

PATH







PATH



A person wearing a dark, traditional-style outfit with a red sash is riding a dark horse down a dirt path in a forest. The scene is illuminated by the warm, golden light of a sunset or sunrise, with long shadows cast across the path. The forest is dense with tall trees and lush greenery. A small stone marker or lantern is visible on the path ahead. A red rectangular box with the word "PATH" in white capital letters is positioned in the upper left quadrant of the image.

PATH





**FOLLOW BIRD**





◆ RISING TREES HOT SPRING ◆

All choices are personal and will not affect trophies

**RISING TREES HOT SPRINGS**

Spring \* Rising Trees  
Resource \* Flowers



A character wearing a dark, hooded cloak and a blindfold stands on a dirt path in a misty forest. The character is holding a long, cylindrical staff or pipe. The forest is dense with tall, thin trees, and the ground is covered with grass and fallen leaves. A red rectangular box with the text "TRACK SMOKE" is overlaid on the right side of the image. The overall atmosphere is dark and atmospheric, with a blueish-grey color palette and light rain or mist falling from the sky.

TRACK SMOKE





TALK



浮世草

THE VALUE OF SAKE

THE VALUE OF SAKE



THE VALUE OF SAKE

◆ Follow Kii

FOLLOW

THE VALUE OF SAKE






**THE VALUE OF SAKE**

Resource \* Leather (random amount)



THE VALUE OF SAKE

 Find an ambush spot (60 m)

GO

THE VALUE OF SAKE





THE VALUE OF SAKE







**THE VALUE OF SAKE - Kill Mongols**

STANDOFF

Resource \* Leather (random amount)



THE VALUE OF SAKE

TALK







THE VALUE OF SAKE

Tsushima \* The Value of Sake  
Charm of Resolve I (equip)



**DESTINATION** - see next slides for directions



A screenshot from a video game showing a character on a horse in a forest. The character is wearing a hat and a backpack, and is holding a rifle. The horse is dark-colored and has a saddle with a bag. In the background, there is a wooden cart pulled by a horse, a campfire, and several bodies lying on the ground. A red box with the word "PATH" is overlaid on the scene.

PATH



A person wearing traditional armor, including a helmet and a red and black tunic, is riding a dark horse along a dirt path. The path is flanked by tall grass and large rocks on the left, and a dense forest of tall trees on the right. The scene is illuminated by warm, golden light, suggesting late afternoon or early morning. A red rectangular box with the word "PATH" is positioned in the upper right quadrant of the image.

PATH



PATH



PATH





PATH



PATH

❖ ARROW PEAK SHRINE ❖

ARROW PEAK SHRINE





GO



**ARROW PEAK SHRINE**

Resource \* Flowers

ARROW PEAK SHRINE

GO



ARROW PEAK SHRINE

GO



ARROW PEAK SHRINE

GO



ARROW PEAK SHRINE

GO



ARROW PEAK SHRINE

GO



A samurai character, seen from behind, stands in a mountainous landscape. The character is wearing traditional armor and has a sword tucked under their arm. The environment is filled with large, grey, jagged rock formations and some green foliage. A red box with the word "GO" in white text is positioned above the character's head. The scene is framed by dark, vertical elements on the left and right sides, suggesting a narrow path or a specific camera angle.

GO

ARROW PEAK SHRINE



GO

ARROW PEAK SHRINE

Resource \* Flowers



ARROW PEAK SHRINE

GO



**ARROW PEAK SHRINE**

Shinto \* Arrow Peak  
Charm of Inari



L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

1

0

6,604

# SURVIVOR CAMP

## SERVICES AVAILABLE



MERCHANT

6 new Vanity Gear



TRAPPER

Crafting resources for sale



FAST TRAVEL



GUIDING WIND TARGET



## LEGEND OF THE GHOST



THE BROKEN SAMURAI



## ACT 1: RESCUE LORD SHIMURA

### PROGRESS

Recruit Sensei Ishikawa

Recruit Lady Masako

Rescue Yuna's blacksmith brother

L

PAN MAP

R

ZOOM MAP

R3

RECENTER

X

TRACK LOCATION

O

EXIT



SURVIVOR CAMP

GO



SURVIVOR CAMP

GO





**SURVIVOR CAMP**

**GO**

 **R2**



A character with a ponytail and a red and black outfit stands on a rock in a lush green forest. In the distance, a large, glowing yellow area is visible through the trees. A red box with the word "GO" is positioned above this glowing area.

