to one side of Ryu lays a series of pots. Shatter them and make your way into the alcove to open up another chest containing a Great Spirit Elixir.

Head up the tunnel and you'll have to facedown some bats who've you've roused from their daytime-induced slumber. Toss a few shurikens to remove the vermin, then continue on.



## Fangs of the Samurai 7



Soon you'll encounter a series of torches barring your path. Just to your left you'll find another alcove containing another chest. Therein awaits the Fangs of the Samurai.

Bust down the torches in Ryu's path and make your way to the right and up the nearby stonework "steps" fit for a giant.



As you crest the second step, another Kunai Scroll will require your attention. Consume its words, then perform a vertical Wall Run to make it back onto the Ninja Fortress proper.

As Ryu heads along the wood planking he'll have to make a left turn in short order. Just beyond lay two more Ninja in wait...



## The Talisman of Rebirth 8

Not long after that squabble, you'll happen upon an opening sans door. Head through, but before dropping through the hole in the floor be sure to crack open the nearby chest for a handy new item—The Talisman of Rebirth.



From there, plunge through the hole in the ground to reach a familiar space. From here, you'll need to make your way back to the suit of armor to replace its missing teeth.

## Key of Courage 9



Upon arriving at the armor, hit  $\times$  to re-insert the missing fangs to give it back its winning smile. In return you'll receive the Key of Courage.



With the key in hand, you'll need to make your way back to the save point statue. You'll be ambushed by Ninja en masse on the way back.



Foes down, head through the now-unlocked doorway up the stairs, and get ready for your first real test....



## Save Point 10



Save your game once more, then climb the nearby stairs to continue onward and upwards towards the objective of your current mission.

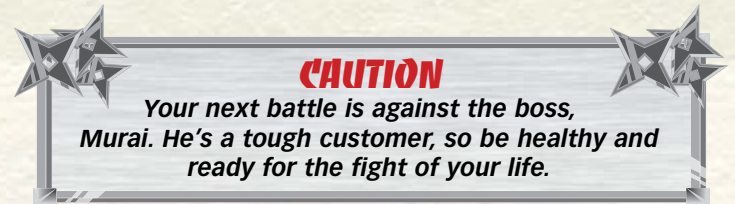
As Ryu exits onto a wooden pathway, he'll attract the attention of two white Ninja. Advance with caution, then mow them down with all your might.



That deed done, you'll shortly reach the entrance to the Inner Sanctum. Hit **X** to use the Samurai's key, and head on through to face a troupe of white Ninja.



This group of foes is tenacious, but careful use of Ryu's blocking and countering techniques will keep you in good stead.



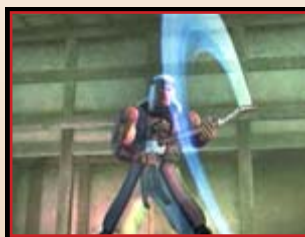
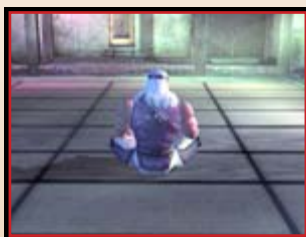


## Boss Battle: Murai



### TIP

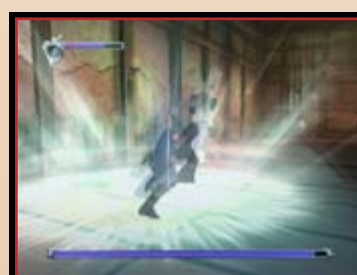
In the corner of Murai's lair awaits a urn and another Elixir (11). A good way to avoid damage is to hold (L), and once he starts hitting push (R) in the opposite direction to roll away.



After a brief conversation with Murai, he unfurls his nunchakus and the fight is on!



While he looks mean and very intimidating, he's a relative breeze to beat. First, you'll want to make your way to the right (or left) wall and draw Murai towards Ryu.

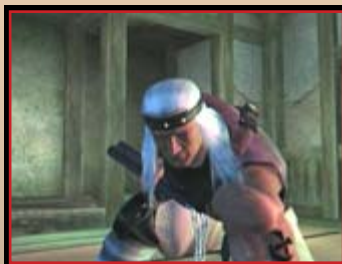


With any luck, you'll eradicate a healthy chunk of his life bar. Worst-case, you'll briefly stagger him. If this happens, get in a quick set of blows then retreat and set up for another Cicada Slash.

Once he's fairly close, execute a diagonal Wall Run, then hit (X) or (Y) at the closest point to Murai to execute a Cicada Slash.



Repeating this process will drop Murai in virtually no time. Enjoy this while it lasts; it's going to get much worse before it gets better.





# CHAPTER 2

## THE HAYABUSA NINJA VILLAGE

The village is burning. Before long, Ryu hears the screams of his brethren...



### WALKTHROUGH



As Chapter 2 opens, Ryu will find Murai standing nearby. If you proceed to speak with him, he'll teach you all manner of techniques to aid you in your quest. Otherwise, it's time to go.

From Murai's quarters, you'll need to backtrack all the way out of the fortress, almost from whence you started the game.



#### TIP

To speed through sequences like Ryu opening doors and such, press **X** to keep the game moving along.



Once you've reached the Valley of Shadows, instead of making your way back to the starting point, head down the canyon and into the corner.

### Art of Fire Wheels



Head through the narrow opening and you'll find your first Ninpo (ninja magic): The Art of the Fire Wheels. Hit **X** to claim it. After claiming the Art of Fire Wheels, you must activate your newly found Ninpo Attack.

As the pedestal retreats into the ground, board the rickety cart and hit **X** to send Ryu down the shaft awning below.



### Elixir of Spiritual Life 1

Once you reach the bottom, before proceeding forward, turn around and kick open the cleverly-hidden chest behind Ryu to claim an Elixir.



Making your way out into the soaring walls of the valley, you'll spy a chest just across the way. Executing a wall run to the left will place Ryu within arms reach.



## Elixir of the Devil Way 2



Kick open the chest to claim another Elixir (this one is used to replenish Ryu's Ki ever so slightly). Potion in hand, turn about and head onward.

In short order, three armor-clad miscreants will accost Ryu. Draw your blade and show them the error of their ways with life-destroying swipes.



### NOTE

*The armored warriors aren't terribly tough to beat, but they block more frequently than the previous batch of brown-clad ninja, so be aware of that before flying into a steel-on-steel rage.*



Continuing on through the valley, you'll come upon a slope upon which Ryu can find no purchase. Allow gravity to deposit him in a small pool at the foot of the incline, then paddle over and pull Ryu out.

### NOTE

*Magic attacks can't be avoided, so evade them or they will make you more vulnerable to devastating close rang attacks.*

As Ryu emerges from his untimely bath, some unwitting foes will accost you. Strike them down in short order, then continue on your way.



Not much farther down the road, another pair of armor-clad thugs will set upon you. This time they've brought a magic-wielding friend.



Your best bet is to strike down the two lightweights first, then concentrate on the magic-tossing fiend. To dispatch him, wait until he appears near you, block his flurry of sai attacks, then strike him down like the rest.

## Map of the Hayabusa Village 3



Now take note of the tower nearby. Head over and press **X** to clamber up the ladder where upon you'll find a chest. Kick it open to claim the map inside, then head back down.

Not much farther along you'll come upon a shattered bridge, the remnants of its spine scattered amongst the rocks of the riverbed below. Make your way across the river to the opposite bank.



## Save Point 4



After clambering back upon dry land, you'll find a Save Point located nearby.



**Elixir of Spiritual Life 5**



Just to the left of the Save Point, across the edge of the bridge, you'll find a chest. Kick it open and take what's yours.

Head up the nearby stairs and you'll enter the wreck and ruin of the Hayabusa Village. Whomever did this must pay!



**NOTE**  
At the entrance to the village you'll notice a series of Jizo statues—one with its head missing. Make a note of this.



First off, head directly left and down an alleyway flanked by buildings to the right, and a wall of stone to the left.

**Elixir of Spiritual Life 6**

In a *cul-de-sac* you'll find the corpse of one of your clansmen. A careful search of his battered body will prove fruitful for Ryu, if not for him.



Returning to the main thoroughfare, you'll be roughly set upon by a band of armored warriors. Same rules apply as earlier, so deal with them, then be on your way.



Continue down the thoroughfare all the way to the clansman's body. Next to the body is the missing head of the statue. Bring this back to the statue for a Life of Gods.



**NOTE**  
Just up the low rise to the right, you'll see a small structure housing a very large stone with a cleft in it. Make note of this.



As you delve deeper into the village itself, you'll notice a low-hung rooftop to the left. Send Ryu up that roof, taking each step as they come.

Proceed through the window on the rooftop and you'll enter a room with a large hole in the floor. There's nothing of interest up top, so head on down.



**Shop 7**



At the bottom, you'll come up the first (of many) Shops run by Muramasa, the blacksmith. Hit **X** to peruse his wares and, if need be, stock up on Elixirs, magic, etc. You may also purchase a new weapon, the wooden sword. None of these items, however, is necessary.

**Elixir of Spiritual Life/Devil Way 8**



Just beyond Muramasa's Shop, to the left of a corpse, lays another two Elixirs neatly ensconced on a shelf. Snap them up, then head toward the doorway.



## Bow 9



Just as Ryu reaches for the door, you may notice the bow laying on the ground before him. Snap that up—you'll need it in the very near future.

### TIP

While using the bow, tap **Q** to have Ryu fire a quick auto aimed shot.

Proceeding through the door ahead, a squad of armored combatants and a pair of magic users will assault. Using the Divine Cicada Slash may be a smart move here and, whatever else you do, keep moving!



### TIP

If you get hurt badly in the ensuing fight, you can always return to Muramasa's Shop to stock up on Elixirs and the like...provided you have the Essence.

## Arrows 10



Just across the way from the building housing Muramasa's Shop, you'll find an arrow-riddled corpse. Collect a bundle of arrows then proceed around the corner.

### CAUTION

After you've collected those arrows, equip the bow before heading onward. Be ready to wield it with deadly efficiency.



Dealing with the horsemen you must now face can be very tricky. Your best bet is to unseat the riders by striking them with multiple arrows, then dashing in to finish them. Barring that, pick an area against the wall and stay there, let an enemy ride in to assault, block his blows, then whale away with your sword. Repeat this process till you unseat your enemy, then have at him on foot.

## Arrows 11

If you run low on arrows during the horsemen's assault, be sure to plunder the nearby corpse to restock your quiver.



## Save Point 12



Now make your way across the formerly burning barrier, and you'll spot a Save Point just to the other side. Head over and record your progress.

## Great Spirit Elixir 13



After saving, you can ignore the pathway leading away from it for the time being and make your way toward the nearby archway. Sprawled before it is another corpse—rifle through it and collect the Elixir.

Now head through the archway and be prepared to face the....





**Boss Battle: Horselord**

**TIP**  
 To take out the Horselord's helpers try:  
 X, tap Y, X, Y.



This large, cruel-looking, man (if you can call him that) wields a viciously spiked pike and is determined to end Ryu's quest in a most grisly fashion.

As was the case with Murai, this gent's bark is worse than his bite. Position Ryu against the far side of the bridge. Once there, stand in a defensive, blocked, position and watch for the Horselord's approach.



Mind the never-ending supply of magic users circling the area. They're a good source for health essence, so strike them down whenever the opportunity shows itself.

Once the Horselord is near enough, execute a Divine Cicada Slash to cut away a significant chunk of his life, then block if he deigns to take a potshot at Ryu.



If you keep up this slow-but-steady process, you'll take him down and come out of the battle with a full life bar.

Once he's gone to that great polo field in the sky, run over to the pulsing blue aura and hit X to claim the Counter Attack technique scroll, then head out the nearby doorway.

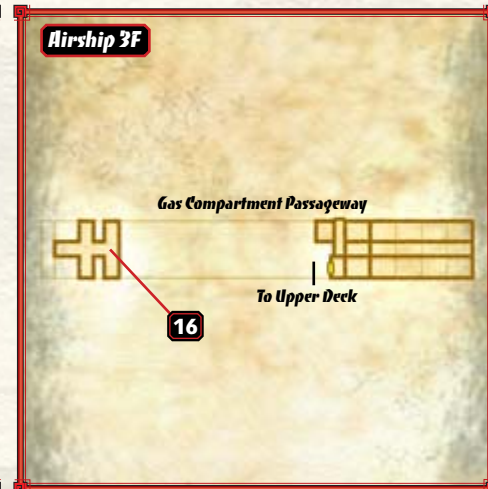
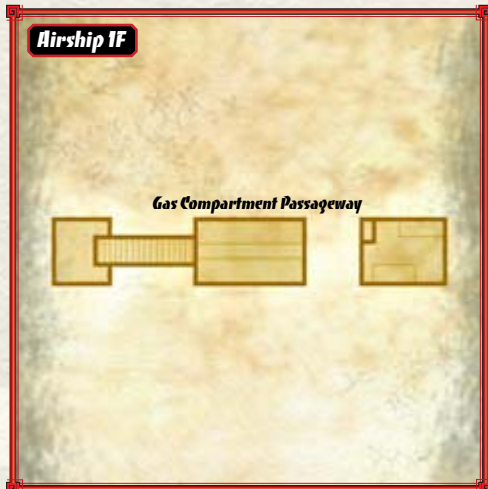




## CHAPTER 3

### SKIES OF VENGEANCE

The Hayabusa Village has burned, and the Dark Dragon Blade is gone. Ryu has stowed aboard an Airship headed for the Vigoor Empire. His goal: Vengeance...



### WALKTHROUGH

#### Save Point 1

As the Chapter opens up, you'll find Ryu standing face to fang with a Save Point. Hit it up to record your adventure thus far.





## Elixir of the Devil Way 2



On the table just to the right of the Save Point lays an Elixir. Sweep it up then make your way for the door and into the hallway.

## Elixir of Spiritual Life 3



Now head to the room directly across the hall and, upon a table, you'll spot another Elixir. Grab that, then make your way back into the hall.

## Airship Map 4



Venturing down the hall, head through the first door on Ryu's left. Inside you'll spot a chest, within which lays an exceedingly helpful item.

As you make your way for the door, however, two armed interlopers will make a none-too-subtle entrance through a nearby window. Close the gap and cut them down like animals.



## Elixir of Spiritual Life 5



Go out in the hall, and continue down it until you reach the final door on the right. Proceed inside to acquire another Elixir (you'll need it).



Finding yourself in the hallway again, head toward the double-doors at the end of the hall—but watch out! As you pass the threshold and into the foyer, you'll be set upon (from behind) by a group of Special Forces types.

**TIP**  
If you are having trouble with the shielded guards, try counter attacks or the Ninpo attack.

Enemies defeated, they'll leave the key you need to gain access to a larger portion of the Airship. Proceed through the waiting door at your leisure.



Once you reach the Main Deck, proceed along the wall to the left and you'll come upon an open area flanked by two stairwells and a set of double-doors at the far end.

## Shop 6



The left stairwell leads to Muramasa's Shop. Drop in if you need to stock up on items, and be sure to increase the efficiency of your blade (steel or wood or both) while you're there.

Proceeding down the left-hand wall from the stairwell leading to Muramasa's, you'll find a sliding door with a green light lit—green means go, right? Head to the right stairway to save.





## Life of the Gods 7



Inside the crate you'll find a Life of the Gods marble which will come in handy in due time. Now make your way back onto the Main Deck.

Make your way past the double doors (currently locked) and into the opposite corner where you'll find another sliding door. Proceed through that one, then through the next, with your blade at the ready.



Once inside the Crew Compartment, you'll be set upon by a pack of jackals determined to do in Ryu. Lay waste to them with your sword and mind the one chap that comes careening through the window in the corner.



Foes annihilated, head through the next doorway and into another long hall. At one end you'll see the double (locked) doors (you can go deal with that now, if you like). Otherwise, proceed through the door ahead.

## Golden Scarab 8

Once inside, head over to the large desk and check out the literature scattered on it. Also, in the corner, lays a mysterious Golden Scarab. Hmmmm....



Now board the elevator in the corner and head *down* to the Fore Cabin, and the underbelly of the Airship.



Make your way ahead, past the various consoles with their flashing lights and board another elevator around the bend (you'll be back for the locked door you pass on the way through).



### CAUTION

*After you exit the elevator, you'll be mugged by several guards with a very big bone to pick. Make sure that you're well-healed and ready for action the moment the car comes to a stop.*



Heading down once more, you'll arrive in the arms of several gents who aren't the least bit happy to see Ryu. Draw your blade and leave no man standing. Beware, though, as soon as you dispatch one batch another may soon join the fray.

## ID Card 9



After routing the band of brigands, you'll spot an ID Card on the ground that'll come in very handy. Collect that, then head through the doorway to the rear of the chamber.



## Life of the Gods 10



Inside you'll find a second Life of the Gods. Gather that up, then head back out, into the elevator, and head upward once more.

Remember that door you passed earlier (coming up on the left)? This time you'll want to head on through, thanks to that helpful ID Card. Once through, you'll have to dispatch a pair of interlopers.



## Save Point 11



Proceeding down the stark, iron-wrought hallway, you'll pass through another door and come upon another Save Point. Record your progress for posterity.



Now proceed through the next doorway, out into the open air, then through another doorway to find yourself in the Middle Cabin.

## Arrows 12

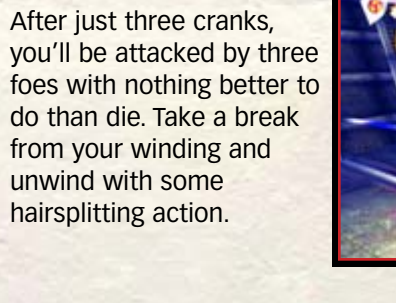
In case you need any (and you will, in a moment), there's a cache of arrows in a large chest immediately to Ryu's left when you enter the cavernous room.



Further along, you'll come across a series of crates. Do what you do best and cut them down to splinters and wood shavings to collect the valuable Essence contained within.



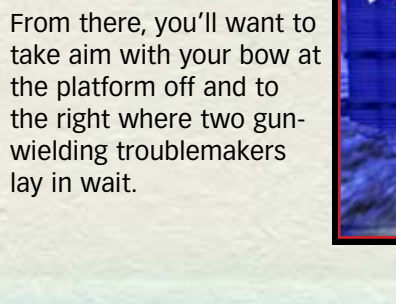
That done, in the corner you'll find a winch that needs a few good turns. Stand next to it and crank it with **X** to open up the large doorway just over yonder.



After just three cranks, you'll be attacked by three foes with nothing better to do than die. Take a break from your winding and unwind with some hairsplitting action.



Once they've been suitably dispatched, continue twisting the winch till it unfurls the large gate all the way and allows Ryu access.



From there, you'll want to take aim with your bow at the platform off and to the right where two gun-wielding troublemakers lay in wait.







Once they've been defeated, jump up, grab the wire, and cross the gap. Oh, and *don't* look down....



Once across, make your way all the way around the bend and you'll come across another foe laying in wait. A few well-placed hits (or a nice Counter Attack) should send him plummeting to the earth below.

### Elixir of Spiritual Life 13



Continuing around the bend you'll eventually come upon a chest. Kick it open and claim an Elixir, then make your way back.

As you're about to round the corner once more, note the ugly patch job on the window. Use your sword and force them to take advantage of their deductible.



Once inside, take your blade to all their fancy, Airship-powering gear and marvel as all the remaining locked doors suddenly become unlocked.



That bit of vandalism deftly executed, go back to the last Save Point you passed and, once more, record your progress.



### TIP

*On your way back to the Save Point, be sure to pause at the Middle Cabin and refill your supply of arrows.*



Now, with your game once more saved, head up the stairwell nearby to find Ryu back on the Main Deck. From here, you can head back to the Shop for anything you might need (or want).



Now, a brief detour: Head back down the hallway, back to the Living Quarters where you first began this Chapter, all the way to the far end of the hallway to a door that was previously locked. Head on through.



In the rear of this warehouse you'll find a pair of helpful items. You'll have to mount the highest crate and leap toward the rear of the warehouse to get them. It can be a bit tricky, so just follow the images to get the right idea.



**Talisman of Rebirth** 14



In the left rear corner you'll find a chest containing a Talisman of Rebirth. These are among the most valuable and useful items in the game.



After the Talisman of Rebirth, before venturing to the opposite corner, you'll spy a Scarab in between some crates on the floor below. Look closely, as it's very easy to miss.

**Elixir of the Devil Way** 15



In the back right corner, you'll find a relatively lowly Elixir but, as a bonus, it's not too shabby. Once you have that in hand, make your way back to the Main Deck.

**TIP**

*You may want to hit the Save Point again just so you don't have to redo any of the warehouse.*

Now that you're back where you diverged, head through the double doors, then through the doorway at the opposite end of the hall.



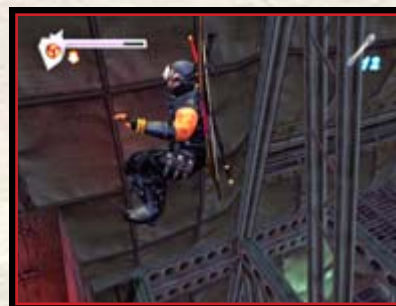
Once through, you'll need to make your way up a stairway and into the gun-brandishing hands of a band of baddies. Use the Reverse Wind technique (hold **D** and press **L** to make your way up safely) till you get within striking distance.



With those two down, engage the next pair on the ledge just above. Leap up and cut them to ribbons.

**CAUTION**

*The close quarters in here can be deadly, so make sure you're making ample use of your block and Counter Attack techniques to carry the fight.*



With two more notches added to your blade, you'll want to have Ryu climb the large metal box just off to one side, then do a Reverse Bird Flip to land on the catwalk above.

**Golden Scarab** 16



Up top, at the end of the way, you'll find a Golden Scarab. Swoop that bug up then drop back down to the level below.



## Great Spirit Elixir 17



After crossing another catwalk, you'll find a chest at the end. Now claim a Great Spirit Elixir.



Pressing on to the next section of the Gas Compartment, use the short platform to the right to make your way to the next area. Unfortunately, there are also a few foes waiting for you at the other end, so approach carefully.

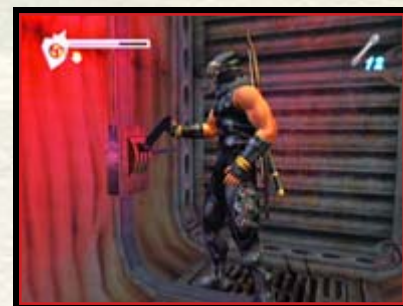


With them out of the way, proceed to the rear, and around the corner. From here you'll need to clamber up another large box, then execute another Bird Flip to reach the next catwalk.

Waiting at the opposite end of that catwalk, however, are two more gun and shockstick-wielding foes. Use the Reverse Wind to close the gap then rain liquid death on their crowns.



See that ladder? Don't go up it just yet, though. First you'll need to wall jump your way up the corridor and into a side passage.



In the corner of that alcove you'll find a lever. Grab hold and yank with **X** to unlock the hatch barring Ryu's escape to the roof.



Now make your way back to the foot of the ladder and prepare for your toughest challenge yet.





## Boss Battle: Machine Head



This guy is rough and ready to make Ryu's life a living, unadulterated hell. Whether it's his brutal hand-to-hand attacks or the discharges from his static gun, you'll have your hands full.

Dealing with this guy is a hit-and-run affair. The key is to get in close, deliver a few whacks with your sword (or Helmet Splitters via **A**, **V**) then retreat out of range of his vicious melee assault.



Just because he can't punch doesn't mean he still can't inflict serious harm. That gun of his, while easy to anticipate, can still be tricky if he catches you off rhythm. The key here is to dodge with the Reverse Wind technique at the very last minute before he fires.



If you're very, very skilled, it's possible to stay in tight, getting in a three hit combo (**X**, **X**, **X**), then dodging before he can grab you and execute his shocking grasp attack—but *only* if you're very skilled!

### TIP

Also try the Flying Swallow Attack, then hold **D** while running away to roll to safety. Run to his side again, and repeat.





## CHAPTER 4

### IMPERIAL CITY INFILTRATION

Ryu has escaped from the crash of the Airship. Spread out before him is the city of Tairon, captial of the Vigoor Empire...



### WALKTHROUGH

#### Save Point 1



Dropping into the capital, Ryu's first order of business is to visit the Save Point virtually staring him in the face. Then, he's off and running...

