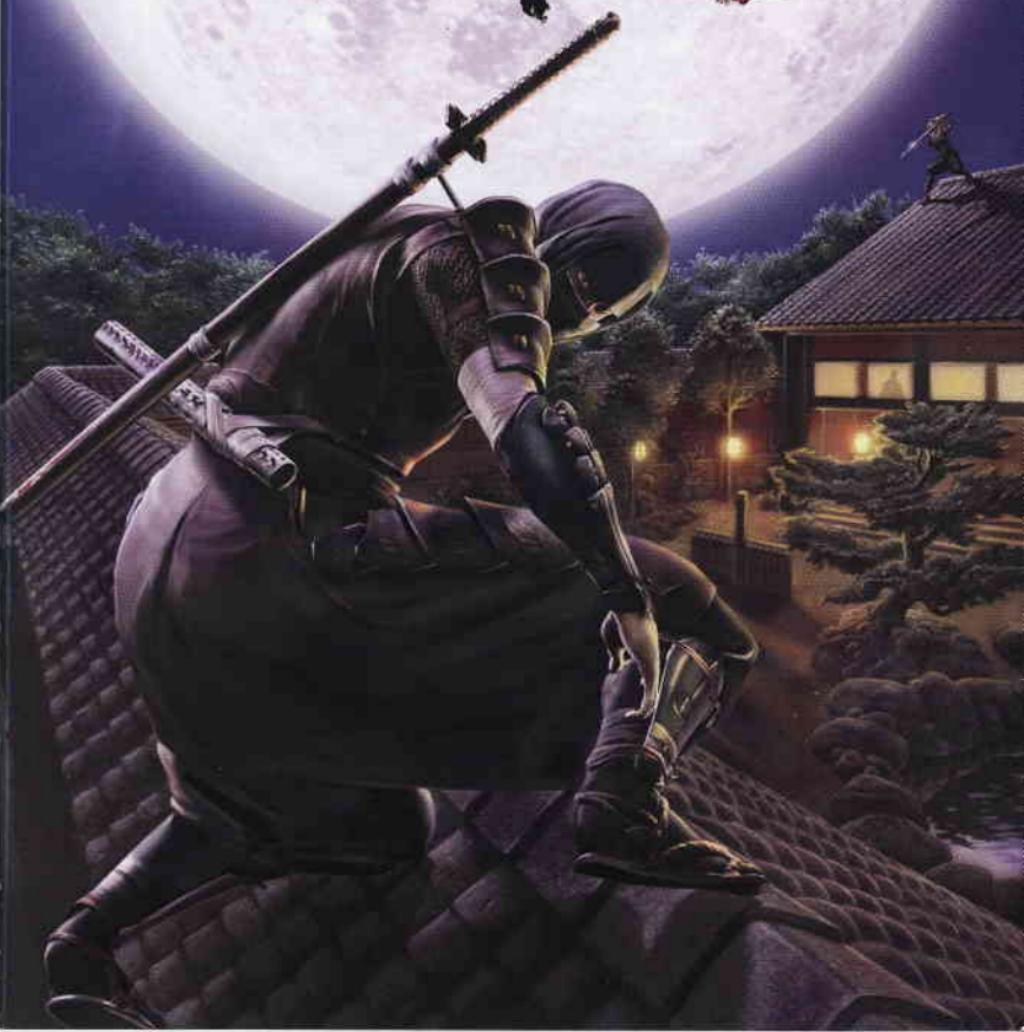




XBOX 360

XBOX  
LIVE

# TENCHU Z



**⚠ WARNING** Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support.

### Important Health Warning About Playing Video Games

#### 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.

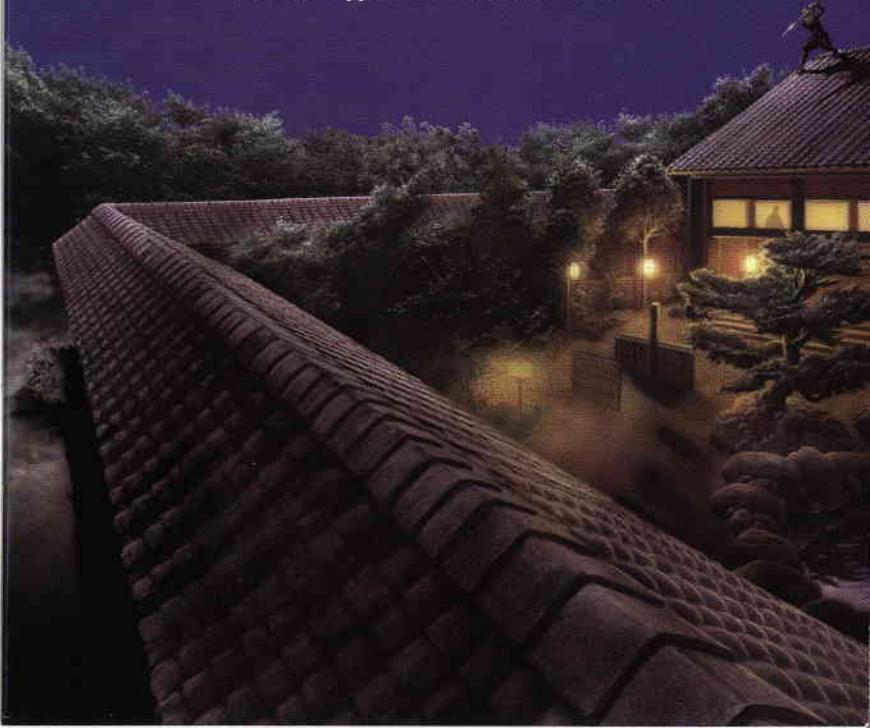
These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling 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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play 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.

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# Getting Started

## Setting the Game Options

### ◆ Control Settings

Turn on and off Auto-Target, choose camera options, and change the button layout on the Xbox 360 Controller.

### ◆ Sound Settings

Adjust the volume of music and sound effects.

This game features Dolby 5.1 Surround Sound. To use Surround Sound, the Xbox 360 console must be connected to a stereo system that supports Dolby digital sound via one of the following: an optical digital cable, an Xbox 360 Component HD AV Cable, an Xbox 360 VGA HD AV Cable, an Xbox 360 S-Video AV Cable, or an AV cable that is compatible with the Xbox 360 console. Then, on the Xbox Dashboard, go to System, then Console Settings, then Audio, then Digital Output, and then choose Dolby Digital 5.1.

### ◆ Display Settings

Turn on and off the subtitles that appear during cinematics, the blood during combat, the Ninja Seal that appears when a Stealth Kill is possible, and the gamertags shown above characters during online play. You can also adjust the screen brightness.

### ◆ Save Settings

Turn on and off Auto-Save or load a saved game. This game requires at least 72KB of free space to save. You can only save one game per gamer profile. When the game is saving or loading, do not turn off the Xbox 360 console and do not insert or remove Xbox 360 Memory Units.