GO





TALK




A misty, blue-toned landscape featuring a river in the foreground, a traditional building nestled among trees in the middle ground, and a large rock formation on the right. The scene is atmospheric and serene.

# 仁之道

THE WARRIOR'S CODE

THE WARRIOR'S CODE

## THE WARRIOR'S CODE

 Reach an overlook by the Mongol prison camp (790 m)

PATH

THE WARRIOR'S CODE



A cinematic scene from a video game showing two samurai on horseback traveling along a dirt path at night. The path is illuminated by a soft, blueish light, possibly from a moon or a distant light source. The samurai in the foreground are wearing traditional armor and carrying bows. In the distance, a cart loaded with supplies is visible on the path. The surrounding environment is dark with some foliage and trees.

THE WARRIOR'S CODE

PATH

He's lucky to have you.  
Yuna: He might disagree.  
(Chuckles)

KOMODA



PATH

THE WARRIOR'S CODE

I've watched him win victory against impossible odds.  
And after your brother is free?  
What then?





PATH

THE WARRIOR'S CODE

Yuna: You're riding well.



A cinematic scene from a video game showing two samurai on horseback. The samurai in the foreground is on a dark horse, wearing a dark hooded cloak and a white headband. The second samurai is on a brown horse, wearing a red tunic and carrying a bow and arrows. They are riding along a dirt path that branches into a misty area. In the background, there is a river, a wooden bridge, and a small village with thatched-roof buildings. The scene is filled with lush green grass and misty atmosphere.

PATH

THE WARRIOR'S CODE





THE WARRIOR'S CODE



THE WARRIOR'S CODE

R2 SURVEY







**THE WARRIOR'S CODE**

We'll find a safe approach....



A samurai warrior in traditional armor stands in a lush, mountainous landscape. He is holding a katana and looking towards a large rock formation in the distance. The scene is set in a valley with a river, trees, and a small building on a hillside. A red button with the word "GO" is visible in the upper center of the image.

GO

THE WARRIOR'S CODE



THE WARRIOR'S CODE

GO





THE WARRIOR'S CODE

✘ Stab the Mongol in the back



ssassinate

THE WARRIOR'S CODE





THE WARRIOR'S CODE

 Follow the bear tracks with your uncle

GO



THE WARRIOR'S CODE

THE WARRIOR'S CODE

◆ Follow the bear tracks with your uncle

GO

THE WARRIOR'S CODE





THE WARRIOR'S CODE

◆ Follow the bear tracks with your uncle

GO

THE WARRIOR'S CODE





THE WARRIOR'S CODE

◆ Follow the bear tracks with your uncle


GO

THE WARRIOR'S CODE

Lord Shimura: Prove you can control your emotions.



THE WARRIOR'S CODE

 Help your uncle inspect the carcass



THE WARRIOR'S CODE

THE WARRIOR'S CODE

◆ Find Taka

ENTER

THE WARRIOR'S CODE - Kill Mongols



THE WARRIOR'S CODE

GO





GO

THE WARRIOR'S CODE








**THE WARRIOR'S CODE**

Artifact \* Aaruul  
Record \* Conversations with the Khan 2



THE WARRIOR'S CODE

 Open the cage (20 m)

RIGHT

THE WARRIOR'S CODE





THE WARRIOR'S CODE





THE WARRIOR'S CODE





THE WARRIOR'S CODE

 Regroup with Yuna outside the camp (20 m)



