



THE LAST WARRIOR MONK

Record * The Healers of Akashima



LEFT

THE LAST WARRIOR MONK



FOLLOW

THE LAST WARRIOR MONK



GO

THE LAST WARRIOR MONK



THE LAST WARRIOR MONK

Record * To Momiji in Akashima Village



FOLLOW

THE LAST WARRIOR MONK

THE LAST WARRIOR MONK

◆ Follow the Mongols' trail

GO

THE LAST WARRIOR MONK





GO

THE LAST WARRIOR MONK



THE LAST WARRIOR MONK


Record * Hochi and the Warrior Monks



FOLLOW

THE LAST WARRIOR MONK

THE LAST WARRIOR MONK

 Return to the tea field (10 m)



THE LAST WARRIOR MONK

THE LAST WARRIOR MONK

◆ Follow the Mongols' trail

PATH

THE LAST WARRIOR MONK

THE LAST WARRIOR MONK



Free the captured monks (40 m)



THE LAST WARRIOR MONK - Defeat Enemies


THE LAST WARRIOR MONK

✕ Defeat the Mongols



THE LAST WARRIOR MONK - Defeat Monks

THE LAST WARRIOR MONK

 Speak with the monks (10m)



TALK

THE LAST WARRIOR MONK



浮世草


THE LAST WARRIOR MONK

THE LAST WARRIOR MONK

Tsushima * The Last Warrior Monk



GO



SURVIVOR CAMP

GO

SURVIVOR CAMP



TALK

SURVIVOR CAMP



DREAMS OF CONQUEST

DREAMS OF CONQUEST



PATH

DREAMS OF CONQUEST




PATH

DREAMS OF CONQUEST



DREAMS OF CONQUEST - Defeat Enemies

DREAMS OF CONQUEST

 Speak with Ishikawa (20 m)



TALK

DREAMS OF CONQUEST

DREAMS OF CONQUEST

✕ Defeat the Mongol archers



DREAMS OF CONQUEST - Defeat Enemies

DREAMS OF CONQUEST

◆ Speak with Ishikawa

TALK

DREAMS OF CONQUEST

DREAMS OF CONQUEST

◆ Go with Ishikawa to Tomoe's camp

FOLLOW

DREAMS OF CONQUEST

DREAMS OF CONQUEST


◆ Go with Ishikawa to Tomoe's camp

◆ MARSH ROCK SHRINE ◆

FOLLOW

DREAMS OF CONQUEST - MARSH ROCK SHRINE



 R2 SURVEY

DREAMS OF CONQUEST - Defeat Enemies



GO

DREAMS OF CONQUEST - Defeat Enemies



DREAMS OF CONQUEST



DREAMS OF CONQUEST

DREAMS OF CONQUEST

Tsushima * Dreams of Conquest

TRACK SMOKE





❖ DARK WATER ENCAMPMENT ❖

 MONGOL TERRITORY

DARK WATER ENCAMPMENT - Defeat Enemies

Liberate * Dark Water Encampment

GO





DARK WATER ENCAMPMENT

Artifact * Quiver

L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

7

0

5,190

AKASHIMA VILLAGE

SERVICES AVAILABLE

-  GIFT ALTAR Gifts available: 2
-  BOWYER Upgrades available: 2
-  MERCHANT 11 new Vanity Gear
-  TRAPPER Crafting resources for sale
-  ARMORER Upgrades available: 4
-  SWORDSMITH Upgrades available: 1

 FAST TRAVEL

 GUIDING WIND TARGET



LEGEND OF THE GHOST



 THE AVENGING GUARDIAN 

ACT 2: RETAKE CASTLE SHIMURA

PROGRESS

Contact the shogun for samurai reinforcements

Recruit the people of Yarikawa to form an army

Claim your family armor to represent clan Sakai

L PAN MAP

R ZOOM MAP

R3 RECENTER

X TRACK LOCATION

O EXIT



AKASHIMA VILLAGE



AKASHIMA VILLAGE



AKASHIMA VILLAGE

Gift * Akashima Village
Vanity * Snows of Kamiagata
! GIFTED - Collect 10 gifts



TALK

AKASHIMA VILLAGE



浮世草

THREE ACTIONS, THREE ILLUSIONS

THREE ACTIONS, THREE ILLUSIONS



FOLLOW

THREE ACTIONS, THREE ILLUSIONS

THREE ACTIONS, THREE ILLUSIONS

Saving... 

