



Ninja Blade Guide

In the year 2015, when parasitic mutagens have suddenly cropped up in frightening numbers in Japan and turned its human population into flesh-thirsty beasts, who are you going to call to stomp out this threat? Certainly not Bill Murray and his ragtag poltergeist-warding crew. You call *ninjas*. Ninjas with not just one blade, but with multiple ones. Luckily, Ken Ogawa is here to answer your plea, and so are we.

So, put on a pair of big girl panties, and let IGN Guides help you through the mind-blowing action.

Inside this Ninja Blade Guide, you'll find:

- **BASICS** // The 411 on ninja-ing.
- **WALKTHROUGH** // Detailed walkthrough with each Quick Time Event.
- **SECRETS** // We expose the secret of the ninjas.

Guide by: Stephanie Lee

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Ninja Blade Basics

Crystals

Crystals can be encountered by damaging or felling enemies, or destroying environmental objects. These bouncing, glowing balls of light come in two color variations: yellow and red. The yellow replenishes Ken's life gauge with the restorative degree dependent upon the number of yellow crystals collected and the size of them. The red crystals, called Blood Crystals, are basically used as a sort of currency to strengthen Ken's swords or Ninjutsu abilities. It's generally a good idea to horde up the Blood Crystals to power up weapons first, namely the Twin Falcon Blades.

Weapons

Ken possesses three swords in his core arsenal, and each has its ups and downs.

Oni-Slayer Blade: The most balanced of the three blades. It's unlikely you will use this titular sword any time before Mission 008 anyway.

Twin Falcon Knives: Remarkably fast weapons with an overall weaker damage output. Be careful when battling stronger Carriers. Attacks from the Twins don't cause them to stagger back so they could break your combo very easily.

Stonerender Sword: A man's man sword. The Stonerender Sword packs a mean punch, but is very slow. The jump Y attack will be your best friend.

Ninja Vision

Ninja Vision allows you to identify environments that can be used for wall-running and other advancement purposes. Other than this obvious role, you can benefit also by using it to slow things down and be able to bypass obstacles that are normally too challenging to overcome, see invisible enemies or projectiles, and have the opportunity to deal more damage to a boss or enemy. Unfortunately, Ninja Vision can be sustained only so long as Ken has Chi to expend.

Ninjutsu

No ninja game is complete without its thousands of years of esoteric ninja magical arts. Each Ninjutsu has both a normal attack and a "charged" attack, the latter of which requires you to hold down the button for a time and sometimes aim at the target.

Cyclone Shuriken: First Ninjutsu obtained in the game. Used mostly to put out fires in environments or on bosses. Interestingly enough, the normal Ninjutsu attack makes Ken immune to any sort of damage during the animation.

Flame Shuriken: Second Ninjutsu learned. Very powerful against many types of enemies and does significant damage.

Lightning Shuriken: The final Ninjutsu to be added to your arsenal. Used mostly to stun enemies momentarily. It can also be used to absorb oncoming projectiles, but the Twin Falcon Knives are better used for that task.

Leveling Up Weapons & Ninjutsu

Use Blood Crystals to level up weapons and Ninjutsu. Upgrading a weapon increases its cutting power and unlocks more possible combo attacks for that sword. Once the crystals have been allocated, you can't get them back. So, it's important to know exactly what you want to upgrade first. We highly recommend upgrading the Twin Falcon Knives, followed by the Stonerender Sword. The Oni Blade need not be upgraded terribly high until Mission 008. It's entirely possible to beat the game without upgrading Ninjutsu, but we recommend also to max out the Cyclone Shuriken for Mission 009.

Quick Time Events

Ninja Blade is an action game that combines free-roam playing and a myriad of Quick Time Events. Basically, a Quick Time Event is an interactive cinematic sequence, in which a random button will appear on-screen and you have only so many seconds to press it before it's considered a miss. Ninja Blade is very forgiving in this aspect, and only rewinds a couple sequences back if you happen to mess up. Quick Time Events are usually preceded by a close-up of Ken's eyes and a special "zing" sound.

Ninja Blade Walkthrough

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Important Note

The walkthrough was written under Normal game and Quick Time Event difficulty. Depending on the difficulty you set when you began a new game, some things written here may differ from your actual playing experience.

After watching the introduction that properly sets the dark tone of the game, the game's main ninja protagonist, Ken Ogawa, dives off the aircraft into the crisp Tokyo night air. The player is immediately thrust in to a Quick Time Event (hereby referred to its shorthand version of QTE).



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Mission 001

QTE #1	X, X, Y, Y
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Objective: Defeat all Carriers

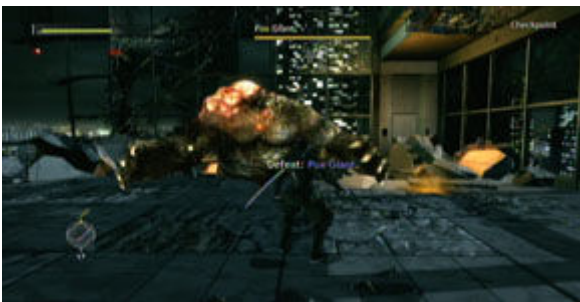
Succeeding in this QTE sequences deposits Ken in an abandoned building occupied by some less-than-human creatures called Carriers. Eliminating all of them becomes the immediate goal. This is a great way to start getting used to the controls and camera; however, you won't be able to make use of many of Ken's arsenal of moves until they have been properly introduced by the game.

Slice through the few waves of Carriers with ease. Soon the ground rumbles beneath Ken, a bad forecast of the calamity that is about to occur.

QTE #2	A, A
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Objective: Defeat the Pox Giant

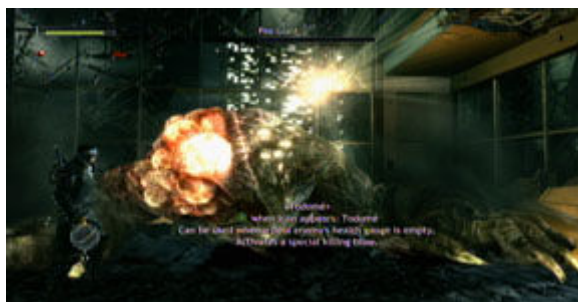
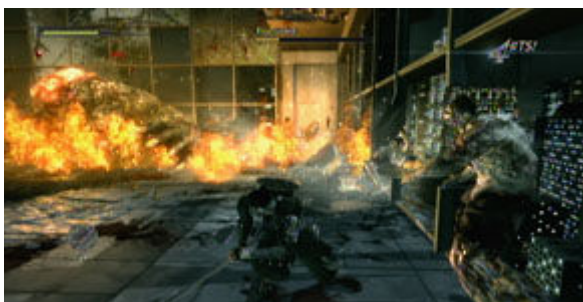
As correctly predicted, a mutated super monster called a Pox Giant rises to the surface and steps up as the first of many boss battles that will transpire throughout the game.



The Pox Giant largely remains stationary in that original spot and uses only its big, meaty arms to dish out various attacks. You can anticipate specific attacks simply by reading arm movements. When it raises one arm in the air slightly off to the side, it's about to sweep its arm across in a fan-like motion. With one arm fully erect, the Pox Giant prepares to slam its powerful fist down, the impact of which creates a linear-moving wind projectile that travels in the direction of your last position before its execution.

At this time, you also learn about your ninja's all-important dash move. You can use it to dodge attacks by moving laterally. Put it into practical use as you dodge this boss' attacks. When the Pox Giant finally brings both arms airborne, the boss is about to slap the ground and simultaneously create a fire barrier in front of it. As if on cue, Carriers climb up from the sides of the building and join the fray. Concentrate on dispatching the Carriers while avoiding the boss' wind projectiles.

Eventually, the boss extracts the flames for its own use and combines them with its wind projectile attack. Dodge this as you would any of its other projectile attacks. To damage the boss, you will need to bring the sword up close and personal. Keep slashing and dart away when the boss is about to retaliate.



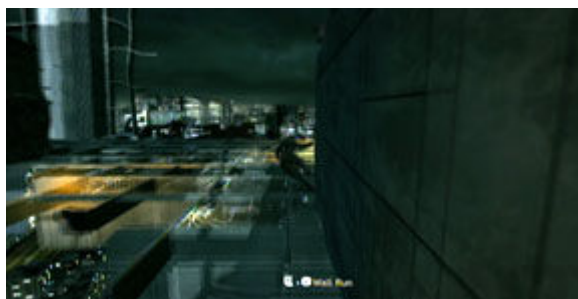
Once enough punishment has been doled out, finish off with a Todome by pressing the A button in front of the boss.

