



*When  
evil reemerges,  
so must those  
who silence it.*

ACTIVISION

有限会社アクティビジョン

activision.com

returnfromdarkness.com

Register your game online at [www.activision.com](http://www.activision.com).

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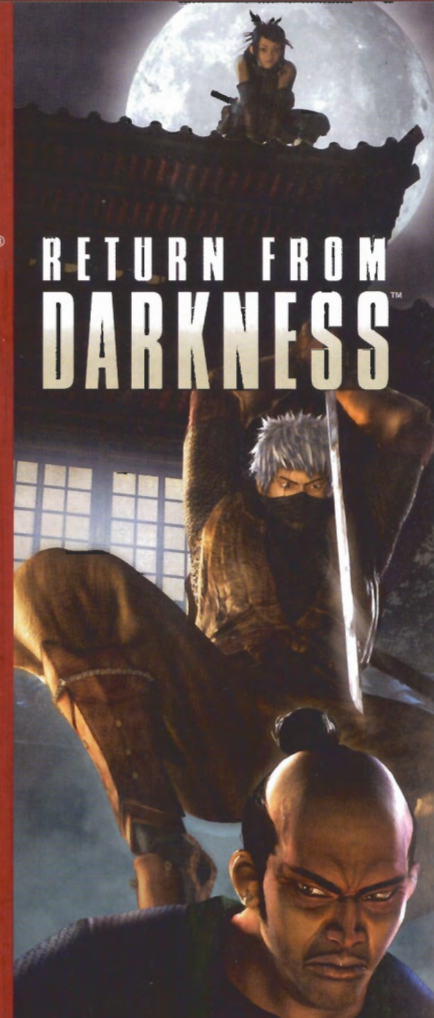
XBOX

LIVE

ONLINE ENABLED

TENCHU<sup>®</sup>

RETURN FROM  
DARKNESS<sup>™</sup>



ACTIVISION

### **About Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### **Avoid Damage to Your Television**

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

### **Other Important Health and Safety Information**

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

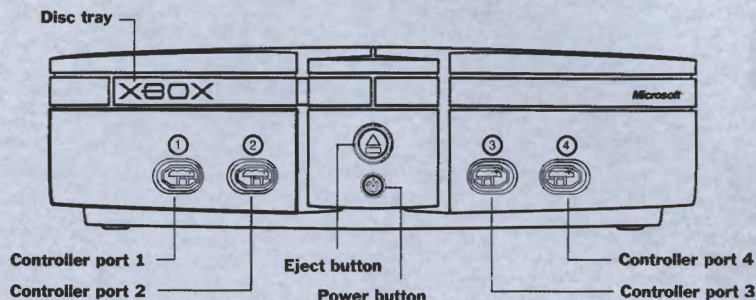
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## GETTING STARTED



### Using the Xbox Video Game System

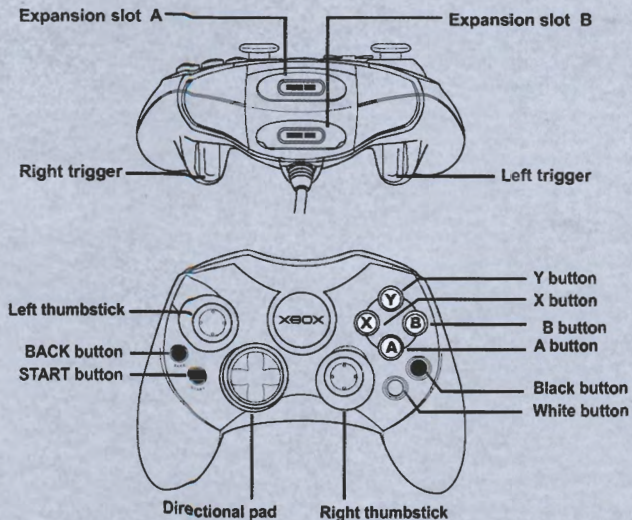
1. Set up your Xbox<sup>®</sup> video game system from Microsoft by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Tenchu: Return from Darkness*<sup>™</sup> disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Tenchu: Return from Darkness*<sup>™</sup>.

### Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## CONTROLLER CONFIGURATION



### Using the Xbox Controller

1. Connect the Xbox Controller into any controller port on the front of the Xbox console.
2. Insert any expansion devices (for example, Xbox Communicator) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Tenchu: Return from Darkness*<sup>™</sup>.

## PROLOGUE

It was a time of hiatus in a period of bitter wars and great turmoil.