 Travel to the Mongol camp with Nōrio

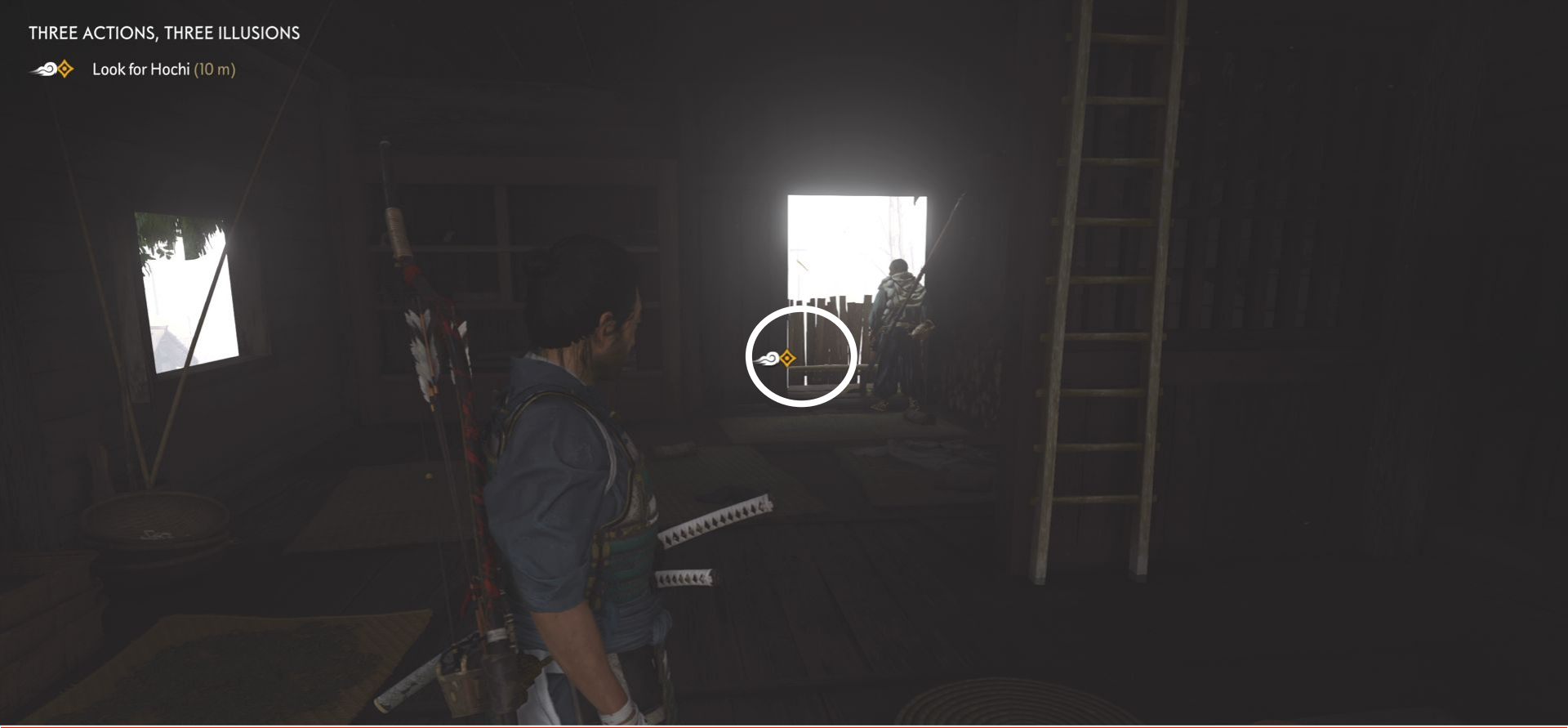
GO



THREE ACTIONS, THREE ILLUSIONS - Defeat Enemies

THREE ACTIONS, THREE ILLUSIONS

 Look for Hochi (10 m)



THREE ACTIONS, THREE ILLUSIONS



GO


THREE ACTIONS, THREE ILLUSIONS - Defeat Enemies

THREE ACTIONS, THREE ILLUSIONS

 Free Hochi



TALK

 BLACK POWDER BOMB (FULL)

THREE ACTIONS, THREE ILLUSIONS

THREE ACTIONS, THREE ILLUSIONS



Protect Hochi from the Mongols



BLACK POWDER BOMB (FULL)

THREE ACTIONS, THREE ILLUSIONS - Defeat Enemies



TALK

THREE ACTIONS, THREE ILLUSIONS



THREE ACTIONS, THREE ILLUSIONS

THREE ACTIONS, THREE ILLUSIONS

Tsushima * Three Actions, Three Illusions

L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

8

0

5,290

AKASHIMA VILLAGE

SERVICES AVAILABLE

	GIFT ALTAR	Gifts available: 1
	BOWYER	Upgrades available: 2
	MERCHANT	11 new Vanity Gear
	TRAPPER	Crafting resources for sale
	ARMORER	Upgrades available: 4
	SWORDSMITH	Upgrades available: 1