After he drops to the ground, a band of foes will rapidly set upon him. Draw your sword and cut them down where they stand.



#### Great Spirit Elixir 2

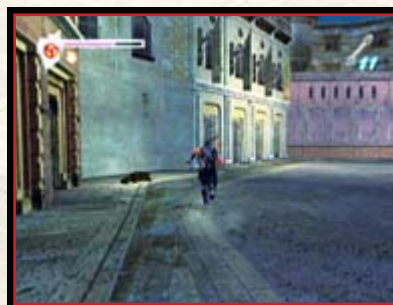


Continue down the road as it unfolds before Ryu, and make a sharp left just as you enter Twin Serpents Plaza. Head through the small doorway to grab an Elixir.



Now make your way through the only new opening available to Ryu to face three more foes barring your path into the next area.

#### Technique Scroll: Guillotine Throw 3



Upon entering the Military Gate zone, head immediately along the wall to the left and you'll spy a corpse. Examine it to obtain a new Technique!

#### Arrows 4



From there, journey over to the gate and pluck the arrows from the corpse laying there to add to your depleted supply.





As you go to the other doorway exiting the area, several foes will ambush you from above. Show them how unwanted guests are treated.



Foes defeated, proceed through the circle-branded door, and into another alleyway as Ryu presses deeper into the city's bowels.

Just beyond the gateway lays another trio of interlopers. Invade their happy little roadblock.



## Stone Tablet (Top) 5



Head straight ahead, following the road as it twists to the right (ignore the spur leading left for the time being), and before long you'll spot an item on the ground.

While you're staring at the portcullis before Ryu, head over and unlock it so that that's taken care of for future reference, then backtrack to that spur you passed not long ago.



On your way back through, you'll have to deal with a band of baddies once more. Slice and dice, then head down the road leading to the right.

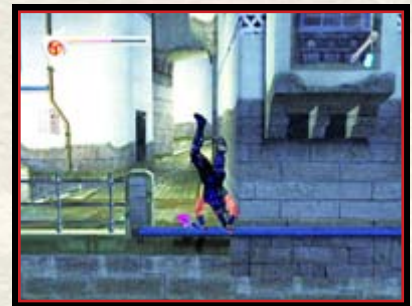


Follow the alleyway as it bends to and fro, till you reach a ledge (you'll know you're at the spot when a Kunai Scroll wings its way in from off-screen).



Now draw your bow and slay the two snipers lying to the right and out of reach of Ryu's blade of vengeance. Strike the opportunists down with unerring accuracy.

Once they're pushing up daisies, walk Ryu over to where the Kunai Scroll appeared and keep walking right off the edge—Ryu will grab hold of the railing to avoid falling. From there, shimmy right.



Jump on the wall into the first sniper's nest. Grab onto the rope and shimmy to the other side. Locate a chest containing a Life of a Thousand Gods.



## Life of the Gods 6



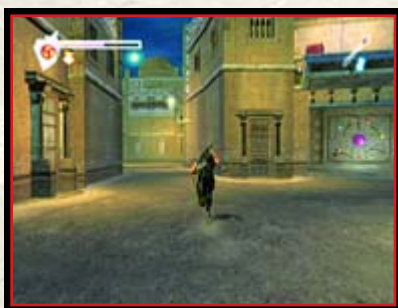
Now hoist yourself up (press **L+A**) and crack open the chest tucked in this out-of-the-way alcove. Inside you'll find a handy treat.

Drop to the street below. Take note of the Lily Door to your left as you pass by (you'll be back here), then continue forward, with the stairwell to Ryu's right.

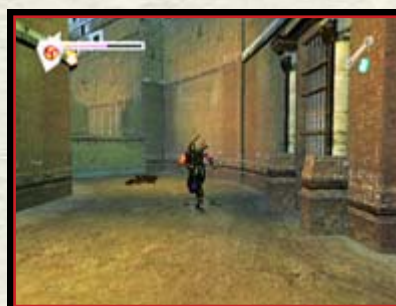


In a few seconds you'll come to another door—this one marked with two yellow orbs and a circle. Head on through to Clock Tower Plaza.

After entering the Plaza, head straight ahead, past the gate with the eye design (it should be to Ryu's right), and down to the right alleyway.



## Nunchaku 7



Herein you'll find another corpse with an extra-special treat. Snap up your newfound equipment, then turn 'round (note the doorway across from the corpse) and head back toward, and past, the eye gate (this time to Ryu's left).

Make your way past the eye gate, then make for the opening almost directly across from it, and up the stairs.



**CAUTION**  
*As you round the first bend heading up those stairs there's a squad of enemies laying in wait. This can be tricky due to the tight quarters, so be prepared.*



Meeting up with a group of foes in the hallway, unleash your fury upon their unwitting hides, then continue up to the roof.

**CAUTION**  
*As you exit onto the roof, a fearsome band of ninja, equipped with Explosive Shuriken, will accost you. If one of these hits you, immediately execute a Cicada Slash so you won't be there when it goes off.*







These ninja are, far and away, your toughest opponents yet. Utilize the central wall to your advantage (the Grand Cicada Slash is very helpful here) and never stop moving so they don't tag Ryu with an Explosive Shuriken.



Back on the street, make your way toward the door with five emeralds on it. If you're assaulted, draw your blade and go do some damage.

**TIP**  
If you have Izuna Drop, it is an instant kill.

Foes finished, pull the lever to the right of the door to unlock it. Then head on through to the other side.



## Spirit of the Devils 8



With that band of darksome foes dispatched, proceed to the corner and kick open the chest they so jealously appeared to guard, and claim your prize.

In the shop, after you finish the foes by the door with the five emeralds on it you'll want to stop for the next Golden Scarab. As you enter the area, head directly to the left to a small alcove to find a fountain. Inside you'll spot a Golden Scarab shimmering just beneath the calm, cool, surface.



## Shop 9



Now make your way back to the street below, and head right once you reach ground level. Continue forward and you'll come upon the main branch of Muramasa's retail empire.

On the other side, a Kunai Scroll will zip in. Check it, then head down the pathway leading to the right till you come to the first, small, alleyway leading right (note the battered doorway on the left—you'll be back in due time).



**NOTE**

Make sure you have at least one weapon upgraded at this point; things are only going to get more challenging from here. You may also want to consider the Izuna Drop Technique Scroll and/or The Art of the Inferno. Finally, make sure you speak to Muramasa to turn in the Golden Scarabs you've found thus far to earn some extras.



From this alleyway, you'll need to perform a Flying Bird Flip to reach the ledge above. Once you're up there, make sure you're ready for a tough fight.





As soon as you drop into the next area, a band of black-garbed ninja (again, armed with Explosive Shuriken) will ambush you. Keep moving, and use the Grand Cicada Slash to make short work of them.

## Essence 10



In the corner of that area you'll find a chest laden with all manner of Essence. Might be a good time to start thinking how you will spend some of it at Muramasa's.

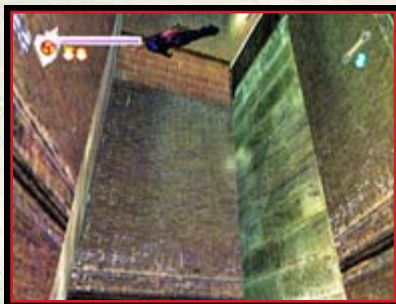
Proceed through the nearby gate, then head left down the alleyway. From there, follow the road to the right, and up a short flight of steps.




As you proceed into the fenced-in area, two more black ninja will accost you. Slice them to ribbons, then duck down the alleyway to the left.



In the seeming *cul-de-sac*, execute a series of Flying Bird Flips to reach the ledge nominally out of reach to continue on your way.



You'll quickly come upon a gap. Leap across it, keep holding  to make sure Ryu catches the edge and hauls himself up.



At the next gap, perform a Wall Run on the blue lined area to the right to reach the opposite side without plummeting to the street below.

## Suke's Diary 11



Continue along the path and you'll shortly come upon the corpse of another fallen ninja. Examine it to come up with some interesting information.

## Golden Scarab 12



Just a few steps beyond Ryu's fallen comrade-in-arms, you'll find another Golden Scarab, itchin' to be claimed. Grab it, then onward you go.





Ere long you'll find yourself on a terrace overlooking the Clock Tower Plaza. Pull the nearby level to unlock the eye gate.

**Great Devil Elixir** 13



Before you leap to the ground below, kick open the chest located just to one side of the lever to claim another, large, Elixir.

Back on the ground below, you can now proceed through the eye gate or hit Muramasa's Shop if you need anything. Be wary, however, of the guards lurking below.



Once through the gate, follow the street till it leads you straight into Han's Bar. From there, head over to the bulletin board to the right of the bouncer and read it.

**Save Point** 14



Before heading back to Muramasa's, run over to the Save Point just beyond the bulletin board to record your progress.

**Golden Scarab** 15



One more detour before going to Muramasa's: Pop down the alleyway leading off to the right (just across from the bar's doors) and you'll find a Golden Scarab.



**NOTE**

You'll also notice the Kunai Scroll that popped in mentioning a very powerful weapon. If you want to know more, go to the "Secrets" section.



Now you'll want to make a run back to Muramasa's Shop. Buy something (doesn't matter what) then exit and he'll give you a ticket to get into Han's Bar.

On the way back to Han's, you'll be accosted by a swath of black ninja. Lay waste to them, then go and make your scheduled appointment at the watering hole.

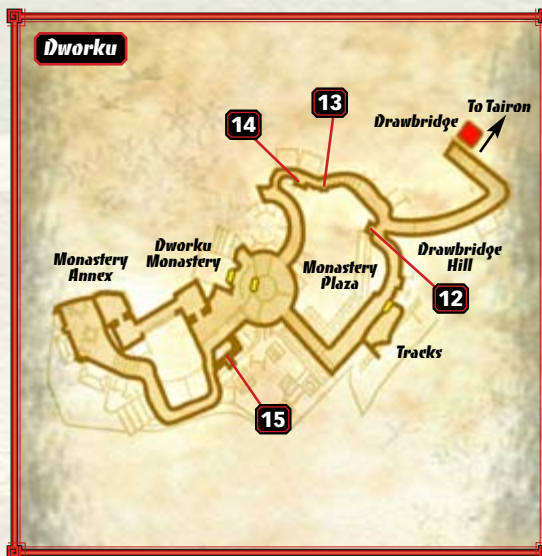
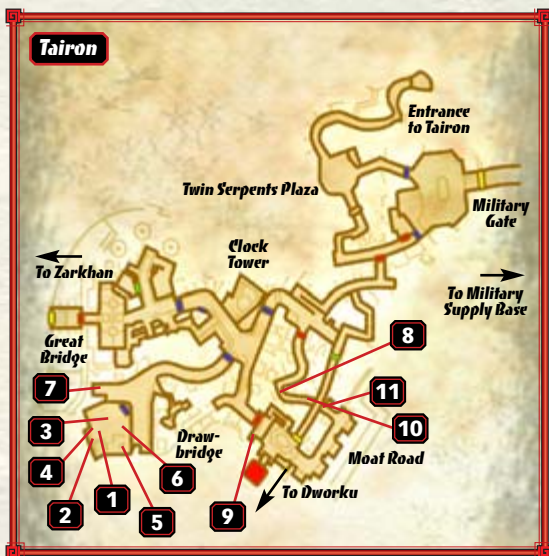




## CHAPTER 5

### THE CITY OF FIENDS

Tairon is full of mysteries: Strange creatures called Fiends and Rachel the Fiend Hunter. However, Ryu still has no clues to the whereabouts of Doku....



### WALKTHROUGH

#### Lily Key 1



As the Chapter opens, a Kunai Scroll will greet Ryu. Explore its contents, then kick open the nearby chest to collect the Lily Key.

#### Save Point 2

Not far removed from the chest, you'll spot a Save Point. Take a moment to record your impressive progress thus far.



#### Elixir of Spiritual Life 3



Drop down the open hatch and make your way to the right, out a doorway and onto a spacious terrace to find another chest containing another goodie.

#### Map of Tairon 4



Just across the doorway from that chest lays a map to the sprawling city of Tairon. Tear it from the wall and add it to your growing atlas.





Now make your way down the nearby stairwell, where you'll come upon a trio of gunmen waiting to usher you into the next life. Show them the door, then keep heading down.

**Elixir of Spiritual Life 5**



As you exit the stairwell, you'll come upon yet another chest. This one also houses an Elixir and, as always, is a most welcome addition to Ryu's repertoire.

Continue onward down the hall flanked by short columns to Ryu's right, and you'll soon encounter three more foes. Show them the pointy end of your sword, then continue down the stairs.



**NOTE**  
As you exit the stairwell, you'll spot an arcade machine. Wonder what that's for, hmmm? See the "Secrets" section for more info.

**Save Point 7**



Out on the street, hit the nearby Save Point to record all the progress you've made since entering Han's, then head back toward the eye gate (toward Muramasa's Shop, etc.).

Before reaching the gate, however, you'll need to wipe out a quartet of guards patrolling the street.



After passing through the eye gate, head straight ahead toward the gateway with the two yellow orbs on it and pass on through.



**NOTE**  
You may want to stop by Muramasa's and grab a few things since you're near it right now.

**Elixir of the Devil Way/Map of Dworku 6**



Continuing through the bar, you'll come upon the bar itself with an Elixir perched on one end and a map upon the other. Collect both, then head through the doors and out to the street.



Hugging the right wall, follow along it until you spot the stairwell on the left, then head through the Lily Gate directly opposite it.



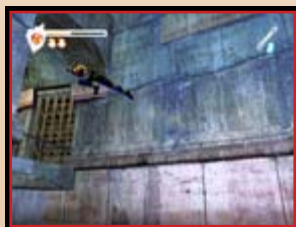
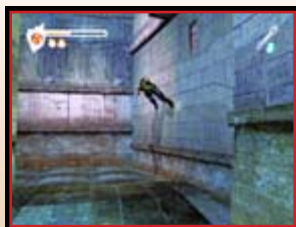


On the other side of the gate lay three guards just waiting for some “unauthorized” soul to stumble through. Show them your ID (a.k.a. your Dragon Blade), then follow the path onward (see sidebar).

In short order, you'll reach the Moat Road and a band of onrushing black ninja. After defeating them, continue down the road and around the corner and into the tunnel.



### Continuous Wall Running



Now you'll come to a dead end with a ledge above barred by a low-slung gate. From here you'll have to execute the Continuous Wall Run for the first time. Mount the wall to the

right, leap to the oncoming wall, then leap once more to clear the gate. Practice, however, definitely makes perfect.

### Elixir of Spiritual Life 8



After clearing the low gate (sidebar), you'll spot a chest. Kick it open and claim another Elixir to add to your burgeoning collection.

### Save Point 9



After emerging from the tunnel, you'll find a Save Point and a lever. Hit the lever to unlock the door (back to Clock Tower Plaza), then mosey over to the Save Point and record your progress.

Now head up the nearby stairwell and through the doorways above to face down a trio of gunmen. Slay them, then head through the doorway marked with a large blue gem.



On the other side you'll encounter three gents at the opposite end of the alleyway. Either Wall Run or use the Reverse Wind to close the gap and lay waste to them.





### Key of Pegasus 10



Once they're dead, backtrack and hit the chest to collect the Key of Pegasus, then make your way across the path to the gap on the opposite side.

### Golden Scarab 11



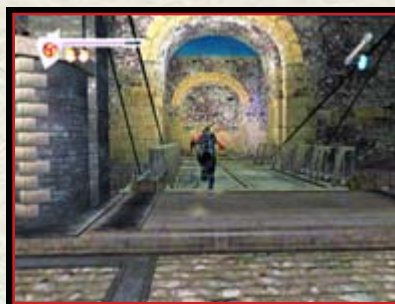
If you execute the Continuous Wall Run, you can reach a Golden Scarab ensconced in a nook. Once you have that, drop to the street below.

From here, proceed back to the Moat Road, and head back down the tunnel till you reach the locked gate. Using the Pegasus Key, pass on through and flip the lever to lower the drawbridge.



Now exit the tunnel, visit the Save Point once more, then back up the stairs to the Drawbridge Square to deal with another band of soldiers.

With the bridge lowered, the way ahead is clear. Jog across and enter Dworku Territory to continue on with your quest.



With Ryu in Dworku, follow the path as it leads up Drawbridge Hill and make your way toward a Save Point. Before reaching it, however, you'll have to lay waste to a band of black ninja.



### Save Point/Gold Scarab 12



Now run over and record your progress. While you're there, gather the Gold Scarab to add to your growing colony of beetle-like artifacts.

### Golden Scarab 13



Game saved, head down the road leading to the right and, as you make your way along, keep an eye out for a small notch in the wall to Ryu's left. In one of them lays a Golden Scarab.

### Elixir of Spiritual Life 14



Not too much farther down (once more, on the left) you'll spot a chest. Kick it open and Ryu will recover another Elixir to keep his health up—precisely where it needs to be.





Before long you'll enter Monastery Plaza. The gates will spring up, trapping Ryu. A group of soldiers will then make their presence known. You know what to do next....

After removing your antagonists, you'll find that the Monastery gate is locked. Continue on past the gate and down the path ahead.



Shortly after embarking down this newest alleyway, you'll be jumped by a band of black ninjas from a nearby, smaller, alley. Cut them down, then venture down this gash in the building's surface.

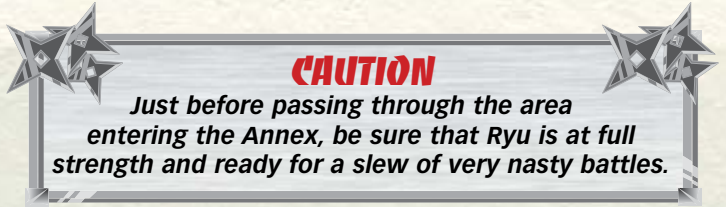


### Great Spirit Elixir 15



Therein you'll find a chest and within that Ryu will discover an extra-large Elixir, which may just come in very handy in the near-future.

After exiting the opposite end of that small alley, you'll be accosted by still another group of ninjas. Whittle them down to bone shavings and gristle, then continue on toward the Monastery Annex.



### CAUTION

*Just before passing through the area entering the Annex, be sure that Ryu is at full strength and ready for a slew of very nasty battles.*



After entering the Monastery Clearing, you'll be set upon by a band of soldiers. Upon slaying three of them, the real trouble begins....



Interrupting your intimate encounter are several large, red, fiendish creatures. Immediately make your way to a wall (any wall will do) and continually execute Grand Cicada Slashes and Flying Swallow attacks till they're all dead. Utilizing any Ninpo you have can also be a good idea if the tide turns against Ryu. Perseverance will pay off: While it may not be the prettiest battle, it will eventually bear fruit.





**Boss Battle: Fiend Behemoth**



This massive, ugly, twisted collection of tentacles and eyeballs is as dangerous as it looks, but Ryu is more than a match for this rubber-limbed Fiend.

Throughout this battle, keep Ryu in close to his foe at all times. While this may appear suicidal, it's the safest option available.



Once you're in close, the goal is to dismember the beast by cutting away its two tentacles. Accomplish

this via unrelenting Helmet Splitters (A, Y with L in a neutral position) or Flying Swallows (A, Y while pressing toward the critter). Three hits to each tentacle will destroy it.

Once it's mostly armless, move in and deliver the Blade of Nitri attack (X, Y, X, X, X, X) till its tentacles return in Hydra-like fashion.



Gradually he'll spew globs of acidic material at Ryu. If you stay in close, however, you'll be immune to their caustic touch.

The process is fairly simple (in theory): Dismember, cut him to ribbons, repeat. Before long it'll be reduced to a shambling pile of goo.

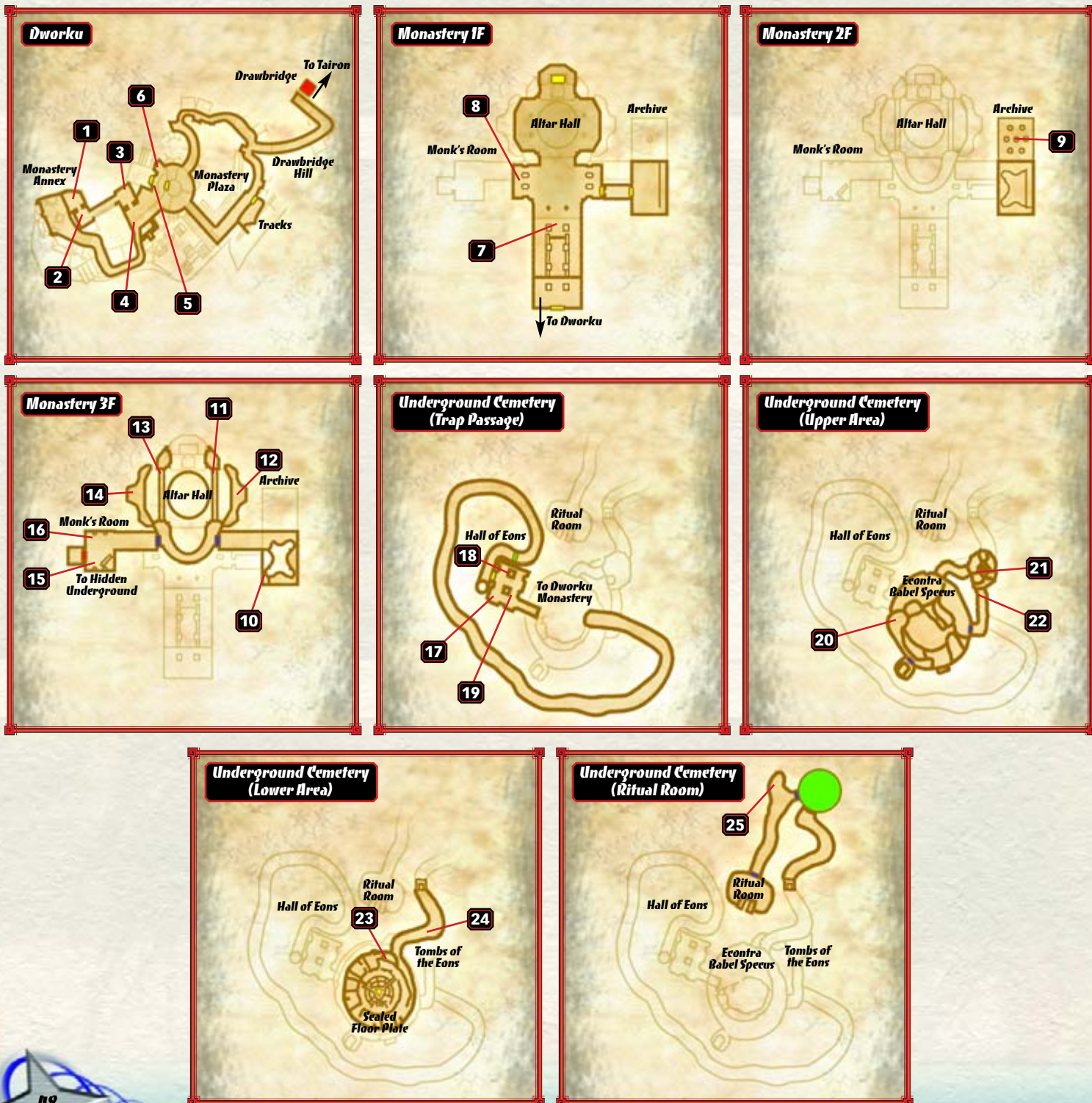




## CHAPTER 6

### THE MONASTERY

It is said that there is a secret path leading to the Palace of Zarkhan underneath the Dworku Monastery...

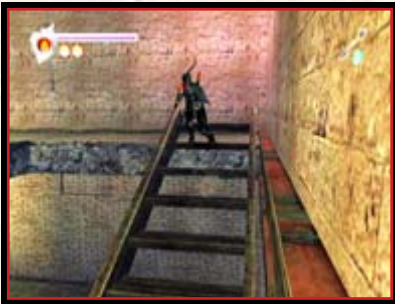




## WALKTHROUGH

**Save Point/Great Spirit Elixir/  
Life of the Gods** 1

As the Monastery Chapter opens, you'll be confronted with the usual Save Point, as well as a pair of chests each housing a different goodie. Gather the items, then save your quest.

