

8. Thanks / Credits
9. Closing Thoughts

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1. COPYRIGHT INFORMATION |

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Presently the only websites permitted to host this FAQ are:

- www.Gamefaqs.com
- www.Neoseeker.com
- www.Tenchu.de

If you are reading this FAQ on any other site than those listed above then please email me at Jahinspire@Hotmail.com and let me know. Thanks.

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2. UPDATES |

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February 7th 2003: Finished this FAQ and submitted the "Final Version". All previous update information has been deleted for easier reading.

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3. INTRODUCTION |

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Welcome to my TENCHU "WEAPONS/ITEMS FAQ". Here you will find everything that you need to know regarding the various Weapons and Items that you can acquire and use throughout this incredible game. You will also be able to unlock a few Secret Weapons and Items that can only be found by accessing a hidden menu. There is however no "Mission Guide" or "Walkthrough" contained within this document due to the fact that there are already plenty FAQs available to cover that aspect of the game. If you must contact me then feel free to email me at Jahinspire@hotmail.com. If you don't receive a response please don't take it personal, it may just take a while as I often work on multiple projects simultaneously.

PLEASE ONLY EMAIL ME WITH QUESTIONS NOT FOUND IN ANY OTHER FAQs ON THIS SITE- (Note: Garbage and Spam will be purged so make sure you type "TENCHU" in the subject line if you want to make it past Mr.

With that said, enjoy the FAQ!

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4. WEAPONS AND ITEMS OVERVIEW |

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Tenchu's gameplay relies heavily upon your proper usage and acquisition of several different Weapons and Items. You might need to use them for attacking, evading, camouflaging, replenishing as well as a host of other reasons. These Weapons and Items are unlocked and made available to you in a variety of ways as described below.

FOUND: Several Weapons and Items can be found throughout the various levels. ^^^^^ The locations depend on the Enemy Layout that is being played. (There are three different Enemy Layouts for each level (See Codes Page for more info on this)

GRANDMASTER: Every time you complete a level with a "GRANDMASTER" Rating a new ^^^^^^^^^^^ Item will be unlocked and subsequently displayed on the right wall rack in the "ITEMS SCREEN". In the Following section you will find a detailed breakdown of each of these Weapons and Items as well as their locations within your "ITEMS SCREEN".

CHEATING: By taking advantage of several button codes you can both unlock as ^^^^^^^^^ well as increase your Weapon/Item inventory. More detailed information on these cheat codes can be found in section 7.

DEBUG MODE: Tenchu has a secret menu hidden within the game that is only ^^^^^^^^^ accessible by using another button code and once opened it will allow you to tweak, modify and play with almost every facet of the game. One of the best features in this mode is the ability to unlock several new Secret Weapons and Items that otherwise would never be available for use. I will discuss this more in section 6 and the "Debug Code" can be found in section 7.

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5. WEAPONS AND ITEMS LISTING |

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In this section I will provide a detailed description of each Weapon and Item that you have access to as well as those that must be acquired by "Grandmastering" each level. Note that all of these Weapons and Items will be displayed within your "ITEMS SCREEN".

If you want to see a screenshot of this "ITEMS SCREEN" then you can copy and paste the following link into your browser. (Thank you to www.Tenchu.de)

>>> <http://www.tenchu3.de/english/tenchu1/items.html> <<<

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5.1 BASIC WEAPONS AND ITEMS |  
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Here is a comprehensive breakdown of each Weapon and Item that is immediately available for display within your "ITEMS SCREEN" when first starting the game. These Items can be easily distinguished due to the fact that they all sit on the two shelves located in the middle of the screen. NOTE: The "Grappling Hook" is not displayed because you always carry it with you as a default Item.

Below is a rough diagram of the Basic Weapon and Item locations on the two shelves. Note: The location numbers correlate to the listings below.

