



Ninja Gaiden Sigma 2 Guide

If there is one franchise that people associate a challenge with, it's Ninja Gaiden. From the days of its NES origins to its current incarnation as an insane medley of over the top ninja violence, one thing has remained the same. It is hard. So, with Ninja Gaiden Sigma 2 now frustrating PS3 owners everywhere we thought we'd do you a kindness and give you a comprehensive guide taking you from point A to point B with as little resistance as possible.

In this guide we're giving you a walkthrough, the location of all thirty of those pesky Crystal Skulls and better yet some tips to help you bring down those nasty bosses that Team Ninja just loves to throw at you. Maybe you don't need this. Maybe you managed to tackle this game all on your own. But if you're one of those people in desperate need of a nudge in the right direction, we've got your back!

In this Ninja Gaiden Sigma 2 strategy guide, you'll find:

- **BASICS** // Combat techniques and other tips for all aspects of the game.
- **WALKTHROUGH** // A massive Ninja Gaiden Sigma 2 walkthrough complete with Crystal Skull locations and boss strategies.

Guide by: Stewart Shearer

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Ninja Gaiden Sigma 2 Basics

Ninja Gaiden Sigma 2 isn't all that different in play style than what's come before. The game maintains its frenetic action, difficult battle and (sigh) awful camera, but there still some things you might want to know going in.

Health

Sigma 2's health system is a bit more merciful than you may remember it. Your enemies will till pummel you into oblivion often enough, but if you can succeed in delivering your own dose of death then you'll be rewarded with a bit of a recharge. In battle, the damage you take will be represented differently. Any areas in your health bar represent permanent damage that you'll need healing items or Blue Essence to restore. Blue drops in health are recharged after wrapping up a battle.

Attacks

You'll spend a lot of time killing things in Sigma 2 so it might be good to say a few words about it. You can button mash your way through the game, but chances are you're going to have a harder time than you have to. Your time would be best spent trying to learn at least some of the simpler combos as they're generally pretty easy to pull off and much more effective than just hammering on the square button.

Blocking and Counter

As much as you spend your time obliterating your foes, no small chunk of your efforts will be focused on keeping yourself alive. Sigma 2 likes to stack the odds against you, so it's a good idea to learn a bit of self-preservation. An enormous part of survival -aside from killing stuff- is blocking your foes attacks. And while you can easily just stand there holding the block button, it's much more efficient to counter their attacks as well. While block an opponents attacks, hit the square or triangle button to smack them back.

Weapons

Ryu starts with just his trusty Dragon Sword, which from start to finish is a balanced and effective weapon. That said, throughout the game you're going to accumulate a huge stockpile of weapons ranging from light speedy weapons to hulking tools of destruction. Our advice is to pick a few and stick with them. Don't try and master every weapon in the game, just focus your attention on two or three at most and learn them inside and out. If you really want to give the other weapons some attention there's always the option of playing through the game again.

Essence

Essence, to put it simply is at the essence of Ninja Gaiden Sigma 2. Every foe you defeat, everything you buy or even do in some way uses or produces Essence. There are three types: Yellow, Blue and Red. Yellow Essence serves as currency of a sorts, used both to perform Ultimate Techniques and buy healing items. Blue Essence heals, which is always welcome after a difficult engagement. Red Essence, provides you with Ki, the energy you use to execute special Ninpo attacks.

Ninpo

Another tool in your arsenal throughout, are Ninpo attacks. Basically magical spells powered by Ki you can summon them by pressing triangle and circle simultaneously. While you start with only one, by the end of the game you'll have collected for, each with varying levels of usefulness. They're a great option if you find yourself in a tight spot. Overwhelmed by one too many Ninjas? Clear out a few with a well placed Ninpo. Want to shave a little life off a bosses' life bar? The Art of the Inferno will work wonders. It can be easy to forget it's there and you'll regret it if you do.

The Flying Swallow

Others have cited the usefulness of this simple move, but it doesn't hurt to reiterate it. The Flying Swallow should always be a mainstay of your arsenal. When using it you're both invulnerable, evasive and capable of damaging and even killing several foes at once. If you ever find yourself overwhelmed you'll be surprised how often the Flying Swallow attack is the answer.

Ultimate Techniques

The Ultimate Technique Ryu Hyabusa at his most brutal. A fully charged Ultimate Technique is literally capable of butchering entire groups of foes. Better yet if you find yourself with some Essence floating around, you can use it to charge an attack doubly fast.

Ninja Gaiden Sigma 2 Walkthrough

TOC	01	02	03	04	05	06	07	08	»
------------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	----------

Walkthrough Table of Contents

01	Chapter 1: Sky City Tokyo
02	Sky City Tokyo (cont.)
03	Sky City Tokyo (cont.)
04	Sky City Tokyo (cont.)
05	Sky City Tokyo (cont.)
06	Chapter 2: The Castle of the Dragon
07	The Castle of the Dragon (cont.)
08	The Castle of the Dragon (cont.)
09	The Castle of the Dragon (cont.)
10	The Castle of the Dragon (cont.)
11	Chapter 3: Thunderclap of Catastrophe
12	Thunderclap of Catastrophe (cont.)
13	Thunderclap of Catastrophe (cont.)
14	Thunderclap of Catastrophe (cont.)
15	Thunderclap of Catastrophe (cont.)

16	Chapter 4: A Captive Goddess
17	A Captive Goddess (cont.)
18	A Captive Goddess (cont.)
19	A Captive Goddess (cont.)
20	A Captive Goddess (cont.)
21	Chapter 5: The Shrine-Maiden's Battle
22	The Shrine-Maiden's Battle (cont.)
23	Chapter 6: The Aqua Capital
24	The Aqua Capital (cont.)
25	The Aqua Capital (cont.)
26	The Aqua Capital (cont.)
27	The Aqua Capital (cont.)
28	Chapter 7: The Lycanthropes' Castle
29	The Lycanthropes' Castle (cont.)
30	The Lycanthropes' Castle (cont.)
31	The Lycanthropes' Castle (cont.)
32	The Lycanthropes' Castle (cont.)
33	The Lycanthropes' Castle (cont.)
34	Chapter 8: City of the Fallen Goddess
35	City of the Fallen Goddess (cont.)
36	Chapter 9: The Flying Fortress Daedalus
37	The Flying Fortress Daedalus (cont.)
38	The Flying Fortress Daedalus (cont.)
39	The Flying Fortress Daedalus (cont.)
40	The Flying Fortress Daedalus (cont.)

41	Chapter 10: Submit, or Die!
42	Submit, or Die! (cont.)
43	Submit, or Die! (cont.)
44	Submit, or Die! (cont.)
45	Submit, or Die! (cont.)
46	Submit, or Die! (cont.)
47	Chapter 11: Night in the City Water
48	Chapter 12: Heart of Darkness
49	Heart of Darkness (cont.)
50	Heart of Darkness (cont.)
51	Heart of Darkness (cont.)
52	Chapter 13: The Temple of Sacrifice
53	The Temple of Sacrifice (cont.)
54	The Temple of Sacrifice (cont.)
55	The Temple of Sacrifice (cont.)
56	The Temple of Sacrifice (cont.)
57	Chapter 14: A Tempered Gravestone
58	A Tempered Gravestone (cont.)
59	A Tempered Gravestone (cont.)
60	A Tempered Gravestone (cont.)
61	Chapter 15: Quickening Devastation
62	Quickening Devastation (cont.)
63	Chapter 16: The Underworld Abyss
64	The Underworld Abyss (cont.)

65	Chapter 17: Poisoned Blood
66	Poisoned Blood (cont.)
67	Poisoned Blood (cont.)

TOC	01	02	03	04	05	06	07	08	»
------------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	----------

Chapter 1: Sky City Tokyo

You control Ryu in this chapter. Right off the bat, hold down the block button as you're going to have Ninjas charging you from the get go. If you've never played Ninja Gaiden before, the game will give you instructions on how to fight. After you kill them there will be a brief cutscene. When it ends you'll fight some more Ninjas.



Kill the Ninjas and follow the boardwalk to the left. There's a chest. Open it to receive an Herb of Spiritual Life. Use this to restore your health if needed. Head back to the left and down the stairs to continue the level.



You'll come upon a Save Statue. Before you can use it though you'll have to fight off some more Ninjas. After you've dispatched them use the Statue to save and heal your wounds. You'll enter a hallway and see some Ninjas charging toward you. Hold the triangle button to charge up an Ultimate Technique attack. When they get close let it loose and it should pretty well exterminate them. At the end of the hall is a room with a chest in it. Open it to receive some Blue Essence and restore your health.



Exit the room and continue down the next hallway. In the middle of the hallway there's a gap in the floor. To cross it perform a wall run. Before that however hop down into the room below and open the chest located there. It will contain a scroll explain the Technique of Shadowless Footsteps, which in plain speech is the wall run move we were just talking about. Use it for pointers if you have trouble.



Make your out of the hole and across the gap to continue. You'll turn a corner and find a room to your left and a chest right in front of you. Open it to receive a scroll explaining the Reverse Wind Technique which helps with dodging enemy attacks.



Proceed into the room and open the chest immediately to your left. It contains a Life of the Thousand Gods which will expand your health bar. As you leave the building you'll note a Crystal Skull on rooftop opposite your position.



TOC	01	02	03	04	05	06	07	08	»
-----	----	----	----	----	----	----	----	----	---

Chapter 1: Sky City Tokyo (cont.)

Crystal Skull

Before dropping into the area below, hop across to the adjacent roof and grab the Crystal Skull. Don't worry if you miss, there's a ladder below.



After you get the Crystal Skull, drop down to the area below. Enter the building directly ahead. Some Ninjas will attack you. After they're dead, go open the chest by the vase near the wall. There's an Herb of Spiritual Life inside. Now smash the vases and crate in the corner to receive some Essence.



Head up the stairs. You'll be attacked by a lone Ninja. After you've maimed the poor fool you'll come to a boardwalk with a waterfall visible. Almost immediately there will be a chest to your left. Open it for a scroll explaining how to use Ninpo and teaching you your first spell. After you open this chest you'll be attacked by some Warlocks. These guys are tougher than your average Ninja. Block their attacks and when they pause lay into them with sword strikes and combos.



Continue up the next flight of stairs where you'll see a chest sitting. Kick it and you'll receive some Ki to use with your Ninpo abilities. Proceed through the nearby door and you'll encounter another gap and some incoming Ninjas. Let them come to you and then wall run to bridge the gap. If you fall, there's a ladder back up.



Continue up the stairs to another gap and more Ninjas leaping across it. You can't wall run to get across this one. Instead jump toward the bar jutting out of the wall toward the middle of the gap. Ryu will catch hold of it and you can then jump to the other side. Once there you'll find a corpse. Examine it for a scroll explaining the Obliteration Technique which helps you execute wounded foes. Right after that you'll be attacked by some one armed Ninjas to practice on.





As you reach the end of the hallway you'll see another corpse and a Save Statue. The corpse is holding a scroll explaining the Flying Bird Technique which allows you to scale parallel walls via rebound jumps. Use the Save Statue and continue either with the ladder or the Flying Bird.

TOC	01	02	03	04	05	06	07	08	»
-----	----	----	----	----	----	----	----	----	---

Chapter 1: Sky City Tokyo (cont.)

You'll emerge in a courtyard with some cherry blossom trees and, you guessed it, some Ninjas. Take them down, practicing your Obliteration Technique if the opportunity presents itself. After they're all in pieces, head toward the bridge.



Don't cross the bridge just yet. Hop down into the water below and turn right toward the waterfall area. More Ninjas will drop in. Kill them and then run to the area with all the hanging lanterns. You'll find a chest in a corner there containing a Life of the Gods. Collect enough of these little suckers and your health bar will increase. Head all the way left of the bridge and you'll find another chest inside a boat. Open it to receive a Devil's Way Mushroom. Use this if you run low on Ki.



Now you can cross the bridge. Smash the vase for some essence. Now head left and you'll be attacked by Warlocks. Keep following the trail and you'll turn a corner to the right. Head down the ramp and continue on and trigger a cutscene. The cutscene will end and you'll be attacked by Ninjas and an Archer.



Crystal Skull

You see where the Archer is perched? There's a Crystal Skull up there too! To get up there

requires a bit of acrobatics. Heading down the stairs here, you'll see a tree positioned right about where the right hand railing stops. Look up and you'll also see a roof ledge. Do a bird flip off of the tree and onto the ledge. Then just run over the Archer's dispatch them and grab the Crystal Skull.



Kill your foes and continue down the path. You'll come across another gap. Two Ninjas will leap across it. Kill them. Before heading to the other side of the gap, jump down to find a chest containing some Blue Essence. Head in the direction opposite this chest and you'll encounter some Ninjas and find another chest containing a Life of the Gods.. Now climb back up and use the bar in the middle of the gap to hop to the other side.





TOC	01	02	03	04	05	06	07	08	»
-----	----	----	----	----	----	----	----	----	---

Chapter 1: Sky City Tokyo (cont.)

When you hit the other side you'll be attacked by a couple more Ninjas. After they're dead continue on. You'll come to another gap with two bars this time. Jump onto the first one and then jump and catch the second. Easy as cake. When you reach the other side, head up the stairs and use the Save Statue. After that head up the ladder.



When you reach the top of the ladder, head right. There's a chest containing a Devil's Way Mushroom. Next, continue to the left. You'll find a corpse. Examine it to find a scroll detailing the Flying Swallow Technique. Remember this one as it is endlessly useful and effective against most every enemy in the game.



Continue down the boardwalk. You'll come to a larger area where you'll be attacked by Ninjas, Warlocks and a new enemy, the Phantom Warlock. Phantom Warlocks are one of the most annoying enemies in the game. They float around the screen shooting off fireballs and can disappear and reappear at will. They love to appear right next to you and hit you with a melee combo. Try the Flying Swallow on them. After you kill these guys, prepare for a Boss Battle.

Boss Battle: Big Buddha (Pics LL, MM)

Big Buddha has several attacks which for the most part are easy to avoid. When you see a large glowing circle form in front of him, he's performing a laser attack. Just stay on the move and it should miss you. Buddha can also summon energy blasts that will explode underneath Ryu. To dodge these just stay on the move and jump or perform a Reverse Wind to get out of their way. Buddha will slap and pound the ground, to avoid these just stay out of the middle of the platform.

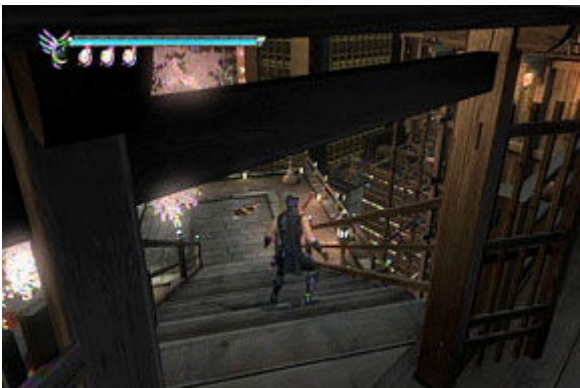
To take Buddha down you need to hit his hands. The best way to do this is to stay to the right of the screen beside his left hand (It works with the other hand too). Most of his physical attacks will miss you and you'll be left wide open to attack his hand. Just avoid his attacks and keep hitting him. When his health drops to about a quarter he'll fall over. Run to his head and use the Obliteration Technique to end the battle. Do it quickly or he'll regenerate.

After you down Big Buddha, a door will open up behind you. To the left is a chest. Open it for some Ki. To the right is a Save Statue. Finally, at the center is a statue. Examine it receive the Lunar Staff. The Lunar Staff as a rule is a good alternative, especially if you're fighting enemies of a larger caliber.





Leave the room and continue to right. You'll come to a set of stairs. At the base of the stairs is a corpse. Examine it to receive a scroll detailing the use of the Ultimate Technique. After this you'll come to a bridge, a group of Ninjas will swarm across. Practice the Ultimate Technique if you want. Across the bridge you'll find a corpse with a notebook further discussing the Obliteration Technique.



Enter the house to find another corpse with a scroll talking about the Technique of Ultimate Guidance. Head straight through the house into the courtyard where you'll be attacked by Ninjas, Warlocks and Phantom Warlocks. After they're dead, check the far right corner starting from where you entered. There will be a chest containing some Essence.



After that head into the building through the newly opened doors. Inside you'll find another chest. Open it for some Essence. Head over to the paper doors on the left. Some Ninjas will cut through them. Hack them down and continue into the area they opened up. You'll end up in a courtyard containing a Muramasa Statue and some Ninjas. Kill the Ninjas and use the statue to buy supplies. After that jump down the well.





At the bottom you'll be attacked by some bats. They're so weak they barely even really count as a threat. Kill them and move on. You'll head onto a metal walkway. Along the way you'll find a corpse. Examine it to find a notebook detailing the Technique of Shadowless Footsteps.

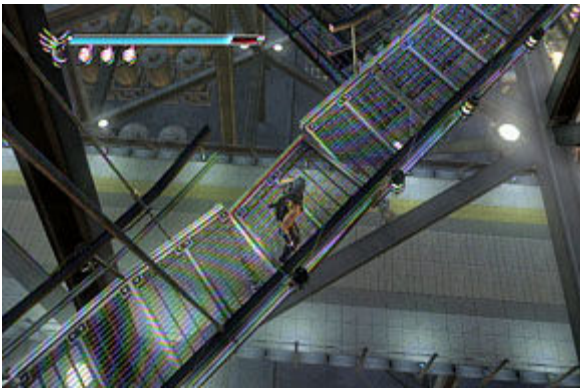


Proceed forward. You'll be attacked by a pair of Ninjas. After you kill them you'll come to a gap. You can wall run to get across. First head down the ramp and kick open the chest in the corner for a Devil's Way Mushroom. Cross the gap and continue.

TOC	01	02	03	04	05	06	07	08	»
---------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	-------------------

Chapter 1: Sky City Tokyo (cont.)

Continue down the walkway. You'll come to a section where the railing is gone. Head to where the walkway ends and open the chest waiting for you. There's some Blue Essence inside. Head back a drop down from the spot with no railing.



You'll land on a long freeway area. Head to the left as going right leads to a dead end. Shortly left, you'll find a corpse. Examine it for a scroll detailing the Furious Wind Technique. Continue on. You'll be attacked by some Ninjas and Warlocks. Eventually while you fight them you'll trigger a cutscene.



When the cutscene ends you'll be inside a building and under attack by Warlocks. Kill them and use the Save Statue in

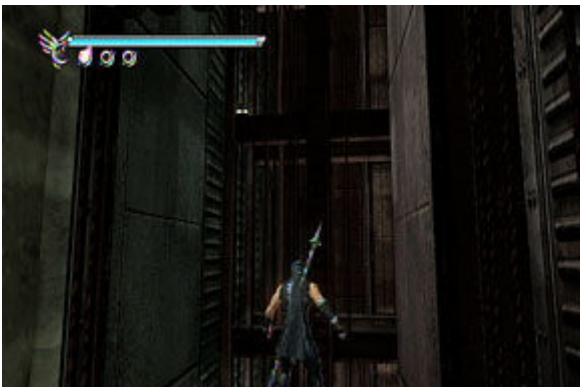
the corner. Exit the room and work your way through the building. You'll come to some stairs, head down first. At the bottom you'll find a chest. It contains some Essence. Head back up the stairs and this time continue up to the next area.



At the top of the stairs are some waiting Ninjas. Kill them and head up a couple more flights of stairs to find a dead end and a chest containing some Blue Essence. Head back down to where the Ninjas ambushed you and continue through the building. Eventually on your left you'll find a door leading to a maintenance room. Inside is a corpse. Examine it to find a notebook detailing the Flying Bird Technique. In the left corner of the room is a ladder. Climb it to exit.



You'll come to what seems like a dead end. Notice the parallel walls? Use the Flying Bird Technique to get up to the next area where you'll be attacked by more Ninjas. Kill them and head to your right. There's a Muramasa Statue and a chest. Open the chest to receive some Grains of Spiritual Life.



Head left now to continue through the level. You'll come to a flight of stairs. Near them is a Save Statue. Use it and head up the stairs. At the top you'll be attacked by Warlocks. Kill them and proceed to trigger a cutscene and a couple boss battles.



Boss Battle: Rasetu





Rasetsu can be hard, if you let him be. He's fast and his attacks reasonably powerful, but they are also easy to avoid and limited in scope. As long as you can keep to his sides and rear, he's pretty much helpless. It's easier said than done, of course. He won't just let you get around him, but it's doable. Basically, just dodge his attacks and pound him until he's dead. He's also very susceptible to the Ultimate Technique, so feel free to use that.

Boss Battle: Big Buddha



Buddha's back! Not content to be kicked around just once, it seems he's returned for more. Just do exactly as you did the last time around. Dodge his attacks while hitting his hands. When his health gets low use the Obliteration Technique. This time he stays dead. Congrats, you've finished Chapter One.

TOC	01	02	03	04	05	06	07	08	»
---------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	-------------------

Chapter 2: The Castle of the Dragon

You control Ryu in this level. You begin near a pathway decorated by arches. Head straight. Shortly after you get past

the arches you'll come across a corpse. Examine it for a scroll about the Flying Swallow. As you approach the body, you'll be attacked by Ninjas. You know how to deal with these fellows.



Continue down the path through the graveyard. You'll come to a series of stairs, follow them down to the village. You'll be attacked by a new enemy, Sword Wielding Dogs. They attack in groups and can actually be quite a pain if you aren't careful. Just be evasive and attack when the opportunity presents itself.



