

mini ninjas



PRIMA Official Game Guide

Written by Michael Knight

Prima Games

An Imprint of Random House, Inc.

3000 Lava Ridge Court, St. 100

Roseville, CA 95661

www.primagames.com



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Michael Knight has worked in the computer/video game industry since 1994 and has been an author with Prima Games for ten years, writing over 60 guides during this time. Michael has used both his degree in Military History and experience as a high school teacher to formulate and devise effective strategies and tactics for hit titles such as the *Tom Clancy's Rainbow Six* and *Hitman* series. He has also authored several titles in the *Star Wars* universe including *Star Wars Republic Commando*, *Star Wars Episode III: Revenge of the Sith*, *Star Wars Battlefront II*, and *Star Wars: Empire at War*. Michael has also developed scenarios/missions and written game manuals for SSI, Red Storm Entertainment, and Novalogic.

When he is not busy at work on an upcoming strategy guide, Michael likes to spend time with his wife and six children at their home in Northern California. It was with their help that Michael used his abilities and experience to write three travel/strategy guides on Disneyland and Southern California, in which he developed tips and hints to help vacationing families save time and money while maximizing their fun.

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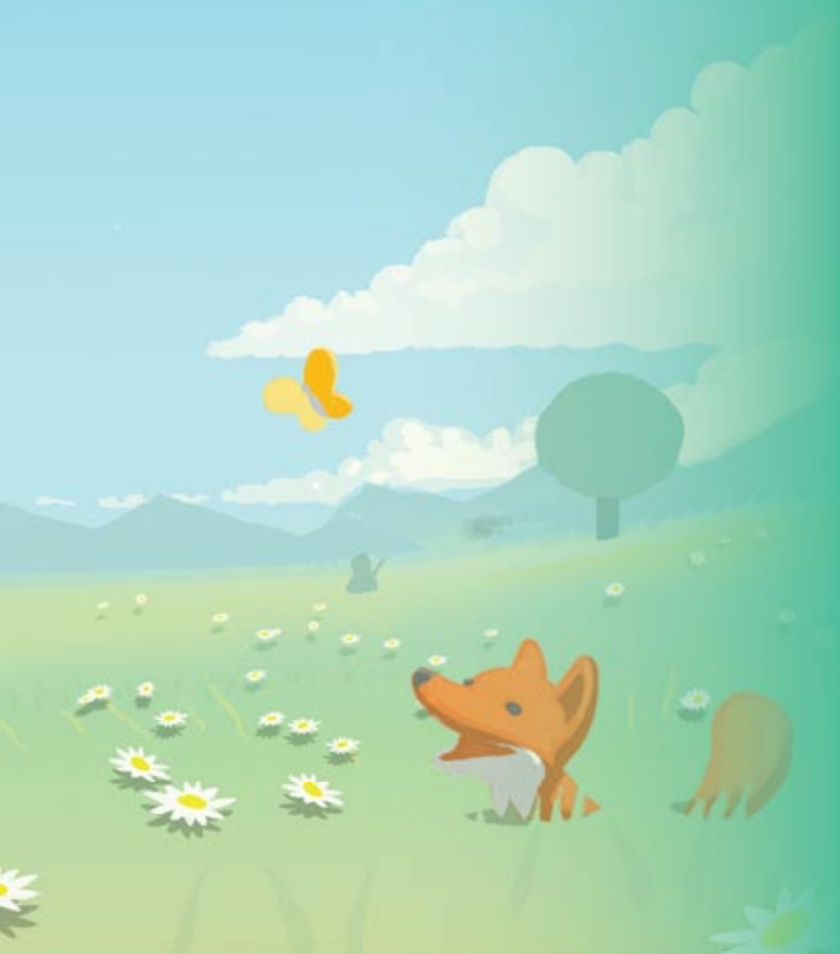


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HOW TO USE THIS GUIDE



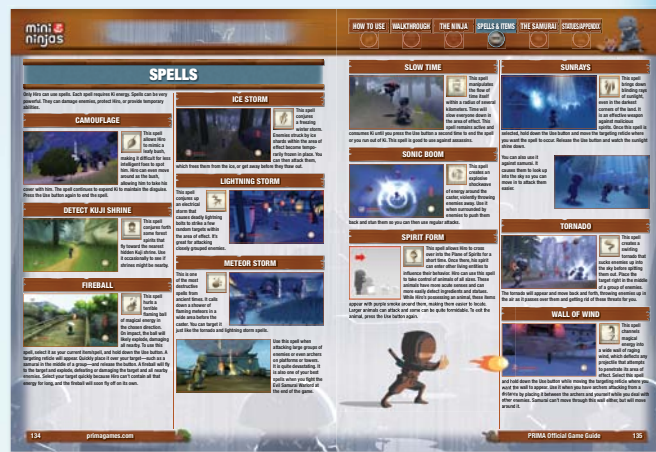


Spells covers all of the Kuji magic spells which Hiro can learn as he progresses through the campaign including how they work and when to use them. **Items** contains information on all of the ingredients you can find out in the lands as well as the spells you can create from those ingredients. In addition, you can also learn about all the weapons you can pick up or purchase and how to use them effectively.



The Samurai offers important information on all of the samurai enemies you will have to fight including the weapons they carry and how to defeat them.

The Locations of the Hidden Jizo Statues provides all the information on how to find all 100 of these statues complete with pictures of where each can be found.



The Appendix lists all of the achievements for the Xbox 360 game and every single trophy for the Playstation 3 game because there is more to life than just defeating evil and saving the balance of nature. You need those Gamerpoints and trophies.



WALKTHROUGH: HIRO'S QUEST



NINJA MOUNTAIN



The Ninja Master sighed. He had trained many ninjas over the years and the gray in his beard was a testament to the effort he had put into this labor. As they completed their training, they had been sent off to practice their secret arts. The exploits of some had reached his ears. Those who had learned the best seemed to have disappeared. The best left no story to be told. They were never seen or heard. His latest group of students were very promising. However, a new evil had appeared. One by one, he had sent his students to learn about this evil and report back to him. None returned. All of his ninjas were gone—save two. These two had not been sent before because they were not ready. Now, they were all the Ninja Master had left.

Hiro was a special student. Unlike many of the other students who had been brought to be trained by the master, Hiro had come by himself. Upon looking into this young boy's eyes, the Ninja Master saw something he had never seen in a student. Hiro was to learn Kuji magic. By day, the Ninja Master trained Hiro along with the others in the ninja arts. However, once the sun set, Hiro was taught in the ancient secrets of Kuji magic. This magic allows the user to access the forces of nature.

Futo was the other ninja who remained in the Ninja Village. Like Hiro, Futo had much to learn. However, there was no time to complete all of their training. They must find out what evil has entered the land, and try to find the other ninjas who have gone missing.

Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



MAP KEY

Items

S	Jizo Statue
C	Coins
FG	Flask of Strong Ginseng
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb

Ingredients

An	Anemone
BP	Blue Petal
GR	Ginseng Root
OM	Oyster Mushroom
SA	Spear of Ashida

LEVEL STATS

Scrolls	2
Ingredients	24
Coins	55
Statues	6
Animals to Free	0

The morning began like any other for Hiro. After awakening in his quarters, he donned his ninja clothing and stepped outside into the bright sunshine. The Ninja Master was waiting for him. He told Hiro that strange samurai had been seen moving in the forest across the river. They carried an emblem never before seen and no one knew where they had come from. The only thing that lay in that direction was the old castle—but that fortress had long been abandoned.



Hiro was given a ninja hat and told to go to the Dojo for his final training.

• Go to the Dojo to Start Training



Ninja Hat

The ninja hat is much more than it appears. Not only does it keep one's head dry from the rain and protect it from the sun, the ninja hat is quite versatile. Woven tightly by the Tenju using their secret methods, this hat is watertight and can be used as a boat. The tight weave also deflects arrows fired at the wearer. Because it can also be cumbersome, the ninja hat is automatically removed when the wearer engages in combat.



As Hiro followed the path from his quarters toward the Ninja Village, he stopped to pick a blue petal flower growing in the grass. An oyster mushroom was growing on a nearby tree, and he gathered it as well. These

both are ingredients for useful potions. As he turned to get the mushroom, he noticed a gap in the stone cliff. As inquisitive as any good ninja, Hiro approached the gap and found a Jizo statue. Because these can bring good luck, Hiro picked it up as well.

TIP

While traveling through the world, watch for items that can be picked up. Flowers, herbs, and mushrooms are all ingredients for potions. Barrels and pots can be broken to reveal coins or weapons as well as potions or other items.



Blue Petal

The blue petal is a common flower found in most parts of the empire. Despite its fragile appearance, it is unusually sturdy.



Oyster Mushroom

This rejuvenating fungus grows in small groups, often near water or at the edge of a stream.



Jizo Statue

You may find and collect these mysterious statues throughout the world. It is said that they bring good fortune to travelers! Each level has a certain number, so try to find them all. There are 100 of these statues throughout the game.



Hiro continued into the Ninja Village. There were a few Tengu in the village, so he stopped to talk to them. They were concerned about the mysterious happenings in the area. Hiro learned he could gain information

that might be useful by taking the time to talk to those he encounters.

Around the houses, Hiro found several small wooden barrels. He used his sword to break them open and in the process found a number of useful items. In addition to shuriken, he also found some coins. He also added a couple ginseng roots as well as another oyster mushroom to his bag of ingredients. Though he had been through this village many times, as he prepared to leave the village, he was learning to look for items he could use. This skill would be important when he was on his own.



Coins

Tengu are known to treasure these glistening coins above all else. Find a temple Tengu to trade in coins for potion recipes and weapons.



Shuriken

The classic ninja fallback, these throwing stars can stun smaller enemies.

TIP



Press the Menu button and then select "Progress." This brings up a screen that shows you how many scrolls, ingredients, coins, and statues you have collected as well as how many caged animals you have freed. Try to find all of these things before you complete the level.



Hiro noticed that the buildings in the village were all closed up. These were the quarters of the other ninjas who have not returned. They left notes to let others know they were out on a mission. Hiro made

a mental note to look for these notes as he left the village. They might provide useful information to help him find the other ninja.



Meditate

If you are lost, press the Meditate button and you will be reminded of your current objective and a floating arrow will appear above your head, pointing toward the objective.

It was now time to get to the Dojo for training. Hiro made his way across another bridge and found an oyster mushroom along the way. As he approached the Dojo, he saw a large pot and broke it open to find some coins. They will come in handy sometime.



Hiro entered the Dojo and walked up to the Tengu sensei for his final session of training. His first lesson was to attack. Another Tengu appeared in the Dojo to serve as a sparring partner. Hiro walked up to him and

attacked with his sword. After a couple of hits, the Tengu was beaten, and then disappeared.

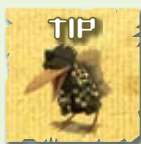


The next lesson was on how to attack an opponent who defended himself. For this, Hiro first used a block breaker power attack. He leapt at and kicked the Tengu to briefly stun him. Then Hiro followed up with a normal attack with his sword. The dazed Tengu was quickly defeated and vanished.



The master taught Hiro that a ninja would often find himself outnumbered and needed to know how to fight several opponents at once. Four Tengu appeared and began to attack. Hiro jumped up into the air

and then executed an attack. The jump gave additional power to the attack and allowed Hiro to hit more than one opponent as he came down. He used it a few more times to finish off all of the Tengu. Now that Hiro had mastered the three main types of attacks, he was ready to leave the Dojo. The sensei gave him a new objective—find Futo.



TIP After defeating an opponent, golden rings will appear. Walk over these to collect them. These are experience, and as you pick them up, the golden ring in the screen's lower left corner begins to grow. Once it is complete, you achieve a new level and unlock an ability or other benefit such as increasing your health.

• Follow the trail of apples to find your friend Futo.

Before leaving the Dojo, Hiro searched the interior and found a jar. After breaking it, he found it contained some smoke bombs. These could be useful for a ninja. He also checked the exterior and found a jar with some coins.



Smoke Bomb

A smoke bomb conceals the ninja from enemy sight. Use it when you are outnumbered and need to get away.



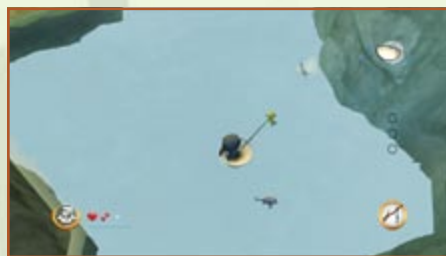
Hiro looked across the river from the Dojo and spotted some items on a grassy hill. Remembering his watertight ninja hat, Hiro thought of a way to get across. By using the hat as a boat, he rowed across the stream and

found some ginseng root as well as another Jizo statue.



Using the Ninja Hat as a Boat

Press the Hat button while you are in the water to use your hat as a boat, or put on the hat and then enter the water. Move in the direction you want to go in order to paddle the boat. Some rivers have a current that pushes you along. You can sprint in the hat as well. To disembark, just row to a shore.



Hiro jumped back into his hat boat and paddled down the stream a bit to where he saw some fish. He always carried a fishing rod with him, so he pulled it out. After casting and jiggling the bobber, he caught his

first fish. He saved it as sushi and continued catching some more fish so he would have food he could carry with him as he traveled.



Fishing Rod

Equip this while paddling in Hiro's hat boat. It's perfect for catching a fishy snack in the wild! Press the Use button to cast your line. Use the target icon to aim your cast. Press the Attack button to jiggle the bobber and attract a fish. When you see the bobber go underwater, press the Attack button again to set the hook and catch the fish. You now have sushi.



Sushi

The favorite food of the ninja, these tasty morsels regenerate one heart of your health. Go fishing when you can and stock up on sushi, because it is the only food you can carry.

After returning to the shore near the Dojo, Hiro began follow the apples to find his friend Futo. Not long after leaving the area around the Dojo, he came across an altar and opened it to record that he had been there.





Altar

Altars are checkpoints where you can save your progress. You must use this first one to proceed. Altars are one-time checkpoints that you must choose to use. It saves your game up to that point, so if you die or decide to quit the game, when you restart, you will return to the last altar you used. It is a good idea to use altars when you come upon them—especially if something challenging is coming up or if you have just completed a difficult task.



Hiro followed the path through some gates and entered the fruit glade. Next to a cart of apples, he found some barrels that he broke open to find coins and a flask of strong ginseng. He also collected a blue petal

and an oyster mushroom in this glade. Because he was hungry and needed to replenish some of his health from combat lessons with the Tengu, Hiro walked up to one of the fruit trees and shook it to knock some fruit down. He then ate the fruit until he was satisfied.



Flask of Strong Ginseng

This sweet and spicy drink refreshes one's Ki energy to its normal levels. Ki is the energy used by Kuji magic.



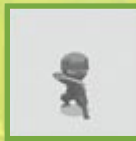
TIP

The hearts in the screen's lower left corner represent your health. Each large heart is the equivalent of three small hearts. As you take damage, your hearts decrease and if all are gone, you restart at your last checkpoint. You can restore health by eating fruit from fruit trees or berry bushes, by eating sushi, and by taking health potions. It is always a good idea to keep your health full.

Hiro advanced across the fruit glade as he followed the path of apples. When he reached a ledge, he jumped up and grabbed onto the ledge. He then jumped again to pull himself up to the higher level and continued along the path to Lookout Point.



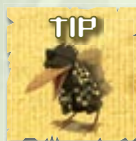
After stopping at an altar, Hiro came to a deep crevasse in the earth. There was no way around it, so he jumped over it to the other side.



Block

Press and hold the Block button while near enemies to use your sword to block their attacks. This is useful when there are several enemies nearby. After blocking, begin an attack of your own before your opponents can either block or attack again.

After crossing the crevasse, Hiro was attacked by several Tengu. The sensei had warned him he would send them for additional practice. Because they were right on him, Hiro blocked their attacks with his sword and then jumped up and began an attack of his own. Using the attacks he learned at the Dojo, Hiro defeated all of the Tengu. After collecting the experience rings, Hiro learned a new skill—sprint. This would allow him to move much faster.



TIP

As you earn experience and level up, you are rewarded. The first reward is sprint. Press the Sprint button to move quickly in short bursts. Be aware that this temporarily drains your stamina. Sprint can also be used when paddling your boat hat to paddle faster. When you're sprinting, a yellow line appears under your health hearts and shrinks as you sprint. Once it is gone, you have to wait until it recharges before you can sprint again.

Hiro followed the path toward Futo and found an oyster mushroom on a rock. He looked behind the rock and discovered another statue. He now had three of these statues.



It looked as if Hiro had come to a dead end. The ledge of the cliff leading to Lookout Point was too high to jump up to. However, a ninja can do some things other people can't. Hiro moved into a gap in the ledge and began a wall jump back and forth until he got to the top of the cliff.



Wall Jump

To wall jump, move into a gap and press the Jump button while moving toward the cliff. Keep pressing jump to jump back and forth to the top of the cliff.



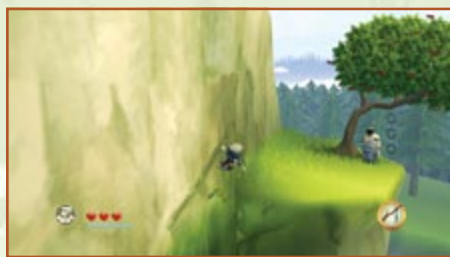
As Hiro reached the top of the cliff, he found himself on Lookout Point. From this spot, he could see Futo sitting under an apple tree on another outcropping of rock. To get to him, Hiro jumped up and grabbed onto a

ledge and then shimmyed to the right to get to another outcropping.



Ledge Movement

Move against the wall and press the Jump button to run up the wall and grab the ledge. Then move left or right to shimmy along the ledge.



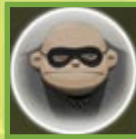
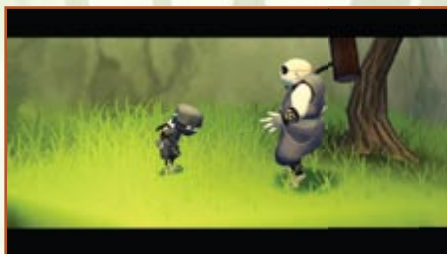
Hiro had to get across another gap to reach Futo. However, this time there was no ledge he could shimmy across. Therefore, he decided to use the ninja technique of wall running.



Wall Run

Run toward a wall and press the Jump button to run along a wall to get to the opposite outcropping of rock.

Hiro found Futo, who agreed to travel with Hiro on his mission. Futo is the largest of the ninjas and Hiro's best friend. While Futo is not as agile or fast as Hiro, he makes up for it by sheer strength. Futo will come in handy when Hiro has to deal with large enemies where brute strength is more important than finesse.



Futo

Futo is an unlikely ninja. In fact, he lacks many of the qualities of a good ninja. However, the Ninja Master saw loyalty in this one and knew he had special skills that would make up for those abilities he lacked. Futo swings his hammer for regular attacks and rushes forward to run into enemies with his body to break their blocks. His power attack, activated by holding down the Power Attack button, builds up power in his hammer. When the button is released, Futo slams the hammer into the ground—stunning all nearby enemies—thus making it easier for him to finish them off with regular attacks.



Upon finding Futo, Hiro was instantly returned to the altar. He walked back to the Dojo to report that Futo had been found. The Tengu sensei was waiting for him. Now that Futo was a part of the group, this large, young ninja

needed some training of his own. Futo carries a hammer rather than a sword or other weapon. As soon as he arrived at the Dojo, he was attacked by four Tengu. Futo executed a jump attack to start with and then began swinging the hammer in a regular attack to defeat the first couple of Tengu. By the time he turned on the other two, they had set up their own blocks to his attacks, so Futo did a block breaker power attack to stun them and then followed with regular attacks until all were defeated.



TIP

Once you have more than one ninja in your group, press the Swap Ninja button to open a circular menu where you can select a different ninja. To switch back to Hiro, just tap the Swap Ninja button again.



After Futo's training was complete, the sensei continued teaching Hiro important skills. Because ninjas must use stealth at times, the sensei showed Hiro how he could hide in tall grass. Another Tengu appeared. Hiro crouched

down in the grass and slowly sneaked up behind the Tengu. With a quick attack, he defeated the Tengu with one strike, and learned that sneak attacks can be very powerful.

TIP

Press the Sneak button when in tall grass or even in a bush. An icon of Hiro's face appears in the screen's upper right corner to show you that Hiro can't be seen. Enemies can walk right past him and not even notice he is there. Just be careful not to get in their path because they will find a hidden ninja if they walk right into him. Also, once Hiro has been spotted, sneaking will not work unless he can first get out of sight of the enemies because they are already alert and actively searching for ninjas. Sneak attacks deal extra damage to the target and are unblockable.



After the Tengu were defeated, a red energy sphere appeared. The sensei instructed Hiro that this was unstable spiritual energy that allowed him to perform special attacks. To allow him to try this attack, two

Tengu appeared. Following the guidance from the sensei, Hiro began the power attack and time seemed to stop for an instant. He targeted the two Tengu in his mind and then like lightning, he flew through the air to attack and defeat both Tengu.

Power Attacks



Ninjas can use the red energy spheres to execute power attacks. Press and hold the Block Breaker Power Attack button when you have at least one of these spheres. They are represented by red circular icons on the screen's right side. Once in power attack mode, move the targeting reticle to select targets. Release the button to execute the power attack. Hiro can attack two different enemies to begin with. However, as he earns experience and levels up, he can add more targets to this attack until he can engage seven different enemies at once. Red power orbs appear randomly but frequently. Therefore, when you attack multiple targets, you often earn a red power orb to replace the one used to start the attack in the first place. Each ninja has a unique power attack.

Go to the Sacred Temple to prepare for your quest.



It was now time for Hiro to learn the secrets of Kuji magic. He followed the path through the fruit glade and then through a small gate leading to the crossroads. Near the center of the crossroads, he was ambushed by four

Tengu. Using his ninja combat skills, Hiro quickly defeated them and then paused to gather an oyster mushroom and a blue petal before continuing along the path toward the temple.

After climbing a flight of steps, he broke a vase and picked up the scattered coins. He then ascended some more steps to speak with the Tengu at the temple. He informed Hiro that he was the first ninja since



ancient times to be instructed in the Kuji art. Long ago, the Ninja Master decided to scatter the knowledge of Kuji magic by hiding the scrolls that contained these spells in ancient shrines in the wilderness. The Tengu then gave Hiro a scroll with a spell that would help him to locate those shrines.

Detect Kuji Shrine



This spell conjures forth some forest spirits that fly toward the nearest hidden Kuji shrine. Use it occasionally to see if such shrines might be nearby. To use a spell, select it using the

Swap Item button and then press the Use Item button. Spells require Ki energy. Hiro is the only ninja who can use spells and his supply of Ki is represented by the blue line below the health hearts. Once used, Ki energy slowly builds back up. It can be replenished faster when Hiro meditates. To do this, press the Meditate button and stay still. Ki can also be gained through the use of potions or by picking up blue energy spheres that can be released when enemies are defeated.

Find the secret Kuji shrine.

Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



Hiro now had one spell and was to look for the second. However, before leaving the temple, he searched around it and found several items including pepper bombs. He also noticed a gap in the cliff and followed it

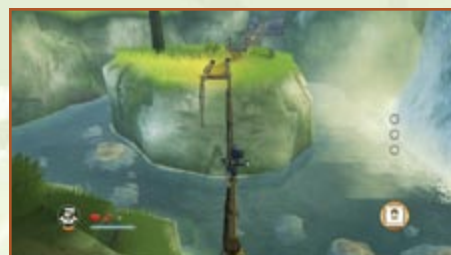
around to an area where he found more ingredients as well as a statue. It paid to be observant.



Pepper Bomb

These bombs explode on impact into a giant cloud of sneeze-inducing pepper. This gives you a chance to move in and attack enemies without them blocking, or to make your escape.

Hiro descended the steps of the temple and used his new spell. A few small spirits that looked like butterflies appeared, circled him a couple times, and then flew off along a path. Hiro followed as they led him toward the first shrine.



As Hiro approached the end of the trail, he stopped at an altar to record his exploits. However, when he reached the bridge, he found it broken. Only a single rope remained across the gap. Hiro

carefully walked up the rope and maintained his balance as he made his way across to the island in the middle of the river.



Balancing

Hiro can walk across ropes and narrow logs. However, he must be careful not to fall off. While moving forward, also move left and right as Hiro begins to lean in one direction to help him maintain his balance.



Once he had made it to the island, Hiro picked berries to restore his health and then found a new flower—an anemone. These special flowers are only found near shrines. He realized he was on the right path.

In addition, he noticed fireflies up ahead. These too often show a path to a shrine.



Anemone

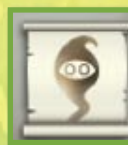
The anemone has long been sought-after for its magical properties. A rare flower, rich in spiritual energy, anemones are required to activate shrines.

Hiro walked across the second bridge, which was still intact, and entered the cave of enlightenment. Along the way he picked up a spear of Ashida mushroom as well as a blue petal. Once at the shrine, he approached and placed the anemone on it. He was rewarded with a scroll containing a new spell—spirit form. A Tengu appeared and instructed Hiro on how to use this spell. Hiro cast the spell and took control of a nearby rabbit.



Spear of Ashida

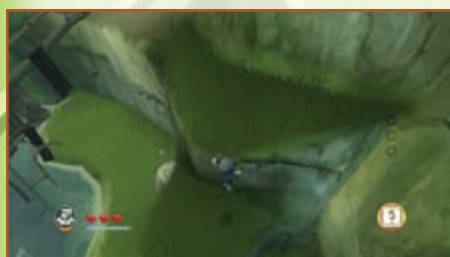
It is said that the lord Ashida himself bred this particular strain of mushroom and altered its makeup by magical means.



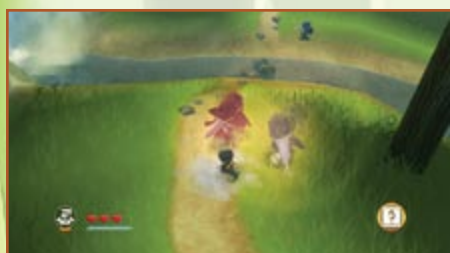
Spirit Form

This spell allows Hiro to cross over into the Plane of Spirits for a short time. Once there, his spirit can enter into other living entities to influence their behavior. Hiro can use this spell to take control of animals of all sizes. These animals have more acute senses and can more easily detect ingredients and statues. While Hiro is possessing an animal, these items appear with purple smoke around them, making them easier to locate. Larger animals can attack, and some can be quite formidable. To exit the animal, press the Use button again.

• Go to the village gates to start your quest.



After returning to his own body, Hiro followed the path back to the bridges. As he crossed the single rope, he looked down and saw some ingredients below. So he jumped down from ledge to ledge to pick up a couple ingredients as well as a statue. He then climbed back up to the trail.



As he was crossing the stream on his way back to the temple area, Hiro was once again attacked by several Tengu. After he defeated them, he picked up a blue sphere, which replenished his Ki energy.

Hiro returned to the crossroads and then turned to follow the path to the right which led to the village gate. There he was met by the Ninja Master himself. He gave Hiro his first task—to travel through the Jadestone Forest to the castle to learn more about the strange samurai who appeared to be coming from there.



TIP

If you have not found all of the items and statues in the areas you have already visited, go back and get them. There is an altar in the crossroads area. Then return to the gate to continue your mission.

• Leave Ninja Mountain and travel to the nearby village.



After passing through the gate, Hiro stopped by an altar along the path and then went to the ledge overlooking the valley below. Several of the strange samurai were down there. It was now or never, so Hiro

leapt from the ledge and descended the mountain, crossing over a log and jumping across gaps until he reached the flat grassy area.

Sneaking through the grass, he waited until the four samurai passed by walking toward the buildings, and attacked the rear enemy from behind. He then jumped up and attacked the rest, finishing them all off.

Hiro noticed that as each samurai was defeated, an animal appeared in its place. This was indeed strange.



Hiro's quick attacks earned him some red power spheres. He then searched around the buildings to find coins, a flask of strong ginseng, and a health potion. Finally, he found an oyster mushroom on a tree near the bridge.



Healing Potion

A warm and subtle mix that heals the body of recent bumps and scratches, this potion restores health when consumed.



Hiro crossed the bridge. The four samurai at the opposite end began firing arrows at him. So Hiro donned his ninja hat and continued forward to the end of the bridge.

TIP

You can tell what type of samurai an enemy is from a distance by looking for the banner they carry. Regular samurai who carry swords have no banners. Red banners signify archers, so be ready with your ninja hat to protect you from the arrows.



Protection from Arrows

The ninja hat can be used as protection against enemy arrows. Press the Hat button to put it on and then crouch down in sneak position to avoid taking any damage. As soon as you attack, Hiro removes the hat and becomes vulnerable to arrows again.

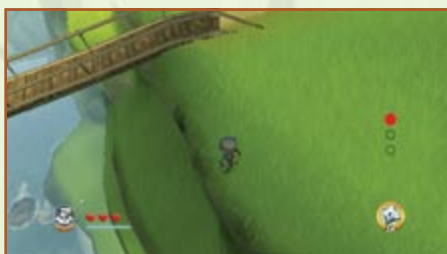
Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



As he approached the enemy samurai, Hiro felt this would be a good opportunity to use his power attack. He stopped time and then quickly defeated two of the samurai off to one side before moving in

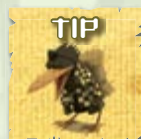
and using a jump attack on the other two. Once they were all gone, he replenished his health by picking some berries from a nearby bush.

Looking down toward the river below, Hiro spotted some items. He decided to climb down to investigate. As a result, he found an oyster mushroom, some ginseng root, and the last statue. Hiro climbed back up the cliff and had to use a wall jump technique at one point.



Hiro followed the trail leading to the village and came across three more samurai. He sneaked up behind and defeated one with an attack from behind and then finished off the other two.

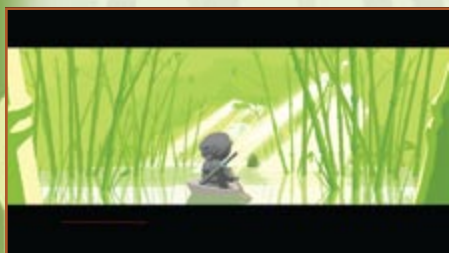
Finally, he picked a nearby blue petal and continued to the gate leading to the next village.



TIP Before ending the level, check your progress from the menu. Make sure you have all ingredients, spells, and statues. If you are missing something, check the map at the start of this chapter to see what you still need. Collecting all these items can earn you achievements or trophies at the end of the game.



LEAVING HOME



Hiro had left Ninja Mountain and followed the path to the Village of the Brown Bear. He had already faced some of the mysterious samurai, and while they were not too difficult to defeat individually, they traveled in groups. He hoped the people of the village could shed some light on the samurai and provide information as to where the missing ninjas might be.





MAP KEY

Items

S	Jizo Statue
C	Coins
AS	Flask of Arrow Shield
Ct	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb

Ingredients

An	Anemone
BP	Blue Petal
GR	Ginseng Root
OM	Oyster Mushroom
SA	Spear of Ashida

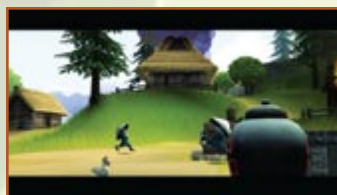
LEVEL STATS

Scrolls	2
Ingredients	28
Coins	27
Statues	8
Animals to Free	16

- Go to the burning village.



Hiro followed the path toward the village. Along the way, he picked up a blue petal and an oyster mushroom and noticed the animals in this area. Everything seemed nice and tranquil.

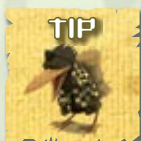


However, once the village was in sight, Hiro saw that this was anything but a scene of tranquility. The citizens were running about as samurai on the opposite side of the river fired flaming arrows at the village to set it ablaze.



Hiro rushed into the village to see what he could do to help. A Tengu was waiting near the entrance. Hiro approached and spoke to the Tengu, who told him to defeat the samurai while the Tengu helped

the citizens to reach safety. The samurai, not the brightest of sorts, had burned the bridge before they had crossed into the village. Now they were stranded on the opposite side of the river. This would give Hiro some time to look around the village first.



Some Tengu give you quests to complete. There is often a reward for completing them. If you complete all the Tengu quests in the game, you earn an achievement or trophy.

- Defeat the samurai attacking the village.

Hiro quickly searched the village for items that might come in handy. Inside one of the houses he found a statue and a health potion. He also found coins, and some ginseng root. As he approached the bridge, he picked up some oyster mushrooms growing on the bridge.



As he headed to the southern part of the village, Hiro noticed a beehive in a fruit tree. Hiro loved the taste of honey. Being a ninja, he could probably get the honey without being stung by the bees.

Therefore, he shook the tree to knock down the hive. Then he sprinted away from the swarm of bees out for revenge.



Once the swarm stopped following him, Hiro returned to the tree to pick up the honeycomb pieces on the ground. While he wanted to eat it right there and then, the young ninja wisely decided to save it for

later when he might really need it. Near the fruit trees, he also found a new type of flower—a tiger lily.



Honeycomb

A dangerous item to obtain, honeycomb is usually found in bee nests, hanging in various trees. Consuming it replenishes one's Ki and health.



Tiger Lily

The tiger lily is a bright and colorful flower that grows especially in mountainous terrain. It is said to be rich in magical energy.



Now it was time to go after the samurai. While at the southern end of the village, Hiro put on his ninja hat and jumped into the river. He quickly paddled across to the opposite bank.



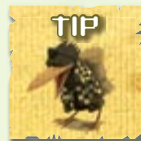
Crouching down in the tall grass, Hiro quietly approached the samurai. There were two on the bridge and a group of samurai grunts patrolling around. A group of archers to the north were led by a larger samurai

captain. He waited until the patrolling group was on the path and then threw a pepper bomb right into their midst.

While the samurai were sneezing, Hiro moved in to attack, because they could not try to block. As the samurai on the bridge came at him, Hiro jumped up and came down with a powerful attack to defeat them as well. By this time, the archers had arrived. Hiro, switched to the shuriken and let



a few fly to stun the archers until he could get in close enough to attack. The captain was tougher to defeat. Hiro stunned him first with the block breaking power attack, and then finished him off with regular attacks.



TIP There are several different methods for attacking the samurai. Try using shuriken or pepper bombs to stun the enemy. You can also use your power attacks. At this level, Hiro can quickly defeat two enemies with this attack. As a result, this can be a good way to open a fight because you can reduce the number of enemies before they have a chance to react. Experiment with different items and weapons.



Once the samurai were all defeated, Hiro used his sword to break open the cages to free three animals. The Tengu who had asked him to attack the samurai appeared on the path and told Hiro that someone was turning animals into the samurai. That was why when the samurai were defeated, the spell was broken and the animals released. As a reward for completing his task, the Tengu gave Hiro some shuriken. Hiro also found samurai healing brew when he broke open a barrel.



Samurai Healing Brew

Both a blessing and a curse, this foul-looking brew will heal at the price of some Ki energy.

• Get through the bamboo forest.



Hiro continued down the path through the bamboo forest. Along the way, he stopped at an altar and used it. A little farther down the path, he found a second Jizo statue.