"ITEMS SCREEN"

```
__1__2__3__4__ (Top Shelf)  
__5__6__7__8__ (Bottom Shelf)
```

1. SHURIKEN: These are your typical Ninja Throwing Stars. They have four
+++++++ points and inflict 15 HP of damage to your enemies. SHURIKEN are useful weapons to strike enemy guards from long range in that you can hit them and quickly hide from view until the guard returns to <"?"> mode. If you employ this technique you can kill your enemy without ever being spotted. It is also a quickly released Item, which helps during boss battles, and other close encounters with enemies. SHURIKEN will also kill unaware dogs and wolves in one hit provided they are unaware of your presence.
2. HEALING POTION: These little jugs restore your health to 100% when you
+++++++ drink one. You can usually find at least one of these in every level depending on the layout and they are obviously useful. However, the animation associated with drinking this potion takes about 3 seconds so if you are in the midst of a battle it would be advisable to get to a safe spot before taking it. If you are hit while taking it you might drop it.
3. CALTROP: These are little spikes that you can throw behind you to slow
+++++++ pursuing guards and Bosses. Whoever steps on one will lose 3 HP and will hop around momentarily while grabbing their injured foot. If you accidentally step on one yourself the same thing will happen to you and while hopping around you will be vulnerable to additional attacks.
4. GRENADES: GRENADES are extremely useful and valuable weapons in that they

+++++++ inflict a hefty 30HP of damage and send the enemy flying backwards onto their back. This can be very useful time for you to use other Items like Healing Potions. GRENADES are scattered throughout the game and make the Boss Battles much easier than otherwise. You will notice that sometimes a GENADE does not explode (a dud). When this happens simply pick up the GRENADE again and re-use it as this should not happen twice in a row.

5. SMOKE BOMBS: These are used mainly as a way to buy yourself some time to
+++++++ either escape, strike or prepare another item. Once activated this Item will create a cloud of smoke that temporarily blinds and confuses your enemy. Keep in mind that certain enemies also carry SMOKE BOMBS and the same will happen to you if they use one on you. SMOKE BOMBS can be found in various levels as with the previous Items.

6. MINES: These are extremely powerful in that they inflict 35 HP of damage to
+++++ anyone who steps on one. These MINES cannot be thrown, they must be dropped but you can improvise greatly by dropping them off ledges etc. and into your victim's path. Be careful to not step on one yourself. Also, once placed you cannot pick it up again.

7. POISONED RICE BALLS: These POISONED RICE BALLS lure any unaware enemy
+++++ (including dogs and wolves) to them. Once consumed they inflict a temporary paralysis on the enemy but do not inflict any HP damage. This Item is especially useful when there are multiple guards in one area as you can lure one away and thereby divide and conquer them in total stealth. Often times you can attack your enemy while he or she is walking towards this POISONED RICE BALL and kill them before they ever consume it. This way one RICE BALL can last you a long time if used correctly.

8. COLORED RICE: This Item is used as a marker for you to remember where
+++++ you've already been or for whatever other reason you would want to mark a specific spot or area. It is the least useful of the Items but perhaps a novice first time player might find some short term value for it.

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5.2 ADVANCED WEAPONS AND ITEMS |
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The following Weapons and Items are unlocked one at a time by "Grandmastering" each level as indicated below. These Items will be displayed on the right wall rack within your "Items Screen". Note: Each character must unlock their Items individually although the Items are identical for both.

Here is a rough diagram of each Weapon and Item's location on the wall rack, which is found on the right side of your "ITEMS SCREEN".

__1__		__6__
		__7__
__2__		
		__8__
__3__		
		__9__
__4__		
		__10__
__5__		
		__11__

Note: Location numbers correlate to the listing below.

1. LIGHTFOOT SCROLL: This Item allows you to travel at great speeds for a short amount of time. It feels as though you are moving at a speed of about 50 MPH and you better use it far from cliffs and bottomless pits as it is difficult to turn or avoid obstacles.

Mission: Punish The Evil Merchant
(Grandmaster this mission to unlock that Item)

2. PROTECTION AMULET: While this Item is equipped your defense will be increased for a period of time. The amount of damage that you would normally receive during a Boss battle will also be reduced significantly. Make sure that you activate this Item while at a safe distance as a hit from an enemy or Boss will cause you to drop it.

Mission: Rescue The Captive Ninja

3. NINJA ARMOR: This is a very unique Item in that it is automatically equipped throughout the level provided you selected it while in the "Item Screen". With this armor on you will only lose half the normal HP per blow. It also gives your character a unique appearance.

Mission: Execute The Corrupt Minister

4. RESURRECTION LEAF: This Item will restore your life to 100% if you die at any point during the level. It need not be activated as simply having it on you is sufficient.

Mission: Destroy The Foreign Pirates

5. DOG BONE: The DOG BONE Item causes an attack dog to magically appear that will then attack the nearest enemy. Unfortunately it is not too accurate and takes quite a while to kill your average guard but it can be a fun event to watch from a safe distance.