After you put down the pooches, head over to the Muramasa Statue to the left You'll note that it's glowing blue, indicating that you can use it upgrade a weapon in addition to buying supplies. When you turn the corner you'll come across another corpse. Examine it for a notebook detailing the Reverse Wind Technique.



Press on and you'll face some more Ninjas. Kill them and continue on to find another corpse. Examine it to find an Herb of Spiritual Life. You'll come to a river. Hop in for a swim.



Crystal Skull

Ignore the area to the right, as there's nothing of interest, but head under water to the left. You should see a Crystal Skull glowing on the bottom of the river. Just swim to it.



Head quickly over the river, doing your best to avoid the archer sniping at you at the rivers end. Hop up onto dry land and continue up the path. You'll be attacked by some Dogs on the way up.



TOC	01	02	03	04	05	06	07	08	»
-----	----	----	----	----	----	----	----	----	---

Chapter 2: The Castle of the Dragon (cont.)

Turn a corner and head into the courtyard. You'll see a corpse in the middle and a Save Statue in the opposite corner. Examine the corpse for a scroll detailing the Counter Attack Technique. Use the Save Statue and head toward the building.



Follow the boardwalk and you'll be attacked by Ninjas. You'll go to another courtyard. The boardwalk splits here. Don't bother going left, there's little worthwhile there. Head right and down the stairs to find a corpse. Examine it for a notebook detailing the Ultimate Guidance Technique.



Head back up the stairs and through the doors into the building. On the right hand wall you'll find a chest containing

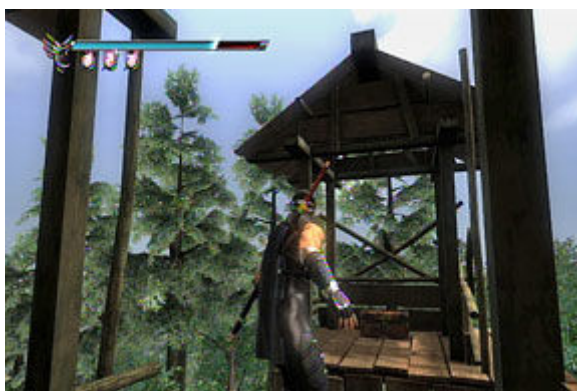
some Essence. Examine the table at the end of the room to receive a new weapon, the Falcon's Talons. These guys are good if you're a fan of fast moving, short range fighting. Try to leave the room and you'll have a chance to try them out as you'll come under attack by more Ninjas.



Exit the room back into the courtyard. Head toward the doors opposite your position and you'll encounter more Ninjas, Warlocks and Phantom Warlocks. Defeat them to open the doors to the next area. You'll immediately find a corpse. Examine it for a scroll detailing how to perform the Izuna Drop.



Head up the stairs. You'll encounter some Ninjas and an Archer atop a guard tower. Use the Bird Flip between the guard towers if you fancy killing the Archer, and want access to the chest up there. It contains an Herb of Spiritual Life.



Continue up the path past the fire. You'll encounter another pair of Ninjas. Continue past a second pair of guard towers and up the stairs. Kill the Warlocks you meet on the way and save at the Save Statue at the top of the stairs.



TOC	01	02	03	04	05	06	07	08	»
-----	----	----	----	----	----	----	----	----	---

Chapter 2: The Castle of the Dragon (cont.)

You'll see a set of stairs, at the top of which you'll find a Muramasa Statue. Head back down the stairs. To the right of the Save Statue is a cavern. Enter and follow it to the end where you can use the Bird Flip to reach the next area.



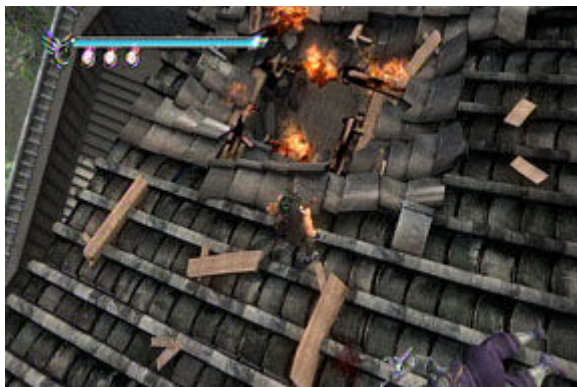
Kill the Ninjas that ambush you and head up the stairs. You'll come a wooden walkway and a corpse. Examine it for a notebook detailing the Counter Attack Technique. Head up the walkway. You'll meet some Archers and Warlocks. Kill them and keep going. You'll come to a doorway with a chest to the left of it. Open the chest to receive some Blue Essence.



Continue up the stairs and through the archway to find another corpse. Right past the corpse is also a chest. Examine the corpse for a scroll detailing how to perform the Guillotine Throw. Then head over the chest for an Herb of Spiritual Life. After that head up the stairway ahead of you. You'll go to a courtyard where you'll be attacked by some Ninjas and Sword Wielding Dogs. Kill them and examine the corpse near the door for a notebook detailing the Ultimate Technique.



The door unfortunately doesn't open. Head over the left hand wall. You'll see a section where some debris has formed a ramp leading to the roof. Head on up an deal with the Warlocks and Phantom Warlocks that attack you. After that jump down the hole in the roof to enter the building.



You'll land in a hallway where you'll be ambushed by some Ninjas. Kill them and use the Save Statue at the end of the hallway. Head back toward the stairs at the other end of the hallway. When you near them stop and take the Fiend's Bane Bow. Then head up the stairs and through the door. The door will remain closed until you take the bow.



Head up the stairs and you'll fall into room with a giant twisting dragon. You'll be attacked by Archers. Use your newly acquired bow to kill them. After you've offed the Archers, you'll be attacked by a Rasetsu. Remember this fellow from the end of Chapter One? Kill this one the same you killed the first one. A cutscene will trigger.



«	09	10	11	12	13	14	15	16	»
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Chapter 2: The Castle of the Dragon (cont.)

After the cutscene a door will open up in front of you. Inside the hallway goes in two directions. Head right first to find a chest. Kick it open for some Ki. Head back to the left and you'll come to some stairs. Behind them is a corpse. Search it for a Grains of Spiritual Life.





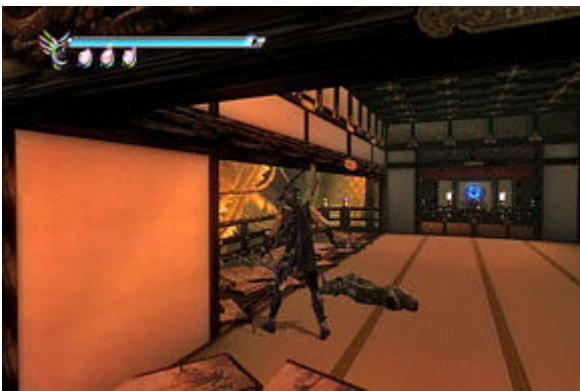
Head up the stairs and through the paper doors. You'll be attacked by some Ninjas. Kill them and cut down the next series of paper doors. You'll come across a Save Statue and a flight of stairs. Save and then head up the stairs. You'll come to another paper door, cut it down to enter back into the room you fought the Rasetsu in.



You'll step onto a balcony. Kill the Archer that attacks you and run across the wall to reach over to where he he was standing. Cut open the paper doors and kill the second Archer waiting inside. You'll be attacked by several more Archers standing on the balcony across from your own. Kill them and proceed through the paper doors at the back of this room. You'll come across another corpse. Examine it for a Devil's Way Mushroom.



Continue down the hall, cutting through the next series of paper doors. You'll now be in the room adjoining the balcony those Archers were just shooting at you from. A platform will have lowered connecting to the original balcony you began on.



Crystal Skull

In the hallway connecting the left and right balcony areas there's a room with a lot supply shelves.

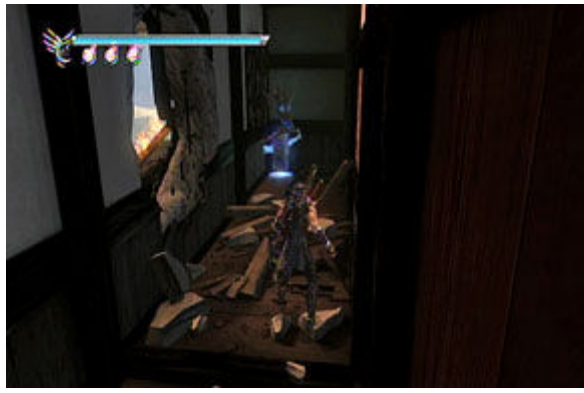
Check the shelf by itself to receive a Crystal Skull.



«	09	10	11	12	13	14	15	16	»
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Chapter 2: The Castle of the Dragon (cont.)

Return to that first balcony and hop on the platform. Once you do the dragon's mouth will open. Head through and you'll see a Save Statue. Before using it head to the opposite end of the hall to find a chest. Open it for some Essence. Jump through the hole in the wall so you're back on the roof. You'll be attacked by Phantom Warlocks.



Head around the roof and you'll come to another hole in the wall. Jump through. You'll enter into an octagonal room with some Archers. Kill them and head to the side of the room opposite the stairs. There's a hole, jump down it. There's a Muramasa Statue and Save Statue down there. Instead, open the chest to its left. It contains a Life of the Thousand Gods. Head back and up the stairs. You'll enter another a hallway and trigger a cutscene and boss battle.





Boss Battle: Genshin



You can only damage Genshin when he's not attacking. What this means is that you need to block and evade his combos and then in the split second he gives you before launching his next round of attacks work in a few of your own.

A few things to note, if Genshin evades your attacks he's about to hit you with his own. Counter that one right back at him. One of his worst attacks by far is his Ninpo attack. He'll form a black ball in front of him. Jump out of the way or use a well time Reverse Wind to avoid it or it will knock a good chunk of your health off. Beat him and the level ends.

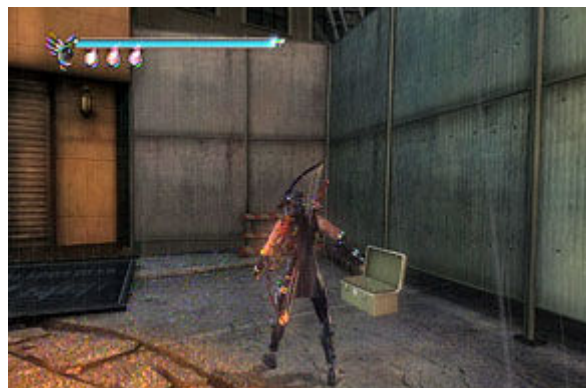
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Chapter 3: Thunderclap of Catastrophe

You'll control Ryu in this level. The level begins in an empty street. Head immediately to your right to find a chest containing an Herb of Spiritual Life. After that, keep to the right and visit the nearby Muramasa Statue. There are Sword Wielding Dogs in the area, so you might come under attack.



After this continue forward. You'll come to an intersection. To the right behind a taxi cab is a chest containing Ki. When you go to open it you'll be attacked by Bats. Continue back to the end of the street left and you'll find another chest. Open it to receive the Vigoran Flail. These are great for tearing apart weaker foes. After opening the chest a gate will open.



Follow the path, killing the Warlocks and Ninjas you come across. You'll come to some stairs. Before heading up them continue to your right and open the chest for some Blue Essence. Now head up the stairs.

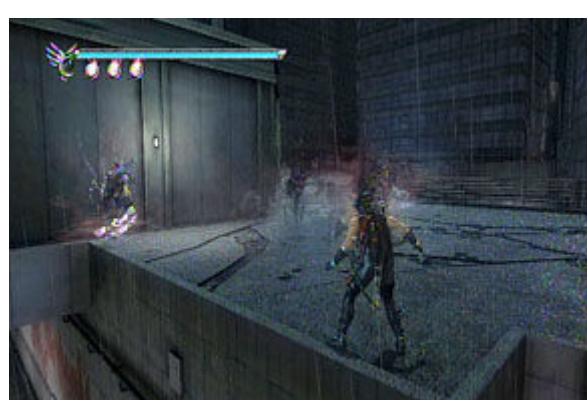


As you go up the stairs you'll be attacked by Archers, kill them and head down the hallway they were standing in. Turn a corner and you'll see a Save Statue in the distance. Proceed and you'll be attacked by some Ninjas, Warlocks and Phantom Warlocks. Kill them and proceed toward the Save Statue. Use it and then head toward the nearby corner with parallel walls. Use the Bird Flip to head up.



Crystal Skull

At the very top of these stairs is a Crystal Skull behind a gate. Just jump over and grab it.



You'll land on a roof where you'll be attacked by more Phantom Warlocks. After you cut them down, several new enemies will spawn. Mini-Dragons basically just like to float up in the air, shooting fireballs at you. Just shoot them down with your bow. You'll come to a bar that stretches from this building to the next. Jump up and grab it and then make your way across.



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Chapter 3: Thunderclap of Catastrophe (cont.)

You'll drop down onto another roof top, where you'll be attacked by Ninjas and Archers. Kill them. From the roof you should be able to see a Save Statue. Use the Statue and then continue forward. You'll come across a chest. Open it to receive some Grains of Spiritual Life. After that jump off the building where the railing is broken.



You'll land back on the street in Times Square. Immediately you'll be attacked by Ninjas and Warlocks. Kill them and explore a little. Head over the area left of the main Times Square building, there will be a chest containing some Blue Essence. Head down the street to the right of the Square building and you'll find a corpse in a dead end. Examine it for a scroll discussing the history of the Four Greater Fiends.





From here head past the burning taxi down the street to continue the level. Beware, as you head past the taxi, some Sword Wielding Dogs will attack you. Kill them and continue. Soon you'll enter an area with two taxi cabs, near them is a chest containing a scroll that will teach you the Art of the Flame Phoenix. New Ninpo!



Continue through this section and you'll shortly trigger a cutscene, which will introduce a new enemy! The Van Gelf is a big, strong and fast bugger that will serve as one of the staple enemies throughout the game. They can be pretty frustrating, especially in large numbers. Just hack away at them the best you can and use the Flying Swallow. They might be big but their head comes off just the same as smaller enemies. After killing off your foes head to the big hole they came out of.



Hop in and you'll land in the sewers near a Save Statue. Head down the sewer and kill the Sword Wielding Dogs that attack. When the path splits, ignore the left side as its an empty dead end. Instead, head right. First you'll find a corpse. Examine it to receive a Jewel of the Demon Seal. Directly after the corpse is a ladder. Climb up.



Once up the ladder wall run to the adjacent ledge to both continue the level and find a chest. It holds some Ki. Follow

the ledge until you reach an area with bars and an opening. It looks as though the ledge continues, but it just leads to a dead end so head into this opening.



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Chapter 3: Thunderclap of Catastrophe (cont.)

Drop down to the ledge below. Immediately ahead of you you'll see a chest. Open it for some Blue Essence. After that, drop down to the floor and head through the tunnels. You'll shortly be attacked by Archers. Snipe them right back!



There's a gap between you and the area the Archers were on. To bridge it, you'll need to swing from bar to bar. To reach the first bar, run across the wall as Ryu can't jump that far. If you fall just swim to the next room and make your way back up to try again. In that room is a corpse with a scroll describing the Technique of Unrivaled Soaring.



Once you cross the gap you'll be attacked by three more archers. Kill them and wall run across that gap as well. You'll come to a ledge where Ninjas will jump up from below to attack you. After they're dead hop down to the area below.

There's another tunnel for you to follow.



As you head down this tunnel you'll be jumped on by a couple of Van Gelf's. Kill them and continue on to a Save Statue. Head up to the next area which will require some acrobatics to get through. If you fall its no big deal, but there's nothing interest down below so try to keep your time there to a minimum.



You'll come a bar in the middle of the room. Jump up on it and inch your way across the area stopping to get the chest on the way. Open it for a Life of the Thousand Gods.



When you get to the next area you'll be attacked by a Warlock and an Archer. When you kill these guys continue on, using the Technique of Unrivaled Soaring to scale the walls to the next area and Muramasa Statue. Upgrade a weapon and stock up on anything you might need.



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Chapter 3: Thunderclap of Catastrophe (cont.)

Crystal Skull

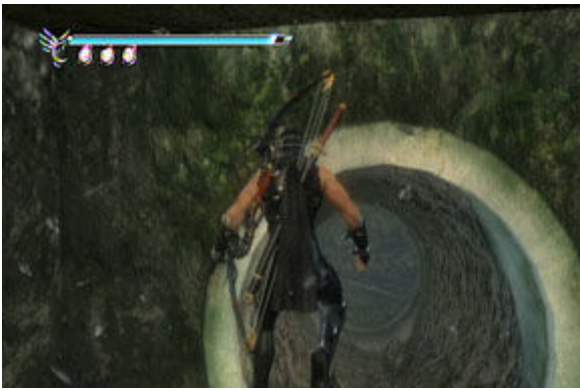
You'll enter a room with fans at either end. Shoot the blue glowing thing in the middle of both fans to stop them. Behind the fan to your right a Crystal Skull (not pictured) should be waiting.



After that, continue along the ledges through this area. You'll come to a third fan. Hop over the ledge on its left and stop its spinning. Then jump up and use the bar to swing over to the other side (Pip PP). You'll drop into some water. Swim down and into the tunnel below.



You'll emerge in another area. You'll see a subway car resting vertically on the ground. There's a hole in its side. To the left of that is a Save Statue. Head inside and use Bird Flips to get to the next area.



In the next area use the Technique of Unrivaled Soaring to ascend to the next ledge. There should be a chest on it. Open it to receive a Ki. Across from you is a cavern. Wall run over to it. Head through the tunnels. When you reach the end of the tunnel you'll see a Save Statue across from you, out of reach.



Drop down to the floor below. Continue forward and you'll be attacked by Ninjas and Sword Wielding Dogs. Dice them and continue. You should come to an area with stair like ledges leading up. At the top of those is a corpse. Examine it for a scroll detailing the Technique of the Invisible Path.



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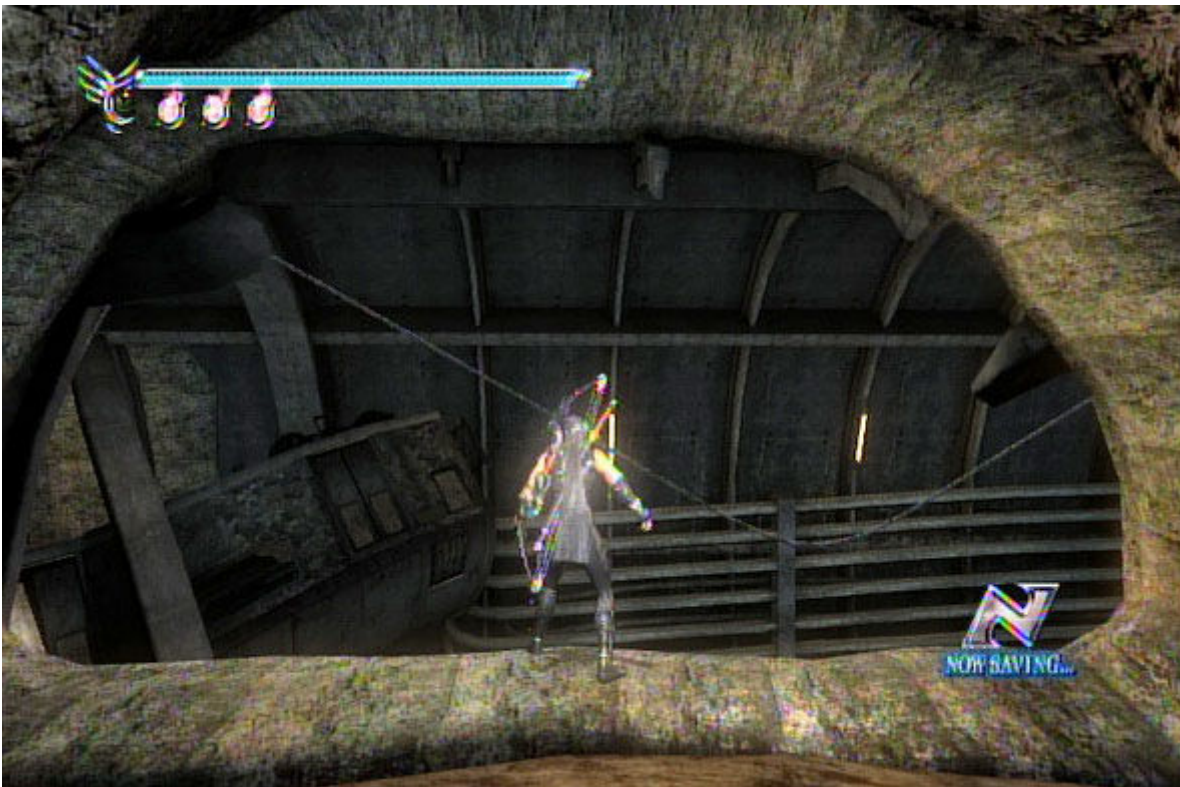
Chapter 3: Thunderclap of Catastrophe (cont.)

You'll need to use that technique to continue. Turn around, you'll see a Muramasa Statue near the opposite wall. Use the technique to perform rebounding wall runs to span the gap. Stock up if you need to and continue. You'll be attacked by Ninjas.

