INTRO

This game is great. Once you play it, you do not want to stop, especially when you have upgraded your weapons and finish the Secret Training to collect items as well as mastering your additional "Cool" Special Moves.

The naming and items maybe wrong because I cannot translate the Kanji. Any help would be highly appreciated.

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VERSION HISTORY
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Version 0.10     February 28, 2004     20.49
Complete walkthrough from Episode 0 to Episode 5.
Plus the main idea on Episode 6.

Version 0.15     March 01, 2004        21.19
Correction on SOME of the naming, items, weapons, etc.
Thanks to all of you at gamefaqs message boards who provide us with the correct namings.
Place and arrange new sections on the walkthrough.

Version 0.30     March 05, 2004        22.29
Place and arrange new sections.
Added walkthrough from Episode 6 to Episode 7.

Version 0.40     March 07, 2004        02.03
Added ONE MORE Rune Stone in Episode 2 :) -too bad you cannot level select-
Added new strategy to the boss on episode 2 (easy way to beat him).
Added walkthrough for Episode 8.
Use * * sign to differ Rune Stones from other items.
Other corrections.
Added a Side Mission info.
I will include submissions from readers on the next update.

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I. Intro  
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suoenallecsiM.IIV*  *III.Version History  
sedoC/terceS.IV*  *IV. Hints and Tips  
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hguorhtklaW.V  

I. Intro  
II. Disclaimer/Copyrights  
III. Version History  
IV. Hints and Tips  
V. Walkthrough + Episode 8 completed  

VI. Secret/Codes  
Secrets:  
Codes:  

VII. Miscellaneous  
I. Submissions ++  
II.  

VIII. Credits  

+  Means updated  
++  Means next update  

HINTS AND TIPS  

1. Upgrading weapons etc will grant you only good things.  
2. Ako will help you reach items out of your reach.
Get close to the item and press Circle to let Ako get it for you.

3. Counterattack is very useful to get more Experience, Souls and Energy.

4. Complete all the Puzzle Box and Secret Training.
   You will get useful items and unlock secrets.

5. Use Key Item such as Door Key from the Menu Screen.

6. You cannot skip the first time cut scene, however once you have passed the chapter/episode, you will be able to skip.
   An example is when you load your save data.

7. Basic Combos:
   Jacques 1: Grab, shoot 2x, throw enemy, approach the enemy and shoot 3/4x.
   Jacques 2: Hit the enemy 3x, press Down on direction pad + Square 3x to perform multi kick, once they are on the ground, shoot 3/4x.
   And if the enemy is slow, you can continue shoot at him as many times as you want.
   Jacques 3: Grab, shot 2/3x, kick (Down pad + Circle), Magic Skill (Triangle)
   Samanosuke 1: Hit 3-5x, once they are on the ground, stabs by pressing [].
   Samanosuke 2:

8. You can escape enemy's grab by rotating the L3 analog stick.

9. You can get up faster by rotating your L3 analog stick.

10. By holding down the charge power and be at a certain spot, Ako will let you know if there is an item to pick up. That is your search engine :)

11. Press Down pad and X to step back.

12. When your HP is in critical, defeating some enemies might give you some HP refills.

13. Ways of Counterattack:
   a. Block and quickly tap []. You will see an aura from Ako if you block at the right timing (almost get hit).
   b. Just before you are hit, avoiding and press [] without blocking. If you are a very lucky guy, button mashing for [] and/or R1 continuously and sometimes, you will perform the counterattack.
   c. Hold Down R1, circle movement in front of the enemy and press Square when the attack is almost hit you.
   You may use directional pad when charging to move in circle and
then press Square at the right timing.
d. Tapping the R1 once/twice when avoiding hit and press Square to Counterattack.
e. Persuade the enemy to attack by running in front of/near him.
  Wait until he is beginning to attack then quickly hit [] to perform heavy attack, thus performing counterattack.
  (Heavy attack is perform when you are running for about 3 seconds and hit the [] button)
f. Rare thing to happen is when you are hitting an enemy/enemies and you are still holding down the R1 button, you will be performing Multiple Counterattacks! Charge weapon to level 2/3?

14. When your Purple Energy is full that means you will get additional live and your body will be invulnerable until the shining bar is gone. At that time your power and magic has increased significantly to the limit. It is the Onimusha form. However, your life bar is only 25% after changing back to human form.
  After that, if, you have been defeated again however you still keep the Black Revive Tool, which means you will get one more additional life without Onimusha form, full life bar.
  And again, if you still keep the Brown Revive Doll, you will gain another additional live with full health bar.
  That means you get 3(Three) additional lives plus 1(one) original live for the total of 4(four) lives!!!!.
  All right, just got one more Brown Revive Doll for Samanosuke in the Phantom Realm on Episode 8.
  Now the total lives would be for the total of 5(five) lives!!!!.

15. When Jacques pick up items such as arrows, he can teleport it to Samanosuke using the Teleporto (Purple Magic Mirror) on episode 6. You can teleport almost anything, except for some individual key items.

16. Notice that you cannot hit the enemy below when you are at the deck stairs on the ship. Oh well.

17. Dropped items will disappear after some time if you do not pick it up right away.

18. There are some false Rune Stones.
  When you check on the Menu Screen, the one you have just picked up has disappear without a trace :)~.

19. Spare some arrows on your journey. You are going to need it.
20. Do not forget there is a Side Mission to complete (Episode 8). Please read Miscellaneous section for further details.

=================================================================
WALKTHROUGH
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Episode 0: Nippon, 1582
Items: Map, Herbx1.

Your army is battling against zombie soldiers and ninja. Go help them. Move your way up the staircase. Here you will find a save point (Magic Mirror) and Unlimited MP refill at the right corner. Pick up [Map] from the chest at the left side, in addition, one [Herb] under the stairs on the left side of the save point.

Inside the next door are Nobunaga and Mori Ranmaru. Fight against Mori Ranmaru: *Easy*
- You can mash your button doing continuous attack if your HP is not in critical and eventually you will win.
- Or you can watch his pattern and performing a timing fashion attack. You may also perform counterattack.

Next is ... Nobunaga...

Episode 1: France, 2004
Items: Medical Kitx3, Herbx2, Tonicx1, Arrowx20, Map, Dual Swords, Door Key, Blue Book, Max HP Increase.

Jacques is coming to save his best friend, Philip. Give zombies some bullets. You need more bullets obviously. Look who is coming, Samanosuke. Smash the box on your right to get a [Medical Kit].
Complete the Secret Training by choosing the third option on the save point menu.

Mission 1: Blocking (L1).
Samanosuke
Reward: [Herb]x1.
Round 1: Get 15 Souls against 4 zombie soldiers.
Round 2: Get 15 Souls against 2 archers and 2 soldiers.
Round 3: Get 15 Souls against 1 Steel Ball.

Mission 2: Perform a Special Moves (R1 + Square) from behind.
-Samanosuke-
Trick: Finish them. Once they reappear at the center, perform R1 + [ ] combos to get your Spirit Energies easily.
Reward: [Herb]x1.
Round 1: Get 10 Souls against 2 soldiers.
Round 2: Get 10 Souls against 1 Steel Ball.
Round 3: Get 10 Souls against 1 High Soldier and 1 Ninja.

Mission 3: Archery (Hold R1 and press Circle).
-Samanosuke-
Reward: [Tonic]x1.
Round 1: Get 15 Souls against 4 Birds. Very easy.
Round 2: Get 15 Souls against 2 Birds and 2 Soldiers. Easy.
Round 3: Get 15 Souls against 2 Birds and 2 High Soldiers. Easy.