 FAST TRAVEL

 GUIDING WIND TARGET

LEGEND OF THE GHOST


 THE AVENGING GUARDIAN 

ACT 2: RETAKE CASTLE SHIMURA

PROGRESS

Contact the shogun for samurai reinforcements

Recruit the people of Yarikawa to form an army

Claim your family armor to represent clan Sakai

L

PAN MAP

R

ZOOM MAP

R3

RECENTER

X

TRACK LOCATION

O

EXIT



AKASHIMA VILLAGE



TALK

AKASHIMA VILLAGE

浮世草

GHOSTS IN THE FOG

AKASHIMA VILLAGE - GHOSTS IN THE FOG


GHOSTS IN THE FOG

 Get on a rooftop in the village center (20 m)

 **GO**

AKASHIMA VILLAGE - GHOSTS IN THE FOG

GHOSTS IN THE FOG

 Speak with Norio (20 m)



TALK

AKASHIMA VILLAGE - GHOSTS IN THE FOG



AKASHIMA VILLAGE - GHOSTS IN THE FOG



AKAASHIMA VILLAGE - GHOSTS IN THE FOGSHIMA VILLAGE


GHOSTS IN THE FOG

Prepare the incense burners (2/6) (30 m)



AKASHIMA VILLAGE - GHOSTS IN THE FOG

GHOSTS IN THE FOG


 Prepare the incense burners (3/6) (40 m)



R2 LIGHT INCENSE

AKASHIMA VILLAGE - GHOSTS IN THE FOG VILLAGE

GHOSTS IN THE FOG


 Prepare the incense burners (4/6) (40 m)



R2 LIGHT INCENSE

AKASHIMA VILLAGE - GHOSTS IN THE FOG

GHOSTS IN THE FOG

 Prepare the incense burners (5/6) (30 m)



AKASHIMA VILLAGE - GHOSTS IN THE FOG

GHOSTS IN THE FOG



Find a place to wait for the Mongols (50 m)

GO



R2 LIGHT INCENSE


AKASHIMA VILLAGE - GHOSTS IN THE FOG VILLAGE



AKASHIMA VILLAGE - GHOSTS IN THE FOG

GHOSTS IN THE FOG

-  Defeat the Mongols (10 m)
-  Light the incense burners

 Assassinate

 ARROWS

TO LIGHT THE INCENSE, FIRE AN ARROW INTO THE LANTERN

AKASHIMA VILLAGE - GHOSTS IN THE FOG - Defeat Enemies




GO

AKASHIMA VILLAGE - GHOSTS IN THE FOG



AKASHIMA VILLAGE - GHOSTS IN THE FOG

GHOSTS IN THE FOG

 Hurry to the temple (10 m)

GO

AKASHIMA VILLAGE - GHOSTS IN THE FOG

GHOSTS IN THE FOG

✕ Help Norio defeat the Mongols



AKASHIMA VILLAGE - GHOSTS IN THE FOG

Vanity * Healer's Headband



AKASHIMA VILLAGE - GHOSTS IN THE FOG

Record * Healing Lessons

GHOSTS IN THE FOG

✕ Help Norio defeat the Mongols

GO

AKASHIMA VILLAGE - GHOSTS IN THE FOG


GHOSTS IN THE FOG

✕ Help Norio defeat the Mongols



AKASHIMA VILLAGE - GHOSTS IN THE FOG - Defeat Enemies

GHOSTS IN THE FOG

 Speak with Norio



R2 SUPPLIES

AKASHIMA VILLAGE - GHOSTS IN THE FOG



GHOSTS IN THE FOG

AKASHIMA VILLAGE - GHOSTS IN THE FOG

Tsushima * Ghosts in the Fog

Vanity * Noble Fighter's Headband

! SLAY - Acquire 30 pieces of Vanity Gear

RUN OUT OF THE AREA



L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

26

0

8,658

New techniques are available

Learn new techniques to grow your skill

LEGENDS STORYTELLER

 FAST TRAVEL

LEGEND OF THE GHOST



 THE AVENGING GUARDIAN 

ACT 2: RETAKE CASTLE SHIMURA

PROGRESS

Contact the shogun for samurai reinforcements

Recruit the people of Yarikawa to form an army

Claim your family armor to represent clan Sakai

L

PAN MAP

R

ZOOM MAP

R3

RECENTER

X

TRACK LOCATION

O

EXIT



LOOK LEFT

GO





Inari * West of Akashima Village

L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

26

0

8,658

SURVIVOR CAMP

SERVICES AVAILABLE



MERCHANT

16 new Vanity Gear



TRAPPER

Crafting resources for sale



FAST TRAVEL

LEGEND OF THE GHOST



THE AVENGING GUARDIAN



ACT 2: RETAKE CASTLE SHIMURA

PROGRESS

Contact the shogun for samurai reinforcements

Recruit the people of Yarikawa to form an army

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L

PAN MAP

R

ZOOM MAP

R3

RECENTER

X

TRACK LOCATION

○

EXIT



GO



GO



❖ MARSH TIDE HOT SPRING ❖

MARSH TIDE HOT SPRING

Spring * Marsh Tide

L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

26

0

8,658

MARSH ROCK SHRINE

Not complete.