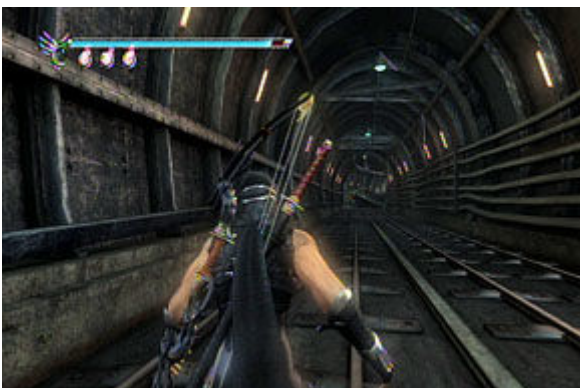
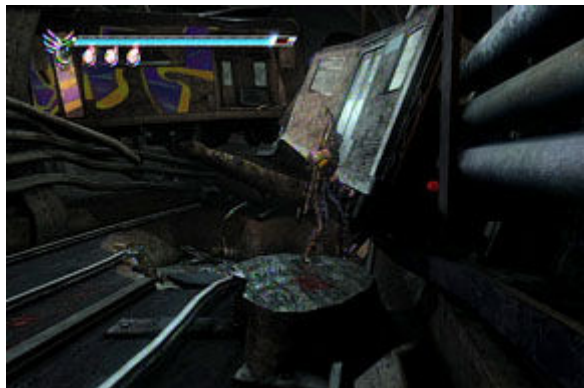


After you kill them cross the stone bridge. Look to your left, you should see a chest and a corpse on a ledge. Use a wall run to reach it. It contains a Life of the Gods. After that head back to the main path where you'll see a Save Statue. After that is a ledge leading to a new area, jump in.





The next area is a subway tunnel where you be attacked by Archers and Warlocks. Kill them and then wall run along the exposed subway car to enter into the open door on the attached subway car. Head through the subway car and you'll wind up in another, longer subway tunnel. Head down this tunnel and you'll be attacked by a ton of Van Gelfs. Kill them all and you'll trigger a boss battle.





This guy is pretty easy. He can only be damaged by arrows so just stand back, lock on and fire away. If he gets too close to you flee and take up position somewhere else. He does have some attacks, but they're pretty easy to avoid. Just keep it up and when he only has a quarter of his health left he'll fall over. Use the Obliteration Technique to finish the fight. Level three is now complete.

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Chapter 4: A Captive Goddess

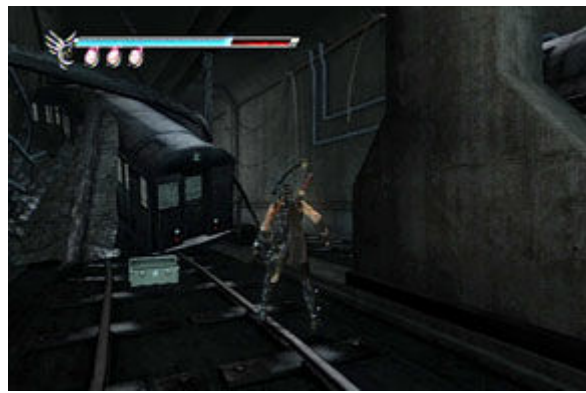
You control Ryu in this mission. The level starts in a subway tunnel. A Muramasa Statue will be immediately visible. Use it to upgrade your weapons and stock up on any supplies you might need. You'll be attacked by some bats.



Proceed down the tunnel, dealing with any bats you meet on the way. Eventually you'll be attacked by Ninjas. Kill them and head to the hole at the end of the tunnel.



Jump down and kill the Archers that attack you. Continue on and you'll come to a chest in front of a subway car. Open it to find a scroll that will grant you the Art of the Wind Blades Ninpo. Continue on and you'll be attacked by some Warlocks. Kill them and move on.

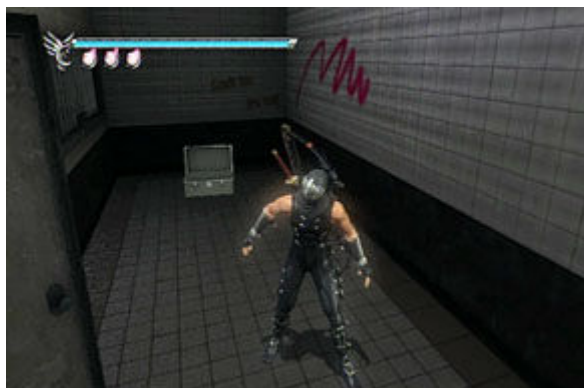
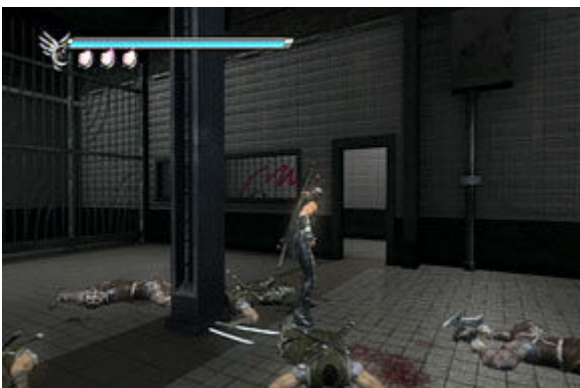


You'll reach a station area. Fight off the Van Gelfs that ambush you. Head to the stairs branded by an exit sign. Heading up you'll find a Save Statue. Use it and proceed.

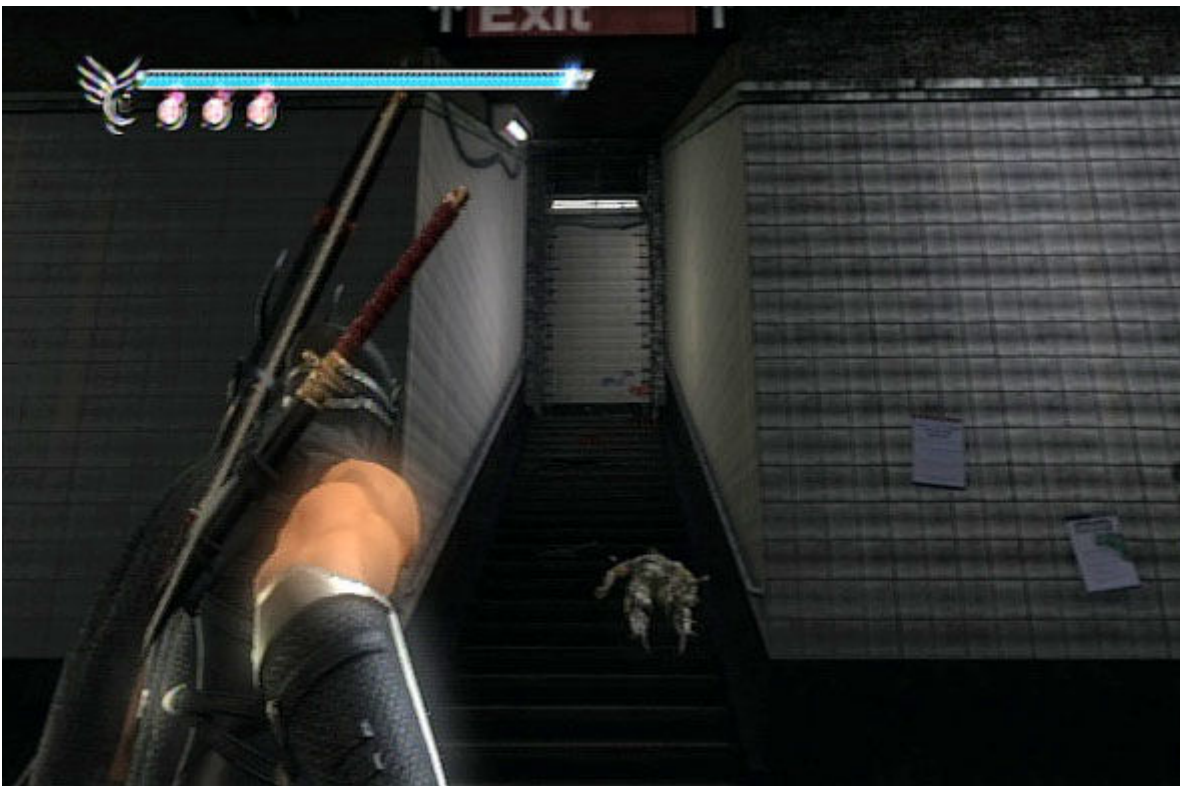




At the top of the stairs you'll be attacked by a mixed group of Ninjas, Warlocks and Phantom Warlocks. After you kill them two gates will open. First, head through the gate opposite the stairs. There's a chest here containing some Blue Essence. After that, head through the door at the back of the room. There's a second chest in there. It contains Essence.



Finally, go through the gate to the left of the stairs. You'll find a chest containing some essence. You'll be attacked by some Archers. After you kill them head up the stairs labeled with an exit sign. It will seem as though they're gated off. In actuality, you can cut right through the bars.



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Chapter 4: A Captive Goddess (cont.)

On the other side you'll be attacked by some Ninjas. Kill them and continue up the stairs. You'll exit back onto the street where you'll be attacked by some Sword Wielding Dogs. Kill them and continue on. You'll shortly be attacked by some Phantom Warlocks. After that you'll enter a small area. Straight ahead the level continues. Before that however head to the right. There's an alley way.



Follow the alley. It will turn left at one point, follow it watching the right hand side for a small nook containing a corpse. Examine it for an Herb of Spiritual Life. After this you can follow the alley to its completion or go back the way you came, either way it will continue to the same area.



Crystal Skull

Near the nook with the corpse look up. Up on a metal ledge is a Crystal Skull. To get up there head to perform a wall run on the wall nearby and jump up to the ledge.



You'll come across a Save Statue next to a ladder. Before using it, head down the opposite alleyway. You'll be attacked by some Warlocks. Kill them and continue to the end. You'll see some red barrels in the back left corner. They hide a chest. Shoot the barrels with an arrow and they'll explode. Open the chest for some Ki. Return to the ladder and save.



Climb the ladder. It will lead you up onto the freeway. Proceed forward and you'll come across a corpse. Examine it for a Jewel of the Demon Seal. When you come to a gap in the road barrier, head to the other side. You'll be attacked by some Van Gelfs and Mini-Dragons. Kill them and continue.



As you near the end of the bridge you'll note a section on the right where there's a gap in the side barrier. Before heading there, open the chest at the end of the freeway for some Essence. Then go back to the side of the bridge and hop across the nearby ladder.

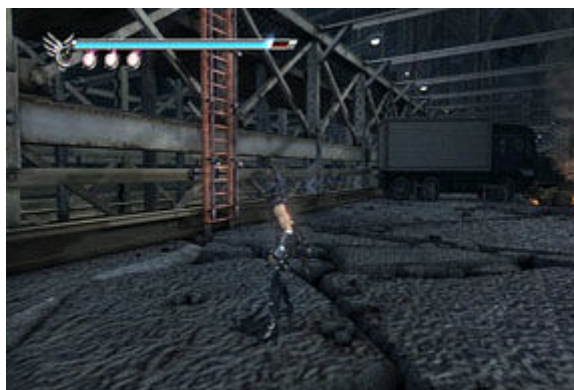


Chapter 4: A Captive Goddess (cont.)

Crystal Skull

This Crystal Skull is sitting right next to the ladder. Just grab it and go.

Climb the ladder. At the top is the entrance to another freeway section. Proceed. You'll be attacked by some more Van Gelfs. Next, climb the ladder at the end of this section on the left hand side.



You'll drop down onto a bridge walkway right next to a Save Statue. Head to the left, killing the Mini-Dragons that attack you on the way. There's a chest at the end containing some Blue Essence. Head back to the right, you'll fight some more Mini-Dragons and trigger a Boss Battle.



Boss Battle: Ogre



The Ogre isn't too hard to kill. Almost all of his attacks are close range so just put some distance between you and him and bombard him arrows. Whittle down his health until he falls forward and then use the Obliteration Technique to finish the fight.

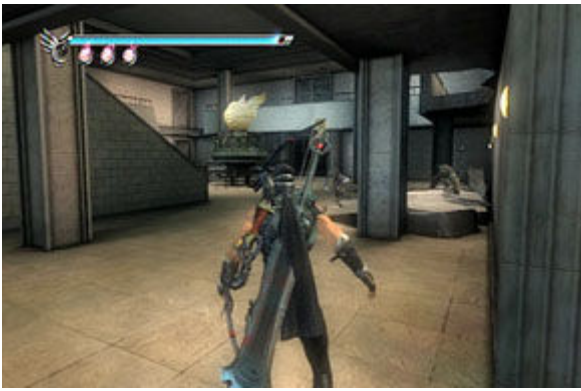
After this battle a cutscene will trigger. Afterward you'll regain control of Ryu at the base of the Statue of Liberty and under attack by Van Gelfs and Mini-Dragons. After you've dispatched them head into the statue.



You'll enter a room filled with old artifacts and Save Statue in the corner. In one of the displays is a huge sword. Examine it and you can keep it. It's called the Enma's Fang and it is basically the strongest weapon in the game, if a bit on the slow side. Head through the doorway to the left of where you found the sword.



Follow the hallway. You'll meet some Archers along the way. Try out your new weapon if you want. You'll exit into a larger room with a glass torch in the middle. Unfortunately, the room is swarming with Ninja and Warlocks. Kill them all and head up the stairs.



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Chapter 4: A Captive Goddess (cont.)

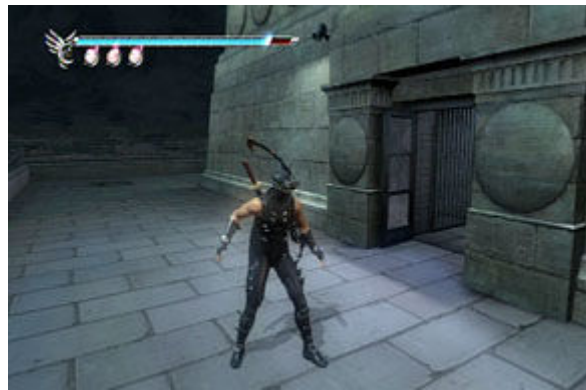
At the top of the stairs, head to the right. Use the wall run to bridge any gaps in the floor. You'll find a corpse. Examine it for a Devil's Way Mushroom. Next head back to the right and make your way to the window opposite the stairs. When you near it, a Van Gelf will jump through. Kill the thing, jumping through to the next area if you could use a little more space



You'll land in another area at the base of the statue. To both your left and right are flights of stairs. They both lead up the same area so pick whichever floats your boat. Be prepared for a fight though. At the top of the stairs is another happy gang of Van Gelfs.



Kill them and continue heading upward. When you reach the top of the stairs you'll come across some Mini-Drags. Head right and you'll turn a corner to an open door. Go inside and kill the Archers that attack you. Head to the end of the room opposite the door you entered and you'll find a chest and flight of stairs. The chest contains a Life of the Thousand Gods so don't miss it. Head up the stairs and you'll find a Save Statue.



Crystal Skull

On the stairs heading toward the Save Statue you'll see a trio of metal beams stretching across the ceiling. On the one furthest from you is a Crystal Skull. From the stairs jump onto the first beam and then just use the wall run to make your way to the skull.

Return to the floor. There should be an empty elevator shaft in the middle of the room. Use the Bird Flip to go up it. There isn't much of interest in the room you end up in so just head up the stairs. When you enter the next room you'll be attacked by Warlocks. Kill them and head out the door on your right to find a balcony with a chest. It's guarded by Mini-Drags and contains a Life of the Gods.



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Chapter 4: A Captive Goddess (cont.)

Head back inside and up the next flight of stairs. You'll enter a room containing a Muramasa Statue. As you near the next flight of stairs you'll see a corpse. Examine it for a Grains of Spiritual Life. Head up the stairs and you'll come to a hole in the wall. Jump out of it and then Bird Flip up to the next floor.



Run around the room and you should come across another corpse. Examine it for a scroll continuing the history of The Four Greater Fiends. Continue up the next flight of stairs. Follow the pathway and you'll trigger a cutscene and Boss Battle.



Boss Battle: Alexei



The key to beating Alexei is to stay close. He has a lot of long range attacks, several of which are unavoidable so if you need to be away from him be evasive. Get up close and hit him hard with some combos. He'll try to perform his own melee attacks so be ready to counter and avoid. Just keep it up and eventually you'll be him.

Boss Battle: Statue of Liberty



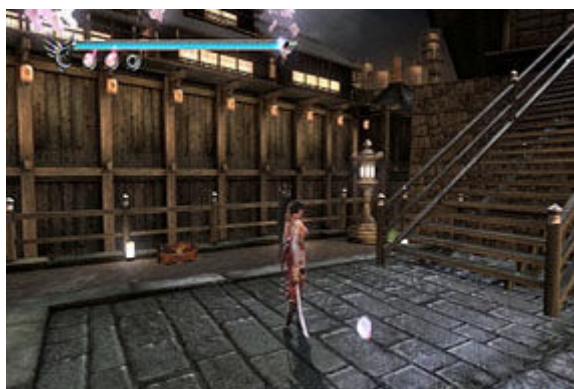
The level isn't over just yet. Now you have to fight the Statue of Liberty. This battle is almost identical to the one you had with Big Buddha. The Statue of Liberty's attacks are electric in flavor but they are essentially the same, nonetheless. Avoid its hand slaps and laser attacks. It will launch fireballs at you, just keep out of there way.

While you avoid its attacks, strike at its hands. When it reaches half health, the Statue's hands can't be damaged anymore. Instead, shoot at the target on its neck with your bow and arrow. Eventually she'll slump forward. Use the Obliterate Technique fast or she'll regenerate.

Beat it and the level ends.

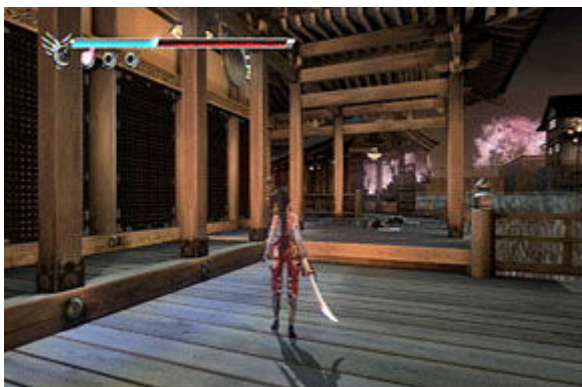
Chapter 5: The Shrine-Maiden's Battle

You'll control Momiji in this level. She isn't as physically powerful as Ryu, but she's quick and stocked with good combos. You begin the level standing near a bridge. Head across the bridge and kill the Ninjas that attack you along the way. You'll also come under attack by some Archers. You'll reach some stairs, by which rests a chest. Open it to receive a Grains of Spiritual Life.



Head up the stairs to a roof top balcony. You'll be attacked by a lot of Ninjas, Warlocks and Phantom Warlocks. Kill them all and prepare for a quick boss battle.

Boss Battle: Tengu

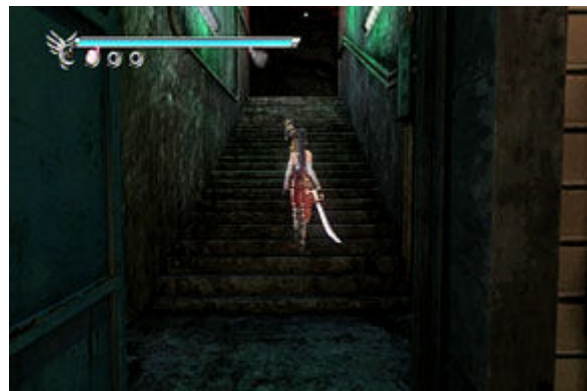


The Tengu can be a very tough boss if you let him. To damage him you have to get in close, and he's never more dangerous than when you're at short range. Use the Reverse Wind to avoid as many of his attacks as you can. When he jumps into the air to perform a ground slam, just block as it negates the attack. While he's doing this hit him with combos. When he loses half his health he'll run away.

After you beat the Tengu, continue across the balcony through the gate that just opened. As you leave the balcony area, keep your eyes to the left. There's a chest hiding there near the boardwalk. Open it up for an Herb of Spiritual Life.



Continue down the boardwalk. At the end is a Save Statue. Save and head up the stairs to your right. At the top you'll be attacked by some Van Gelf's. Kill them and a gate will open up to the next area. To your left near the exit pipe is a chest containing and Herb of Spiritual Life.



Chapter 5: The Shrine-Maiden's Battle (cont.)

Exit through the pipe. You'll emerge into a river with Ninjas waiting for you. Head to the right and you'll see an area decorated with hanging lanterns. There's a chest containing Grains of Spiritual Life in a corner.



Head back to the beginning of the area and proceed straight down the river toward the bridge. Cross under the bridge and on your left will be some stairs. At the top of the stairs will be a Muramasa Statue. Right beyond that is the path that continues the level. Before taking it head across the bridge and follow the sidewalk all the way to the left, there will be a chest containing a Devil's Way Mushroom.





Return to the path near the Muramasa Statue and follow it. You'll be attacked by Ninjas on the way. Kill them and continue. As you near the end of the trail you'll encounter some Warlocks. Kill them and you'll come to a Save Statue. Use it and then proceed.



You'll enter a courtyard. Immediately you'll be attacked by Ninjas, Warlocks, Phantom Warlocks and Van Gelfs over the course of several waves. Kill them all then prepare for a boss battle.



Boss Battle: Red and Blue Tengus



If you had a hard time with the lone Tengu, then you'll probably have a hard time with two of the jerks. There are a few things you can do in this case though to make things a bit easier for yourself. First off, use all your Ninpo on these guys. The Art of the Inferno shaves a nice chunk off of their health. More importantly, as you'll never be playing as Momiji again if your health runs low don't be afraid to use a healing item. There's no point in conserving them.