Not wanting to be caught out in the open, Hiro walked in the tall grass to the side of the path. As soon as he saw a patrol of samurai ahead, he quickly crouched down to hide. There were four samurai grunts and a captain.



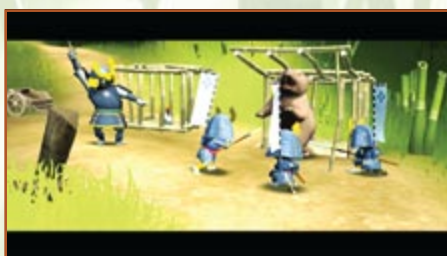
Hiro waited for them to pass and then sneaked up behind the captain who was in the rear. With a quick attack from behind, the captain was down. Hiro then followed up with a power attack to drop two more of the samurai and then finished off the remaining two with block breaking and regular attacks. The entire fight lasted only a few seconds.



Hiro continued through the bamboo forest and came across a group of four archers near a gate. Quickly putting on the ninja hat, Hiro closed with the enemies and let fly a few shuriken to stun the archers before

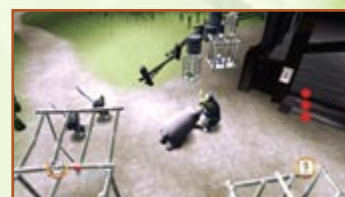
he attacked with his sword. Once the fight was finished, Hiro picked some berries from a bush to restore his health. He then pushed open the gate to continue along the path.

Up ahead, Hiro saw several samurai trying to force a bear into a cage. They seemed to be having some trouble. Hiro thought that possessing a bear might be a good way to cause a lot of damage. However, before he could act on this, a single samurai spotted him and came at him. Hiro just waited and let loose with a block breaker attack and then finished off the stunned enemy.

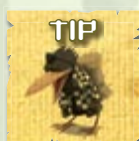


Bears and Boars

Big animals like bears and boars can be used to attack enemies. Bears have a powerful regular attack. Press the Block Breaker Attack button and the bear will rise up on its hind legs and scare away nearby enemies. Just don't do this while engaged, or the bear will take damage and Hiro will be forced out of the animal. Boars are also tough animals for fighting. Sprint at enemies and watch them go flying as you crash into them.



Sneaking through the grass, Hiro approached the bear from the side. He quickly cast the spirit form spell and rushed into the bear. While in control, Hiro went after the samurai captain first, because he was the main enemy and also to put some distance between him and the grunts's spears. Hiro then turned around and scared the two samurai and attacked as they tried to run away.

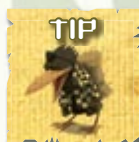


Samurai with spears can be tough to defeat. Because of the length of their spears, Hiro can't get close enough to attack or even break their block when these samurai are ready and waiting. Therefore, you need to use weapons or spells to stun them so you can get past those nasty spears. You can spot spear armed samurai from a distance because they carry a light blue banner. When you see the banner, be ready to stun these threats.



Once the area was clear, Hiro found coins and shuriken around the building and also picked up a couple ingredients. He then moved across the path to find a blue petal and spotted a cave in the cliff. Moving

through the cave, Hiro emerged in an opening with two more ingredients as well as a statue. Picking them all up, Hiro returned to the path and advanced to an altar.



To earn one of the achievements or trophies, you must use Futo in combat during each level of the game. Be sure to switch to Futo at some time during this level and all subsequent levels so you can earn these rewards.



Hiro continued along the path and picked up some ginseng root as he walked by. Eventually, he came across a series of three sets of steps guarded by three pairs of samurai. Hiro stayed low in the grass and sneaked

up on the first pair. He waited for them to stop moving and then attacked the closest one from behind, following it up with attacks on the second samurai.





Now that he had been seen, Hiro performed a power attack on the next two samurai—taking out both with lightning speed. Finally, he climbed up the second steps to engage the last two samurai in regular

attacks. After smashing a barrel, Hiro found a flask of arrow shield.



Flask of Arrow Shield

Temporarily encases the imbiber in a magical impenetrable shield capable of deflecting arrows and projectiles.

As Hiro climbed up the last steps, a patrol of four samurai grunts approached. Because they were close together, Hiro threw some shuriken, stunning several, and then followed up with other attacks to finish off the samurai. Finally, he visited an altar.



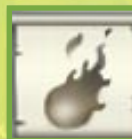
Hiro decided to use his spell to see if a shrine was nearby. He knew there were two shrines in this area and had not yet found either. As he cast the detect Kuji shrine spell, the spirits flew off into the bamboo forest through a hidden entrance near two large rocks.



Hiro followed the spirits and came across a blue petal as well as an anemone. He picked both flowers and then saw the shrine through the bamboo.



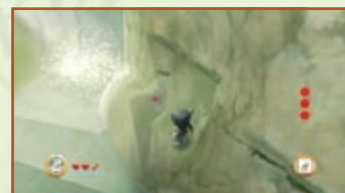
Hiro placed the anemone on the shrine and waited. Suddenly a scroll appeared. Hiro could now use the fireball spell.



Fireball

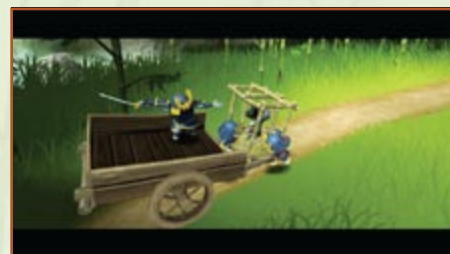
This spell hurls a terrible flaming ball of magical energy in the chosen direction. On impact, the ball will likely explode, damaging all nearby.

To use this spell, select it as your current item/spell, and hold down the Use button. A targeting reticle appears. Quickly place it over your target—such as a samurai in the middle of a group—and release the button. A fireball flies to the target and explodes, defeating or damaging the target and all nearby enemies. Select your target quickly because Hiro can't contain all that energy for long, and the fireball will fly off on its own after a short while.



After getting the new scroll, Hiro climbed up on the ledge behind the shrine and moved toward the waterfall. There was an object on the other side of the water, so he jumped over and discovered another Jizo statue.

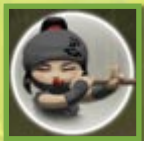
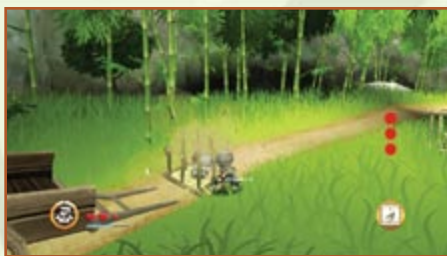
Hiro backtracked past the shrine and back out to the main path. As he continued through the forest, he saw a ninja who had been captured by the samurai. It was Suzume—his friend from childhood. She must be rescued.



Armed with his new spell, Hiro approached the samurai and let loose with a fireball. The blast defeated most of the enemies and Hiro mopped up the remainders with standard ninja combat.



Finally, Hiro approached the cages and freed Suzume as well as a couple of animals. Suzume agreed to join Hiro on his mission to find the other ninjas and the source of the samurai terrorizing the forests.



Suzume

Suzume is one of the ninjas sent by the Ninja Master. Her regular attack uses kicks and strikes at enemies with her flute. She also has a block breaker as well as a unique power attack.

As long as you have a red power sphere, she can play her flute when you hold down the Power Attack button. Nearby enemies will be mesmerized and begin to dance, allowing Suzume to then defeat each of them with a single blow.



As Hiro was freeing the animals, he noticed one of them was a boar. He decided to use his spirit form spell and rushed into the boar to possess it. As he followed the path, looking for ingredients with the boar's

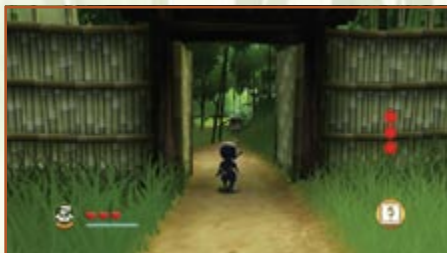
more acute senses, he saw a group of samurai patrolling the path.



As they walked toward him, Hiro sprinted as the boar and ran right through the column of samurai. Some were defeated instantly while others were stunned. So, Hiro turned around and made another pass. He

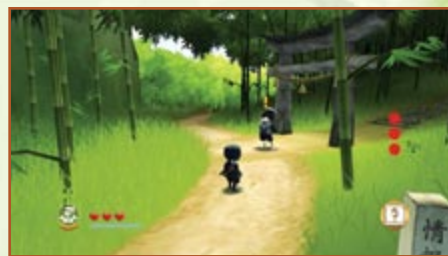
continued to use this tactic until all of the samurai were gone.

Having made it through the Bamboo Forest, Hiro opened a gate and continued to an altar to record his actions.



- Follow the road to the enemy castle.

As Hiro approached a gateway leading toward a temple, he talked to a Tengu. The Tengu offered Hiro a quest. If Hiro would find a burdock flower and bring it back to him, he would give Hiro a reward. This seemed like simple task, so Hiro agreed.



Hiro followed winding path up a small hill. Near some stone statues lining the path, he found the burdock flower and picked it. He then continued on up to the temple around which he found four more ingredients—including a stone cap mushroom.



Burdock Flower

The purple burdock grows upon the stem of a spiked leafy base. It should be picked with caution.



Stone Cap

One of the most resilient types of mushroom found in the world, the stone cap can even be found growing late into the winter.



When he arrived at the top of the hill, Hiro spoke to the Tengu standing there. The Tengu offered to sell weapons as well as recipes for making different types of potions. Because Hiro had collected many ingre-

dients, he decided to purchase a recipe so he could begin making his own potions.



Recipes

Recipes can only be purchased from Tengu found at the temples. Once you have purchased a recipe, you can convert ingredients you have collected into a potion. As you progress through the game, more recipes will become available.



As he looked around the temple, Hiro found a Jizo statue and broke open some jars to find some pepper bombs, a flask of strong ginseng, and some caltrops.



Caltrops

Throw a handful of these small spikes behind you at the right moment to slow chasing enemies. It also damages them. Use caltrops when you need to get away from a group of enemies so you can set up for a counterattack.

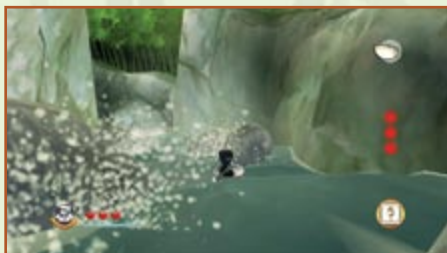


After exiting the temple area, Hiro continued down the path leading toward the castle. Up ahead he saw several samurai near a bridge. He also spotted a boar in the grass off to one side of the path. Using

the spirit form spell, Hiro entered the boar and sprinted into the samurai to defeat all of them. Once they were gone, Hiro picked up some ingredients and an item after releasing two animals being held in cages.

Hiro knew there

was a second shrine somewhere before he got to the castle, so he cast the detect shrine spell and watched as the spirits flew along the river and disappeared from sight. The shrine must be near this river, so Hiro jumped into the water and pulled out his hat to use as a boat. As he hit a patch of rapids, Hiro deftly maneuvered his hat boat to avoid the rocks.



TIP

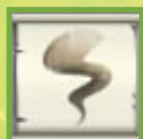
Hiro's ninja hat will take damage when it runs into rocks while he is using it as a boat. Therefore, paddle the boat to avoid the rocks—especially when the current picks up in the rapids. A good way of avoiding rocks is to paddle and even sprint against the current. This can keep the hat boat in the same spot and allow you to maneuver left or right before letting the current carry you past the dangerous rocks.



After passing through the rapids, the current slowed down and Hiro saw an altar off to the right side. He paddled to the shore and jumped out onto dry land. He decided to look for the temple first before using the

altar. However, he did break open some jars to pick up smoke bombs and a flask of strong ginseng.

Hiro followed the path up to the shrine. Off to the right, he found an anemone and a Jizo statue and picked up both. He then returned to the shrine and placed the anemone in the bowl and received a new spell—tornado.



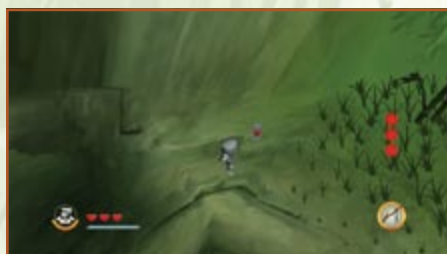
Tornado

This spell creates a swirling tornado that sucks enemies up into the sky for a short time before spitting them out. When using this spell, place the target right in the middle of a group of enemies. The tornado will appear and move back and forth, throwing enemies up in the air as it passes over them and getting rid of these threats for you.



Hiro left the shrine and stopped by the altar before returning to the river and setting sail in his hat boat. After passing through another section of rapids, he emerged onto the placid waters of Mushroom

Lake. After doing some fishing to stock up on sushi, Hiro paddled ashore to the right of where he emerged from the river. On the shore he picked up a ginseng root as well as a statue.



Hiro once again got into his boat and paddled to the west to another shore. This time he disembarked and used wall jump to reach the top of ledge. He then grabbed a higher ledge and shimmied to the right

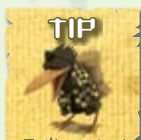
to find another statue and also picked up some stone caps along the way. After getting the statue, Hiro continued climbing back up to the trail to the castle.

Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord

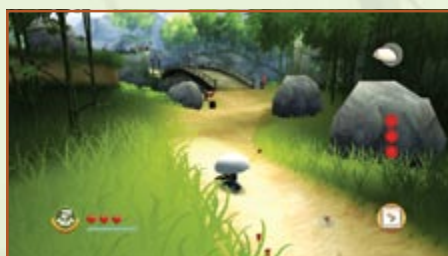


There was a fruit tree off to the side of the road, so Hiro shook it to knock down some fruit, which he then picked up to restore his health. About that time, he saw five samurai headed his way. This was a great

opportunity to test out his new spell. He targeted the area in front of the group and cast tornado. A funnel cloud appeared and moved back and forth across the trail, picking up and getting rid of a few of the samurai.



TIP If your Ki energy gets low, either consume a flask of strong ginseng or meditate for a while. You will want a full Ki meter when you go to fight the enemies at the large bridge.

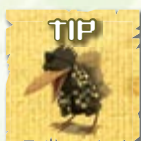


Hiro continued down the path until he could see a large bridge, guarded by many samurai. He meditated to restore his Ki energy so it would be ready. He also stopped by an altar to prepare for a big fight. As he neared

the bridge, the archers began firing arrows, so Hiro put on his ninja hat and continued moving forward.



Once he got closer to the two archers on his side of the bridge, Hiro used his power attack to quickly defeat both archers. He then broke open a jar to find some shuriken.



TIP During the fight at the bridge, you can also switch to Suzume and use her power attack to play the flute and mesmerize the spear samurai. Then she can easily take them out with a single hit each. Also, you can earn an achievement or trophy by having Suzume do this to 50 enemies. So get started toward this reward right away.

After picking a stone cap by the side of the bridge, Hiro moved forward and summoned a tornado to attack a line of five samurai with spears. He threw shuriken at those who were not swept away, and then attacked while they were stunned.



On the opposite side of the river, six archers began firing arrows at him. Hiro used his fireball spell to throw fireballs at the archers behind the fence and then consumed his flask of arrow shield and rushed

forward to attack the two wooden platforms, which each held an archer. When the platforms collapsed, the archers fell and were defeated. Finally, he moved forward to finish off any survivors.

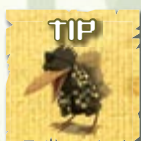
As he was crossing the bridge, Hiro noticed an oyster mushroom attached to one of the supports, so he jumped into the river and climbed into his hat boat to get to this ingredient. He then paddled to a ramp leading back up to the northern side of the bridge.



Some more samurai from the south came to attack. Hiro used his combat skills such as the power attack to defeat them and then freed several animals. One of them was a boar, so Hiro used his spell to possess this creature and then followed the trail to the door of the castle, sprinting into the remaining samurai to defeat them all.



After freeing the remaining animals and picking up some coins and other goodies in barrels and jars, Hiro was ready to head to the castle. He opened the large wooden door and moved to the next area.



TIP Remember to check your progress before ending the level. Make sure you have all ingredients, statues, and freed animals. If you are missing something check the map at the start of this chapter to see what you still need. Collecting all these items can earn you achievements or trophies at the end of the game.



Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warrior



MAP KEY

Items

S	Jizo Statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
CR	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb

Ingredients

An	Anemone
BF	Burdock Flower
BP	Blue Petal
GR	Ginseng Root
OM	Oyster Mushroom
SA	Spear of Ashida
SC	Stone Cap
TL	Tiger Lily

LEVEL STATS

Scrolls	0
Ingredients	24
Coins	28
Statues	8
Animals to Free	19

- Get to the enemy castle.

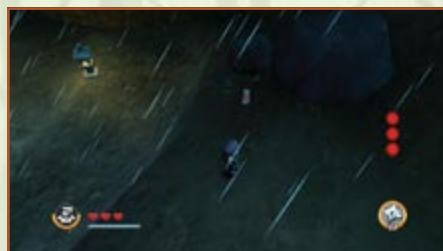


Hiro followed the path as it led through a bamboo grove. His keen eyesight helped him see a blue petal and a ginseng root off in the tall grass to the right side of the path.

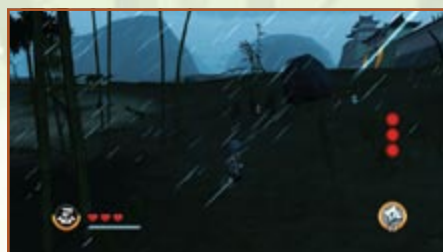
It looked like there had been earthquakes here recently because the ground was broken by crack and chasms. One crack cut right across the path and if Hiro had not been paying close attention, he might have fallen down into it rather than leaping over it.



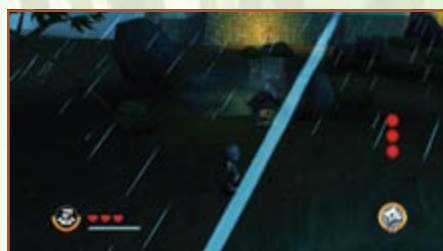
While the ground outside of the castle was barren, he still found a couple of ingredients and near a spot where the trail was broken by a ledge, he found a statue.



Another statue was near a large rock off to the left of the path.



As he approached an altar and used it, Hiro was concerned about the lack of any grass in which to hide. There were lots of samurai patrolling around the castle and it would be difficult to approach



unseen if he could not sneak around in the grass. However, he noticed that small bushes grew sporadically. They were just large enough for a small ninja to hide within.



Hiding in Bushes

Hiro and the ninjas can crouch down to hide in bushes. While ninjas are in a bush, enemies who did not see the ninja move into the bush cannot see them and will walk right past them, none the wiser. By moving from bush to bush when enemies are not looking, a ninja can get close to enemies so they can attack or continue to hide from them.

• Infiltrate the Castle.

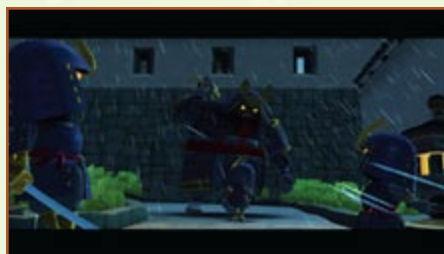
Hiro hid in the bushes near the path as he approached the castle. From this vantage, he observed the defenses. The main gate was defended by spear samurai while a patrol marched back and forth along the wall.



Hiro discovered that there were two different ways he could infiltrate the castle. To the left of the main gate, there was an indentation in the wall with a berry bush growing at the foot. He could wall jump up to the

top while the patrolling samurai were looking in the opposite direction and hop over the wall without being detected.

However, there was a ginseng root located in front of the main gate. Because he wanted to collect all the ingredients he could find, he would need to clear out the defenders first. For this task, he thought Suzume would be a good choice. She waited until the patrolling samurai were near the gate and then rushed forward right into the middle of all the samurai, including those by the gate with the spears, and used her power attack where she played the flute and all of the samurai began to dance. Suzume waited until all were dancing for several seconds, then went after each of them with regular attacks. Because they were still dazed by the music, it took only a single hit to defeat each one.



Once the guards were gone, Hiro opened the main gate and entered the castle. As he did, he noticed a new enemy. A large samurai came walking out in the middle of the courtyard. That would present a

challenge to the ninjas because they would have to get past this enemy to advance farther into the castle.

• Cross the bridges and get to the upper yards.



Hiro turned right after entering the castle and followed the wall to a corner where he picked up a statue and then freed an animal in a cage. He also broke open some jars to find coins and some cherry bombs.



Cherry Bomb

Highly volatile and explosive devices, cherry bombs damage enemies and structures.

Because these bombs cause blast damage and blow up on impact, throw them into the middle of a group of enemies to defeat or at least damage several of them.



Hiro used his spirit form spell to enter the animal cage he just freed and then went past the main gate to the other corner of the castle wall. As he moved about, he used the animal's senses to locate several items around

the castle courtyard, and then changed back into his human form as he approached the tiger lily to pick it.

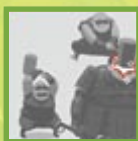


Two samurai guarded the bridge and a patrol marched back and forth along the other wall of the castle. Hiro waited for the patrol to begin moving away from him, then sneaked up on the closest guard by using bushes for cover. Once he got behind the samurai by the bridge, he moved in for a sneak attack from behind, then used a block breaker and regular attack to take down the other guard.

Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



Hiro quickly hid in a bush before the patrol saw what happened. As they approached, he used the tornado spell to attack the patrol of samurai. It swept away only a couple of the samurai, so Hiro moved in and used his power attack to defeat the remaining three samurai. Hiro then freed a couple animals and collected some more ingredients before returning to the bridge. It was time to go after that large samurai.



Defeating the Big Samurai

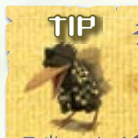
Futo is the best ninja for fighting the big samurai, so switch to him. When it looks like this enemy is going to swing his large club, sprint away. Then move in close to attack.

Once next to the big samurai, follow the button press directions onscreen to land a big hit on the enemy and then sprint away. The big samurai can cause a lot of damage, so if you have two or fewer large hearts, go pick some berries near the outer wall or use a healing potion because another hit could take you out. Keep moving in for those big blows until this enemy is down for the count.



It would take brute strength to defeat the big samurai, so Hiro asked Futo to do the honors. Hiro first defeated the smaller samurai around the bridge and then moved in on the big samurai. Futo was

careful to run away as the big samurai swung his club. Then Futo darted in and let loose with a powerful attack right to the big samurai's head. This did not stop the enemy, so Futo repeated the tactic a few more times—running away from attacks, and then moving in for a big attack of his own.



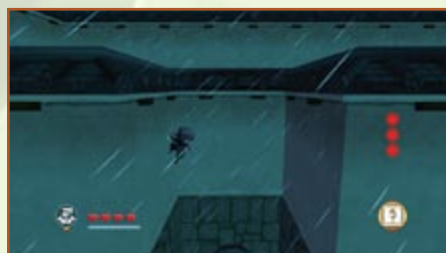
TIP *When fighting the big samurai, try to draw him away from the inner courtyard. Three archers fire at you through arrow slits if you get in too close, so keep your distance. The big samurai causes enough damage on his own without you having to worry about arrows.*



Once the big samurai was defeated, Hiro made his way across to the last bridge. He donned his ninja hat for protection from the arrows. However, instead of moving into the inner courtyard, when he got to

the end of the last bridge, he jumped off to the right side and followed the rocky path to find a stone cap. He then returned to the bridge, jumped onto

it, and then hopped off to the rocky path on the other side to find another stone cap.



Near this second stone cap, Hiro wall jumped up to the top of the wall and then dropped down on the other side to find some coins and healing brew.



Hiro followed the walkway leading deeper into the castle and found a statue. He then defeated a patrol of samurai in this area with fireballs and regular attacks.

Hiro climbed up a platform to the right to find a couple archers waiting to ambush him if he had approached from the bridge. However, Hiro did the ambushing and took out these archers.



Hiro then came around to the inner courtyard and then exited to the right to surprise the three archers waiting for him. A quick power attack defeated all three in quick succession.



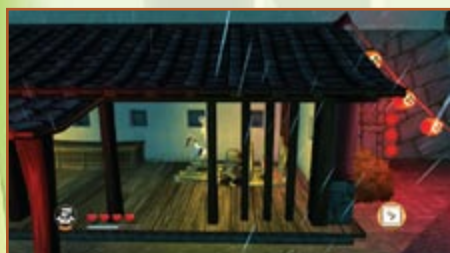
Back in the inner courtyard, Hiro found a couple ingredients and used the altar.



Hiro opened the large door leading farther into the castle. He saw a patrol of samurai up ahead and cast a tornado spell to sweep several into the air. He then finished off the remaining samurai with regular attacks.



• Cross the roofs of the lower yards to get to the main castle.

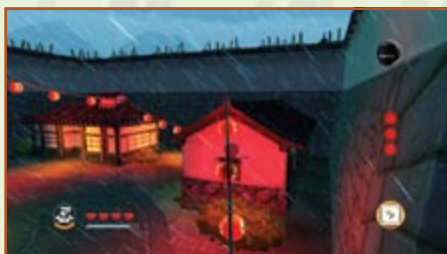


Hiro freed two animals inside one of the buildings and picked up some cherry bombs and a couple ingredients. He found a statue next to the second building.



A couple of archers guarded a big door. Hiro put on his ninja hat for protection and then moved forward to defeat both in turn. Finally he freed another animal and broke open a jar to find some caltrops.

Because the door was blocked, Hiro climbed up on the rope with the hanging lanterns to the roof of one of the buildings. By crossing two more ropes, he made it onto the roof of a building overlooking the next courtyard. Two groups of samurai patrolled this area.



Hiro jumped down from the roof and ran over to the building where a bear was in a cage. Hiro broke open the cage and used the spirit form spell to possess the bear and then went after the samurai.



After freeing more animals, picking up a couple ingredients, and finding a potion, Hiro noticed a couple of lit doors. He opened one to find a couple of animals, which he freed. However, behind the other he discovered a jar of coins protected by four samurai. He took down three of the enemies with a quick power attack, and some regular attacks finished off the fourth.



As Hiro approached the large door, he found a statue off to the right. However, the door was barred shut. He would have to find another way into the next courtyard.

Hiro turned back to the cracked wall behind him and jumped up it to get onto the wall. From here he jumped across to the roof of the building where the bear had been held captive and then walked across it to get to a rope of lanterns that he used to get to another rooftop overlooking the next courtyard.



Down below, Hiro saw three archers practicing their craft. He performed a power attack and defeated all three. Three more samurai with swords came at him and Hiro used block breakers and regular attacks to wipe them out.



The doorway to the next area was defended by four spear samurai, so Hiro asked Suzume to mesmerize them with her flute power attack. While they were dancing, she defeated all of them, then picked up the statue

to the side of the stairs. Finally, Hiro picked a stone cap mushroom as he stopped to visit the altar in this area.

Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



Hiro pushed open the large doors to enter the next courtyard where he immediately saw three practicing archers. Donning his ninja hat as he approached, Hiro jumped up and attacked these three threats with a

power attack because they were spread out, and then dealt with a group of three sword-carrying samurai who responded to the scene.



A big samurai stepped out to fight. Futo was the right ninja for this enemy, so he moved forward and attacked with his hammer. Using the same strategy as before, Futo moved in to attack, and then sprinted away to

avoid the large club. When he did take a hit, he quickly sprinted to a berry bush for some health and then moved in to finish the job.

While restoring his health with berries after the fight, Futo found a statue in a corner of the courtyard. He then moved toward the large door to the next area. It was guarded by four spear samurai. Futo approached and used his power attack to slam his hammer down on the ground near the enemy and sent them running around in panic. This allowed Futo to move in and defeat all four of them with single hits.



Hiro opened the large door and walked into a small passageway. There he found a stone cap and stopped by the altar. He was almost to the castle.

• Cross the bridge to the main castle.



The bridge to the main castle was defended by six archers. Hiro donned his ninja hat and advanced. He sent a tornado to sweep away a few at the start of the fight. He then used a power attack to take down another three. Finally, he jumped up and came down with an attack to take out the last samurai guarding the bridge.

Hiro knew he needed a couple more ingredients before he continued, so he looked around and found an oyster mushroom on the bridge handrail and then jumped down into the water to find another one on one of the bridge supports.

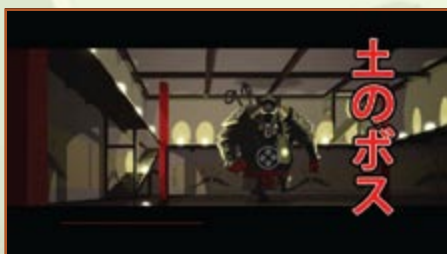


Now that he had made his way through the courtyards, it was time to enter the main castle.



BOSS LUMBERING FOOL

Hiro had fought his way through the outer walls and courtyards of the Earth Castle. He now faced the powerful samurai who commanded this castle. It would take some careful ninja tactics to beat this enemy.



Hiro discovered that regular attacks did not affect the giant samurai and neither did any of his spells using Kuji magic. Instead, Hiro would need to use his brains—he ran away into a corner to try to avoid the huge blade

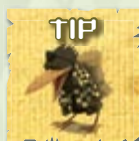
swung by this enemy. Along the way, he broke open a jar and picked up a healing potion.



While Hiro was trying to think what to do next, the boss attacked. However, his sword got stuck in one of the wooden supports. This gave Hiro an idea.



Hiro jumped up onto the boss's sword and ran up it toward the giant samurai.



TIP

To defeat this boss, lure him so he gets his sword stuck, then jump up onto the sword and press the buttons as they appear on the screen.

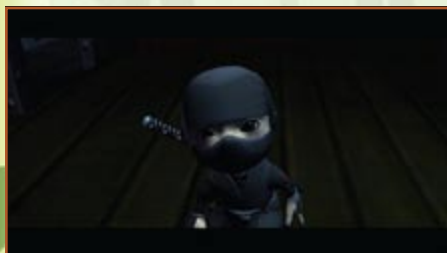


Hiro jumped and flipped over the boss's head and dropped down his back, pulling down his lower armor so he could strike at the enemy's backside.

LEVEL STATS

Scrolls	0
Ingredients	0
Coins	0
Statues	0
Animals to Free	0

• Defeat the Boss.



As Hiro entered the center of the Earth Castle, he could not believe his eyes.



A giant samurai stood before him. As this samurai pounded his fist to the ground, the earth shook and quaked. How could a small ninja such as Hiro defeat someone so powerful?



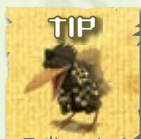
TIP

During this fight, you can't switch to other ninjas, and spells have no effect on this opponent.

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The giant samurai reacted to this attack by falling backward. He crashed through the floor of the castle tower and landed on the next floor down—along with Hiro.



TIP A jar in this second room contains samurai healing brew. Pick it up if you need healing.



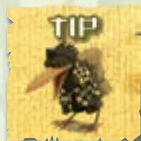
Hiro decided to use the same tactic as before, and ran into a corner. However, in this larger room, there were archers up on walkway around the room and when he ventured out into the open, they shot at him.



When the boss got his sword stuck again, Hiro ran up it and jumped up to grab onto his face mask before dropping down behind the giant samurai to perform another attack against his unprotected backside.

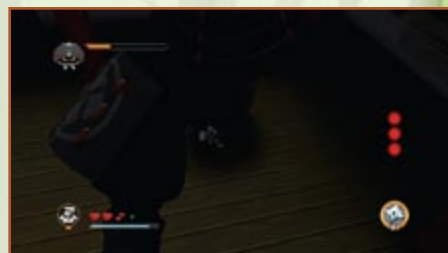


The two fell through another floor to the ground level of the castle. This was the final part of the battle.



TIP There are no potions in the third room. You are on your own with whatever you have in your inventory.

Because the previous attacks had worked, Hiro used the same one a third time and got behind the boss to deliver a defeating blow.



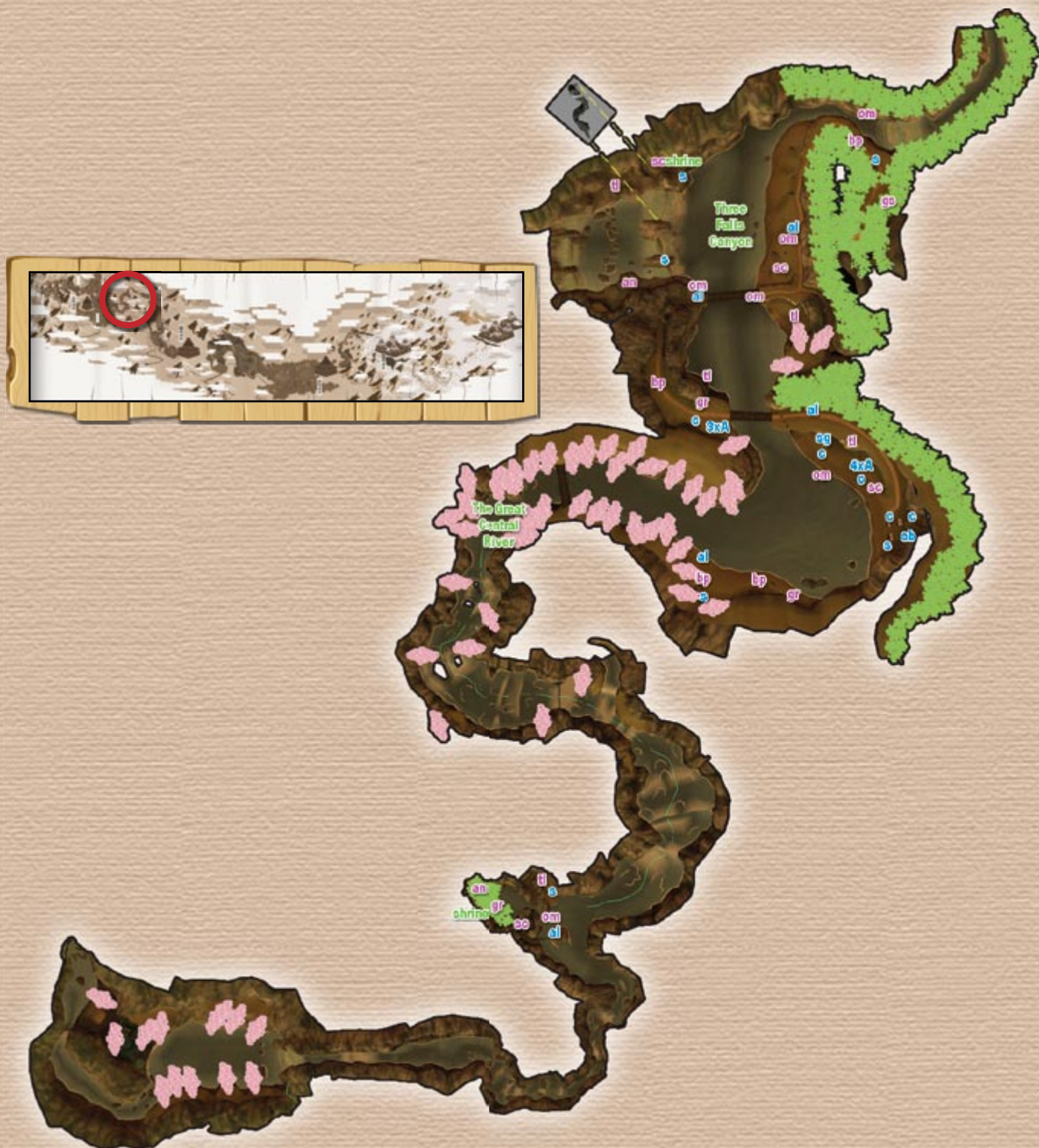
The giant samurai was beaten. The magic that had created him began to seep out from the armor.