French meet Japan (Onimusha International + Last Mission :)~
French is going to Japan, while Japan stays in French.
You got yourself plenty of tourist guides.
Well, if you do not like a tourist guide, one suggestion is to use a Map.
No, you have not gotten the map of Paris.
It is easy/linear anyway not to get lost here.
Samanosuke sees Guildenstern on the top of the Arc De Triomphe.

Down the stairs, to the left, smash the box blocking your way.
To the right passageway, and go up.
Get [Arrow]x20 from the chest on your front-right.
Get [Map] from the next chest on the right side of the torch.
Activate the torch in the middle, get inside the hidden room and pick up [Dual Swords] -Tensoujin, Sky element-.

Get out and you will see a pretty face. Michelle Auburi will be your kind assistant during your next quest so please be nice to her :).
Notice now you can use 'Charge' by pressing and holding R1.
Go to the left wing side and get [Medical Kit]x1.
FYI, there is one chest on the right wings area outside of your reach. Leave it for now. You can get it later once Ako has joined your party.

Now it is up to you, I prefer to get back to the first area where you met Jacques the very first time and defeat many of those zombies to upgrade weapon and Armor.

Get inside the steel door and fight some enemies. After, pick up {Door Key} on the floor. Go up and open the door with the key you have just received. Get one [Book] on the stool. Another out of reach item next to the statue, leave it for now.

You will see the first blue chest for your first puzzle. Puzzle Box 1. Turns Count: 3 Reward: [Max HP Increase]x1.

```
   1  2  3
   @ --- 4 --- 5 --- 6
    !    !
   7  8 --- 9 --- @
```

Move 1 to 2, 4 to 1, 6 to 2.

There is a statue with some Souls. Another chest with [Medical Kit]x1. And a save point.
You may want to upgrade a little bit before proceeding to the Boss. Once all set, go upstairs to fight the boss.
(I recommend upgrading your Dual Swords to level 2)

Boss Fight: Mecha Robot Difficulty: : Easy
- You can go directly hit the core or cripple it down systematically by destroying both the left and right arm.
- Be careful with his missile launch and swing attack.
-Once you get familiar with his basic attack pattern, it will be easy. You can even sneak between the rapid fire and keep hitting the core at the same time.

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Episode 2: The Village
Items: Oni Gauntlet, Oni Whip, Letter×4, Herbx2, Rune Stonex2, Secret Training Scroll, Blue Vest (Ako’s Haori), Tonicx1, Map, Scroll, Medallion, Fire Whip, Door Key, Max MP Increase, Max HP Increase.
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Move Jacques forward and you will see a save point. The (Blue) Book (from Samanosuke?) is already in his pocket.

Keep moving and Jacques will meet his son (Anri/Henry Blanc). You get [Oni Gauntlet], [Oni Whip] and a [Letter]. You are able to use R3 to choose target when you are holding down R1. This is a test. Fight one Steel Ball. Use R1 Charge and [ ] to grab follow with [ ], [ ], [ ]. Repeat. Or pick up the big stone with R1 + Circle.

You will meet the Ogre from Oni clan. After, you will get a [Letter] and a new submenu for "Vest (Ako's Haori)" which you can equipped with some 'Rune Stones'. From now on, Ako will accompany you. And Jacques form now on is a Japanese fluent. She will be helping you with items hunting. So please be nice and pay attention to her.

Keep moving and you will meet some enemies. One of them will absorb all the souls. If you defeat this particular enemy, you will earn back all those souls.

You are now at the Small Village with two houses. The first one has a chest with a [Herb] inside it.

*Destroy one box next to the chest to get one *Rune Stone*.*

****************************************************************
Samanosuke is back to help you.

On the second house you will get [Secret Training Scroll] on the front floor and the [Blue Vest] inside the chest. 
Go to the back side of the second house, you will see a chest out of your reach. Ako will call your name and fly around the chest. 
Use Circle button to let Ako to open it and you will get one [Herb].

Up the stairs and fight some enemies. 
On the top, you will see some kind of a small tower but the device to activate it is missing. Samanosuke is going somewhere to help you out?

Go to save point and complete your Secret Training. 
Mission 3: Grab and Throw. 
- Jacques- (Charge and Hold R1, press Square to grab, use L3 to determine which way to throw, press Square to smash him to the ground) 
Reward: [Tonic]x1. 
Round 1: Get 10 Souls against 1 Soldiers. Very easy. 
Round 2: Get 10 Souls against 3 Soldiers. Easy. 
Round 3: Get 10 Souls against 3 Ninjas. Easy.

Go to your right when facing to the tower. 
You will get a [Letter]. Use R1 + Circle to glide over to the next area. 
When the glide is glowing green, which means you are ready to glide. 
On the next area, destroy the chest and glide up. 
Open the chest next to the Buddha statue to get [Map]. 
Shortcut is to press L2 for 2 seconds. 
Behind the map, there is a [Scroll]. 
Get down the ladder, destroy the box to release a Glide and at the end get the [Medallion] you are looking for.

There is a Glide to send you back. Wait, Ako is looking down to a box in the middle of the waterfall. Use her to get a [Tonic]. 
Now, get back to the tower and put the medallion to get the [Fire Whip]. 
You have to go to Menu Screen and place the medallion from there.

Remember the place where you found the (aggressive) plants? 
Go back there and smash those plants with your Fire Whip. 
Inside you will get a [Door key] and one Steel Ball monster.

You can search around to defeat some monsters and upgrade weapon.

Get back to the Small Village and defeat one Bird to get the glide placed
in front of the first house. Use the Glide to get one [Max MP Increase].

Get back to the tower area (save point), this time choose the left path.
Clean up some plants on the roadside.
Samanosuke is fighting some soldiers, help him.
Use the key to open the gate.
Destroy the box on your right to get the Glide placed.
Go up and pick up a [Letter]. Go around the other side and destroy one box
to get one *Rune Stone*. Open the chest at the end to get one [Tonic].

Equip 2 Rune Stones to the Blue Vest.

Open the Puzzle Box in front of the main door.
Puzzle Box 2.
Turns Count: 4
Reward: [Max HP Increase]x1.

```
  1 --- 2   3
!       !
!       !
@ --- 4   5 --- 6
!       !
  7   8   9 --- @
```

Move 1 to 2, 4 to 1, 5 to 4, 8 to 5.

Boss Fight: Marcellus
Difficulty: Easy
-I recommend you to upgrade your weapon to at least level 2.
-You need to destroy his Shield. Mash button to attack him if your HP is not
  in critical. He will rarely counterattack you.
-You cannot use your Grab skill. Charge and hit him continuously, repeat.
-When he is angry and you are on a distance he will start using his
  Thunder attack, you can avoid either by running away or Glide up. Nice.
-Another easy way is to let him around the center area, hit him TWICE only,
  Glide up to avoid his sword, hit him TWICE, glide up to avoid, repeat the

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Episode 3: The Sewer
Items: Green Medical Kitx2, Fire Arrowx20, Door Key, Notex2, Map, Rune Stonex4,
Secret Training Scroll, Red Vest, Medical Kit, Tonic,
Max MP Increase, Crank, Stun Arrowx20, Small MP Recovery,
Full HP Recovery, Door Key, Max HP Increase

Ako is visiting Samanosuke in France and suddenly Michelle is able to understand and speaking Japanese.

Go to the right wing and to the left corner.
Ask Ako to fly over to get one [Green Medical Kit].
Get inside the steel door and go upstairs. Open the door.
Ask Ako to get [Fire Arrow]x20 next to the statue.

