



## Introduction

Have you experienced any of the following signs: extreme aggravation, excessive swearing, controller throwing, or immediate powering off of the PS3 after dying? If you've experienced any of these symptoms, you may have what's known as "Ninja Gaidenitis" - a disorder that manifests itself after repeated voluntary exposure to Ninja Gaiden Sigma.

In short, Ninja Gaiden is tough...damn tough, but you probably already know that, otherwise you wouldn't be reading this guide. Well, you came to the right place, as we'll provide you with a comprehensive walkthrough for every one of the 19 chapters, plus more.

### *In this guide you will discover:*

- **Basics:** Train in the way of the ninja on how to exterminate your foes.
- **Walkthrough:** Our walkthrough will get you from Point A to point B with minimal resistance, complete with maps!
- **Hidden Scarabs:** Find out where all fifty of those pesky scarabs are hiding.

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## Ninja Gaiden Sigma Basics

### Combat

Ninja Gaiden is a combat-heavy game and skill in battle is certainly going to be a major factor in the ultimate outcome (do well and live, do poorly and die). Combat is pretty intuitive. You have three attack buttons to worry about. **Square** is your faster, slash attack, **Triangle** is your heavy attack, and **B** is your ranged weapon. However, the most important button to know is **L1**, which blocks. Blocking is lightning quick, so you can attack and instantly block if you're fast enough. There's nothing more important than avoiding damage. You can also roll/dodge by holding Left Trigger and tapping the Left Thumbstick in any direction.

Combat, in part, is all about combos. The longer your combo strings, the fatter the essence you'll earn (*see below*). You can beat Ninja Gaiden without ever busting a 50-hit combo, but it won't be as much fun or as rewarding. To string combos, use your quick-fire shurikens. You can get a quick combo on an enemy, leap into the air and tap B rapidly to chuck some shurikens into another enemy. When you land, go at them with your main weapon.

Your best friend in combat is the wall attack. By running up a wall and hitting **Triangle** or **Attack**, you perform a devastating attack. It's cheap and total cheese, but you can use this attack to take down enemies easier than trying to fight them. However, this will give you very low combo scores and therefore less cash.

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### Camera

The action camera can be activated in game by clicking the right thumbstick. You can adjust the camera from a third person view instead of switching to first person mode. This provides you with a better view of your surrounding and leads to less "camera against the wall" problems. You will still have to keep your trigger finger on R1, in order to re-center the camera behind Ryu when you don't have a decent view of the dangers ahead.

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### Weapons

There are numerous weapons in Ninja Gaiden and each has its own unique properties and combos. Check out the Weapon Section for more on each weapon. Just be aware that no two weapons are the same. Weapons also have different combos, so it's important to study the combo lists (select a weapon in the menu and press **Triangle**) for each weapon. The local merchant doubles as a blacksmith. With the right coin, you can upgrade many of your favorite weapons, changing their appearance, boosting their power, and unlocking new combos. The Dragon Blade is, in the end, your most balanced weapon and will get you through most of the game, but it's also a good idea to power up the Vigorian Flail as soon as possible.

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### Magic

Throughout Ninja Gaiden you will come across different Ninpo scrolls. These magics are very powerful, but must be used sparingly. Beneath your health bar is your Ninpo meter. Each flaming tick on the meter indicates one use of any spell. Like weapons, spells can be upgraded, but not at a blacksmith. The Jewel of the Demon Seal will increase a spell one level, making it more powerful. There are only a handful of Ninpo in the game, but the only one you will truly need at full power is the Inferno. Magic is cast by pressing **Triangle + Circle**. While magic is cast, you cannot be harmed, so don't be afraid to use magic if you are about to die from an attack you can't otherwise avoid.



**Art of the Fire wheels:** Creates balls of fire around Ryu, making his attacks more powerful.

**Art of the Inferno:** Burns anyone near Ryu and ends in a giant fireball shot at the nearest enemy.

**Art of the Ice Storm:** Creates a whirlwind tossing around anyone near Ryu.

**Art of the Inazuma:** Creates an electrified field damaging anyone near Ryu. At Level 3, ends with Ryu firing a bolt of lightning at the nearest enemy.

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### Armlets

Armlets are extra boosters that can be equipped to add a kicker to your power (Armlet of the Sun) or defense (Armlet of the Moon), or offer other special properties. Armlets cannot be upgraded. Once you have an armlet, always keep on equipped, it will only help you. The Sun Armlet is most effective, because the best defense is a good offense, but the Moon Armlet is a good choice for areas with weak enemies who do nipping damage (bats, spiked floors).

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### Items

The world of Ninja Gaiden is littered with helpful items. Almost all items can be found in chests, though a few key items, when dropped by enemies, show as glowing spectacles on the ground. The most common items include **Elixir of the Spirit** and **Great Spirit Elixir** for minor and full health restoration, **Elixir of the Devil's Way** and **Great Devil Elixir** for minor and full restoration of Ninpo, ranged weapon ammunition, scrolls unlocking new moves, and jewels that will permanently power-up Ryu. The most precious of all items is the **Life of a Thousand Gods**, which instantly increases your life bar. But you can also collect nine **Life of the Gods** blue orbs to increase your health bar.

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### Gold Scarabs

Scarabs are the most precious of items to find. Scattered across almost every chapter, the Scarabs can be returned to the merchant by choosing the Talk option in the Merchant Menu. As you find and trade in Scarabs, the merchant offers up new and better goodies, including the Dabilahro, a might sword. Check out the Scarab Section for a full list of where to find all 50 Scarabs and what they earn you. Scarab locations are also listed in the Walkthrough.

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### Essence

When enemies die, they leave behind one of three glowing essences. The bigger the combo, the bigger the essence. You can run near an essence to absorb it, or you can hold down **Triangle** to draw the essence to you. However, if you absorb the essence this way, you will lose its value. So why do it? If you release **Triangle** just as the essence absorbs (and flashes) you'll perform the Ultimate Technique, which shoots Ryu forward. If you hit an enemy, you'll witness a deadly combo that will truly f' up any baddie in its way. The dead enemy leaves behind an even bigger essence. This is a gamble, though, because if you fail to hit an enemy with the Ultimate Technique, you lose the essence. If you hold **Triangle** and quickly release, you can draw essences closer to you so you can then grab them. Use this if you kill an enemy from far away.



**Yellow Essence:** Money, money, money. This adds to your cash flow, which can be used at merchants to purchase weapon upgrades and goodies.

**Blue Essence:** Health. Not nearly as common as the Yellow Essence. Don't absorb health for the Ultimate Technique unless you don't need the healing.

**Red Essence:** Restore Ninpo. This is the rarest and if your Ninpo is already full, certainly use the Ultimate Technique rather than grabbing a useless essence.

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### Moves

Though the earlier chapters of Gaiden focus on combat, as the game progresses, your platforming skills become more important. There are a few basic moves Ryu can perform outside of combat that help him get past deadly obstacles.

#### Run on Walls

The ability to run on walls is an easy and important one to master. To run on a wall, jump towards it and off you go. To run directly up a wall, run straight at the wall and jump. As you run up the wall, if you come across a ledge you will automatically grab it. Push up to pull yourself over the ledge. You can also jump off a wall as you run directly up it. Hit **A** at the crest of your jump. This vaults you backwards and can get you to higher locations. You'll also need to "Mario" between two walls if the space is narrow. Run up one wall, jump off and then hit **A** each time your feet touch the other wall. This ping-pongs you upwards.

The most difficult jumping feat is the one around corners. You can run automatically across corners by simply pressing forward on the Left Thumbstick as you run. However, if you want to gain elevation while turning a corner, hit **Jump** as you near the corner and you will spring to the next, a little bit higher, and continue to run along the wall. Additional assistance on this tough task is provided in the Walkthrough where necessary.

The last wall trick is the Wall Stick. Jump on a wall and let go of the Thumbstick and Ryu will temporarily plant and stick to the wall. If you are quick, you can whip out your bow and shoot foes on the ground. You can plant and then jump to gain some altitude and it's a good way to stay off the ground for a few moments if there's an attack you want to avoid.

### Run on Water

You won't use this one too often, but it's very handy. To run on water, simply run along it at full-speed. You will quickly skip across the water so long as you don't slow down. It's tough to steer yourself, but there are some secrets you can find by doing this.

### Shimmy

Any ledge or wire you hang from can be shimmed. Move left or right on the Left Thumbstick and you'll slide along as far as you can. If you are on a ledge, push up and climb or push down and hit **Jump** to drop.

### Swinging

There are some poles and branches that can be used for swinging. Jump towards a branch and Ryu will grab and begin to swing. To release and swing forward, hit **Jump** when Ryu is at his lowest point. To jump backwards, hit **Jump** when Ryu is at his highest point.

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## Maps

Each of the many areas in Ninja Gaiden has a corresponding map. Find the map and you can easily navigate through the level by hitting the **Select**. Maps come labeled with room names and even show stairs, elevators, and doors (locked and unlocked). This is an invaluable resource and in the walkthrough you will be referenced back to the maps often.

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## Go Blue

In some areas, particularly Tairon, there are areas with blue trim. Blue is the mark of something you want to explore. The Walkthrough details all of these areas, but if you are trying to avoid the walkthrough assist, just know that any walls or doors with blue trim are to be looked over carefully.

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## Saving

Progress can be saved at any Dragon Save Point. There's no penalty for saving often, so you should. Be aware that you do not automatically save the game at the end of a Chapter. Almost every chapter begins at a Save Point, but if you turn off the game after beating a boss but before saving in the next chapter, you will be out of luck.

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## Rankings

One reason to play fast and hard in Ninja Gaiden is to earn a good ranking. There are five levels to ranking (Ninja Dog, Lesser Ninja, Greater Ninja, Ninja Head, Master Ninja) and no ninja will be satisfied until they are the best in all areas. Rankings come at the end of each chapter and are based on your total Karma Points for that chapter. Karma Points come from several categories (*listed below*), but you do not have to master each category in order to earn the Master Ninja Rating. You can almost always earn Master Ninja without scoring any points for time, so long as you are thorough in your killing. If you want to nab a good ranking, it's better to be thorough and kill everything you see with long combos than it is to run through a level quickly.

**Time:** The longer you take, the lower the score.

**Kills:** Number of enemies you sent back to hell.

**Essence:** Cash you've earned, minus any you spent at the merchant.

**Ninpo:** Based on the percentage your Ninpo Meter is full.





**Life:** How much health you have left.

## Ninja Gaiden Sigma Weapons

Ninja Gaiden has numerous weapons. Some you can't help but acquire, others must be found, bought, or otherwise earned. Included with the list of weapons is their full move list. Any locked moves are noted next to the move name. "Scroll" denotes you learn the move from a scroll bought or found during the game. For moves, "Circle" means to rotate the Left Thumbstick in a full circle quickly. There are also a few basic moves that can be performed with any weapon:

**Reverse Wind:** Left Trigger + Right or Left on Thumbstick

**Wind Path:** *While Jumping Near Enemy* Jump

**Wind Run:** Attack + Jump

**Flying Bird Flip:** *While on Wall* Jump

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### Melee Weapons

#### Dragon Sword/True Dragon Sword

**To Unlock:** Default start weapon.

The best weapon in the game in terms of overall balance. It's quick, powerful, and has the best combos once all levels are unlocked. It's also the only weapon that gets a bonus upgrade during the story. Never a bad choice.

#### Moves List

##### Normal

**Crimson Slash:** Attack, Attack, Attack

**Dragon Tear (Lvl 4):** Attack, Attack, Attack, Strong Attack

**Tiger Roar:** Attack, Attack, Strong Attack

**Fang of the Wolf (Lvl 2):** Attack, Attack, Strong Attack, Strong Attack

**Blade of the Dragon's Tail (Lvl 3):** Attack, Attack, Strong Attack, Strong Attack, Strong Attack

**Fiend's Bane Kick:** Attack, Attack, Right, Attack, Attack

**Early Winter Rain:** Attack, Attack, Right, Attack, Strong Attack

**Blade of Nirrti (Lvl 2):** Attack, Strong Attack, Attack, Attack, Attack

**Izuna Drop (Throw/Scroll):** Attack, Strong Attack, Attack, Attack, Attack, Strong Attack

**Windmill Slash:** Right, Attack

**Blade of the Undefeatable:** Strong Attack

**Haze Straight Slash:** Hold Strong Attack

**Extinction Straight Slash:** Hold Strong Attack (Ultimate Technique)

**Storm of the Heavenly Dragon (Lvl 4):** Hold Strong Attack (Ultimate Technique)

**Azure Dragon:** Right, Strong Attack

**Scarlet Dragon:** Right, Hold Strong Attack

**Blade of the Twin Dragons (Lvl 4):** Right, Hold Strong Attack, Strong Attack, Strong Attack

**Violent Wind:** *While Running* Attack

**Violent Gale (Lvl 2):** *While Running* Attack, Attack

**Thunderclap Kick:** *While Running* Strong Attack

**Flying Crane (Lvl 2):** Circle, Strong Attack

**Gleaming Blade (Lvl 3):** Circle, Hold Strong Attack

**Roaring Gleam (Lvl 3):** Circle, Hold Strong Attack (Ultimate Technique)

**True Dragon Gleam (Lvl 4):** Circle, Holy Strong Attack (Ultimate Technique)

**Gleaming Cross (Scroll):** *While Blocking* Strong Attack

**Fiend's Bane Kick (Scroll):** *While Blocking* Attack, Attack

**Fiend Sealer:** *Next to Downed Enemy* Strong Attack

##### While Jumping

**Blade of the Empty Air:** *Straight Up* Attack

**Helmet Splitter:** *Straight Up* Strong Attack

**Blade of Nirrti (Lvl 2):** *Straight Up* Attack, Attack, Attack, Attack

**Izuna Drop (Throw/Scroll):** *Straight Up* Attack, Attack, Attack, Strong Attack

**Air Destruction Slash:** *Forward* Attack

**Falling Dragon Blade:** *Forward* Strong Attack

**Flying Swallow (Lvl 2):** *Towards Enemy* Strong Attack

**Guillotine Throw (Throw/Scroll):** *Near Enemy* Strong Attack

##### Wall

**Cicada Slash:** *While on Wall* Attack or Strong Attack

**Flying Swallow (Lvl 2):** *While Wall Running* Attack or Strong Attack

**Divine Cicada Slash:** *During Flying Bird Flip* Attack or Strong Attack

##### In Water

**Wave Reverser:** *Floating on Surface* Attack, Attack or Strong Attack, Strong Attack

**Ripple Slash:** *While Swimming on Surface* Attack or Strong Attack  
**Floating Blade:** *While Underwater* Attack, Attack, or Strong Attack, Strong Attack  
**Gleaming Water Dragon:** *While Swimming Underwater* Attack or Strong Attack

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## Lunar

**To Unlock:** Pick up from vase in Chapter 2.

The Lunar is a devastating weapon with longer combos than the sword but more strength than the nunchucks or the flails. The best reasons to keep this weapon handy are its charge attack and incredible range. Holding Strong Attack will charge the staff twice and release Ryu's hurricane attack. Not only does this dole out huge amounts of damage, but even after one charge Ryu will benefit from a lengthy period of invincibility while in the hurricane.

### Moves List

#### Normal

**Raven Strike:** Attack, Attack, Attack  
**Dragon's Claw (Lvl 2):** Attack, Attack, Attack, Strong Attack  
**Raven Light:** Attack, Attack, Strong Attack  
**Twilight:** Attack, Strong Attack  
**Infinite Fury (Lvl 2):** Attack, Strong Attack, Strong Attack  
**Arc of the Moon:** Strong Attack  
**Soul of the Crescent:** Hold Strong Attack  
**Shrouded Crescent:** Hold Strong Attack (Ultimate Technique)  
**Raven's Veil:** Hold Strong Attack (Ultimate Technique)  
**Lion's Rage:** Right, Attack  
**Lion's Rage (Lvl 2):** Right, Attack, Attack  
**Lion's Rage (Lvl 3):** Right, Attack, Attack, Attack  
**Black Widow:** Right, Attack, Strong Attack  
**Black Widow (Lvl 2):** Right, Attack, Attack, Strong Attack  
**Black Widow (Lvl 3):** Right, Attack, Attack, Attack, Strong Attack  
**Crescent Strike:** Right, Strong Attack  
**Full Moon Strike (Lvl 3):** Right, Strong Attack, Strong Attack  
**Lunar Explosion (Lvl 3):** Right, Strong Attack, Strong Attack, Strong Attack  
**Purgatory's Rivet:** *While Running*, Attack  
**Twin Serpent Strike:** *While Running*, Strong Attack  
**Concealed Thrust (Scroll):** *While Blocking*, Attack or Strong Attack  
**Raven Stream (Lvl 3):** Circle, Strong Attack  
**Nirmanakaya:** *Next to a downed enemy*, Strong Attack

#### While Jumping

**Tempest:** Attack  
**Izuna Drop (Scroll):** Attack, Strong Attack  
**Phantom Moon:** Strong Attack  
**Guillotine Throw (Scroll):** *Near an Enemy* Attack+Strong Attack

#### Wall

**Gibbous:** *During Flying Bird Flip* Attack or Strong Attack

#### Under Water

**Aqua Thrust:** *Surface Attack* Attack or Strong Attack  
**Water Formation Kick:** *Underwater*, Attack or Strong Attack

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## Nunchaku

**To Unlock:** Found on dead body in Tairon.

This non-upgradeable weapon is fast and cool to use, but isn't very practical. There is a far better weapon with similar (but more deadly) properties. This one's for nostalgic purposes only.

### Moves List

#### Normal

**Dragon and Phoenix:** Attack, Attack, Attack, Attack, Attack, Attack  
**Fire Pit:** Attack, Attack, Strong Attack  
**Wide Heavens:** Attack, Strong Attack  
**Sweeping Kick:** Right, Attack  
**Flame wheel:** Strong Attack, Strong Attack  
**Auspicious Crane:** Hold Strong Attack  
**Auspicious Phoenix:** Hold Strong Attack (Ultimate Technique)  
**Gathering Clouds:** Holy Strong Attack (Ultimate Technique, 2 Essences)

**Earth Slide:** *While Running* Attack  
**Thunderclap Kick:** *While Running* Strong Attack  
**Ring of Heaven Kick (Scroll):** *While Blocking* Attack or Strong Attack  
**Demon Chaser:** *Next to Downed Enemy* Strong Attack

*While Jumping*

**Sweeping Strike:** Attack  
**Dragon Emperor Kick:** Strong Attack  
**Guillotine Throw (Throw/Scroll):** *Near an Enemy* Strong Attack

*Wall*

**Hell Drop:** *During Flying Bird Flip* Attack or Strong Attack  
**Mountain Crane:** *During Flying Bird Flip* Attack, Strong Attack or Strong Attack, Strong Attack

*In Water*

**Aqua Thrust:** *Floating on Surface* Attack or Strong Attack  
**Water Formation Kick:** *Underwater* Attack or Strong Attack

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### Vigoorian Flail

**To Unlock:** Found in Chapter 6

Bladed nunchuks, these bad boys are fantastically fast and deadly weapons. Though it's not a good choice for a boss battle, the Flail can tear through most grunts and lesser fiends once it is fully upgraded to Level 2.

#### Moves List

*Normal*

**Dragon and Phoenix:** Attack, Attack, Attack, Attack, Attack, Attack  
**Cremator (Lvl 2):** Attack, Attack, Attack, Right, Attack, Attack, Attack, Attack, Attack  
**Dragon Slaughter (Lvl 2):** Attack, Attack, Attack, Right, Attack, Strong Attack  
**Fire Pit:** Attack, Attack, Strong Attack  
**Wide Heavens:** Attack, Strong Attack  
**Runaway Lightning (Throw/Lvl 2):** *Near an Enemy* Attack, Strong Attack  
**Sweeping Kick:** Right, Attack  
**Flame wheel:** Strong Attack, Strong Attack  
**Auspicious Crane:** Hold Strong Attack  
**Auspicious Phoenix:** Hold Strong Attack (Ultimate Technique)  
**Gathering Clouds:** Hold Strong Attack (Ultimate Technique, 2 Essences)  
**Ripping Thunder (Lvl 2):** Right, Strong Attack, Strong Attack, Strong Attack  
**Earth Slide:** *While Running* Attack  
**Thunderclap Kick:** *While Running* Strong Attack  
**Ring of Heaven Kick (Scroll):** *While Blocking* Attack or Strong Attack  
**Demon Chaser:** *Next to Downed Enemy* Strong Attack

*While Jumping*

**Sweeping Strike:** Attack  
**Dragon Emperor Kick:** Strong Attack  
**Red-Hot Iron Brand:** *Towards an Enemy* Strong Attack  
**Guillotine Throw (Throw/Scroll):** *Near an Enemy* Strong Attack

*Wall*

**Red-Hot Iron Brand:** *Wall Running* Attack or Strong Attack  
**Hell Drop:** *During Flying Bird Flip* Attack or Strong Attack  
**Mountain Crane:** *During Flying Bird Flip* Attack, Strong Attack or Strong Attack, Strong Attack

*In Water*

**Aqua Thrust:** *Floating on Surface* Attack or Strong Attack  
**Water Formation Kick:** *Underwater* Attack or Strong Attack

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### War Hammer

**To Unlock:** Acquired in Chapter 8.

This powerful and slow weapon is fun to use, but not as effective as the Dragon Blade as far as speed is concerned. This is a tough one to handle against fast enemies like Wolverine Fiends, but can be useful against bosses and slower enemies. It can also smash a lot of stone objects.

#### Moves List



*Normal*

**Ram's Head Drop:** Attack  
**Horse Head Crush:** Attack, Attack  
**Gleam of Heaven and Earth:** Attack, Strong Attack  
**Surging Wave:** Strong Attack  
**Flaming Torrent (Lvl 2):** Strong Attack, Strong Attack  
**Thunder Tremor:** Hold Strong Attack  
**Rage Tremor:** Hold Strong Attack (Ultimate Technique)  
**Tremor of the Heavens:** Hold Strong Attack (Ultimate Technique, 2 Essences)  
**steel Severer:** Right, Attack  
**Flaming Whirlwind:** Right, Strong Attack  
**Earth Slide:** *While Running* Attack  
**Thunderclap Kick:** *While Running* Strong Attack  
**Reigning Spiral (Scroll):** *While Blocking* Attack or Strong Attack  
**Six Paths Spin (Lvl 2):** Circle, Strong Attack  
**Corpse Crusher:** *Next to Downed Enemy* Strong Attack

*While Jumping*

**Avalanche Drop:** Attack or Strong Attack  
**Guillotine Throw (Throw/Scroll):** *Near an Enemy* Strong Attack

*Wall*

**Rolling Thunder:** *On Wall* Attack or Strong Attack  
**Raging Thunder:** *During Flying Bird Flip* Attack or Strong Attack

*In Water*

**Aqua Thrust:** *Floating on Surface* Attack or Strong Attack  
**Water Formation Kick:** *Underwater* Attack or Strong Attack

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**Dabilahro**

**To Unlock:** Collect 20 Scarabs

The mighty sword is much mightier when fully upgraded. This is a better choice for a heavy attack than the War Hammer, plus it looks cool. This is one of the best items you can receive for collecting Scarabs.

**Moves List**

*Normal*

**Destroyer of Armies:** Attack, Attack, Attack, Attack  
**Whirling Empire Blade (Lvl 3):** Attack, Attack, Attack, Attack, Attack  
**Flaming Hell Slash (Lvl 3):** Attack, Attack, Attack, Attack, Attack, Strong Attack  
**Flaming Hell Slash:** Attack, Attack, Attack, Attack, Strong Attack  
**Gleam of Heaven and Earth:** Attack, Strong Attack  
**Inferno Slash:** Strong Attack  
**Purgatory Slash:** Hold Strong Attack  
**Hundred Demons Blade:** Hold Strong Attack (Ultimate Technique)  
**Asura Slash:** Hold Strong Attack (Ultimate Technique, 2 Essences)  
**Flaming Inferno:** Right, Attack  
**Flaming Whirlwind:** Right, Strong Attack  
**Earth Slide:** *While Running* Attack  
**Thunderclap Kick:** *While Running* Strong Attack  
**Reigning Spiral (Scroll):** *While Blocking* Attack or Strong Attack  
**Hundred Man Slash (Lvl 2):** Circle, Strong Attack  
**Corpse Crusher:** *Next to Downed Enemy* Strong Attack

*While Jumping*

**Foot Crusher:** Attack or Strong Attack  
**Guillotine Throw (Throw/Scroll):** *Near an Enemy* Strong Attack

*Wall*

**Thunderous Blade:** *On Wall* Attack or Strong Attack  
**Raging Thunderous Blade:** *During Flying Bird Flip* Attack or Strong Attack

*In Water*

**Aqua Thrust:** *Floating on Surface* Attack or Strong Attack  
**Water Formation Kick:** *Underwater* Attack or Strong Attack

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**Spear Gun**

**To Unlock:** Found in Chapter 11.

The Spear Gun is only good for one thing -- shooting underwater. Otherwise it's a pretty useless item. Though it can

shoot above ground, don't bother. The nice thing is that there's not ammo limit, so to your hearts content.

#### Moves List

*On Land*

**Spear Shot:** Attack or Strong Attack

**Earth Slide:** *While Running* Attack

**Thunderclap Kick:** *While Running* Strong Attack

*While Jumping*

**Dragon Emperor Kick:** Attack or Strong Attack

**Guillotine Throw (Throw/Scroll):** *Near an Enemy* Strong Attack

*Wall*

**Dragon Emperor Kick:** *On Wall* Attack or Strong Attack

*In Water*

**Spear Shot:** *On Surface or Underwater* Attack or Strong Attack

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#### Wooden Sword/Unlabored Flawlessness

**To Unlock:** Purchase from Merchant/Upgrade fully

This practice sword can kill foes without decapitating them, but it is limited in moves. You can't even perform the Ultimate Technique. However, it can be upgraded an additional six times. It will cost you money, but the end result is worthwhile. A good sword for your second time through Ninja Gaiden.