Besides this, just stick to the same strategy as before. Pick one of the Tengus and attack while avoid his moves. Generally speaking they won't work together so you can just pick them off one at a time.

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Chapter 6: The Aqua Capital

You'll control Ryu in this level. The level belongs alongside the water Continue forward after a few steps you'll be met by a new enemy. The Werewolf is very similar to the Van Gelf, though perhaps a bit tougher. They like to perform jumping

attacks and can be bruised up close.



Kill the Werewolves that attack you and follow the path straight. You'll come across a dock next to some stairs with a Muramasa Statue. Upgrade a weapon and continue. Head up the stairs to the left of the Muramasa Statue and you'll be attacked by some more Werewolves accompanied by a winged Van-Gelf.



Crystal Skull

Before crossing the bridge head straight, following the sidewalk to a dock area where you should see a pillared fountain. In the water in front of it is a gondola, that holds a Crystal Skull. Just run across the water and grab it.



Head across the bridge and you'll enter into a market area. You'll be attacked by more Werewolves. Dispatch them and continue through the market, smashing crates and barrels as you proceed to receive a bit of essence. You'll come to a Save Statue and a corpse. Examine the corpse to receive the Dragon's Claw and Tiger's Fang dual katanas.



Continue to the outdoor restaurant area. You'll be attacked by Werewolves here. Feel free to try out your new weapons if you want. Kill your enemies and continue.



Crystal Skull

Directly to your right when you enter the restaurant area is a Crystal Skull. It's sitting on a table underneath a canopy. Just grab it and continue.

Exit the restaurant area to your right (Pic J). You'll be attacked by more Werewolves and Van Gelfs. The level continues to the left, but first head right. The street will split again. To the left is a chest containing an Herb of Spiritual Life. To the right is an area where you can use the Bird Flip to reach a balcony. On the balcony is a corpse. Examine it for a Talisman of Rebirth.





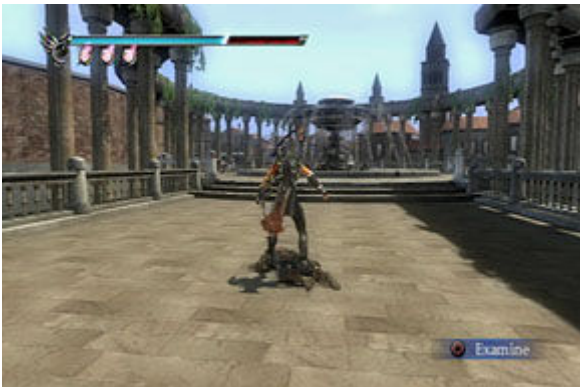
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Chapter 6: The Aqua Capital (cont.)

Now head back down the street to continue left. You'll cross a short bridge into an area where you can go either straight or left. Head straight and you'll find a small area with a chest. Open it for some Grains of Spiritual Life.



Head back to the left. You'll enter that pillared fountain you saw back at the docks. Near the entrance is a corpse. Examine it for a Spirit of the Devils item. Use it to boost your total Ki. After that you'll be attacked by a new enemy the Scorpion Fiend. These guys are dangerous thanks to their strong slicing attacks and swiftness, but they are susceptible to the the Izuna Drop.



Kill them and the fountain will drain. Hop down into it and you'll find the entrance into a tunnel. Enter it and you'll fall into some water. You'll exit at the base of the fountain area, right next the gondola you found the last Crystal Skull in.



Crystal Skull

There are no enemies in this area, so you may as well explore. Head up the canal and eventually you'll come to another gondola. A bit further to your right, will be an alleyway. Swim down it and in a corner, underwater you'll find a Crystal Skull.



Head back out of the alley and you'll find some metal grating. Underwater there's an a hole in it that you can pass through. Continue up the canal and you'll come to another similar grating. Pass through it and eventually you'll come to a gondola with an open door above it.



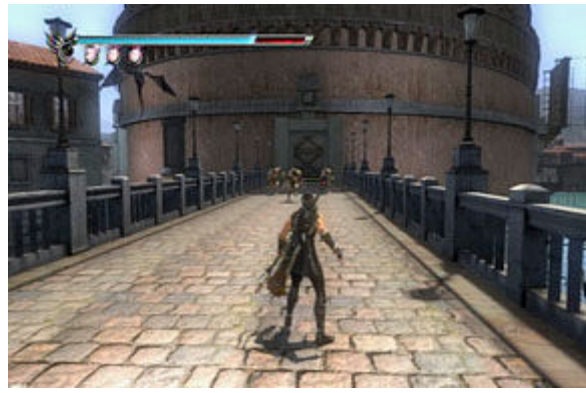
Head inside and you'll find a Save Statue. Use it and head up the stairs. At the top of the stairs you'll find a chest containing a scroll granting you The Art of the Piercing Void Ninpo. Once you get that a door will open. Head through to the next area. First, head right. At the end of the street is a Muramasa Statue. Head back to the left to continue the level.



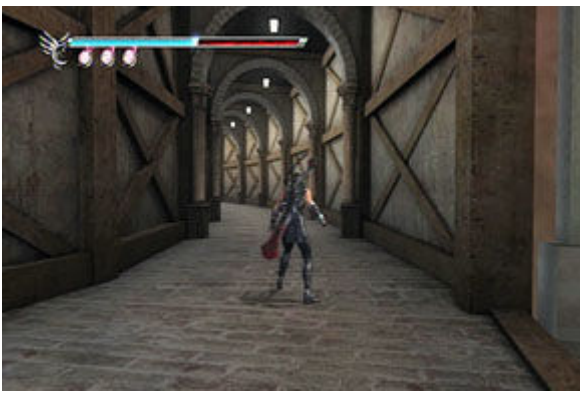
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Chapter 6: The Aqua Capital (cont.)

You'll be attacked by some Van Gelfs. Kill them and a gate will open in front of you. Continue through it and you'll wind up on a bridge where you'll be attacked by Werewolves and Mini-Dragons.



After you've finished killing them, head through the door on the other end of the bridge and follow the corridor right. You'll encounter more Werewolves on the way, kill them and go. At the end of the hallway is a chest. Open it for some Essence and exit to your right.



You'll come immediately to a dead end. Equip the Fiend's Bane Bow and shoot the glowing blue orbs on the opposite side of the screen. This will activate a draw bridge above you and reveal a zip line that you can use to cross to the platform on the other side.



On the opposite platform you'll find a chest containing a Life of the Gods. After that jump down into the water and run toward the large mill wheels at the end of the area. Approach the wheels, hopping up onto the platform to the left of the bigger one.



In the middle of the big wheel are bars that Ryu can grab onto. Jump on and let the big wheel carry you along. Eventually you'll near another platform, hop off onto it. From the platform hop onto the smaller wheel and then onto the horizontal gear leading into the building.



If you want you can hop down to the floor and exit to your right. First however you may want to hop onto the bar spinning

with the gear on the ceiling. It will carry you over to a platform with a chest containing a Life of the Thousand Gods. After this exit the building and approach the stairway into the next area.



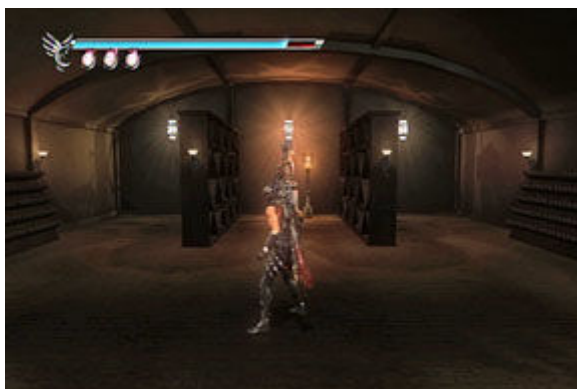
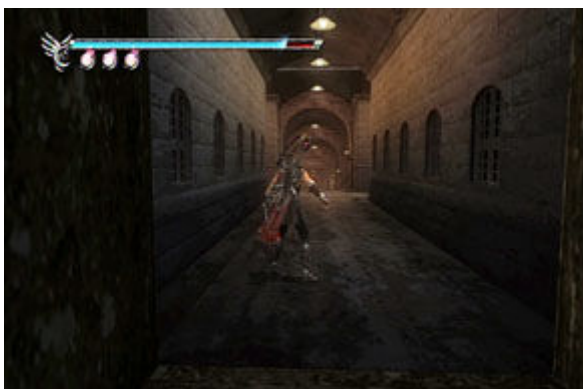
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Chapter 6: The Aqua Capital (cont.)

Head up the stairs and you'll see a Save Statue next to a doorway. Head through the door and you'll enter a garden area. As you proceed through, you'll be attacked by some Scorpion Fiends. Kill them and the waterfall at the end of the room will stop, revealing a new path.

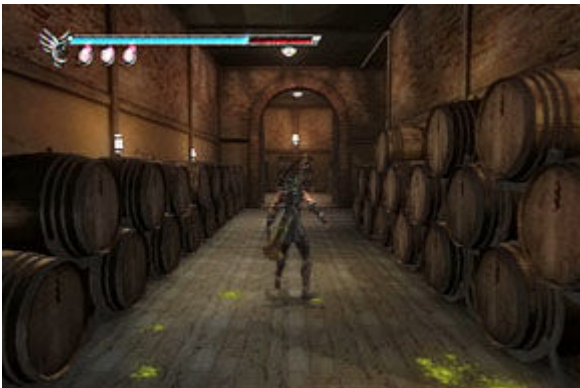


Head through the newly revealed door and you'll enter the wine cellar. Almost immediately the path forks. Heading straight will continue the level, but first you should explore to your left and right. Head left to find a room with a Muramasa Statue. Go right and you'll find a room with a chest. It contains a Jewel of the Demon Seal.



That done with, head straight. You'll be attacked by some Van Gelfs. Kill them and a gate will open up. Enter the room to

find a corpse. Examine it to receive the Howling Cannon. If the Fiend's Bane Bow has felt a bit too weak to you, this here is the ticket. Beware though, it fires slower than death.



Head out of this room and take a left. You should see a long flight of stairs. Head up the stairs and you'll come to a hallway filled with candles. Follow it until you come to a room with a chest. It contains Essence.



Now head back to where you fought the Van Gelfs earlier. There should be a hallway with a now open gate. Head through it and up the stairs. You'll enter a room with a chest on the left hand side. Kick it open for essence. Now head to the back of the room, there should be a cracked circular wooden area. Perform a downward strike and you'll break through it the area below.



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Chapter 6: The Aqua Capital (cont.)

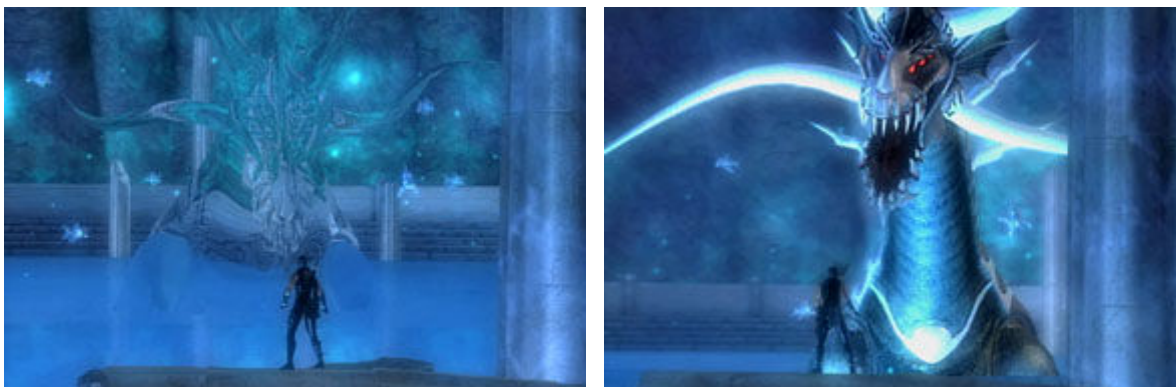
You'll land in some water. You should see a Save Statue, head toward it. After you've saved continue down the hallway and you'll encounter a new enemy, the Ghost Fish. The Ghost Fish are easily the most frustrating enemy in the game not because they're hard to kill but because they travel in such numbers that they overwhelm you. When they bite you, it's hard to escape. The Vigoran Flail works best on them.





You'll seem to come to a dead end. Dive into the center pool of water and you'll see a hole. Swim down into it and you'll enter a tunnel. You'll emerge into a huge pillared area infested with Ghost Fish. Explore the room killing the fish as you go. The chest at the top of the seating area contains a Talisman of Rebirth so don't pass it up Kill all the fish and you'll trigger a boss battle.





This guy isn't all too hard but has several annoying attacks. By far the worst is his insistence on summoning Ghost Fish. There will be little warning, they'll just appear and start biting you. He'll also attack you with gouts of water and icicles, but they're pretty easy to avoid.

To kill him equip either the Fiend's Bane Bow or the Howling Cannon and just keep firing away. Which you choose is your own personal preference. The Howling Cannon causes more damage but its slow speed makes it easier to miss while the arrows only chip away at his health but can be fired much faster. This ends Chapter 6.

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Chapter 7: The Lycanthropes' Castle

You'll control Ryu in this mission. The level begins in the same pillared area you ended Chapter 6 in. Directly ahead you should see two pillars with a piece of rubble stuck between them. Head toward them and hop up on the rubble. Standing

between the two pillars Bird Flip up to the next area. This can be a bit tricky as the round shape of the pillars can lead to some misdirected flips.



You should land up on top of the central structure. Proceed forward and you'll run into more Ghost Fish. Kill them and continue. You'll come to a Muramasa Statue. Use it to upgrade a weapon and stock up on supplies.



Crystal Skull

Across from the Muramasa Statue you'll note a Crystal Skull. To get to it head back to where you first started on the roof and hop up onto the rubble to the right. Follow the rubble and should you be able to reach the Crystal Skull. While up here you'll also find a chest containing a Talisman of

Rebirth.



After that, head past the Muramasa Statue and you'll come to a ledge leading to a line of pillars. Snipe at the Ghost Fish hovering in your path and then jump across from pillar to pillar. Be careful not to fall because it's a pain to get all the way back to the ledge.



When you reach the structure on the opposite side of the pillars head over the left and hop across the next section of pillars. When you reach the cliffs on the other side, follow them to the left where you'll find some Ghost Fish and chest. Open it for some Essence.



After opening the chest continue to the right. You'll come to a wider area where you'll be attacked by some Scorpion Fiends. Kill them and in the back left corner you'll find a chest containing some KiHead to your right and jump across some more pillars.



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Chapter 7: The Lycanthropes' Castle (cont.)

You'll land on a crescent shaped structure. In the distance you'll see a ton of Ghost Fish. Start picking them off and kill any that get close. With that done, run around to some more pillars. When you get to the middle of these pillars you'll find that some branch to the left, follow them to find a chest containing some Essence. Head to the exit.



You'll come a tunnel entrance and a Save Statue. Follow the tunnel and you'll come across a new enemy. The Bone Spider isn't all too dangerous alone, but it usually travels in packs. Use the Flying Swallow to kill them safely. Kill the Spiders and continue. On you're right you should come across a corpse. Examine it for a Jewel of the Demon Seal.



You'll pass through a doorway into an area full of bones peaking in a giant mound. Head in and you'll be attacked by a ton of Bone Spiders. Kill them all to trigger a boss battle.



Boss Battle: Giant Bone Fiend



The Giant Bone Fiend is a pushover if you play it smart. He has a lot of strong attacks but his large size and slow movement make it easy to get under him and stay out of his range.

To beat him, simply stay near his feet, preferably behind him and just keep attacking him until he dies. He only has a few attacks that can reach you when you stay in that area and he generally won't use the enough to cause you much harm.

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Chapter 7: The Lycanthropes' Castle (cont.)

After you kill the Giant Bone Fiend head to the left of his remains where you'll see a now accessible set of parallel walls. Use the Bird Flip to jump up to the path above. Follow the path, killing Bone Spiders as you go. Occasionally, you'll come to a gap in the road, use the wall run to bridge it. Along the way you should run into a corpse and chest. Examine

the corpse to receive a new weapon, the Kusari-gama. The Kusari-gama is a bit weak, but it's heavy attacks are effective over a wide area. The chest contains some Blue Essence.



Continue up the path and you'll come to a cavern. Kill the Bone Spiders guarding it and proceed through. You'll come to a Save Statue with a chest nearby. Kill the Bone Spiders in this area and then use both. The chest contains an Herb of Spiritual Life. Continue through the caverns and eventually you'll come a shaft. Jump into the shaft, performing a vertical wall run and then start Bird Flipping to get out.





You'll exit into an area near a guillotine and noose. A Save Statue is nearby. Take a few steps and a cutscene will trigger. After the cutscene, the door next to the Save Statue will open.



Crystal Skull

After you emerge from the caverns cut to the rope on the guillotine to reveal a Crystal Skull.

Before entering, head up the stairs to the right. At the top is a Muramasa Statue. Use it to upgrade a weapon and stock up on anything you might need. At the top of the stairs you'll also note a ladder. Climb it to find a chest containing some Essence.





Enter the castle through the door back below. Follow the stairs down and you'll be attacked by a new enemy. The Shadow Fiend can be a pain in the but in numbers, but is still pretty easy to take down. The most frustrating thing about them is there ability to essentially disappear into the ground where you can't hurt them.



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Chapter 7: The Lycanthropes' Castle (cont.)

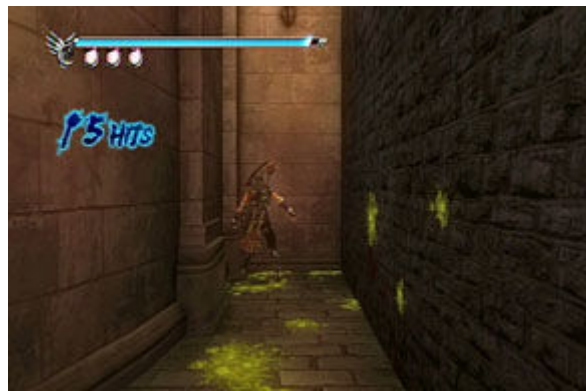
Continue down the staircase and you'll enter a dungeon area. Just head straight through the doors to the next area where you'll fight a ton of Shadow Fiends. Kill them and head up the stairs You'll encounter several groups of Scorpion Fiends on the way up.



At the top of the stairs you'll come to the castle entrance. Kill the Mini-Dragons and Shadow Fiends that spawn. Head up the stairs. The front door of course is locked. First, head to the left to find a chest containing Ki. Then proceed to the right of the entrance where you'll find a Save Statue and a ladder.



Head up the ladder and continue along. Eventually you'll come to a dead end where you'll be attacked by some Shadow Fiends. After you've killed them head over the parallel walls and Bird Flip to the top. Continue up the roof and you'll encounter some more Shadow Fiends.

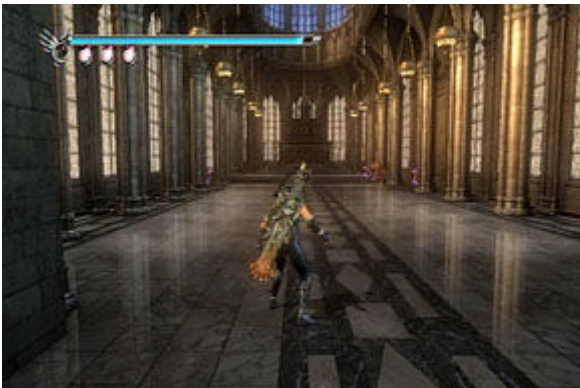


You'll come to a section with three flag poles stretching out. Swing from pole to pole and then jump through the stained glass window. If you fall, you'll land in a small courtyard with a corpse. Examine it for "Inukoma's Notebook," which delivers more story details. You can exit using the ladder left of the smoking door..





After you bust through the stained glass window you'll land in a cathedral hall where you'll be attacked by Shadow Fiends and Werewolves. Kill them all to open the double doors at the room's rear. You'll find yourself in the area you climbed out of before when trying to break into the cathedral.



The smoking door is now open. Head inside and you'll fall into a kitchen. You'll be attacked by some Werewolves, kill them and move on. A little later you'll enter a storage room. In a corner there are some barrels. Break them to reveal a chest containing a Life of the Gods.