Hiro quickly ran out of the castle to escape the results of such a release as the energy shot straight up into the sky. While Hiro had won this battle, he still had not found the three missing ninja or discovered who was behind the samurai and their attacks against animals and nature. The mission would continue.



GREAT RIVER CANYON



Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



As Hiro left the Earth Castle, he continued on his mission. He and the other ninjas entered a large river canyon through which they must travel to find the other missing ninjas.

• Follow the road to the Great Central River.



Hiro set off from his campsite at first light. The path led him out of the woods and along a cliff overlooking a river. Along the way, he picked a ginseng root, which he could use to make potions.

As he advanced farther, Hiro found a Jizo statue. Finding one so early in the morning could only mean good luck would follow him throughout the day.



Hiro continued down the path and found a Tengu off to the side. The Tengu offered weapons and recipes for sale. Because Hiro had collected many coins at the castle, and he felt that he would find many more today, he

purchased those recipes he did not already have. He had a lot of ingredients, so he might at well use them.

MAP KEY

Items

S	Jizo statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
Ct	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb

Ingredients

An	Anemone
BF	Burdock Flower
BP	Blue Petal
GR	Ginseng Root
OM	Oyster Mushroom
SA	Spear of Ashida
SC	Stone Cap
TL	Tiger Lily

LEVEL STATS

Scrolls	2
Ingredients	23
Coins	57
Statues	6
Animals to Free	7

Recipes



At this point in the game, you can purchase three different recipes. Get the recipes so you can create potions, which come in handy when you need health, Ki, or a little extra protection. The recipe for the healing potion calls for a blue petal and an oyster mushroom. For a flask of strong ginseng, combine a blue petal with some ginseng root. Finally, to brew a flask of arrow shield, mix a tiger lily with a stone cap. This last potion is tougher to find in jars and barrels than the other two, so keep some on hand. The game pauses when you enter the inventory screen, so you can brew up a potion and consume it right in the middle of a fight if necessary.



Hiro came across an altar where the trail reached the valley floor. He also picked an oyster mushroom at this spot.

However, before continuing, Hiro wanted to make sure he had not missed something important. Therefore, he pulled out his ninja hat and paddled up the river to the right. As he reached the waterfall at the start of the river, he found another oyster mushroom.



• Cross the bridges to get to the other side of the Three Falls Canyon.



Returning to shore, Hiro crouched down in the grass and began sneaking toward the bridge where several samurai were standing.



Hiro got close to the two patrols and then used the tornado spell to sweep away several of the enemies as he began his attack.



He then used his power attack to quickly defeat a few more samurai. However, just as he thought it was clear, a spear samurai appeared on the bridge and archers arrived on the trail behind him. Hiro cast a

fireball at the spear samurai and donned his ninja hat for some protection from the arrows.



The archers were his next target, so Hiro approached them and let loose with a power attack, then used regular attacks against any samurai left standing.

As Hiro was picking some ingredients, another patrol of samurai approached along the path from the castle. His Ki had recharged, so Hiro sent a tornado their way and then finished off any enemies who were not blown away.



Hiro walked across the bridge, picking an oyster mushroom along the way, and then stopped at the altar. He noticed a path leading down toward the river.



A line of large rocks protruded out from the river, creating a path across the front of the large waterfalls. Hiro jumped from one rock to another until he reached a ledge, which he climbed onto.

As he entered a cave, Hiro found a Jizo statue and a stone cap mushroom. Following the path, Hiro emerged from the cave up onto the top of the cliff to the side of the waterfalls.



Near the edge of the cliff overlooking the valley below, Hiro spied a shrine. Now he needed an anemone to place on the shrine.

Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley
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Walking away from the edge, Hiro found a tiger lily and then saw a row of rocks leading across the water. Hiro jumped from rock to rock to get to the other side, where he found an anemone.

Instead of heading immediately back across the water, Hiro explored toward the edge of the cliff. On a large rock out in the middle of the top of the waterfalls he saw another Jizo statue. Hiro jumped out onto a small rock in the water and then over to the larger rock to pick up the statue. He then carefully jumped back to the shore.



Hiro backtracked across the row of rocks and returned to the shrine. After placing the anemone on the shrine, he received a scroll with a new spell—lightning storm.



Lightning Storm

This spell conjures up an electrical storm that causes deadly lightning bolts to strike a few random targets within the area of effect.

Now that he had the new spell, Hiro put on his ninja hat and jumped into the water and let it carry him over the waterfalls. Once he was back on the river, Hiro paddled back to the ledge by the altar and climbed back up to the path.



Hiro followed the path leading to the second bridge and met a patrol of samurai coming toward him. This was the perfect opportunity to test out his new spell. He cast lightning storm and watched as bolts of lightning took out several of the enemies. Hiro then used regular attacks against those the lightning missed.



As Hiro approached the next bridge, he crouched down in the tall grass and scouted out the scene ahead. There were archers on his side of the bridge and lots of samurai on the opposite side.

Hiro moved forward and performed a power attack to defeat all of the archers. He also freed some animals and found some coins in a barrel. Other samurai arrived to attack, so Hiro broke their blocks and followed up with regular attacks.



Hiro also found a hidden path along the cliff. He walked along it and found a tiger lily.

It was then time to go after the samurai across the bridge. There were several spear samurai, so Hiro walked to the middle of the bridge, and cast lightning storm right in the midst of the enemy. In a flash, most of the spear samurai were gone.

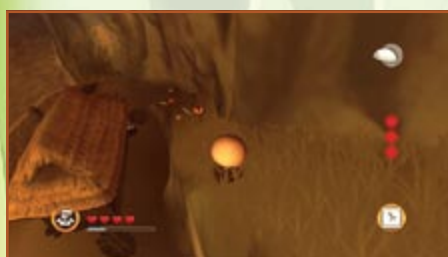




However, there were several archers behind wooden shields on the path by the bridge. Hiro put on his ninja hat and moved in closer to the archers before performing a power attack, which cleared

them all out. Now that the area around the bridge was clear, Hiro visited the nearby altar and then stopped to meditate for a moment to allow his Ki to build back up. A big fight loomed in the samurai camp below.

• Find the Moonstone Caves at the end of the Great Central River.



While the main path led right down to the samurai camp, this route is guarded by archers and other samurai. Instead, Hiro found a small path that wound around down the face of the cliff toward a building.

Staying low in the grass, Hiro cast lighting storm on a patrol of samurai below. Some archers then saw him and began to fire arrows. Hiro donned his trusty ninja hat and prepared to engage the other samurai rushing up the hill to attack him. A power attack reduced their number so that Hiro could finish off the rest easily.

Once he was down on the valley floor, Hiro advanced toward some caged animals guarded by spear samurai. With a wave of his hand, Hiro caused lightning to streak down from the sky. When the smoke cleared, the samurai were gone.



A group of samurai from the camp rushed over to attack Hiro. Calmly he waited for them to approach, then rose up into the air and let loose with a power attack against four of the enemy. He quickly

repeated the same attack to finish off the rest of the enemy, and then freed the animals.



Because one of the animals was a boar, Hiro cast the spirit form spell and possessed this creature. There were still some archers along the main path, so Hiro charged at them as the boar. Then he ransacked the camp to find lots of coins and a statue.



Hiro had come to the end of the path, so he climbed into his hat boat and paddled across the river to the opposite shore.



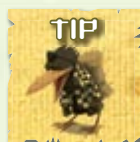
There he found some ingredients as well as another statue. Hiro shook the fruit trees and ate the fruit to restore his health, and then visited the altar.

To continue his mission, Hiro had to sail down the river to get to the Moonstone Caves. He got into his ninja hat boat and began paddling. Along the way, he stopped to do a little fishing and add some sushi to his inventory.



The river current began to pick up and Hiro entered a section of rapids filled with dangerous rocks. Hiro deftly back paddled to slow his advance and dodged in and out of the rocks, because hitting them would damage his hat boat.

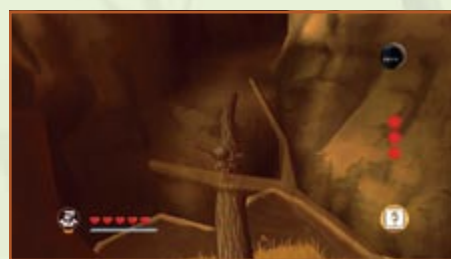




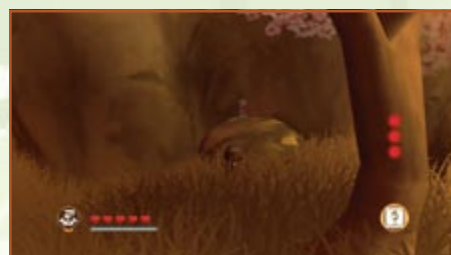
TIP

If you can navigate the entire river without hitting any rocks, you can earn an achievement or trophy. The key is to hold down the Sprint button and then move upstream to slow your movement and give yourself more time to dodge left and right to avoid the rocks. If you hit a rock and your hat takes some damage, restart the game at the checkpoint and try again. You have to get through this section of rapids as well as a later section on the river without hitting rocks to earn the achievement or trophy. A good way to earn this reward is to keep going down the entire river until you go off the waterfall at the end. Once you earn the reward, restart at the checkpoint and stop at the island.

Hiro reached a calm patch in the river and found a small island. Before landing on the shore, Hiro picked an oyster mushroom growing on one side of the island. After landing on the shore, Hiro jumped up a ledge onto the island and visited the altar.



Hiro then walked carefully across a log and entered a narrow fissure in the rock. As he progressed, he picked a stone cap and then jumped across a gap and finally reached a grassy area with a shrine.

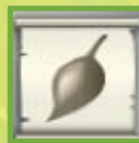


Because he did not have an anemone, he continued past the shrine to find a tiger lily and a statue.

He then backtracked to the shrine and continued down a path to a bamboo grove, where he found the anemone as well as some ginseng root.



Hiro hurried back to the shrine and exchanged the anemone for a scroll with the camouflage spell.



Camouflage

This spell allows Hiro to mimic a leafy bush, making it difficult for less intelligent foes to spot him. Hiro can even move around as the bush, allowing him to take his cover with him.

The spell continues to use up Ki to maintain the disguise. Press the Use button again to end the spell.



Hiro just had to try out his new spell. He was impressed with the results—he looked just like a bush.

Now that Hiro had found all of the statues, ingredients, coins, and caged animals in this area, he returned to the river and began paddling downstream. He again entered a stretch of rapids and maneuvered around the rocks.



As the river began to straighten out, the current got faster, and before he knew it, Hiro was airborne and he flew off the top of a tall waterfall to land in the slower-moving waters of the river below.



Hiro paddled toward the shore and advanced past the blooming cherry tree to enter the Moonstone Caves.

A DISTRESS SIGNAL



MAP KEY

Items

S	Jizo statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
Ct	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
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Sh	Shuriken
SB	Smoke Bomb

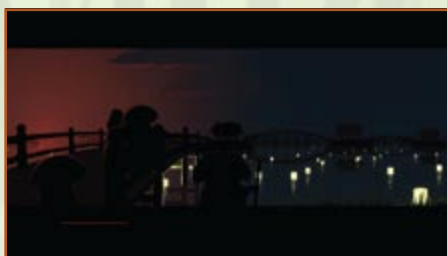
Ingredients

An	Anemone
BF	Burdock Flower
BP	Blue Petal
GR	Ginseng Root
HT	Horse Tail
OM	Oyster Mushroom
SA	Spear of Ashida
SC	Stone Cap
SL	Sacred Lotus
TL	Tiger Lily

LEVEL STATS

Scrolls	0
Ingredients	19
Coins	44
Statues	3
Animals to Free	5

Having made it down the Great Central River, Hiro and the ninjas set up a camp to rest for a bit. However, they could not wait for morning to continue. Besides, since they were entering the Moonstone Cave, it would not matter whether it was day or night.





• Enter the Moonstone Caves.



As Hiro prepared to enter the Moonstone Caves, he noticed that the passageway leading toward it was flooded. He would need to float into the area rather than walk.

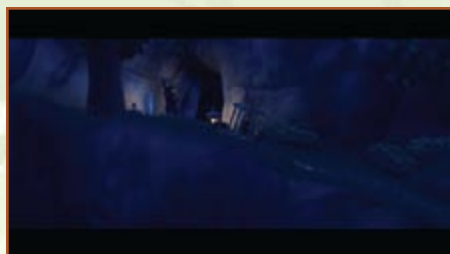


Hiro climbed into his hat boat and began paddling. Near a large rock by the shore, he found a sacred lotus.



Sacred Lotus

A rare flower that's highly sought-after by herbalists, the sacred lotus is said to be a favorite of the gods. The lotus grows in wetlands.



As Hiro paddled through the entrance to the cave area, he saw his fellow ninja, Shun, held in a cage and being moved farther into the cave. Hiro knew that shortly Shun would join the party.

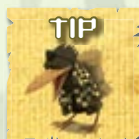
Hiro disembarked after entering the cave area and crouched down in some grass and studied the area ahead. The central area was a small lake surrounded by walkways at various levels. Samurai archers stood guard, watching for trouble.



• Rescue Shun from the Moonstone Caves and escape the area.



Hiro sneaked through the grass around the left side of the little lake. He followed a path up to the first archer, staying in the grass the entire time. He moved in right behind the archer and defeated him with a sneak attack.



TIP

The archers in red uniforms are more dangerous than regular archers. They fire arrows with explosives attached. The ninja hat won't protect you against these arrows. However, if you drink a flask of arrow shield, these arrows will bounce right off of you. The explosive arrows travel slower, so you can see them coming from a distance and can often move out of the way. If you can't get close enough to defeat these archers with attacks or spells, take cover behind something.

Another archer saw the first archer defeated, but could not see the attacker. So he came to investigate. Hiro moved into the grass by the rock wall and waited for the right moment to sneak up behind this second archer and attack. However, because this archer was already alert to trouble, the sneak attack did not work. Hiro still took care of this archer, but the other archers then saw him and began firing explosive arrows.



Hiro sprinted behind the nearby building to use it as cover. There he found a statue as well as some smoke bombs in a jar. Because he was then out of sight, Hiro crouched down, went around the right side of the building,

and followed the pathway as it climbed. At the end of the path, he jumped up to a ledge and pulled himself up.



At the top he found a stone cap and was in a vantage point overlooking one of the archers. Hiro cast lightning storm and zapped the archer from afar. He then jumped down to where the archer was and hid in a bush.



There was only one more red archer left. He was too far away for a spell, so Hiro meditated for a bit to restore his Ki, and then used the camouflage spell to disguise himself as a bush. He quickly followed

the path to the bush closest to the archer and ended the spell so he could then cast lightning storm to zap the final archer.

After picking some berries from a bush to restore his health, Hiro advanced to the entrance to the actual Moonstone Cave and found three spear samurai guarding it. A quick power attack left all three down for the count.



As he entered the cave, several samurai came at him one at a time. He used block breakers and regular attacks to defeat all of them.




Inside the cave, Hiro freed three animals from cages and picked up some cherry bombs hidden in a jar.



He then advanced farther into the cave, staying to the left, and came across another red archer. Hiro drank a flask of arrow shield and then rushed in to defeat the archer as the explosive arrows bounced right off.



Racing to the end of this part of the cave, Hiro found three more red archers and before they could fire, performed a power attack that defeated all of them in quick succession. He then continued to the end where he freed Shun from the cage and picked up some coins.

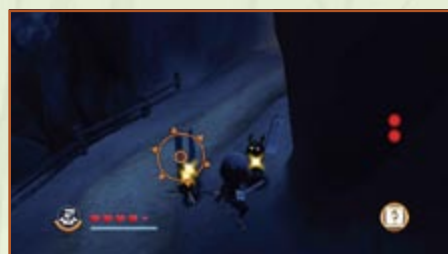


Shun
Shun is quick and clever with his bow. Use him to scout forward and pick off the enemy from a distance. Unlike the other ninjas, Shun's regular attack uses his bow to fire arrows. He automatically targets the closest enemy in front of him. It will take three or four hits to defeat a regular samurai, so be sure to attack at long range. Shun also has a block breaker attack for stunning enemies up close so he can then get away to use his bow. His power attack fires an explosive arrow that you can target in the same way as Hiro's fireball spell. This is great for defeating a group of enemies in one blast.



After being stuck in a cage, Shun wanted some action. Standing on the ledge near his cage, he looked down on a couple samurai on a trail below and fired several arrows into each to defeat them.

Hiro raced back into the cave and followed the other path leading out of the cave. As he approached a large gate, several spear samurai came at him. Hiro leaped up for a power attack and cleared them all out of the way.



However, before going through the gate, Hiro jumped down from the pathway into the water below and used his hat boat to paddle around in a watery cavern. Inside he found a statue as well as a sacred lotus. To get out of the cavern, he paddled to the far end and jumped over some small rocks to get back to the little lake where he first came into the cave area.



Hiro clambered over some small rocks and then paddled to the shore. Following the pathway back up the hill, he entered the Moonstone Cave again and returned to the large gate. After pushing it open, he stopped at an altar.



• Reach the Rabbit Hold Forest at the end of the Dry Foot Bridges.

As he left the cave area, Hiro entered an area with a very large lake. On one side of the path, he spoke with a Tengu who told him that the lanterns floating on the lake were a distress signal from a nearby village. He also told Hiro there was a temple where he could purchase weapons and recipes.



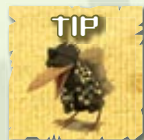
Hiro crouched down in the tall grass and proceeded down the path and then off to the left where he found a blue petal. This path was blocked by a large, barred gate, so Hiro headed back toward the

Tengu and moved along a grassy ledge overlooking the main path to the bridges below.



Hiro stayed in the grass and followed the path up the hill toward the temple. Once he reached a position near an altar, which he could not use because there were enemies around, he waited for the patrol to move away and then dropped down on a camp of archers. With a quick power attack, he defeated all the archers and then ransacked their tent and nearby barrels to find coins, caltrops, and healing potion.

By this time, the patrol had begun to respond and was headed toward the archer camp. Shun took aim with an explosive arrow and used his power attack to cause a lot of damage. He finished off the surviving samurai with regular arrows.



Try using Shun quite a bit during this level. You can earn an achievement or trophy when he defeats 50 enemies with his bow. While you may not get all of those during this level, the terrain lets you use Shun quite a bit and you can definitely get a good start toward this reward.



Now that the area around the altar was clear, Hiro stopped by it and then continued following the path up the hill and through the red torii gate to get to the temple.



At the temple, Hiro spoke to the Tengu there and purchased recipes for potions. A new one was offered at this temple—essence of the fish.



Essence of the Fish

This potion transforms the imbiber into a small koi fish for a while. It's very useful for sneaking up on enemies, or simply jumping about in the water. To make this potion, mix horse tail with sacred lotus.

Hiro shook a few fruit trees to get some fruit to restore his health, and went down the trail to the bridge. It was guarded by three spear samurai. Because Hiro did not feel like getting in close to those fellows, Shun took care of them with several arrows.





Before crossing the bridge, Hiro wanted to do a bit of exploring. He walked down a slope to the lake and launched his hat boat. Paddling along the shore to the right, he found some horse tails.



Horse Tails

Tall spears of horse tails can be seen growing in ditches or at the edge of small streams.



As he continued, he found a ledge. He jumped out onto this narrow shoreline and picked up a statue, stone caps, and some more horse tails. Finally, he paddled all the way to a lone island not connected by any of the

bridges and found a sacred lily on the shore. Hiro then returned to the spot by the bridge and climbed up onto dry land.



Shun took the lead in crossing the bridge. Taking his time, he fired arrow after arrow at samurai as they came at him. As he approached the first island, he fired at enemy archers and dodged their explosive arrows as they came at him.



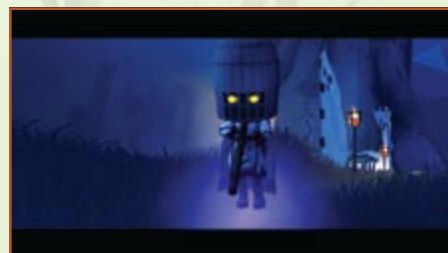
Shun cleared the first island single-handedly, including the three spear samurai guarding the second bridge. Once the island was clear, including a samurai who was hiding near the shore, he picked a couple

ingredients and stopped by the altar. Smashing some barrels revealed coins and healing potion.

Hiro led the way across the next bridge. He used lightning to take out a few enemies from a distance, and then let loose with a power attack. He then searched the island to find some horse tails on the shore.



Shun dealt with any enemies who tried to attack from across the next bridge. He then advanced across the bridge to the last island, clearing out all enemies as he went. There he found more ingredients and goodies as well as an altar.



As Shun began to cross the last bridge, he saw a strange new enemy. This monk had the power to change animals into the samurai. He looked pretty tough.



The Evil Monk

The evil monk has a magical shield that protects him from most attacks. Wait until he launches a dark energy orb toward you. Attack the orb and deflect it back at the monk. This will damage and stun him, allowing you to get in some attacks before he can bring up his shield again. Keep using this tactic until the monk is defeated.



Shun decided to start off this engagement with an explosive arrow right at a group of enemies. He then picked off the rest with regular arrows.

Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



As the monk got into the fight, Hiro took over and used his sword to deflect a dark orb of energy back at the monk.



He then quickly performed a power attack to clear out the rest of the samurai.

After deflecting another orb back at the monk, Hiro rushed in to attack and defeat the monk.



Now all that remained was the samurai camp. By this time, only a few archers were left in the camp. However, they were armed with explosive arrows. Hiro stayed low and sneaked through the grass to approach the camp.



Once he was right next to the camp, he rushed in and did a power attack to finish off all four archers with one attack.



Hiro then freed a couple animals and ransacked the camp for coins and health potion.



Once Hiro had everything from the camp, he advanced to the main path and pushed open a large gate to get to the next area.



HAUNTED FOREST



MAP KEY

Items

S	Jizo statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
Ct	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb

Ingredients

An	Anemone
BF	Burdock Flower
BP	Blue Petal
GR	Ginseng Root
HT	Horse Tail
OM	Oyster Mushroom
SA	Spear of Ashida
SC	Stone Cap
SL	Sacred Lotus
TL	Tiger Lily

LEVEL STATS

Scrolls	1
Ingredients	27
Coins	48
Statues	5
Animals to Free	11



Hiro and the ninjas had seen the paper lanterns floating on the lake. The Tengu had said they were a sign of distress that must be coming from the nearby village. Therefore, the ninjas pushed on to see if they could help the people in trouble.



Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



• Cross the forest and find the Village of the Great Carp.

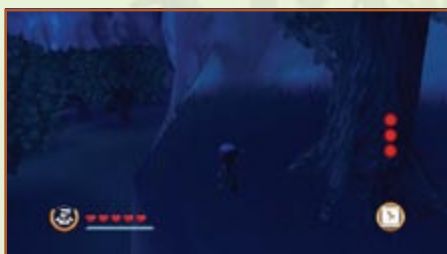


Hiro followed the path into the forest. As usual, he stayed in the grass so he could quickly hide should enemies appear in the distance.

To begin with, Hiro stayed near the rock wall to the left that formed the southern boundary of the forest. As he advanced, picking a tiger lily on the way, he met a Tengu. If Hiro would bring him a spear of Ashida mushroom, Hiro would receive a reward.

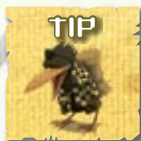


Hiro could always use some extra help, so he agreed to take on the task. He continued along the rock wall and found a path leading up and to the left. In this area, he found the spear of Ashida as well as a couple more ingredients.

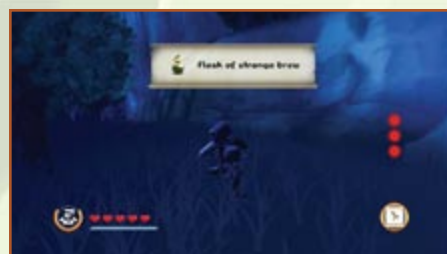


Hiro also found a beehive in a tree. He could not resist, so he shook the tree and knocked the beehive down. As soon as it hit the ground, Hiro sprinted off and kept running until the bees stopped following. He

then returned to pick up the honeycomb. While he was there, he knocked down some fruit to keep his health up.



TIP There is an achievement or trophy for knocking fruit down from 15 trees. There are several fruit trees right here, so knock 'em and work toward a reward.



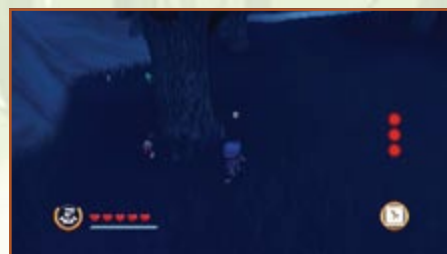
Hiro returned to the Tengu and gave him the mushroom. In return, the Tengu gave Hiro a flask of strange brew.



Flask of Strange Brew

This is a very unpredictable potion. It is unknown what the effects are, but it sure does taste good.

Hiro returned to the main path near where he entered the forest and crossed the path and began heading north, following the eastern edge of the forest. He found a blue petal as well as some enemies.

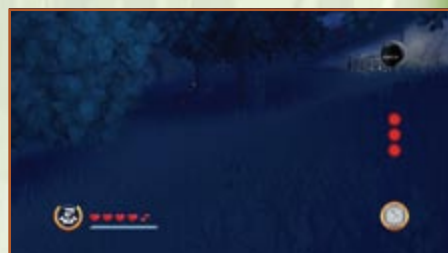


After he defeated a few samurai, Hiro found a statue behind a tree near the eastern edge. He continued north to find an animal in a cage, which he then released.

As he headed west back toward the main path, a patrol of samurai approached. Suzume wanted a chance to practice her skills, so she walked up to them and played her flute power attack and watched the samurai dance. While they were still mesmerized, she defeated each with a quick attack.



Suzume continued west toward a couple of caged animals. There were several of the red samurai out on patrol as individuals. These were tougher to defeat than the regular blue samurai, so Suzume came up with a plan.





She ran around getting the samurai to chase her. Once she had them all near her, Suzume played her flute power attack and watched them dance. After a few seconds, she attacked them before they could recover, then

broke open the cages to release a couple animals.

Suzume headed up a slope leading to the north and ran into four of the red archers. She quickly downed a flask of arrow shield and rushed in to attack these enemies with shuriken to stun them, and then finished them off with regular attacks.



When she looked down from the slope, she saw a statue, so she dropped down to pick it up, then climbed back up the slope to where she fought the archers.



As she continued north, she found four animals in cages. There were a lot of enemies here and fairly spread out. This seemed like a job for Hiro. So Hiro sneaked up behind one guard and got in a sneak attack. A power attack took care of five samurai, and then Hiro rushed forward to take out several more with another power attack. Once all of the enemies were gone, he broke open the cages and freed the animals. He found coins and a flask of arrow shield in some barrels.



After searching around for some ingredients, Hiro followed the main path to the east toward town. When he encountered a patrol, he sent a lightning storm to thin its

ranks, and then rushed in with regular attacks to finish off the rest. Once this fight was over, he stopped at the altar and picked a nearby tiger lily.



To the south of the altar, Hiro spotted a hidden path. He followed it and found a boar and some ingredients. He left the boar for now, but noted its location for future reference.



As the path dropped down some ledges, Hiro found a statue along the left side as well as a sacred lotus on the riverbank. Across the river he could see a fishing shack with some samurai around it. While

he could have paddled his hat boat over, he wanted to use the boar for what he thought might be a big fight in the village.

• Help the villagers fight the samurai and continue toward the old graveyard.

Hiro returned to the boar and used the spirit form spell to take control of it. He headed back to the main path and turned right. As he approached the village, he saw a single archer on a hill to the left and a group of enemies to the right. He stayed low as the boar until he got near the lone archer on the left. He then returned to his human form and performed a sneak attack.



Sneak attacks are not only effective, they can also earn you an achievement or trophy when you successfully perform 100 of these attacks.



Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



Hiro returned to the boar and then charged after the group of samurai on the other side of the road and kept running into them until they were defeated.

Before Hiro could continue into the village, an evil monk appeared. Hiro returned to human form and deflected the dark energy orbs back at the monk. Hiro continued this until he could get close enough to attack the monk when he was stunned from his own orbs.



Hiro once again possessed the boar and ran rampant through the village, sprinting into every samurai, barrel, and jar he could find.

Once he had cleared out the main part of the village, he headed down the path leading to the fishing shack and cleared out the samurai down there. He also picked up some ingredients, which the boar had an easy time sensing.



After heading back up the path to the village, Hiro stopped by the shrine to prepare for a big fight with a big samurai who was wandering around the village. It would take more than a boar for this enemy.



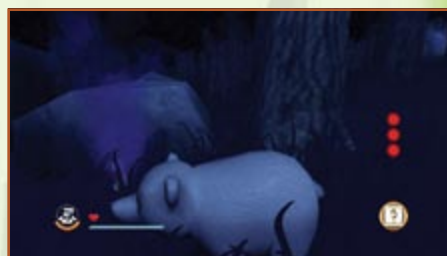
Futo was the ninja for this job. He swung his hammer and got in some quick hits before sprinting away to avoid the damage from the samurai's club. After several good attacks, the samurai was defeated.



Hiro finished searching the village for ingredients, coins, and items and also freed four animals in cages. Because one of the animals was a bear, Hiro decided to possess it and followed the path leading

north from the village as it entered a dark, scary forest.

The bear's senses helped Hiro find a statue off to the right side of the path, hidden behind a rock, plus an oyster mushroom on the left side of the path.



• Reach the Night Castle at the far side of the Lost Souls' Graveyard.



As Hiro entered some ruins, he found a stone cap, a barrel with a flask of strong ginseng and a note from Kunoichi, one of the lost ninjas. It said that the ghosts in the graveyard could not be harmed by weapons and

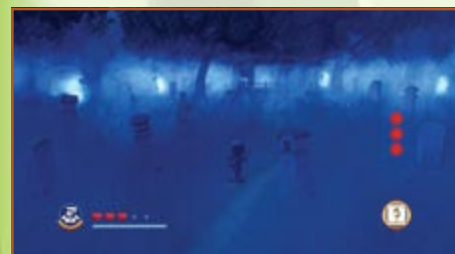
that the best tactic was to run away from them. Wondering what danger lay ahead, Hiro stopped at the altar in the ruins.



Hiro left the ruins and followed a path leading through the graveyard. It was misty and spooky, but did not appear dangerous.

• Unlock the secret of the Lost Souls' Graveyard and defeat all of the ghosts.

When Hiro reached an intersection with two sets of stairs, ghosts began to appear. Because weapons would not work, maybe Kuji magic would. He cast the detect Kuji shrine spell and followed the spirits up the stairs to the right.



Hiro followed the narrow path toward a pagoda. There were several ghosts around now. Inside the pagoda, he picked an anemone, and then cast the detect shrine spell again.



Following the spirits, Hiro entered a cave and found the shrine. After placing the anemone on it, he received a scroll with a new spell—sunrays.



Sunrays

This spell brings down blinding rays of sunlight, even in the darkest corners of the land. It is an effective weapon against malicious spirits. Once it's selected, hold down the Use button and move the targeting reticle where you want the spell to occur. Release the Use button and watch the sunlight shine down.



Hiro broke open the barrels near the shrine and then exited the cave. He used the sunrays spell to defeat the ghosts in the graveyard. When a ghost disappeared, it left behind a blue sphere of Ki energy, so Hiro picked

these up to replace the energy he spent casting the spell.



As he was going around getting rid of ghosts, Hiro found a statue behind the pagoda.

Hiro also found oyster mushrooms and stone caps as he progressed through the graveyard, heading down the stairs he had climbed earlier and then advancing up the other stairs and passing through an open gate.



Ghosts did not stand a chance against Hiro and his new spell as he proceeded through the graveyard and on to the Night Castle.





NIGHT CASTLE





After having passed through the haunted graveyard, Hiro and the ninjas reached the Night Castle. It is much larger than the Earth Castle and is sure to be much more dangerous.

MAP KEY

Items

S	Jizo statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
Ct	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb

Ingredients

An	Anemone
BF	Burdock Flower
BP	Blue Petal
GR	Ginseng Root
HT	Horse Tail
OM	Oyster Mushroom
SA	Spear of Ashida
SC	Stone Cap
SL	Sacred Lotus
TL	Tiger Lily

LEVEL STATS

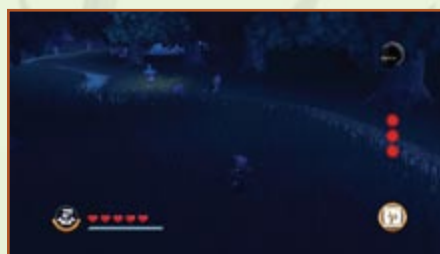
Scrolls	0
Ingredients	26
Coins	45
Statues	8
Animals to Free	16

THE CASTLE APPROACH

- Get inside the castle walls. The front door may not be the only approach.

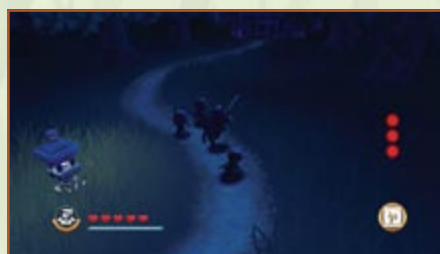


Hiro looked out over the approach to the castle and did not know how to get in. It was heavily defended. He spoke to the nearby Tengu, who offered weapons and recipes for sale, but sadly no advice.



The young ninja crouched down and moved stealthily through the grass following the main path as it led to the right. A patrol marching along this path did not see Hiro.

Near the barred gate at the end of the path, Hiro found a statue.



He then waited for the patrol of three samurai to march by and then followed behind them for a sneak attack that cleared out this area.

Hiro stayed low and sneaked through the grass toward the castle entrance. He was so quiet, he could pick a blue petal right in front of some spear samurai without them even knowing he was there.



Because the front entrance was heavily defended, Hiro backtracked to where he started and decided to try the left side of the approach area.



As he moved along the left side, he found a ginseng root and a note mentioning a hollow tree that offered a passage into the castle. Hiro advanced to the tree, picking a couple more ingredients near it, and

then dropped through the opening to an underground passage.

He went through a tunnel, picking up a stone cap and a statue before he came to an underground river. Climbing into his hat boat, he rowed first to the right and then along the river to the left, finding sacred lotuses and horse tails.



At the end of the river, Hiro hopped out of the boat and picked up a stone cap. He then had to perform a wall jump to get up a narrow shaft and emerge through an old well.



While there were no samurai here, there was a ghost. Hiro cast sunrays and send it away.

Hiro searched this area and found four ingredients as well as a statue. Once he had all of these things, he used the altar in one corner.