**FOLLOW**

**THE WARRIOR'S CODE**





仁之道

THE WARRIOR'S CODE

THE WARRIOR'S CODE

Jin \* The Warrior's Code

! POINT OF NO RETURN - Break your code to help a new friend



# NEW GHOST WEAPON UNLOCKED



## KUNAI

**L** + **R1** to throw two Kunai at nearby enemies, leaving them *Staggered*.

CONTINUE

### GHOST WEAPONS

Build your Legend to unlock powerful new weapons



### EVOLVING TACTICS

Continue Jin's Journey to learn new combat abilities



**SAFE LANDING**

Roll just before landing to avoid damage from all but the highest of falls.

right before landing

HOLD TO BUY 1

Safe Landing (unlock)



A samurai in traditional armor is kneeling on a rocky riverbank. A dark horse stands beside him, facing the water. In the background, a wooden bridge spans the river, and the scene is shrouded in a blue, misty atmosphere. A red rectangular box with white text is overlaid on the image.

**TURN AROUND**

A samurai in traditional armor is riding a black horse along a rocky path. The scene is set in a misty, mountainous landscape with a river and various trees. A red button with the word "GO" is overlaid on the right side of the image.

GO





Inari \* Waterfall East of Old Woodsman's Canopy

L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

1

0

10,009

# SURVIVOR CAMP

## SERVICES AVAILABLE

MERCHANT

9 new Vanity Gear

TRAPPER

Crafting resources for sale

FAST TRAVEL



## LEGEND OF THE GHOST



## THE BROKEN SAMURAI

## ACT 1: RESCUE LORD SHIMURA

### PROGRESS

Recruit Sensei Ishikawa

Recruit Lady Masako

Rescue Yuna's blacksmith brother

Recruit the Straw Hat ronin

L PAN MAP

R ZOOM MAP

R3 RECENTER

X TRACK LOCATION

O EXIT



THE WARRIOR'S CODE




Find Yuna south of Kechi fishing village (140 m)

**TURN AROUND**

**TIP**

Follow the Guiding Wind to reach your tracked objective.

Swipe up on  to gust the wind and show your objective.



A third-person view of a character riding a black horse on a dirt path through a lush, green forest. The character is wearing dark armor with red accents. The path is highlighted with a red box labeled "PATH". The scene is filled with tall grass, large trees, and a misty atmosphere. The path leads uphill and then curves to the right.

PATH





PATH



GO

STANDOFF





Altar \* Small Shrine Northeast of Kashine Forest





GO





GO

CAMP - Kill Mongols

Artifact \* Juniper



CAMP

GO







◆ FOX DEN ◆

**FOLLOW FOX**





Inari \* East of Traveler's Rest Inn



L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

1

0

10,009

# SURVIVOR CAMP

## SERVICES AVAILABLE



MERCHANT

9 new Vanity Gear



TRAPPER

Crafting resources for sale



FAST TRAVEL



## LEGEND OF THE GHOST



THE WANDERING SAMURAI



## ACT 1: RESCUE LORD SHIMURA

### PROGRESS

Recruit Sensei Ishikawa

Recruit Lady Masako

Rescue Yuna's blacksmith brother

Recruit the Straw Hat ronin

L

PAN MAP

R

ZOOM MAP

R3

RECENTER

X

TRACK LOCATION

O

EXIT



THE WARRIOR'S CODE



Find Yuna south of Kechi fishing village (140 m)

**TURN AROUND**

**TIP**

Follow the Guiding Wind to reach your tracked objective.

Swipe up on  to gust the wind and show your objective.





PATH



A samurai in traditional armor is riding a dark horse through a dense forest. The scene is misty and atmospheric, with sunlight filtering through the trees. A red sign with the word "PATH" is positioned above the horse. The forest floor is covered in tall grass, and the trees are thin and closely spaced.