QTE #3

X, X, A, Y, Y

Objective: Pursue Pox Giant

Following the utter destruction of the building, Kanbe, Ken's father and mentor, beckons Ken to follow him through the obstacles. Jump up through the rubble and follow Kanbe's instructions to learn the wall run. Break open the boxes here for some Blood Crystals and wall run to clear the gap in front. Carriers lie in wait within the large containers ahead, so be ready for some sword-cutting action! With the Carriers defeated, the Pox Giant cunningly uses the element of surprise for a preemptive attack chance, but having cat-like reflexes Ken won't be so easily bested!



QTE #4

DOWN (LEFT ANALOG STICK)

Kanbe scares the Pox Giant away, and the pursuit continues. Follow Kanbe's example on the horizontal poles and chase him down via a few more horizontal poles. Kanbe re-appears with some new lessons: the vertical wall run and then a wall jump. Run up one side of the wall and press jump to leap to the other parallel-facing wall. The convenient Ninja Vision highlights in blue the walls that can easily be scaled by ninjas such as Ken.

Continue along until you reach Carriers equipped with long-ranged weapons and plow through them. Two more are perched atop higher ground, which you can reach by activating Ninja Vision and locating a wall that takes you there. The Pox Giant makes one more effort to nab you unaware...

QTE #5

DOWN (LEFT ANALOG STICK)



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Mission 001 (cont.)

That wasn't so bad. Demoralized by your repeated success in eluding its grasp, the Pox Giant gallops away but not before placing a barrier of fire in the way. Kanbe bestows upon Ken the very weapon with which to battle this slight impediment: the Cyclone Shuriken. Press and hold the B button while aiming it at the flames to extinguish the fire and move on.



Traverse the next few gaps by first extinguishing the flames on the opposite ground and then wall running across. Wall-running no longer is an option when debris and cracks line the wall in the next room. Activate Ninja Vision to locate the strip of wall you can use to wall run, then douse out the flames at the top of the wall. Repeat this process for the next segment to reach a clutter of boxes. One of the boxes yields a **First Aid Spray**. Moving into the room spattered with plumes of fire, you are instructed to destroy all the Carriers in the room. Be careful not to brush up against the fires in the midst of your sword-flaying frenzy. Make things easier by activating the wind Ninjutsu to put out the flames while dealing damage to surrounding enemies.

The Pox Giant returns with terrifying blood lust, and Ken can only hop around to defend himself throughout the crumbling building.

QTE #6

B, A, DOWN, UP

Objective: Defeat Pox Giant

Unsuccessful yet again, the emboldened Pox Giant decides to finally stay and fight the fight. The fight this time differs in two critical aspects: the boss is mobile, and you now have Ninjutsu at your fingertips. The latter part is actually integral to a flawless victory. First, realize the Pox Giant is now permanently surrounded by flame, and while that remains true Ken's blade will not be able to touch it. You will need to utilize the wind Ninjutsu to blow out the flames—may take a couple tries to fully expel them from the Pox Giant's body. Only when the flames are gone will the boss be vulnerable to damage.



Throughout the fight, the Pox Giant will attempt to draw things in its favor by setting the ground around it on fire and re-igniting itself with flames. When it bends over slightly and crosses its arms, it's about to explode in flames again. Other than that, the boss jumps into the air and performs a downward ground smash, or running ground smashes. The primary difference between them is that the aerial ground smash actually affects a radius around him.

Todome #2	UP, DOWN, X, X, Y, X, X, Y
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QTE #7	UP
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Objective: Escape from the building

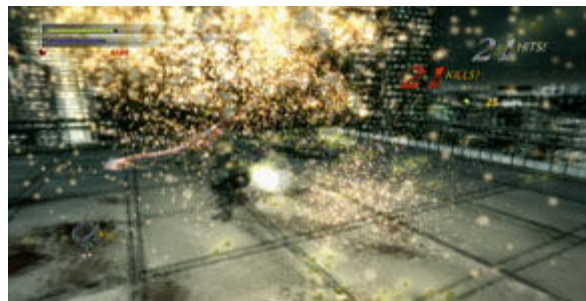
Run through this burning and crumbling hallway. The floor will cave in beneath you if you go through it too slowly. Hold the right trigger button down to dash through it and activate Ninja Vision as needed to slow things down.



QTE #8	A
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During the freefall, you can attack the small number of aerial enemies outside. However, your companions pick up a huge heat signature trailing very closely behind. Ken looks behind to find a giant mutated arachnid!

QTE #9	B, A, A, A, Y
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Mission 001 (cont.)

Objective: Destroy all Carriers

Just a couple seconds ago, Kanbe threw Ken a set of new weapons called the **Twin Falcon Knives**. Conveniently, a bevy of pesky Carriers resembling bats descend upon you, so use this opportunity to test out the new weapons. These weapons dish out fast, flowing damage and can dispose of numerous enemies with much more ease.

Objective: Pursue Arachne

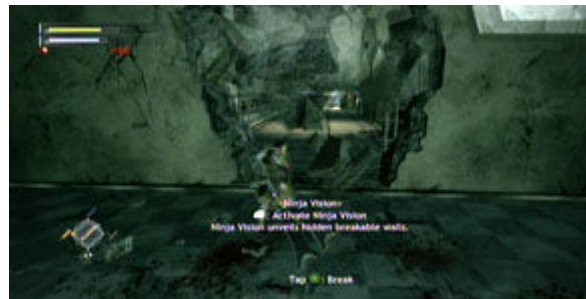
Press the A button to grapple your way to the next rooftop. Destroy the containers for a **Chi Piece**, a **Shinobi Moji** and an **Oni-Slayer Blade Emblem**.

QTE #10

A, X, RIGHT, A, X, Y, UP, Y, A, Y, B

Objective: Destroy all Carriers

After an extravagant showing of Ken's fancy acrobatics, you learn about Arachne's extremely tough exoskeleton and discover its weakness. But first, you must take care of the inferior Carriers here. The Carriers here wield shields, which you can shatter with the robust Stonerender Sword. Press and hold Y for a devastating shockwave attack that instantly disintegrates the shields of multiple enemies at a time.



QTE #11

Y

With the wall now weakened, one mighty blow with the Stonerender Sword will get you out in no time. Kanbe shows up here again, showcasing his nimble abilities on the walls. Mimic what he does to traverse this area, at the end of which are barrels to smash. Inside you find an **Adrenaline Boost**. Switch to the Twin Falcon Knives to use the Grapple Wire and travel to the next building.



Objective: Defeat Arachne

The battlefield in which this fight takes place gives Arachne the upper hand. If Ken hopes to advance toward the giant spider enough to take a good swing at it, he will need to clear gaps and dodge wind projectiles that Arachne sends out. The wind projectiles come in a two variations: horizontal and vertical projectiles. You can squeeze between the vertical projectiles, but you must hop over the approaching horizontal projectiles.



Once close enough, Arachne's full arsenal of attacks reduces to just the fireball-spitting and leg-smashing. Arachne digs its oversized spider legs deep in to the catwalk, allowing you the freedom to deliver as many free blows as you want to them. The intention here is to strip the boss of its hardened exoskeleton layer and expose its weak flesh. Once the exoskeleton is peeled off, hammer away at the flesh to cause it to retreat. Destroy both its available legs and the full weight of Arachne slumps to the catwalk. Pound away at the body as it lies limply on the catwalk, but after some time it recuperates and sprouts new legs again (like herpes, they never truly go away).

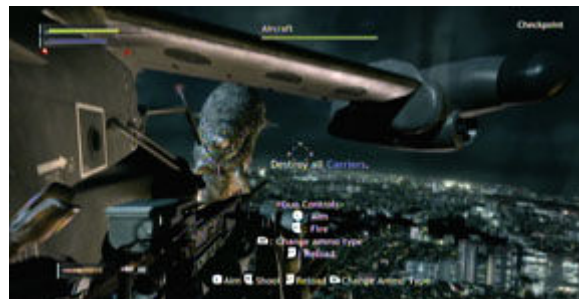
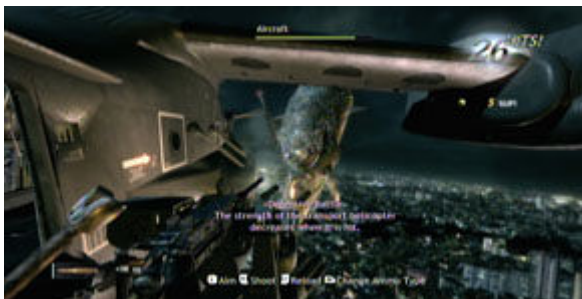


Arachne spews a powerful webbing that forces Ken back toward the end of the catwalk. To combat this, mash down the Y button. Run toward Arachne to reset the cycle again.

