

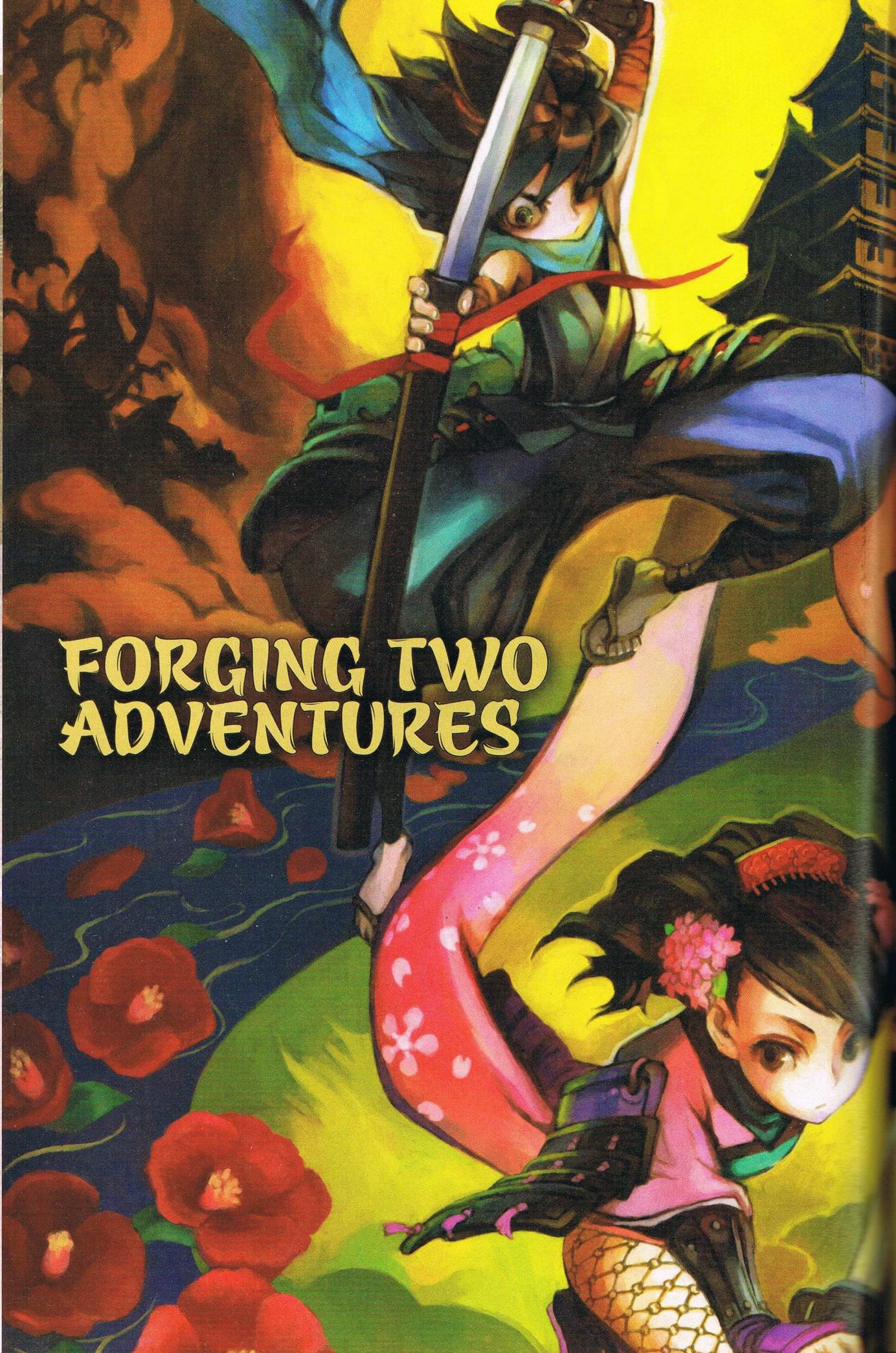


MURAMASA

THE DEMON BLADE

Overview	3
Controls	4
Sensei	5
Main Characters	14
Enemies	24
Kisuke	42
Momohime	76
Extras	114
ITEMS	115
DEMON BLADE FORGING TREE	126
ENEMY LAIRS & WHITE BARRIER CHALLENGES . . .	132
ALTERNATE ENDINGS & UNLOCKABLES	141

B
A
S
I
C
S



FORGING TWO
ADVENTURES

Muramasa:

The Demon Blade is an action RPG that tells the story of Kisuke—a ninja with amnesia—and Momohime, the young princess of Narukami possessed by an unpleasant swordsman's sole. Under false pretence, Momohime is forced to leave her castle and toil with her possessor, Jinkuro, as he works towards his selfish goal.

The story takes place in Japan at the time of Tokugawa Tsunayoshi in the late 1600's Genroku era. Tokugawa, the fifth shogun in the Tokugawa dynasty has a thirst for the supreme power of the Demon Blades. The Demon Blades are known to be cursed and cause madness, misfortune, and early deaths to their possessors.

You choose to play as Kisuke or Momohime. Their stories are entwined so eventually you'll play as both. It doesn't matter which you choose first. Both characters' adventures begin on opposite ends of the map, and work in opposite directions across the map. They explore the same towns but access different sections within each to reach their unique boss battles. There are a total of three endings for both characters.

White Barriers keep these areas secure from the other character, and can be shattered once a couple of particular blades are unlocked. When the white barriers are removed, each character can explore the other character's world and battle the bosses that were unique to the other's story. Doing so also allows you to obtain more items and forge more Demon Blades.

Completing the challenges within enemy lairs is another way of obtaining more items. The toughest of these challenges, *Total Pandemonium* is a white barrier enemy lair in Izu that challenges you to hoards of every enemy in the game through a series of stages.

To bring the entire story to fruition, you must continue your adventure on one save file. You can quit the game anytime (preferably after saving), return to the main menu, select the working save file, and select the other character to continue his/her adventure.

The melding of the two separate adventures hinges at the Demon Blade Forging menu. Here, the combination of swords obtained from both adventures allows you to forge new super Demon Blades that are direct descendants of both Kisuke's and Momohime's blade collection. For more information on this subject, see the *Demon Blade Forging Tree* and accompanying Demon Blades stats list in the Extras section of this guide.

Your victory in battles and progressing through the story is reliant on your knowledge of blade forging, blade selection, equipping helpful accessories, and recovery items and supplies. Knowing where to get the really helpful items and when to apply them is key to your success. Furthermore, knowing the enemy's weakness is essential. This guide will help you with all these things and much more. Enjoy.

CONTROLS

You can use three types of controllers to play the game:
Wii Remote & Nunchuk, a Nintendo Classic Controller,
or the GameCube Controller. Each controller has
different button assignments.

WII REMOTE & NUNCHUK

COMMAND	BUTTON
MOVE CURSOR	CONTROL STICK
CONFIRM	A BUTTON
CANCEL	B BUTTON
MOVE CHARACTER	CONTROL STICK LEFT OR RIGHT
JUMP/DOUBLE JUMP (DOUBLE TAP)	CONTROL STICK UP
CRUCH	CONTROL STICK DOWN (HOLD)
GO DOWN	CONTROL STICK DOWN
BLADE ATTACK	A BUTTON
SECRET ART	B BUTTON
SWITCH BLADE	C BUTTON
DISPLAY MAP	Z BUTTON
USE ITEM	+ CONTROL PAD DOWN
SWITCH SELECTED ITEM	+ CONTROL PAD LEFT OR RIGHT
MAIN MENU	+ BUTTON

CLASSIC CONTROLLER

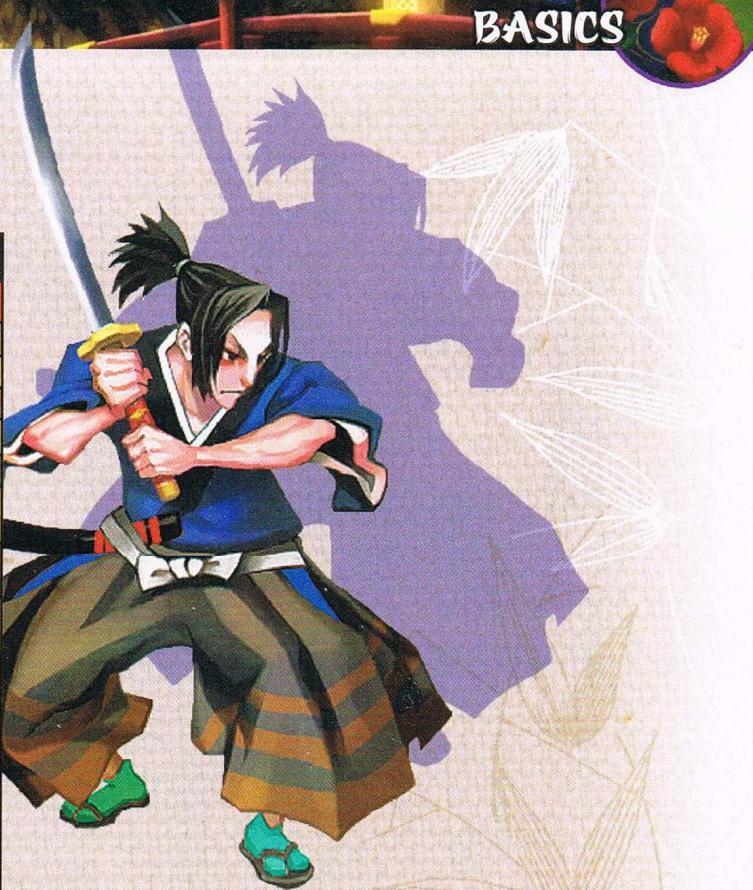
COMMAND	BUTTON
MOVE CURSOR	L STICK/+CONTROL PAD
CONFIRM	A BUTTON
CANCEL	B BUTTON
MOVE CHARACTER	L STICK/+CONTROL PAD LEFT OR RIGHT
JUMP/DOUBLE JUMP (DOUBLE TAP)	L STICK/+CONTROL PAD UP
CRUCH	L STICK/+CONTROL PAD DOWN (HOLD)
GO DOWN	L STICK/+CONTROL PAD DOWN
BLADE ATTACK	B BUTTON
SECRET ART	Y BUTTON
SWITCH BLADE	L BUTTON
DISPLAY MAP	SELECT / - BUTTON
USE ITEM	X BUTTON
SWITCH SELECTED ITEM	R BUTTON
MAIN MENU	START / + BUTTON

GAMECUBE CONTROLLER

COMMAND	BUTTON
MOVE CURSOR	CONTROL STICK / + CONTROL PAD
CONFIRM	A BUTTON
CANCEL	B BUTTON
MOVE CHARACTER	CONTROL STICK / + CONTROL PAD LEFT OR RIGHT
JUMP/DOUBLE JUMP (DOUBLE TAP)	CONTROL STICK / + CONTROL PAD UP
CRUCH	CONTROL STICK / + CONTROL PAD DOWN(HOLD)
GO DOWN	CONTROL STICK / + CONTROL PAD DOWN
BLADE ATTACK	A BUTTON
SECRET ART	Y BUTTON
SWITCH BLADE	L BUTTON
DISPLAY MAP	Z BUTTON
USE ITEM	X BUTTON
SWITCH SELECTED ITEM	R BUTTON
MAIN MENU	START / PAUSE

Moves

ATTACK COMMANDS	
ATTACK NAME	CONTROLS
ATTACK	A BUTTON
ATTACK COMBO	A, A, A
UPWARD ATTACK	A + CONTROL STICK UP
LOW SLASH	A + CONTROL STICK DOWN
JUMP ATTACK	CONTROL STICK UP + A
PARRY	HOLD A (NO LIFE FLAME LOSS, BUT SOME SOUL POWER LOST)
REPEL & RETURN	A BUTTON TIMED WITH THROWN OBJECT
RUNNING SLASH	CONTROL STICK LEFT OR RIGHT WHILE HOLDING A BUTTON
DRAWN BACK SLASH	HOLD A BUTTON AND CONTROL STICK DOWN SIMUTANIOUSLY. RELEASE A BUTTON ONLY (BREAKS OPPONENT'S SWORD AND INCREASES YOUR ATTACK COMBOS)
QUICK DRAW	WITH BLADE ICON GLOWING, PRESS C BUTTON. ISSUES DAMAGE TO ALL ENEMIES ON THE SCREEN.
SECRET ART	Y BUTTON



SENSEI

Difficulty: Muso, Shura & Shigurui

In the beginning there were two difficulty settings: Muso and Shura. Muso is normal difficulty and allows you to cut through enemies easily as you progress steadily even if you're not skilled at action games. Shura is hard mode and to advance, you must evade, defend, and use Secret Arts masterfully. You are pitted against larger number and more



occurrences of enemies that are usually found later when playing Muso mode. You'll find you take more damage during battles if you are not fighting strategically.

Battle Results

The amount of XP obtained during battle can vary depending on your play style, including how enemies are defeated and the amount of damage taken.

After beating the game in Shura mode, a third difficulty setting is unlocked, Shigurui. In this mode you are only given one Life Flame point throughout the entire game! It will not increase with leveling up. So basically, you must travel through the entire game unscathed and use items, cooking and Secret Arts masterfully.

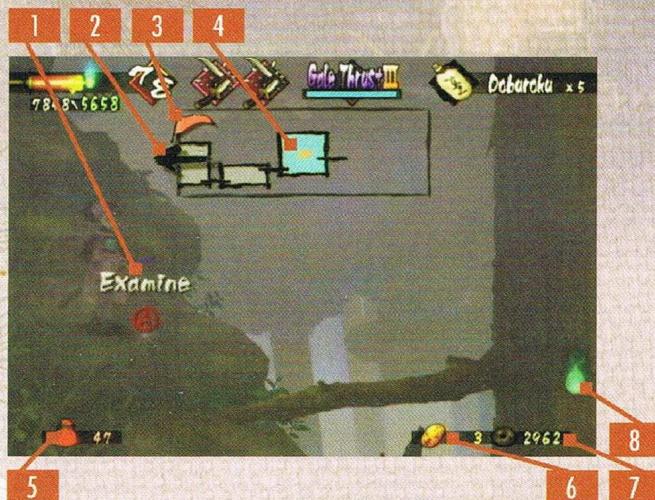
Choosing Stories

The stories of both Kisuke and Momohime are intertwined and completing the game requires you to play both stories. The outcome of the game does not change depending on your first story choice; you can even change stories and difficulties at any point in your progression through the game.

The story of Momohime is *Pandemonium of the Demon Blade* and the story of Kisuke is *Ninja Scroll of the Demon Blade*. After completing the game, switching between stories is necessary to forge special Demon Blades that are blade descendants from both characters' collection.



Gameplay Screen



1 Treasure

Treasures appear in the environment as a small glimmering sparkle. "Examine" appears when you are close enough to obtain it. These treasures also appear on the toggle-able HUD map (see #4).

2 Directional Arrow

When the map is displayed, a directional arrow points you in the direction of the current objective location.

3 Objective Flag

When the map is toggled on, an orange objective flag appears on the territory where the current objective is located. If the objective is not located in the territory you are in, then the flag appears at the exit closest to the objective.

Leveling Up

You can increase your level by acquiring XP through defeating enemies or eating food. Each time you level up, other skills, such as Attack Power, also increase.

4 HUD Map

Toggle the map from off, to a small upper screen map, to a full screen map that can be used even while moving through the world. The area filled in blue is where you are and a small green dot represents the location your character. Icons depicting shops, treasures, checkpoints, boss portals, hot springs, and so on appear in on the map. Unclaimed treasures appear as an orange treasure icon. If the treasure is obtained, this icon turns gray. You can move the map within its boundary by using the "+" control pad.

5 Unchecked Items Gauge

This numeric gauge rises when you collect items. When you check the new items via the *Items* option in the pause menu, or through the *Items Shortcut* or *Equipment* options, the Unchecked Items gauge number decreases. Check out all the new items to reset the gauge to zero.

6 Ryo (currency counter)

Currency in the form of Mon is collected from victorious battles. The better the results the more money you earn. Mon coins are 1/10,000th of a Ryo.

7 Mon (currency counter)

Mon coins are 1/10,000th of a Ryo. Once you reach over 10,000 Mon, the Mon meter clears and a "1" appears in the Ryo counter.

8 Soul

Small souls are scattered about throughout many territories. Collect these to quickly raise your Demon Blades' Soul Power gauges. Souls are also collected from defeated enemies. A Demon Blade's Soul Power gauge automatically refills, but collecting souls accelerates this process. If a Demon Blades Soul Power gauge is too low you will not be able to use its Secret Arts attack.

Battle Screen



1 Life Flame

This is your health gauge. It appears graphically as a burning candle and numerically illustrating "max life points / currently remaining life points." Gain health through recovery items, saving, hot spring baths, and leveling up. There are also a couple accessories that automatically increase a small percentage of life repeatedly after a small period of time.

Abnormal Status

Some enemy attacks can cause your status to become abnormal. Items can be used to recover from this, and some blades and Accessories possess special effects to prevent it. Abnormal Status is either Burning or Poisoning.

2 Level

The number indicates your current level and the gradient outline is a gauge that indicates current experience. When the gauge fills the next level is reached. This only rises during battles. If you avoid battles you delay level growth.

3 Demon Blade Status

You can only equip three blades at a time. The order they appear at the top of the screen is the preselected arrangement through the *Equipment* option in the pause menu. The outline gauge displays the current soul levels. When the soul level is full the weapon is repaired if broken. The sole gauge also slowly rises without collecting soles. When the three blades flash white a Quick Draw is readied. A Quick Draw is always ready after a blade breaks in battle. The sound of a sword leaving its sheath is heard with a flash of light when a Quick Draw is ready.

4 Broken Demon Blade

A broken sword icon inside the Demon Blade status icon indicates a broken Demon Blade. The blade slowly repairs itself when not selected (in its sheath). Collecting souls accelerates its repair. A clicking sound is heard when the blade is fixed.

5 Selected Demon Blade

The selected Demon Blade is indicated by its Secret Art name. Secret Art is a Demon Blade's unique special attack. The gauge below the name indicates the amount of soul power remaining. There is not enough soul power to perform a Secret Art attack when this gauge is low and darkened. All Secret Art attacks leave just a little soul power remaining to give you a cushion in battle; the blade breaks when the gauge is completely drained.

6 Item Selection

Displays the currently selected item assigned in the *Item Shortcut* option in the pause menu. This also displays the remaining number of selected items. Scroll through items by pressing left and right on the + pad, and use the item by pressing down on the + pad.

7 Fullness Indicator

After using a recovery item, a fullness indicator appears below the Item Selection icon and above your character's head. While this indicator is displayed you cannot eat or take another recovery item. There are accessories that speed your recovery gauged.

8 Status Effect Indicator

Certain items and all foods eaten through the *Cook* option in the pause menu give you a temporary, positive status effect. Eating certain foods just before a big battle or using certain items during battle can give you a big strategic advantage over the enemy. For example, Save Soul gives your Demon Blade temporary unlimited Secret Art attacks by freezing the selected soul gauge indicator! Just imagine the destructive possibilities. Invincibility can also be achieved by making Shabu-shabu from The Grand Hot Pot Vol. 2 cookbook.

Fill Up On Experience. Yummy!

There are many different restaurants along the road, such as roadside teahouses and Soba shops. In addition to recovering your Life Flame, food also gives you XP. Each dish has its own amount of XP, so go ahead and order something from the menu!

9 Boss Stage Indicator

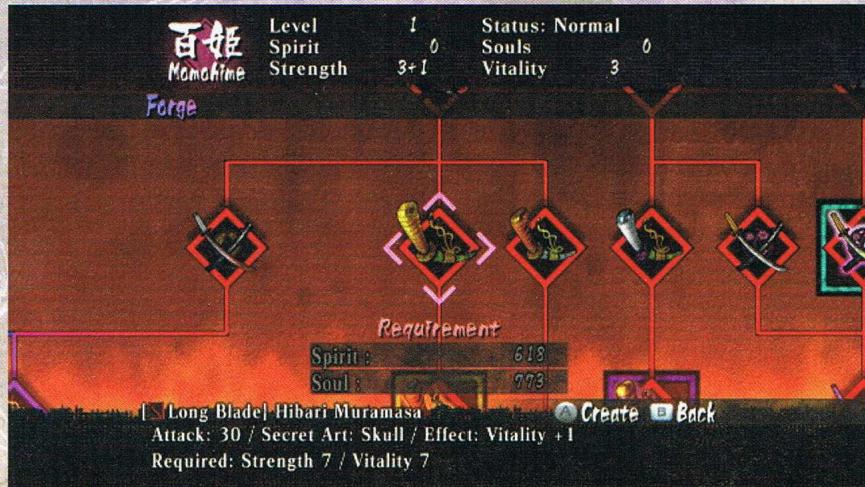
During a boss battle, the orange indicator decreases in stages as you beat down and empty the boss's yellow health gauge.

10 Boss Health Gauge

The yellow health gauge drains as you harm the boss. When you empty this gauge a notch is taken off the Boss Stage indicator and the Boss Health Gauge refills as the next stage is reached. The boss is defeated when both the Boss Stage indicator and the Boss Health Gauge is emptied.

FORGING BLADES

To forge blades, Kisuke and Momohime must craft them in order by following the blade family tree (see Extras for more detailed info). You need to have the required number of Spirits and Souls in order for Muramasa to comply to make you the sword. As more blades are acquired, even more powerful Demon Blades can be forged.



In addition to various Secret Arts, blades may hide other special effects. From the 108 blades found throughout the game, you can choose the one that best fits the situation for defeating certain types of enemies.

SOULS

Souls are small green orbs that are found hovering in the environment. They come in a variety of sizes. Souls can also be obtained by defeating enemies and knocking bosses down a stage of health.

SPIRIT

Unlike Souls, Spirit is unseen, but that does not make it any less significant. You must have Spirit to forge new blades. Spirits are the life power given by food and can be attained by using items or eating at restaurants (Sobo Shops, Teahouses, or Sushi Shops).

SECRET ARTS

Secret Arts are special moves hidden within each Demon Blade. The Secret Art found within each blade is different, providing new and exciting ways to fight each time a blade is obtained.

There are many different types of Secret Arts but many blades share different levels of the same Secret Art. So if you grow attached to a Secret Art, you can find a more powerful version in a more powerful blade further into your adventure.

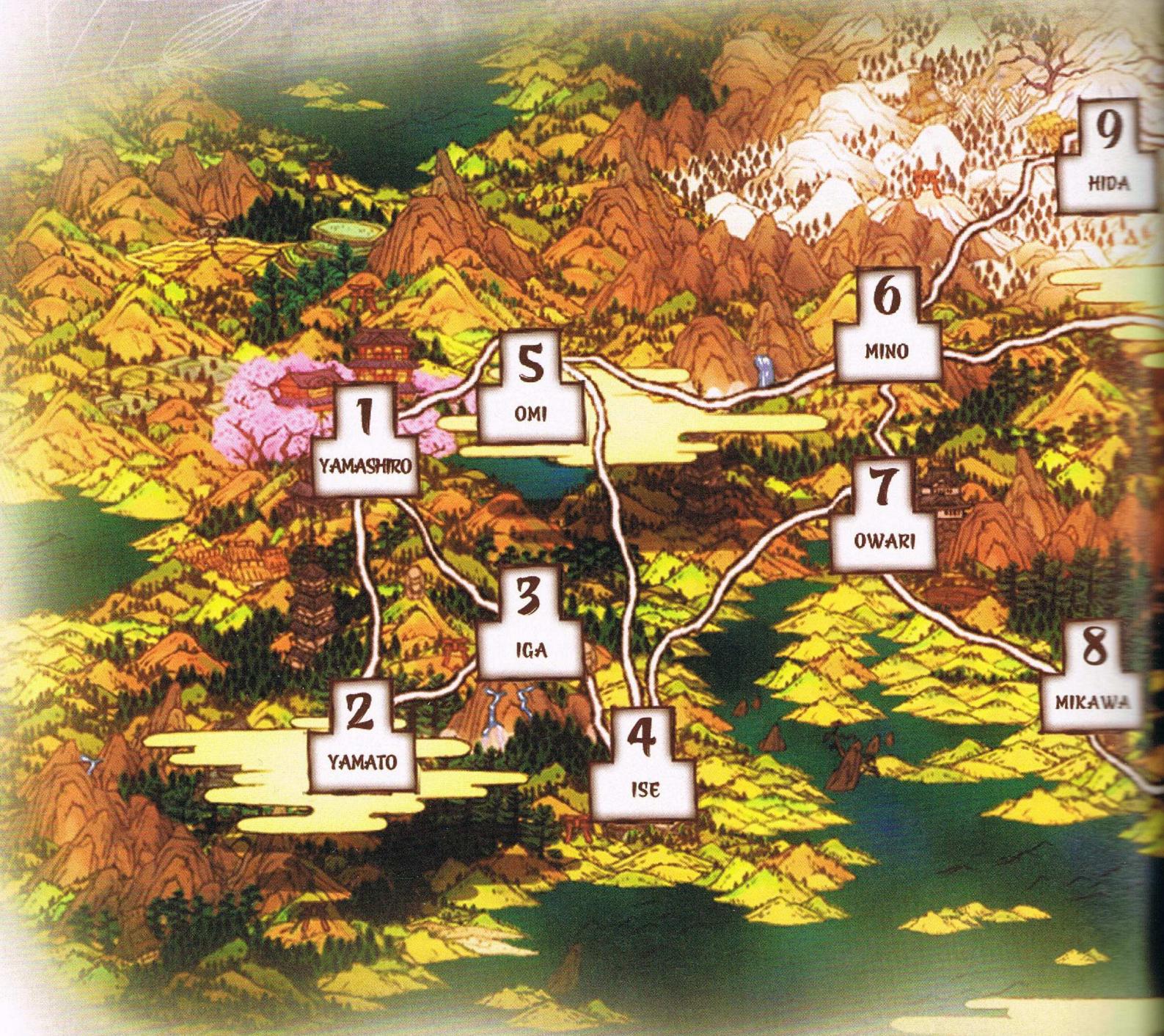


Combine Blades With Other Secret Arts

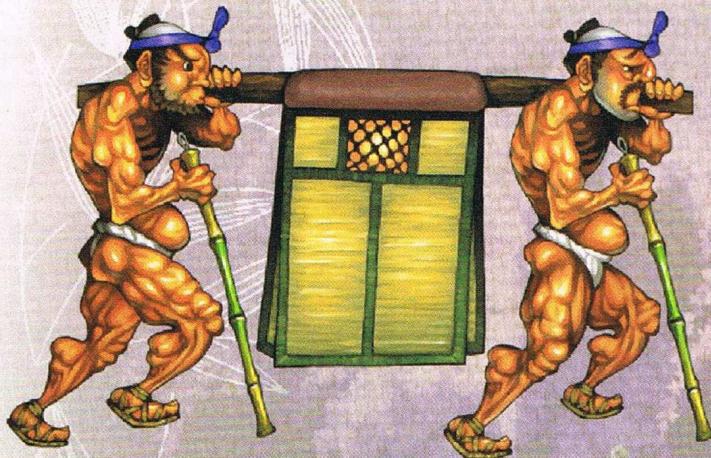
Activate a Secret Art, then quickly switch blades. This combines the Secret Art from one blade with the ability to attack and add yet another Secret Art attack of another. Combine Secret Arts with other moves, and use enemy attacks to create your own original attack strategies.

SECRET ART NAME	DESCRIPTION
KAMAITACHI V	USE THE OBORO STYLE'S MYSTERIOUS TECHNIQUES TO CREATE BODY-DOUBLES OF YOURSELF, AND SIMULTANEOUSLY SLICE UP YOUR ENEMIES.
INVERTED PILLAR	USE ONE QUICK SLICE OF DEMON POWER TO CREATE A SHOCKWAVE TO SEND YOUR ENEMIES AIRBORNE.
EARTH HORNET III	RELEASE A FLURRY OF ATTACKS THAT ARE FASTER THAN THE EYE CAN FOLLOW.
WANING MOON	CREATE A WHIRLPOOL OF DEMON POWER AT THE TIP OF YOUR BLADE AND GIVE IT A GOOD SLICE TO HURL THAT POWER DIRECTLY TOWARD YOUR ENEMY.
SUN ORB	RELEASE THE DEMON POWER FOUND WITHIN YOUR BLADE TO DEAL AREA-WIDE DAMAGE.
MOONLIGHT	USE THIS OBORO STYLE SECRET ART TO WRAP YOUR BLADE IN DEMON POWER AND QUICKLY SLICE SKYWARD.
DRAGONFLY	USE THIS SECRET ART TO QUICKLY SPIN WHILE WIELDING YOUR BLADE TO SLICE UP ENEMIES.
CRESCENT	IN THIS SECRET ART, HIDDEN DEMON POWER BECOMES THE EDGE OF YOUR BLADE. USE THIS MOVE TO TAKE DOWN YOUR ENEMIES FROM A DISTANCE.
CYCLONE	USE THIS SECRET ART TO SPIN QUICKLY IN THE AIR AND SLICE UP YOUR ENEMIES. BY PULLING IN A FEW ENEMIES WHILE SPINNING, YOU CAN SLICE THEM UP ALL AT ONCE.
NIGHTGLOW	IN THIS OBORO STYLE SECRET ART, A SMALL EXPLOSION IS CREATED AS YOU SLICE UPWARDS. YOU CAN USE THIS MOVE ON MULTIPLE ENEMIES AT ONCE, ALLOWING YOU TO RELEASE ITS FULL POTENTIAL WHEN YOU ARE SURROUNDED.
UNIVERSE	SWING YOUR BLADE WRAPPED IN DEMON POWER, AND RELEASE A GIANT FLASH. IN THIS SECRET ART, YOU QUICKLY MOVE ACROSS THE SCREEN WHILE ATTACKING.
PHANTOM	CREATE A GHOST OF YOURSELF THAT HELPS YOU RELEASE AN AREA-WIDE ATTACK AND SLICE YOUR ENEMY UPWARD. THE ACTION TRANSFORMS ON THE GROUND AND IN THE AIR.
HELL SPINNER	IN THIS SECRET ART, YOU SWING YOUR BLADE AROUND, SENDING NEARBY ENEMIES FLYING. USE THIS WHEN ENEMIES ARE BUNCHED UP TO RELEASE ITS FULL POTENTIAL.
MOON RING	USE THIS SECRET ART TO RELEASE A SPINNING ATTACK ACCOMPANIED BY A VACUUM WAVE. THE NAME OF THIS SECRET ART COMES FROM THE MOON-LIKE RINGS RELEASED BOTH LEFT AND RIGHT WHEN USED.
FLASH	RELEASE A DOUBLE OF YOURSELF, ENVELOPED IN LIGHTNING, AND HURL IT TOWARD YOUR ENEMY. IT CAN REACH ENEMIES AT A DISTANCE, ALLOWING YOU TO ATTACK SAFELY.
COMET	THIS SECRET ART RELEASES A COMET-LIKE SHOWER OF WEAPONS THAT RAINS DOWN FROM THE HEAVENS. THIS MOVE CAN DEAL DAMAGE TO MULTIPLE ENEMIES THAT ARE GROUPED UP.
GALE	WITH THIS SECRET ART, YOU ENTER A SPINNING ATTACK IN THE AIR AND ARE ABLE TO MOVE LEFT AND RIGHT. MOVE ALL THE WAY FROM ONE SIDE TO THE OTHER TO REALIZE ITS FULL EFFECT.
EARTH RUNNER	THIS SECRET ART SENDS A SHOCKWAVE ACROSS THE GROUND. IT EXPLODES UPON IMPACT WITH AN ENEMY AND HITS NEARBY FOES.

WORLD MAP







Palanquin Bearers

The two Palanquin Bearers who run around the provinces take pride in their strong arms. By paying a small fee (50Mon), they will take you to other provinces in Japan. They are not always as eager to leave as you, so use your map to discover where they are and when they are ready to work. The drawback to using their service is that you miss out on the opportunity to battle and level up, and collect some interesting Treasures.

Fishermen

Similar to the Palanquin Bearers, Fishermen are often seen but not always eager to take you out on their boat. When you do get them to work, you will either fish, battle a sea monster, or maybe even get a glimpse of a mermaid. Our world map also illustrates where and when the boats will take you out to sea.

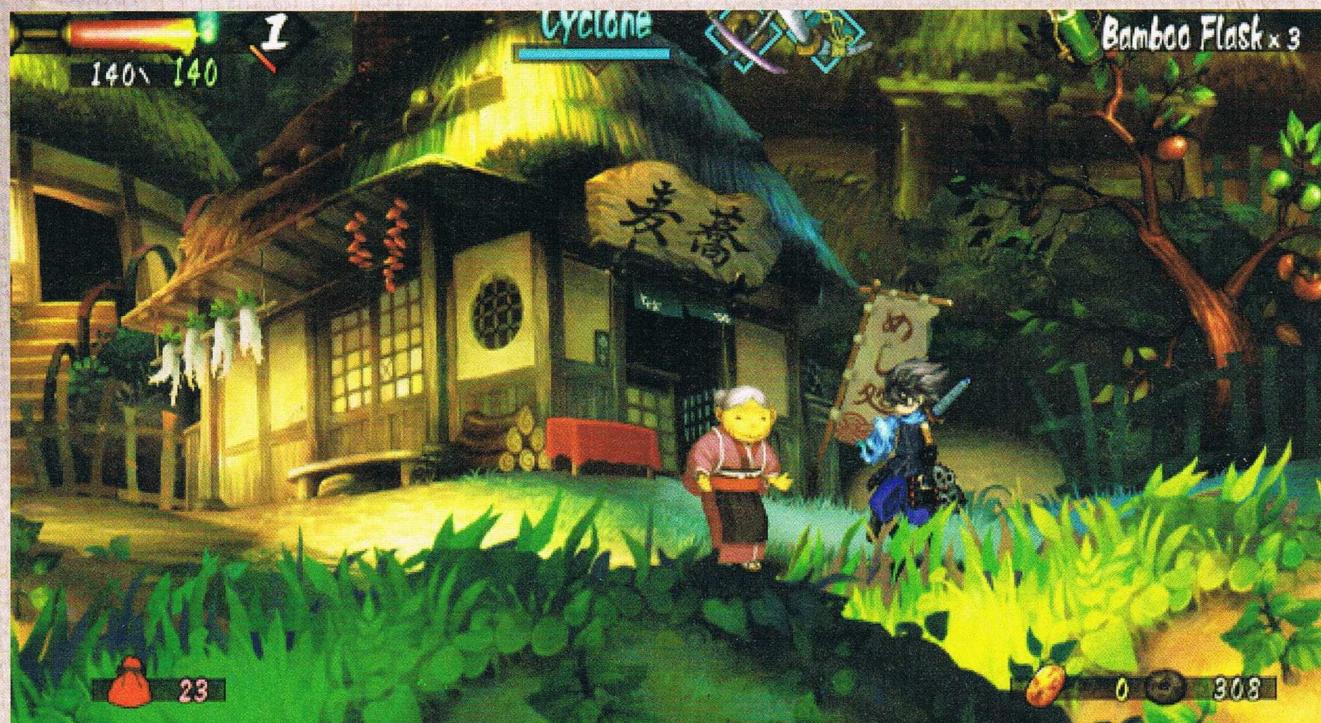


Peddlers

Peddlers are found in many provinces. They always are eager to sell you useful items. You can purchase ingredients, Life Flame healing items, Demon Blade repair items (stones) as well as maps, accessories, and cookbooks. Many of the items on the bottom of the Peddler's list cannot be found or purchased anywhere else but from that peddler. Our items lists in the Extras section reveal exactly where all these items are obtained.

Restaurants

Restaurants offer many unique dishes that you cannot make no matter how many cookbooks you own. Eating at these restaurants earn you XP, Spirit, Life Flame points, and temporary status enhancements that could be priceless during a difficult battle. For more information on the effects of these meals, see *Restaurant Meals (Onsite Recovery)* in our Extras section. Below is a list of the restaurant menus:



SAGAMI	
STEAMED WHITE RICE	8 MON
KITSUNE UDON	16 MON
HERRING SOBA	24 MON
TEMPURA UDEN	32 MON

MUSASHI	
SUSHI (TUNA)	20
SUSHI (FLOUNDER)	40
SUSHI (SEA URCHIN)	60
SILLAGO TEMPURA	80
WHOLE SEA BREAM	100

SURUGA	
THREE DUMPLINGS	10
KUSAMOCHI	20
MITSUMAME	30

MINO	
STEAMED WHITE RICE	8
ZARU SOBA	16
TSUKIMI UDEN	24
TEMPURA SOBA	32

MIKAWA	
THREE DUMPLINGS	10
KUSAMOCHI	20
MIZU-YOKAN	30

SHINANO	
THREE DUMPLINGS	10
KUSAMOCHI	20
SWEET RED BEAN SOUP	30

YAMATO	
MIZU-MANJYO	10
DAIFUKUMOCHI	20
WARABIMOCHI	30

YAMASHIRO	
SUSHI (TUNA)	20
SUSHI (MACKEREL)	40
SUSHI (YELLOWTAIL)	60
HITSUMAMUSHI	80
LOBSTER TEMPURA	100

ISE	
MIZU-MANJYO	10
DAIFUKUMOCHI	20
KINTSUBA	30



MAIN CHARACTERS



MOMOHIME

The Princess of Narukami. She has been possessed by a demon. She is as beautiful as a peach blossom and handles a blade with fluid grace. Nobody has seen her since she stormed from the castle.



KISUKE

A renegade ninja with no memory of his past. Strong and agile, his skill with a blade is breathtaking. He is driven by his indefinable desire to find the ultimate blade.





IZUNA JINKURO

He is an expert wielder of Demon Blades. He accidentally possessed Momohime as he was taking over Yukinojyo's body using the Secret Art of "Soul Transfer."



YAGYU YUKINOJYN

A Yagyu Shinkageryu sword master. Born the third son of the Yagyu family; he is responsible for teaching the Shogun family swordsmanship. Secretly, he masterminds evil plans using covert agents and ninja.



TORAHIME

Momohime's older sister. She is usually very feminine and reserved, but once she dons her helmet, she turns into a brave and dangerous warrior. Kisuke loves Torahime from the first moment he sees her.



KONGIKU

A Fushimi vixen devoted to Jinkuro. She is ardently in love with Jinkuro and continues to love him even after he takes over Momohime's body.





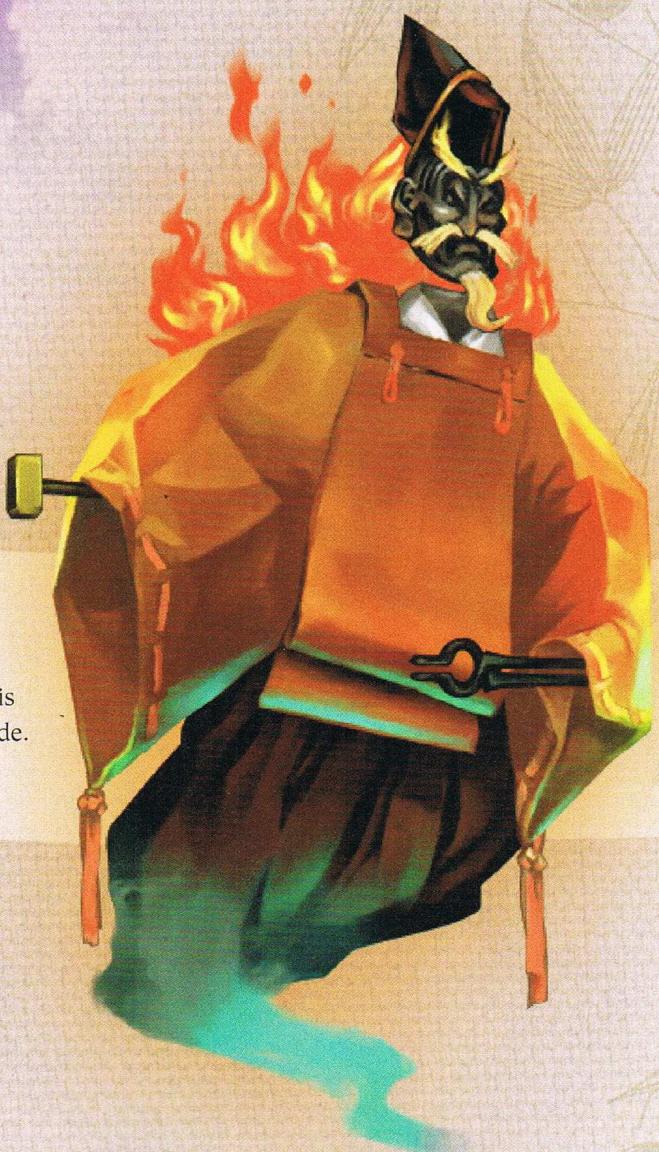
YUZURUHA

A Fushimi vixen who helps sword
Muramasa. Serving Inarimyojin, she
consigns the Demon Blade to Kisame
and travels with him.



SENJIMURAMASA

A legendary swordsmith in Kuwana, Ise who put his heart into creating the finest sword he has ever made.



ENEMIES





The following section contains stats and strategies for each of the monsters encountered in the game. It also provides effective battle techniques that can be used to boost your experience. The following is information on the details included in this enemy list:

Base HP

This is the enemy's base HP value. This number varies in accordance with your character's level.

Base XP

This is the number of experience points awarded for killing the enemy.

Base Mon

Base quantity of Mon the enemy drops when killed. This changes depending on your level.

Base Souls

Base quantity of souls the enemy emits when killed. This changes depending on your level.

Drops

Possible items that the enemy drops when killed. This changes depending on your level.

Battle Strategy

Explanations of the enemy's attack pattern and effective strategies to use in battle.

PHEASANT

BASE HP	100
BASE XP	6
BASE MON	12
BASE SOULS	11
DROPS	PHEASANT

Pheasants only appear one at a time, emerging from the edge of the screen. They fly back and forth overhead for a certain amount of time before escaping. Pheasants can be taken out with a single blow using Quick Draw. If this is not possible, a charge attack should be used. Try to land your attack when the Pheasant is directly overhead; it's also possible to land consecutive blows and knock it out in one pass.

BOAR

BASE HP	300
BASE XP	6
BASE MON	12
BASE SOULS	11
DROPS	BOAR



Like Pheasants, Boars only appear one at a time, walking in slowly from the edge of the screen. Also like Pheasants, Boars flee after a certain amount of time. Because Boars move on land, you can kill them simply by approaching them and slicing them with consecutive attacks. Boars always drop Boar meat, a very useful ingredient. In most cases Boars can be knocked out before they begin charging. If a Boar succeeds in charging into you, fight back with a block, then finish him off with combos or Quick Draw.



NINJA

BASE HP	350
BASE XP	6
BASE MON	12
BASE SOULS	11
DROPS	SMOKE BOMB, HEALING PELLET

The most commonly encountered enemy early on in both Kisuke and Momohime's quests. They often appear in groups of 3 or more, and usually attack in units. Their attacks can be divided into four basic groups: slashing with swords, throwing daggers or bombs, and swinging katana. Their attacks grow increasingly diverse as your character levels up. Ninjas have a low base HP, so they can be taken out with a string of chained slashes. Ninjas often appear in caves where visibility is low. Approach them cautiously.

KITE NINJA

BASE HP	300
BASE XP	6
BASE MON	12
BASE SOULS	11
DROPS	SMOKE BOMB



The Kite Ninja uses a kite to move about the sky freely. From high in the sky, he dishes out fierce attacks with shuriken and bombs. These can be completely neutralized by skillful deflection. They also, however, have the ability to self-detonate when knocked out. This puts your character at risk of taking damage and breaking Blades should you try to kill them with chained mid-air attacks. Dispose of them safely by use charge attacks, Quick Draw, or Secret Art attacks while on the ground.

You can safely handle self-destructing Kite Ninjas by moving towards a safe place as you attack. Mid-air dash attacks are particularly effective.

JONIN

BASE HP	500
BASE XP	7
BASE MON	14
BASE SOULS	13
DROPS	SMOKE BOMB



High-level Ninjas skilled in advanced ninjutsu. He moves with extraordinary speed attacking from afar by throwing shurikens, and in close quarters by spitting fire. In addition, they frequently employ the art of Utsusemi (teleportation) to instantly dodge an attack and launch a counter-attack. Use Drawn Back Attacks to break swords. You can also attack by rushing in and landing chained slashes before he has time to run away. When a Jonin is defeated, he self-detonates a few seconds after hitting the ground. Make sure to get out of harm's way after you knock it out.

Later in the game you encounter gangs of enemies comprised entirely of Jonin. Use close quarters attacks to take them out one at a time.

SAMURAI

BASE HP	350
BASE XP	12
BASE MON	24
BASE SOULS	22
DROPS	OMURA STONE, HEALING PELLET

Sword-wielding warriors skilled at slash attacks and combo attacks. They also appear in umbrella-wearing variations. Samurai can use their swords to deflect your attacks and avoid taking damage. In order to defeat them you, you'll have to use Drawn Back Attack or chained slashes to break their swords first. Samurai are much less effective warriors without their swords so make sure to knock them out before they have time to equip a new one.

The trick to defeating Samurai quickly is to land a charge attack and break their Blade. Charge up your attack in advance and release it as soon as the Samurai approaches.

MONK

BASE HP	350
BASE XP	12
BASE MON	24
BASE SOULS	22
DROPS	FIRE CHARM



Crosier-wielding monks. Aside from their thrust and jump-thrust attacks, they're also capable of spitting fire. They move slower than Ninjas, but are more unpredictable in the air. Make sure to attack when they're on the ground, as their extreme movements in mid-air make them difficult to hit. Instead of swinging wildly, just get to a safe distance and wait for them to land. Monks' jumping thrusts are quite formidable and can break your sword so be sure to clear out of the way.



SMALL ONI

BASES HP	200
BASE XP	4
BASE MON	12
BASE SOULS	8
DROPS	BAMBOO FLASK, AMAZAKE, LIQUOR, SAKE LIBATION, DOBUROKU, PERSIMMON, MANDARIN, HEALING PELLET



Small Onis have short bodies and horns on their forehead.

It is said that, given enough time, they will eventually grow into huge and terrifying Onis. Even in their small form, they are evil-natured and form groups to play tricks on humans and livestock.

They attack by slicing their foes with a scythe and by raining scythes down upon them. They appear in groups of about six, but their movements are slow and their attacks infrequent making them the least fearsome adversary you encounter. Simply executing consecutive ground slashes will take them out. Even in a group, the same tactic should be able to knock them out in one pass.

Small Oni most frequently appear in narrow areas such as caves, but this also forces them into closely-knit groups that are easy to eliminate.