**PATH**



PATH







TRAVELER'S REST INN

 MONGOL TERRITORY

TRAVELER'S REST INN





TRAVELER'S REST INN

 MONGOL TERRITORY

## TRAVELER'S REST INN - Farm Mongols

! FLASH OF STEEL - Defeat 20 enemies with a counterattack after a Perfect Parry





TRAVELER'S REST INN

 MONGOL TERRITORY

## TRAVELER'S REST INN - Defeat Enemies

Liberate \* Traveler's Rest Inn





GO

TRAVELER'S REST INN





# TRAVELER'S REST INN

Altar \* Traveler's Rest Inn





GO

TRAVELER'S REST INN





GO

TRAVELER'S REST INN



THE WARRIOR'S CODE



Find Yuna south of Kechi fishing village (170 m)



**TRAVELER'S REST INN**

Artifact \* Dagger





GO

**TRAVELER'S REST INN**





PATH

TRAVELER'S REST INN



A person wearing a dark helmet and a red and black outfit is riding a dark horse on a dirt path. The path is surrounded by tall grass and trees. In the background, there is a stone lantern and a wooden fence. The scene is lit with warm, golden light, suggesting sunset or sunrise. A red rectangular box with the word "PATH" in white capital letters is positioned in the upper right area of the image.

PATH





PATH



PATH







◆ YOICHI'S CROSSROADS ◆

🐾 MONGOL TERRITORY

## YOICHI'S CROSSROADS - Defeat Enemies

Liberate \* Yoichi's Crossroads





GO

**YOCHI'S CROSSROADS**





## YOCHI'S CROSSROADS

Artifact \* Adak Tree





GO

YOCHI'S CROSSROADS





## YOCHI'S CROSSROADS

Cricket \* Yochi's Crossroads





## YOCHI'S CROSSROADS

Altar \* Yochi's Crossroads





PATH

**YOCHI'S CROSSROADS**





GO





GO



Inari \* South of Hiyoshi Springs





GO



GO







**PATH**





◆ HIYOSHI SPRINGS ◆

GO

HIYOSHI SPRINGS





GO

R2 SUPPLIES

**HYOSHI SPRINGS**





**HYOSHI SPRINGS**



◆ HIYOSHI INN HOT SPRING ◆

MAP UPDATED

RUMORED LOCATION ADDED

HOLD **OPTIONS** FOR DETAILS

**HIYOSHI SPRINGS - HIYOSHI INN HOT SPRING**

Spring \* Hyoshi Springs





GO

HYOSHI SPRINGS

A character in a dark blue and black outfit with red accents and a headband stands in a bamboo forest, looking at a large rock formation. The character is holding a long wooden staff. The rock formation has a small opening with a light source inside. A red sign with the word "GO" is positioned above the rock formation.

GO

HYOSHI SPRINGS



GO

**HYOSHI SPRINGS**





## HYOSHI SPRINGS

Record \* Deliver to Sensei Ishikawa



GO

HYOSHI SPRINGS





R2 RECORDS

# HYOSHI SPRINGS

Record \* Music Stories to Remember





GO

**HYOSHI SPRINGS**





GO

HYOSHI SPRINGS





PATH

HYOSHI SPRINGS





**PATH**

**HYOSHI SPRINGS**





PATH

## HYOSHI SPRINGS

Resource \* Flowers





## HYOSHI SPRINGS

Strike \* Hyoshi Springs

L1, X, X

L1, X, X, L1, Triangle

L1, X, X, L1, Triangle, Triangle, L1





## HYOSHI SPRINGS

Record \* True Observations in Hiyoshi Springs

A samurai character is seen from behind, standing in a lush bamboo forest. The character is wearing traditional armor with red lacing and has a katana tucked under their left arm. On their back, they carry a large stack of wooden crates or supplies. To the left, a small stream flows through the forest, bordered by large rocks. To the right, there is a dark wooden building with a thatched roof, partially obscured by shadows. The ground is covered in fallen bamboo leaves and patches of moss. A red rectangular label with the word "PATH" in white capital letters is positioned in the center of the scene, pointing towards a path that leads deeper into the forest.