Arachne attempts to restart the battle on new grounds, but the idea remains the same: beat the living snot out of any body parts you can reach. Grab the **First Aid Spray** from the barrels nearby and put out the fires with the wind Ninjutsu. Stay on this side, and destroy the legs as they come down to get a chance at Arachne's body.

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Mission 002



Ken Ogawa is briefed on his mission and brought up to speed on the current situation. Seems everything has gone out of control during Ken's hiatus. The infection rate has crept up to an alarming rate with the possibility of 5 Carriers being registered on the radar. Well, look, there's one now!

Objective: Destroy all Carriers

This elongated mutant worm promptly begins this wild aerial cat-and-mouse game with the aircraft your character is currently on. The objective is to pepper it with the mounted turret, prevent its gaping mouth from munching too much on the aircraft, and generally keep it at bay. Keep the rapid-firing ammo focused on the worm, especially when it opens its mouth. You may run out of ammunition in the midst of it, so you may want to force a reload during a brief pause in the worm's attacks.

Eventually, the giant worm retreats and scuttles out of sight. You now encounter the less intimidating airborne Carrier types. Pelt them out of the way until the worm emerges again.

QTE #14

B, A, A, A

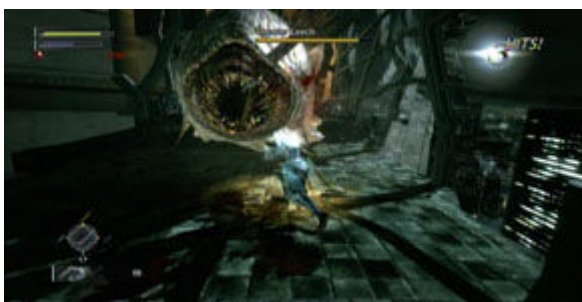
Objective: Destroy all Carriers

You are now in a building, and your objective remains the same. Quite a few lumbering Carriers waiting to be slain. Once they're defeated, the chief starts to give out an order, but is interrupted by a very nosy leech-like Carrier.

QTE #15

RIGHT

Objective: Defeat Impaler Leech



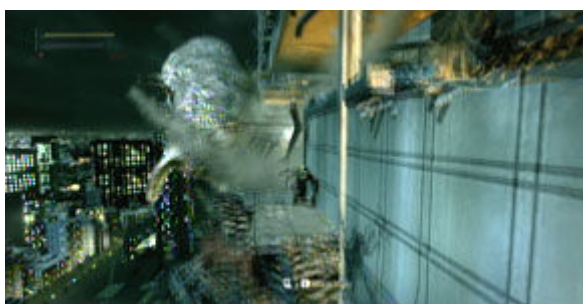
For the most part, the Impaler Leech stays stationary at his end of the corridor and belches out these invisible air bubbles that travel toward the target and deal damage upon contact. This attack isn't easily detectable, but the game

suggests using Ninja Vision to pinpoint its exact travel route. You won't need to rely on Ninja Vision too much, however, because the air bubbles are distinguished easily enough by their undulating silhouette that distorts the air around them as they move. Also, the Leech tends to shoot them in a linear direction—that is, the bubbles never change direction. Get close enough to the Leech to begin the punishment, but if it hoists itself up in the air roll away immediately, as it is about to slam its full body weight down.

In the middle of the fight, the boss will roll up into a ball and launch itself at Ken. This is a QTE sequence that prompts you to press Left or Right on the analog stick to dodge this attack. If failed, Ken suffers some damage. Get close for some good attacks; deal enough damage and the Leech lies momentarily weary from the relentless attacks. That's your chance to administer an extra dose of pain. Later on, the Leech begins to launch a new attack: a trio of green moving energy balls. These can actually be deflected right back at the boss for good damage. Whip out the Twin Knives for this task, as their faster swing makes it easier on the timing. If your health drops too low, there is a **First Aid Spray** hidden in the barrels. Expect some other Carriers to join the fight every now and then, but they shouldn't be too much of a hindrance.

Todome #3	X, A, A, A, A, A, Y
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Just when Ken thinks he's got an extra minute to breathe...



QTE #16	DOWN, Y
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Objective: **Escape from Scolex Worm**

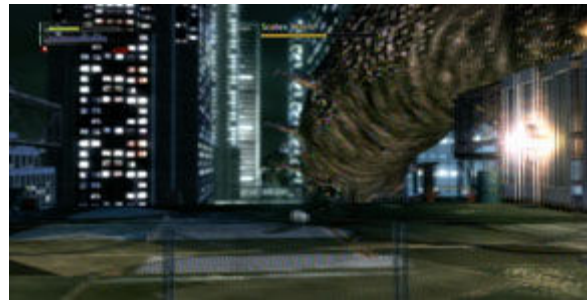
The giant worm returns and has unleashed its full ire upon its former attacker (i.e. you). Now you have to get away! Keep running and wall run without hesitation over the first gap. Next, monkey over two horizontal bars and wall run the last gap.

QTE #17	A
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QTE #18	U, X, A, A
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Objective: **Defeat Scolex Worm**

Finally, a chance to crush this not-so-little worm. Unfortunately, the worm hangs out far away from the platform you start out on. While it stays out-of-reach, it opens up its ugly mouth and regurgitates flaming cars. Avoid these falling hot pieces of scrap metal and wait for the boss to bring its head closer. You can actually wall run up the sides to higher ground (use Ninja Vision if you're having trouble). Beat down the boss every time it rests its head on the platform.



Todome #4 X, A, A, UP, A, A

Objective: Escape from Scolex Worm

Back at square one. Run away! There are a few wall run switches here, but in order to get past this part you're going to need to be fast and always one step ahead of the enraged worm. If you're having trouble, you can always Ninja Vision the last segment.



QTE #19 DOWN

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Mission 002 (cont.)

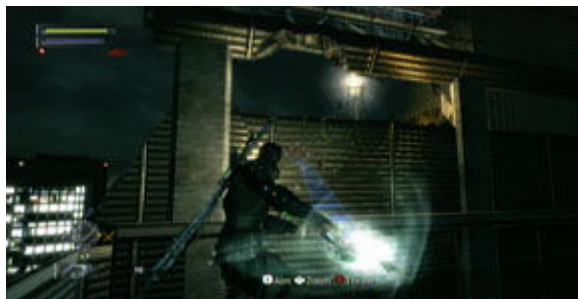
Objective: Pursue Slime Chopper

The Slime Chopper attempts to slow your progress by shooting twin missiles as you work toward it. Dodge, jump and move away from these missiles. At the dead-end, you are instructed to find a grapple point, but there seems to be none in sight! Off to the side in the barrels, you will find a **Shuriken Emblem**. Ninja Vision to locate the crack in the wall of the building straight ahead. Direct the force of the wind Ninjutsu on to the wall to break it down and reveal a grapple point.



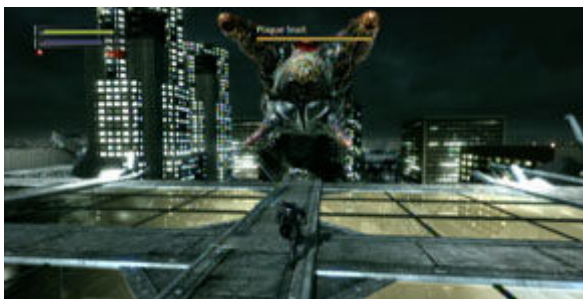
Be careful of the barrels surrounding the Carriers. Only the barrels against the corner will not explode. Instead of using the horizontal bar to clear the gap, drop straight down and clean up the barrels here to find a **Shinobi Moji**. Proceed onward until a wall gets blown out of the way. Use the obstructions around the room to guard yourself against the chopper's turrets. Once outside, a few Carriers equipped with long-ranged weapons stay perched atop the opposite building. Deflect each of their projectiles back at them to dispatch them.

Aim the wind Ninjutsu at the large crack on the building ahead and grapple it to cross. Break the non-red barrels in the right-hand niche for a **First Aid Spray**. Head toward the Chopper while avoiding the missiles and grapple to the next building.