From now on, Ako will also pick up items from defeated enemies for you.
So you will never run out of Herbs and Arrows.
Get down and out of the door.
Michelle is waiting for you, ready to help you shooting some bad guys.
View the map. You need to get down to the sub ground.
Pick up the [Door Key] on the floor and use it to the door in front of it,
leading to the underground facilities.
You will face Slimy. When the small slimy stuck on your body,
hold down R1 to make them dizzy :)

Get inside the first door. Pick up a [Note]. Turn on the Power Generator.
Light is on. Outside, activate the operator to lower the bridge.
Pick up [Map].

Get inside the second door.
Slash a barrel and pick up a *Rune Stone*.
Get up the ladder, pick up a [Note] on the table.
Pick up a [Secret Training Scroll] on the edge.
From there, facing left, ask Ako to fly up (hold Circle)
and received one *Rune Stone*.

On your side, there is a power generator missing its handle/crank.

Get down, to the small alley at the same room, turn right,
you will see a chest, ignore it for this time, continue forward,
slash one barrel to get one *Rune Stone*.
Pick up the [Red Vest] from the chest behind the barrel.
Equip the Rune Stones to the Vest.

That leaves us for one previous chest. Inside this chest is one funny character you need to slash continuously in order for her to drop one [Medical Kit]. By slashing her, you also get HP Energy. There is one more door with three digits number as a password. By reading the note, you will understand what numbers to put. I was lucky to get the right numbers without knowing how to read it. Input 314 to open it.

If you want to know for sure how to get those numbers, read this:

- Left number: the number of the chairs in the first room.
- Middle number: the number of cassette players
- Right number: the number of monitors

Credit goes to namahage on gamefaqs message boards.

But before going any further, it is time for another Secret Training. get back to the save point.

Mission 4: Charge Attack (Hold R1 to Charge and then attack by pressing [])
- Samanosuke-
- Reward: [Tonic]x1.
Round 1: Get 20 Souls against 4 Soldiers. Very Easy.
Round 2: Get 20 Souls against 1 High Soldier and 1 Ninja. Easy.
Round 3: Get 20 Souls against 2 Steel Ball. Easy+.
Trick for round 3:
- Defeat the first two Steel Ball by arrows, take position in front of the Evil Statue.
- Facing to the front, use arrow to force them back and to defeat them as well.
- Once they reappear, use your Charge Attack on them to get Souls.
- Quickly get back to your position, absorb the SE.
- Repeat the process.

Get back to the second room, open the puzzle door. Inside, there is another puzzle box:

Puzzle Box 3
Turns Count: 5
Reward: [Max MP Increase]x1.

1   2   3 --- 4 --- @

!
Move 3 to 2, 7 to 3, 6 to 7, 5 to 6, 1 to 5.

Get down the ladder to the sewer. Move to the front. Slash some enemies. Get up the ladder on the right to pick up the [Crank]. Get down to the sewer again and move to the end and let Ako pick up one [Green Medical Kit] for you.

Get back to the second room and up the ladder. Put the Crank to the machine. The door below is open. Activate the Power Generators. Light is up.

Get out from the corner door and activate the operator to lower the bridge. Move on to the end of the path to get [Stun Arrow]x20. Get up the ladder, cut off the steel string to drop the giant ball into the sewer. From this point, you cannot get back to the second room.

Your friends are calling for back up. You must hurry. Roll the Giant Ball forward. Slash those who dare to interfere. On the way, go up the ladder on your left to get [Small MP Recovery] (If you miss this item the first time, you will be able to get it on Episode 5) Once you reach to the place, keep rolling the ball to the end tunnel. Pick up [Full HP Recovery] near the end of the tunnel. Get up the ladder, to your left there is one *Rune Stone*. Use arrow to get it. Move forward and you will meet our soldier friend and receive one [Door Key]. Get back to where you came and open the door to pick up [Maximum HP Increase]x1

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Episode 4: Nanban Ship
Items: Seiko Watch?, Rune Stonex3, Map, Max MP Increase, Bookx5,
Small MP Recovery, Green Vest, Watermelon, Herb, Secret Training Scroll,
Tonicx2, Max HP Increase2, Scroll, Door Keyx2,
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Ako has come back to Jacques. And they found a [Seiko Watch?].
There is a save point ahead.
Well, since you do not understand Japanese, I suggest talking to everybody :).
Smash the tiger head to get one *Rune Stone*.
Smash a big pot opposite to the save point to place a glide.
Get up the ladder and open the chest to get [Map].

Use the Glide and open the Puzzle Box on the shore:

Puzzle Box 4.
Turns Count: 5
Reward: [Max MP Increase]x1.

@ --- 1     2     3

!
!

4 --- 5     6

!
!

7     8 --- 9 --- @

Move 6 to 3, 5 to 6, 8 to 5, 9 to 8, 6 to 9.

Get inside the house with two tigers at the front.
Smash two big pots to get *Rune Stone* x2.
Get a [Book] on the tatami. From where you stand now, move to the left and ask Ako to get one [Small MP Recovery].
Go to backyard through the back door. Open the chest to get the [Green Vest].
Equip the Vest with 4(four) Rune Stones.
Talk to the shop owner. You will be sent out.
(You are free to explore and get some items before the enemies show up)
I suggest you to get some items before revisit the shop since it is easier to pick up items and later on you can concentrate to finish off all the enemies.

Talk to a kid outside the shop. He cannot get something out of the barrel.
Go to the other path (turn left) to visit a market.
Talk to the guy and he will give you a [Watermelon].
Walk to the end of the road and turn left to get one [Herb].
Now choose the right path, open the door and follow the path to a chest contains [Secret Training Scroll].
Go back to the kid and give him the Watermelon. He is very happy now and
leave. Check the barrel and a Glide fly out of the barrel.

Go to save point and play the Secret Training.
Mission 4: Grab and Destroy with Special Move.
- Jacques- (Charge and Hold R1 + [] to grab and then press Triangle to Burn the enemy)
Reward: [Tonic]x1.
Round 1: Get 10 Souls against 2 Soldiers. Very Easy.
Round 2: Get 10 Souls against 1 High Soldier and 2 Ninjas. Easy.
Round 3: Get 10 Souls against 2 High Soldiers and 1 Steel Ball. Easy+.

Move forward to the big gate, which lead you to the seaside.
Get inside the left door. Smash those big pots to get *Rune Stone*x2.
Absorb the Souls from the statue.
And a puzzle time.
Puzzle Box 5:
Turns Count: 6
Reward: [Max HP Increase]x1.

1  2  3

@ --- 4 --- 5  6

!     !

7  8 --- 9 --- @

Move 5 to 2, 4 to 5, 1 to 4, 2 to 1, 5 to 2, 6 to 5.

Get one [Scroll] on the right side, on the stand next to the villager.
On the other side, you will find a sealed door. Leave it for now.
It is time to revisit the shop owner. Glide up and sneak in from the window.
Pick up a [Door Key] on your left. Nothing else. Get outside.
Your enemies have shown up. Action time.

If you run out of Transform Energy, go to the market road and fight some Ninjas. They usually will give you Transform Energy once defeated.

Go to where you found the Secret Training Scroll.
Open the door. On the upper-right of the door, there is one [Tonic].
Ask Ako to help you get it.

Inside get [Lightning Spear].
Go back to the seaside, to the sealed door.
Use your Lightning Spear to remove the seal.
Inside, get a [Book] on the left side near the door.
Move further in to get another [Book].
On the way out, Samanosuke comes to you.

Go outside to help Samanosuke.
Go up the stairs on the left leading to the harbor.
You will meet Heihachi who will ask for a strengh contest.

Jacques will jump on his motorcycle to the ship.
Hit one box at the upper-right corner to place one Glide.
Get on top. Puzzle time.
Puzzle Box 6.
Turns Count: 5
Reward: [Max HP Increase]x1.

1 2 --- 3 4
! !
! !
@ --- 5 6 7 --- 8 --- @
! !
9 --- 10 11 12

Move 1 to 2, 5 to 1, 6 to 5, 7 to 6, 11 to 7.