**PATH**

**HYOSHI SPRINGS**





GO

**HYOSHI SPRINGS**



## HYOSHI SPRINGS

Resource \* Leather (random amount)





## HYOSHI SPRINGS

Resource \* Flowers



GO

**HYOSHI SPRINGS**



GO

↓ R2

HYOSHI SPRINGS







## SENSEI ISHIKAWA'S DOJO

Vanity \* Aozora Headband





GO

SENSEI ISHIKAWA'S DOJO

GO

SENSEI ISHIKAWA'S DOJO







## SENSEI ISHIKAWA'S DOJO

Resource \* Flowers

A traditional Japanese calligraphy scene. A brush with a wooden handle and dark bristles lies on a scroll of paper. The scroll is covered in dark ink splatters and smudges. In the center, the Japanese characters '仁之道' (Jin no Michi) are written in a glowing, golden-yellow calligraphic style. The scene is lit from the left, creating strong shadows and highlights. Two small, round, reddish-brown objects, possibly persimmons, are placed on the scroll near the brush. The overall atmosphere is warm and artistic.

仁之道

THE TALE OF SENSEI ISHIKAWA

THE TALE OF SENSEI ISHIKAWA



THE TALE OF SENSEI ISHIKAWA

◆ Go with Sensei Ishikawa

FOLLOW

THE TALE OF SENSEI ISHIKAWA





**THE TALE OF SENSEI ISHIKAWA**



THE TALE OF SENSEI ISHIKAWA


 Speak with Sensei Ishikawa



GO

**THE TALE OF SENSEI ISHIKAWA**

THE TALE OF SENSEI ISHIKAWA


 Return to your ally (30 m)

GO

THE TALE OF SENSEI ISHIKAWA



THE TALE OF SENSEI ISHIKAWA

 Return to your ally (70 m)

 SURVIVOR CAMP 

**THE TALE OF SENSEI ISHIKAWA**



**FOLLOW**

**THE TALE OF SENSEI ISHIKAWA**






## HALF BOW

Moderate damage and draw speed. Once a gift from Lord Nagao to Sensei Ishikawa, now wielded by the sensei's new student....




## THE TALE OF SENSEI ISHIKAWA

Half Bow  
Vanity \* Burning Fang

 Shoot the candle





 Go with Sensei Ishikawa



**FOLLOW**

**THE TALE OF SENSEI ISHIKAWA**



❖ FORT NAKAYAMA ❖

**THE TALE OF SENSEI ISHIKAWA - FORT NAKAYAMA**



THE TALE OF SENSEI ISHIKAWA

✕ Ambush the Mongol patrol

GO

ARROWS (FULL)

THE TALE OF SENSEI ISHIKAWA - FORT NAKAYAMA - Defeat Enemies



**THE TALE OF SENSEI ISHIKAWA - FORT NAKAYAMA**



THE TALE OF SENSEI ISHIKAWA

 Investigate Fort Nakayama (20 m)



**THE TALE OF SENSEI ISHIKAWA - FORT NAKAYAMA**



GO

**THE TALE OF SENSEI ISHIKAWA - FORT NAKAYAMA**






**THE TALE OF SENSEI ISHIKAWA - FORT NAKAYAMA**



**THE TALE OF SENSEI ISHIKAWA - FORT NAKAYAMA**



THE TALE OF SENSEI ISHIKAWA

 Investigate Fort Nakayama (20 m)

GO

THE TALE OF SENSEI ISHIKAWA - FORT NAKAYAMA




R2 SUPPLIES

**THE TALE OF SENSEI ISHIKAWA - FORT NAKAYAMA**



THE TALE OF SENSEI ISHIKAWA


 Go with Sensei Ishikawa (0/1)

GO

△ survivor

**THE TALE OF SENSEI ISHIKAWA - FORT NAKAYAMA**

THE TALE OF SENSEI ISHIKAWA


 Speak with the injured man (10 m)

  
**GO**

**THE TALE OF SENSEI ISHIKAWA - FORT NAKAYAMA**



THE TALE OF SENSEI ISHIKAWA

 Go with Sensei Ishikawa



**FOLLOW**

**THE TALE OF SENSEI ISHIKAWA - FORT NAKAYAMA**



仁之道

THE TALE OF SENSEI ISHIKAWA

**THE TALE OF SENSEI ISHIKAWA - FORT NAKAYAMA**

Jin \* The Tale of Sensei Ishikawa





PATH

PATH





PATH



A person wearing a dark hooded cloak and carrying a large bundle of arrows on their back is riding a dark horse along a dirt path. The path is flanked by tall grass and leads towards a rocky cliffside. A wooden post with a cloth hanging from it stands near the path. The scene is set during sunset or sunrise, with long shadows cast across the ground. A red rectangular box with the word "PATH" in white capital letters is overlaid on the left side of the image.