Objective: Defeat Slime Chopper

The Slime Chopper relies heavily on its heavy artillery weapons. The Chopper comes mounted with turrets, missile launchers and fire-spitters. It uses primarily the turrets, which you can block. Dash away from the missiles and use the wind Ninjutsu to put out the fires. All in all, the fight is standard fare. When the Chopper hovers idly for a couple seconds, bring out the Stonerender Sword and perform repeated air attacks on it, being careful not to jump directly onto its spinning blades.



Todome #5	A, X, Y, DOWN, A, A, RIGHT, A, RIGHT, LEFT, Y
QTE #20	B

Cross the fallen structure to the other building. A wall of infected plants block progress, but with the new Flame Shuriken this is but a minor obstacle. Burn the wall down and wall run up to the higher rooftop, where you are met by some heavy resistance. The game provides a useful hint, which you should probably follow. Run toward the throng of Carriers and toss a Flame Shuriken towards them to send them up in flames. Dispatch the two sniping Carriers from the opposite rooftop, then locate the horizontal bar just above you. Use it to cross to the other building and take care of the remaining Carriers.

Rid the wall run path of the infected plant in the middle and continue up. Extinguish the plume of flames licking the side of the building and whip out the Twin Falcon Knives to grapple across. The barrels in the corner here provide a **Chi Piece**. Move forth to be pit against a number of Carriers in a room, including a new winged Carrier that detonates within a few moments of getting near it. Use the Stonerender Sword and use the charged Y attack or aerial Y attack.

Once the room is clear, locate the weakened portion of the wall with Ninja Vision and bust it down. When you near the end of the short corridor, get your block button ready because devious Carriers are about to burst through some containers and pounce. Dash past these small fry and go for the tentacle-like creature in the back producing the winged Carriers. Slash at it a couple times to destroy it and finally brighten up the room. Go off to the left, break open the containers for an **Adrenaline boost**, and weave through to the two projectile-shooting Carriers in the corner. Ignite the

barrels to dispose of them quickly and clear the containers out of the way to reveal a weakened wall.

Here you will need to utilize Ninja Vision to traverse a series of gaps, working ultimately towards the area under the tentacle monster in the center. Along the way you hit some pesky Carriers, but you can simply deflect their projectiles back at them or hit the adjacent explosive barrels. Grab the horizontal bar and swing over, remembering to press A in a QTE sequence to land.

QTE #21

A

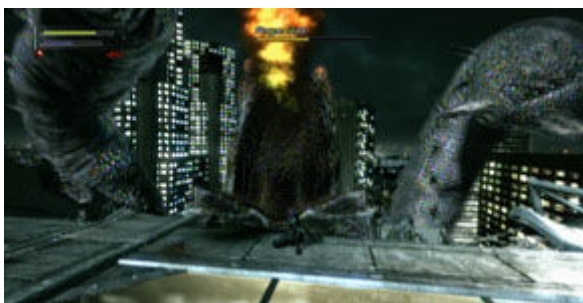
Objective: Destroy all Carriers

Hack and slash mayhem. Don't forget to get the guys on the balcony above via the wall run strip. When all Carriers bite the dust, enter the vicious behemoth waiting on the other side of the wall...

QTE #22

A, LEFT, RIGHT, X, A, A, A, A

Eliminate the Carriers in the immediate vicinity and peel off a chunk of the wall with wind Ninjutsu to uncover a grapple point. Grab the **First Aid Spray** from within the barrels and wall run up to rendezvous with this ugly insect.



Objective: Defeat Plague Snail

This boss may seem a lot more self-imposing than it really is, but the vast area you can maneuver around in really works in your favor. There are multiple barrels that provide Healing Crystals, as well as a **First Aid Spray** and **Adrenaline Boost** in the left and right abandoned buildings, respectively. If you keep a distance from the Snail, it spits out flaming vehicles, but as you get near it its long tongue snaps out and extends across the rooftop. Get out of the way and roll back to attack the exposed appendix until it is retracted. In retaliation, the Snail slams down on the ground, but roll out of the way in time to escape damage.

Eventually, two more appendages are loosened that resemble the Scolex Worm from earlier. These are occasionally violently slammed onto the rooftop, but concentrate attacks on the center flailing head. When the boss opens its mouth, throw in a Flame Shuriken for massive damage—it takes off about a fourth of its health.

Todome #6

X, Y, A, A, A, UP, DOWN, A, B, Y

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Mission 003

Objective: Pursue the fleeing target



A dangerous Carrier-type is heading rapidly toward an unknown destination, although they suspect the Imperial Palace may be the target destination. Pursue the target on the armored vehicle and find out where it's headed. Similar to the beginning of Mission 002, Ken mans the mounted turret and shoots down all opposition.

QTE #23	X, X, Y
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QTE #24	LEFT, A
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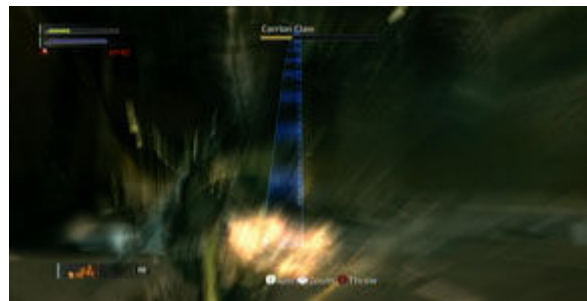
After a series of occurrences, Ken finds himself on a Tokyo train track with a parasite-infected speeding train on his tail.

QTE #25	Y
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QTE #26	UP
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Objective: Defeat Carrion Claw

Just hit this thing repeatedly with your Flame Shurikens to ensure a quick and painless victory. Get out of the way when beams charge up in its claws. This is done to indicate that very powerful energy beams are about to tear through the tunnel, either from the sides, working their way in, or down the center. The boss' other attacks include a volley of electric balls. You can actually use the Twin Falcon Knives to deflect these back at the boss as well for extra damage.



Todome #7	X, RIGHT, B, DOWN, UP, A, A, RIGHT, X, X, A, A, A, Y
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Objective: Pursue the fleeing target

Impressed by Ken's overall tenacity and knack for slaying Carriers, the Yakuza enemy duo watch you slog through the Carriers from the safety of their perch. You now have the **Lightning Shuriken**, which stuns enemies, especially those standing in puddles of water. Test out the new Ninjutsu on the Carriers of the opposite building. Stun them first and wall run across. Grab the **First Aid Spray** from the barrels around the corner and stun the opposition across before using the horizontal bars to swing across. Then swing across to two Carriers protected by a lattice fence. You can't get reach them, but they happen to be standing in a puddle of water. Without standing in it yourself, activate the lightning Ninjutsu to momentarily stun them and break down the weakened wall on the left.

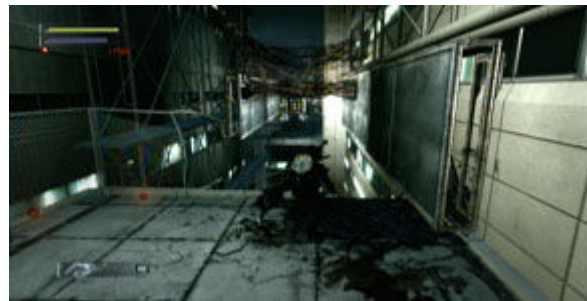


Dispatch the two Carriers you couldn't reach previously. Beside their position is a **Health Piece** hiding in a barrel. You'll also find an **Adrenaline Boost** nearby and **Twin Falcon Knives Emblem** as well.

01	02	03	04	05	06	07	08	09	»
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Mission 003 (cont.)

Grapple to the other rooftop, where there are more Carriers to dance with. You want to be sure all the Carriers have been taken care of, otherwise the task of pummeling the weak wall could be a harrowing one. Careful when the wall finally collapses, as there are two Carriers behind it. The wall here periodically spurts high-pressure geysers that knock Ken off the wall. Time them and quickly run up.