REWARDS



Defense Charm



+1 Wax Wood

FAST TRAVEL

LEGEND OF THE GHOST



THE AVENGING GUARDIAN

ACT 2: RETAKE CASTLE SHIMURA

PROGRESS

Contact the shogun for samurai reinforcements

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Claim your family armor to represent clan Sakai

PAN MAP

ZOOM MAP

RECENTER

TRACK LOCATION

EXIT



GO

MARSH ROCK SHRINE



FOLLOW

MARSH ROCK SHRINE



CLIMB

MARSH ROCK SHRINE



GO

MARSH ROCK SHRINE



GO RIGHT

MARSH ROCK SHRINE



GO

MARSH ROCK SHRINE



GO

MARSH ROCK SHRINE



GO

MARSH ROCK SHRINE



GO

MARSH ROCK SHRINE



GO

MARSH ROCK SHRINE

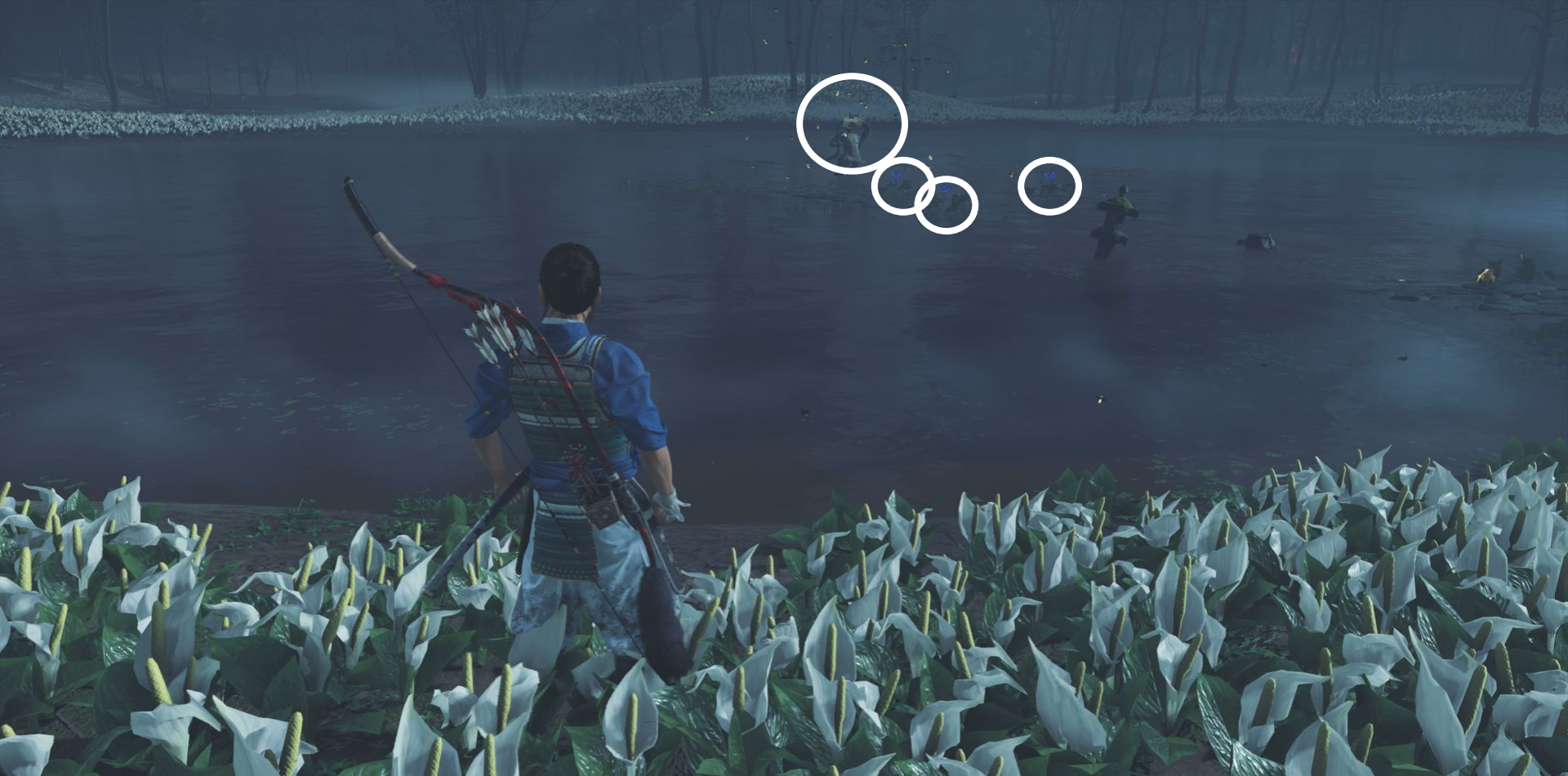


MARSH ROCK SHRINE

Shinto * Marsh Rock
Charm of Izanami



GO



Resource * Flowers x3

Vanity * Wood Spirit Straw Hat (optional - if you don't have the "Slay" Trophy)