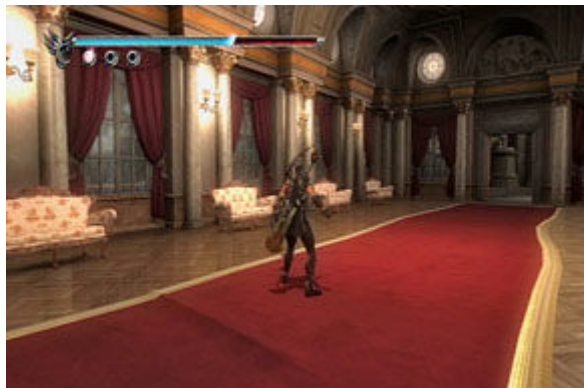
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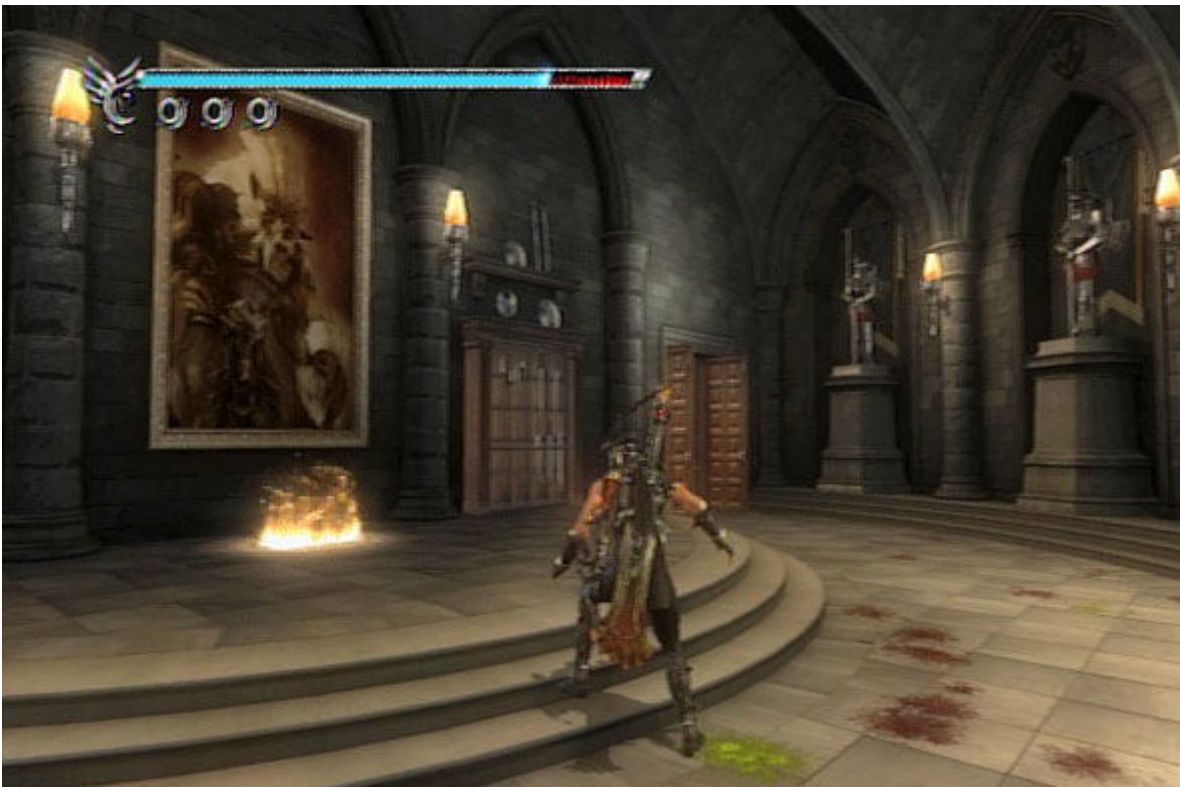
Chapter 7: The Lycanthropes' Castle (cont.)

As you leave the storage room there's a Save Statue down the hall to your right. Use it and continue to your left. You'll enter a large, decorated room with a huge staircase. Kill them Werewolves that appear. Head left up the stairs to find a chest containing Blue Essence. There's nothing else of interest so exit through door in the back left corner of the room.



You'll enter into a dining room filled with Shadow Fiends. Kill them and continue the room with the red carpet. In the next room you'll be attacked by a bunch of Shadow and Scorpion Fiends. Kill them a chest will appear. Open it to receive the Tonfa weapon.





Exit this room back into the area with the big stairs. Head up the stairs to the right. You'll be attacked by Werewolves. Kill them and continue. Head through the newly opened door and ascend the stairs to a Save Statue. At the top of the stairs a door will open to a library room. You'll be attacked by Shadow Fiends and Werewolves.



Crystal Skull

In the library attack the bookshelves in the far left corner to find a Crystal Skull.



Near the fireplace is a corpse. Examine it for a notebook continuing the story of the Four Greater Fiends. Head into the fireplace, and Bird Flip to exit. You'll enter into a room with marble floors. Kill the Shadow Fiends that attack you and the doors to the next room will open.



Continue to the next room and head into the fireplace. Bird flip to exit. You'll end up outside near a Save Statue. You'll come to some more flag poles. Use them to cross to the balcony on the other side. When you get there you'll be attacked by werewolves. After you kill them continue down the balcony to the right where you'll see some more flag poles



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Chapter 7: The Lycanthropes' Castle (cont.)

You can't reach these suckers so jump down beneath and use the ladder. At the top of the ladder is a Muramasa Statue accompanied by two chests. They contain Grains of Spiritual Life and some Ki. Use the flagpoles to return to the original balcony. Now head up the stairs and through the doors to trigger a cutscene.



After the cutscene kill the Werewolves in the throne room and hop down the hole in the middle of the floor. Head straight, stopping at the chest you come to on your left. It contains some Blue Essence. Also stop at the Save Statue on your right a bit further down the tunnel.



You'll exit the tunnel into the pool area of the castle entrance. Head and back down the stairs. You'll be attacked by some Shadow Fiends on the way. When you reach the bottom of the stairs head through the open gate and cross the bridge to the colosseum. Before entering open the chest on you left for some Essence. Go through the door to initiate a boss battle.



Boss Battle: Volf



Volf is purely a melee fighter, and an arrogant one at that so he'll spend of the match bringing the fight to you. He has some moderately strong attacks being a boss and all, but overall as long as you use your Reverse Wind Technique well you should be able to avoid most of them.

Just keep in close and hammer away at him with one of your stronger weapons. The Enma's Fang works well. As long as you don't let him pound you the fight should be over in a few minutes tops.

After you bring down Volf you'll have to go through another short battle against a lot of Werewolves. Luckily to do this you get Volf's Eclipse Scythe. This is easily one of the best weapons in the game combining good range, speed and power into one package. Fight for awhile and a cutscene will trigger, ending the level.



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Chapter 8: City of the Fallen Goddess

You're back in New York in this Chapter 8, this time controlling Rachel. Rachel is slower than Ryu and Momiji but she packs a wallop. Her war hammer is incredibly powerful and the machine gun she carries can fire almost nonstop, making it easy to riddle opponents with bullets.

After a cutscene the mission begins on the streets. Immediately head to the opening on the left. You'll be attacked by Shadow Fiends. You know what to do with them. When you reach the end of the street take a right down the alley. You'll find a chest containing an Herb of Spiritual Life as you head through.

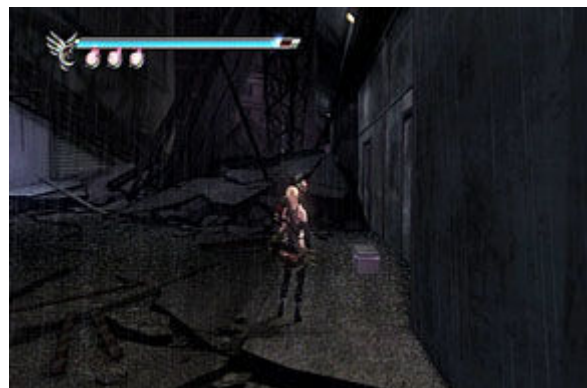
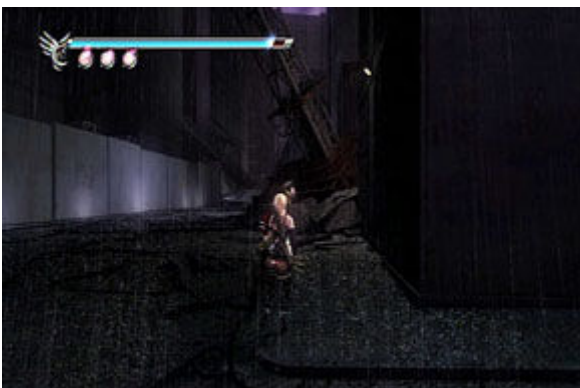




On the next street you'll meet up with some Van Gelfs. Show them who's boss! After they're dead you'll enter Times Square. There isn't much of interest here so just continue down the street to the left.



You'll come under attack by some Shadow Fiends. When you reach the end of the street, head right. Toward the end of the street on the right is a chest by some rubble. Open it to get a Devil's Way Mushroom.



Head to the wall opposite the chest. It should open, revealing both the next area and some hungry Van Gelfs. Kill them and continue through to the left. You'll enter a warehouse. Some Shadow Fiends will spawn. Give them a proper welcome.



Continue through the warehouse. To your right you should find a chest containing an Herb of Spiritual Life. Back to the left is another chest. Open it for a Grains of Spiritual Life. Nearby is a Save Statue. Use it and head up the stairs.



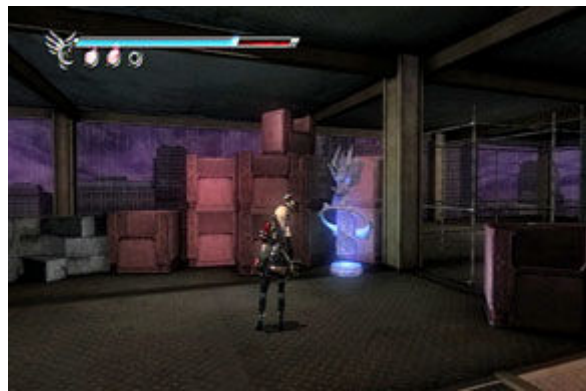
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Chapter 8: City of the Fallen Goddess (cont.)

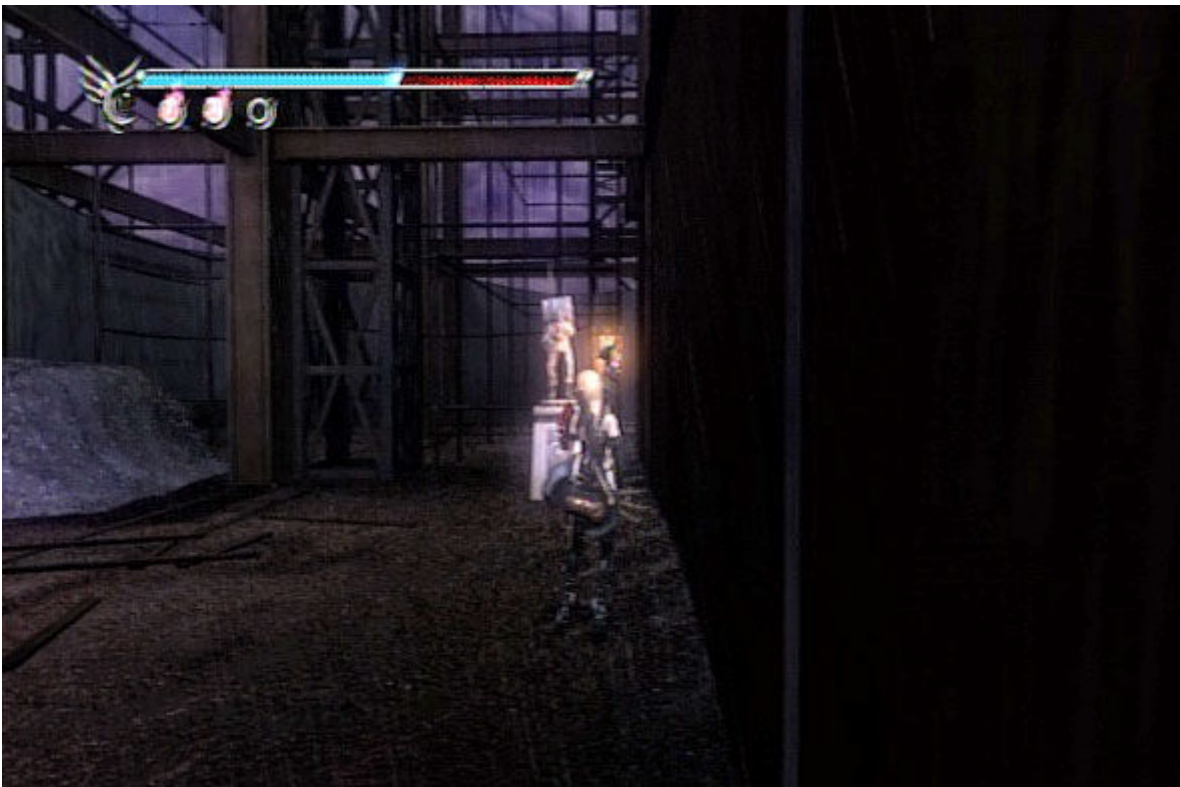
At the top of the stairs you'll be attacked by some Shadow Fiends. Dispose of them and hop onto the elevator in the center of the room.



The elevator will start moving and you'll immediately be attacked by several waves of Van Gelfs and Shadow fiends. The ride will stop and you'll have to fight one final, long wave of Shadow Fiends. Use the nearby Save Statue and get back on the elevator.



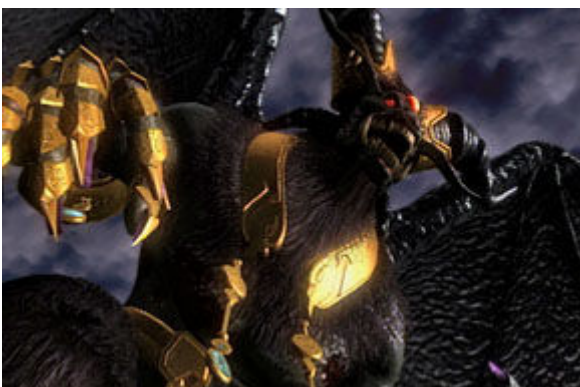
This elevator ride will involve fighting some more Van Gelfs and Shadow Fiends, but it will be significantly shorter. A moment or two in, a brief cutscene will trigger. Afterward you'll be further up the building and under attack by more Van Gelfs. After you kill them continue around the building to find a Muramasa Statue. Buy what you can and head toward the stairs.



When you reach the stairs you'll come across a Save Statue. Head up the stairs, killing any Shadow Fiends you come across. When you reach the top, you'll trigger a boss battle.



Boss Battle: Marbus



Marbus is one of the more frustrating battles you'll have been through thus far, mainly because Marbus spends most of his time in the air out of your reach. He has three main attacks: he shoots fireballs, a mid-air attack where he swoops down at you and another aerial move where he dives at you. He also summons Shadow Demons to assist him, which can be really annoying.

The key here is to avoid him and when you have the opportunity get a few shots in when he's on the ground. None of his attacks are overly hard to dodge. In fact, the greatest danger in this fight is probably getting impatient and careless. Well, that and the Shadow Fiends. They can be really distracting and will often catch you unawares thanks to the wonderful camera system.

Another tactic to try is shooting at him with your machine gun when he's in the air. It isn't going to cause as much damage as your war hammer, but it fires so fast that it will still chip away at him. Just make sure you keep avoiding his attacks while you're shooting at him. This completes the level.

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Chapter 9: The Flying Fortress Daedalus

You'll control Ryu in this mission. The level begins in a long hangar area. You'll immediately come under attack by a bunch of turrets. Take cover behind the metal barriers in the middle of the area. Don't hide behind them too long because the bullets from the turrets will eventually destroy them. Use your bow or the cannon to destroy the turrets.



After destroying the turrets the hangar doors will open and you'll be attacked by a new enemy: Turret Mechs. These guys attack you the same way as the turrets you just shot, but they're much more durable. The easiest way to kill them is to just equip The Art of the Inferno Ninpo and hit them with it a couple times. Keep your distance, when they fall over and explode you'll take damage if you're too close.



Head inside the hangar. There's a Muramasa Statue in back left corner. Use it to upgrade a weapon and stock up on supplies and the head through the door in the back.



Head both right and left. Either way you'll encounter a new enemy: the Master Ninja. Master Ninjas fight similarly to regular Ninjas just better. They also sport machine guns that can shave off considerable health if you let them. To the right you'll find a chest containing a Jewel of the Demon Seal. To the left is the door to the next area and a Save Statue.



The next room has no enemies but what it does have is two chests. The chest in the nook on the left contains some Essence. The one of the right holds some Ki. After you've opened those up, head out the door to the right.



Entering the next corridor you'll meet some more Master Ninjas. Kill them and head down the corridor. As you continue you'll be attacked by some Turret Mechs. Kill them and proceed along the walkway. Follow it to its end and you'll find a chest containing a Life of the Gods. After opening the chest head through the door the Turret Makes came out of.





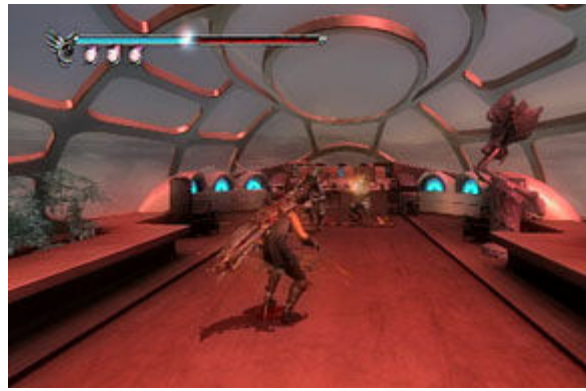
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Chapter 9: The Flying Fortress Daedalus (cont.)

You'll enter a room with an elevator in the middle. When you step on the elevator it will start to descend. Be prepared to fight a new foe. The Robot Fiend is much more formidable than the Turret Mechs you've faced up until now. A fully charged Ultimate Technique is often enough to bring it down.



After you've handled that little bit of action, head through the door at the end of the area. You'll enter the cockpit of the ship. There's a Save Statue to the right. Kill the Master Ninjas that attack you and interact with the controls to activate the ship's autopilot.



Crystal Skull

In the cockpit, attack the flight control panel and you should reveal a Crystal Skull.



Exit the cockpit and you'll be attacked by some Master Ninjas and a Robot Fiend. Take down the Robot Fiend first. It's more dangerous and chances are the Master Ninjas will get in the way anyways and get cut down while you fight it. With those baddies obliterated, head through the door opposite the cockpit.



You'll enter a room with a giant rotating ammo belt in the middle. Kill the Master Ninjas that attack you. To the left, behind the big ammo belt is a chest containing a Life of the Gods. Open it and head to the right to exit.



You'll enter a hallway with some sensor traps at the back. Kill the Master Ninjas that attack and exit through the door on the right hand wall



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Chapter 9: The Flying Fortress Daedalus (cont.)

You'll come upon a long walkway inhabited by, you guessed it, Master Ninjas. Kill them and proceed down the walkway. You'll enter a control room with more Master Ninjas. Kill them all, being careful for the ones equipped with rockets. Now just trash the place, destroying all the control panels.



Exit back onto the walkway. You'll be attacked by some Rocket Ninjas. Kill them and return to the area with the sensor traps. They'll now be gone. Continue through the door they were blocking off.



You'll enter a hallway. Almost immediately to your left will be a room with a Save and Muramasa Statue. Use them and then head back, turning left and continuing down the hall. You'll be attacked by Master and Rocket Ninjas. Butcher the lot of them and press on to a dead end. On your left will be a door. Enter it.





You'll be attacked by more Master Ninjas. Kill them and over to the corpse laying in a bed in the corner. Examine it receive Yogenta's Notebook filled with more story details. At the other end of the room is a door. Use it to enter an elevator.



When the elevator stops you'll enter another control room. Kill the Master Ninjas that attack you and destroy all the control panels in the room. When they're gone, head up the ladder near the elevator.



The next area is void of enemies, but had two chests. The first contains some Essence. The second a Lives of Ten Thousand Gods. Exit through the door at the back of the room.



In the next room you'll find another some more Master and Rocket Ninjas. Kill them all. In the corner is a Save Statue. There's a small room on the left, but there's nothing in it. Drop through the hole at the front of the room to continue.





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Chapter 9: The Flying Fortress Daedalus (cont.)

You'll land in a trashed room. Exit to the left. There's a chest containing some Essence near the door. You'll end up in the area where you first met the Master Ninjas, albeit a bit more wrecked than you might remember.





Crystal Skull

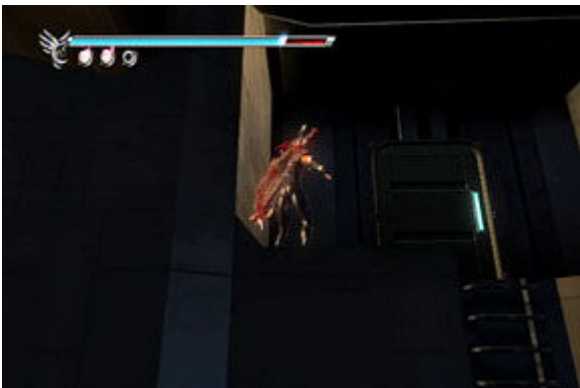
As you head down the corridor, take some time to inspect the rubble on your right. Resting amidst the debris is a Crystal Skull.



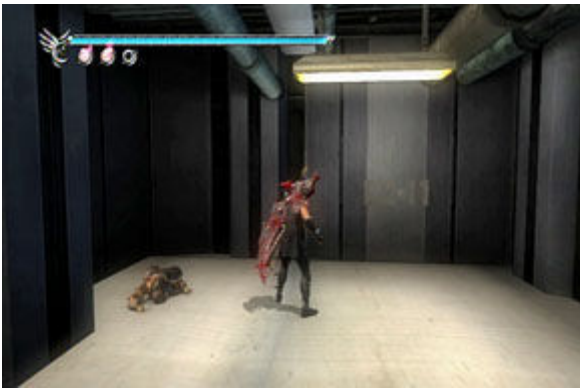
Head back toward the hangar from the beginning of the level. When you get there, take down the Turret Mechs you run into and step onto the cargo elevator in the middle of the room, which will now lower you to a new area. Exit through the door to your right.



You'll come to an outside area where you'll encounter several turrets. Destroy and proceed across the wing to the opposite door. Enter the door to find a Save Statue.



Head through the next door. To your immediate left is a corpse. Examine it to receive a Devil's Way Mushroom. Proceed down the hallway, killing the Master Ninjas that attack you. Kill them and exit out the door at the end of the corridor.



