



TENCHU



WRATH OF HEAVEN™

Live by honor. Kill by stealth.



ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

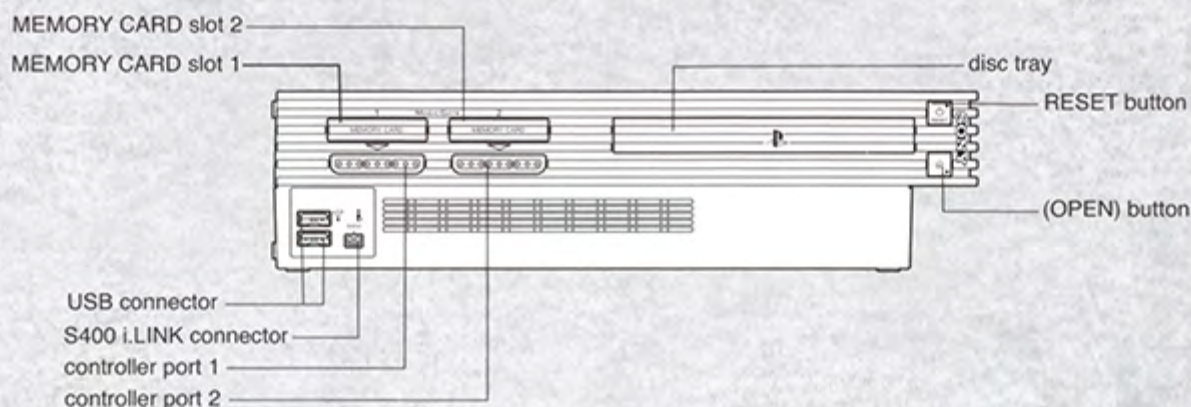
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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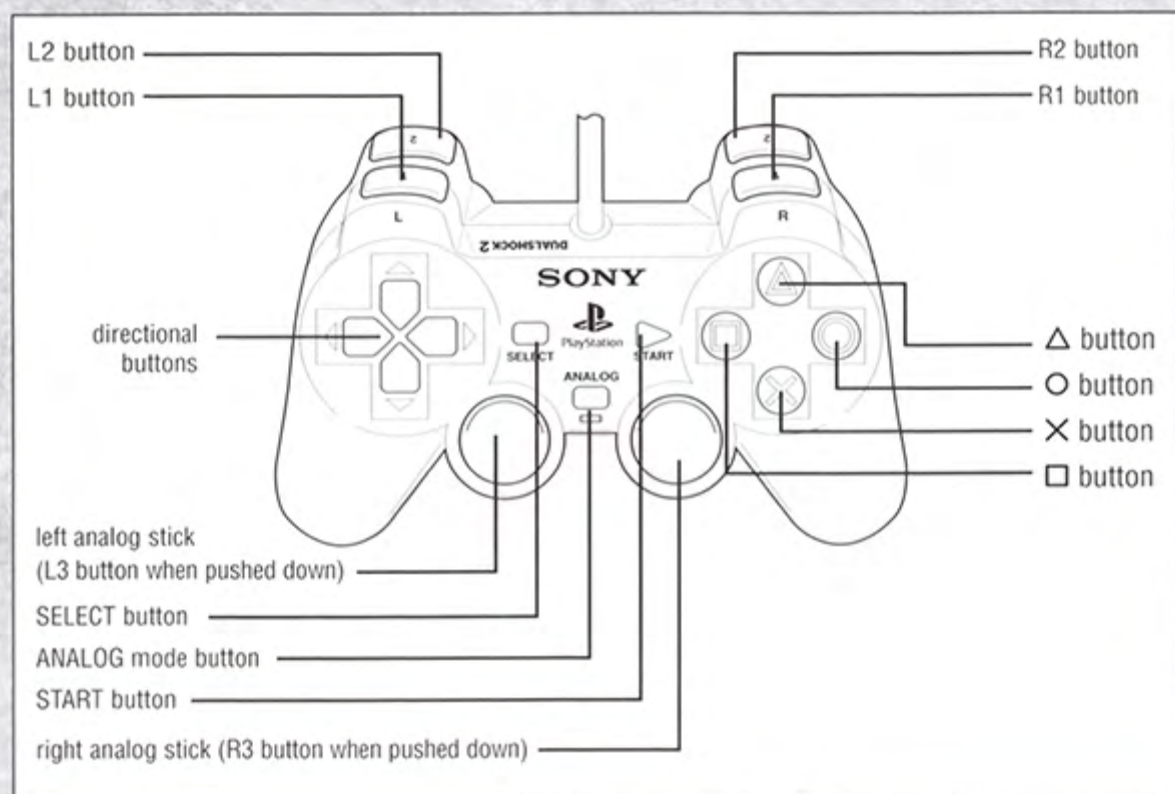
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **open** button and the disc tray will open. Place the *Tenchu®: Wrath of Heaven™* disc on the disc tray with the label pointing up. Press the **open** button again and the disc tray will close. Do not open the tray during gameplay. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 analog controller configurations