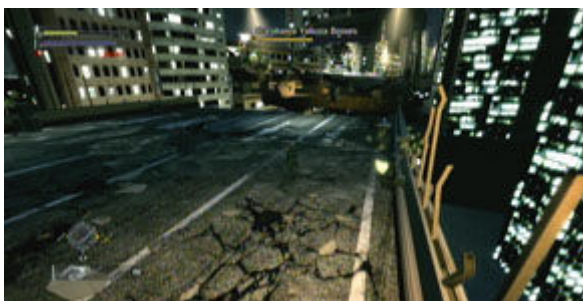
Burn down the infected plant and perform a few alternating wall runs. Ken lets the targets slip away again and now has to deal with invisible flying enemies. Use Ninja Vision to detect them, but you could also see the moving shadows on the ground. Locate the weakened wall to proceed and grapple then wall run over the next couple rooftops. More Carriers to contend with here, but this time some of them shoot some stun-capable electric balls. Searching the destructible debris around here will net a **Chi Piece** and **First Aid Spray**

Continue on to find another breakable wall, behind which you will gladly strike rich with a **Health Piece**, **Hearts outfit** and **Adrenaline Boost** from ransacking some crates. Head back out and drop down on top of some buses. Put out fire and the pesky Carriers to corner the Yakuza boss further down.

Objective: Defeat Kurokawa Yakuza Bosses



If you have been upgrading the Twin Falcon Knives, then this fight should be pretty easy. Keep the pressure on the boss and avoid its attacks. Takiro Kurokawa likes to spray an unpleasant-looking gas in front of him. When he paws the ground with his right forefoot, he's about to charge forward. When he jumps into the air, look for a shadow on the ground and *move away*. This fall damage is pretty brutal. Throughout the fight, the Kurokawa duo will jump to higher ground, and from this vantage project a large number of energy balls. You can simply dodge them or deflect them back—the latter does no noticeable damage. Just stay away from direct contact with the boss' anterior end to avoid Ryoko (the snake lady) grappling Ken and showing him a world of hurt.



Todome #8

Y

Objective: Defeat Ryoko Kurokawa

Ryoko is a force to be reckoned with on her own, but her attack pattern becomes quite predictable once you've seen it. The Lightning Shuriken poses a big threat to Ryoko. Every time she is on the same level as Ken, get close to her and use the Ninjutsu to stun her. This gives about a four second window of opportunity to lay a devastating attack on her. Keep the Twin Falcon Knives equipped. After a few slashes, she recuperates on the higher rooftop while shooting projectiles and planting her snake arms in the ground. These snake arms then shoot up from the ground around you—dash around in a clockwise or similar fashion to avoid them. Zap her again with some lightning as soon as she lands back on the ground and repeat.



Todome #9

UP, Y

01	02	03	04	05	06	07	08	09	»
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Mission 004



Objective: Protect the jet against Carriers

Gun down the aerial Carriers and the missiles launched by helicopters. Prevent as much damage as you possibly can. Eventually a Fire Hydra appears. Defeating this just involves pummeling it with explosive rounds on the heads. If need be, turn up Ninja Vision to make it easier.



QTE #28

A, RIGHT, LEFT, RIGHT, X, Y, RIGHT, UP, Y

Objective: Protect the wings from Carriers



In the blown out cabin area of the plane you will find **Shinobi Moji** and a **Centipede Emblem**. Now proceed to flick off every pesky Carrier from the wing before they do any real damage to the plane. You will be asked to move from right to left and back to the right wing. Move through the plane cabin to reach the opposing wings. The Stonerender Sword's jump Y attack works wonders here. Ken's father makes a mysterious appearance and plops the Fire Hydra right on top of the plane. The Hydra sets fire to the wings of the plane—you must put these out. Return to the task of eliminating the increasing number of Carriers taking over the wings of the plane.

lightning Ninjutsu as well. Block the machine gunfire and dart away from the Choppers' headbutt.



Objective: Defeat Fire Hydra

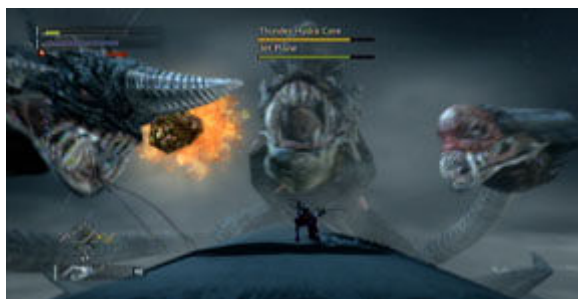
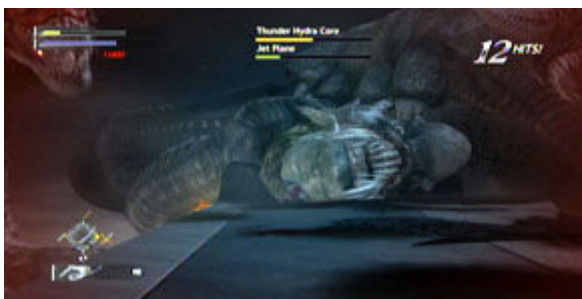
While the battle is mostly the same, round two with the Fire Hydra involves a little extra nuisance. Some of the winged Carriers will flutter in and detonate themselves to explode on the plane's wing. Swat down these fellars and re-focus the Hydra after.

Objective: Defeat Thunder Hydra Core

Most of the stuff that these guys belch out can be returned to them using the Twin Falcon Knives. Just avoid the snapping heads; stay near the middle and go into a slicing frenzy, pausing to bat things back the spitting Hydras.

QTE #32

RIGHT, UP, A, A



Objective: Push the Thunder Hydra Core out of the plane

Start flailing on the middle head with the Twin Falcon Knives, being careful not to bring the combo to completion. This means that if you keep mashing the X button, by the end of the sword combo Ken will pause for a brief moment before recomposing himself. The great thing about the Twin Knives is that while hurting the boss you will also be batting back everything the boss dishes out and causing even more damage.

Todome #11

X, UP, B, X, X, A, (RANDOM), Y

QTE #33

A, A, X

QTE #34

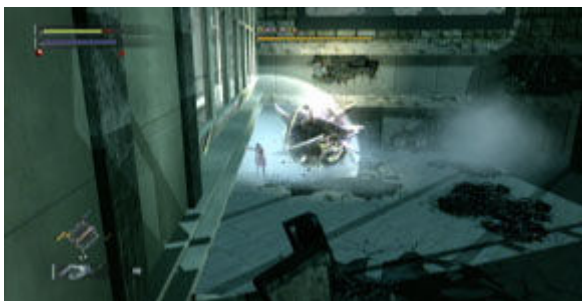
A, (RANDOM), X, A, B, (RANDOM), Y

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Mission 005

Objective: Defeat Blast Mite

Before Ken gets a chance at Kuroh, he has to go through this overgrown carpet dweller. The only sword sharp and robust enough to pierce the armor of this bug's exoskeleton is the Stonerender Sword. Slash through it to slowly pop off the exoskeleton pieces until the soft body is fully exposed. If too close for too long, the Blast Mite gets an anxiety panic and summons pillars of earth to jut out around it—anticipate and avoid being hit by this and its other attack. When it curls up in a ball and stomps around, dash away and around to avoid its crushing and resulting shockwave attacks. Take out the Twin Falcon Knives and go to town on the insect.



QTE #35

X, Y, DOWN, A, DOWN

QTE #36

A, A

Objective: Find and defeat 3 Blast Mites before they explode

Take a Stonerender Sword to the stack of huge crates to the right to find a **Health Piece**. You will also find an **Adrenaline Boost** in the crates further up. A few sly Carriers will pop out of the containers to the far right, so eliminate them before going to work on the cracked wall. Bat those ball-looking things over to the opposing ledge to take care of a few Carriers. If you try to grapple over before doing so, they may eagerly slash and knock you off into the abyss.



Set the large tentacle plant afire and locate a weak wall here. Waste no time in winding through these caverns, putting down the resistance quickly. Soon, you meet up with the first Blast Mite in an enclosed circular ring. The Blast Mites retain the same moves, except some could set fire to the ground around them.

Todome #12

X, X, Y, X, Y

Proceed forth through this linear environment. There's a breakable wall next to three sniping Carriers. It would be worth your while to check it out and discover the **Chi Piece** within. Move on into the next area, a burning subway, and check the barrels in the back left area for another **Health Piece**. Navigate your way through the debris. There's only really one

path you can take.



In the new area, opt to grapple your way to the right, making a point to tip over all the barrels for a **First Aid Spray**, **Adrenaline Boost** and **Chi Piece**. When you reach the end, use the horizontal bars to fly past the hissing jet steams to the other side. Breaking down the tower of containers reveals a weak wall behind it. Further investigation brings you to a collection of mite eggs, but use Ninja Vision to discover yet another wall. This time the effort nets you a **Camouflage Outfit**. If you continue heading back toward the entrance to this area on this side, you will find a **Shinobi Moji** during your exploration.