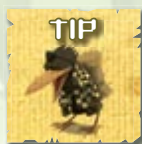
THE EASTERN YARDS



Hiro headed up the broken stairway to the door. Because it was barred, he followed a path to the right and jumped to the top of the wall to look down into the castle's entrance yard. By crouching down, he could avoid being seen. The area was filled with all types of samurai.



Hiro started the fight by calling a lightning storm on the archers near the front of the castle. Their explosive arrows could cause trouble. He then moved in to finish off the archers who were not shocked. Hiro also used his power attack to take out several enemies at once. Hiro tried to keep the fight in the southern section to begin with, to avoid the archers on the other side. Once the regular samurai were defeated, Hiro moved to that side of the entrance yard and dealt with the second set of archers.



TIP When Hiro uses his power attack, he often receives a red power sphere for his efforts—thus replacing the one he used to perform the attack in the first place. Therefore, Hiro can power attack several times during this fight and also use his spells such as lightning storm and tornado to help break up large groups of enemies.



One of the main threats was the evil monk. Hiro deflected his dark energy orbs back at him and then moved in to attack before the monk could raise up his magical shield. After defeating all of the enemies here, Hiro released three animals and found some healing potion.

- Gain access to the lamp string yards.



Hiro advanced through a gate in the northern part of the yard and followed a corridor all the way to the end where he stopped at an altar. He then continued through another gate and stopped to pick an oyster

mushroom. Several samurai were in the middle yard.



Hiding in a bush, Hiro waited for a patrol of three samurai to walk by, then moved in behind for a sneak attack.

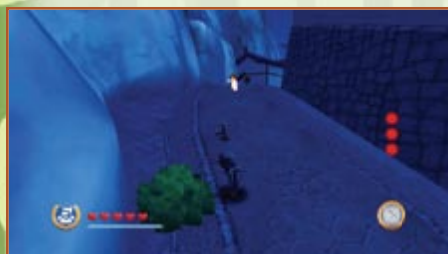


Hiro then called in a lightning storm on a group of spear samurai next to a building.



As more samurai moved in to attack, Hiro executed a power attack, focusing on the archers and the red samurai. Lightning storm cleared out the spear samurai guarding the gate leading to the west and once all

the samurai in this area were cleared out, Hiro found a caged animal in one of buildings behind a screen and some healing potion in another building—guarded by a red samurai.



Instead of heading out the gate to the western part of the castle, Hiro headed north to the right yard. Shun took the lead and fired on the archers at the top of the hill.



Hiro launched a fireball at a group of spear samurai guarding a couple animals in cages. He then checked inside a building to find a statue defended by a samurai who Hiro quickly defeated. He also found several coins in barrels by the animals.

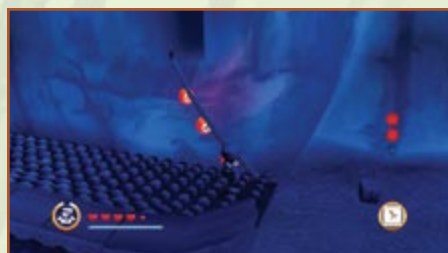


Once he got to the top of the hill, Shun fired an explosive arrow at a group of samurai by a building. He then picked off a few not defeated by the blast. Hiro took over when the remaining samurai got in close.



Hiro jumped up onto the wall by the animals and then leaped onto the roof of the building. After crossing the lamp string to the other building, he jumped across to a ledge and followed it south to find a ginseng root. He

continued along the ledge, but came to a gap that was too far to jump.



Therefore, he leaped down from the ledge and located a building with a lamp string connected to the rock wall. Hiro climbed onto a wall and then onto the roof of the building.

After walking across the lamp string, Hiro wall jumped up to another ledge and found a statue. Finally, he got down from the ledge and visited the altar near the gate at the southern end of the middle yard.





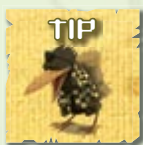
THE LAMP STRING YARDS

- Infiltrate the upper yards of the castle. Use rooftops and lamp strings to your advantage.



Hiro entered the eastern end of the lamp string yards. He crouched down and moved into the building where the first lamp string was connected to the ground. He released an animal and found some smoke

bombs. He then walked up the lamp string and then across another to a building on the right. He stayed crouched down on the rooftops, so the samurai did not notice him.



TIP If you are not concerned with finding all the ingredients, coins, and statues, you can stay on the rooftops from the eastern edge of the lamp string yards and get all the way to Tower D without touching the ground.

While he could have just walked across the yards on rooftop and lamp strings, he needed to release animals and collect ingredients and items. He would have to clear out the enemies below. He started off with the archers practicing to the south. A lightning storm did a lot of damage to them.



Shun then took over and used his bow to clear out the samurai below.



Once the archers were gone, none of the other enemies could touch him while he stayed on the rooftops. Once the area was clear, he jumped down and Hiro searched for ingredients and goodies.

The gates to the west were each blocked by a big samurai. However, there was no need to fight them. Hiro moved through the gateway leading to the southern big samurai and quickly released an animal off to the right. Then he rushed to the southern wall to get some coins from a barrel before ducking through a crack in the wall.



Outside the wall, he found a statue. Following the ledge around, Hiro reentered the castle through another crack and found himself in the Tower A yard.



Hiro hid in a bush and waited for a small patrol to come near him and then turn around. He moved in behind them and performed a sneak attack. He then moved north into the large part of this yard and let loose

with a lightning storm followed by power attacks. He found some goodies in one of the buildings and a couple ingredients.

After visiting the altar, Hiro got back up onto the rooftops by climbing up a wall and walking across lamp strings to a short building and then across to Tower A. He climbed to the top, defeated the archer up there with a sneak attack, and found some smoke bombs.



TIP Don't forget to use cherry bombs. Throw them down from a rooftop onto groups of enemies to get rid of several samurai with a single blast. Pepper bombs are also useful. Use them to stun a group so you can then drop down and finish them off with regular attacks. They also work great against archers, buying you some time to get in close enough to attack them.



From the top of Tower A, Hiro climbed down onto the wall of the Tower B yard. He jumped down onto the roof of the small building and sent a fireball at the spear samurai guarding the large gate. As the archers came after him, he performed a power attack from the rooftop, defeating several enemies in quick succession.



After clearing out the remaining enemies, he freed a couple animals and found coins, smoke bombs, and cherry bombs. He also visited the nearby altar.



Hiro climbed onto the roof of the shorter building and walked across the lamp string to Tower C.

From the top of Tower C, Hiro looked down on the enemies below. There were several samurai and archers in one area, so he stayed low, climbed down to the eastern wall, and moved close enough to lob a cherry bomb right down in the middle of them.



The big samurai was Futo's to attack. So the large ninja jumped down and let loose with his attacks until he defeated the big enemy. Hiro then fought the evil monk by deflecting his evil orbs back at him. Finally, Hiro cleaned up the remaining enemies and found some shuriken and coins as well as an ingredient.



Hiro climbed up onto the rooftop of the small building and walked across a couple lamp strings to get back up onto Tower C.



He then continued to the roof of Tower D, and climbed up to the top to sneak attack the archer there and pick up a statue.

THE UPPER YARDS

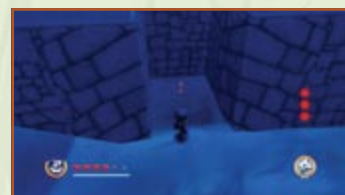


From the top of the tower, he looked down at the archer platforms guarding the walkway to the upper yards. They would have to be neutralized or they could cause a lot of trouble.



Hiro climbed down the western side of the tower and followed a rocky ledge around to a spot overlooking the archer platforms. He threw a cherry bomb and called in a lightning storm to defeat several of the

archers, then Shun came forward and fired arrows at another archer. Shun jumped down onto the platforms and raced up the stairs to finish off the last archer.



Hiro visited the altar and then climbed up the wall at the far southern end of the archer platform area. He walked across a lamp string to a rocky ledge and followed it to a gap in the wall holding a statue.



After backtracking to the altar, Hiro freed a boar and then went charging up the steps to run into several archers. When an evil monk and lots of samurai raced up onto the walkway to attack Hiro and knocked him

out of the boar, he dropped a smoke bomb and ran back the way he came. Along the way he dropped some caltrops.

Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



As the first groups of samurai got through to Hiro, he executed a power attack and called in a lightning storm right in front of him. Once the resistance slowed down, Hiro advanced to face and defeat the evil monk and then cleared out the upper yards.



Shun took over and headed up the wooden stairs to the wall south of the upper yards. He headed east and then hopped over the gate roof to find an animal in a cage on a small section of the wall walkway.

After Shun fired arrows at some of the enemies down in the Tower E yard, Hiro dropped down to finish them off and free three animals.



ON TO THE CASTLE

- Find a way to the bridge leading to the castle's smelly heart.

Hiro searched around and made sure he had found all the caged animals and ingredients in this area, then climbed back up onto the roof of the gate between the upper yards and the Tower E yard and walked across the lamp string to the top of Tower F.



He then continued across another lamp string to the roof of the bridge to the castle. Because he could not get past the spikes on the right side, he descended to the floor of the bridge on the left.



After taking out the samurai at this end of the bridge, Hiro sprinted forward toward the center of the bridge so he could use a power attack to defeat the archers.



The way to the Night Castle and its boss was now clear. Hiro advanced into the castle, not knowing what to expect.



BOSS WINDY PANTS



The first boss Hiro faced could create earthquakes and was armed with a giant sword. The stench emanating from the castle caused Hiro to fear what evil lay in wait for him. However, as he had been trained to do, Hiro

set aside his fear and used it to strengthen himself. Fights against bosses often took more brains than strength and Hiro was mentally prepared for the challenge ahead.

• Defeat Boss Windy Pants



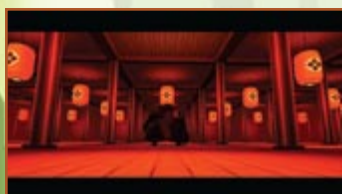
Hiro entered the castle and climbed up a series of stairs to reach the boss's area.



As he looked ahead, he made sure he had his healing potions handy because he would more than likely need them instead of spells or special weapons.



Set the healing potion as your current item and also, while at the inventory screen, mix up some more health potion and make sure you have a few flasks of strong ginseng. If not, mix it up. If your Ki gets too low, you will need to drink some of this potion to restore it quickly.



As he opened the door to the chamber of the boss of the Night Castle, he did not see some deadly weapon. Instead, the boss was armed only with a fan. How did he expect to fight with such an object?



Hiro began to approach the boss when the boss released a green cloud of noxious gas. The boss then waved the fan to push the gas toward Hiro.

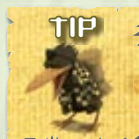
As the gas reached him, Hiro moved his arms to blow it away. While it lingered, he could feel his Ki energy—and his ability to sprint—fading away.



When the next cloud of gas headed his way, Hiro sprinted around it and raced toward the boss. As he approached, he slid through the boss's legs and the cloud of gas hit the boss.



While the boss tried to fan it away, Hiro moved in for a special type of jumping attack and caused some damage to the boss before the boss sent him flying with a blast of invisible gas that lowered Hiro's health.

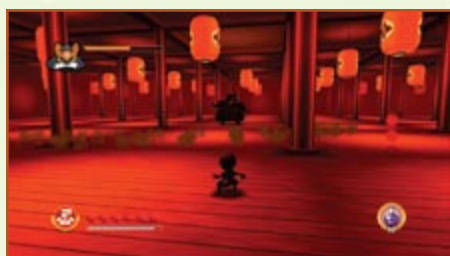


As you approach the boss, press the buttons that appear on the screen to slide under and then special attack the boss.



Now that Hiro knew what to do, he repeated the tactic and caused a bit more damage to the boss each time.

Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord

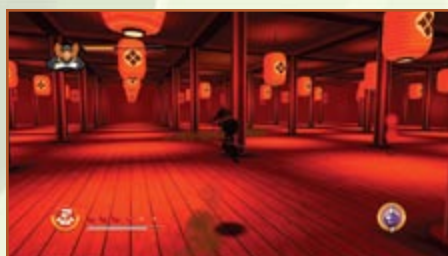


After the boss took some damage, he began using a new attack. He released a spread of smaller gassy projectiles that damaged Hiro when they hit.

Hiro first jumped over them and then learned to get behind a pillar to avoid being hit by the gas.



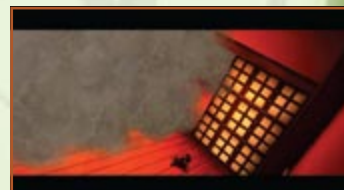
When the boss finally released his large cloud of gas and began fanning it, Hiro led it right back to the boss and used it for an attack.



The boss then began using another type of attack. He fired off spreads of gassy projectiles that moved much faster. The pillars did not block these and Hiro had to quickly jump with just the right timing

to avoid them. Because this was difficult, Hiro downed a healing potion to stay in the fight.

Hiro fell into a rhythm of jumping over the gassy projectiles and then moving in close with the gas cloud on his heels to attack and damage the smelly boss. These attacks took their toll on the boss.



Finally the boss had had enough and began to teeter as the pressure within continued to build up. Hiro knew he did not want to be around the boss any longer and raced for the door. The boss blew up just as Hiro reached safety.

Hiro had defeated two powerful warlords—each with a unique way of fighting. Who knew what dangers awaited him next?





MAP KEY

Items

S	Jizo statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
CR	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb
UE	Flask of Unstable Energy

Ingredients

An	Anemone
BF	Burdock Flower
BP	Blue Petal
GR	Ginseng Root
HT	Horse Tail
OM	Oyster Mushroom
SA	Spear of Ashida
SC	Stone Cap
SL	Sacred Lotus
TL	Tiger Lily
WP	Wild Parsley

LEVEL STATS

Scrolls	2
Ingredients	36
Coins	119
Statues	8
Animals to Free	18

WAVING GRASS CANYON

- Find a way to the grassy valley.



Hiro began his journey to the Valley of the Waving Grass by crossing a bridge.



Suzume led the way and played her flute power attack and caused a patrol of samurai to begin dancing about. While they were mesmerized, she quickly defeated each in turn with a single attack.

With this area now clear, Hiro took over and found four ingredients in the woods next to the bridge. Instead of heading down the main path, he followed a hidden path leading off to the right. It was marked by fireflies, which usually meant the path led to a shrine or something important. When the path split, he took the left fork.



Along the hidden path, Hiro found a statue. He picked it up and then continued to a log that he walked along to cross over the main path to the other side of the canyon.



Off to the right, Hiro found an anemone. He picked it and then continued to a shrine where he placed the anemone and received a scroll in return. The scroll contained the sonic boom spell.



Sonic Boom

This spell creates an explosive shockwave of energy around the caster, violently throwing enemies away. Use it when surrounded by enemies to push them back and stun them so you can then use regular attacks.



Hiro backtracked across the log to where the hidden path diverged. This time he took the other path that led northeast, picking a tiger lily as he walked. Eventually Hiro came across a samurai camp.

Because he had taken the hidden path, Hiro approached from the side of the camp where they were not expecting him.



Starting off the fight with a lightning storm spell aimed at a group of samurai, Hiro then rushed into the camp to attack the evil monk. Quickly deflecting a dark energy orb back at the monk, Hiro rushed

forward to defeat him. Now when Hiro turned samurai back into animals, the monk was not around to change the animals to samurai again.

More samurai approached from the left where they had been waiting to ambush Hiro along the main path. Hiro used his power attack to engage many at once and then finished off the rest, including some spear samurai down the main path who were swept away by Hiro's tornado spell. Once the area was clear, Hiro ransacked the tents for coins and picked some wild parsley and a burdock flower before stopping at the altar.



Wild Parsley

Wild parsley grows in grassy areas and is often difficult to spot.



Hiro followed the main path and found a statue at the bottom of some stone steps.

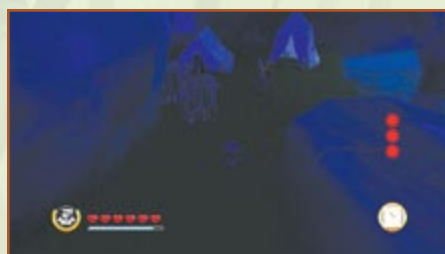
THE WAVING GRASS RIVER



Hiro found another samurai camp on a cliff overlooking the Waving Grass River. Shun stood at the top of the stairs leading down to the camp and fired arrows at the samurai as they came into view. This

tactic allowed him to eliminate most of the enemies in the camp without getting close to them.

Hiro headed down the stairs and spotted some archers off to the right. With a wave of his hands, he sent a lightning storm to zap them all.



He then finished off all of the remaining samurai, ransacked the tents for coins, and even freed a couple animals. During his search of the camp, he collected cherry bombs and samurai healing brew.

- Get to the other side of the river. The bridge is broken, find a way to climb along the cliff walls.



Hiro noticed that the bridge to the opposite side of the river was cut. As he stood at the edge looking down, he noticed a series of grassy outcroppings along the cliff side. So he followed the small trail that led

through the camp and dropped down onto the first outcropping.

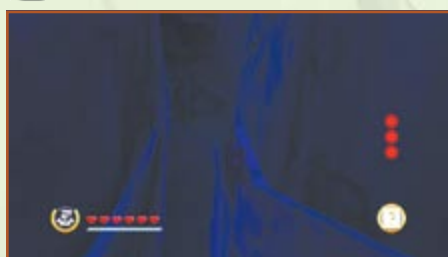


As he worked his way upstream, Hiro jumped from one outcropping to another and even jumped up onto a ledge and then shimmied along it.



Ledge Jump

To jump from ledge to ledge, move away from the ledge you are hanging from and press the Jump button.



When he reached the end of a second ledge, he could go no farther on this side of the canyon. Hiro then ledge jumped to another ledge on the opposite side of the river where the canyon narrowed.

Hiro now jumped between outcroppings and wall jumped up a vertical shaft cut in the rocky cliff as he moved downstream, eventually entering a cave inhabited by a Tengu. The Tengu told Hiro that the samurai were burning the grass to force the animals out from hiding. He also mentioned that the samurai had one of the missing ninjas captive in their camp.



VALLEY OF THE WAVING GRASS

- Free Tora from the cage.

Hiro exited the cave and emerged into the valley. He could see smoke and fires up ahead across the river as well as several samurai patrols.



Shun picked off some of the samurai with his bow, then Hiro used a power attack to finish off the rest.

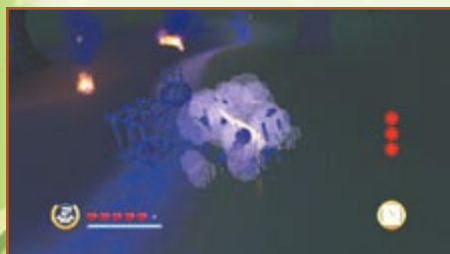


With the area clear, Hiro moved to the abandoned house on the same side of the river and found a statue and some coins.

As the ninjas approached the small bridge, Shun used his bow to defeat the archers guarding it. He would take a couple shots, then dodge an exploding arrow and



fire a couple more shots, frustrating the samurai archers until they returned to their animal forms. Shun then visited the altar and continued to the small bridge.



After picking several ingredients near the bridge, Hiro released a couple of animals on the opposite side of the river and found a flask of arrow shield.



Rather than heading directly toward the camp in the center of the burned area, Hiro followed the path to the southeast. When a patrol of red samurai approached, Hiro let them get in close and

then cast the sonic boom spell to knock them all away. While they were stunned, Hiro quickly finished them off.



Hiro also found a statue right along the side of the road.

When the path split, Hiro followed the right fork into the forest where he found several ingredients.



He also picked up a statue on a grassy area overlooking the gates leading to a temple.



Around the temple, Hiro found a tiger lily, some smoke bombs, and a flask of unstable energy. He also purchased a couple of recipes from the Tengu—flask of unstable energy and burping potion.



Flask of Unstable Energy

This potion releases enough unstable energy to recharge three power attacks.



Burping Potion

This odd mixture is sure to increase the amount of gas present in the stomach. When a ninja drinks this, a cloud of gas surrounds the ninja, stunning any enemies within its odorous radius.

Hiro exited the temple area and stopped by the altar. He then took the path to the right, which continued through the forest. He found several ingredients along the way.



When the path reached a small bridge, Hiro found some ingredients near the bridge and then jumped into his hat boat and paddled downstream to get a sacred lotus.

Rather than crossing the bridge to advance on the village to the east, Hiro needed to rescue a ninja. Therefore, he crouched low in the grass and headed north to the main path, then west to where some samurai were guarding two caged animals. He quickly defeated the samurai and freed the animals.





One of the animals was a boar, so Hiro used his spirit form spell to possess it and then headed east toward the main samurai camp. Hiro sprinted through the camp, running into samurai to quickly defeat them.



At one end of the camp, a monk was using an evil portal to summon more samurai to the area. Hiro jumped between the monk and the portal and disrupted the energy flow, forcing an orb back into the monk and

knocking him down so Hiro could defeat him with a few attacks.

Disrupting the Portal

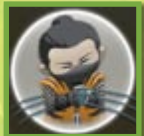


When a monk is using an evil portal, move next to the portal and continuously press the Jump button to begin disrupting the portal. This causes the orb to move from the portal toward the monk. When it hits him, he will be stunned so you can defeat him.



Once the camp was clear, Hiro attacked the tower holding the caged ninja to release his friend—Tora.

Tora



Tora thinks he is a tiger. Ever since he was a small child, left on the steps of the ninja village, he was infatuated with being one. This particular trait in Tora annoys the Tengu, and his trainers have gone to some lengths to weed it out of him, with little success. Tora's power attack is a tiger dash. Hold down the Power Attack button and move Tora forward. He races at great speed for a long distance and then ends it by pouncing into a spinning claw attack either when he runs out of energy or you release the Power Attack button. This is good for getting at archers who are attacking from a distance. Tora can race in close to them and hit them hard with the ending attack.

• Cross the grassy valley.

Knowing there was a second scroll somewhere in this area, Hiro used his detect shrine spell and followed the spirits north from the camp to several rocks in the river. Jumping across on the rocks, Hiro picked a sacred lotus in the water and then climbed up a series of ledges.



Along the way, he picked up a statue as well as an anemone.

He emerged from the crevice into a chasm leading down to the shrine. Hiro carefully followed the ledges down in a spiral to the shrine because he did not want to fall into the chasm. As he placed the anemone on the shrine, he received a scroll for wall of wind.



Windwall Spell



This spell channels magical energy into a wide wall of raging wind, which will deflect any projectile that attempts to penetrate its area of effect. Select this spell and hold down the Use button while moving the targeting reticle where you want the wall to appear. Use it when you have archers attacking from a distance by placing it between the archers and yourself while you deal with other enemies. Samurai can't move through this wall either, but will move around it.

THE VILLAGE OF WAVING GRASS



Hiro backtracked out of the chasm and returned to the samurai camp. From there, he continued south to stop at the altar, then headed east toward the village. He crouched down in the grass as he approached the village.

A lightning storm took out the spear samurai by the bridge so Hiro could cross without a fight.

The village was protected by several samurai as well as archers on four towers. These archers with their explosive arrows could cause a lot of damage. Hiro sprinted to the first tower and attacked the tower to defeat the archer. He then sprinted to the other three towers to prevent the archers from hindering his clearing of the village.



Another monk was using an evil portal to bring samurai into the village. Hiro disrupted the portal and defeated the monk. Now that no more samurai could be summoned, Hiro cleared out those who remained.



He then freed two animals and found some coins and ingredients around the two buildings before stopping by the altar on the path leading east from the village.

As he climbed some stairs leading up out of the valley, Hiro came to a gate guarded by several samurai including some with spears. He cast lightning storm and waited for nature to do his work for him. Hiro then moved forward to finish off any remaining enemies and collect his experience before opening the gate and exiting the valley.



THE OLD MOUNTAIN ROAD

- Follow the old mountain road.



Hiro had just reached the old mountain road when a patrol of red samurai attacked. Hiro launched his power attack and took them all out.



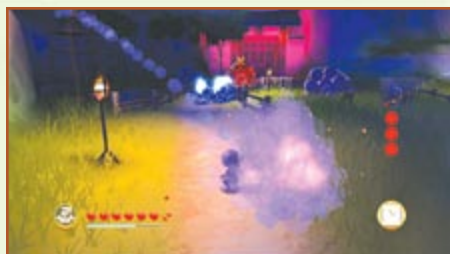
Hiro then headed to the left to find several ingredients as well as a statue.

Hiro could not continue in this direction due to a barred gate, so he turned around and walked in the opposite direction. Along the way he stopped at an altar and then approached a fortress the samurai had built right in the middle of the road. A sign outside the large gate stated it was for collecting tolls.



As Hiro entered the fortress, he saw it was filled with all types of samurai. To make matters worse, a big samurai closed and barred the gates behind him. While the samurai might have thought they had sealed in their victim, Hiro felt sorry for them. They had actually locked themselves in with a whole heap of trouble.

- Open the doors and continue down the old mountain road.



Because the archers in the towers were the main threat at the start, Hiro sprinted to each tower and knocked them all down.

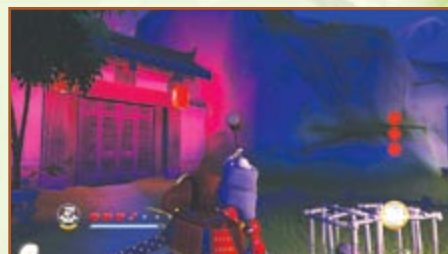
Near the tower on the left, he found a statue and quickly picked it up.



He then used spells and power attacks to defeat all of the samurai and samurai captains.



Once they were all cleared out, Futo went to work on the big red samurai. He moved in close and never let the samurai take a swing at him as he performed regular attacks followed by his special attack for big samurai.



Now that the fortress was safe, Hiro freed seven animals from cages and found lots of coins and a flask of unstable energy.

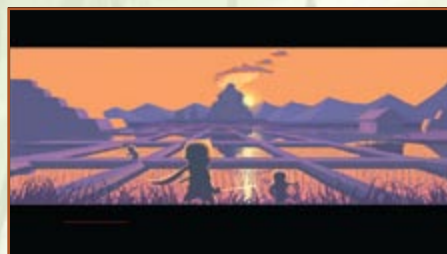
Finally, Hiro opened the eastern gate of the fortress and continued down the mountain road to his next adventure.



FLOODED VALLEY



Hiro followed the old mountain road and then set up camp for the night. At daybreak, he was ready to continue his mission.



Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley
Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



MAP KEY

Items

S	Jizo Statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
CR	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
HC	Honeycomb
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb
TB	Time Bomb
UE	Flask of Unstable Energy

Ingredients

An	Anemone
BF	Burdock Flower
BP	Blue Petal
GR	Ginseng Root
HT	Horse Tail
OM	Oyster Mushroom
SA	Spear of Ashida
SC	Stone Cap
SL	Sacred Lotus
TL	Tiger Lily
WP	Wild Parsley

LEVEL STATS

Scrolls	0
Ingredients	18
Coins	32
Statues	3
Animals to Free	0

THE RICE FIELDS



Hiro followed the road through a narrow canyon, wondering what he would find at the end.



At the end of the road, he found a blue petal and then passed through a gate into some type of village area.

Just past the gate, Hiro stopped to talk to a Tengu. He asked Hiro to go to the temple to check on his uncle. Once Hiro accomplished it and returned, the Tengu would give Hiro a sturdy fishing rod for catching the big koi fish in the flooded valley.



- Visit the temple to see the wandering Tengu's uncle.



Hiro agreed to check in on the uncle. However, he wanted to do a bit of exploring first. He headed north, following the western edge of the rice fields, and climbed up the terraces.



As he headed east along the northern edge, he found a tiger lily.



Thinking he could use some animal senses to find more ingredients, Hiro used his spirit form spell and possessed a frog, then headed south to find a burdock flower.



He also saw an oyster mushroom on a building, so he got in his hat boat to get it. When he paddled inside the house, he found a statue and a time bomb.



Time Bomb

This explosive device has been tangled up with some sort of Tengu timing contraption.

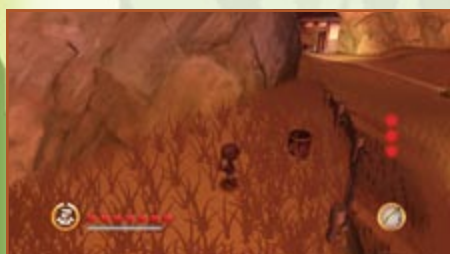


To the east of the house, Hiro saw a beehive in a tree. He ran up to the tree and shook it to knock down the hive, then quickly ran away. After a little bit, he returned and picked up some honeycomb.

Hiro next headed back through the rice fields to the building south of where he entered this valley. Inside he found cherry bombs and coins, and picked some wild parsley just outside.



He also jumped up onto a nearby ledge to find a barrel filled with coins.



It was now time to head to the temple, so Hiro walked over to the flooded area and hopped into his hat boat. He paddled south and then through a narrow channel of bamboo to enter the temple area.

Once he got to a dry walkway, Hiro got out of his boat and followed the path toward the temple. Along the way he found a burdock flower, and in a stream off to the right of the walkway, he picked up a sacred lotus and a statue.



Hiro spoke with the Tengu at the temple, who let him know that he could tell his nephew that he was alright. The Tengu also offered to sell Hiro recipes and weapons. Hiro already had all that he needed

and decided to look around the temple, where he found some wild parsley, a flask of arrow shield, and cherry bombs.

Now that he had completed the first Tengu's task, Hiro walked back down to the water and then paddled his hat boat back to the rice fields. As a reward for checking on his uncle, the Tengu gave Hiro a sturdy fishing rod.



Sturdy Fishing Rod

The wandering Tengu's custom-built fishing rod was given to Hiro to help him catch giant koi fish. It replaced Hiro's old fishing rod in the inventory and can also be used for catching smaller koi fish for sushi.

- Catch the big fish.



Before going after the fish, Hiro stopped by the altar on the main road through the rice fields, and then climbed into his hat boat. He cast right in front of the large koi and jiggled the rod to attract the fish to the hook.

The big fish pulled Hiro around and got away. As Hiro was about to paddle back to where he started to try to get the fish again, he saw a flooded house and decided to paddle inside to have a look. There he found two jars with coins and a healing potion.



Hiro found the big koi at the same spot as before and hooked him again. This time, he tried to steer the hat boat as he was dragged behind the big fish. It pulled him through a flooded gate and into a second valley

and up near some flooded houses where it got away again.



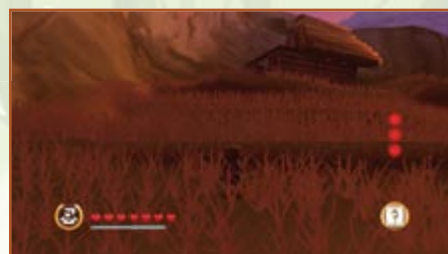
APPROACH TO THE WATER CASTLE

- Enter the castle.

Hiro decided that continuing his mission was more important than going after the big fish again, so he paddled into some flooded houses to look around. Inside one he found a statue and in the other one he got some honeycomb.



He also wanted to explore this valley to see what he could find, so he paddled north and headed up through some rice terraces with a blue petal at the top.



Hiro continued east where an abandoned house sat overlooking the rice fields. Inside he found a healing potion and outside near the house he picked a couple ingredients.

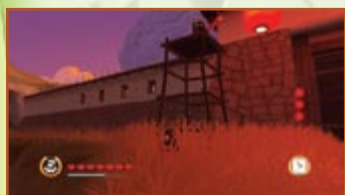


Before taking on the castle, Hiro wanted to visit the altar. It was near the water where the big fish got away. He broke open a barrel filled with coins and collected a few ingredients before stopping at the altar.

It was now time to head into the castle. While he could have approached from the northern side, which was patrolled by only two samurai, Hiro decided to go right up the middle. From a distance, he could see a couple archer towers on either side of the main gate.



Hiro crouched down in the grass on the side of the walkway, sneaked up on the first samurai, and got him with a sneak attack from behind. He then used regular attacks to defeat the second samurai.



Hiro cast a lightning storm at the spear samurai near the front gate, and then rushed forward to break the archer tower on the left. He followed with a power attack on several red samurai.



An evil monk also guarded the gate. Hiro used the tried-and-tested tactic of deflecting the dark energy orb back at him and then moved in to attack.



As more samurai approached, Hiro threw a cherry bomb so it landed next to the samurai and the other archer tower, defeating several enemies with a single blast.

After all remaining enemies were cleared out, Hiro investigated the house to the right of the gate and found coins, ingredients, and a potion inside or around the building. He also picked and ate some berries from the bush to restore his health to full.



Finally, Hiro pushed open the door to the Water Castle and entered.



WATER CASTLE



After crossing the flooded valley, Hiro arrived at the Water Castle. This seemed to be the source of the valley's inundation. Hiro had already been through two castles and wondered what dangers this third castle held within its stone walls.



MAP KEY

Items

S	Jizo Statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
Gt	Caltrops
FB	Flask of Strange Brew
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
Hc	Honeycomb
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb
TB	Time Bomb
UE	Flask of Unstable Energy

Ingredients

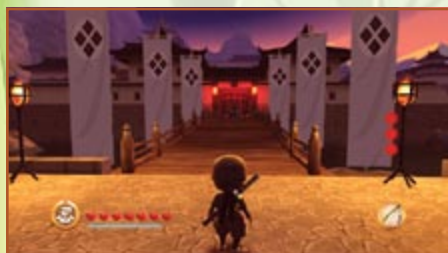
An	Anemone
BF	Burdock Flower
BP	Blue Petal
GR	Ginseng Root
HT	Horse Tail
OM	Oyster Mushroom
SA	Spear of Ashida
SC	Stone Cap
SL	Sacred Lotus
TL	Tiger Lily
WP	Wild Parsley

LEVEL STATS

Scrolls	0
Ingredients	21
Coins	97
Statues	6
Animals to Free	22

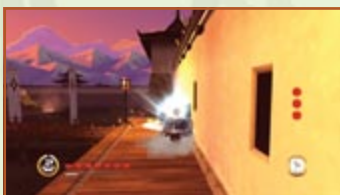
THE CASTLE MOAT

- Get to the top of the flooded castle.



Hiro had entered the outer walls of the castle through the front gates. However, the castle itself was on the other side of a moat and the bridge was defended by several samurai at the opposite end, and archers peered

through openings, ready to open fire on anyone who tried to get across the bridge.



Archers were also positioned on platforms along the inside of the outer walls. They too would fire on Hiro as he approached the castle, so Hiro moved carefully next to the platform north of the gate and cast lightning storm. After several of the archers were shocked, Hiro rushed up the stairs and finished off the survivor.



He then freed a couple animals and found some coins in a nearby barrel.

For the archers south of the gate, Hiro quietly went to the stairs leading up to the platform and drank a flask of arrow shield. Protected from their projectiles, Hiro rushed forward to defeat the archers with block breakers and regular attacks.



After freeing an animal and finding a flask of strange brew, Hiro found a ramp leading down to the moat at the southern end of the wall. He climbed into his hat boat and paddled toward the bridge, staying as close

to the outer wall as possible. Near the bridge he found a sacred lotus. He then paddled under the bridge and found an oyster mushroom attached to one of the supports near the castle. Hiro paddled back toward the outer wall and while staying away from the castle, paddled south to the edge of the moat. Now he headed east toward the castle to find another sacred lotus growing in the water.