## Creating a Character and Partner

### ◆ Character Settings

Choose your character's gender, face, and clothing. Your gamertag is your character's name.

### ◆ Ability Settings

Choose your character's physical abilities.

- ◆ Vitality

How much life you have during each mission. Also determines how many items you can carry.

- ◆ Strength

Your attack power during normal attacks.

- ◆ Agility

How fast you move.

### ◆ Partner Settings

Choose your partner's face and clothing. Your ninja partner is an independent character and not under your control. You can change your partner's name, but gender is automatically assigned as opposite the one you've chosen for your character.

## Ninja Training Tutorial!

After you create your characters and set the game options, Ninja Master Rikimaru gives you a Ninja Training tutorial to help you master the basics of gameplay.

To exit the tutorial, press **Start** to open the Pause menu, and then choose Mode Select to play a single player or multiplayer game. You can use the Pause menu and Mode Select menu to return to the Ninja Training tutorial as often as you like.



## Ninja Village

In Ninja Village, you can purchase and equip items, skills and abilities, and clothing and accessories. Accept missions from Rikimaru here as well.

In Multiplayer, Ninja Village is the main lobby (see p. 18 for more).

Note: You cannot purchase or equip items when playing a ranked match.



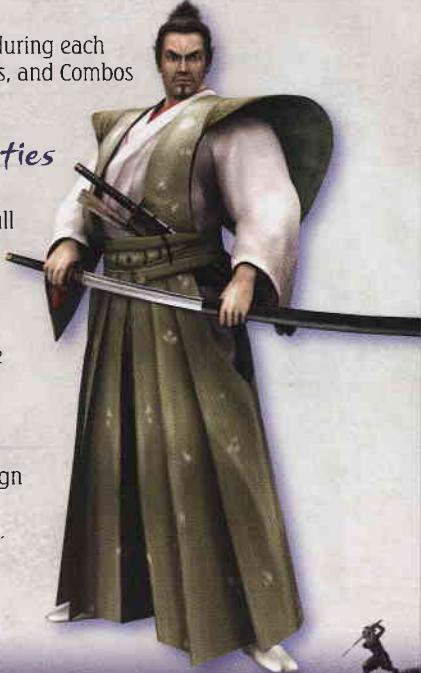
## Acquiring Skills and Abilities



In Ninja Village, use the gold you earn during each mission to acquire new Skills, Secret Arts, and Combos for your next mission.