(Note: Guards do not retaliate to its attacks)

Mission: Reclaim The Castle

6. SUPER SHURIKEN: This Weapon allows you to fire 8 SHURIKEN simultaneously.
+++++ The main drawback with this weapon is the inability to aim or strike from a distance. This Weapon is most effective when your opponent is right in front of you at point blank range.

Mission: Training Level

7. FIRE-EATER SCROLL: This Weapon allows you to breathe a plume of fire on
+++++ your victim. The breath of fire lasts approximately 3 seconds and will set the recipient on fire temporarily. It is a difficult Item to use in that the triggering animation takes about 2 seconds during which time you are vulnerable to attacks.

Mission: Deliver The Secret Message

8. SLEEPING POTION: This Item puts guards and innocents to sleep. Unless they
+++++ are roused they will continue to sleep ensuring that they won't spot you. A great feature associated with this Item is the ability to aim and fire it from a distance which allows you to remain out of sight. You can also use this Item on bosses but they wake up within seconds so the only advantage is using that time to take a health potion or something.

Mission: Cross The Checkpoint

9. SHADOW DECOY: This Item creates a balloon that resembles a Ninja and causes
+++++ enemies to attack it which keeps them distracted while you can move on by. There is not much use for this Item unfortunately as it causes enemies to be on the alert which means that you'll have to wait for the decoy to disappear before you can Stealth kill them.

Mission: Infiltrate The Manji Cult

10. CAMELION SPELL: This is one of the most useful and creative Items in the
+++++ game. Basically it allows you to look like one of the enemies or one of the innocent civilian people. While donning this garment no enemy will be alerted by your presence. (Bosses will not be fooled though) The effect will last for a good amount of time but will disappear when you Stealth Kill someone. Also depending on the level you are in the actual garment will look different.

Mission: Cure The Princess

11. DECOY WHISTLE: This Item allows you to mimic animal noises and is most
+++++ useful when guards are alerted but not in chase. It will make alerted guards believe that a wild animal is lurking in the shadows rather than a Ninja like yourself. This Item is infinite meaning you can't run out of ammo.

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6. SECRET WEAPONS AND ITEMS |
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The following Secret Weapons and Items are only made available to you by accessing the hidden "DEBUG MENU" within the game. (Section 7.4 provides the precise instructions for accessing this menu) Once you are in the DEBUG MENU select "CHARGE ITEM" which will bring you to another screen. You will quickly realize that most of the items are written in Japanese. Each regular Item is selectable from this menu but for the purpose of this FAQ I am only going to focus on the Secret Items and Weapons found only there. At the end of this section I have included a complete translation of these Japanese terms.

1. GUN: This Weapon is exactly what the name implies. The only thing is that
+++ the gun is not visibly held but rather the bullets are shot from your body. (Remember, this is not an intended weapon for you to use) The Gun is very effective in that it will stop any guard or Boss in his tracks and makes you an unstoppable force. However, you cannot kill in stealth with this weapon although the shots are not loud.
2. YUMI: This Item allows you to fire arrows. Again, like with the gun, the
++++ bow is not visible and the arrows shoot out from your body. It is a very cool weapon though as you can really fill guards with numerous arrows which can be fun.
3. KAEN: This Item sets you on fire. I have yet to find a useful purpose for
++++ this but that is what it does.
4. LIGHTNING BOLT: This weapon is the same as the one that Lord Mei-oh uses
+++++ when you face him at the end of the game. It allows you to fire off a stream of lightning from your body which will send all enemies flying back while taking much HP from them. This is one cool Weapon to toy around with.
5. THE WORLD: This is probably the coolest Secret Item of them all. This Item
+++++ allows you to teleport to whatever spot you aim for. It leaves a trace of blue lights behind and is just a super fun way to travel all over the place in a flash.

Note: All of these Secret Weapons and Items are displayed on your in-game screen by an "Explosion Icon".

For a full translation for all of the regular the Weapons and Items as well as other DEBUG questions please refer to RBASSETT's "DEBUG MODE FAQ" by copying and pasting the following link into your browser.