In the next room are some more Master and Rocket Ninjas and a rather threatening looking reactor. Exit to the connecting walkway and it will trigger a brief cutscene.



Chapter 9: The Flying Fortress Daedalus (cont.)

When the cutscene ends you'll be in a small room filled with debris. Just exit through the door in front of you. In the next room you'll be attacked Master and Rocket Ninjas. Kill them and then open the chest near the door you entered through. The chest contains some Blue Essence.



Continue into the next room to trigger a cutscene. After the cutscene follow the walkway. It leads to a second reactor room and some more Master Ninjas. Kill everyone and continue down the corridor. You'll come to a door, to the left of which is a chest containing some Blue Essence.



Head through the door to find a Muramasa Statue. Use it to stock up on supplies and upgrade a weapon. Make sure you don't skimp here, you have two boss battles coming up. Exit the room and cross the wing, destroying the turrets as you go. On the opposite side of the wing is a Save Statue. Enter the next room to trigger a boss battle.



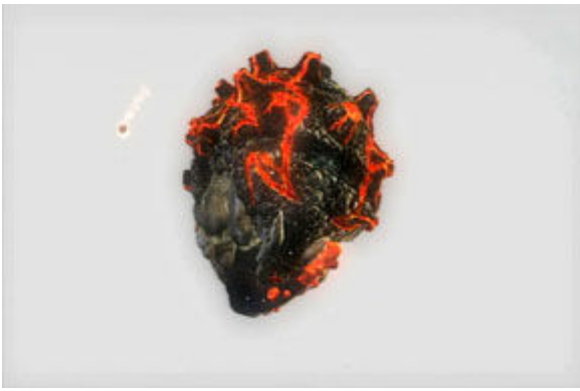
Boss Battle: Genshin



Save for the setting, this battle with Genshin is identical to the first one. He'll try to attack you a lot of hard combos. Block and evade them and then when you see an opening hit him with your own attacks.

Genshin may seem a bit more durable this time around. To remedy this you can try using a heavier weapon like the Enma's Fang, but its slow speed may end up being more of a liability. You might be best to use a faster, more moderately powerful weapon like the Eclipse Scythe or Dragon Sword.

Boss Battle: Giant Armadillo



This Giant Armadillo is another huge boss whose size is more of a liability than an advantage. He has a lot of strong attacks both ranged and close range, but for the most part as long as you remain on the offensive, striking at his feet and tail, you'll be able to bring him down in no time.

A few things to watch out for. When he rolls up into a ball and starts bouncing around the screen, high tail it away as there's no way to block this. Also, try to keep your distance when he starts bombarding you with fireballs as they can take a chunk out of your health if you just sit there and take it. Kill off the Armadillo and the mission will end.

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Chapter 10: Submit, or Die!

You'll control Ryu in this mission. When the level begins you're standing in an alleyway with a Muramasa Statue visible at the end. Use it to upgrade your weapons and stock up on anything you might need. Continue and you'll be attacked by Master and Rocket Ninjas. Kill them and follow the street left past the sandbags.



Along the way you'll meet some more Master and Rocket ninjas. You'll enter an area marked by buildings and wrecked military equipment. Here you'll be attacked by a pair of Robot Fiends supported by a Rocket Ninja. I'd recommend killing the Rocket Ninja first as he can actually shave off a lot of health while you focus on the Robot Fiends.



There's little of interest here so just go going. At the end of the street you'll turn another corner leading to some more sandbags. To the right, near some sandbags you'll find a chest. Kick it open for some Blue Essence. You'll be attacked by more Master and Rocket Ninjas here. Kill them and head up the stairs leading into the tunnel. About halfway through the tunnel is a Save Statue.





As you near the end of the tunnel you'll be attacked by some Sword Wielding Dogs. Kill the pooches and continue. You'll enter into a rectangular area. In the back left corner you'll see a chest containing some Blue Essence. There's only one place to go here. Head through the door to the next area.



You'll enter into a mall area. Almost immediately you'll come under attack by Master and Rocket Ninjas. The mall is

separated into a lower and upper level both of which are easily accessible. It's just as easy to kill your foes in either one so it's really a matter of personal preference.



After you off these guys there isn't much to do in here. If you need any supplies there a room on the left in which resides a Muramasa Statue. Otherwise head to the door at the end of the mall and exit.



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Chapter 10: Submit, or Die! (cont.)

You'll exit into an alleyway. There's just a dead end to the right follow the alley left. Beware, this area is very dangerous. You might note some manhole shaped circles on the ground. These are in fact land mines and they'll take a chunk out of your health.



You'll approach some snow with footsteps in it. There are land mines beneath the snow and to remain safe you need to follow the footsteps. Walk very slowly across the footprints. If you step off even a bit you'll set off the mines which will

then throw Ryu even further off the path and onto more mines.



After you make it past the first snowy section, you'll come under attack by Rocket Ninjas. Snipe them from their positions in the windows opposite your position and continue. You'll come to more snow and another path of footprints. Cross the same way you did a moment ago. This patch of snow is smaller and when you make it across a corpse is waiting near some sandbags. Examine it for a Devil's Way Mushroom.



After examining the corpse you'll turn a right and come under attack by some Robot Fiends and a pair of turrets. Lure the Robot Fiends around the corner so you're out of the turret's line of sight. After they're dead, just snipe the turrets with the Bow or Cannon.



Crystal Skull

In the alley where you fight the Robot Fiends there are some roadblocks to the left. Waiting near them is a Crystal Skull. Beware of mines beneath the snow when you go to get it.



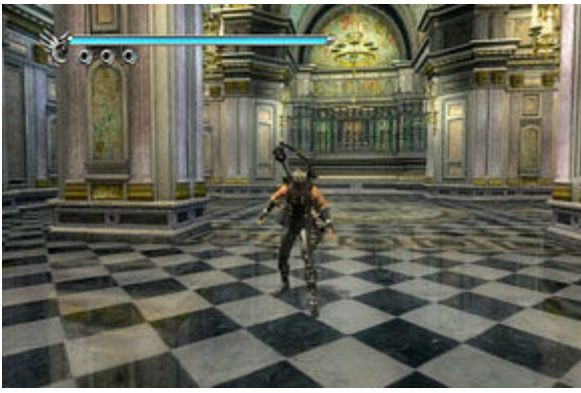
Continue down the alley, again following the footprints to cross the snow. When you reach the other side head through the open gate and enter the chapel. Make sure to stop at the Save Statue before heading in.



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Chapter 10: Submit, or Die! (cont.)

Inside the chapel you'll enter a large room. At the back of the room is a chest containing a Lives of the Thousand God. After you open the chest you'll be ambushed by a large group of Master Ninjas. Kill them and head to the open door to the right of the entrance and shouldered by green pillars.



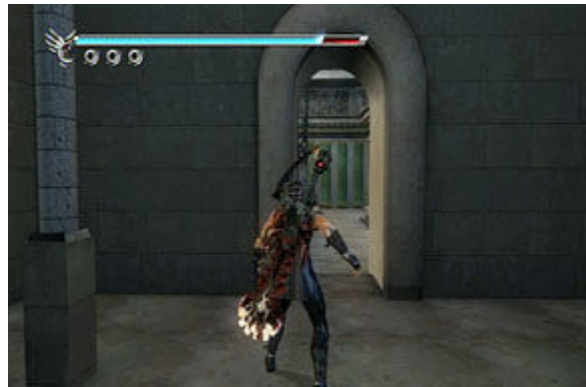
Go inside and you'll find winding series of stairs. Head up the stairs use the wall run to bridge any gaps you come across. When you reach the top, head into the room with the bells.



In the middle of the room is a giant ring suspended in the air. Grab onto it and work your way around to the exit. You can also continue around to find a chest containing a Life of the Gods.



You'll come to another staircase. Descend the stairs and you'll come to an open door. Head through to the next area.



Crystal Skull

As you're walking down the stairs, you should see a crystal skull located next to one of the candles.



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Chapter 10: Submit, or Die! (cont.)

You'll enter a small area with an altar. Be ready! A bunch of Ghost Fish will jump to munch on you. Kill them off and walk into the altar. You'll fall down into the next area.



Follow the tunnel and you'll come to some more Ghost Fish. Keep going, killing Ghost Fish as you come to them. You'll emerge into a fancy subway station. As you advance you'll of course be attacked by some Master and Rocket Ninjas. It's advisable to go after the Rocket Ninjas first as they can cause a lot of trouble while you're trying to kill the Master Ninjas.





After you've cleared the subway station, it's time to explore! If you follow the left wall, you'll come to a small area with a chest. Open it for some Ki. To the right there is a subway train. Search it and you'll come to a cabin with a chest.



Crystal Skull

Also located in the subway train is a Crystal Skull. There are two cabins. One holds the aforementioned chest and the other the Crystal Skull. Search the rest of this cabin and you'll also find a Jewel of the Demon Seal.



After looting the subway station head up the stairs at the end of the station. You'll enter a room with a Save Statue. Climb the stairs and exit the building.



Boss Battle: Ogre





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Chapter 10: Submit, or Die! (cont.)

Remember this fine fellow? Our friend the Ogre has returned for a rematch. This battle is essentially the same as the first time you fought him only with one key difference. The arena is a lot smaller. You don't have the kind of breathing room you did back in New York City.

What this means overall is that you need to stay a lot more mobile than the first time. The safest way to bring the Ogre down is still from afar, either with arrows or your cannon. That said, you can usually only get a few shots in now before you enter pummeling range. Just try your best to maintain your distance and this battle isn't much to worry about.

After the fight ends, you should be near a building with a hole in its wall. Inside you'll find a room with a hole in the floor. Drop through it to an underground tunnel. On the floor in front of you you'll find a red book. Pick it up to receive The Rule of the King of Darkness, for more story info.



Head down the tunnel to find more Ghost Fish. Kill them and continue. You'll pass an open jail cell. Its empty so feel free

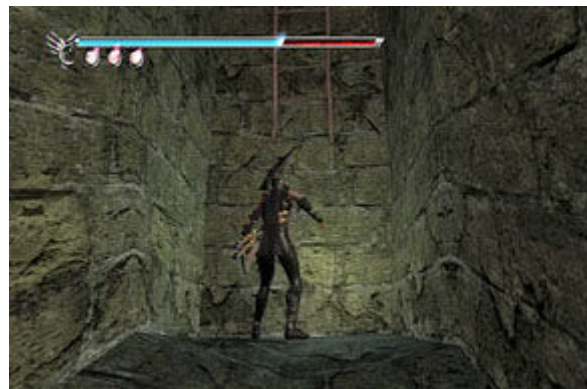
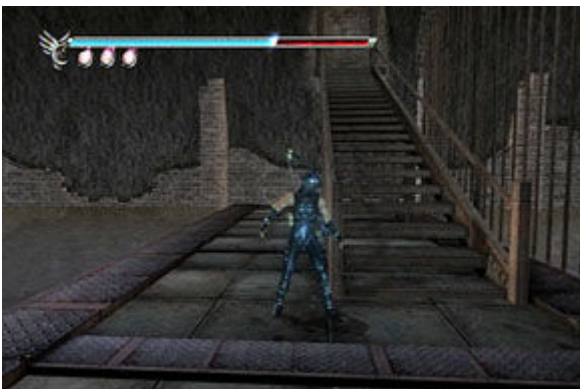
to ignore it. Eventually you'll come to another cell containing a corpse. Examine it for a Life of the Gods. You'll meet some more Ghost Fish. Send them back to the afterlife. At the end of the tunnel is a jail cell with a hole in the wall.



You'll enter another underground area with some Rocket Ninjas waiting. Pick them off and jump into the water below. There's a brick section. Climb up onto it and you'll find a chest containing a Lives of the Thousand Gods. After run across the water to the end of the tunnel.



You'll come to some stairs. Follow them up to another tunnel. At the end of the tunnel is a broken ladder. Since it's obviously out of commission, bird flip your way out.



You'll land near another wall with a hole in it. Pass through it and you'll enter a room with stairs. There's also a Save and Muramasa Statue.



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Chapter 10: Submit, or Die! (cont.)

First head left, you'll find a chest there containing an Herb of Spiritual Life. Next head down the closest flight of stairs and then up the second flight. You'll see a door leading outside. Follow it to get to the Muramasa Statue. You'll be attacked by Master Ninjas on the way.



To the right of the Muramasa Statue is a ladder. Climb it to enter a room full of spinning cogs. Work your way from cog to cog, killing any enemies you encounter. Along the way, you'll find a corpse. Examine it for Izo's Notebook which provides some more story details.



Crystal Skull

As you progress through the clock tower you'll come to a cog with bars in the middle. Use it to get

to the next gear where you'll find a Crystal Skull



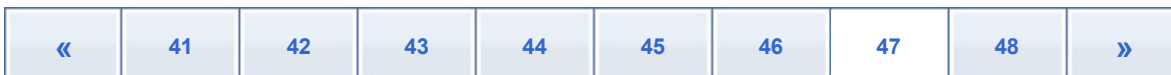
Continue working your way through the clock tower. On one of the gears you'll find a chest containing some Blue Essence. When you finally reach the top you'll see a Save Statue. Use it and prepare for a boss battle.





Zedonius has some freakishly strong melee attacks but if you can avoid them you should be able to bring him down pretty easily. The key is to avoid and block his moves and then hit him with your own combos in the few seconds he gives you before he goes aggressive again.

Zedonius can also fly up into the air and launch some attacks from above, but these are pretty easy to avoid. Just keep on him and keep up an evasively aggressive pace and you should be able to bring him down pretty easy.



Chapter 11: Night in the City Water

You begin Chapter 11 in control of Ayame and immediately fall under attack. Dispatch the Ninjas and proceed. Straight ahead of you is a long pathway. It's a dead end, but it branches off in opposite directions at the beginning. To the right is a chest containing an Herb of Spiritual Life, to the left is another path. You'll encounter some more Ninjas. When you come to a right in the path you can follow it to another chest containing some Grains of Spiritual Life. Careful, it's a trap. You'll be attacked by Werewolves when you open it. Kill them and return to the main path.



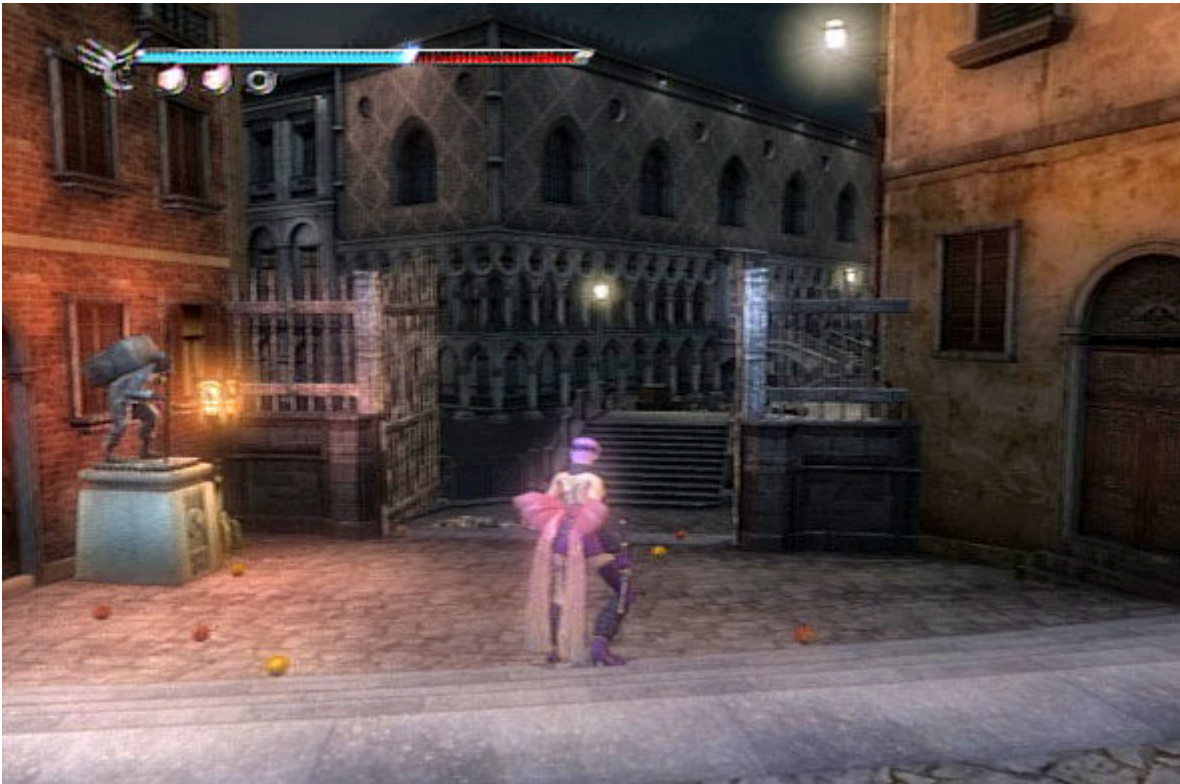
Cross the bridge and you'll encounter some more Werewolves. The path continues directly ahead through the opened gate. Before proceeding go to your left. You'll find another chest in a corner. It holds a Devil's Way Mushroom. Then head back through the gate.



Go forward until you reach the river. You'll be attacked by a group of Ninjas. Kill the ones up close and then dispatch the ones sniping at you. Proceed forward. You'll come to a bridge heading right, run past it to find chest with an Herb of Spiritual Life. Head back across the bridge. You'll see a Save Statue. There's nothing left in this area so head straight to it.



You'll see a gate. Head through it into the market and fight off the Ninjas waiting for you. The market area has a lot of space so use it. Pick off the Ninjas with the Flying Swallow while avoiding the magic and arrows from the Phantom Warlocks and the Archers. After you defeat this group you'll be attacked by a group of Warlocks. Just watch out for their exploding darts and you should be fine. After you kill these guys, the next gate will open. Pay a visit to the Muramasa Statue if you want and then proceed



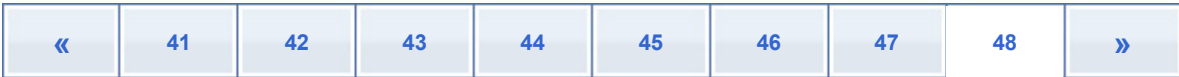
Immediately through the gate there's a dead body with some Grains of Spiritual Life. As you ascend the following stairs you'll be attacked by Van Gelfs. They'll come charging at you down the walkway. Try to Flying Swallow a few if you can. The path continues up the stairs on your left. First, get the chest hidden behind the "Ristrante" area. Inside you'll find a Devil's Way Mushroom. Then head to the Save Statue the end of the area. You'll be attacked by more Van Gelfs. Kill them and move on.



You'll walk under an area with low ceiling. On the other side is a large open area. On the end opposite of where you just came you'll see a building with three domes. Ninjas will attack you as enter. This is a pretty standard, if longish fight. The biggest threats are the Archers and Phantom Warlocks. You face a few Warlocks but only one at a time. After you kill these there's a short cutscene leading into a boss fight.

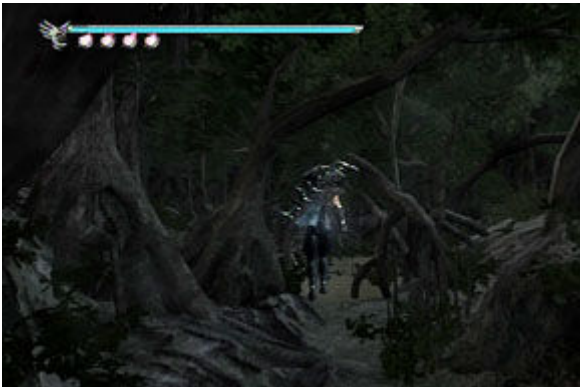
Boss Fight: Obaba

Obaba is pretty easy to take down. Her weakness is her belly which is fortunate as it's easily the largest part of her body. Getting in close can be a bit tricky, though. She'll try to hit you with her arms and then she'll perform a spinning attack when you get in close. Avoiding the first move isn't as difficult but you need to be careful for the spin attack. Just keep hit her stomach, while remembering to dodge and you should be able to bring her down pretty quickly.



Chapter 12: Heart of Darkness

You start off in a jungle area controlling Ryu. Follow the path until you encounter a new foe: Large Dung Beetles. Individually they're easy to kill, but don't let them surround you as they can overwhelm in numbers. Follow the trail until you reach the river. You'll immediately be attacked by Rocket Ninjas. Snipe them with your bow and arrow. Across the river from your position is a Muramasa Statue. Stop there to upgrade a weapon and resupply.



Head to the wooden walk where the Rocket Ninjas were standing. You'll again be attacked by Rocket Ninjas. Kill them and head toward their former position. Cross this wooden area and drop back into the water. Follow the river here until you're attacked again by Rocket Ninjas. There's no where to snipe them from so hop across the water, and climb the stairs so you can kill them up close. After killing them use the Save Statue to heal and save.



Proceed through the shack to find yet another water area. Immediately across from you you'll see a large wooden structure shouldered by guard towers. Advance at all, and you'll be attacked by Rocket Ninjas. Take out the one camping under the guard tower on the right. After that attack use this position to snipe the remaining Rocket Ninjas



Crystal Skull

The right hand search tower is also home to a Crystal Skull. You'll find it, along with a chest sitting

at the base of the tower.



The middle structure is the most important part of this area. Immediately to your right as enter there will be a small room with a chest. It contains more Blue Essence. Exit this room and continue. You'll come across two flights of stairs. The first one on your right hand side leads to another chest. Don't miss it! It holds a Life of the Gods. The second staircase continues the level .