Near the southeastern corner of the moat, a section of the inner castle wall had fallen down into the moat as water coming from inside the castle eroded it. Hiro jumped up onto the wall section and found an alternate entrance into the castle.



Once inside, he turned left and approached a platform with several archers on it. With a single power attack, Hiro defeated them all. When a patrol of samurai responded, Hiro let loose with a lightning storm spell and cleared them out.



Hiro then descended the stairs and moved east into the castle between two buildings. An evil monk tried to hit him with a dark energy orb, but Hiro deflected it back at the monk and then finished him off with a jump attack.



Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warrior



Not stopping at all, Hiro continued his assault by smashing down an archer tower near where the monk had been.



Another archer tower was to the south across a stream of water. Hiro could not get to it very quickly to take it down, so he threw a cherry bomb at the base of the tower to blow it up and get rid of the archer.



Hiro picked up some cherry bombs, potion, and an ingredient in the corner of this area, and then crossed the stream to find a statue. As he moved south behind the building, he found a couple of ingredients as well.

Hiro hid in a bush as the samurai patrol moved toward him. When it turned, he crouched down and moved behind it for a sneak attack that defeated several of the samurai at once. Hiro finished off the rest and then turned toward the building.



As he approached the door, it opened and four spear samurai stepped out. A quick cast of sonic boom stunned the enemies so Hiro could quickly defeat them with a single hit each. He then broke the vase in the building to reveal lots of coins.

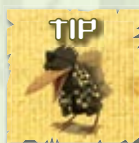


Hiro crossed the stream again and headed to the large doors leading to the castle's lower yards.

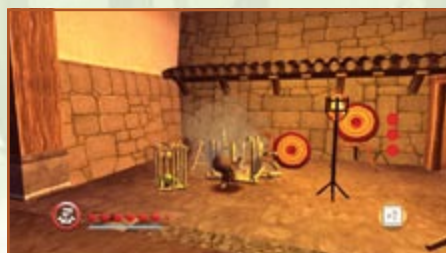
THE LOWER YARDS



A patrol of samurai guarded the area just inside the main gate. They were no match for Hiro's power attack.

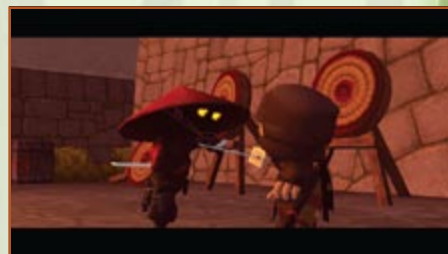


This level offers a lot of chances to experiment with different attacks, ninjas, and spells because there are a lot of different types of engagements in a small area. Even after you finish it, try this level again using different tactics.



The young ninja then freed a couple of animals before visiting the nearby altar.

After Hiro opened the next gate leading to another yard, he saw something moving around quickly. Before he knew it, he was being attacked by a new type of enemy—an assassin.



This enemy was unlike any other. When Hiro tried to cast a spell, the assassin either attacked and disrupted the casting or zoomed away. Hiro's best tactic for dealing with the assassin was the basics. Once the

enemy got in close, Hiro hit him with a block breaker to stun him, and then got in a few hits of regular attacks. The assassin would then take off, and Hiro repeated the attacks until the assassin was defeated.

TIP

Be ready to drink healing potion or eat sushi during the fight against the assassin because he can cause a lot of damage. Because you just saved the game at the altar, you can practice different tactics against the assassin and then restart at the checkpoint if things don't go well.



Hiro explored the rest of this yard and defeated a few samurai who came at him. When looking inside a building, he found five spear samurai. He quickly backed away and threw a cherry bomb in their midst. After it

went off, only experience rings and a red power sphere were left.



As archers appeared from the north, Shun let loose with arrows, alternating between firing and dodging. Shun tried to use the corners of buildings for cover so he was only exposed to the fire from one archer at a time. As he defeated one, he would move until he could just see the next and fire at it. He even cleared out the building to the east where some animals were in cages.



Shun found some more archers along the wall to the west. Shun came in from behind them and used his bow to defeat a couple. Hiro then moved in to finish off the rest.



Hiro freed two animals in the west, and three more in a building to the east. He then moved in behind this building to find a hidden courtyard where he picked up a statue and a couple ingredients.

After searching the northern lower yard for ingredients, coins, and items, Hiro advanced up some steps to the north and visited an altar. He then headed up some larger stairs and through a gate to the middle yards.



THE MIDDLE YARDS



The next area was flooded. Hiro scouted out ahead and saw that the main route into the rest of the castle was guarded by archers behind a wall. Therefore, he returned to the steps and let Shun fire arrows

at the samurai up on a wall that was not defended by any archers.

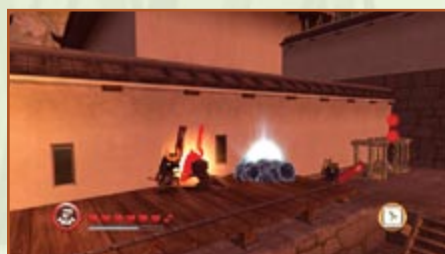


Once the wall was cleared, Shun wall jumped up through a gap in the wall to get to the top.

He then picked up a statue on top of the wall and walked across a couple lamp strings to get some coins and healing brew from jars in an alcove.



It was now time to clear the archers from the wall. Hiro rushed forward and eliminated the patrol with a power attack.

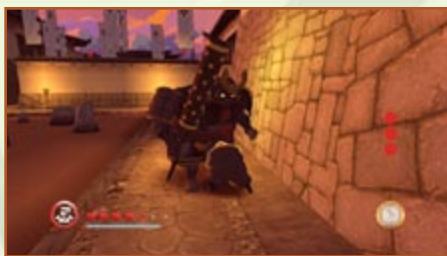


He then got up on the platform and defeated all of the archers. Once they were gone, he freed two animals and picked up some coins in a jar.

Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



By this time, a big samurai had appeared in the main yard to the south. Futo stepped up to take this enemy on because he had the most experience dealing with big samurai. Once the enemy was down, Futo visited the altar in the corner.



Hiro headed south and freed an animal and then turned right to move through a walkway surrounded by archers high up on walls. Hiro jumped up onto barrels and then jumped up again onto the wall.



With a power attack, Hiro defeated several archers along this wall and freed an animal. He kept moving so the archers on the opposite wall couldn't hit him.

Hiro drank a flask of arrow shield and walked across a lamp string to get to the other wall where he defeated all of the archers and freed another animal while collecting some coins.



Hiro dropped down into the next area, which was covered by water shallow enough to walk through. After freeing an animal, Hiro picked up a statue.

- Get through the flooded yards.



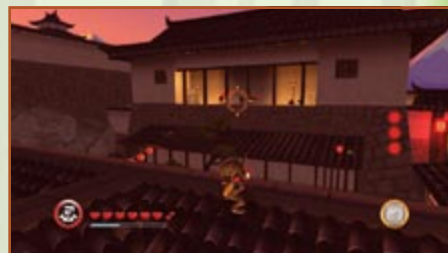
Shun scouted up the stairs to the next yard. There were a couple archers to the left in this flooded area, so Shun cleared them out with rapid arrow fire. He then engaged the samurai on the rooftops to the right.

Shun jumped over to the partially sunken cart to the left and then climbed up onto the roof of a building. He fired on a samurai on an adjacent roof and then jumped over to that roof so he could fire at an archer on a tower to the south. Hiro got into his hat boat and paddled south to find an oyster mushroom near the gate, and then returned to the northwestern part of this yard.



Hiro climbed up onto another cart and got up to the rooftop. He then walked across a lamp string to a building to the south and threw a cherry bomb at the archer on a tower.

Shun took over and fired an explosive arrow at the archers in an alcove of a building to the south. He picked off the remaining defenders with his standard arrows, and then walked across a lamp string to the other building to free some animals and pick up some coins and a potion.



The only way to continue was by water, so Hiro climbed into his hat boat and paddled through the southern gate and then headed up the side of a stream flowing down a long flight of stairs. At the corner of the large building near the top of the stairs, Hiro leaped up onto a wall and looked down into a hidden area to find a statue. He also picked some berries to restore his health.

Hiro paddled into another flooded yard and climbed up onto a cart to get to a rooftop. He quickly defeated the samurai on the rooftop.

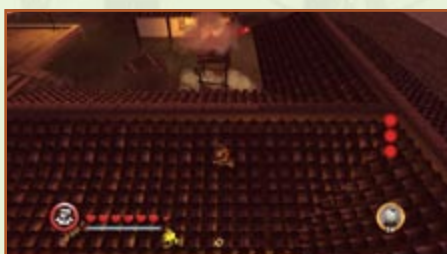


He then threw a cherry bomb at the archer on the nearby tower and eliminated that threat.

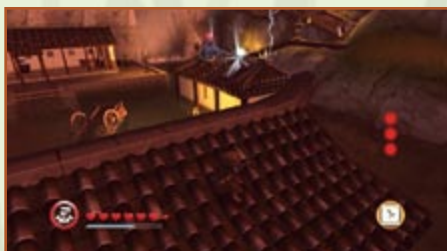


Shun, staying low to stay out of enemy fire, cleared the next rooftop of an entire patrol of samurai using an explosive arrow and then regular arrows.

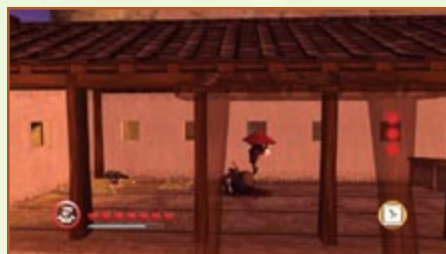
He then walked across a lamp string and cherry bombed another archer tower.



There were still three archers on another roof. Hiro sneaked along the side of the roof near the wall, keeping the peak of the roof between him and the archers, and then cast a lightning storm spell once he was in range. Two of the archers disappeared as they were struck by bolts of lightning and Shun finished off the last one with his bow.

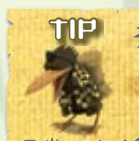


Hiro paddled his hat boat to the building where three animals were in cages. After freeing them, he ate some berries and then broke open the large jar.



An assassin jumped out and attacked. Remembering his previous experience, Hiro used a block breaker to stun the assassin and then attacked him. Another assassin was hiding in the other large jar in the

building. Once both enemies were defeated, Hiro broke open a barrel for some coins.



Unless you want to fight an assassin, don't break the large jars in the building with the animal cages.



Hiro paddled his hat boat over to the stairs in the east and climbed up them to find coins in a small jar. He then came across several spear samurai scattered about the steps. Hiro moved forward so they would

all come toward him. This made a perfect target for a lightning storm. Hiro cleared out the survivors and then continued up the stairs.

At the top of the stairs, Hiro jumped across a stream and picked up a statue.



He then walked upstream through several gates to get to a yard that looked more like a lake.

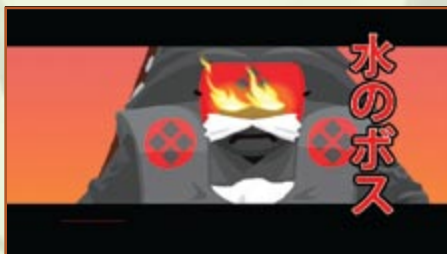
After fishing for a bit to build up a supply of sushi, Hiro paddled into the main castle building to go after the boss.



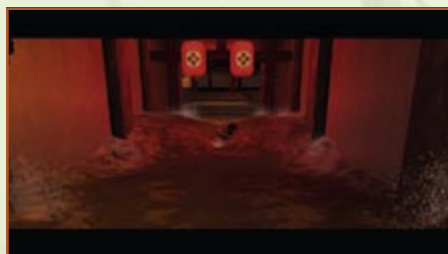


BOSS TIMID SWIMMER

Hiro had already faced two different bosses—each with unique powers and attacks. With all the water around, Hiro expected to get really wet during this fight.



• Defeat the boss.



The current carried Hiro and his hat boat through a long corridor into the center of the large castle building.



He did not expect what he saw. It seemed that this boss did not like the water at all. Instead, he stood on incredibly high stilts.

Because Hiro could not fight while on the water, he paddled quickly toward a stairway at the chamber's opposite end.



Hiro climbed up the stairs and attacked the samurai who stood in his way. The boss threw shuriken at him if he stayed in one place too long, so Hiro kept moving as he tried to figure out how to defeat this boss.



Attacking the Boss

Lure the boss to the red pillars. This gives you a way to get close enough to attack him. Press the buttons that appear onscreen to lead Hiro through a series of specialized attacks.

As Hiro stood near a red pillar, the boss swung his pole blade around and sliced the top of the pillar. This gave Hiro an idea. Hiro approached the pillar and began a series of jumps to get closer to the boss without getting hurt.



Eventually Hiro landed on a post near the boss's stilts and sliced off a length, causing the boss to drop down closer to the water.



Hiro paddled back to the stairs and made it way around to the right—jumping from platform to platform and engaging samurai along the way. He found some healing potions in jars.





Once he was near the second pillar, the boss sliced it as well as Hiro made his move.



After Hiro cut off more of the boss's stilts, the boss was getting very close to the water. Because he did not seem to like the water, one more attack on his stilts would probably end this battle.

Hiro paddled back to the stairs once again and climbed up to the platforms.



Using a power attack against a group of samurai, Hiro cleared the way quickly, without getting involved in a fight that might expose him to the boss's shuriken.



Hiro continued around to the left to the last pillar. He used spells and regular attacks to clear out the samurai.



Just like twice before, Hiro moved across the sliced pillar and jumped around to get in close to the boss. This time he cut the stilts even higher up.



The boss tumbled over and fell into the water flooding the castle—leaving Hiro once again victorious.





WINTER RANGE



The Water Castle behind him, Hiro continued to follow the old mountain road up into the mountains. Gone were the large open areas. Instead, Hiro now traveled through mountain canyons that got so narrow only a few people could walk through together. At times, the canyon would widen so a small forest could grow or people could build a tiny village.

MAP KEY

Items

S	Jizo Statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
Ct	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
Hc	Honeycomb
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb
TB	Time Bomb
UE	Flask of Unstable Energy

Ingredients

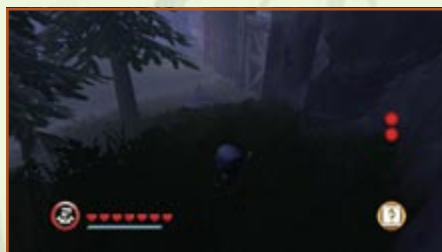
An	Anemone
BF	Burdock Flower
BP	Blue Petal
GR	Ginseng Root
HT	Horse Tail
MF	Mountain Fire
OM	Oyster Mushroom
SA	Spear of Ashida
SC	Stone Cap
SL	Sacred Lotus
TL	Tiger Lily
WP	Wild Parsley

LEVEL STATS

Scrolls	2
Ingredients	35
Coins	103
Statues	8
Animals to Free	19

THE EVERGREEN FOREST

• Travel to the mountain pass.



As the morning sun was just beginning to shine through the tall trees of the forest, Hiro broke camp and headed down to the old mountain road.



Hiro followed the road to the east and found a blue petal and a statue in the center of an area where the road split up.

As he continued, Hiro broke open a couple barrels to find some coins and cherry bombs. He also spoke with a Tengu, who offered him a reward if he could find a tiger lily. Hiro cast his spirit form spell and possessed a small animal to help him find ingredients. He looked around the area and found some wild parsley to the north and then a tiger lily to the southeast hidden in the trees and high grass. He returned to the Tengu and gave him the flower. In return, the Tengu presented him with a cherry bomb.

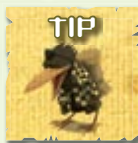


Hiro returned to animal form and advanced north along the road. As he came to a spot where the canyon narrowed to a small cut through the rock, he found a new type of ingredient, a mountain fire mushroom.

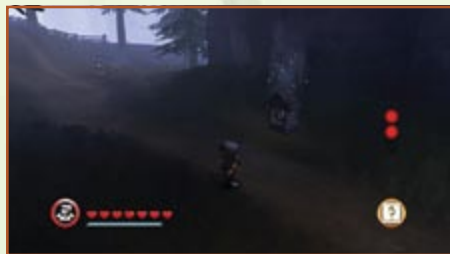


Mountain Fire

An unusual and rarely seen mushroom, the mountain fire has a bluish cap with white spots across its surface.



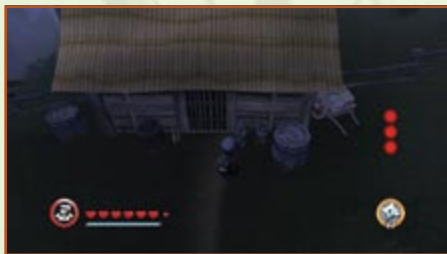
TIP The mountain fire mushroom is the last type of ingredient you can find. If you have been careful to pick up ingredients in each level, once you pick up the mountain fire, you will earn an achievement or trophy for having found at least one of each type of ingredient.



After stopping by an altar, Hiro came to a split in the road. A signpost informed him that an abandoned village was up the trail to the left.

THE ABANDONED VILLAGE

Hiro moved to a small house off to the left and down the hill from the main village. Outside it he found a spear of Ashida mushroom and a barrel of coins.



He then headed up the hill and ran into a patrol of samurai, which he quickly stunned with a few throws of shuriken and then finished off with regular attacks. Hiro then entered the damaged house on the left side and found some shuriken in a jar to replace those he had just used.



In the center of the village, a monk was using a portal to summon more samurai. Hiro moved forward to knock over an archer tower near some fruit trees, performed a power attack to clear out the samurai in the area, and then knocked down the archer tower. Once it was clear, Hiro disrupted the monk's efforts with the portal and defeated the monk in the process.



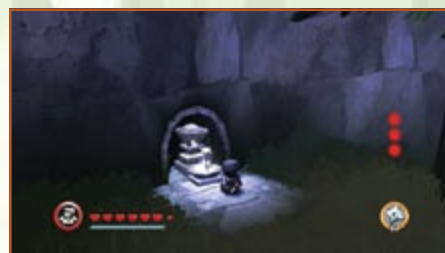
Hiro searched the village and found a flask of arrow shield and an oyster mushroom, and even freed a couple animals. While he was looking down at the old mountain road that ran east of the village, Hiro

spotted another samurai patrol. Even though he was up higher than the enemies, he still defeated all five with a power attack.

As Hiro proceeded north along the road once again, he found some time bombs in a barrel. He then saw some fireflies and steps off to the left. Knowing that fireflies usually were found near a shrine, Hiro followed them.



Hiro found an anemone and after jumping up onto an outcropping, found a statue as well.

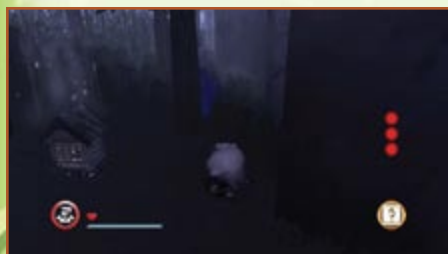


He jumped up to the next higher level to pick up a stone cap and then saw the shrine off to the left. After placing the anemone on the shrine, Hiro received a scroll for a new spell—ice storm.

Ice Storm

This spell conjures a freezing winter storm. Enemies struck by ice shards within the area of effect become frozen in place for a short time. You can attack them, which frees them from the ice, or get away before they thaw out.

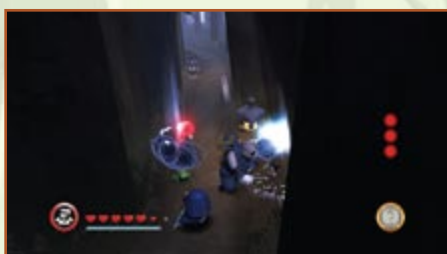




Hiro found a bear in the woods near the shrine, so he possessed it to help him find things in the forest. As he moved to the north to get back onto the road, he came across an altar. It was a good thing he had the

bear's senses, because he found a ginseng root hiding behind a tree near the altar.

After visiting the altar, Hiro let Futo take the lead for a while. As he advanced through another narrow cut in the rock, he encountered a patrol and smashed them with his hammer.



THE OLD PINE FOREST



As Hiro entered the pine forest, he saw a boar off to the left and possessed it. Boars were a favorite of his because they could not only smell out ingredients, but were also great at bowling over enemies with a

sprinting charge. As he followed the road, he came across two animals in cages, a statue, and some barrels with coins and a healing brew. However, something was not right. Hiro could not see anyone protecting these things.



Hiro's concern was valid. As he neared the cages, the enemy sprung an ambush. An assassin appeared, ready to attack. Hiro, still in boar form, sprinted at the assassin and hit him hard. He then continued

around to run into nearby enemies. When the assassin knocked him out of the boar, Hiro got right back in and finished off the assassin with charging attacks.



Several archers were firing on Hiro from behind trees, so Hiro cast the ice storm spell and froze the enemies. He then moved in and attacked their frozen forms to defeat them before they could thaw.

Once the large group of enemies was cleared out, Shun used his bow to take care of the individual archers scattered around the forest. Hiro then freed the animals and picked up the statue and other goodies in the area.



Hiro ran into more enemies as he followed the road to the northeast. He cast tornado on a line of spear samurai to blow them all away, and used a power attack on a patrol. Because he was running into

more enemies, Hiro thought there must be something big up ahead. As he continued, Hiro stopped at an altar and then found a fire mountain mushroom up on a ledge to the right of the road.

THE CAMP

The road took Hiro right to the samurai camp. He saw a ninja inside the camp in a cage on top of a tower. Hiro had found Kunoichi, the last of the missing ninjas. However, he would have to fight through the camp to get to her.

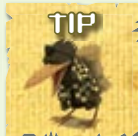


Staying low in the grass, Hiro sneaked around to the south of the camp. Archers would be his biggest threat, so he cast lightning storm right over several archers practicing in the camp. He then broke down an archer tower near the camp entrance.

Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



TIP

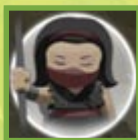


Another tactic for clearing out the camp is to sneak along the camp's southern edge to a spot where three animals are in cages. Free the boar and go charging through the camp. The boar can't knock down the archer towers, but because it uses a charging attack, it is always moving. The boar will also knock down the tents.

Power attacks were also very effective in clearing out groups of enemies quickly and let Hiro keep moving around to avoid being hit by archers. He advanced through the camp to get close enough to throw cherry bombs at the other archer towers.



After clearing out all of the enemies in the camp, Hiro knocked down the tower holding his fellow ninja.

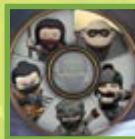


Kunoichi

Kunoichi is the last missing ninja. Her acrobatic moves prove useful against crowds, as she spins her naginata spear. For her power attack, Kunoichi spins her spear around and defeats everyone standing right around her. In addition, her spear allows her to attack spear ninjas with regular attacks because she can hit them without getting close enough for them to hurt her.



Hiro searched the camp, knocking down tents to find coins and freeing eight animals. Then he climbed up a ledge west of the camp to find a statue.



The Ninjas

You can now select from six different ninjas. While Hiro's spells still make him your main ninja, each of the other five have strengths, abilities, and power attacks that come in handy when faced with different challenges. Try using all of them and you can earn achievements or trophies for each. Shun, Suzami, and Kunoichi provide these rewards when they have defeated a certain number of enemies. Use Futo on every level of the game to get his reward while Tora's reward comes from using his power attack many times to cover a total sprinting distance of one kilometer.



Hiro headed east to leave the camp and found a red torii gate off to the north. After picking a mountain fire mushroom, he passed through the gate to visit a temple.



At the temple, Hiro purchased a flaming oil potion and found cherry bombs, a time bomb, and four ingredients.



Flaming Oil Potion

This potion causes flames to dance upon any wielded blade, making attacks unblockable for a time.



THE GREAT MOUNTAIN BRIDGE

• Cross the Great Mountain Bridge.

After leaving the temple area, Hiro visited an altar to the south and then set off across the bridge. Fog limited his visibility, so he could not see the many samurai waiting for him until he was close. Hiro let loose with a lightning storm attack to start the fight.



He then moved closer so he could cast ice storm on the archers behind their shields and finished off the samurai out in front with a power attack.



Tora even got into the fight. He used his power attack to sprint into a group of archers and then ended with a slashing strike to defeat them all.



Once through the first line of enemies, Hiro came up against a big samurai. Before letting Futo into the fight, Hiro gulped down a flask of strong ginseng to restore his Ki and then cast lightning storm on a line of spear samurai a bit farther down the bridge so they would not interrupt Futo. Then the large ninja started swinging his hammer and attacking the big samurai until it was defeated.



Hiro lobbed a few cherry bombs at the archers behind a second row of shields and then rushed forward to finish off those who were not blown up.



Now that the bridge was clear, Hiro continued to the end and found a ginseng root off to the right side. After opening the large gate, he picked up some coins and smoke bombs from barrels and then took a short break to visit an altar and let his Ki build up as he meditated.

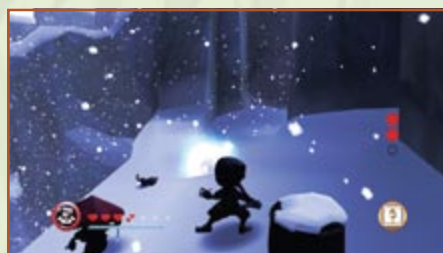
HAPPY MONKEY HOTSPRINGS

• Climb to the old mountain pass above the hotsprings.

Hiro continued to an area off to the left, where he freed some animals and found a statue. He then headed south past hotsprings where monkeys were staying warm and enjoying themselves.



At the edge of the hotsprings, Hiro climbed up and jumped across outcroppings of rock to get up to a higher level. Along the way he picked up a mountain fire mushroom. At the top, an evil monk attacked. Hiro deflected the dark energy orb back at him and then defeated the monk.



However, the danger was not past. An assassin appeared and attacked. Hiro blocked his attacks using his sword and then got in a block breaker hit. While the assassin was stunned, Hiro attacked and then resumed blocking as the assassin continued his strikes. By blocking, stunning, and attacking, Hiro finally defeated the assassin. He then picked up some healing brew and visited an altar.



Hiro followed the path around and jumped up onto a ledge to pick up another Jizo statue.



FOGGY MOUNTAIN PASS

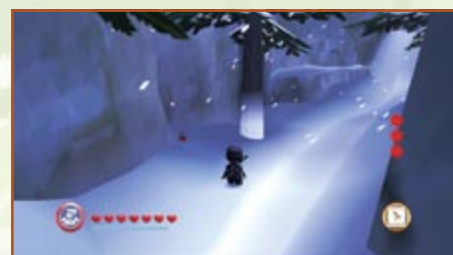
The path led to a larger, open area where two big samurai awaited. Futo stepped up and quickly moved to the first so he could defeat it before the second could join in the attack. As soon as he defeated one, he turned on the other.



Hiro then freed four animals and picked up coins, items, and three ingredients in this area.



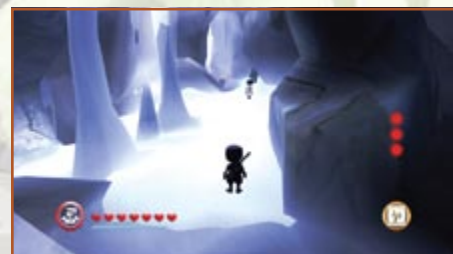
There were still some enemies near the gate out of this area, so Shun defeated them with several arrows.



Hiro opened the large gate and then entered the narrow pass, picking up an ingredient, coins, and some cherry bombs along the way. He found another statue, and stopped at the altar.

THE FORGOTTEN CAVES

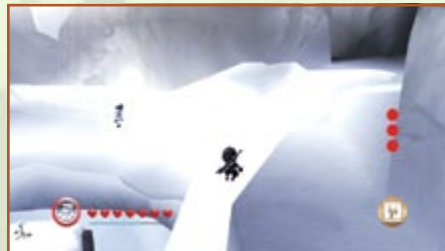
• Pass through the Forgotten Caves.



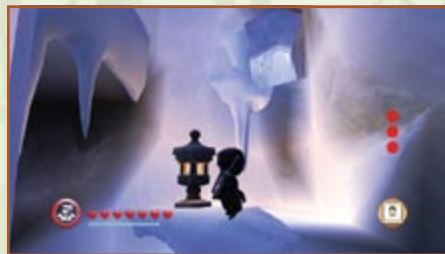
At the end of the pass, Hiro entered the Forgotten Caves. Inside, he encountered several ghosts and used his sunrays spell to get rid of them.



As the cave tunnels split up, Hiro stayed to the left and found a mushroom and a statue.



He also found an anemone in the middle of a frozen pond defended by several ghosts. After sending them away, Hiro picked up the flower.



Hiro cast detect shrine and followed the spirits to a small, icy cave. Hiro jumped up to the opening and entered the cave, following it to a shrine. There he received the slow time spell.



Slow Time

This spell manipulates the flow of time itself within a radius of several kilometers. Time will slow everyone down in the area of effect. This spell remains active and consumes Ki until you press the Use button a second time to end the spell, or you run out of Ki.

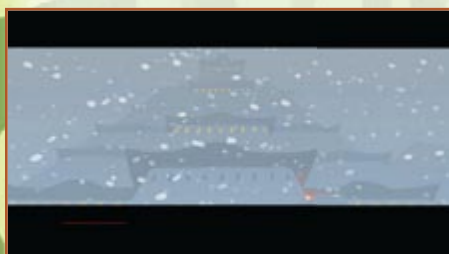
Now with a new spell to try out, Hiro exited the shrine cave and then headed south to continue his mission.



SNOW CASTLE



The higher Hiro ascended up into the mountains, the colder it got. However, he kept moving to finish his mission—and to stay warm.



Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



MAP KEY

Items

S	Jizo Statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
CT	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
Hc	Honeycomb
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb
TB	Time Bomb
UE	Flask of Unstable Energy

Ingredients

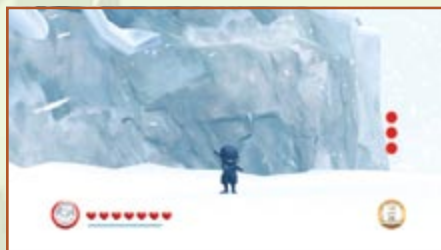
An	Anemone
BF	Burdock Flower
BP	Blue Petal
GR	Ginseng Root
HT	Horse Tail
MF	Mountain Fire
OM	Oyster Mushroom
SA	Spear of Ashida
SC	Stone Cap
SL	Sacred Lotus
TL	Tiger Lily
WP	Wild Parsley

LEVEL STATS

Scrolls	0
Ingredients	33
Coins	138
Statues	7
Animals to Free	19

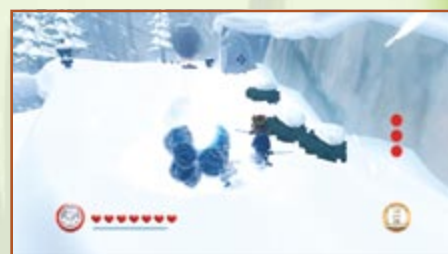
THE APPROACH

• Travel to the Snow Castle.

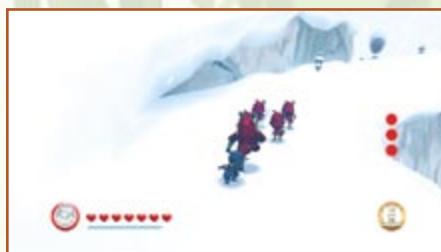


Hiro had never known such cold. However, he let the desire to succeed warm him from within as he traveled through this frozen landscape.

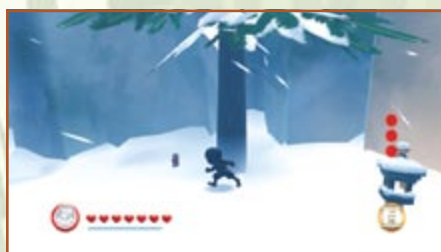
As he advanced, Hiro found a couple ingredients and stayed to the right away from the cliff as much as possible. This allowed him to approach a small camp of samurai and drop in on them from above to clear them out. He ransacked the tent for some coins.



With no tall grass to hide in here, Hiro had to find places to hide in advance. By moving from bush to bush when the enemy was not looking, he got in close.



Hiro waited until the patrol of samurai passed and then moved in from behind for a sneak attack.



A Jizo statue was sitting in the snow next to a tree, so Hiro picked it up.



Hiro tried to stay on the higher paths so Shun could fire down on enemies and defeat them from long range. However, Hiro spotted a couple ingredients on some lower paths. Once he had cleared out the

samurai in the area, the dropped down to pick them up.

Near the gate at the western end of the road, Hiro broke open a barrel and found some coins. He then headed south past the road to do a bit of exploring and ended up finding a statue and a couple more ingredients. He then returned to the gate and visited the nearby altar.



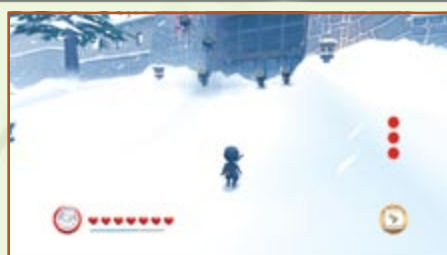
When a patrol from across the bridge came after him, Hiro let them get in close and then defeated them all with a power attack.

As he began to cross the bridge, Hiro pulled out some cherry bombs and threw them at the two archer towers. They were long throws and he missed the first time. However, by the second toss, he had the range down and eliminated these threats.

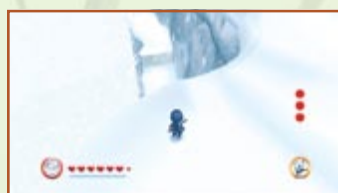


GETTING INTO THE CASTLE

Hiro approached the front gate of the castle and used a tornado spell to clear out the spear samurai guarding there. He picked up a stone cap mushroom, but found that the gate was barred. He would have to find another way in.



• Infiltrate the castle.



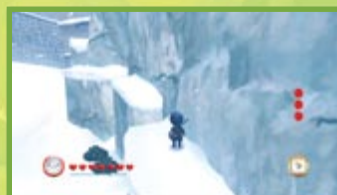
There were actually two ways to get into the castle. Hiro followed the edge of the cliff to the left until he saw a line of rock outcroppings below. He dropped down and went forward, jumping across gaps and even wall jumping up a gap in the rocks.



Eventually, Hiro found a drainage grate next to a mountain fire mushroom. Hiro broke open the grate and entered the castle.

The Second Way into the Castle

There is a another way to infiltrate the castle. Rather than heading around from the north, Hiro can follow the path



south after crossing the bridge. It takes him to a series of outcroppings that he can jump up onto and across until he gets next to a castle wall. A quick jump up onto the wall and then down again puts Hiro in the castle. He lands in a large yard with lots of samurai, so it forces him to fight right away.

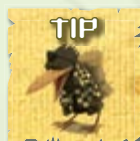
• Get to the upper yards of the castle.

Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



As Hiro entered a small yard, he moved quietly behind a spear samurai and used a sneak attack. He then freed an animal and visited the altar. The building with the door held samurai, but nothing worth picking up.

There were several archers in the next yard to the west. Hiro threw a cherry bomb into the building on the left to blow up some of them and then let Shun shoot the rest. He freed a couple animals and grabbed two ingredients. When Kunoichi checked the building, she quickly defeated the samurai inside and picked up a flask of arrow shield.