#### Moves List

*Normal*

**Crimson Slash:** Attack, Attack, Attack

**Tiger Roar:** Attack, Attack, Strong Attack

**Fiend's Bane Kick:** Attack, Attack, Right, Attack, Attack

**Early Winter Rain:** Attack, Attack, Right, Attack, Strong Attack

**Blade of the Undefeatable:** Strong Attack

**Sweeping Kick:** Right, Attack

**Scarlet Dragon:** Right, Strong Attack

**Earth Slide:** *While Running* Attack

**Thunderclap Kick:** *While Running* Strong Attack

**Gleaming Cross (Scroll):** *While Blocking* Strong Attack

**Fiend's Bane Kick (Scroll):** *While Blocking* Attack, Attack

**Fiend Sealer:** *Next to Downed Enemy* Strong Attack

*While Jumping*

**Blade of the Empty Air:** *Straight Up* Attack

**Helmet Splitter:** *Straight Up* Strong Attack

**Air Destruction Slash:** *Forward* Attack

**Falling Dragon Blade:** *Forward* Strong Attack

**Guillotine Throw (Throw/Scroll):** *Near Enemy* Strong Attack

*Wall*

**Cicada Slash:** *While on Wall* Attack or Strong Attack

**Divine Cicada Slash:** *During Flying Bird Flip* Attack or Strong Attack

*In Water*

**Wave Reverser:** *Floating on Surface* Attack, Attack or Strong Attack, Strong Attack

**Ripple Slash:** *While Swimming on Surface* Attack or Strong Attack

**Floating Blade:** *While Underwater* Attack, Attack, or Strong Attack, Strong Attack

**Gleaming Water Dragon:** *While Swimming Underwater* Attack or Strong Attack

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#### Kitetsu

**To Unlock:** Defeat Doku

This is a powerful slasher, but it comes at a price. If you wield the blade, your health slowly drains. Only by killing others can you keep this vampiric effect from happening. The solution? Switch to a different weapon when not in combat.

#### Moves List

*Normal*

**Dark Rain:** Attack, Attack, Attack

**Stab of Overpowering Evil:** Attack, Attack, Strong Attack  
**Dead Soul Bind:** Attack, Attack, Right, Attack, Attack, Attack, Attack, Attack, Attack, Attack, Attack  
**Soul Eraser:** Attack, Attack, Right, Attack, Strong Attack  
**Blade of Nirrti:** Attack, Strong Attack, Attack, Attack, Attack, Attack  
**Izuna Drop (Throw, Scroll):** Attack, Strong Attack, Attack, Attack, Attack, Strong Attack  
**Stab of Extinction:** Strong Attack  
**Haze Straight Slash:** Hold Strong Attack  
**Extinction Straight Slash:** Hold Strong Attack (Ultimate Technique)  
**Bassara:** Hold Strong Attack (Ultimate Technique, 2 Essences)  
**Crazed Bones Slash:** Right, Attack  
**Azure Dragon:** Right, Strong Attack  
**Scarlet Dragon:** Right, Hold Strong Attack  
**Behead Dragon:** *While Running* Attack, Attack  
**Thunderclap Kick:** *While Running* Strong Attack  
**Hundred Curses Slash:** Circle Strong Attack  
**Gleaming Cross (Scroll):** *While Blocking* Strong Attack  
**Fiend's Bane Kick (Scroll):** *While Blocking* Attack, Attack  
**Fiend Sealer:** *Next to Downed Enemy* Strong Attack

#### *While Jumping*

**Blade of Nirrti:** *Straight Up* Attack, Attack, Attack, Attack  
**Izuna Drop (Throw/Scroll):** *Straight Up* Attack, Attack, Attack, Strong Attack  
**Helmet Splitter:** *Straight Up* Strong Attack  
**Air Destruction Slash:** *Forward* Attack  
**Falling Dragon Blade:** *Forward* Strong Attack  
**Flying Swallow:** *Towards Enemy* Strong Attack  
**Guillotine Throw (Throw/Scroll):** *Near Enemy* Strong Attack

#### *Wall*

**Cicada Slash:** *While on Wall* Attack or Strong Attack  
**Flying Swallow (Lvl 2):** *While Wall Running* Attack or Strong Attack  
**Divine Cicada Slash:** *During Flying Bird Flip* Attack or Strong Attack

#### *In Water*

**Wave Reverser:** *Floating on Surface* Attack, Attack or Strong Attack, Strong Attack  
**Ripple Slash:** *While Swimming on Surface* Attack or Strong Attack  
**Floating Blade:** *While Underwater* Attack, Attack, or Strong Attack, Strong Attack  
**Gleaming Water Dragon:** *While Swimming Underwater* Attack or Strong Attack

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### **Plasma Saber/Plasma Saber MK II**

**To Unlock:** Beat game on Normal or Hard.

This sucker is just like the Dragon Sword only it's much cooler! It's a Lightsaber, clearly, one with a gorgeous green blade. The combos are the same (with a couple of additions), but it has a nice visual, particularly when you upgrade to what would normally be the True Dragon Sword.

#### **Moves List**

##### *Normal*

**Crimson Slash:** Attack, Attack, Attack  
**Dragon Tear (Lvl 4):** Attack, Attack, Attack, Strong Attack  
**Tiger Roar:** Attack, Attack, Strong Attack  
**Fang of the Wolf (Lvl 2):** Attack, Attack, Strong Attack, Strong Attack  
**Blade of the Dragon's Tail (Lvl 3):** Attack, Attack, Strong Attack, Strong Attack, Strong Attack  
**Fiend's Bane Kick:** Attack, Attack, Right, Attack, Attack  
**Early Winter Rain:** Attack, Attack, Right, Attack, Strong Attack  
**Blade of Nirrti (Lvl 2):** Attack, Strong Attack, Attack, Attack, Attack  
**Izuna Drop (Throw/Scroll):** Attack, Strong Attack, Attack, Attack, Attack, Strong Attack  
**Windmill Slash:** Right, Attack  
**Blade of the Undefeatable:** Strong Attack  
**Haze Straight Slash:** Hold Strong Attack  
**Extinction Straight Slash:** Hold Strong Attack (Ultimate Technique)  
**Hundred Wing Blade:** Hold Strong Attack (Ultimate Technique, 2 Essences)  
**Storm of the Heavenly Dragon (Lvl 4):** Hold Strong Attack (Ultimate Technique)  
**Azure Dragon:** Right, Strong Attack  
**Scarlet Dragon:** Right, Hold Strong Attack  
**Blade of the Twin Dragons (Lvl 4):** Right, Hold Strong Attack, Strong Attack, Strong Attack  
**Violent Wind:** *While Running* Attack  
**Violent Gale (Lvl 2):** *While Running* Attack, Attack  
**Thunderclap Kick:** *While Running* Strong Attack

**Flying Crane (Lvl 2):** Circle, Strong Attack  
**Gleaming Blade (Lvl 3):** Circle, Hold Strong Attack  
**Roaring Gleam (Lvl 3):** Circle, Hold Strong Attack (Ultimate Technique)  
**Annihilation Gleam (Lvl 3):** Circle, Hold Strong Attack (Ultimate Technique, 2 Essences)  
**True Dragon Gleam (Lvl 4):** Circle, Holy Strong Attack (Ultimate Technique)  
**Gleaming Cross (Scroll):** *While Blocking* Strong Attack  
**Fiend's Bane Kick (Scroll):** *While Blocking* Attack, Attack  
**Fiend Sealer:** *Next to Downed Enemy* Strong Attack

#### *While Jumping*

**Blade of the Empty Air:** *Straight Up* Attack  
**Helmet Splitter:** *Straight Up* Strong Attack  
**Blade of Nirrti (Lvl 2):** *Straight Up* Attack, Attack, Attack, Attack  
**Izuna Drop (Throw/Scroll):** *Straight Up* Attack, Attack, Attack, Strong Attack  
**Air Destruction Slash:** *Forward* Attack  
**Falling Dragon Blade:** *Forward* Strong Attack  
**Flying Swallow (Lvl 2):** *Towards Enemy* Strong Attack  
**Guillotine Throw (Throw/Scroll):** *Near Enemy* Strong Attack

#### *Wall*

**Cicada Slash:** *While on Wall* Attack or Strong Attack  
**Flying Swallow (Lvl 2):** *While Wall Running* Attack or Strong Attack  
**Divine Cicada Slash:** *During Flying Bird Flip* Attack or Strong Attack

#### *In Water*

**Wave Reverser:** *Floating on Surface* Attack, Attack or Strong Attack, Strong Attack  
**Ripple Slash:** *While Swimming on Surface* Attack or Strong Attack  
**Floating Blade:** *While Underwater* Attack, Attack, or Strong Attack, Strong Attack  
**Gleaming Water Dragon:** *While Swimming Underwater* Attack or Strong Attack

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## Projectile Weapons

Projectile weapons cannot be upgraded. Some have limited ammo and others don't. your secondary weapon should be just that, secondary. That doesn't mean these aren't worthwhile, they certainly are.

### Shurikens

**To Unlock:** Default at start of game.

**Ammo:** Unlimited

These tiny buggers can be thrown quickly. They do very little damage, but a successful hit will often halt an enemy's attack. They also add to combo strings.

### Smoke Bombs

**To Unlock:** Found in Chapter 2

**Ammo:** 15

Smoke Bombs will make a nice little flash when you toss one out. They won't damage any enemies, but they will temporarily blind all of the enemies in the area. You should use these when you find yourself being overwhelmed by too many enemies.

### Incendiary Shuriken

**To Unlock:** Found in Chapter 6

**Ammo:** 15

These are good for breaking through cracked walls and if you can chuck one on an enemy, it will make them go boom. These are in limited supply, but the Incendiary Shuriken is sometimes the only projectile weapon that can hurt bosses.

### Windmill Shuriken

**To Unlock:** Found in Tairon

**Ammo:** Unlimited

You get just one Windmill Shuriken, but this mighty beast returns to Ryu like a boomerang. This can cleave an enemies head from 30 yards. It's one to love.

### Bow/Strongbow

**To Unlock:** Bow found in Chapter 2/Strongbow found in Chapter 8

**Ammo:** 15

The bow is to be used for certain situations (see Walkthrough) but isn't meant for typical secondary weapon use. Holding B and moving the Left Thumbstick takes you into first person mode, but you can also shoot from third person by tapping B while on the move.



### **APFSDS Cores**

**To Unlock:** Found in Chapter 9

**Ammo:** 15

Made from tank shell, this bad bow can do damage to massive mechanical beasts, like helicopters and tanks. It's deadlier than regular arrows and can kill some footsoldiers with one shot.

### **Explosive Arrows**

**To Unlock:** Found in Chapter 9

**Ammo:** 15

The Explosive Arrow makes up for poor aim. This one can also damage big metal beasts, but is a good way to take out distant enemies.

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### **Armlets**

There are numerous Armlets that can be found or bought in Ninja Gaiden. You can only wear one at a time, so choose wisely. We recommend the Sun Armlet over all others, but part of the decision is based on the difficulties you have with the game.

**The Armlet of the Sun:** Increases attack power.

**The Armlet of the Moon:** Increases defense.

**The Armlet of Potency:** Increases the damage done by throw and kick techniques. Unlock with 5 Scarabs.

**The Armlet of Benediction:** Increases Yellow Essence absorption. Unlock with 30 Scarabs.

**The Armlet of Fortune:** Increases Ninpo power. Unlock with 40 Scarabs.

**The Armlet of Tranquility:** Gradually replenishes Ryu's health.

**Armlet of Celerity:** Decreases the amount of time required to charge up an Ultimate Technique. Unlock with 25 Scarabs.

## Ninja Gaiden Sigma Walkthrough

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



Change Map Level:  
[ Level #1 ] | [ Level #2 ] | [ Level #3 ]

### Tip! Blocking Works!

While mastering blocking is crucial to completion of this game, it's especially effective during this first chapter. With the exception of the final boss, no enemy can pierce your defensive stance. As such, block as often as you need to in order to regain your bearings and prepare a counter-attack.

### Valley of Shadows

Although this first mission is fundamentally a training level, that doesn't mean the game will make it easy for you. The mission is short, but the large pool of enemies can make for some tricky encounters.

From the get-go, a ninja will charge at you from the ramp ahead. He doesn't pose much of a threat, so just remember what you learned from our basics section. Immediately after his death, a second ninja will drop from the trees behind.



**Item: Elixer of Spiritual Life**

Check the dead-body near the start-point to collect this item.

**Item: Elixer of Spiritual Life**

Open the chest along the cliff-edge, just behind the start-point.

Up ahead, the path splits in two: the lower path leads to a locked door (which you'll find the key to later), so climb up the hill instead. As you near the apex, a dart containing a message will shoot into the canyon wall, just a few feet ahead of you. Jump the gap and collect it with the Interact button to gain some important information. You'll find several of these throughout the level, and future chapters. They're not required, but they often contain information worth learning.



As the note mentions, you need to run up the wall ahead (by pressing the "jump" button as you dash toward it) to grab hold of the ledge. Now shimmy to the right and climb up by tapping the "jump" button.



**Item: Elixer of Spiritual Life**

After pulling yourself up, open the chest on the right for an elixir.



Collect the note if you wish, then run up the wall it was attached to. Pull yourself up, then climb the fallen tree ahead to a ledge above.



Just after stepping foot off the tree, two ninjas will drop in from the heavens. This is a great opportunity to try out the "Flying Bird Flip Attack" - an extremely powerful maneuver that's easy to pull off. To perform it, run up the canyon wall, then quickly press the "jump" button to push off from it and press either "attack" button immediately after to inflict your sword on one of the unwary ninjas. One hit a piece should do them in.



The platform across the gap is too far to jump conventionally, so you'll have to try a new trick instead. As the note instructs, you can run along the canyon wall to clear the gap. To do this, simply run toward the platform, jump toward the canyon wall, and continue to hold the "jump" button to run along it to the other side. Easy, right?



**Item: Great Spirit Elixir**

After doing the wall-run, open the chest on the platform you land on for a Great Spirit Elixir.

See the tunnel, just across the way? Yeah, it's too far to jump across as well, but thankfully, there just happens to be a tree branch sticking out from the canyon wall that you can use to cross the remainder of the gap. Jump toward it to grab hold, then tap "jump" at any time to let go and swing into the tunnel ahead.





Collect another dart from the wall to learn about the "Flying Bird Flip," just in the nick of time too! Look for a high ledge in the back of this hall that's too high to for a normal jump. Instead, run up the wall across from it (the same wall the dart was attached to), then press the "jump" button once more at your highest point - this will cause Ryu to push off the wall and onto the ledge.



Three ninjas will attack! They can take you down quickly, thanks to the close-quarters, so we suggest whipping out the ol' "Flying Bird Flip Attack" for an easy victory. Bust open the two jars at the end to collect an essence or two, then enter the tall shaft on the left. If you've played Mario 64, you know what to do next. Just perform a "Flying Bird Flip" repeatedly, from one wall of the shaft to the other, to climb it to the top.



**Ninja Fortress** You're now at the gate of Ninja Fortress, but don't take it easy yet! Be ready for two guards to attack just after the cutscene ends. Use the fence on the left to perform a "Flying Bird Flip Attack" to take both down easily.



Subsequently, head into the fortress via the hallway and enter the room at the end. After taking down the two ninjas inside, bust open the vases for some essences, then look for a hidden passage just left of the square window - an interact icon will appear when near.



**Item: Map**

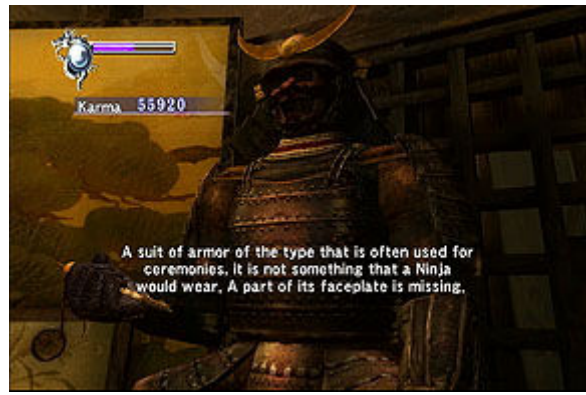
Before exiting the room, open the chest in the corner, near the door you entered from, to find this level's map.

As you enter the room, the doors will lock, and you'll be ambushed by an unruly gang of ninjas. Stick close to the perimeter and unleash your "Flying Bird Flip Attack" repeatedly to do them in. Don't forget to block if things get dicey, or use your wall-run to escape quickly. Once they're down, proceed through the northern, dark wooden door.



You'll emerge in a hallway containing a suit of armor, a couple of potions, and three pissed off ninjas. Take them down first, with a series of Flying Bird Flip Attacks and charged Ultimate Techniques, then gather the potions. As for the suit of armor (Point #2 on map): it's holding an item you'll need later in its hand, but first you'll have to locate a missing part of its faceplate, so forget about it for now. Instead, exit through the door at the end of the hall.





**Item: Elixir of Spiritual Life**

Just before the suit of armor, look for this Elixir of Spiritual Life near a small wooden cabinet.

**Item: Elixir of Spiritual Life**

This elixir is positioned on top of the wooden shelves adjacent to the suit of armor.

As you venture into the room, prepare for a ninja to pop out from the small slit in the wall, followed by several others. Whip out some Flying Bird Flip Attacks to take them down. Once clear, grab the two items mentioned below, then proceed through that very same slit in the wall, but prepare for a big battle.



**Item: Lives of the Thousand Gods**

This treasure chest is located directly next to the door you entered through. We suggest using it immediately, as this power presently increases your life gauge.

**Technique Scroll: Flying Swallow**

Open the chest located on the main floor of this room to learn a new technique: the Flying Swallow.

After the slit, you'll have to battle through a horde of ninjas. Make use of the Flying Bird Flip Attack and charged Ultimate Techniques as usual, then drop through the trap door on the west side of the room to land in an underground cavern.



**Items: Great Spirit Elixir**

Upon landing, bust open the pots behind you to discover a chest hidden in a small alcove.

In the cavern, take either of the split routes up to two torches blocking the path. Look for a chest just left of them to find the **Fangs of the Samurai** (Point #1 on map), which will complete the knight statue you pass earlier, thereby giving you the key. But for now, destroy the torches and follow the path, using the Wall Run to climb up the steps, up to the building.



**Items: Great Spirit Elixir**

After entering the building, look in the corner left of the entrance, for a chest containing this item.

Drop through the hole in the floor, then backtrack to the statue. Give it the Samurai you just found to cause it to release its grip on the Key of Courage. Now make your way back to the room with the slit, but watch out for a trio of ninjas that'll attack along the way.



Once there, head through the slit and battle the ninjas that appear. Subsequently, look for a boarded up slit on the far wall, opposite of the entrance - just make sure to step around the trap door this time. Slash at it with your sword to open



the way, then head on through to find a Save Point.



Continue up the stairs and across the walkway to a locked door. Unlock it with the Key of Courage you obtained from the knight statue, and head inside.



You'll be faced with a battle against a half-dozen or so foes. Since it's a small room, use the Flying Bird Flip Attack repeatedly to take them down, and use the wall-run to escape a group of foes if things get dicey. Once it's clear, head up the stairs and through the door.



**Boss: Master Murai**

Master Murai can be difficult to surmount, but he's just a mere taste of things to come. He's quick and possesses three very powerful attacks - thankfully, all but one can be blocked.



Murai's first two attacks are a simple sword slash/combo, and a long-range lunge that can reach quite far. Run away or block as soon as he starts either of these attacks to avoid damage. However, Murai's third attack is also his most deadly; if he manages to get close enough for several seconds, he'll perform a grab, then pummel you to the floor. It's strictly close-range, so it's important to keep your distance, especially since it can not be blocked. You can tell he's about to perform this move when he lunges his arm forward - this is your cue to get out of the way, and quick.

So you may be asking, "how do I kill this guy?" The best tactic is to perform the Flying Bird Flip Attack to inflict some significant damage. However, Murai is usually quick with the counter, so after landing an attack, immediately block and roll away from him, toward the opposite side of the room. Once at the opposite wall, perform another Flying Bird Flip Attack, block, then roll back to the other side of the room. Repeat this to take him down with relative ease.



Once Murai's health drops to about a fifth, he'll admit defeat.

**Items: Elixir of Spiritual Life**

Break the pot in the eastern most corner to find a potion.





**Items: Elixir of Spiritual Life**

If you didn't grab it in Chapter 1, make sure to break the vase in the eastern corner for an elixir.

From Murai's room, backtrack to the beginning of Chapter 1, where you found the locked door in the base of the canyon. Once there, you'll find that it is now open - head inside and grab the scroll from the alter to learn the Ninpo skill, **The Art of the Fire Wheels**. Once acquired, the alter will lower revealing an elevator that you can ride down to the next level.



**Items: Elixir of Spiritual Life**

Check behind the base of the elevator for a hidden chest.

After descending the shaft, exit the cavern and wall run along the left wall to cross the gap (if you fall, wall-run up the wall you fell from to try again). After crossing, three knights will attack. Take them out and continue down the path.



**Items: Smoke Bomb**

After crossing the gap, where the three knights were, look for a chest on the edge of the walkway.

Follow the path off the cliff, to a steep gradient below. Just before the base of the ramp, jump to grab hold of a tree branch, and swing across two more to solid land. If you miss and land in the water, don't fret - just swim to the shore ahead.



Back on land, four knights will try to take you down. Make liberal use of your Flying Bird Flip Attacks to take them down, or unleash your charged Ultimate Technique if an enemy drops some essence upon defeat.



**Map**

Climb the nearby tower's ladder to find a chest containing the map Hayabusa Village.

Follow the path, left of the tower up to a broken bridge. Jump off it into the pond below and cross it to the other side. Climb the steps/wall up to a Save Point.





**Item: Life of the Gods**

After leaping off the broken bridge into the water below, look for a small alcove on the right containing a chest.

**Item: Great Sprit Elixir**

Run through the base of the waterfall to find a hidden cavern containing a chest.

**Item: Elixir of Spiritual Life**

Open the chest along the wall, just a few meters north of the save point.

Once at the save point, continue up the stairs, through the hut, into the village.



The village contains three puzzles, but you can only solve the first one for now:

- **The Statues:** Just right of the entrance are three statues, one of which is missing a head.
- **The Cracked Boulder:** Climb the hill just past the statues to find a hut with a cracked boulder inside. It requires a blunt object to widen the crack.
- **The Stone Circle:** The stone circle can be found in the rear of the village.

But before you deal with the puzzles, you should take down the small army of guards first. A sorcerer or two may also appear - you should always focus on killing these guys first, as they can be a complete pain in the ass if left undealt with. Make sure to utilize the Flying Bird Flip Attack whenever possible, but don't be afraid to use your Ninpo if things start going awry,



### Village Puzzle 1: The Statue

As noted, one of the statues near the entrance of the village is missing its head. You can find the head by a corpse just before the stone circle. After returning it to the statue, you'll be awarded with a Life of the Gods.



Once clear, look for the two-story house on the west side of the village (point #1 on map). Climb up the wooden awning in front and leap into the 2nd story window. Here you'll find Ayane, but she's not looking too hot. Regardless, she'll hand over a bow and some arrows - score!



Now drop through the hole in the floor to find the merchant statue, and some elixirs. Interact with the merchant statue to discover that you can actually buy items and services from him - sweet! Stock up on elixirs, if necessary, but be sure to purchase the Wooden Sword and The Art of the Inferno - a powerful fire-type spell. After your spending spree, exit out the door just across from the merchant statue.





**Item: Elixir of Spiritual Life**

Check the shelves right of the merchant statue to find an elixir.

**Item: Elixir of the Devil Way**

This item is on the shelves left of the statue.

As you step foot outside, you'll be attacked by several knights and sorcerers. Stay near the house, so you can perform the flying bird flip attack. Again, make sure to take down the sorcerer first, then the remaining baddies.



**Item: Arrows**

Check the corpse just across from the door you came through to collect some arrows.

**Target Practice! Essence Galore!**

There are three targets along the cliff edge, which will reward you with essence each time you score a bullseye with an arrow. However, you have to stand far enough back for this to work -- specifically, behind a small wooden plank, adjacent to the dead corpse noted above. You can hit each target several times, and if you run low on arrows, just check the corpse to your left for more.



Follow the path through the village to a circular arena. After entering, not only will some debris crash to the ground, blocking the path, but two-horseback enemies will gallop in for battle.

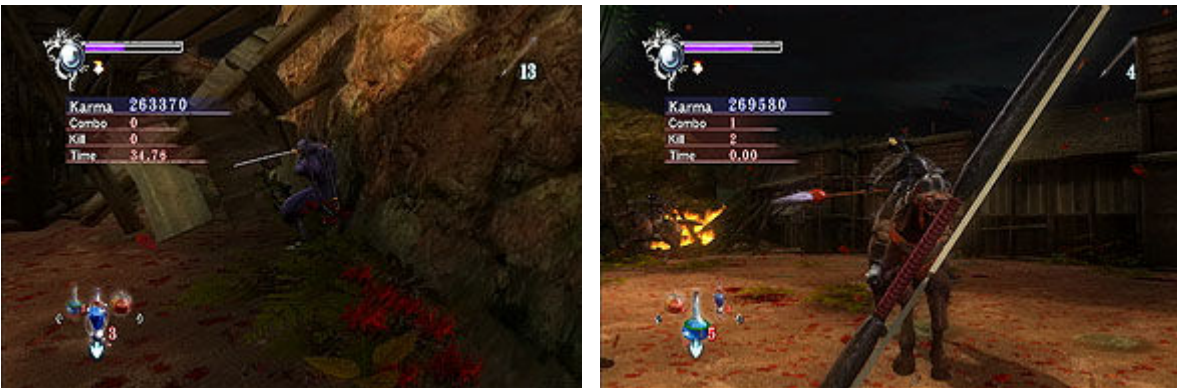


The horseback foes are both fast and powerful. Not only can they launch arrows of their own from afar, but if they get close, they'll spear you and toss you around like a rag doll - not exactly fun. Of course, you can try using sword attacks against them while they're riding the horse, but this is a horrible ineffective tactic.

Instead, we suggest using your recently acquired bow & arrows to shoot the riders off their horses, leaving them exposed. The tricky bit is that you're incredibly vulnerable when firing an arrow, as you're unable to move while in first-person view. The best location to shoot arrows from is in the southern corner, directly in front of where the debris fell blocking the path you entered from (across from the fire). This position has a couple of advantages:

- You can only be attacked from head-on, preventing surprise attacks.
- The horse rider's brutal spear attack is rendered completely useless.

To shoot from the first person, press the projectile button while moving the control stick. Now shooting the riders can be difficult, as those damn horses are fast. As such, wait for them to charge at you head-on, making it easier to target them. If the horse rider gets close enough to attack, quickly block to prevent taking any damage.





Once the foes have been knocked off their horse, use the walls to perform the flying bird flip attack repeatedly to take them down with ease.

**Item: Arrows**

Arrows are crucial to this battle, but thankfully, you can always collect more from the corpse alongside the north wall of this arena.

After the horse riders defeat, the fiery debris to the north will be extinguished. On the other side, you'll find both a merchant and a save point. After you've handled your saving and shopping, step foot onto the bridge to begin the boss fight.



**Item: Great Sprit Elixir**

Check the corpse just before the bridge for a Great Sprit Elixir.

**Item: Elixir of Spiritual Life**

Check the dead body at the end of the northern alley to find an elixir.

Note: There's a path that leads up to a cemetery, and another circle of stones. There's nothing you can do here yet, so feel free to bypass it.

**Boss: Horse Captain**

If you thought Master Murai was tough, you haven't seen anything yet. The horse captain will tear you several new ones if you aren't on the move constantly. Not only is he fast, but powerful too. Even worse, a horde of sorcerers will attack you simultaneously.