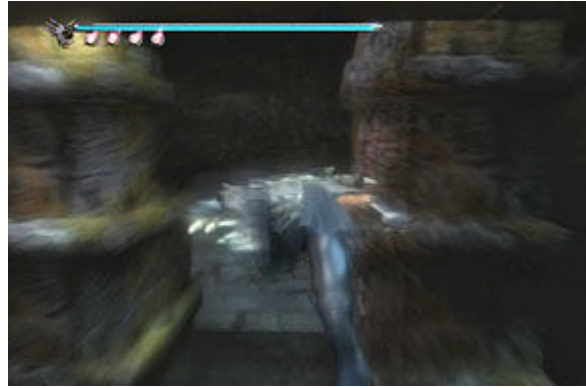
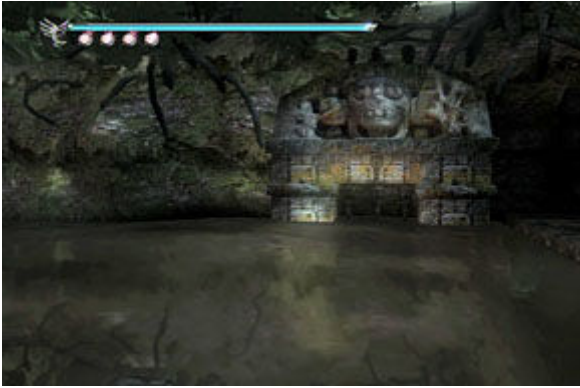
Heading up the second staircase you'll find yet another chest. Kick it open for some Ki and then keep going. You'll very quickly come to a slight fork in the road. To your left is a room with a chest. To your right the level continues and you'll find a dead body. Check them both out. The chest holds a Devil's Way Mushroom while the body will yield an Herb of Spiritual Life.



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Chapter 12: Heart of Darkness (cont.)

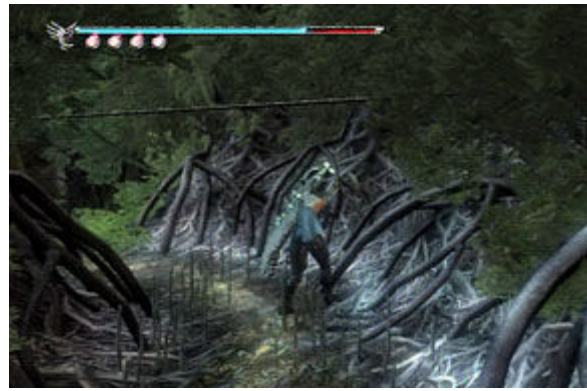
Continue and in a few steps you'll drop down to the base of the of the left search tower. Walk around it and go down the stairs. It'll lead back to more water and a chest with another Devil's Way Mushroom. Hop into the water. You'll see a submerged, arch-like structure with a skull on top. Swim under the arch.



Swim straight through and you'll resurface in a pool of water. Continue forward through the door and you'll find another chest and a Rocket Ninja. The narrow space makes it hard to dodge so dispatch him quickly. The chest holds some Blue Essence.



There's nothing of interest underwater so don't bother searching. Jump at the branch above you near the edge of the water and Ryu will grab hold of it. Jump from branch to branch until you land up on the ledge the Rocket Ninja attacked you from. Proceed forward and you'll be attacked by some dung beetles. Kill them and follow the trail until you see reach a cliff with a rope stretching to the other side. Don't try and cross yet, there are some more Rocket Ninjas to deal with on the opposite cliff. Kill them and then proceed arm over arm across the rope.



Crystal Skull

About halfway across the rope to your right there will be some tree branches. Jump over to them and then jump branch to branch to a ledge where you'll find a Crystal Skull and a Muramasa Statue



When you reach the other side follow the trail through the woods. You'll shortly be attacked by some Master Ninjas.

They shouldn't be too hard to dispatch, but if you feel a bit cramped fighting on the trail, follow it to its end and you'll find a clearing. In addition to being a good place to fight, it also holds a chest containing some Essence.



The trail leads to a dead end, so there's no point in dawdling. About halfway down the trail there was a Save Statue. Heal and save and then walk past it to continue the level. You'll be led into a clearing where you'll immediately be attacked by Dung Beetles. After you kill them the boulder at the back of the clearing will shatter, revealing a tunnel.



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Chapter 12: Heart of Darkness (cont.)

When you enter the tunnel you'll immediately fall down a hole leading to the next area. You'll come across another Save Statue. Follow the path to some more water. The water's shallow so you don't need to worry about any more water running, but you do need to worry about some new enemies!



Walking past the Save Statue you'll be attacked by Chainsaw Fiends and a Giant Worm. The Chainsaw Fiends are a bit slow, but they have both strong ranged and melee attacks. The Giant Worms are relatively easy to kill but watch out, they can pick you up and swing you around.



After you do away these new foes, you'll see a large opening leading to a forest trail. Head into the opening to continue the level.



Crystal Skull

Before doing that however, head to the right to find a Crystal Skull sitting near some ruins.



Follow the trail through the woods. You'll encounter some more Chainsaw Fiends on the way. Kill them as you go. Eventually you'll come to another watery area. On the opposite end of this is a Chainsaw Fiends, but you're real concern should be with the new Red Fish enemy. You'll need to use the Howling Cannon to kill these guys. It can take several shots, so be patient.



Before moving on take a dip in the pond. Underwater, you'll see a pillared area to the right of where you started. There's a chest near the middle between the pillars. Open it for some Blue Essence. That's the only thing of interest beneath the water. Head back to the surface and head over to where that Chainsaw Fiends was. If you haven't killed him yet, do it now.



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Chapter 12: Heart of Darkness (cont.)

Keep going and you'll see both, a Save Statue and a Muramasa Statue. Pay both a visit if you desire and ascend the stairs near the Muramasa Statue. There's a huge stone door there and it will go bonkers when you near it triggering an attack by Chainsaw Fiends and Dung Beetles. Get rid of the Dung Beetles first as killing the Chainsaw Fiends is much easier without having to worry about the little pests. After the fight is over the door will have opened, leading to the next area.



From here you can go left or straight. To your left there will be a chest containing a Talisman of Rebirth, so make sure to get it. Going straight will drop you down into some water. Swim down until you find a large opening. Swim through and follow the tunnel until you reach the other side. Emerge from the water and hop back up on land.



Follow the edge of the riverbank. There will be a brief cut scene and after you take a few more steps you'll be attacked by zombies and dung beetles. To kill all of them you'll need to follow the riverbank to an area filled with flat raised stone. It will become gradually more rocky as you move through it until the rocks become more round and pillar sized. You can't climb on top of the pillar rocks, so don't bother trying.



Crystal Skull

After you kill the Chainsaw Fiends and Dung Beetles, head back to the riverbank. Underwater in an alcove near the dead floating Ninja is a Crystal Skull.



Proceed through here and you'll come to a wide, open area with a waterfall in the background. In the center of the is large ring surrounded by those raised stones. Fight time! As you enter the ring, some chainsaw zombies and worms will appear. Kill them and you'll trigger a cutscene and a boss battle.

Boss Battle: Black Dragon



The Black Dragon has several attacks. Foremost, watch out for its fire attacks. It will often fly across the screen leaving a trail of fire. In addition it can shoot flame jets from its body, making it difficult to attack. It will also make fire emerge from the ground to hit Ryu. All of these are easy to dodge as long you don't sit there like an injured turtle.

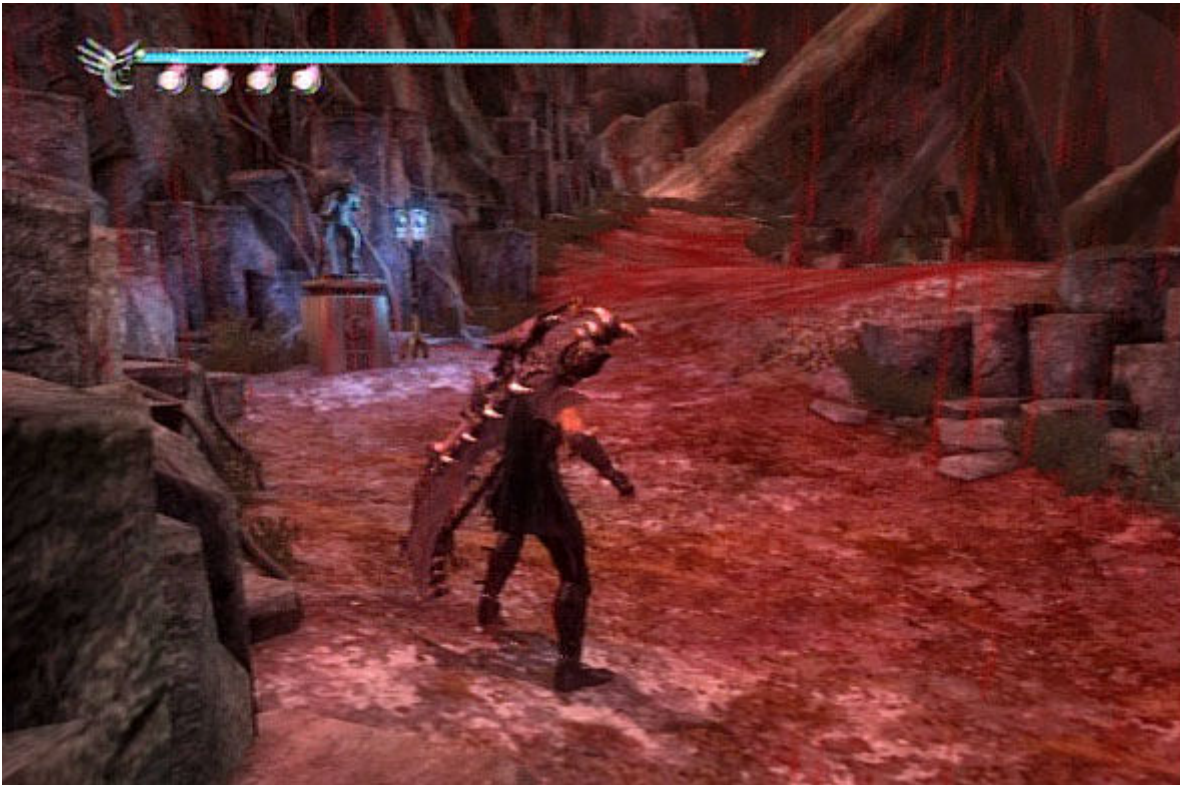
More difficult to dodge are its physical moves as they often occur when you are in the midst of attacking it yourself. If you're up close it will often spin around hitting you with its feet and tail. Along with this it will perform a body slam. Do your best to watch out for both and keep attacking its feet, and head.

After you've knocked off about fifty-percent of its health, it will fall over for a few seconds. Use the Obliteration Technique and Ryu will chop of its tail. After that just keep going until the thing is dead.

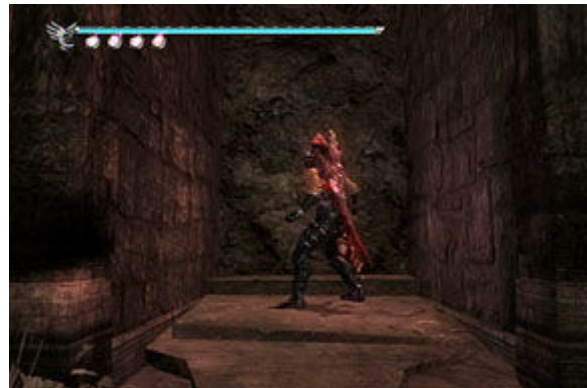
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Chapter 13: The Temple of Sacrifice

You begin the level in control of Ryu. Immediately, an Muramasa statue is visible, use it to upgrade one of your weapons. Make your way up the hill and take care of the Scorpion Fiends that attack you. You'll also meet some Chainsaw Fiends.



After a second meet up with some Scorpion Fiends you'll come across a small chasm. It's too far to jump so wall run along the mountainside to reach the other side. Don't panic if you fall, there's some ground beneath you and place to wall jump back up.



Continue up the mountain. You'll meet some more Scorpion Fiends to kill. After this keep going up the mountain, keeping your eye on the right hand side. There's an easy to miss chest on the way up containing some Blue Essence. Kick it open if you need it.



Finally, you'll reach a cliff. At the very base of the cliff is a chest containing a Life of the Gods. If you follow the wall directly in front of you all the way right you'll find another chest with some Essence.



Return to the top of the cliff and use the Technique of Unrivaled Soaring to wall run over the tall stones blocking off the next area.

This will lead you into a wide open space ringed by stone. Here you'll be attacked by Chainsaw Fiends and Scorpion Fiends. After you defeat them go and inspect the corpse at the back of the area to receive a notebook. After this go to the left side of the area and follow the path to continue on.



Shortly down the trail you'll find a Save Statue. You'll exit onto an elevated walkway where you'll be attacked by two groups of Shadow Fiends. Butcher the buggers.



Chapter 13: The Temple of Sacrifice (cont.)

A short while later you see a Rasetsu approaching from the end of the walkway. Since you have the time any ways, charge up an Ultimate Technique and launch it when he comes into range. You've fought this guy twice thus far so just use the same strategy as before and he should go down pretty quickly.

After beating Rasetsu work your way toward the end, stopping to collect supplies from the two corpses you find on the way. The first corpse holds a Devil's Way Mushroom. The second, a Grains of Spiritual Life. You'll encounter another group of Shadow Fiends along the way.



At the end of the walkway is an opening that leads into a cavern. Immediately visible from the outset is Save Statue. Use it to heal and save before you press on. Follow the cavern to an area filled with acid. You'll be attacked by Dung Beetles and Worms here. Kill off the Dung Beetles first and then tackle the Worms. Try to kill the Spiked B on dry land because you take damage whenever you're in the acid.



At the end of the area are two walls parallel walls. Use the Bird Flip technique and you'll enter a new area. Directly ahead you see a Crystal Skull out of reach. Proceed forward and you'll come across a gap lined by two opposing walls. Use the Technique of Unrivaled Soaring to get across. If you fall you'll land in a pit filled with Dung Beetles and also a chest. It contains some Blue Essence. Use the Bird Flip on the two parallel walls to escape.



Crystal Skull

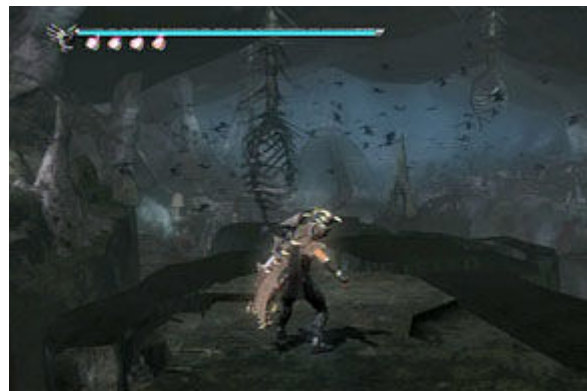
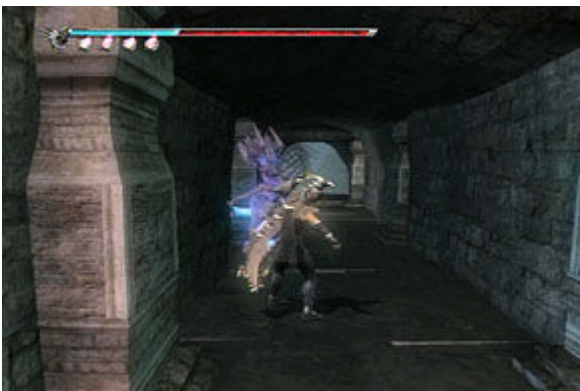
Once you get across the gap, turn back around and wall run once more to get up the Crystal Skull



Continue on to another acid pit filled with Spiked Bugs and Worms. Same drill as before. Kill the Spike Bugs on dry land and then take on the Worms. After they're dead, run along the edge of the acid pit until you reach two pillars. From here you'll have to run through some acid until you reach a hole. Jump down the hole. Don't worry about the nearby chest, it's empty.



You'll land right next to a Save Statue. Use it. Passed the statue you'll enter a huge open area filled with mini-dragons and Van Gelfs. The Van Gelfs will charge you, so do deal with them first, picking off the Mini-Dragons if you get a chance.



«	49	50	51	52	53	54	55	56	»
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Chapter 13: The Temple of Sacrifice (cont.)

After that proceed down the stairs. At the bottom you'll see an opening, before proceeding through it go around the stairs to find a chest full of essence. Kick it open and then continue on the next part of the level.



Crystal Skull

When you reach the bottom of the stairs run check out the other side of the staircase to find a Crystal

Skull

In the next area you'll see a raised circle on the floor. This is actually a button but it will need some extra force to trigger it. Perform a downward strike and it will bring a bone cage into reach. Inside is a corpse holding a Jewel of the Demon Seal.



As you near the button you'll encounter a group of Shadow Fiends. After killing them proceed down the path through the stone on your right. You'll follow this until you jump off a ledge and meet another group of Shadow Fiends. Massacre the poor fools.



There's another corridor right ahead of you. Follow it. You'll run into some Van Gelfs. Watch out for their fireballs as the narrow environment doesn't leave much room to avoid them. After a short distance, you'll exit out onto a cliff area. A bridge should be visible nearby. There's only one way to go. Run along the cliff side. You'll be attacked by mini-dragons and Shadow Fiends. Just prior to the bridge is a Muramasa Statue. Stock up on supplies if you need them.



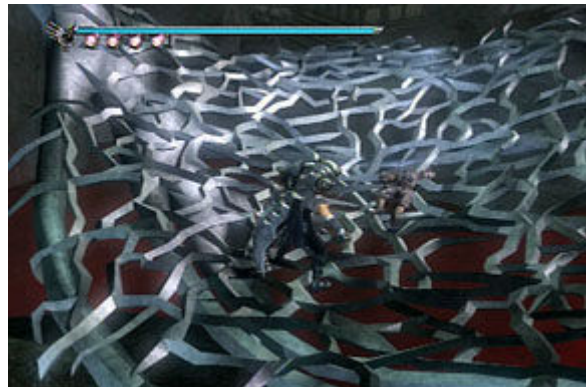
Cross the bridge. As you start to cross you'll be attacked by some Van Gelfs. At the other end of the bridge is a Save Statue. After the Save Statue are some more Shadow Fiends. Tear em' apart and move on.



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Chapter 13: The Temple of Sacrifice (cont.)

You'll come across a second giant button. Hit it and a bone cage will be lowered. Inside is a corpse with Grains of Spiritual of Life. Next you'll see a fallen tower with a hole in its side. Head inside and slide all the way down to the bottom where you'll encounter some Shadow Fiends.





Kill the fiends and follow the path. You'll come across a chest containing some essence. Continue down the path, killing some more Shadow Fiends as you go. As you reach the end of the area of the pillars, look right. There's a chest containing essence at the base of a large tree.



Return to the path, there will be a brief cut scene after which you'll start at the base of some stairs. Hop back down and to the left of the stairs is another giant step-button. Hit it to initiate an optional boss battle.



Boss Battle: Elizabeth's Dragon



Elizabeth's Dragon is almost ridiculously easy to beat. Simply whip out the Howling Cannon, take aim, and fire away. Occasionally, it will stop and attack you with fireballs or some variation but these are easy to dodge. You should be able to bring the dragon down in under a few minutes. Beating it will yield a box of essence.

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Chapter 13: The Temple of Sacrifice (cont.)

Head back up the stairs. On your way you'll be attacked by Ninjas. There are a lot of them, but at this point in the game the poor schmucks are little more than cannon fodder. Plow through them and continue up the stairs.



When you reach the top of the stairs, on your right before the entrance will be a chest containing more Essence. Kick it

open and head through the arch and down the stairs. A wall will slide open. Run through and drop down to the floor. There will be Save and Muramasa Statues.



Head down the path. Along the way you'll encounter some Van Gelfs. Then, at the bottom of the path you'll come to some stairs. Before proceeding up, look to either side, on both your left and right are chests. The one on your left contains more Essence. The one on the right is filled with Ki. Also on the is a tablet containing The Prayer of the Necromantale, if you're interested. Head up the stairs to trigger a cutscene and boss battle.



Boss Battle: Elizabet



Elizabeth can be a tough fight. Just generally, if you get close she is capable of pummeling you with melee strikes. She'll use her tail as a spear to keep you at bay and will perform a flying tackle that will move her annoyingly away from you. She also has a long range attack where she'll shoot blood at you (eww). This is relatively easy to avoid and can be recognized by the swirling ball of blood she creates in front of her beforehand.

Elizabeth is tough but with a bit of persistence is still pretty simple to beat. Just get in close and smack her around until her health bar depletes. If she attacks block or dodge, but stay on the offensive. When you beat her the level ends.

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Chapter 14: A Tempered Gravestone

You're controlling Ryu in this one. When the level starts the Dragon Sword has received a free upgrade, it's now the True Dragon Sword. Head down the stairs. When you reach the bottom continue following the path. Eventually, after you pass the boardwalk you'll come to an area where you'll be attacked by some fancier looking Sword Wielding Dogs.





This variety fights similarly to the sort you've seen before. There isn't much to see here so continue on. As you exit the castle, you'll come across an Muramasa Statue. Upgrade one of your weapons and stock any items you might need. There's a boss fight ahead so don't skimp. Head down the stairs and use the Save Statue waiting for you at the bottom. You'll be attacked by more Sword Wielding Dogs as you approach it.



After the Save Statue, head down the stairs. At the bottom you'll encounter some more angry canines. After you send them to the pet cemetery, continue down the path. Eventually you'll arrive at the headmaster's house right before the village.. Take a few steps forward and you'll trigger a boss fight.