### Purchasing Skills and Abilities

There are three categories of abilities. To display the abilities in each category, pull **L1** or **R1**. The selection of abilities increases as you complete missions. You must meet all requirements (such as Vitality) to use Secret Arts and Skills. Abilities you cannot afford or use yet are displayed in red.



### Assigning Abilities

After purchasing abilities, you must assign them to commands on your Xbox 360 Controller on the Abilities Settings menu.

# Purchasing and Equipping Items

In Ninja Village, use the gold you earn during each mission to purchase and equip items for your next mission.

## Purchasing Items

There are eight categories of items. To display the items in each category, pull **L** or **RT**. The selection of items increases as you complete missions. Items you cannot afford are displayed in red.

## Equipping Items

To equip an item, move **L** to select the item you want, and then press **OK**. Your Vitality determines the total number of items you can carry.

You can equip up to five different items for a mission. If more than one of a specific item is available, you can equip multiples of that item. You can also equip any items you find during a mission.

### ◆ Basic Items

#### Grappling Hook



Aim with the crosshairs and latch on to ceilings and walls. The grappling hook is always in your inventory and does not count against item limits.

#### Shuriken (Throwing Star)



A ninja's most basic item. Aim with the crosshairs to attack enemies from a distance.

#### Healing Potion



Restores Vitality. Be sure to drink it in a safe place so you're not attacked when your Vitality is low.

#### Paralysis Cake



Too delicious for humans to resist, this item briefly paralyzes your enemies. It is especially effective on guard dogs and other animals.

# Changing Clothing



You can purchase clothing and accessories in Ninja Village, plus change your hair color and style.

## Purchasing Clothing and Accessories

There are eight categories of clothing and accessories. To display the options in each category, pull **L** or **RT**. The selection of clothing and accessories increases as you complete missions. Clothing and accessories you cannot afford are displayed in red.



## Playing Missions

In Ninja Village, you receive mission assignments by entering Rikimaru's hut.



### Choosing a Mission

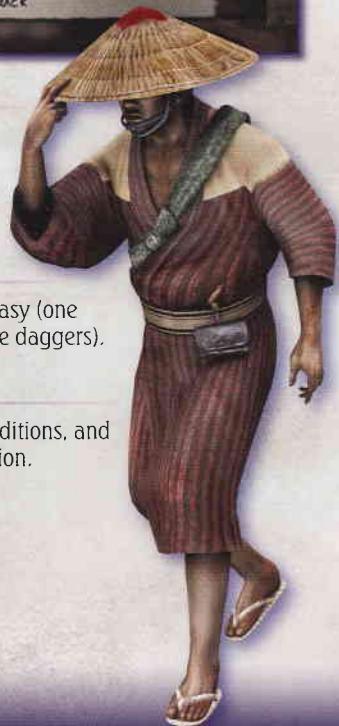
The number of available missions increases as you progress through the story. You can replay missions that you've already completed.

### Choosing a Difficulty Level

Use **LB** or **RB** to choose the difficulty level: easy (one dagger), normal (two daggers), or hard (three daggers).

### Playing a Mission

Review the mission requirements, failure conditions, and mission-specific hints before you start a mission.



## Using the Pause Menu

Press **SELECT** to display the Pause menu. You can resume the game or restart a mission, and you can also return to Ninja Village or the Mode Select screen.

**Note:** If you exit a mission before completing it, you lose all points and any items that you gained while on the mission.



### Using the Map

Press **SELECT** to display a map of your surroundings. You can continue to play while the map is displayed. The white arrow shows your location and the direction you're facing.

In solo missions, use C-Rice to mark your way so you don't get lost.

When a bomb is present, a star shows its location.

## Using the Game Screen



### 1 Vitality Gauge

If your Vitality falls to zero, you die and the mission fails. Recover Vitality with healing potions and other special items.

### 2 Ki Meter

Indicates an enemy's distance, status, and alertness.

### 3 Stealth Kill Light

Appears when an enemy enters Stealth Kill range.

### 4 Stealth Level

Indicates how easy you are to spot. The more light there is, the easier it is for you to be detected.

### 5 Noise Meter

Indicates the amount of noise you are making. The more noise you make, the more likely you will be detected.

### 6 Item Inventory

Shows the items you are carrying. The number of items you can carry depends on your Vitality.