**Elixir of Spiritual Life** 2

Book keeping completed, make your way into the Monastery Annex and climb the stairs till Ryu stumbles across a chest directly in his path.

From there, proceed into the bat-choked hallway, hurling shurikens as you go to prune their blood-sucking wings, then head into the next room.

**Shop** 3

Drop straight through the wide-open floor and Ryu will virtually land on Muramasa's Shop. Head in and stock up on Elixirs and the like—it will be a while before you get another chance.

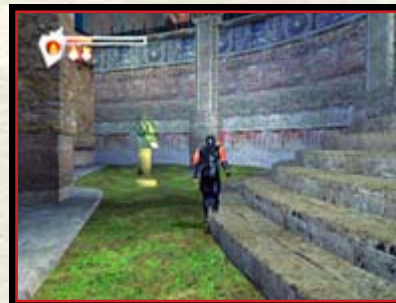
**Elixir of the Devil Way** 4

Proceeding out into the narrow courtyard, jog over and kick open the chest laying in plain view to gather up what resides inside.

Virtually the moment you get done pillaging the chest, you'll face down a quintet of hook-handed horrors. Stand your guard and show them that you won't back down.

**Monastery Map** 5

After dispatching those monstrosities, you'll find a ninja that, apparently, didn't fare nearly as well as Ryu against the beasts. In his hand you'll find a new map.

**Save Point** 6

Prior to proceeding into the Monastery, be sure to hit the Save Point flanking the right side of the entrance to record your progress.



## Elixir of Spiritual Life 7



Upon entering, head up one of the two flights of stairs flanking either wall, then hit up the chest at the very top, located between them.

## Elixir of the Devil Way 8



Within the Altar Hall, just to the left, lays an alcove containing another chest. Gather the Elixir within, then make your way to the doorway directly opposite the chest.

Continuing down the hall, enter another door and Ryu will find himself in the archive... beset upon by a pair of hook-handed horrors and their scythe-wielding master. As he'll keep summoning the little guys, take out the master *first*.



As soon as you dispatch the first, a second scythe Fiend will appear. Again, destroy it before taking on his hench-creatures.



**NOTE**  
The Archive is riddled with books. While you do not need them, they make for some interesting reading and fill in much of the game's back-story.

## Elixir of Spiritual Life/Tablet/ Golden Scarab/Incendiary Shuriken 9



Heading up the stairs, you'll find a room containing several necessary items. Shatter the lovely glass display cases to collect all the trinkets contained therein.

Now make your way to the back right corner of the Archive and execute a Flying Bird Jump to reach the balcony above.



## Golden Scarab 10



After landing on the ledge you'll spot a Golden Scarab. Add that to your pack, then arm your Incendiary Shurikens and head around the corner.



Using those explosive trinkets, finish the job someone else started and bring that fractured wall crashing down, allowing Ryu access to the room beyond.

In the antechamber beyond, you'll have to destroy two more scythe-bearers and their squealing cohorts. Once they're dispatched, head through the doorway.





**Great Spirit Elixir 11**



Overlooking the Altar Room, turn Ryu to the right and have him, carefully, pick his way across the support beam directly ahead to open the chest.

**Elixir of Spiritual Life 12**



Now leap over the chest and jump to the right to reach another chest. Be careful—if you miss, it's a long walk back up.

**CAUTION**

*If you fall to the floor below, a pair of very aggressive (and much more dangerous) scythe-swingers will immediately attack you. Make sure you kill them or they'll menace Ryu when he returns to the balcony above.*

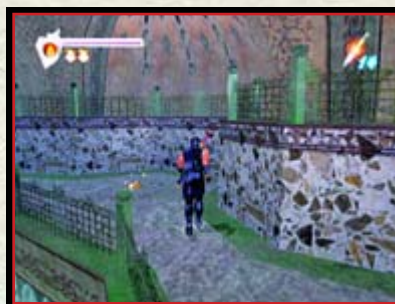
**Great Devil Elixir 13**



Once more, carefully leap to the right to make your way back toward the doorway that leads into the Altar Room. From there, head across the narrow eve, and make your way across the other beam to another chest.

**Golden Scarab 14**

And, finally, leap up behind that chest over to the left to claim a Golden Scarab, then complete the set of tricky jumps by returning to the narrow ledge to the left.



Items in hand, proceed through the leftmost door and into the Monk's Room beyond to continue on Ryu's quest for vengeance.

Once inside, make your way over to the large desk dominating one corner. Peruse it to pick up some interesting info, paying special attention to the passages in green.



**Raptor, Deity of Sentiment 15**



Just to the right of the desk is a small statue on a pedestal. Grab it, then head over to the small safe to the right of the large, gated, passageway leading straight down.

**CAUTION**

*Upon completing the next puzzle, Ryu will be attacked by a small mob of scythe-wielders and hook-handed Fiends. Be prepared.*

**Book of Eons 16**

The trick with the safe is to enter the 27 and 12 (from the book) by turning the dial left, right, right, left. So, to get to '2', click **Ⓛ** twice (then press **ⓧ**); then **Ⓡ** five times (then press **ⓧ**); then **Ⓡ** six times (then press **ⓧ**); then **Ⓛ** once (then press **ⓧ**). That'll net you the Book of Eons.

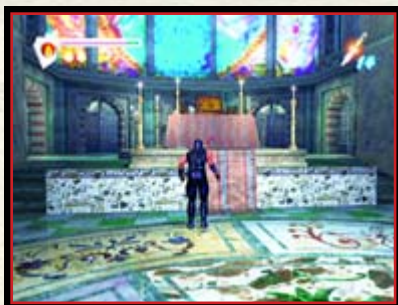






As soon as you have the Book, you'll be set upon by a small army of foes. Work your lethal charm and thin the pack with your razor-sharp blade.

Now exit the Monk's Room via the door you entered, and leap to the floor of the Altar Room below. Once there, approach the altar and place the Book of Eons upon it.



## NOTE

*If you still have your Incendiary Shurikens equipped, be sure to swap them for standard Shurikens before proceeding.*



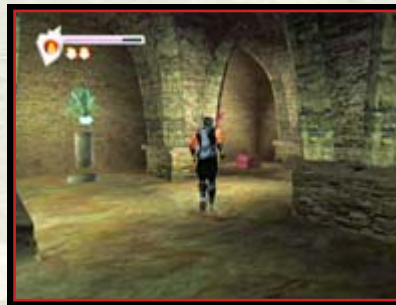
A secret passage leading down into the dark depths of the earth will be revealed. Prepare yourself for the trials ahead and plunge into the unknown.

## Golden Scarab 17



In the chamber below Ryu will be set upon by a swarm of bats. Cut them from the sky with a volley of Shurikens, then grab the nearby Golden Scarab.

## Save Point/Map of the Underground Cemetery 18



Just across from the Golden Scarab lays a Save Point and, to the right of that, a chest containing a map. Save your game, grab the map, then turn around to find a...

## Incendiary Shuriken 19



...corpse holding a weapon it must have been wielding prior to succumbing to the swarm of bats.

Proceeding into the next chamber, you'll spot a giant stone head lodged in one corner. Not surprisingly, this does not bode well for Ryu.



Shortly you'll find a wall you'll need to break down with Incendiary Shurikens. Whip one out and watch the wall crumble, then be prepared for ten tons of trouble.



## Boulder Dash

Before proceeding too far down the hall, the view will change to one with Ryu looking toward you. From here, you'll have to control Ryu as he runs into the camera as the boulder gives unrelenting chase towards a series of nail beds and tumbling columns.



The first bed you can clear with a simple jump, so take it in stride and keep running like mad (do not let up on **L** at any point in your run).



The second bed of nails requires a Wall Run to clear, so be sure to mount the wall to the left to avoid being skewered.

The third, like the first, bed of nails can be cleared via a solid jump, so keep plowing forward with the boulder, thankfully, out of sight (for now).



You can also clear the fourth bed with nothing more than a well-timed jump but, once you clear it, start hugging the wall to the left.

In a few scant steps, a column will come crashing from Ryu's right, but you'll be safe as long as you're to the left. That column cleared, make your way to the right side of the tunnel.



From there, a column will then drop from the left but, again, you'll be safe as long as you're to the right. After clearing that one, move back to the left.

Once more a column will intrude from the right. You'll be fine provided you stayed to the left and managed to slip underneath.



Sticking to the left wall, you'll need to perform a Wall Run at the upcoming bed of nails to clear it safely. Don't breathe yet, though.



Another bed of nails will come up fast. A simple jump will see Ryu safely over that treacherous trap, but make sure you keep on running!



## Boulder Dash (cont'd)

Don't be fooled by the next spike bed! You'll spot a depression in the ground before you can see that the spikes are further down than they'd have you believe. Time it right and Wall Run past the next bed.



One final bed of nails and you're virtually home free. Be sure to Wall Run to avoid it, then one final spurt of speed will see you to (relative) safety. Congrats! You made it!



As Ryu wings his way around the bar, his heart slowly recovering from a brisk run, send him leaping forward to the plateau just ahead.

## Save Point/Great Spirit Elixir 20



Safely on solid ground once more, record your progress and raid the nearby chest for a large-sized Elixir.

### TIP

Now would be a good time to switch back to your standard Shurikens if you haven't already done so.



Game saved, proceed down the pathway toward parts unknown, shattering the bodies of the bats as you go with volleys of stinging death.



After destroying that flock of pests, mount the bar in the gap, and swing and leap to the next rock formation just ahead of Ryu.

From there, turn left and hop to the small platform ahead, then start making your way down the path once more, ever deeper into the earth.



Making your way around the huge skeletal talon in your path, head into the doorway and down the hole.



Head through the gate barring Ryu's path where he'll have to contend with a quartet of hooked-horrors patrolling the area looking for a free meal.





Foes dispatched, head down to the next gated passageway and move on through, descending the steps toward some freakish looking flying creatures.

Without getting too close, draw your bow and shoot those mutants from the sky, one-by-one, until the way is clear (and, more importantly, safe). If you're out of arrows, Shurikens will suffice.



**NOTE**

You can hold off on collecting the following object until you head back this way or do it now—the choice is yours.



**Golden Scarab**



Leap to the ledge to the left (don't do a Wall Run), then leap to the alcove containing a Golden Scarab to add to your shiny cache.

**Save Point 23**



Once you reach the bottom, embark down the next passage heading still lower and you'll enter another chamber with a Save Point sitting quietly nearby.

**TIP**  
If you strike them in their eye, you'll destroy the pesky things with one shot, so take careful aim to conserve ammo.



With that batch out of the way (mind you, there may be more lurking below) leap out to the rocky outcropping just ahead, then make for the next one over.

**Life of the Gods 21**



On that next ledge you'll find a chest containing a Life of the Gods. Add that to your precious collection of blue spheres, then do an about face and note the glistening object in the distance.

From there, continue down the path until you come upon a swarm of bats. Swat them, then pick your way across the platforms dealing with the flying rodents as you go.



Upon reaching the floor of the chamber (with the giant chains mounted to the base), you'll meet up with six hook-handed Fiends. Draw your blade and send their souls packing to the next world.





## Golden Scarab 24



Blade slick with the blood of your foes, proceed down the next passageway into a crypt of sorts. Along the right wall, you'll soon spot a Golden Scarab.

Once you've entered the Tomb proper, you'll encounter a swarm of bats guarding a ladder leading down into the earth. Grind them into paste, then head down the hole.



At the bottom of the passage you'll encounter still more bats. House them, then continue on your way down the passage.



## Elixir of Spiritual Life



As you round the bend, you'll come upon a chest. Kick it open to retrieve another Elixir that you'll need soon.



Heading into the next chamber, you'll spot a giant metal button. Execute a Helmet Splitter to send this giant elevator down, but be ready to fight!

As soon as the platform begins its descent, a group of Fiends will assault Ryu. Show them what a true ninja thinks of unwanted surprises.

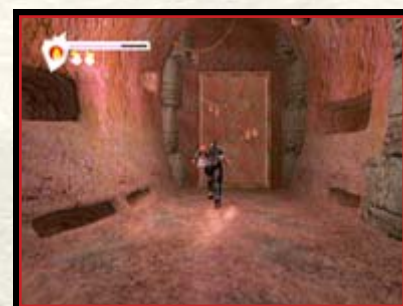


## Vigoorian Flail 25



Once the floor touches down, head out the metal doorway embedded in the wall and make your way to the right to find a chest. Crack it open for a most welcome surprise.

New toy in hand, head down the passage till you reach another door. Prepare yourself, then head on through to the other side.



### CAUTION

The next few sequences are incredibly rough, so be sure your magic is fully equipped and your health is completely replenished before stepping across the threshold.



## The House of Pain (Ritual Room)

Inside the Ritual Room you'll immediately be confronted by a veritable swarm of those one-eyed Fiends you fought not long ago. The easiest way to deal with them is to continually perform Flying Swallow attacks till they're destroyed and, whatever you do, do not stop moving.



Now you'll exchange flying horrors for undead monstrosities. First things first: Focus your attacks on slaying the archers found in each corner.



With the arrow-wielding critters dead, your options are pretty much open. The key here is to never stop moving while combating these beasts.

### NOTE

*If you want, give the Vigoorian Flail a crack with these monsters. But be wary—once you enter into a long chain of attacks with it, you'll be very vulnerable to counter-attack.*



They may be slow, but if they catch you with the battleaxe or morning star, you'll know it. Make sure to carefully watch their movements as you flit about delivering (re)death and destruction.

As usual, the Flying Swallow and Helmet Splitter are effective strategies for dealing with these horrors. Also, if you feel you can handle it, the Fang of the Wolf (X, X, Y, Y) can be an effective combo.



### NOTE

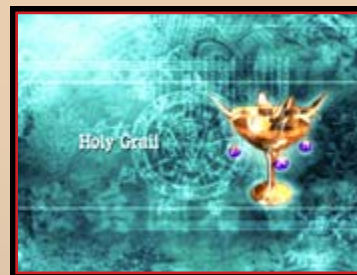
*The Guillotine Throw and Blade of Nirrti have little-to-no effect on these creatures, so save them for another day.*

Another good strategy is to weaken several enemies (via decapitation and dismemberment), then use your charge attack (hold Y till you power up) to destroy several opponents at once.



### TIP

*If one of these hungry critters pins Ryu down and starts biting him, pound on X and Y till it lets him back up.*



When the last foe finally falls, gather up the Holy Grail and head out into the hall...to deal with still more zombies.





Once back in the hall, another large mob of those undead warriors will confront you. Again, you want to slay the archers at either end of the chamber before tackling the rest of the swarm.

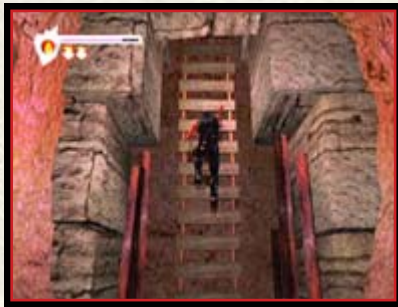
### NOTE

*You do not have to destroy the entire mob before proceeding into the next chamber. So if you're not interested in collecting their Essence, move on. Conversely, you can keep returning to that chamber and killing them over and over if you prefer.*



Back in the rotating platform in the elevator chamber, smash the button once more to send the disc skyward. On your way up, though, you'll be accosted by more monsters and, if you let them, they'll interrupt your ascent.

Making your way off the platform when it comes to a halt, head down the hall, slay the bats, and clamber up the ladder leading back to the world above.



When you return to the Econtra Babel Specus (EBS), annihilate the dead ones waiting for you, then cautiously continue your ascent.

As you move up and out of the EBS, you'll come across numerous skeletal archers along the way. Stand back and use your arrows or, better yet, incendiary Shurikens, to destroy them before attempting to pass.



Once you reach the top, save your game, then head down the passage leading to the left to continue your rapid climb out.

The next room up from the Save Point (with the trisected metal plate in the floor) requires a series of Flying Bird Leaps to exit. Head up the narrow rock chimney then leap from the alcove to the platform.



From that platform, you'll need to execute another Flying Bird Leap off the left wall. Make sure you wait a split-second before jumping from the wall or you'll fall to the ground below.



Leap to the next passageway heading up, then execute a vertical Wall Run to catch the top of the ledge, allowing Ryu to haul himself up.

Head through the gated entrance, then over to the altar sandwiched between both gates. Make sure you're ready before pressing **X**.





## Skeletal Dragon Fiend



You didn't really think that it was going to stay, did you? This enormous horror is almost as deadly as it looks, so be on your guard.



Another attack comes in the form of his tail sweeping across Ryu's location. You'll have to vault his tail *twice* as he always makes two passes with it, so be on your toes.

The key to defeating this monstrosity lays in hacking off each of its limbs by way of its clawed hands. He'll set a paw down in Ryu's vicinity and you'll need to hack away at it.



You'll have to watch for the incoming bone shards that he fires at you from his spine. These can be blocked, but they'll knock Ryu away from his intended target.

By far his most vicious attack is his bite (which is much worse than his bark). You'll know it's coming when he rears his head back, pauses, then strikes like lightning. As soon as his head pulls back, run either to the left or the right, out of the view of the camera and keep holding **Left** or **Right** until he retracts.



Any time he withdraws one of his claws, it's a good bet he's going to launch an assault. One of these is a swipe with his mighty hand, either vertically or horizontally. Simply step back to avoid either of these.



You'll have to hack off all four of its limbs to claim victory and send this fearsome monster back to the boneyard...permanently.

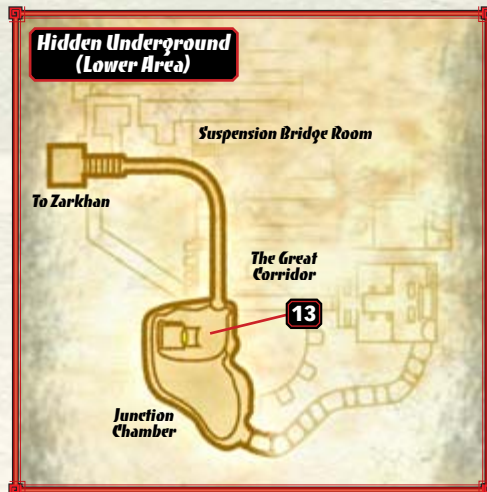
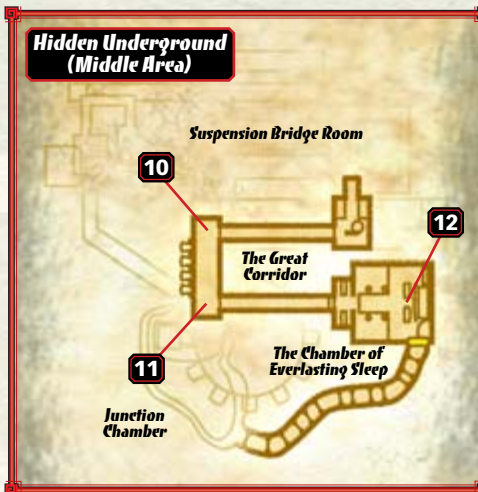
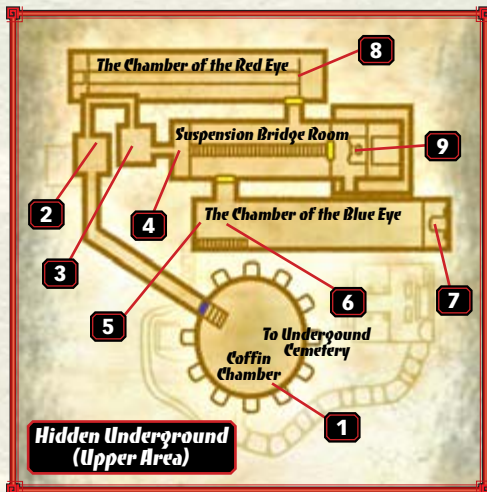




## CHAPTER 7

### HIDDEN UNDERGROUND

A dark underground world, leading deeper and deeper. Does the path to Zarkhan truly exist?



### WALKTHROUGH

#### Life of the Thousand Gods

As the Chapter begins, you'll spot an item laying on the ground. Grab it and use it immediately to increase your life bar.



From there, head back through the gate on the left, and head back down to the room that formerly contained the great chained lid.

#### Save Point



Save your game once more as you enter into the large cavern and come across a place to record your journey—it wouldn't do to have to go back and redo that entire last sequence.

Now make your way all the way down to the bottom, till Ryu finds himself among the carcass of the monstrosity he had just slain, down in the Coffin Chamber.





**Golden Scarab 1**



At the very bottom, if you check one of the slots lining the wall, you'll find a Golden Scarab tucked neatly away.

Now you'll want to make your way to the door with the Egyptian-style eye marking it. Once through, you'll immediately be accosted by your undead friends.



You can slay them all or, if you prefer, Ryu can simply rush by them and head on into the next chamber—just be sure to watch your back.



**Shop 2**



Therein you'll find a Shop and good ol' Muramasa. Speak to him to divest yourself of your accrued Scarabs, then upgrade your weapons and/or purchase any supplies you might require.

**Save Point/Map of the Hidden Underground 3**



A trip into the next chamber along the way will reveal another Save Point as well as a chest. Crack open the chest, then record your progress thus far.

**Life of the Gods/Golden Scarab 4**



The next chamber will reveal a long suspension bridge. Before taking another step, look to the left to find another chest to the left and a Golden Scarab to the right.

**TIP**

*If you have a multiple of five in Golden Scarabs, head back to Muramasa's Shop to redeem them for an item before moving on.*



Now, instead of heading across the bridge, drop into the pit below (this will make life easier later on).

Once in the pit, you can fight with the undead and their friends, or proceed through the blue-marked door for your next challenge.



**Arrows 5**



Once inside the Chamber of the Blue Eye, head over and slay the archer, then hit the nearby body to load up on arrows (if you need them).



## Great Spirit Elixir 6



Quiver full, drop into the pit below, right on top of a chest. Kick that open and gather up the treat inside, then head toward the far end of the chamber.

Bob and weave between the pillars to take cover from incoming arrows launched by undead from the opposite end of the hall.



## Golden Scarab 7



Beneath the balcony housing the archers, you'll find a Golden Scarab. Collect that, then stand in front of the nearest broken column (on the side facing the archers).

Draw your bow and destroy the archers from your safe spot. Once they're dispatched, head back to the other end of the chamber, and up the stairs.



Once you reach the top of the stairs, line up Ryu with the small piece of slate jutting out from the ledge.



Arm your bow and take aim at the glowing eye on the wall to his right. Once you strike this eye, a path will appear just in front of that piece of slate.



The path exists only for a limited time, so make a mad dash (minding the spiked pendulums) along the path to the other end of the room.

### NOTE

*If you're a good shot with the bow, you slow down pendulums by striking their eyes, but it isn't worth the headache.*

You cannot fall off the path, so as long as Ryu isn't struck, he's clear to proceed—just mind the clock!



### TIP

*It's best if you head past the first pendulum with it to Ryu's left as it will allow you to pass the second pendulum with a bit more time to spare.*

You'll have to jump over a gap after the second pendulum, and you can fall from here (if you miss your leap), so watch your step.







**NOTE**



If you fall off, you'll have to wait for the bridge to expire before re-trying—you cannot reset the bridge by firing another arrow at the eye.



On the way past the final (fourth) pendulum, you'll need to execute a Wall Run to get over the gap and to the opposite side.



Once across, step up and hit **X** to activate the blue eye mounted on the wall, then replenish your arrows and head back into the Suspension Bridge Room.

From there, slay the beasties or proceed to the opposite end of the pit and head through the red-marked door.



Head left and into the gully, then make a run down to the opposite end, using the pillars for cover.



At the last column, stop, arm your bow, and take out the two archers lurking just above Ryu's head. From there, turn 'round and head back.

Now, if you position yourself two blocks ahead of the final pillar and look up, you can nail the third archer with careful aiming.



**Elixir of the Devil Way/  
Great Spirit Elixir** **8**



Enemies dead, head to the end of the chamber and kick open the chest to claim a prize. From there, head back up the stairs and kick open the other chest as well.

Time to run the gauntlet. Now you'll need to make your way across a nasty looking path back to the other end of the room.



The first part is easy: Just time it so you move past the pendulum, then leap over the first (retracted at the moment) bed of nails.







The next part requires waiting for the pendulum to swing out of the way, then a quick leap over the bed will find Ryu safe.