To select menu options, use the ↑ and ↓ directional buttons to navigate the menu options. Highlight the desired option and press the × button to accept. To select a menu option, follow the on-screen button prompts and press the × button to accept and the △ button to go back to navigate through the menu options.

Tenchu®: Wrath of Heaven™ supports the DUALSHOCK®2 analog controller. When the MODE INDICATOR is on, the left analog stick works the same as the directional buttons.

PROLOGUE

It was a time of hiatus in a period of bitter wars and great turmoil.

The Azuma ninja clan conducted the traditional ceremonies to end its year of mourning for the tragic death of Rikimaru. Meanwhile, the land of Lord Gohda celebrated the passing of the fourth season of peace since the defeat of Lord Mei-Oh. Only the Azuma ninjas knew the truth about Lord Mei-Oh's disappearance into a portal after he was defeated. It was a secret that even Lord Gohda did not know.

Lord Gohda did know that the Azuma ninjas served him with their lives and with their honor—delivering midnight messages to neighboring states and punishment in the shadows to those who turned against him. They were a feared yet unknown group, a faceless arm of justice masked in a cloud of secrets. Most importantly, they were his merciless force of silent assassins.


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

CHARACTERS



Rikimaru, Age 26

Leader of the Azuma Shinobi-ryu ninja sect. His thoroughness, patience and bravery have proven worthy of the Izayoi sword by the sect's master Shiunsai. Terrifyingly focused and withdrawn, his sense of destiny and of composure give him the strength to take on missions that most would consider similar to suicide.



Ayame, Age 22

Bold yet quick, silent yet cunning, Ayame has been trained since childhood as a ninja. Sharp with her tongue as with her sword, Ayame uses an acrobatic style of ninjitsu to overcome obstacles living or dead. Ayame adores Gohda's daughter Kiku as if Kiku were her own baby sister.

TITLE SCREEN MENU

Use the ↑ and ↓ directional buttons to scroll through the options and press the X button to select. There are four selectable options on the Title Screen Menu.

- Story Mode – Select this to play Story Mode.
- Multiplayer Mode – Here you can play with two players.
- Options – Select **Options** to change game settings (see Options Menu on page 6).
- Tutorial – Describes basic movement, attacks and special functions.

Multiplayer Mode

Play either Versus mode or Co-Op mode. Highlight with the directional buttons and select with the X button. Two controllers must be attached before this option can be selected.

In Versus mode you can fight against another player head-to-head. Beware of enemies that will join in on the fight and look for items that you can pick up to aid you in your battle.

In Co-Op mode you can play with another player to accomplish missions. As a team of assassins, you are responsible for accomplishing the mission and the safe return of the other player. Do not let your team member die. Stay close together to perform simultaneous stealth kills.

OPTIONS MENU

Use the ↑ and ↓ directional buttons to highlight an option and the X button to select. Use the Δ button to return to the Title Screen. There are eight options to choose from.



Records – Choose this option to view a record of rankings that were achieved with each character. Use the ← and → directional buttons to switch between records of the different characters.

Difficulty – Use the ← and → directional buttons to select between difficulty settings for Easy, Normal and Hard.

Sound – Use the ← and → directional buttons to change the sound settings for music, sound effects, audio output and languages.

Controller – Change button settings. Use the ← and → directional buttons to turn the vibration On/Off.

Stealth Kills – Use the ← and → directional buttons to turn the stealth kills On/Off.

Save and Load – Select this option to interact with the memory card (8MB) (for PlayStation®2). (See MEMORY CARD section below.)

Brightness Adjustment – Use this screen to adjust the brightness settings of your TV.