## Using the Ki Meter

The Ki Meter reacts to your nearest enemy. Use it to determine the enemy's distance and awareness, avoid detection, and execute Stealth Kills.

### ◆ Sense



You detect the presence of an enemy, but the enemy is not yet aware of you. As you draw closer, the display grows larger and the numbers increase.

### ◆ Sight



You have entered an enemy's field of vision, but you have not yet been seen. Stay hidden and don't attract attention as you move closer.

### ◆ Sound



An enemy has heard you. Use the Crouch button (RB) and note the rise and fall of the Noise Meter as you adjust your movements to avoid detection.

### ◆ Smell



An enemy has detected your scent. To counteract this, swim in water, use the Purifying item, or stay near another person who also has an odor.

### ◆ Alert



You have attracted an enemy's attention, but you have not yet been detected. You cannot grab or perform Stealth Kills on a person in this state. If you stay hidden, the Alert status eventually ends.

### ◆ Alarm



You have been detected. Non-combatants run away and may call for help, but enemies attack and may signal other enemies. You cannot grab or perform Stealth Kills on a person in this state. If you escape and stay hidden, the Alarm status eventually ends.

# Controlling Your Character

Controls	Action		Description
	Sword Drawn	Sword Sheathed	
	Move		Move  partially to walk and fully to run. Click  to cling to (press flat against) walls. In water, move  to swim.
	Look Around		Move the camera angle. Click  to enter First-Person view and to turn aiming crosshairs on/off.
	Jump		Jump into the air.
	Sheath	Draw	Draw or sheath your sword.
	Attack	Grab	Face the enemy and press  to attack (sword drawn) or grab (sword sheathed).
	Reset View		Vertically center your character on the screen.
	Guard		Take a defensive stance.
	Strafe		Sidestep left or right but remain facing your enemy.
	Select Item		Select an item to use.
	Use Item		Use the selected item. Click  to aim crosshairs.
	Crouch		Crouch (quiet movement). Press  +  to roll.
	Crawl		Crawl in specific areas.
	Carry Corpse		Pick up and carry a corpse (sword sheathed). Press  to drop the corpse or  to throw it.
	Destroy Door	Open Door	Open/close door (sword sheathed), or destroy door (sword drawn).
	Down Attack		Attack a fallen enemy.
Rotate  once +	Spin Attack		Spin in place with sword drawn.
	Map		Turn the map on/off.
	Pause		Display and hide the Pause menu.

## Move

Move partially to walk and fully to run. If you are hanging from a wall or ledge, move up to climb and down to drop.

To strafe (sidestep left or right but remain facing your enemy), pull while moving .

## Jump

Press to jump. To High Jump, pull and press . To perform a Moonsault (High Jump with a half-turn), pull and press .

Pull and press to Reverse Flip while hanging from a wall or ledge.

To land silently after a jump, press as you land. To perform a Jump Attack, press as you land.

## Grab

With your sword sheathed, move within Stealth Kill range of the enemy you want to grab, and then press . Press again to perform a Choke-Hold Stealth Kill, or press to knock the enemy unconscious. You cannot grab an enemy in Alert or Alarm status.

## Use Item

Move to the item you want, and then press to use it. To aim items like the Grappling Hook, Shuriken, or Blowgun, click to display the crosshairs, move to aim, and then press to fire. Click to dismiss the crosshairs.

You may find items you can use. To pick up an item, simply walk over it.

## Crouch

Crouching makes it harder for enemies to see you and allows you to move quietly. Press to crouch. While crouching, press to silently roll forward, or press and move to roll in other directions. Press while crouching to perform a Crouch Attack.

## Carry Corpse

If you leave an enemy corpse in a conspicuous area, others may notice it and become Alert. Sheath your sword, move to the corpse, and then press **RB** and **○** to pick it up. Carry the corpse to a hidden spot, and then press **○** again to drop the corpse. To throw it, press **LB**.

## Swim

When you enter water, your sword is sheathed automatically. Move **L** in the direction you want to swim. Pull **RT** while moving **L** to swim quietly.

Press **RB** to hide motionless in the water.

## Cling

Click **L** near a wall to cling to it. With your sword drawn, you can perform a Clinging Stealth Kill.

## Open Door

With your sword sheathed, move near the door, and then press **○** to open or close it.

To destroy a door, press **○** with your sword drawn.

To peek around a door, click **R** near the closed door. Move **R** to look around.



## Stealth Kills

A Stealth Kill eliminates the enemy in one swift strike. To make a Stealth Kill, get close to an enemy who is not in Alert or Alarm status, and then press **○**.