The final leg is a bit tricky. If you have an arrow left, you'll want to use it to slow down the middle pendulum. Wait until its swings clear, then make your final two fast jumps to the end.

Barring that, you'll have to move like lightning just after the second pendulum swings clear, you'll need to edge by the first pendulum just to the left or right, off-center, and make a mad dash.



Once you're across, step up and press the red eye, then head for the exit back to the Suspension Bridge Room and through the un-barred doorway to fight that tentacled thing from earlier in the game.



Same rules apply this time around as last: Helmet Splitters and Flying Swallow attacks while staying up very close to it.



When its arms are gone, step up and execute the Blade of Nirrti (X, Y, X, X, X), Blade of the Dragon's Tail (X, X, Y, Y, Y), or Fang of the Wolf (X, X, Y, Y). Repeat this process till it's dead.



Once he's no more, collect and use the Lives of the Thousand Gods, then head back into the previous chamber.

From there, avail yourself of one of the two new stone columns, and execute Flying Bird Jumps till you reach the top.



**TIP**  
Now would be a good time to head back to Muramasa's for more elixir (load up, you'll need it soon), as well as dropping off accrued Scarabs and perhaps even weapon powering up.

### Jewel of the Demon Seal 9



Grab the Jewel of the Demon Seal sitting upon its throne before exiting through the doorway to the left of the large statue dominating the chamber.



## Save Point 10



Avail yourself of the Save Point in the next chamber over before progressing further in your quest. From there, peer down the ramp at the archers waiting below.

If you have sufficient arrows (you can go back to the blue eye chamber to collect some), blast those critters from the top of the slope. Otherwise, make a mad, Wall Run, dash at them (and their friends at the bottom).



## The Art of the Ice Storm 11



After taking out the garbage (or during, even) run to the opposite end of the chamber and collect the scroll hidden there. Equip it and frost your opponents.



A few bats are located downward and in a small antechamber flanked by two ceremonial guardian dogs (they won't attack).

Upon entering the Chamber of Everlasting Sleep, head to the left but do not go down the stairs. Instead, make your way around the pillars and to the edge, facing the sarcophagus.



Execute a Wall Run along the left wall, then leap into the left corner. Ryu will alight on a stone slab that will retract into the floor.



### NOTE

If you touch the floor of the chamber and the sarcophagus slides out of reach, use the pressure plate that lays to the right of the chamber's entrance to reset it.



## Wolf, Deity of Wisdom/Bone Key 12



Carefully pick your way around to the front of the sarcophagus and examine its contents...twice. You'll acquire a statue and a key (which might look familiar).

Now proceed over to the door with the skull emblazoned upon it and pass through to the corridor beyond. You'll have to cope with a myriad of bats as you go.



## Golden Scarab 13



In the next chamber you'll find a Golden Scarab sitting on the floor. Paddle down and snap it up, then make for the flooded passage way below.





Carefully (but quickly) swim through the tunnel to emerge at the other end and a Save Point and a non-functioning platform. Save your game, then head back to the previous chamber.



Once back in the main chamber, swim over to the cage, hit **X** and get inside. This will carry you up and out of the catacombs.



After emerging from the elevator (in the Monk's Room, no less) Ryu will immediately be set upon by a trio of black ninja. Wipe the floor with them, then head through the door. Look back at the book, then the chest. The book will tell you how to get Life of the Gods (**A**, **Y**, **A**, **BACK**). (Press **R**, **L**, **R**, **L**).

Go back to the library where you will fight wave after wave of enemies. It might seem endless, but your reward of essences and a Spirit fo the Devils may be worth it.



### Boss Battle: Alma, Greater Fiend



*Too close...*

*Too far...*



This wicked, inhuman, creature is what remains of Rachel's twin sister. And since Rachel isn't around, it's up to Ryu to put her out of her misery.

After the first blow she requires very precise tactics to successfully engage with minimal loss of health. You'll need to find the sweet spot from which she won't use her long distance attacks, nor her ultra-devastating close-range blows.



*That's the spot!*

The first blow is a freebie for Ryu: Execute a Flying Swallow, then hack away at her with the Crimson Slash (**X**, **X**, **X**), then back off fast!





**Boss Battle: Alma, Greater Fiend (cont'd)**



Once you're at a decent range, wait for Alma to charge Ryu, dodge, then retaliate with the Flying Swallow/ Crimson Slash/ retreat combo or...



Dodging her missile attacks (column throw; energy blasts) requires last-minute dodges left and right. Also keep in mind that there's always more than one missile coming, so be ready to immediately dodge again.

...play aggressively and use the Flying Swallow to strike her from the air, then follow up with the Crimson Slash.



If you get caught in her grip, there's nothing else to do but watch as Ryu takes his licks. This attack is extremely devastating, and the most likely time she employs it is when a player tries to get too many hits in on her.



**NOTE**  
 For more advanced players it is possible to get in longer combos against Alma, but the timing requirements are much more stringent. If you're not up to it, play it safe with the standard method.



And never forget: **Keep Moving!**

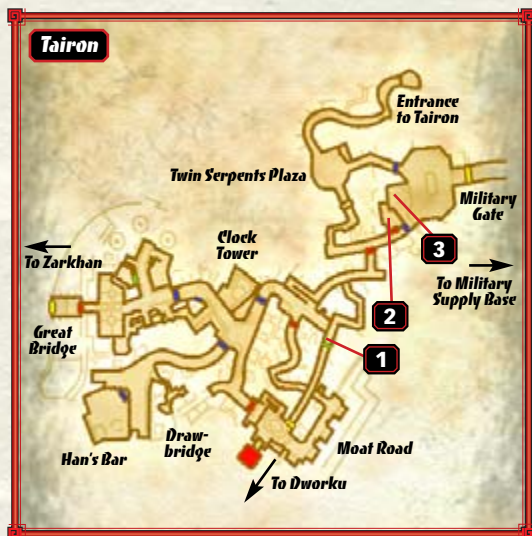




## CHAPTER 8

### TAIRON UNDER ALERT

The battle with Rachel's sister, the Greater Fiend Alma, ended without a victor. However, the aftermath of the battle has caused the Vigor Army to be deployed....



### WALKTHROUGH

#### War Hammer



First off, turn right around and head back into the Monastery to collect Rachel's unwillingly discarded weapon. You can find it in the back left corner of the Altar Room.

#### NOTE

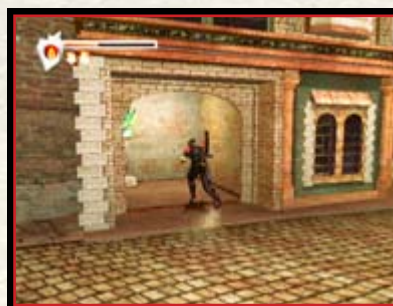
You might want to take a quick run over to Muramasa's Shop after exiting the Monastery. Just run over to the right and go in the other Annex entrance.

Upon exiting, head over and save the game at the Save Point, then head out the front gates of the Monastery and back down to the Draw Bridge.



As soon as you exit the Monastery grounds, head to the far left corner to deal with a group of army goons as they appear from the buildings above.

Afterwards, head up the stairs, making your way back to the Draw Bridge. Along the way, you'll run into various contingents of army soldiers. Sharpen your blade on their body armor as you go.



Stop at the Save Point at the top of Draw Bridge Hill, then head on down to the bridge.



Upon reaching the bridge, make sure you're ready to fight, as things are going to get very intense as soon as Ryu steps foot on the opposite side. When you're sure, flip the lever.

#### CAUTION

Of paramount importance in this sequence are the RPG (Rocket Propelled Grenade) soldiers. Whatever you do, they need to go down first. The gunfire from the other soldiers and APC (Armored Personnel Carriers) is a trifle in comparison.



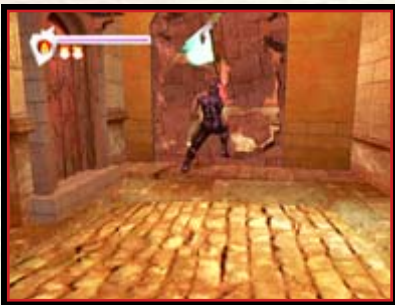


As soon as you get over the bridge, make a beeline for the rear of the first APC on the right. From here you'll want to destroy the RPG-toting soldiers as they exit.

If you don't want to deal with the soldiers, however, head immediately through the doorway behind the APC and onto the next street.



Once there you'll need to quickly neutralize the RPG soldier at the opposite end of the street. Using the Wall Run to close the gap fast and bring your blade down harshly.



Army troopers dead, equip the War Hammer and bring down the wall they were attempting to guard.

### Great Spirit Elixir 1



Just beyond the now-shattered wall lays a chest. Deliver a swift kick to force it open and claim the extra-large Elixir contained inside.

Afterwards, follow the path as it leads Ryu along until he reaches a portcullis. Activate it to pass through, then head down the path to the right.



Taking the first left, you'll have to climb a small hill while weathering enemy gunfire. At the top of the hill, head right and toward the fenced-in areas.



### Golden Scarab/Elixir of Spiritual Life/Shop 2



Now that you have the Bone Key, you can unlock the gate to the left. Use it, then pass through and grab the Golden Scarab. Crack open the chest, then visit Muramasa (be sure to purchase at least four Incendiary Shurikens).

Those items in hand, head back out through the gate, then hang a left to emerge in at the Military Gate. Be ready to fight (arm those Incendiary Shurikens).



As soon as you emerge in the yard, rush in and toss two Incendiary Shurikens each at the gun turrets to render them inoperable.





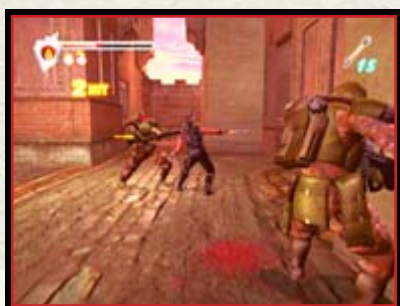
With the turrets destroyed, a gunship will come in to menace Ryu. There isn't anything you can do about it now, so just run and dodge its incoming rockets and machine gun fire until it grows bored and flies away.

After the chopper takes flight, a guard in the building opposite the gate will start taking rocket shots at Ryu. Arm your bow and take him out (get some arrows from the corpse if you need them).



### NOTE

After killing the guard, hit the corpse once more for another bundle of arrows.



Once he's dead, head back through the gate to the left and fend off three soldiers, then duck through the skull-emblazoned door once more.



From the back left corner you'll spot a ledge of sorts. Execute a Flying Bird Jump to clamber atop it, then repeat to enter the building from above.



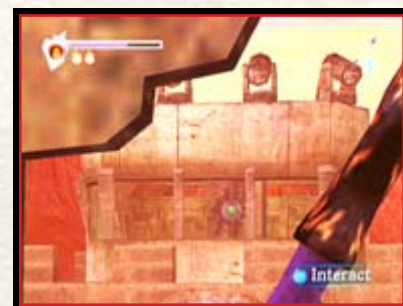
Right before Strong Bow, before heading inside, you may want to take a quick look behind Ryu to spot another Golden Scarab. Execute a Continuous Wall Run to claim that shiny bauble.

### Strong Bow 3

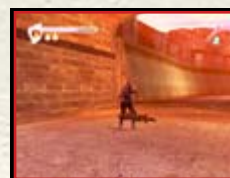


You'll find two things at the end of the hallway: a window overlooking the base and a new weapon. Exchange your current bow for it.

Make your way to the window, arm your new bow, and take aim at the switch located directly across the way from the window.



With the gate now opened, exit the building and make your way back around and down to the gate, then head on through.

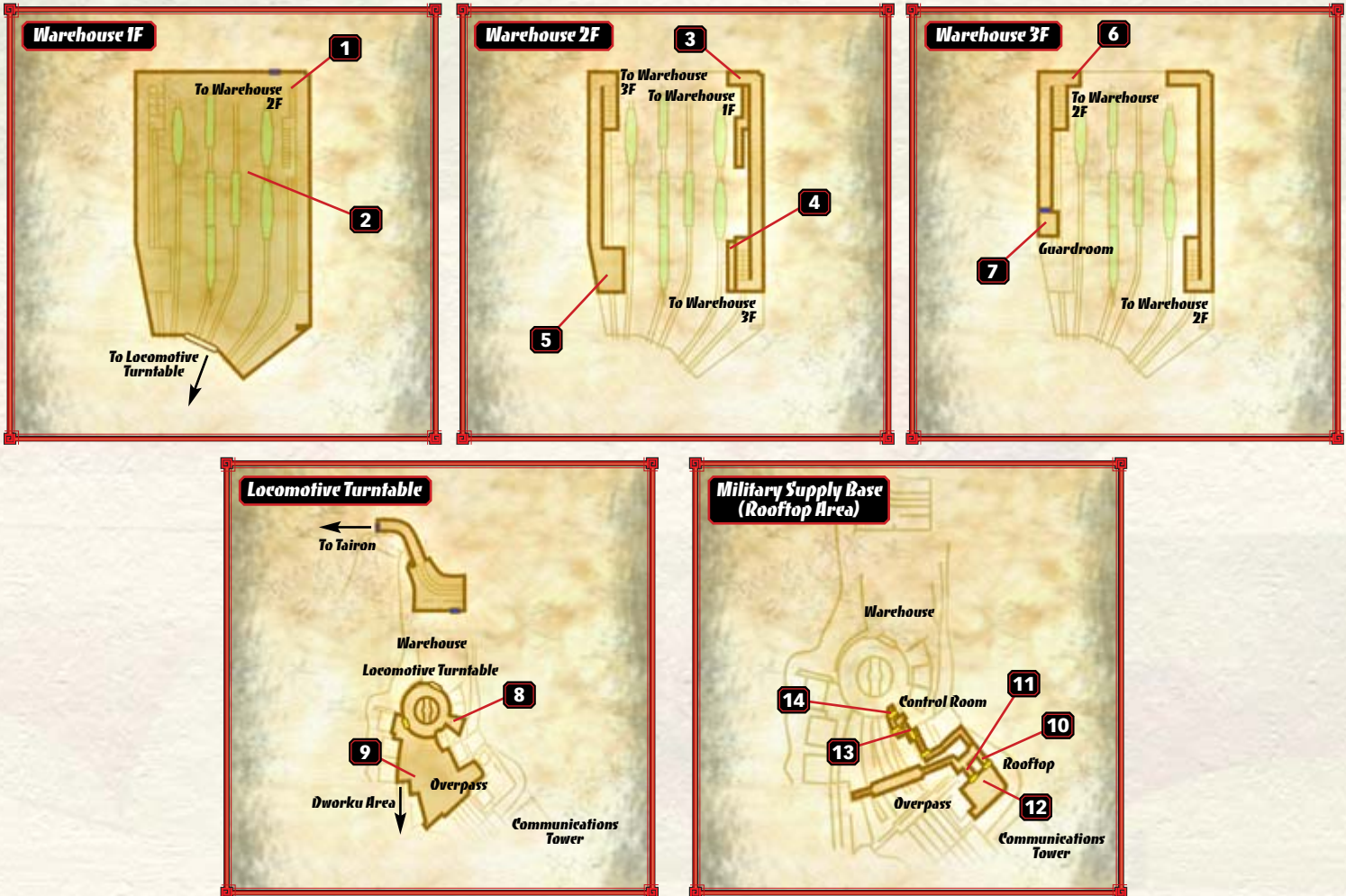




# CHAPTER 9

## THE MILITARY SUPPLY BASE

The Vigor Army is after a renegade element, Ryu. The Military Radio Tower is key to the Army's organization....



## WALKTHROUGH

### Save Point



As soon as the chapter opens, head over to the Save Point and record your progress before plunging further behind enemy lines.



Now make your way down the unguarded thoroughfare, through the door, and into a small squad of riflemen. Lay waste to them, then move on.



## Golden Scarab



Just outside the tunnel, to the left, lays a Golden Scarab. Grab that, then hurry on your way.

## Explosive Arrows



After emerging from the tunnel, Ryu will begin to take heavy APC gunfire. Make a mad dash for the far right corner to claim the Explosive Arrows.

Immediately equip them and destroy the two turrets flanking the APC, then get ready for a series of troops armed with rifles and RPGs.



### TIP

You can use the sides of the APC to execute a Wall Run if you are knocked out of range by rocket fire.



With the guards dispatched, grab the key laying on the ground and proceed through the door right next to the arrow cache (re-load on arrows while you're at it).

## Elixir of Spiritual Life 1



Upon entering the Warehouse, immediately turn left and grab the Elixir ensconced in a nearby chest, then head for the pit between the two nearest trains.



After you pick up the Elixir of Spiritual Live and before mounting those stairs, you may want to take a quick jog over to the train parked to the rear of the warehouse. From its back right side (if Ryu is facing its back end), execute a vertical Wall Run, then hit

Y to give him that extra "oomph" to clamber atop the car for another Golden Scarab.

## Life of the Gods/Elixir of the Devil Way 2



In that pit you'll find two crates: one contains a Life of the Gods and the other a magic Elixir. Bundle them up, then head up the stairs in the back corner (near where Ryu entered).

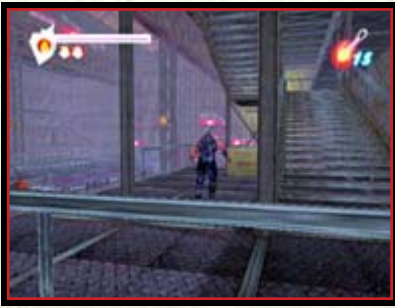
## Essence 3



As you reach the second floor of the Warehouse, you'll come across a chest. Kick it open to reveal a massive cache of all types of Essence. A series of flying sentry drones will accost you as you take a few steps down the catwalk. Make a mad Wall Run down the catwalk to the opposite end.



## APFSDS Cores



In a crate near the rear of the next stairwell, you'll find an unlimited supply of APFSDS Cores. Equip your bow and start knocking those drones from the sky.



Position Ryu in the corner behind the stairwell, and destroy each wave of the pesky buggers. Each time you eradicate a group, run over and re-load.

After you turn the drones into scrap metal, continue up to the next level of the Warehouse via the nearby stairs and hit the nearby power switch.



Now head down the catwalk toward the opposite end of the Warehouse until it dead ends. You'll find another switch there that will activate the cranes.



That done, head for the ground and make your way over to the cannon on rails. Nearby you'll find another switch to activate another crane.



Head back up to the second level and over to where you found the Cores.

Once the platform is directly across from Ryu, execute a jump and take a short ride until the platform starts to head back (you'll know you're there when the controller rumbles).



At this point, leap to the roof of the train to the left, then make your way forward to the gap in the guardrails. Be on the lookout for a scarab to the right of the second platform.



From here, take a leap to the mobile cannon on rails, then head left until you spot the second moving platform sliding along silently.

Execute a quick leap and board the platform. Wait for it to slide down, then disembark toward the chest in the distance.





## Great Spirit Elixir 5



That chest contains a nice surprise. Collect it, then make your way down the catwalk running along the left wall.

## Elixir of Spiritual Life 6



Mounting the next stairwell, bound up the steps until you reach the third floor, then head over to the right to crack open another, Elixir-laden, chest.

## Golden Scarab 7



Now head down the catwalk leading away from the chest, and approach the small guardroom ahead. Before venturing inside, execute a vertical Wall Run onto the roof for a Golden Scarab.

## Shutter Control Card Key/ Military Supply Base Map 7



Hop down and enter the guardroom. Inside you'll score a Shutter Control Card Key and a map covering the vast majority of the Military Base.



Exiting the guardroom, leap down to the floor and make your way to the shutters barring Ryu's access to the rest of the Base. Insert the Card Key into the slot, then get ready to rumble.

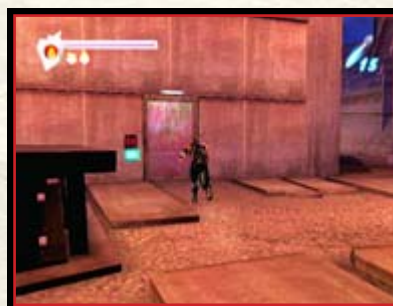
After entering the Locomotive Turntable you'll have to tackle a fairly sizable contingent of guards (though no more than two at once). Slice them down to size, then head up to the open hangar to the left.



## Save Point/Elixir of Spiritual Life 8



Inside you'll find a Save Point and a chest containing some Elixir that you might need at this point. Heal yourself, then Save your progress.



Now make your way to the doorway to the left of the Save Point room. Head on through and get prepared for a very rough fight.

In the next section of the Base, all will seem calm. However, the moment Ryu steps clear of the shadowy confines of the wall, the trouble starts.





## When Tanks Attack!

After entering the clearing, several soldiers will rush out to man a tank waiting just off to the side. Arm your bow with Explosive Arrows, and let the games begin.



Without a gunner, the tank will roll around Ryu in circles. Continue pumping Cores into it until it's a heap of slag...and that's when the *second* tank trots out.



The big problem with the tank is its cannon. It's utterly powerful. To nullify that advantage, stay close in on the tank.



### NOTE



*Depending on how fast (or slow) you are, a new gunner may take the first's place. If that's the case, switch back to Explosive Arrows and repeat the process.*



Once you're near the tank, start firing Explosive Arrows at it. This will quickly take out the gunner, then switch to Cores to house the tank.



With the second tank, you'll first have to reload on Cores. Make a breakneck rush for the crate that's closest to the wall, load up, switch to Explosive Arrows...you know the rest.

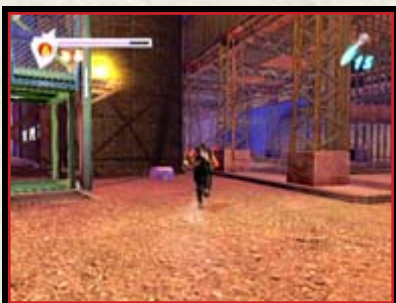


With both tanks little more than scrap metal, an elevator will descend and open, beckoning Ryu to climb aboard. Refill your arrows first.

At the top, you'll come upon a Save Point. Record your progress, then make sure you're in solid shape before heading up the stairs.



## Great Spirit Elixir 9



Just to the side of the elevator is a chest. Break that open, then head inside the carriage and make for the level above.



Two RPG-totin' misfits are at the opposite end of this large catwalk. If you stand as depicted here, you can pick them both off with arrows then go back and save.



## CAUTION

Once you bring down those baddies, you're going to have to face a more malicious threat, so be ready when you walk up those steps.



As the gunship looms into view, you'll want to have your Core arrows armed and ready. Take a few shots at it immediately as it gets ready for its attack run.

## TIP

When the chopper is moving, always lead your shots just a little—always place a shot just ahead of the gunship to hit it.

As it cruises in, you'll have to keep running and rolling to avoid taking heavy machinegun fire. After it flies overhead, knock a few arrows and keep firing.



As it emerges from beneath the catwalk, you'll have time to get in 2-3 shots, then it'll begin shooting hot lead followed up by two volleys of missiles. Keep moving, and jump left and right at the *last possible moment* to avoid the missile strike.



At this point, you'll be nearly depleted on arrows. Head for the end of the stairwell and restock your supply. Then take aim once more.

The only set pattern the chopper maintains is the one where it approaches the bridge, flies under, and comes up on the other side, guns and rockets blazing.



When the chopper is a smoking, twisted, pile of scrap, head over and refill your arrows, then proceed to the opposite end of the bridge.



## Shop/Elixir Spirit of Life 10



At the other end you'll find a chest and a Shop tucked away in the right corner. Crack the chest and stock up at Muramasa's.

Now move over to the pipes fenced in with mesh. From here, you'll need to utilize the Flying Bird Flip to scale the interior.





**Golden Scarab 11**



As you complete your flip parade, you'll happen upon a Golden Scarab. Pocket it, then prepare yourself for some archery practice through the nearby door.

**Great Devil Elixir 12**



The moment you step through the door you'll find a chest. Rush over and pocket what's inside, then take aim at the Tower.

**Boss Battle: Communications Tower**



You'll have to watch for incoming RPGs from soldiers stationed on the Tower. Listen for the shroom of their exhaust and move out of the way.



To take down the Communications Tower, you'll need to utilize your Explosive Arrows to take out what look like nine lights. However, you do not need to take out the actual lights.



The guards are a distraction—do not waste time firing at them. Concentrate all your effort on the lights.

If you need more arrows, there's an unlimited supply in the right corner.