New Abilities – Choose this option to view a list of new abilities earned and their explanations.

Memory Card – Use the ↑ and ↓ directional buttons to highlight **LOAD** to load a game from the memory card (8MB) (for PlayStation®2) or select **SAVE** to save a game to the memory card (8MB) (for PlayStation®2). Select **Auto Save** to turn the auto save

feature On/Off. *Tenchu®: Wrath of Heaven™* supports MEMORY CARD slot 1. This title requires 40KB of free space in order to save game data.

CHARACTER SELECT SCREEN

Use the ← and → directional buttons to select the character you want to use. Press the × button to advance. Press the △ button to return to the Title Screen.

MISSION SCREEN

This screen will display all playable missions. When you complete certain missions, more will become available. Use the ↑ and ↓ directional buttons to select a mission and press the × button to select. Use the ← and → directional buttons to select an enemy layout within the selected mission. Press the △ button to return to the Character Select Screen.

MISSION INTRO

In the mission intro you'll hear a description of your mission. Press the **START** button to skip the intro and move to the Items Screen.

ITEMS SCREEN

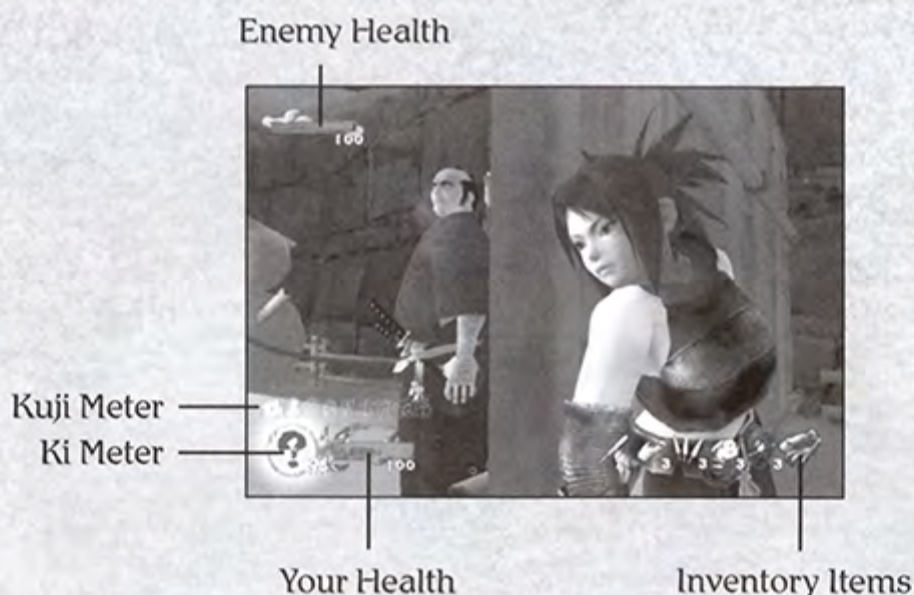
The ninja items that are available for you to use will be displayed on this screen. By completing missions and earning better rankings, you'll earn more items. Highlight the item you want to add to your inventory by using the ↑, ↓, ← and → directional buttons and press the × button to select it.

Remember that you are limited both by the total number of items you can carry (shown by the remaining number in the middle of the screen) and the number of different types of items you can carry (six). You always carry the grappling hook, so you can select

up to five other kinds of items. When you're satisfied with your inventory, press the **START** button to begin the mission.

Items are automatically replenished at the completion of a mission. The ranking you're awarded at the end of the mission will determine the quantity of items to be replenished. Obviously, the higher the ranking, the more items you will obtain. Items that weren't used in the mission are automatically returned to the shelf.

GAME SCREEN



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

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

Your Health – Your health is indicated by the bar at the lower left corner of the screen and by the remaining hit points. The maximum is 100. When it reaches zero, you die.

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

? – This indicates the presence of an enemy or innocent bystander who is not aware of your existence.

! – This indicates that you have been spotted but you are not yet identified as a threat. The enemy may have mistaken you for a dog, cat or colleague.

!! – This indicates you have been spotted and identified as an intruder. The enemy will attack with the intent to kill.

!? – This indicates that an enemy has been alerted by suspicious sounds or a body and is actively searching for an intruder. Beware – searching guards diligently scan rooftops.