Note: If you miss this Puzzle Box, you will be able to get it on episode 6.

Get inside the door on the deck. Pick up one [Book] on the floor and get [Map] from the chest. Downstairs, hit the big picture and open the chest to get a fight with one strange character. After you defeat him, (He will not get away), you will get [Door Key].
Open the next door. Inside, puzzle time.

Puzzle Box 7.
Turns Count: 6

1 2 3 4

@ --- 5 --- 6 7 --- 8 --- @
Move 1 to 5, 2 to 1, 3 to 2, 7 to 3, 6 to 7, 2 to 6.

Get one [Book] from the chest.
Absorb the Souls from the statue.

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Episode 5: Notre Dame
Items: Secret Training Scroll, Max HP Increase, Rune Stonex7, Medical Kit,
       Ice Arrowx20, White Vest, Green Medical Kit, Herbx2, Bookx2,
       Max MP Increase, A Piece of Scroll, Picture, Map, The Wind Katana,
       Ladder Rope, Black Revive Tool, Skull, Stun Arrowx20.
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Samanosuke's turn.
Pick up [Secret Training Scroll] on the ground on the right side.
Mission 5 -Samanosuke-: Blocking Counterattack -Issen 1-.
   Press L1 to block DURING the attack (almost get hit)
   and press [] to immediately counterattack.
   It is easier to tap the [] right after
   the blocking.
Reward: [Max HP Increase]x1.
Round 1: Defeat 8 enemies. Easy+
   (2 Soldiers, 2 High Soldiers, 2 Lizards, 2 Aquas).
Round 2: Defeat 7 enemies. Medium.
   (1 Ninja, 1 Four Hands, 1 Ninja + 1 Four Hands, 2 Slimes, 1 Big Club)
Round 3: Defeat 6 enemies. Medium.
   (1 Ninja, 1 Four Hands, 1 Ninja + 1 Four Hands, 1 Big Sword, 1 Big Ape)

Note: You can perform counterattack for 2(two) enemies at the same time or
   tap the [] button after the first counterattack to perform the second one

The bin on the right contains one *Rune Stone*.

Open the main entrance of the Notre Dame.
Notice the double yellow seal in front of the door?
That means your weapon should be at level 2 to open it.
That is why you can go back to previous levels to upgrade weapon.

Inside, clear up some enemies so they will not disturb you when picking up items. You can practice your counterattack skill here. There are five statues here, one of them is a shape of a Lion with a pair of wings keeping a jewel inside the mouth. There is also a letter on the wall.

Almost to the upper-left, smash those pots to get one *Rune Stone*. At the upper-left corner, open one chest and there you go, the strange character again. Beat her to get [Medical Kit]. Remember she will disappear if you waste your time. At the center front, there is a table. Smash the pot on its left to get one *Rune Stone*.

At the upper-Right area, Ako will tell you there is one item box. Use her to get [Ice Arrow]x20. On the right side, there is a Souls Statue. Absorb it.

Now, from the Altar, move down to the end and get [White Vest]. Go to lower-right corner to get [Green Medical Kit]. Go outside, smash the bin on the right to get another Rune Stone, unfortunately, this one will not be counted :)~

So I guess this one is just a glitch.

Get back to the sewer. To the left before the ladder, there is one *Rune Stone* hanging on the top. Use Archery to get it down. This time for real. Equip 4(four) Rune Stones to the Vest.

Get back to the Church (Notre Dame), get inside, and go to the altar. Examine the right side, see the red painted part of it? After you choose yes, a hidden door arises from the bottom.

Underground. Use arrow to get one *Rune Stone* and one [Herb]. Open the door in front. This place has blades trap at the center, walk to the left. You cannot open the door, yet. Continue to the left. At the right turn get one [Book]. Deactivate the trap by pressing the skull. It will also release the seal on the door. But do not enter yet. Continue to the left.
Puzzle Box 8.
Turns Count: 6
Reward: [Max MP Increase]x1.

```
1 2 --- 3 4
!   !
!   !
@ --- 5 --- 6 7 8
!   !
9 10 11----12----@
```

Move 7 to 8, 6 to 7, 10 to 6, 11 to 10, 12 to 11, 8 to 12.

Get inside the unsealed door.
There is a fork. At the corner of it, you will get [A Piece of Scroll] when you press Circle button.
Choose to go straight and you will get a [Picture].
In front of you is a cliff.
From where you stand, use arrow to get one *Rune Stone*.
Now choose the left path of the fork.
Something is hanging on the ceiling. Use Ako to get one [Herb].
Another one, use arrow to get one *Rune Stone*.
Open a chest to get [Map].
You cannot open the sealed door. You need to go back to the Church.

If you look at the picture, you have just picked up, you will notice there is a connection with the four statues in the Church. Now you need to visit the four of them one by one, starting from the statue with only one candles stand burning and so on. You have to absorb the negative auras from those statues in orderly fashion. Finally, the jewel on the mouth is shining brightly. Approach it to get [The Wind Katana].

Go back to the sealed door inside the underground. Open it with the Wind Katana equipped. Another blades trap is waiting for you. As usual, go to the left. The first pit stop is just a safe place with some plants. Continue going left. There is a safe point at the next pit stop. and a closed door with one skull lost. Continue to the left. Get [Ladder Rope] from the chest. At the next pit stop, guess what?
Puzzle Box 9.
Turns Count: 5
Reward: [Black Revive Tool]x1.

1     2     3     4

@ --- 5     6     7     8
  !
  !
9 --- 10----11    12----@
  !     !
13     14    15----16

Move 8 to 4, 12 to 8, 11 to 12, 10 to 11, 6 to 10.

Go back to the cliff where you picked up a Picture and a Rune Stone.
Use the Ladder Rope and get down. Down there you get a [Skull].
Use the skull to the closed door next to the save point.

Inside you will meet Guildenstern again.
Wait, he is escaping through a time machine.
Well he left you a present with personal bodyguards.
Use Blocking Counterattack to win easily.
(You can still get out and save if you want to)

On the ground, there is a [Book].
On the right side of the platform there is a box contains [Stun Arrow]x20.
Use Ako to get it.
After Guildenstern to the Time Machine, (you cannot go back).

Note: The sewer is a good place to level up.
And in the church, go down to the underground and get back to
the church since the enemies is going to re-spawn every time :)

******************************************************************
*************
Episode 6: Underwater Temple
Items: Small MP Recovery, Rune Stonex2 , Teleporto's Manual, Stun Medallion,
Puzzle Book, Bookx2 , Secret Tranining Scrollx2, Map 1, Broken Horn 1,
Tonic, Magic Scroll, Sealed Lightning Jade?, Full HP Recovery,
Bloody Arrowx10, Ice Spiked Ball, Map 2, Phantom Fireflies,
Broken Horn 2, Blue Power Capsule, Battle Axe, Picture, Yellow Vest, Fire Medallion.

******************************************************************
*************

You will be in a place where the 'ship' harbors. Remember Jacques?
But no sign of him. Ako cannot warp to Jacques either.
On the right top deck, you will find a [Small MP Recovery].
At the top-right corner of the deck, if you use arrow, it will point out to a certain direction, then place yourself on top of the center of the deck (you should see the steel bar with holes on your feet).
Use your arrow TWO TIMES and Ako will get you one *Rune Stone*!.

Get inside the concrete door. There is a save point here.
On your right there is a chest contains [Teleporto's Manual].

The main idea is to teleport Key Items between Samanosuke and Jacques.
When one of them gets the key item (Medallion), transfer it using the Teleporto by activating the Purple Point next to the save point.
Opposite to the Purple Mirror, there is the Unlimited MP Refill, but you can only use it starting from Jacques.