Resource * Flowers x2



FOLLOW RIVER



Resource * Flowers



ENTER

LIBERATE NUMATA SETTLEMENT - Defeat Enemies

Resource * Flowers



GO

LIBERATE NUMATA SETTLEMENT



RIGHT

LIBERATE NUMATA SETTLEMENT





Banner * Numata Settlement



LIBERATE NUMATA SETTLEMENT



LIBERATE NUMATA SETTLEMENT

-  Reclaim the stolen iron (0/3)
-  Recover Sashimono Banners (1/4)
-  Release the falcons (2/3)
-  Bonus: Kill an enemy during a Standoff

GO



LIBERATE NUMATA SETTLEMENT



LIBERATE NUMATA SETTLEMENT

Banner * Numata Settlement

Record * Conversations with Khan 5

! AVID READER - Collect 20 Records



GO

LIBERATE NUMATA SETTLEMENT



GO

LIBERATE NUMATA SETTLEMENT






GO

LIBERATE NUMATA SETTLEMENT



LIBERATE NUMATA SETTLEMENT

-  Reclaim the stolen iron (2/3)
-  Recover Sashimono Banners (2/4)
-  Bonus: Kill an enemy during a Standoff



LIBERATE NUMATA SETTLEMENT

Banner * Numata Settlement



GO

LIBERATE NUMATA SETTLEMENT



LIBERATE NUMATA SETTLEMENT



GO

LIBERATE NUMATA SETTLEMENT



GO

R2 BAMBOO

LIBERATE NUMATA SETTLEMENT



LIBERATE NUMATA SETTLEMENT

Banner * Numata Settlement



LIBERATE NUMATA SETTLEMENT

Liberate * Numata Settlement
Resource * Gold x2



GO

LIBERATE NUMATA SETTLEMENT



LIBERATE NUMATA SETTLEMENT

Resource * Flowers x3



TRACK SMOKE



REBEL'S RETREAT - Defeat Enemies

Liberate * Rebel's Retreat



GO

REBEL'S RETREAT

GO



REBEL'S RETREAT

Artifact * Milk Rack



TRACK TREES

REBEL'S RETREAT



TRACK SMOKE

REBEL'S RETREAT



◆ STONE MIRE LOOKOUT ◆

🐾 MONGOL TERRITORY

STONE MIRE LOOKOUT - Defeat Enemies

Liberate * Stone Mire Lookout



STONE MIRE LOOKOUT



GO



STONE MIRE LOOKOUT

Artifact * Offering Plate
! KNOW YOUR ENEMY - Collect 20 Mongol artifacts



GO



TALK

浮世草

THE RIVER CHILDREN

THE RIVER CHILDREN

THE RIVER CHILDREN


GO





THE RIVER CHILDREN

THE RIVER CHILDREN

 Investigate the riverbank (20 m)



THE RIVER CHILDREN



THE RIVER CHILDREN

THE RIVER CHILDREN

 Investigate the riverbank



THE RIVER CHILDREN




GO



THE RIVER CHILDREN - Defeat Enemies

THE RIVER CHILDREN

 Search the bandits (10 m)



THE RIVER CHILDREN

Flute



GO

THE RIVER CHILDREN



◆ FOX DEN ◆


THE RIVER CHILDREN - FOX DEN - Follow Fox



THE RIVER CHILDREN - FOX DEN - Follow Fox

Inari * South of Old Kanazawa Marsh

THE RIVER CHILDREN

 Speak with Shino (200 m)



THE RIVER CHILDREN

Haiku * Akashima

THE RIVER CHILDREN

 Speak with Shino (240 m)