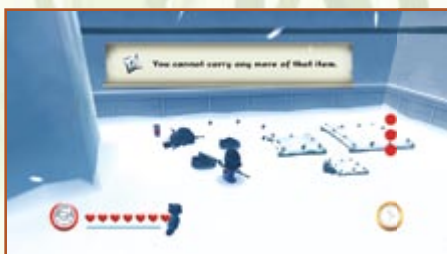


TIP Kunoichi is great for checking behind the doors of buildings. Many contain one or more samurai waiting to ambush you. Her block breaker can stun enemies all around her, so if you do find some samurai behind the door, use the block breaker to stun all of the enemies inside, then regular attacks to finish them off.



The large yard to the south was filled with samurai. Hiro sent a lightning storm over the archers and then quickly took out a patrol with a power attack. After the yard was cleared out, Hiro visited the altar and then jumped over the wall at the second entrance so he could pick up a couple more ingredients on the outside. He then returned to the castle and asked Kunoichi to search the building in the lower yards.

She found a couple animals. However, as she headed toward the gate to the east, she saw a small yard to the south. After she walked through the small gate, she freed three animals and found a statue, some shuriken, and a blue petal.



Hiro moved toward the gate leading to the next area. He zapped several of the spear samurai guarding the gate with a lightning storm and then broke a nearby jar for some coins. Hiro pushed open the gate and walked into the next area.



This narrow area had some coins and healing potion and an altar in the north. After stopping by the altar, Hiro looked through the gate and saw a lot of trouble in the middle yard, including lots of archers and two big samurai.



THE MIDDLE YARD

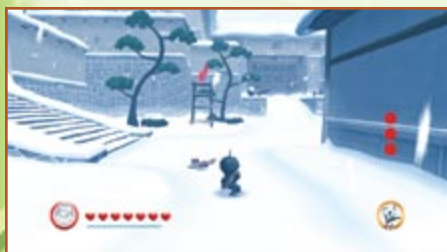


Hiro drank a flask of arrow shield, rushed into the yard, and headed south. He cast a lightning storm onto the archer platform to his right and then ran up the ramp. He got his shuriken ready, and jumped up onto the

alcove of the building where several red archers with explosive arrows were positioned. Hiro threw the shuriken at the archers as he rushed at them. The shuriken stunned the archers so Hiro could quickly defeat them with regular attacks. He also picked up a statue in the alcove.



Once all of the archers in the southwestern part of the yard were defeated, Futo fought and defeated one of the big samurai who ventured over into this area.

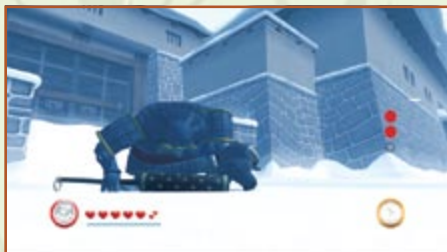


With the big samurai in the west defeated, Shun won a duel with a red archer on a tower.

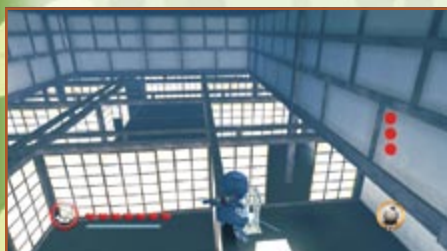


He then fired explosive arrows at the archers near the eastern gates of this yard.

The only enemy remaining was another big samurai, who Futo quickly defeated. Kunoichi searched the buildings and freed an animal she found inside one. She also picked up some ingredients, coins, and other goodies.



Because the large gate was barred, Hiro headed south from the gate and found a small door leading into a building.



After climbing a flight of stairs, Hiro found himself in a large room divided by rice paper screens. He found he could cut through the screens as well as jump up onto the top of the frames. Hiro defeated several samurai

in the first area and found a couple animals and coins as he moved east. When he reached the corner, Hiro headed south to find some more coins and a potion.



When Hiro followed the building around to the west, he entered a large room with a couple assassins. Hiro tried to block their attacks and use block breakers of his own to stun these enemies so he could get

in some attacks before they recovered. Because a line of spear samurai continued to approach during the fight, Hiro threw a cherry bomb to get rid of them.



Finally, once the assassins were defeated, Hiro freed two more animals and picked up a statue as well as some coins he found in a jar.

Hiro exited the large building through a door in the southwestern corner, and then headed east. He found a couple ingredients and a flask of arrow shield around and in the narrow building off to his right before visiting the altar straight ahead.



THE UPPER YARDS

- Get to the main castle.



Hiro walked north, and as he approached some stairs leading east, a group of samurai came out after him. Hiro withdrew out of range of the archer towers along the stairs, and used a power attack to defeat the samurai. He then snuck up the stairs, staying right along the wall on the right side so the archers couldn't see him. Then Hiro jumped up and slashed at the towers to bring them crashing down.

Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



In this area, Hiro found a statue, some coins, a couple ingredients, and two animals that he freed.



TIP

If you are collecting all of the ingredients, head back down the stairs and turn right. North of the large building are two more ingredients.



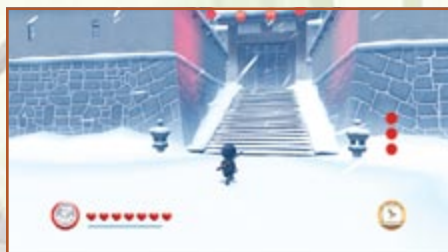
Hiro continued east and found a lot of samurai in the large upper yard. A monk was using a portal to summon samurai directly from the Evil Warlord's castle. However, before he could worry about the portal,

Hiro needed to defeat the archers near the building on the right side. He started off with a tornado to blow some of them away.

Tora then used his power attack to race forward and slash at the remaining archers.



Finally, Hiro moved in to disrupt the portal and clear out all remaining samurai before freeing the animals in the building and searching another building for coins and a potion.



Hiro advanced up the stairs to the large gate to continue to the main castle. Just inside the gate, Hiro turned left to find and use an altar.



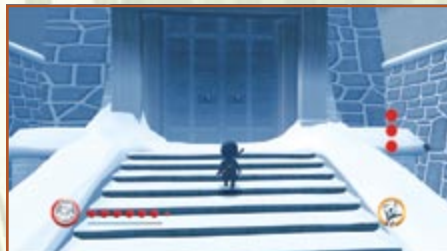
Hiro jumped onto the platform on the right, donned his ninja hat, and cast lighting storm on the archers.

After drinking a flask of arrow shield, Hiro summoned another lightning storm to clear out the spear samurai at the end of the platform and then jumped over to the steps to the left to get rid of the two archers there.



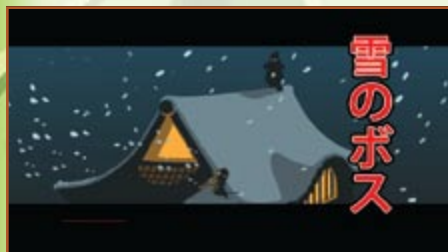
Drinking some more arrow shield, Hiro raced to the southern platform and used a power attack on these archers. Once they were down, he found a statue in the corner.

Hiro jumped down and defeated the evil monk by deflecting the dark energy orb back at him so Hiro could then defeat him with regular attacks. Finally, Futo engaged the big samurai to defeat him and finish clearing this large area.



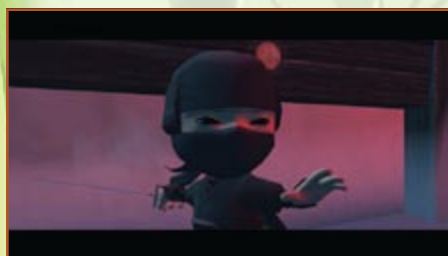
Finally, Hiro walked up to the large doors leading into the main castle and opened them so he could enter and go after the boss.

BOSS SCREECHING OWL



Hiro had three boss battles and victories under his belt. However, the cold and constant combat was beginning to wear him down. Hiro could not afford to lose this battle, so he mentally prepared himself.

• Defeat the boss.



Hiro headed through the main castle and climbed onto the roof. This was the last place to look.

The boss was on the rooftop and when it saw Hiro, it took to flight.



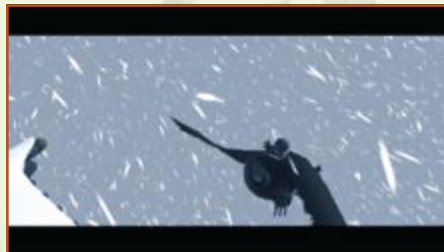
Tactic for Defeating the Boss

Try sneaking up behind the boss to attack.

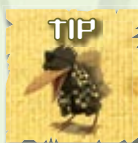


Hiro was not sure how to beat this boss. So, he found an area of snow a bit higher than the rest on the rooftop and hid in there so he could think for a bit. As he did, the boss flew in, landed, and began searching for him.

Confused about where Hiro had gone, the boss stood on the edge of the roof considering the ninja's whereabouts.



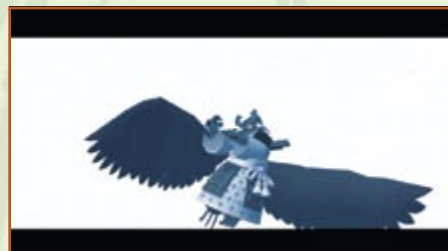
This gave Hiro an idea. He sneaked up behind the boss and began a special attack by grabbing onto the boss as it flew away.



TIP

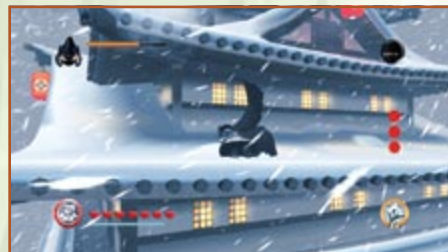
Approach the boss from behind while it is sitting on the edge of the roof and press the buttons as they appear onscreen to perform several different special actions and attacks.

While holding onto the boss, Hiro climbed up its back and then thrust his sword into its wing.



After being dropped back onto the roof, Hiro quickly hid in another patch of deep snow and waited.

The boss looked all around but could not find Hiro.

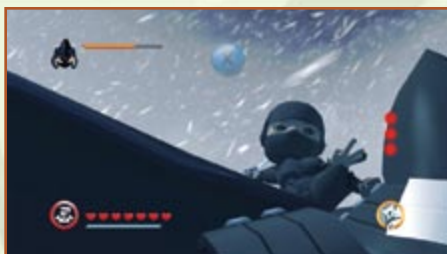


Then, when the boss turned its back on Hiro, the young ninja approached and began another series of attacks.

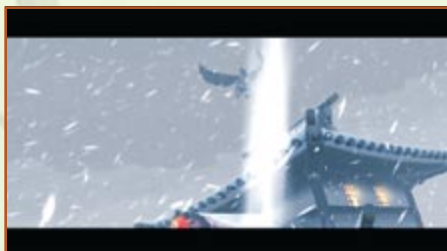
Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



Again, Hiro caused serious damage to the boss while in flight.



After dropping Hiro, the boss stopped coming after the ninja. Instead, it perched on top of the castle and waited for Hiro to come to it this time.



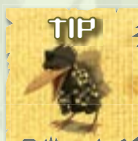
Hiro began trudging up the steep, snowy rooftops toward the top.



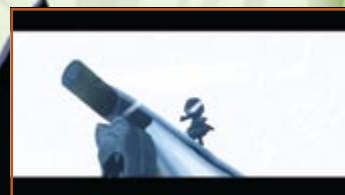
As he got on the highest section, the boss tried to blow him off to his death by flapping its wings. However, Hiro pushed forward anyway.



Once he got to the top of the roof, Hiro jumped on the back of the boss and began attacking.



TIP If you don't complete all the button presses correctly during this final attack, the boss will regain some strength and then resume searching for you. If this happens, hide in deep snow again.



Hiro struck with another critical hit to the boss and jumped back onto the rooftop as the boss of the castle went crashing down to the ground below. Hiro watched and wondered what to expect next.



SNOWY CANYON



After Hiro defeated the boss at the Snow Castle, the Evil Warlord caused the castle to shake and started an avalanche in an attempt to wipe out the ninjas once and for all.

MAP KEY

Items

S	Jizo Statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
Ct	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
Ho	Honeycomb
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb
TB	Time Bomb
UE	Flask of Unstable Energy

Ingredients

An	Anemone
BF	Burdock Flower
BP	Blue Petal
GR	Ginseng Root
HT	Horse Tail
MF	Mountain Fire
OM	Oyster Mushroom
SA	Spear of Ashida
SC	Stone Cap
SL	Sacred Lotus
TL	Tiger Lily
WP	Wild Parsley



LEVEL STATS

Scrolls	0
Ingredients	8
Coins	16
Statues	2
Animals to Free	0

ESCAPE

• Escape the avalanche.



Hiro raced down the mountains, using his hat boat as a sled. Because the avalanche was right behind him, he had to keep his speed up.



The first part of the run was smooth, then Hiro dropped into a small forest. He had to dodge the trees and rocks as he raced through this area. He also leaned forward to speed up and put some distance between him and the avalanche.



TIP

If you crash into something and slow down, rapidly press the Jump button to get going again.

Hiro entered a narrow chute and picked up some speed. He needed it as the chute ended with a small ramp. Hiro jumped with the hat to make it across the open space and land on a small flat-topped hill with some archers on it.



Hiro plowed right through the enemies. He did not have to worry about them firing arrows at him because they had seen the avalanche behind him and were running from it as well.

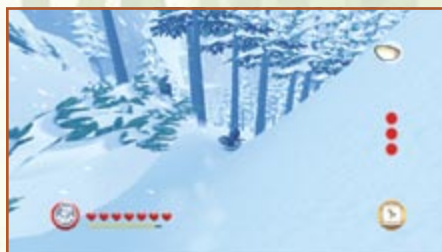
After the jump, a large mountain loomed in front of Hiro. He quickly had to decide which side to take around it. The two routes both ended at the same place, so it didn't matter. Hiro veered to the left and raced past lots of samurai running away from the avalanche.



Hiro made it around the mountain, but saw some ice chasms ahead. There wasn't any way around them, so Hiro steered toward the center so when he dropped into the chasm, he could keep sliding rather than hit one of the walls.



Once down in the chasm, Hiro steered left and right through the chasm so he would not crash into a side wall and be overrun by the avalanche.



Hiro made it through the ice chasm and then weaved in and out of trees to get through another small forest.



As the slope opened up and cleared of trees, Hiro saw that it ended in cliff. He flew off the edge of the cliff and soared for some distance before landing.

The area at the bottom of the cliff was wide but contained a scattering of trees, rocks, and smaller chasms. Hiro dodged all of these obstacles that could slow him down or bring him to an undesirable stop.



As the slope leveled off, Hiro slid to a halt among the trees and stepped out of his hat boat.



THE VALLEY FLOOR

- Travel along the mountain road.



Hiro headed to his right and came across a large gate leading out of this valley. However, it was barred shut.



However, Hiro did find a statue near the gate as well as a blue petal just to the east.



Hiro followed the mountain road and picked up several ingredients as he walked.

He found a second Jizo statue right alongside the road.



Near the southern gate of the valley, Hiro found a camp of samurai. He hid in a bush to observe their movement patterns, then let loose with a lightning storm to start the battle.

A power attack cleared out several enemies.



Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



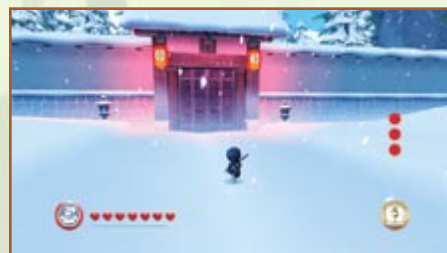
Once the patrol and spear samurai were eliminated, Hiro donned his ninja hat and went after the archers still around the camp. The hat protected him from their regular arrows. Spells and attacks finished them off to clear the camp.



Using his spirit form spell, Hiro possessed an animal and used its senses to find more ingredients.



After he had found all the ingredients, Hiro ransacked the tents to find some coins.



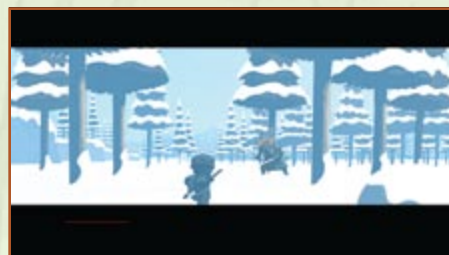
Finally, Hiro headed to the southern gate with the red lamps, opened the gate, and passed through to the other side.



VOLCANO'S SHADOW



Having survived the avalanche, Hiro pushed on up the mountains toward the castle of the Evil Warlord. The sooner the mission was completed, the sooner he and his fellow ninjas could return to their warm, peaceful village.





MAP KEY

Items

S	Jizo Statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
CR	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
HC	Honeycomb
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb
TB	Time Bomb
UE	Flask of Unstable Energy

Ingredients

An	Anemone
BF	Burdock Flower
BP	Blue Petal
GR	Ginseng Root
HT	Horse Tail
MF	Mountain Fire
OM	Oyster Mushroom
SA	Spear of Ashida
SC	Stone Cap
SL	Sacred Lotus
TL	Tiger Lily
WP	Wild Parsley

LEVEL STATS

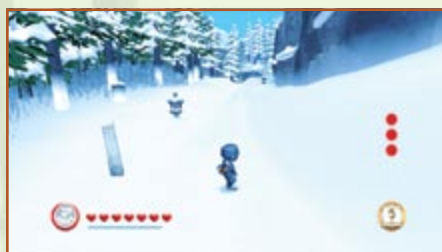
Scrolls	1
Ingredients	28
Coins	29
Statues	6
Animals to Free	10

THE CAMP

- Descend the mountain to get to the castle.

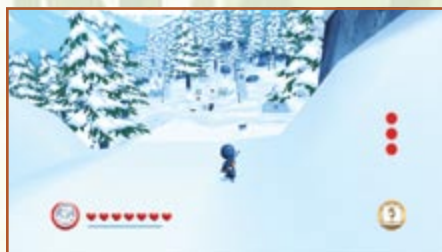


As always, Hiro woke up eager to start the day. He set off along the snowy path and picked up a blue petal along the way.



As the path turned right, he found a burdock flower and read a signpost that stated a camp was ahead. Hiro figured that the samurai would set up defenses because they knew the ninjas were coming.

Therefore, he decided to take another way to the camp and hopefully come in behind the enemy. He climbed into his hat boat and slid down the curving slope—however, this time he did not have an avalanche racing behind him.



When he arrived at the end of the ride and looked out over the camp, Hiro saw that it had been abandoned. Several tents and barrels had been left behind.

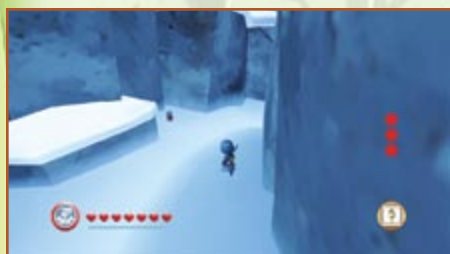
Hiro spoke to a Tengu in the camp. The Tengu told Hiro that the samurai had hurriedly left only a few hours before.





Hiro freed three animals and ransacked the tents for coins. He also found some potions in barrels.

After he had picked up everything he could find, Hiro visited the altar near the signpost for the old castle road. He then headed down the road just until he found an oyster mushroom. He decided to try to find another way, because he sensed trouble ahead.



After returning to the altar, Hiro headed north and then east to follow a narrow chasm in the rock. Along the way, he picked up a couple ingredients and a statue.

Hiro ended up on a cliff overlooking several enemies. There were two archer towers, an evil monk, and a samurai patrol. Hiro threw a cherry bomb at each of the archer towers and then jumped down to fight.



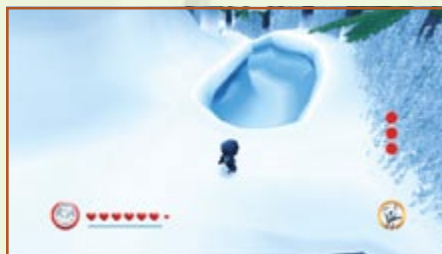
The evil monk was the next big threat after the archers, so Hiro defeated him quickly and then finished off the rest with a power attack followed by regular attacks.



Hiro saw a mountain fire mushroom by the road and picked it up. He then followed the road back up toward where he was until he picked an oyster mushroom. Then he returned to free a couple animals and pick up a potion and a burdock flower. Finally, he stopped by another altar before continuing.



LOOKOUT POINT



Another signpost stated that the path now led to Lookout Point. Fearing more enemies waiting to ambush him, Hiro found an icy chute north of the path and jumped down into it.

The chute took Hiro down to a shrine. He also found a statue hidden near some bushes.



After picking an anemone near the end of the chute, Hiro walked over to the shrine and placed the flower. In return, Hiro received his final Kuji spell—meteor storm.

Meteor Storm

This is one of the most destructive spells from ancient times. It calls down a shower of flaming meteors in a wide area before the caster. You can target it just like the tornado and lightning storm spells.



Hiro walked up some steps to an altar, and then followed a path to the south. He had to climb up some rocky ledges to get to the end.



However, when he did, he found himself looking down on a large group of samurai. This was a perfect time to test meteor storm. He cast it so it would hit an archer tower and several samurai.

Hiro cast tornado to clear out some spear samurai who were out in front and then moved forward to see another archer tower and more samurai. After gulping down a flask of strong ginseng, he cast meteor storm again.



Now that Lookout Point was clear, Hiro freed a couple animals and found some coins. He then headed back up the main path he chose not to follow, and found some ingredients.

ASSASSINS

Hiro continued along the path leading north. He descend several flights of stairs as he moved through a narrow chasm before entering a small area with a frozen waterfall. He made sure he stopped at the altar along the way.



While this area looked peaceful and contained several different ingredients, it also had some hidden dangers. Two assassins appeared and moved in to attack. Because these enemies were so fast, Hiro cast the slow time spell, which gave him a better chance to respond to the assassins' attacks. He blocked, hit them with a block breaker, then attacked. When the spell ended because his Ki was drained, Hiro downed a flask of strong ginseng and cast it again. He defeated both assassins without taking too much damage.



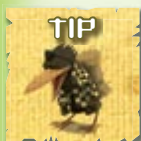
With the assassins out of the way, Hiro picked up a statue on the side of the path, plus several ingredients and some coins. He even possessed an animal to make sure he did not miss something.



Off to one side of the path was a trail leading through torii gates to the north. Hiro followed this path, which led to a temple.

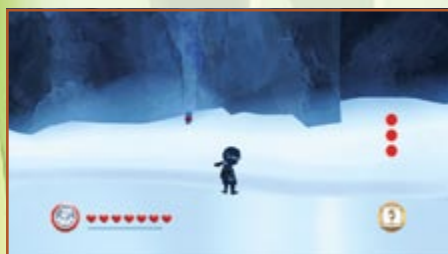


Hiro spoke to the Tengu and purchased the recipe for a flask of strange brew. This was the last temple, so Hiro made sure he bought everything he might need, such as some more cherry bombs.



TIP

If you visited all of the temples in the previous levels as well as this one, you will receive an achievement or trophy.



After picking several ingredients around the temple area and finding some potions, Hiro followed a frozen stream west and then south and found one more Jizo statue.

THE SILENT WOOD

Hiro returned to the main path and ran into a line of spear samurai as he was moving through a narrow area. After casting lightning storm, which took care of some of the enemies, Hiro threw shuriken at the other two and then attacked while they were still stunned.



Futo then moved forward to take on the big samurai. Because he had done this so many times, he beat the giant without too much trouble. Afterward, he stopped by the altar.



Hiro took the lead again to enter the Silent Wood. It really seemed to live up to its name. He could see vacant archer towers in the distance as well as barrels and caged animals. Was this camp abandoned as well?

Hiro used his spirit form spell to possess an animal and moved forward to scout the area and pick up all the ingredients.



As he approached the caged animals, the samurai sprung an ambush. Hiro quickly drank a flask of arrow shield to deflect the archers' arrows and then went after some of them.



Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



However, a couple assassins appeared and attacked. Once again Hiro cast slow time and focused on defeating these two quick enemies. The block, block breaker, and attack tactic worked well again, though Hiro had to drink some more arrow shield potion once the first wore off while he was fighting the assassins. After they were both defeated, Hiro went after the archers.



Hiro freed three animals and found some coins. Then as he was following the path to the east again, he found a statue. After picking it up, he then stopped by an altar.



He then rushed forward to attack the closest archer tower and then throw a cherry bomb at the tower across the road.



As he ran down some steps, he quickly picked up a statue and then moved toward the second gate. Hiro threw a cherry bomb at each of the other two archer towers to prevent archers from firing down on him.

With the archers out of the way, Futo began his attack on the big samurai guarding this area. The big ninja hit the big samurai with his big hammer and after a few heavy attacks, defeated the giant.



GREY BEAR RAVINE



After defeating a couple more samurai at the eastern end of the woods, Hiro entered Grey Bear Ravine and followed it until he saw a large gate ahead that was well defended. He climbed up onto a ledge on the left

side of the road and hid in a bush while he observed and decided what to do.

Hiro moved forward, drank a flask of arrow shield, and then cast meteor storm on the samurai outside of the gate.



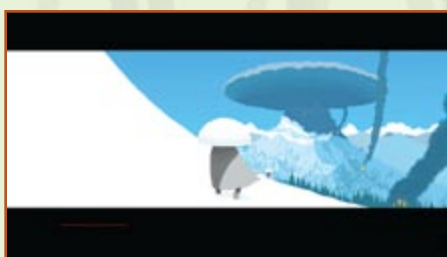
Once the area was clear, Hiro pushed open the gate and followed the road around to a third gate. This one was not defended, so he opened it and continued to the next area.



THE BIG JUMP



The castle of the Evil Warlord was now in sight. A valley separated the ninjas from their final destination. Though there would still be much fighting and danger, the proximity of the castle was like a light at the end of the tunnel to the ninjas who had traveled so far.



MAP KEY

Items

S	Jizo Statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
Ct	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
Ho	Honeycomb
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb
TB	Time Bomb
UE	Flask of Unstable Energy

Ingredients

An	Anemone
BF	Burdock Flower
BP	Blue Petal
GR	Ginseng Root
HT	Horse Tail
MF	Mountain Fire
OM	Oyster Mushroom
SA	Spear of Ashida
SC	Stone Cap
SL	Sacred Lotus
TL	Tiger Lily
WP	Wild Parsley



LEVEL STATS

Scrolls	0
Ingredients	13
Coins	28
Statues	3
Animals to Free	4

ASHIDA'S DOORSTEP

- Get through the mountain pass.



Hiro set off through the mountain pass to get to the final approach to the castle.



As he advanced, Hiro picked up a burdock flower and found a Jizo statue hidden off to the left side.

At the end of the mountain pass, Hiro found a spear of Ashida mushroom and noticed that meteors were flying up from the Evil Warlord's castle and landing all around. In fact, one had destroyed the bridge leading across a chasm to the castle.



- Ride your magic hat to the enemy castle.



Hiro walked to the edge of the chute that led down the mountain, jumped up into the air, and pulled out his hat. As he landed back on the snow, he began sliding down the mountain slope. He used the lanterns to

help him see the trail buried under the snow and tried to follow it the best he could.



As he approached the knocked-out bridge, Hiro gained speed and used the remaining part of the bridge as a ramp to jump over the chasm and land on the other side.



Hiro climbed out of his hat and found himself surrounded by four archers. He quickly executed a power attack and defeated them all.



Not wanting to go through the main gate, Hiro moved to the left and found a gap in the wall. After picking up the spear of Ashida mushroom growing there, Hiro wall jumped up to the top of the wall.

THE OUTER CASTLE COURTYARD



Below him was a row of archers on a platform. He cast meteor storm and got rid of several of the archers, and then let Shun take care of the rest with his bow.



By this time, a big samurai had walked up on the platform, so Futo pounded on the enemy with his hammer until it was defeated.

Kunoichi then jumped down from the platform. A power attack with her spear defeated all the samurai surrounding her.



• Get to the upper castle.



Hiro then freed an animal on the platform and ransacked the tents in the northern part of the courtyard.

He found several ingredients here, plus a statue near the eastern edge.



Hiro now headed to the southern part of the courtyard and stayed close to the wall while he picked a couple ingredients.

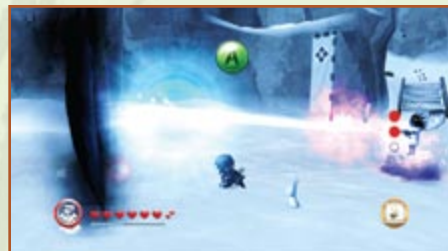


Once Hiro had moved into range, he cast meteor storm on the samurai near the portal.



He then moved in closer to finish off the rest with a power attack.

With the samurai all cleared out, Hiro moved in and disrupted the portal to defeat the monk before he could summon any more samurai to this area.



After ransacking the tents for coins and picking up some more ingredients, Hiro headed to the stairs leading up to the upper castle.



Along the way, he grabbed a mountain fire mushroom, a blue petal, and a third Jizo statue.

Hiro then pushed open the gate and prepared to enter the upper castle.





FINAL APPROACH



Hiro and the ninjas had finally reached the castle of the Evil Warlord. Now they just needed to get to the top of the castle where the warlord waited.

MAP KEY

Items

S	Jizo Statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
Ct	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
Hc	Honeycomb
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb
TB	Time Bomb
UE	Flask of Unstable Energy

Ingredients

An	Anemone
BF	Burdock Flower
BP	Blue Petal
GR	Ginseng Root
HT	Horse Tail
MF	Mountain Fire
OM	Oyster Mushroom
SA	Spear of Ashida
SC	Stone Cap
SL	Sacred Lotus
TL	Tiger Lily
WP	Wild Parsley

LEVEL STATS

Scrolls	0
Ingredients	19
Coins	0
Statues	5
Animals to Free	16

OUTSIDE THE CASTLE

• Enter the castle.



Hiro stared at the Fortress of Ashida that stood before him. He had reached the final castle and the end was near.



Before entering the castle, Hiro scouted around the outside to find ingredients. He found a mountain fire mushroom in the far left area and a burdock flower near where he started.



Near the large rock in the center, he picked up a Jizo statue.



There was only one way into the castle and that was through the front gate. Therefore, Hiro moved in and used a power attack to defeat several samurai along the path to the gate. He followed up with regular attacks to finish off the rest.



THE LOWER YARD

- Get to the upper castle.



Hiro then entered the gate and turned right. After putting on his ninja hat to protect him from arrows, he cast lightning storm on the archer platform and then moved up to defeat those who escaped the lightning.

There were several caged animals here. As Hiro was getting ready to go after the archers on the other platform, he spotted a boar in a cage and got an idea.



After freeing the boar, Hiro used his spirit form spell to possess it and then raced up the stairs to the platform and then along the platform itself to defeat all of the archers.



After freeing all of the animals in the lower yard, Hiro headed up the ramp on the castle's left side, because a lava rock blocked the ramp on the right. Samurai at the top rolled barrels down the ramp to try to stop him.



After dodging barrels, Hiro cast meteor storm at the approaching samurai, and defeated them all without having to use his sword. He then stopped to visit the altar at the top of the ramp.



Hiro raced up the next ramp and then looked around the corner to the right up the third ramp. At the top, the enemy was ready to roll down more barrels. Hiro maneuvered over and around them, and then cast lightning

storm on the samurai. As the survivors came down the ramp, Hiro defeated them with a power attack.

He then returned to the bottom of the ramp to grab a statue and pick some berries to restore his health.



Back at the top of the ramp, Hiro cast meteor storm on the samurai and archers waiting for him.



He followed up with lightning storm against the archers behind the barricades and then Shun finished off the rest with his bow.



THE MIDDLE YARD



Hiro found a couple ingredients in this area and then looked behind the tower on the uphill side to find another Jizo statue.

As Hiro advanced toward the main area of the middle yard, he saw a lot of enemies awaiting him. He quietly visited the altar off to the left, put on his ninja hat to protect him from arrows, and then cast meteor storm at the archers.



An evil monk was also on the platform, so as Hiro moved up the steps, he deflected a dark energy orb back at the monk and then moved in to defeat him as well as the archers here.



A patrol of samurai came for a fight, so Hiro used a power attack to wipe them all out. This allowed Futo to take on the big samurai without having to worry about other threats.



Kunoichi searched each of the four rooms in the buildings facing the archer platforms, and defeated the samurai hiding inside. She found a statue in one of the rooms.

In another room, she was attacked by an assassin. The small room actually worked to Kunoichi's advantage. She blocked the assassin's attack and then whirled around with a block breaker to stun the enemy. Finally, she laid into the assassin with regular attacks. She kept up this tactic until the assassin was defeated.



Hiro freed the six animals here and also found many ingredients. He found a gap in the rocks behind the buildings and wall jumped up to the top.

After jumping across to an outcropping on the right, he found a statue. Continuing up and to the left, he also found some more ingredients. Once he had picked up everything, he dropped down to the ground below.



Tora took the lead and moved up the ramp to the right. He dodged some barrels and then used his power attack to race up the ramp and perform a damaging spinning attack.



The bottom of the next ramp was guarded by spear samurai, and several archers were positioned behind barricades at the top of the ramp. Hiro drank a flask of arrow shield and then cast lighting storm to defeat the spear samurai.

Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



He then cast meteor storm on the archers at the top and finally moved up to pick up the experience and red power spheres. Finally, he visited the altar at the bottom of the ramp and meditated until his Ki had fully replenished.



A long line of spear samurai blocked his path, so Hiro cast meteor storm to clear out some of them.

THE UPPER YARD

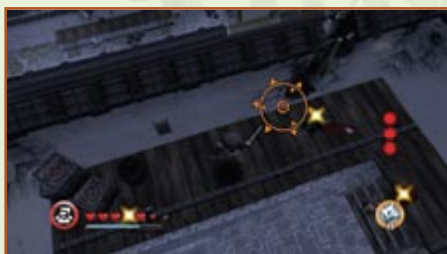


Hiro opened the gate at the top of the ramp and cast meteor storm on the samurai in the center of the upper yard. There was also a monk with a portal summoning more samurai to the area.



Tora then used his power attack to race right past the surviving spear samurai and began attacking the archers behind them.

The archers on the two small platforms to the left were Hiro's next targets. He used power attacks and the tornado spell to clear them out and then fought off the samurai who arrived through the portal to attack.



Once the way was clear, Hiro continued through the tunnel and up a ramp at the end to reach the upper castle.