Your primary concern should be avoiding the horse captain's attacks. Since the Captain will usually travel back and forth along the length of the bridge, you should have several seconds between his attacks to prepare your evasion. We suggest hanging out by the large door (where he emerged from) and watching for the orange glow of his flames - you know it's time to move when the walls glow bright orange. Use the wall run and roll moves to evade the Captain, or block if you get cornered.

Your secondary concern should be taking down the many attacking sorcerers. Although their numbers are great, rest assured they are finite. You should focus solely on taking them down between the captain's attacks. The most effective method is to use the Flying Swallow (while jumping toward an enemy, press Strong Attack) to quickly chop off their heads. Even better, they often drop health power-ups. Keep on slicing and dicing until no more sorcerers appear, so you can now focus on the captain himself.

Now that the horse captain is alone, things should be a bit easier. Like before, stay on the end of the bridge that has the door and wait for the captain to approach. When he does, perform Flying Bird Flip Attacks until he runs away. While you can repeat this until he dies, you can speed up the process by launching arrows at him while he's dashing across the bridge - these inflict even more hurt, but make sure to get out of the way when he charges at you.



After he's down, collect the Counter Attack scroll that he drops, then head through the door.

Save your game then head up the stairs to battle some knights and sorcerers. Remember to use the Flying Bird Flip Attacks for the knights, and the Flying Swallow attack for the sorceress. Afterward, climb the stairs to the burning building, but watch out for the streak of flames that shoots from the burning wall. Follow the wall to the left and enter through the door.



**Item: Great Sprit Elixir**

Look for a chest in the alley left of the burning building.

Inside, walk up to the burning doors along the left wall and knock them down. Knock down another set just after to reveal a new room, and several enemies. Even though the walls are burning, you can still use them for Flying Bird Flip attacks, so have at it. Once it's clear, head out through the large door and into a field to battle another boss.





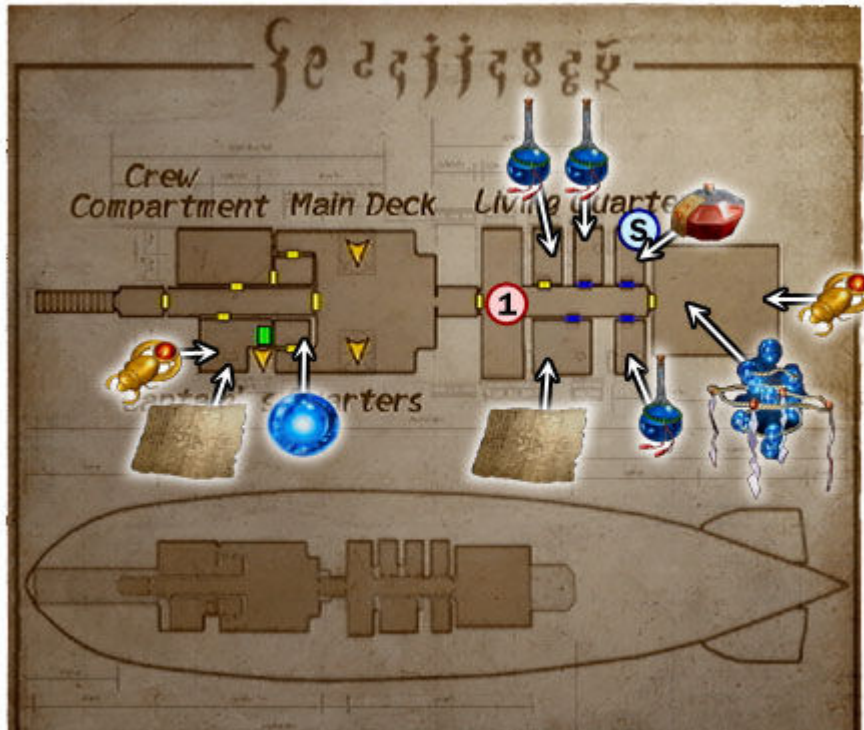
**Item: Life of the Gods**

Before exiting through the door, look for a passageway to the left that leads to a chest.

**Boss: Doku**

Out of the fire and into the fray, another battle awaits! But don't sweat it - you want to lose this one. In fact, it's part of the story, so don't bother fighting back, and especially don't use any healing items. Just let him kill you to complete the chapter.





**Change Map Level:**

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

The airship can be quite daunting to navigate, so you'll want to make heavy use of your map once you find it. To get things started, save at the save point, then exit the room.



**Item: Elixir of the Devil Way**

Grab the devil elixir from the table, right by the first Save Point.

As you enter the hall, note the locked door on the left - we'll be coming back here later once you find the ID card. For now, head to the second door on the left to find a chest inside containing the **map**. Just after grabbing it, a pair of ninjas will ambush you. As usual, perform the flying bird flip attack to take them down.





**Item: Elixir of Spiritual Life (x3)**

After exiting the room you start in, enter the one directly across the hall to seek out another elixir. Then check the other two non-map rooms in the hall for another potion in each.

As you exit back into the hall, several more enemies will challenge you. Defeat them all to obtain the *Wing Key* (Point #1 on the map).- use it on the nearby door .



After fighting the ninjas within (the flying swallow is quite effective), you'll notice the room has several routes, including a pair of staircases:

- **Left Staircase:** This leads to the merchant. We suggest upgrading the Dragon Sword to level 2 and purchasing the Izuna Drop technique scroll.
- **Right Staircase:** This leads to a save point and several locked doors you'll have to revisit later with an ID card.



**Item: Life of the Gods**

The one route we didn't mention above is the door left of the locked one. Head inside to find a chest that contains a Life of the Gods.



After you're done checking the area out, go down the right hallway (right of the locked door) and head through a pair of doors into the Crew Compartment. Take down the enemies to unlock the doors, then head out through the other door.



Look, another hallway! The double doors to your left lead back into the main hall (with the dual staircases), whereas the steel door at the opposite end is locked. So the only option left is to head through the door just across from where you are now.



### Golden Scarab (Captain's Quarters)

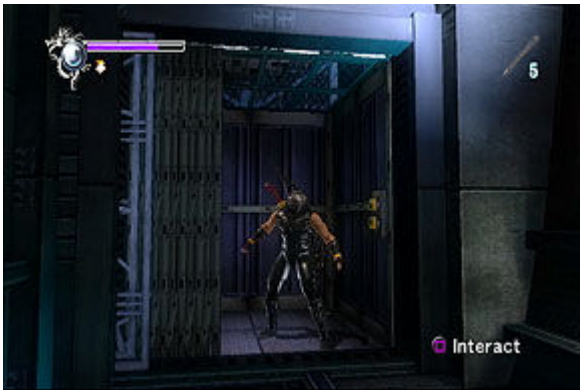
Upon entering, look for a golden scarab on the windowsill on the right side of the room.



After entering the room, check out the crewmember's note on the backside of the table. Apparently, the doors can be unlocked by disabling the Primary Power Supply Unit in the aft cabin. Before leaving, grab the **Map of Tairon** from the right side of the table, then take the elevator shaft downstairs, to the Fore Cabin.



Exit the shaft and run past the consoles to another at the other end. Take it down one more floor.



As soon as you step off, a small horde of ninjas will attack. Take them down to prompt one more to appear - this one's a bit stronger, but is still a pushover. Just use the walls for flying bird attacks and deploy your flying swallow move as well. Once everyone's down, collect the ID card that appears near the locked door (Point #2 on the map). Try it out on the locked door.



Open the chest inside to obtain the **Dragon's Claw & Tiger's Fang** (Point #3 on Map) - a dual-sword that can be quite damaging. Now exit the room and ride the elevator back up to the previous floor and enter the locked door on the left.





Inside are two more guards; take them down and pass through another ID-barred door to return to the Save Point at the base of the staircase. After saving, exit out the opposite door. Now cross the short walkway through the next door.



Bust open the wooden boxes for some essence, then use your arrows to shoot the explosive canisters - trust us, this will save you later. Now grab hold of the crank, near the closed gate and press the Quick Attack button a few times to rotate it open the gate. But a few unruly ninjas will crash your crack-turning party after a few rotations. Most of them are your basic grunt types, but there are a few rocket-launching bearing foes as well - take them down first, as they can be quite deadly. Once the room is clear, return to spinning the crank to complete the gate opening.



**Item: Arrows**

Check the box near the entrance of the room for some arrows.

After passing through the open gate, pull out your bow and launch a few arrows toward the enemies across the chasm - if you can, aim for the explosive barrel in the far corner to take them down quickly. Now jump and grab hold of a suspended cable on the right and shimmy across to the other side. After dropping off the cable on the other side, take down an armor-clad ninja, then follow the walkway past the locked door to a taped up window.





**Item: Elixir of Spiritual Life**

Follow the walkway to the end to find a chest.

Slash at the window to remove the tape, then jump inside (Point #4 on Map). Destroy all of the electronics here to security system, unlocking all the doors. Now with the doors unlocked, you can head deeper into the level. However, there's an optional "Burly Battle" you can partake in that, while difficult, is well worth your while. Continue reading to find out about it; if you'd like to skip it, please skip down to the first paragraph after the "Golden Scarab."



**Burly Battle**

Backtrack all the way to the very first locked door you encountered, right by where you started. However, you may want to make a pit stop at the merchant if you're running low on elixirs.

After passing through the locked door, near where you first started, you'll have to battle 50 foes. This can be damn tough if you're not quick on your feet, particularly since the opponents just keep on coming, one after another.

When tackling just a foe or two, whip out the Flying Swallow attack to decapitate most of your foes with ease. However, you'll more often than not have to tackle groups of four or five. In this case, employing the Charged Ultimate Technique is vital to your success. As soon as you destroy a foe that leaves behind an essence, begin perform a Charged Ultimate Technique to draw the essence toward you, powering you up instantly, then unleash it when your next victim gets near. Repeat this for as long and often as you can. If an enemy interrupts this pattern, revert back to the Flying Swallow, and your Flying Bird Flip Attacks.



As you progress through the battle, ninjas armed with guns and rocket launchers will begin to swoop in - focus all of your efforts on these guys, as not only will their fire prevent you from using your Ultimate Techniques, but they can also quickly reduce you to bleeding pile of flesh. Use the Wall Run to quickly bypass the other goons to get to your targets quickly.

After defeating all 50 enemies, a Lives of the Thousands guards will appear - don't forget to grab it and use it immediately to increase your health.



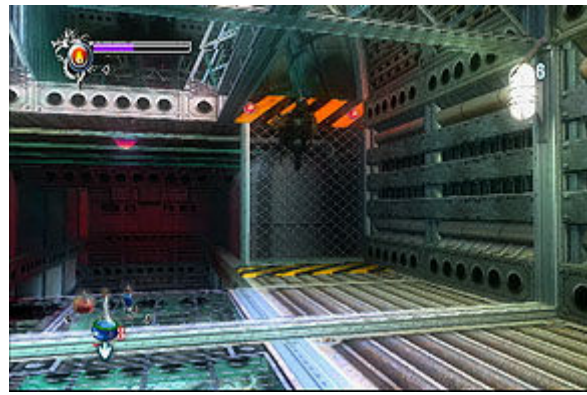
**Golden Scarab** (Crate Room behind Living Quarters)

Once the room is clear, climb the stack of boxes to find a Golden Scarab on top of the highest one.



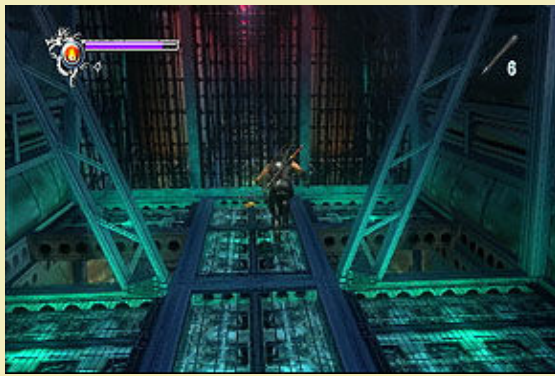
Follow the hall through the Crew Compartment up to the once locked-door and head on through. You should be facing a long staircase with a couple of enemies at the top - block when they fire then dash on up and take them down. Afterward, turn around and climb the right wall to a platform above the staircase and continue on.





**Golden Scarab** (Gas Compartment Passageway)

Immediately after climbing up the wall, right by the staircase, climb the box on the left. Now run up the wall and wall kick off of it to land on a secret platform containing a Golden Scarab.



**Item: Great Sprit Elixir**

Look for a chest on the right side of this walkway.

Continue to follow the walkway, tackle the guards, then go around the fence to the left. Climb the box inside, then wall jump off the wall containing the pink lights to land on a platform containing a Save Point.



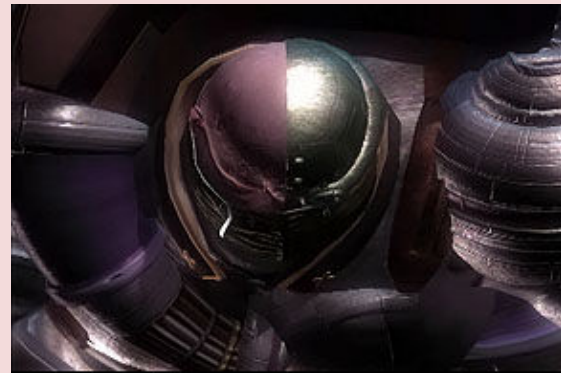
After saving, run across the catwalk to the ladder - but don't climb it yet, since the hatch at the top is locked. Instead, perform a series of wall jumps in the small alcove where the ladder is to reach a hidden passageway. Run to the end and flip the lever to unlock the hatch (Point #5 on Map). Now climb the ladder up to the boss fight.





### Boss: Dynamo

Dynamo is one burly dude. He posses four main attacks:



- **Plasma Cannon:** If you're keeping your distance, Dynamo will repeatedly fire his cannon at you. It can't be blocked, but you can evade it by running at full tilt around him - just make sure not to jump or switch directions sharply, otherwise he will hit you. Also, he always fires in bursts of three-five, then takes a brief rest - use this opportunity to attack.
- **Punches and Lunges:** Staying near Dynamo will force him to lurch at you with a few punch variations. All of these can be blocked, but we suggest evading them with a roll, then counter-attacking.
- **Grab:** If you stay close to Dynamo for too long, he'll grab you and fire a burst of plasma into your chest. If you're fast, you can evade this with a roll.
- **Shield:** When Dynamo leaps into the air, run away - and fast! Once he lands, an impenetrable force field will appear around him for several seconds. Just keep circling the shield to evade his plasma fire, then attack once it subsides.

The key to besting Dynamo is to keep close, thus preventing him from firing his plasma cannon, and forcing him to use his punches and lunge attacks. He usually attacks twice in a row - the key is to block (or roll away) from the first one, while staying close enough to tempt him to attack again - always roll away from this one, as it's usually a grab. After a successful dodge, counteract with a jump attack (jump + strong attack / quick attack), then immediately prepare to block/roll away from his next two attacks, repeat this process until he dies. If you accidentally roll too far away and he begins firing his plasma beams, just keep on the move to avoid them, then attack when he pauses after 3-5 shots.



When the boss's health gets below half, he'll begin firing the plasma blasts at a much more rapid (but less accurate) rate. As mentioned above, try to keep close to prevent him from using them, but if he does fire, jump constantly while running around him to evade them.



Welcome to Tairon, a sprawling city that will serve as a hub for most future chapters. Many of the locations are off-limits for now, so keep a close eye on your map to help you navigate (hopefully you grabbed it from the table in the Airship!).

Your main target is Han's Bar, but it's a ways off. For now, save at the Save Point, then follow the path to Twin Serpents Plaza, taking down any ninjas along the way. There you'll spot a large statue that appears to levitate objects. It's not functional, but it will be of use later. Ignore it for now and head down the path left of it. Quickly dash up the street and kill the three armed ninjas, then head through the door.



**Item: Great Spirit Elixir**

Look for a small, fenced in area, left of the path near the statue. Inside awaits a chest containing a Great Elixir.

Inside the Military Gate, head left to find a corpse holding a **Guillotine Throw scroll**. Now run toward the gate with the orange jewel embedded in it, to the south. As you approach, three guards will appear. Tackle the one with the missile launch first, then kill the others. Now head through the door.





**Item: Arrows**

Look for a second corpse in the northeastern corner of this area. It seems he died as an arrow-pin cushion, so feel free to stock up.

In the alley, three more enemies will attack. After killing them, make note of the locked door, with the Skeleton symbol on the right - you'll be coming back to this later. Continue through the alley and skip the staircase to find the **Lunar Staff** (Weapon #1 on map) in a jar. After grabbing it, go back to the staircase turn left at the base to find a chest containing the **Stone Tablet (Top)**



Now turn around and continue to follow the alley. When you reach another stairwell, you'll find a couple guards on some perimeter ledges; one on a ledge across the alley (by a chest), the other on a balcony to your right. Hang back in the alley to avoid the second guard's fire and target the one across the way with your bow and arrows. Once he's down, step out and target the second as well. If you run low on arrows, switch to your Shurikens - they'll work, but it takes a while.



With the guards dead, you'll spot a note from Ayane informing you to follow the color blue. To clarify her annoyingly ambiguous message, there are several blue pipes around that you can climb, including one just below her note.

**Item: Life of the Gods**

Back at the top of the stairs, look for a blue pipe accessible through a gap in the fence, right by where you found Ayane's note. Just walk up to it to grab hold and follow it to an alcove containing a chest.

**Item: Lives of the Thousand Gods**

At the top of the staircase, where you fought off the two foes, look for a blue railing parallel to the stairs leading to the balcony where one of the enemies was. Wall run up the wall just below to grab hold, then follow it to the end. Once there, perform another wall jump to grab hold of another blue pipe just above. With it, you can climb across to a chest containing the Lives of the Thousand Gods.

Descend down the staircase and look for a corpse near a wooden gate. Interact with it to find the **Nunchaku** (Weapon #2 on Map). Save at the nearby save point, then follow the alley to the west, through the door with two yellow encrusted jewels.



In Clock Tower Plaza, you'll spot a door on the left with many colorful jewels. It's locked now, but you'll be back soon. Look for a building entrance on the left, just before the door at the end of the alley with five green encrusted jewels. Head inside to meet with the merchant - you can now trade your scarabs for goodies. In addition, make sure to purchase the **Capital of Vigor Map**. If you have the cash, we strongly suggest buying the **Armlet of the Sun** -- this will increase your Attack power; don't forget to equip it!

**Item: Spirit of the Devils**

Just beyond the door with the many jewels, you'll come across a blue-framed door on the right, with a staircase inside. Climb up it, but get ready to tackle three guards around the first corner. At the top, three more guards will attack. After they're down, you'll find this Spirit of the Devils through an archway at the end. This will increase your Ninpo meter by one unit, so use it as soon as you acquire it.

After you're done shopping, exit back to the alley and go through the nearby door with five green encrusted jewels.

**Golden Scarab** (Clock Tower Plaza)

Just after passing through the door with five green jewels, you should see something glowing from a water trough in an alcove on your left. You guessed it, it's a golden scarab.





### Lots of Essence!

Head to the back of the first alley on the right. There you'll find a glowing blue alcove, with a small platform above. Perform a wall run on the wall opposite it, then leap off at the apex to launch yourself onto it. Drop into the cage on the other side to battle several quick ninja. Due to their speed, we suggest switching to your Lunar weapon - this can make mincemeat of them with ease. Once clear, open the chest in the back for a ton of essence. Follow the path to encounter a corpse holding **Suke's Diary**. Don't worry, it's a short read.

Head up the short staircase on the left and take down the enemies. Look for what appears to be a dead-end on the left. Perform a series of wall jumps up this small alcove to reach a ledge above. Now jump across the first gap, then run along the right wall (with the blue stripes) to cross the second.



### Golden Scarab (Clock Tower Plaza)

Just after the corpse, this little critter can be found just below the balcony's railing.



At the end of the walkway, pull the lever along the right wall to open the colorful door you bypassed before. Thankfully, it's right below you too! Just run off the ledge, ignore the enemies, and head through the door.





**Item: Great Devil Elixir**

Look for a chest near the switch that contains this item.

Proceed up the street, but get ready to kill three enemies that approach. When you near Han's bar, a cutscene will play with a goon on wheels who asks to see your ticket. Seeing as you don't have one, the guy attacks you FOR NO REASON ONCE SO EVER. Well, whatever, you'll just have to return the favor.



The two motorcyclists may look difficult, but they're not so bad. Just perform the Flying Swallow several times for each one to knock them off their hogs.





**Change Map Level:**  
[\[ Dworku \]](#) | [\[ Monastery 1st Floor \]](#) | [\[ Monastery 2nd Floor \]](#)

Hmm, is Ryu dressed in drag? No, you're now playing as Rachel in the first of three missions exclusive to Ninja Gaiden Sigma. Rachel controls similarly to Ryu, but has a couple unique assets of her own, so to speak. Unlike Ryu's dependence upon swords, Rachel carries around a massive decapitating machine, known as the War Hammer. In addition to its uncanny ability to sever heads, it can be used as an Ultimate Technique to pound the ground, taking down any foes within the blast radius.

You begin in a courtyard. Save at the save point, then work your way up the stairs. You'll be attacked by three ninjas; use this opportunity to familiarize yourself with how Rachel controls.





#### How to Kick Ass

Rachel's Roll Over and Attack combination is incredibly effective tactic for killing most foes. To pull off this sweet move, roll near an enemy (while blocking) to swing over them - but during your roll, press the **Strong Attack** button to cause Rachel to decapitate the enemy after rolling over them. Since you're invulnerable during the animation, you can link this move together to quickly tackle huge groups of foes - all without leaving yourself vulnerable. Score!

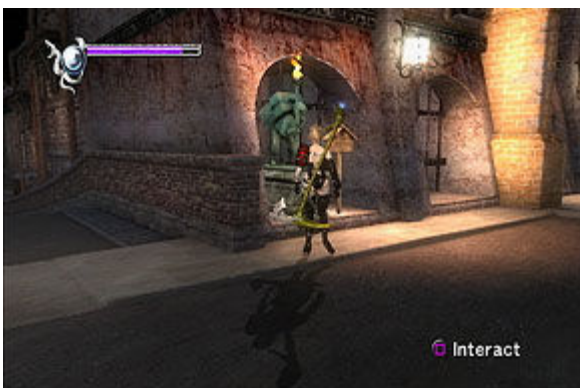
Follow the path beyond the stairs to tackle two more ninjas and a flying droid - use jump attacks to destroy it. Continue through the alley to Monastery Plaza.



#### Item: Great Spirit Elixir

After the staircase, take an alley on the right to discover a chest.

When at the plaza, three more guards will attack - make sure to take down the one launching mortars in the back corner first. The large wooden gate on the left is locked, so take the stairwell on the opposite side. Around the corner, you'll find a merchant and a few more foes. After taking them down, collect the **Dworku Monastery Key** that appears (Point #1 on Map), then return to the plaza.





After returning to the plaza, some strange new creatures will attack. This is a great opportunity to use the Roll Over and Attack combo we noted above, as it will make mincemeat of these guys. Despite their appearance, they're not unlike most of the standard enemies you've seen, though they do have the ability to travel along the ground as a dark cloud. If one ventures up to you, expect the creature to follow shortly. Once the plaza is cleared, use the key you obtained on the large wooden gate.



Turn right inside the gate to save at the save point, then enter the Monastery through the nearby door.



**Item: Elixir of Spiritual Life**

Check the dead body, left of the Monastery entrance, for an elixir.

**Item: Elixir of Spiritual Life**

Beyond the corpse mentioned above, you'll find a chest in the southern corner.

**Item: Long Flowing Blonde (Hair Style) + Spiritual Elixir**

No, you didn't misread that. You can actually earn additional hair styles for Rachel. To nab this one, don't enter the Monastery just yet - instead, follow the path left of it past the corpse, tackle any enemies you may encounter, then head up the staircase on the right to find a merchant. Proceed up a second staircase to a dead-end. Now turn around to spot a ledge you can leap to, by jumping off the left wall. Proceed down the hall up to a chest containing an **Elixir of Spiritual Life**. After grabbing it, drop through the hole in the floor and run outside to enter a massive battle against 60 creatures.



You can string together Rachel's Roll Over and Attack combination to tackle all 60 with ease. It's also a great opportunity to rack up a ton of money - just don't forget to release the block button to collect the essence! Once all sixty are created, a chest will appear containing the hair style. Since you should also have a ton of cash, you may want to pick up the **Earrings of the Moon** from the merchant for increased defense.



Inside the Monastery, head up the stairs to encounter more creatures. Kill them like before with Rachel's Roll Over and Attack combination, then proceed through a thin, hard to spot door amongst the pillars on the right side of the room.



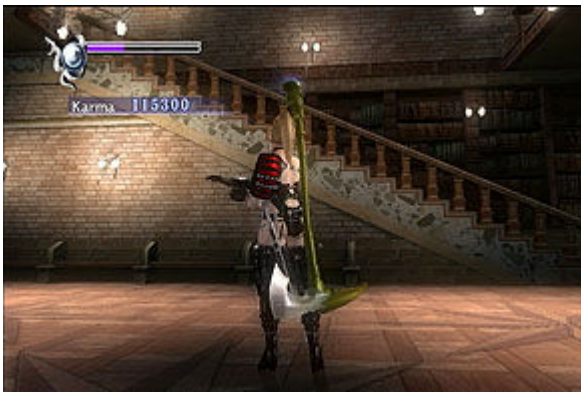
**Item: Elixir of Spiritual Life**

After climbing the staircase, look for a chest along the guardrail overlooking the floor below.

**Item: Elixir of Spiritual Life**

Look for a chest amongst the pillars on the west side of the room.

Continue through the short hall to emerge in the Archive. Be careful when you approach the stairwell as a few guards will drop in. Take them down, then continue up the stairs and interact with the paintings on the wall to complete the mission (Point #2 on Map).







Change Map Level:  
[\[ Tairon \]](#) | [\[ Dworku \]](#)

The note from Ayane explains that you must first investigate the Monastery in order to find Doku. Well, what's the hold up? Save at the save point then climb down the ladder.



**Item: The Talisman of Rebirth**  
 Open the chest near the ladder.

**Item: Elixir of Spiritual Life**  
 After going down the ladder, turn left onto a balcony containing a chest.

After climbing the ladder down, turn right and head through a series of hallways, killing anything in your path. The Flying Swallow should be your best friend in the right corners. Eventually, you'll reach a bar with a **Map of Dworku** resting on top - be sure to grab it then exit outside through the doors.



**Item: Elixir of the Devil Way**

Look for this item on the countertop, just left of the map.

Great, the biker goons are back. Well, no worries, just use the Flying Swallow attack again to let them meet their maker. Once they're down, look for a Save Point to appear in an alley, right of the bar's entrance.



Now run up the street north and go through the door at the end to Clocktown Plaza. Continue north, through the door with a pair of yellow encrusted jewels.