Reaching what appears to be an enclosed area with no other place to go, Ken is informed by Agent Wilson that the Mite is close. Use Ninja Vision to take a peek at the ceiling to find the Mite hanging upside down. Use the wind Ninjutsu to smack it down to the ground. This Blast Mite is a little tough in that the armor may regenerate if it is not shattered completely within a fair amount of time. It helps having the Stonerender Sword to at least Level 3 for more cutting power. As soon as it stops thumping around, get on top of it in Ninja Vision and unleash as many heavy blows with the Stonerender to crack its armor. Then, use the Twin Knives to deal mad damage.



Todome #13	X, Y, X, X, Y
QTE #37	UP, RIGHT, A, Y

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Mission 005 (cont.)

Clean up the little Mites here and in the empty hallway use Ninja Vision to flush out that last hidden Blast Mite.

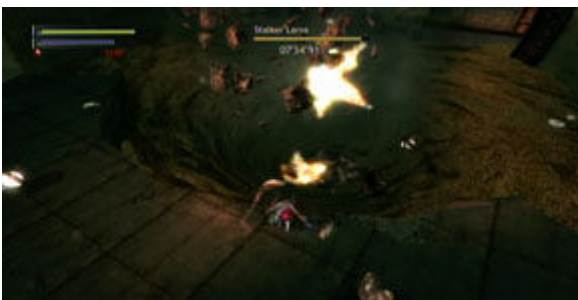
QTE #38

U, A

Objective: Defeat within the time limit Stalker Larva



The Larva sits in its little sandpit and shoots those explosive balls onto the platform you start out on. Scoop these back into the pit so that they roll toward the Larva and explode in its face, dealing damage to it. When enough explosive damage is dealt, the Larva wails in pain and rests its head on the platform. Introduce a flurry of Twin Knives to it until it retreats back into the sand. The Larva also spits out little minions onto the platform as well as small boulders. When a whirlwind of sand and rock isn't surrounding it, harm it with the explosive ball things or toss in a Flame Shuriken whenever possible.



Todome #14

Y, X, UP, A, A, B, B, RIGHT, A, A, UP, A, UP, Y

Objective: Drive the Stalker Larva into the corner before time runs out.



Force the Larva back by either jumping over the smoldering boulders and hitting it in the face repeatedly with the Stonerender, or with a well-timed Cyclone Shuriken attack. If Ken takes damage, the Stalker Larva takes it as an opportunity to gain back lost ground.

Todome #15

X, Y, LEFT, A, Y, A, X, Y, A, A, A, Y

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Mission 006

Objective: Rescue the hostages in the Building

After a quick QTE involving Right on the analog stick, Ken plows through a few Carriers and lands elegantly on his feet in the midst of the few surviving enemies. Ninja Vision to find various places to wall run to the second story. Navigate around on the second floor, and drop down into the new area with the enflamed Pox Giant. The Giant has two shockwave moves, but Ken becomes immune during his wind Ninjutsu animation, which is used to put out the flames on the creature's body anyway. Time the Ninjutsu and hack away.



Ninja Vision to wall run to the top, and immediately wall run up an adjacent strip of wall to find a balcony with a **Chi Piece**. Ken will most likely be harassed by a swarm of hive guardians. They won't go away until the big sac of hive blocking the wall run route is cleared away with a Flame Shuriken. Wall run up to drop into an enclosed area populated by Carriers of all sorts.

Objective: Destroy all Armed Carriers

The threatening targets here are the missile-launching ones against the wall. Luckily for Ken, though, these guys happen to be absent-mindedly standing next to explosive barrels. Launch Flame Shurikens at the barrels to put down these artillery footmen quickly and efficiently. The rest of the Carriers can be dealt with simply with a powerful Stonerender jump Y attack.

Objective: Follow the passage and find Kuroh Sakamoto

Ninja Vision to find a grapple point on one of the crumbled balconies. You may have to back Ken up a bit to be able to grapple. Follow the short passage to another section of the building and drop down to face off against two more Pox Giants. The same strategy from the first one applies for dealing with these nuances. Near where the third Pox Giant stalked around, there's a wall run segment here that takes you to the second story and a blockage with barrels stacked in front. Inside one of the barrels is a **Shinobi Moji**. Drop back down and wall run up another segment. The white-tiled corridor leads to the new area, but before running off hang a quick right to some barrels holding a **Health Piece**.

Some armored winged Carriers here and another hive. Cast the Lightning Shuriken on the Carriers to ground them and then slash them. Burn down the hive to reveal the path to the next area. A crash-landed helicopter with its blades still spinning will knock Ken off to his demise if he's not careful. Ninja Vision to slow everything down, where you can see the gaps between the blades and time the wall run well to get past.

Eliminate the Carriers around the roof and swing across the horizontal bars to reach the office building. Smash the objects in the corner to find a **Health Piece** and rip open the cracked wall in the side for some fresh air. After wall

running across and dispatching a few more baddies, locate the breakable wall here and batter it down to find a secret cache with a **Chi Piece** and a **Oni Emblem**.

Grapple over to the next building, moving past all the Carriers, and use the horizontal bar to reach the next rooftop.



Objective: Defeat Mylasia Fly

The Twin Falcon Knives will deliver swift punishment to this oversized fly. However, after a certain damage threshold the Mylasia Fly disperses into swarms of tinier flies that you can use the Cyclone Shuriken on to force them to re-assemble into the bigger fly. There are a few things to watch out for. One is that when it backs slowly away from Ken's reach, it is about to charge straight in front of it—dodge to the side when this happens. And similar to the Carrion Claw from an earlier mission, this creature can gather electric energy and concentrate it into a long, moving energy beam.



Todome #16

X, X, Y, Y, A, X, A, Y

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Mission 006 (cont.)

Objective: Defeat the Carriers swarming by the elevator

Grapple to opposite building and ascend via the elevator. Stonerender jump Y attacks work well here, as always.

QTE #39

B, A

When you regain control of Ken, smash the boxes to the left to find the **Moon Outfit**.

QTE #40

UP, RIGHT

Objective: Destroy all Carriers

Remove the immediate Carrier threats from the room and pass the quick QTE with X to re-unite with a familiar face.



Objective: Defeat Mutant Andy

Mutant Andy is perhaps the most skilled swordsman you have fought with thus far. He starts out on the second story, where you can't reach him, but you can force him down by either reflecting his smaller fireballs or launching a Flame Shuriken to speed up the process. Success of this feat is confirmed by a quick dodge QTE. A bigger variation of his fireball can't be deflected and instead blows up upon solid contact with an object. Throughout the fight, droves of ninja minions jump into the ring. While dealing with these less important enemies, Andy will be tossing those big fireballs, so watch out. While Andy is on the ground level, use the Stonerender to break his guard and switch to the jump Y Twin Knives attack to drop his health fast. If you let Andy do as he wish, he conjures up two air bubble attacks that can be hard to dodge if you're caught off-guard.



Todome #17

X, X, Y

QTE #41

DOWN, Y

Follow Kuroh to the garden by breaking down the wall and wall running up the vertical shaft.

QTE #42

UP, LEFT, X

Objective: Defeat Kuroh Sakamoto



Hopefully you've been upgrading the Stonerender Sword to at least level 3. Kuroh uses his special Ninjutsu ability to constantly keep clones of himself in the fight, but you can use Ninja Vision to see through this trick easily. The one that glows white is the real Kuroh. Hurt him by either stunning him with electricity or constantly getting a jump Y attack on him with the Stonerender. When Kuroh mutates, he and his clones move a little faster and start throwing out chunks of fire. As you have plenty of room to maneuver around in, make use of the expansive space by being constantly on the move with dash to avoid being trapped in Kuroh's attacks. The strategy to bring his health down carries over to his mutant phase as well.

Todome #18 X , X, Y, A, X, Y, Y

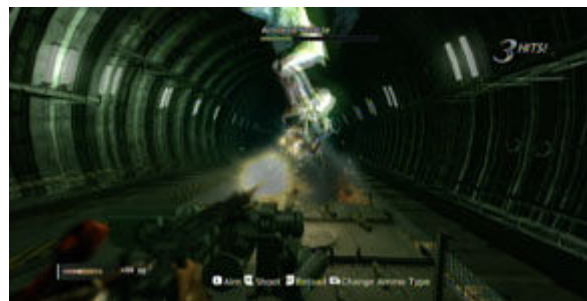
QTE #43 RIGHT, Y, LEFT, UP, RIGHT, X, X, RIGHT, B, A, X, Y, A

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Mission 007

This entire mission is really just a mash-up of past environments and bosses with a few noticeable modifications.