GAKI

BASE HP	350 ~ 500
BASE XP	6
BASE MON	12
BASE SOULS	11
DROPS	OMURA STONE, IYO STONE, IGARASHI STONE, JYOKENJI STONE, KUMORI STONE



Gaki are said to be the dead that are trapped in this world. Those who give into greed in their previous lives become Gaki. In Hell, they are tortured with hunger and thirst for eternity. They have thin bodies with large round bellies, and crawl vulgarly along the ground in search of food.

There are three different variations of this monster (listed from weakest to strongest): Yellow, Red, and Black. They attack either by spitting blue bombs, which cause poison, or by inflicting serious damage by scratching foes with their long claws. The black Gaki's claw attack is especially strong, reducing Life Flame by upwards of 50% when blocked by your sword. Their actual movements are fairly slow, so if when you come across one you're best off landing the first blow and chaining attacks until you knock it out.

Their claw attacks are very fast and difficult to avoid so be sure to stay out of their range.



KARAKASA

BASE HP	250
BASE XP	9
BASE MON	18
BASE SOULS	16
DROPS	OMURA STONE



It is said that this monster transformed from an abandoned umbrella.

A kind of ghost that takes up its dwelling in abandoned parasols. It hops on one foot and has one eye, and sticks its large, red tongue out to surprise people who happen by.

They attack with their swords while bouncing around on their umbrellas. Though their sword attacks are strong, they can only use them mid-bounce or when they've landed. If you time your approach carefully, you'll have nothing to worry about. Since they tend to move around in the air often, a sudden dash slash followed by a series of mid-air chained slashes is a quick and effective way to take them out.

Umbrellas often drop from the sky and attack. Make sure to keep your defenses up so you don't get caught off guard.

THE DEAD

BASE HP	400
BASE XP	18
BASE MON	36
BASE SOULS	33
DROPS	BRONZE MIRROR

These are the ghosts of the dead whose strong hatred or hopes leave them stuck in this world and unable to cross over. Some curse the living and possess them in order to get their revenge. There are many ghost stories about abused women from the Edo period; this has caused many to think of female ghosts whenever they hear the term "The Dead."

These are unique enemies that cannot be taken out with normal attacks. During battle they hurl a grudge bomb to deal damage; use your sword to send the grudge bomb back to its source. From time to time The Dead will attempt to hurl their weight at you, moving extremely fast from one place to another. They can't do any damage to you unless they make direct contact, so you should always put yourself at a safe distance and keep track of their movements.

You shouldn't move much when fighting The Dead. There's no need for you to approach them. Stand in the ready position, and wait to deflect their attack back at them.



KAPPA

BASE HP	300
BASE XP	9
BASE MON	18
BASE SOULS	16
DROPS	BRONZE MIRROR

This monster lives in rivers and swamps, and is present in legends all over Japan. It is completely Green with a shell on its back and a plate on its head. It is a skilled swimmer. It pulls people and livestock into the water and drowns them, stealing their souls. Other legends say that there are Kappa that are friendly with humans.

These aquatic creatures tend to appear most often in areas with water and always in groups of four. Kappa attack by spitting water from their mouths while bouncing very quickly around the stage. Their mid-air water gun is an especially long-lasting attack, strong enough to completely sap the Soul Power of any Blade used to defend against it. When Kappa leap into midair either get behind them or jump high above them, and attack from overhead.

The Kappa's water gun is a tricky maneuver that seriously reduces the Soul Power of your Blade. When Kappa leap into the air, be careful and keep a safe distance.

OGAMA

BASE HP	400 ~ 600
BASE XP	6
BASE MON	12
BASE SOULS	11
DROPS	TOAD OIL



This monster is a large toad, roughly the size of a human. While there are many legends of its size, one legend tells of an Ogama almost two and half meters in height. It is said to spit a poisonous membrane, and feast on people and livestock that walk the mountain paths. Oils emitted from this toad can be used as a healing salve, and is widely sold during the Edo period.

The Ogama come in large, medium, and small varieties. Their attack strength corresponds directly to their size. Big Toads attack either by jumping into the air and hurling their weight against a target, or by spitting poison mist. Although their jump attack is strong, you won't have any problem if you block it with your sword or just avoid it. Approach the big toad while it's on the ground and execute chained slashes to deal damage.

The big Ogama's poison mist leaves a trail behind it. Instead of jumping into the air, it's safer to simply stay on the ground and out of harm's way. Try to equip poison stopping accessories or Blades to prevent poison before you go into areas they are known to live, such as areas with rapid water.

KARASU-TENGU

BASE HP	300 ~ 400
BASE XP	9
BASE MON	18
BASE SOULS	16
DROPS	BAMBOO FLASK, AMAZAKE, LIQUOR, SAKE LIBATION, DOBUROKU, PERSIMMON, MANDARIN, PEACH



This creature of legend is said to appear in deep mountains and dark valleys. Clothed in mountain garb and wearing single toothed sandals, it flies through the sky with its black wings and beak. Nicknamed the "Small Tengu," it is said to have divine powers. Eerie noises, sudden gusts of wind, earth tremors, and fireballs are just some of the things it is often blamed for.

They exist in red and blue variations, both of which swoop down and attack from above. Tengu attack either by launching shock waves from the fans that they carry, or by raining down fireballs as they descend quickly towards the ground. The red Tengu launches a particularly devilish shock wave that completely destroys a Blade even if its Soul Power is full. Refrain from attacking head on; you're better off attacking vertically. When dealing with the red variety, it also might not be a bad idea to use a high-speed maneuver Secret Art or Quick Draw.

The Karasu-Tengu's fan attack covers a broad area directly in front of them. Steer clear until it subsides.

SNOW WOMAN

BASE HP	300
BASE XP	18
BASE MON	36
BASE SOULS	33
DROPS	BRONZE MIRROR

This beautiful monster is dressed in fancy garb and has long black hair and almost translucent white skin. Legends in the snowy provinces to the north say that when she breathes on a victim, they freeze to death. When she disappears, she melts away and vanishes into a white mist, much like beautiful and fragile snow.

Snow Women attack by hurling snow bombs as they fly through the sky. It's possible to deflect these bombs back at their lovely throwers—concentrate on deflecting bombs instead of direct attacks and you should be able to take Snow Women out with minimal trouble. When you encounter a Snow Woman, get yourself to the center of the area or on a high precipice and prepare for her attack.





NEPPEBOU

BASE HP	2000
BASE XP	24
BASE MON	48
BASE SOULS	44
DROPS	HERBAL REMEDY

Enormous monsters that appear in the center of wooded areas, Neppebou don't move. Instead, they launch blue bombs up into the air causing mayhem in the areas around them. To effectively defeat a Neppebou approach it as soon as it appears and attack non-stop until it falls. You can effectively avoid taking damage by either deflecting its attacks or using Secret Art to avoid them.

When fighting a Neppebou, make sure to position yourself in the center of its body where your attacks are guaranteed to do damage.



FURBALL

BASE HP	2500 ~ 3500
BASE XP	150
BASE MON	80
BASE SOULS	2
DROPS	NONE

This monster has no arms or legs, and is entirely covered in fur. It is known by other names but is rarely seen. It prefers damp places with poor light, and some legends call it a god of pestilence because people become sick in places where it lives.

Furballs generally attack by summoning forth Wooly Eyeballs, spewing poisonous mist, or absorbing thunder energy into themselves and charging their enemies. Their charge attack is particularly formidable. Furballs are always moving around in the air, so attacks from the ground usually miss. When fighting Furballs you should equip a Poison canceling accessory and attack by using a mid-air dash slash followed by chained slashes.

The timing of your Quick Draw is very important when fighting Furballs. Use it when faced with a large number of them in battle.

WOOLY EYEBALL

BASE HP	100
BASE XP	1
BASE MON	2
BASE SOULS	2
DROPS	BRONZE MIRROR, HEALING PELLET



Wooly Eyeballs lack the ability to attack—they simply bounce around an area before running away. Quick Draw is the fastest way of taking care of these creatures. You can acquire a large amount of souls for each one of these that you kill, so there's no need to worry about your Soul Power. Should you be unable to use Quick Draw, use a wide-range Secret Art until Quick Draw becomes available.

When using Quick Draw to take out Furry Eyeballs always make sure that all of them are on the screen before starting your attack.

SHELLED DEVILS

BASE HP	100
BASE XP	6
BASE MON	12
BASE SOULS	2
DROPS	NONE

After living in a shell for thirty years, this ghost turned into an Oni. It appears to be nothing more than a shell at first glance, but fishermen who are careless are quickly grasped and pulled into the sea.

These sea monsters appear during the fishing mini game. They jump towards your character and do not use any

attacks in particular. If one collides with you, however, you lose all of the fish you've collected. The smartest strategy is to attack the ones that are headed towards you while letting the others pass by. Should you be confronted by a large number of Shelled Devils you can take them all out by using upward slashes or a mid-air dash slash.

SEA BRONZE

BASE HP	2000
BASE XP	15
BASE MON	10
BASE SOULS	1
DROPS	NONE

This monster appears when the sea gets rough. It has a set of glimmering eyes and a big black bald head. It hides among tall waves in order to get close to ships and sinks them. To escape its wrath, one must cut off its huge tentacles with a blade before being pulled down with the ship.

They appear when you're aboard ships. Sea Bronze use their legs to attack and must be taken out within a sixty second time limit. Prepare yourself to fall into the sea as you jump towards its legs and use a dash slash to lead into a mid-air slash. You can land the largest number of hits by using a Sun Orb Secret Art to execute this technique, as it has a long flight time. If you fall into the ocean, recover quickly and keep attacking.

It is crucial to use Quick Draw properly when fighting Sea Bronze. Try and wait until several legs are out of the water before using it.



GHOST SPIDER

BASE HP	300
BASE XP	4
BASE MON	8
BASE SOULS	2
DROPS	HERBAL REMEDY

Ghost Spiders appear in the Buddha Statue Hall in Zentoji, Nara in the fifth chapter of Kisuke's Story. They appear either hanging from a web or moving on the ground. Those hanging from webs attempt to sink their fangs in whatever walks below them. You can bring them to the ground with a single attack. Once on the ground, they attempt to bite. Approach cautiously and use repeated consecutive slashes before they have the chance to sink their fangs into your juicy flesh.

Don't try and approach hanging spiders from below. Instead, use a jump or dash slash to bring them down to the ground.

DOKUGA

BASE HP	100
BASE XP	3
BASE MON	6
BASE SOULS	7
DROPS	HERBAL REMEDY

These butterfly-like creatures live in the sea of clouds. They spread poison on intruders from below. Dokuga are said to be reborn sinners that are forced to wander between heaven and earth because of their evil deeds.

These poisonous butterflies scatter poison scales when approached. If you encounter one, be sure to equip an accessory that protects against poison. As far as enemies go, Dokuga don't have much in the way of HP, so you can knock them out easily with a single well-placed attack—just be sure to protect yourself against status abnormalities.

Poisonous Butterflies turn purple when they're getting ready to scatter their poison scales. Get out of the way in advance so you don't become infected.





OCHIMUSHA

BASE LIFE	500
BASE XP	18
BASE MON	36
BASE SOULS	33
DROPS	HEALING PELLET, RECOVERY PELLET, BEAR PELLET, TIGER PELLET, DRAGON PELLET, SAGE PELLET, TRILLIUM TABLET, AND SPIRIT TABLET

Ochimusha are the Souls of samurai fallen in battle.

Even though their bodies are gone, they remain in this world and wear blood-stained armor. In addition, there are some who have returned to this world to become the swords and shields for their beloved rulers.

Ochimusha attack using their sword, and, from time to time, will remove an arrow from their body and hurl it at you. Ochimusha have a lot of HP, but move sluggishly and their attacks take a long time to execute. When fighting an Ochimusha, keep track of its movements and use dodge to avoid its sword. The safest place to attack it is from behind.

Ochimusha attack with their swords, but they make grandiose movements when they're getting ready to strike.

These extravagant movements give you the perfect chance to get out of the way.



GUN SOLDIER

BASE HP	300
BASE XP	6
BASE MON	12
BASE SOULS	11
DROPS	OMURA STONE, IYO STONE, IGARASHI STONE, JYOKENJI STONE, KUMORI STONE

These are said to be apparitions of soldiers who died with regret. Trapped in this world because of their deep-seated hatred, they continue to fight an endless battle.

Gun Soldiers sit on the ground and do not move. Instead, they use their guns to attack from distance. These guns fire bullets at a very high speed—the crack of the gunshot means it's too late for you to get out of the way. Firing Squads aim their bullets at the character's location when firing, so stay moving to avoid getting hit. Approach these guys while dodging their bullets and take them out with chained slashes.

The Gun Soldier's aim is slow, so quick vertical movement keeps the crosshairs off you. Move in on them low and attack down from above to avoid the bullets.





RED ONI & BLUE ONI

BASE HP	2500
BASE XP	36
BASE MON	70
BASE SOULS	66
DROPS	BAMBOO FLASK, AMAZAKE, LIQUOR, SAKE LIBATION, DOBUROKU, PERSIMMON, MANDARIN

These monsters are the portrait of evil in many tales and local legends. They are also known as Hell Wardens. They torture the fallen, and are greatly feared by people as harbingers of the world's doom. Thus, the names of brave warriors who sought to exterminate these Onis are passed down for generation upon generation. For example, one legend tells of a brave warrior that chopped the arm off of an Oni on the Ichijomodori Bridge in Kyoto.

These creatures appear in the "Hell" area of the sixth chapter in Momohime's Story. Both Red and Blue Onis attack by swinging their cudgels, charging into their opponents, or by jumping up and stomping them down. These are dangerous creatures to attack head on, so if they move in to attack use a carefully timed emergency dodge jump to get behind them. Do this again when they begin to turn around for a counter attack to continue attacking them.

Blue and Red Onis sometimes begin their attacks off-screen. When this happens, use a double-jump to get out of harms way.







GOZU AND MEZU

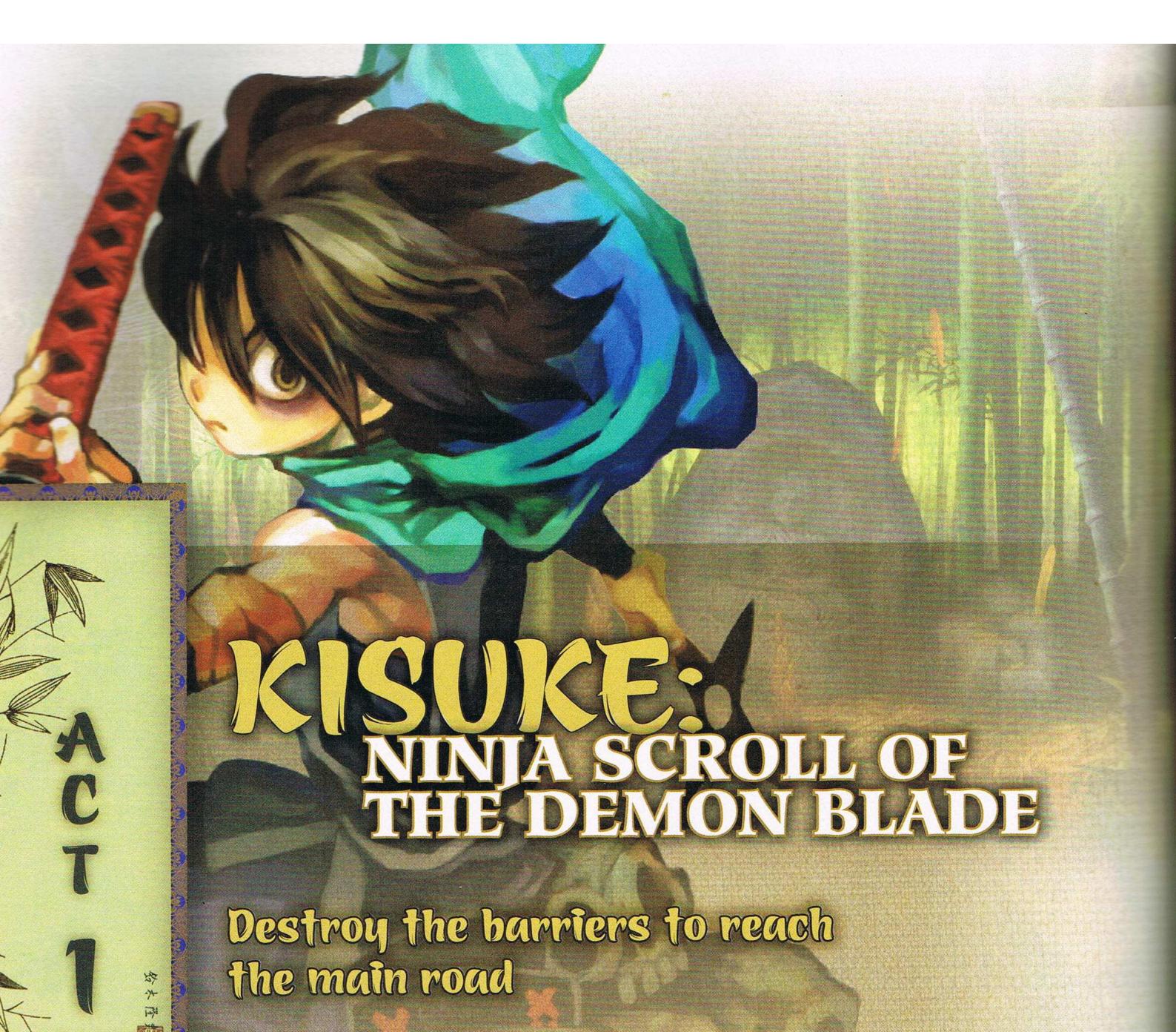
BASE HP	2500
BASE XP	6
BASE MON	12
BASE SOULS	11
DROPS	OMURA STONE, IYO STONE, IGARASHI STONE, JYOKENJI STONE, KUMORI STONE

These Hell Wardens torture the souls of the fallen and have the faces of a bull and a horse. The two move in tandem and continually torture their prey once they have found a victim.

These monsters have higher attack strength than the Red and Blue Onis but, in general, use the same techniques. As such, you should employ the same strategy when fighting them as when fighting the Onis: get behind them and land as many blows as you can.

Sometime you get stuck between a Gozu and a Mezu. When this happens, use Secret Arts to fight your way out.

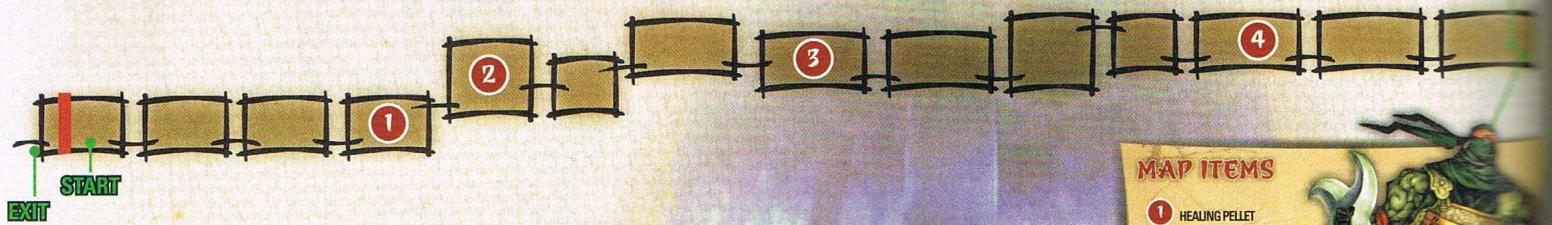




KISUKE: NINJA SCROLL OF THE DEMON BLADE

Destroy the barriers to reach
the main road

 YAMASHIRO: FOOT OF MT. BUKUMI, KII DISTRICT



MAP ITEMS

- ① HEALING PELLET
- ② HEALING PELLET
- ③ BAMBOO FLASK (2)
- ④ HEALING PELLETS (2)





STARTING OUT

Head east collecting Souls as needed to refill your Blade's Soul Gauge. Defeat the Ninjas in the forest pathway and collect the Treasures (look for icons on your HUD map; they're either on tree branches, on the ground, or on a high ledge).

Defeat the small Onis in the tunnel. The Samurai just outside the tunnel can be tough. Use Drawn Back Slash on them to break their swords. Once their swords are broken, they're much easier to defeat. For tips and info on all enemy types, see our *Enemies* section in this guide. Enter the small hut and

examine the basket for hidden Treasures (3).



I Don't See It.

Treasures hidden inside huts and secret rooms or nooks do not show up as an icon on your HUD map.

Be on the lookout for more of these during your adventure.



Defeat the Ninja in the meadows. Just before you enter the mountainous areas you'll find another hut containing Treasures. The mountains are swarming with Ninja. Stay consistent and they should be no problem.

Save your progress at the checkpoint. You'll find checkpoints before all boss arches. Check your equipment and enter the glowing arch. Choose "Yes" if you are ready to proceed to the boss battle.



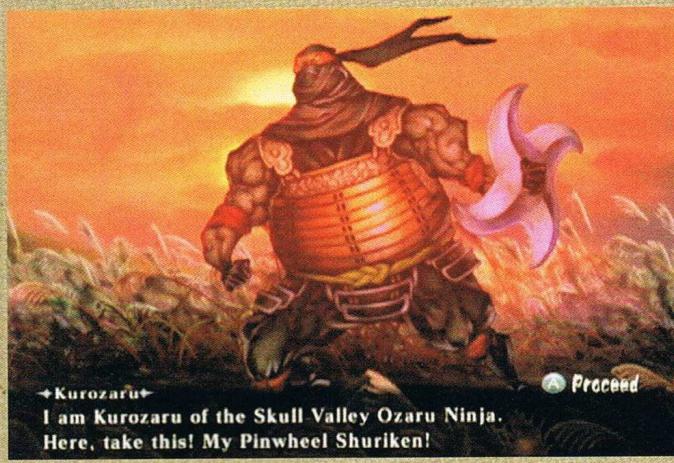
KUROZARU



DEMON BLADE REWARD NAGASONE KOTETSU

BOSS PREPARATION

Preceding each boss battle is a series of conversations that illuminate story elements. You must walk up to the individual Ninja and speak with him or her...or it...to proceed to the boss battle. Once you have finished speaking with Kurozaru, you may begin the battle.



KUROZARU

Boss Details

Kurozaru has seven stages of full health. The upper and smaller health gauge tracks the boss stages, while the lower, much larger gauge tracks the boss's current health status per stage. The boss wields two giant Pinwheel Shuriken. He'll twirl these like saw blades and use them in many different styles of attacks.

He'll throw them (which can break your blade), spin them overhead, or just hit you with them. Kurozaru also has a Blade-breaking jump attack; if you're under him when he lands it's a guaranteed Blade Break. Many of the bosses have a similar Blade-breaking move.



Attack Strategy

Use your Secret Art in each blade until it is drained, switch Blades and repeat. Your current Secret Arts are: Nightglow, 2Flame, and Cyclone. Of which, 2Flame is the most damaging. Remember, you must have your feet on the ground to use items and to employ Secret Art attacks. When you knock the boss down a stage, Souls are emitted from the boss that regenerates the Blades much more quickly. Use combos, making sure to heal up any damage you may have sustained.



AFTERMATH

Defeating the boss earns you the Nagasone Kotetsu Demon Blade, which can break Red Barriers. After the battle, Yuzuruha introduces herself and requests your help. Speak to each of the foxes to proceed. You should now be able to Forge and equip three new Blades.



Break the Red Barrier

Head back the way you came until you reach the Red Barrier (**Start**). It doesn't matter which Blade you have in your hand, as long as you have the Barrier-breaking Blade in your inventory. Break the Barrier and enter Yamashiro.

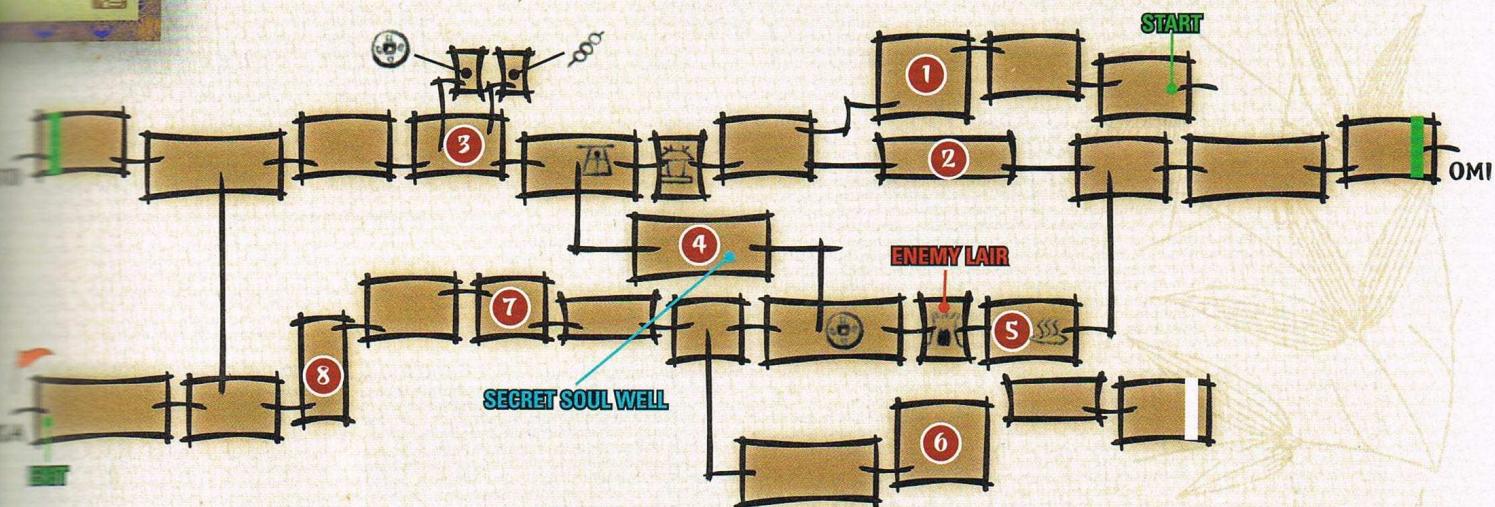


March into the Ninja base in Iga Province to learn your past.

YAMASHIRO

MAP ITEMS

1 BRONZE MIRROR	6 SMOKE BOMB	11 PALANQUIN
2 RECOVERY PELLET	7 CABBAGE (3)	12 SHRINE
3 FIRE CHARM	8 RADISH (2)	13 HOTSPRING
4 HERBAL REMEDY	14 PEDDLER/TOFU BOY	
5 HERBAL REMEDY	15 SUSHI SHOP	



THE BIG PROVINCE OF YAMASHIRO

Peddler & Sushi Kitchen

You begin in the northeast section of Yamashiro and must make your way to the southwest exit: Iga. There are plenty of things you can do in Yamashiro. Take your time and make the trip worthwhile. There are many Souls in the channels beside the beautiful walkways and footbridges, plenty of hidden items, and a Peddler who sells cookbooks and maps. Purchasing maps gives you access to full views of provinces through the use of a HUD Map or the Pause Menu map feature.

Just next door to the Peddler is a kitchen where you can eat a variety of Sushi dishes. These often produce positive side effects. See *Extras* for a list of menus and their effects by province.



Red Enemy Lair

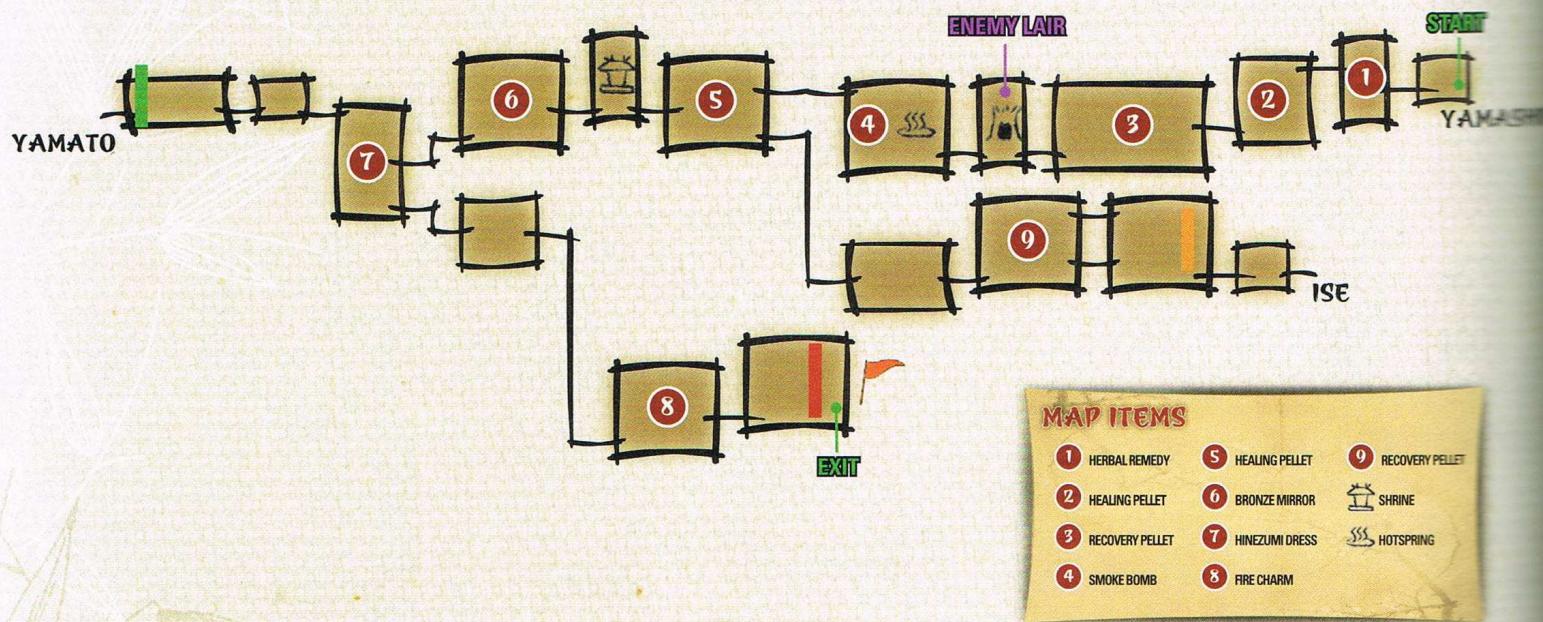
Throughout your adventure you will happen upon Enemy Lairs. In each hides wonderful rewards if you can survive the risk. A Red Barrier seals the 100 Incarnations of Shadow Ninja; you should be level 9 or higher to attempt this lair. If you succeed, the Chowhound Saucer accessory is yours.



Hot Spring

Visit the Hot Spring by talking to the monkey in the area east of the Red Enemy Lair. This'll replenish lost Life Flame and refill your Blades with Soul Power. When you are ready to leave the area, head to Iga to continue the story.





MAP ITEMS

1 HERBAL REMEDY	5 HEALING PELLET	9 RECOVERY PELLET
2 HEALING PELLET	6 BRONZE MIRROR	SHRINE
3 RECOVERY PELLET	7 HINEZUMI DRESS	HOTSPRING
4 SMOKE BOMB	8 FIRE CHARM	

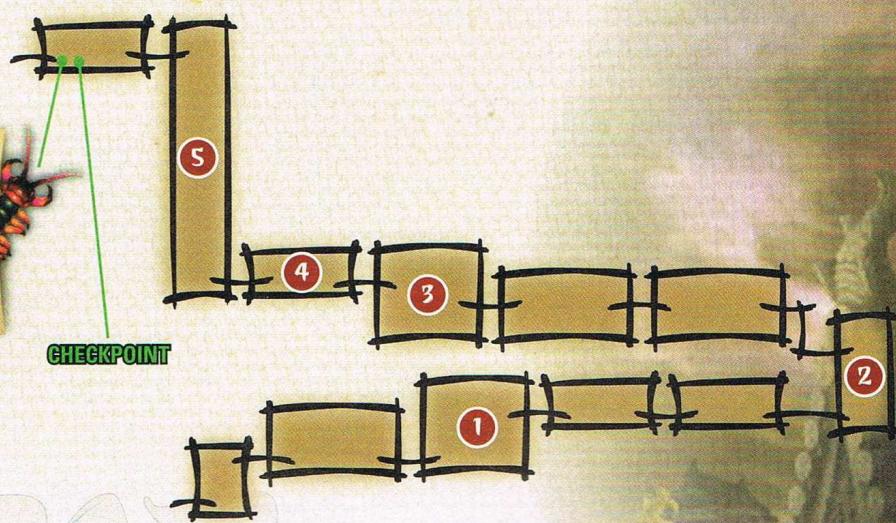
FIND SKULL VALLEY ANYA CASTLE

Run through the forests of Iga defeating enemies.

Work your way westward to the second set of crossroads beyond the Purple Enemy Lair, Hot Springs, and Shrine. The second crossroad is inside a Ninja-filled cavern. The Hinezumi Dress (7) remains hidden within the darkness of the cave. Defeat the enemy inside, drop down to the lower level, then head east. Break the Red Barrier to reach the Karamete Gate.



IGA: IN FRONT OF KARAMETE GATE, SKULL VALLEY ANYA CASTLE



SEARCH FOR THE GIANT CENTIPEDE

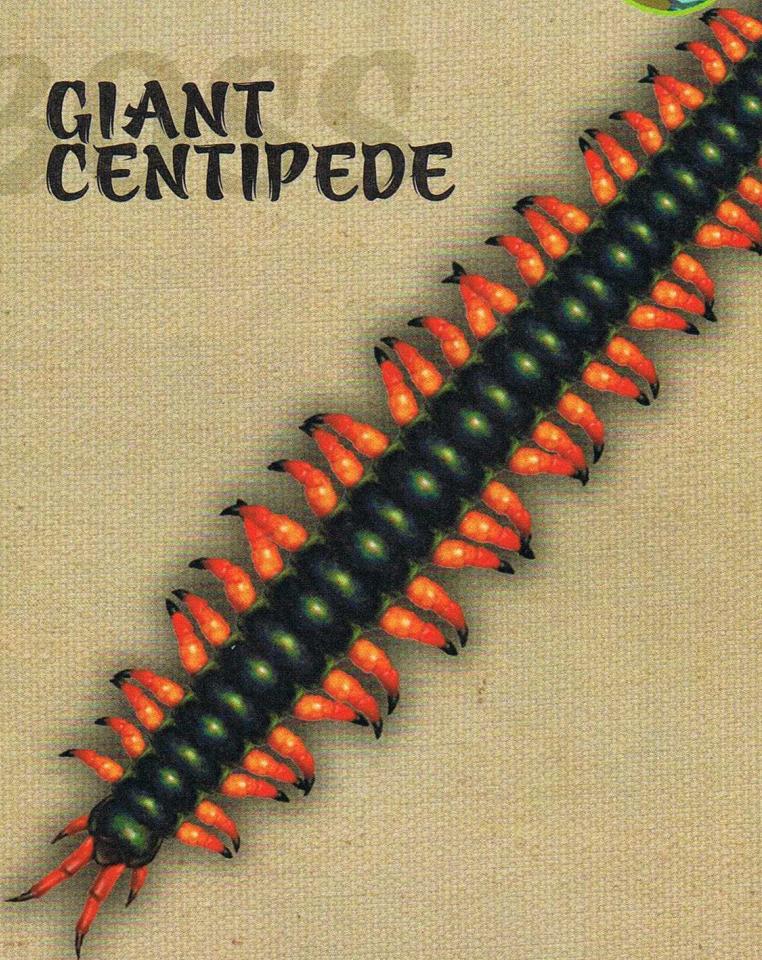
Jump up to the top of the castle wall and head west defeating bomb-throwing Ninja along the way. Find a Recovery Pellet (1) on the rooftop just before the ladder entrance to the castle. Investigate the open room on the right of the chasm with the ramps to find a chest with Amazake (2). Continue out the next doorway and across more exterior rooftops. There's a window midway you can enter and find a chest with three Smoke Bombs (3).



In the tall chasm, double jump upward to the enemy-guarded platforms. Defeat the Ninja as you move upward. Find the Bronze Mirror (5) on the rooftop of a covered doorway on the left side of the chasm. Continue upward to the top left doorway and enter the final chamber where you'll find a checkpoint and the boss arch.



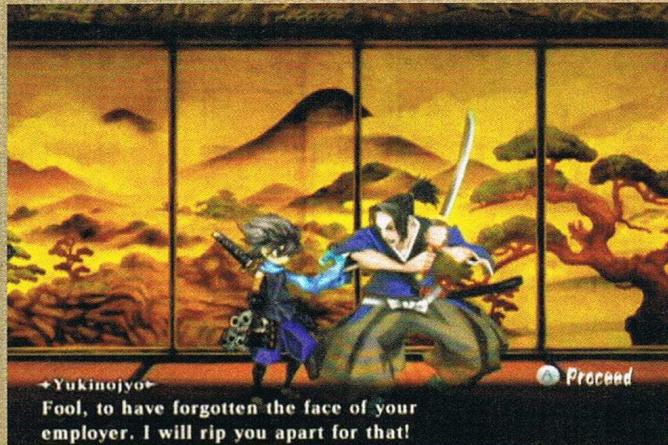
GIANT CENTIPEDE



DEMON BLADE REWARD **IGANOKAMI KANEMICHI**

BOSS PREPARATION

Forge any new Blades possible and equip the most powerful ones you can. Use sharpening stones to repair broken Blades and healing items for your Life Flame. There is no need to worry about poisoning or burn in this battle. Speak to the Ninjas, then Yukinojyo to learn some of Kisuke's history and to begin the boss battle with the Giant Centipede.



GIANT CENTIPEDE

Boss Details

There are three Giant Centipedes crawling around the rooftops of the castle. The only threat comes from the heads of the beasts. Stay way from the front pincers. These can damage your Life Flame and break your Blades.



Attack Strategy

Target a centipede and try to chop its head off to alleviate the threat and stop the beast from moving. Once stationary you can hack at the beast using combos. Try to completely eliminate the small chunks that come off the boss to avoid chasing around little centipedes. Keep hacking away until all pieces of the Giant Centipedes are gone.

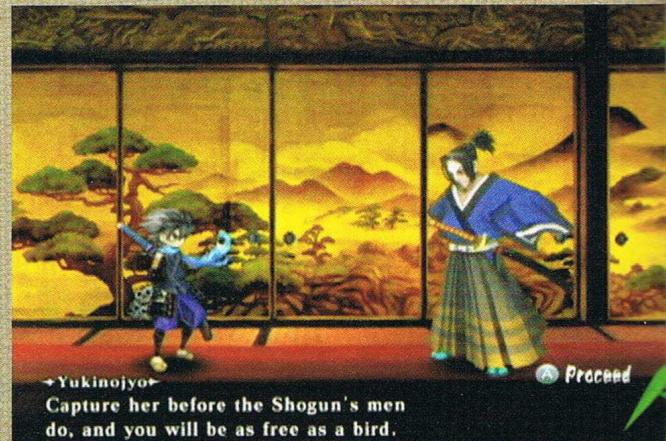


AFTERMATH

You've earned the Iganokami Kanemichi Demon Blade. This Blade allows you to break Orange Barriers. Speak to the Ninjas, the Evil Monk, and Yukinojyo to proceed.



You are to capture Torahime, believed to be possessed by a ghost. Do this and you'll be set free. Travel back through Skull Valley to Iga.

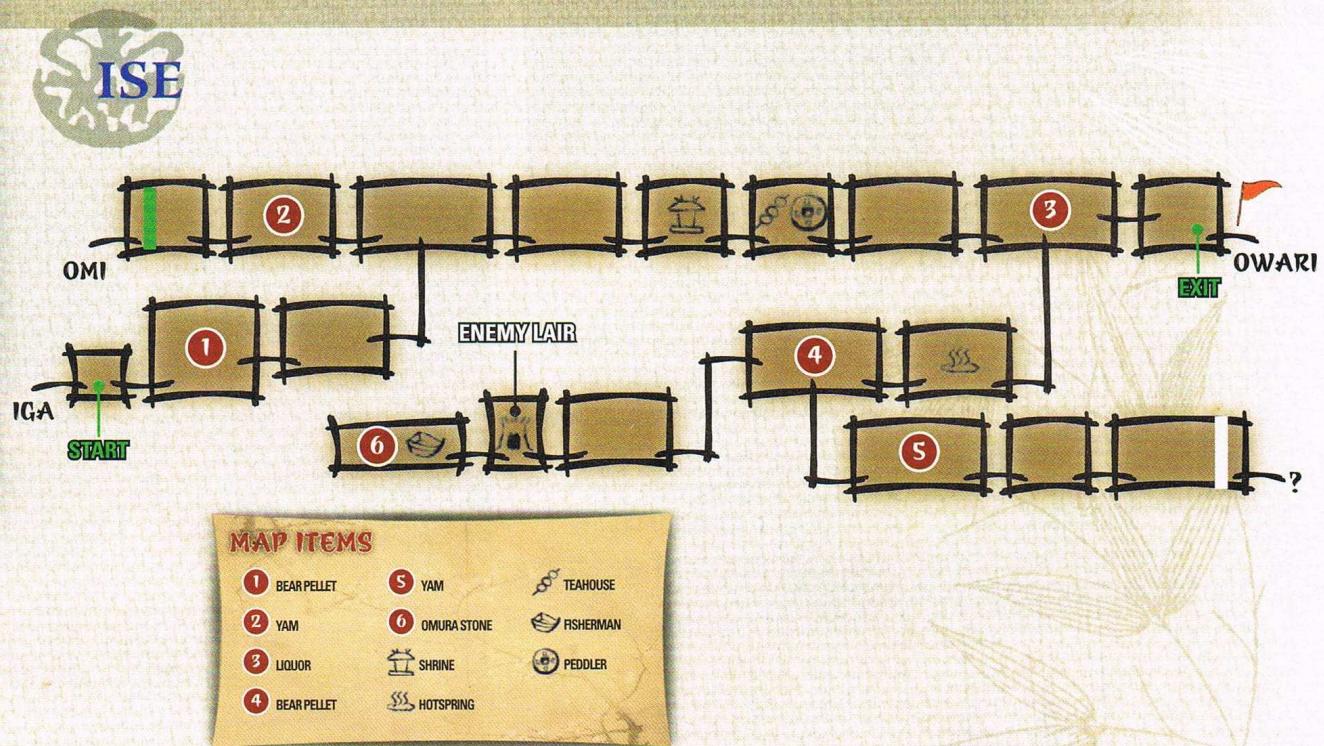


FROM IGA TO ISE

Check to see if you've earned enough Souls to forge more Blades. Keep an eye on your shortcut Items during the random battles in Iga. Battle your way through Iga collecting any missed Treasures while your way to the entrance of Ise. Break the Orange Barrier and proceed to Ise.



Capture Torahime in Mt. Ibuki of Mino Province to honor your deal with Yukinojyo.

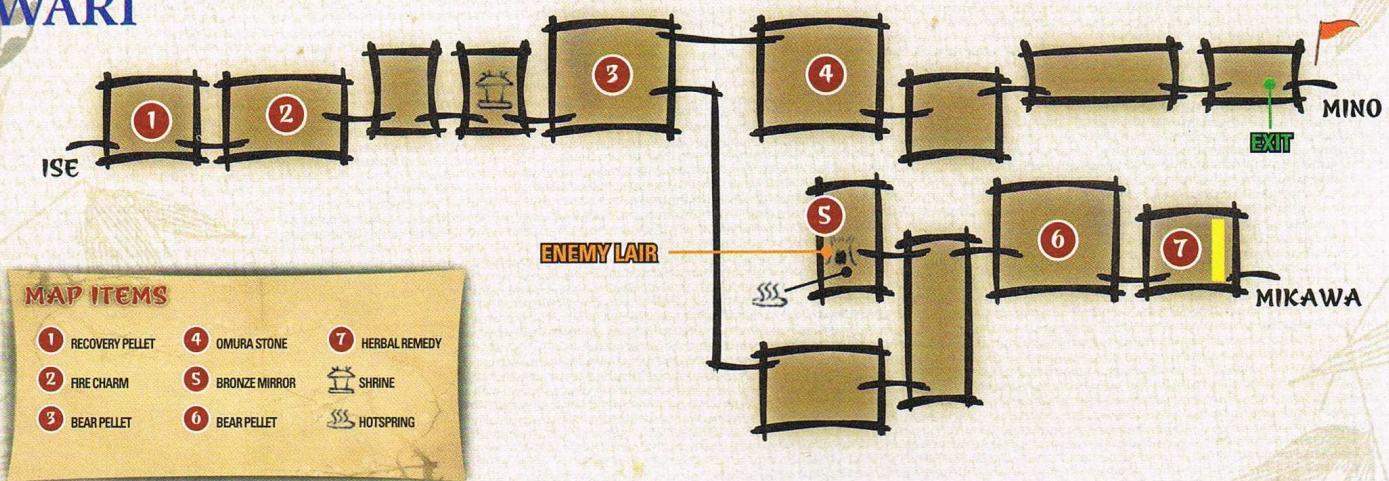


IGA TO OWARI

On your trip through Iga, make sure to stop at the Shrine to save, the Teahouse for Sushi, and the Peddler for maps (make sure to purchase a Map of Owari of Ise). Moreover, you can't get Kitchen Secrets Vol. 2, Swashbuckler's Sheath, or the Ninja Gauntlet anywhere else. Once your shopping is finished, continue eastward to Owari.



OWARI



JAUNT THROUGH OWARI

Fight your way to the Ghost in the third area of the misty forest of Owari.

When you speak to her, she tells you of a monster that killed her. Continue eastward defeating any and all enemies along the way.



→ Ghost
I'm worried about the son I left behind, so I go to see him every now and then.

Proceed

Hot Spring



→ Kisuke
I'll try not to look, so just ignore me. It would be a shame not to have a nice soak.

Start a conversation with the monkey in the middle of Owari. You'll visit the Hot Spring with him. In the Hot Spring meet our heroine Momohime.

Your destination is Mino. The exit is on the far east side of Owari. The journey fraught with peril; you must travel through some violent rapids. In these areas you either battle the slimy little Kappa or the fat toad-like Ogama. Make sure to have an accessory or Blade that prevents poison in preparation for Ogama.