**NOTE**

*It's not recommended, but you can shoot down the incoming rockets with your bow. It can come in handy in a pinch, but isn't suggested as the standard method for dealing with them.*





With the Tower knocked out, it's time to go. Head out the unlocked door on the right—you have a train to catch.

As you exit into the next area, you'll need to knock out the drones with your Core Arrows (four in total). If you get knocked off the catwalk, fire at them from below.



Mind the gap just ahead—you'll have to Wall Run to cross it and continue on your way.



Continue down the catwalk and head through the door, but be ready for the three RPG troops down the hall. If you can, Wall Run and slay them. Otherwise, fire Explosive Arrows their way.

## Elixir of the Devil Way **13**



A chest is residing next to the rocket soldiers. Crack it open and grab the Elixir encased inside, then head out the door and down the elevator.

Now you'll have to enter the next building and slay three troopers guarding the exit. Dive at them and cut them down as soon as you enter the room.



## Life of the Gods **14**



Behind the stairs you'll find a case. Crack that open and collect the Life of the Gods. If you've been following this guide, you should now have nine and a lifebar extension.

Head through the final door and into the Control Room. Nothing left to do but pull the lever to line up the tracks correctly. All aboard!

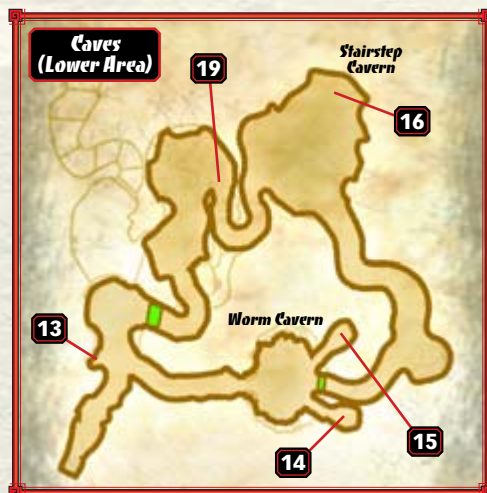
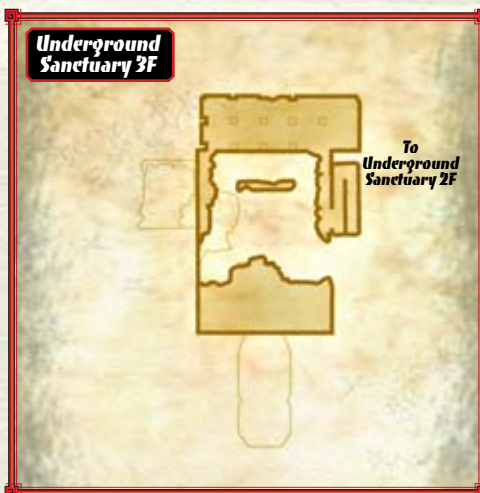
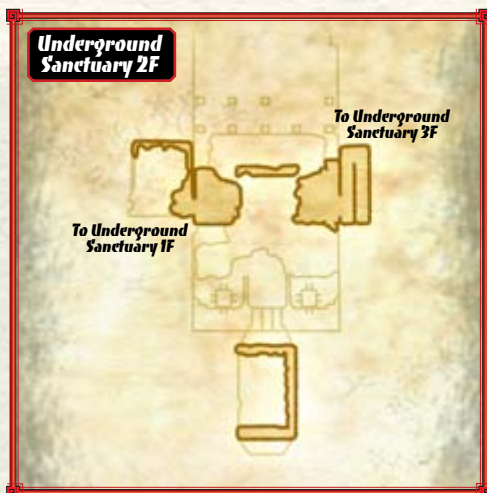
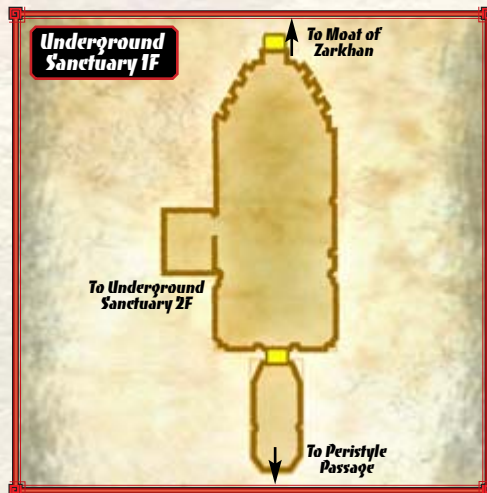
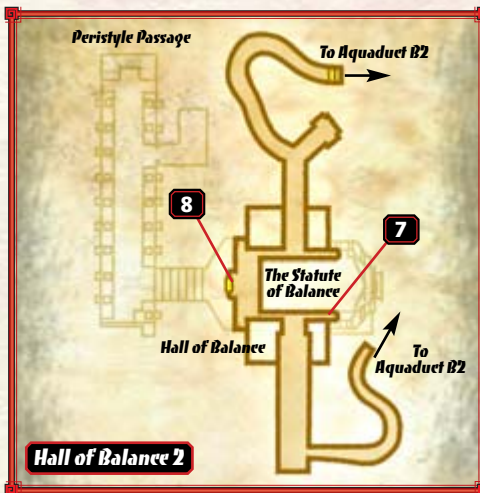
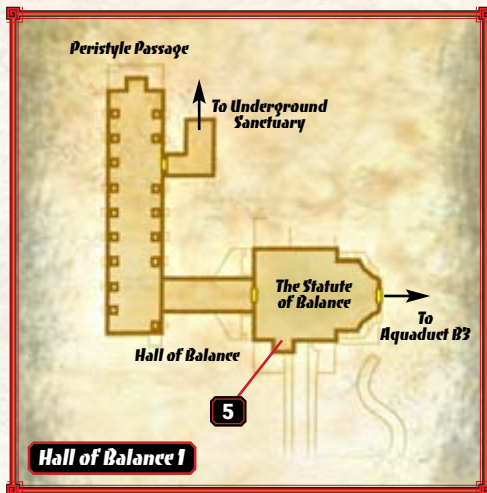
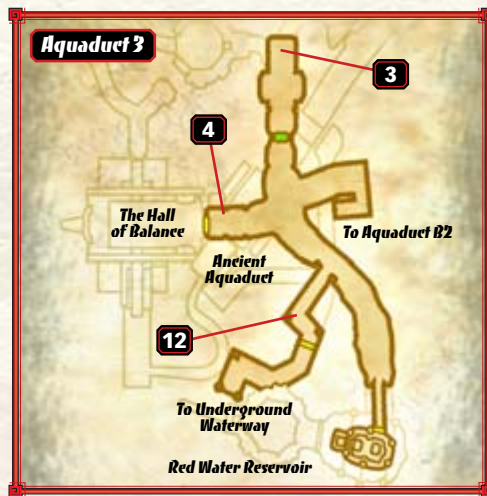
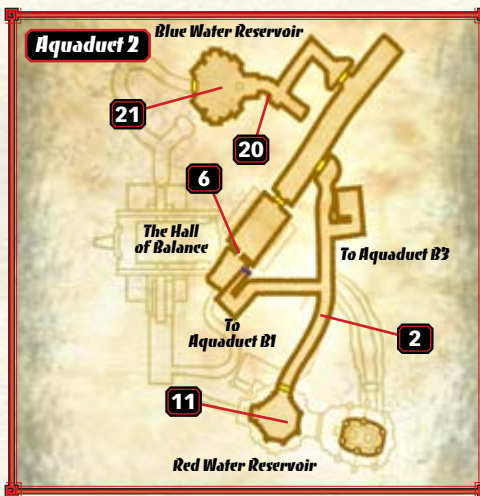
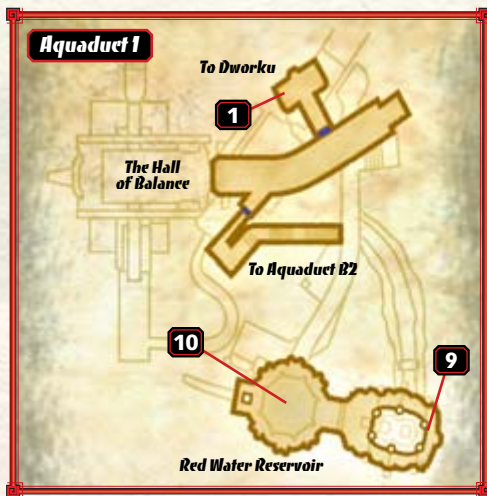




# CHAPTER 10

## THE AQUADUCT

The Army's organization has crumbled; there is no need for Ryu to stay in the now-silent capital...







## WALKTHROUGH

### Life of the Gods

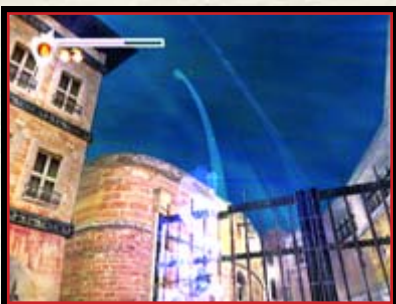


With the train de-railed, head over and crack open the chest to grab a Life of the Gods. In addition, there's a crate filled with Explosive Arrows nearby.

Exit onto the street. You'll have to wander a bit, but before long the manhole cover will slide away revealing a trio of new Fiends.



They're aggressive, but use your swordsmanship to maximum advantage and cut them down where they stand. Afterwards, it's down the rabbit hole.



### NOTE

Make sure to arm your Shurikens before descending into the depths.



### Save Point 1



Once you've entered the Aquaduct, a large colony of bats will set upon you. Blast them from the sky, then hit the nearby Save Point.

Head through the nearby door and out into the sewer. Here you'll meet more Fiends. Use your sword to slash them, then head out the door at the opposite end.



Not long after proceeding through, more Fiends will assault you in the stairwell. Use the tight quarters to your advantage, issuing Helmet Splitters at will.

### Aquaduct Map 2



At the bottom of the stairs, duck right and you'll find a corpse. Rifle through his pockets and you'll come up with a map.





Now head down the opposite way and you'll notice an opening off to the right. Head down this passageway to Aquaduct B3.

From there, head to the right and you'll see a small slot in the wall. Enter it and take a quick ride down to a room below.



### Insect Key/Jewel of the Demon Seal 3

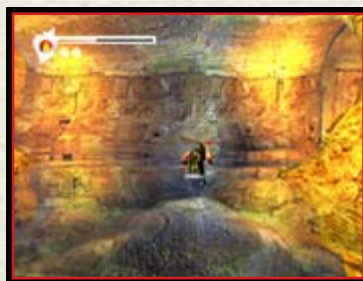


At the rear of this room, you'll spot a chest. Crack that open to claim the item inside, then head to the elevator when you're prepared to fight.



In no time at all, a squad of unfriendly insects will assault you. Wade in and slice and dice (specifically the Helmet Splitter and Flying Swallow).

Once they're done for, head back into the mini-elevator to return to the room above, then make your way down the passage to the right.



### Save Point/Great Spirit Elixir 4



On your way down the hall, you'll spot a Save Point. A chest containing a welcome surprise is next to the Save Point. Secure your progress, then head through the door.

Once inside the Chamber of Balance, make your way to the left wall and execute a Wall Run from the small rise in the water to grab the ledge above.



### Key of the Insect 5



After shimmying to the right, haul Ryu up and he'll find a chest recessed within a small hole. Inside you'll find a key.

Now you'll want to make your way back to Aquaduct B2. Exit the Hall of Balance, then make your way straight ahead until you reach the wall. From there Continuous Wall Run from the left up to the ledge above.



Once you're back in Aquaduct B2, head to the right and through the door ahead. Beware of the band of Fiends! For a quick escape head to the right and through the nearby door.

#### NOTE

If you take the elevator down again and kill every monster you see, you will receive a *Talisman of Rebirth*.



## CAUTION

You're going to have your hands full in the next sequence. Once you pass through the door, make sure you're ready for a tough fight and that your Core Arrows are armed.

## How the Worm Turns, Part I

You'll have to fight this massive, electrified worm to the death. He can be a tough nut to crack, but crack he will.



The worm has numerous different attacks: an electrical blast (you'll see it coming when he pauses and rears back a bit); a long sweep of the area Ryu is standing upon (jump straight up to dodge); and a devastating bite (this can be avoided by not hovering in the center of the chamber).



After passing through the archway in the How the Worm Turns, Part 1 section, do a quick check behind and look up—you'll spy a slight shimmering coming from a ledge above.

Run up and capture another Golden Scarab.

## How the Worm Turns, Part I (cont'd)

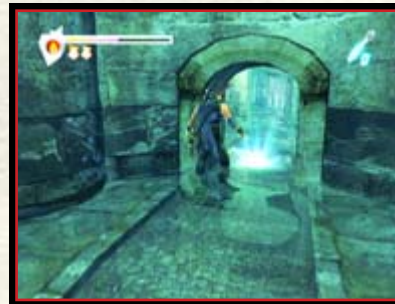


Your best bet for laying this worm low is to use your Core arrows to whittle him down, then attack him with your sword (after he sweeps the area) via a Helmet Splitter.

From time to time, the worm will also electrify its small pool of water. However, when it isn't, you can use a Flying Swallow and enter the pool to hack away at it.



## Art of the Inazuma 6



With the worm dead, you'll notice something shimmering in the water just beneath the narrow archway. Grab it then hurry onward. Also, head through the doorway then turn around and jump up to find a scarab.

You'll pass through a corridor and reach a turn where the path veers right and slopes sharply downward.





**Essence 7**



Soon enough, Ryu will find himself in the Hall of Balance. Only this time he's above it. A chest is to the right as he enters.

**Red Tablet of the Stream/Golden Scarab 8**



Not too far away, at the head of the chamber, lays another chest. Bust that open to obtain a fairly important artifact, then continue around the horseshoe for a Golden Scarab.

**Life of the Gods 8**



From there, if you continue up the next tunnel, you'll reach a fork. To the right is another chest. Crack it open, then head back to the Hall and leap down.

Exit the Hall now, record your progress, then head down the long length of hall leading to the right and make your way through the door (ready for battle with some Fiends).



After dispatching the beasts (or, if you like, before) you'll need to execute the Flying Bird Flip to make your way up.

**Spirit of the Devils 9**



Turn around once you reach the top. Run around the edge to the rear to find a chest. Give it a swift kick.

**Great Spirit Elixir/Golden Scarab 10**



Now make your way into the opposite chamber and hit that chest. The Golden Scarab is located to each side of the grated floor.

To the rear you'll find a pedestal. Before investigating that, be prepared for a Fiendish assault as soon as you're done.



Water drained and Fiends dispatched, you'll now need to make your way back up to Aquaduct B2. Head back down and return to the Continuous Wall Run (the first right off the long sloping path).



Once you reach Aquaduct B2 again, head out and make a left, then follow that path as it unfurls, up past the corpse, and through the door at the end of the hall.



## Statue of the Water Spirit 11



Inside you'll find that you are at the base of the Red Water Reservoir (now drained). Off to the left lays a statue. Grab it, then head back to Aquaduct B3.

## Taro's Diary 12



Once you've descended again, jog over to the Save Point 4, then backtrack around the corner to the right to find another corpse on the ground.

Step up and pass through the doorway ahead, and you'll soon find a hole emitting a swarm of bats. Slay the bats, then jump!



## Golden Scarab 13



At the bottom, start moving forward, noting the passage to the right (with yet more bats), and take a peek left to find a Golden Scarab.



Now make your way down the bat-strewn corridor, destroying them as you go. Prior to exiting the tunnel, make sure you're ready for a blistering battle.

## How the Worm Turns, Part II

This time out you'll have to deal with two worms at the same time. While this may seem daunting, it's really more intimidating than threatening.



The attack patterns are the same as the first worm, although you'll obviously have to be quicker on your feet to duck and dodge.



If you can, the best way to approach this is by wiping out one worm then concentrating on the other. Using Helmet Splitters as the worms sweep the cavern (jump up as they crash against the floor) is the surest way to victory. Otherwise, the same tactics that applied before, apply here.



**Life of the Gods** 14



In the former home of the right worm, you'll find a chest. Kick it open to find something helpful.

**Golden Scarab** 15



In its mate's nest you'll find another Golden Scarab to add to a fairly serious collection at this point. From there, proceed through the middle passage. On the right side, in the passage, there is a chest containing a Great Spirit Elixir.

**Great Devil Elixir** 16

Before long you'll enter a large chamber with a set of stairs in the back. Beware the Fiends lurking in this chamber, then clamber upwards to find a chest.



**Elixir of the Devil Way** 17



Up top, follow the path off to the side to locate a door. Prior to venturing through, there's a chest just to the left.



In the next chamber you'll find a clutch of bats on the ceiling. Displace them with Shurikens, then continue around the bend and into the next room.

**Blue Tablet of the Stream** 18



Herein you'll find an altar with an artifact on it. Grab it, ignore the door, and now make your way back to the Stairstep Cavern.

**Incendiary Shurikens** 19



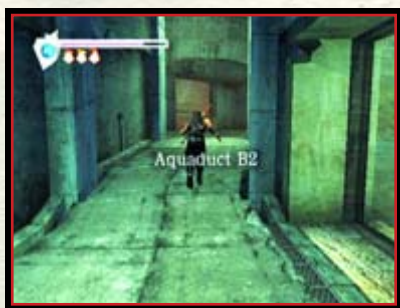
Picking your way down the steps, exit the chamber via the path to the right. You'll enter another chamber with a corpse marking the tunnel's end.

After ransacking the corpse, a series of Fiends will assault Ryu. Destroy them, then continue to the next tunnel until you reach a job for your Incendiary Shurikens.



Once you've punched through, you'll need to return to the chimney and make your way back up to Aquaduct B3 via Flying Bird Flips—watch out for those bats!





Now use the Continuous Wall Run to head back up to Aquaduct B2. From there exit to the right and head through the door that leads toward the first worm.

This time, move away from the worm chamber and down the hall to a doorway on the left. Pass on through to the other side.



## Shop/Great Spirit Elixir 20



Follow the stairs upward to find a Shop as well as a chest sitting in a *cul-de-sac*. Utilize both, then head down the corridor opposite the chest into the next chamber.



### NOTE

This will be the last time you get to visit a shop for quite some time, so load up on Elixir and the like before you leave town. Also be sure to load up on Core Arrows.

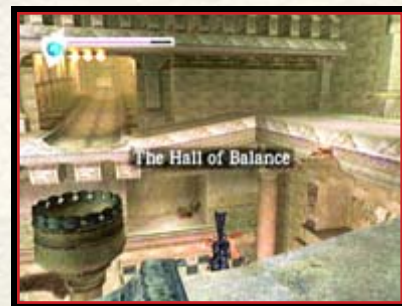


## Golden Scarab 21



Inside you'll find a pedestal. Investigate it, then hop down into the now-empty pool below to claim a Golden Scarab, then head through the door.

Before long you'll find yourself in the Hall of Balance. Leap to the floor, pass through the door behind the waterfall, and record your progress. Then head through the *other* door in the Hall of Balance.



In the next hall, you'll be ambushed by a never-ending supply of Fiends. Race around the corner to the right and use the Flying Bird Flip to reach the ceiling.



After you've unlocked the door in the second hall and defeated the horde of Fiends, you may also want to grab another Golden Scarab. This one is a series of Flying Bird Flips up the columns just to the *right* as you enter the area.





That taken care of, lunge for the nearby doorway, and pass on through to escape the onslaught of Fiends (however, if you like, chop away).



On the opposite side, be wary of a large supply of bats coming from the ceiling. Especially beware the colony hiding just underneath the structure.

After entering the Underground Sanctuary, you'll need to dispatch a few Fiends, then make your way to the doorway on the left.



## Golden Scarab/Elixir of the Devil Way 22



Inside you'll find a chest as well as a Golden Scarab. Collect what you can from both, then Continuous Wall Run from the right wall, to the center wall, then to the left wall.

Once you reach the ledge, take out your Bow and standard Arrows, and aim at the target across the way.



Now you'll need to Wall Run across the new arrival. Take a deep breath and make a flying leap for it to reach the opposite side.

## Great Spirit Elixir 23

Once you make it up the stairs, head around the bend and zip over and kick open the chest. That should come in handy soon.

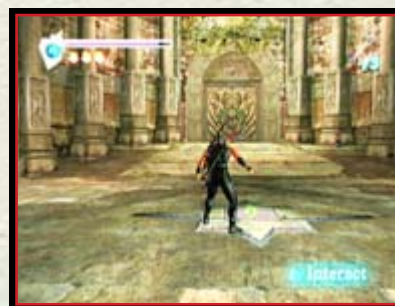


Continuing forward, head around the corner and up until you reach a seeming dead end. See that root jutting out? Execute a jump at it (watch the angle) and swing and leap to the next ledge.

## Golden Scarab 24



On the opposite side you'll find what you've been looking for. Before returning to the floor below, however, head around to the left to nab a Golden Scarab.



Now you can leap to the floor. But before you step up to that marked spot, you'd better be ready for the fight of your life thus far.



## Boss Battle: Dragon Fiend

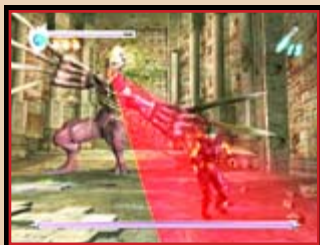
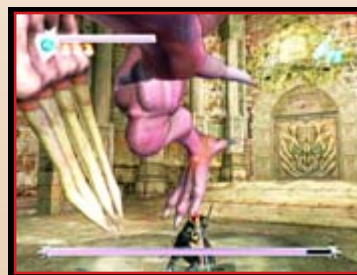


First, lodge as many Core Arrows in him as possible, from as far away as possible.



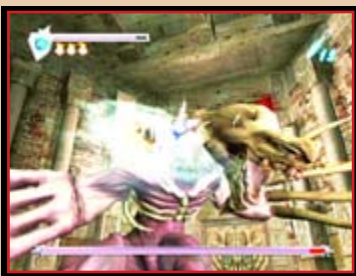
To say this fellow is large would be a mild understatement. Unfortunately for Ryu, he's as ferocious and cruel as he looks.

When he stampedes, don't be in his way! This is a good time to maneuver behind him and deliver a Flying Swallow or Helmet Splitter.



Whatever you do, don't get greedy! If you score a blow, pull back and wait for another opportunity lest his massive wings damage Ryu.

First off, you'll need to be aware of a few things. He fires a laser beam that soon gives rise to a flame wherever the laser is touched. Whenever he takes to the ledge above the arena, run as far from him as possible. Strike him from behind for best results.



As with so many other bosses in *Ninja Gaiden*, this beast requires patience above all else. If you take it slow and steady, you'll end up in much better shape.





# CHAPTER 11

## THE PATH TO ZARKHAN

Using the Aquaduct, Ryu has arrived at the moat surrounding Zarkhan. However, a great wall blocks his path into the Palace itself...



## WALKTHROUGH

### Save Point/Great Spirit Elixir/ Great Devil Elixir **1**



Starting out, hit the two chests near Ryu to claim a pair of Elixirs, then check in at the Save Point—there is no way you want to fight that last boss again anytime soon.

### Golden Scarab **2**



Now plunge into the moat—but watch for the *big fish*! Swim over and under the opening in the fence, gathering the Golden Scarab on your way through.

### Gold Medallion **3**



Just beyond the Golden Scarab is a chest. Swim over and pop it open to collect a Gold Medallion. With that, it's time to head back through the gap.

### NOTE

You may want to stop and save again, just so there's no repeating this rudimentary step again should you perish in combat.

Now swim to the opposite end of the moat, and enter the drainage pipe embedded in the left wall—make sure to take a fresh breath beforehand!





## Combination 4



As you enter a small chamber, turn 'round and note the corpse laying there. Examine it to collect a combination: 0971.

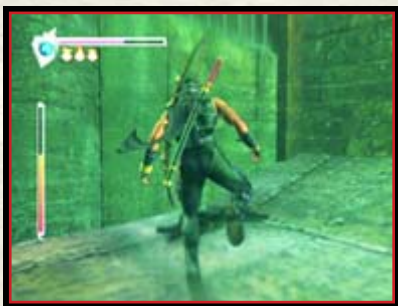
After exiting the pipe on the other side, you'll find a pair of drones firing energy beams into the water. Surface and destroy those, and kill the fish while you're at it.



