

Tenchu:Shinobi Taizen Quick Reference Guide

- **Main Menu** (via Stealthgiga)
 - **Scenario**
 - **Free** (grayed out first)
 - **Mission Editor**
 - **Multiplayer**
 - **Tutorials**
 - **Gallery mode**
 - **Options**



- **Options** (via Stealthgiga)
 - **Controls**
 - **Visibility** (stealth kill/blood)
 - **Sound**
 - **Difficulty**
 - **Name** (for multiplayer)
 - **Save**
 - Save
 - Load
 - Delete
 - Auto Save (left is on, right is off)
 - **Reset to Default**



- **In-Game Pause Menu (Start button)** (via wingzero2021)
 - Resume
 - Restart Mission (**Confirm: Yes/No**)
 - Return to Inventory Menu (Restarts Mission) (**Confirm: Yes/No**)
 - Return to Main Menu (**Confirm: Yes/No**)

- **Mission Editor** (via Stealthgiga)
 - **Create New**
 - **Play Custom Missions**
 - **Trade Missions (?)**
 - **Tutorials**



- **Play (and Edit) Custom and Scenario Missions** (via Lyam)
 - **Single Player**
 - Selecting UMD allows you to play (and Edit) unlocked scenario missions.
 - The next screen shows character selection on the left
 - After selecting a character, you pick his/her mission to Edit
 - Selecting the other option looks on your memory stick for missions
 - **VS Multiplayer**
 - Same as above
 - **Co-Op Multiplayer**
 - Same as above

Create New Mission (via Stealthgiga/Lyam/Mr. Rabbit)

• Settings Mode

○ Mission

▪ Mission Name

▪ Author Name

▪ Description

▪ Level Type

- Normal
- VS
- Cooperative

• Layout Set

- | | |
|---|---|
| <ul style="list-style-type: none">• school/dojo• samurai residence• merchant residence• temple• cave• bamboo forest• the pass | <ul style="list-style-type: none">• village• stage town• castle town• city• office• Tenchu 1 style |
|---|---|

▪ Objective

- | | |
|--|---|
| <ul style="list-style-type: none">• seek-out ally• assassination• eliminate all enemies• escort Kiku to Gohda | <ul style="list-style-type: none">• Gohda+Sekiya(?)• msg to Sekiya• find 3 scrolls• fight 2 bosses |
|--|---|



▪ Main Characters

- All
- One – then select

▪ Time Limit

- Off
- On - then set the value

▪ Stealth Requirement

- Off
- On

○ Enemies Selection (also set life and attack points by pressing square)

- Boss (1 character type only)
- Enemies (only 3 types)
- Innocent (only 2 types)

○ Preface

- Background Music
- Wallpaper/BG Color
- Background Graphic
- Animation (falling petals, fire, smoke)
- Text (the scrolling message!)
 - Text Input
 - Text Color Change
 - Text Speed Change

○ Tool

- Choose items and quantity to add

○ Save

Pressing **Start** anytime in Settings bring you to Edit mode.

Create New Mission (via Stealthgiga)

- **Edit mode**

- **Position/Placement**
- **Cutscenes**
- **Settings**
- **Playtest Mission**
- **Tutorial**
- **Save**
- **End**



Cut Scene Creation

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Enemy Behavior Settings

1. Place your enemy
2. Place cursor on enemy then press O
3. Use D-pad to begin setting path
4. If you want to place a pause, press SQUARE
5. To delete last step press X
6. To review steps in path, press TRIANGLE, then press UP or DOWN to cycle through
7. When finished press O

Enemies will turn around and follow path to return to their start point.

Enemies will randomly look around at different point on the path.

Scoring screen (via NinjaReimaru):

- Stealth Kills:
- Detected Kills:
- # of times Detected: -25 for each time seen
- Innocents Killed:
- Special Bonus:
 - Undetected= +200 points
 - No items used= +100 points
 - No damage= +50 points
 - All Stealth Killed= +100 points
 - All detected kills= +650 points
 - No enemies killed= +200 points
 - Boss defeated= +50 points
 - # of seconds seen -2points for each second
 - Continue= -200 points per continue

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- Total Points:
 - Overall Time:

Detail view (press Square):

on the left side:

- Enemies Stealth Killed: +20 points for each
- Stealth Kill Technique:
 - SK from the front= +7 points
 - SK from anywhere else=+5 points
 - SK without animation= +3 points (eg. dashing attack)
 - SK using Ninja Item= +2 points
 - SK with lamp= +5 points
- Detected Kills: +5 points for each
- Innocents: -50 points for each

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- Total: # of people/total # of people

Grandmaster = 360 or more points (?)

Other things to keep in mind.

- Unlike NA games, JP games typically use **O** to confirm/select and **X** to cancel.
- When exiting a section of the game the first response is typically **Are you sure? Yes. No.** The second response is **Do you want to Save? Yes. No.**
- In the Mission Editor, most tilesets support only two or three levels of constructions
 - Access these levels by holding **R** and pressing **UP** or **DOWN**.
- You can also select different categories of objects/terrain by holding **L** and pressing **UP** or **DOWN**
 - Some tilesets support more categories of terrain than others so be sure to completely cycle through them.
 - Pressing **LEFT** or **RIGHT** while holding **L** will cycle through the different types of objects/terrain.
- You can open up many (if not all) completed levels from scenario and multiplayer modes in the mission editor! Some of these tilesets I've not seen in the normal selection screen. To do this, see the **Play (and Edit) Custom and Scenario Missions** above.