ENTER KAGAMI MANOR OF NARUKAMI

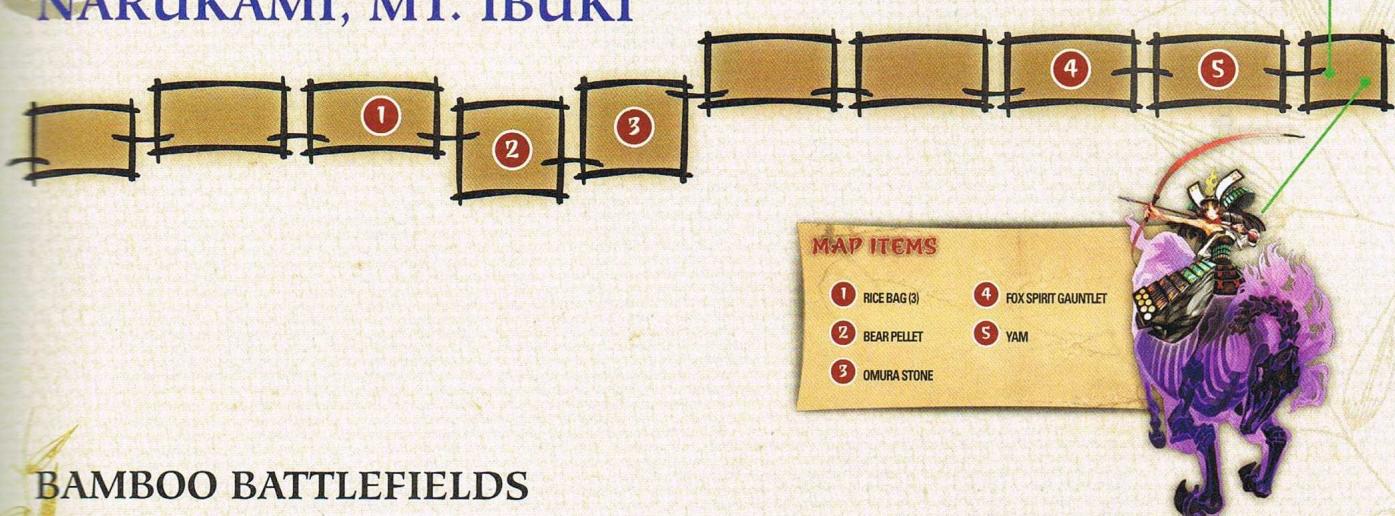
You enter Mino through a bamboo forest in the southwest. Your objective is to pass through Mino and enter Kagami Manor of Narukami. Make sure to do business with the Peddler. Again, this Peddler has some items that are unique and can only be bought through him here in Mino. Don't miss the Tengu Mask (6) Treasure in the area to the right of the Peddler.



Visit the Soba shop, then continue to the Hot Spring. The Green Barrier cannot be removed from the Enemy Lair, so don't waste yourself. Head south then east to destroy the Orange Barrier leading to Kagami Manor.



MINO: KAGAMI MANOR OF NARUKAMI, MT. IBUKI



BAMBOO BATTLEFIELDS

On your way to the boss, defeat enemies and explore for Treasures. You'll most likely go up against some very big skeleton warriors called the Ochimusha. These large, skull-headed, well-armored soldiers are the souls of fallen samurai. They usually appear in pairs and are tougher than your average enemy. Make sure to equip the best Blades you can forge. Likewise, check to make sure you have the best items in your Shortcut Items.



Find the Fox Spirit Gauntlet (5) in the easternmost house in the forest. This is the only place to get this accessory.

Be careful of the bamboo traps beyond the last house. Avoid the brighter straw piles on the ground: sharp bamboo traps spring up when you step on them. Walk right up to the edge then stop to trigger them. Once raised a quick slash with your Blade will remove any threat. Save your progress at the checkpoint and prepare to battle a boss; the one you have come to capture...Torahime.



TORAHIME



DEMON BLADE REWARD MAGOROKU KANEMOTO

BOSS PREPARATION

There's no chance of burning or poisoning in this battle; your biggest threat is falling in love or impalement (which is almost the same thing). You should be around level

16 now. If you can, bring the following Blades: Hazuki Muramasa, Fumitsuki Muramasa and Yoiyami Muramasa. Bring plenty of healing items for damage. Bring stones to repair your Blades. Equip an accessory that increases strength and/or vitality.

Speak to the Kagami Warrior Souls and Torahime. She's angry; being accused of treason, losing your land, and the death of your father might do that. She's ready to roll over Edo Castle with her small skeleton army. She knows you are there to capture her and turns her rage on you.



Boss Details

Two Kagami Warrior Souls accompany Torahime in this battle. Take these guys out first before focusing on Torahime. Once you do concentrate your attacks on the lovely archer, be aware that her bow has two very distinctive long-range attacks. She'll shoot an entire quiver at once leaving a spray of arrows to defend against. You also have to contend with the quick, single arrows that leave electric smoke rings.



Attack Strategy



Defeat the two Kagami Warriors quickly with a series of combos and Secret Art attacks, then focus your energy on defeating Torahime. Use the bamboo barriers as cover from

her long-range attacks. You can roll or jump over them to pass them. When in the open, you can deflect any of her attacks with the swing of a Blade. Work your way closer to her using the bamboo cover and your sword defense.

You could also use multiple air dash attacks (double jump while slashing in the air repeatedly) to achieve flight and fly quickly over the bamboo and many of her attacks. Be warned, you can only perform three of these aerial dash moves in a row before needing to land.

Torahime remains on her horse for the entire battle and rides from one side of the screen to the other regularly. Confront her in close combat. Nightglow II is a good Secret Art to use against her as it cancels her ability to run off during close combat. Hit her with everything you got before she runs off. Cycle through all your Blades using up the Secret Art while hitting her with combos between magic. Allow your Blades to refill Soul Power as you take cover behind bamboo. Repeat until she's finished. She has four stages of full health.

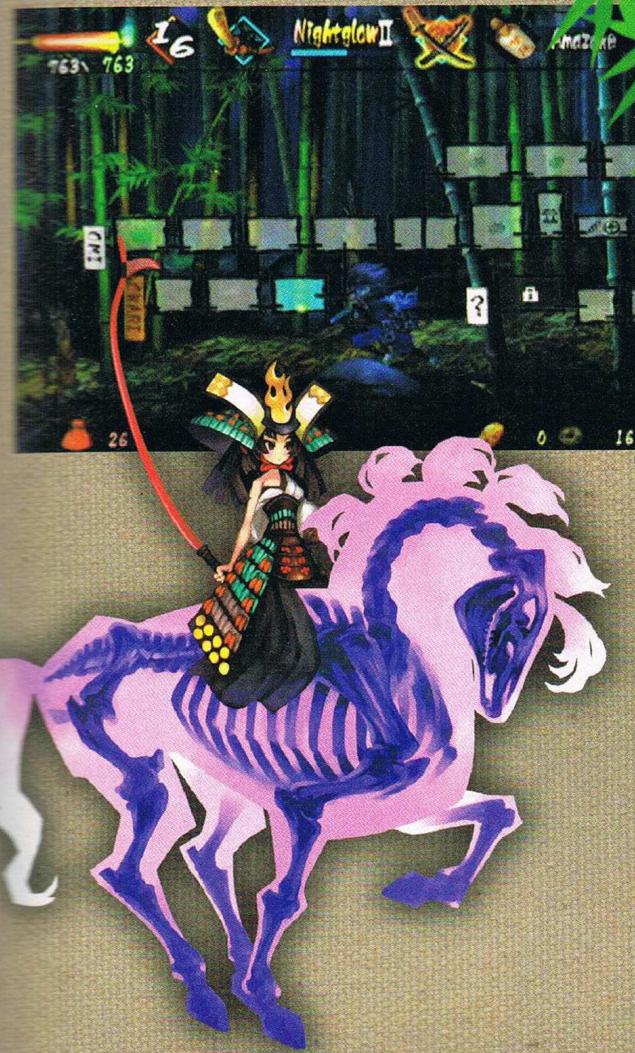




AFTERMATH

Upon Torahime's
defeat you are
awarded the
Magoroku
Kanemoto Demon
Blade. With this
blade you can
destroy Yellow
Barriers. Kisuke is
quite taken by the
beautiful Torahime.
He appeases the
ghost troops by
admitting he only
hit her horse and
that she'll be okay.
Talk to the soldiers
after the battle and

Head back the way you came and reenter Mino. Pass through Mino and use the southwestern exit to Owari.



HEAD TO MIKAWA

You enter Owari through the northeast entrance from Mino. Head west through the cavern and rainy forest (3). Drop down to the lowest level and turn back east through the low exit. Proceed through the cavern and toward the Yellow Barrier. Destroy the Yellow Barrier to enter Mikawa.



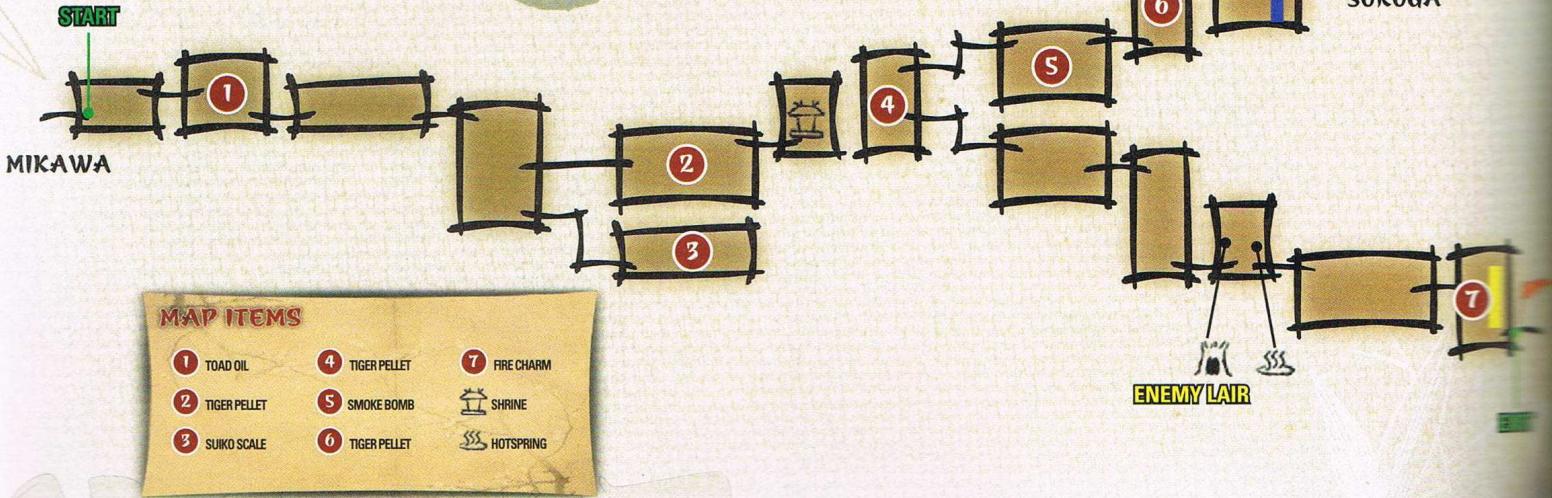
ACT 4

Follow Torahime to Edo by traveling on the Tokaido Road.



JAUNT THROUGH MIKAWA

Pick up the Treasures in Mikawa and stop at the Hot Spring to relax a bit. You cannot break Light Blue Barriers yet, so the Enemy Lair will have to wait for later. The Peddler offers items only available here, so pick up the cookbook, maps, and Tengu Gauntlet (besides any ingredients or healing items you may need). Save at the Shrine and visit the Teahouse if you can afford it. Just before the exit in the east, enter the small house and find the Hot Pot Cooking Vol. 1 (3) inside a chest.



HEAD TO THE MOUNTAINSIDE OF MT. AKIHA

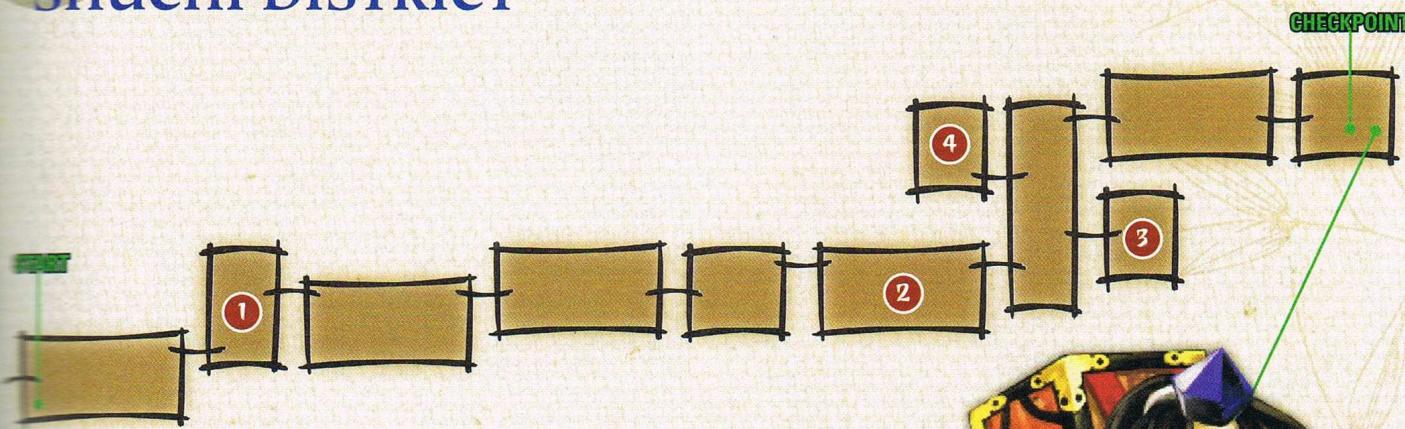
You enter Totomi via the falls in the west. Obtain the Suiko Scale (3) from the beach.

This item stops poison! This is great to equip when you fight the Ogama which is sure to occur. Battle the Tengu in the treetops. Head south just beyond the Shrine to work your way toward Mt. Akiha.



Continue southward beyond the Hot Spring and Enemy Lair. Break the Yellow Barrier. This new route leads to the Mountainside of Mt. Akiha.

TOTOMI: MOUNTAIN ROAD OF MT. AKIHA, SHUCHI DISTRICT



MAP ITEMS			
1	TIGER PELLET	3	TENGU BELT
2	HERBAL REMEDY	4	IYO STONE



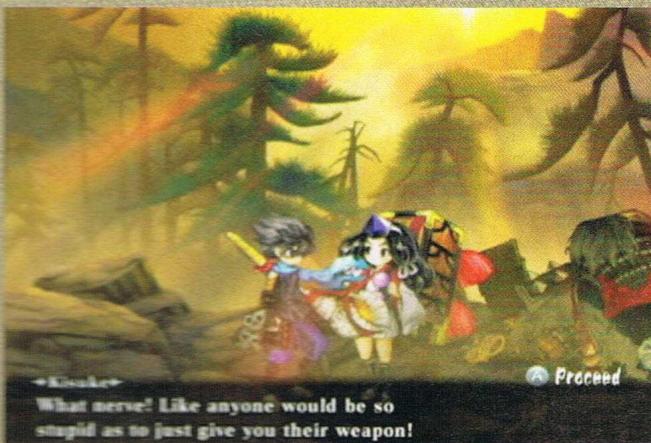
SAYO



DEMON BLADE REWARD KOGARASUMARU

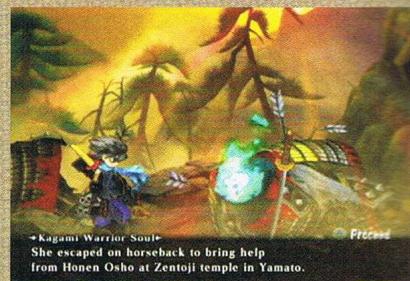
BOSS PREPARATION

Forge all the Blades you can and equip the ones you are able to carry. You should be around level 19 or slightly higher at this point in the game. Equip the following Blades (or stronger ones): Nagatsuki Muramasa, Kirisame Muramasa, and Asaarashi Muramasa. Equip any accessory that enhances Strength and Vitality. Make sure your Shortcut Items are set and consider cooking a meal that enhances your performance just before you enter the battle.



Talk to the little do-gooder, Sanyo. She senses evil in you and wants to relieve you of your weapon before you pass through her boarder station.

Speak to her and the Kagami Warrior Soul. The warrior has news about Torahime and their failed battle.



Boss Details

Sayo seems sweet and innocent but she's one mean contender. She begins the fight by throwing glowing blue spell scrolls into the air. If you allow them to linger in the air long enough they'll fester and shoot lightning bolts. These bolts break Blades and that's bad.

Sayo also has a stringing scroll projectile that forms a chain that can surround you and cause temporary paralysis. During paralysis, Sayo is likely to hit you with a big bomb. Try to eliminate this string as soon as it's deployed.



Next, Sayo releases a team of crows from her backpack. They carry her into the air so she can drop fuse bombs. Look for the big bomb to appear. If you can knock the large bomb back forcing it to explode on her, she takes major damage.





While being carried by crows Sayo also has a crow projectile attack. Large glowing crows come flying in from off screen like little homing missiles.

On the ground she surrounds herself in red flames. Attacking her with combos as this point puts your Blades at risk of being broken. This is a good time to use Secret Art attacks.



Finally, beware of her fireball attack. This usually occurs later in battle and while her feet are on the ground. The fireballs have the ability to break Blades.



Attack Strategy

Concentrate your attack on Sanyo until she issues attacks that warrant your attention. Do not allow the floating and glowing documents to linger. Beat back large bomb attacks and try to direct them back to her. When she takes flight, perform double jumps and hit her with continuous combos to retain your flight. Swing at the crow and scroll string attacks before they hit you or surround you. This boss has five stages of a full health gauge. Heal often and cycle through Blades regularly to keep the Secret Art attacks a constant force. Use Quick Draws as soon as they are made available.



AFTERMATH

You win the Kogarasumaru Demon Blade after beating Sayo. This slices through Green Barriers. After the battle you have the honor of meeting the Ghost of Oboroya

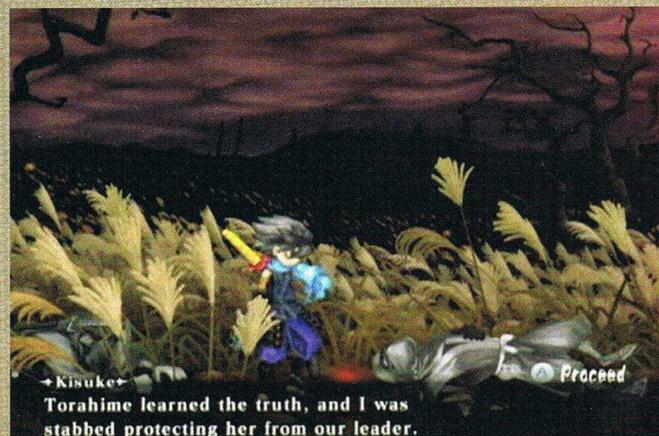


→ Ghost of Oboroya Senju →
your wounds will heal. Then, even if I vanish forever, my style will live on through you!

Proceed

Senju, the master swordsman himself. He wishes to pass his Secret Art of the Oboro Style to you. Talk to the Dying Kisuke for more insight into your past. Afterward speak to the Ghost of Oboroya Senju. You learn that he fused with your dying self to heal your wounds and in so doing infused you with a master's sword skill.

Complete the scene by speaking to the two dead Ninjas lying on the ground to the right of Oboro's ghost. You must make your way back to Yamato. Start by heading back to Totomi. Either way you get to Yamato (either by heading through Yamashiro or through Iga), you'll need to break Green Barriers to continue.



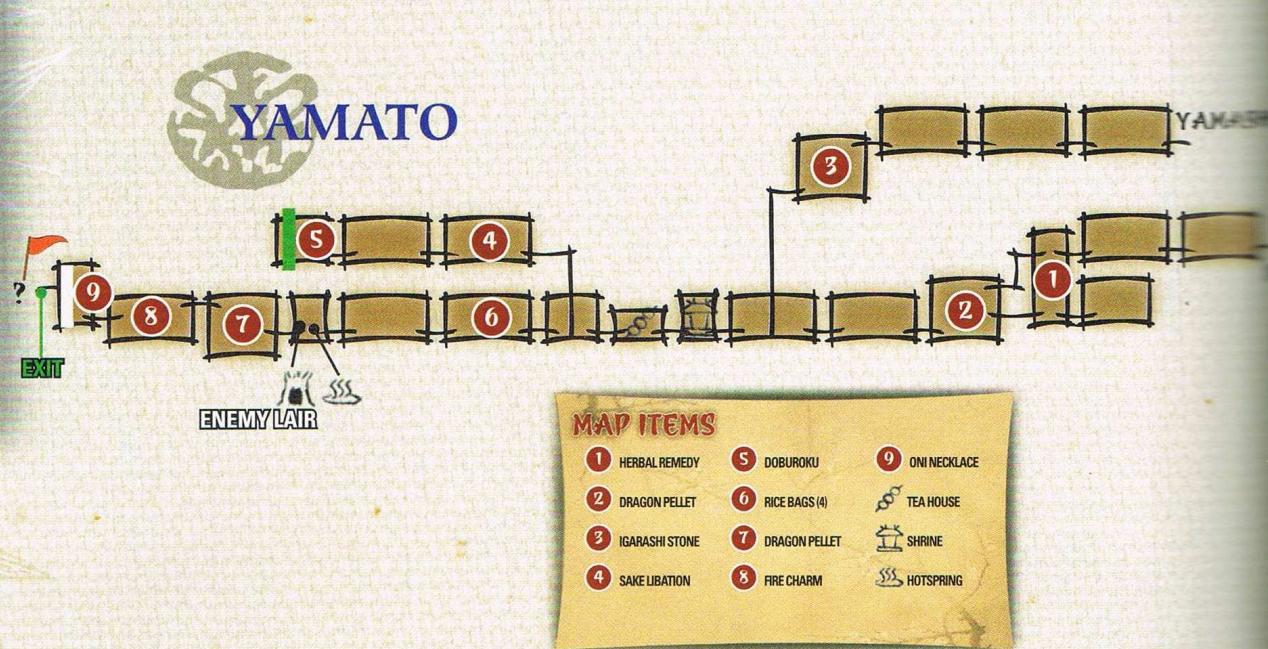
→ Kisuke →
Torahime learned the truth, and I was stabbed protecting her from our leader.

Proceed



ACT 5

Torahime has escaped alone to Yamato Province. Hurry on your way to Zentoji!

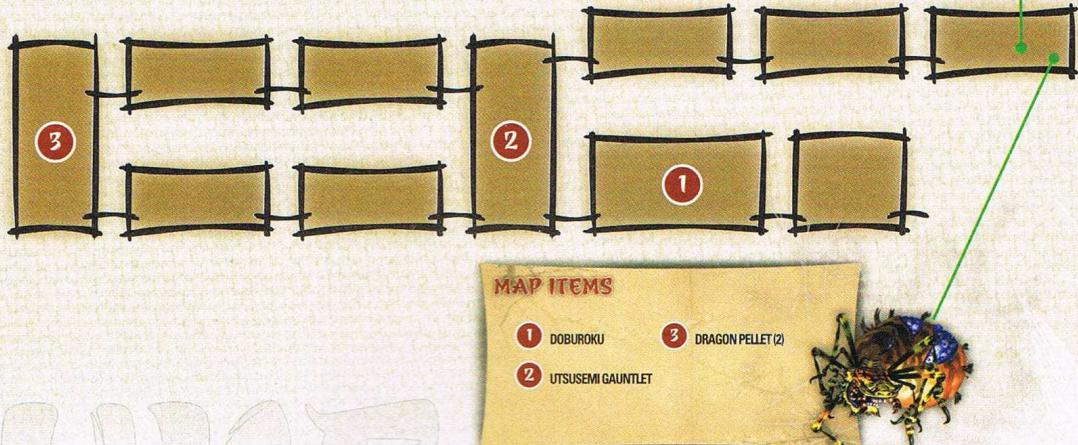


FIND THE BUDDHA STATUE HALL IN NARA

You either enter Yamato through the southeast or northeast entrances from Yamashiro or Iga. Head west through Yamato collecting items and stopping at the Teahouse for a quick snack. A White Barrier protects the Enemy Lair in this province; you'll have to wait until much later to crack this open. Continue to the northwestern exit to reach the Green Barrier. Break it and enter the trail that leads to the next boss battle.



YAMATO: BUDDHA STATUE HALL IN ZENTOJI, NARA

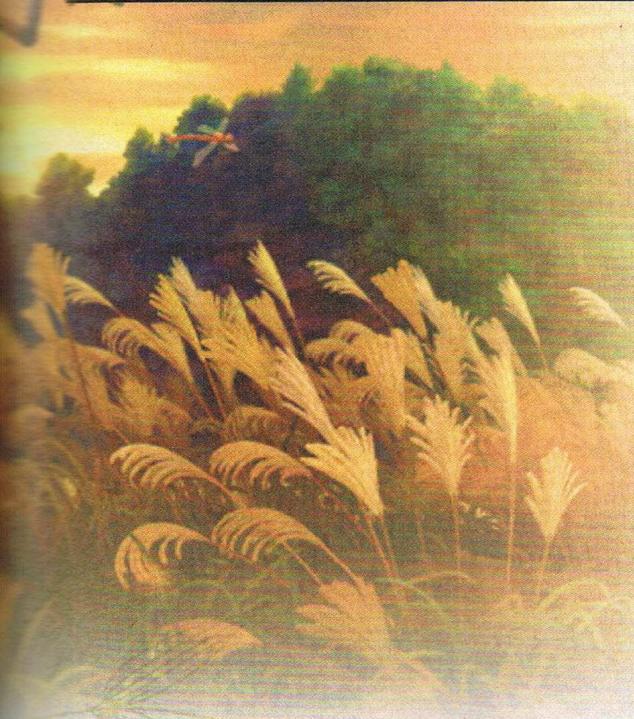
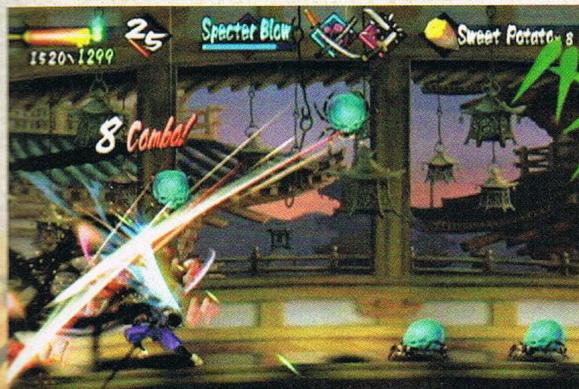


BURNING & POISONING

Run through the open meadows doing battle with whoever dares cross your path. Equip Suiko Scale. If you

don't have that, the next best option available to you may be the Oni Necklace, which gives you a 50% chance to prevent changes to your Status (burning and poisoning). Enter the Buddha Hall and battle the Monks.

Make your way through the multiple stories of the Buddha Hall making sure to investigate all the open doorways to obtain Treasures. You'll run into Ninja, Monks—and the closer to the boss you get—Spiders. Save your progress at the checkpoint and prepare for the boss battle.



TSUCHIGUMO



DEMON BLADE REWARD

KUMOKIRI

BOSS PREPARATION

You should be around level 25 (give or take a level or two). You should have the following Blades: Amagiri Muramasa, Yogetsu Muramasa, Shimotsuki Muramasa. Equip Suiko Scale or the next best thing to prevent poison...you're fighting a giant spider! Set plenty of good healing items for you and your Blades to the Item Shortcut. Try eating a Stewed Yam to give you "Absorb Life". This earns you Life Flame points as you bleed it out of the enemy.

Tsuchigumo has captured Torahime in his web and looks to be seconds away from making her a meal. Talk to the dried out bodies hanging on the web, including the young Monk and Honen. Honen explains that the small spider monsters you were fighting were created from the skulls of the boss's fallen victims. Lastly, speak to Torahime, then proceed to the boss battle.



TSUCHIGUMO

Boss Details

For the most part, the boss remains high in his web and lets his spawn do the dirty work. The boss not only produces skull spiders but also shoots a web out in a large windmill motion. If you get caught in this long-range web you're temporarily susceptible to spider attacks. Shake vigorously to release yourself from the web trap using the direction control. You can also escape using Quick Draw.



The boss regularly switches positions on the web making it difficult to attack him at great length. He'll ball up and roll to the extreme left or right side of the stage.

After a certain amount of abuse, you can knock the boss off the web and he'll fall down and lay crippled on the floor. After a time he gets up leaving a purple cloud of poison in his path as he makes for a high position in the web.



Attack Strategy

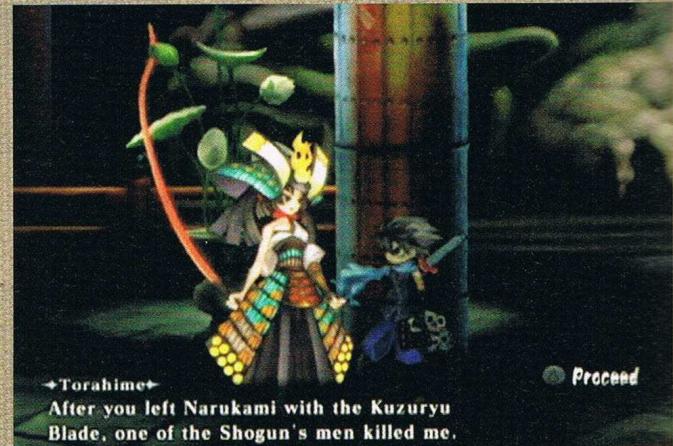
Use the small platforms on the sides of the support beams to reach the boss as he moves from one side of the stage to the other. Hit him with everything while you have him in range. Swing at any spiders that come near you, but don't hunt them down; concentrate your attack on the boss.



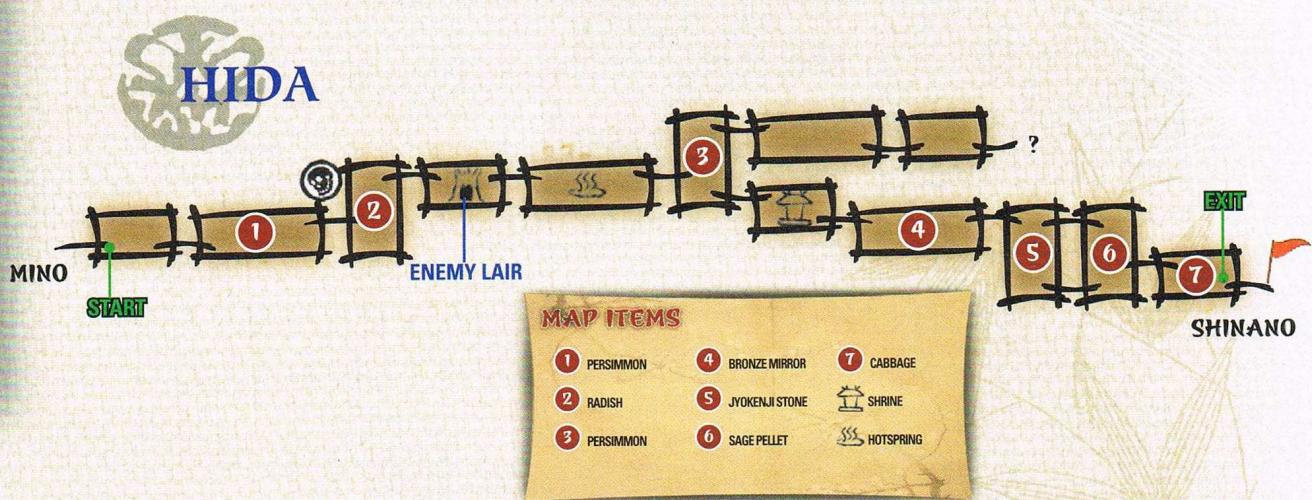
When you knock him out of the web, jump down to the ground and unleash everything you got on him while he remains in this vulnerable state. Repeat until victory is yours. The boss has four stages of a full Health Gauge.

AFTERMATH

You win the Kumokiri Demon Blade when you smite the boss. This blade breaks Light Blue Barriers. After the battle you learn you aren't the only person that's come back from the dead. Speak to Honen, Torahime, and the young Monk to find out more. Return through the previous provinces following the flag to Hida.



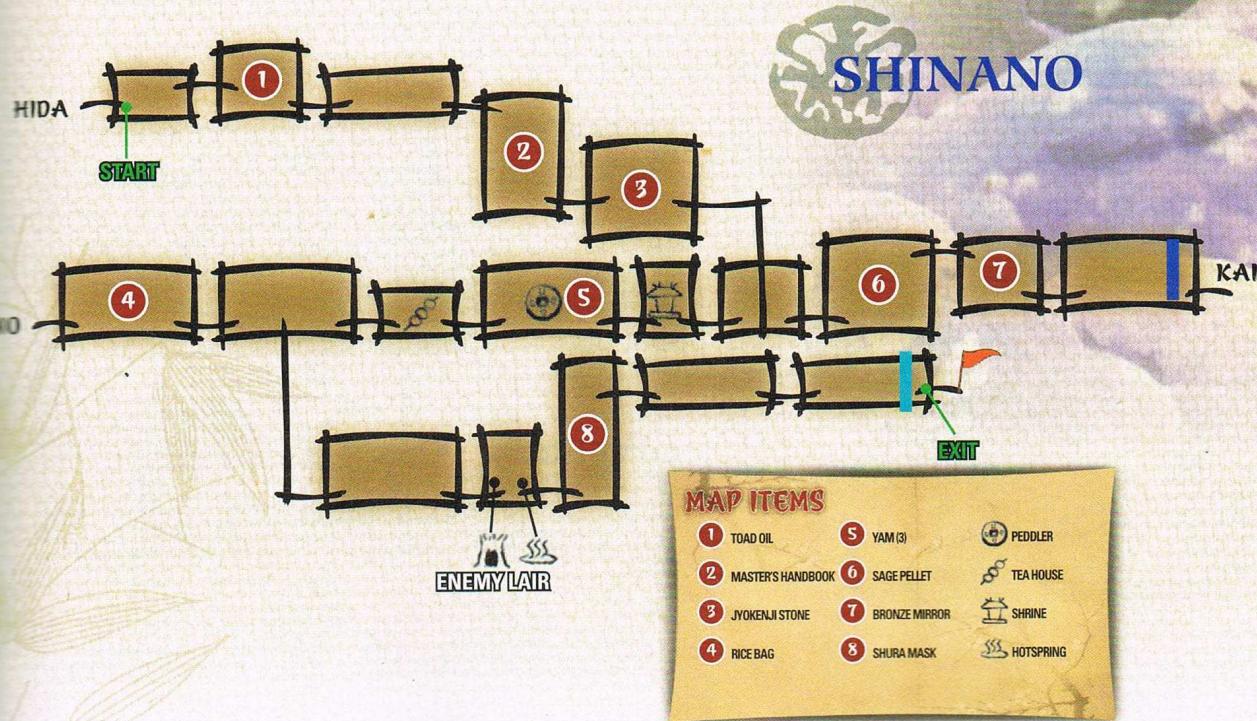
Looking for backup, Torahime has left for Kawanakajima in Shinano Province.



TRUDGE THROUGH THE SNOW TO REACH SHINANO



You need to get through Hida to reach Shinano where the next boss resides. Hida is a high altitude province: cold and dangerous, it's full of Snow Women and Ninja. Collect the Treasures and thaw out in the Hot Spring. You should have earned a couple more levels in the random battles between Yamato and Hida, so make sure to Forge any available Blades and equip the most powerful. Take the low road to the Shrine, save your progress and continue east into Shinano.



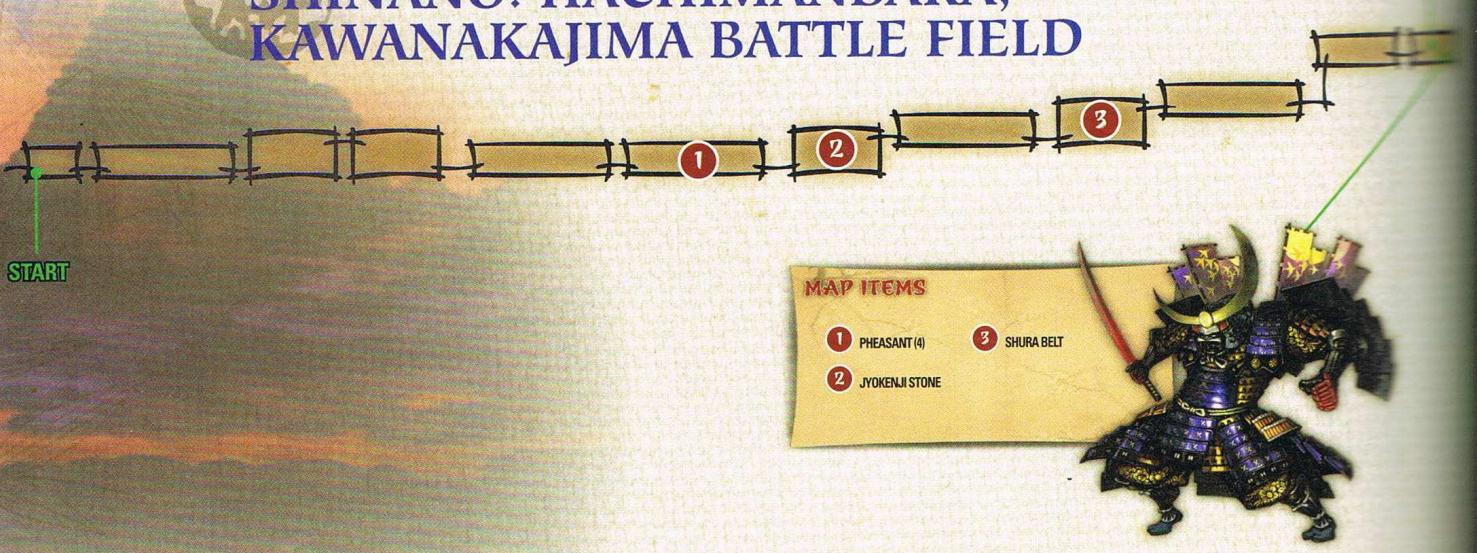
FIND KAWANAKAJIMA BATTLE FIELD

You enter Shinano at the northwest entrance from Hida and you need to travel to the southeast exit to Hachimanbara, Kawanakajima Battle Field. On your way, don't miss the opportunity to nab the Master's Handbook (2) in the cave with the bomb-throwing Ninja. Equip the Master's Handbook as frequently as possible—unless you require an accessory that stops changes to your status. The Master's Handbook boosts experience earned in battle by 5%. This helps you level up quickly.



Visit the Peddler to get a map of Kai and Shinano. Also purchase Culinary Tips Vol. 4, Grilled Cooking Vol. 3, Ghoulish Seel, and the Shura Gauntlet. Check to see if you can forge more Blades before you enter the battlefield. Continue to the southernmost road heading east to the Light Blue Barrier. Break it and enter Hachimanbara, Kawanakajima Battle Field.

SHINANO: HACHIMANBARA, KAWANAKAJIMA BATTLE FIELD



BATTLE DEAD

Make sure you are equipped with the most powerful Blades in your inventory. You'll battle the occasional Ninja, but most fights here are with dead and underworld enemies—Gun Soldiers, Ochimusha, The Dead and Small Oni. Make sure to explore thoroughly; there are a couple hidden chests

with items in the field (1) and (4). Save your progress at the checkpoint and prepare to battle Chigurui Bishamon.



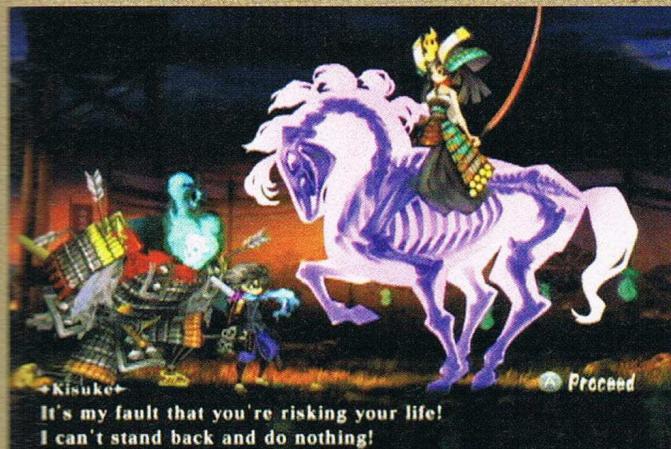
CHIGURUI BISHAMON



DEMON BLADE REWARD OSAFUNE KANEMITSU

BOSS PREPARATION

You should be around level 34 by now. Forge and equip the following Blades if you can: Kazanami Muramasa, Ishizuki Muramasa, and Suiran Muramasa. Equip an accessory that boosts strength and vitality, or regenerates Life Flame, or keep the Master's Handbook equipped. There is no threat of poisonings or burnings in this battle. Just before the battle begins, cook a good meal that temporarily grants you the upper hand in battle. Check your Shortcut Items and enter the boss arch to begin the battle. Talk to the Kagami Clan Samurai and Torahime. Don't forget the Samurai to the right of Torahime.



Boss Details

Chigurui Bishamon is an extremely large, well-armored Samurai with a gigantic sword with horrific attacks. His weakness is his colossal size; it makes him very slow. He jumps in the air and stomps to break Blades. Recognize this move and avoid being under him when he lands. This move also has a sizable area affect, so avoid the green ghostly cloud that's kicked up.

With each swing of his sword, the boss summons a variety of attacks. One such attack conjures floating green skulls that cause contact damage; you can knock these away by swinging your Blade through them. Another attack fills the sky with ghostly, falling arrows. Wind II is a great Secret Art to counter this attack.



Finally, Chigurui Bishamon summons a ghostly, hounds-of-hell stampede that fills the entire lower half of the screen. The only way to avoid this is to stay above it by hovering, performing a long hovering combo on the boss, or use a Secret Art during the stampede to keep you temporarily invincible. Your Blade breaks if you are caught in the stampede.



CHIGURUI BISHAMON

Attack Strategy

Besides using the above counterattacks, try to remain in the air as much as possible while releasing combos on the boss. This way you avoid his stomp and stampede attack. Use your Secret Art attacks wisely (as mentioned above), but make sure not to underuse them. Perform Quick Draws every chance you get. The boss has five stages of a full Health Gauge.



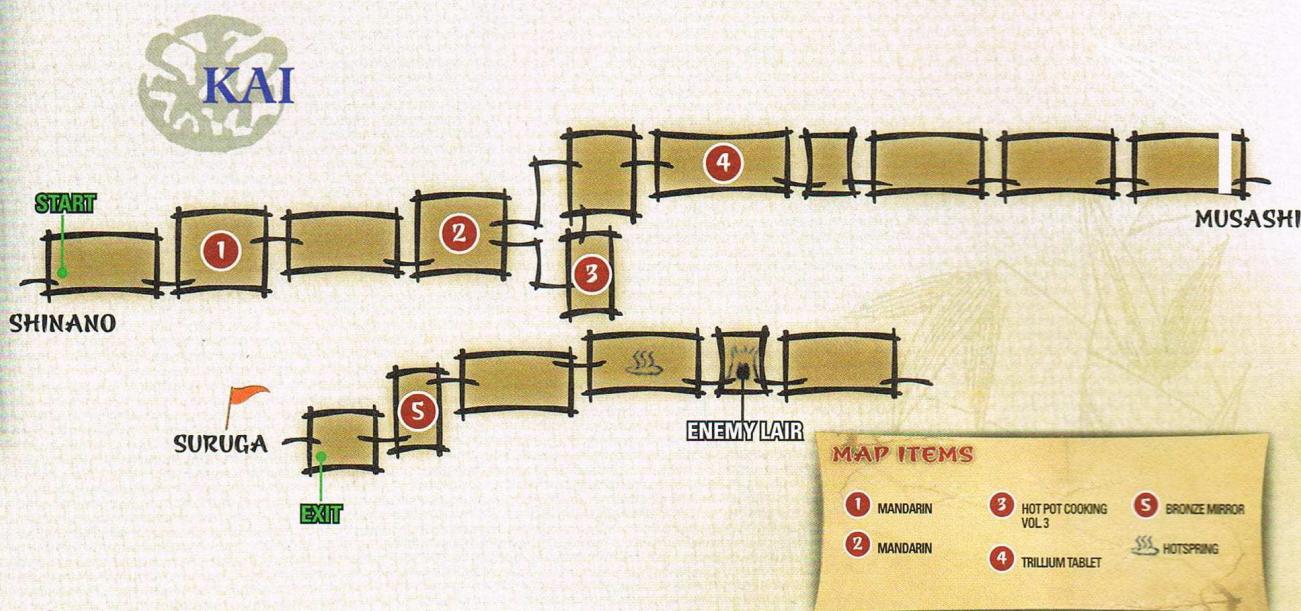
AFTERMATH

Beat the boss and you earn the Osafune Kanemitsu, which breaks Blue Barriers. Upon his defeat, the boss shows you a special Shura attack and not only slices himself in half but part of the attack catches you in the back as you escape. You wake up in Torahime's arms then black out again. Next you appear in your skivvies in a Shinano Fox Lodge. Talk to Yuzuruha and the Fox to proceed. Your next objective is to destroy the barrier energy's source that is protecting Edo. Break the Blue Barrier in Shinano and enter Kai.





To remove the Edo barrier, Torahime has left for Sacred Mt. Fuji in Suruga Province.

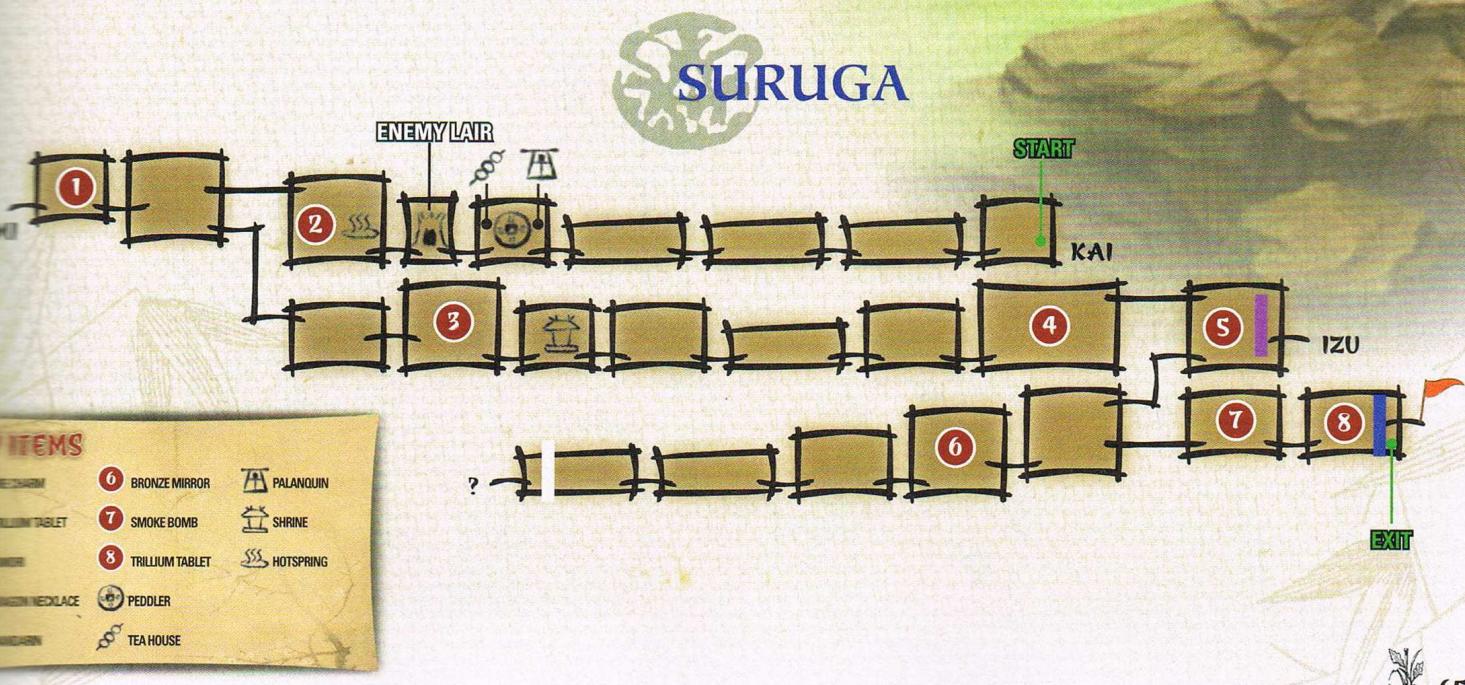


HOT POT & HOT SPRING

You enter Kai through the northwest Shinano entrance. On your way through to the southwest exit to Suruga make sure to find the Hot Pot Cooking Vol. 3 (3) on the low, right Cliffside ledge at the bottom of the ravine.