>>> http://db.gamefaqs.com/console/psx/file/tenchu_debug.txt <<<


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6.1 DEBUG ITEM TRANSLATIONS |
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- SHURIKEN = Ninja Throwing Stars.
- SMOKE = Smoke Bombs
- MAKABISI = Caltrops
- FIRE = Grenades
- JIRAI = Mines
- KUSURI = Health
- KAGINAWA =Grappling Hook
- GUN = Gun
- YUMI = Arrows
- KAEN = Instantly set yourself on fire
- DOKUDANGO = Poison Rice
- RIKIMARUKOCHAN = Shadow Decoy
- GOSIKIMAI = Colored Rice
- HAPPOU = Super Shuriken
- NINKEN = Dog Bone
- NEMURIGUSURI = Sleeping Potion
- KAENGEKI = Fire Scroll
- KAWARIMI = Resurrection Leaf
- GOSHINFUDA = Protection Amulet
- MANEBUE = Ninja Armor
- HENSIN = Chameleon Uniform
- SHINSOKU = Lightfoot Scroll
- LIGHTNING BOLT = Lord Mei-oh's weapon
- THE WORLD = Teleportation

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7. WEAPON AND ITEM CHEATS |
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Here is a listing of all cheat codes relating to this particular aspect of the game only. For a complete listing of all available Tenchu cheats you can simply copy and paste the following link into your browser.

>>> <http://www.tenchu3.de/english/tenchu1/cheats2.html> <<<

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7.1 UNLOCK ALL ITEMS |
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At the "ITEM'S SCREEN" Hold R1 and press: LEFT, LEFT, DOWN, DOWN, SQUARE, SQUARE, TRIANGLE, CIRCLE.

This will unlock every Item on the wall rack.

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7.2 INCREASE ITEM INVENTORY |
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At the "ITEM'S SCREEN" Hold L2 and press: LEFT, LEFT, DOWN, DOWN, SQUARE,
SQUARE, TRIANGLE, X.

This code will increase each Item by 1 each time entered.

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7.3 INCREASE CARRYING CAPACITY TO 99 |

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At the "ITEM'S SCREEN" hold L1 and press: LEFT, LEFT, DOWN, DOWN, SQUARE,
SQUARE, TRIANGLE, SQUARE.

This code will increase your overall Item carrying capacity to 99 which means
you can now play levels while armed to the teeth.

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7.4 ACCESS DEBUG MENU |

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NOTE: This is done during gameplay.

Pause the game and Hold L1 + R2 and press: UP, TRIANGLE, DOWN, X, LEFT,
SQUARE, RIGHT, CIRCLE.

Now Release L1 + R2 and then press: L1, R1, L2, R2. Wait a little and then
press Start. The screen should slightly
move/freeze.

When that happens press: L2 + R2

A blue screen will now pop up which will then show you the choices available
within the DEBUG MENU. Select "Charge Item" and then choose the Item that you
wish to use.

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8. THANKS AND CREDITS |

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Thank you to CJAYC for Gamefaqs.com

Thank you to NEOSEEKER for a great site to host my work.

Thank you to Sony for the Playstation console.

Thank you to Activision for one of the greatest game series ever made.

A very special THANK YOU goes out to Selenia and Chris Butterworth over at
www.Tenchu.De for their exceptional Tenchu related site and community. I
recommend any Tenchu fan to go take a look around. You will not be
disappointed!

Also I'd like to thank RBASSETT for writing a very well done "Debug Mode" FAQ.

^^^^^^

And last but not least, Thank you to (YOUR NAME HERE) for reading this FAQ.

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9. CLOSING THOUGHTS |

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Hopefully you enjoyed reading through this FAQ and it helped answer some of your questions regarding this aspect of the game. Tenchu is by far one of the best games that I have ever come across. If you enjoyed playing TENCHU then you should also check out the following games as well:

TENCHU 2: Birth of the Stealth Assassins (Platform: PSX)

Story wise TENCHU 2 is a prequel to this game and includes a whopping seven Stealth Kills per character. There are also three characters available to play with and many more missions and quite a few new Weapons and Items. I have also written a Weapons/Items FAQ for this game.

TENCHU 3: Wrath of Heaven (Platform: PS2)

TENCHU 3 takes place one year after this game and also has three characters available. There are many more Stealth Kills available for each character. I have also written a couple of FAQs for TENCHU 3 and you can find those on any of the permitted sites as listed towards the top of this document.

If you have any questions, comments or relevant contributions that you wish to submit then feel free to send me an email with "Tenchu" typed in the subject line. You can find my contact information at the top of this document.

-----THE-----
-----END-----
-----*Disappears back into the shadows again and is gone*-----

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