Objective: Go to the Alpha-worm nest



Standard railgun fare. Midway through, Blast Mites start tunneling from behind, but you can keep them at bay with one or two of the explosive rounds.

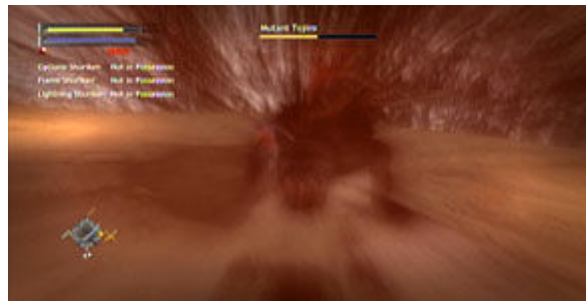
Objective: Retrieve the stolen Ninjutsu

The mission begins proper now with all of Ken's Ninjutsu missing. You will have to go retrieve them, starting with the wind Ninjutsu. The lack of fire or electricity around the entrance should be indicative of the fact that the wind Ninjutsu probably lies ahead. First, you must traverse the caverns. You will not be alone here, as there are enemies shooting electricity. Be particularly weary of those on the second platform, as they tend to electrocute the water surrounding them. Break down the rocky wall to enter what appears to be the mall area from the previous mission.



Ninja Vision to find wall run spots. Around the small bridge on the second floor with the missile-launching Carriers should be a **Raven Emblem** in some crates and another wall run that leads to an isolated balcony with **Chi Piece**. (If you've gone to the part where the hive was in the previous mission, you've gone too far.)

Objective: Defeat Mutant Tojiro



His attacks haven't really changed since the last time you fought him, except when he moves to the far platform he shoots one laser that sweeps across the floor instead of multiple energy balls. Equip the Twin Falcon Knives, Ninja Vision and attack spam until he relinquishes the **Cyclone Shuriken**. Although Ken will be taken back to the start point following the battle, it would be in your best interest to revisit the mall area for a **Health Piece**. After running up the wall run segment that had the hive from the previous mission, use the recently attained Cyclone Shuriken to put out the fire to the immediate left. Drop into the caged area here and slice open the barrels to find it.



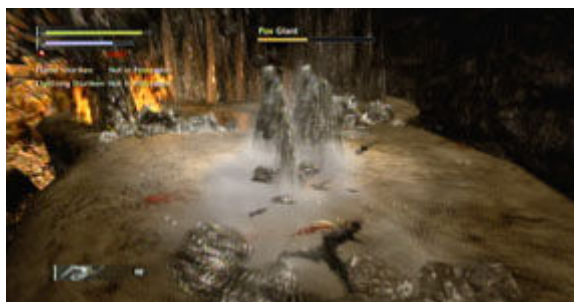
Moving on to the fire area, Ken goes through a similar cavernous beginning area until he reaches a familiar underground facility. Head left, wall-running across the gap, and put out the fire to reveal a weakened wall, behind which is a **Chi Piece**. Carefully time your crossing via the horizontal bars so as to avoid being pelted by the jet steam. Once across look up at the fire on the walkway above and grapple to it (after extinguishing the fire, of course). Tear through the objects along this walkway to find a **Chrysanthemum** and **Chalice Outfit** and **Shinobi Moji**. Continue on to get back that Fire.

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Mission 007 (cont.)

Objective: Defeat Pox Giant

This Pox Giant has learned a few new tricks. Other than pounding the ground in front of it with its fists, it also launches fire-infused projectiles. After some time, the Pox Giant burrows into its underground home, at which point jagged rock spikes erupt from the ground. Keep moving away from these until they stop. To lure the Giant back out, you need to toss those explosive ball things into the pit, just as with the Larva. Get close to it and hit it either with the Stonerender Sword or Twin Falcon Knives. Once it is defeated, you now have the Flame Shuriken back in your rightful possession.



The last Ninjutsu to retrieve now is lightning. Progress through the caverns, lighting up the mutant plants. Set fire to the plant in your way and break the wall behind it. After moving through this corridor, you arrive in a dark room. Torch the plant in the back to light up the room. The high tower of crates is actually hiding a breakable wall. Inside, claim the **Water Spirit Emblem**. Plow through the crates on the other side of the room and wall run up the thin strip to an upper walkway with an extra **Chi Piece**.

Move around the gates to the containers in the back, blocking the weak wall. Break it down to face the next nemesis.

Objective: Defeat Carrion Claw



The fight remains largely the same, although you do need to be careful working your way towards the boss. Use the Flame Shuriken on its face or claws to deal significant damage. Re-claim the **Lightning Shuriken** and be teleported back to the starting point.

Objective: The path is no longer blocked by tentacles

With the path freed from weird tentacles, Ken can now proceed to eradicate the source of this Ninjutsu-stealing weirdness.

QTE #44

A

QTE #45

A, A

Objective: Defeat Phlox Arachne

Advance toward the large threat, hopping over horizontal projectiles, and running in-between two vertical ones until the target is within melee range. The fight with this Phlox Arachne pans out almost identically to the first battle with the Arachne in Mission 001. The major difference (other than a different environ) is that the fire engulfing the limbs need to be snuffed out before any real harm can come to them. The shockwaves when the boss slams its legs down seem to be more powerful and cover a slightly larger radius, as well. Use wind Ninjutsu to put out the fire on the legs first, and when they are within your sword's reach deliver brutal blows with the Stonerender Sword to cripple the boss. When both forelimbs have been sawed off, Arachne rests its head on the platform for a bit—an important cue for you to poke it some more.



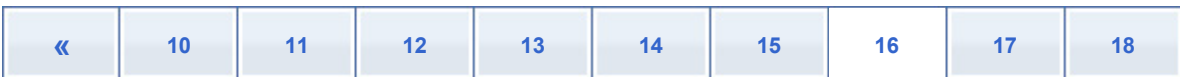
Arachne again tries a new spin on the fight. Just choose one side to stay on, and wait for the legs to come down. Pesky bats may swarm your side, so be careful of those. Continue to deal damage to the legs while dodging the flaming projectiles until Arachne again drops its body on the platform for more punishment.

Todome #19

X, Y, A, A, X, X, Y, Y

QTE #46

A, Y



Mission 008

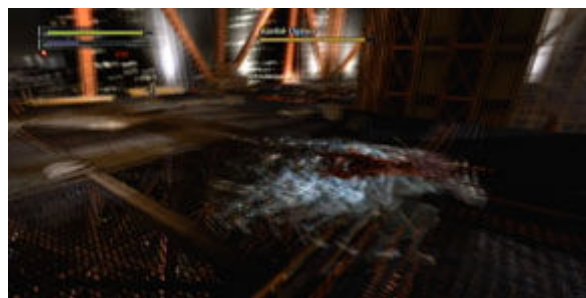
QTE #47

A, A

QTE #48

A, X, B, X, X, Y, X, DOWN, X

Objective: Defeat Kanbe Ogawa



Ken's father has finally submitted to the power of the parasites, so it's Ken's duty now to put an end to this all. During the fight, you can destroy the surrounding boxes to find a **Magatama Emblem**, **Outfit** and **Shinobi Moji**. As expected of Ken's mentor, Kanbe is a skilled opponent who is quick and ruthless. It's not easy to find Kanbe's guard down for an open attack, but there are a few ways to break his guard: a downward smash with jump Y using Stonerender Sword, Lightning Shuriken and attacking while he attacks. His wind projectile attack is blockable and use Ninja Vision (or the magic of sight) to sort through his shadow clones.

With about a quarter of his life gone, Kanbe goes on the defensive and withdraws, but not without goading Ken to go after him. Hop through the hole in the elevator shaft and press A to land. The fight continues from here on the moving elevator. Be careful not to touch the sides of the vertical shaft, as Ken will take damage from doing so. Continue to bring on the pain to initiate another QTE sequence.



QTE #49

UP, A, UP, A

In this third phase of sorts, Kanbe is engulfed in a circular red shield that first appears to be impenetrable, but after the following QTE sequence Kanbe will no longer be able to escape harm. When you regain control of Ken, search the barrels for a **Chi Piece**.