If you visit the Hot Spring you'll get another opportunity to run into Momohime.



FIND THE FOOT OF MT. FUJI.

After you enter Suruga through the northeast Kai entrance, you must make your way to the southeast exit to the foot of Mt. Fuji. There are some good items to be had in Suruga, so stop and purchase maps, Hot Pot Cooking Vol. 2, Swordmaster's Sheath and the Yata Belt from the Peddler.

On your way to Mt. Fuji, find the Dragon Necklace (4) on



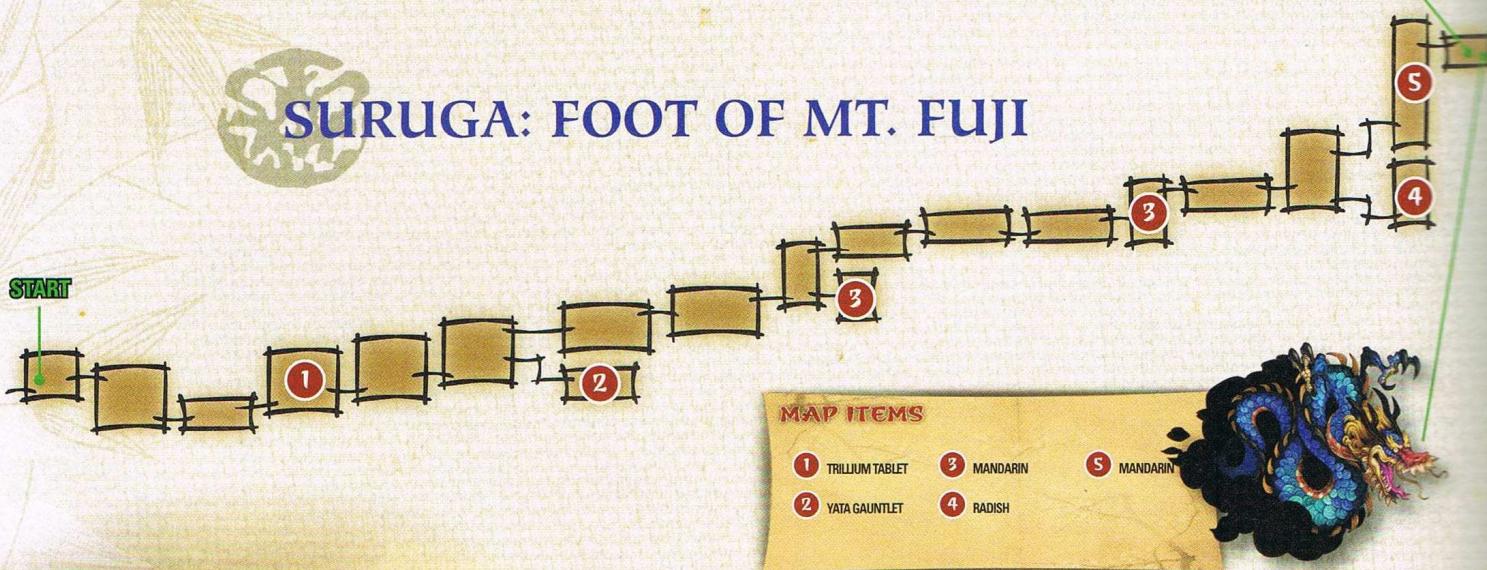
the ground in the misty forest. This accessory is fantastic, as it completely prevents any Status change—no poison or burning while wearing it. Break the Blue Barrier and enter Suruga: Foot of Mt. Fuji.



CHECKPOINT

SURUGA: FOOT OF MT. FUJI

START



MAP ITEMS

- 1 TRILLIUM TABLET
- 2 YATA GAUNTLET
- 3 MANDARIN
- 4 RADISH

5 MANDARIN

UP MT. FUJI

Fight your way through the many Ninja, Small Oni, and Gaki as you make your way up the mountainside. When you reach the higher elevation a blizzard hits; you'll encounter Snow Women and even more Ninja. Climb to



the top of the mountain and prepare for a battle with a dragon. Forge any new blades possible.



DRAGON GOD

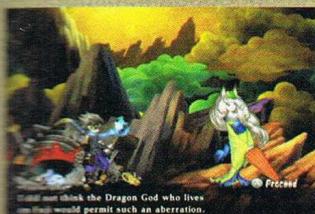


DEMON BLADE REWARD GORO MASAMUNE

BOSS PREPARATION

You should be somewhere around level 40 at this point in the game. Bring Tanahashi Muramasa, Mizutachi Muramasa, and Hisame Muramasa. Equip the Dragon Necklace to stop burn. Equip Mandarin, Amazake, Trillium Tablets, and the Jyokenji Stone. Finally, eat some cooking that'll give you special status enhancements.

Speak to the Kagami Clan Samurai. One says Torahime was killed; another says a 1,000 of them were blown aside and that blades cannot pierce the Dragon God's steel scales! Torahime is still conscious and located to the right of the soldiers crouched next to her cataleptic ghost horse. Talk to her, then proceed to do battle with the Dragon God.



Boss Details

The Dragon God has a fire breathing attack—imagine that! Strike at it or jump over it to avoid damage. The boss also curls up into a dark cloud, which produces a plasma sphere. Striking this sphere could break your sword so stay your attack until the Dragon God exits the cloud. The Dragon God lunges out of the cloud when he exits, so don't be in his path.

During the second stage, the boss breathes small fireballs. These are damaging to you, but also to him, so deflect them back at him by swinging vehemently at them.



Once in the third stage, the boss produces five spheres that spin around in the air and soon join together to form a big, floating, glowing, pentagram-like projectile. It's best



to try to avoid things like this. You can cancel this attack by eliminating the spheres before they join. This is easily done with a single Quick Draw attack. While doing so, the Dragon God occasionally lunges out of the black sky and tries to bite you. This could break your Blade...or just scare whatever life you have left out of you. Avoidance is key.



During the last stage, all the previously mentioned attacks intensify, and in the case of the glowing blue spheres, their numbers increase.

DRAGON GOD

Attack Strategy

Keep moving and hitting the Dragon God with hovering combos. Knock back any fireball attacks, and try to take out the blue spheres before they fuse and become unstoppable. In the third stage, this is done easily with a Quick Draw, but in the fourth stage Quick Draws do not come soon enough to stop them all.



AFTERMATH

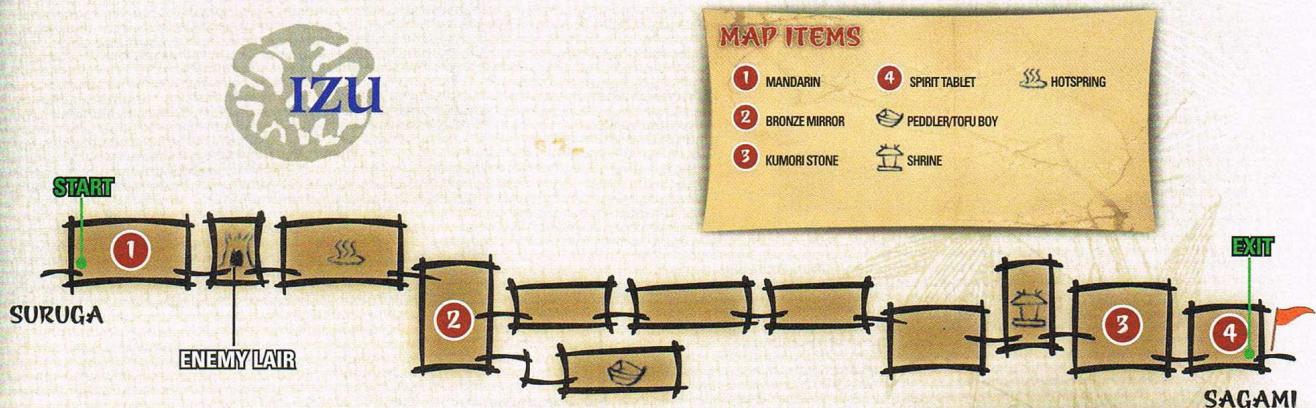
After defeating the boss you earn the Goro Masamune, which breaks Purple Barriers. The Dragon God is not dead but he is humbled. Talk to Torahime and the Dragon God. He hints that the Shogun's defensive barriers are weak, so it's your chance to get in. Speak to Yuzuruha to the right of the Dragon God to reach the "proceed" option. Return to Suruga and break the Purple Barrier to the Izu entrance in the northeast.





FINAL ACT

Attacking Edo Castle in Musashi Province, act as a decoy for Torahime.



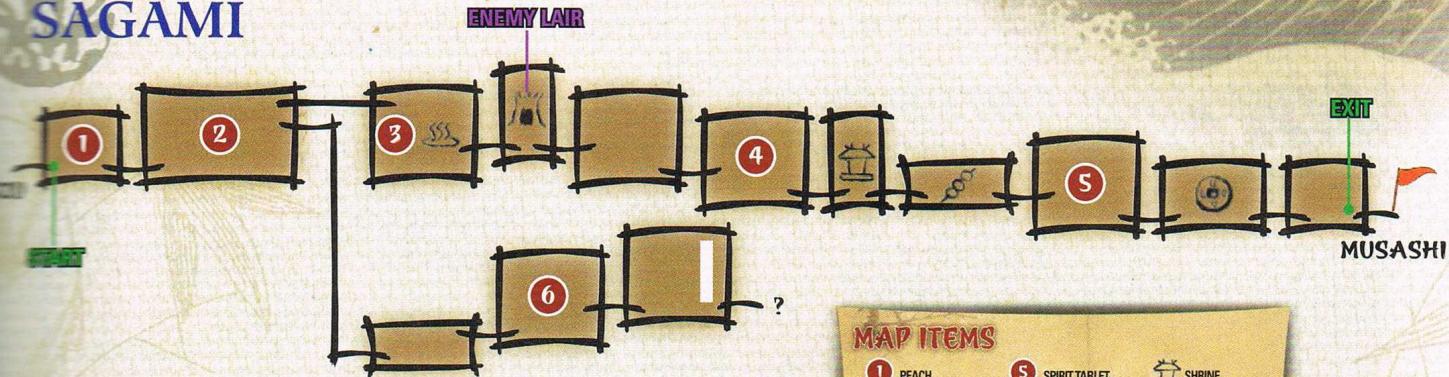
GOING TO SAGAMI

On your way through Izu to get to Sagami, make sure to stop at the Hot Spring to spend time with your *girlfriend*, Torahime. Also, the Fisherman can take you on a fishing trip. Just be aware that when the fishing game is over, he drops you off in Mikawa; that's a

little out of your way. Stupid fishermen and their celestial navigation...claiming they've discovered new uninhabited lands where people have live for centuries.



SAGAMI



ENEMY LAIR & COOKBOOKS

On your way through Sagami to reach Musashi, try attempting the Purple Enemy Lair challenge. You should be a level 47 or more. The challenge is called "Courage in the Ghostly Hour." You must fight Giant Monks and Furballs; the reward for wrestling with these guys is *curiously* called the "Clapper." Protect yourself better next time.

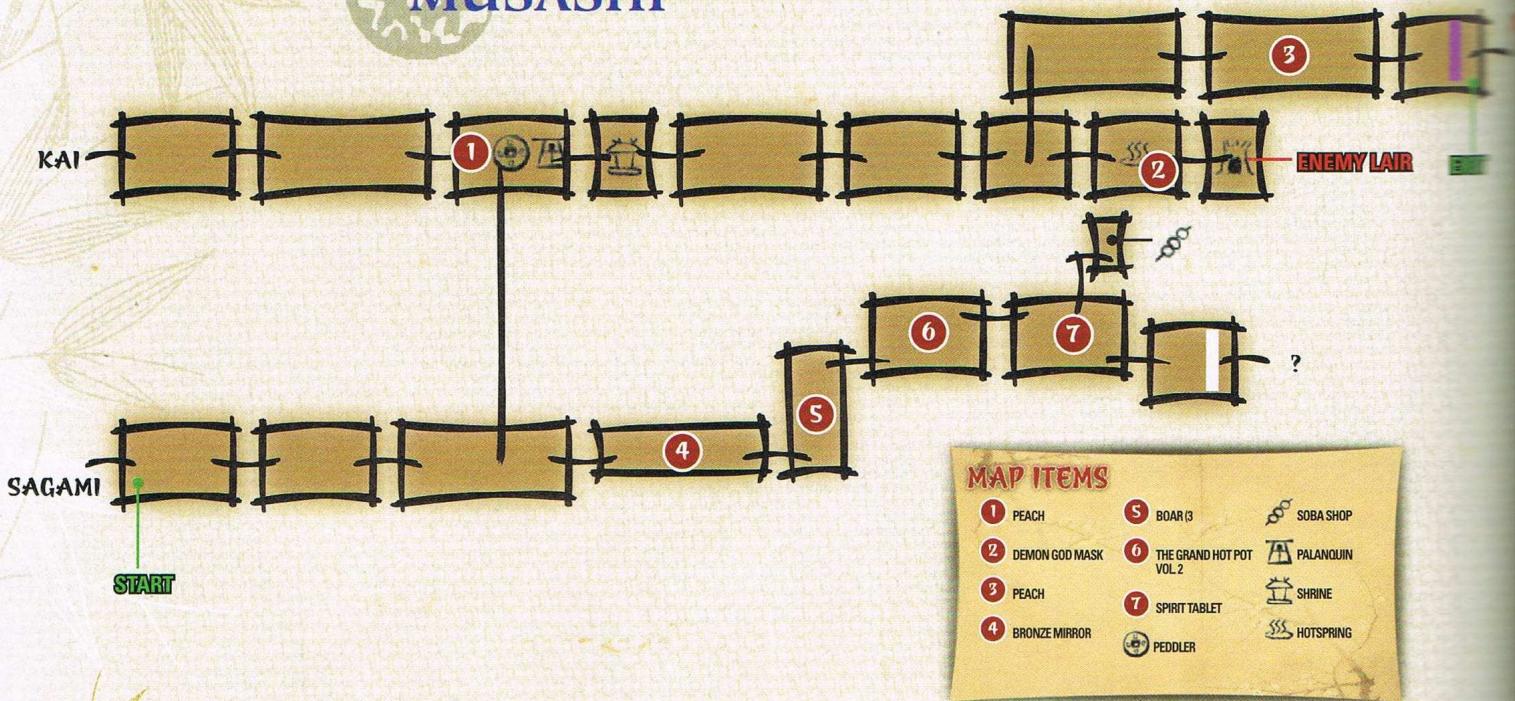


balls; the reward for wrestling with these guys is *curiously* called the "Clapper." Protect yourself better next time.

Eat at the Soba Shop and purchase more ingredients and Cookbooks from the Peddler. He's got The Grand Hot Pot Vol. 3 and 4. Continue east into Musashi.



MUSASHI



MAP ITEMS

1 PEACH	5 BOAR (3)	8 SOBA SHOP
2 DEMON GOD MASK	6 THE GRAND HOT POT VOL. 2	9 PALANQUIN
3 PEACH	7 SPIRIT TABLET	10 SHRINE
4 BRONZE MIRROR	11 PEDDLER	12 HOTSPrING

ENEMY LAIR & COOKBOOKS

You begin in Musashi in the southwest entrance from Sagami. You must make your way through Musashi to the northeast exit, the Ote Gate and Edo Castle. On your way you should stop and purchase a map, The Grand Hot Pot Vol. 1, Swordsmith Gauntlet and the Demon God Mask. You can get the Demon God Mask from the bottom of the secret well

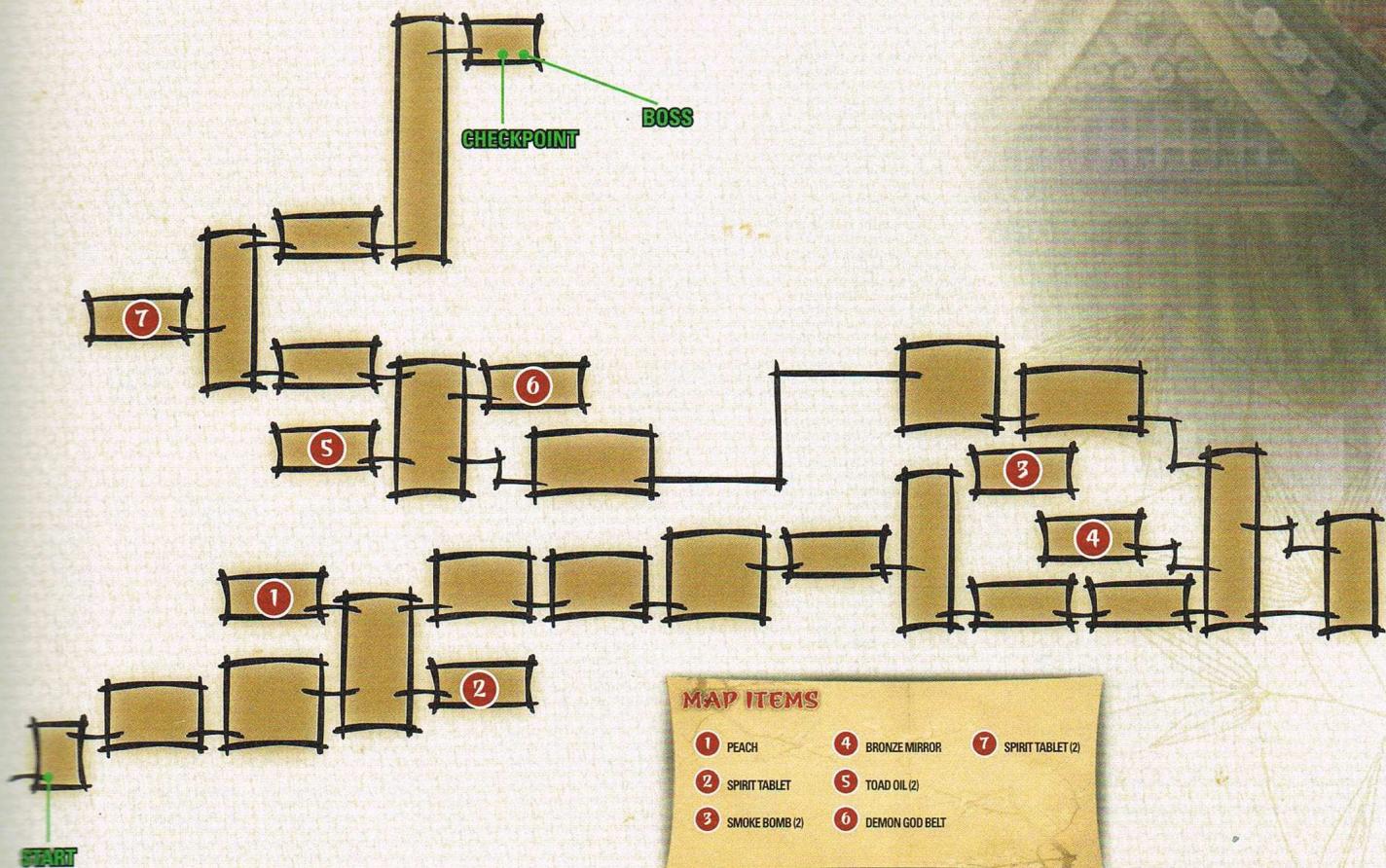
(2) to add to the *Demon God* collection.



If you beat the challenge inside the Red Enemy Lair (suggested Level 9 or above), "100 Armed Monks," you can win the reward *Kusarikatabira*. This accessory Reduces damage from enemies by 10%. Nice little parting gift.



MUSASHI: IN FRONT OF OTE GATE, EDO CASTLE



FIND INUGAMI TOKUGAWA TSUNAYOSHI

Edo Castle is well armed and fortified with skeleton troops, Ninja, and Monks. Make sure you have forged the best Blades possible. You should be around level 51 at this point in the game. It's a long haul to the boss so keep alert, keep your items fresh in the Item Shortcut and wear an accessory that either reduces damage, greatly enhances your strength and vitality, or regenerates lost Life Flame. You do not need to worry about poison or burning on your way to find Inugami Tokugawa Tsunayoshi. Make sure to explore the nooks and crannies for items. The Demon God Belt (6) can only be found on this level.



INUGAMI TOKUGAWA TSUNAYOSHI

Boss Attacks & Antidotes

There are two major stages to the boss: Inugami Tokugawa Tsunayoshi in his natural form, which has five stages of full health, then he transforms into a large demon dog that also is given five stages of full health.

In Inugami Tokugawa Tsunayoshi's first stage he releases an attack that consists of multiple groups of slide-attacking-skeleton statues. Fend these off but try not to get distracted from your intended target: Inugami.



DEMON BLADE REWARD

MUMEI TAMANOO

BOSS PREPARATION

Forge and equip the following Blades if you are able: Tsubamegashi Muramasa, Reimei Muramasa, and Gyoko Muramasa. Wear the Dragon Necklace and make sure to have these in your Item Shortcut: Peach Roasted Squid, and an Igarashi Stone. Cook a meal that gives you special powers.

When you enter the boss lair you notice Torahime on the floor. Tokugawa says he landed a deathblow on her. She still breathes; talk to her and then to the scoundrel that *smote* her. He warns that he is about to transform into an Arch Demon.

Try not to attack Tokugawa when he disappears into the dark mass surrounded by entangling red ribbons. You could break your Blade if you hit him when he teleports this way.



In the last couple stages before the transformation he'll try to trick you with a duplicate or triplicate of himself. Make sure you attack the real Inugami Tokugawa Tsunayoshi. You can easily spot him, as he is the only one that is not colored red.



Lighting begins striking during the last stage before the boss transforms. There's not much you can do to avoid the bolts except to keep moving, wish for the best, and don't break any commandments. If the lighting hits you it will break your Blade.



With the transformation of the demon dog also come strange hovering portals from hell. Occasionally they'll issue a team of skeletons thrusting swords outward in unison. They quickly retreat back into the portal, while never completely leaving the portal. If you hit these things when that happens you could break your Blade. Standing directly in front of the portal is usually what triggers this team skeleton attack. The higher portals also produce lightning; so taking them out when you have a chance. These are more of an annoyance and a distraction from your main target: the demon dog boss.

The reason for wearing the Dragon Necklace comes into play during this phase of the battle. Poison clouds form around the dog's feet. If your character is wearing protection, this will not affect you.

When the dog opens its mouth as wide as its entire head, run in the direction of its tail. This is a sign that it is about to lunge face first into the ground. This is a Blade-breaking maneuver and quite disturbing.



INUGAMI TOKUGAWA TSUNAYOSHI

Attack Strategy

Stand next to the levitating boss while he summons his skeleton statue warriors and release the Meteor II Secret Art so the vertical beam of energy slices right through the middle of the boss. This is a devastating attack.



When Inugami Tokugawa Tsunayoshi bows his head and rests his butt on the floor in a meditative state, he is paralyzed. It won't last long so take advantage with some mad combos.

In phase 2, stand on top of the demon dog's head to begin your attack. Perform Secret Art moves while there, such as Meteor II so the beam goes right through his noggin. You can also attack the higher hell portals from here. If you are positioned under his head, use Phantom II.

AFTERMATH

After defeating Inugami Tokugawa Tsunayoshi you earn the Mumei Tamanoo Demon Blade and end up in Devaloka Buddhahood, Beyond Devaloka Gate. Jump from large flower platform to platform and from green cloud to cloud all the while making your way higher into the sky. When you can no longer go higher you've gone high enough to talk to Amitabha. She pinches a very tiny Blade in her enormous, golden hand.



The rest of the ending is for you to discover. The first ending sequence has been reached. In the next scene (ten years later), talk to all the characters to reach the finale of Kisuke's first story.





WHITE BARRIERS

You are not granted the ability to break White Barriers until both Momohime and Kisuke reach their first story ending. Once the White Barriers are removed, each character can challenge the other character's bosses and earn new items. However, once the first character completes his or her adventure, the lady Fox at the Shrines can warp you to other Shrines.

ALTERNATE ENDINGS

For more information on the multiple endings, see our Extras section at the end of this guide.

ACT
1

MOMOHIME: PANDEMONIUM OF THE DEMON BLADE

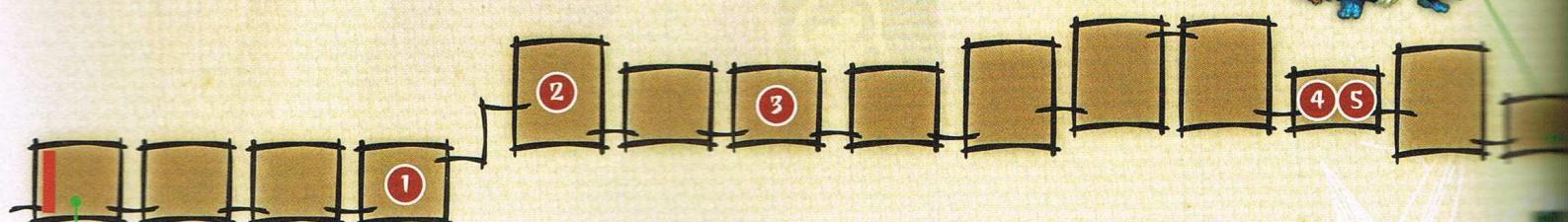
Destroy the barriers to reach
the main road



SAGAMI: MOUNTAIN ROAD
OF ROKKOKU KENZAN

MAP ITEMS

1	HEALING PELLET	4	HEALING PELLET
2	BAMBOO FLASK	5	HEALING PELLET
3	BAMBOO FLASK (2)		



START

FIND THE BLUE MONK

After the training session, you must travel through the Sagami mountain road of Rokkoku Kenzan to confront the first boss. The chosen difficulty mode determines the intensity and type of enemies you'll encounter in random battles along the way. In a Shura mode (hard), you meet enemies that you wouldn't ordinarily meet until much later and in greater numbers per battle. For tips and information on particular enemies, see the *ENEMY* section of this guide.



Treasures are found on tree branches, the ground or on high rock formations. The items you find along the way are always the



same items you find each time you play and they will remain there until you pick them up.

Save at the checkpoint at the end of the path (this also refills Life Flame and maxes out your Blade's Soul Power). Enter the glowing archway beyond the checkpoint and confirm while standing in the  icon to begin the boss battle.

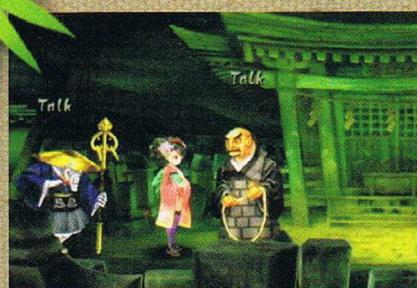


BLUE MONK



DEMON BLADE REWARD HASEBE KUNISHIGE

Talk to all the characters in the cemetery: the Evil Monk, Rankai, and Jinkuro's Soul. You learn Momohime was, and will be



again, possessed by Jinkuro's Soul. Walk away after talking to all the characters and confirm your choice to "Proceed" to initiate the boss battle.

Jinkuro reenters your body, and seconds later the Blue Monk appears. His beef is actually only with Jinkuro; not you, but you are both as one now so you must deal with the threat together.



BLUE MONK

Boss Details

The Blue Monk is very slow. The biggest threat is his sword-breaking technique—he manages a lazy little hop and his fat, slow body falls forward. Your sword breaks if you are caught under him as he falls.

He also throws small metallic weapons that hover in the air in front of him, then drop to the ground creating a fountain of fire where they fall. If you strike or try to block them these too can break your sword. Just avoid them and their flames.



Finally, when the Blue Monk gets angry he swings the arm clutching the skull necklace. This produces a stream of ground fire in front of him as if he rolled a fiery bowling ball.



Attack Strategy

You must beat seven stages of full health bars to defeat this boss. Notice the smaller health bar depletes in stages as you empty the larger health bar. Hit him repeatedly with each blade in your arsenal. Empty all the Secret Art attacks out of each Blade on the Blue Monk. Moonlight is the weakest of Special Arts available at this time, so choose this last.



If you don't let up on the combos, Secret Art attacks, and Quick Draws (when available) you'll have him beat in a couple minutes. Try staying in the air as much as possible to avoid being squashed by his sword-breaking fall.



Concentrate your attack on his head to keep you off the ground during the battle.

AFTERMATH

At the end of the battle you acquire the Hasebe Kunishige Demon Blade, which allows you to break red barriers—like the one at the beginning of the level.



After the boss battle, talk to Kongiku, the female human fox, and the other two foxes. Reenter the mountain road.





Hurry to Edo, Musashi Province to recover the Soul of Momohime stolen by Rankai.

Save your progress and equip your new sword—substituting it for the weakest of the four swords you own. You should have enough stats to forge a new blade. If so, forge Botan Muramasa and equip it. Head back the way you came along the mountain road, collecting any missed items and defeating any enemies along the way. Walk up to Red Barrier and hit it with any sword. The barrier breaks and you can proceed into Sagami.

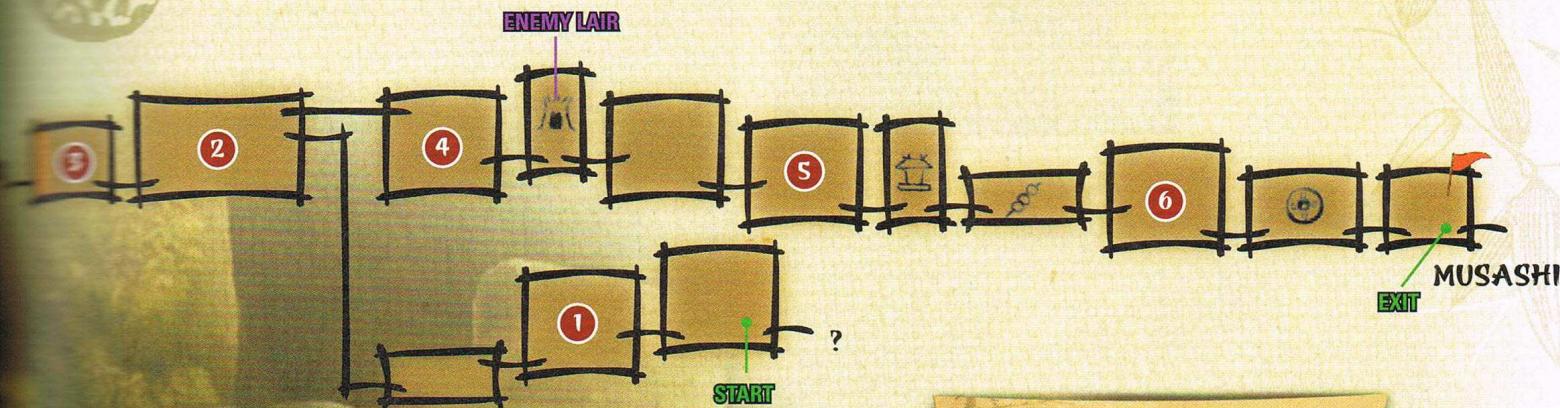


BREAKING BARRIERS

It doesn't matter what blade you actually have selected when you break a barrier. Once you have the appropriate barrier-breaking blade in your inventory, you can break the corresponding colored barrier. If you are unsure of what colored barriers you can break, check your stats in the *Abilities* option in the pause menu. The colored blocks with sword icons in them in the top right corner indicate which colored barriers can be broken.



SAGAMI



HEAD TO MUSASHI

You're introduced to many new features as you travel through Sagami. An Enemy Lair can be discovered in the area to the right of the #4 treasure. This one has a purple barrier keeping you from entering. You'll have to come back and attempt this challenge once you can break purple barriers. See *Extras* for more details.



Shrine

The Shrine is further to the right. Kongiku is always found hanging out near the Shrines. When you complete the game once, she'll be able to warp you to any Shrine in Japan. Save your progress.



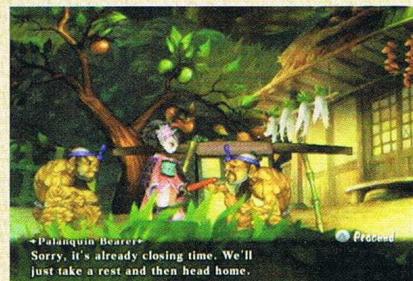
Soba Shop

A Soba Shop is found in the next area to the right. Eating raises your Spirit. A High Spirit is a prerequisite to forge new blades, so eat the most expensive meal you can afford. Eating also gives you temporary special powers. The power depends on the meal you eat. This Soba Shop offers Steamed White Rice, Kitsune Uden, Herring Soba, and Tempura Uden.



Palanquin Bearers

Before you reach the Soba Shop you come across a couple Palanquin Bearers. Later in the game, these guys will offer you a ride to any other nearby town for a price.

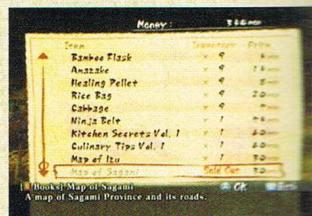


We never use their services because you miss many random battles, thus slowing level advancement.

Peddler

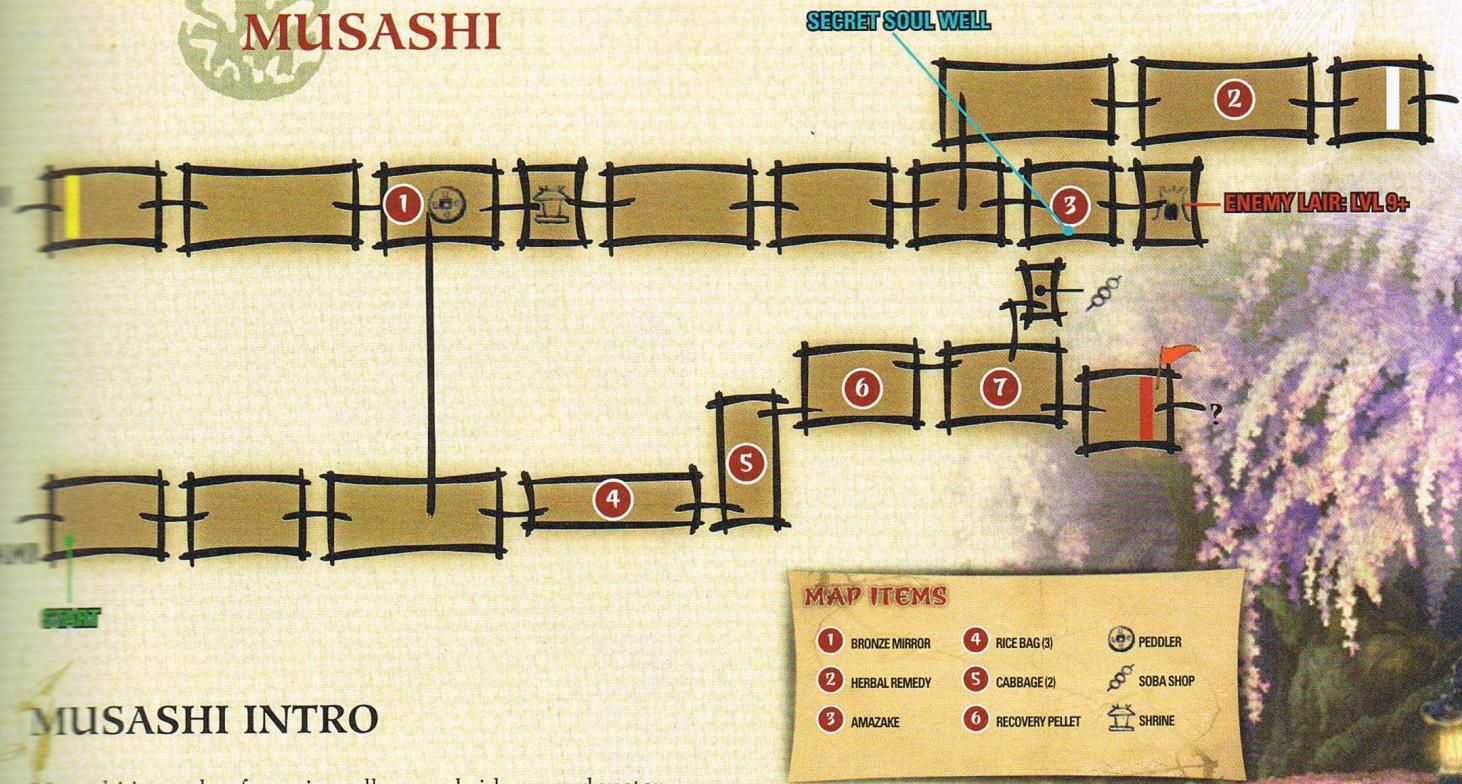
Continuing to the right brings you to a Peddler. Always check to see what these guys are selling. You can get recovery items, ingredients, and unique accessories and maps from these guys. We suggest buying the maps of Izu and Sagami, then the Ninja Belt. This is your first accessory and it cannot be found anywhere else in Momohime's adventure. Equip it after purchase; it gives you +1 Vitality.

If you can afford it, also purchase the Books: Kitchen Secrets Vol. 1 and Culinary Tips Vol. 1. These allow you to make Rice Balls and a Cabbage Hot Pot. These are items you can use during battles to replenish Life Flame and give you temporary status enhancements. Once you purchase the books, *Cooking* becomes available. So, enter the Pause menu and check it out now before you exit Sagami and head into Musashi.





MUSASHI



MUSASHI INTRO

Musashi is made of scenic walkways, bridges, and waterways. You can drop down beside the walkways and find many Souls and the occasional Treasure. The other half of the province is full of apartment buildings where you discover enemies, Treasures, restaurants, and Peddlers inside apartments. Makes sure to explore all the open apartments.



HUD MAP

It's highly recommended to use the second, smaller view of the HUD Map as you travel through provinces. Not only does it help you get your bearings, but it also displays which areas have Treasures, Hot Springs, Peddlers, restaurants, etc.

Peddler & Secret Soul Well

Purchase the Musashi map from the Peddler, and if you can afford it, the Ninja Gauntlet, and the cookbooks. Save your progress at the Shrine and continue past the bridge. Find the secret well in the next area. Examine the well to drop down a rope lined with Souls. Collect more Souls from the cavern below. Head back up the rope and continue right to the Red Enemy Lair.



Red Enemy Lair: 100 Armed Monks

You can break red barriers now. Break the barrier from in front of the Enemy Lair. It is suggested that you do not take the challenge if you are not level 9 or above. You most likely are not a level 9 at this point in the game, but if it's not your first time playing, you may be able to handle the challenge at a lower level. A successful defeat of the 100 Armed Monks earns you Kusarikatabira; it is one of



our favorite accessories, as it reduces damage from enemies by 10%. For more details and tips on individual Enemy Lairs, see the *Extras* section in this guide.

Leveling Up

The nice thing about boss battles and enemy lair challenges are, when you lose, you don't lose the items you used in that battle nor do you lose the experience earned. Boss battles and enemy lair challenges are great places to level up quickly. If you level up during the battle, your Life Flame refills completely giving you the upper hand in battle.

White Barriers

The top right area of the Musashi province contains a White Barrier. White Barriers are areas that can only be broken once you complete the game once with both characters. Breaking the White Barriers allow you to travel into the other character's boss battle levels and take on the bosses that were unique to the other character's adventure. Doing so gets you new items and swords.



Apartments

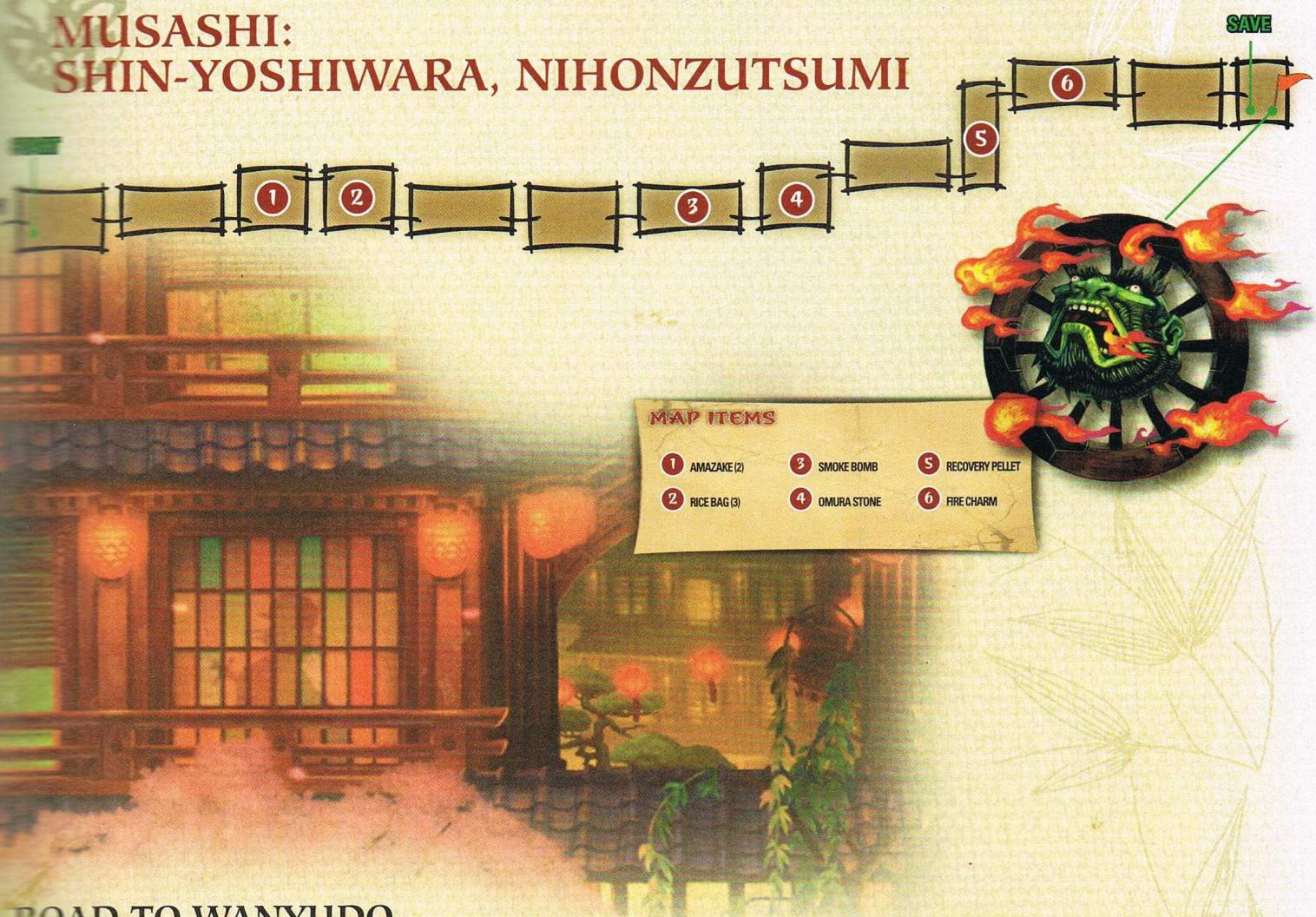
You'll come across apartments in the lower right sections of Musasha. You can jump up and drop down to the various levels of apartment balconies. Treasures can be found outside the apartments and inside chests within some apartments. So, make sure to explore all the open apartments.



A Sushi Shop is also located inside a high apartment in this area. Continue to the right, break the Red Barrier and enter Shin-Yoshiwara, Nihonzutsumi.

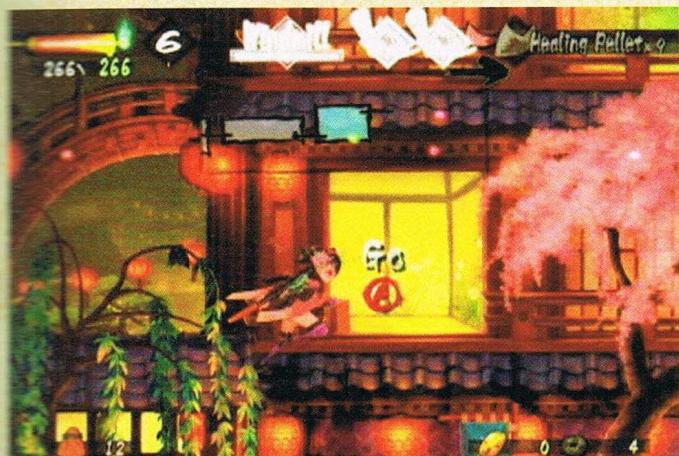


MUSASHI: SHIN-YOSHIWARA, NIHONZUTSUMI



ROAD TO WANYUDO

The road to the next boss looks much like the Musashi you just left. Search the apartments for any items. It beats buying the items from the Peddler, and these items help during boss battles. The **Omura Stone** (4) can be acquired from battling a Samurai inside an apartment.



Save your progress at the checkpoint and prepare for the boss battle. Forge any new powerful blades you can and equip the strongest three blades. If you have any items or blades (Ayame Muramasa has a %50 Burning effect) to help avoid burning, equip them. Make sure to have Fire Charms equipped along with your best Life Flame recovery items. You are about to enter the battle with the blazing Wanyudo.



WANYUDO



DEMON BLADE REWARD KASHAGIRI HIROMITSU

BOSS PREPARATION

At this point in the game you should be able to forge and equip Umitsubame Muramasa, Getsuei Muramasa, and Hibari Muramasa. The attack strengths of these Blades range from 19 to 30. Ayame Muramasa only has attack 15, but the %50 burning effect is needed. Make sure to equip the Omura Stone to fix broken blades and restore %50 Soul Power to the repaired blade.