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

Kuji (9 Kanji) Meter – With every stealth kill performed, you'll earn some kanji. Earn 9 kanji and you'll be awarded a new ability specific to that mission. After you earn the new ability specific to that stage, keep the Kuji Meter as full as possible because a fuller gauge allows you to do more damage with normal attacks.

Inventory Items – The items that your ninja is carrying are shown using icons. The number below each icon indicates how many of that item is being carried. Select the desired item by using the L2 button or the ← and → directional buttons. To shortcut to the grappling hook, press the ↑ directional button. If you have a health potion, the shortcut is the ↓ directional button.

CONTROLLER



- L2 button* Scroll left through item inventory
- L1 button* Look around by manually controlling the camera. Use the left analog stick while holding down the L1 button to move the camera around.
- R2 button*
 - Autoface and lock on (when an enemy is nearby)
 - Tap once to autoface towards the closest enemy within fighting range.
 - Hold down to lock on to the enemy you are fighting.
 - Strafe (when enemy is not nearby)
 - Use the left analog stick while holding down the R2 button to strafe.
- R1 button*
 - Stealth Mode
 - Press the **R1** button to crouch. If you're near a wall, you'll press your back against it. Use in combination with the Jump button to perform a somersault.
- R3 button* Detonate Sticky Bombs
- right analog stick* Move camera while sliding along the walls.
- left analog stick* Move your character.

Directional Buttons

- ↑ Shortcut to the grappling hook
- ↓ Shortcut to the health potion

- Scroll right through item inventory
- ← Scroll left through item inventory
- △ button** Aim/Use Item
- For projectile items, hold down the **△** button and use the left analog stick to aim, let go of the **△** button to shoot.
- button** Attack
- × button** Jump. Tap again while in the air to perform a double jump. Use with the R1 button to perform somersaults. Use with the R2 button to perform flips.
- button** Block/Secondary attack

Hold down the **○** button to block against attacks. By facing square with an enemy and holding down the **○** button, Rikimaru will be able to pick up enemies. By letting go of the **○** button, Rikimaru will throw that enemy. For Ayame, doing the same will perform a chop to the head that will give her time to run away and hide.

To exit a level, press and hold the **L1, L2, R1, R2, START** and **SELECT** buttons and the game will return to the Title Screen.

MISSION SCORING

Your ninja skills will be ranked at the end of each completed mission. Earning a high score is important because it determines the type and number of ninja items that will be available for your next mission.

Scoring

Stealth Kills: 20 points each.

Normal Kills: 5 points each.

Spotted: 450 bonus points for not being spotted. Minus 150 points the first time you are spotted and 30 points from this bonus each time you are spotted thereafter.

Noncombatants: Minus 50 points each time you murder an innocent bystander.

Saving Your Progress

You can save your progress in Story Mode to a memory card (8 MB) (for PlayStation®2) in MEMORY CARD slot 1. Only one *Tenchu®: Wrath of Heaven™* game can be saved on a single memory card (8 MB) (for PlayStation®2). Games can be saved at the end of each mission by turning on the autosave feature (default is ON), or by selecting **Quit** on the Results or Game Over Screens and then selecting **Save** on the **Save and Load** sub-menu of the OPTIONS Menu.

ADVANCED NINJA TECHNIQUES

The true ninja is unseen. You must avoid being spotted because identification by the enemy may mean death. Fade into your environment to avoid detection. Crouch among bushes. Press flat against walls. Creep above ceilings. Dash from shadow to shadow. Use the grappling hook to rise above enemies. Strike guards without being seen. All this and more is possible by erasing your own presence from the environment. That is the ultimately beautiful way of the ninja. The way of the Azuma Shinobi-ryu.

Use Somersaults and Move While Crouching

Somersaults and crouching are fundamental moves for stealth. Somersaults are particularly useful for moving quickly while in stealth. Crouching will allow you to hide behind low obstacles and will also reduce the range at which you are spotted and recognized. To crouch, press the **R1** button. You can perform somersaults while crouching by using the left analog stick and pressing the **X** button.

Slide Along the Walls

This is another technique that is indispensable to a ninja. There is no telling what danger lurks beyond the corners of halls and passageways. When you are close to a wall, press the **R1** button to move up against it. Use the directional buttons to slide along the wall. You will automatically stop at a corner and the camera will pan out to allow you to see around the corner. Use the right analog stick while you have your back pressed up against a wall to manipulate the camera.