TALK

THE RIVER CHILDREN

Duel * Yasumasa



GO

THE RIVER CHILDREN



TALK

THE RIVER CHILDREN



THE RIVER CHILDREN

Tsushima * The River Children
Charm of Bludgeoning

L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

28

0

8,661

MAMUSHI FARGASTEAD

RUIN OF OLD TAKIYAMA

REBEVS LAST STAND

ICHI'S INN

KAZUMASA'S ISLE

HUMANAKA INN

OLD KANAZAWA MARSH

S MARSH

LEGEND OF THE GHOST



THE AVENGING GUARDIAN

FOX DEN

✓ COMPLETE

△ FAST TRAVEL

IJIMA SWAMP

ACT 2: RETAKE CASTLE SHIMURA

PROGRESS

Contact the shogun for samurai reinforcements

Recruit the people of Yarikawa to form an army

Claim your family armor to represent clan Sakai

L PAN MAP

R ZOOM MAP

R3 RECENTER

X TRACK LOCATION

○ EXIT

TRACK VILLAGE





◆ IIJIMA FARMSTEAD ◆

MONGOL TERRITORY

GO

IIJIMA FARMSTEAD - THE UNBREAKABLE GOSAKU - Defeat Enemies



IJIMA FARMSTEAD - THE UNBREAKABLE GOSAKU

IIJIMA FARMSTEAD

👤 Rescue the hostages (1/4)

🔪 Bonus: Damage enemies with an Explosive Arrow (0/3)



IIJIMA FARMSTEAD - THE UNBREAKABLE GOSAKU



IJIMA FARMSTEAD - THE UNBREAKABLE GOSAKU



IIJIMA FARMSTEAD - THE UNBREAKABLE GOSAKU



IIJIMA FARMSTEAD - THE UNBREAKABLE GOSAKU

Key * Iijima



IIJIMA FARMSTEAD

IIJIMA FARMSTEAD

Liberate * Iijima Farmstead



PATH



PATH

PATH



PATH





PATH

TALK

SURVIVOR CAMP




浮世草

A WEALTHY MAN HAS ALL HE NEEDS

A WEALTHY MAN HAS ALL HE NEEDS

A WEALTHY MAN HAS ALL HE NEEDS

 Speak with each refugee (10.m)




TALK

TALK

TALK

A WEALTHY MAN HAS ALL HE NEEDS

A WEALTHY MAN HAS ALL HE NEEDS

 Wound fleeing refugee to stop him (160 m)

GO

A WEALTHY MAN HAS ALL HE NEEDS



FOLLOW

A WEALTHY MAN HAS ALL HE NEEDS


A WEALTHY MAN HAS ALL HE NEEDS

 Wound fleeing refugee to stop him (90 m)

FOLLOW

A WEALTHY MAN HAS ALL HE NEEDS

A WEALTHY MAN HAS ALL HE NEEDS

 Wound fleeing refugee to stop him (40 m)



TALK

A WEALTHY MAN HAS ALL HE NEEDS


A WEALTHY MAN HAS ALL HE NEEDS

 Travel to Umugi beach (400 m)

GO

A WEALTHY MAN HAS ALL HE NEEDS

A WEALTHY MAN HAS ALL HE NEEDS

 Return to the search area



GO

A WEALTHY MAN HAS ALL HE NEEDS - Defeat Enemies



GO

A WEALTHY MAN HAS ALL HE NEEDS



A WEALTHY MAN HAS ALL HE NEEDS - Defeat Enemies



R2 SUPPLIES

TALK

End Suffering

A WEALTHY MAN HAS ALL HE NEEDS

A WEALTHY MAN HAS ALL HE NEEDS

🔍 Look for Saburo's family

GO

R2 SUPPLIES


A WEALTHY MAN HAS ALL HE NEEDS



A WEALTHY MAN HAS ALL HE NEEDS

Toy


A WEALTHY MAN HAS ALL HE NEEDS

 Return to Saburo (670 m)


SMOKE

A WEALTHY MAN HAS ALL HE NEEDS

A WEALTHY MAN HAS ALL HE NEEDS

 Return to Saburo (580 m)

 MOSS LIGHT INN 

 MONGOL TERRITORY

GO

A WEALTHY MAN HAS ALL HE NEEDS - MOSS LIGHT INN - Defeat Enemies

Liberate * Moss Light Inn

L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

29

0

8,661

SURVIVOR CAMP

SERVICES AVAILABLE



MERCHANT

16 new Vanity Gear



TRAPPER

Crafting resources for sale



FAST TRAVEL

A WEALTHY MAN HAS ALL HE NEEDS



LEGEND OF THE GHOST



THE AVENGING GUARDIAN



ACT 2: RETAKE CASTLE SHIMURA

PROGRESS

Contact the shogun for samurai reinforcements

Recruit the people of Yarikawa to form an army

Claim your family armor to represent clan Sakai

L

PAN MAP

R

ZOOM MAP

R3

RECENTER

X

TRACK LOCATION

○

EXIT

A WEALTHY MAN HAS ALL HE NEEDS

Speak with Saburo (30 m)