Enter the apartments and speak to the residents inside. Select "Proceed" and continue to the furthest and highest open apartment. It contains Rankai, the monk who is supposedly "protecting" Momohime's soul. Speak to him to learn he intends to sell Momohime's soul to Wanyudo.



Boss Details

Wanyudo is a large, green head inside a hovering, burning wheel. This boss has eight stages of full health. He spits purple balls of phlegm that erupt in midair and spray downward. Contact with these causes poisoning if you are not equipped with gear to prevent poison. He performs a dash attack that is intended to break blades. Just before this move is performed, he groans and growls and scrunches his face more angrily than it already is.

The main threat from this boss is being caught on fire. The boss drips fire that pools beneath him. If you find yourself in one of these pools you'll catch on fire. Use a Fire Charm to shake off the burning. Fire, like poison eats away at your Life Flame until the harmful status fades or is removed.

Attack Strategy

Throw every attack you got at the boss using each of your three blades' Secret Art on him repetitively and continue every time there's enough Soul Power to perform them again. Use Quick Draw as soon as it comes available. Each time you knock the boss's large health gauge down to nothing he spits out small Souls. These help repower your blades.

Avoid the pools of fire directly underneath him. Jump into the air and perform combos to stay airborne. When Wanyudo spits his purple phlegm, prepare to block or perform a combo to hit the spray of purple globules away. When the boss is defeated you earn the **Kashagiri Hiromitsu** blade, which breaks Orange Barriers.



After the battle, Rankai is furious that you were able to stop Wanyudo and warns you that monks are on their way to exercise Jinkuru out of your body. He also further warns that Yukinojyo's ninja are on their way to stop you. Finish speaking to Rankai, then speak to Oiran Ghost and Momohime's Soul to proceed.

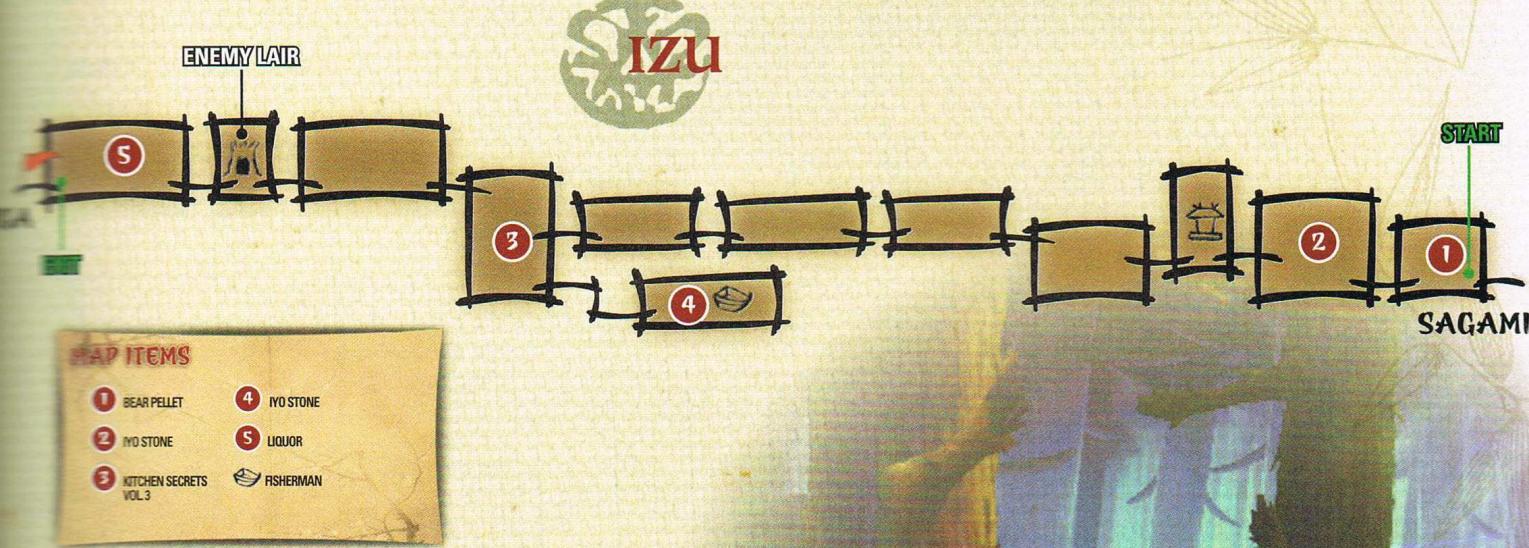


Obtain the Kuromitsu Blade to transfer Momohime's soul again. Learn the way from Yukinosyo.

MUSASHI CONTINUED

Run all the way back through the boss' lair, then left back through Musashi staying to the lower roads to return to the area where you entered (Start) to return to Sagami.

Once again, run through Sagami collecting any items you missed the first time. Purchase from the Peddler anything you couldn't afford before and stop to eat at the Soba Shop. Finally, get to the Orange Barrier, break it, and enter Izu.



RUN THROUGH IZO

Izo is mainly forests, meadows, rapids, and caves. In the rapids area you'll fight large Ogamas (toads) that have the ability to poison. Prepare with non-poison accessories and items. Find the **Kitchen Secrets Vol. 3** (3) on the high right ledge in the caves and be sure to visit the beach.

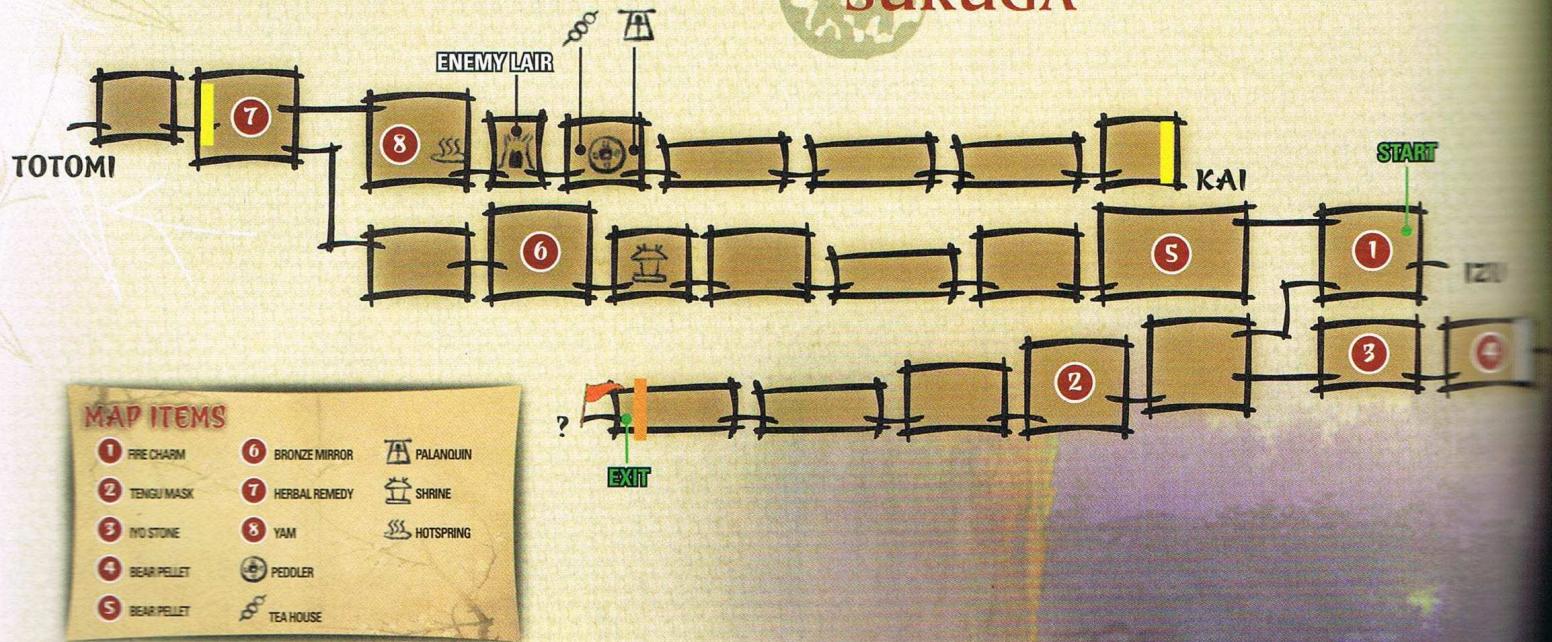
TAKE ME FISHING

Notice the wooden boats onshore. Later in the game, a fisherman will offer to take you on a boat ride to catch some fish. These fish are instantly traded for mon.



You'll pass by a White Enemy Lair on your way out of Izo. This is the toughest Enemy Lair challenge in the game, where every enemy in the game is thrown at you in

multiple stages. It's recommended that you be a level 99 and have every blade available to you before trying to beat *Total Pandemonium*.



FOLLOW THE FLAG TO THE ORANGE BARRIER

You enter Suruga on the east side in a forest. Collect Souls and defeat random enemies as you find Treasures on your



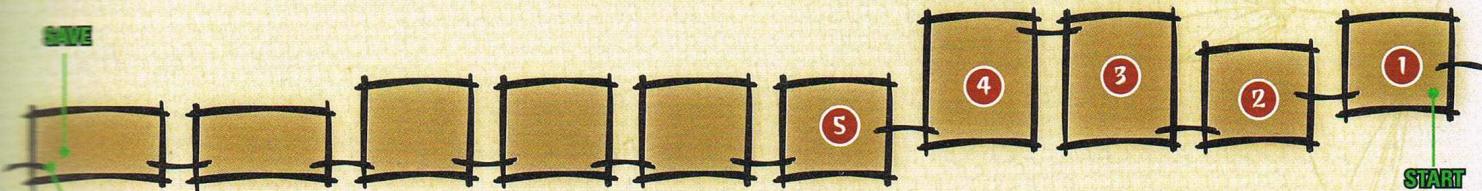
way to the southern tunnel entrance. In the tunnel, defeat the enemies and exit through the lower west exit.



Smash through the Orange Barrier on the beach to enter Satta Pass, Byroad of Tokaido. This is the route to the next boss battle.



SURUGA: SATTA PASS, BYROAD OF TOKAIDO



MAP ITEMS

① YAM	③ FOMURA STONE
② BEAR PELLET	④ HFOX SPIRIT GAUNTLET
⑤ BEAR PELLET	

FIND YUKINOJYO

Run left through Satta Pass collecting Treasures and Souls. Once you reach the beach, save your progress and prepare to battle Yukinojyo. Expect no poisoning or burning. Equip your most powerful Blades as well as recovery items and sharpening stones to repair broken Blades.



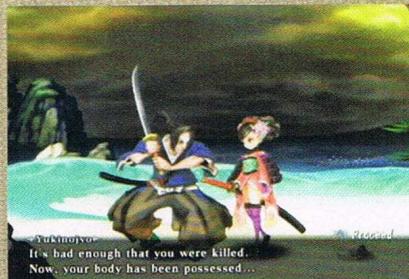
YUKINOJO



DEMON BLADE REWARD IZUMOKAMI NAGANORI

BOSS PREPARATION

Without any extra leveling up, you should be able to forge and bring into battle the Tachigesa Muramasa, Mutsuki Muramasa, and the Kashagiri Hiromitsu. These blades range in attack strength from 33 to 44. Bring an accessory that boosts strength and/or vitality. This is a battle of skill.



Boss Details

Yukinojo is not fooled by your appearance and figures that you must be possessed, as Momohime could not possibly take down a team of ninjas alone. Talk to Yukinojo and to Momohime's Soul who pleads for mercy from her friend, Yukinojo. Run to the right side of the beach and speak to Rankai who is eagerly waiting to see which fighting style is best—Oboro Style or Shinkage.

Yukinojo is a master swordsman of the Shinkage fighting style. He'll use nothing more than blocking techniques, strong combos, and the Secret Art of his blades to try to defeat you. Yukinojo has three stages of full health.



Attack Strategy

Block, block, block. Fighting Yukinojo is similar to most battles in Shura mode; you must block to survive. Block his combos, then quickly follow with a Drawn Back Slash to attempt to break his blade. Repeat this continuously until you succeed. Once you break his weapon, go in hard, fast, and heavy. Don't let up until he switches to a fresh blade. Hit him with everything you have, including Secret Art and Quick Draw attacks. Repeat until he's toast.

AFTERMATH

You earn the Izuokami Naganori Demon Blade after defeating Yukinojo. This penetrates Yellow Barriers. Next, Momohime forces Jinkuro's Soul out of her body



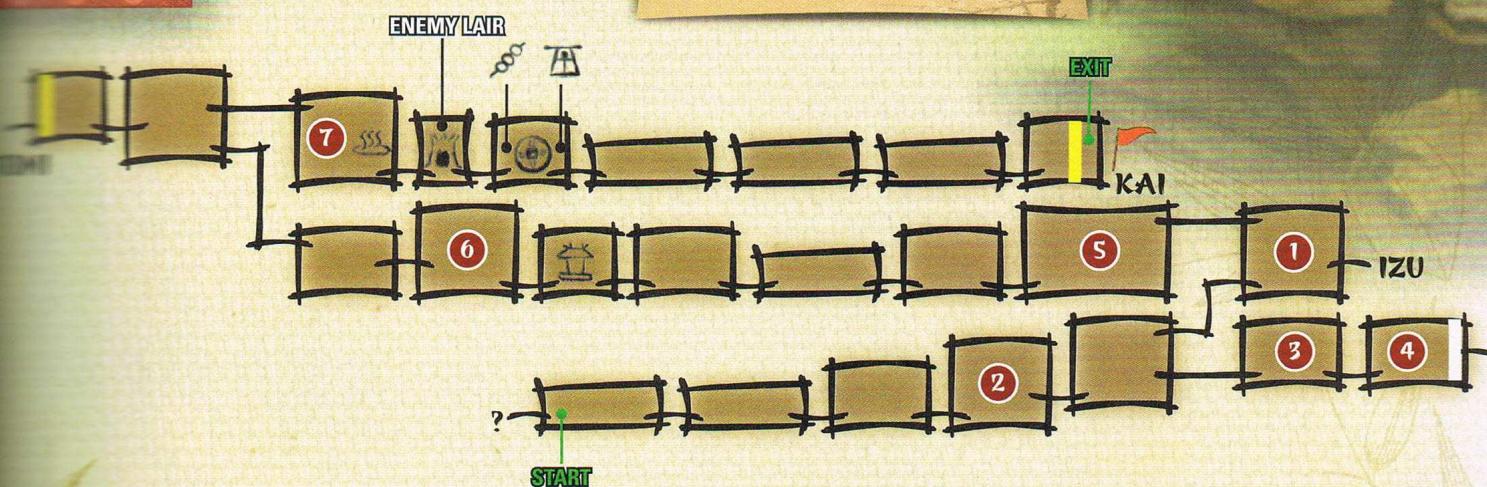
to stop him from finishing Yukinojo's life. Afterward you find yourself in a Suruga guesthouse in Sunpu. Speak to Yukinojo whose laid out on the floor, then Kongiku who tells you in order to survive you must let Jinkuro reenter your body. Lastly, speak to Jinkuro's Soul.



Head for Mino on the Koushu Kaido. Take a detour through Hida to avoid the monks.

SURUGA CONTINUED

MAP ITEMS	
1 FIRE CHARM	5 BEAR PELLET
2 TENGU MASK	6 BRONZE MIRROR
3 IYO STONE	7 YAM
4 BEAR PELLET	8 PEDDLER
	TEA HOUSE
	PALANQUIN
	SHRINE
	HOTSPRING



HEAD FOR THE FLAG

Run back through Satta Pass, Byroad of Tokaido to Suruga. You can head west to a Yellow Barrier to Totomi, which is not following the objective or you can head out the high exit following the objective. Note that you do not ever have to go to Totomi to complete the story, so you may want to go out of your way to visit sometime or wait until you can break Yellow Barriers to play the Enemy Lair challenge.



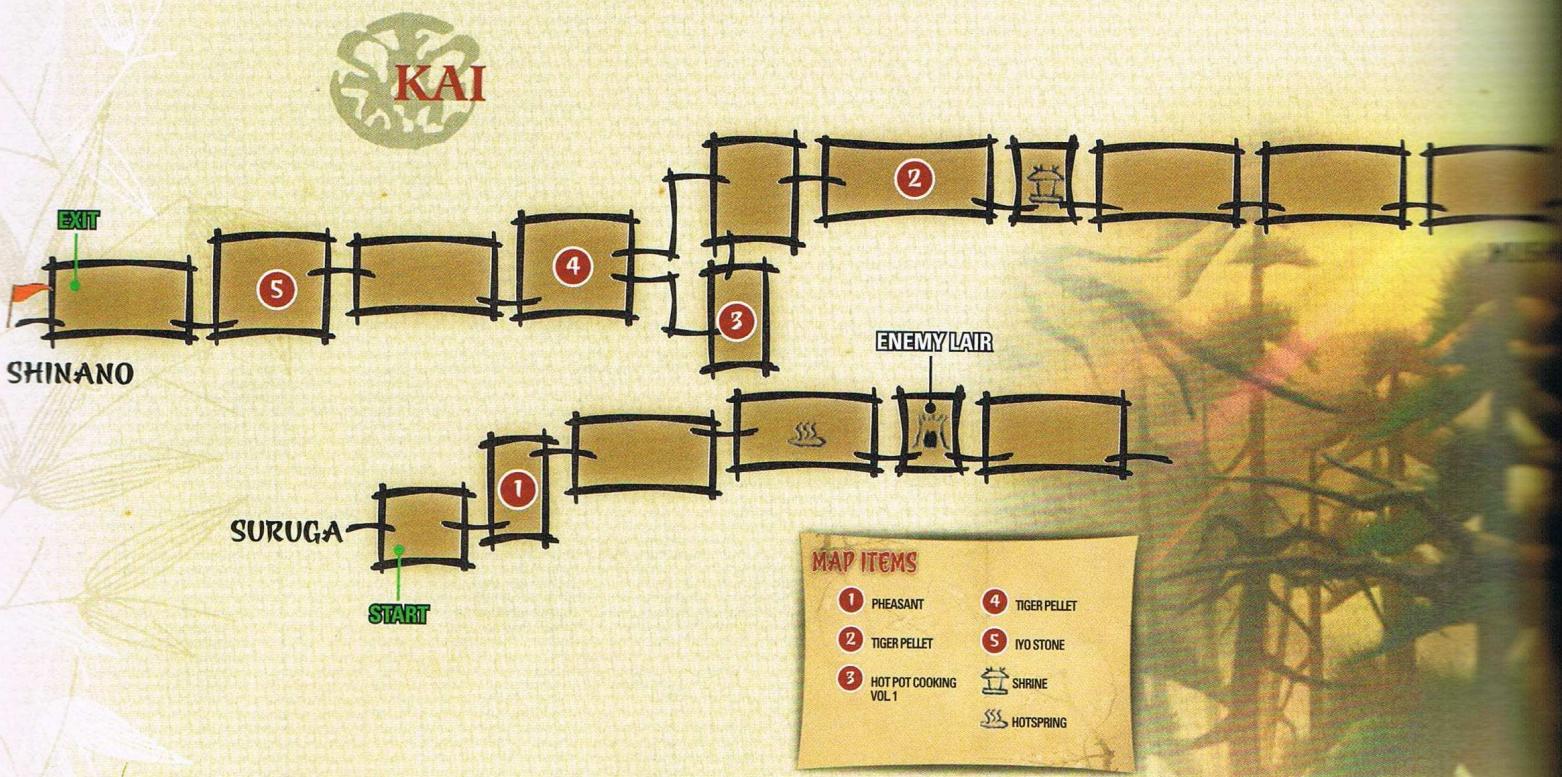
Hot Spring

In the next area with the Yam (8) Treasure you encounter your first Hot Spring monkey on a tree branch. Talk to the monkey and he'll lead you to the Hot Spring. This is where you can regenerate your Life Flame and fill up your blades with Soul. Besides the rather sizable advantage in Life Flame, you should visit Hot Springs for a chance to see who's there: many interesting people hang out in the Hot Springs.



Pass the White Enemy Lair to the next area where you can find a Peddler. Buy Maps, Cookbooks, and any other items you can afford. Continue heading east and break the Yellow Barrier to head into Kai.

Finally, the Palanquin Bearers decide to work. You can have them carry you close to your destination, but you'll miss out on random battles and added experience. We don't recommend it. Besides, it costs 50Mon!



HEAD FOR SHINANO

Kai is a high-altitude area where you traverse mountainous landscapes and travel via treetops. Make sure to visit the Hot Spring. Notice the White Enemy Lair as you pass through. You can't enter this until you beat the game with both characters. Head west on the high road passing the Shrine.

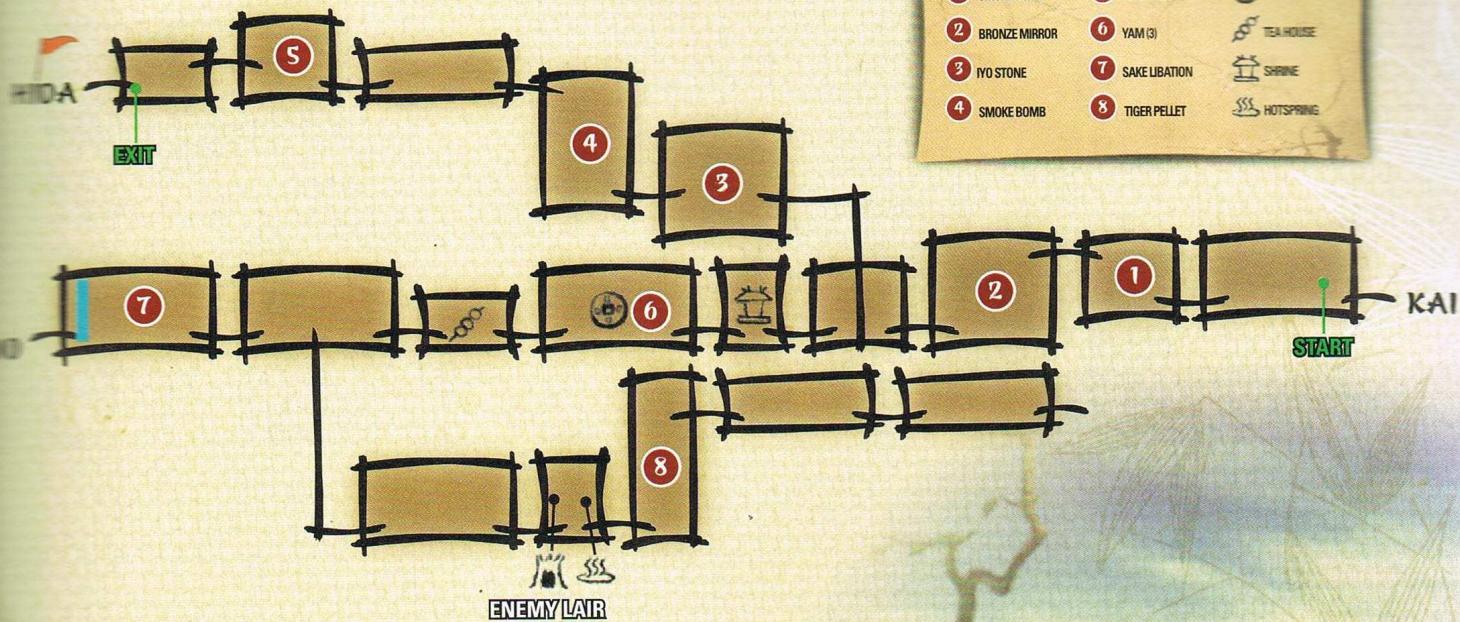


When you reach the area between items (2) and (4) on the map, walk out to the middle of the log bridge and allow it to snap in half. You'll drop through a string of large Souls on your way to the area below. Don't worry; you won't get hurt. On the bottom level on a ledge on the right canyon wall you can find **Hot Pot Cooking Vol. 1** (3). Continue west out of Kai and into Shinano.





SHINANO

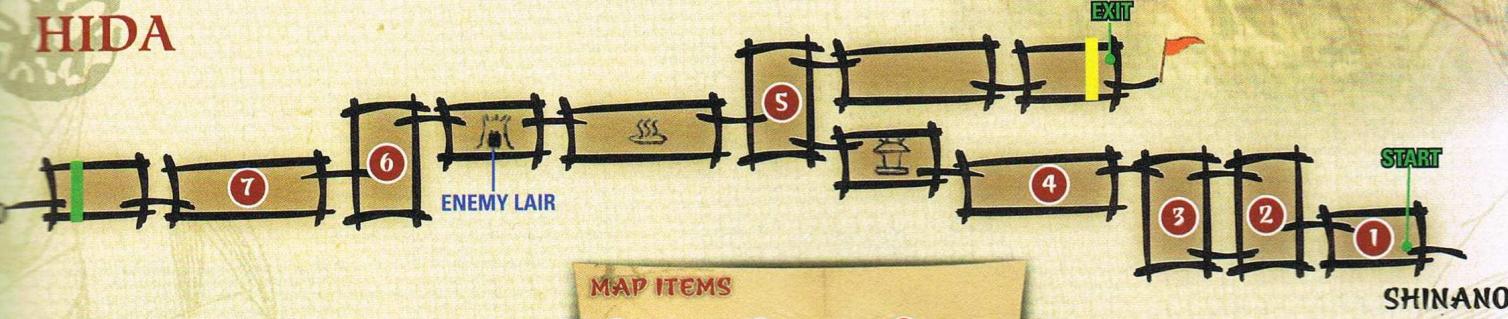


HEAD FOR HIDA

Shinano is more treacherous than Kai; the terrain is more mountainous, which introduces more tunnels and rapids. Take on the tough enemies in these areas and pick up all the Treasures on your way from the east entrance to the northwestern exit to Hida.



HIDA



HEAD FOR THE FOOT OF MT. TAKAYAMA.

You have now reached the snow-capped mountains of Hida. You must travel from the southeast entrance from Shinano to the northeast exit to the Foot of Mt. Takayama to take on the next boss. Battle the inhabitants, collect the Treasures and make sure to visit the Hot Spring along the way.

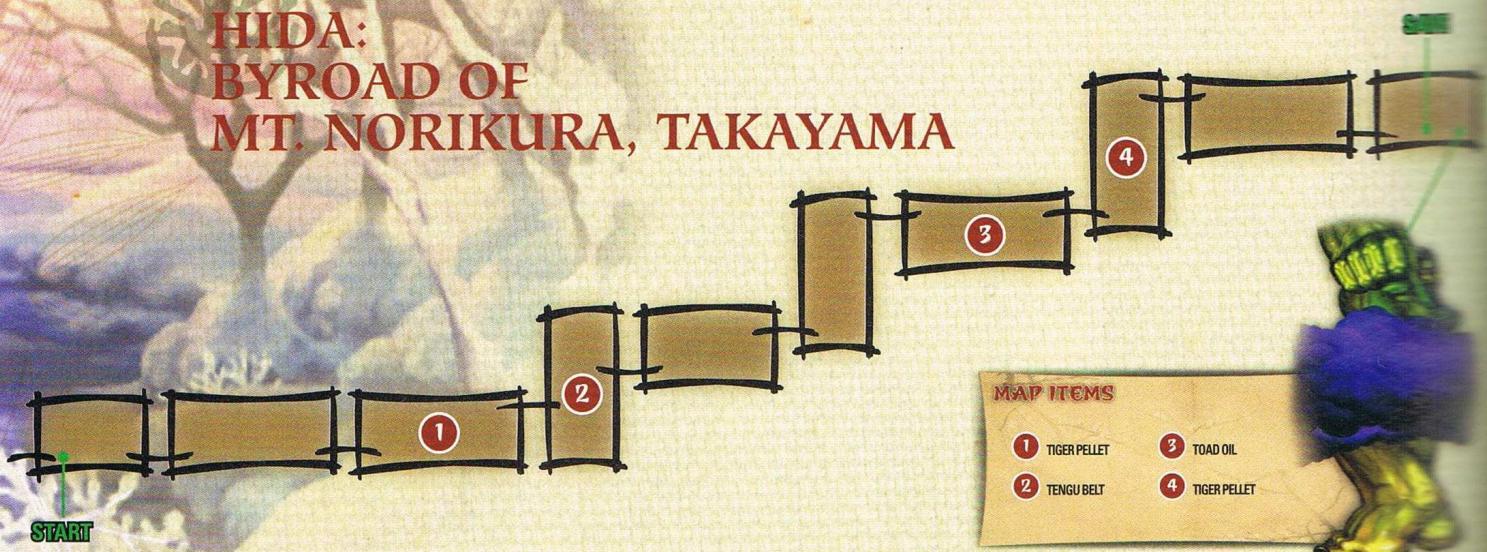


Though you cannot break blue barriers yet, there is a Blue Enemy Lair on the west side of Hida.

Break the Yellow Barrier at the northeast Hida exit to enter the Foot of Mt. Takayama.



HIDA: BYROAD OF MT. NORIKURA, TAKAYAMA



MAP ITEMS

1 TIGER PELLET	3 TOAD OIL
2 TENGU BELT	4 TIGER PELLET

SEARCH FOR IPPONDATARA

Battle the elements and the local enemies on your way to the Foot of Mt. Tayakama where you'll encounter a fierce enemy... Ippondatara.

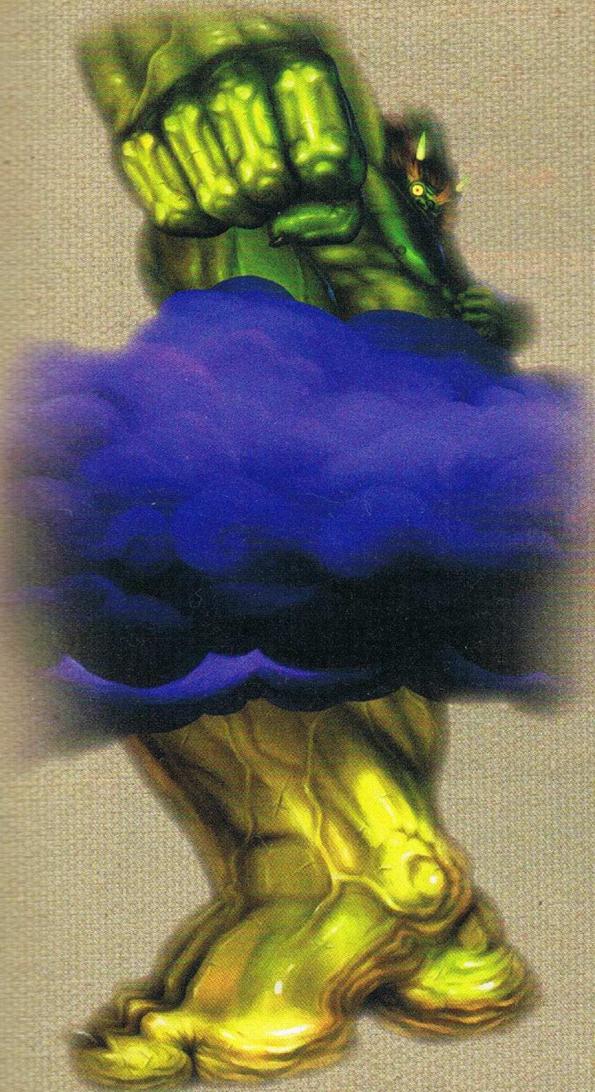


Forge Check

Whenever you level up you should check the Forge menu to see if you have the requirements to forge a new Blade. This blizzard-engulfed road has many tough enemies, so why wait for the next boss prep? Forge it and equip it now!



IPPONDATARA



DEMON BLADE REWARD ICHIMONJI NORIMUNE

BOSS PREPARATION

You should be around level 17 and have available the following Demon Blades: Yamabuki Muramasa, Kagetsu Muramasa, and Izumokami

Naganori. Equip the Tengu Belt. Equip your biggest Life Flame recovery items, and an Iyo Stone to repair your blade. Not only does it fix the Blade, it also restores its Soul Power.



Momohime Jukuro
I searched for others of its type near where it was forged, but it was in vain.

To begin the Mountain God boss battle, first talk to Konjiku who is in full fox form. Then speak to the two hikers and Sayo, all the way to the right.



Boss Details



All this talk about the “foot” of a mountain and here you are battling a *foot* on a mountaintop. The first stage of the boss battle is actually battling Ippondatara’s large, green foot. The foot can break blades by stomping directly down on you or by performing long, sweeping kicks.

Once the foot has had enough (after one complete stage of health is removed), it stands directly on mountaintop. When this happens, jump on top of the foot and take a ride up to the clouds where the owner is encountered.



Above the clouds, you battle Ippondatara’s fist and avoid or deflect his crazy eye projectiles. The fist attacks are similar to foot attacks: squashing blade-breaking maneuvers and long sweeping horizontal punches. Beware; the fist is much faster than the foot. Once you take another stage of health away from the boss’ health gauge you fall back to the ground to battle the foot once again.

The boss has four full health gauges of energy.

IPPONDATARA

Attack Strategy

Avoid battling directly below the foot to avoid the Blade-breaking stomp. Try to double jump and attack with combos to keep in the air for as long as possible while unleashing everything you got at the foot.



Once above the clouds and attacking the boss's fist, try deflecting as many eye projectiles back as you can. They do moderate damage to the boss, and will break your Blade if they hit you! Unleash everything at your disposal at the fist. Perform hovering combos while planting your feet on the cloud from time to time to unleash your Secret Arts.

After the second stage (back below the clouds) the god appears as a large Boar. The boar is harmless. Hit it as much and as hard as you can. After the third stage you end up battling the boar once again, but this time to complete the boss battle.



AFTERMATH

Defeating Ippondatara earns you the Ichimonji Norimune Demon Blade, which breaks Green Barriers.



In exchange for his life, the Mountain God tells you the secret of the mountain Hot Spring. You should have killed him; you already knew this secret. Speak to Kongiku and Jinkuro's Soul to proceed. Remember what Jinkuro says about his original body; this is the subject of one of the alternate endings.



BACK THROUGH HIDA HEADING FOR MINO

Forge any new blades made possible through the recovery of the new blade, any new levels, and Souls collected during the boss battle. Run back the way you came through the Foot of Mt. Tayakama and reenter Hida through the northeast entrance.

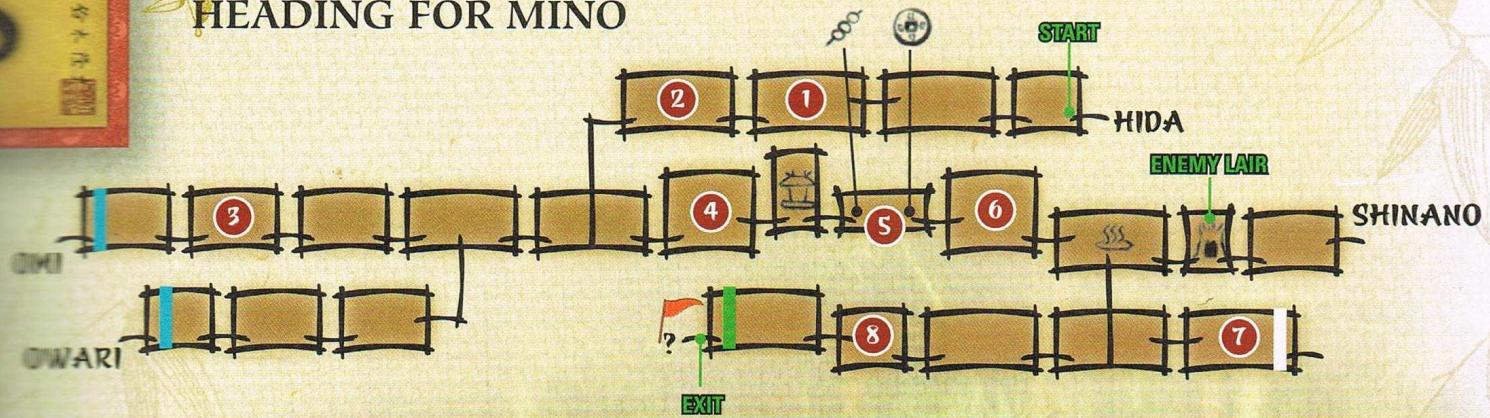


On your way through Hida again, make sure to talk to the monkey and go to the Hot Spring. This time when you bath you'll run into Kisuke! It's definitely not the love-at-first-sight encounter you'd hope for, as he compares you to a monkey. Exit the spring and continue westward. Destroy the Green Barrier and head to Mino.



Ask the magistrate in Narukami, Mino Province where the Kuromitsu Blade is located.

BACK THROUGH HIDA HEADING FOR MINO



MAP ITEMS

1 DRAGON PELLET	5 RADISH (3)	8 PEDDLER
2 YAM	6 IGARASHI STONE	9 SOBA SHOP
3 RICE BAG	7 IGARASHI STONE	10 SHRINE
4 ONI NECKLACE	8 DOBUROKU (2)	11 HOTSPrING

FIND NARUKAMI CASTLE

Mino is a large province of bamboo forests and meadow-lands. You begin (**Start**) in a bamboo forest. Move west while collecting Treasures and defeating random enemies in the forest. Notice the Souls floating above the arches. Jump to the top of the arches, then jump up through the Souls to capture them. Leap from one arch to the next to get them all. The Yam (2) is located on the ground.



Once you access the road to the south, head east. Purchase the maps you need from the Peddler and stop in to eat at the restaurant.



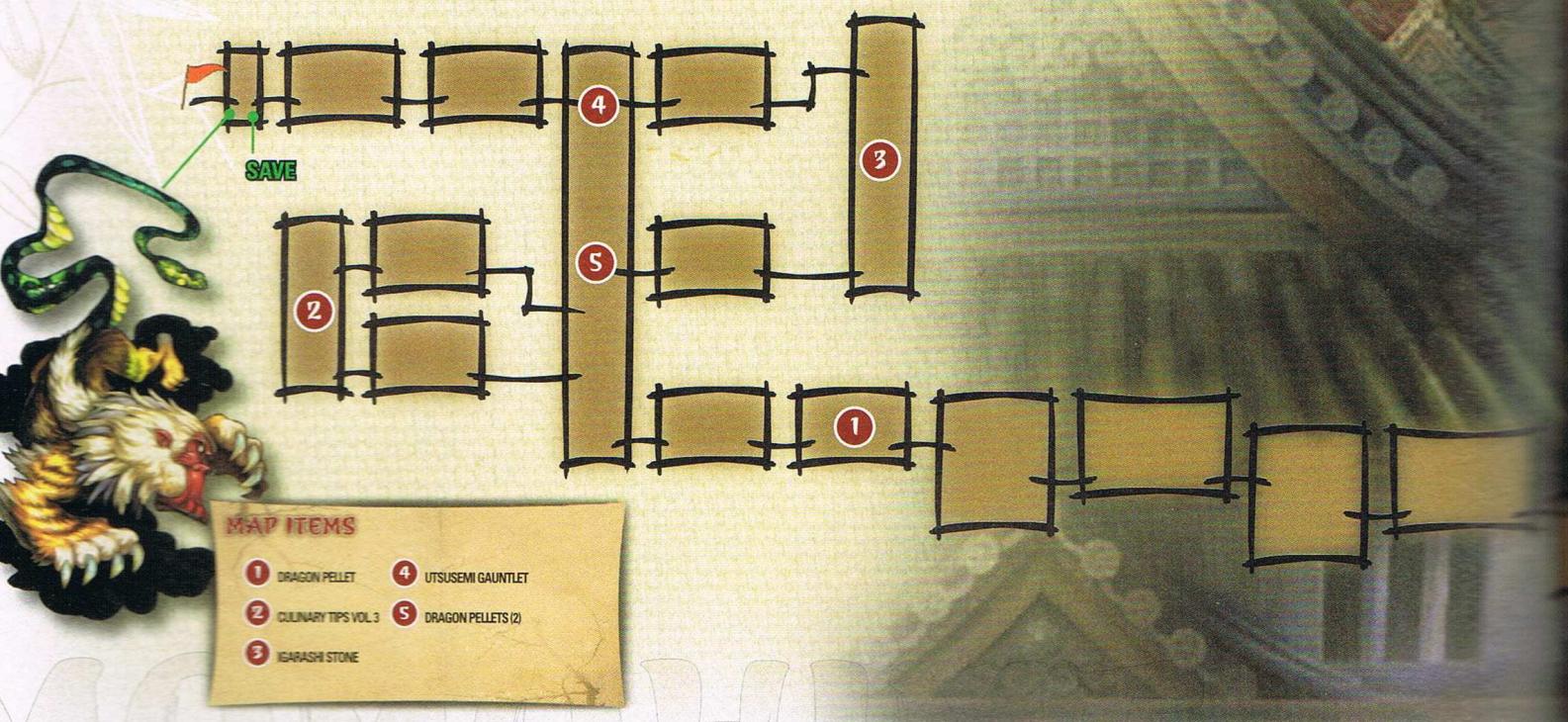
Green Enemy Lair: Toad of Yourou Falls

Consider trying to beat the Green Enemy Lair challenge to win the Ise Charm. It's recommended that you be level 29 or above before you attempt this challenge and we agree. For more information, see *Extras*.



Take the southern road using the crossroads near the Hot Spring monkey. On the southernmost road, head west to reach the Green Barrier. Break the barrier and proceed west to reach the front of Ote Gate, Narukami Castle.

MINO: FRONT OF OTE GATE, NARUKAMI CASTLE





FIND NARUKAMI CASTLE

In this level, you travel along the castle walls and rooftops of buildings within the castle grounds battling large armored guards and your typical foes. It's a tough and long haul to the next checkpoint, so forge any new blades possible and equip them. Make sure to eat often and have helpful items set in the Shortcut Items.



At the western most reach of the rooftops you'll find a window with the word "GO" over it. Enter the building



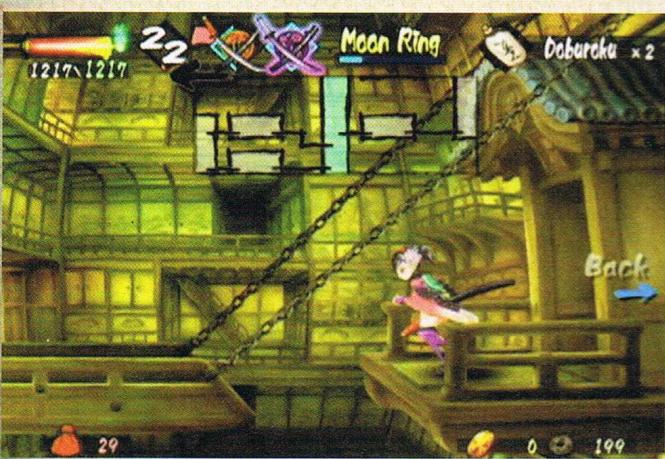
through the window; you'll be located near the Dragon Pellet (1).

Continue west to a tall chasm of ramps and stairwells. Continue upward along the path to the top while defeating enemies and collecting Treasures. Notice that the Culinary Tips Vol. 3 (2) is in a room just off the stairs to the left. It does not appear on the map. The same thing goes for the Igarashi Stone (3) in the east chasm.



There is no ramp at the top of the west chasm. Stop or you will fall below and have to work your way back up. Instead, wait for a suspended platform to lower in front of you. You can use this platform to cross the chasm. West beyond the suspended bridge you'll find a checkpoint.

If you do fall, try to aim for the rooftops of one of the nearby stairwell houses to the left. You can drop through a string of Souls. Below, in the small house, are two chests. One contains the Utsusemi Gauntlet (4) and the other Dragon Pellets (5).



CHIMERA



DEMON BLADE REWARD SHISHIOU

BOSS PREPARATION

Chimera does not use poison or fire so equip an accessory that enhances strength and/or vitality. You should be around level 22 or more by now. Forge and equip the following blades: Yamabuki Muramasa, Ichimonji Norimune, and Asazakura Muramasa. Equip plenty of strong healing items and an Iyo Stone. Consider eating a status enhancing meal just before you start the battle.

Chimera		Level 22	Status: Normal
Life Flame 1217/1217		Fullness 27	
Strength 29		Vitality 31+4	
Equipment			
<input checked="" type="checkbox"/> Yamabuki Muramasa <input checked="" type="checkbox"/> Ichimonji Norimune <input checked="" type="checkbox"/> Asazakura Muramasa <input checked="" type="checkbox"/> Utsusemi Belt			
Before		After	
Long Blade			
Attack: 97			
Soul: 100			
Tornado			
<input checked="" type="checkbox"/> Long Blade Asazakura Muramasa Attack: 97 / Secret Art: Tornado / Effect: -		<input type="radio"/> Equip <input type="radio"/> Back	
Required: Strength 25 / Vitality 27			

Speak to the two Samurai, Shikami Danjyo, Momohime's Soul, and Rankai to begin the battle. Jinkuro speaks to the demon inside Shikami Danjyo and tells it that if he has a chance against his fighting style that he must show himself and fight face-to-face.



Boss Details

Chimera shows himself on the rooftop of the castle. Chimera has the head of a monkey, the body of a raccoon, the legs of a tiger and the tail of a snake. The boss hovers over the rooftop and shoots blue projectiles, makes slow, small swipes with his clawed paw, and spins quickly in a circle to form a large, swirling vortex.

In his vortex form, he's very dangerous and can easily break blades as he bounces around the battle stage. While in this swirly vortex state the boss is invulnerable to attack. After the vortex stage, he turns back into his original form and you can continue the beatdown lesson.





Attack Strategy

Use recovery items while avoiding the spinning vortex form. Hit him with everything you got while he is in his beast form. Use all of your Blades' Secret Arts and Quick Draw every chance you get. When he's down on the ground, perform quick combos with a short blade. The boss has four stages of a full health gauge. Beat them all down to claim the Shishiou Demon Blade. This blade breaks Light Blue Barriers.