Boss Fight: Red and Blue Tengu



Remember these guys from Momiji's chapter? It's the same deal as before, attack them one at a time. You need to be in close to hit them so be prepared to do a lot of dodging as they have a number of good melee attacks. If you haven't been using it already, the True Dragon Sword is really effective against the Tengu's, so give it a try. After you kill one, the second will run away when its health hits fifty percent.

After beating the Tengu's head through the house that just opened up. When you exit just follow the path until you see a Save Statue. Use it and move on to the village itself.



As you're crossing the bridge into the village you'll be attacked by a group of Ninjas and Warlocks. After you kill them the gates will open up giving you access to the village. As you enter the village you'll be attacked by two Rasetsu. Use your Ninpo and Ultimate Techniques to take a chunk out of their life. You have a lot of room here so use it. Keep on the move and avoid their attacks while staying aggressive yourself. After you kill one, a third will spawn.



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Chapter 14: A Tempered Gravestone (cont.)

Enter the open building. You'll be attacked by some Warlocks. Kill them and open the chest for some Ki. If you need supplies buy them from Muramasa Statues at the back of the room. Climb the ladder. There's a corpse on the floor holding a note. It's the "History of the Castle of the Dragon." Read it if you like. After this jump out of the window leading to the village entrance.



As you enter the village, head to your left. There's a chest containing some Ki. Go back to the right and head up the hill. At the very end turn right. If you head down the alley way you'll find a corpse with an Herb of Spiritual Life. Head back to

the left and exit the area.



Crystal Skull

When you enter the village head down the alley to the right of the entrance. There should be a dead body. Near the body is an enclosure in which you'll find the Crystal Skull.

Heading down the stairs toward the bridge you'll see a Save Statue. After saving, head across the bridge where you'll be attacked by some Ninjas and a Warlock. Bump them off and continue across the bridge and up the hill where you'll be attacked by a similar group. After you're finished eviscerating them follow the path to the riverbank.



Jump into the water. Underwater there's a tunnel leading to the next area. When you emerge from the water you'll be attacked by Ninjas.



Crystal Skull

After killing the Ninjas head over the shack on your right. Smash the door to reveal a Crystal Skull.



Proceed down the forest trail. After you follow it for a bit, you'll be met by some Archers. Dice them and continue. Head up the path and you'll a small clearing where you'll be attacked by, you guessed it, Ninjas and Warlocks. After you've dealt with them, continue up the path. You'll fight some more on the way.

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Chapter 14: A Tempered Gravestone (cont.)

Eventually you'll come to a cave. Run through it and on the other side you'll be attacked by an Archer on a group of stair-like ledges. Kill him and hop up onto the first ledge. You'll see a cavern. Head inside.





Shortly after the cavern's entrance on your right is a chest. Open it to receive some Essence. A bit further it looks like the cavern splits in two. Both directions actually lead to the same place. At the back of the cave is another chest containing a Life of a Thousand Gods. Don't miss it.



Head back out and up the last two ledges. Run up the wall to reach the balcony above. Follow the path and you'll shortly be ambushed by Warlocks. After they're dead keep heading up the side of the building. You'll enter a room with a corpse. Examine it for "Hachijuro's Notebook." Read it if you want and then drop through the hole in the floor.



You'll land in an empty room. Find the exit and follow the hallway until you come to another corpse (Pig HH). Examine for a Spirit of the Devils and then continue on into the next room. You'll be attacked by Ninjas. Kill them and move on to the next room. There's another corpse here holding some Grains of Spiritual Life.

After that continue on into the connecting hallway. You'll be led outside to another ambush by some Ninjas and Phantom Warlocks. After you kill them you'll see a zip line. Don't use it yet.



Crystal Skull

Jump off the side of the cliff and you'll be taken to where the first Ninja Gaiden started. Before heading back up the mountainside, head all the way to the back of the area. At the very end there's a path leading to a hidden area containing the game's final Crystal Skull.



Head back out and work your way back up the mountainside. There's only one way to go so it should be pretty hard to get lost. You'll encounter a lot of Ninjas on the way. Right before you make it back to the zip line area, you'll come across a corpse. Search it for a Life of the Gods and head back up top.



You'll re-emerge from an emptied well. Head over to the zip line and use it cross over to the opposite cliff. When you reach the other side let go and drop near a Save Statue. Follow the trail and eventually you'll be met by some Ninjas. Kill them and proceed. After another short run you'll encounter some more Ninjas and Warlocks. Fight them for a little bit and eventually a cut scene will trigger.



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Chapter 14: A Tempered Gravestone (cont.)

After the cutscene you'll be near a Save Statue. Use it and proceed up the mountainside. Eventually you'll jump off a ledge near a Muramasa Statue. Before you can stock up on supplies however you'll have to deal with the Ninjas and Phantom Warlocks that spawn around you.



Head to the right of the statue and follow the trail until you come across a corpse. Examine it for some Grains of Spiritual Life and then head back past the Save Statue in the opposite direction. Follow this way until you hop over an edge and slide down an incline. You'll now be in a wider, more open area. Run straight through.



About halfway through you'll be attacked by some Ninjas, Warlocks and a Phantom Warlock for good measure. Kill them all. In the middle of the area where the baddies all spawned there's a corpse. He's holding "Koshimaru's Notebook (2)." Head toward the arches to exit.





After the arches you'll come upon an area with samurai swords sticking out of the ground. In the middle of the area you'll find a corpse. Before you can rob it of its Earthly belongings however, you'll have to fight off some more Ninjas. After dispatching them, you'll have to fight the Tengu that ran away.



Boss Battle: The Other Tengu

If you were able to beat him every other time you fought him, you won't have any trouble here. He has a few Ninjas along to help, and they can make it slightly annoying but again, with your trusty True Dragon Sword, he doesn't stand a chance. Eviscerate the fool.

Now that the coast is finally clear, head back to that corpse and steal his Devil's Way Mushroom. After that, head toward the arch at the other end of the clearing. On the other side is a chest containing some Blue Essence. Once you have that continue following the trail up the mountain and you'll trigger a cutscene after which you and Genshin have it out again.



Boss Battle: Genshin



This fight with Genshin is almost identical to the last two times you dueled. You have to get in close to hit him. He'll consistently attack you with some speedy combos and likes to cast a pretty powerful Ninpo. Luckily it's pretty easy to

dodge. Just watch for him to start forming a black ball of energy in front of him. Besides some improved durability, this is the same old Genshin. Just apply the same strategy you used before and he's as good as dead. The level ends with this fight.

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Chapter 15: Quickening Devastation

You control Ryu in this level. You start the level in a clearing with a Muramasa Statue right ahead. Upgrade a weapon and restock your supplies. Head down the path and you'll encounter a new enemy! The Black Widow has a lot of annoying attacks but shouldn't last too long if you're using a level three weapon. They also have a hard time coping with arrows and cannon balls.



After you've finished killing these new baddies, head down the path. Eventually you'll be attacked by some Van Gelfs. Slaughter them and press on until you reach a Save Statue. After you save, continue up the path and you'll reach a large clearing. Enjoy the boss battle!



Boss Battle: Marbus

This is essentially the same battle you fought in Chapter 8. Equip the True Dragon Sword. Marbus will spend most of his time in the air out of range, so you need to wait until he performs his torpedo attack which will leave him on the ground for a few seconds. He likes to summon Shadow Fiends which can add a level of annoyance. Just deal with them as they come. His attacks are pretty easy to avoid so just take your time and bring him down.

After Marbus there is another cutscene. Head toward the end of the clearing. You'll be attacked by some Van Gelfs. Head down the path to continue the level. Keep your eyes on your left as you'll come across a chest containing some Blue Essence. Shortly after you'll be attacked by some Van Gelfs.



Kill them and just keep following the path. You'll come to a slanted area that Ryu will slide down dropping him into the next area. Continue straight. You'll be doing a lot of that in this level. After you advance a bit you'll encounter some Black Widows. Act like a can of Raid and drop them.



You'll see a Save Statue ahead. Of course, before you can use it you'll have to contend with some Van Gelfs standing in your way. There's also a chest along the right hand wall leading up to the Save Statue. Kick it open for some Ki.



Continue on. You'll be attacked by some Van Gelfs and Shadow Fiends. I'd knock off the Shadow Fiends first as they tend to swarm you while you go after the Van Gelfs. After you continue a bit more, you'll come to a cliff overlooking a lava filled area with several islands. Jump off the cliff to the island below. When you land, head to the middle of the area to trigger a Boss Battle.



Chapter 15: Quickening Devastation (cont.)

Boss Battle: Zedonius



A few things to note. The lava filling the area will damage you. Zedonius also has several Scorpion Fiends along to help him. Use your Ninpo when they appear to get rid of them so you can focus on Zedonius himself.

Zedonius himself can be a bit of a pain in the butt. He likes to spend a lot of time in the air, which of course means he likes to dive bomb you. He is also pretty formidable up close and can take more damage than some of the bosses you've been up against previously. Most of his attacks are relatively avoidable though so just approach this fight with evasive aggressiveness.

After you kill Zedonius, pick up the Heart of Malevolent Flame he leaves behind. A cave will be open in front of you. Make your way through the lava and exit the arena. As you enter the cave, you'll come across a Save Statue.

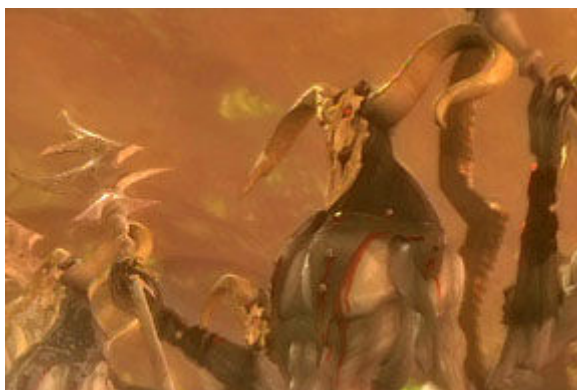


Almost immediately after the Save Statue is a chest. Kick it open and you'll get some Ki. From here you'll exit the cave, finding a Muramasa Statue outside. Stock up and you'll enter an area infested with Ghost Fish.. There's no way to avoid them, so in true ninja fashion, kill everything that moves.

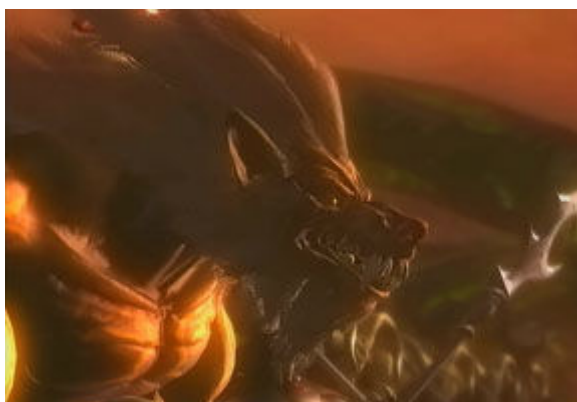


Now one would think in a big area like this, they'd be hiding at least a chest, but there are none. Get through the forest

and head down to the sand dunes. You trigger a cutscene where you'll meet Volf and another new enemy, the Centaur. The Centaurs can be tough in numbers, so use your Ninpo to help thin their numbers. After that it's all about avoiding their charge and attacking them from the side. Kill off the Centaurs and prepare for another Boss Battle.



Boss Battle: Volf



Much like in Chapter 7, the key to beating Volf is to stay on the offensive. He is incredibly aggressive and endowed with some serious capacity for damage, but many of his attacks are the straightforward sort that you should be used to dodging by now. Just stay in close, avoiding his attacks and dealing out your own when the opportunity presents itself.

Chapter 16: The Underworld Abyss

You control Ryu in this level. You begin standing over Volf's body. Examine it to receive the Heart of Bestial Storm. Continue forward toward the large doors. You'll find a Muramasa Statue. Upgrade one of your weapons and resupply. When you near the doors, a cutscene will trigger.



After the cutscene ends, you'll be inside and under attack by Shadow Fiends. After you've left them in pieces, head down the hallway. You'll find yourself surrounded by a group of Black Widows and Chainsaw Fiends. The best way to deal with these guys is to head to one end of the hall and just shoot at the Black Widows with your bow or cannon. If the Widows get too close just flee to the other end, killing the Fiend positioned there and repeating the process. After you kill these guys a cutscene will trigger.



After said cutscene, the next set of doors will open. Proceed down the hallway. You'll encounter some weird red and blue Ninjas. These are followed by of course, a Red and Blue Tengu. You shouldn't need to be told how to kill these by this point. After you bump off this not so dastardly duo, the next set of doors will open.



Entering the next hallway, you'll come under attack by more of those Ninjas. They come charging right at you and can easily be taken down with a well placed Ultimate Technique. About halfway down the hall is a corpse. Examine it for an Herb of Spiritual Life. At the end of the hall is a Save Statue. Normally, you'd probably be fine to just save, but at this point you could be low on healing items and there are more monsters to kill.



As you near the Save Statue, you'll be attacked by a lot Ninjas, Warlocks and Phantom Warlocks. To the far right of the Save Statue is a cave filled with Bone Spiders. Kill them all and this area should be emptied of monsters. Don't head back just yet though, there are three chests ripe for the picking. Careful though, the two chests that are grouped next to each other, the one of the left contains Grains of Spiritual Life, the other is filled with Ghost Fish. The third chest has an Herb of Spiritual life inside.



Head down the hall left of the Save Statue. The circular door at the end of it will open as you approach it. You'll enter a room filled with pulsing pouches of flesh. You'll need to cut them down to proceed. Most are empty but several contain Ninjas.

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Chapter 16: The Underworld Abyss (cont.)

Ignore the pouches immediately to your right, they lead to a dead end. Instead, cut down the pouch closest to you as you enter and head up the exposed path. From here, first head left. There will be another pouch. Cut it down and go examine a now accessible dead body for a Devil's Way Mushroom.



Now head back right. When you cut down the next pouch it will release a group of Ninjas. After you've diced them keep going to yet another fork in the road. To your right is a small area containing a dead body. Examine it for an Herb of Spiritual Life.



Now return to where the path split and go left. The path will continue here. You'll come to slippery spot where Ryu will slide off a ledge. You should now be in another area filled with pouches both in front of, and behind you. Ignore the pouch behind you, it's a dead end. Instead proceed forward, cutting them down as you go. A second pouch containing Ninjas is here.

Proceed down the cleared hallway. You'll slide down another section and drop off another ledge where you'll find more pouches. The first pouch here contains Ninjas and a Warlock, as does the fourth. The last pouch is hiding a Rasetsu.



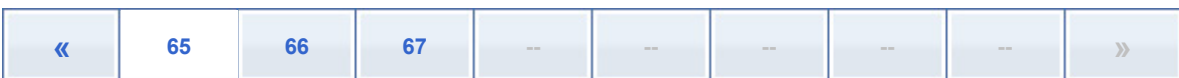
Directly after the Rasetsu, the road splits. Go straight to find a Save Statue. Directly to the left is a chest. Open it to get some Grains of Spiritual Life. Continue left and you'll enter a circular, spiraled room. Jump down the hole in the center of the room to trigger a boss battle.



Boss Battle: Alexei



Alexei is essentially the same the second time around. He likes to spend some time in the air, but when he's on the ground get in close and combo, combo, combo! He can be a bit speedy so be ready to avoid his attacks, and beware of his long range stuff. This isn't really a hard fight. Congratulations, you just beat the level!



Chapter 17: Poisoned Blood

You control Ryu in this chapter. You begin in the arena you fought Alexei. Pick up the Heart of Azure Lightning and head to the exit across the room.



In the next area follow the hall. You'll be attacked by some Black Widows. After you fight them you'll come across a corpse on the ground. Examine it for a Devil's Way Mushroom.



Proceed through the doorway at the end of the hall and you'll find a Muramasa Statue. Make sure to resupply as you have a lot coming up. Continue down the hallway and you should come into an area with water. It's shallow so you can

run through it.



You'll run into Phantom Warlocks, Ninjas and Warlocks. Kill them and proceed. Ahead to your right you'll spot another corpse. Examine it for a Devil's Way Mushroom. Exit this area to find a Save Statue. After you've saved, continue on.



You'll enter an area with a big backbone running down it. You'll encounter some Red Fish. These guys weren't much of a threat last time, and they aren't much of one now. They kind of stick to the water so just snipe them with your cannon. When you reach the end of the backbone just cross the water/blood and head up the stairs.



At the top of the stairs, there's a door. Ignore it for now. Head to the left to find a chest. It contains Ki. To your right is a corpse. Examine it for a Herb of Spiritual Life. Now approach the doors and they'll open into a large room with pillars and a dead naked woman at the back of it. Move forward to trigger a couple of Boss Battles:





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Chapter 17: Poisoned Blood (cont.)

Boss Battle: Genshin



Here we go again. Genshin brings a few new things to the table this time. He's more durable than you may remember. He can take more damage which obviously sucks. He also has several fire based attacks to watch out for. Some just seem to make his melee attacks look all flamey, while some of the area ones can be a bit annoying. Despite these additions just handle him as you have throughout the game. Get in close delivering combos while avoiding his attacks. After you beat him you can rejoice, because it is the last time you'll have to fight him.

Boss Battle: Elizabet's



Genshin's not dead for two minutes and you already have to fight Elizabet. You can now dual wield the True Dragon Sword and Genshin's Blade of the Archfiend so do that. Even with that however, Elizabet can be tough. She can take some substantial damage and has this miraculous ability to dodge a good half of what you throw at her. She especially loves to fly around and charge you in mid-air.

The key to beating her is to just stay on the defensive. Keep your fingers perpetually ready to push the block button and when you see a chance, attack. She blocks a lot of your moves, but many still get through and if you keep the heat on while avoiding her attacks you can wear her down.

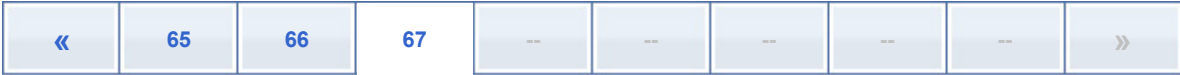
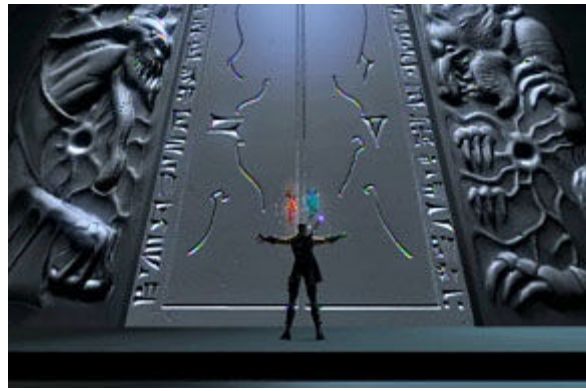
After you kill Elizabet, take the Heart of Crimson Blood she left behind. At the end of the room, where the naked dead lady resides a portal will have opened up. Charge on in.



Immediately on the other side you'll run into our friends the Ninjas. They are of course accompanied by some Warlocks and Phantom Warlocks. Chop them up to trigger a cutscene. You'll be transported to a new area. Immediately behind you is a chest containing Blue Essence.. To your right is a Save Statue. To your left a Muramasa Statue. If you need anything, there are no more pit stops after this, so stock up.



Approach the big black door at the end of the room to trigger a cutscene. After Ryu enters the next room there will be another cutscene followed by several boss battles.



Chapter 17: Poisoned Blood (cont.)

Boss Battle: Dagra Dai



Dagra Dai has several moves to watch out for. Most generally, try to avoid his tentacle and sword blows. He performs a shock attack where he stands in one place and just electrifies where ever you're standing. Just stay mobile to avoid that one. His worst attack by far is his Doku Stab. It's unavoidable and takes a chunk out of your health bar, so just pray he doesn't do it too often.

Killing the old geezer is essentially the tried and true game of avoiding his attacks while getting in your own. You may want to try the Flying Swallow on him as it keeps you mobile and will actually damage him. Also, if you want to shave off some of his health or are just getting tired of those Van Gelfs he keeps summoning, use some Ninpo. The Art of the Inferno works pretty well. He will eventually go down, but this can be a tough one.



After you kill Dagra Dai it will trigger a cutscene. You'll regain control of Ryu in a pool of water. Head back to dry land. You'll find a chest. Kick it open for some Ki and head up the spiraling path. You'll trigger a short cutscene and then a boss battle.



Boss Battle: The Archfiend, Part One



The first battle with the Archfiend takes place in three parts but each one follows the same pattern. Equip the Fiend's Bane Bow. First aim for his head. When you shoot that, the orb in his midsection will be vulnerable for a few seconds.

He will of course be trying to kill you while you do this. Luckily his attacks are pretty easy to evade. When you shoot his head he spits out red goop. Just run out of its path before you shoot at his midsection. He'll routinely shoot at you with a gigantic laser beam. Just move out of its path. He'll also send some spirits out to attack you. Just run away from them and you should be fine. After you get him down to fifty percent health he'll go back on the move. Just follow and repeat, making sure to stop at the chests you find while in pursuit.

Boss Battle: The Archfiend, Part Two



The Archfiend's looks scary but this is actually a pretty easy battle. When the archfiend is hanging onto the ledge, just run up to him and attack his hands. He'll be attacking you at the same time, but most of his attacks will either miss or cause little damage. You can also hit him when he's walking around on the platform, but this will happen more rarely. Finish him and congrats on beating the game.