## Stealth Kill Light and Ninja Seal

The Stealth Kill Light flashes when an enemy moves within Stealth Kill range, and it remains lit for as long as the Stealth Kill is possible. The Ninja Seal also appears when you're in Stealth Kill range. Stealth Kills performed when a heartbeat sounds and/or the Ninja Seal turns red count as Total Stealth Kills and earn more points.

## Special Stealth Kill Methods

### ◆ Shoji Stealth Kill

With your sword drawn, press **○** when an enemy's shadow indicates he is within range on the other side of a shoji (sliding paper door).

### ◆ Wall Stealth Kill

While clinging to a wall with sword drawn, peer around the corner, and then press **○** when the enemy enters Stealth Kill range.

### ◆ Choke-Hold Stealth Kill

Press **○** after grabbing an enemy.

### ◆ Consecutive Stealth Kill

When several enemies are within range, if your timing is precise, you can execute Consecutive Stealth Kills. During a Stealth Kill, press **○** again when the Stealth Kill Light flashes to immediately Stealth Kill the next closest enemy. Repeat this process for each enemy in the group.

## Mission Scoring

After you complete a mission, the Mission Rating screen shows your score. Your score determines how much gold you earn for the mission. For details about your score, pull **RT**.

- ◆ **Stealth Kills** Bonus for enemies defeated with Stealth Kill techniques.
- ◆ **Normal Kills** Bonus for enemies defeated in open combat.
- ◆ **Specials** Bonus for completely avoiding detection, using no items, and so on.
- ◆ **Innocents** Bonus for not killing any non-combatants; penalty for killing non-combatants.
- ◆ **Detections** Penalty for being detected.
- ◆ **Mayhem Time** Penalty for time spent in Alarm status.



## Multiplayer Games

You can play with up to four people online using Xbox LIVE®, or you can use system link to play with up to four people offline by connecting separate Xbox 360 consoles.

To play Xbox LIVE Multiplayer Co-op, you must have an Xbox LIVE Gold Membership.

### Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

### Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

### Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

### Game Options

#### ◆ **Player Match**

Play online without affecting your ranking by cooperating with other players on the same mission. The Assessment screen scores all individual players who completed the mission and the group as a whole. If a player dies during the mission, the session ends.

#### ◆ **Ranked Match**

Match your Stealth Kill skills against competitors across the country to determine your nationwide rank. Compete against other players on the same mission in a ranked match. Your actions during the mission earn you Shinobi Points, which determines who wins. If a player dies during the mission, the session ends.

### ◆ Quick Match

Search for a session that has space available for more players, and join the session.

### ◆ Custom Match

Search for other players' sessions with special conditions, and display a list of sessions to join.

### ◆ Create Game

Become the host and create a new session. The settings you can change include abilities, titles, and the number of people who can join. You can also reserve private slots for people on your friends list.

## Playing Online

### ◆ Main Lobby (Ninja Village)

In Xbox LIVE, Ninja Village serves as the main lobby. You can see players' gamertags over their characters' heads in the main lobby.

### ◆ Voice Chat

You can talk with other players in the main lobby with an Xbox 360 Headset. You can also do this during missions.

During Co-op missions, you can perform gestures:

- ◆ Go **L1 + □**
- ◆ Stop **L1 + △**
- ◆ Yes **L1 + ○**
- ◆ No **L1 + ▾**



### ◆ Viewing the Map

Use the map to check the locations of other players. In Multiplayer missions, your own C-Rice is always white, but it is a different color on other players' maps, depending on your player number: Player 1 is yellow, Player 2 is blue, Player 3 is green, and Player 4 is red.

### ◆ Abandoning a Mission

To leave a mission, press **START** to display the Pause menu, and then choose Leave Mission. Multiplayer missions automatically end if only one player is active.

## System Link

- ◆ Search for Game **Search for a session to join.**
- ◆ Create Game **Create a game session.**

## Quitting a Session

To quit a session, press **START** to display the Pause menu.



# Using the Controller

Use with Other Buttons 

Use Item 

Move / Click to Cling 

Map 

Select Item 

Xbox Guide button 

 Strafe

 Crouch

 Attack (Drawn) /  
Grab (Sheathed)

 Reset View

 Draw /  
Sheath Sword

 Jump

 Pause Menu

 Look Around /  
Click for First-Person View  
and to Aim Crosshairs

[www.tenchu-z.com](http://www.tenchu-z.com)

[www.xbox.com/tenchuz](http://www.xbox.com/tenchuz)

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