From there, you'll want to have Ryu swim over to the far corner (from where he exited), and into a stonework tunnel. You'll find something at the end that you can't quite read, however, so head left, further along the tunnel.



## Owl's Eye



The tunnel will let out in another enclosed pool with another corpse. This one's holding something known as the Owl's Eye. Collect it, then head back to the dark numbers.

Now enter the combination you received not too long ago (0971), but watch your air meter! The Owl's Eye lets you see in dark places, but not breathe like a fish!



Combo entered, the hatch will spring open granting Ryu access. If you're running low on air (half a meter or less), go back for a fresh gulp.

## Shop/Spear Gun 6



Halfway through this particular tunnel, you'll need to surface for air. You'll also find good ol' Muramasa, and a Spear Gun someone doesn't appear to be using any longer.

## Golden Scarab 7



Continue down the tunnel and you'll emerge in another open area—this one is patrolled by more drones. Destroy them, then clamber out of the water to claim a Golden Scarab.

## Save Point/Great Spirit Elixir/ Life of the Gods 8



One more underwater jaunt and Ryu will come up in an underground cave. Here he'll also find a pair of chests and a Save Point for recording your progress.

Once you've saved, plunge back into the water and continue forward through the narrow underwater passage opposite the Save Point.







**NOTE**

Don't worry; you'll be back for the other corridor in due time.



You'll come to another small, underwater chamber. Here you'll find a passage blocked by a mysterious force. Ignore it for now, then head around the bend and continue down the tunnel.

In the next open area, you'll be able to use that Spear Gun. Fry the fishies, then surface for some air (or vice versa).



**Golden Scarab 9**



Just to the right of the tunnel you just exited lays another Golden Scarab. Snag it, then head over to the opposite side and through the gap in the fence.

On the other side, you'll find a sunken ship. Watch the short cinema, then dive into the shattered hull.



**Hand Crank 10**



Inside you'll find a chest. Crack that open and you'll find a Hand Crank. What do you suppose that's for, hmmm?



To get on to the deck of the ship, you'll have to be quick. The drones whirl around making life difficult, so swim up to the edge of the deck and, as soon as Ryu enters his climbing animation, keep tapping **X** rapidly.

Crank in place, he'll wheel away, opening up something below the ship's deck. Time to get wet again and re-enter the hull.



**Golden Scarab/Oxygen Cylinder 11**



Now you'll want to maneuver Ryu up and into the upper level of the sunken ship and toward the back. There you'll find an Oxygen Cylinder as well as another Golden Scarab.



After you've collected these, head back through the hole in the fence, then dead-ahead to the fenced in area across the way. On the left side you'll be able to snake inside.

**Life of the Gods 12**



Once in, you'll shortly happen across a chest. Crack that open to claim another blue pearl, then continue kicking your way this and that as the tunnel wends and weaves.



## Silver Medallion 13



At the end of this tunnel, you'll come across another chest—bust that open and you'll pull out a shiny Silver Medallion.

From here, Ryu will have to make his way back to the most recent Save Point (8 on the map). Once there, record your progress.

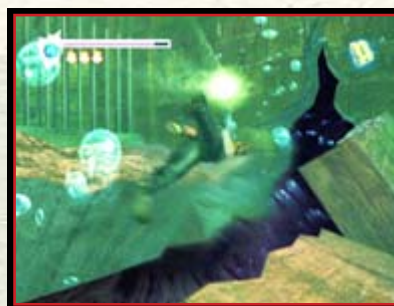


Now heading down the tunnel to the right, you'll come into a chamber filled with those flying, one-eyed, Fiends. Draw your blade and show them the Flying Swallow (A, Y while moving towards an enemy).



Once they've been dealt with approach the Altar and insert the Gold and Silver Medallions into their respective slots which will unlock the mysterious force further down the watery tunnel.

Save your progress, then plunge into the water and head back to that chamber. Naturally, you'll want to head through the now-open passageway.



Slay the onrushing fish, then make for the Fissure at the opposite end of the enclosure. Do your best to avoid being fired upon by the lurking drones.



You might recognize this place: It's the Hidden Underground—specifically, the chamber where the Skeletal Dragon Fiend lay dead, albeit underwater now.

From here, you'll want to poke around the bottom where you'll find a passageway (not the caved-in one) that you can follow into the Underground Cemetery.



## Golden Scarab 14



Ryu will exit just up the path (and several dozen feet in the air) from where the sarcophagus lay. Swim down to it and up to the ceiling to find a Golden Scarab.

Now swim down to the bottom of the chamber, and head down the smaller tunnel leading out. You'll remember this as being the first door you used the Bone Key with (just before the flood).





**Save Point 15**



Before exiting the tunnel into the larger chamber (with the elevator to the Monk's Room) stop and take out the fish from the safety of the passageway.



With the lurking predators little more than chum, head down the next tunnel to emerge in the chamber with the Save Point. Record your progress, then board the nearby platform.

**Boss Battle: Doku, Lord of the Greater Fiends**



Sometimes you'll connect; most times you won't. When you don't, quickly run or Reverse Wind away.



Doku looks scary, but the means to beating him are fairly basic and require Ryu to be on his toes every second of the match.

On occasion, he'll toss his blade at you. Simply jump over it and it'll whistle harmlessly past Ryu.



The easiest (and only safe) way to beat Doku is to repeatedly utilize the Flying Sparrow attack. Rush at him and continually bombard him with it.



His multi-slash combo and grab moves are completely devastating. As is the case with so many other boss characters, you can never stop moving.

And, as with so many other bosses, perseverance is key: Keep whittling away at him and eventually the battle shall be yours.

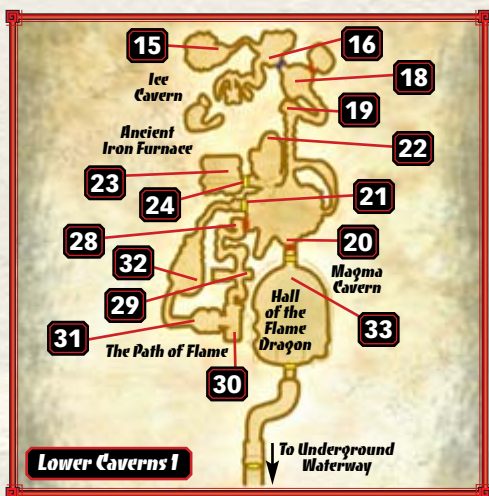




## CHAPTER 12

### THE CAVERNS

Although it appeared as though Ryu defeated Doku, his vengeance is still incomplete; the Dark Dragon in the hands of the Holy Vigor Emperor. What will become of Rachel and her sister?



### WALKTHROUGH

#### Kitetsu 1

Doku destroyed, gather up his blade, Kitetsu, then exit the greater chamber into a smaller one just ahead.



#### CAUTION

As Doku's sword is cursed, it will continually drain Ryu's health for as long as he has it equipped. In other words: Don't equip it!

#### TIP

Combine the Armlet of Tranquility with Tiketsu, so you do not lose health.



**Golden Scarab 2**



Immediately to the left, after entering the smaller room, you'll find a Golden Scarab. Pick it up, then head over to the lever on the wall.

That lever flipped, you'll be able to return to the previous chamber, mount the platforms (first the left, then the right), and strike those two levers.



Utilizing the Continuous Wall Run technique, make your way up to the platform floating to the right of the third lever.



From there, once more use the same technique to attain the next higher platform and flip the lever once you arrive atop it.

**Great Spirit Elixir 3**



Now make your way over to the chest resting above the archway. Kick that open to receive an extra-large Elixir, then leap to the next platform over and flip the next lever.

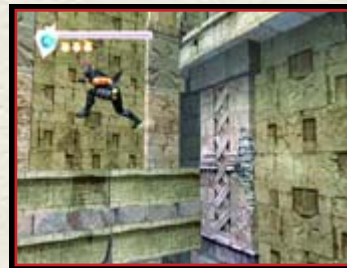
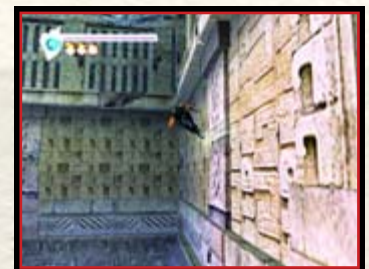


A quick backtrack to the previous lever (just past the chest once more) and you'll retract that other platform to an advantageous spot.

**Golden Scarab 4**



In the opposite corner (near the archway) you'll see a platform fairly close to the ground. Head over and use the Continuous Wall Run to mount it, then perform a vertical Wall Run to reach the top of the arch.



This next part is tricky. Lining Ryu up as shown in the first screen, you'll need to make a long Continuous Wall Run, from the right wall to the wall directly ahead, then to the short wall to the left, and finally, onto the platform awaiting at the end. Timing is

everything, and the key is getting the first jump correct (jump too soon and you'll fall).



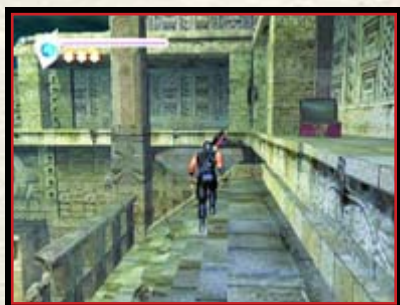


Once you're safe, hop to the platform that awaits nearby (docked to the rest of the structure, so to speak).

## Great Devil Elixir/Life of the Gods 5



Clamber up the steps and crack open the chests flanking each side to collect an Elixir for Ki and another precious Life of the Gods.



Items in tow, make your way to the left, and leap on the platform floating just off from the stairs, which will allow you to reach the upper rim of the chamber.

Upon the upper rim, head over to the left and flip the lever you'll quickly come across. This will unbar the way in the next chamber over.



## Life of the Gods/Golden Scarab 6

If you continue down the rim, you'll come across a chest bearing still another Life of the Gods. A few scant steps later will see Ryu laying hands on a Golden Scarab.



Now have Ryu return to the floor below and head into the next chamber from which he can now exit at the far end via a few vertical Wall Runs.



### NOTE

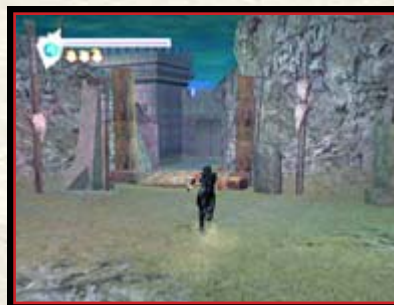
You may want to head out the opposite exit and down to the previous Save Point at this juncture so that you don't have to repeat any of this process again if Ryu falls in battle.



A Kunai Scroll will be awaiting Ryu shortly after cresting the final ridge on his way up. Jog over and examine its contents, then continue along the way.



## Great Spirit Elixir 7



Soon Ryu will pass through a fairly open area. On the way out, you'll spy a chest semi-camouflaged against the background to the right.

Not long after heading into the next narrow corridor, Ryu will be set upon by numerous Fiends. If you need the Essence, cut them to ribbons.





**Saru's Diary 8**



Just to the left of the gateway leading back to Tairon, you'll spot a corpse. Examine it to see what secrets it might divulge.

Autopsy performed, head through the large doorway flanked by two large columns to head to Muramasa's. Once through, proceed forward then to the alley on the left.



**Elixir of Spiritual Life 9**



Utilizing the War Hammer, smash the battered door on Ryu's left, then proceed through for the chest therein to gather a small Elixir.

**Life of the Gods 9**



Facing the wall against which the shattered door resides, execute a Continuous Wall Run to reach the balcony to the left—from there, Wall Run to the opposite balcony for a chest.

Head back down to the main alley and head through the door marked with 5 green circles. Mind the undead, ex-Army, creatures milling about.



**Shop 10**



On the opposite side, head into Muramasa's Shop and have a chat with the old man. Listen to what was so pressing, then you'll want to meet with him on more than just fiscal matters.

Meeting finished, make your way back across the Great Bridge and back into Zarkhan. From there, hang a right and proceed down the tree-strewn ravine.



**Zarkhan Map 11**



After hopping the barrier, jog to the left to examine a corpse. He'll be clutching a rather helpful item that is certain to come in handy.

**Life of the Gods/Golden Scarab 12**



While you're at it, smash the stone heads against the wall to claim a Life of the Gods and Golden Scarab as well.

**Save Point 12**



A very short jog away from the ninja corpse lays a Save Point. Zip over and record your progress, then continue on to the Zarkhan Falls.



## Life of the Gods/Golden Scarab/ Great Spirit Elixir 13



Now dive into the pool ahead and make your way to the bottom to crack open a chest. There's also a Golden Scarab at the other end of the pool and an Elixir in a chest to the right of the Falls.

Heading behind the cascading torrent of water, draw your War Hammer and shatter the barrier that bars your way. Once through, watch out for a ledge and swarm of bats.



## Map of the Caverns 14



Leaping into the pit below, you'll find another ninja that met an untimely end. Do what you must and examine his corpse for any clues or details.



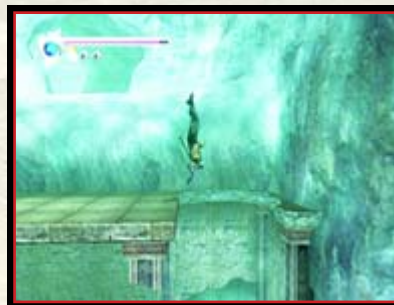
Now enter the small pool of water and swim down and up to emerge further along in the caves, near a slope heading downward.

Be sure you're prepared for a fight, then slide down the decline and into a fight against two, large, Fiends and their littler friend.



The large, hulking, creatures can be dealt with by using repeated Flying Swallows and Helmet Splitters. Watch out for their Ryu-destroying bite!

## Great Spirit Elixir 15



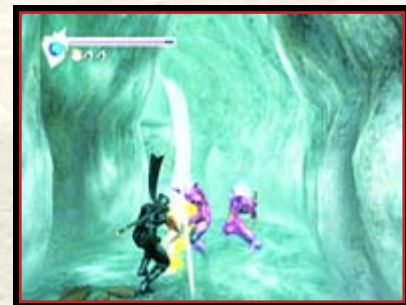
Rather than getting caught in a very difficult fight, if you head to the corner, you can perform a Flying Bird Flip up to the safe area above.

## Save Point 16



In the next cavern ahead, you'll find a Save Point and a door that requires a key to continue. Record your progress, then head into the ravine below.

Once you touchdown, a small band of Fiends will assault you. Deal with these interlopers, then make your way up the ridge in the corner.



Before long, Ryu will reach a barrier that he'll have to destroy. The Dragon Sword (or any other weapon) should easily shatter this ice-locked barricade.







Upon stepping across the threshold, you'll meet up with another band of Fiends. Stand your ground and deliver swift death.



Shield in hand, you'll now need to make your way back to the door by the last Save Point you visited to insert it in that locked barricade.

**Stone Tablet/Iron Ore 18**

Now make your way to the right from the shattered door, and execute a Vertical Wall Run to face a series of ice bars that you can't shatter.



After passing through the gate, you'll immediately spot a glowing object on the ground. Race forward and grab it, then head to the right to snag the Iron Ore.



Enter the small alcove to the right, shatter the hole in the floor, then dive in. At the bottom you'll have to face down another squad of Fiends.

Now you'll have to pick your way past the lava Fiends, from platform to platform. Just watch your step (and their flaming breath) and leap over them.



Once they're dead, head around the bend and make your way up a series of large steps carved from the ice. At the top, you'll find yourself in the Ruins.

**Iron Ore 19**



Just beyond the second lava Fiend lay another glistening clutch of Iron Ore. Add that to your repertoire, then continue onward through the oppressive heat.

**Shield of Vigor 17**



If you immediately glance backwards, you'll spot something glowing on the ground. Head over and pick that up to add to your clutch of items.

Minding the gouts of searing steam, set your eyes on the slate gray beam running along the wall to the left. You'll need to get under it and perform a vertical Wall Run.







Have Ryu shimmy carefully between blasts of steam, to make his way through this devilishly-designed gauntlet, pause at the spot shown here, then continue on when the jet subsides.

## CAUTION

*If you get hit by a blast of steam you will fall into the lava below, so be very careful.*

## Iron Ore 20



From here, head straight ahead and leap the gap over the Magma Lake to claim two more bundles of Iron Ore, then leap back across.

Now make your way down the passage to the right. Be wary of the two lava Fiends waiting below. Race to the opposite end and haul Ryu out with a Wall Run.



The road will end at the shore of the Magma Lake. Here you'll find a switch you'll have to hit to raise some platforms.



Once the platforms are up, watch the lava Fiends fire, then make a dash for the area to the left (where you just claimed the Iron Ore).

## Shop 21



From there, leap back down to the right and continue Ryu's run to the opposite shore of Magma Lake to find a Shop. Drop in and stock up, as there's every chance you need it right now.

To the right of the Shop, you'll spot a wall receding into the corner. Execute a Wall Run to enter another chamber, deeper in the Caverns, and prepare to battle lava Fiends.



## Iron Ore 22



After destroying the lava Fiends, head into the corner and collect the Iron Ore you'll find there. Now head back to the area beneath where you dropped in.

You'll spot a ledge just out of reach. Run at it and perform a Wall Run to clamber atop it and continue on to the next cavern.





**Golden Scarab 23**



In the next chamber you'll need to utilize the enormous see-saw. But first look down to the right to spot a Golden Scarab.

Now you'll need to use the enormous see-saw to reach the opposite opening. Stand on the end of it, tilt it up, then race for the opening and jump!



Head down and around the bend, through the corridor, dealing with the bats as you go. On the opposite end, you'll emerge in the Ruins.



Make your way to the other end of the chamber to the smelting pot. Step up and place your accrued Iron Ore into it and watch as it pours into a mold through the wall.

Next, head back to the see-saw and mount it once more. This time, however, you'll want to tilt the near end up and race for the higher opening on the opposite end.



**Iron Ore/Essence 24**



In the alcove you'll find a chest full of Essence as well as still more Iron Ore (not that you need it at this point).



Now you'll need to backtrack to the previous Save Point 16, then make your way back through the Ice Cavern to where you found the Shield of Vigor 17.

Once you're past the Save Point, and heading up to the area where you shattered the ice sheet some time ago, head to the left and Wall Run upwards.



**Cog of Vigor 25**



To the right you'll find the now-cooling cast you made. Head over and collect the Cog, then make your way back to the left.

**Save Point/Golden Scarab 26**



You'll soon spot a Save Point, and lying just beyond that, a Golden Scarab. Collect the Scarab then record your progress thus far.



## CAUTION

There is a Boss in the next sequence just ahead. Strongly consider purchasing (if you haven't already) *The Art of the Inferno*, fill up your Ki meter, charge your health and arm your weapon of choice.



Plunge through the hole directly beyond the Save Point (after shattering the cover) and into the unwelcoming arms of...

## Boss Battle: Abominable Snow Fiend



While he looks mean, he's not nearly as tough as he might at first appear to be. The ground rules: Never stop moving (except to attack); hit and run is the rule, not the exception; use your Art of Inferno to very great effect (or Fire Wheel if you lack the former).



At first he'll merely stand there and let you get in a few swipes, so chop away till he becomes more animated.



Once he starts to rear back and begins pounding the ice, use your Wall Run to avoid the ice geysers he sprouts, then rush in and do a short combo or two.



The other attack you have to look out for is his one-two punch. He'll lunge forward and strike at the ground, then follow up with the other.

Thankfully he'll pause for you to hit him after executing the one-two punch.



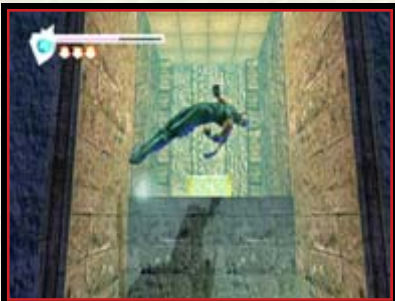


**Eye of Ice** 27



Once he's dead, he'll drop a bauble you'll need to exit the chamber. Swoop it up, then make for the doorway along the wall.

**Jewel of the Demon Seal**



Once through, you'll need to continually execute Flying Bird Jumps to climb to the top of the chamber. Once on top, you can flip back over and drop down to grab the chest.

Head out the opening at the top, then make for the Save Point 16 to record your progress and cap off a well-fought battle.



Now you need to find your way back to Muramasa's Shop 21 down by the shores of Magma Lake. Once there, insert the Cog in the door to the left.

**Save Point/Great Spirit Elixir** 28



Just beyond that doorway, you'll find a Save Point and a Great Spirit Elixir. Grab the juice, then record your progress.

**CAUTION**  
 Around the next corner there is a statue bellowing fire down the corridor towards Ryu, so do not go rushing around the bend blindly.



Timing is everything. Wait for the gouts of flame to subside, then run along the left wall to make it past the dragon-headed statuary.

**Golden Scarab** 29



Continuing around the next bend, you'll come to a junction with gouts of fire stemming from two of them. In an alcove to the left you'll find a Golden Scarab.

With an eye to the gouts on the right, make a mad dash forward as the flame coming from that direction subsides. You'll want to head right at the statue.



**Great Devil Elixir** 30



You'll next come upon a fairly open chamber. In the corner you'll find a chest. Break it open to claim the Elixir inside, then prepare yourself for battle.



## As the Worm Turns, Part 3



As you progress through the next portal, you'll be confronted by a flame-spewing worm. The same rules apply to defeating this one as the others, minus one: His flame blasts require last minute leaps to avoid requiring much better anticipation.

## Eye of Flame 31



When the worm's hundredth heart has beat its last, he'll leave behind another shiny bauble to go with the one Abominable left in his wake.

## Life of the Gods 32



Now make your way to the next chamber and you'll spot a switch on the floor. Pass that and grab the chest to the right first.

## Run, Ryu, Run!



You'll have to move fast here: Hit the switch, then make two quick leaps forward to land above the small lava pool.

From here, Wall Run (or jump) to the outstretched pole, then swing and jump to the next.



From the second swing pole you'll immediately jump, hit the wall, and begin a Wall Run.

You'll have to leap quickly to the opposite wall, once again Wall Running until you reach the opposite side before the flame curtain comes back up.



Whew!





At the other end, you'll come upon a door that'll slide open for Ryu and deposit him back at the Shop on the shore of Magma Lake.

**CAUTION**

*Before proceeding ahead, realize that you're about to engage in a fierce battle and that you should be ready for anything. If you have the opportunity, max out your Inazuma magic and bring your fiercest weapon to the fight. Also, loading up on Core arrows will give you a decided edge.*



**NOTE**

*This will be your last chance to stock up on items before undertaking a fight of epic, earth-shattering proportions, so fill up (and if you need money, see the "Secrets" sections under "Gamebreaker!" ...but only if you want to cheat).*



Approach the Bas-relief and insert the two gems you scored over the last few minutes of your quest, then proceed into the Hall of the Flame Dragon.



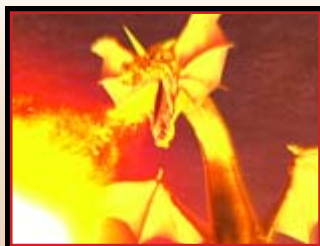
Now hit the nearby switch and make your way to the outcropping to the above and right to where the Bas-relief from earlier awaits.

**Devil, Deity of Immorality 33**



After passing into this massive chamber, you'll spot a statue ahead. Step up and snatch it from its perch. Too bad the resident isn't too happy about that....

**Boss Battle: Fire Dragon**



This guy is bigger than big! Anyway, this is a battle for the ages so get ready.

As you may have guessed, this fellow is a tough nut to crack. First off, if you have access to it, start unleashing level three Inazuma on him the moment the battle begins and keep using it until you've exhausted all your magic.





## Boss Battle: Fire Dragon (cont'd)



If he should be so foolish as to proffer his head for the slashing at any time, rush in and perform a blistering combo, then pull back.



As the battle heats up, try to always stay as far from the Dragon as possible. This means staying to the far left or right side of the platform until he comes over, then running to the opposite side.

Eventually he'll launch the platforms into the air. You'll want to be on the sections that get launched. You'll know which ones these are by the large metal buttons (look like switches from earlier) in the floor.



Once you're airborne, switch to Core arrows and keep firing for as long as he'll let you without breathing flame (a sweeping cascade you'll have to hurdle) or attempting to chew on Ryu (his bite attack is like his skeletal sibling, so watch for it).