The Azuma ninja clan conducted the traditional ceremonies to end its year of mourning for the tragic death of Rikimaru. Meanwhile, the land of Lord Gohda celebrated the passing of the fourth season of peace since the defeat of Lord Mei-Oh. Only the Azuma ninjas knew the truth about Lord Mei-Oh's disappearance into a portal after he was defeated. It was a secret that even Lord Gohda did not know.

Lord Gohda did know that the Azuma ninjas served him with their lives and with their honor—delivering midnight messages to neighboring states and punishment in the shadows to those who turned against him. They were a feared yet unknown group, a faceless arm of justice masked in a cloud of secrets. Most importantly, they were his merciless force of silent assassins.

This is the sequel to a tale of two shadows born unto darkness and destined to die in darkness.

## CHARACTERS



### Rikimaru, Age 26

Leader of the Azuma Shinobi-ryu ninja sect. His thoroughness, patience and bravery have proven worthy of the Izayoi sword by the sect's master Shiunsai. Terrifyingly focused and withdrawn, his sense of destiny and of composure give him the strength to take on missions that most would consider similar to suicide.



### Ayame, Age 22

Bold yet quick, silent yet cunning, Ayame has been trained since childhood as a ninja. Sharp with her tongue as with her sword, Ayame uses an acrobatic style of ninjitsu to overcome obstacles living or dead. Ayame adores Gohda's daughter Kiku as if Kiku were her own baby sister.

## TITLE SCREEN MENU

Use **↑** and **↓** on the directional pad to scroll through the options and press the **A** button to select. There are five selectable options on the Title screen menu.

- Story Mode — Select this to play Story Mode.
- Multiplayer Mode — Here you can play with two players.
- Options — Select **Options** to change game settings (see Options Menu on page 7).
- Tutorial — Describes basic movement, attacks and special functions. Select **Training Map** to play a practice level.
- Xbox Live — Select this option to play a multiplayer game using Xbox Live™.

### Multiplayer Mode

Play either Versus mode or Co-Op Mode. Highlight with the directional pad and select with the **A** button. Two controllers must be attached before this option can be selected.

In Versus Mode you can fight against another player head-to-head. Beware of enemies that will join in on the fight and look for items that you can pick up to aid you in your battle.

In Co-Op Mode you can collaborate with another player to complete missions. As a team of assassins, each player is responsible for accomplishing the mission and the safe return of the other player. Do not let your team member die. Stay close together to perform simultaneous stealth kills.

## Xbox Live™

You can play a cooperative mission or versus match with one other player using Xbox Live!™ Both players will be able to control a character and see the mission full screen. Xbox Live!™ multiplayer missions are the same as the ones that are available in Multiplayer Mode. The difference between Xbox Live!™ and regular Multiplayer Mode games is you and your partner don't have to be in the same room—or even the same country! Select from several different characters and work as a team or battle it out with the other Xbox Live!™ player. You can also use Xbox Live!™'s voice chat function to chat with your partner as you fight through the mission.

When you log on to Xbox Live!™, you can access the list of players you've played with in the past to invite one of those players to play a new mission with you. You can also select players from the list and add them to your separate Friends list. Just send a friend request to the player to add him or her to your Friends list. You can use your Friends list to invite a friend to play an Xbox Live!™ Co-Op mission with you as well.

## Tutorial

Select **Tutorial** to get a list of attacks and other game functions. From the Tutorial menu, select **Training Map** to play a tutorial level with hints and help to teach you the basic moves and combos of the game. If you're having trouble getting past the first level even though you keep trying, play through Training Mode to beef up your ninja skills.

## OPTIONS MENU

Use ↑ and ↓ on the directional pad to highlight an option and press the **A** button to select. Use the **B** button to return to the Title screen. There are 8 options to choose from.



**Records** – Choose this option to view a record of rankings that were achieved with each character. Use ← and → on the directional pad to switch between records of the different characters.

**Difficulty** – Use ← and → on the directional pad to select between difficulty settings for Easy, Normal and Hard.

**Sound** – Use ← and → on the directional pad to change the sound settings for music, sound effects and languages.

**Controller** – Change button settings. Use ← and → on the directional pad to turn the vibration On/Off and switch the camera to normal/toggle.

**Stealth Kills** – Use ← and → on the directional pad to turn the stealth kills On/Off.

**Save and Load** – Select this option to save/load a game to the hard disk.

**Brightness Adjustment** – Use this screen to adjust the brightness settings of your TV.

**New Abilities** – Choose this option to view a list of new abilities earned and their explanations.

## CHARACTER SELECT SCREEN

Use ← and → on the directional pad to select the character you want to use. Press the **A** button to advance. Press the **B** button to return to the Title screen.