**Golden Scarab** (Outside Han's Bar)

Did you see the note from Ayane? Well, if you go down the adjacent alley (just across from the bar entrance), you'll find a scarab just skittering about on the ground.



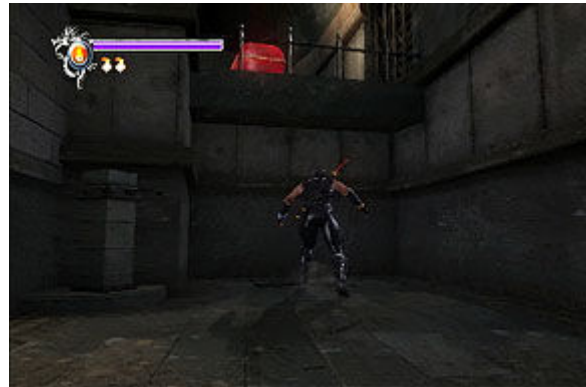


**Item: Windmill Shuriken + Team Ninja Monument**

Look at the walls on either side of the alley, noted in the box above. See the blue lines? If you wall run along them, you'll reach a ledge with a pedestal that has the awesome Windmill Shuriken (Weapon Point #1 on map) -- a very powerful boomerange-like weapon. Use it often. Also nearby is a floating Team Ninja monument that will completely restore your health for free when interacted with.

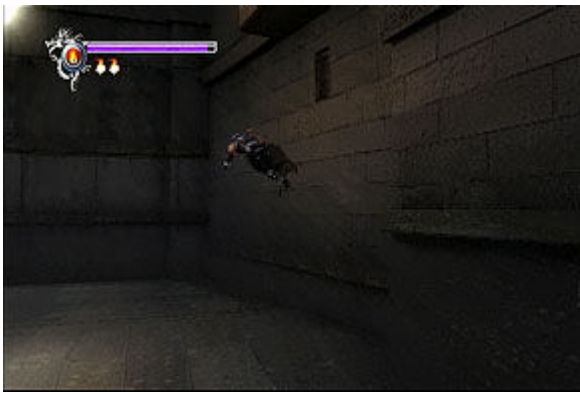


Stick to the right side of the alley to find a Save Point and a locked door that you can open with the Lily Key. Once through, proceed through the alley, dispatching the foes as you go, until you hit a dead-end.



Or so you thought...according to the note from Ayane, you can actually wall-run (to gain height), then jump at the last moment to clear the wall. Do you see the wall directly opposite the dead-end? Begin your wall-run there, from the far right. Continue to wall-run around the corner (don't worry, Ryu will handle the cornering), then leap just as you reach the dead-end to soar over it and onto a stairwell.





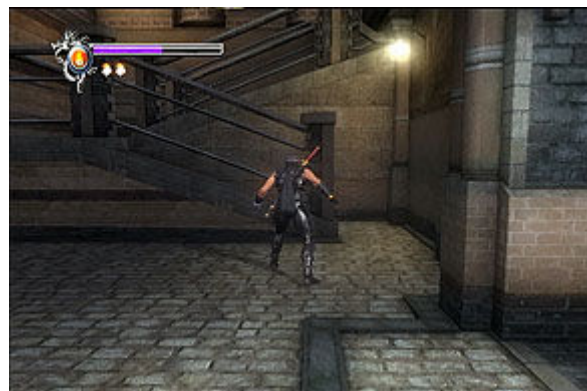
**Item: Elixir of Spiritual Life**

Don't forget to open the chest after wall-running onto the dead-end!

Descend down the stairs and get ready to tackle some guards once you reach Moat Road. Follow it past the archway and through the tunnel. You'll come across a locked door with a Pegasus symbol on it - you'll be back here later.



Continue through the tunnel until you emerge back outside. Hang a left for a Save Point, then go up the staircase on the opposite side.



As you near the top, you'll likely here the revving of motorcycles. Yup, too more bad boys are waiting for you. But this time, you have a safe haven - just hang back by the entrance into the room and wait for them to approach you, then perform the Flying Swallow. Once they're down, you'll come across a raised drawbridge. There's nothing you can do right now, so head through the door with the Blue Emblem. Take down the enemies in this alley, then grab the **Key of Pegasus** from a chest on the left side.



### Golden Scarab (Moat Road)

Opposite of the chest where you found the key is a ledge. From it, you should be able to spot a Scarab in a small alcove on the left. To get to it, have Ryu run along the right wall - he should be able to make it to the ledge without a problem.



Drop off the ledge on the exact opposite side to drop back onto Moat Road, then follow it back to the locked door with the Pegasus symbol. Use your key to open the way, and pull the lever inside to lower the drawbridge.



Now return to the drawbridge and cross it to the other side. You'll spot a lever there that will raise it once again - don't bother with this as it serves no real purpose. Follow the path, up the staircase to Drawbridge Hill. Kill the enemies at the peak, then save at the Save Point, directly opposite the stairwell.





**Item: Arrows**

After crossing the drawbridge, look for a corpse you can gather arrows from.

**Golden Scarab (Drawbridge Hill)**

Look for this scarab on a grate within the alcove containing the Save Point.



From the Save Point are two paths: one on the left and another on the right. The one on the left is the one that allows you to continue on, but you may want to check the one on the right for the items mentioned below:

**Golden Scarab (Drawbridge Hill)**

Just after stepping off the staircase down the right path, look for a small alcove on the left containing a Scarab.



**Item: Elixir of Spiritual Life**

Just after the scarab, look for a second alcove on the left containing a chest.

The left path will drop you back in Monastery Plaza. As you enter, a horde of enemies will drop in, and the path you



need to take will be blocked by a gate. Kill the foes, then head down the southern alley, left of the Monastery gate, which is locked.



**Item: Great Spirit Elixir**

After taking the southern alley, look for another alley on the left to find a chest.

Be careful as you travel through the alley as a load of bad guys will attack. We again suggest using your Lunar blade's quick attacks (and make use of your block and roll evasions) to make short order of them.

When you reach the Monastery Inner Clearing, two motorcycles - each with one sidecar - will attack. Although both the gunner and passenger are armed, don't let that phase you. Just perform the Flying Swallow, like before, to take both down with ease. Don't forget to grab the health power-ups that the bikes drop.



After the motorcycles are dealt with, a group of three dinosaur type fiends will attack. They have four main attacks:

- **Slashes:** As expected, the dinos will come at you with claws swinging. Just keep your distance, or block to avoid them.
- **Roll Charge:** Dinosaurs couldn't just roll around, could they? Well whatever, these guys can, and that's all that matters. Just be quick with the block to defend against it.
- **Grab:** This is one that should be avoided at all costs - if you see one of the creatures pull back, get out of the way. It involves grabbing you with their mouth and tossing you around like raggedy-ann. It can't be blocked, so make sure to keep your distance and stay on the move.
- **Flames:** Occasionally, the dinosaurs will spit flames in front of them. Just stay away as soon as they begin this attack.

It's best to tackle the dinos one at a time, if one isn't already isolated from the others, try to lure him away. Once you have, pummel him with a combination of quick and strong attacks on his front side - it's the only part of these creatures that are vulnerable. Since the dinosaurs are helpless when caught in a combo, try to maintain it as long as you can. If your combo breaks, get out of the way to avoid a counterattack, then try again.



Once the three lizards are done, it's boss time.

### **Boss: Hydracubus**

Despite Hydracubus's gnarly appearance, he's actually one of the easiest bosses in the game. In order to kill him through, you'll have to dispose of the two regenerating tentacles on either side of his body.

Since the tentacles regenerate, you'll want to take both down at roughly the same time, otherwise one will regenerate before you can destroy the other. To do this, stand directly in front of the creature, between the two tentacles, then jump and attack. Your sword should damage both tentacles. Keep in mind that the boss will slowly spin around; just keep up with him to stay in the exact center and continue to jump and slash.



Once both tentacles are destroyed, the upper part of the boss will open up and become vulnerable. Jump and attack it repeatedly before the tentacles regenerate. Once they do, repeat the process to eventually kill him.



Now the boss won't take this entirely sitting down, and will counter with a few attacks of his own. Most of them involve flailing his tentacles about - if you see one start to move, try to get away quickly. As his health drops, he'll begin spitting up some weird balls of gunk - you shouldn't have to worry about these too much. Just stay on the offensive to take him down.





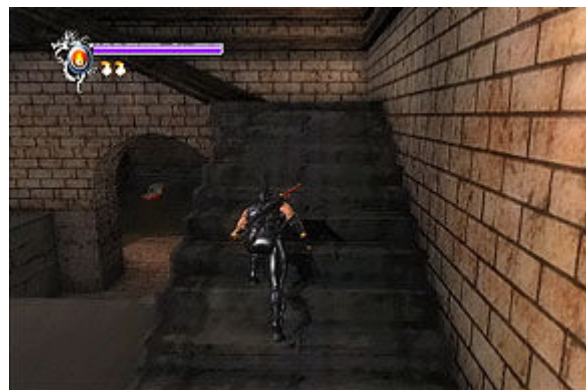
**Change Map Level:**

[ Dworku ] | [ Monastery 1st Floor ] | [ Monastery 2nd Floor ] | [ Monastery 3rd Floor ] | [ Underground Cemetary (Trap Passage) ] | [ Underground Cemetary (Upper Area) ] | [ Underground Cemetary (Lower Area) ] | [ Underground Cemetary (Ritual Room) ]

**Item: Smoke Bombs**

Remember that cracked wall in Tairon you couldn't pass earlier? Well, now that you have the Incendiary Shurikens, you can destroy it to find a chest containing Smoke Bombs. Yeah, it's not much, and it's totally out of the way, but we thought we'd mention it in case you're hell-bent on finding everything.

Run through the hole in the wall and save at the Save Point, then head upstairs.



**Item: Great Spirit Elixir**

The chest nearest to the save point contains this Elixir.

**Item: Life of the Gods**



The chest in the corner opposite the Save Point contains a Life of the Gods.

**Item: Elixir of Spiritual Life**

Look for a chest at the top of the stairwell.

After climbing the stairs, a horde of bats will attack as you enter the hall. Stay still and kill them as they come to you. Once they're down, use the Flying Swallow to kill the floating sentries, then drop through the hole in the room on the opposite side. Stop by the merchant statue if you wish, then proceed outside.



**Item: Elixir of the Devil Way**

As soon as you exit outside, look for a chest on the right.

You'll be attacked by numerous fiends, Rachel style. Use the Flying Swallow move for a quick victory. When finished, check the dead body by the wall for a **Map of the Monastery**, then save at the Save Point around the corner, and enter the Monastery.



**Item: Elixir of Spiritual Life**

Inside the Monastery, look for a chest between two pillars at the top of the ramp.

**Item: Elixir of the Devil Way**

Look for a chest amongst some pillars on the left.

Inside the Monastery, run up the ramp to the main floor. Here you'll have to battle a new type of fiend: Two Grim Sorcerers. They're similar to the Sorcerers from earlier levels, but tougher. Not only can they spawn Wolverine Fiends, but they can paralyze you for several seconds - this attack appears as a green beam of light; avoid this at all costs. Use jump attacks, such as the Flying Swallow, to exterminate them. Once clear, make note of the alter, then look for a small thin door you can go through on the east side (you passed through it as Rachel earlier) to pass through a short hallway and enter the Archive.



As you enter the archive, a cutscene will show a gate on the top floor closing. To release it, you'll have to kill all the enemies on the bottom floor. Wall runs can be quite effective here. Once clear, head upstairs to the 2nd floor .



**Item: Books (x5)**

Check the bookshelves throughout the archive to find some books providing interesting information. There are three on the bottom floor and two on the second.

On the second floor, bust open the glass containers for the items mentioned below. Also, make note of the weird sphere thing in the middle.



**Item: Elixir of Spiritual Life**

Smash open the first glass container on the right for an elixir.

**Item: Stone Tablet (Right)**

Smash open the middle glass container on the left for another piece of the Stone Tablet (Point #1 on Map).



**Item: Incendiary Shuriken**

Bust open the glass container in the far right corner for these explosive Shurikens.

**Golden Scarab (Archive)**

Hulk smash the glass container in the far left corner for a Gold Scarab.



Now that you've stocked up, head to the southwest corner of the second floor to spot an opening in the floor above. Wall jump off of the western wall to reach the 3rd floor.



**Golden Scarab (Archive)**

After wall jumping to the third floor, look for a Scarab on the ground.

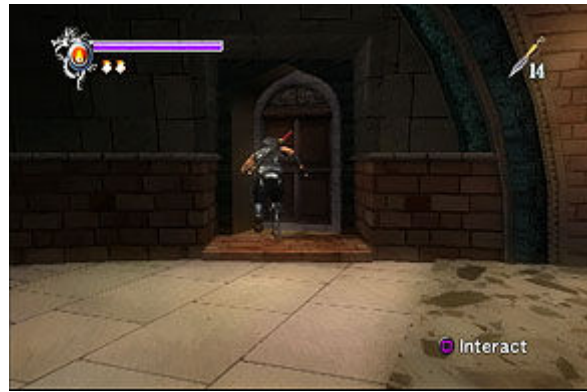


Follow the walkway up to a large, cracked wall. But how will you get passed? Let's just say the Incendiary Shurikens you acquired mere moments ago was not mere coincidence. Chuck one at the wall to blow it up, revealing a staircase leading up to a door. A few enemies will appear along the way - use wall jump attacks to take them down, then go through the door.





You're now on a catwalk, far above the Alter Hall. Follow the catwalk to a door on the exact opposite side.



**Item: Elixir of Spiritual Life**

After entering onto the Catwalk, above the Alter Hall, head north and leap to a ledge containing a chest.

**Item: Great Spirit Elixir**

After grabbing the item on the ledge (mentioned above), take the staircase down to a thin, red beam to find another chest at the end.

**Golden Scarab (Above Alter Hall)**

Follow the catwalk past the door to find a Golden Scarab on a ledge you can leap to, opposite where you found the Spiritual Elixir, mentioned above.



**Item: Great Devil Elixir**

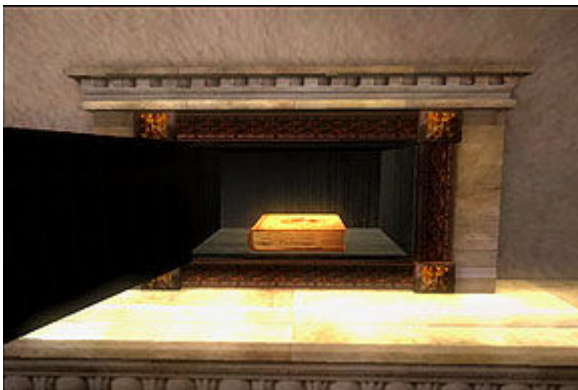
After grabbing the Golden Scarab on the ledge (mentioned above), take the staircase down to a thin, red beam to find a chest at the end.

After going through the door, you'll be in the Monk's Room. Next to a closed gate along the back wall is a locked safe. Oh, what to do, what to do? Thankfully, the silly monk left a clue on his desk ("27th day of the 12th month" / left, right, right, left)! Go up to the safe and turn the dial in the following manner (each time you select the correct number, a light will turn on):

- Turn it left to the #2
- Turn it right to the #7
- Turn it right to the #1
- Turn it left to the #2



With the correct combo entered, the safe will open allowing to grab the **Book of Eons**, which you'll use at the alter. But get ready - a small army of fiends will teleport in. Take them down and exit through the door you entered from.



Back on the catwalk, drop to the alter below. As you land, many minions will attack. Kill them, then place the book you acquired on the alter to reveal an opening. Drop on in.



**Item: Spirit of the Devils**

Actually, before dropping in the hole, you may want to head back to the archive. There you'll wage a massive battle - but what for? Well, you'll be awarded a Spirit of the Devils if you defeat them all; however, be warned you'll likely



lose a ton of potions in the process, as this battle is tough. We suggest hightailing it to the 3rd floor stairwell, since the wolverine fiends can't follow you there, and battle the sorcerers as they appear. Once they're taken care of, return to the ground floor to battle the remainder of the enemies,

Underground, take down the floating balls of energy with jump attacks, then open the chest to obtain the **Underground Cemetery Map**. Make sure to Save at the Save Point, as there's a long journey ahead.



**Item: Incendiary Shurikens.**

Check the dead-body near the chest for some Incendiary Shurikens.

**Golden Scarab (Underground)**

Just across from the Save Point is a Scarab alongside the wall.



Go through the gate by the Save Point to enter the Corridor of Doom (ain't that reassuring?). At the cracked wall, use an Incendiary Shuriken to destroy it. Unfortunately, this will set loose a large statue head that will roll your way, Indiana Jones style. Ryu will now have to run away from the boulder, facing the camera, which can make dodging things pretty tricky.





1. **First 2 Spike Pits:** Stick to either side of the cavern to wall run around the first two spike pits.
2. **Next 2 Spike Pits:** Stay to the right to run along a thin ledge, past two more spike pits.
3. **3 Falling Pillars:** Stick to the left, then the right, then the left again to evade the three falling pillars.
4. **Spike Pit:** Stay left to run alongside a spike pit, but jump over a small portion.
5. **Spike Pit:** Stay right to run past another spike trap
6. **Spike Pit:** Jump over the next spike pit.
7. **Spike Pit:** Wall run around the final spike pit and just keep on chugging to eventually outrun the boulder



Whew, tired yet? Swing from the wires Ryu grabbed hold off to a ledge ahead, then save at the Save Point.



**Item: Great Spirit Elixir**

Open the chest on the platform for a Great Elixir.

After saving, work your way down the cavern. There's a few ways you can go about this: but the easier method is to simply follow the walkway and drop from level to level - don't worry, you won't miss any treasures or anything.



You will soon reach a brick platform containing two gates and an altar - the altar requires an artifact you don't yet have, so go through the left gate to begin searching for it (the right gate takes you back where you just came from).



Past the gate, drop from ledge to ledge to come across a room of flying insects. They can be a pain to deal with when navigating the platforms, so use Shurikens from afar to take them down with ease (they can't block these!).



#### Golden Scarab (Underground)

When at the final ledge that leads into the room full of insects, drop directly off of it to the floor below. Now wall run up the wall behind you to find an alcove containing a scarab.



#### Item: Lives of the Thousand Gods

See the platform with the chest? You can get to it with a running leap from the first platform in the room.

Drop to the ground floor and proceed through an exit tunnel, down to a Save Point. In the room with the spiraling ramp, leap to the bottom and kill the wolverine fiends that appear. Stop by the merchant if you wish, then proceed through the northern tunnel, killing the electric orbs as you go.





**Golden Scarab** (Underground - Lower Area)

Just after entering the tunnel from the ground floor, look for a Scarab in a small alcove on the right.



**Item: Elixir of Spiritual Life**

There's a chest at the end of the tunnel, just before the cavern with the ground switch.

When you reach the cavern with the button sticking out of the ground, perform a Jump + Strong Attack on it to depress it, causing the floor to slowly lower, like an elevator. As it drops, a horde of wolverine fiends will drop in. Once on the ground, go through the door.



Inside, open the chest on the right for the **Vigoorian Flail** (Weapon Point #1 on Map) - this is an excellent choice when powered up, but is near worthless for now, so stick with your sword. Save at the Save Point, then continue through the hall and into the Ritual Room.





After disposing of the flying fiends inside the Ritual Room, some skeletons will become reanimated, known as Crypt Fiends.



### Killing Crypt Fiends!

Crypt Fiends are some of the strongest enemies you've faced yet, but not necessarily the hardest. Most of them are equipped with some type of weapon, such as a mace, sword, or bow and arrow - always focus on the archers first, as they're quite annoying, then tackle the others.

Aside from using weapons, the crypt fiends can also perform an annoying tackle, as indicated when they pull back, then lunge at Ryu - if you can't dodge it in time, tap the Attack button repeatedly to escape their grasp. You can prevent this attack

The Crypt Fiends are very slow, and they have to wind up for each attack, giving you ample time to run away or block. However, things can get dicey when fighting them as a group, so go after the stragglers, or try to lure one away from the pack. Another option is to get as far away from the group as you can, then charge up an Ultimate Attack and wait for the skeletons to lumber near.

Use the walls to perform Flying Bird Leap Attacks and use the Flying Swallow to decapitate these fools. However, these can't won't necessarily perish without a head, but they won't be able to see where they're going either.

Once the room is clear, grab the **Holy Grail** (Point #1 on Map) and exit the room. Now work your way back to the alter (with the two gates) that you passed before).



Back in the tunnel leading to the elevator, you'll be attacked by more Crypt Fiends. Take out the archers first on either side of the hall, then target the remainders. Once finished, activate the elevator platform and ride it back up. Unfortunately, some Crypt Fiends will crash the party and stop the platform. Take them down like the others to continue the ride and exit through the door.

Now backtrack to the alter, using walk jumps to climb up the cavern when necessary. Once there, place the Holy Grail in its rightful place - but all is not



### Boss: Bone Dragon

Despite its appearance, Bone Dragon is a relative breeze. Throughout the battle, he'll rest one of his four limbs on the platform you're on. As he does, run up and attack it relentlessly - but watch out for two boney fragments he'll toss at you. While you can block the first, Ryu will be stunned for a moment and thus will be vulnerable to the second. Instead, roll around to dodge both. Continue attacking the limb to destroy the boney exterior, revealing flesh underneath. The dragon will now switch to a different limb.



Whenever the dragon switches limbs, he'll usually swipe his tail at you three times. You must leap over these - they cannot be blocked. Another strong attack of his is the Head Snap. Thankfully, it's easy to spot - just watch for him to pull his head back, then duck to either side to evade it.







Change Map Level:  
[\[ Dworku \]](#) | [\[ Tairon \]](#)

From the courtyard, head down the northern alley, tackle the guards and follow it up to the drawbridge switch.



**Item: Elixir of Spiritual Life**

After the first batch of enemies, look for a small alcove on the right containing a chest.

When you reach the staircase leading down, save at the Save Point inside an alcove on the right first, then proceed down Drawbridge Hill to the drawbridge lever. Pull it to lower the bridge then head across.





**Item: Elixir of Spiritual Life**

Look for a corpse just before the drawbridge lever to find an elixir.

After crossing the bridge, you'll be ambushed by three lizards. It's actually really easy to take them down as Rachel - just roll over them while pressing strong attack to deal some heavy damage, then repeat until you take them down. Like before, try to get one away from the group to avoid taking damage. After killing them all, you'll be awarded with the **Blades of Ouroboros** (Point #1 on Map). Now head through the door with the blue emerald on it.



**Item: Great Spirit Elixir**

After passing through the blue door, look for an alcove on the left containing a chest.

After going through the door, head to the back of the alley and use your War Hammer to bust open the cracked wall and continue through a tunnel behind it, past a gate.



**Item: Great Devil Elixir**

After busting down the wall, open the chest to find a Great Devil Elixir.

Once through the gate, turn right and leap over the balcony to the ground level.



**Item: Spirit of the Devils**

Instead of turning right through the gate, go left instead and head up a staircase and go through the door with an orange jewel emblazed on it.

Now that you're in the Military Gate, you'll have to battle a near endless amount of enemies, a combination of wolverine and dinosaur fiends. Make use of the roll + strong attack combo from earlier to kill most of them with ease. Once done, you'll be awarded with a **Spirit of the Devils**..

**Item: Elixir of the Devil Way**

Inside the Military Gate, check a corpse in the northeast corner.

After leaping into the alley, save at the Save Point (but ignore the nearby door -- it leads to a dead end) and exit through the right-most door (with two yellow-jewels on it).



**Item: Elixir of the Devil Way**

Look for a dead body by the closed wooden gate holding this item.

Run through the town, past the merchant's building, and go through the gate with five green emblems embedded in it.





**Item: Earrings of Fortune**

Look for a blue-framed door on the right. Climb the staircase inside to a rooftop, kill the enemies, then open the chest inside an archway for the Earrings of Fortune (Point #2 on Map).

As you enter Great Bridge Square ahead, a small army of guards will attack. Take them down with your usual roll/attack method to make the boss appear shortly thereafter.

**Boss: Creepy Stalker Dude**

Creepy Stalker Dude is a complete pushover. If you're at a distance, he'll fire his gun -- you can block all but the last shot or two. Aside from his firearm, he'll unleash a series of melee attacks if you get close.



The absolute easiest method to kill this boss is to unleash the move you've hopefully been using all along - the roll & attack combo. In case you haven't been keeping up, simply roll toward your opponent, while tapping Strong Attack, to make Rachel roll over them and attack as she lands back on the ground. Now wait for the boss to stand back up after the attack and repeat - he can't defend against this, nor is there time for him to counter-attack if you're quick.





**Change Map Level:**

[ [The Underground Cemetery \(Upper Area\)](#) ] [ [Hidden Underground \(Upper Area\)](#) ] [ [Hidden Underground \(Middle Area\)](#) ] [ [Hidden Underground \(Lower Area\)](#) ] [ [Monastery \(3rd Floor\)](#) ]

With the Bone Dinosaur down, head through the gate left of the alter and work your way back down through the next room, up to a Save Point.



Item: Lives of the Thousand Gods



Before leaving the room where you fought the boss, make sure to grab the shining item from in front of the alter.

After saving, drop to the very bottom of the shaft, continue through the only door in the area.



#### Golden Scarab (Hidden Underground - Upper Area)

After dropping to the bottom of the shaft with the large skeleton, look for a scarab inside a small nook in the outer wall, opposite of the door.



The hallway is lined with sarcophaguses, but even worse, it's filled with electric orbs and four archer Crypt Fiends. It can difficult tackling all four, so now may be a good time to make use of your Ninpo. Once clear, continue up to a room containing a **Merchant**, then onto another containing a chest with a **Map of the Hidden Underground** and a Save Point. After saving, exit into the Suspension Bridge room.



#### Item: Life of the Gods

Immediately after entering the suspension room, turn left before the bridge to find a chest containing this item.

### Golden Scarab (Hidden Underground - Upper Area)

Immediately after entering the suspension room, turn right to find a Golden Scarab skittering about on the ground.



As you cross the bridge, the damn thing will collapse about halfway, dropping you into a pit containing both Wolverine and Crypt fiends. We suggest quickly decapitating whatever Crypt fiends you can, to remove them as a threat, then go after the archers. Once they're down, take down the remaining enemies - ideally by using the essence left behind by the wolverines to charge your Ultimate Technique and use it on the Crypts.



With the room cleared, you'll find that there are three doors. The main one in the center is blocked by two snake-esque pillars, one red, the other is blue. These colors correspond to the two remaining doors, also red and blue. Within each one is a puzzle you'll have to solve to raise the respective snake pillar. You can tackle the two rooms in any order you like:



### The Blue Room

#### Item: Arrows

Check the dead body on the right upon entering for some arrows.



As you enter, try to take down the archer closest to you quickly, before the floating electric balls attack.