AFTERMATH

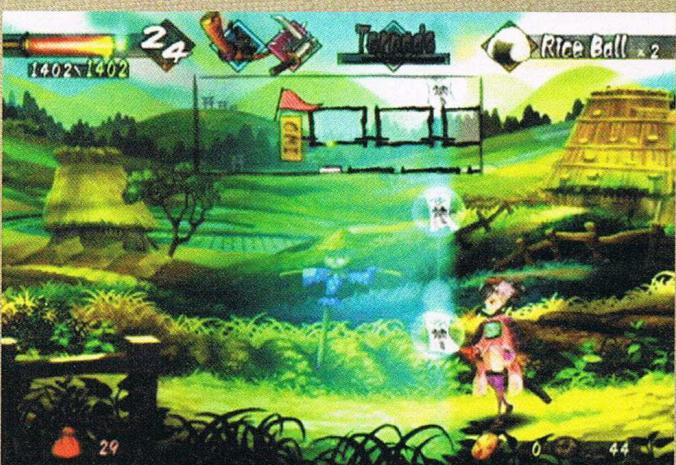


After the battle, the demon-less Shikami Danjyo confesses he conspired with Yagyu and guided the plan to harm Momohime's family. Kagami was also at fault. Jinkuro presses for the location of the blade that struck down Momohime. A Samurai after the battle says an enormous Red Oni appeared during a storm and stole the entire



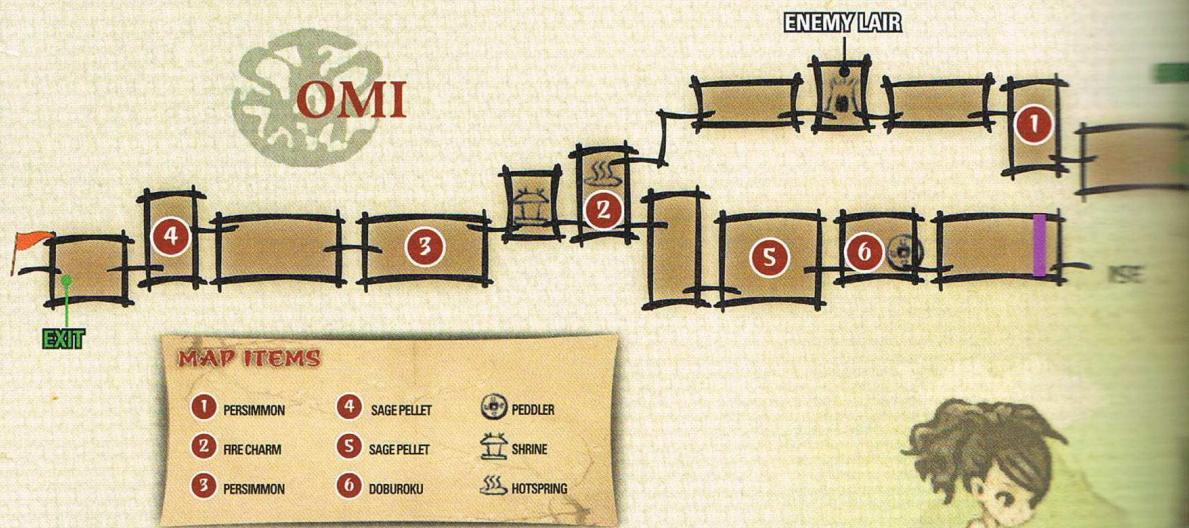
storehouse where the blade supposedly was kept. Speak to everyone in the room and then proceed back through Mino to reach Omi.

Make sure to stop by the Soba Shop and purchase more items from the Peddler before you leave Mino. Follow the map west to the Light Blue Barrier before the Omi exit. Now with the ability to break Light Blue Barriers, proceed.



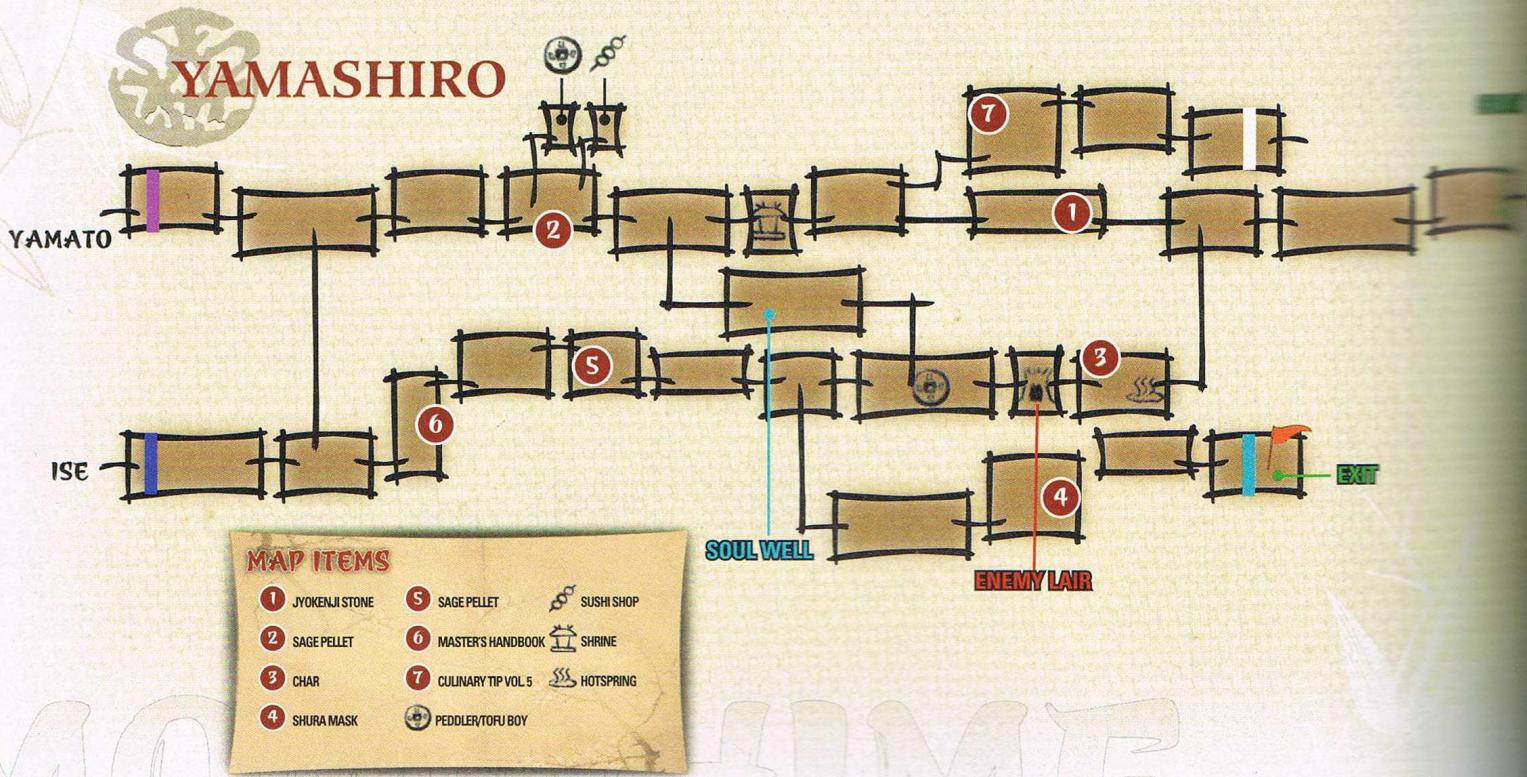
ACT 6

Enter Hell via the Kyoto Rikudoqatsuji, Yamashiro Province to retrieve the Blade



MAKE YOUR WAY TO YAMASHIRO

On your way through the northern route, stop and use the Hot Spring. Your buddy Kisuke might actually be there again. Continue west battling the Tengu who normally reside in these high altitudes. The Peddler in the southeast has The Grand Hot Pot Vol. 3 & 4! If you have the money, go and buy them; this is the only place they can be collected.





FIND AND ENTER TOKATSU, EIGHT VIEWS OF HELL

Yamashiro is made up of bamboo forests, scenic walkways, footbridge crossroads, Soul-lined channels, and apartment buildings. Make sure to find the Peddler and the Restaurant in the northern apartments. Jyokenji Stones can be purchased from this peddler; these are great to have in battle.

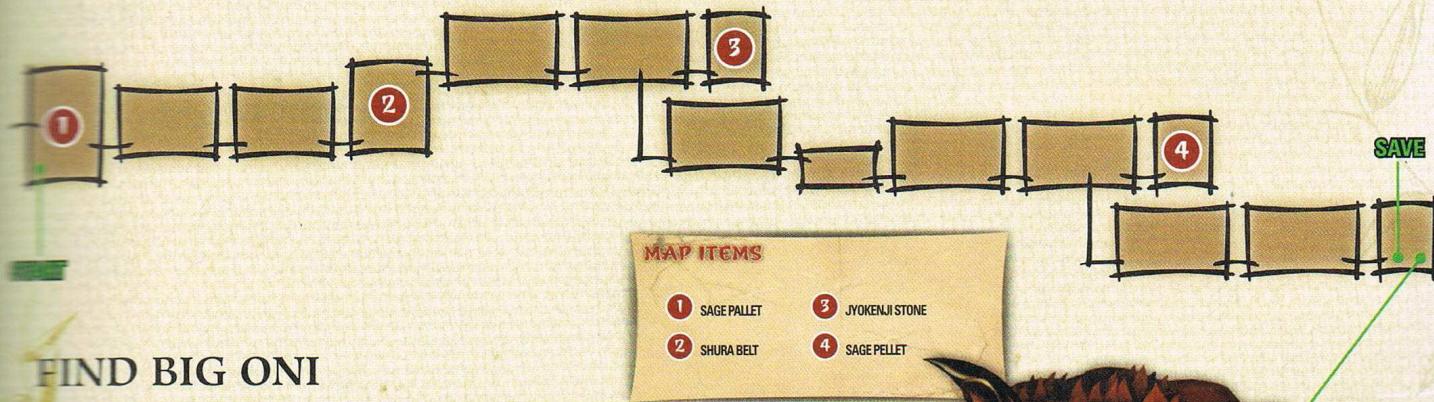
Take the northern crossroads south. Find the Soul Well in the middle of Yamashiro. Continue south to the little Tofu Peddler boy. Continuing east takes you to a Red Enemy Lair and a Hot Spring. Use the Hot Spring before attempting the lair. The Chowhound Saucer can be won from the lair. See *Extras* for more details.



Travel to the southernmost route using the crossroads west of the Tofu Boy. Enter every open doorway in the apartments to battle enemies, talk to characters, or find Treasures. The Shura Mask (4) can be found in one of these open apartments. Continue east, break the Light Blue Barrier, then enter the well to hell.



YAMASHIRO; HELL: TOKATSU, EIGHT VIEWS OF HELL



FIND BIG ONI

Travel east through hell battling small and large Oni. Amazingly, you don't need any anti-fire accessories equipped while in hell. Battling the larger Oni gives you a taste of what you're in for with the next boss battle. Collect any hellish Treasures along the way. Continue to the east end of hell, save your game, and prepare for the boss battle.



BIG ONI



DEMON BLADE REWARD **ONIKIRI**

BOSS PREPARATION

Equip your best Life Flame regenerators and a Jyokenji Stone. Equip a sword or accessory that prevents poison, such as the Suiko Scale. If you don't have that, the next best option available is the Oni Necklace (fitting name for what you're about to face), which gives you a 50% chance to prevent changes to your Status (burning and poisoning). Equip the following Blades (or more powerful ones if available): Shishiou, Suigetsu Muramasa, and Satsuki Muramasa.

Hell was so scary that Momohime pushed Jinkuro's Soul out of her body only for it to be eaten up by the Big Oni! Talk to the two Small Onis and the Big Oni. As a plan to get inside the Big Oni, Momohime offers herself as a meal and convinces the beast, not to chew, but to swallow her whole. The boss concedes.

Memohime	Level 27	Status: Normal
	Life Flame 1702/1702	Fullness 100
	Strength 41+5	Vitality 44+3
Equipment		
<input checked="" type="checkbox"/> Shishiou <input checked="" type="checkbox"/> Suigetsu Muramasa <input checked="" type="checkbox"/> Satsuki Muramasa <input checked="" type="checkbox"/> Crystal Magatama		
Before After		
Accessory <input type="button" value="Accessory"/>		
Absorb Soul No Poison		
[<input checked="" type="checkbox"/> Accessories] Suiko Scale Effect: No Poison Prevents Poisoned Status		
<input type="button" value="Equip"/> <input type="button" value="Back"/>		

Boss Details



The boss battle begins inside Big Oni's stomach. Your only threat inside is the dripping, poisoning stomach acid. Reason enough for the accessory to inhibit poison.

Outside the stomach you must contend with the Big Oni and the little Onis. The little Onis are more of an annoyance than a threat. However, they are a good source of Souls for your Blades. Trouble comes in the form of the Big Oni. He uses brute force. If he gets a hold of you, he slams your feeble little body around like a ragdoll. When warned to hide behind a stone, do so. Spikes shoot out from all over the Big Oni's body; being impaled is bad for your health.

The Big Oni still wants to eat you whole. This usually occurs halfway through the battle. When he attempts, allow it to happen; you can cause a lot of uninterrupted damage to the boss while in his belly.



Attack Strategy

Relentlessly slash at the stomach wall until you are spit out. Notice the piles of stones around. When you are told to, hide in the shadows behind these stones. Hide behind the stones until the warning is no longer given. Avoid hiding in the stones at his feet; he'll smash those to pieces and you with them. In the stone's shadow, you are hidden from the Big Oni. Hold a block position to avoid the little Onis. Though eventually, they'll find you so be prepared to attack.





The best attack strategy is to jump on top of the Big Oni's head and unleash combo after combo on his horns. Try to avoid passing in front of his eyes when you jump up onto his head. Being spotted is what usually triggers the need to hide. Eventually, attacking him on top of his head warrants the deployment of the body spikes. Finish off the boss's four stages of full health to defeat him.



AFTERMATH

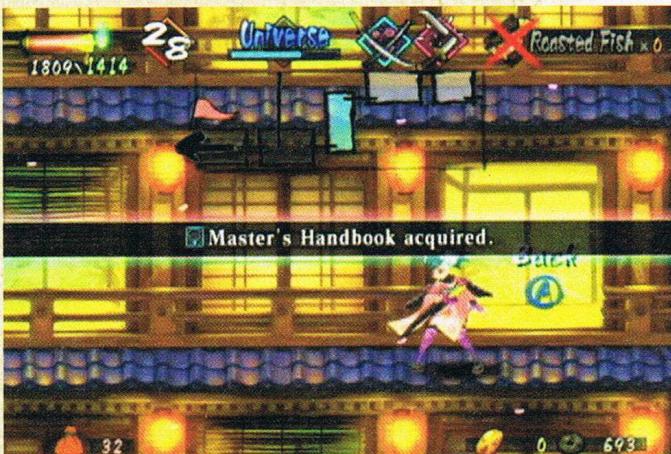
After the battle is won, you earn the Onikiri Demon Blade, which has the ability to break Blue Barriers. You press a small Oni for Kuromitsu Blade information. The Oni says the blade was never in the storehouse. So basically...you've been on a wild goose chase.

Speak to the three Dead Men. The last one, not too surprisingly, is the one and only Shikami Danjyo. A Shogun learned of his misdeeds and killed him. Speak to Kongiku to be led out of hell. The next plan is to sneak into Heaven and bathe Jinkuro's Soul in divine energy. That way, the mysterious and continually evasive Kuromitsu Blade won't be needed and the plan can continue.



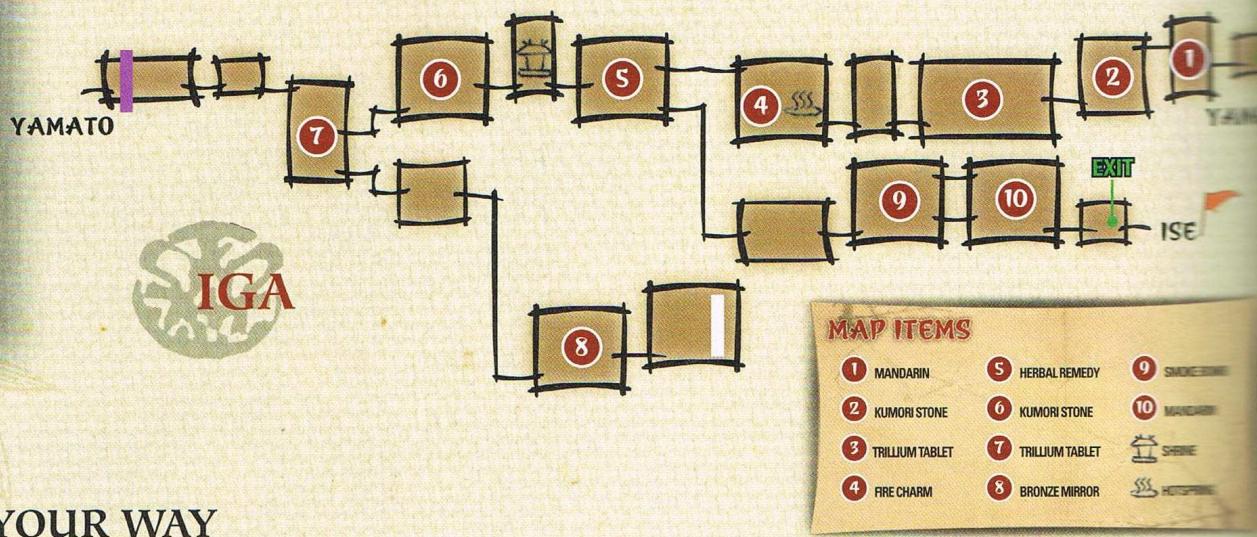
BACK THROUGH YAMASHIRO HEADING FOR ISE.

Head back west through lower Yamashiro to reach the Blue Barrier keeping you from Iga. Make sure to secure the **Master's Handbook** (6) in the apartment chest before you leave. This is a fantastic accessory. Equip it and leave it on unless you need to prevent Status changes. This accessory helps you level up more quickly by raising your experience points 5% per battle. Break the Blue Barrier and enter Iga.



ACT 7

Search for Takamagahara. Follow the path to Heaven's Gate via Ise Province.

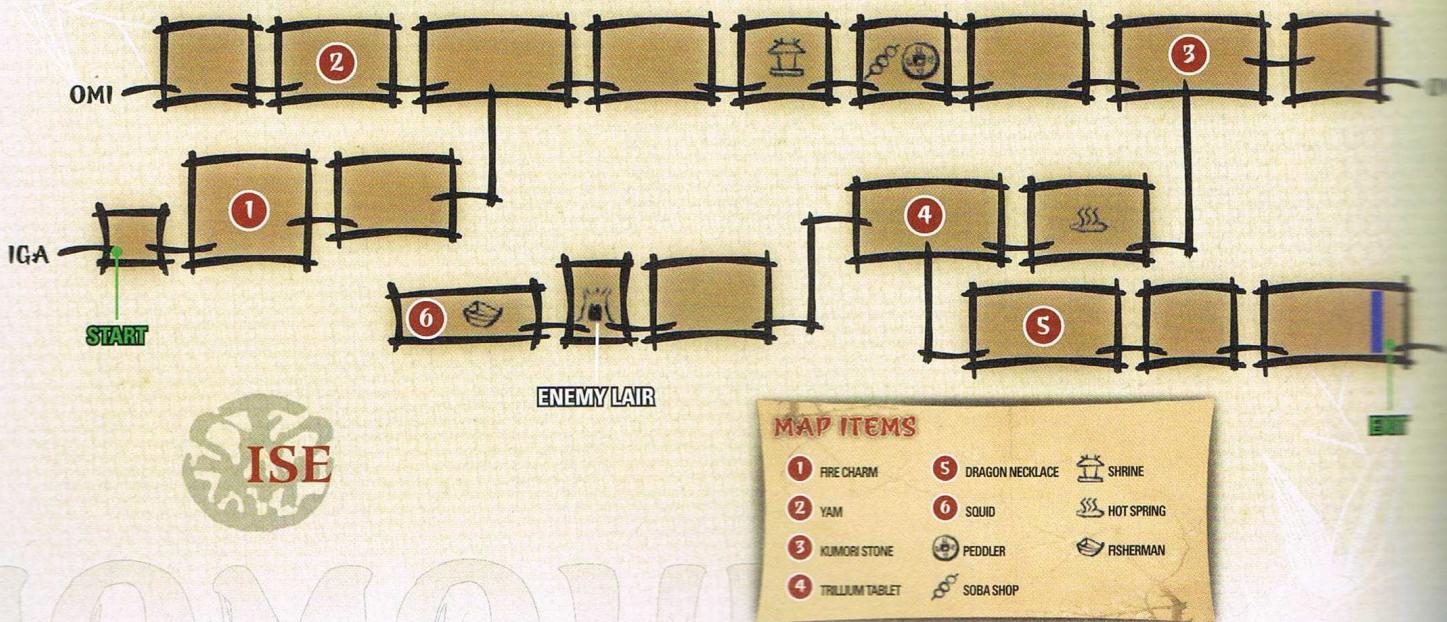


MAKE YOUR WAY THROUGH IGA TO ISE.

Iga is made up of forestland and tunnels. On your way through, make sure to stop at the Hot Spring to find Kisuke bathing again.



Head east from the Hot Spring and continue through the southeast exit of the caverns to remain in an easterly direction to Ise.



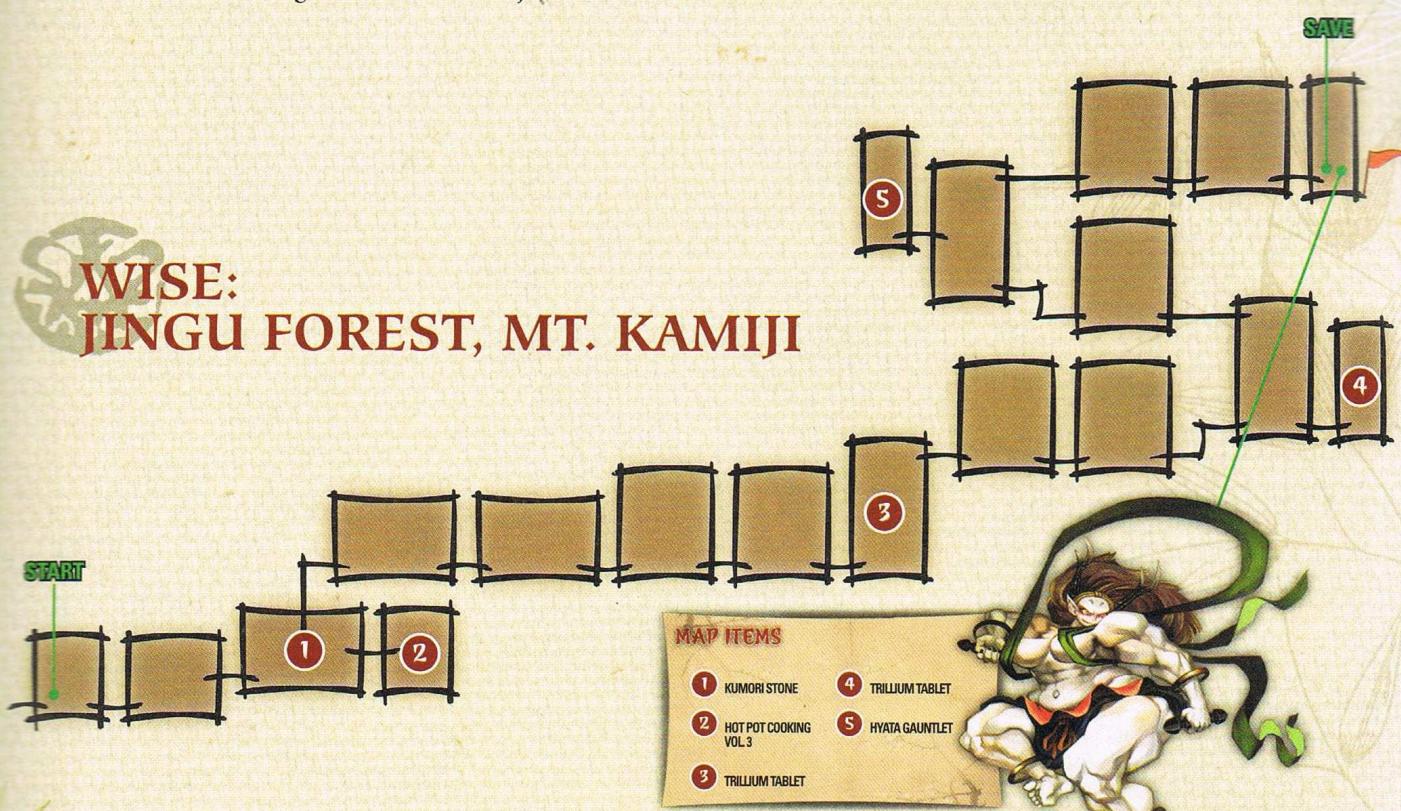
MAKE YOUR WAY THROUGH ISE TO REACH JINGU FOREST.

You start in the southwest entrance. Travel through this forestland to the Peddler in the north where you can purchase a map of Ise and other great items such as Swordmaster's Sheath, Yata Belt, and Hot Pot Cooking Vol. 2.

Find the **Dragon Necklace** (5) on top of the arches in the thick bamboo forest. This is the long awaited accessory that stops any changes to your Status. If you have to put away the Master's Handbook, it is for this. Continue east, break the Blue Barrier and enter Jingu Forest, Mt. Kamiji.



WISE: JINGU FOREST, MT. KAMIJI

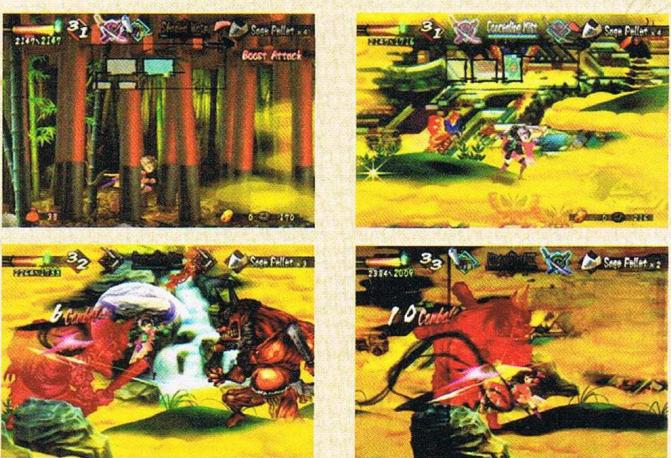


MAKE YOUR WAY THROUGH JINGU FOREST.

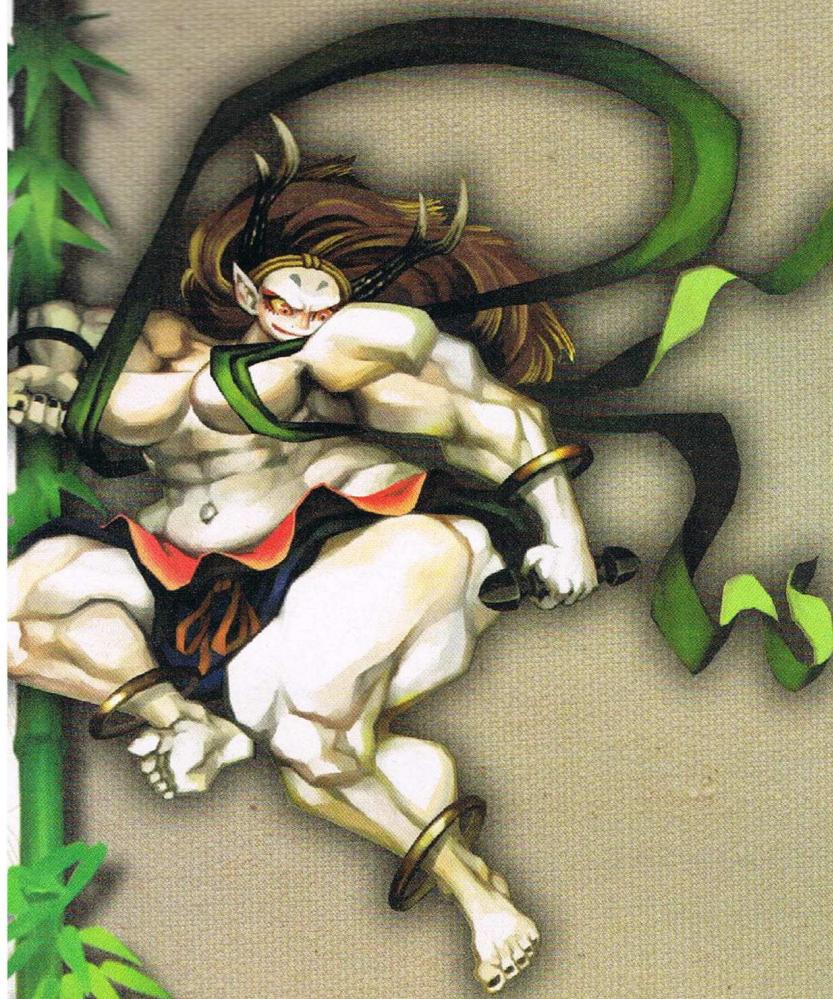
The first part of your trip through the Jingu forest is reminiscent of the forest you just left. Make sure to find the Hot Pot Cooking Vol. 3 (2) and double back to the crossroads to continue northward, then eastward.

When you near the multiple arches engulfed in yellow clouds, put away the Master's Handbook and equip the Dragon Necklace to keep from getting poisoned by the butterfly enemies ahead. Whether coincident or not, the butterflies appearing coincides with you need to work your way up to higher exits. Before you commit to going to the exit, make sure to explore all the land platforms to find the hidden Treasures.

The enemies get much tougher in this forest. Make sure to forge and equip the best Blades available. You should be around a level 32 or above and have available the following blades: Midarekaze Muramasa, Maidori Muramasa, and Seika Muramasa. As always, if you can create and use better Blades, do so. Battle the demons from hell and save your progress in the northeastern most area. Prepare yourself for the guardian of Heaven's Gate, Raijin.



RAIJIN



DEMON BLADE REWARD MUTSUNOKAMI YOSHIYUKI

BOSS PREPARATION

Equip the finest Blades, do some Cooking to reap the status side effects, equip your best healing items for yourself and your Blades, and take off the Dragon Necklace to equip a strength and vitality booster.

Talk to Momohime's Soul. You learn that your body is getting too weak to sustain the heavy strain of multiple soul transfers. Talk to Raijin's little sidekick, Fujin. He easily sees through the little girl disguise. Finally, speak to Raijin herself and *Proceed* to battle.

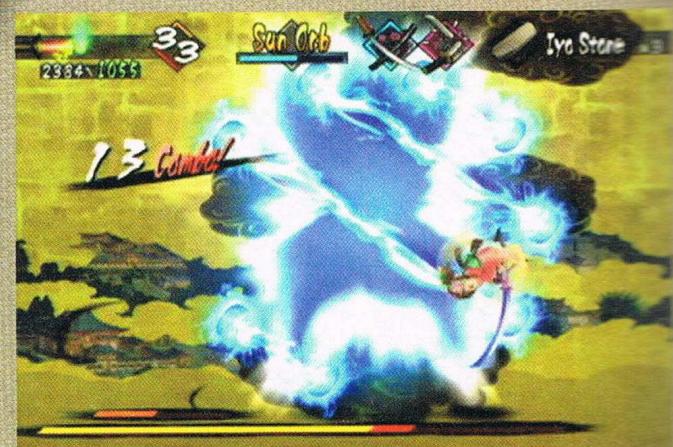


Boss Details

Raijin is the god of thunder and lightning. She claps her hands together and produces lightning. Some spheres hover around her and eventually disperse more ball lightning projectiles. More importantly, larger lightning spheres fill the entire sky. Any of these balls of lightning have the ability to break your Blades.



She also enters a stage where her entire body glows brightly. This is a Blade-breaker! Keep away from her when she lights up! You can only attack her safely during this stage with a Secret Art like Sun Orb.



Sometimes, when she claps her hands together she teleports to a new location. A nasty, lunging, lightning punch often follows the teleportation. Try to attack her from behind to cancel this attack as soon as possible. You can also just avoid close combat with her altogether during this maneuver, focusing instead on long-range Secret Art attacks.





Halfway through the battle, all goes black and Raijin swoops around the battle area while balls of lightning shoot electricity straight down to the ground. Jump up and hover over these threats to avoid Blade breakage and trauma.



Attack Strategy

Besides the counters to the moves already listed above, try to remove the hovering spheres around Raijin before performing a full-on attack. These hovering spheres get more dangerous the longer they linger. Use clouds as platforms to get higher than Raijin so you can perform combos on



her noggin. Release Quick Draw every chance you get. Cycle through Blades regularly to fully utilize the Secret Arts. The boss has five stages of a full health gauge.



Obviously, whenever the boss lands on her butt, unleash as many combos as possible on her before she takes flight again. If you equipped the Blades we suggested then you are equipped with some very powerful Secret Arts: Misty Slash III, Moon Ring II, and Sun Orb. Sun Orb is your most useful in this battle.

When initiated, you are invulnerably making any lightning balls that come in contact with this pinwheel-of-death move inconsequential.



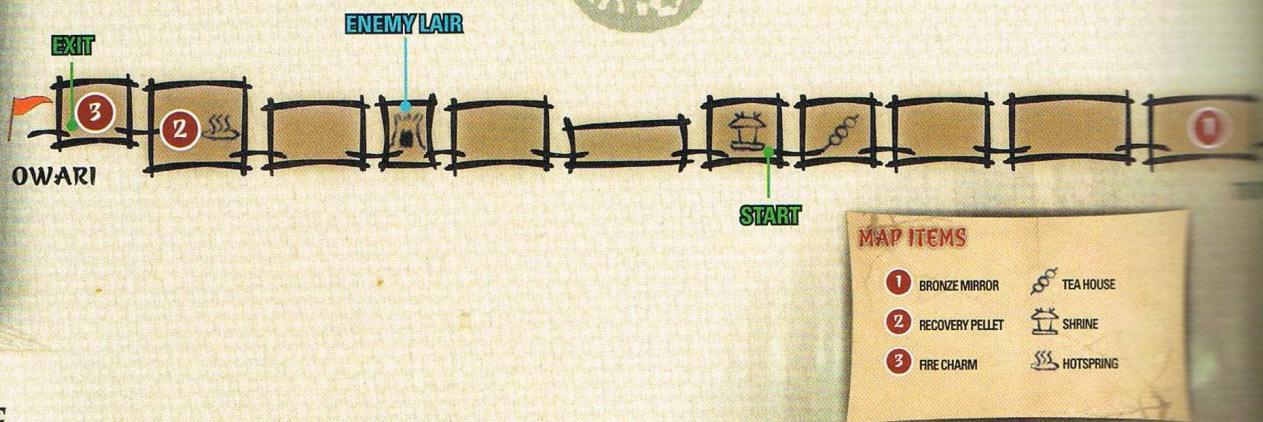
AFTERMATH

After defeating the boss, you earn the Mutsunokami Yoshiyuki Demon Blade, which breaks Purple Barriers. After falling out of the sky, speak to Momohime's Soul, the Old Man, Raijin, and finally speak to Fujin.



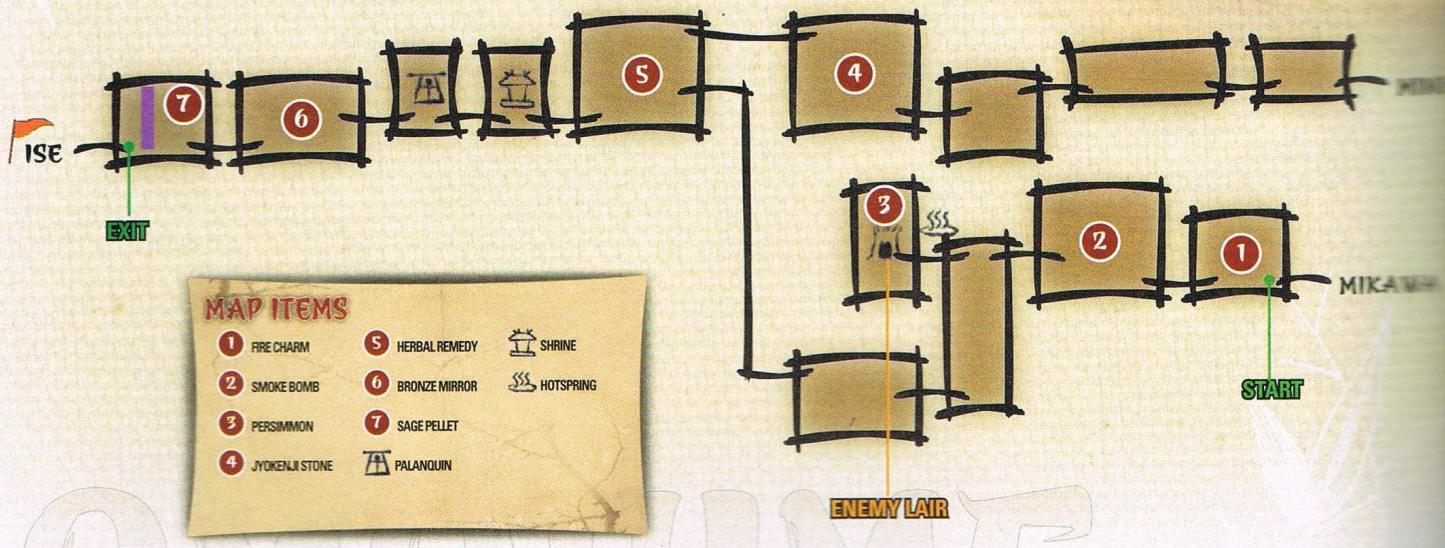
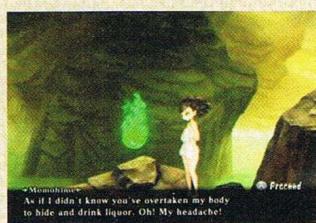
FINAL ACT

Search for Heaven (Takamagahara) atop Mt. Kongo in Yamato Province.



SHRINE

You begin this level in the middle of Mikawa near the save Shrine. Head east to eat at the Teahouse, then head back west and attempt the level 36 Enemy Lair challenge. You could win the Yamato Miracle Drug. Recover from this battle by bathing in the Hot Spring where you'll meet Jinkuro's Soul. Continue west out of Mikawa to enter Owari.



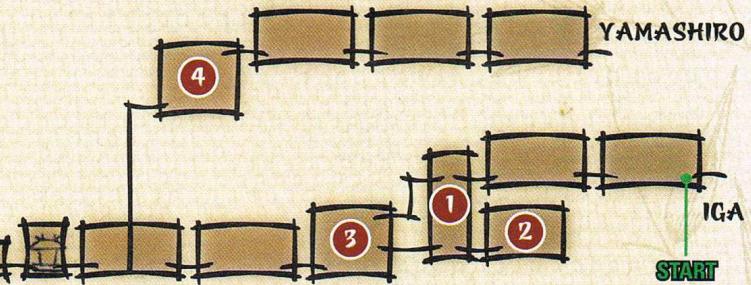
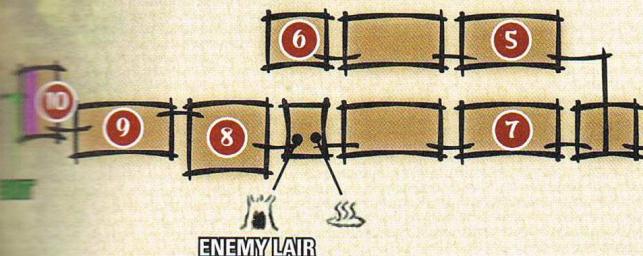
WHAT HAPPENS IN OWARI STAYS IN OWARI.

Owari is a wet, wooded, and cavernous land. You begin on the southeast end of the map, and must travel to the Ise exit through a Purple Barrier in the northwest. Collect Treasures and battle the Owarians along the way. The Orange Enemy Lair is a pretty simple challenge at your current level. Make sure to attempt it to win the Cypress Rosary; it could come in handy for the final boss battle. For more tips on individual Enemy Lairs, see *Extras* at the end of this guide.

Kongiku says goodbye to you at the next Shrine; foxes are forbidden to enter the sanctuary of Fudo-Myouou. Say your goodbyes, then continue west to through the previously visited Ise, Iga, and Yamato.



YAMATO



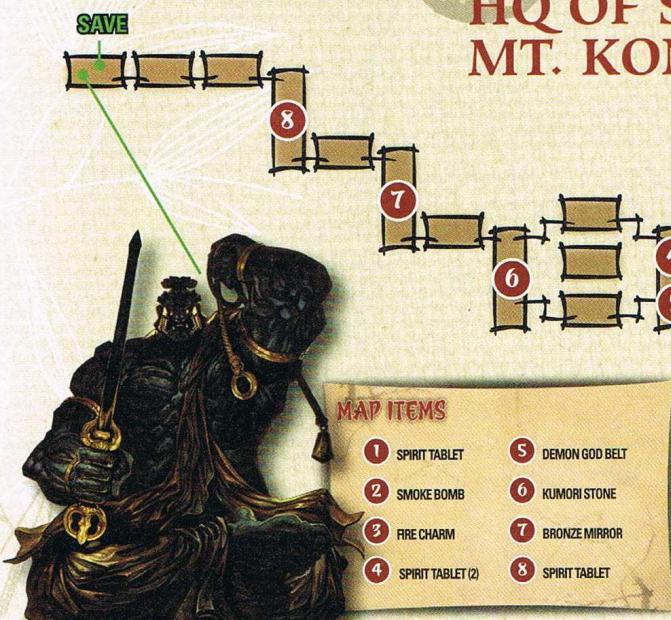
FIND SHINGON HEAD QUARTERS.

You begin in the southeast entrance in Yamato from Iga. Stay on the low road heading east while battling random enemies. Take a small step back out of your way to get the Demon God Mask (2) and continue westward. Stop at the Shrine to save and don't pass up on the opportunity to get The Grand Hot Pot Vol. 2 (7) from a chest inside a house. After traveling as far west as you can on the low road you'll reach the Purple Barrier. Smash it and proceed to the next area...HQ of Shingon—Renge School, Mt. Kongo.





YAMATO: HQ OF SHINGON—RENGE SCHOOL, MT. KONGO



THE SEARCH FOR FUDO-MYOOU

Battle the Tengu and the Ninja in the treetops as you work your way westward to the Shingon Head Quarters. The head quarters is a maze of multi-level platforms and stairs all interconnected in a three-story structure. It's easy to get lost or turned around. Especially in the area of items (4) and (5). In this area you have a choice of heading through an additional exit, which is how you get the marked items.



If you continue by using the lower exit in this area you'll be heading the correct direction. In all areas, there's only one other exit choice (not counting the door you entered the room through). Use your large map or our map to keep your bearings. Equip the Dragon Necklace to avoid poisoning by the many Dokuga found in the multi-story sections.



YAMATO



FUDO-MYOOU



DEMON BLADE REWARD TSUKIOTOSHI

BOSS PREPARATION

Just before you go into battle, if you can, Cook Shabu-Shabu for temporary invincibility. You should be around a level 42 or higher, and have the following Demon Blades

available for equipping: Mutsunokami Yoshiyuki, Suiren Muramasa, and Muhyo Muramasa. You may also have Shiratsuyu Muramasa and Tsuyuharai Muramasa. If you are able to equip the later two, then do so. No burning or poisoning is an issue in this battle so try bringing an accessory that adds strength and vitality, or the newly acquired Cypress Rosary to absorb 1% of enemy's life regularly. This cuts down on the amount of healing items you'll need to take. Bring a Kumori Stone and/or Jyokenji Stone into battle along with Peaches, Persimmon, Spirit, and Trillium Tablets.

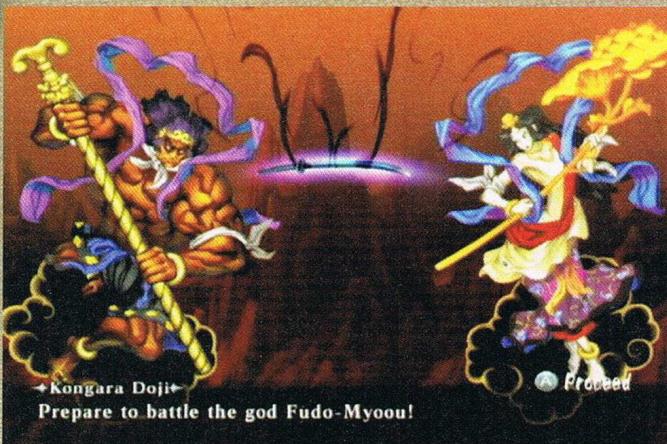
Mutsunokami Yoshiyuki	Level 42	Status: Normal
Suiren Muramasa	Life Flame 9543/3543	Fullness 100
Muhyo Muramasa	Strength 87	Vitality 92+3
Equipment		
Mutsunokami Yoshiyuki	Maidori Muramasa	
Suiren Muramasa	Midarekaze Muramasa	
Dragon Necklace	Tsukimigiri Muramasa	
Before	Onikiri	
Long Blade	Shiden Muramasa	
Attack: 271	Mutsunokami Yoshiyuki	
Soul: 100	Suiren Muramasa	
Giant Tornado	Muhyo Muramasa	
Quick Draw	Shiratsuyu Muramasa	
Long Blade Mutsunokami Yoshiyuki	Tsuyuharai Muramasa	
Attack: 271 / Secret Art: Giant Tornado / Effect: Quick Draw		
Required: Strength 77 / Vitality 82		

Yukinojyo appears at the Entrance to Takamagahara, Peak of Mt. Kongo. He's come to save Momohime and admits he lied about the Kuromitsu Blade as he holds it out in his hand. Head to the left and speak to Momohime's Soul. You find out Jinkuro's true intentions and her indirect reply to Yukinojyo's offer. It's not good. Head further left and speak to Rankai, then proceed to battle.



Boss Details

Seitaka Doji and Kongara Doji have taken the Kuromitsu Blade to protect it from you. They scorn you for your desire to enter Heaven with such malice. They call on Fudo-Myoo to exorcise you. These two guardians play a major role in the boss battle.



There are six well-fortified target weak spots on Fudo-Myoo: the left and right foot, left and right hands, the stomach area, and the head. To damage these areas you must destroy Seitaka Doji and Kongara Doji multiple times as they protect these sensitive areas. Each time you

destroy both guards a force field around a single target area disintegrates allowing you to damage the area it protected. This happens one target area at a time.



FUDO-MYOOU

Seitaka and Kongara attack mostly with lightning ball projectiles and occasionally floating lightning bolts. Either of these attacks can break Blades. The most difficult part of the battle is avoiding the falling platforms, and to navigate using the multiple platforms to get to the enemies and the target areas on the main boss. The platforms crumble and fall away beneath you making a complicated battle even more difficult.



Attack Strategy



Destroy both Seitaka and Kongara once to lower the red and blue force field around the boss's right leg (looking at the screen, this is actually the robed knee on the left side

of the screen). Use Secret Art attacks as much as possible to defeat the two guardians to make this happen. Then, jump up onto the floating rock platforms and situate yourself close to the target knee area and perform combos until the rock is completely removed from the statue god's right knee area.

Battle Seitaka and Kongara once again until the dark clouds leaving his left leg exposed. Jump up onto the rock platform near the boss' foot on the right side of the screen and perform combos on it until all the rock is removed from that area as well.



The next stage occurs after defeating both Seitaka and Kongara a third time. Jump up to a rock platform at his stomach and smash the rock around his pecks until all the rock is removed.