## MISSION SCREEN

This screen will display all playable missions. When you complete certain missions, more will become available. Use ↑ and ↓ on the directional pad to select a mission and press the **A** button to select. Use ← and → on the directional pad to select an enemy layout within the selected mission. Press the **B** button to return to the Character Select screen.

## MISSION INTRO

In the mission intro you'll hear a description of your mission. Press **START** to skip the intro and move to the Items screen.

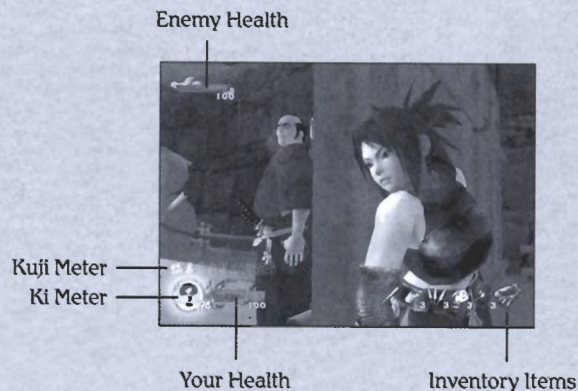
## ITEMS SCREEN

The ninja items that are available for you to use will be displayed on this screen. By completing missions and earning better rankings, you'll earn more items. Highlight the item you want to add to your inventory by using ↑, ↓, ← and → on the directional pad and press the **A** button to select it.

Remember that you are limited both by the total number of items you can carry (shown by the remaining number in the middle of the screen) and the number of different types of items you can carry (6). You always carry the grappling hook, so you can select up to 5 other kinds of items. When you're satisfied with your inventory, press the **START** button to begin the mission.

Items are automatically replenished at the completion of a mission. The ranking you're awarded at the end of the mission will determine the quantity of items to be replenished. Obviously, the higher the ranking, the more items you will obtain. Items that weren't used in the mission are automatically returned to the shelf.

## GAME SCREEN



This section describes the various displays shown during the game. These displays provide you with information vital to your survival and your success.

**Enemy Health** – When you encounter an enemy, the enemy's health is indicated by the bar located in the upper left corner of the screen. The number indicates the enemy's remaining hit points.

**Your Health** – Your health is indicated by the bar at the lower left corner of the screen and by the remaining hit points. The maximum is 100. When it reaches 0, you die.

**Ki Meter** – A ninja has a sixth sense that will allow him or her to sense the emotions of people and creatures nearby. The Ki Meter is the embodiment of this sense. It indicates the proximity and

alertness of any nearby beings. The meter shows how aware the enemy is of your existence 4 ways: **?**, **!**, **!!**, **!?**. The closer the enemy, the larger the size of the meter.

**?** – This indicates the presence of an enemy or innocent bystander who is not aware of your existence.

**!** – This indicates that you have been spotted but you are not yet identified as a threat. The enemy may have mistaken you for a dog, cat or colleague.

**!!** – This indicates you have been spotted and identified as an intruder. The enemy will attack with the intent to kill.

**!?** – This indicates that an enemy has been alerted by suspicious sounds or a body and is actively searching for an intruder. Beware—searching guards diligently scan rooftops.

The number next to the Ki Meter is a numerical representation of the Ki Meter. The closer the enemy is to spotting you, the higher the number.

**Kuji (9 Kanji) Meter** – With every stealth kill performed, you'll earn some kanji. Earn 9 kanji and you'll be awarded a new ability specific to that mission. After you earn the new ability specific to that stage, keep the Kuji Meter as full as possible because a fuller gauge allows you to do more damage with normal attacks.

**Inventory Items** – The items that your ninja is carrying are shown using icons. The number below each icon indicates how many of that item is being carried. Select the desired item by using the **Black** button or **←** and **→** on the directional pad. To shortcut to the grappling hook, press **↑** on the directional pad. If you have a health potion, the shortcut is **↓** on the directional pad.

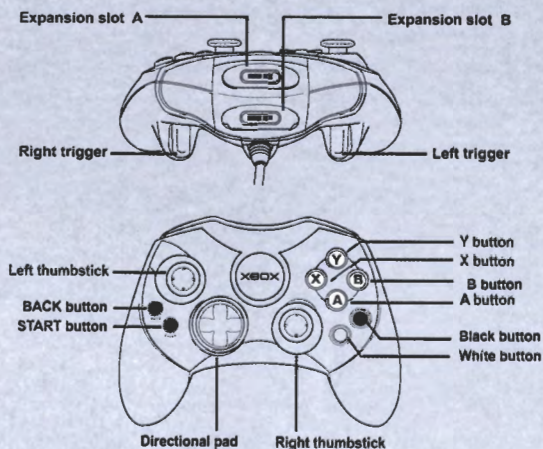
## PAUSE SCREEN

Press the **START** button during gameplay to access the Pause screen. Press **START** again to go back to the game.