Here's the deal, you're going to have to cross this room to the other side, but there are two more archers on the opposite end of the room who can quickly whittle down your health. Plus, with both of them gunning for you, targeting them fast enough can be tough. To have a shot at killing them, drop to the bottom floor, near the chest, and position yourself somewhere behind the first pillar and use it to block arrows from one of the archers - this will allow you to target the second one without worrying about a huge volley of arrows. It may take a couple shots to hit your target, but once you find the sweet spot, fire three more quickly to take him down. Now reposition yourself to target the second archer and kill him too. If you run low on arrows, don't forget that you can grab more from the body upstairs.



**Item: Great Spirit Elixir**

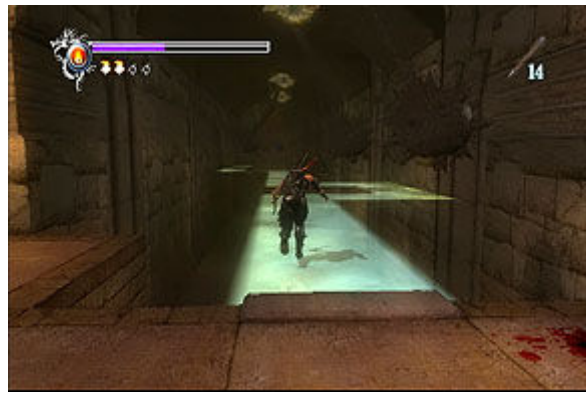
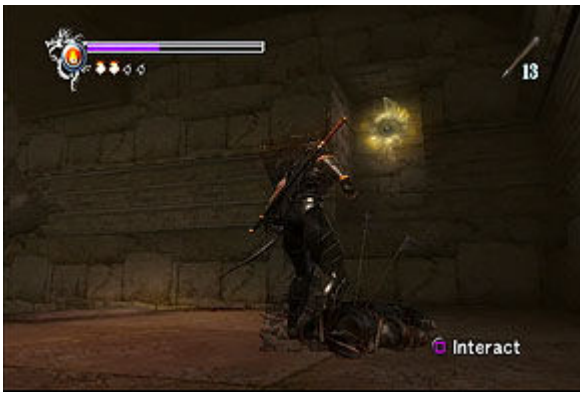
After dropping to the lower floor, look for a chest near the base of the staircase.

**Golden Scarab** (Hidden Underground - Upper Area)

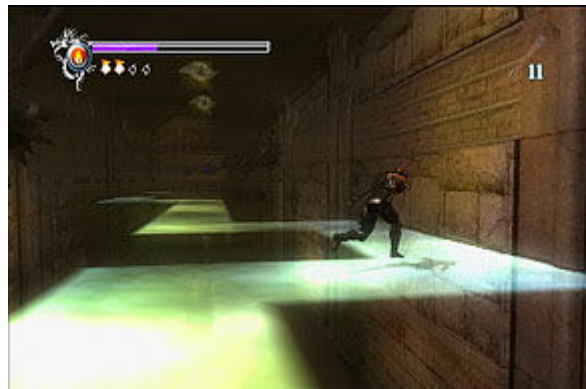
With the archers down, check out the area beneath their platform - you'll find a scarab behind the left pillar.



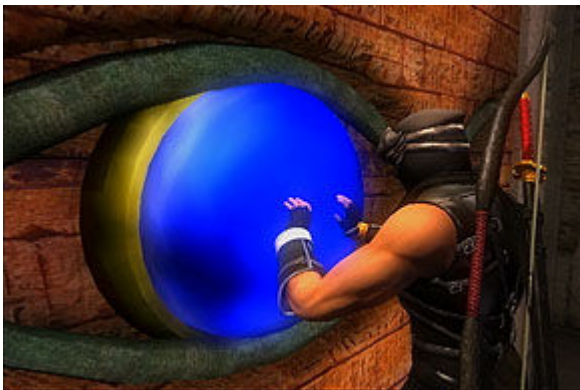
Now it's time to utilize your platforming skills to cross the room. Return to the top floor, via the stairwell, and restock up on arrows at the fallen body. Now as you likely noticed, there are four spiked balls swinging back and forth - but even worse, there's no floor on which to cross - oh noes! Thankfully, there's a switch on the southern wall just past the body that, when hit with an arrow, will temporarily create a path of blue light for 30 seconds on which you can cross.



Okay, so now that we've got the platform taken care of, you need to cross the room while avoid the spiked balls. If you look up, you'll notice a target at the top of each one - by hitting this with an arrow, the pendulum will slow to a crawl, allowing you to pass easily. However, this only lasts for about 10 seconds, so you need to move quick. The ideal method is to target the closest ball first, then activate the platform. Now quickly run past the first ball, then target the 2nd. Repeat this past all four balls up to the gap - wall run along the left wall to cross it to the other side.



After crossing, step up to the big blue switch and activate it to cause one of the snake pillars in the previous room to move aside. One down, one more to go. Return to the previous room and enter the Red Room (if you've already completed the red room, please skip this section).



## Red Room

### Item: Great Spirit Elixir

Upon entering, look for a chest on your right.

### Item: Elixir of the Devil Way

Dive into the water and swim to the floor to find a chest just below the one noted above.



Like in the blue room, two archers await on the far end. We suggest using the corner by the entrance for cover, then peek out just far enough to target the one on the right first. Once he's down, take down the other, then run across the water and press the large red Easy Button.



If you haven't already completed the blue room, do that now. Otherwise, return to the previous room to proceed through the now unlocked third door.



#### **Golden Scarab** (Hidden Underground - The Chamber of the Red Eye)

Dive beneath the water and look for an alcove below the large red button. There you'll find a scarab on the floor.



#### **Boss: Hydracubus**

Hey look, it's your buddy from before! The strategy to kill him is identical to the first one, so here it is in all of its copy & pasted glory. In order to kill Hydracubus, you'll have to dispose of the two regenerating tentacles on either side of his body.

Since the tentacles regenerate, you'll want to take both down at roughly the same time, otherwise one will regenerate before you can destroy the other. To do this, stand directly in front of the creature, between the two

tentacles, then jump and attack. Your sword should damage both tentacles. Keep in mind that the boss will slowly spin around; just keep up with him to stay in the exact center and continue to jump and slash.



Once both tentacles are destroyed, the boss's will become vulnerable. Attack it repeatedly before the tentacles regenerate. Once they do, repeat the process to eventually kill him.



Now the boss won't take this entirely sitting down, and will counter with a few attacks of his own. Most of them involve flailing his tentacles about - if you see one start to move, try to get away quickly. As his health drops, he'll begin spitting up some weird balls of gunk - you shouldn't have to worry about these too much. Just stay on the offensive to take him down.

With the boss taken care of, exit back to the previous room, with the three doors.

**Item: Lives of the Thousand Gods**

Before exiting, don't forget to grab the Lives of the Thousand Gods left behind in the boss's wake.

It seems all the commotion with the boss caused a section of wall in the northeast corner (by the door you just came out of) to protrude from the rest. Use it to wall jump between it and the main wall all the way to the floor above.





**Item: Jewel of the Demon Seal**

Grab this Ninpo power-up from the throne. We suggest using it on your Inferno spell.

Continue into the next room and save at the Save point. Now run down the hall toward two archers - use wall runs to evade their arrows, then quickly take them down. You'll now be faced with about a dozen normal Crypt Fiends. As usual, decapitate them first, then use a series of Charged Techniques (using the dead foe's essence) to take them down with ease. Once clear, run down the ramp.

**Item: The Art of the Ice Storm**

Check the dead body, along the south wall, for this spell.

Kill the bats for health, then proceed into the Chamber of Everlasting Sleep. There's a coffin with an item on top of a wall ahead, but it's too high to reach. Thankfully, there's a red switch on the ledge, just right of the entrance, that will lower the coffin when stepped on so long as you avoid setting foot on the ground floor. So you may be asking "but if I can't stand on the ground floor, how on earth do I get to the coffin?" Well Timmy, you can wall run along the left wall (from the ledge opposite the switch) to reach a platform just left of the coffin - once there, it will lower you to the coffin, allowing you to grab the **Wolf, Deity of Wisdom** (Point #1 on Map). Afterward, be sure to grab the **Skull Key** that the mummy is holding. Now exit out the nearby Skull Door. Oh, and don't worry about the Scarab up high in this room, you'll be grabbing it soon enough.



Continue through the tunnel, killing the bats as you see fit. Soon enough, a cutscene will begin showing a wall collapsing, causing a flood of the entire area. After you're washed back to the Chamber of Everlasting Sleep, you can visit a merchant just a few feet below the surface, on the south side of the lift. Otherwise, dive beneath the surface and enter the tunnel to Save at a Save Point - there you will also find a defunct elevator - ignore it for now and return to the lift in the chamber. Ride it up to the Monk's Room.



**Golden Scarab** (Hidden Underground - Chamber of Everlasting Sleep)

Remember the scarab from earlier? Well, now you can grab it! Dive a few feet under the water to seek out the Scarab opposite the waterfall.



As you enter the Monk's Room, the far door will lock and enemies will attack. Kill them to unbar the door, which you should go through.



**Item: Life of the Gods**

Before exiting, check the Monk's note on the table once again for a new entry and thus, safe code. The combo is 1 (right), 4 (left), 1 (right), 0 (left). Use it on the safe to obtain a Life of the Gods.

**Item: Spirit of the Devil**

If you didn't revisit the Archive in a previous level, go there now and kill the 60 or so enemies for a Spirit of the Devil.

Drop to the ground floor and prepare for a boss battle.



### Boss: Queen

The Queen requires patience and good timing in order to defeat. She also has a variety of long and short range attacks that can make things particularly difficult.



- **Light Grab:** Try to avoid standing beneath the queen, as she'll often emit a pink beam of light directly below her to pull you up and grab you. Once she has you in her grasp, there is no escape, so keep far away.
- **Close Grab** If you block for too long while close to the queen, she'll grab you with her leg and cause damage. Try to keep your distance to avoid this.
- **Energy Balls:** The boss may spit five energy balls at you. Run around her in a circle quickly to evade these.
- **Stone Throw:** When at a distance, the queen will often break a stone pillar, then chuck two pieces of rock at you. You can't block these, so roll out of the way.
- **Dive:** If you're a ways away, the boss will sometimes dive along the ground and try to tackle you. Just step to either side to avoid her path of travel
- **Combos:** The queen will unleash a fury of short-range attacks if you get close. You can block the entire thing; plus she'll be vulnerable to a counter-attack afterward.
- **Foot Stomp:** When the queen pauses mid-air, that signals her foot stomp attack. She'll drop to the ground that deals significant damage - get away from this at all costs.

The best method to defeat the Queen is to keep your distance, block/dodge her long-range attacks, then quickly perform the Flying Swallow. This will often knock the Queen to the ground in a helpless heap - pummel her with Fast and Strong attack combos while you can. Once she takes back to the sky, back away and repeat.





Change Map Level:  
[\[ Dworku \]](#) | [\[ Tairon \]](#)

**Item: War Hammer**

Before all else, you should head back inside the Monastery to collect Rachel's War Hammer from the left side of the Altar Hall.

The town is in complete lockdown, with the local military standing guard. Remember that blocking is unusually effective against bullets - it may not block all of them, but more than enough to make it worth while. Your main target is near Tairon's Twin Serpents Statue.

Save your game at the Save Point, stop by the merchant left of the Monastery's entrance if you're in need of items, then exit through the large gate into Monastery plaza.

Several soldiers will drop in with the sole intent to take you down. Use the Flying Swallow to attack them quickly (it may take two swipes for a decapitation). Once the plaza is clear, go through the gate that opens.

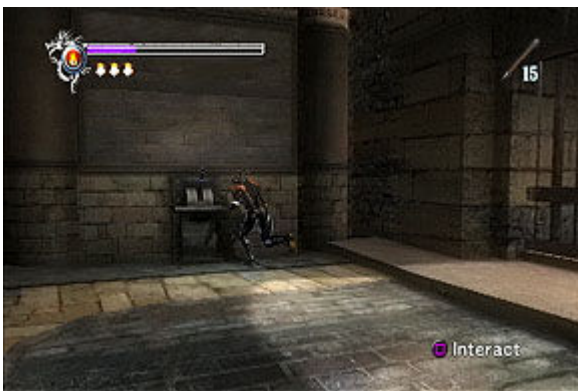




After turning the corner you'll be faced head-on by three more armed guards. Block their shots first, then go in for the kills. Continue down the path, stopping to save at the Save Point in the alcove on your left, then descend down Drawbridge Hill toward the bridge.



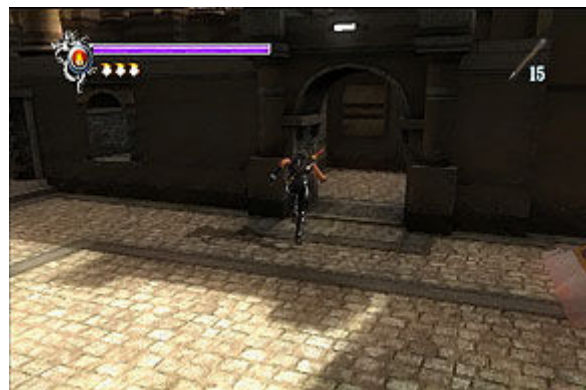
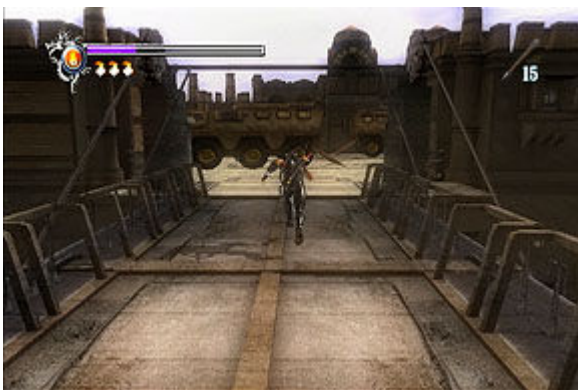
As you head downhill, stay to either side to avoid an incoming air strike. When at the bridge, pull the lever to lower it and cross to the other side.



**Item: Arrows**

The corpse just before the lever is filled with arrows you can steal.

After crossing the bridge, you'll have to tackle a small squad of soldiers - half of which are equipped with rocket launchers. Take them down first, but use their armored vehicles for cover during shots. Once clear, head through the archway and down the stairs to a Save Point.



Continue through the hallway onto Moat Road. Proceed up the road slowly to avoid another air strike, then once past, follow it through the wooden gate at the end.



**Item: Elixir of Spiritual Life**

Remember where you fought the Creepy Stalker dude as Rachel? Well, there's an alley on the right that contains a wall with a large crack in it - you can use the War Hammer to bust it down and find a chest inside.

**Item: Life of the Gods**

Before leaving the room mentioned in the box above, look up to spot two platforms. The one on the left contains a chest with a Life of the Gods, but to reach it, you'll have to jump from the lower platform. To reach the low platform, wall run along the wall, right of where you entered, and jump just before reaching it. From here, perform one more wall run/jump to the higher platform to get to the chest.

Save at the save point to your left, then climb the staircase ahead and follow the path right up to the Skull Door and a fence. We suggest using your key to enter the Skull Door to obtain the items below, otherwise go through the gate to enter the Military Gate.



**Item: Great Spirit Elixir**

Since you now have the Skull Key, you can unlock the Skull door, shown at Point #1 on the map above. There you'll find a secret room containing a chest with this item.

**Golden Scarab (Tairon)**

Since you now have the Skull Key, you can unlock the Skull door, shown at Point #1 on the map above. There you'll find a secret room with a scarab skittering about on the floor.





### Golden Scarab (Tairon)

While inside the Skull room, look up to find two high ledges in the back. Run up the wall opposite the first ledge and jump at the peak to land on it. Now center the camera behind you and do it once more to reach the top ledge. Now look across the room to spot a Scarab on a small ledge. Jump toward the bordering wall and run along it to reach the scarab.



As soon as you enter the Military Gate, two turrets will open fire and a goon will fire rockets at you. Block the turret fire, then immediately take out the rocket launcher first. Now run beneath either of the turrets (to prevent it from firing at you), block the other turret's fire, then fire two arrows at him to take it down. Now move beneath the platform where the killed turret to block the second, then kill him with arrows like the first. While you're here, take the opportunity to kill one more rocket launching goon stationed on the top floor of the building across the way, in the second window to the right.



### Item: Arrows

Check the dead body along the wall for a resupply of arrows.

Once all four foes are dead, a **Strongbow** will appear in front of the gate. Make sure to collect it (Weapon Point #1 on Map). But as soon as you do, an old friend will appear.



### Boss: Dynamo

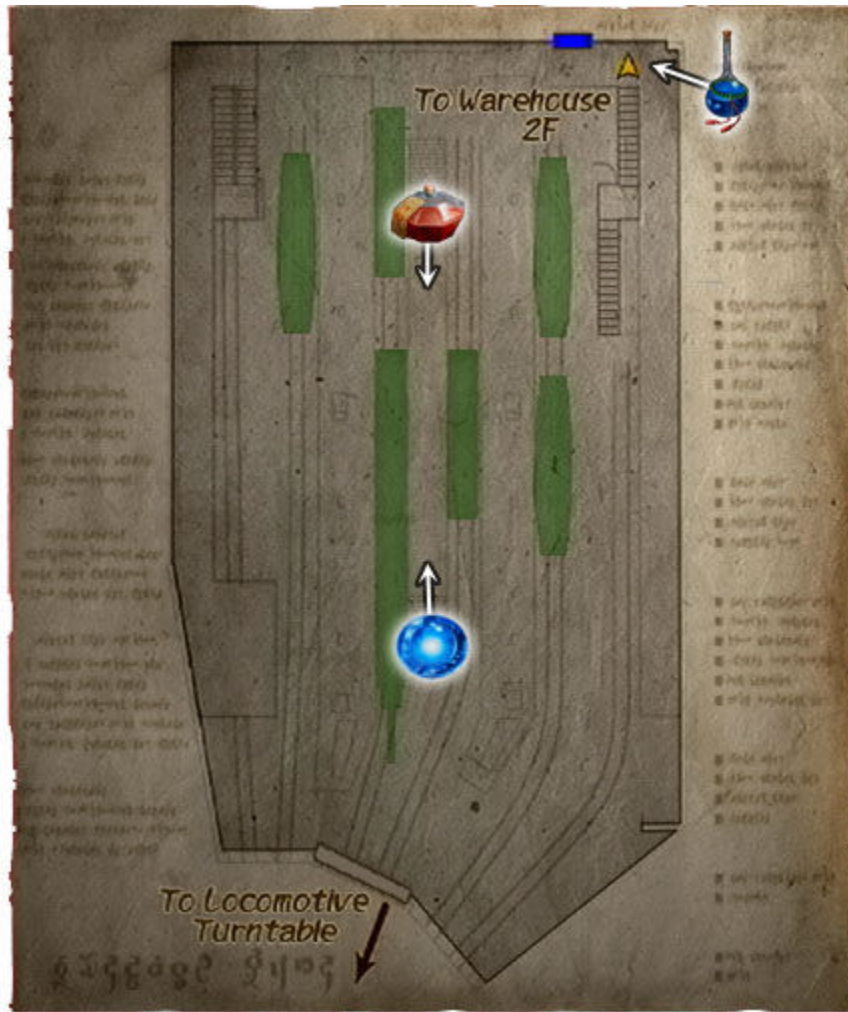
Ok, we lied, he's not your friend. And now Dynamo is bigger and badder than ever. While the core battle remains the same, there are some key differences:

- **Dash Attack:** Now that Dynamo's been outfitted with rockets, he's capable of scooting across the ground toward you at high-speed. However, he can only travel in a straight line, so move aside to evade it.
- **Chopper Support:** A helicopter patrolling nearby will occasionally drop bombs on you. There's not much you can do to avoid these, but thankfully, they rarely hit anyway.



For the most part, you'll want to battle him like before, though his attack pattern is a bit different. In general, you'll want to perform an attack, then quickly roll to the side, attack again, and repeat. Or another good idea is to do a vertical attack that will cause you to damage him, then leap over behind him. You can repeat this as necessary for a kill.





**Change Map Level:**

[\[ Warehouse Fl. 1 \]](#) | [\[ Warehouse Fl. 2 \]](#) | [\[ Warehouse Fl. 3 \]](#) | [\[ Warehouse Fl. 4 \]](#) | [\[ Warehouse Fl. 5 \]](#)

Enter the newly opened gate and save at the Save Point. Follow the tunnel ahead and enter the door at the end.



Inside, three guards will open fire. Two or three swoops with the flying swallow should take them down. Continue through the hall.

**Golden Scarab** (Entrance to Warehouse)

Look in the left corner just after exiting the tunnel to find a scarab.



Back outside, you'll spot two turret towers around the corner firing at you. Hang back, but walk forward slowly to reveal only the right-most one. Block its shots, then launch a few arrows at the gunner to take him down. Now walk fully around the corner to spot the 2nd tower, block its shots, then counter with arrows as well.



With both dead, collect the **Warehouse key** that appears on the ground, which can be used to unlock the door by the explosive arrow box. Before opening the door though, you'll have to battle several pairs of soldiers that emerge from the Personnel Carrier - one of which is equipped with rocket launcher. Use the Flying Swallow, or wall jump attacks to take them down.



**Item: Explosive Arrows**

Open the box next to the warehouse entrance for some explosive arrows.

**Item: Elixir of Spiritual Life**

After entering the Warehouse, look for a chest on your left..

After entering the Warehouse, climb the staircase up to a switch - along the way, several flying bots will appear. Run



back and forth along the walkway chucking the windmill Shuriken to take them down. Afterward, activate the switch to turn on a series of loading platforms.



**Item: Great Spiritual Elixir**

Open the chest at the top of the 2nd staircase.

**Item: APFSDS Cores**

Look for a box around the base of the third staircase to find these tank piercing arrows - they'll come in handy later.

Drop to the 2nd floor and wait for the first moving platform to near. Jump on it when it gets close and ride it for a few seconds until you can leap onto a train car on the opposite side. From there, leap to a second train car, then onto one more moving platform when it approaches. Ride it to one more ledge, and follow the walkway up a staircase and through a door.



**Item: Great Spiritual Elixir & Life of the Gods**

After leaping from the 2nd moving platform to the walkway, open the chest on your left.

**Item: Elixir of Spiritual Life**

At the top of the staircase, open a chest on the right.

Inside, grab the **Military Supply Base** map and the **Shutter Control Card Key** from off the table (Point #1 on Map). Now drop down to the main floor and use the card key you acquired on a terminal right of the three hanger doors to enter the Train Turntable.



**Item: Elixir of the Devil Way & Life of the Gods**

Before entering the Train Turntable, look for two wooden boxes inside a trench in the center of the 1st floor. The northern-most box contains the Devil Elixir, while the southern one has a Life of the Gods.

As you enter the Train Turntable, a door will lock, meaning you have to tackle the guards here to open the way. As usual, use the flying swallow, after blocking their gun fire to take them down with ease. Once everyone is down, the door will unlock. But before going through it, check out a room to the southeast, containing a Save Point and a Merchant.



**Item: Elixir of Spiritual Life**

Look for a chest in the room containing the Save Point for this item.

After going through the unlocked door, you'll be faced with a one-on-one battle - oh yeah, against a tank.



**Boss: Tank (x2)**

Hopefully you grabbed the APFSDS Core Arrows mentioned earlier, as they're invaluable during this battle. If not, you can find more in a box along the perimeter of the arena - you can also find explosive arrows in another box on



the exact opposite side. As for the tank, here's some info on its four attacks:

- **Run Over:** If you get close, the tank will try to run you over. Stay at a distance to avoid this.
- **Grenade:** Another good reason to stay far away from the tank is they'll toss grenades at you.
- **Turret Fire:** If you're at a distance, the gunner on top of the tank will spray you with bullets. You can block most of these, though a few may make it through.
- **Mortar Launch:** If you're at a distance, keep an eye on the turret, as it will fire mortars at you. You can dodge these by rolling away the moment it fires.

Here's the thing: While you can kill the gunner with a well place arrow (and his several replacements), it's not worth the time it takes. Instead, camp by the the APFSDS Core Arrows box just left of where you begin and hammer on the projectile button to fire arrows from there -- don't bother to aim them manually, as Ryu will automatically target the tank. This way, you can restock your arrow supple as often as necessary without having to move far. Just make sure to block the turret's fire, and roll away to evade the mortars.



After killing the first tank, a 2nd kill appear. Take him down just like the first to win this battle.

**Item: Great Spirit Elixir**

Open the chest next to the lift.

After the battle with the tanks, take a nearby lift up to the final floor. After stepping off, Save at the Save Point and head halfway up the stairs - directly across from you are two rocket bearing guards. As long as you stay on the lower half of the staircase, you can manually target the far guards with APFSDS Core Arrows without worrying about them firing rockets at you. Once they're down, a helicopter will make its grand appearance.



**Item: APFSDS Core Arrows**

At the top of the stairs, look for a box in a corner to your right with these arrows.

**Boss: Helicopter**

First tanks, and now a chopper? Do things get worse? Well, no, they don't. At least this guy only has two attacks:

- **Machinegun Fire**The chopper will often unleash a stream of machinegun fire. You can block this without incident.
- **Homng Missiles:**These babies come in sets of 2, 4, and 6 - even worse, they home in on you. The best way to avoid them is to run run and jump away from them in either direction as they close in.

To destroy the helicopter, launch arrows at it as it flies past you, whether overhead or under the bridge. When you score a hit, just hammer on the projectile button since your aim is accurate. However, when the copter stops moving and hovers in place, cease attacking and focus on defending/avoiding against its attacks. If you need to refill your arrow supply, check out the arrow boxes on either side of the arena.



With the chopper down, go back to the Save Point to save, refill your arrows, and continue across the Overpass to the other side. After crossing, look in the far corner to find a merchant. Now look for an alcove in the wall, about halfway. Use your wall jump to jump between the two walls, up to the top, then go through the door.



**Item: Elixir of Spiritual Life**

After crossing the overpass, follow the walkway up to a chest in a corner, near the merchant.

**Golden Scarab (Overpass)**

After wall-jumping to the top, look for a Gold Scarab on the ground along the ledge.





On the rooftop, use Wall Run attacks and the Flying Swallow to kill the guards. Afterward, rockets will begin to rain upon you from a nearby tower. Look toward the tower to spot several enemies and nine radio dishes - don't bother targeting the enemies, as it's a waste of time. Instead, focus on taking down all the radio dishes. Just evade the incoming rockets by rolling aside as they near. Once the dishes are taken care of, the tower will explode, killing the enemies. With the tower down, exit through the unlocked door.



**Item: Great Devil Elixir**

Open the chest, left of where you entered, for a Devil Elixir.

**Item: Explosive Arrows**

Look in the southern corner of the roof for an alcove containing a box stock full of explosive arrows.

Wall run along the right wall to cross the gap in the walkway. Use your Windmill Shuriken to kill the flying droids, and continue along the path, through a door.