Destroy the guards again to remove the barrier around the right hand. Again, find a nearby platform and perform combos on the hand holding the sword until the rock is removed from his finger area.



Defeat Seitaka and Kongara once again and the barrier around his left hand is removed. Perform multiple jumps from rock platform to platform until you reach the raised arm on the right side of the statue. Stand on a platform near the bent elbow of the god and combo away until all the rock is removed from the elbow.

Seitaka and Kongara turn their defense up to eleven in the final stage of the battle. They create multiple, solid laser beams that float across the screen. These easily break Blades. Avoid these at all cost. You can often maneuver yourself over them by using platforms and performing double jumps or hovering maneuvers. The final barrier is removed around the statue's face. When the head is removed, the battle is won.



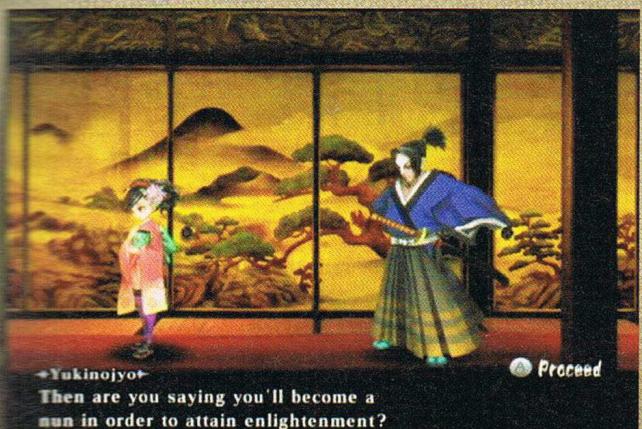


AFTERMATH

The Tsukiotoshi Demon Blade is earned when you defeat Fudo-Myou. This unlocks White Barriers. Jinkuro's Soul is gone. Momohime does not know what actually happened to him. Speak to the fox, Kengiku, and Rankai. Finally talk to Jinkuro's Ghost on the rightmost side of the room.



After proceeding you experience a flashback. Next, proceed through the Maid's conversations in the next scene. Talk to two Maids and Yukinojyo on the left side of the room. Finally, speak to Rankai to reach Momohime's first story ending. For information on the different endings, see the *Extras* section of this guide.



WHITE BARRIERS

You are not granted the ability to break White Barriers until both Momohime and Kisuke reach their first story ending. Once the White Barriers are removed, each character can challenge the other character's bosses and earn new items. However, once the first character completes his or her adventure, the lady Fox at the Shrines can warp you to other Shrines.

ALTERNATE ENDINGS

For more information on the multiple endings, see our *Extras* section at the end of this guide.

EXTRAS



The Pause Menu: Battle Prep

Pausing the game opens a large options menu where you can check your current stats (at the top of the pause screen) and choose from the following option menus: *Items*, *Cooking*, *Map*, *Item Shortcut*, *Equipment*, *Forge*, *Abilities*, and *Settings*. In the following section we explain in great detail the functionality and options within these features.

Items Menu

The items menu is where you can go to look at all the items you can collect in the game, get stats and info on all these items and even use a few types while the game is paused, however, not during battles. Newly received items that you have not scrolled through appear with the word "New" over them. These are the items being counted on the Item Gauge in the bottom left corner of the gameplay screen. Once these items have been looked at (selected or scrolled over), they are removed from the Item Gauge total. Items are categorized as follows: Recovery, Supplies, Ingredients, Blades, Accessories and Books.

BOOTS ON THE GROUND

To use an item or Secret Arts you must have your feet touching the ground or any solid object that is part of the environment.

RECOVERY ITEMS

All collected recovery items are displayed in this menu. For a complete list of our recovery items see the Items List elsewhere in this guide. Recovery items are purchased

from the town salesman, won during battle, or come in the form of discovered Treasures. Health recovering items in this category cannot be used quickly one after another; you must wait to take another once your Fullness meter drains completely. Items such as the Bamboo Flask, Recovery Pellets, Herbal Remedy, Amazake, and Fire Charm are categorized here.

SUPPLIES

Collected supplies are categorized in the second Items heading. Supplies are also purchased, won in battle or found in the form of a Treasure. Supplies are items that can get you out of sticky situations. For example, Smoke Bombs can help you escape out of non-boss battles and a variety of stones are available that repair or add special functions or enhancements to your Demon Blade.

INGREDIENTS

Ingredients are purchased, won in battle or found as treasures. Unaltered, ingredients are useless. It is only when you use those ingredients together in the Cook menu when they contribute. Cooking and eating your own recipes not only refills health but it also adds special, yet temporary enhancements to your character, such as Invincibility, Strength Boost or Ninja Socks (lessons enemy occurrences). For more on ingredients, see Cooking or the *Items List*. Cooking for yourself also puts you one step closer to moving out of your mother's basement.

BLADES

Blades are obtained from some victorious boss battles, but most are obtained by forging. Here you can view your complete inventory of Demon Blades and check out their stats, but that's it. Everything else is done in the *Forge* menu or the *Item Shortcut* menu. For information on blade attacks.



Kiske		Level 99	Status: Normal
		Life Flame 9464/9464	Fullness 0
Items Recovery Supplies Ingredients Blades Accessories Books			
<input checked="" type="checkbox"/>	Tsukuyomi Muramasa	<input checked="" type="checkbox"/>	Mikazuki Munechika
<input checked="" type="checkbox"/>	Amatsu Muramasa	<input checked="" type="checkbox"/>	Onimaru Kunitsuna
<input checked="" type="checkbox"/>	Seiryu Muramasa	<input checked="" type="checkbox"/>	Byakko Muramasa
<input checked="" type="checkbox"/>	Jyuzumaru Tsunetsugu	<input checked="" type="checkbox"/>	Suzaku Muramasa
<input checked="" type="checkbox"/>	Kamikaze Muramasa	<input checked="" type="checkbox"/>	Genbu Muramasa
<input checked="" type="checkbox"/>	Ouryu Muramasa	<input checked="" type="checkbox"/>	Mugen Muramasa
<input checked="" type="checkbox"/>	Kagotsurube Muramasa	<input checked="" type="checkbox"/>	Otentia Mitsuyo
<input checked="" type="checkbox"/>	Okanehira	<input checked="" type="checkbox"/>	Kyoshu Muramasa
<input checked="" type="checkbox"/>	Suisei Muramasa	<input checked="" type="checkbox"/>	Dojigiri Yasutsuna
<input checked="" type="checkbox"/>	Tokiwatari Muramasa	<input checked="" type="checkbox"/>	Oboro Muramasa
[<input checked="" type="checkbox"/> Long Blade] Tokiwatari Muramasa		<input type="button" value="Use"/>	<input type="button" value="Back"/>
Attack: 724 / Secret Art: Waning Moon II / Effect: Boost Attack			
Required: Strength 208 / Vitality 211			

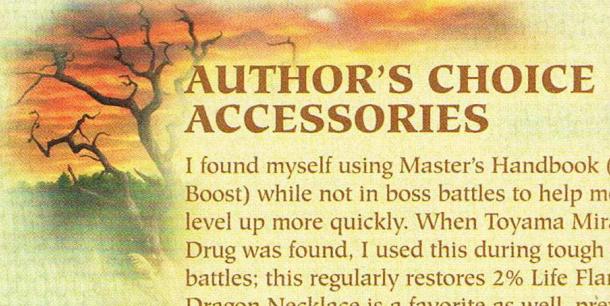
ACCESSORIES

Accessories are similar to Blades in that they are multi-use items. Once you've collected an Accessory it remains on the list here in the Items menu. You cannot use the items from this menu; you can only equip one on your body from the Item Shortcut menu. Accessories are priceless in tough battles. They give you such enhancements as No Status Change, XP Boost, and Reduce Damage from Enemies by 10%.



Kiske		Level 99	Status: Normal
		Life Flame 9464/9464	Fullness 0
Items Recovery Supplies Ingredients Blades Accessories Books			
<input checked="" type="checkbox"/>	Cypress Rosary	<input checked="" type="checkbox"/>	Clove Oil
<input checked="" type="checkbox"/>	Swashbuckler's Sheath	<input checked="" type="checkbox"/>	Swordmaster's Sheath
<input checked="" type="checkbox"/>	Ise Charm	<input checked="" type="checkbox"/>	Izumo Charm
<input checked="" type="checkbox"/>	Yamato Miracle Drug	<input checked="" type="checkbox"/>	Toyama Miracle Drug
<input checked="" type="checkbox"/>	Hungry Devil Saucer	<input checked="" type="checkbox"/>	Chowhound Saucer
<input checked="" type="checkbox"/>	Straw Stalk	<input checked="" type="checkbox"/>	Crystal Magatama
<input checked="" type="checkbox"/>	Jade Magatama	<input checked="" type="checkbox"/>	Ghoulish Seal
<input checked="" type="checkbox"/>	Shura Seal	<input checked="" type="checkbox"/>	Ninja Socks
<input checked="" type="checkbox"/>	Clapper	<input checked="" type="checkbox"/>	A Pair of Clappers
<input checked="" type="checkbox"/>	Swordsmith Mallet	<input checked="" type="checkbox"/>	Sacred Tree Tablet
[<input checked="" type="checkbox"/> Accessories] Sacred Tree Tablet		<input type="button" value="Use"/>	<input type="button" value="Back"/>
Effect: Collect Souls			
Collect more Souls to increase Attack Power			

AUTHOR'S CHOICE ACCESSORIES



I found myself using Master's Handbook (XP Boost) while not in boss battles to help me level up more quickly. When Toyama Miracle Drug was found, I used this during tough battles; this regularly restores 2% Life Flame. Dragon Necklace is a favorite as well, preventing any changes to your Status (fire, poison, etc). Finally, when I wanted to equip a sword when the requirements were too high, I would equip Demon or Dragon God Mask to boost my Strength and Vitality + 5 (or + 7 depending on the mask) to enable me to equip that newly forged sword earlier than allowed.

BOOKS

Maps and Cookbooks are listed here in the final category in the Items menu. These items cannot be used from this menu. Cookbooks are used in the Cooking menu and Maps reveal yet unexplored areas of the current town you're in. Maps are purchased from the town salesman. These are helpful for revealing enemy liars and other features of a region without having to actually see it for yourself. Everything is revealed on your map as you personally visit each area, but a map is a much more convenient (lazy) way of exploration.



Kiske		Level 99	Status: Normal
		Life Flame 9464/9464	Fullness 0
Items Recovery Supplies Ingredients Blades Accessories Books			
<input checked="" type="checkbox"/>	Kitchen Secrets Vol. 1	<input checked="" type="checkbox"/>	Grilled Cooking Vol. 1
<input checked="" type="checkbox"/>	Grilled Cooking Vol. 2	<input checked="" type="checkbox"/>	Grilled Cooking Vol. 3
<input checked="" type="checkbox"/>	Culinary Tips Vol. 1	<input checked="" type="checkbox"/>	Kitchen Secrets Vol. 2
<input checked="" type="checkbox"/>	Kitchen Secrets Vol. 3	<input checked="" type="checkbox"/>	Kitchen Secrets Vol. 4
<input checked="" type="checkbox"/>	Kitchen Secrets Vol. 5	<input checked="" type="checkbox"/>	Hot Pot Cooking Vol. 1
<input checked="" type="checkbox"/>	Culinary Tips Vol. 2	<input checked="" type="checkbox"/>	Culinary Tips Vol. 4
<input checked="" type="checkbox"/>	Hot Pot Cooking Vol. 2	<input checked="" type="checkbox"/>	Hot Pot Cooking Vol. 3
<input checked="" type="checkbox"/>	The Grand Hot Pot Vol. 1	<input checked="" type="checkbox"/>	The Grand Hot Pot Vol. 2
<input checked="" type="checkbox"/>	The Grand Hot Pot Vol. 3	<input checked="" type="checkbox"/>	The Grand Hot Pot Vol. 4
<input checked="" type="checkbox"/>	Map of Yamashiro	<input checked="" type="checkbox"/>	Map of Yamato
[<input checked="" type="checkbox"/> Books] Culinary Tips Vol. 1		<input type="button" value="Use"/>	<input type="button" value="Back"/>
Teaches you how to make Cabbage Hot Pot. (Part 1 of 5)			

Cookbooks make available new recipes that are used in the Cooking menu. Having the Cookbook isn't the final step, however; you must still obtain the ingredients in the recipe to make the dish. For more details on recipes and cooking, see *Cooking*, which is the next subject.

COOKING

鬼助
Kisuke

Level 99 Status: Normal
Life Flame 9464/9464 Fullness 0

Cooking

<input checked="" type="checkbox"/> Stewed Yam	Ingredients	Required	Owned
<input checked="" type="checkbox"/> Pheasant Hot Pot	Cabbage	2	9
<input checked="" type="checkbox"/> Radish Hot Pot	Radish	1	9
<input checked="" type="checkbox"/> Zosui with Yam	Fried Tofu	1	3
<input checked="" type="checkbox"/> Pheasant Stew	Yam	2	9
<input checked="" type="checkbox"/> Yosenabe Hot Pot	Pheasant	1	9
<input checked="" type="checkbox"/> Houtou			
<input checked="" type="checkbox"/> Shabu Shabu			
<input checked="" type="checkbox"/> Doge Hot Pot			
<input checked="" type="checkbox"/> Chankin Hot Pot			

Recovery] Houtou
Veggie dish. Enables divine recovery once.
Restores 4,000 Life Flame / Yields 8,000 Spirit / Perfect

Cook **Back**

鬼助
Kisuke

Level 99 Status: Normal
Life Flame 9464/9464 Fullness 0

Cooking

<input checked="" type="checkbox"/> Stewed Yam	Ingredients	Required	Owned
<input checked="" type="checkbox"/> Pheasant Hot Pot	Cabbage	2	9
<input checked="" type="checkbox"/> Radish Hot Pot			
<input checked="" type="checkbox"/> Zosui with Yam			
<input checked="" type="checkbox"/> Pheasant Stew			
<input checked="" type="checkbox"/> Yosenabe Hot Pot			
<input checked="" type="checkbox"/> Houtou			
<input checked="" type="checkbox"/> Shabu Shabu			
<input checked="" type="checkbox"/> Doge Hot Pot			
<input checked="" type="checkbox"/> Chankin Hot Pot			

Recovery] Houtou
Veggie dish. Enables divine recovery once.
Restores 4,000 Life Flame / Yields 8,000 Spirit / Perfect

Cook **Back**

When you're battle worn and exhausted from exploring it's a nice change of pace to sit back and do some creative Japanese cooking. Yum! Cooking gives you immediate health and a status enhancement as a side affect. In the Pause Menu, select the *Cooking* option. Here you find a left column of obtained recipes and how many units you have cooked. The right column is subdivided into three smaller columns starting with *Ingredients* followed by *Required* units and finally *Owned*, which shows how many of these ingredients you actually have in your inventory.

Scroll through the recipes on the left and examine the needed ingredients and how many units of those ingredients you need to make the dish. If you have all the components then you can confirm your choice and make the dish. The added health and status enhancement takes affect immediately. You cannot cook another dish until your fullness meter drains completely. Try cooking just before a boss battle to get the special status side effects that could greatly push the battle in your favor.

RECIPES

The first few listed recipes are those that you can make in quantity and equip to take with you into battle. These are: Rice Ball, Sweet Potato, Roasted Fish, and Roasted Squid.

The recipes are unlocked as you purchase or find new Cookbooks from the town salesman.



Recovery (Drinks)

Name	Description	Effect
Bamboo Flask	Water Bottle	Restores 80 Life Flame / Yields 250 Spirit / 50% full
Amazake	Sweet alcoholic drink that goes down easily.	Restores 100 Life Flame / Yields 300 Spirit / 50% full
Liquor	Drank moderately on the way to enlightenment.	Restores 200 Life Flame / Yields 450 Spirit / 50% full
Sake Libation	Given to a god.	Restores 300 Life Flame / Yields 600 Spirit / 80% full
Doburoku	Muddy alcohol made from rice.	Restores 400 Life Flame / Yields 800 Spirit / 80% full
Persimmon	Orange fruit that grows in fall.	Restores 600 Life Flame / Yields 1000 Spirit / 80% full
Mandarin	Sweet and sour fruit that grows in winter.	Restores 1000 Life Flame / Yields 1500 Spirit / 80% full
Peach	Sweet and juicy fruit that grows in summer.	Restores 2000 Life Flame / Yields 2000 Spirit / 80% full

Recovery (Medicines)

Name	Description	Effect
Healing Pellet	Pill, which restores Vitality used by ninja.	Restores 50 Life Flame / Yields 10 Spirit
Recovery Pellet	Stronger pill.	Restores 70 Life Flame / Yields 10 Spirit
Bear Pellet	Valuable pill made from a bear's gallbladder.	Restores 100 Life Flame / Yields 10 Spirit
Tiger Pellet	Pill made from a tiger's gallbladder.	Restores 150 Life Flame / Yields 10 Spirit
Dragon Pellet	Priceless pill made from a dragon's cerebrum.	Restores 200 Life Flame / Yields 10 Spirit
Sage Pellet	Pill infused with the divine power of a sage.	Restores 300 Life Flame / Yields 10 Spirit
Trillium Tablet	Medicine with a powerful rejuvenating affect.	Restores 500 Life Flame / Yields 10 Spirit
Spirit Tablet	Medicine that cures all wounds instantly.	Restores 1000 Life Flame / Yields 10 Spirit
Fire Charm	Charm that protects you from burns.	Restores Burning Status.
Herbal Remedy	Antidote made from various herbs.	Restores Poisoned Status.
Toad Oil	Rare ointment that returns your Status to normal.	

Supplies (Escape Items)

Name	Effect
Bronze Mirror	Its Soul Power returns you to the last shrine.
Yata Mirror	Ritual article that returns you to the last shrine without limit.
Smoke Bomb	Small bomb that creates a curtain of smoke. Lets you escape from non-boss battles.

Supplies (Grindstones)

Name	Description	Effect
Omura Stone	Sharpens blades.	Restores 50% Soul Power.
Iyo Stone	Sharpens blades.	Restores all Soul Power.
Igarashi Stone	Sharpens blades.	Restores 50% Soul Power.
Jyokenji Stone	Sharpens blades.	Restores all Soul Power.
Kumori Stone	Sharpens blades.	Stops Soul Power from decreasing temporarily.

Ingredients

Name	Description
Rice Bag	Cooking ingredient
Cabbage	Cooking ingredient
Radish	Cooking ingredient
Tofu	Cooking ingredient
Fried Tofu	Cooking ingredient
Yam	Cooking ingredient
Pheasant	Cooking ingredient
Boar	Cooking ingredient
Char	Cooking ingredient
Squid	Cooking ingredient



ACCESSORIES

Gauntlets

Name	Effect	Location
Ninja Gauntlet	Strength +1 Improves physical ability	Kisuke: Ise Peddler / Momohime: Mushashi Peddler
Fox Spirit Gauntlet	Strength +2 Improves physical ability	Kisuke: Mino Treasure / Momohime: Suruga Treasure
Tengu Gauntlet	Strength +3 Improves physical ability	Kisuke: Mikawa Peddler / Momohime: Shinano Peddler
Utsusemi Gauntlet	Strength +4 Improves physical ability	Kisuke: Yamato Treasure / Momohime: Mino: Front of Ote Gate, Narukami Castle Treasure
Shura Gauntlet	Strength +5 Improves physical ability	Kisuke: Shinano Peddler / Momohime: Yamashiro Peddler
Yata Gauntlet	Strength +6 Improves physical ability	Kisuke: Suruga Treasure / Momohime: Ise Treasure
Demon God Gauntlet	Strength +7 Improves physical ability	Kisuke: Musashi Peddler / Momohime: Yamato Peddler
Dragon God Gauntlet	Strength +10 Improves physical ability	Both receive by beating Yukinojyn

Belts

Name	Effect	Location
Ninja Belt	Vitality +1 Improves physical ability	Kisuke: Yamashiro Peddler / Momohime: Sagami Peddler
Fox Spirit Belt	Vitality +2 Improves physical ability	Kisuke: Mino Peddler / Momohime: Suruga Peddler
Tengu Belt	Vitality +3 Improves physical ability	Kisuke: Totomi: mountain road of Mt. Akiha Treasure / Momohime: Hida: Byroad of Mt. Norikura Treasure
Utsusemi Belt	Vitality +4 Improves physical ability	Kisuke: Omi Peddler/ Momohime: Mino Peddler
Shura Belt	Vitality +5 Improves physical ability	Kisuke: Shinano Treasure / Momohime: Yamashiro, Hell Treasure
Yata Belt	Vitality +6 Improves physical ability	Kisuke: Suruga Peddler / Momohime: Ise Peddler
Demon God Belt	Vitality +7 Improves physical ability	Kisuke: Musashi: in front of Ote Gate Treasure / Momohime: Yamato: HQ Shingon-Renge School Treasure
Dragon God Belt	Vitality +10 Improves physical ability	Both receive by beating Torahime

Masks

Name	Effect	Location
Tengu Mask	Strength/Vitality +1 Improves physical ability	Kisuke: Mino Treasure / Momohime: Suruga Treasure
Shura Mask	Strength/Vitality +3 Improves physical ability	Kisuke: Shinano Treasure / Momohime: Yamashiro Treasure
Demon God Mask	Strength/Vitality +5 Improves physical ability	Kisuke: Musashi Treasure / Momohime: Yamato Treasure
Dragon God Mask	Strength/Vitality +7 Improves physical ability	Both receive by beating Big Oni in Yamashiro

Miscellaneous

Name	Effect	Location
Hinezumi Dress	No Burning Prevents Burning Status	Kisuke: Iga Treasure / Momohime: Soul Well
Suiko Scale	No Poison Prevents Poisoned Status	Kisuke: Totomi Treasure / Momohime: Hida Treasure
Oni Necklace	Stop All 50% 50% chance to prevent Abnormal Status	Kisuke: Yamato Treasure / Momohime: Mino Treasure
Dragon Necklace	Stop All. Completely prevents Abnormal Status Kisuke: Suruga Treasure / Momohime: Ise Treasure	Kisuke: Suruga Treasure / Momohime: Ise Treasure
Master's Handbook	XP Boost. Increases earned XP by 5% Kisuke: Shinano treasure / Momohime: Yamashiro Treasure	Kisuke: Shinano Treasure / Momohime: Yamashiro Treasure
Muramasa Mask	Mask imbued with the spirit of Muramasa.	

Miscellaneous (continued)

Name	Effect	Location
Kusarikatabira	Iron Wall Reduces damage from enemies by 10%	Musashi Red Enemy Lair
Wolfsbane Poison	Death Blade. Gives a small chance to perform a quick kill.	Hida Blue Enemy Lair
Iwami Poison	Death Blade II. Big chance to perform quick kill	Both receive by beating Shinano White Barrier boss, Chigurui Bishamon
Cypress Rosary	Absorb Life. Absorbs 1% of enemy's life	Owari Orange Enemy Lair
Cloisonne Rosary	Absorb Life II. Absorbs 2% of enemy's life	Both receive by beating Yamato White Barrier boss, Tsuchigumo
Clove Oil	Boost Attack. Boosts enemy damage by 5%	Shinano Peddler
Swashbuckler's Sheath	Quick Draw I. Boosts Attack Power by 10%	Kisuke: Ise Peddler / Momohime: Musashi Peddler
Swordmaster's Sheath	Super Draw. Quickens the chance to perform quick draw	Kisuke: Suruga Peddler / Momohime: Ise Peddler
Ise Charm	Soul Power I. Boosts Soul Power recovery after absorbing souls	Mino Green Enemy Lair
Izumo Charm	Soul Power II. Greatly boosts Soul Power recovery after absorbing souls	Both receive by beating Hida White Barrier boss, Ippondatara
Yamato Miracle Drug	Auto Recover. Regularly restores 1 % Life Flame	Mikawa Light Blue Enemy Lair
Toyama Miracle Drug	Auto Recover II. Regularly restores 2% Life Flame	Shinano White Enemy Lair
Hungry Devil Saucer	Mad Tummy, Health Gauge decreases rapidly	Kai White Enemy Lair
Chowhound Saucer	Mad Tummy II. Health Gauge decreases more rapidly	Yamashiro Red Enemy Lair
Lucky Mallet	Income Boost. Yields 10% more money	Totomi Yellow Enemy Lair
Straw Stalk	Item Boost. Greatly boosts the chance to obtain items	Kisuke: Mino Peddler / Momohime: Suruga Peddler
Crystal Magatama	Soul Absorb. Absorb 5% more Souls	Kisuke: Omi Peddler / Momohime: Mino Peddler
Jade Magatama	Soul Absorb II. Absorb 10% more Souls	Both receive by beating Mino White Barrier boss Chimera
Ghoulish Seal	Asceticism. Max Life Flame stays the same but XP increases by 10%	Kisuke: Shinano Peddler / Momohime: Yamashiro Peddler
Shura Seal	Asceticism II. Max Life Flame stays the same but XP increases by 20%	Kisuke: Sagami White Barrier boss, Blue Monk / Momohime:?
Ninja Socks	Ninja Feet. Slightly reduces enemy encounters	Iga Purple Enemy Lair
Ninja Socks II	Ninja Feet II. Greatly reduces enemy encounters	Both receive by beating Yamashiro White Barrier boss, Kurozaru
Clapper	Enemy Trap I. Slightly increases enemy encounters	Sagami Purple Enemy Lair
A Pair of Clappers	Enemy Trap II. Greatly increases enemy encounters	Kisuke: Musashi White Barrier boss, Wanyudo
Swordsmith Mallet	Collect Blades. Collect more Blades to increase Attack Power	Kisuke: Musashi Peddler / Momohime: Yamato Peddler
Merchant's Abacus	Collect Money. Collect more Money to increase Attack Power	Both receive by beating Totomi White Barrier boss, Sayo
Imari Platter	Collect Spirit. Collect more Spirit to increase Attack Power	Both receive by beating Iga White Barrier boss, Giant Centipede
Sacred Tree Tablet	Collect Souls. Collect more Souls to increase Attack Power	Both receive by beating Ise White Barrier boss, Raijin
Narukami Bracelet	Save Soul. Use Secret Arts without losing any Soul Power	White Enemy Lair in Izu "Total Pandemonium"
Nio Bracelet	Fix Power. Sets Attack Power at 700 regardless of blade type	Both receive by beating Suruga White Barrier boss, Dragon God

Maps

Name	Description	Location
Map of Yamashiro	A map of Yamashiro Province and its roads.	Yamashiro Peddler
Map of Yamato	A map of Yamato Province and its roads.	Kisuke: Omi Peddler / Momohime: Yamato Peddler
Map of Iga	A map of Iga Province and its roads.	Yamashiro Peddler
Map of Ise	A map of Ise Province and its roads.	Kisuke: Ise Peddler
Map of Omi	A map of Omi Province and its roads.	Kisuke: Omi Peddler / Momohime: Mino Peddler
Map of Mino	A map of Mino Province and its roads.	Mino Peddler
Map of Owari	A map of Owari Province and its roads.	Kisuke: Ise Peddler / Momohime: Mino Peddler
Map of Mikawa	A map of Mikawa Province and its roads.	Kisuke: Mikawa Peddler / Momohime: Mino Peddler
Map of Hida	A map of Hida Province and its roads.	Kisuke: Mino Peddler / Momohime: Shinano Peddler
Map of Shinano	A map of Shinano Province and its roads.	Shinano Peddler
Map of Totomi	A map of Totomi Province and its roads.	Kisuke: Mikawa Peddler / Momohime: Suruga Peddler
Map of Kai	A map of Kai Province and its roads.	Kisuke: Shinano Peddler / Momohime: Suruga Peddler
Map of Suruga	A map of Suruga Province and its roads.	Suruga Peddler
Map of Izu	A map of Izu Province and its roads.	Kisuke: Suruga Peddler / Momohime: Sagami Peddler
Map of Sagami	A map of Sagami Province and its roads.	Kisuke: Suruga Peddler / Momohime: Sagami Peddler
Map of Musashi	A map of Musashi Province and its roads.	Musashi Peddler

Cookbooks

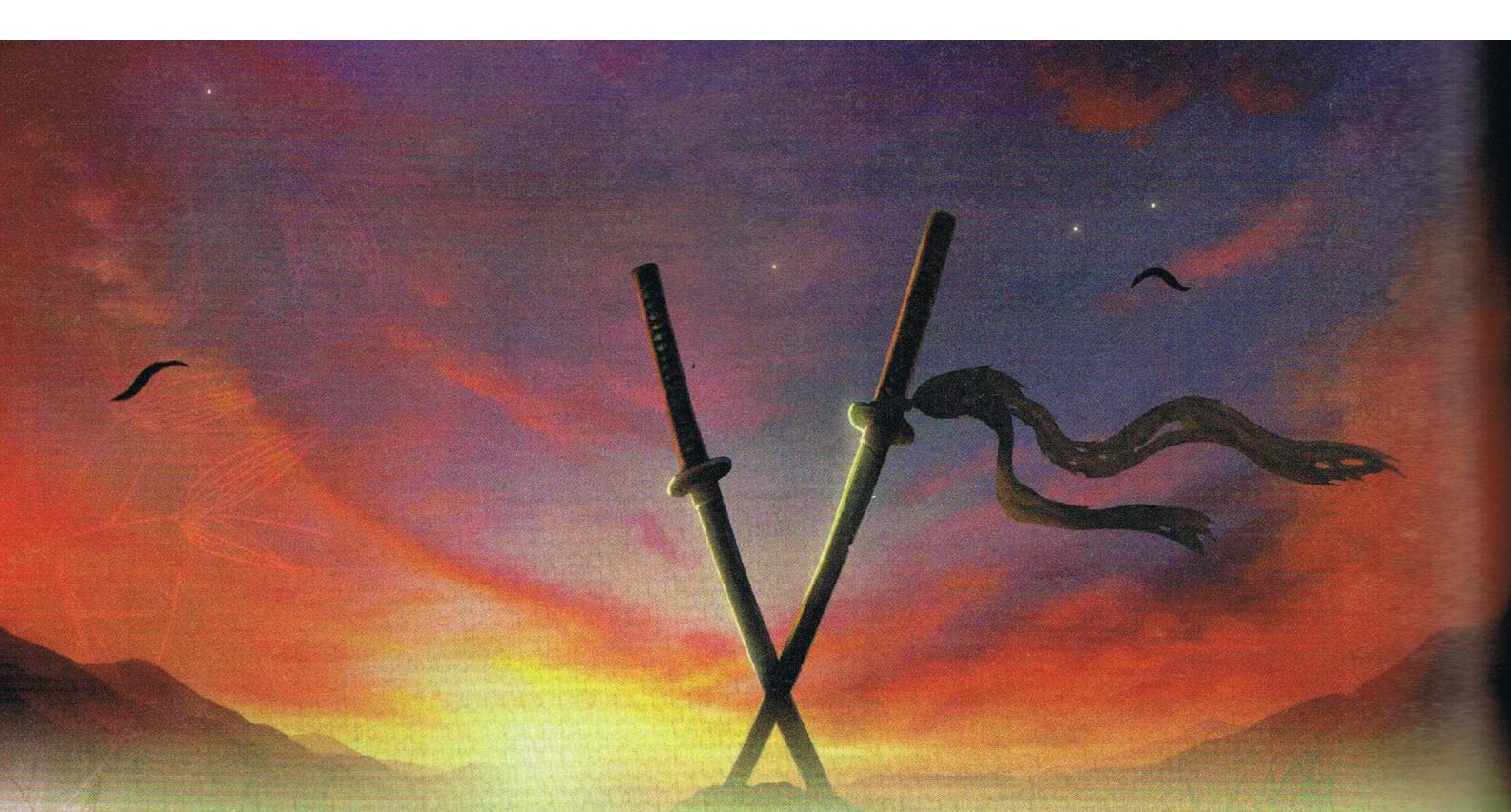
Name	Description	Location
Grilled Cooking Vol. 1	Tells you how to make Sweet Potato	Kisuke: Mino Peddler / Momohime: Suruga Peddler
Grilled Cooking Vol. 2	Tells you how to make Roasted Fish	Kisuke: Omi Peddler / Momohime: Mino Peddler
Grilled Cooking Vol. 3	Tells you how to make Roasted Squid	Kisuke: Shinano Peddler / Momohime: Yamashiro Peddler
Kitchen Secrets Vol. 1	Tells you how to make Rice Balls	Kisuke: Yamashiro Peddler / Momohime: Sagami Peddler
Kitchen Secrets Vol. 2	Tells you how to make Boiled Radish	Kisuke: Ise Peddler / Momohime: Musashi Peddler
Kitchen Secrets Vol. 3	Tells you how to make Tofu Hot Pot	Kisuke: Mino Treasure / Momohime: Izu Treasure
Kitchen Secrets Vol. 4	Tells you how to make Miso Soup	Kisuke: Mino Peddler / Momohime: Suruga Peddler
Kitchen Secrets Vol. 5	Tells you how to make Stewed Yam	Kisuke: Mikawa Peddler / Momohime: Shinano Peddler
Culinary Tips Vol. 1	Tells you how to make Cabbage Hot Pot	Kisuke: Yamashiro Peddler / Momohime: Segami Peddler
Culinary Tips Vol. 2	Tells you how to make Radish Hot Pot	Kisuke: Omi Peddler / Momohime: Mino Peddler
Culinary Tips Vol. 3	Tells you how to make Zosui	Kisuke: Yamato, Buddha Statue Hall / Momohime: Mino Narukami Castle Treasure
Culinary Tips Vol. 4	Tells you how to make Zosui with Yam	Kisuke: Shinano peddler / Momohime: Yamashiro Peddler
Culinary Tips Vol. 5	Tells you how to make Zosui with Pheasant	Shinano, Hachimanbara Battle Field
Hot Pot Cooking Vol. 1	Tells you how to make Pheasant Hot Pot	Kisuke: Mikawa Treasure / Momohime: Kai Treasure
Hot Pot Cooking Vol. 2	Tells you how to make Duck Hot Pot	Kisuke: Suruga Peddler / Momohime: Ise Peddler
Hot Pot Cooking Vol. 3	Tells you how to make Yosenabe hot pot	Kisuke: Kai Treasure / Momohime: Ise Mt. Kamiji Treasure
The Grand Hot Pot Vol. 1	Tells you how to make Houtou	Kisuke: Musashi Peddler / Momohime: Yamato Peddler
The Grand Hot Pot Vol. 2	Tells you how to make Shabu-shabu	Kisuke: Musashi Treasure / Momohime: Yamato Treasure
The Grand Hot Pot Vol. 3	Tells you how to make Boar Hot Pot	Kisuke: Sagami Peddler / Momohime: Omi Peddler
The Grand Hot Pot Vol. 4	Tells you how to make Chanko Hot Pot	Kisuke: Sagami Peddler / Momohime: Omi Peddler

Cookbook Recipes (Recovery Items)

Name	Description	Effect
Rice Ball	Made from steaming rice.	Restores 300 Life Flame / Yields 600 Spirit / 100% full
Sweet Potato	Hot yam grilled over leaves.	Restores 600 Life Flame / Yields 900 Spirit / 100% full
Roasted Fish	Skewered Char salt roasted over an open fire.	Restores 1200 Life Flame / Yields 1600 Spirit / 100% full
Roasted Squid	Skewered Squid roasted over an open fire.	Restores 2500 Life Flame / Yields 2000 Spirit / 100% full
Cabbage Hot Pot	Cabbage dish. Briefly boosts Attack Power.	Restores 200 Life Flame / Yields 1200 Spirit / Perfect
Boiled Radish	Briefly boosts Defense Power.	Restores 300 Life Flame / Yields 1500 Spirit / Perfect
Tofu Hot Pot	Tofu dish. Briefly boosts Attack and Defense.	Restores 400 Life Flame / Yields 1800 Spirit / Perfect
Miso Soup	Miso dish. Briefly boosts Soul Power recovery.	Restores 500 Life Flame / Yields 2100 Spirit / Perfect
Stewed Yam	Yam dish. Briefly enables auto recovery.	Restores 600 Life Flame / Yields 2400 Spirit / Perfect
Pheasant Hot Pot	Pheasant dish. Briefly decreases enemy encounters.	Restores 700 Life Flame / Yields 2800 Spirit / Perfect
Radish Hot Pot	Radish dish. Briefly increases enemy encounters.	Restores 800 Life Flame / Yields 3200 Spirit / Perfect
Zosui	Rice dish. Briefly yields more money.	Restores 1000 Life Flame / Yields 3600 Spirit / Perfect
Zosui with Yam	Yam dish. Briefly yields more items.	Restores 1500 Life Flame / Yields 4000 Spirit / Perfect
Zosui with Pheasant	Pheasant dish. Briefly prevents Abnormal Status.	Restores 1800 Life Flame / Yields 5000 Spirit / Perfect
Duck Hot Pot	Duck dish. Briefly prevents Soul Power reduction.	Restores 2000 Life Flame / Yields 6000 Spirit / Perfect
Yosenabe	Mixed dish. Briefly boosts Secret Art effects.	Restores 3000 Life Flame / Yields 7000 Spirit / Perfect
Houtou	Veggie dish. Enables divine recovery once.	Restores 4000 Life Flame / Yields 8000 Spirit / Perfect
Shabu-shabu	Meat dish. Briefly prevents injuries.	Restores 5000 Life Flame / Yields 9000 Spirit / Perfect
Boar Hot Pot	Boar dish. Briefly enhances auto recovery.	Restores 6000 Life Flame / Yields 10000 Spirit / Perfect
Chanko Hot Pot	Eclectic dish. Briefly increases XP.	Restores 9999 Life Flame / Yields 15000 Spirit / Perfect

Restaurant Meals (Onsite Recovery)

Name	Description	Effect
Sweet Red Bean Soup	Sweet red bean soup with rice cakes.	Restores All Life Flame / Yields 1800 Spirit / 100% full
Mitsumame	Kanten, rice cakes and fruit covered in syrup.	Restores All Life Flame / Yields 1800 Spirit / 100% full
Mizu-yokan	Sweet featuring the taste of juicy bean paste.	Restores All Life Flame / Yields 1800 Spirit / 100% full
Kintsuba	Sweet grilled cake shaped like a blade guard.	Restores All Life Flame / Yields 1800 Spirit / 100% full
Three Dumplings	Red, white and green dumplings on a skewer.	Restores 30% Life Flame / Yields 600 Spirit / 50% full
Mizu-Manjyu	Bean dumpling covered by a clear outer layer.	Restores 30% Life Flame / Yields 600 Spirit / 50% full
Daifukumochi	Bean paste wrapped in bean-enriched rice cake.	Restores 60% Life Flame / Yields 1200 Spirit / 80% full
Kusamochi	Rice cake with a scent like mugwort.	Restores 60% Life Flame / Yields 1200 Spirit / 80% full
Warabimochi	Clear rice cake sprinkled with soybean flour.	Restores All Life Flame / Yields 1800 Spirit / 100% full
Steamed White Rice	Simple meal of steaming rice with pickles.	Restores 30% Life Flame / Yields 480 Spirit / 50% full
Zaru Soba	Cold al dente soba.	Restores 60% Life Flame / Yields 960 Spirit / 80% full
Herring Soba	Hot buckwheat noodles with herring.	Restores 80% Life Flame / Yields 1440 Spirit / 100% full
Tempura Soba	Buckwheat noodles with big prawn tempura.	Restores All Life Flame / Yields 1920 Spirit / Perfect
Kitsune Udon	Wheat noodles with fried tofu.	Restores 60% Life Flame / Yields 960 Spirit / 80% full
Tsukimi Udon	Wheat noodles with soft-boiled egg.	Restores 80% Life Flame / Yields 1440 Spirit / 100% full
Tempura Udon	Wheat noodles with big prawn tempura.	Restores All Life Flame / Yields 1920 Spirit / Perfect
Hitsumamushi	Broiled eel chunks over very hot rice.	Restores 80% Life Flame / Yields 4800 Spirit / 100% full
Sushi (Mackerel)	Sushi featuring blue-skinned mackerel.	Restores 60% Life Flame / Yields 2400 Spirit / 80% full
Sushi (Yellowtail)	Sushi known to bring good luck.	Restores 80% Life Flame / Yields 3600 Spirit / 80% full
Sushi (Tuna)	Sushi featuring very fatty tuna.	Restores 60% Life Flame / Yields 1200 Spirit / 80% full
Sushi (Flounder)	Whitefish sushi featuring flounder.	Restores 60% Life Flame / Yields 2400 Spirit / 80% full
Sushi (Sea Urchin)	Battleship-style sushi with plenty of sea urchin.	Restores 80% Life Flame / Yields 3600 Spirit / 80% full
Whole Sea Bream	Whole grilled sea bream caught in Tokyo Bay.	Restores All Life Flame / Yields 6000 Spirit / Perfect
Lobster Tempura	Lobster fried in batter.	Restores All Life Flame / Yields 6000 Spirit / Perfect
Sillago Tempura	Sillago fried in batter.	Restores 80% Life Flame / Yields 4800 Spirit / 100% full



Demon Blade Basics

Kisuke Level 99 Status: Normal
Life Flame 9464/9464 Fullness 38
Strength 239+11 Vitality 233+7

Equipment

<input type="checkbox"/> Oryu Muramasa	<input type="checkbox"/> Oryu Muramasa
<input type="checkbox"/> Suisei Muramasa	<input type="checkbox"/> Mugen Muramasa
<input checked="" type="checkbox"/> Oboro Muramasa	<input type="checkbox"/> Kagotsurube Muramasa
<input checked="" type="checkbox"/> Toyama Miracle Drug	<input type="checkbox"/> Otenta Mitsuyo
Before	After
Blade	Long Blade
Attack: 757	Attack: 724
Soul: 100	→ 100
Disturbance	Waning Moon II
STR/VIT +7	Boost Attack

Equip **Back**

Long Blade] Tokiwatari Muramasa
Attack: 724 / Secret Art: Waning Moon II / Effect: Boost Attack
Required: Strength 208 / Vitality 211

Both Momohime and Kisuke are given three basic Demon Blades in the beginning of the game. Blade stats can be found in the Items option in the pause menu, the Forge menu or in the Item Shortcut menu. All blades have Attack Strength, and a unique Secret Art (special attack). Each blade has a Strength and Vitality minimum personal stat requirement in order for you to wield the weapon. Leveling up or wearing special accessories that raise these stats increase your Strength and Vitality allowing you to continually wield deadlier Demon Blades.

Kisuke Level 99 Status: Normal
Spirit Strength 298997 239+11 Souls 999999
Vitality 233+7

Forge

Requirement

Spirit: 4774
Soul: 5968

Create **Back**

Long Blade] Meikyo Muramasa
Attack: 392 / Secret Art: 3 Faerie Blaze / Effect: -
Required: Strength 108 / Vitality 105

You can rearrange the order of how your blades are selected in the Item Shortcut menu. You could even discard blades and take less than the three maximum allowed into battle, but we're not sure why you would want to do that.

For information on blade attacks, see *Controls* or *Moves* or if you need information on Forging, see the *Demon Blade Forging Tree*.

BREAKING DEMON BLADES

Demon Blade strength is determined by the amount of souls it contains. Souls are collected through active searching in the environment; received when an enemy is dispatched; or earned by knocking a boss down a stage.

When a Blade is sheathed, its Soul Power outline gauge raises slowly on its own. Collecting souls increases the rate of recovery. A Blade cannot recover when drawn; it must be sheathed. A blade breaks when the soul gauge is low and destroyed by an enemy attack. Many thrown objects are intended to break your blade and often succeed even if struck away or blocked.



Samurai and ninjas have techniques (as do you) to break swords and many bosses have a unique sword breaking technique—many are in some form of body slam or move that stomps down on you from above. Learn to recognize these blade-breaking attempts and avoid them.

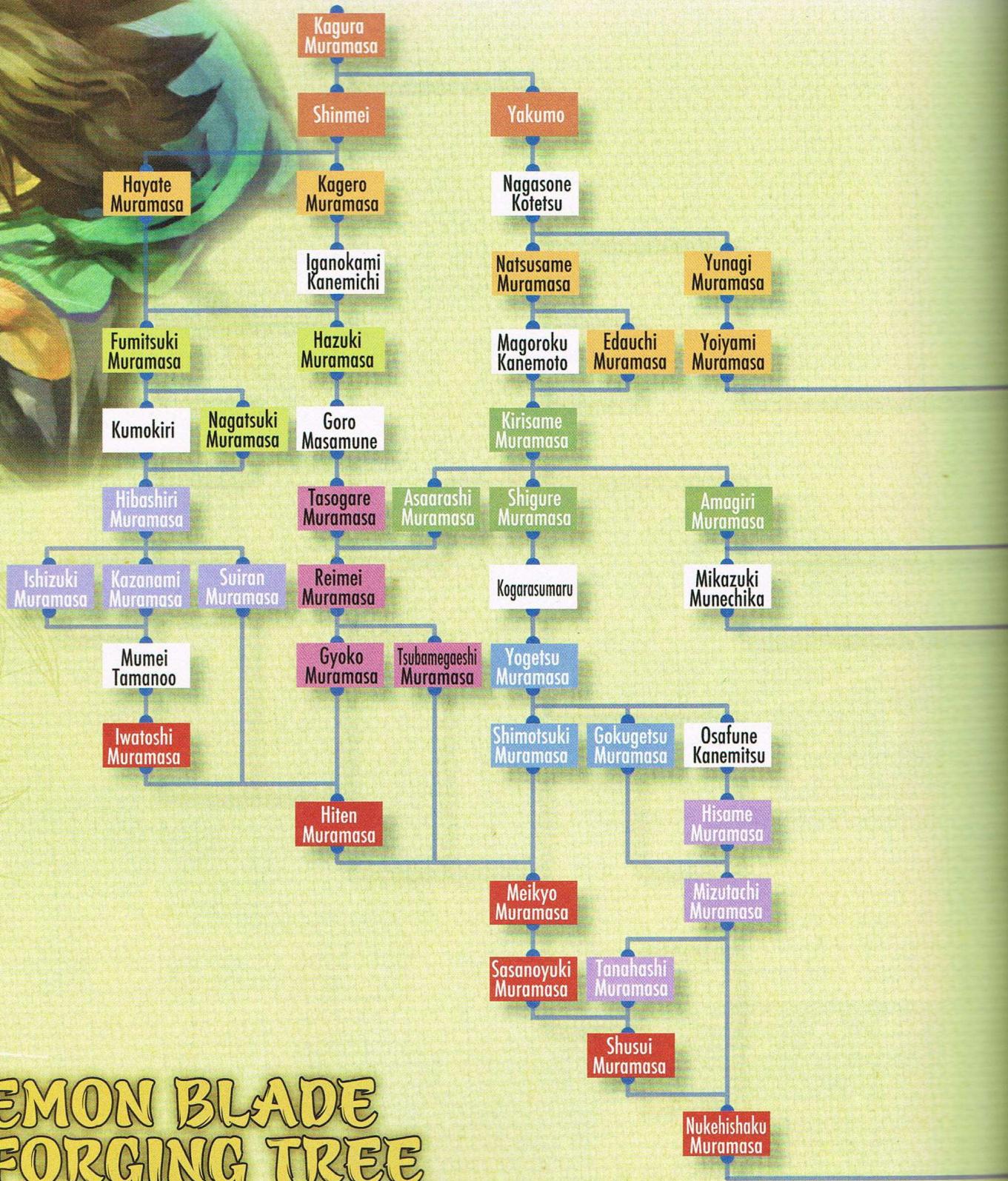


When a blade breaks, immediately put it back in the sheath and draw another to begin the repair process and to continue fighting effectively. A blade break gives you an automatic Quick Draw attack as long as you have one intact blade remaining in your arsenal. There are also many different kinds of grindstone (Stone) items for use during battle to instantly repair a broken blade and restore a certain amount of Soul Power.