**PATH**





◆ MENDING ROCK SHRINE ◆

**PATH**

**MENDING ROCK SHRINE**



GO



# MENDING ROCK SHRINE

Altar \* Mending Rock Shrine #1





## MENDING ROCK SHRINE

Altar \* Mending Rock Shrine #2

GO

**MENDING ROCK SHRINE**







GO

**MENDING ROCK SHRINE**

GO

**MENDING ROCK SHRINE**







GO

**MENDING ROCK SHRINE**



GO

**MENDING ROCK SHRINE**





GO

**MENDING ROCK SHRINE**





GO

**MENDING ROCK SHRINE**



GO

**MENDING ROCK SHRINE**







GO

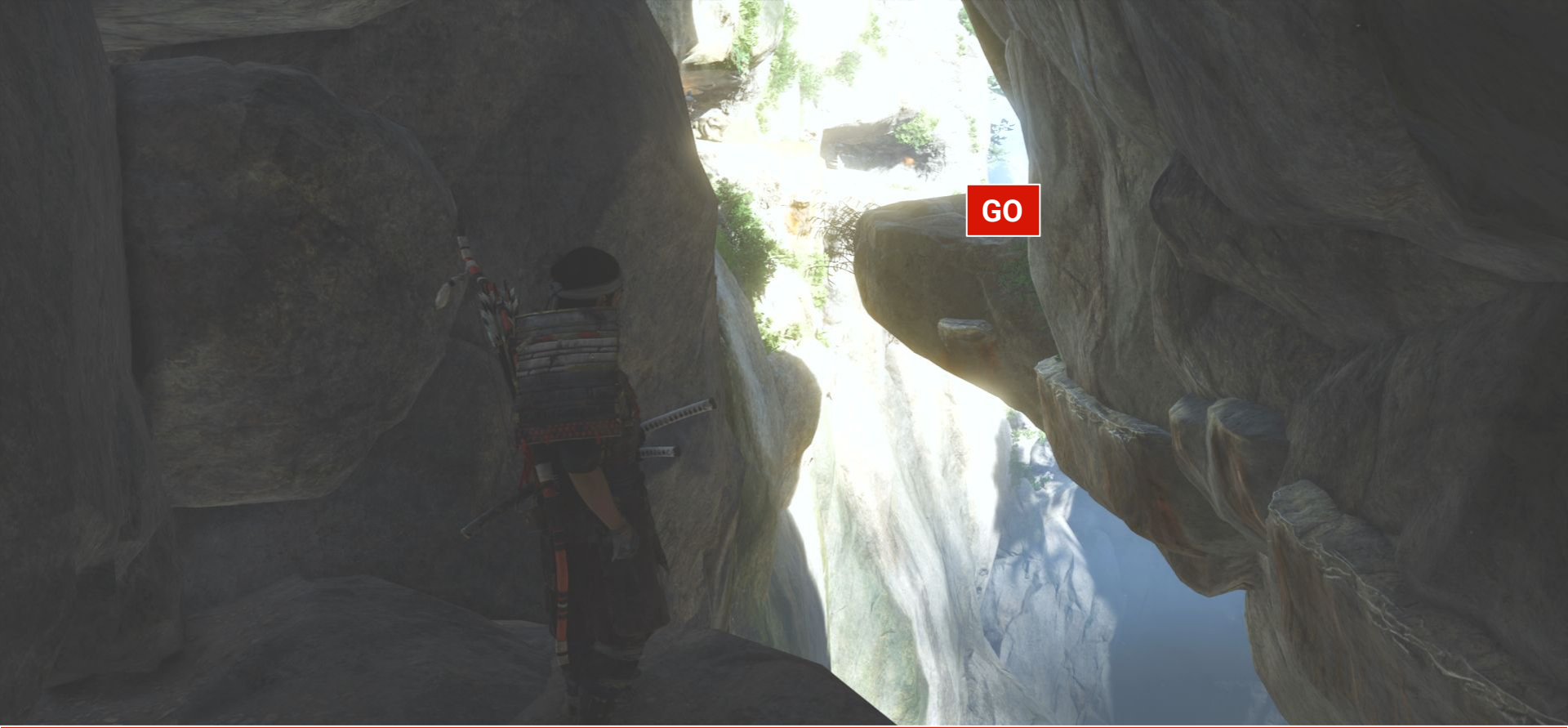
**MENDING ROCK SHRINE**





GO

**MENDING ROCK SHRINE**



GO

**MENDING ROCK SHRINE**





**MENDING ROCK SHRINE**





## MENDING ROCK SHRINE

Shinto \* Mending Rock  
Charm of Okuninushi



L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

5

0

10,009



# SENSEI ISHIKAWA'S DOJO

 FAST TRAVEL

## LEGEND OF THE GHOST



## THE WANDERING SAMURAI

## ACT 1: RESCUE LORD SHIMURA

### PROGRESS

Recruit Sensei Ishikawa

Recruit Lady Masako

Rescue Yuna's blacksmith brother

Recruit the Straw Hat ronin

L PAN MAP

R ZOOM MAP

R3 RECENTER

X TRACK LOCATION

O EXIT





浮

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THE SENSEI AND THE STUDENT

THE SENSEI AND THE STUDENT

THE SENSEI AND THE STUDENT

 Follow Ishikawa

**FOLLOW**

**THE SENSEI AND THE STUDENT**





**THE SENSEI AND THE STUDENT**





**THE SENSEI AND THE STUDENT**





GO BEHIND TOWER

THE SENSEI AND THE STUDENT



## THE SENSEI AND THE STUDENT

Spring \* Castle Lookout