TALK

A WEALTHY MAN HAS ALL HE NEEDS



A WEALTHY MAN HAS ALL HE NEEDS

A WEALTHY MAN HAS ALL HE NEEDS

Tsushima * A Wealthy Man Has All He Needs
Charm of Fortunate Return



TRACK SMOKE

FOLLOW BIRD or TRACK SMOKE



◆ MOSSY REST HOT SPRING ◆

MOSSY REST HOT SPRING

Spring * Mossy Rest



GO

R2 REST



◆ UMUGI COVE ◆

GO

UMUGI COVE

! DEN OF THIEVES - Discover UMUGI COVE



TALK

UMUGI COVE



GO

UMUGI COVE



FOLLOW

UMUGI COVE



TALK

UMUGI COVE



TALK


UMUGI COVE



FOLLOW

UMUGI COVE

A MESSAGE IN FIRE

 Take the map from Goro



UMUGI COVE

Goro's Map



GO

UMUGI COVE

L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

29

0

8,661

MARSH ROCK SHRINE

✓ COMPLETE

△ FAST TRAVEL

LEGEND OF THE GHOST



THE AVENGING GUARDIAN

ACT 2: RETAKE CASTLE SHIMURA

PROGRESS

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Recruit the people of Yarikawa to form an army

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L PAN MAP

R ZOOM MAP

R3 RECENTER


X TRACK LOCATION

○ EXIT

A woman in traditional Japanese attire, including a blue and white kimono and a dark obi, stands in a field of white flowers. She is looking towards a torii gate in the background. The scene is set in a wooded area with many trees. The lighting is warm, suggesting a sunset or sunrise. A red box with the word "PATH" is overlaid on the image.

PATH


A MESSAGE IN FIRE

 Meet Lord Shimura at his old hunting camp (110 m)

SMOKE



A MESSAGE IN FIRE

 Speak with Lord Shimura at his camp (70 m)

GO





TALK

A MESSAGE IN FIRE

◆ Travel with Lord Shimura to meet Goro

FOLLOW

A screenshot from a video game showing a character in a blue and white samurai outfit with a bow and arrows on their back, standing in a dark forest at night. In the distance, two other figures on horseback are visible. A red 'FOLLOW' button is overlaid on the screen.

A night scene of a traditional Japanese village. The scene is dark, with a few traditional buildings and lanterns visible. The title '仁之道' is written in large, glowing white characters in the center. The background shows a fence, trees, and a few figures in the distance. The overall atmosphere is mysterious and historical.

仁之道

A MESSAGE IN FIRE

A MESSAGE IN FIRE



FOLLOW

A MESSAGE IN FIRE

A MESSAGE IN FIRE

✕ Attack Fort Mitodake with Lord Shimura



KILL

KILL

KILL

R2 ARROW

A MESSAGE IN FIRE

A MESSAGE IN FIRE

✕ Attack Fort Mitodake with Lord Shimura



A MESSAGE IN FIRE - FORT MITODAKE - Defeat Enemies

A MESSAGE IN FIRE

◆ Defend Goro's ship

PROTECT

A MESSAGE IN FIRE - FORT MITODAKE



仁之道

A MESSAGE IN FIRE

A MESSAGE IN FIRE - FORT MITODAKE

Jin * A Message in Fire

L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

30

0

8,661

UMUGI COVE

SERVICES AVAILABLE



SWORDSMITH

Upgrades available: 2



MERCHANT

16 new Vanity Gear



TRAPPER

Crafting resources for sale



FAST TRAVEL

SMUGGLER'S ESTUARY

HIDDEN CRANES MARSH

LADY SANJO'S LANDING

FIELD OF THE EQUINOX FLOWER

LADY SANJO'S BRIDGE

LEGEND OF THE GHOST



THE AVENGING GUARDIAN



YAKOU'S INLE

ACT 2: RETAKE CASTLE SHIMURA

PROGRESS

Contact the shogun for samurai reinforcements

Recruit the people of Yarikawa to form an army

Claim your family armor to represent clan Sakai

L PAN MAP

R ZOOM MAP

R3 RECENTER

X TRACK LOCATION

○ EXIT



TALK

A cinematic scene from the movie 'A Thief of Innocence'. The image shows a wooden cage with a dark figure inside, set against a dark background. The title '浮世草' is written in glowing white calligraphy over the cage. The scene is dimly lit, with a blueish tint, suggesting a night or a dark interior setting. The cage is made of dark wood and has a traditional Chinese design. The dark figure inside is partially obscured by the bars. The overall mood is mysterious and somber.