**Retry** – Select **Retry** to restart from the beginning of the current level with the items that you've already selected. Using **Retry** lets you restart a level without having to die to keep your point totals high.

**Item Selection Screen** – Select **Return to Item Selection Screen** to view or change the items that you have with you in the level. If you find you've packed the wrong items and can't succeed without a certain item, press **START** and select **Return to Item Selection Screen**. You can then switch out items without having to die and restart the level.

## CONTROLLER



**Black button** Scroll left through item inventory

**White button** Look around by manually controlling the camera. Use the **left thumbstick** while holding down the **White** button to move the camera around.

- right trigger* • Autoface and lock on (when an enemy is nearby).
- Tap once to autoface towards the closest enemy within fighting range.
  - Hold down to lock on to the enemy you are fighting.
  - Strafe (when enemy is not nearby).
  - Pull and hold the right trigger button and move the left thumbstick to strafe.

- left trigger* • Stealth Mode.
- Pull the left trigger button to crouch. If you're near a wall, you'll press your back against it. Use in combination with the Jump button to perform a somersault.
  - Pull and hold the left trigger button and press the **B** button to drag dead bodies.

*right thumbstick* Detonate Sticky Bombs.  
(click)

*right thumbstick* Move camera while sliding along the walls.

*left thumbstick* Move your character.

## Directional Buttons

- ↑ Shortcut to the grappling hook.
- ↓ Shortcut to the health potion.
- Scroll right through item inventory.
- ← Scroll left through item inventory.

*Y button* Aim/Use Item.

For projectile items, hold down the **Y** button and use the left thumbstick to aim, let go of the **Y** button to shoot.

*X button* Attack.

*A button* Jump. Tap again while in the air to perform a double jump. Use with the **left trigger** button to perform somersaults. Use with the **right trigger** button to perform flips.

*B button* Block/Secondary attack.

Hold down the **B** button to block against attacks. By facing square with an enemy and holding down the **B** button, Rikimaru will be able to pick up enemies. By letting go of the **B** button, Rikimaru will throw that enemy. For Ayame, doing the same will perform a chop to the head that will give her time to run away and hide.

To exit a level, press and hold the **left trigger**, **right trigger**, **START** and **Black** buttons and the game will return to the Title screen.

## CONTINUE FUNCTION

(Easy difficulty only)

If you die and don't want to go back to the beginning of the level, select **Continue** to go back to the last save checkpoint. This way, you can retry whatever fight killed you and emerge victorious. However, selecting Continue counts as negative points toward your final mission score.

## MISSION SCORING

Your ninja skills will be ranked at the end of each completed mission. Earning a high score is important because it determines the type and number of ninja items that will be available for your next mission.

### Scoring

*Stealth Kills* – 20 points each.

*Normal Kills* – 5 points each.

*Spotted* – 450 bonus points for not being spotted. Minus 150 points the first time you are spotted and 30 points from this bonus each time you are spotted thereafter.

*Noncombatants* – Minus 50 points each time you murder an innocent bystander.



## Saving Your Progress

You can save your progress at the end of a mission by turning on the autosave feature (default is ON) or by selecting **Quit** on the Results or Game Over screens and then selecting **Save** on the Save and Load sub-menu of the Options menu. Only one *Tenchu: Return from Darkness*™ game can be saved and overwritten.

## ADVANCED NINJA TECHNIQUES

The true ninja is unseen. You must avoid being spotted because identification by the enemy may mean death. Fade into your environment to avoid detection. Crouch among bushes. Press flat against walls. Creep above ceilings. Dash from shadow to shadow. Use the grappling hook to rise above enemies. Strike guards without being seen. All this and more is possible by erasing your own presence from the environment. That is the ultimately beautiful way of the ninja. The way of the Azuma Shinobi-ryu.

### Use Somersaults and Move While Crouching

Somersaults and crouching are fundamental moves for stealth. Somersaults are particularly useful for moving quickly while in stealth. Crouching will allow you to hide behind low obstacles and will also reduce the range at which you are spotted and recognized. To crouch, press the **left trigger** button. You can perform somersaults while crouching by using the left thumbstick and pressing the **A** button.