At the center platform, you can see three Elemental Towers.
Each tower needs a Medallion to activate.
It is now your mission job to find those Medallion and place it on the correspondence tower.

Take the staircase and grab the [Stun Medallion] from the right tower.
Use the Teleporto at the Purple Mirror and deliver the medallion to Jacques.
Yes, you can send and receive other items to and from between both of them.
And you can switch character by using it at any time.
The first option on the left side of the Teleporto Menu is for delivering items, the second option is to start switching character.

Jacques comes out from the ship. Where was he before?
Place the Stun Medallion on its original place (Stun Tower at the platform).
Now you can get through the Yellow Door.
Get inside, then get inside the next room.
There is one chest contains [Puzzle Book] and [Book].
Once you picked up the Key Item, enemies show up.
Do not worry wasting your MP because you can always absorb MP from the Unlimited MP refill near the first save point.
(The first time, only Jacques can take advantage of the Unlimited MP Refill)
Pick up the [Secret Training Scroll] from corner.
Go back to the save point and complete the Secret Training.

Secret Training
Weapon Used: Lightning Spear (For better range, faster charging, etc)
I recommend upgrading your armor to level 3.
Mission 6: Side Step Counterattack -Issen-
(No Souls to absorb this time)
Remember, there are several ways to achieve counterattack;
-Hold Down R1, circle movement in front of the enemy
and press Square when the attack is almost hit you.
-Tapping the R1 once/twice when avoiding hit and
press Square to Counterattack.
-Avoiding and press Square during the enemy's attack/almost hit
(this may the best solution in this mission).
-If you are a very lucky guy, button mashing for R1 and []
continuously and sometimes, you will perform the counterattack.
-Persuade the enemy to attack by running in front of/near him.
Wait until he is beginning to attack then quickly hit []
to perform heavy attack, thus performing counterattack.
(Heavy attack is perform when you are running for about
3 seconds and hit the [] button)

Trick: This may take more time to beat the enemy.
*Hold down left/right directional pad when holding down R1 to move in circle
and press Square at the right timing when the enemy is start attacking.
Up and down pad to move forward and backward.
You move faster when using directional pad.
This way, when you fail to perform the counter attack, your whip will
grab the enemy and lock his attack and movement (100% safe).
Press X button to cancel grabbing and keep repeating the process
until you get the result.
It is better to move in a circle with the enemy at the center area.

Reward: [ ]x1.
Round 1: Defeat 7 enemies. Easy+
(Soldiersx2, Four Feetsx2, Lizardsx2, Slimyx1)

Round 2: Defeat 7 enemies. Medium.
(Ninja, Four Hands, Ninja + Four Hands, Four Hands, Big Club,
Steel Ball)

Round 3: Defeat enemies. Hard. This one is a real a pain in the a** >_<.
(Big Sword, Big Ape, Genma Soldier?, Genma High Soldier?,
Big Sword + Big Ape, )
Go ride the capsule to the upper level.
Inside the chest, you get [Map 1].
To defeat the enemy above, you may throw the small pillar or use charge + Circle when near to them.
Place the Puzzle Book to the shelf.
Puzzle Time.
5 \times 4 + 3 + 1 - 2 = 22.

Forward and you will see a sealed door.
Turn right and open one chest to release a Glide outside.
Go to upper platform using the Glide and turn right to get a [Book].
Open one chest at the opposite center contains a [Broken Horn 1].
Do not forget to use Ako to get one [Tonic] on top of the upper shelf before the chest contains the Tonic.

Go back to the sealed door. This time turn left.
(If you go to lower level, Genma Soldier is waiting for you, but not as tough as in the Secret Mission).
At the end of the left turn, wait for a moment and a strange guy will glide down on a rope and still hanging. Choose yes two times to answer him.

In the Warp Zone, you will automatically get a [Magic Scroll].

In the main area, defeat all the enemies.
Choose the Pink Warp. Fight three Big Clubs. Try to perform Blocking Counterattack with your level 3 (is that a Continuous Counterattack).
All three of them will be counterattacked one by one in a lightning zap. Cool.
Defeat another two of them. Absorb Energy and Souls from the statue.

Choose the Pink Warp again to get back and then choose Blue Warp.
Defeat all enemies.

Choose the Green Warp.
Destroy the plants. One Steel Ball in falls down. Defeat him.

Choose the Pink Warp.
Defeat all the enemies. Pick up [Sealed Lightning Jade?] from the chest.
(You cannot teleport the Sealed Lightning Jade)

Choose the Center Warp to go back.

Go to lower level. Get outside. On your left, there is one door with a horn.
Place your Broken Horn to activate the mechanism. The water is drain.
Now you can go down/up the stairs or at least for Samanosuke.

Switch character to Samanosuke.
Get inside the Yellow Door. Down the stairs, get [Full HP Recovery] from inside the chest at the upper-left corner.

Go up the staircase and open the only door at the end corner.
Pick up [Lightning Medallion] inside the room.
Boss fight: Genma Mori Ranmaru. -Easy+-
Weapon used: Wind Katana.
-Get close to him. Hit him. Charge your level up if possible.
-Seldom, when you are still holding down the R1 when hitting him, you will be performing Multiple Counterattack! (3 times in a row in charge up level :)
-When he throws fireball, avoid or block or throw it back by guarding.
-Your arrow can eliminate his fireball.
-When Genma Mori Ranmaru is absorbing his broken energy/souls, combo him. If possible, at the end of the combo use (Wind) Magic.
Or just use magic for a better chance to hit.
-As long as there is still Souls/Energies to absorb, take that to your advantage.
-You can use arrow to damage him and then he will try to absorb his souls, giving you chance to do more/greater damage.
-That's it.

Teleport the Lightning Medallion and switch character to Jacques.

Place the Lightning Medallion on the Lightning Tower, center platform. The correspondence door will open. Go in.
(Remember, you can switch character at any time)
Open the door at the end.
Once you are in this room, to your right is a figure with only one horn. You need to find the other pair.
In this room, also there is a sealed door and an elevator.
Get in the elevator to lower level. Use Ako to open a box on top of the container on your upper-right corner to get [Bloody Arrow]x10.
Get out to upper level. Use the stairs to go up and open the door.
Use the Glide to find one Puzzle Box at the corner.

At the end of the road, you will find three more Glides lying on the floor.
Use Ako to activate them.

Puzzle Box 10.
Turns Count: 5
Reward: [Max MP Increase]x1.

1   2   3 --- 4
   !   !
   !   !
5   6   7   8
   !   !
   !   !
@ --- 9 --- 10  11  12----@
   !   !
   !   !
13 14----15   16

Move 9 to 13, 10 to 9, 11 to 10, 7 to 11, 6 to 7.

Continue forward and use one Glide then pick up your new weapon [Ice Spiked Ball]. Now you can smash enemies on the ground.

Retrace to the sealed door and open it. Inside there is one Glide on the floor. Nothing you can do about it.
Go back to where you found your new weapon just now.
Use the Glide on the right and you will find the Puzzle Box 6 which you have already completed during episode 4.
Continue gliding two times more and you will be onboard the ship.

Move to the save point, switch character to Samanosuke.
Do not forget to teleport the Bloody Arrow and other kind of arrow to Samanosuke.
Retrace your way back to the unsealed room.
Ups, better hurry before the water gets to you.
On the right outside the unsealed door there is a chest contains [Map 2].
On the left outside, pick up [Secret Training Scroll].
Inside the unsealed room, at the end you will get [Phantom Fireflies].
Get upstairs and open the door. Now you can smash those boxes.
Pick up [Broken Horn 2]. Now, on this part, when you smash those boxes to get the Broken Horn, I once obtain one false Rune Stone, which is I think a glitch just like the one I get on the episode 5 (when you smashed the bin on the right).