When his head gets too close, chop at it as quickly and viciously as possible until he relents and backs off—then return to your Core arrows.

By this point (after exhausting your magic and arrows) he should be near death (if not dead); a few more wacks should take care of him...period.



## Lives of the Thousand Gods



After his body comes crashing to the floor, climb aboard and claim the object resting on his shattered spine, then make for the door at the rear of the cavern.

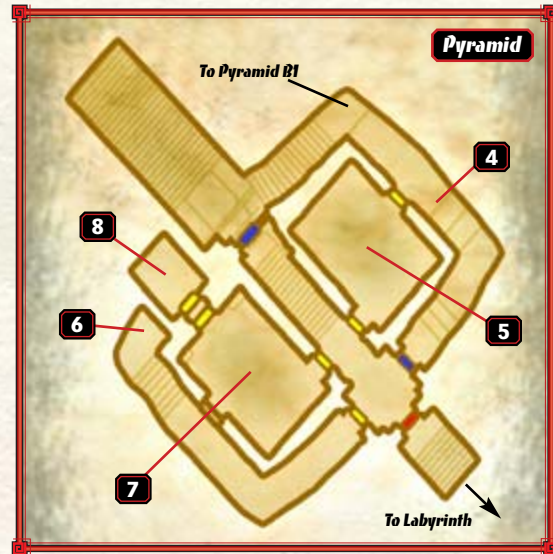




# CHAPTER 13

## THE FIENDISH AWAKENING

All events thus far have lead up to one place: the depths of the Palace of Zarkhan. Will Ryu be able to discover the path inside?



### WALKTHROUGH

#### Complete Map of the Vigoorian Underground/San's Diary

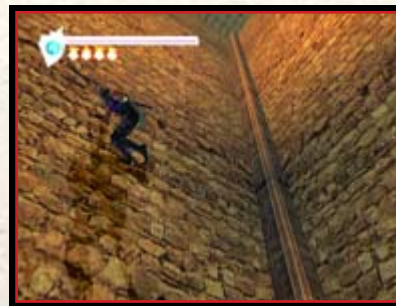


As the Chapter opens, Ryu will find himself in a large corridor traveling through the bowels of the earth. Not too far down, he'll find a corpse (as well as a colony of bats).

#### Save Point/Life of the Gods



At the end of the tunnel, you'll find a Save Point and a chest. Crack it open to claim a Life of the Gods, then record your progress thus far.



From there, slay as many of the flying critters as you can, then you'll need to execute the Continuous Wall Run on a scale you haven't yet seen by climbing the length of the tunnel.

#### Talisman of Rebirth



At the top, finish off the remainder of the Fiends, whether by arrow or by blade, then crack open the chest that appears.



You'll now find yourself, once more, in the Underground Waterway. Head out and slay the flying Fiends, then make your way down the corridor.



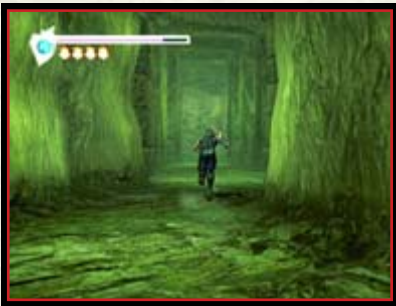


You'll find yourself in a large cavern you might remember. Follow it (while fending off bats) to the doorway at the other end.

Once through, head down the steps to the right (watch out for the Fiends), then through the corridor leading out of the cave.



As the path twists and turns, you'll gradually find your way back up to the chute leading back up to Aquaduct B3.



Once you are back in the Aquaducts proper (just beyond the door with the water and earth statues), head straight for the Wall Run just ahead (almost dead across from the Save Point).



As you exit into the corridor, you'll be assaulted by a band of Fiends. Make short work of them, then head up the stairs leading right.



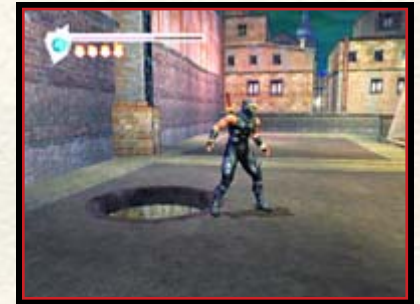
You'll then find Ryu in the B1 section of the Aquaduct. From there, another band of Fiends will accost you as the path ahead slopes upward.

## Save Point



In the next section, you'll encounter a massive group of bats. Tear them screaming from the sky, then hit the Save Point to the left.

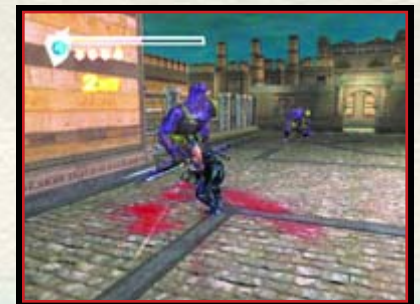
Hit the nearby ladder to return to the city streets above, taking your first breath of city in air in quite some time.



From here, your goal is simple: Head back to the main part of the city and make your way to Twin Serpents Plaza, Tablet in hand.



After crossing over the Draw Bridge, you'll find some new, very purple company shambling about. Take your blade to them but be careful—they take (and give) a lot of abuse.







**NOTE**

You do not have to fight these beasts. However, if you do (and you win), you'll get a very valuable item in exchange.



That problem eliminated, you can continue on your way to Twin Serpents Plaza. As you go, you'll be accosted by a few foes, so watch your step.

Once you reach the Plaza, approach and place the completed Tablet where it belongs: in the giant, otherworldly, sculpture at the heart of the area.



**Graveyard 3**



After entering the Graveyard, you'll come upon a grave that Ryu will stop and examine. He'll also come away with something of great importance.



Now continue to the end of the yard, and enter the gleaming portal beckoning from the *cul-de-sac*.

**Jewel of the Demon Seal 1**



When your vision clears Ryu will find himself home—back in Hayabusa Village. From here, head up to the left to the cracked wall from so long ago and shatter it to claim a prize.

**Shop**



After collecting what's inside head over and up the roof, into Muramasa's Shop and acquire any supplies you may be short on.

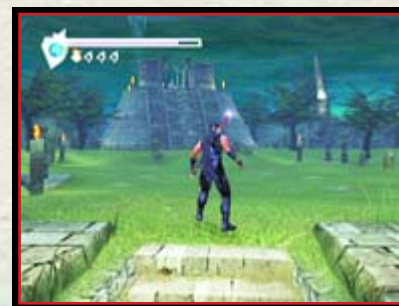
Now make your way to the Graveyard. It's located beyond the Clan Leader's Residence (where you slew the Horselord, long ago).



Once you exit the first portal, you'll immediately find Ryu facing another. Dash forward and hit to continue on.



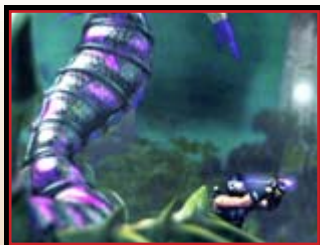
The next leg will drop you just down the way from the Magma Lake. Before Ryu lays another portal—prior to stepping through, head through the door on the right and save your progress.



The final portal will deposit Ryu before an immense stone pyramid with a grand lawn laying at its feet. Continue forward and prepare to battle another Fiend.

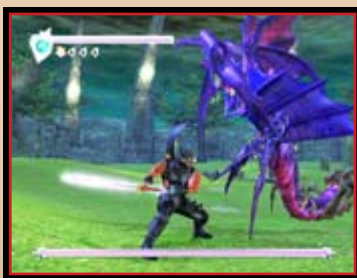


## Boss Battle: Alma, Lesser Fiend



Alma returns! And, though it may be hard to believe, she's even uglier than before. On the plus side, she appears to be slightly easier to defeat this time around.

The key to neutralizing Alma is much the same as it was the first time around. Keep in a decent range and punish her when she comes in too close.



If you open up too wide a gap, she'll start hurling energy bolts at you, so stay in *tight* and stick and move.



While all her attacks are devastating, you do not want to get caught in her embrace—it'll easily wipe away half your life bar.

Just keep abusing her with Flying Swallows and, when she goes dormant, dive in and pile on the combos till she starts moving again.



At the battle's end, pull out Ryu's War Hammer and strike the glowing, cracked, area on the pyramid's steps to break on through.

### Pyramid Map 4

Upon getting inside, head through the doorway on the left (the one ahead is currently locked), and you'll find a corpse.



### Great Spirit Elixir/Tablet of Water 5



A bit further down the hall (on the left) you'll find another doorway. Inside, you'll find an Elixir and one other object of note.

#### CAUTION

Be ready: As soon as you perform the following action, the room is going to become a lot more crowded in very short order.





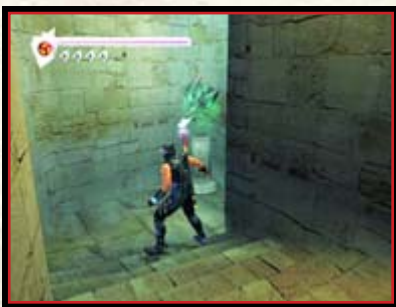
Remove the Tablet from its current resting place, and move it to the slot to the left. Several interesting things will follow.

The room will suddenly become congested with several large, cockroach-like, creatures. Keep executing Helmet Splitters to make their stay in this world a short one.



After you deal with them, head up the steps to the right of the tablet, and to the left toward the crescent door, then up to the right.

**Save Point 6**



Keep following the path as it slopes down and away (passing a door to Ryu's right), and you'll shortly arrive at a Save Point.

**Life of the Gods/Tablet of Flame/ Tablet of Leaves 7**

Now backtrack up the steps and head into the room you just passed. Once inside, grab the *left* Tablet then kick open the nearby chest.



**CAUTION**  
*As with the last Tablet maneuver, the room will quickly fill up with bugs, so be on your toes after you perform the next act.*

Tablet in hand, head across the hall and insert the Tablet of Flames into the empty slot beside the Tablet of Water and get out the bug spray.



**Serpent, Deity of Creation 8**



After you've squished the small army of insects, move back across the hall and gather the Tablet of Leaves, then head into the alcove in the back and grab the statue.

Now take the Tablet of Leaves and place that in the slot that the Tablet of Flames formally occupied, and watch what ensues.





## CHAPTER 14

### VENGEFUL SPIRIT

The fate of the sisters has been decided. Ryu now heads for the depths of Zarkhan, determined to fulfill his vengeance once and for all...



### WALKTHROUGH

#### Save Point



As the Chapter commences, proceed through the only open door and to the right and make for the Save Point. Record your progress, then head up to the doorway with the moon emblazoned upon it.

Pass through the door to exit to a long pathway winding away from the rear of the pyramid. As Ryu moves along, torches will ignite to herald his arrival.



#### Shop/Save Point/Great Spirit Elixir 1



Keep heading forward, hugging the wall to the left until you enter a structure with another Save Point. Record your progress, then hit the chest to Ryu's back—there's also a shop in the corner.

As you proceed down the sloped floor, a swarm of bats will accost you shortly before reaching a warp. Lay them low, then proceed through the transporter to the...



...Fiend Realm. You'll have to crush a wave of your favorite Fiends (the ones you've slain countless times), to earn a key to your quest.



Once they've been destroyed, open the chest to grab the item, then bail back through the gate to return to familiar reality.



Once you're back through, record your progress again (watch for those bats), then head outside to the gateway on the left.







Once inside, proceed up two flights of stairs, then turn to the right and continue along the walkway, populated by phantasmal fish.

**TIP**

*While in the presence of the fish, the Vigorian Flail should be your arms of choice. Keep spinning and twirling and you'll get most of the fish before they can break through your defenses.*



Now jog back down the stairs and continue forward to watch the spectral site that passes before your eyes. From there, continue straight ahead and down and around the corner.

**Life of the Gods 2**



Hug the left wall and enter the large open area to the left. You'll find a chest huddled in the corner waiting for someone to claim its contents.

Item in hand, proceed back out and head down the pathway to the left once more. Watch for those annoying fish.



**Gen's Diary 3**

As you round the corner heading left, take the stairs leading right, then follow the path down the narrow corridor to find a corpse.



**Great Devil Elixir 4**



At the opposite end of the rise (from the corpse) you'll find a chest. Chase it down and crack it open to claim a helpful prize.

As you approach the stairs leading down to a torch, you'll have to engage a school of fish and a new breed of (magic proof) Fiend. Use the Flail for best results.



**NOTE**

*It is possible to avoid much of this fight, as long as you don't want the chest on the lower part of the area. Hug the ridge to the right as you see the torch below, and work your way around that way. Mind you, some of the fish will still see you.*

**Essence 6**

At the room laying just beyond the now-dead Fiend and his fishstick pals, you'll find a chest. Kick that open for a batch of Essence.



**Key of the Lion 7**



After collecting the Essence, execute a Wall Run and make your way around the ridge until you spot another chest up against the archway.



Now that you have the means, make your way back to the doorway the spectral warrior passed through not too long ago and follow on through.



## Golden Scarab 8



As you enter the next area, exit the alcove, then head down the corridor to the left and follow that until it dead ends at a Golden Scarab.

## Great Spirit Elixir 9



With that collected, make your way back down the corridor, past the door you came through, and up the steps straight ahead and to the left to find a chest.

Moving back down the stairs, proceed to the corridor running along the left wall (no need to go near those big doors yet).



Move cautiously at this point, and the fish come to Ryu instead of him going to them. There are quite a few, so stand your ground and take them as they come.



## Golden Scarab 10



After having a nice big fish fry, follow the path as it twists to the right and begins gently sloping downwards. At the bottom, take a turn left, then a quick left again.

## Great Spirit Elixir 11

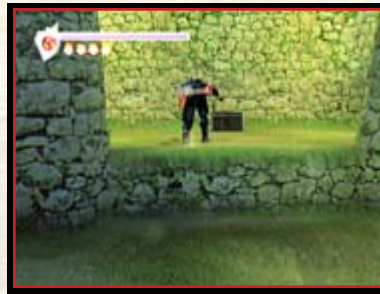


Just past that open area, head left, then take the first left and follow the path as it runs forward. Then, head once more to the left to find a chest.

That item in hand, backtrack out, take a turn to the left, and follow the path as it twists and turns into a pack of hungry fish.



## Key of the Lioness 12



After turning the fish into boney chum, head around the corner and crack open the chest located therein. With that, make your way back to those double doors you spotted the apparition traveling through.

As you proceed back up the gently sloping hill, you'll notice that there are now fish where there weren't any before. Again, take your time climbing and deal with them as they come.



### CAUTION

*There's a school of fish and a large, angry Fiend waiting to materialize when you step into the double door area, so be ready.*

When you reach the area surrounding the double doors and the critters warp in, take them down with your Vigorian Flail, or take out the fish, then switch to the Dabilahro and take down the Fiend.





**CAUTION**

Beyond the next door awaits a battle with the spectral Doku, one that is much tougher than when he was still corporeal. Make sure you're fully healed. Have your best armet equipped (we recommend Moon), full Ki, and your favorite weapon at the ready.

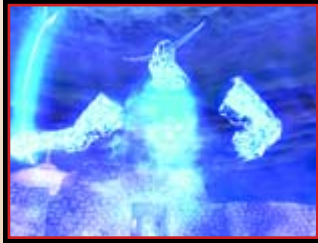


Enemies slain, pull out the Key and proceed through the doorway ahead and into the jaws of one who would be Ryu's doom....

**Boss Battle: Spectral Doku**



Executing the Flying Swallow attack when he's in mid-sword stroke is the best time to strike. Barring that, you can still catch him off guard from time to time.



You'll tackle this bad boy in much the same way you did the first time around. Keep yourself out of reach of his blade and punish him, primarily, with the Flying Swallow attack.

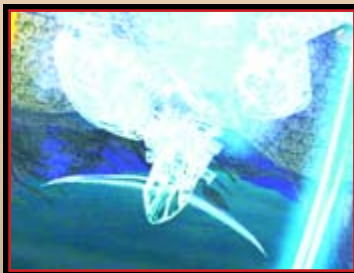


If he goes into his multi-hit sword attack, immediately do one of the following (followed up by the Flying Swallow when you're out of immediate harm): Use the Reverse Wind and keep rolling away or leap as far and as fast as you can. Generally, the roll is only necessary if he's too close to Ryu for the jump to have time to work.

Far and away his worst attack is a grab 'n' stab. He'll generally launch this if you attempt to block too often (and when he's not engaged in an attack).



His sword toss and ice breath attacks are easily avoided, though he won't even use the former if you're staying within a reasonable range.





## CHAPTER 15

### THE CORE

Doku's hate continues to slowly transform Ryu into a Fiend. Feeling the blood of the Fiends pounding in his veins, the Dragon Ninja stands before the gates to the source of all evil, the Core of the Imperial Palace!



### Great Spirit Elixir 1



That bit of unpleasantness dealt with, head through the opening and to the right to claim a chest a ways up the road.

### Map of the Labyrinth/Save Point 2



Now make your way back down the road to the corpse on the left to get an item, then record your progress at the nearby Save Point.

### WALKTHROUGH



As the Chapter opens, Ryu will find himself surrounded by fish. Switch to the Flail and lay them to rest, bone by bone.

### CAUTION

Just because Ryu is now infected with Fiend's blood does not mean he can wield Doku's cursed blade, Kitetsu, without harm. But there may be another way to wield it....

### NOTE

It's a long haul until the next Save Point so do not forget to save here!



Making your way onward and up the hill in this alien landscape, you'll reach an open area that'll soon spring to life with Fiends of various stripes. Draw your blade and strike them down.



**Great Devil Elixir** 3



After you've dispatched the Fiends, head over to the outer edge and crack open the chest to claim an extra-large Elixir.

Now continue on your way, past the pathway heading to the Palace on the left, and make your way to the gate. Once there, destroy the fish guarding it.



**Dai's Diary/Key of the Decayed Soul** 4



Once they're crushed, proceed through the gate and stop at the corpse laying at the top of the stairs. Collect its belongings, then head back through the gate (or head to Muramasa's if you desire).

On the way back through, the fish will attack you again. Send them back to the grave once more, then continue on your way toward the Palace.



Once you have the key in hand, head through the front door of the Palace Core.



As you reach forward for the waiting sconce, you'll be waylaid by several large, red, Fiends. Your best bet is to try to draw one off and fight it alone, then grab another. Each time they perish, they'll leave health Essence behind.



After they're dead, place the Raptor statue on the sconce near the entrance, then head through the next doorway.



Before stepping foot on the nearby stairwell, switch to the Vigoorian Flail in order to deal with the school of fish you'll have to contend with as you battle your way up the steps.

**TIP**  
 If you need cash (for weapon upgrades, items, etc.) simply re-killing these fish will net you at least 5-10k Essence per go if you have the Armet of Benediction—which you should by now.



## Great Spirit Elixir



At the top of the steps there's a chest waiting for Ryu. Crack it open to claim an Elixir, then head through the next doorway.

### CAUTION

There's another big fight ahead, so be prepared for a long, drawn-out battle.



As soon as you make for the sconce, more of your big red friends as well as three lava Fiends will assault you. Again, try to divide and conquer, by drawing one up against a wall and pounding away until it drops.

### TIP

Be sure to use your magic (especially Ice Storm against the lava Fiends) as the fish afterwards will replenish you to full power.

After the battle ends, approach the sconce and unite Wolf, Deity of Wisdom with his proper place, then pass through the door.



You'll have to contend with a swarm of fish as you climb the stairs to the next landing. Go maniac on them with the Flail, then head through the giant skull-flanked door.

### CAUTION

There is a battle brewing in the next room. Be on your guard and ready when you put the next statue in its place.



This time around it's a relatively simple confrontation with a laser-blasting Fiend and his two lesser cohorts. Take down the small ones, then execute the large one.



Wiping your hands of that mess, approach the next sconce and ensconce the Devil, Deity of Immortality in its proper resting place. Head through the next door.

## Great Spirit Elixir

Atop the next staircase you'll find another chest. Crack it open and claim what's inside, then carefully walk off the edge to the left.





## Golden Scarab



Down below and to the right you'll find another Golden Scarab. Once you have that in your possession, walk to the skull to the left and head back up the stairs.

### CAUTION

*In the next room you'll face your toughest challenge yet, so be prepared.*



In the next room, as you approach the scone, you'll be locked in and forced to battle four laser-firing Fiends. As always, split them up (or, better yet, use Inazuma at level 3) to drive them back to Hell.

With them destroyed, approach and place Serpent, Deity of Creation into its place, then proceed out the following door.



### TIP

*If you need to replenish your magic or health the fish are your friends. Keep entering and leaving one of the main chambers and slaughtering fish until you're fully powered (just watch the respawning Fiends in the rooms).*

## Great Devil Elixir



After hitting the next flight of stairs (and wiping out the fish as you go), you'll reach the top of the Palace. From there, sneak around to the right side and nab the chest before approaching the portal.

## Save Point/Great Spirit Elixir



Just ahead you'll spot a Save Point and another chest. Open the chest, then record your progress. From there, leap through the next portal and into the fires of Hell.

### CAUTION

*There's no coming back from the next sequence until it's over, so if you're not feeling up to it, run back to Muramasa's and load up with as many Elixirs and all other revitalizing agents Ryu can carry. You'll want to have as much of everything as possible, just in case. This includes (but isn't limited to): Core Arrows, Devil Elixir, Spiritual Elixir.*



Once you arrive on the Fiends' plane, you'll be set upon by a group of minor league Fiends—so far, so good.







However once you defeat that lot, you'll be forced to duel with the Tentacle Fiend again. The same strategy applies that applied in the past, so get in there and chop off those limbs.

After you deal with him, head back through the portal and you'll have to deal with more minor league Fiends, as well as the Arch Fiend mixing it up with fireball strikes. Keep on your toes, and you should be OK.



Once that diversion has ended, he'll summon up the Abominable Snow Fiend to do battle. Again, like the Tentacle Fiend, his strategy is the same as it was previously. Bait him, let him strike, then slash and retreat.



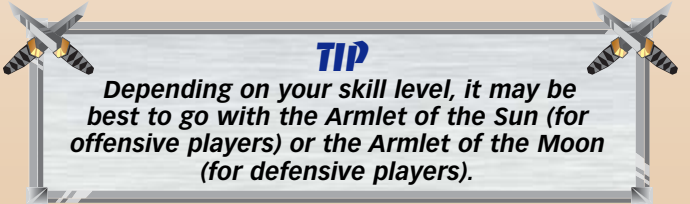
### Boss Battle: Arch Fiend



Only attack him when he's in the midst of launching an attack of some sort or on the ground, dazed from a missed assault.



After watching Ryu make mincemeat out of his most powerful offerings, the Arch Fiend joins the fray. While there's no denying his power, a select few strategies will make him go down hard.



You don't want to give him too much room to operate, since the majority of the damage you'll be dealing comes in the form of Flying Swallow attacks.





**Boss Battle: Arch Fiend (cont'd)**



His repertoire includes fireballs, summoning lesser Fiends, a charge attack (one with his shoulder; a second more devastating spinning assault) and a diving punch. All hurt a lot.



The best time to do the most damage is when he misses a spinning wing attack. At that point he'll sit, dazed, begging to be hit several times with the most powerful combos you can muster (Blade of the Dragon's Tail, etc.).

Keeping him pinned down is key. Every time he opens up to make an attack, Ryu should be in the air and striking with a Flying Swallow.



Every time three Fiends arrive on the scene, execute a third level magical attack (preferably Inazuma) to clear the field and force him to waste his attacks summoning more.



When he initiates his dive attacks (you'll see him fold his wings about himself or pull back momentarily before flying forward), you need to jump out of the way and deliver a return strike.

Keep cool and calm and you'll be surprised how quickly he falls.



**Demon, Deity of Destruction**



Once the Arch Fiend goes up in a ball of flame, step forward and claim the final statue in the sequence: Demon, Deity of Destruction.

Now proceed up the path as it slopes away from the bloody arena below. Before long you'll come to a portal which will return you to whence you came.



**TIP**

*If you need it, head down to the stairs and kill some fish to replenish your health, Ki, etc. Or, trudge back to Muramasa's and load up on supplies.*



Back at the Palace Core, record your progress then place the final statue in its scone just ahead. The gates above will open up leading to...?