Inside are three rocket-launching bearing foes, and they can be a complete pain in the ass. Immediately wall-run toward them and use the Flying Swallow. Attack fast to prevent them from getting any rockets off, then head through the door.



**Item: Elixir of the Devil Way**

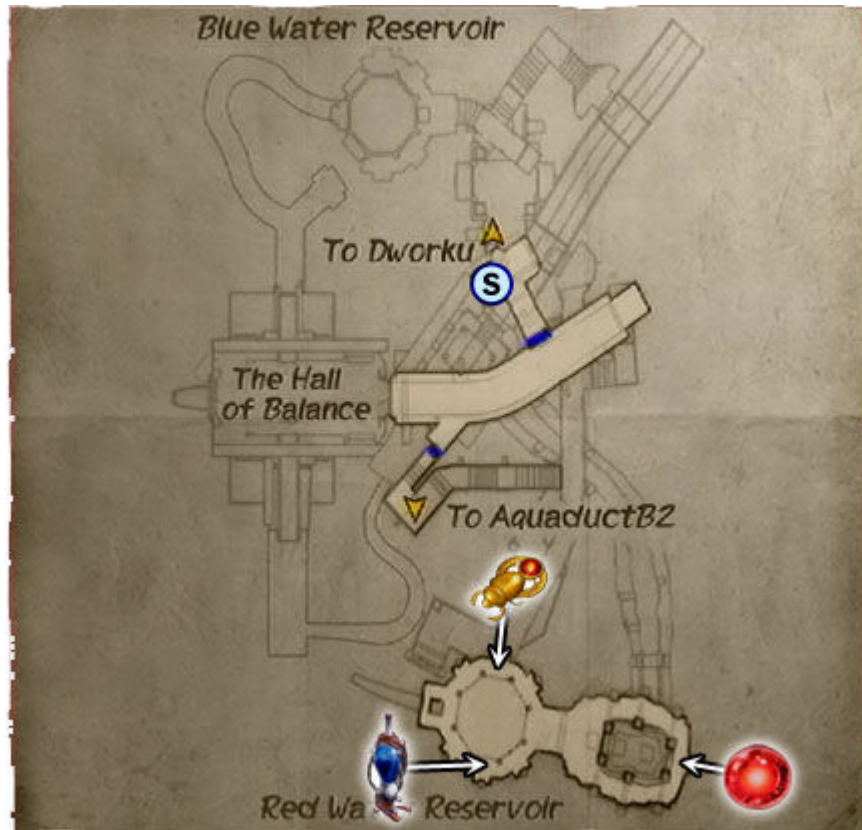
Open the chest in this room for a Devil Elixir.

Follow the path, take a lift down, then go through another door. On the other side are three guards waiting on a staircase. Take them down, then try opening the door - damn thing's locked. Backtrack to the hallway where you fought the three rocket-launching dudes to fight three more, then obtain a for the key - yes, there is no good explanation for this. With key in tow, continue through the locked door, then activate the controls to complete the level.

**Item: Life of the Gods**

Before exiting the room with the locked door, look for a chest at the end of a short hall, adjacent to the staircase.





**Change Map Level:**

[ [Aquaduct 1](#) ] | [ [Aquaduct 2](#) ] | [ [Aquaduct 3](#) ] | [ [Hall of Balance 1](#) ] | [ [Hall of Balance 2](#) ] | [ [Underground Sanctuary 1st Floor](#) ] | [ [Underground Sanctuary 2nd Floor](#) ] | [ [Underground Sanctuary 3rd Floor](#) ] | [ [Caves \(Lower Area\)](#) ] | [ [Caves \(Upper Area\)](#) ]

**Item: Explosive Arrows**

Look for an explosive arrow box in the gated area in which you start.

**Item: Life of the Gods**

Open the chest in the gated area for a Life of the Gods..

The train crash lands you back in Dworku, but all the major routes have been blocked off. But no worries, as you'll be taking a detour through the sewers. Exit the gated area through the door, then check out the manhole. This is where you want to go, but you need to trigger a cutscene first. Run around this area for a few minutes to trigger a cutscene with a new type of fiend that pops out of the sewer. Treat them like any other enemy, then hop down into the sewer.



After dropping into the sewer kill the bats for essence, then Save at the Save Point and head through the door.

As you step through the door, several Wolverine fiends will teleport in. We suggest equipping the Vigorian Flail to take them down with ease. Once clear, follow the sewer up to a door on your left.



When you descend down the staircase, even more wolverine fiends will appear. Kill them, and continue on down the hall. Turn right at the base and check out a corpse to obtain the **Map of the Aquaduct**.



Turn around and look for a staircase along the right wall going down (don't worry about the doors on either end of the hall - they're both blocked for now). Drop off the ledge, enter the room ahead and take down the wolverine fiends that appear.





Now there are several exits to this room, but most are either blocked off, or contain nothing of importance yet. As such, head down the hall, across from the staircase you came down from, up to the door leading into the Hall of Balance - but before proceeding, make a pit stop in the alcove right of the door to find a Save Point.



**Item: Great Spiritual Elixir**

Look for this chest in the alcove containing the Save Point.

Upon entering the Hall of Balance, a cutscene will show a chest on a high ledge - this is your next goal. But first, feel free to make a pit stop at the merchant, just past the giant statue. Oh, and in case you're wondering about the three balance scales up high, those are part of a puzzle that you'll solve later. But back to the key! Stand atop the platform on the left side of the room (just before the merchant) and run up the wall to grab hold of a ledge. Shimmy to the ledge on the right and open the chest for a **Key of the Insect** (Point #1 on Map) - this can be used to open a door in the hall you passed through earlier (Aquaduct B2), but save it for later. For now, exit the room through the door you came.



**Item: Jewel of the Demon Seal & Talisman of Rebirth**

After exiting the Hall of Balance, make a left and take the elevator downstairs. Open the chest ahead for a Jewel of the Demon Seal, which we suggest using to power up your inferno spell. However, it seems removing this treasure angers the gods, as the elevator will be blocked off, and a horde of bugs will attack. The best way to take them

down is to use your Art of the Inferno attack from the very center of the horde. If you run low on Ninpo, focus on using wall jump attacks to kill them, while avoiding their own attacks. With the room cleared, the elevator returns. If you ride it up, then back down once more, another horde will attack, but if you clear them out too, you'll be awarded with a Talisman of Rebirth.

Back in the ancient Aquaduct, you need to return to the level above, via the area that you originally dropped into (at the top of the staircase ahead). To climb back up to the ledge, wall run along the left wall, jump before the corner to continue running along the next wall, then jump once more before the corner to land on the ledge - this can be tough, so it may take a few tries.



After climbing the stairs back into Aquaduct 2, turn right and use the Insect Key on the red door and kill the wolverine fiends that appear. Now go through the nearest door, to the south, for a boss fight.



#### **Boss: Thunderbolt Worm**

To defeat this oddly phallic-looking worm is a matter of learning his attack cues, then counter-attacking. He has four main attacks, but you only have to deal with three if you avoid standing in the center of the platform.

- **Energy Balls:** When you see the worm curl back, get ready to dodge 2-4 energy balls, which can deal a lot of damage. A simple roll is enough to evade them.
- **Charge:** If you hang around the center of the platform, the worm will lunge at you from his hole and deal a metric ass-ton of damage. Just avoid standing in the center to prevent this attack from occurring.
- **The Water Electric:** The worm occasionally will curl up and stick its head under the water, thus electrifying the water. Avoid stepping foot in the pool to prevent being damaged. Also, the worm is vulnerable when in this state, but it's usually not worth the risk of accidentally stepping foot into the drink.
- **Slap and Slide:** When the worm rears back and looks like it's about to faint, get out of the way, as it's about to slap one side of the platform, then slide its ugly head across it to the other side.





The best way to tackle the worm is to exploit his Slap & Slide attack. Simply stand on either side of the platform (we prefer the right, but either works) and wait for him to rear back - just before he slaps the ground, perform a wall run & jump along the nearest wall just as he's slapping the ground, then perform a strong attack while in the air to slash his head when landing. He usually performs this attack several times in a row, so keep repeating this maneuver for as long as you can. When he switches attacks, simply dodge them as mentioned above, then continue exploiting his Slap & Slide to take him down for good.



With the worm dead, collect **The Art of the Inazuma** scroll from the waters, beneath the archway. Now continue past it through a couple of hallways to reach the upper portion of the Hall of Balance.



#### **Golden Scarab** (Aqueduct 2 - Worm Boss Room)

After passing through the archway, turn around and wall run along that very wall to find a ledge with a Golden Scarab.



**Item: Great Spirit Elixir**

Turn right after entering the upper Hall of Balance to find a chest.

Follow the ledge to the left and open the chest to obtain the **Red Tablet of the Stream** (Point #2 on map). Now check out the boxes below for some hot items you can collect, then drop to the 1st floor of this room.



**Golden Scarab** (Hall of Balance 2 - Upper Fl.)

Continue to follow the ledge to find a scarab at the very end, past the hallway opening.



**Item: Life of the Gods**

Enter the tunnel, just past the first chest, and look for an alcove on the right containing another chest.

After dropping to the bottom of this room, exit through the door back into Aquaduct B3. Hang a right and run up the hill to a door (the alcove on the right merely contains a corpse holding a diary, and a puzzle you'll solve later).





Through the door, kill the wolverine fiends that appear, then look for a shaft on the opposite side. Wall jump, from one side to the other, all the way to the top.



**Item: Spirit of the Devils**

After wall-jumping to the top, look for a chest along the back wall to the east..

**Item: Great Spirit Elixir**

Look for another chest on the opposite side of the one mentioned above.

After wall-jumping to the top, place the Red Tablet of the Stream on the red pedestal on the far side. This will cause the water to drain from the room and into the scales in the Hall of Balance, thereby lowering them slightly.



**Golden Scarab (Aqueduct 1)**

Look for a Golden Scarab to the right of the red pedestal.



Now you need to return to the main Aquaduct hallway, where you came across the first corpse. Remember, to get back up there, you're going to have to wall run/jump in the small room you dropped into originally. Once back in the hall, make a left and go through the door at the far end (past the corpse).

Inside, grab the **Statue of the Water Spirit** from the altar, and return to Aquaduct B3, where you just came from. After dropping back into that room, make a left and enter the alcove on the right. Check the corpse, if you haven't already for a diary, then place the Statue on the pedestal to unbar the door.



Continue through the hall, kill the bats that appear for plenty of essence, then leap down the hole into the Caves. Follow the tunnel up to a merchant (you may want to stock up on elixirs in preparation of an upcoming boss battle), then continue on to another boss.



**Golden Scarab** (Caves - Lower Area)

Turn away from the merchant to spot a Golden Scarab along the right wall, by the tunnel.





### **Boss: Twin Worms**

Great, now you have two-phallic looking worms to deal with. Each one's attacks are like the worm before, but now they attack in unison - though they never perform the same attack at the same time. There are two methods to beat them, one is easy, the other very difficult. The only problem is that the Easy one requires that you have at least two Great Spirit Elixirs, though the hard one may require even more, depending on how good you are.

#### **The Hard Way:**

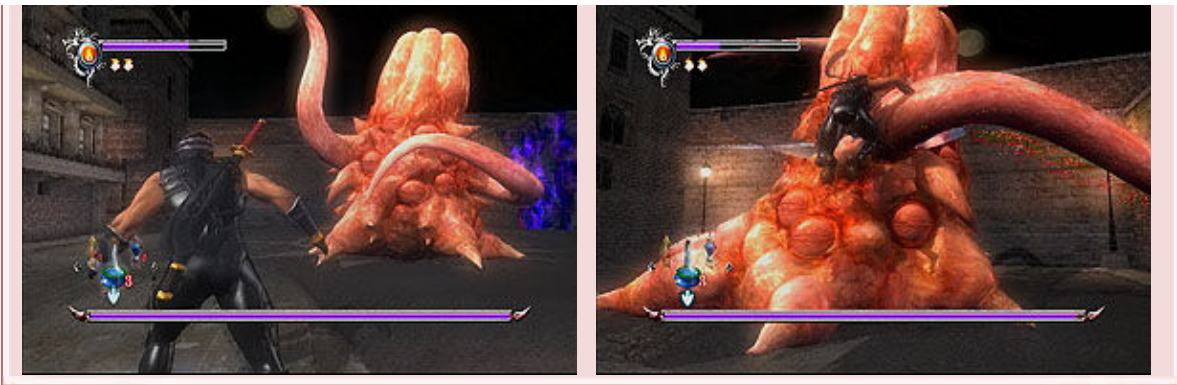
This one sounds simple on the surface, but is very difficult to execute. It's essentially just a matter of avoiding both worms' attacks, then countering when able. Only this time, there are no walls for you to run and jump off of, when means you're going to have to evade their Slap and Slide attacks by jumping - while in the air, perform a strong attack to damage them as they're sliding. Same goes for the lunge attack - step aside or jump over it when they dart from their hole toward you, then attack their head like no tomorrow. But as we stated, this method is incredibly difficult, as it's damn near impossible to keep track of both heads at once. As such, we strongly suggest you try our Easy method below.

#### **The Easy Way:**

If you find yourself exasperated with trying to kill the worms, the easy way is for you. But here's the thing: you're guaranteed going to take damage, it's just a matter of how much. We strongly, strongly suggest having *at least* Two Great Elixirs on you, if not more.



In short, you're just going to go ape-shit on the boss, attacking them like there's no tomorrow. The Flying Swallow is very effective against these guys, particularly if you strike both at the same time. The only downside is that you're going to land in the electrified water, but don't let that phase you. Just keep on attacking from within the water, performing jumping strong attacks, flying swallows, and mix in an Inferno Fire here and there to quickly kill both worms. Just remember to keep an eye on your health, as you're going to have to use at least two potions.



**Item: Life of the Gods**

Check out the tunnel that the right worm one in for a chest.

**Golden Scarab (Caves - 2nd worm battle)**

Check the tunnel where the left worm was for a scarab.



**Item: Great Spirit Elixir**

After entering the center tunnel, look for a chest on the right.

With the worms defeated, head up the center tunnel, up to a pile of rocks. On your left is a tunnel that leads back to the Aquaduct, but don't take it yet. Instead, climb the rocks and kill the wolverine fiends that appear. Head through the tunnel at the top and go through the door at the end.



**Item: Great Devil Elixir**

After climbing the rocks, open the chest at the top.



**Item: Elixir of Spiritual Life**

Look for a chest on the left side of the tunnel.

Continue through the tunnel, and check a corpse on the right for another diary. Use the Flying Swallow to quickly take down the flying insects ahead, then open the chest atop the shrine for a **Blue Tablet of the Stream** (Point #3 on map). Don't bother going down the tunnel left of the shrine, as the door is locked. Instead, return to rock room and take the tunnel you passed by earlier, leading to the Aquaduct.



**Item: Incendiary Shuriken**

After exiting the tunnel, check the corpse on the right.

As you work your way through the tunnel, fight the wolverine fiends that appear and continue on up to a cracked wall.



**Item: Elixir of Spiritual life**

Open the chest on the left for an elixir.

At the cracked wall, use an Incendiary Shuriken to open the way. Run past the merchant up to the shaft you fell down earlier. Wall jump all the way backup, save at the nearby Save Point, then use your map to get to the Blue Water Reservoir.

(If you have trouble finding the Blue Water Reservoir, wall run back up to the Aquaduct B1, turn right and enter the far door. In the hall, turn right again and go through a red door on the left. Now just follow the stairs)

**Item: Great Spirit Elixir**

Just before the final stairwell leading into the Blue Water Reservoir, look for a chest on the exact opposite wall.

When you reach the Blue Water Reservoir, place the Blue Tablet on the pedestal to drain the water into the Hall of Balance. Now drop into the empty hole where the water was and proceed through the tunnel, killing the wolverines along the way, to arrive back in the Hall of Balance.



**Golden Scarab** (Blue Water Reservoir)

Look for this scarab in the very center of the now empty pool.



Back in the Hall of Balance, drop to the 1st floor and head through the now ungated door leading to the Peristyle Passage. Upon entering, a series of 60 fiends will attack. You don't have to fight them, but the prize is well worth your time - see the box below for more.



To continue on, you're going to have to unlock the barred door via a switch in front of the Goddess statue, but it requires a strong force to depress. To activate it, wall jump up the shaft the switch is in, then perform a strong attack at the very top to drop onto the switch, thus opening the door.





**Item: Lives of the Thousand Gods**

If you kill all 60 wolverine fiends, you'll be awarded the Lives of the Thousand Gods. This battle is long and tough - use the Flying Swallow often, and back away immediately after attacking, then repeat the maneuver. Also perform wall run attacks to escape being trapped.

**Golden Scarab (Peristyle Passage)**

Atop the second pillar, left of where you entered, rests a Golden Scarab. To reach it, wall jump between either one of the surrounding pillars to the top.



Aside from a few bats, this room may appear barren, but there's a treasure you can reach, listed below. Otherwise, continue through another door.

**Item: Life of the Gods**

To reach the chest in the rafters above this room, stand to the left of the exit and begin wall running along that wall, past the door, to the right, while pressing jump the entire way. You should land on a wooden plank, which leads to a chest.

When you enter the Underground Sanctuary, kill the Wolverines that appear, then note the sword-shaped indentation in the floor - you'll soon find a sword you can place there. Now enter the western room. Climb the broken staircase on the right and perform a wall-run, jumping at the corners, to reach a small ledge that overlooks the main room.



**Item: Arrows**

Check the corpse in the middle of the small, western room for arrows.

**Golden Scarab (Underground Sanctuary)**

After entering the western room, near the sword indentation, look in the corner left of the entrance for a Scarab on the ground.



From the ledge, pull out your bow and launch an arrow at the blue light across the way. This will lower a concrete slab that you can leap to from the ledge and wall-run across to the other side. Now climb the staircase by the light you arrowed to another floor.



**Item: Great Spirit Elixir**

Open the chest along the way for a Great Elixir.

Follow the ledge until you face a drop off, with an overhanging tree branch. It may look far, you can reach it by jumping toward it diagonally from the ledge you're standing on. Now jump from the branch to another ledge, save at the Save Point, then grab the sword from the altar and place it in the slot on the floor below to unlock the door ahead, but also



cause the boss to appear.



### Boss: Paz Zuu

This boney bird can be difficult, but should be easier than the pair of worms from earlier. It has several attacks that can quickly dwindle your health, so it's important to learn their cues so you can block or evade them.



- **Laser Line:** This frequent attack occurs most often when at a distance. In short, the laser scans a path in the earth, which then erupts a second later in the same pattern it was scanned. To avoid being damaged, get out the laser's path - if the laser scanned from front to page, a simple roll to either side should be fine, but if it scanned horizontally, make sure to roll either toward or away from the camera.
- **Charge:** Get directly in the 'dactyl's grill or give it too much trouble and it charges forward. To avoid, never stand in front of the 'dactyl up close. Easy enough. He'll run to the other side or will leap onto a perch (see below).
- **Stomp:** The 'dactyl stomps one foot after the other. Blocking doesn't help. When doing these attacks, get to the side of the 'dactyl, up against the wall and block (for good measure).
- **Double Stomp:** The 'dactyl leaps straight into the air and comes down with both feet. Easy enough, when he goes airborne you go against the left or right wall.
- **Smack:** A swing of the bone wing. This can be blocked, but you still take a little damage. As the attack strategy explains below, this one will be avoided by your quick attacks. He cannot hit you if you are against either wall.
- **Wind Whip:** The bird closes his wings and kicks up some stones. After a few seconds he lashes his wings out for a smack. The moment you see the wings close, get against the wall and block. That's right, none of his attacks can hit you when you are against the wall, even though you are incredibly close to him.
- **Perch:** On the perch, the 'dactyl does one or three things before leaping off. He does a Laser Line if you are far away, he does a Wind Whip if you are under the platform he's on, or he roars in anger if neither attack looks promising. The best strategy is to keep mid-range and dodge the Laser Line if he uses it.

The boss's weak point is its head, but reaching it can be a challenge. As such, focus on attacking his kneecaps - after enough attacks, he'll become stunned and lowers his head, giving you several seconds to pummel away.

Of course, attacking his knees can be difficult in and of itself. It's best to try and stay behind the bird as often as you can, while slashing its legs. Make sure to hold block, or roll away when he's about to attack. If the bird flies away, chase after it, but stick to either the far left or right wall to avoid most of its attacks and get behind it once again.







**Change Map Level:**

[ Moat of Zarkhan ] | [ Underground Cemetery (Lower Area) ] | [ Hidden Underground (Middle Area) ] | [ Hidden Underground (Lower Area) ]

**Item: Great Spirit Elixir**

Open the chest opposite the Save Point for a Great Elixir.

Yes, you start right next to a Save Point for once! Save there, open the nearby chest for a **Map of the Moat**, then leap into the water. Throughout the level, you'll encounter giant fish, such as the two here, that will attack you if faced head-on. You're usually better off ignoring them (such as now), but you can also approach them from the sides and slash them with your sword to take them down.



**Golden Scarab (Moat)**

After jumping into the water, swim right and dive to the bottom of the gate to find a Scarab in a small opening.



Dive when at the gate on the left to go through a small hole. Once past, continue through an underwater tunnel ahead - but make to return to the surface for some air first! Now be careful as you swim through it, as you'll encounter four spike traps. The first is on the ground, and the next three are along the left, top, and bottom. Wait for the spikes to subside before proceeding, but swim fast, otherwise you'll run out of air and take damage.



After escaping the tunnel, rise to the surface and look for both a platform on the left containing a merchant and corpse - check it to obtain the **Spear Gun** (Weapon Point #1). This weapon has unlimited ammo, and is particularly effective underwater against the giant fish. Now dive back into the water and continue through another tunnel. Watch out for five more spikes sets, in this order: Down, top, left, top, bottom. As soon as you exit the tunnel, return to the surface and quickly kill the two robots.





**Golden Scarab (Moat)**

After exiting the tunnel for the 2nd time, return to the surface and look for a Gold Scarab on the sole platform.



Now dive back beneath the water and proceed through yet another tunnel below the platform (across from the one you just came through). You'll emerge in a cavern. Return to the surface and climb onto land. Save at the Save Point back on land, then get ready to tackle a small amount of enemies that appear.



**Item: Great Spirit Elixir**

Open the chest right by the Save Point.

**Item: Life of the Gods**

Look for another chest on the southern end of the room, bordering the water, for a Life of the Gods.

After collecting the room's goods, dive back into the water and continue through another tunnel, on the south side of the room.



### Golden Scarab (Moat)

After exiting the tunnel, dive to the right and look for a scarab in the northwestern corner.



After exiting the tunnel, take refuge on the platform with the locked door (you'll look for the key shortly). In the water are two more fish, but even worse are a new merman-type creature that can hover above the water and fire projectiles at you. While the harpoon gun can take them down, the auto-targetting sometimes gets confused by the fish, so it's best to run at them over the water and slash them with each pass. If you can, try to knock them onto land, as they're helpless there. Once the area is clear, dive back into the water and swim through a hole in the center gate (across from the locked door).



**Note:** Ignore the tunnels beneath the locked door for now - you don't have enough of an air supply to grab the items within without dying. But don't worry, you'll be able to nab them soon.

After swimming through the gate, run along the water's surface and use your windmill shuriken to take down the flying droids. Now get on top of the boat and activate the hand crank to raise a door at the base of the boat. Swim through it to find an **Oxygen Tank** inside (Point #1 on Map). With this item, you can now breath underwater indefinitely - super sweet!



After grabbing the oxygen tank, swim to the other side of the room, then up to find a chest on the second floor. Open that chest to find the **Key of Triton** (important point #2 on map).



**Item: Life of the Gods**

Dive under the water and look for an opening in the wall, just below the platform with the locked door. Halfway through the tunnel, open it for a Life of the Gods.

**Item: Talisman of Rebirth**

At the end of the tunnel mentioned above, you'll find another chest containing this item.

**Golden Scarab (Sunken Ship)**

Inside the sunken ship, look for a Golden Scarab in the corner next to the chest, containing the key.



With the key in hand, exit the ship and return to the locked door on the other side of the gate which you can now unlock with the key.





After passing through the door, you'll be face-to-face with a room full of merman and flying droids. Because these droids fire high powered missiles, it's best to target them first. Run along the water and use your Windmill Shuriken to take down the droids. Afterward, kill the Mermen like you did before by running past them while slashing - again, they're easier to take down if you can knock them onto ground.



Once the room's cleared, look for a crevice under the water on the right side of the area that leads to the next section.



Well well, you're back in the Hidden Underground. Swim left along the wall until you come across another tunnel you can swim through.



After the tunnel, you'll emerge in the Great Corridor. Turn right to swim down toward the Chamber of Everlasting Sleep. Once there, turn right and swim through a low door and follow the tunnel.



**Golden Scarab** (Underground - Chamber of Everlasting Secrets)

After entering the Chamber of Everlasting secrets, look for a scarab you can swim up to on top of a pillar.



A horde of shark-fish wait in the room ahead. Hang back and fire your Spear Gun repeatedly to take them down with ease (though you may have to swim down to their level in order to target them). Now swim past the central elevator leading to the Monk's Room (there's nothing there), and instead head through the tunnel.



You'll emerge in a small room containing a lift, but make sure to save at the nearby save point before taking it!



### Boss: Doku

Okay, so you fought this guy back in Chapter 2 and got your ass kicked, but now it's time for payback. Doku offers up a near constant stream of attacks, which only provides you with a very small window after each one for you to launch a counter-attack.

We found the best way to defeat Doku is to circle around him constantly at a medium distance (as shown in the pictures below). At this distance, you're outside the reach of most of his attacks, yet close enough to counter-attack when given an opportunity. Now keep in mind that using this method requires patience, so don't be surprised if this battle takes several minutes. As for what counter-attacks you should use, we found that the Flying Swallow generally works well as a quick attack, but it's weak. Instead, use the Jump Slash (jump, then triangle) when you can, as it's significantly more powerful. As soon as you land (or miss) an attack, roll away to avoid Doku's counter-attack, and continue to run around him like before. Rinse and repeat as necessary.



Now while you can technically counter-attack after any of Doku's advances, we suggest restraining yourself from countering most them, and instead wait for the ones that either bring him close to you, or those that have a short recovery time, making him vulnerable. Here are the best attacks of his to counter attack:



- **Charge:** As long as you keep circling Doku at a distance, his charge attack will always miss, generally leaving him vulnerable a mere foot or two behind you.
- **Flame Breath:** Occasionally, Doku takes off his mask and spins in a circle spewing flames. Since you're running around him, you'll be behind him by the time he starts this attack, making for a great opportunity to attack.
- **Ground Pound:** Doku will lift his sword up then stab it into the ground, releasing an energy wave that you must jump over to avoid. However, if you're quick, you can actually attack him several times before he stabs the sword in the ground, thereby cancelling his attack.