TACHI & ODACHI BLADE TYPES

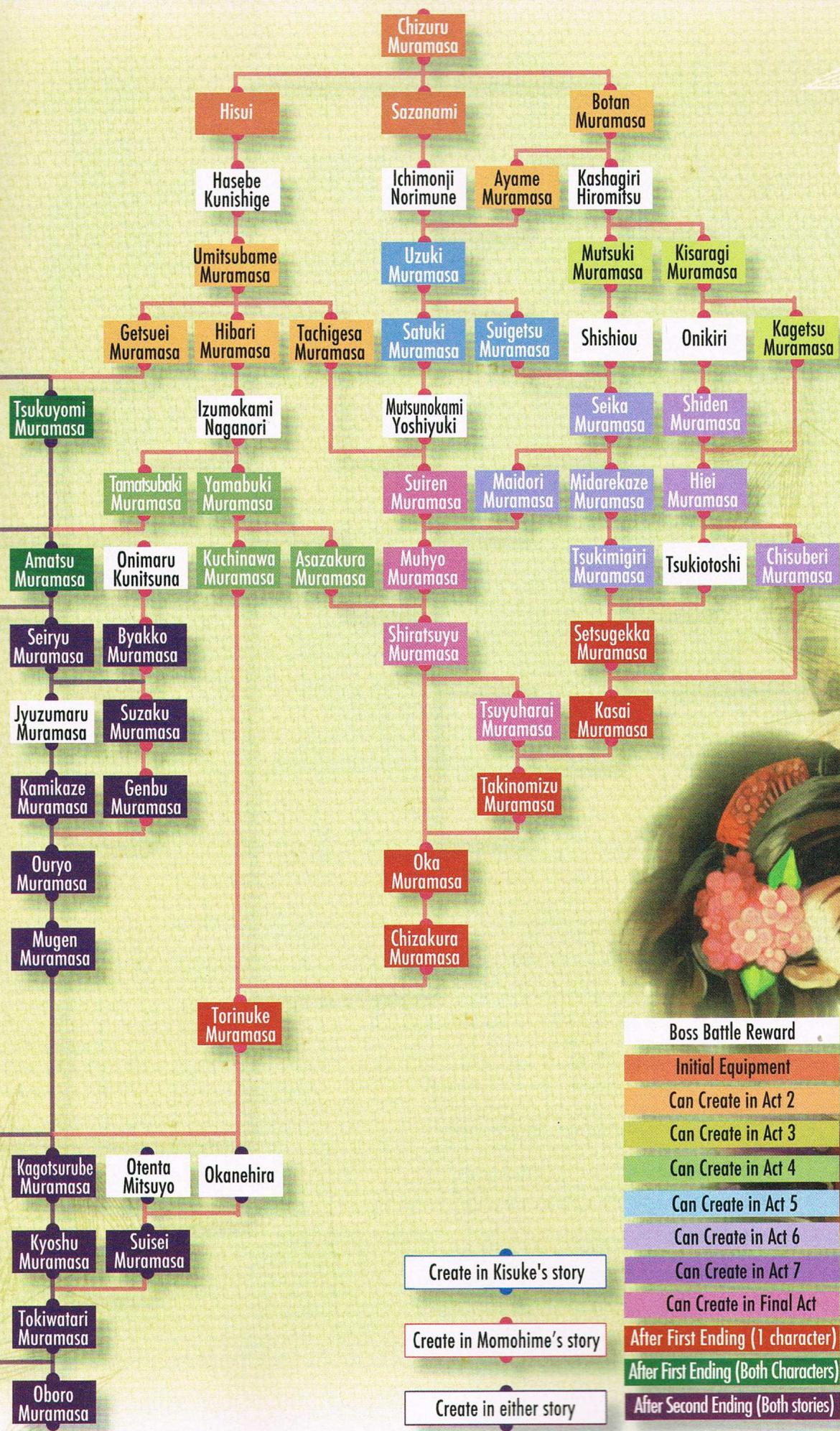
Demon Blades fall into one of two categories: Tachi and Odachi. Tachi are the Short Blades with a lighter weight making for speedy attacks that are great for aerial and high agility combat. Tachi are Long Blades: heavy blades with slower attack speed but greater attack power. These blades are great for slashing through large groups of enemies. You should always have a mix of these two types of blades when going into battle.





DEMON BLADE FORGING TREE

Dojigiri Yasutsuna



Boss Battle Reward

Initial Equipment

Can Create in Act 2

Can Create in Act 3

Can Create in Act 4

Can Create in Act 5

Can Create in Act 6

Can Create in Act 7

Can Create in Final Act

Create in Kisuke's story

Create in Momohime's story

Create in either story

After First Ending (1 character)

After First Ending (Both Characters)

After Second Ending (Both stories)

KISUKE

NAME	EFFECT	REQUIREMENTS TO EQUIP	OBTAINED BY
Kagura Muramasa	Attack: 15 / Secret Art: Cyclone / Effect: -	Strength 3 / Vitality 3	Kisuke's initial Demon Blade
Shinmei	Attack: 11 / Secret Art: Nightglow / Effect: -	Strength 3 / Vitality 3	Kisuke's initial Demon Blade
Yakumo	Attack: 17 / Secret Art: 2 Flame / Effect: -	Strength 3 / Vitality 3	Kisuke's initial Demon Blade
Hayate Muramasa	Attack: 19 / Secret Art: Faerie Blaze / Effect: Iron Wall	Strength 4 / Vitality 4	Kisuke can forge in Act 2
Kagero Muramasa	Attack: 14 / Secret Art: Haze / Effect: Mad Tummy	Strength 4 / Vitality 4	Kisuke can forge in Act 2
Nagasone Kotetsu	Attack: 16 / Secret Art: Hell Spinner / Effect: Poison 50% / Breaks Red Barriers	Strength 4 / Vitality 4	Kisuke beats Kurozaru
Natsusame Muramasa	Attack: 25 / Secret Art: Slice / Effect: -	Strength 6 / Vitality 5	Kisuke can forge in Act 2
Yunagi Muramasa	Attack: 28 / Secret Art: Phantom / Effect: Income Boost	Strength 6 / Vitality 6	Kisuke can forge in Act 2
Edauchi Muramasa	Attack: 23 / Secret Art: Log Chop / Effect: Boost Attack	Strength 7 / Vitality 7	Kisuke can forge in Act 2
Yoiyami Muramasa	Attack: 36 / Secret Art: Fire Storm / Effect: Strength +1	Strength 8 / Vitality 8	Kisuke can forge in Act 2
Iganokami Kanemichi	Attack: 30 / Secret Art: Cross / Effect: Vitality +1 9 / Breaks Orange Barriers	Strength 9 / Vitality	Kisuke beats Giant Centipede
Fumitsuki Muramasa	Attack: 45 / Secret Art: Nightglow II / Effect: -	Strength 10 / Vitality 10	Kisuke can forge in Act 3
Hazuki Muramasa	Attack: 41 / Secret Art: Earth Runner / Effect: -	Strength 13 / Vitality 12	Kisuke can forge in Act 3
Nagatsuki Muramasa	Attack: 59 / Secret Art: Dragonfly / Effect: Strength/Vitality +1	Strength 14 / Vitality 14	Kisuke can forge in Act 3

NAME	EFFECT	REQUIREMENTS TO EQUIP	OBTAINED BY
Magoroku Kanemoto	Attack: 54 / Secret Art: Kamaitachi / Effect: Soul Power I / Breaks Yellow Barriers	Strength 17 / Vitality 17	Kisuke beats Torahime
Kirisame Muramasa	Attack: 65 / Secret Art: Betting Slash / Effect: -	Strength 21 / Vitality 20	Kisuke can forge in Act 3
Asaarashi Muramasa	Attack: 71 / Secret Art: Wind / Effect: Quick Draw I	Strength 22 / Vitality 22	Kisuke can forge in Act 3
Shigure Muramasa	Attack: 99 / Secret Art: Haze II / Effect: -	Strength 24 / Vitality 24	Kisuke can forge in Act 3
Amagiri Muramasa	Attack: 106 / Secret Art: Specter Blow / Effect: Death Blade	Strength 26 / Vitality 26	Kisuke can forge in Act 3
Kogarasumaru	Attack: 90 / Secret Art: Inverted Pillar / Effect: Auto Recover / Breaks Green Barriers	Strength 29 / Vitality 28	Kisuke beats Sayo
Yogetsu Muramasa	Attack: 104 / Secret Art: Arc / Effect: -	Strength 33 / Vitality 32	Kisuke can forge in Act 5
Shimotsuki Muramasa	Attack: 139 / Secret Art: Hell Spinner II / Effect: -	Strength 36 / Vitality 35	Kisuke can forge in Act 5
Gokugetsu Muramasa	Attack: 148 / Secret Art: Moonlit Glint / Effect: Vitality +2	Strength 38 / Vitality 37	Kisuke can forge in Act 5
Kumokiri	Attack: 167 / Secret Art: Meteor / Effect: Burning 50% / Breaks Light Blue Barriers	Strength 43 / Vitality 42	Kisuke beats Tsuchigumo
Hibashiri Muramasa	Attack: 152 / Secret Art: 3 Flame / Effect: Soul Power I	Strength 49 / Vitality 47	Kisuke can forge in Act 6
Ishizuki Muramasa	Attack: 198 / Secret Art: Wind II / Effect: -	Strength 52 / Vitality 50	Kisuke can forge in Act 6
Kazanami Muramasa	Attack: 209 / Secret Art: Gale Thrust / Effect: XP Boost	Strength 55 / Vitality 53	Kisuke can forge in Act 6
Suiran Muramasa	Attack: 180 / Secret Art: Slice II / Effect: -	Strength 58 / Vitality 56	Kisuke can forge in Act 6
Osafune Kanemitsu	Attack: 190 / Secret Art: Gale / Effect: Soul Power I / Breaks Blue Barriers	Strength 61 / Vitality 59	Kisuke beats Chigurui Bishamon
Hisame Muramasa	Attack: 209 / Secret Art: Dragonfly II / Effect: -	Strength 67 / Vitality 65	Kisuke can forge in Act 7
Mizutachi Muramasa	Attack: 264 / Secret Art: Earth Runner II / Effect: Absorb Life	Strength 70 / Vitality 68	Kisuke can forge in Act 7
Tanahashi Muramasa	Attack: 275 / Secret Art: Cross II / Effect: -	Strength 74 / Vitality 72	Kisuke can forge in Act 7
Goro Masamune	Attack: 250 / Secret Art: Kamaitachi IV / Effect: - / Breaks Purple Barriers	Strength 80 / Vitality 78	Kisuke beats Dragon God
Tasogare Muramasa	Attack: 271 / Secret Art: Ghost Blow / Effect: Income Boost	Strength 87 / Vitality 85	Kisuke can forge in Final Act
Reimei Muramasa	Attack: 333 / Secret Art: Phantom II / Effect: Boost Attack	Strength 91 / Vitality 88	Kisuke can forge in Final Act
Gyoko Muramasa	Attack: 345 / Secret Art: Gale Thrust II / Effect: -	Strength 94 / Vitality 91	Kisuke can forge in Final Act
Tsubamegaeshi Muramasa	Attack: 303 / Secret Art: Meteor II / Effect: Mad Tummy	Strength 98 / Vitality 95	Kisuke can forge in Final Act
Mumei Tamanoo	Attack: 369 / Secret Art: Gale II / Effect: Strength/Vitality +5 / Breaks White Barriers with Momohime's Tsukiotoshi blade	Strength 101 / Vitality 98	Kisuke beats Inugami Tokugawa Tsunayoshi
Iwatoshi Muramasa	Attack: 314 / Secret Art: 4 Flame / Effect: Income Boost	Strength 101 / Vitality 98	Kisuke can forge after his first story ending
Hiten Muramasa	Attack: 325 / Secret Art: Haze III / Effect: Iron Wall	Strength 105 / Vitality 102	Kisuke can forge after his first story ending
Meikyo Muramasa	Attack: 392 / Secret Art: 3 Faerie Blaze / Effect: -	Strength 108 / Vitality 105	Kisuke can forge after his first story ending
Sasanoyuki Muramasa	Attack: 345 / Secret Art: Phantom III / Effect: Strength +3	Strength 111 / Vitality 108	Kisuke can forge after his first story ending
Shusui Muramasa	Attack: 416 / Secret Art: Meteor III / Effect: -	Strength 115 / Vitality 112	Kisuke can forge after his first story ending
Nukehishaku Muramasa	Attack: 427 / Secret Art: Fire Storm II / Effect: Auto Recover	Strength 118 / Vitality 115	Kisuke can forge after his first story ending

MOMOHIME

NAME	EFFECT	REQUIREMENTS TO EQUIP	OBTAINED BY
Chizuru Muramasa	Attack: 12 / Secret Art: Misty Slash / Effect: -	Strength 3 / Vitality 3	Momohime's initial Demon Blade
Hisui	Attack: 13 / Secret Art: Moonlight / Effect: -	Strength 3 / Vitality 3	Momohime's initial Demon Blade
Sazanami	Attack: 14 / Secret Art: Crescent / Effect: -	Strength 3 / Vitality 3	Momohime's initial Demon Blade
Botan Muramasa	Attack: 18 / Secret Art: Swallow Saw / Effect: Boost Attack	Strength 4 / Vitality 4	Momohime can forge in Act 2
Ayame Muramasa	Attack: 15 / Secret Art: 2 Lightning / Effect: Burning 50%	Strength 4 / Vitality 4	Momohime can forge in Act 2
Hasebe Kunishige	Attack: 17 / Secret Art: Windmill / Effect: Strength +1 / Breaks Red Barriers	Strength 4 / Vitality 4	Momohime beats Blue Monk
Umitsubame Muramasa	Attack: 19 / Secret Art: Flash / Effect: Income Boost	Strength 5 / Vitality 6	Momohime can forge in Act 2
Getsuei Muramasa	Attack: 23 / Secret Art: Faerie Bolt / Effect: Mad Tummy	Strength 6 / Vitality 6	Momohime can forge in Act 2
Hibari Muramasa	Attack: 30 / Secret Art: Skull / Effect: Vitality +1	Strength 7 / Vitality 7	Momohime can forge in Act 2
Tachigesa Muramasa	Attack: 33 / Secret Art: Yasha / Effect: -	Strength 8 / Vitality 8	Momohime can forge in Act 2
Kashagiri Hiromitsu	Attack: 33 / Secret Art: Earth Hornet / Effect: No Burning / Breaks Orange Barriers	Strength 9 / Vitality 9	Momohime beats Wanyudo
Mutsuki Muramasa	Attack: 41 / Secret Art: Sakuya / Effect: -	Strength 10 / Vitality 10	Momohime can forge in Act 3
Kisaragi Muramasa	Attack: 49 / Secret Art: Moonlight II / Effect: -	Strength 12 / Vitality 13	Momohime can forge in Act 3
Kagetsu Muramasa	Attack: 53 / Secret Art: Raiden / Effect: Soul Power I	Strength 15 / Vitality 16	Momohime can forge in Act 3
Izumokami Naganori	Attack: 65 / Secret Art: Moon Ring / Effect: Soul Absorb / Breaks Yellow Barriers	Strength 16 / Vitality 17	Momohime beats Yukinoyjo
Tamatsubaki Muramasa	Attack: 71 / Secret Art: Vengeance / Effect: Death Blade	Strength 18 / Vitality 19	Momohime can forge in Act 4
Yamabuki Muramasa	Attack: 70 / Secret Art: Misty Slash II / Effect: -	Strength 20 / Vitality 21	Momohime can forge in Act 4
Kuchinawa Muramasa	Attack: 78 / Secret Art: Flash II / Effect: No Poison	Strength 21 / Vitality 23	Momohime can forge in Act 4
Asazakura Muramasa	Attack: 97 / Secret Art: Tornado / Effect: -	Strength 25 / Vitality 27	
Ichimonji Norimune	Attack: 99 / Secret Art: Comet / Effect: Absorb Life / Breaks Green Barriers	Strength 27 / Vitality 29	Momohime beats Ippondatara
Uzuki Muramasa	Attack: 119 / Secret Art: Swallow Saw II / Effect: -	Strength 32 / Vitality 34	Momohime can forge in Act 5
Satsuki Muramasa	Attack: 135 / Secret Art: Moonlight III / Effect: -	Strength 36 / Vitality 39	Momohime can forge in Act 5
Suigetsu Muramasa	Attack: 139 / Secret Art: Skull II / Effect: Strength +2	Strength 39 / Vitality 41	Momohime can forge in Act 5
Shishou	Attack: 148 / Secret Art: Universe / Effect: Strength/Vitality +3 / Breaks Light Blue Barriers	Strength 41 / Vitality 44	Momohime beats Chimera
Seika Muramasa	Attack: 167 / Secret Art: Shaded Wasp / Effect: Stop All 50%	Strength 47 / Vitality 50	Momohime can forge in Act 6
Maidori Muramasa	Attack: 180 / Secret Art: Concealing Mist / Effect: XP Boost	Strength 50 / Vitality 53	Momohime can forge in Act 6
Midarekaze Muramasa	Attack: 190 / Secret Art: Sun Orb / Effect: -	Strength 52 / Vitality 56	Momohime can forge in Act 6
Tsukimigiri Muramasa	Attack: 198 / Secret Art: Misty Slash III / Effect: -	Strength 55 / Vitality 59	Momohime can forge in Act 6
Onikiri	Attack: 209 / Secret Art: Moon Ring II / Effect: Boost Attack / Breaks Blue Barriers	Strength 58 / Vitality 62	Momohime beats Big Oni
Shiden Muramasa	Attack: 229 / Secret Art: Raiden II / Effect: -	Strength 64 / Vitality 68	Momohime can forge in Act 7
Hiei Muramasa	Attack: 250 / Secret Art: Windmill II / Effect: Soul Power I	Strength 71 / Vitality 75	Momohime can forge in Act 7
Chisuberi Muramasa	Attack: 264 / Secret Art: 3 Lightning / Effect: -	Strength 74 / Vitality 78	Momohime can forge in Act 7

NAME	EFFECT	REQUIREMENTS TO EQUIP	OBTAINED BY
Mutsunokami Yoshiyuki	Attack: 271 / Secret Art: Giant Tornado / Effect: Quick Draw I / Breaks Purple Barriers	Strength 77 / Vitality 82	Momohime beats Raijin
Suiren Muramasa	Attack: 293 / Secret Art: Earthworm / Effect: -	Strength 84 / Vitality 88	Momohime can forge in Final Act
Muhyo Muramasa	Attack: 310 / Secret Art: Crescent II / Effect: Vitality +3	Strength 87 / Vitality 92	Momohime can forge in Final Act
Shiratsuyu Muramasa	Attack: 322 / Secret Art: Universe II / Effect: -	Strength 90 / Vitality 95	
Tsuyuharai Muramasa	Attack: 325 / Secret Art: 3 Vengeance / Effect: Death Blade	Strength 93 / Vitality 99	Momohime can forge in Final Act
Tsukiyoshi	Attack: 345 / Secret Art: Earth Hornet II / Effect: Auto Recover / Breaks White Barriers with Kisuke's Mumei Tamanoo	Strength 97 / Vitality 102	Momohime beats Fudo-Myouu
Setsgekka Muramasa	Attack: 357 / Secret Art: 4 Lightning / Effect: Soul Absorb	Strength 100 / Vitality 106	Momohime can forge after her First Story Ending
Kasai Muramasa	Attack: 360 / Secret Art: Flash III / Effect: Quick Draw I	Strength 103 / Vitality 110	Momohime can forge after her First Story Ending
Takinomizu Muramasa	Attack: 369 / Secret Art: Windmill III / Effect: -	Strength 103 / Vitality 112	Momohime can forge after her First Story Ending
Oka Muramasa	Attack: 380 / Secret Art: 3 Faerie Bolt / Effect: Boost Attack	Strength 107 / Vitality 113	Momohime can forge after her First Story Ending
Chizakura Muramasa	Attack: 379 / Secret Art: Yasha II / Effect: Absorb Life	Strength 110 / Vitality 117	Momohime can forge after her First Story Ending
Torinuke Muramasa	Attack: 389 / Secret Art: Giant Sun Orb / Effect: -	Strength 113 / Vitality 120	Momohime can forge after her First Story Ending
Tsukiyomi Muramasa	Attack: 430 / Secret Art: 4 Vengeance / Effect: Item Boost	Strength 118 / Vitality 117	Either Character can forge after both characters' First Ending
Mikazuki Munechika	Attack: 440 / Secret Art: Waning Moon / Effect: Absorb Life	Strength 122 / Vitality 118	Kisuke beats Momohime Jinkuro by taking Tsukiyoshi and Mumei Tamanoo to battle
Amatsu Muramasa	Attack: 414 / Secret Art: Comet II / Effect: Boost Attack	Strength 119 / Vitality 120	Either Character can forge after both characters' First Ending
Onimaru Kunitsuna	Attack: 416 / Secret Art: Moon Ring III / Effect: Stop All 50%	Strength 117 / Vitality 124	Momohime beats Kisuke for her Second Story Ending
Seiryu Muramasa	Attack: 463 / Secret Art: Fire Storm III / Effect: -	Strength 129 / Vitality 131	Can be forged by either character after both characters' Second Story Ending.
Byakko Muramasa	Attack: 451 / Secret Art: Arc II / Effect: XP Boost	Strength 132 / Vitality 134	Momohime can forge after both characters' Second Story Ending.
Jyuzumaru Muramasa	Attack: 507 / Secret Art: 4 Faerie Bolt / Effect: Death Blade	Strength 142 / Vitality 144	Either character beats Yamato White Enemy Lair challenge.
Suzaku Muramasa	Attack: 496 / Secret Art: 4 Faerie Blaze / Effect: Vitality +4	Strength 145 / Vitality 147	Momohime can forge after both characters' Second Story Ending.
Kamikaze Muramasa	Attack: 529 / Secret Art: Skull III / Effect: Mad Tummy II	Strength 155 / Vitality 157	Can be forged by either character after both characters' Second Story Ending.
Genbu Muramasa	Attack: 570 / Secret Art: Yasha III / Effect: Strength/Vitality +1	Strength 161 / Vitality 163	Momohime can forge after both characters' Second Story Ending.
Oryu Muramasa	Attack: 590 / Secret Art: Mountain Wind / Effect: Strength +4	Strength 167 / Vitality 169	Can be forged by either character after both characters' Second Story Ending.
Mugen Muramasa	Attack: 580 / Secret Art: Universe III / Effect: Quick Draw I	Strength 170 / Vitality 172	Can be forged by either character after both characters' Second Story Ending.
Kagotsurube Muramasa	Attack: 628 / Secret Art: Cross III / Effect: Death Blade II	Strength 179 / Vitality 181	Can be forged by either character after both characters' Second Story Ending.
Otentia Mitsuyo	Attack: 645 / Secret Art: Kamaitachi V / Effect: Soul Power I	Strength 184 / Vitality 187	Either character beats Ise White Enemy Lair Centipede
Okanehira	Attack: 636 / Secret Art: Gale Thrust III / Effect: Stop All	Strength 187 / Vitality 189	Either character beats Suruga White Enemy Lair Dragon
Kyoshu Muramasa	Attack: 663 / Secret Art: Earth Hornet III / Effect: Collect Spirit	Strength 194 / Vitality 197	Can be forged by either character after both characters' Second Story Ending.
Suisei Muramasa	Attack: 695 / Secret Art: Comet III / Effect: Super Draw	Strength 199 / Vitality 202	Can be forged by either character after both characters' Second Story Ending.
Dojigiri Yasutsuna	Attack: 687 / Secret Art: Thunderclap / Effect: Absorb Life II	Strength 201 / Vitality 204	Either character beats Omi White Enemy Lair challenge.
Tokiwatari Muramasa	Attack: 724 / Secret Art: Waning Moon II / Effect: Boost Attack	Strength 208 / Vitality 211	Can be forged by either character after both characters' Second Story Ending.
Oboro Muramasa	Attack: 757 / Secret Art: Disturbance / Effect: Strength/Vitality +7	Strength 222 / Vitality 225	Can be forged by either character after both characters' Second Story Ending.

Enemy Lairs

Colored light barriers prevent you from entering enemy Lairs. These barriers are similar to those that keep you from venturing into new areas before you have the blades that can break them. Once you obtain the blade that can break these barriers, any blade you equip will destroy the barrier. The blades needed to break barriers are earned with your progression through the story. Even if you can get in to the lair, it doesn't particularly mean that you are experienced enough to complete the challenge within. A character level suggestion appears onscreen as you enter an Enemy Lair.



Most Enemy Lair challenges are a breeze after you've reached the first or second story ending, but if you want a good challenge and would like to put the winning item to good use before that, and then take the challenge when you surpass the level suggested as you enter the lair.



WHITE ENEMY LAIRS VS COLOR ENEMY BARRIERS

White Enemy Lairs can be entered once you have both Mumei Tamanoo (Kisuke) and Tsukiyoshi (momohime) Demon Blades to break White Barriers. This comes after you beat both players' story once.

All the different color (besides white) barriers protecting Enemy Lairs can be broken when the corresponding blade is awarded during a boss battle. So, before completing a story you'll be able to break all the color barriers (except white) and enter all those Enemy Lairs. Use our Blade Forging List to find which blades from which character breaks what color barrier. Your colors, in order of breakability are: **Red, Orange, Yellow, Green, Light Blue, Blue, Purple and White**. The display in your Abilities option on the Pause menu shows which barriers you are currently able to break.

The Enemy Lair tips below are arranged in the aforementioned color order.



ENEMY LAIR PRIZES

The items you collect in Kisuke and Momohime's adventures are mostly the same—and eventually they can share the same Blades. Where their items differ are in the Accessories category. Most accessories are the same but each character has some that are unique. The characters do not share accessories. So each character must collect his or her own. Many of these accessories are purchased from Peddlers or found as treasures, but a quite a few are won from Enemy Lair challenges. So this means that both characters should complete the Enemy Lair challenges to get their own item (they'll get the same item from the same Enemy Lair challenge).

Now White Enemy Lair challenges are different. Some Demon Blades can be won inside White Enemy Lairs. Demon Blades are shared once you earn the ability to break White Barriers. So, if one character earns a Blade from a White Enemy Lair challenge, then there is no need for the other character to beat the same White Enemy Lair challenge—the prize will have already been received. Unless of course you want to have fun and earn more experience.



No Prize After Beating White Enemy Lair?

Once you earn the ability to break White Barriers, Kisuke and Momohime share Demon Blades, so there's no need for both characters to beat the same "Blade-awarding" White Enemy Lair. However, some White Enemy Lairs also reward you with accessories and both characters must beat these to get all the goodies.



RED ENEMY LAIRS

YAMASHIRO

100 Incarnations of Shadow Ninja

RECOMMENDED LEVEL	9+
Reward	Chowhound Saucer

There's no poison or burning involved in this battle, so this leaves you more room to bring plenty of healing items for you and your Blades. Wear an accessory that adds strength and/or vitality like the Shura Mask found in a chest in a Yamashiro. Ten teams of ten Ninja attack one team after another. Use your most powerful Blades and their Secret Arts diligently. Defeating the 100 Shadow Ninja earns you the Chowhound Saucer, which gives you Mad Tummy: fullness gauge decreases more rapidly.



MUSASHI

100 Armed Monks

RECOMMENDED LEVEL	9 +
REWARD	Kusarikatabira

Break the Red Barrier from in front of the Enemy Lair. It is suggested that you do not take the challenge if you are not a level 9 or above. You most likely are not a level 9 when you come across this lair for the first time. Ten teams of ten Monks attack one team after another. The Monks are great at breaking swords, so you must hit them with many Drawn Back Slashes and Secret Arts to break their swords before they break yours. Heal often. Kusarikatabira is one of our favorite accessories, as it reduces damage from enemies by 10%.



ORANGE ENEMY LAIRS

OWARI

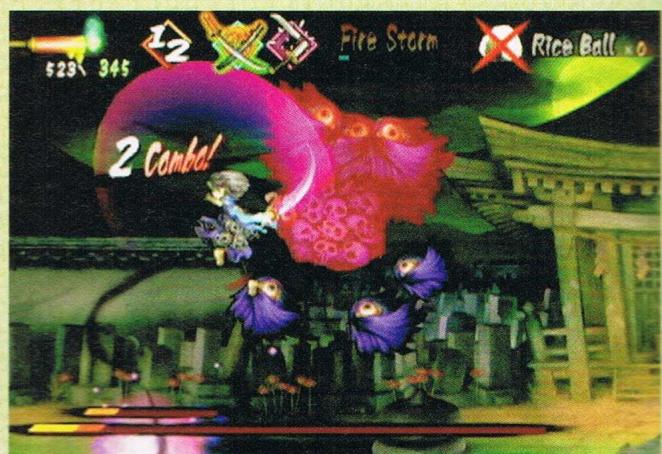
God of Pestilence

RECOMMENDED LEVEL	16 +
REWARD	Cypress Rosary

If you have any items or accessories to prevent poison, equip it for this battle. The Dragon Necklace is a nice choice. If you are attempting to beat the challenge the first time you arrive in Owari you may only be around level 12—give or take a level. This is plenty to defeat this enemy.



The Furball has four full stages of health and spawns Wooly Eyeballs. Stay away from the boss while it glows with electricity unless you are using a Secret Art to attack (you are invincible while Secret Art attacks are launched). The boss easily breaks Blades while electrified. Hit the boss with repeated Special Arts and keep healing yourself and your Blades (using Stones) when necessary.



Sun Orb is a great Secret Art to use against this enemy. It tears the god to shreds and Quick Draws are the quickest way to rid the air of Wooly Eyeballs. Quick Draw most of them are onscreen. The reward, Cypress Rosary, absorbs 1% of enemy's life. Very handy for long and difficult battles.



YELLOW ENEMY LAIRS

TOTOMI

Mountain Kagura Dance, the Storm of Tengu

RECOMMENDED LEVEL	23 +
RWARD	Lucky Mallet

Talk to the monkey beside the lair to visit the Hot Spring before attempting this challenge. It is recommended that you be a level 23 or above to beat this challenge. If this is your first time through this area then you are probably around a level 18, so it could be difficult at this point.



The Karasu-Tengu's fan attack covers a broad area directly in front of them. Steer clear until it subsides. They exist in red and blue variations, both of which swoop down and attack from above. Tengu attack either by launching shock waves from the fans that they carry or by raining down fireballs as they descend quickly towards the ground. The red Tengu launches a particularly devilish shock wave that completely destroys a Blade even if its Soul Power is full. Refrain from attacking head on; you're better off attacking vertically. When dealing with the red variety, it also might not be a bad idea to use a high-speed maneuver like Secret Art or Quick Draw.

We easily beat this level after unlocking all the Blades and at level 96 with Kusarikatabira equipped.

GREEN ENEMY LAIRS

MINO

Toad of Yourou Falls

RECOMMENDED LEVEL	29 +
RWARD	Ise Charm

It's recommended to be a level 29 or above before you attempt this challenge, and we agree. Make sure you have Stop Status change items or accessories to avoid poisoning, as this is the Ogamas' main attack. You should have the Suiko Scale accessory; this will do nicely. You can beat back the purple poison projectiles, but the scene is so chaotic that you probably won't be able to defend against all the attacks.



The big Ogama's poison mist leaves a trail behind it. Instead of jumping into the air, it's safer to simply stay on the ground and stay out of harm's way. Big Toads attack either by jumping into the air and hurling their weight against a target. Although their jump attack is strong, you won't have any problem if you block it with your sword or just avoid it entirely.

LIGHT BLUE ENEMY LAIRS

MIKAWA

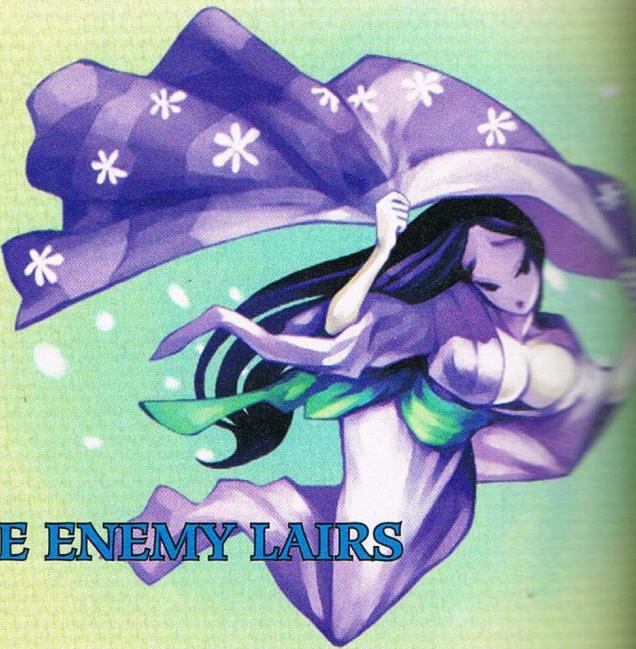
Seven Samurai

RECOMMENDED LEVEL	36 +
REWARD	Yamato Miracle Drug

Kisuke cannot break Light Blue Barriers the first time he accesses Mikawa. However, If you try to enter the lair the first time you access Mikawa as Momohime you should be around a level 34 to level 36 or slightly more—without performing any major leveling up exercises. Even at these levels, this challenge is tough. You could easily walk all over these seven Samurai once you've completed the game and have a better arsenal and slick accessories... not to mention a much higher level. We walked out of this battle



with full health when we tried at a level 76. Use the Drawn Back Slash and break swords.



HIDA

Snow Woman, Oiran Procession

RECOMMENDED LEVEL	42 +
REWARD	Wolfsbane Poison

Momohime is not able to break Blue Barriers the first time she accesses Hida—she'll have to wait until she levels up and comes back later. On Kisuke's first visit, you'll be around a level 32. You can beat this at that level, but it'll be easier after you beat the game and have all the Blades.

The Snow Women come at you in force while in single file flight, almost kamikaze style. Try to stay up on the hillsides and face them as they attack. Swing combos and use Secret Arts until the entire line of enemies is defeated. There are six waves of Snow Women to defeat. Not a very difficult challenge when you are around a level 76. There's no need to move when fighting Snow Women; just deflect their snow bombs and you'll have no problem.



PURPLE ENEMY LAIRS

SAGAMI

Courage in the Ghostly Hour

RECOMMENDED LEVEL	47 +
REWARD	Clapper

In this challenge you must defeat three, large Blue Monks with three stages of full health gauges each. After defeating these guys you are attacked by a couple Furballs. We took this challenge after finishing the game once with both characters. At a level 91 and with the powerful Blades this challenge is fairly easy. Bring an accessory to stop poison or all Status Change like the Dragon Necklace. Complete the challenge to win the Clapper.



IGA

Ozaru Stealth Army

RECOMMENDED LEVEL	49 +
REWARD	Ninja Socks

Once you have the Mutsunokami Yoshiyuki from beating Raijin, you can return to this location and break the Purple Barrier from in front of the Enemy Lair. You should be above a level 49 before attempting this challenge. You must beat the Ozaru Stealth Army, which has four stages

of full health gauges! We suggest using Giant Sun Orb, 4Vengeance, and Comet II. Carry Peaches and Blade recovery stones.



WHITE ENEMY LAIRS

IZU

Total Pandemonium

RECOMMENDED LEVEL	92 +
REWARD	xxx

This challenge is the toughest in the game. It is highly recommended that you have access to all the Blades in the game giving you the most powerful three to chose from. You should be at a level 99 (the highest possible) and have plenty of the best healing items for both you and your Blades.



SURUGA

Rising Dragon, Lying Dragon

RECOMMENDED LEVEL	71 +
REWARD	Okanehira Demon Blade (one character win)

This challenge pits you against two Dragon Gods at once. The Dragons have five stages of full health. The stage gauge is split into two showing the stages of each boss. For tips on beating the Dragon Bosses, see Kisuke's Dragon God boss tips in Suruga. We beat this challenge at



level 70 using 4 Vengeance, 4 Faerie Bolt and Skull 3 Secret Arts.

KAI

Wildlife Caricature

RECOMMENDED LEVEL	50 +
REWARD	Hungry Devil Saucer

This challenge pits you against multiple Pheasants and Boars. The challenge is tough if you are below level 50, but if you wait until you are well above level 55, it becomes a walk in the animal-infested park. Perform multiple low slide slashes to slice through the Boars and use Quick Draws and Secret Art attacks to take out the dive-bombing Pheasants.



SHINANO

Ghost of the Battle Field

RECOMMENDED LEVEL	85 +
REWARD	Toyama Miracle Drug

This is a fun, yet challenging battle. You're up against flocks of Kite Ninja, loads of Gun Soldiers and a gaggle of Ochimusha. Finally, if that's not bad enough, the final stage of the battle pits you against three Chigurui Bishamons. That's all the pain of Chigurui Bishamon, the boss, times three!



This is best played when you've maxed out your level to 99 and have the Blades with the following Secret Arts: Disturbance (the best art of them all), Thunderclap (works great against Kite Ninja) and Comet III (good for all around damage to all enemies). Feed them some of that style of hurt and see how easily you get through this challenge.

ISE

REWARD	64 +
REWARD	Oagenta Mitsuyo Demon Blade (one character win)

This challenge is just good ol' hack-n-slash fun. You never are in any real danger. The threat comes from the head of the centipedes, and these can be removed. You just hack and hack and rack up insane combo strings as the centipedes fall in pieces. It's not a tough challenge, but is just strangely entertaining.



OMI

Lair of the Oni

RECOMMENDED LEVEL	78 +
REWARD	Dojigiri Yasutsuna Demon Blade (one character win)

This is one of our favorite White Enemy Lair challenges. You begin by battling a small team of Small Oni. The moment you wipe them out, the big guys arrive. You battle one group of one Red and Blue Oni who have four stages of full health. After destroying them the Gozu and Mezu attack with the same amount of health stages. After destroying this team, the final stage pits you against one Red Onie, one Blue Oni, one Gozu and one Mezu all at the same time. These guys have three stages of full health each. Having the combination of the following Secret Arts is priceless: Thunderclap, Comet III, and Disturbance. Knock this battle out with no problems when you reach the maximum level, 99.



YAMATO

The Scheming Yagyu Clan

RECOMMENDED LEVEL	57 +
REWARD	Jyusumaru Tsunetsugu Demon Blade

It helps to be around a level 80 or above when taking this challenge. The battle begins with teams of angry Jonin. And just when you think the battle is about over—after waves of these formidable opponents have had enough—in comes Yukinojo Yagyu with the final wave of Jonin. Try to finish up the Jonin before going face-to-face with Yukinojo. Yukinojo has four stages of full health. Much like the battle when Momohime fought him in Act 3. Fight smart, use block and Drawn Back Slashes to break his sword. Once his sword is broken, move in quickly and swing relentlessly before he has a chance to replace his blade. Repeat until dead... until he's dead.



White Barrier Challenges



It's impossible not to notice the unbreakable White Barriers found in many of the provinces in both characters' adventures. These White barriers are what prevent one character from traveling into the other character's path to the boss. Up until the point where you earn the ability break White Barriers, Kisuke and Momohime could only battle their own bosses; those bosses that appear only in their story.



BOSS BATTLE SWITCH UP

After beating the game with both characters you earn the ability to break White Barriers. One at a time, take Kasuke and Momohime beyond all the White Barriers to battle all the other character's bosses. For help with those boss battles, refer to the walkthrough boss battle strategies.

Use the following list to discover what can be earned by beating the other character's bosses. Notice that a couple bosses will not be found at the end of their trail...

this is because it's the other character's final boss.



TREASURE ITEM DISPARITIES

For the most part, you can refer to the opposite character's walkthrough for help with the following boss battles. The only difference is that the items found on the trail to the boss are different. They are similar, but not exactly the same. No items appear on these trails that you can't find somewhere else.

MOMOHIME

KISUKE

WHITE BARRIER CHALLENGE CHECKLIST

PROVINCE	BOSS	AWARD
Yamashiro	Kurozaru	Ninja Socks II
Iga	Giant Centipede	Imari Platter
Mino	Torahime	Dragon God Belt
Totomi	Sayo	Merchant's Abacus
Yamato	Tsuchigumo	Cloisonne Rosary
Shinano	Chigurui Bishamon	Iwami Poison
Suruga	Dragon God	Nio Bracelet
Musashi	NA	NA
PROVINCE	BOSS	AWARD
Sagami	Blue Monk	Shura Seal
Musashi	Wanyudo	A Pair of Clappers
Suruga	Yukinojyn	Dragon God Gauntlet
Hida	Ippondatarra	Izumo Charm
Chimera	Chimera	Jade Magatama
Kai	Na	Na
Yamashiro	Big Oni	Dragon God Mask
Ise	Raijin	Sacred Tree Tablet
Yamato	NA	NA



Alternate Endings & Unlockables

KISUKE:
FIRST STORY ENDING

To reach Kisuke's first story ending you must defeat Tokugawa Tsunayoshi. With that done, Kisuke is reincarnated and ten years later reunited with the reincarnated Torahime, who now goes by the name Ohana.

MOMOHIME:
FIRST STORY ENDING

To reach Momohime's first story ending you must defeat Fudo-Myoo. Momohime and Jinkuro are separated. Jinkuro ends up in hell and Momohime devotes her life to being a nun, which gets her out of the arranged marriage with Yukinojyn.



COMPLETE ONE CHARACTER'S STORY

REWARD

Warp to Shrines.

If you only complete one character's story you receive this message: "You can also choose a different ending based on the blade you equip in the Final Act." This simply refers to equipping Tsukiyoshi and Mumei Tamanoo Demon Blades after completing both characters' first story ending. Depending on which character you chose to play to the end with determines which message you get, which tells you to play the other character to their story end to get the second Blade you need to reach a second story ending. You can now use the fox/lady at the Shrines to take you to the Shrine of your choice for free. This is only for the one character that reached his or her story ending.

COMPLETE BOTH CHARACTERS' STORY ONCE

REWARD

Both characters share the same blades.

REWARD

You can now destroy all White Barriers.

REWARD

View Credits from the Title Screen.

When you beat both characters' story once you receive a message that you can now carve out a new destiny by taking on both Final Acts with Tsukiyoshi and Mumei Tamanoo. This means have these blades in your equipment selection before proceeding to the Final Act boss fight to get the second ending. Do this with both characters. You can now destroy all White Barriers, which means you can partake in the White Enemy Lair challenges and challenge the other character's bosses. This earns you more Blades, which means you can forge even more blades now.

KISUKE'S SECOND ENDING

BATTLE AWARD

Mikazuki Munechika

Equip Mumei Tamanoo and Tsukiyoshi before you enter Tokugawa Tsunayoshi's boss arch in Musashi, Edo Castle. You'll discover that it is not the boss you expected. You will now have to battle Momohime Jinkuro. It's a battle to see who is the true master of Oboro Style. Use Drawn Back Slash to break her blade and then attack with

everything you got before she switches or repairs her broken blade. Once beat you unlock a new blade and Jinkuro is exorcised from Momohime's body. You become Momohime's bodyguard while Torahime, your one true love has passed on.



MOMOHIME'S SECOND ENDING

BATTLE AWARD

Onimaru Kunitsuna

Equip Mumei Tamanoo and Tsukiyoshi before you enter Fudo-Myouou's boss arch in Yamato, HQ of Shingon. You'll



discover that it is not the boss you expected. You will now have to battle Kisuke. The best tip in the world is to use a

KISUKE'S THIRD ENDING

Equip Oboro Muramasa before you enter Tokugawa Tsunayoshi's boss arch in Musashi, Edo Castle. The boss battle is the same, but will be easier now that you have more powerful blades. When the battle is won, Kisuke finds himself back in time before his story began. He manages to prevent the Demon Blade from consuming his soul using his Oboro Style and changes the course of his previous history. Kisuke saves Torahime, but exchange chooses a life without her.



MOMOHIME'S THIRD ENDING

Equip the Oboro Muramasa and return to Fudo-Myouou's boss arch in Yamato, HQ of Shingon. This time you will battle Fudo-Myouou. The boss battle is the same, but could be easier now that you have more powerful blades. The ending is what is completely different. Jinkuro is seen in his original, ill body. Izuna Jinkuro realizes that he has gone back in time to the night in Narukami when he tried to take the body of Yukinojyo but ended up in Momohime's body instead. However, this time he altered his reaction and

changed the course of history. Momohime and Yukinojyo live happily ever after.



use Secret Art like Comet III when he uses the dreaded Disturbia to cancel his attack by making you temporarily invincible. What a great Secret Art Disturbia is. It's much better when you are the one dishing it out. Block often and use Drawn Back Slash to break his blades and then go in with everything you got before switches to a new blade.

The Oboro Style remains in Momohime's body as Jinkuro leaves her body for ever. Momohime loses her memory and now goes by the name of Oboro and is taken in by an old couple who lost their daughter. The family comes under attack by Oni and Momohime saves the day unmasking her dormant Oboro Style of fighting.



COMPLETE BOTH CHARACTER'S SECOND ENDING

Warp to Shrines.

When you complete both characters' second ending you receive a message to forge a new ending by wielding Oboro Muramasa, the destroyer of fate. This is the blade that was used against Momohime in her battle for her second ending. This can be forged now if you've won Dojigiri

Izuna from the White Enemy Lair challenge, Lair of the Oni and also forge the appropriate family of blades (see our Demon Blade Forging Tree).





Official Strategy Guide

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BradyGAMES Staff

PUBLISHER
David Waybright

EDITOR-IN-CHIEF
H. Leigh Davis

LICENSING DIRECTOR
Mike Degler

MARKETING DIRECTOR
Debby Neubauer

INTERNATIONAL TRANSLATIONS
Brian Saliba

Credits

DEVELOPMENT
Brian Shotton

SCREENSHOT
Michael Owen

BOOK DESIGNER
Tim Amrhein

PRODUCTION
Wil Cruz

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