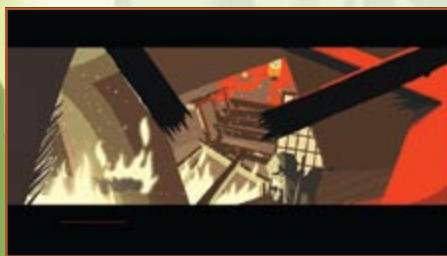
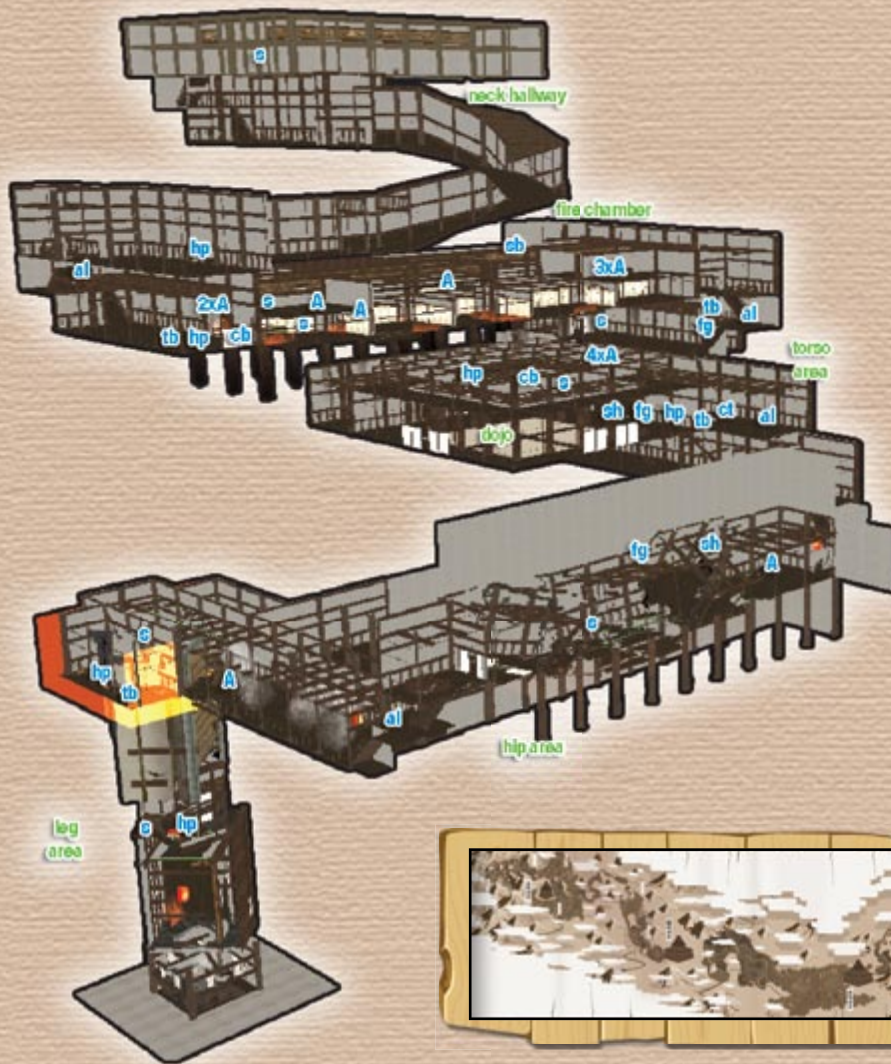


Though more samurai continued to come through the portal, Futo fought and beat the big samurai. This was a bit tougher because he also had to worry about the smaller samurai.

Hiro then moved in to interrupt the portal and defeat the monk using it. After clearing out the remaining samurai, Hiro released the three animals who were being held captive and then advanced into the tunnel toward the upper castle.



LIVING CASTLE



As Hiro and the ninjas reached the main castle, the Evil Warlord cast a powerful spell that animated the entire castle into a living creature. As it rose up into the air, Hiro fell. However, he managed to grab onto a window frame and pull himself into one of the castle legs.



Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley
Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



MAP KEY

Items

S	Jizo Statue
C	Coins
AS	Flask of Arrow Shield
CB	Cherry Bomb
CT	Caltrops
FG	Flask of Strong Ginseng
HB	Samurai Healing Brew
HC	Honeycomb
HP	Healing Potion
PB	Pepper Bomb
Sh	Shuriken
SB	Smoke Bomb
TB	Time Bomb
UE	Flask of Unstable Energy

LEVEL STATS

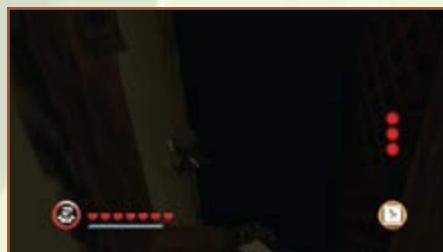
Scrolls	0
Ingredients	0
Coins	0
Statues	8
Animals to Free	13

THE LEG

• Climb the leg of the Living Castle



Hiro began to move up through the leg of the castle by jumping up and then pulling himself up onto beams.



Once he got up onto a small platform that appeared to be a dead end, Hiro wall jumped up to another platform.

From there, he carefully walked across a narrow beam, keeping his balance so he would not fall.



Hiro then climbed up a series of beams that had fallen at an angle and were like ramps up to higher levels.



At the top of this series, he saw a couple archers up ahead. Shun defeated them with his bow so the way would be clear. After crossing the last beam, Hiro jumped up onto a sideways staircase to get to the next level.

After walking across a beam and then jumping up to grab onto a ledge and pull himself up, Hiro quickly executed a power attack to defeat two spear samurai who were waiting for him at the top.





He then looked around and found the first Jizo statue as well as a healing potion in a jar.

Hiro walked back over to a shaft by a large lantern and wall jumped up to the top. A red samurai was waiting above him, so he shimmied to the side and stood up on a beam. With a flick of his wrist, Hiro threw some shuriken at the enemy to stun him, then jumped up and attacked.



Following another couple of beams up to the top of the leg area, Hiro found a second statue as well as some healing potion and time bombs in a jar. He then climbed up and over a wall section to enter the next area.



THE HIP AREA

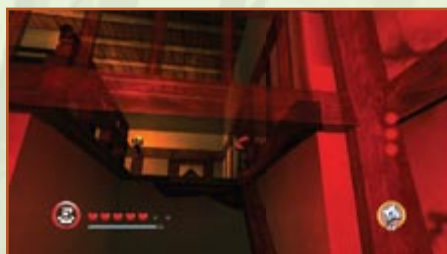
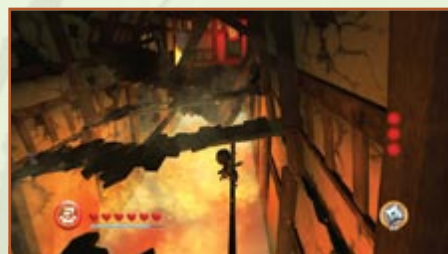
• Pass through the halls of the Living Castle.



Hiro had reached a horizontal part of the castle now. Several samurai were up ahead, including some carrying spears. He called down a lightning storm to hit them, then Shun picked off the rest with his bow.

Hiro released an animal, then crossed the hall to climb some stairs and visit an altar.

The floor of the next hallway had been severely damaged. Hiro had to walk across narrow beams and floor planking to get to the other side. Along the way, he picked up a statue that was off to the left side.



Once he got to the other end, Hiro had to jump up to the top of a destroyed stairway to get to the landing where another altar was located.

After heading up another flight of stairs, Hiro came to a hole in the floor he could not jump across. However, he could run along the wall to the side to get across. Farther down the hall, he freed an animal and then walked up a beam to another level.



Hiro jumped up to a small platform and broke open a jar to get some shuriken. He then wall ran along the right wall to get to another jar with some healing potion inside.





THE TORSO AREA

- Defeat the enemies in the Dojo.



Hiro then returned to the other side of the area, but did not yet enter the Dojo.



Instead he climbed up the beam near the doorway to the Dojo and then walked across another beam to the left to get to a crawl space above the Dojo room. There he found a statue.

Hiro jumped down into the Dojo and was attacked by a couple assassins. He went after these enemies while avoiding a big samurai for now. Hiro slowed time using his spell and then focused on block breaking and attacking.



Once the assassins were defeated, Futo stepped in and took care of the big samurai.



TIP

Another tactic is to use Futo to fight the big samurai first, and then have him roll up in a ball with his special attack and roll into the assassins until they are defeated.



Spear samurai moved in to block Hiro from leaving the Dojo, so he cast a tornado to blow most of them away while Shun dealt with the rest.



Hiro exited the Dojo and turned left to break through a doorway. Inside he found some caged animals.

However, as he approached them to set them free, four samurai burst out of jars to ambush him. A quick power attack took care of all of them.



When he turned around, an evil monk was trying to sneak up on him from the hall. Hiro deflected the dark energy orb back at the monk and then moved in for an attack. After finishing off the monk and other samurai, Hiro visited the altar at the end of the hall and then jumped up to the next level where a stairway was destroyed.



TIP

Be sure to defeat the evil monk before freeing the animals in the ambush room. If you release them first, the monk could change them into big samurai and an assassin, which would just mean more unnecessary fighting.



At the top of the next flight of stairs, Hiro cut through a doorway and entered a hallway with several samurai. He used spells and a power attack to defeat them.



In the corner of this hall, near where he entered it, Hiro found a statue. He also found some weapons and potions in the jars.



After climbing some stairs to the next landing on the opposite side of the hall, Hiro was attacked by a couple assassins. He used the same tactics he had in the past to defeat them, and then visited the altar.

Hiro climbed the next flight of stairs to get to another hallway. After getting goodies from the jars near the doorway on the side and from a jar at the far end of the hall and up some stairs, Hiro entered the next area, which was on fire, and defeated a couple samurai.



THE FIRE CHAMBER

- Pass through the fiery rooms.



Hiro cut through the doors to the left and found some samurai and an evil monk. Hiro concentrated on the monk first and then eliminated the samurai. He then freed several animals.

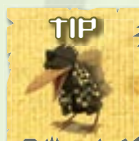
Hiro proceeded through the fiery rooms, cutting open doors and avoiding the flames while he freed several animals.



He advanced along the chamber's left side, clearing out enemies as he went. In the far corner, he found a statue and some more animals.



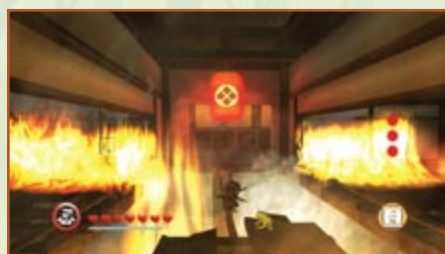
Shun now took over and used his bow to stop the archers who were attacking from the right side. Then he jumped across to the right side and fired his arrows at the energy orb from another evil monk to deflect it back at him. Then while the monk was stunned, Shun fired some more to defeat him. After all of the enemies were defeated in this area, Hiro checked to make sure all animals had been freed.



TIP You can get through the fire chamber using only Shun. His arrows can break open the doors at long range so you can see what is on the other side and use the bow to defeat enemies before they can get close enough to hurt you.



Hiro found another statue as he searched the chamber's right side.



Finally, Hiro jumped to the middle of the chamber and walked along a narrow beam to exit this area. He turned left and broke open another door to find some jars with a healing potion and some time bombs. Hiro then crossed the hall to the other side and ascended a flight of stairs so he could stop and visit an altar.



THE UPPER HALLS

- Get to the upper halls of the Living Castle.



Hiro climbed up some more stairs to reach another hallway. There he was attacked by a group of samurai. He used a power attack to get rid of them all quickly.



This was a good idea because a big samurai was on his way. Deferring to his large friend, Hiro let Futo take on this enemy and clear the way.



Hiro ascended the stairs around as they took him through the neck of the Living Castle and up toward the head.



Hiro emerged into a long hallway. Along the walls were many jars filled with all types of weapons and potions.



Going from jar to jar, Hiro stocked up on supplies and even found the last statue as he went around the central room.



Finally, once Hiro was ready to confront the Evil Warlord, he entered the doorway with the dragon on it.



EVIL SAMURAI WARLORD



The final fight against the ultimate boss had arrived. Could the young ninja defeat the wise, old Evil Warlord?



Because bombs and weapons would not harm the boss, Hiro cast meteor storm and watched as the spell damaged the Evil Warlord.

THE FINALE

- Defeat the boss.

The Evil Warlord looked like an old man. However, looks could be deceiving.



Hiro was careful to drink healing potion or eat honeycomb when he felt weak to restore his health. He also collected blue energy spheres to restore his Ki and drank flasks of strong ginseng so he could continue to cast his spells.



TIP

If you start to run out of potions, go to the inventory screen and mix up some more using the ingredients you have been collecting.



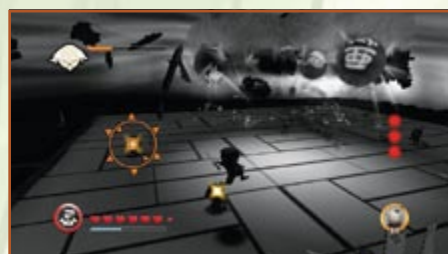
The warlord blew the top right off the castle and surrounded himself with energy spheres.

As the warlord threw energy orbs at Hiro, the young ninja deflected them back, which stunned the boss and gave Hiro a reprieve from his attacks.

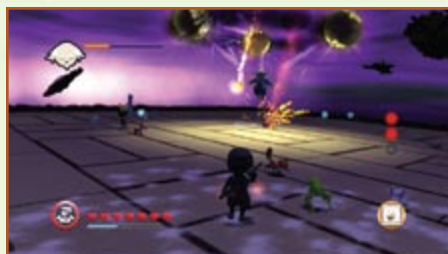


Because the Evil Warlord was constantly changing the animals in the area into samurai, Hiro had to stay alert to that threat.

He used power attacks to quickly defeat several samurai at once so he could then concentrate on the fight with the warlord.

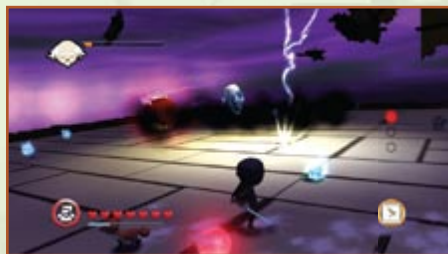


Ninja Mountain Leaving Home Earth Castle Boss Lumbering Fool Great River Canyon A Distress Signal Haunted Forest Night Castle Boss Windy Pants Grassy Hills Flooded Valley
Water Castle Boss Timid Swimmer Winter Range Snow Castle Boss Screeching Owl Snowy Canyon Volcano's Shadow The Big Jump Final Approach Living Castle Evil Samurai Warlord



Hiro kept up the pressure by hitting the Evil Warlord with a constant bombardment of meteor storms, because this spell seemed to be the most effective.

As the warlord took damage, he began to lose his energy orbs. Finally, he was down to only one.



Hiro cast the lightning storm spell and the bolts of electricity were more than the Evil Warlord could stand this late in the battle.



Using the ancient Kuji magic, Hiro managed to defy impossible odds and succeed where many other ninjas had failed. Nature had once again been set in balance and evil defeated. It was now time for the ninjas to return home to their village.





THE NINJA

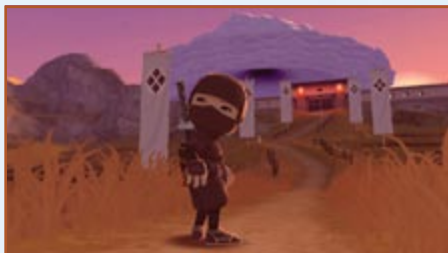


THE NINJA

HIRO

Hiro is the youngest of all the Mini Ninjas. He was found as an infant by the Ninja Master and has grown to be one of the most promising ninjas in hundreds of years. His talents with Kuji magic are only matched by the Evil Samurai Warlord, and with time he could become the best ninja ever. Now Hiro must go on his greatest quest to restore balance and harmony to nature.

Other ninjas were sent to find the Evil Warlord and then captured, until only Hiro remained. Despite his age, Hiro has learned responsibility and has the focus of one much older and wiser.



ATTACKS



Hiro's main weapon is his ninja sword. He can use it to attack and also to block enemy attacks. When attacking enemies, Hiro uses a kick attack to break an enemy's block, and then

follows up with a regular attack with the sword. By combining these two attacks, Hiro can easily take on one or two samurai without any trouble.

Some enemies, such as red samurai, are tougher to defeat. Hiro can combine a jump with a regular attack to create a jumping attack. As he jumps in the air, Hiro comes down with an overhand strike that combines his speed with the momentum of the jump to cause more damage to the enemy. All of the ninjas, except Shun, can combine a jump and attack for more damage.



When faced with groups of enemies, Hiro can use his power attack to attack multiple enemies at once. The power attack can target two enemies and can defeat small samurai as well as captains. As Hiro

gains experience, the number of enemies he can target increases up to six targets. This allows Hiro to eliminate an entire patrol of samurai with a single attack. Each power attack requires a red power sphere, and Hiro and the other ninjas can store three of these at a time.



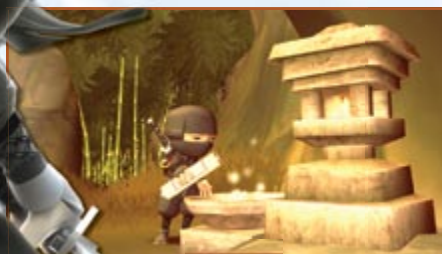
Hiro and the other ninjas can also perform sneak attacks. As long as he is not spotted, Hiro can stay low and move in behind an enemy and perform a regular attack. However, the sneak attack will defeat a samurai or

captain with a single hit and can even defeat several enemies when they are close together, such as in a group patrolling a path.

In addition to his ninja attacks, Hiro can cast Kuji spells. Several of these, such as meteor storm, damage the enemy.



Hiro learns these spells as he finds shrines scattered throughout the land.



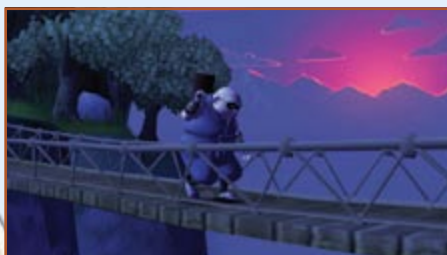
During the game, Hiro is often the most-used ninja because he has a great power attack and can also use magic. However, the other ninjas are a bit more specialized and can be more effective than Hiro in certain circumstances.



FUTO

Futo is not the fastest ninja in the village. During his training, it became obvious that Futo was never going to be particularly skillful with the sword, but his raw strength was perfect for the hammer. His great heart should also not be underestimated. Futo is extremely loyal to Hiro and will generally look to him for guidance in any situation where a decision needs to be made.

Futo is armed with a large hammer. It's not the fastest weapon, but Futo is not a fast ninja.



Instead, the hammer takes advantage of Futo's strength and causes more damage per strike than some other weapons.



ATTACKS

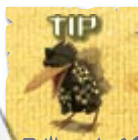


Futo's regular attack features the large ninja swinging the hammer overhead as well as using the hammer in a shoving strike that damages enemies and pushes them back.



Futo also has a block breaker attack where he uses his body for a blow that stuns enemies and leaves them open for a follow-up attack.

Futo's power attack is great for hitting several enemies that can be spread out. Futo rolls up into a ball and can then roll around. Some samurai are defeated by a single hit while others need to be bowled into two or three times.



When you come up against a big samurai, let Futo do the fighting. After he gets in close and delivers a hit or two, he can perform a special attack against this enemy. Follow the onscreen button prompt to perform this attack. It will take a few of these to defeat a big samurai.

SUZUME

Suzume is the master of the flute, and perhaps the most agile and swift ninja in the tribe. She is sweet and innocent on the outside, but if angered, she can deliver a fearsome frenzy of attacks. Above all else, Suzume prides herself on being stealthy and using force only when absolutely necessary.



Suzume is in love with music—it's everything to her. The flute she wields in combat was left for her by her mother, whom she knows nothing about.



ATTACKS

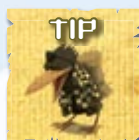


For Suzume's main attack, she uses high kicks and also strikes enemies with her flute. These cause similar damage to the regular attacks by the other ninjas.



When she needs to break a block, Suzume rushes forward with her flute to knock enemies back and stun them so they can then be more easily attacked.

Unlike the power attacks of the other ninjas, Suzume's does not cause any damage. Instead, as she plays her flute, all nearby enemies will begin to dance around instead of attacking her. They will continue to dance for a couple seconds after Suzume stops playing, giving her a chance to attack. While they are still mesmerized, they can be defeated with a single hit.



possible.

Until Hiro's power attack can target lots of enemies, Suzume's flute playing power attack is the best for when surrounded by enemies. Before using it, Suzume should run around to get many enemies near her to maximize the effect of the flute's music and mesmerize as many samurai as possible.

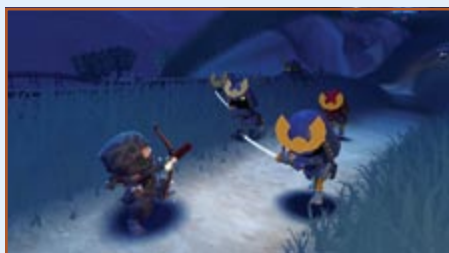


SHUN

Shun is a living contradiction. He's the most tense of all the Mini Ninjas but oddly, he still maintains the unique ninja skill of calming himself to utter silence when the situation requires it. Shun is the stealthiest of all the Mini Ninjas.



Shun uses the bow as his main weapon because he has never excelled in direct hand-to-hand combat.



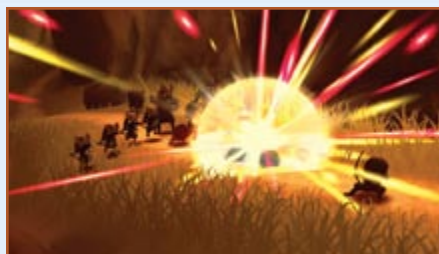
ATTACKS



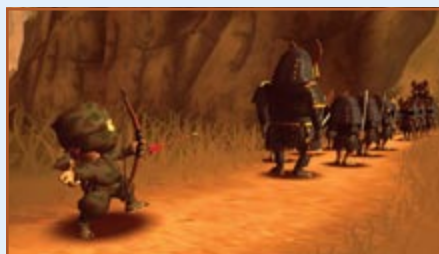
patrol in its tracks if he has a long open area so he can begin the attack at long range.



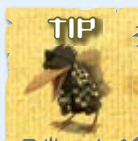
When enemies get in too close, Shun can use his block breaker attack to stun them so he can then move away from the enemy and use his bow. He can also use smoke bombs to escape.



For his power attack, Shun attaches an explosive to his arrow and can target a specific area where he wants it to hit. When it explodes on impact, it can damage and even defeat all nearby enemies.



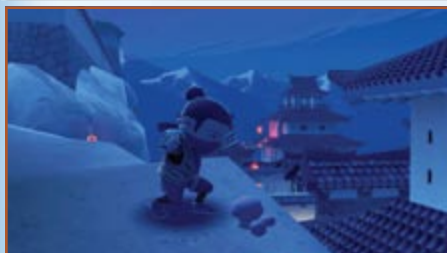
Just like sneak attacks can defeat an enemy with a single hit, Shun can also defeat an enemy with a single arrow when he sneaks up behind a samurai and shoots from behind.



Use Shun for clearing out archers or spear samurai at a distance. However, when the enemy gets in close, switch to another ninja who can fight at close quarters in hand-to-hand combat.



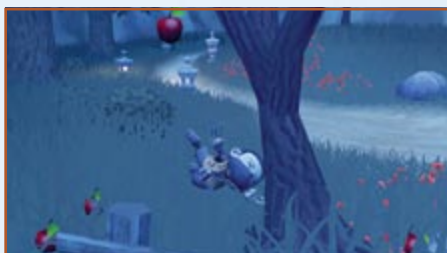
TORA



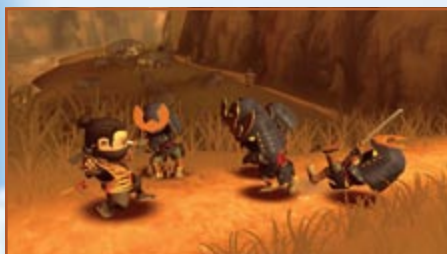
Tora thinks he is a tiger. Ever since he was a small child left on the steps of the ninja village, he has been infatuated with being one. This particular trait in Tora annoys the Tengu, and his trainers have gone to

some lengths to weed it out of him, with little success.

Tora is by far the most energetic of the Mini Ninjas. He rarely sits still, unless it's to enjoy the sun, and he is furious in combat. His favorite weapon is a pair of self-made tiger claws, which he uses to great effect.

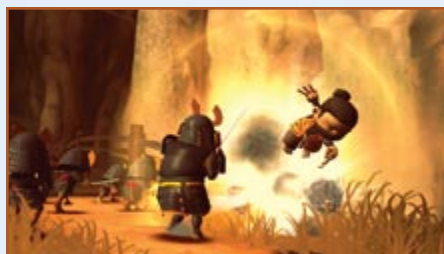
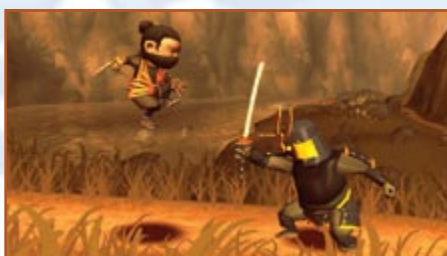


ATTACKS



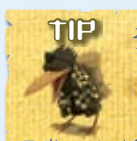
Tora uses his tiger claws to slash at his enemies. He is great for fighting up close, and his quick attacks allow him to take on several enemies at once.

To break blocks and stun enemies, Tora launches himself forward in a spinning attack. His jump attack is similar in that he spins around, but it damages the enemy rather than just stunning them.

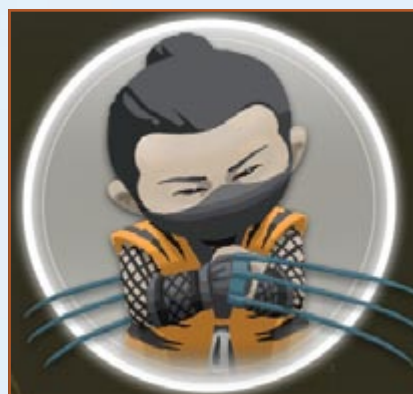


Tora can throw himself into a "tiger dash" for a power attack—propelling himself forward at great speeds when large distances need to be covered. At the end of his dash, he pounces into a spinning claw attack.

This is good for going after archers who might be firing on you from a distance.



Tora's power attack is one of the toughest to master. Hold down the Power Attack button to cause him to race forward at high speed, and then release the button right in front of a target to start the attack.

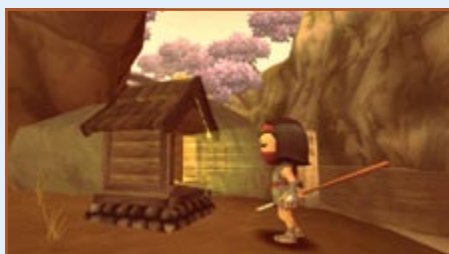




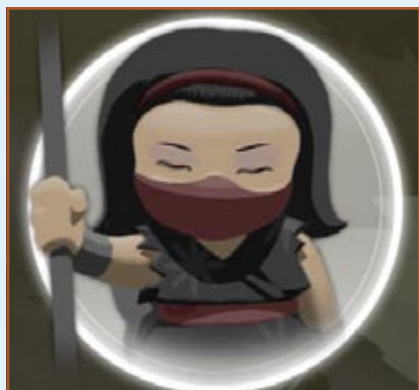
KUNOICHI



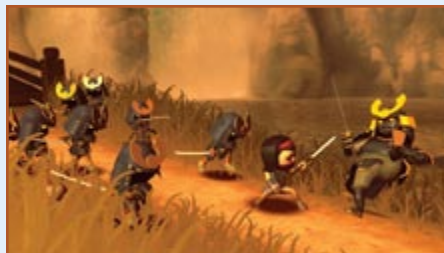
Kunoichi is the younger and less mature of the girls. She looks up to Suzume like a big sister and adores Hiro. Kunoichi is very quiet, doesn't reveal much about herself, and is a bit of a loner.



She is very acrobatic and uses her Naginata spear as a prop in her agile moves.



ATTACKS



Kunoichi's regular attack uses a stabbing, thrusting action with her spear at enemies straight in front of her.

Kunoichi is the best ninja for situations where she is surrounded. For her block breaker attack, Kunoichi spins her spear around her, stunning all nearby enemies and giving her a great opportunity to follow up with regular attacks to defeat them.



Kunoichi's power attack is also great for when she is surrounded. She begins spinning around in a wind up as the Power Attack button is held down. Then when it is released, she unleashes a spin that defeats all nearby samurai. Lure enemies next to Kunoichi by running around, and then when many are around her, use the power attack.



TIP Kunoichi's block breaker attack makes her very effective in narrow areas where the enemy is forced to come in close. Stun them and then finish them off. Try using her when searching buildings because enemies often hide inside waiting to ambush you. Kunoichi can quickly stun them because they have nowhere to move, and then use regular attacks to clear out the building.





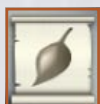
SPELLS & ITEMS



SPELLS

Only Hiro can use spells. Each spell requires Ki energy. Spells can be very powerful. They can damage enemies, protect Hiro, or provide temporary abilities.

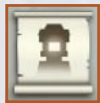
CAMOUFLAGE



This spell allows Hiro to mimic a leafy bush, making it difficult for less intelligent foes to spot him. Hiro can even move around as the bush, allowing him to take his

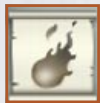
cover with him. The spell continues to expend Ki to maintain the disguise. Press the Use button again to end the spell.

DETECT KUJI SHRINE



This spell conjures forth some forest spirits that fly toward the nearest hidden Kuji shrine. Use it occasionally to see if shrines might be nearby.

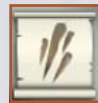
FIREBALL



This spell hurls a terrible flaming ball of magical energy in the chosen direction. On impact, the ball will likely explode, damaging all nearby. To use this

spell, select it as your current item/spell, and hold down the Use button. A targeting reticle will appear. Quickly place it over your target—such as a samurai in the middle of a group—and release the button. A fireball will fly to the target and explode, defeating or damaging the target and all nearby enemies. Select your target quickly because Hiro can't contain all that energy for long, and the fireball will soon fly off on its own.

ICE STORM



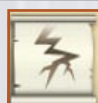
This spell conjures a freezing winter storm.

Enemies struck by ice shards within the area of effect become temporarily frozen in place. You can then attack them,

which frees them from the ice, or get away before they thaw out.

LIGHTNING STORM

This spell conjures up an electrical storm that

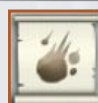


causes deadly lightning bolts to strike a few random targets within the area of effect. It's great for attacking closely grouped enemies.

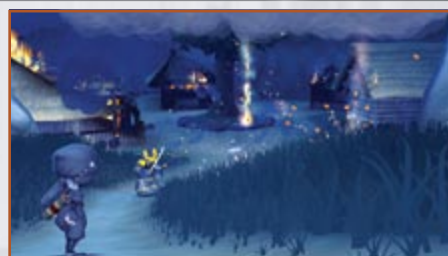


METEOR STORM

This is one of the most destructive spells from



ancient times. It calls down a shower of flaming meteors in a wide area before the caster. You can target it just like the tornado and lightning storm spells.



Use this spell when attacking large groups of enemies or even archers on platforms or towers. It is quite devastating. It is also one of your best spells when you fight the Evil Samurai Warlord at the end of the game.



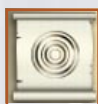
SLOW TIME



This spell manipulates the flow of time itself within a radius of several kilometers. Time will slow everyone down in the area of effect. This spell remains active and

consumes Ki until you press the Use button a second time to end the spell or you run out of Ki. This spell is good to use against assassins.

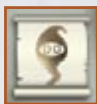
SONIC BOOM



This spell creates an explosive shockwave of energy around the caster, violently throwing enemies away. Use it when surrounded by enemies to push them

back and stun them so you can then use regular attacks.

SPIRIT FORM

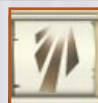
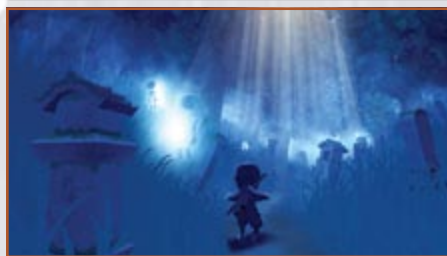


This spell allows Hiro to cross over into the Plane of Spirits for a short time. Once there, his spirit can enter other living entities to influence their behavior. Hiro can use this spell to take control of animals of all sizes. These animals have more acute senses and can more easily detect ingredients and statues. While Hiro's possessing an animal, these items

appear with purple smoke around them, making them easier to locate. Larger animals can attack and some can be quite formidable. To exit the animal, press the Use button again.



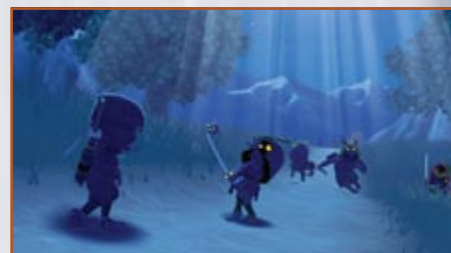
SUNRAYS



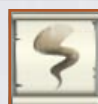
This spell brings down blinding rays of sunlight, even in the darkest corners of the land. It is an effective weapon against malicious spirits. Once this spell is

selected, hold down the Use button and move the targeting reticle where you want the spell to occur. Release the Use button and watch the sunlight shine down.

You can also use it against samurai. It causes them to look up into the sky so you can move in to attack them easier.



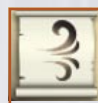
TORNADO



This spell creates a swirling tornado that sucks enemies up into the sky before spitting them out. Place the target right in the middle of a group of enemies.

The tornado will appear and move back and forth, throwing enemies up in the air as it passes over them and getting rid of these threats for you.

WALL OF WIND



This spell channels magical energy into a wide wall of raging wind, which deflects any projectile that attempts to penetrate its area of effect. Select this spell

and hold down the Use button while moving the targeting reticle where you want the wall to appear. Use it when you have archers attacking from a distance by placing it between the archers and yourself while you deal with other enemies. Samurai can't move through this wall either, but will move around it.

ITEMS

Hiro and the ninjas can find or purchase many different items that will help them complete their mission. It is important to know what each item is and how it can best be used.

INGREDIENTS

As the ninjas travel through the lands, they have been taught to keep their eyes open for various types of flowers, plants, and mushrooms that can be used to make different types of potions. If you find all of the ingredients in the game, you can earn an achievement or trophy.



ANEMONE

The anemone has long been sought-after for its magical properties. Rare flowers, rich in spiritual energy, anemones are required to activate shrines so Hiro can receive new spells. If you ever find an anemone, you know a shrine is nearby and vice versa.



BURDOCK FLOWER

The purple burdock grows upon the stem of a spiked leafy base. Pick it carefully. You need this flower to make a flask of unstable energy as well as burping potion.



BLUE PETAL

The blue petal is a common flower found in most parts of the empire. Despite its fragile appearance, it is unusually sturdy. This ingredient is used to make healing potion and flask of strong ginseng.



GINSENG ROOT

Ginseng is a relatively common and valuable root for many herbal mixtures. It is reputed to have great rejuvenating powers. It is one of the key ingredients in a flask of strong ginseng.



HORSE TAILS

Tall spears of horse tails grow in ditches or at the edge of small streams. It's used to make the essence of fish potion.



MOUNTAIN FIRE

An unusual and rarely seen mushroom, the mountain fire has a bluish cap with white spots. You need this ingredient when you make flask of strange brew and flaming oil potion.