A samurai character in dark, traditional attire stands in a misty, rainy landscape. The character is seen from the back, looking towards a large, craggy rock formation. The scene is filled with pine trees and a few trees with vibrant orange autumn leaves. A red button with the word "GO" in white capital letters is positioned in the upper right area of the image.

GO


**THE SENSEI AND THE STUDENT**



## THE SENSEI AND THE STUDENT



## THE SENSEI AND THE STUDENT

 Pick up the Mongols' trail



## THE SENSEI AND THE STUDENT

*Follow footsteps*



## THE SENSEI AND THE STUDENT

*Use the Half Bow or Melee to kill the Mongols. Do not let the Mongols kill the hostages.*





**THE SENSEI AND THE STUDENT**

## THE SENSEI AND THE STUDENT

 Speak with Sensei Ishikawa (10 m)



**THE SENSEI AND THE STUDENT**





THE SENSEI AND THE STUDENT

**THE SENSEI AND THE STUDENT**

Tsushima \* The Sensei and the Student  
Charm of Efficiency  
Resource \* Silk x2

L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

5

0

10,009



# SENSEI ISHIKAWA'S DOJO

FAST TRAVEL

## LEGEND OF THE GHOST



THE WANDERING SAMURAI

## ACT 1: RESCUE LORD SHIMURA

### PROGRESS

Recruit Sensei Ishikawa

Recruit Lady Masako

Rescue Yuna's blacksmith brother

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PAN MAP

ZOOM MAP

RECENTER

TRACK LOCATION

EXIT





浮世草

THE PAST NEVER PASSES

THE PAST NEVER PASSES




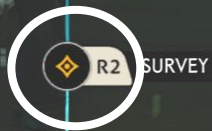


**FOLLOW**

**THE PAST NEVER PASSES**

## THE PAST NEVER PASSES

 Survey the region around Hiyoshi Springs



**THE PAST NEVER PASSES**