## Boss Battle: Ultimate Alma



Rachel's sister has fully given over to her dark side and for that she must be destroyed. While her size may be intimidating, she'll be yours for the taking.

Ultimate Alma consists of three parts: her left arm, her right arm, and her chest piece. You'll have to destroy all three to bring her down.



Utilizing your most devastating weapon and best multi-hit combo, begin pounding away at her from your rock-based skiff.



You'll have to go with the flow of the energy beams orbiting Alma or you'll get fried, so rotate the skiff along with the beams.



### TIP

If you see a beam coming and can't dodge it, execute a magic attack and it'll go right through Ryu.



You'll know you're making progress as each part of her body is destroyed in a vivid cinema sequence.

The more of her that is eradicated, the faster the orbiting beams become. By the time her life bar is half annihilated, you'll need to anticipate it or you'll be run down.



R.I.P.



## Boss Battle: The Dark Emperor



You probably figured that after Alma's destruction Ryu was home free, right? Not quite....

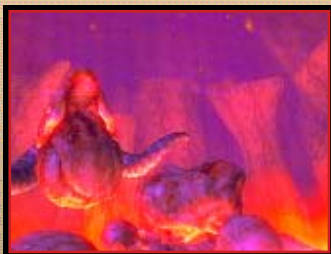
This shambling, skull-faceted, monstrosity is as fearsome as they come, but stand your ground—you're almost home free.



First off, if you have arrows (or Incendiary Shuriken) start hurling them at him while he roams the perimeter. He won't attack, initially, so take your free hits while you can.



Once his skulls start to glow, the real battle begins. He'll start hurling them in swarms at Ryu.



The best strategy here is to use Inazuma magic at level 3 to annihilate the incoming skulls and deliver a shocking blow to the beast.



Continue to use your Inazuma magic for as long as you have the Elixir to do so. It's possible, if you have sufficient Devil Elixir, to finish him off with this attack alone.

His money attack involves firing his head at Ryu *after* the volley of skull attacks. If he catches you in his jaws it's devastating. Keep moving (use the Reverse Wind technique) and keep away from his teeth.

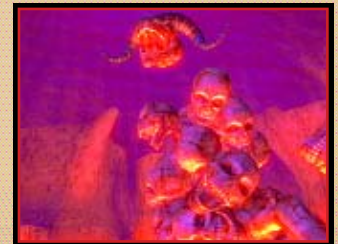


**CAUTION**  
You can fall into the lava surrounding your narrow oasis, so watch where you jump, roll, etc.



If you don't have the Elixir to finish the job, you'll have to wait until he moves in close (literally on top of Ryu) and cut him from underneath.

Whether by magic, arrow, or the blade (preferably all three), he'll die a screaming, mad, death. Though he's now dead, it isn't quite over yet....





## CHAPTER 16

### THE DARK DRAGON BLADE

Ryu has defeated the evil Vigoor Emperor, and the Dark Dragon Blade is out of the reach of the Fiends. Now, Ryu must quickly escape the depths before the cavern comes crashing down on him!

#### WALKTHROUGH

##### Save Point



Your enemies lay in ruin and now it's time to escape with your life! But not before you collect the Dark Dragon Blade. Record your progress, then start moving!



Head to the left of the Save Point and execute a Wall Jump, then do the same to the right and once more ahead.

Next, head to the right corner and perform a Flying Bird Flip to make your way to the top.



Once you reach the top, jump the next ledge, execute a Wall Run, then one more, and the Blade will be within your grasp!



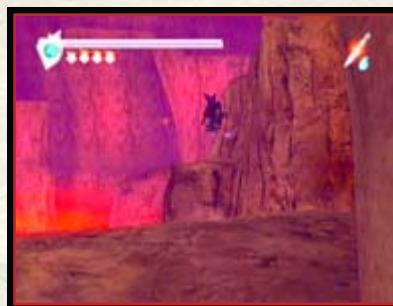
##### Dark Dragon Blade



That's it! It's yours! Now, avoid being destroyed as the entire mountain comes down around Ryu's head!

#### NOTE

*Just because a time limit isn't posted, it doesn't mean there isn't one! You don't need to take this level at breakneck speeds, but don't dawdle.*



From here, you'll have to make a tricky jump to the small outcropping to Ryu's right. Once there, go up to the next ledge.

Now you'll need to maneuver from pole to pole along the right wall. Once you reach the *third* pole, you'll have to leap and Wall Run to the ledge. Ryu will do the work, so just hold toward the wall and jump.







On the next ledge you'll spy another pole. After that last series of swings this should be fairly straightforward. Leap on and off you go.



A couple of elementary jumps later, you'll come upon a seeming dead end. If you look down you'll spot a spire of rock jutting up. Take a standard jump aiming directly at it and you'll come in for a hard, but safe, landing.

On solid ground once more, make your way around the edge, then Wall Run up the rock face and up to the next peak.



Now follow the upward slope of the rock, and leap for the next ledge above. Quickly haul yourself up and continue onward.



Face Ryu to the wall, execute a Wall Run, and he'll grab the ridge above. From there, start shimmying left.

**CAUTION**  
At this point take one moment (a short one) and make sure your health is full.



Once you're clear of the wall, haul yourself up and continue to the edge of the ledge. You'll need to make a jump across to the other side.



Now make a sharp left turn and run at Rachel with all your strength! It's time to get out of here!



**BEWARE!**  
Major "Spoiler" on next page.



## Boss Battle: Dark Murai



Ryu's former mentor has been playing the opposite all along! Now it's time to show him what traitors have coming to them.

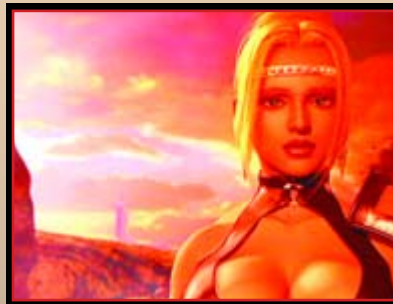


Murai is a pushover. All you really need to do is hit him with one Flying Swallow, then repeat that process over and over.

If you move too far off, he'll fling a flurry of stinging stars your way.



Keep up the pressure and Murai will fold in no time flat.





# SECRETS

## SECRET WEAPONS

### Dabilharo

This massive sword, with its 100-pound heft, makes the War Hammer seem like a child's toy. In addition to shattering walls and barriers just as well as the Hammer, it's also a much more powerful weapon.

#### How to Earn:

Collect 20 Golden Scarabs.



### Kitetsu

This is Doku's cursed sword which you'll claim from his fallen form after bringing him down with your "natural" weapons. Equipping this weapon, however, comes with a terrible price: Ryu's life will be slowly drained for as long as he carries this enchanted blade. To nullify the curse, you'll need something more....

**How to earn:** Defeat Doku at the end of Chapter 11.



### Game Breaker!

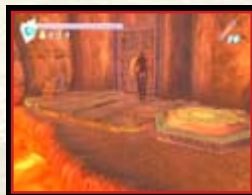
Remember when we mentioned a little trick back in Chapter 12 named Game Breaker? Well here's the nitty-gritty on this handy trick that can net you a nigh-infinite amount of money to spend at Muramasa's Shop on everything from Elixirs to maxing out all of your weapons!



On the far shore of Magma Lake (near Muramasa's Shop) you'll note a Lava Fiend regularly pops his head from the surface of the lake to menace Ryu.



The trick here is that this Fiend will **always** re-spawn as long as you don't kill the one at the opposite end of the lake. By doing this, you guarantee Ryu an easy (and safe!) supply of Yellow Essence for as long as you wish to continue repeating this trick.



If you destroy this Fiend then head through the nearby doorway (leading towards the Path of Flame) and re-enter Magma Lake, wouldn't ya know it, the Fiend is back!



We recommend using arrows (regular ones) to achieve your goal and, thanks to Muramasa's Shop literally right there, you'll always have access to cheap ammo and, ultimately, 99,999 Yellow Essence (if you have the patience for it!).

### Unlabored Flawlessness

Perhaps you've noticed the Wooden Sword available at the ship. If you purchased it, you'll also note that it has far more levels than any other weapon in the game—Unlabored Flawlessness is why. This massive, oar-like, weapon is deadly in the extreme. Though it lacks a blade's keen edge, the sheer bludgeoning power of this weapon is more than a match for any foe in the game. Beware, though. Due to its extreme size, it makes for a very unwieldy weapon.

**How to earn:** Upgrade the Wooden Sword to its maximum level.





## WINDMILL THROWING STAR

This massive, boomerang-like, throwing star can be used as many times as you like (as with the standard Shuriken). The Difference is that it's much larger and can be used to mow down even powerful foes that would laugh off the stinging barbs your base Shuriken deliver.



**How to earn:** Down the street from Han's Bar, in a narrow alleyway, you'll have to use the narrow blue-striped area to venture into the back corner where this implement awaits.

## SECRET ARMLETS

### The Armllet of Benediction

This handy piece of jewelry allows Ryu's Yellow Essence absorption to increase.



This means that each kill in the game will yield a much greater portion of money than it might otherwise. Combo this with the Vigoorian Flail for a "moneymaker" assault.

**How to earn:** Collect 15 Golden Scarabs.

### The Armllet of Fortune

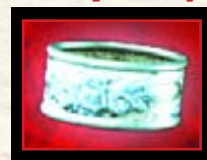
This Armllet will give Ryu the ability to recharge his Ki without resorting to external means of enhancement (consuming Devil Elixir; defeating enemies for Red Essence).



**How to earn:** Collect 30 Golden Scarabs.

### The Armllet of Tranquility

Combining this Armllet in tandem with the Armllet of Fortune will give Ryu the ability to recover from any fight, no matter how heinous, as long as he does not perish. Also, it also gives Ryu the opportunity to wield the cursed blade Kitetsu. Keep in mind, however, that it will lose its regenerative abilities equipped thusly.



**How to earn:** Collect 40 Golden Scarabs.

## COSTUME CHANGES



Once you've beaten the game on normal difficulty, if you hold **Ⓜ** while beginning another game, you'll gain access to an entirely new costume and sword with which to face the enemy again. Though the Plasma Sword doesn't appear to be any more powerful than the Dragon Sword, it makes a nice "whooshing" sound when swung.

### NOTE

At the Start Menu, hold down **Ⓜ** to unlock the Evil Ryu costume.

## SECRET UNLOCKABLES

- To unlock the first *Ninja Gaiden* game, collect 50 scarabs and talk to Muramasa.
- To unlock the second *Ninja Gaiden* game, travel to Tairon City. Stand above the multi-colored door, and aim your bow at the face of the clocktower. Shoot the clock's face and a chest containing *Ninja Gaiden II* will fall.
- In order to unlock the *Ninja Gaiden III* game, you must have already collected the first two *Ninja Gaiden* games. The third game can be located in the Peristyle Passage where you found the scarab.

### NOTE

The *Ninja Gaiden* unlockables can only be played at the arcade cabinet in Han's Bar.



# NINJA GAIDEN TRILOGY BONUS

## BOSS BATTLEMANIA!

Ninjas with jet packs; super-cool cinema sequences; and baddies with names like Jaquio and Bomber Head? Must be *Ninja Gaiden*! As all three NES games are tucked within the grooves of that shiny new Xbox disc, we thought you'd like some help with the various bosses scattered throughout the trilogy. Herein you'll find strategies to get you (and Ryu, of course) through the worst that the forces of darkness can throw your way.

Some general rules:

- ✦ It's *always* easier to defeat bosses with your super weapons (Shuriken, Fire Wheel, etc.). Always be armed with something before wading in against these guys. While you can beat them without one, it's much tougher.
- ✦ Along with having a secondary weapon, you'll also need to make sure you have plenty of ammo. Try not to burn a lot of it throughout the level leading up to the boss. Save, save, save, is the name of the game!
- ✦ Be aware that you may be sent back to the end of a level if you lose to bosses. So if you're taking a beating and you're thinking about beating your controller, walk away for 30 minutes then come back and kick their tails in.

### Ninja Gaiden

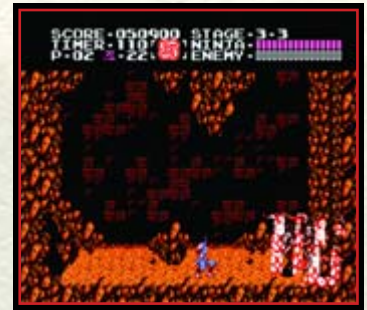


**Boss 1: Barbarian** - The first boss, Barbarian, has a simple pattern. He keeps moving towards Ryu, dumbly swinging his sword when he gets close enough to strike. Since you're swifter, simply run in, slash him 2-3 times, then back off and let him vent his rage impotently. As he gradually backs Ryu into a corner, clamber up the wall and vault over his head, then stab him in the back. Repeat this process and he'll literally go down in flames in no time.



**Boss 2: Bomber Head** - As with the first boss, you'll want to wade in and take a number of shots at him, then retreat until he backs Ryu into a wall. You have to duck when you slash to avoid his blade. At that point, hop up the wall and over his sickle-wielding dome to the opposite side. Just be sure to watch out for that spinning, sickle-like, blade he's whirling with reckless abandon—Ryu's head might come off in the bargain.





**Boss 3: Basaquer** - After the first two bosses you're probably feeling pretty good, but you'll quickly come back from your lofty perch when dealing with this guy. You can only hit him when he touches down for an instant on either side of the screen, so get on the left side and stay there. The bullets he hurls your way can be destroyed with your sword (or, if you have it, the Shuriken), just make sure you're crouching when they come your way (and get *both* of them). He takes a while to beat, but hang in there and he's all yours. Alternatively, if you have the Art of the Fire Wheel, you can sit in the middle of the screen hitting him with fire as he careens through the air, then use Ryu's katana to deal with the bullets.



**Boss 4: The Kelberos** - The two, toad-like, hopping "statues" can seem a bit daunting at first as they caper about the screen, belching poison gas and making a nuisance of themselves. However, carving them into something more manageable is simple. First, position Ryu underneath one of the two pedestals. From here, the frogs won't be able to hit you with their gaseous emissions. Now take sneaky stabs at them as they get close, and slide left and right to stay out of their reach if they get beneath your hidey-hole. From there, patience carries the day (just as long as you don't have too much patience—there is that clock to worry about, remember?).



**Boss 5: Bloody Malth** - Oh boy, this guy is mean. You *cannot* avoid his energy bolts, so take him down just as you did the first two bosses: by running in and slashing him. The trick here is to slash as fast as possible, take a few steps back to avoid his close-range swipe, then get back in. The faster you deal with this guy, the better it'll be.



**Boss 6: The Masked Devil** - The first rule when fighting the Masked Devil is that you don't actually fight the Masked Devil. The object of your rage is that orange orb at the center of the screen firing out pellets that orbit around the dual



sword-wielding gent marching left to right. Immediately run in and slash the orb a few times, then make your way to the left and hike up the wall as high as you can climb. From there, wait until the Devil is beneath you, then leap to the platform below and slash the orb again. Keep at this from wall to wall and you'll gradually whittle him down to nothing. However, if you have the Art of the Fire Wheel (and you should as it's two of the last three torches on the previous level) use that to as much good effect as possible by whaling on the orb every chance you get.



**Boss 7: Jaquio** - Jaquio is the fireball-tossin' gent floating along the top of your screen. Ending his flaming assault is a tricky and delicate affair. If you still have the Art of the Wheel (and the juice to use it) things will be much simpler since you can keep firing at him till he's toast. Otherwise, you'll have to dodge all the fireballs, mount the platforms on either end of the room, launch an attack and slash him as he retreats from you. Repeat this until he's dead. No bones about it, this is *hard*. That being said, once he's dead you're virtually home free.



**Boss 8: Jashin** - This freaky looking critter is the final baddie in the game. Defeating him requires a multi-step approach that entails dismantling him piece-by-piece until you get to the soft candy center. First, you'll need to chop off his head with repeated slashes to his noggin' (his life bar will not budge while you do this). Since he doesn't move, this is easy (just mind the blades he's spitting at you, and you'll be OK). Once his head rolls off, de-tail him by slashing until it breaks off. That taken care of, you'll need to jump and slash his "heart" until it gives out. With that out of the way, the game is yours!

## Ninja Gaiden 2: The Dark Sword of Chaos



**Boss 1: Dando** - Rush in quickly and deliver a flurry of blows (4 or 5 at most) to Dando, then back off and head up a wall. When he charges—and subsequently collides with—the wall, leap over his head. Once Ryu has returned to terra firma, run back up and slash him again. Repeat this process and he'll be pushin' up daisies in a matter of seconds.





**Boss 2: Baron Spider** - The second miscreant you face is tougher than his predecessor. It isn't bad enough that this guy hurls big tarantulas your way, but you also have to deal with the elements. Mind the way the wind blows and do not jump when it's blowing towards the left. If you do, it's a *long* way down. If you have the Fire Wheel, sit beneath his platform and burn his britches till you can't burn 'em no more. At that point, climb the wall, hop out to his platform, and stab him a couple of times. Before long, he'll drop to the ground where you'll follow and repeat. Continue that process until his legs curl up, stiff as a board.



**Boss 3: Funky Dynamite** - This jetpack-wearing freak may enjoy firing at you from the skies, but that doesn't mean you can't bring him down to earth for a little pig-sticking action. First, mount one of the two pedestals to either side of the screen. From there, lunge at him (as he flies away from Ryu) and slash him, sending him swiftly to the ground. From there, he'll launch a series of mini-bombs. Step in and smack him once more. Repeating this pattern will eventually lay him low. If you have access to the Fire Wheel, that'll make things easier.



**Boss 4: Naga Sotuva** - Your goal is to slash the face in the middle of the screen until it breathes no more. The problem is that he has two disembodied mitts that appear from either side of the platforms you must stand on. You'll have to slash his face, dodge the hands, all the while avoiding dropping through the holes in the floor. If you plummet through one of those holes, well, you have to replay the last section of the previous level. The goal here is to have access to Ryu's shadow selves and the Fire Wheel to make short work of him. Barring that, stand on the platform opposite to where the first floating hand appears, deliver your stinging slashes, then head to the other platform. Repeat until he's finished.





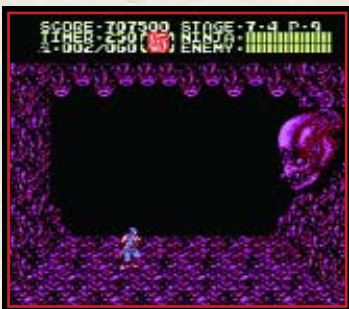
**Boss 5: Ashtar** - This fellow doesn't play fair as he can become invisible at will. Thankfully, though, he's fairly predictable about it. You'll want to hide in a corner until he depletes the fireballs floating around his ethereal form, then rush in, hit him twice and retreat. Careful repetition of this sequence will destroy him, though it will take a while. If you have the Fire Wheel and a few shadows, you can do the same attack series, but with a margin for error. You can't "ninja" this guy; he's only vulnerable for a short period each time he "phases" in.



**Boss 6: Kelberos** - Remember these frog-like chaps from *Ninja Gaiden*? Well, they're back. This time around it won't be as easy to defeat them, but compared to the last couple of miscreants, they're easy. Only one of them will take damage (that's the one on the right when you enter the fray), so only swing on that one. With that in mind, park Ryu beneath the right pedestal and take your shots when you can. Mind the poisonous phlegm they spit (you can destroy it with your blade) and take your time whittling them down to stone splinters. The Throwing Star is handy here, as is the Fire Wheel.



**Boss 7: Jaquio (Phase One)** - You'll want to scramble up either side of the wall and launch yourself at Jaquio when he dares to get within reach of your blade. Watch out for his fireballs which will hit you if you stay on the wall for the entire fight. So, mount the wall, wait until you see the whites of his eyes, then lunge and slash him. Repeat this process and try not to get too badly singed. This is easier if you have the Fire Wheel to burn him down a number of notches in the beginning of the fight.



**Boss 8: Jaquio (Phase Two)** - One form down; two to go. His second form is easier to defeat. Simply mosey up to his face and stick him in the eye with Ryu's katana. Watch out for the fireballs streaming from his gullet, as well as



the acid dripping from above. This is straight-forward, so you should be fine sans any secondary weapons (though the Fire Wheel can never hurt).



**Jaquio (Final Form)** - This is it: the final fight! Jaquio's final form is ugly, but where he's going that might be considered an asset. First, you'll have to remove that rather awful head. Rush in, jump and slash, then retreat to avoid being singed by his fire-spewing maw. Also, mind the clawed hands that slide along the ground, eager to drag you down. Repeat this process until his head comes off at the neck, then it's time for some radical heart bypass surgery (you'll actually bypass the entire flow of blood to his body). At this point you have to contend with a shower of blades from above while your scalpel does the bloody work. If you're healthy enough, you can trounce his ticker with impunity.

## Ninja Gaiden III: The Ancient Ship of Doom



**Boss 1: Preying Mantis** - As was the case in the first two chapters, this boss is a rush in and bludgeon him affair. However, you'll have to contend with the volley of flames he sends your way from time-to-time. Dodge the three sets of flames, then stab him in his heart. If he gets too close, climb the wall and vault over his head.



**Boss 2: Night Diver** - This gargoyle-like boss is not as tough as he looks. He careens about the screen hurling fireballs at Ryu, so get in a hit here and there as he moves about. When he heads for the floor, he'll hurl fireballs upwards as well. Stick and move, and you'll gradually tick away his life until he goes to pieces. The Fire Wheel doesn't hurt here, but you can handle him without it.





**Boss 3: Great Koganeï** - Remember the Kelberos from the first two games? They're back again, and this time they have throwing stars. As was the case previously, only the one on the right is actually vulnerable to attack so concentrate your assault on him. These acrobatic amphibians will flip and somersault around the room, doing their best to end Ryu's quest. Bludgeon the "real" one until he begins his ungraceful dance, wait for three rotations, then hop in and slash him. Keep this up until he's oozing green blood from his countless stab wounds. The Fire Wheel can put the hurt on him in a hurry, so if you have it, use it.



**Boss 4: Sandeater** - This guy looks menacing, but he's really a pushover. He begins by hurling flaming death at you five times, after which he drops his guard long enough for you to deliver a little death of your own. Once he retreats to the floor, follow him down and keep stabbing until he begins to burrow into the earth. Repeat this process till he's composed of finely ground up bits of flesh and bone.



**Boss 5: Ryu's Doppelgänger (First Form)** - Though based on Ryu's genetic material, this fellow is no match for the real deal. He flips through the air hurling fireballs as he goes, then he tries to hit you with throwing stars. Your best bet is to wait until he stops capering about, then rush in and stab him. This can take a while, but patience will be rewarded. The Fire Wheel will make this exercise far more tolerable.



**Boss 6: Ryu's Doppelgänger (Second Form)** - This creepy crawly is a pain in the neck. His charge attack, coupled with the fact that Ryu is fighting on quick sand, make this battle problematic. Mount the wall he is currently facing, climb up a bit, and wait for



him to ram it. At that point, leap behind him and stab him, then race to the next wall. Mind the falling objects. Repeat this process until he's swallowed by his own quagmire. Don't do a victory dance once you slay this beastie, as you'll continue to sink with him.



**Boss 7: Clancy (First Form)** - This battle can be frustrating, but you're almost home free. As he hovers about the room hurling fireballs in your direction, you have to mount one of the platforms, lunge at him and slash him. However, as soon as you connect, he launches a triple lightning strike exactly where you're standing. You'll be hard-pressed to dodge all of them in any given volley, so keep at it until he's a flaming ruin.



**Boss 8: Clancy (Final Form)** - This is fairly cut and dry: He gathers up a series of fireballs which he then fires, with great force, at you. To avoid the strike, run toward the hand with the fireball and it will whistle harmlessly overhead. After that, get in there and hit him a few times, then repeat the pattern until he's nothing more than a bloody stump.



**Battle Droid** - This is the final boss of the game and it's a pretty mean-looking contraption. Your first goal is to remove the glass "hatch" that might pass as a face if such things had faces. Watch out for the two different types of lasers he fires, rush him, get your licks in, then pull back to dodge any assault he sends your way. Repeat this process until you've de-faced him. For the second phase, you need to concentrate your fire on the big, red, heart-like object in his core. Mind the lasers; you should be able to stick and move between them while slashing away at it. This dance macabre can only end in one way—victory for Ryu!