Get downstairs, find the mechanism on the right wall of the next door.
Activate it using the Broken Horn. Now you can get out from the door.
Move your way to the save point and switch character to Jacques.
Complete your Secret Training.
Mission 7: Continuous Counterattack/Chain Issen.

Round 1: Need to perform.

Round 2:

Round 3:

(Thanks to Kouli for mentioning a route back from Nanban Ship)
Go to the Nanban Ship. Move Jacques to the Generator Room, where Samanosuke picked up the Phantom Fireflies.
Use the item on the Glide on the floor. Make sense.

Pick up the [Blue Power Capsule]. All the machines stop working.
Go back to the save point and switch to Samanosuke.
Do not forget to teleport the Blue Power Capsule.
Route your way to the generator room and equip the Blue Power Capsule to power it up. Get inside the elevator outside and go to lower level.
Smash those boxes to get one *Rune Stone*.
Take the new weapon [Battle Axe].
No, you cannot take out the Power Capsule anymore.

Get to the Sealed Door on the upper level inside the Yellow Door.
The elevator is now working fine. You are able to unsealed the door since you have gotten the Battle Axe.
Inside, you get a [Picture] and the [Yellow Vest] inside the chest.
Equip your Rune Stones to the Yellow Vest :).
Finally, pick up the [Fire Medallion] and place it on the Fire Tower.

Get inside the Red Door.
Puzzle Box 11:
Turns Count: 6
Reward: [Max HP Increase]x1.

```
1 2 --- 3  4
! !
! !
5 6 7 --- 8 --- @
! 
! 
@ --- 9 --- 10 11 12
```
Move 14 to 15, 10 to 14, 11 to 10, 7 to 11, 6 to 7, 5 to 6.

Switch to Jacques and do not forget to teleport the Fire Medallion to him.
Use Jacques to put back the Medallion.
Get inside the Red Door.
Continue forward and open the door at the end.

Boss Fight: Easy+
- Hit him once or twice and he will fight back.
- Be careful of his Ice Breath, use R1 + Circle to jump to a secure place.
- Be careful of his Fire Breath, use R1 + Circle to jump to a secure place.
- When his body is charged with electricity, which means he is ready to charge you down.
- When jumping away using R1 + Circle, if you are passing over him, then Jacques will automatically hit him once.
- When he is standing tall, he is ready to smash you. You cannot defend against this attack. Better jump away using R1 + Circle.
- His weak side is on the left or right side or behind him.
- Repeat the process.

After, you need to escape the water flow and get on the Train.
The water will not flow over the train station, no worry.

Samanosuke's Turn.

Get inside the Red Door and open the door at the end.
You will meet Mori Ranmaru, again, but not for long.

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Episode 7: The Zoo
Items: Michelle’s Ring, SPS15+G, Green Medical Kitx6, Rune Stonex7,
Grenadex10,
    A Piece of Paper, Map, Bookx2, Small Key, SPS15+R, Full HP Recovery,
    Small Locker Key, Secret Training Scroll.
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You are now controlling Michelle, you left her behind, remember?.
Your first weapon is SPS15+S. This is a short-range weapon.
Ako is not with you so you need to pick up items/drop items by yourself. Open the chest on the left for [Michelle's Ring]. This ring contains 15510 experience to upgrade your weapons, etc. You can use it at any time.

You can get into the sewer and get wet, yes you need to go there to get your new weapon. Get back to where Samanosuke cut off the metal string to drop down the giant ball on Episode 3 (get up the ladder on the end of the corner). Pick up [SPS15+G]. This baby is a long range Grenade Launcher.

Care to join a field trip? Get back all the way to the city and get to the top on the tower where Samanosuke fight the Mecha Robot on Episode 1. You will not get much trouble with the hi-tech Grenade Launcher on your hands.

Route back to the Church (Notre Dame). Retrace all the way to the underground, then to where Samanosuke met Guildenstern (before using the Time Machine). She will meet two Big Swords. And a hidden room shows up. Take out the [Book] on the bookshelf. Ako has finally come to you seeking help for Samanosuke. And Anry is somewhere with Samanosuke, get caught.

In the Zoo, walk up the staircase on the right screen and open a chest in the corner contains [Green Medical Kit]. Get on to a new screen, destroy the bin on the right to get one *Rune Stone*. Move forward and some enemies will show up, nothing you can’t handle of. On the left corner, there is a box contains [Grenadex10]. On the right area, there is a save point. Pick up [A Piece of Paper] on the right end floor.

Go to the left, pass the bridge. Right after the bridge, on the right side, use Ako to open a box to get [Green Medical Kit].

On the left side there is a locked big door.

At the end of the road, destroy the bin to get one *Rune Stone*. Get inside the door at the end of the road, and it is a bit dark. Use your grenade to light it up a bit. Inside the window case there is a box contains [Green Medical Kit]. You have to use Ako to open it. Get out from the other door. On the upper-left corner, there is a chest contains [Green Medical Kit].
Shoot a bin at the straight end to get one *Rune Stone* and open a chest at the other corner to received the [Map].

Get inside the door on the left.
Move to the left and pick up a [Book] in front of a big gate.
You cannot open the big gate, not now.
Continue to the left, shoot the big pot to get one *Rune Stone*.

Get down the ladder to the bottom.
Approach the four handles to operate the gate.
1. Operate the left handle and defeat one Big Ape.
2. Operate the inner left handle to get a [Small Key].
3. Operate the inner right handle and defeat one Big Ape.
4. Operate the right handle to get your new weapon [SPS15+R].
   It is a type of sniper rifle, but is not effective for short range combat, especially when the power is less then the Grenade launcher.

Open the big gate upstairs to shortcut your way back.
Route back to the save point, continue forward, turn left at the end, down the stairs and onto the boat on the river.
Use the Small Key to on the Control Box.
(You can use this boat to go back and forward)

We have arrived. Up the stairs and move your .... to the save point.
Get one [Green Medical Kit] on the opposite end corner.
Get inside the door next to it.
Clean up the messy room. Get one [Full HP Recovery] behind the stairs.
From where you stand, aim to your top (under the staircase) and get one *Rune Stone*.
Walk to the center of the room and aim to the ceiling for another *Rune Stone*.

From where the big plant was, there is a hidden path.
Go through it. You will meet Anry. Clean up some mess.
On the upper-right top corner (opposite to Anry), there is one *Rune Stone* for the total of seven :).
Also get one [Green Medical Kit] in a broken cage.

Finally, deactivate the Control Station on the wall.
Anry and Samanosuke will be free. A reunion, how touching, for a short time.

Samanosuke's turn.
Pick up Michelle's Michelle's Ring on the floor.
Upstairs there is a sealed door. Need to find the key.
Route your way back to the sealed room. It is at the end road after passing over the bridge near the starting point (to the left of the first save point). You need to upgrade your Wind Katana to level 2. Inside, pick up [Small Locker Key].

Get back to the jailhouse, except this time you do not need to get downstairs. Open the sealed door using the Small Locker Key. Some enemies will show up. Here you can find a Puzzle Box and a save point. A [Book] on the table and a [Secret Training Scroll] just in the corner opposite of the Puzzle Box.

Puzzle Box 12:
Turns Count: 5
Reward: [Max MP Increase]x1.

```
 1  2 --- 3  4
 ! !
 ! !
 5  6  7 --- 8----@
 ! !
 ! !
 @ --- 9 --- 10 11 12----@
 ! !
 ! !
13 14 15----16
```

Move 12 to 11, 8 to 12, 7 to 8, 6 to 7, 10 to 6.