QTE #50

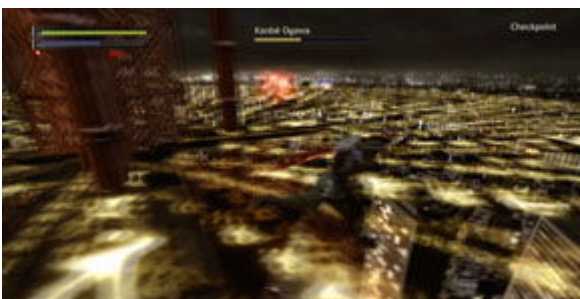
UP, DOWN, X, X, Y, Y, Y, Y



Use the Oni-blade to eat up his red shield and then quickly switch to the Stonerender to deliver particularly harmful blows while at the same time continuously breaking his guard. Kanbe summons a whole army of blood-thirsty bats around him. Use the Twins to put them down quickly, then re-focus Kanbe. You will also need to switch weapons constantly in order to avoid soaking up damage from your own blades.

QTE #51

Y, UP, A, UP, A, A



Kanbe stands his ground at the top of Tokyo Tower, but he will call upon number shadow clones as his life falls lower. You will have to use the Oni-Blade to either kill his shadow clones until Kanbe returns. Even then, Kanbe may be immune to attacks for a bit while the clones are around. Otherwise, same stuff applies, and this time Kanbe Ogawa won't have anywhere else to run.

Todome #20

X, X, Y, Y

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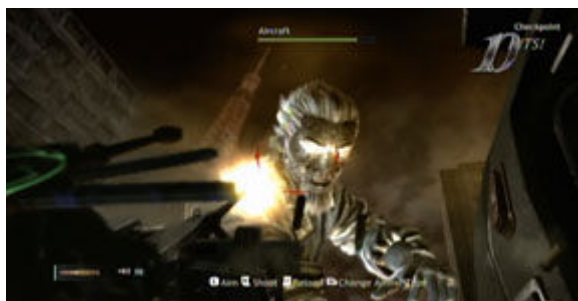
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Mission 09

Objective: Destroy the infection core

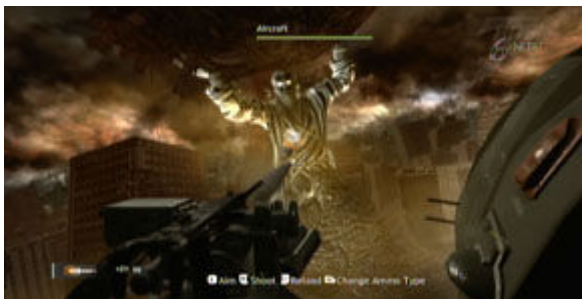
Poor Tokyo is in dire condition and is now being ravaged by an oversized Kanbe mutant. Another mission where you begin on the mounted railgun. You will want to use the missiles for the Scolex Worms. When the giant animated Kanbe statue turns his attention toward the aircraft, unload missiles onto him. In the last segment, Kanbe starts chucking entire buildings at the aircraft—blow the buildings to smithereens before they reach you. When you get closer to Kanbe and he picks up an entire block of buildings, pummel him with a barrage of about fifteen missiles. Otherwise, it's an instant death.



QTE #52

DOWN, A, DOWN

Objective: Approach and defeat Mutant Kanbe



There are two paths to take here. We opted to go right, through the burning, broken highway. If you went the other way or thoroughly explore, you may encounter enemies that may or may not be described here. You basically will just need to head towards the general direction of where Mutant Kanbe is. You will need to muster up all the ninja knowledge you have gleaned from the previous levels and apply them here. That means making use of the elements to move past certain points, timing an appropriate wall run past a spinning helicopter blade (use Ninja Vision) and whatnot. Along the way, Ken will constantly be followed and harassed by Kanbe's lightning fire attack. A blue beam of light shoots directly down from the sky, and after a few moments, the beam explodes. If Ken gets hit by it, he will be electrocuted. Keep moving to avoid this.

Eventually, you fight a Scolex Worm. Have the Twin Falcon Blades equipped and watch as it rears its head back, getting

ready to slam its head onto the platform. If Ken is standing by when it does this, Ken will momentarily be stunned and unable to hurt the Worm. Instead, jump into the air and use the Y attack to dice up the Worm. Move away from the burning cars and Ninja Vision to see the invisible air bubbles it also launches.



After defeating the Scolex Worm, grapple to the next building but before heading further down, turn back and grapple to another area. There's a breakable wall here, and next to it lies a **Health Piece**. Return the way you came and work your way toward the giant Kanbe.

Objective: Defeat Mutant Kanbe

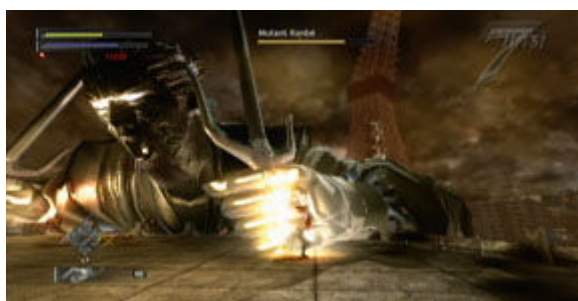
Mutant Kanbe's primary weakness is the head. In order to exploit this weakness, we will need to get his head where the swords can reach. Mutant Kanbe has several attacks of the usual elemental affinities. Depending on the arm and hand movements, Kanbe will either start shooting lightning balls, send out shockwaves, or blast fire while having fire geysers shoot from the ground.



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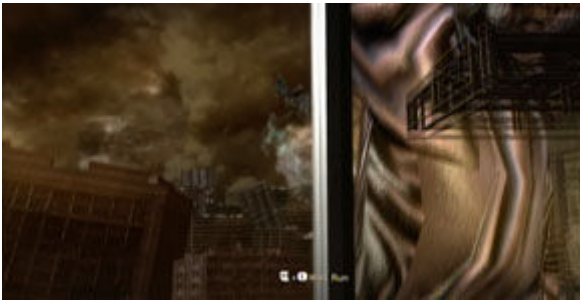
Mission 09 (cont.)

The key here is to bust out the Twin Falcon Knives and slice up his hands repeatedly whenever they're propped up on the rooftop. If needed, put out the fire on his hands before getting close to them. Disabling the hands also eliminate some of his attacks used by that particular hand for the moment. Injure the hands enough and Kanbe is forced to lower his head a bit. When the head is in range, don't hesitate to pop an Adrenaline Boost and assail it mercilessly. In a certain head position, Kanbe attempts to shoot blue lasers from its eyes to repel you, but just run around to avoid it. Keep at slashing the hands and then the head.



Objective: Approach and defeat Mutant Kanbe

Again, you will be presented with two paths. The left path seemed to have fewer enemy encounters, so that's where we went. Eventually, you will be pit against a Slime Chopper and possibly a Miasma Fly. The real target, though, is Mutant Kanbe obviously. As you get closer to him, he will plant his giant sword in the ground, allowing you to use it to wall run over. When he sticks it in the ground vertically, you'll need to run at it from the right of it to reach the fighting platform.



The actual showdown with this Mutant Kanbe can be quite long. Kanbe has retained most of his attacks from the first encounter, but he also has thought up a few new ones. Still, avoiding them still isn't much of an issue once you see the pre-ritual animation. As with the previous battle, wear down his hands until Kanbe needs to rest his head on the platform. Use an Adrenaline Boost and Ninja Vision when the head is within range to maximize damage. You can use a level 2 Cyclone Shuriken to damage the arms as well when the hands are out-of-reach. The Todome for this final boss is a bit tricky to get to. Basically, Kanbe uses his sword to support his deadweight, but you need to use it to wall run up to his Todome spot. If you mess up, you will have to fight him over again, unfortunately.



Ninja Blade Secrets

Unlock Easy Game Difficulty

Die at least 10 times in the game to unlock Easy mode.

Unlock Easy QTE Difficulty

Miss a single QTE press at least 10 times to unlock Easy mode.

Stonerender Level 5 Sword Upgrade

Collect all nine Shinobi Moji items hidden in each mission, and after beating the game, go to the sealed cave area in Mission 005 to unlock the level 5 sword upgrade, the Moonlight Sword.

Twin Falcon Knives Level 5 Sword Upgrade

Get an overall A rank from all nine missions to unlock Twin Eternal Knives. You can replay the missions to earn a higher rank to change the overall final grade. A lot of factors go into calculating the grade, including damage taken, total hit combo, etc. Try to improve in every aspect if you are lacking.

New Ninjutsu

A final Ninjutsu basically resembling Kanbe's protective red barrier is unlocked when you beat all the missions on Hard mode. You can use a completed data file to switch the difficulty, but make sure all the missions are "launched" on Hard mode.