Use the Grappling Hook

The grappling hook is a vital tool for conducting missions. It is indispensable for scaling high walls and climbing up rooftops. Select the grappling hook, press and hold down the Δ button and aim the grappling hook with the left analog stick. Then let go of the Δ button to shoot the grappling hook. The sight of the grappling hook will turn a brighter red when it is on top of something it can hook onto.

Be Patient and Kill from the Shadows

To be a successful ninja you must learn to be patient. All ninja can perform devastating one hit kills only if the intended target is entirely unaware of the creeping ninja. (The Ki Meter must be no higher than $\frac{1}{2}$.) Sneak up on the victim, and press the \square button to execute them. The actual technique used will depend on the distance between the ninja and the target and the direction from which you approach the victim.

Use the Ninja Items

To successfully complete missions, the importance of items cannot be overlooked. Although there are items for attacking, such as shurikens and grenades, the key point is that you are a ninja—secrecy is paramount. Learn to use items that are designed to help the ninja remain undetected. Poison rice balls can be used to lure guards away from your path. When spotted by an enemy, a smoke bomb can provide temporary cover while you escape.

Know Your Enemy

To complete a mission without being spotted, the ninja must be a good scout. You will need to detect danger and bypass or remove it. Use the Ki Meter to determine when you are close to an enemy. If you are close, stop, crouch and look around to find out where the enemy lurks. When you find enemies, try to view them from a safe vantage point to learn their patrol patterns and habits. Once you know an enemy, you can time your approach in order to take the enemy by surprise. Always use stealth techniques when an enemy is nearby to maximize the chances of remaining undetected. Be aware that some enemies can see farther than other enemies.

Place Your Mission Before Your Greed

Your missions will not necessitate the killing of everyone. Some enemies won't be worth the kill when you gauge the risks involved of being identified. Do not be greedy about getting all of the hidden items within the map. You should consider some of them as traps that will make you more visible to guards.

COMBOS & SPECIAL MOVES

Three Hit Combo	□, □, □
Three Hit Combo & Kick	□, □, □, □ + up on the left analog stick
360° Attack	Rotate left analog stick 360 degrees and press Attack
Hop to the Left/Right Around Enemy	Press the X button and left/right with the left analog stick while holding down the R2 button near an enemy
Somersault 180	Press the X button while holding down the R1 button
Somersault to Left/Right	Press left/right with the left analog stick and press the X button while holding down the R1 button
Jump Flip	Press the X button while holding down the R2 button
Pick Up and Throw (Rikimaru)	Hold down the O button to pick up, throw by letting go of the O button
Crawl into Opening	Crouch by pressing the R1 button down and move forward into the opening
Look Around	L1 button + left analog stick

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Performed by

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Eiichi Miyazawa

Music

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Produced

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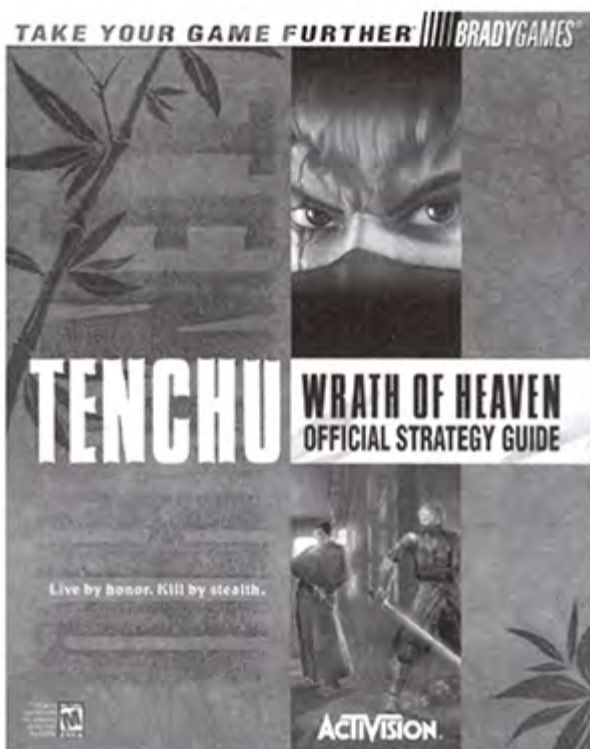
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NOTES

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