Complete your Secret Training.
Mission 8: Continuous Counterattack/Chain Issen.
(The Last Mission)
Note: Press forward + Square to trigger.
   Even if you press forward on your analog stick, it will work just fine.
   Then subsequently tapping the Square button in accordance to the Red Orbs.
Round 1: Need to perform .

Round 2:

Round 3:
Next to the save point is a door to the boss.
Boss fight: Guildenstern.
Difficulty: Easy+.
Weapon Used: Battle Axe.
- He is flying, so you need to wait for him to get lower.
  Of course during the fight you are allowed to use arrows of any kind.
- He will then summon his minion.
If you beat down the minion, he will revive it, and get him self lower.
His heart is glowing red. That is your best chance to hit him hard.
If you use Battle Axe, you can charge it to the highest level.
Wait until he is lower enough, then release your charge move.
It will give him enough damage and give you secure. Also you will hit the minion. Three-in-one move.
- When you hit the minion, some times they will give you Health Energy.
  You do not need to use Health Items actually.
- Once Guildenstern feel angry, he will release another minion.
  Use the same strategy, only be more careful.
- Repeat the process and you will be fine.
This is a long battle. That is why you need to get Health Energy from the minions using the charge up move.
Unless you want to use the Health Items from the Menu Screen.
- Once a while he will throw his weapon down to you, but it is predictable.
- When you beat him the first time, I think he uses up a Sand Time Revive Tool.
  So you need to beat him one more time. Not bad for practicing your skill.
  You will beat him definitely, with no problem.

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Episode 8: Mount St. Michel, The Castle.
Items:

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*************
Samanosuke's turn.
There is a save point and a Teleporto next to it.
Pick up one [Book] in front of the save point.
Continue forward.
On the next house on the left, there is a box out of reach on the second level.
you cannot get it, yet. Move on, you will see a short left turn to a locked steel door right after the hotel. You need to find the key, a round shape key.
Smash one bin on the right to get one *Rune Stone*. Those enemies are just annoying. Better finish them off. If you are using Battle Axe for Samanosuke, it's Swing Charge Up attack can eliminate those fireballs from the enemies. Samanosuke cannot open the door at the end.

Switch to Jacques, You will meet Heihachi and fight him, not really. Go to the front of the train, smash those boxes and get one *Rune Stone*. Knock down one Bird and A Glide will be place in front of the front door. Check on this door and you will get a picture of three persons talk to each other, but not as an item. Use it to go upper level and get inside the door. (There is another door on your right) Get the [Map] inside the chest.

There is a human, standing in front, go talk to him. Do not get out of this room before you talk to him otherwise he will disappear. At the center garden, there is an unlimited MP Refill. On the pillars surrounding the garden, there are some torches you need to light! Opposite the MP Refill, you will see a trap mechanism, but you can see inside (there is no door actually). One chest inside and one torch on the wall.

CHANGE YOUR WEAPON TO FIRE WHIP. Feed the torches with fire from your whip. Your job is easy, fire all the small torches (use Triangle). Remember, when you hit the last small torch, the trap should be stopped temporarily at the top position, thus allowing you to get in. Get inside and open the chest for a [Door Key]. Fire whip the big torch right when the trap is going down. When the torch is lighted, the trap is on the top position. That will make the trap stop forever.

Get out from the garden and circle around to the next door. This is the door on your right when you are outside at the courtyard. Use the Glide to get to the next platform.

Side Mission 1:

In the save point area, there is a man need your help. Do not let him die. After saving his life, talk to him and he will give you a [Herb].
There is a save point and a Teleporto next to it.
If you open the front door, you are stuck at the next area.
No Glide and no other way to move further.
On the right side of the door, there is a statue with only one Red Eye.

Go back to the save point area. You will see a handle on the wall opposite the save point. On the most left part of the wall, there is some kind of gears. Now activate the handle. The Geards are working, ups, you need one more gears for the mechanism to work sucessfully.

Nothing to do. Switch to Samanosuke and teleport that key you found just now.

Use the key to the door at the end of the road.
Walk up the staircase. Fight some enemies. Defeat those magician first, because their magic will absorb not only you HP but also your MP significantly. When they are defeated the magic will disappear too.
Smash the bin for one *Rune Stone*.
Inside the chest you will get [Castle Map].
There is another box in the left corner, but it is not for Samanosuke.
It is for Michelle?

Inside is a long hallway. On the right wall you will see a Yellow Steel Door you cannot reach by now. At the end there is a giant flower.
Finish it and you will see a chest behind it. Open it to get [Sun Medallion].
Yes, place it at the side door on the left turn right after the hotel.

Smash the bin for a *Rune Stone*.
And there is one Puzzle Box next to it.
Puzzle Box 13.
Turns Count: 5
Reward: [Max HP Increase]x1.

1  2  3  4  @

5  6  7  8

9  10  11  12

@  13  14  15  16
Move 7 to 11, 3 to 7, 2 to 3, 6 to 2, 10 to 6.

Move on, you will see the Soul Statue. Absorb souls and energy from it. At the end, there is a chest contains [Red Stone Eye].
Use Ako to get the out of reach box to get [Ice Arrowx10].

Switch to Jacques and do not forget to teleport the Red Stone Eye.
Open the gate, palce the Red Stone Eye to the statue on the right side of the door.
Here we go, a floor puzzle.
Round 1.
Clue:

```
1
-------SUN-------
3!               2!
STAR------------MOON
```

You got approx. 17 seconds starting from the very beginning.

```
4      5      6
STAR   SUN   MOON

3      8      7
MOON   SUN   STAR

2      9      10
STAR   MOON   STAR

1      12     11
SUN    MOON   SUN
```

Note:
- From no. 1 to 4, start running by pressing forward (analog or direction pad gives you different speed) + R1.
  It will save you a lot of time.

Result: One figure on the left at the other side is lighted with aura.

Round 2.
Clue:

```
1
```
-------SUN--------
3!               2!
STAR------------MOON

You got approx. 17 seconds starting from the very beginning.

12      5       4
STAR    MOON    SUN

11      6       3
MOON    STAR    STAR

10      7       2
STAR    SUN     MOON

9       8       1
SUN     MOON    SUN

Note:
- From no. 1 to 4, start running by pressing forward (analog or direction pad gives you different speed) + R1.
  It will save you a lot of time.

Result: One figure on the middle at the other side is lighted with aura.

---------------------------------------

Round 3.
Clue:

1
-------SUN--------
3!               2!
STAR------------MOON

You got approx. 17 seconds starting from the very beginning.

8      7       6
MOON    SUN     STAR

9      10      5
STAR    SUN     MOON
Note:
- From no. 1 to 4, start running by pressing forward (analog or direction pad gives you different speed) + R1.
  It will save you a lot of time.

Result: One figure on the right at the other side is lighted with aura.
Main result: Platforms are rising from below to build a staircase going down.

Continue forward, do not miss a small door on the left.
Inside you will meet the strange guy from the Underwater Temple.
You know the drill. Say yes.
Same situation. Beat them up. This time is really tough!
Before this, I have never use a single Health Item, even when fighting with bosses. but in here, you are going to need that Herbs and Tonics.
Phantom Realm:
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On the first round there is a sealed box.
I cannot open this box. Maybe I need to get an item first.
Choose the Blue Warp. Beat them all.
Choose the Pink Warp.
Choose the Green Warp. Beat them all. There is a Soul Statue here.
Choose the Pink Warp.
Choose the Blue Warp. There is a chest contains [Tonic].
Choose the Green Warp. There is a chest containing [Sealed ... Jade]
Must get back to the Green Warp.
Must get back to the Blue Warp
Must get back to the Pink Warp
Must get back to the Green Warp
Choose the Blue Warp. There is a chest containing [Tonic].
Choose the Green Warp. There is a Soul Statue here.
Choose the Green Warp.
Choose the Blue Warp. There is a chest containing [Green Sealed Jade?].