### Slide Along the Walls

This is another technique that is indispensable to a ninja. There is no telling what danger lurks beyond the corners of halls and passageways. When you are close to a wall, press the **left trigger** button to move up against it. Move the left thumbstick to slide along the wall. You will automatically stop at a corner and the camera will pan out to allow you to see around the corner. Use the right thumbstick while you have your back pressed up against a wall to manipulate the camera.

## Use the Grappling Hook

The grappling hook is a vital tool for conducting missions. It is indispensable for scaling high walls and climbing up rooftops. Select the grappling hook, press and hold down the **Y** button and aim the grappling hook with the left thumbstick. Then let go of the **Y** button to shoot the grappling hook. The sight of the grappling hook will turn a brighter red when it is on top of something it can hook onto.

## Be Patient and Kill from the Shadows

To be a successful ninja you must learn to be patient. All ninja can perform devastating one-hit kills only if the intended target is entirely unaware of the creeping ninja. (The Ki Meter must be no higher than ?.) Sneak up on the victim, and press the **X** button to execute them. The actual technique used will depend on the distance between the ninja and the target and the direction from which you approach the victim.

## Use the Ninja Items

To successfully complete missions, the importance of items cannot be overlooked. Although there are items for attacking, such as shurikens and grenades, the key point is that you are a ninja—secrecy is paramount. Learn to use items that are designed to help the ninja remain undetected. Poison rice balls can be used to lure guards away from your path. When spotted by an enemy, a smoke bomb can provide temporary cover while you escape.

## Know Your Enemy

To complete a mission without being spotted, the ninja must be a good scout. You will need to detect danger and bypass or remove it. Use the Ki Meter to determine when you are close to an enemy. If you are close, stop, crouch and look around to find out where the enemy lurks. When you find enemies, try to view them from a safe vantage point to learn their patrol patterns and habits. Once you know an enemy, you can time your approach in order to take the enemy by surprise. Always use stealth techniques when an enemy is nearby to maximize the chances of remaining undetected. Be aware that some enemies can see farther than other enemies.

## Place Your Mission Before Your Greed

Your missions will not necessitate the killing of everyone. Some enemies won't be worth the kill when you gauge the risks involved of being identified. Do not be greedy about getting all of the hidden items within the map. You should consider some of them as traps that will make you more visible to guards.

## COMBOS & SPECIAL MOVES

3 Hit Combo	<b>X, X, X</b>
3 Hit Combo & Kick	<b>X, X, X, X</b> + up on the left thumbstick
360° Attack	Rotate the left thumbstick 360° and press Attack
Hop to the Left/Right Around Enemy	Press the <b>A</b> button and left/right with the left thumbstick while holding down the right trigger button near an enemy
Somersault 180	Press the <b>A</b> button while holding down the left trigger button
Somersault to Left/Right	Press left/right with the left thumbstick and press the <b>A</b> button while holding down the left trigger button
Jump Flip	Press the <b>A</b> button while holding down the right trigger
Pick Up and Throw (Rikimaru)	Press up with the left thumbstick and press the <b>B</b> button to pick up; throw by letting go of the <b>B</b> button
Crawl into Opening	Crouch by pressing the left trigger button down and move forward into the opening
Look Around	White button + left thumbstick

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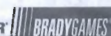
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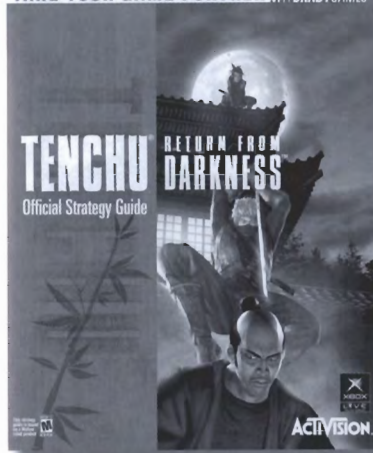
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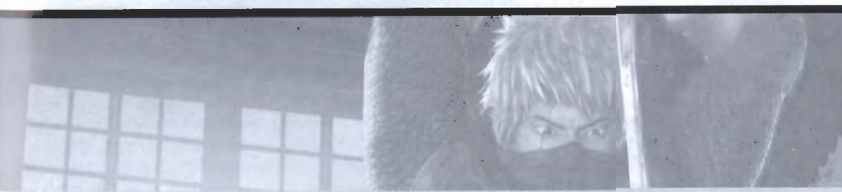
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