So we've covered the best attacks to counter, but what about the rest? Here's some other attacks he uses, and info on how to dodge them.

- **Slash:** Doku's most basic attack is a simple slash of his sword, which can be blocked or dodged. But make sure to back away, otherwise you could be taken down with a follow-up attack.
- **Sword Throw:** Doku will sometimes toss his sword at you, which will then return to him like a boomerang. A well timed roll can dodge this attack. Also, if you're close enough, you might be able to inflict a hit or two onto Doku.
- 
- **Slash Combo:** This string of five slashes is punctuated by a red glow after each attack. As long as you keep circling him, this attack should miss completely. Furthermore, you might be able to get in a counter-attack if you make a move right after his fifth and final attack.
- **Grab:** Don't stay close to Doku for too long, otherwise he'll grab you and inflict major pain. But you shouldn't have to worry about this attack as long as you roll away from him after each attack of yours.



Change Map Level:  
[\[ Tairoon \]](#) | [\[ Hayabusa Village \]](#)

#### How to Kick Ass

Rachel's Roll Over and Attack combination is incredibly effective tactic for killing most foes. To pull off this sweet move, roll near an enemy (while blocking) to swing over them - but during your roll, press the **Strong Attack** button to cause Rachel to decapitate the enemy after rolling over them. Since you're invulnerable during the animation, you can link this move together to quickly tackle huge groups of foes - all without leaving yourself vulnerable. Score!

Save at the save-point in the corner, then enter town toward the locked door ahead. As you enter the intersection, a few enemies will spawn in. Take them out using the aforementioned Roll Over and Attack combo.



With the enemies down, make a left at that intersection, then turn right into the first entryway past the gate. Step on the portal and press the interact button to teleport to Hayabusa Village.



**Item: Elixir of Spiritual Life**

After turning left at the intersection, enter the first room on the left to find a chest containing this item.

**Item: Essence**

After entering the room containing the portal, look along the wall opposite it for a chest containing essence.

After warping, run through the tunnel, past the graveyard, and down the stairs to a save point.



**Hairstyle: Shoulder-Length (Blonde)**

Step onto the bridge to begin a fight with 60 enemies. Again, focus on using the rollover and attack maneuver, though you may want to use some ultimate techniques as well. Your reward for beating all 60? A hairstyle.

Ignore the bridge (unless you want the hairstyle mentioned above) and jump over rubble. A few more enemies will attack, including a few wizards, but they're no match for the rollover & attack combo. Continue past the houses and enter the second story building on the right.





**Item: Elixir of the Devil Way**

After entering the building, check the shelf on the same side as the ladder for a devil elixir.

**Item: Elixir of Spiritual Life**

Check the bookshelf along the wall opposite the ladder for an elixir.

Climb the ladder inside the building then exit via the open window.



After dropping outside, a few enemies will attack - you know what to do. After clearing them out, head uphill to the town's entrance, then up one more to a cabin. Bust open the boulder inside to reveal a **Mysterious Stone Tablet** you can grab (Important Point #1 on map).



Run to the opposite side of the village to find a stone pedestal (Important Point #2 on map) which will create a warp point. Interact with it to teleport to a new area.



After warping, you'll be trapped within a small gated in area. Kill the Wolverine fiends that appear to cause a large creature to spawn in. Although he looks tough - okay, he is tough, but a few well place hits will take him down. Try

maneuvering to his backside and leaping off walls then attacking. Make sure to avoid his jump attack, as it deals a ton of damage. You may also want to back away to focus on the smaller, wolverine fiends first so they don't distract you from the main battle. Once everyone's dead, two portals will open up. The one at the base of the stairs return you to where you came from, so take the one upstairs instead.



After warping, use the nearby Save Point, then climb the staircase and approach the glowing creature ahead to be teleported to another dimension.



#### **Boss: Nicchae and Ishtaros**

This pair of demons are unbeatable - seriously, so don't even bother fighting them. Just go ahead and die like nice little girl to complete the level. Yeah, it doesn't make sense to us either, but there ya be.







**Change Map Level:**

[ Zarkhan ] | [ The Caverns ] | [ Lower Caverns 1 ] | [ Lower Caverns 2 ]

Look, a sword is mere feet away! Grab it to obtain the **Kitetsu** -- what a great way to start the level...except that this sword sucks, so stick with your weapon of choice for now. After grabbing the sword, run into the column filled room ahead.



**Golden Scarab** (First Room with Columns)



As soon as you enter the room full of columns, check behind the pillars on the left for the first scarab.



Look for a switch on the back wall. Pulling it causes the wall behind it to transform into a staircase leading to the next area. Additionally, several platforms will appear in the arena (where you found the sword) - you can use those to reach several items, noted in the boxes below.



**Note:** Fiend Challenge (Life of the Gods) After flipping the switch, return to the arena where you found the sword to engage in a fiend challenge. You'll have to tackle 60 of those lizard-like creatures in order to make a Life of the Gods appear (noted in an item box below). Needless to say, this isn't easy - well, at least it wouldn't be if you didn't have us by your side.

First, we strongly suggest equipping the Lunar. It's wide-range and fast hitting attacks makes it ideal for keeping a lizard or two busy. Now here's the deal, the lizards will always attack in groups of three, so it's important to try and isolate one at a time and focus on them exclusively. Either pound on the fast or strong attack buttons to deal heavy damage. Try to keep an eye on the other lizards while doing this, as they may charge at you during your one-on-one battle.

**Awesome Tip:** If you're having trouble, we found an exploit that'll let you kill all 60 of the lizards with relative ease, but it can take a while. For some reason, the lizards can't enter or attack the area surrounding the lower platform, providing you with a safe haven of several square meters to work your magic within. Yeah, yeah, we know - it can be scary having those lizards right in your face, but as long as you stay within the invisible boundaries, they can't do anything but look intimidating.



The light blue area roughly shows the area that you can safely move around in without being attacked.

But there is one problem: you can't attack them either without stepping outside that invisible safe box. But here is what you can do: Step near the border of the box, then charge up an Ultimate Technique (hold triangle). When fully charged, push the control stick toward an enemy's side, then unleash your attack. This will cause Ryu to begin attacking, while stepping outside the box - as soon as he does, he'll lay into the enemy like no tomorrow (sometimes you can even nail two or three at a time!). As soon as the attack stops, roll or jump back to your safe haven and repeat over and over until all 60 are destroyed. Ninpo can also be highly effective from within the box.



**Notes:** Sometimes the enemies bunch up in the corner near the wall. If this happens, step to the opposite side of the box to lure them toward you. Also, if only two of the enemies are stuck in that corner, that means you can attack the third relatively peacefully, without worrying about those two coming for you after a while. Oh, and don't forget to grab the essence those guys drop.

**Item: Great Spirit Elixir**

Back in the arena, look for two platforms along the right wall. Jump onto the lower one, then wall-run & jump to the higher platform. From the 2nd platform wall-run up to the corner ahead, but jump right before it to gain height, then keep running along that wall to a third platform. Now simply leap to the ledge ahead to find a chest containing this elixir.



**Golden Scarab (Arena)**

In the arena, look for a single platform along the left wall (across from where the other two platforms were). Jump onto it, and look for another platform a bit higher up, just past the corner. Wall-run toward it, but jump just before the corner to gain height, then jump once more to the platform. Now leap onto the adjacent ledge (which is above a doorway) to find the Scarab in the corner.



**Item: Great Devil Elixir & Life of the Gods**

After grabbing the Scarab noted above, drop to the platform below, then wall-run along the wall in the same direction, jumping before each of the three corners to reach a really high platform. Once there, leap to the adjacent platform, then over the cracked banister to find two chests. The one on the right contains a Great Devil Elixir, while the one on the left contains a Life of the Gods (this only appears if you completed the Friend Challenge, mentioned before).



**Item: Lives of the Thousand Gods**

After grabbing the two chests mentioned in the box above, leap to a platform on the left, then to the walkway beyond for two more chests. The first contains a Lives of the Thousand Gods, while the second contains a Life of the Gods.





### Golden Scarab (Arena)

Continue past the two chests mentioned above to find a Golden Scarab along the edge.



After flipping the switch in the column room, climb the recessed wall behind it up to the next level. Now follow the path down the stairs to a fiend battle. You can skip past these enemies if you want, but you'll earn a valuable prize for beating all 60 - check the box below for more.



### Item: Great Spirit Elixir

Look for a chest on the right as you follow the path, which contains a great elixir.

### Item: Lives of the Thousand Gods

After following the path down the stairs, some Wolverine fiends will warp in - there are 60 in total. Take them all down to make a chest appear that contains a Lives of the Thousand Gods. As for killing the creatures, simply navigate to a semi-open area, and then perform the Flying Swallow back and forth to decapitate them left and right.

### Item: Saru's Diary

Look left of the locked door (across from the long stairwell) to find a corpse. Check it to obtain Saru's Diary.

**Item: Great Spirit Elixir**

Climb the long staircase and look for a chest right of the locked door at the top containing this elixir.

After the fiend battle, continue to follow the path, and jump over the fallen tree to a safe haven containing a save point.



**Golden Scarab (Before entering Zarkhan Falls)**

Use the War Hammer to bust open the first of the three statue heads to reveal a scarab.



**Item: Life of the Gods**

Use the War Hammer to bust open the last of the three statue heads (near the save point) for a Life of the Gods.

**Item: Map of Zarkhan**

When the save point comes into view, look for a corpse along the left wall and check it for a map of this area.

Now continue past the save point to a water-filled basin. After collecting the items mentioned below, run across the water and enter the cavern,



**Item: Great Spirit Elixir**

Swim underwater to find a chest at the bottom containing this elixir.

**Golden Scarab (Before entering Zarkhan Falls)**

Look for a golden scarab along the lake's bottom, in the northern corner, just before entering Zarkhan falls.



Inside the cavern, drop off the ledge and attack the bats below for a ton of essence.



**Item: Map (The Caverns)**

Check the corpse in the doorway for a map of the caverns.

After grabbing the map from the corpse, dive into the water and swim through the tunnel to the other side. Slide down the ice ramp into a cavern below.





When you land, a new kind of foe will attack: Ice Fiends, and they're joined by a few lizard friends. The Flying Swallow is effective against them, but watch out for their attacks, including a rolling charge and grab. If they do grab you, press quick-attack repeatedly to escape their grasp. As for the lizards, equip your Lunar to quickly take them down.

With the room clear (or if you just want to escape them), run up the brick wall in the corner and wall-jump off it to reach a ledge above.



**Item: Life of the Gods**

After wall-jumping to the ledge, open the gold chest there for a Life of the Gods.

Climb up the icy ledge and follow the tunnel into the next chamber. Jump the gap to the Save Point. The nearby door can't be opened without the aid of a specific item, so jump into the cavern below instead.



As you land, several Ice Fiends will attack - take them down with the Flying Swallow and wall-jump attacks. Once clear, climb an icy ledge in the corner (opposite the stone shaft), and follow the path up another ledge to an icy barricade, which you can smash open with a slash of your sword.



After smashing the barricade, get ready for a few more Ice Fiends. Afterward, ignore the high ledge on the left (it's a dead-end) and go right instead - wall-run up the wall here and continue to follow the path to an ice window on the floor - use a ground-hitting attack (such as jump + strong attack) to smash through it to the area below.



As soon as you land, more Ice Fiends will attack. After taking them down, climb up several ledges opposite the shaft to find some machinery missing a cog - you'll locate that soon enough. For now, turn around and jump across the gap to find the **Shield of Vigor** (Important Point #1 on Map) - this is the object that fits in the door you passed before (by the save point). Backtrack to that door and use the shield to head on through.



After entering this lava-filled room, grab the **Stone Tablet (Left)** (Important Point #2 on map) from the sphere on the right. Afterward, you'll find a couple of lizards trapped within the lava pits. Either skip by them completely, or battle them using Ninpo or from the ledge with the Lunar (you shouldn't fall in the lava so long as you don't press the control stick.)





**Note:** As you may have learned in school, lava is hot - really hot. Not even ninjas can handle its extreme heat, which is why you want to avoid landing in it at all costs. However, if you do fall in, don't jump around like a jackrabbit trying to escape, as that'll only hurt you more. For some reason, you take more damage every time you land in the lava than you would if you simply roam around within it. As such, make sure to run to where you can escape first, before jumping out.

After crossing the first two lava pits, you'll reach a seemingly dead-end with a few islands ahead. Run along the right wall to reach the first island, then leap to a strip on the left (the one on the right contains nothing of importance). Coming up is a short slope that drops off into a lava pit, but it's flanked by a couple of steam vents. Carefully walk to the edge of the slope, timing your movement around the steam vents, then run up the left wall to grab onto a ledge. Now shimmy across to the other side, but watch out for one more steam vent near the end.



After crossing the ledge, drop off the left side to a path below, where you'll find two lizards. Take them down with the Lunar or Ninpo, then climb up the wall ahead to Magma Lake.



Here you'll find a switch on the floor - perform a ground-pound attack to depress it, causing a walkway to emerge from the lava. Now you must cross it quickly, otherwise it will recede once again, so don't bother fighting the lizards. After crossing the first section, jump to a rod extended from the right wall, which Ryu you can swing from to reach the second platform beyond. Now cross this to the far side where you'll find a Save Point and Merchant statue.





**Note:** Although there's a door on a high ledge to the left, it can't yet be opened, so don't worry about it for now.

After saving, you'll find that the nearby door can't be opened either. So instead, look for a wall sticking out of the lava near the merchant. Wall run along the right side, hopping at the corner, to land on a platform around the corner, then drop into the area below.



Here you'll battle four lizard-fiends. Once down, wall-run up the wall in the corner, surrounded by lava, and continue through the door at the top.



**Golden Scarab (See-Saw Room)**

After stepping into the see-saw room, drop to the ledge just right of the door to find a scarab.



The platform in the center of the room is actually a giant see-saw. Come on, give it a try! As you step onto it, your weight will push your half down, causing the other side to rise, leading to an opening. Quickly run along it, and wall-run up the wall to that opening.



Kill the bats in the hall for a ton of essence, then continue into the next section. Interact with the iron filled caldron on the far side to spill its contents, filling a mold on the other side of the wall. This creates the cog that you'll need for a door, but now you must go and grab it!



Backtrack the same way you came, all the way to the Ice Cavern. Once there, drop down below and climb the icy ledge, like before.

**Item: Great Spirit Elixir**

After returning to the see-saw, run up the opposite side to a high cave that has a chest containing this item.

After entering the next section, wall-run up the left wall to find the icy barrier has melted, allowing you to quickly access the **Cog of Vigor** on the right (important point #3 on map), as well as a Save Point on the left.





### Golden Scarab (Ancient Iron Furnace)

Look for a scarab on the ground, just past the save point.



After grabbing the cog, perform a ground-attack on the icy floor just past the save point to drop into a boss's lair.



### Boss: Yotunfrau

This slow sloth doesn't put up much of a fight, which is good news, because you have two more battles coming up in this level. Your main attack pattern should be to hammer him with jump+strong and/or quick attacks to deal some significant damage. He almost always has a recovery period after each attack, so use that to your advantage. So long as you can avoid his attacks (rolling and jumping around him can work wonders), he should go down quite quickly. Here are the attacks to watch out for:





- **Flips:** Yotunfrau likes to flip around between attacks. Back away with a quick jump and wait for him to finish his acrobatic maneuvers.
- **Ground Pound:** Yotunfrau will flip out and pound the ground repeatedly, causing icy explosions to appear wherever you stand. Just run and jump around the room while this happens to evade it harmlessly.
- **Slow-motion Windmill:** This attack begins with a slow pounding of both fists, then he flips, and repeats several times. Just run around him to evade this - you may also be able to get off a few attacks in the meantime.
- **One-Two Punch:** Just as it sounds; he'll pound one first, then the other. Just stay away from his front side to avoid damage.
- **Hug:** If you're directly in front of Yotunfrau, he may try to grab and eat you. You can tell he's about to perform this attack when he lifts both arms above his head, so get out of the way! After he misses, go in for some easy hits.

**Tip:** Yotunfrau doesn't do anything for the first few seconds of the battle, so use this time to thrust your sword into him over and over.

After the battle, the boss will leave behind an **Eye of Ice**; pick it up and use it on the door to exit the room. Wall-jump up the shaft to a window at the top, which leads back into the Ice Chamber.



**Item: Great Spirit Elixir**

Halfway up the shaft is an alcove with a chest. To reach it, climb to the top of the shaft, then grab onto the ledge just above the alcove and dangle. Now simply drop down to grab the ledge below, where the treasure awaits.

After dropping down, go through the hole you busted open earlier directly across from the window. Now run back to the merchant statue in Magma Lake.



Once at the statue, save at the Save Point, and consider stocking up on elixirs at the merchant. When ready, use your Cog on the only door here to begin the battle with the next boss.



### Boss: Fire worm

Ugh, yup, it's those darn worms again, except this time they're on fire! These worms attack just like the ones before, except now they're surrounded by lava (so don't fall in) and spit 'fire rings' instead of orbs of electricity. Thankfully, they seem much easier than before, but they can still be tricky.



We found the best way to battle them is to simply charge up an Ultimate Technique and then unleash it just before the worm's attack. Not only will you not take any damage, but you'll deal a ton to the worm. In the event they launch a fire ring at you, simply unleash the UT just before the ring hits to destroy it.

With the boss defeated, he'll leave behind an **Eye of Flame**. Grab it and use it on the door to exit the room. After exiting the room, ground-pound the switch to make the platforms appear from the lava. Jump to the first one, then wall-run up the wall on the right to a door.





Interact with the door to place both 'eyes' you've collected inside it, allowing you to pass through. Once inside, interact with the purple object ahead to acquire the **Devil, Deity of Immortality** and begin the final boss fight.



### **Boss: Flame Dragon**

This fiery beast can be difficult, but there's a minor exploit you can use to make this battle much more even-handed. First, ground pound either one of the switches on the floor to ride a lift to the second level. Now have Ryu stand in either one of the far corners, closest to the dragon (as shown in the pictures below). As long as you remain here, the dragon won't be able to grab you with his devastating bite attack (although he sure will try!).



Since the dragon's bite attack will fail consistently, there are only two you need to worry about two of his attacks:

- **Fire Breath:** When the dragon cocks his head to either side, get ready for his fire breathing attack. The dragon will spew flames from right to left. Simply stand in place and jump to evade this attack. But the timing can be difficult, so learn to recognize this attack.
- **Heat Wave:** When the dragon screams and flaps its wings, start blocking immediately, as he's about to launch a heat wave. This attack can't be avoided, but the damage isn't too bad so long as you're blocking.





Okay, now that you know how to avoid the dragon's attack pattern, it's time to deal some damage of your own! Thankfully, this is the easy part. After every few attacks, the dragon will lower his head right onto your platform - how kind! He's harmless in this state, so get close to his ugly mug and unleash a fury of combos. Once he retreats, return to your corner and repeat to take him down for good.

With the dragon down, run across his corpse to the door, thereby completing the level.



**Item: Lives of the Thousand Gods**

After killing the dragon, grab the item glowing on his back.



Change Map Level:  
[\[ Lower Caverns 1 \]](#) | [\[ Tairon \]](#)

Kill the bats, then check the corpse ahead for a **Complete Map of the Vigorian Underground**. Continue into the room ahead to find a Save Point, but be aware that a fiend battle will follow shortly after - jump off the walls and use strong attacks to take them down easily.



With the enemies down, you'll have to wall-run up this entire shaft. Begin a wall run in either direction, then jump just before each corner to climb all the way to the top. Once there, go through the door.



**Item: Life of the Gods**

Open the chest behind the Save Point for this item.

**Item: Jewel of the Demon Seal**

After killing all 60 fiends, this item will appear at the top of the shaft.

**Item: Arrows**

Check the corpse at the top of the shaft for some arrows.

Now use your maps to navigate back to the Aquaduct. To get there, follow the caves to the base of the StairStep Cavern, then take the tunnel along the west wall and follow to see a cutscene.



After the cutscene, wall-jump up the shaft ahead and continue through the door. Now work your way up several floors to Aquaduct 1. Once there, located the room with a Save Point and the ladder you used to first climb down here, and climb right back up!





It's good to be back in Dworku. Use your map to return to the drawbridge, lower it via the lever, then cross it to the other side where several purple Crypt Fiends await. Since they move slowly, stay behind them and work your combo magic. We also suggest decapitating them first with the Flying Swallow. Or if you want to make things really easy, use some Ninpo.



**Item: Talisman of Rebirth**

Take down all three crypt fiends to make this item appear.

Now use your map to return to Twin Serpents Square. Once there, look for the pedestal near the statue and insert all three tablets you've found. This will cause the serpent statue to become a teleportation point, warping you back to Hayabusa Village.



As you step out of the cave, Ryu will come across an item that he combines with his sword to create the **True Dragon Blade**. This powered-up sword is now yours to use for the remainder of the game. Now continue out of the graveyard and work your way to the other side of the village, by climbing the ladder inside the house and exiting out the window.



**Item: Jewel of the Demon Seal**

Visit the hut just up the hill from the four statues to find a Jewel of the Demon Seal.

After exiting the house, head left toward the stone circle to find another teleportation point.



Run to another teleport ahead to land back in the Lower Caverns 1. Step through the door then take the final teleportation point here. After warping, use the nearby Save Point, then run into the field ahead.



### Boss: Alma

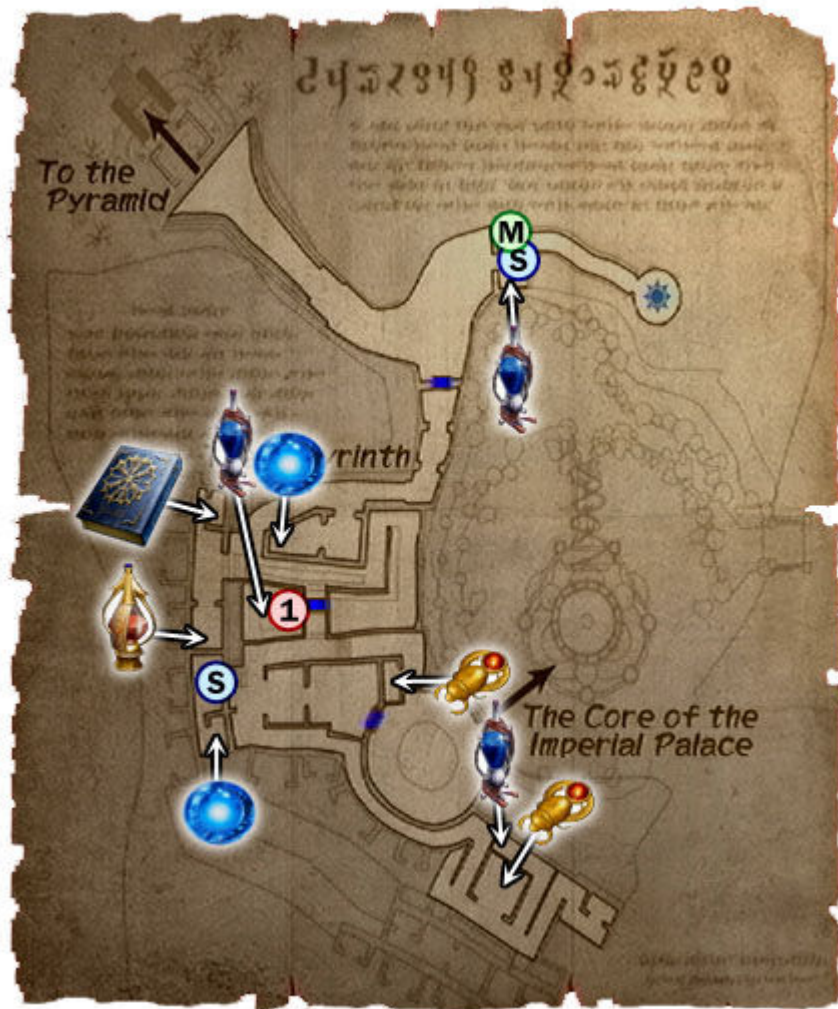
Despite her gnarly appearance, Alma's pretty weak. Since she's most vulnerable when on the ground, you'll want to really wail into her then. Now while she'll land by herself every now and then, you can use the Flying Swallow to knock her down at will.



Most of her attacks involve throwing debris or energy balls at you. Run around her and leap to dodge these. Also, if you get too close, she'll grab you with her tail-thing, so try to attack her from the rear.







Run up to the base of the pyramid to find a cracked glowing wall. Bust it open with the War Hammer, then go through the door beyond.

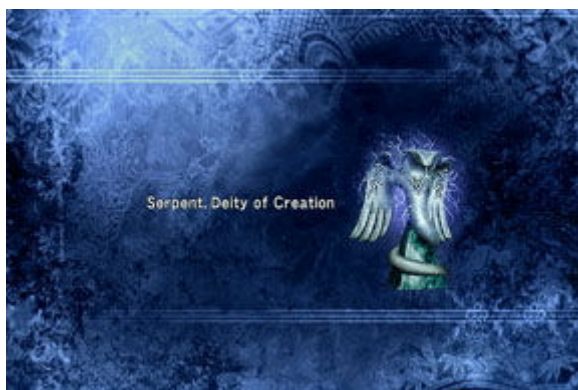


After going down the stairs, one of the three statues will come to life, one at a time. You'll have to take down all three to continue on. Now these guys strike hard, and strike fast. The best way to defeat them is to hold block almost constantly - none of their attacks can pierce your stance, making you practically invincible. Because of this, don't worry about backing away - keep close to the enemy. Wait until the enemy strikes, then immediately follow-up with a few quick attacks - if the enemy blocks any of them, immediately resume blocking. Once half of their health is gone, they'll turn black, making them faster and stronger. Just keep up the same strategy to take them down. If things get dicey, use

Ninpo to deal some heavy damage.



With all three down, collect the **Serpent, Deity of Creation** that appears. Afterward, continue through the door ahead to exit out the backside of the pyramid.



Outside, follow the path passed the locked gate into a tunnel containing a Save Point and a merchant.



**Item: Great Spirit Elixir**

Open the chest just right of the Save Point for a great spirit elixir.

Continue through the tunnel and use the warp point at the end to teleport to the fiend realm. Here, a dozen fiends or so will attack. Kill them all to make a chest appear that contains the **Griffon Key**.





Warp back to the previous area and use the Griffon Key on the gate you passed earlier.



As you step to the first hall, you'll see a cut-scene showing the arrival of the most annoying enemy in Ninja Gaiden -- The Phantom Piranha. These bastards have one attack, they dart and stick into Ryu, draining his soul. When stuck, Ryu cannot move and other Piranha will come to stick as well. Hit quick attack rapidly or use Ninpo. Those the Piranha will respawn for a while, there is a finite number for each section, so stand your ground and use the Vigorian Flail. Keep one long combo going and let them run right into it. You can also use Inferno Ninpo to destroy many of them, though this is usually unnecessary.