OYSTER MUSHROOM

This rejuvenating fungus grows in small groups, often near water or at the edge of a stream. This is an ingredient for making healing potion and burping potion.



SACRED LOTUS

A rare and highly sought-after flower by herbalists, the sacred lotus is said to be a favorite of the gods. The lotus grows in wetlands and is needed if you want to make the essence of fish potion.



SPEAR OF ASHIDA

It is said that the lord Ashida himself bred this particular strain of mushroom and altered its makeup by magical means. This ingredient is used in making flaming oil potion.



STONE CAP

One of the most resilient types of mushroom found in the world, the stone cap grows even late in winter. Use it to make a flask of arrow shield.



TIGER LILY

The tiger lily is a bright and colorful flower that grows especially in mountainous terrain. It is said to be rich in magical energy. This is one of the ingredients in flask of arrow shield and flask of strange brew.



WILD PARSLEY

Wild parsley grows in grassy areas, and is often difficult to spot. Pick it to use in making a flask of unstable energy.





POTIONS AND FOOD



BURPING POTION

This odd mixture is sure to increase the amount of gas present in the stomach. When a ninja drinks this, a cloud of gas surrounds the ninja, stunning any enemies within its odorless radius. Make some of this on your own with oyster mushrooms and burdock flowers.



ESSENCE OF THE FISH

This potion transforms the imbiber into a small koi fish. It's very useful for sneaking up on enemies, or simply jumping about in the water. To make this potion, you mix horse tail with sacred lotus.



FLAMING OIL POTION

This potion causes flames to dance upon any wielded blade, making attacks unblockable for a time. The recipe for this potion calls for a mountain fire mushroom and spear of Ashida mushrooms.



FLASK OF ARROW SHIELD

Temporarily encases the imbiber in a magical impenetrable shield capable of deflecting arrows and projectiles—including exploding arrows. To make your own flask of this potion, mix a tiger lily with a stone cap.



FLASK OF STRANGE BREW

This is a very unpredictable potion. It is unknown what the effects are, but it sure does taste good. Whenever you drink this, you receive a random effect. You can make some of this up with tiger lily and a mountain fire mushroom.



FLASK OF STRONG GINSENG

A sweet and spicy drink, this refreshes one's Ki energy to its normal levels. Ki is the energy used by Kuji magic. You can make your own flask of this by combining ginseng root with blue petal.



FLASK OF UNSTABLE ENERGY

A potion that releases enough unstable energy to recharge three red power spheres that are used for power attacks. Mix a burdock flower and wild parsley to make your own potion of this type.



HEALING POTION

This warm and subtle mix heals the body of recent bumps and scratches. This potion restores health when consumed. Once you have purchased the recipe, you can brew your own healing potion by mixing a blue petal with an oyster mushroom.



HONEYCOMB

This is a dangerous item to obtain. It's usually found in bee nests, hanging in various trees. Consuming it replenishes Ki and health.



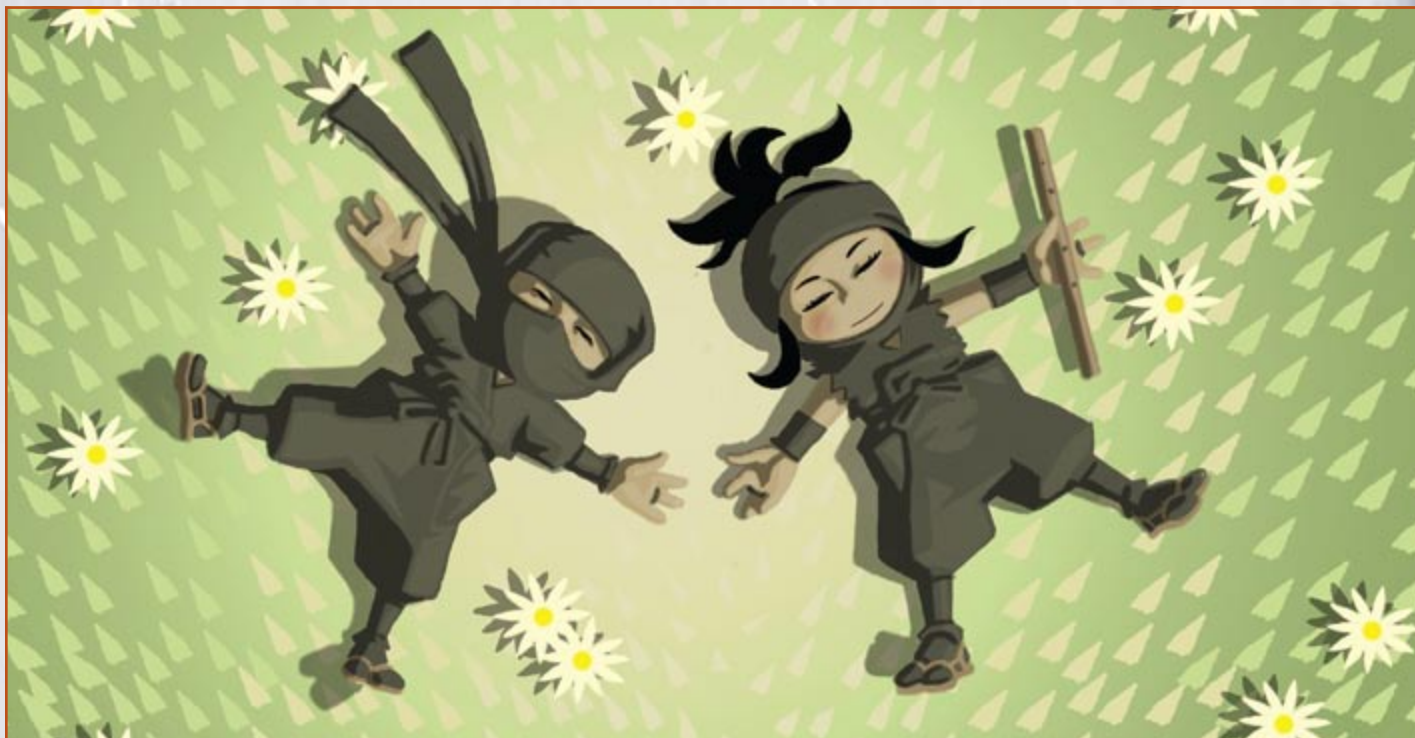
SAMURAI HEALING BREW

Both a blessing and a curse, this foul-looking brew heals at the cost of some Ki energy.



SUSHI

Sushi is a ninja's favorite food. These tasty morsels regenerate one heart of your health. Go fishing when you can and stock up on sushi because it is the only food you can carry around with you.



WEAPONS AND EQUIPMENT

Weapons can be purchased from Tengu at temples and can also be found in barrels and jars throughout the lands. Items, on the other hand, are given to you. Both items and weapons help you get through your mission and can make some fights a bit easier.

CALTROPS



A handful of these small spikes thrown behind one at the right moment helps to slow chasing enemies and also damage them. Use caltrops when you need to get away from a group of enemies so you can set up for a counterattack.



CHERRY BOMB

Highly volatile and explosive, these bombs damage enemies and structures. Because these bombs cause blast damage and blow up on impact, throw them into the middle of a group of enemies to defeat or at least cause a lot of damage to several of them. They also work great for taking down archer towers or groups of archers.



FISHING ROD

Equip this while paddling in Hiro's hat boat. Perfect for catching a fishy snack in the wild! Press the Use button to cast your line. You can use the target icon to aim your cast. Press the Attack button to jiggle the bobber and attract a fish. When you see the bobber go underwater, press the Attack button again to set the hook and catch the fish. You now have sushi.



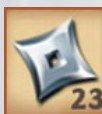
NINJA HAT

The ninja hat is much more than it appears. Not only does it keep one's head dry from the rain and protect it from the sun, the ninja hat is quite versatile. Woven tightly by the Tengu using their secret methods, this hat is watertight and can be used as a boat by a small ninja. The tight weave also deflects arrows. Because it can also be cumbersome, the Ninja hat is automatically removed when the wearer engages in combat.



PEPPER BOMB

These bombs explode on impact into a giant cloud of sneeze-inducing pepper. This gives you a chance to escape, or to move in and attack enemies without them blocking.



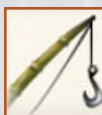
SHURIKEN

The classic ninja fallback, these throwing stars briefly stun smaller enemies. Try using this against archers and especially spear samurai so you can get in close to attack without taking damage.



SMOKE BOMB

A smoke bomb conceals the ninja from enemy sight. Use it when you are outnumbered and need to get away.



STURDY FISHING ROD

The wandering Tengu's custom-built fishing rod was given Hiro to help him catch a giant koi fish. It replaced Hiro's old fishing rod in the inventory and can also be used for catching smaller koi fish for sushi.



TIME BOMB

This explosive device has been tangled up with some sort of Tengu timing contraption. This is more powerful than a cherry bomb and can defeat enemies in a wide radius. The downside is that once thrown, it won't detonate for several seconds, making it difficult to use against moving enemies.







THE SAMURAI



THE SAMURAI

The Evil Samurai Warlord has used his magic to create an army of samurai to take over the lands. His evil spells turn helpless forest creatures into these destructive minions. The different types of animals become various types of samurai, each with their own abilities and strengths.

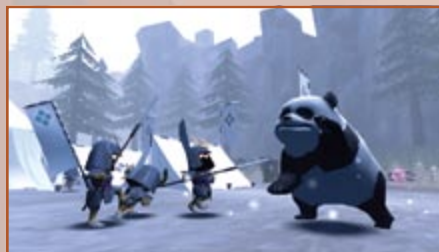
SAMURAI GRUNTS



Samurai grunts are the most common samurai and often referred to as just samurai. Dressed in blue uniforms, these samurai are armed with swords and are often found in groups of two to five. While they are

not that strong, they make up for it in numbers and it is easy to be quickly surrounded by a patrol of these samurai.

The elite samurai wear red armor. While they are also armed with swords, they are tougher to defeat because they are more likely to block your attacks and they can also take more damage before being defeated. A patrol of red samurai can be tough, and a ninja should consider using a spell or power attack to quickly defeat them—or drop a smoke bomb and move away to a safer location.



Some samurai are armed with spears. They also wear a light blue banner on their uniform designating their type. Because their spears are longer than most ninja weapons, you can really get hurt trying to attack

them. Instead, use spells or power attacks to defeat them. Shuriken or other things that stun them cause them to lower their spears so you can get in an attack.





ARCHERS

Archers are samurai armed with a bow and arrow, which gives them a ranged attack. They often defend castles or are positioned near camps. Archers can be easily identified from a distance by the red banner that they wear. When attacking a group of enemies, make archers your first target because they can cause a lot of damage while you are busy fighting other enemies. Archers will resort to fighting with a sword when an enemy gets in close and they then act as a samurai grunts until they can get to a safe distance to use their bows again.



The red archers are the elite archers and are very deadly. They fire arrows with explosives attached. The ninja hat does not offer any protection from these exploding arrows, so your best defense is to quickly take out the red

archers as soon as you see them. Use spells or cherry bombs to do the job if you can't sneak in close to them.



CAPTAINS

Captains are larger samurai and often lead a patrol of samurai grunts. Captains can take more damage than grunts and are tougher to defeat. However, if their patrol is defeated, they tend to run away for a bit, then return to fight once they regain their composure. When performing power attacks against a patrol, try to select the captain as one of your targets.



Red captains are the elite version of this unit. They are even tougher to defeat and cause more damage. They are usually found with patrols or with groups of archers.



ASSASSINS



Assassins are one of the most deadly samurai you face. They are extremely fast and move around before rushing in to attack with their long knives.

When up against an assassin, the best tactic is to block, hit them with a block breaker to stun them, then follow up with a couple regular attacks. Then do another block breaker and two more attacks. This keeps them stunned so you can keep attacking. Spells and weapons such as bombs or shuriken do not work well against assassins, so just get in and attack.



CLUBBY



When a bear is changed into a samurai, it becomes a clubby. These enemies carry a massive club. If you are nearby when they strike the ground with their club, you can take damage. If they hit you with the club,

the damage is intense. While they are very powerful, clubby are also slow, so you can run around or past them to avoid the fight.

Red versions of clubby are tougher and can take more damage. Regular weapons and spells do not work against big samurai. Instead, put Futo to work against these enemies. Once he gets in close and hits the clubby with a couple attacks or block breakers, he can then perform a special attack by pressing the button that appears on the screen. Blue clubby usually go down after a couple of these attacks while the reds take a third attack. They are tough to defeat, but with a little practice, Futo can defeat one without taking too much damage. However, for your first few times, have some healing potion ready to drink.





EVIL MONKS

Evil monks are a unique type of enemy. If you try to rush and attack them either with regular weapons or spells, they are protected by a magical shield. In addition, they play a flute and send out dark energy

orbs that can change animals into samurai or stun ninjas for a time.



The best way to defeat a monk is to attack the energy orb. Hit it with your sword, an arrow, or other personal weapon to deflect it back at the monk. When it hits him, he is stunned momentarily and can't project

the shield, giving you a great chance to rush in and defeat him.

Another kind of monk uses magic to maintain a dark portal that allows samurai from the Evil Warlord's castle to be brought into battle quickly. To defeat this monk, a ninja must move in between the portal and the monk and press the button that appears onscreen to disrupt the portal. As the ninja does this, a blue orb moves from the portal toward the monk. Once the orb hits the monk, he is defeated—no other attacks are needed.



GHOSTS



In places such as graveyards, you may run into ghosts. These enemies attack if they can get close enough to you. Weapons have no effect on them. The only way to defeat a ghost is to cast sunrays near it.

It will then disappear in the bright light. Until you have this spell, your best tactic is to run away.





STATUES/APPENDIX



THE LOCATIONS OF THE HIDDEN JIZO STATUES

Find all 100 Jizo statues and you can earn an achievement or trophy! Here is where you can find every one.

NINJA MOUNTAIN

Number of Statues: 6



After leaving Hiro's house at the start of the level, follow the edge of the level to the left until you find a narrow gap in the rock. The first statue is hidden there.

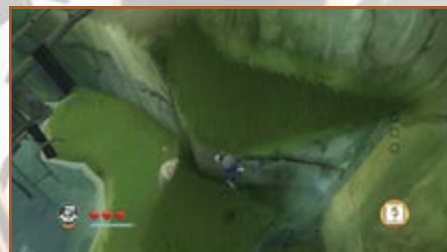
The second statue is north of the Dojo across the stream. Get into your hat boat and paddle across to pick it up.



While following the path to Lookout Point to find Futo, look behind a rock on the left side of the path before you leave the chasm. That is where you will find the third statue.



When visiting the temple, look for a narrow gap in the cliff and follow the path around to find the fourth statue.



The fifth statue is at the edge of the stream below the broken bridge on the Path of Enlightenment, which leads to the shrine.



The final statue in this level is on the far side of the rope bridge over the river on the way to the Village of the Bear. Climb down the cliff to get the statue, which is by the water.

LEAVING HOME

Number of Statues: 8

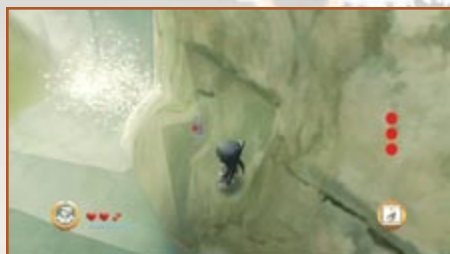


Look inside the damaged house closest to where you enter the village to find the first statue.

The second statue is along the path through the bamboo forest after you pass the first altar.

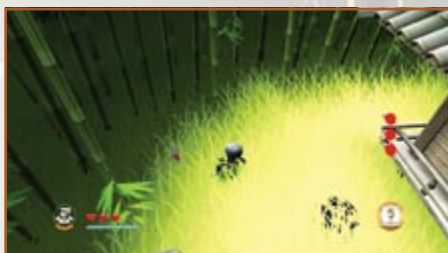


Head through the woods opposite the building where you free the bear from the samurai and you will find a gap in the rocks. Go through it to find the third statue.



After visiting the first shrine, climb up on the ledge behind the shrine and cross the water to find the fourth statue.

The fifth statue is to the side of the temple.



After following the river to the second shrine, you can find the sixth statue to the right of the shrine, right next to an anemone.



While paddling across Mushroom Lake, find the seventh statue on the shore near a cliff by the main path leading to the bridge.

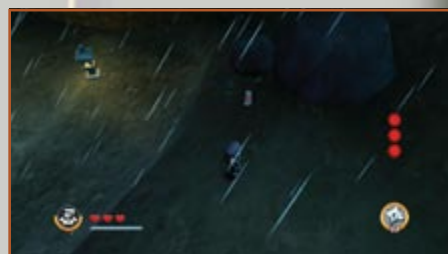


The last statue is on an outcropping overlooking the northwestern corner of the lake.

EARTH CASTLE

Number of Statues: 8

The first statue in this level is along the right side of the trail leading to the castle, out in the open.



The second statue is by a rock to the left side of the trail where the trail makes a sharp right turn.



After entering the castle, head to the right to find another statue in the corner of the castle walls.

This next statue is near the archer platforms behind the wall to the northeast of the courtyard area with the bridges.



Find the fifth statue in the first courtyard with the lamp strings right next to a building.

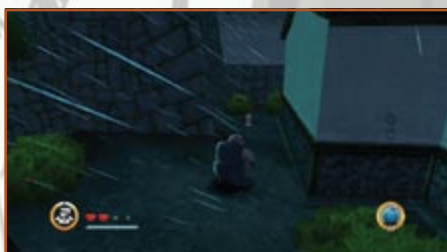


Check next to the low wall by the large gate in the courtyard where you free a bear and you can find the sixth statue.

The seventh statue is to the side of the stairs leading up to a large gate where a line of spear samurai are standing guard.



The last statue is behind some buildings in the southeastern corner of the courtyard where you face the big samurai.



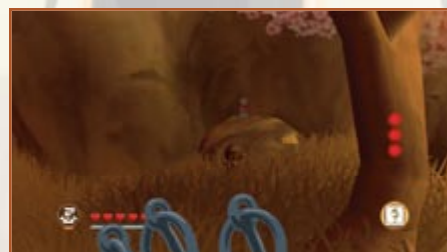
Find the third statue out on the large rock at the top of the waterfalls.



While ransacking the samurai camp, be sure to pick up another statue.



The next statue can be found near some fruit trees across the river from the samurai camp.



The last statue is a short distance to the right of the second shrine after passing through the first set of rapids on the river.

GREAT RIVER CANYON

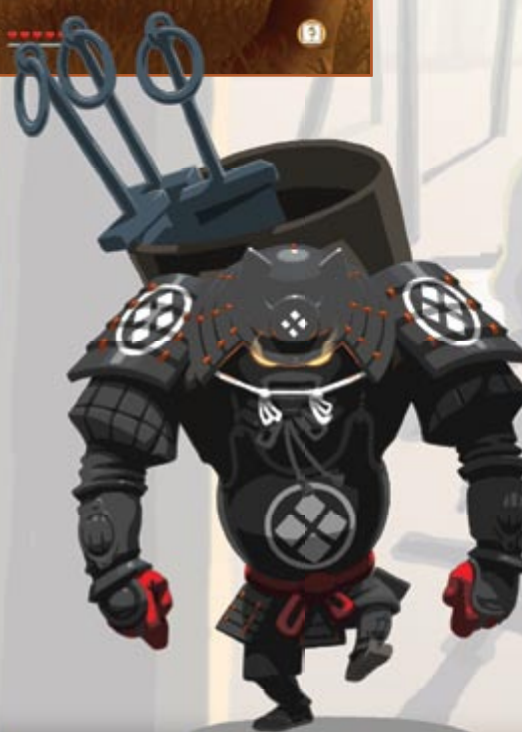
Number of Statues: 6



While walking down the path near the start of the level, pick up the first statue next to a bush on the path's left side.



The second statue is inside the cave leading up to the shrine on the northern side of the large waterfalls.





A DISTRESS SIGNAL

Number of Statues: 3

Look behind the building in the first area where you have to face off against several red archers to find a statue.

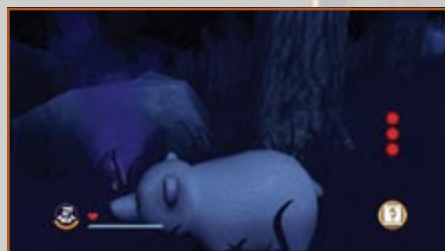


Drop into the grotto below where you find Shun and paddle over to a rock where the second statue awaits.

Get into the hat boat near the first bridge and paddle along the coast to the right. The last statue is on the shore.



Head south from the first altar on the path to the village and continue along a hidden path to find a statue down near the river.



Look behind a rock off to the right side of the trail leading from the village to the graveyard, before you get to the ruins.

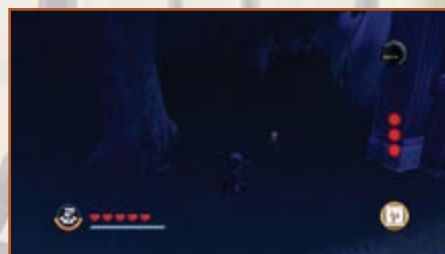
Find the last statue behind the pagoda where the anemone is.



NIGHT CASTLE

Number of Statues: 8

Look near the barred gate at the northern end of the castle approach and you will find the first statue.



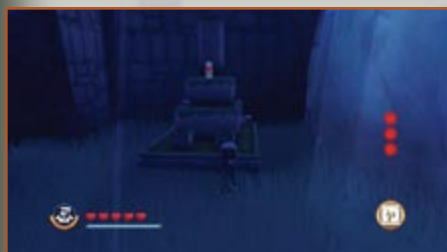
As you enter the forest right at the start, turn right and follow the rocky edge to find the first statue.



The second statue is in the northwestern part of the forest down the hill from the area where four animals are being held in cages.



After entering the hollow tree, follow the cave and find a statue before you get to the underground river.



Find the third statue in the abandoned yard where you emerge from the well.

Look inside one of the buildings in the right yard in the northeast corner of the castle complex. A statue is guarded by some samurai.



Find the next statue on a high ledge overlooking the middle yard. You have to wall jump up a gap in the cliff to get to it.



After passing through the first part of the lamp string yards, go through a crack in the southern wall in the area where a big samurai is patrolling to find the sixth statue.



Climb to the top of Tower D to find another statue.

The last statue is in a gap in the wall above Tower B. To get to it, walk across the lamp strings leading from the archer platforms west of Tower E.



GRASSY HILLS

Number of Statues: 8



Follow the hidden path to the right after crossing the bridge at the start and you will find the first statue before you get to the log crossing over the road.



The second statue is near some stone steps along the road leading to the river.

After leaving the tunnel with the Tengu, check out the abandoned house to the north before crossing the river and you find the third statue.



After crossing the river, the next statue is right on the side of the path.



The fifth statue is up on a ledge right next to the gate leading to the temple.



The sixth statue is along the path to the shrine north of the camp where you find Tora.



Once you get to the old mountain road, head left and pick up the statue on the ledge to the right side of the road.



The last statue is in the samurai fortress, near the archer tower on the left side when you first enter.



The last statue is in the westernmost flooded building near where the large fish leaves you after the chase. Paddle on in to pick it up.

WATER CASTLE

Number of Statues: 6



After crossing the moat and getting into the castle through the eroded wall, look behind the building in the southeast corner to find the first statue.



The second statue is in a hidden courtyard behind and east of the northernmost of the lower yards—right behind the building where three animals are in cages.

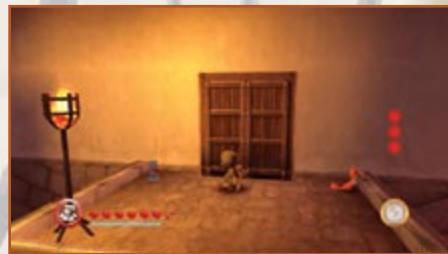
FLOODED VALLEY

Number of Statues: 3

The first statue is inside the northernmost building in the flooded White Swallow Village.



Look on top of the first wall to your right as you enter the flooded area at the northern end of the middle yards and you will find the third statue.



While walking toward the temple, look off to the right as you cross some small streams to find the second statue on a rock in a small pool of water.



The next statue is in the southwest corner of the shallow flooded area in the middle yards where you can still walk around in the water without having to use a boat.



As you paddle up the flooded stairway at the southern end of the middle yards, jump over the wall by the altar to find the fifth statue.



The last statue is on the way to the upper castle. After climbing up the flights of stairs, hop over the stream and pick it up.

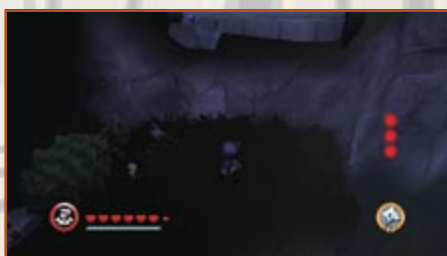
WINTER RANGE

Number of Statues: 8



The first statue is right next to the trail on the right side after it forks in the Evergreen Forest near the start.

On the way to the first shrine, look for a statue near a ledge after you find the anemone.



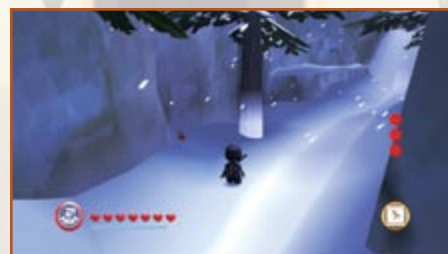
The next statue is near the caged animals in the Old Pine Forest where the samurai ambush you.

The fourth statue is on a ledge near the trail to the west of the large samurai camp.

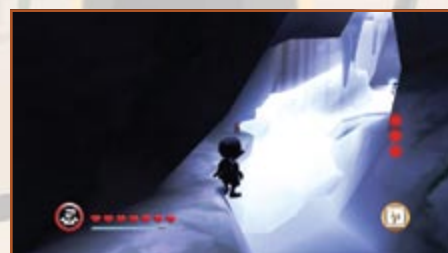


After crossing the bridge, head through the snow to the left to find another statue.

The sixth statue is up on a ledge to the side of the path after you defeat the evil monk and the assassin.



After passing through the large gate to leave the Foggy Mountain Pass, follow a snowy path to find a statue before you get to the altar by the entrance to the Forgotten Caves.



Find the last statue by taking the left passages while in the Forgotten Caves.



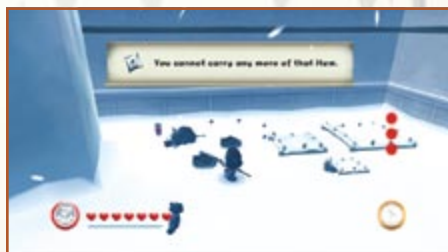
SNOW CASTLE

Number of Statues: 7

The first statue is where the path to the bridge makes a sharp left turn.



When you get to the bridge, keep heading south before crossing and you will find the second statue near some trees.



The next statue is in the southeastern corner of the lower yards near the spot where three animals are in cages.

To find the fourth statue, climb up into the alcove of the building in the southern part of the middle yard where several archers are.



The fifth statue is in the last room near the exit to the large building with the many rice paper walls.



After destroying the archer towers by the stairs leading to the upper yards, look around the building to the south to find the sixth statue.

The last statue is in the southeast corner of the large arena where you fight lots and lots of samurai.



SNOWY CANYON

Number of Statues: 2

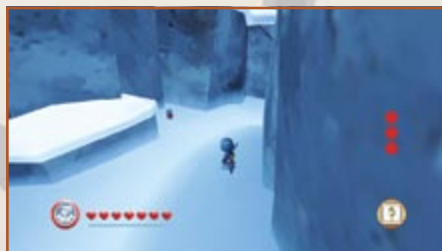
The first statue is near the barred gates to the west after you reach the valley floor.



Just follow the path from the barred gates toward the exit gate and you will come across the second statue along the way.

VOLCANO'S SHADOW

Number of Statues: 6



After leaving the abandoned camp, follow the northern path to the east and you will find the first statue along the way.

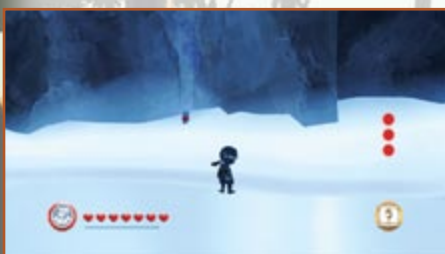


The second statue is hidden near some bushes by the first shrine.

After defeating the assassins in the area after Lookout Point, look for the next statue along the path leading to the east.



When in the temple area, follow a frozen stream to the west and then south and find one more statue.



The fifth statue is along the path through the Silent Wood, near the eastern side.



The last statue is underneath some stairs right inside the first wall blocking Grey Bear Ravine.



THE BIG JUMP

Number of Statues: 3



Follow the path right at the start and you find the first statue off to the left side.

The second statue is in the trees at the eastern edge of the outer castle courtyard.



Find the last statue in a corner off to the left as you approach the stairs leading up to the large gate.



FINAL APPROACH

Number of Statues: 5



The first statue is near the large volcano rock in the center of the outside area.

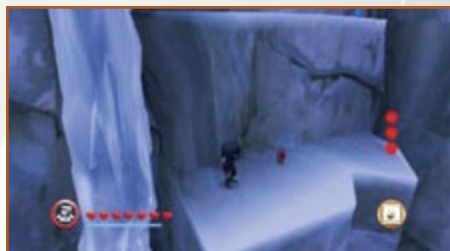


Find the second statue in a corner at the top of the second ramp leading from the lower yard to the middle yard.

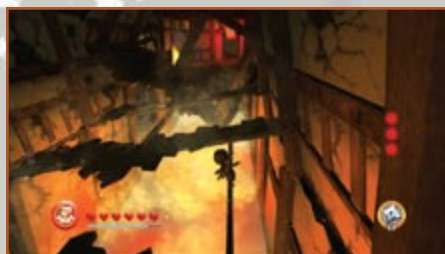


Look behind the tower at the entrance to the middle yard to find the third statue.

Search the rooms of the buildings in the middle yard to find another statue.



The last statue is on a rock outcropping above the middle yard. Wall jump up a gap in the rock and then jump across outcroppings to get to it.



As you are walking across narrow beams in the damaged hallway, look to the left to see the third statue.



The next statue is in the crawl space surrounding the Dojo. Climb up on a beam just outside the entrance to the Dojo to access this area.



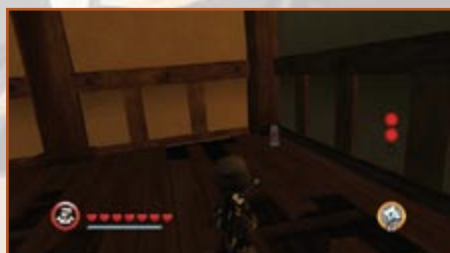
As you enter a long hallway with flames along the right side, look in the corner immediately to your right to find the fifth statue.

LIVING CASTLE

Number of Statues: 8



After fighting the spear samurai about halfway up the leg of the Living Castle, look around for the first statue.



The second statue is at the top of the leg section. Pick it up before continuing.

A sixth statue is in the far left corner of the fire chamber.



Another statue is along the right side of the fire chamber, near the middle.



The last statue on this level, and the 100th statue in the game, is in the hallways at the very top of the Living Castle.

APPENDIX: ACHIEVEMENTS

XBOX 360 ACHIEVEMENTS

Name	Description	Achievement Points
Off You Go	Completed basic training	20
Found Futo	Find Futo	10
Found Suzume	Free Suzume	10
Found Shun	Free Shun	10
Found Kunoichi	Free Kunoichi	10
Found Tora	Free Tora	10
Lost and Found	Rescue all of the missing five ninjas	20
Off the Richter Scale	Defeat Boss Lumbering Fool	30
Smell You Later	Defeat Boss Windy Pants	30
Tripped and Fell	Defeat Boss Timid Swimmer	30
Crash Landing	Defeat Boss Screeching Owl	30
Restore Balance	Defeat Ashida	40
Animal Friend	All caged animals rescued in the entire game	100
Tree Hugger	Shake 15 trees	10
Sage of Philosophy	Reach level cap	50
Avalanche	Kill an enemy while snowballing	10
Smooth Sailing	Flawless Great River Canyon rafting	10
Little Ninja	Complete game on easy or medium difficulty	50
Hard Little Ninja	Complete game on hard difficulty	100
Bow Before Me	Kill 50 enemies with the bow	20
Stop! Futo Time!	Use Futo in combat on all levels	20
Eat My Dust	Cover 1 km in full gallop	10
Pied Piper	Incite 50 enemies to dance	10
Poker	Kill 30 spearmen with the spear	10
Don't Blame It on the Sunshine	Bring sunshine to all denizens of the graveyard	10
No Conjuror of Cheap Tricks	Expend 1,500 Ki using Kuji magic	20
Now You See Me ...	Kill 100 enemies with stealth attack	40
Big Guy	Defeat a large one	10
Boardom	Kill 10 enemies as the boar	10
Bear With Me	Kill 10 enemies as the bear	10
Silent Assas... Ninja	Complete a level without being seen	50
Completist	Collect all Jizo statues	100
Tengu Friend	Complete all Wandering Tengu quests	40
Sightseeing	Visit all temples	30
Botanist	Collect one of each ingredient	30



APPENDIX: TROPHIES

PLAYSTATION 3 TROPHIES

Name	Description	Trophy Points
Off You Go	Completed basic training	15
Found Futo	Find Futo	15
Found Suzume	Free	15
Found Shun	Free Shun	15
Found Kunoichi	Free Kunoichi	15
Found Tora	Free Tora	15
Lost and Found	Rescue all of the missing five ninjas	30
Off the Richter Scale	Defeat Boss Lumbering Fool	15
Smell You Later	Defeat Boss Windy Pants	15
Tripped and Fell	Defeat Boss Timid Swimmer	30
Crash Landing	Defeat Boss Screeching Owl	30
Restore Balance	Defeat Ashida	30
Animal Friend	All caged animals rescued in the entire game	90
Tree Hugger	Shake 15 trees	15
Sage of Philosophy	Reach level cap	30
Avalanche	Kill an enemy while snowballing	15
Smooth Sailing	Flawless Great River Canyon rafting	15
Little Ninja	Complete game on easy or medium difficulty	90
Hard Little Ninja	Complete game on hard difficulty	90
Bow Before Me	Kill 50 enemies with the bow	15
Stop! Futo Time!	Use Futo in combat on all levels	30
Eat My Dust	Cover 1 km in full gallop	15
Pied Piper	Incite 50 enemies to dance	15
Poker	Kill 30 spearmen with the spear	15
Don't Blame It on the Sunshine	Bring sunshine to all denizens of the graveyard	15
No Conjuror of Cheap Tricks	Expend 1,500 Ki using Kuji magic	15
Now You See Me ...	Kill 100 enemies with stealth attack	30
Big Guy	Defeat a large one	15
Boardom	Kill 10 enemies as the boar	15
Bear With Me	Kill 10 enemies as the bear	15
Silent Assas... Ninja	Complete a level without being seen	30
Completest	Collect all Jizo statues	30
Tengu Friend	Complete all Wandering Tengu quests	30
Sightseeing	Visit all temples	15
Botanist	Collect one of each ingredient	30