Get outside and continue our journey.
At the end of the staircase, smash the boxes to place two Glides on its position. Retrace to the very start of the staircase and you will see the Glides. Use it to get to the bridge. On the bridge, turn left. Another Glide to get down. Defeat one Giant Flower. Open the chest behind it to get [Max HP Increase]. There is a locked door in front of you but you cannot get in, yet. On your back there is a door, open it. Shazam, you are back to the staircase.

Walk down to the very end of the staircase and open the door.

You are outside the castle. Smash the box there to place a Glide. Stand in front of the main door to see the Glide and use it to get to the top. Open the chest to get [Orange Vest]. Equip your Rune Stones to it. Get back to the main door and continue to the save point.

Switch with Samanosuke. Do not forget to teleport the Green Sealed Jade?. Get back to the castle. Now there is a new platform on the hallway. Samanosuke now can reach the Yellow Steel Door on the right wall.

If you want to meet with the strange guy for the Phantom Realm it is the right time. Go forward and turn right before the floor puzzle location (same location as when Jacques battling in the Phantom Realm).

Phantom Realm:
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On the first round, there is a sealed box. Use the Green Sealed Jade to unlock the box and get [Brown Revive Doll]. There is also [Tonic]x2? and Souls Statue in this Phantom Realm. You will get the [Purple Vest] here. Equip Rune Stones to the Purple Vest.

Now, get back to business. Get your way back to the Yellow Steel Door. Inside there is a big strange Green Ball shape, hanging on the center. It is a kind of a lab. Some magicians are here too. There is a black hole on the floor at the end. Next to it there is a [Book]. After you get the book, get into the black hole. You can smash those boxes, but nothing will come out. Activate the black hole.

You have been teleported to the City, with Ako on your side. There is a Giant Flower on the West Wing. Destroy it.
Get inside the door to the tower.
On the top of the tower, fight some enemies.
Open the chest for a [Key]. The Black Hole is back. Activate it.

Welcome back to the lab?.

Switch back to Jacques and do not forget to teleport the Key.
Make sure your MP Energy is in full condition for the Side Mission ahead.
Retrace to a locked door on the second level after using the bridge.
Use the two Glides to get to the bridge, and the third glide will get you to the locked door.
Or, another way is, to move down the staircase and turn left when you see a open door on the left near the exit door.
Use the Door Key to open the door.

Inside, people are being slaved by Heihachi's colleague -Nobunaga's loyal servant-.
Open the chest on the upper-left corner to get one [Tonic].
Looks like you got no business here. Get outside.
You will meet Heihachi and he will give you a [Key].

Side Mission 2:
-------------------------------------------------------------------------------
Outside, there are two people asking for help.
Do not let them die.
Magic is the most effective in this situation.
Use magic one time for each rescue.
Talk to the first man and he will give you a [Herb].
Talk to the second man and he will give you one [Small MP Recovery].
-------------------------------------------------------------------------------

Side Mission 3:
-------------------------------------------------------------------------------
When you arrived at the save point area, there is another man who is calling for your help. Do not let him die.
After saving his life, he will give you [Small MP Recovery]
-------------------------------------------------------------------------------

Go all the way down to the train area. Use the Key to the locked door.
You are gonna save the three of them.
Pick up [Plant Seed?] from the floor.
Use Ako to open a box containing [Full HP Recovery].
There is a chest behind those boxes.
Get out. Approach the right wing of the back yard.
There is a place to grow plant seeds.
Grow your Plant Seed into one of the square.
The fourth square from the top left (next to the already planted).

Switch to Samanosuke.
Let him crawl down the tree.
Get inside the door, smash those boxes and open the chest behind it to get [Gear].

Smash the other boxes to get [Tonic] and *Rune Stones*x2.
Pick up a [Letter] from the shelf on the left.
Go back to the save point area, place the Gear.
Activate the handle to open the center gate.
D*** the handle is now broken! >_<

Ask help from Jacques in the year 1582 where the handle is still in good condition :).
Do not forget to teleport the Gear to Jacques.
Operate the handle successfully.

Get inside.
Pick up [Book] on the floor.
Defeat one Giant Flower. Open a chest behind it to get [Full HP Recovery].
Get inside the left door to the save point and a passageway to downstairs.
Ups, it is a trap door and a poison? gas?

Let Michelle handle this.
Pick up [Michelle's Ring].
Inside, defeat all enemies then you can move on.
Pick up [Grenadex ]. Get inside the door.
On the alley, defeat all the enemies then you can move on.
You have to read the book you found just now to be able to get through the next door.

Reunion with Samanosuke, Ako is also here.
Need to hurry to help Jacques.
Pick up [Michelle's Ring].
Get inside, pick up a [Book] on the floor.
Go through the left door. Save if you need to.
Get downstairs.

You need to repeat the password Anry is trying to input.
There is a time limit, so be careful not to waste your time.
1. Up, Down, Triangle.
2. Up, Down, Triangle, X, O.
4. Up, Down, Triangle, X, O, Down, Up, Square, Left, X.

Get out of the castle.

Boss Fight:
- He is pretty much the same as the Boss on Episode 6.
- Except that he has more HP, a little bit more aggressive and no more Glides to escape. You need to timing your run wisely.

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Episode 9:
Items:

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*************
-to be continued-

CODES/SECRETS

MISCELLANEOUS

I. Submissions:
*This is where I pay a thank you very much for all of you who are sincerely supporting my Onimusha 3 FAQ by sending good ideas, helps, requests, questions and everything else that will give a better look to this FAQ/Walkthrough :).

1.

2.

II. Side Mission: Help civilians to escape their faith.
This is a side mission where you need to help some of the civilians-surrounded by evil soldiers- escaping their bad karma.
In return, they will give you a present starting from a simple Herb to a more promising one such as Small MP recovery.

This Side Mission starts from Episode -- to Episode --.
1. Episode 8:

*Side Mission 1:
Once you completed the puzzle on the Garden and head to the next platform with a locked gate with a handle and one Gear missing.
In front of the locked gate, there is a man need your help. Do not let him die. After saving his life, talk to him and he will give you a [Herb].

*Side Mission 2:
Once you have saved all the civilians being slaved by Heihachi’s colleague. Heihachi will give you a key. After the cutscene, go help two people outside.

Outside, at the staircase hallway, there are two people screaming for help. Do not let them die. Magic is the most effective in this situation. Use magic one time for each rescue. Talk to the first man and he will give you a [Herb]. Talk to the second man and he will give you one [Small MP Refill].

*Side Mission 3:
Once completed Side Mission 2, go back to the save point where the locked gate is located.

When you arrived at the save point area, there is another man who is calling for your help. Do not let him die. After saving his life, he will give you [Small MP Recovery]

III. Counterattack Moment.

1. Ninja:
   - At the end of each attack, from a good distance, press [].
   - During his (3 times) attack, from a good distance and press [] when he has just finished each/ the final attack.

2. Four Hands:
   - After his 2 Hit attack, from your good distance press [].
   - During his charge attack, when almost hit you with his blades, press [].

3. Big Club:
   - Move around him especially behind him. When he is attacking from the top, press R1 to avoid and quickly press [] to counterattack.
4. Steel Ball:
   - Move to his side, block and counterattack or press R1 to avoid and counterattack.

5. Big Ape:
   - Avoid to his side by pressing R1 then counterattack.

=================================================================
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CREDITS
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=================================================================
1. C_Jay_C.
2. CAPCOM
3. Character Samanosuke by (c)Fu Long Production.
4. To all of you on the message boards. I use some of the naming from them.