**Item: Life of the Gods**

After killing the first batch of fish, hand a left at the first intersection for a chest containing this item.

Continue on up the staircase and hang a left.





**Item: Gem's Diary**

At the top of the stairs, hang a right up a second set, then another right to find a corpse holding this.

**Item: Great Devil Elixir**

Instead of turning right for the corpse, turn left to find a chest containing this item.

Skip past the locked Lion door on the right (you'll find the key soon enough) and follow the map to a dead-end containing a chest. Here, some crazy cat-like creatures will attack. Revert to your True Dragon Sword and use the Flying Swallow to kill all 15. Once they're down, collect the **Lion Key** that appears. Now work your way back to the Lion Door.



**Item: Great Spirit Elixir**

Open the chest in the dead-end for a Great Spirit Elixir.

On your way back to the door, some more cat creatures will attack, in addition to a Clam Fiend. These guys have a nasty laser beam that's quite painful if you're close. Either use Ninpo for a quick victory, or Flying Swallow back and forth like crazy.

After unlocking the Lion Door, head right and climb the stairs to a Save Point.



**Golden Scarab (Captain's Quarters)**

After going through the Lion Door, turn left and follow the path to find a Scarab.



**Item: Life of the Gods**

Look for a chest in an alcove left of the Save Point.

After saving, ignore the locked Lioness door down the center path, and take the path on the right instead. Kill some more piranhas, and continue along the path.



**Golden Scarab (Maze)**

After hanging a left at the split path (the right leads to a dead-end), look for a Scarab in an alcove on the left.





**Item: Great Spirit Elixir**

Before the next corner, go down a sub-path on the left to find a chest containing this item .

Open the chest at the end of the path to obtain the **Key of the Lioness** -- return to the lioness door you passed earlier (just across from the last Save Point) and use it there. Only one thing: A pair of Clam Fiends will appear. It's best to simply use your Ninpo to take them out of the picture pronto.



**Boss: Doku's Ghost**

Ah Doku, once so powerful and now just a ghost of your former self. All kidding aside, Doku has almost all of the same attacks as before. This time, however, he's a bit tougher. The fight tends to veer away from the walls more often than not, taking them out of play more so than in your first battle with Doku. But what really makes Doku tough this time is that it's much more difficult to distinguish his attacks, particularly the Killer Combo.



So how do you beat this guy? Easy: stay close, block, roll, and attack. Here, let's break it down. Keep the battle close to Doku at all times, so you can attack at a moment's notice. Of course, standing still is a suicide mission, so it's important that you hold block and roll underneath him to evade his attacks. As soon as you roll around him, perform an attack - he'll either take damage or block it. Either way, immediately block & roll to avoid his counter-attack, and repeat. Keep this up to take him down pretty easily.







After the battle with Ghost Doku, immediately re-equip your Vigoorian Flail and get ready to tackle a ton of Piranhas that appear. Once they're down, grab the **Raptor, Deity of Sentiment** from the alter ahead. It will then recede into the ground, allowing you to continue past.



Check the corpse immediately after for a **Map of the Labyrinth**, then save at the Save Point. Afterward, begin your trek up the hill on the left.



**Item: Great Spirit Elixir**

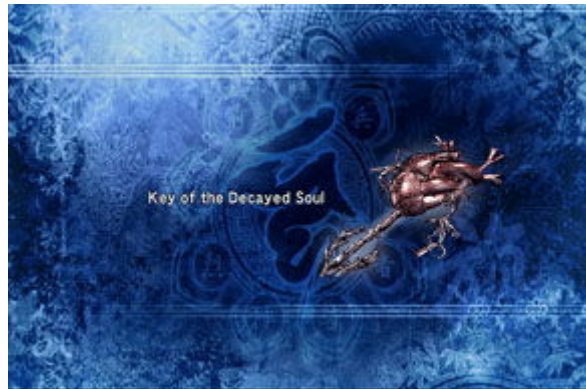
Head up the hill, right of the save point, to find a chest at the end.

Along the way, several wolverine fiends and a clam fiend will teleport in. Use Ninpo to take care of the clam fiend, then use the Flying Swallow for the other foes.

**Item: Great Devil Elixir**

After the fiend battle, look for a chest along the wall

Continue past the twisting bridge (you'll revisit it later) to a large double-door. However, get ready to battle a few more Piranha before you can head through. After going through a cut-scene will play, ending with you obtaining the **Key of the Decayed Soul**.



**Item: Dai's Diary**

Check the corpse for a diary.

Now go back through the door and cross the bone bridge you passed before, and continue through the door at the end.





The Imperial Palace is relatively small. Each floor is just a small round room and each room forces you to battle through a slew of enemies to clear it. In the first room, you'll face off against a 10 Lizard Fiends. Thankfully, they're no match for your True Dragon Sword. Try to isolate them, then lay into them! Make sure to block and roll when they're attacking. Once the lizards are dead, the door you just came through unlocks, but that's not the one you want. Instead, place the Raptor Deity (which you found on your adventures) onto the pedestal in the center of the room to unlock the next door.



Switch to your Flail and step through the small arched door. The stairs are packed with Piranha, but there's a limited amount. Stand at the foot of the steps and either use Ninpo (three charges will usually get rid of all of the Piranha and earn you red essence in return) or the flail. When they are all dead, continue up the stairs to a door.



**Item: Great Spirit Elixir**

Open the chest at the top of the staircase for a great elixir.

This next room contains a few more lizard fiends. Tackle them life before, then place the Wolf, Deisty of Wisdom on the pedastol to open the next door.



After exiting, get your flail ready again for some more fish, then climb your way up to the next room. Don't let the eyeball-lined room distract you from the four Clam Fiends. We suggest using Ninpo to take them down without incident. Afterward, place the Devil, Deity of Worship on the central pedestal to exit the room.



Okay, you know the deal, equip flail, kill fish, then enter the next room at the top of the stairs.



**Item: Great Spirit Elixir**

Before entering the room, open the nearby chest for an elixir

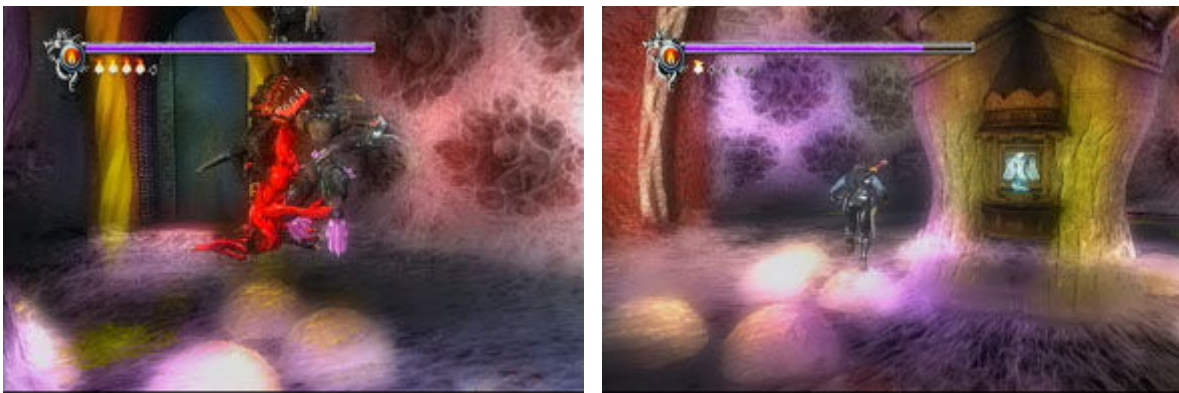
**Golden Scarab (Tairon)**

Before entering the third room, run off the far cliff side to land on a small ledge below. Follow it to a Scarab.





Here you'll have to battle a combination of lizard and Clam fiends. Try jumping between the two and activating your Inferno Ninpo to take both out with one shot. Repeat this until the room is cleared. Now place the Serpent statue on the center pedestal to exit the room.



Once again, kill the fish on the stairs and climb your way up to the Gates of Hell, where you'll find a Save Point and a teleport.



**Item: Great Spirit Elixir (x2)**

Open both chests near the save point for 2 Great Elixirs.

Unfortunately, hell currently isn't accepting visitors, so you'll need to track down a devil statue. See the teleporter? This will take you to the Fiend Realm where you'll face a series of incredibly tough battles. You're in for a long one. If you are out of potions, you can always run back down the mountain and return to Tairon. You'll have to fight your way back upstairs, however. When you're ready, step into the house of pain.





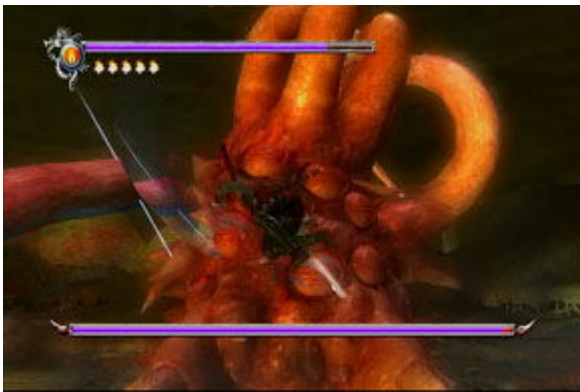
**(1) Arena of Fiends 1:**

Before you can fight the Great Fiend, you must prove yourself worth. First up, take out eight Wolverine Fiends Use the True Dragon Sword and just Flying Swallow back and forth to cut them down to size. Once they are finished, the Great Fiend instantly teleports you to a Boss Battle.



**(2) Hydracubus:**

Your old tentacle buddy is at it again. Try to avoid using any health potions. Remember, each time you slash a tentacle off, it will give you some blue essence. The best way to beat it is to Flying Swallow a tentacle from a distance, roll away, then destroy the other the same way. Once both are severed, run up and attack the body. Repeat this until he dies.



**(3) Arena of Fiends 2:**

Once again you face about a dozen Wolverine Fiends, but this time the Great Fiend gets into the mix. When he chuckles, he's about to toss a fireball at you. It hits the ground with an explosion and then a beam of heat flashes to the sky. Listen for the laugh and when he laughs, get on the move. If you jump off a Fiend's head, he will usually toast them for you. When they are dead, the Great Fiend sends you to another boss battle.



#### (4) Return of the Sloth:

The rules for this battle are the same as before, only this time you have the benefit of a small arena. Use the walls when Yotunfrau does his tantrum and unless your best combos when he's laid out on the ground. Shouldn't be too hard for a pro like yourself. Once he is defeated, hop through the portal to fight the Great Fiend head-on.



#### Boss: Marbus

This has what you've been waiting for, the big boss before the final three bosses. Ha-ha, yes, you still have a lot more to do, but worry about this fight first as it's one big bad mutha. As always, knowing how to avoid the attacks is the key to victory.



- **Charge:** Marbus will be at one end of the arena and, like Alma, will go parallel to the ground and shoot forward. A dash attack or jumping out of the way is all that's needed, and then follow up with a blow once he's past you.
- **Dive Bomb:** The Fiend screams, leaps into the air, and comes crashing down. He tracks Ryu, so it's tough to avoid, but keep running and jumping until he lands, and then run up to him and combo his beastly ass.
- **Fireballs:** Marbus hovers in the air and throws three to four fireballs at the ground. When they land, a beam of intense heat shoots straight up. Forget about attacking when this happens and simply run in a circle around Marbus to avoid.
- **Creator:** The Fiend calls forth up to three Wolverine Fiends. These are good because you can jump off



their heads to launch a strike at Marbus when he's airborne. You can also kill the Fiends for an Ultimate Technique attack or, if lucky, for some health.

Your battle strategy is, as always, your quick attack (A, Y). However, avoidance is the real key here. Keep dodging. When Marbus does a Dive Bomb and usually on a Charge, he'll drop to one knee for a breather. That's when you can unload a combo. If there are Wolverine Fiends around to disrupt you, get close to the Great Fiend and use your Inferno Ninpo. These attacks, when he is down, is your main option for damage, as the quick attack isn't as guaranteed here. Keep healing, you will have a chance to save and retreat to Tairon after this battle is over.

After the battle, you'll be awarded the **Demon, Deity of Destruction**. Now run across a couple of bridges to a teleport, which will warp you back to the Gates of Hell. Once there, don't forget to save your game, and visit the merchant if you need elixirs, as this is the last chance you'll get before the end of the game. When you're ready, place the Demon on the pedestal near the Save Point to open the gates to hell just above. Climb the rocks, then the boney staircase up to the next boss battle.



#### Boss: Ultimate Alma

This is the strangest fight you'll have and perhaps the most frustrating. Ultimate Alma is gigantic. You, fortunately, have a limitless stream of floating platforms. Only when you are about to die will you run out and, well, die. You have some limited control of your platform. You need to move forward to get close to Alma. Note the jewels on her chest and arms. These are her weak points. You cannot hurt her from behind, but fortunately, she can't hurt you either in that position. She only has a few attacks, but they are tough to avoid.



- **Energy Ball:** She raises one hand, an energy ball forms, and then she tosses it at Ryu. The best defense is to jump attack. This does not damage her, but you'll escape being hit. You can also use Ninpo and the shot will go right through you, or try and maneuver your platform behind Alma. This is the least common attack.
- **Energy Beams:** She uses this all the time, emitting energy beams from her sides. Get hit and you'll take damage and fall. You can try and outrun these by moving the platform, but that's not easy. Your best defense is Ninpo or you can jump attack and you will usually avoid the beams.
- **Smack:** Alma crosses her arms, holds for several seconds, and then lashes them out. To avoid, get to a side, this will only hurt you if you are in front of Alma.

To damage Alma, do not ever jump. Stay grounded on the platform, move it against her body and do long combos. If you can stay close to her, you can often prevent her from using her Beam Attack. You must destroy her arms and

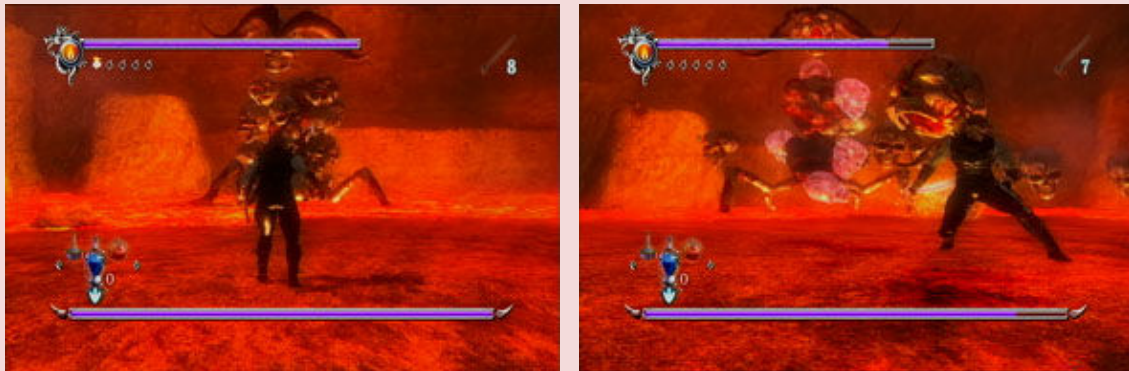


chest. Doing so increases the speed of the beams. At the start of the battle, move directly at Alma and go to down on her chest. Attack until she forces you to leave. Avoid damage over getting in a quick shot. If you are forced off your platform, when you rise up, go directly at her again. If the Energy Beams are going, use your Ninpo to wait out the beams, and then go after a limb.

She's tough, partly because of camera and control, but if you are aggressive you can sometimes beat her in under a minute -- no joke! Once Alma is dead, Ryu falls to the ground, on a small piece of land amidst a lake of lava. The Devil Fiend emerges. This is the final boss battle of the chapter, good luck.

### Boss: Devil Fiend

Tired yet? Don't worry, the Devil Fiend isn't all that hard, especially if you have some potions left. Your main ally will be your Ninpo (Inferno or Inazuma will do). The Devil Fiend is easy to predict, easy to defend against, and easy to destroy. No, really, he is! Arm your Explosive or APFSDS Arrows. The Devil Fiend spends much of his time in the lava where you can't go. He's comprised of a shell of skulls. When he is standing around in the lava or even running around, aim your arrows at the skulls and fire rapidly. You'll do significant damage. The only time not to use arrows is when he's attacking.



- **Pounce:** The Devil Fiend leaps into the air and lands either back in the lava or on solid ground. If he lands on the ground, charge up to him and let out a string of combos. Forget about anything else, just whoop on his ass. He'll eventually retreat.
- **Skull Storm:** The skulls begin to glow and fly right at you. Here's the problem: you can block one without taking damage, but anymore than that will hurt like hell. Instead, roll left and right to avoid most of them. Sure one or two may hit, but they likely won't deal any damage.
- **Chomp:** The Devil Fiend's ram's head flies forward and tries to bite. Avoid it by running toward the side of the skull. You can also use Ninpo. If you get caught, hit X repeatedly, but expect to lose close to half your health.

It seems like a boss this cool-looking should be more complex, but he's not. If you run out of Explosive and APFSDS Arrows, take out your regular arrows. They'll hurt it too. Also, whenever the creature jumps and lands on the mainland, get below him and slash him like crazy. Eventually the creature falls and the long chapter is over.

You're near the end now. Save at the Save Point, then wall run up the nearby rocky ledges to a short tunnel. Wall-jump up the back of the tunnel, then up a few more ledges to find the **Dark Dragon Blade** stuck in the ground.



After grabbing the blade, the nearby rocky section will drop, allowing you to climb it. Although the closest ledge is too far to jump to, you can drop to one below and follow it there. Climb to the top and look for three branches you can swing from to the other side. However, after jumping from the last branch, you'll have to run along the wall ahead to reach a platform on the left.



After landing, jump to another branch on the left and swing to the next platform. Once on top, it may seem there's no where else to go. Well, run up the wall to grab hold of a thin ledge and shimmy across it to the left until you can climb up.



Continue forward, jumping and climbing in the obvious areas. You'll eventually reach a spot where there's no conceivable way to get from one plateau to the next. It's an obvious, giant gap. Go to the edge and look down (pictured above). There's a platform below you! Jump down, and then wall run up to the next plateau.



Move towards the lip where Alma hangs and jump toward her to watch a cut-scene that prepares you for the final battle.



### Boss: Devil Fiend

Murai is a disappointing final boss, considering how incredibly easy he is to beat. He has a few powerful attacks, but they are almost inconsequential if you follow this simple plan -- Dash Attack (A, Y). Your favorite attack is all you need to destroy Murai on the first attempt (should you die, you will automatically go to the final fight after grabbing the Dark Blade the next time).



**Throwing Stars:** Murai leaps up and tosses some giant stars. Dodge roll to evade or just Dash Attack him and you'll avoid the stars entirely.

- **Charge:** As with other bosses, Murai goes parallel to the ground and charges. Jump to the side and then Dash Attack as he passes.
- **Combo:** He's actually easier to block than when you first tangled with him. You can block or dodge roll his attacks, but he won't have a chance to combo if you follow the attack strategy.
- **Grab:** Get too close and Murai has multiple grab types. Again, if you use the attack strategy, this will never happen.
- **Teleporter:** Murai holds up his sword and teleports to the other end of the arena and then attacks. Move to where he teleported from and you should be safe.



- **Snake Charmer:** If Murai gets frustrated, he raises his sword and teleports to higher ground and calls for a magical serpent. Run behind the rock on the right side of the screen and you will always be safe.

Remember to keep the dash attack at a constant. This will keep Murai off-balance and the attack does a good deal of damage. If you are about to be grabbed, use your Ninpo to save your ass. This one isn't very tough considering what you've been through.



After Murai is defeated, enjoy the long cut-scene and credits. Now it's time to play through again!

## Ninja Gaiden Golden Scarabs

### Chapter 3

#### Golden Scarab (Captain's Quarters)

Upon entering, look for a golden scarab on the windowsill on the right side of the room.



#### Golden Scarab (Crate Room behind Living Quarters)

Once the room is clear, climb the stack of boxes to find a Golden Scarab on top of the highest one.



#### Golden Scarab (Gas Compartment Passageway)

Immediately after climbing up the wall, right by the staircase, climb the box on the left. Now run up the wall and wall kick off of it to land on a secret platform containing a Golden Scarab.



### Chapter 4

**Golden Scarab (Clock Tower Plaza)**

Just after passing through the door with five green jewels, you should see something glowing from a water trough in an alcove on your left. You guessed it, it's a golden scarab.



**Golden Scarab (Clock Tower Plaza)**

Just after the corpse, this little critter can be found just below the balcony's railing.



**Chapter 6**

**Golden Scarab (Outside Han's Bar)**

Did you see the note from Ayane? Well, if you go down the adjacent alley (just across from the bar entrance), you'll find a scarab just skittering about on the ground.



**Golden Scarab (Moat Road)**

Opposite of the chest where you found the key is a ledge. From it, you should be able to spot a Scarab in a small alcove on the left. To get to it, have Ryu run along the right wall - he should be able to make it to the ledge without a problem.





**Golden Scarab (Drawbridge Hill)**

Look for this scarab on a grate within the alcove containing the Save Point.



**Golden Scarab (Drawbridge Hill)**

Just after stepping off the staircase down the right path, look for a small alcove on the left containing a Scarab.



**Chapter 7**

**Golden Scarab (Archive)**

Hulk smash the glass container in the far left corner for a Gold Scarab.



**Golden Scarab (Archive)**

After wall jumping to the third floor, look for a Scarab on the ground.



**Golden Scarab (Above Alter Hall)**

Follow the catwalk past the door to find a Golden Scarab on a ledge you can leap to, opposite where you found the Spiritual Elixir, mentioned above.



**Golden Scarab (Underground)**

Just across from the Save Point is a Scarab alongside the wall.





**Golden Scarab (Underground)**

When at the final ledge that leads into the room full of insects, drop directly off of it to the floor below. Now wall run up the wall behind you to find an alcove containing a scarab.



**Golden Scarab (Underground - Lower Area)**

Just after entering the tunnel from the ground floor, look for a Scarab in a small alcove on the right.



Chapter 8

**Golden Scarab (Hidden Underground - Upper Area)**

After dropping to the bottom of the shaft with the large skeleton, look for a scarab inside a small nook in the outer wall, opposite of the door.





## Chapter 9

### Golden Scarab (Hidden Underground - Upper Area)

Immediately after entering the suspension room, turn right to find a Golden Scarab skittering about on the ground.



### Golden Scarab (Hidden Underground - Upper Area)

With the archers down, check out the area beneath their platform - you'll find a scarab behind the left pillar.





**Golden Scarab** (Hidden Underground - The Chamber of the Red Eye)

Dive beneath the water and look for an alcove below the large red button. There you'll find a scarab on the floor.



**Golden Scarab** (Hidden Underground - Chamber of Everlasting Sleep)

Remember the scarab from earlier? Well, now you can grab it! Dive a few feet under the water to seek out the Scarab opposite the waterfall.



Chapter 10

**Golden Scarab** (Tairon)

Since you now have the Skull Key, you can unlock the Skull door, shown at Point #1 on the map above. There you'll find a secret room with a scarab skittering about on the floor.



**Golden Scarab (Tairon)**

While inside the Skull room, look up to find two high ledges in the back. Run up the wall opposite the first ledge and jump at the peak to land on it. Now center the camera behind you and do it once more to reach the top ledge. Now look across the room to spot a Scarab on a small ledge. Jump toward the bordering wall and run along it to reach the scarab.



Chapter 11

**Golden Scarab (Entrance to Warehouse)**

Look in the left corner just after exiting the tunnel to find a scarab.



**Golden Scarab (Overpass)**

After wall-jumping to the top, look for a Gold Scarab on the ground along the ledge.





## Chapter 12



### **Golden Scarab** (Aquaduct 2 - Worm Boss Room)

After passing through the archway, turn around and wall run along that very wall to find a ledge with a Golden Scarab.



### **Golden Scarab** (Hall of Balance 2 - Upper Fl.)

Continue to follow the ledge to find a scarab at the very end, past the hallway opening.



**Golden Scarab (Aqueduct 1)**

Look for a Golden Scarab to the right of the red pedestal.



**Golden Scarab (Caves - Lower Area)**

Turn away from the merchant to spot a Golden Scarab along the right wall, by the tunnel.



**Golden Scarab (Caves - 2nd worm battle)**

Check the tunnel where the left worm was for a scarab.



**Golden Scarab (Blue Water Reservoir)**

Look for this scarab in the very center of the now empty pool.



**Golden Scarab (Peristyle Passage)**

Atop the second pillar, left of where you entered, rests a Golden Scarab. To reach it, wall jump between either one of the surrounding pillars to the top.



**Golden Scarab (Underground Sanctuary)**

After entering the western room, near the sword indentation, look in the corner left of the entrance for a Scarab on the ground.





### Chapter 13

#### Golden Scarab (Moat)

After jumping into the water, swim right and dive to the bottom of the gate to find a Scarab in a small opening.



#### Golden Scarab (Moat)

After exiting the tunnel for the 2nd time, return to the surface and look for a Gold Scarab on the sole platform.





**Golden Scarab (Moat)**

After exiting the tunnel, dive to the right and look for a scarab in the northwestern corner.



**Golden Scarab (Sunken Ship)**

Inside the sunken ship, look for a Golden Scarab in the corner next to the chest, containing the key.



**Golden Scarab (Underground - Chamber of Everlasting Secrets)**

After entering the Chamber of Everlasting secrets, look for a scarab you can swim up to on top of a pillar.



## Chapter 15

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### Golden Scarab (First Room with Columns)

As soon as you enter the room full of columns, check behind the pillars on the left for the first scarab.



### Golden Scarab (Arena)

In the arena, look for a single platform along the left wall (across from where the other two platforms were). Jump onto it, and look for another platform a bit higher up, just past the corner. Wall-run toward it, but jump just before the corner to gain height, then jump once more to the platform. Now leap onto the adjacent ledge (which is above a doorway) to find the Scarab in the corner.



### Golden Scarab (Arena)

Continue past the two chests mentioned above to find a Golden Scarab along the edge.





**Golden Scarab** (Before entering Zarkhan Falls)

Use the War Hammer to bust open the first of the three statue heads to reveal a scarab.



**Golden Scarab** (Before entering Zarkhan Falls)

Look for a golden scarab along the lake's bottom, in the northern corner, just before entering Zarkhan falls.



**Golden Scarab** (See-Saw Room)

After stepping into the see-saw room, drop to the ledge just right of the door to find a scarab.



**Golden Scarab (Ancient Iron Furnace)**

Look for a scarab on the ground, just past the save point.



Chapter 17

**Golden Scarab (Captain's Quarters)**

After going through the Lion Door, turn left and follow the path to find a Scarab.



**Golden Scarab (Maze)**

After hanging a left at the split path (the right leads to a dead-end), look for a Scarab in an alcove on the left.



Chapter 18

**Golden Scarab (Tairon)**

Before entering the third room, run off the far cliff side to land on a small ledge below. Follow it to a Scarab.