浮世草

A THIEF OF INNOCENCE

A THIEF OF INNOCENCE



TALK

A THIEF OF INNOCENCE



TALK

A THIEF OF INNOCENCE


A THIEF OF INNOCENCE

 Investigate Kuma's disappearance

TALK

A THIEF OF INNOCENCE

A THIEF OF INNOCENCE

 Speak to the ronin at the dojo (20 m)

TALK

A THIEF OF INNOCENCE

A THIEF OF INNOCENCE

◆ Follow the ronin

FOLLOW

A THIEF OF INNOCENCE



GO

A THIEF OF INNOCENCE

GO

A THIEF OF INNOCENCE





A THIEF OF INNOCENCE - UMUGI BAMBOO STRIKE

Strike * Umugi

X, X, L1

X, X, L1, Triangle, Triangle

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

L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

30

0

8,661

DARK WATER ENCAMPMENT

✓ COMPLETE

△ FAST TRAVEL

LEGEND OF THE GHOST



THE AVENGING GUARDIAN

ACT 2: RETAKE CASTLE SHIMURA

PROGRESS

Contact the shogun for samurai reinforcements

Recruit the people of Yarikawa to form an army

Claim your family armor to represent clan Sakai

A THIEF OF INNOCENCE

L PAN MAP

R ZOOM MAP

R3 RECENTER

X TRACK LOCATION

○ EXIT

A THIEF OF INNOCENCE

 Search for the Numanaka Inn (340 m)

TURN AROUND

A THIEF OF INNOCENCE



TRACK SMOKE

A THIEF OF INNOCENCE

A THIEF OF INNOCENCE

 Search for the Nishanaka Inn (320 両)



A THIEF OF INNOCENCE - LONELY FOREST CLEARING - Defeat Mongols

Liberate * Lonely Forest Clearing

L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

12

10

5,298

PILLAR OF HONOR

Not complete.

REWARDS



Sword Kit

FAST TRAVEL

LEGEND OF THE GHOST



THE AVENGING GUARDIAN

ACT 2: RETAKE CASTLE SHIMURA

PROGRESS

Contact the shogun for nurai reinforcements

Recruit the people of Yarikawa to form an army

Claim your family armor to represent clan Sakai



GUIDING WIND TARGET

?

L PAN MAP

R ZOOM MAP

R3 RECENTER

X TRACK LOCATION

O EXIT



GO

A THIEF OF INNOCENCE

Find Kuma


GO

A THIEF OF INNOCENCE - Defeat Enemies



TALK

A THIEF OF INNOCENCE

 Lead Kuma to safety (80 m)

RIGHT



A THIEF OF INNOCENCE





GO

A THIEF OF INNOCENCE

  Speak with the ronin

TALK

A THIEF OF INNOCENCE

SANETOKI

A THIEF OF INNOCENCE

Duel * Sanetoki





TALK

A THIEF OF INNOCENCE



A THIEF OF INNOCENCE

A THIEF OF INNOCENCE

Tsushima * A Thief of Innocence



TRACK SMOKE



LIBERATE FORT IMAI

MONGOL TERRITORY

LIBERATE FORT IMAI - Defeat Enemies



GO

LIBERATE FORT IMAI



LIBERATE FORT IMAI

Banner * Fort Imai

LEFT



LIBERATE FORT IMAI



LIBERATE FORT IMAI



LIBERATE FORT IMAI

- ✘ Defeat the Mongols
- ✘ Release the falcons (2/3)
- ✘ Recover Sashimono Banners (1/4)
- ✘ Bonus: Kill an enemy with Kunai (0/2)



LIBERATE FORT IMAI



GO

LIBERATE FORT IMAI



GO

LIBERATE FORT IMAI



LIBERATE FORT IMAI



LEFT

LIBERATE FORT IMAI

Banner * Fort Imai



LIBERATE FORT IMAI

- ✕ Defeat the Mongols
- ◇ Recover Sashimono Banners (2/4)
- ✕ Bonus: Kill an enemy with Kunai (0/2)

◇ GO

LIBERATE FORT IMAI



LEFT

LIBERATE FORT IMAI

Banner * Fort Imai



LIBERATE FORT IMAI

- ✕ Defeat the Mongols
- ◇ Recover Sashimono Banners (3/4)
- ✕ Bonus: Kill an enemy with Kunai (0/2)

GO

LIBERATE FORT IMAI



GO

LIBERATE FORT IMAI



LIBERATE FORT IMAI

Banner * Fort Imai



浮世草

THE FORT IMAI

LIBERATE FORT IMAI

Liberate * Fort Imai
! **GOOD RIDDANCE** - Liberate 8 occupied areas in Toyotama
Resource * Gold x2

L1

MAP

JOURNAL

GEAR

TECHNIQUES

COLLECTIONS

OPTIONS

R1

32

0

8,661

UMUGI COVE

SERVICES AVAILABLE

 **SMITH**

Upgrades available: 2

 **TRADER**

16 new Vanity Gear

 **CATCHER**

Crafting resources for sale

 **FAST TRAVEL**



LEGEND OF THE GHOST



 **THE AVENGING GUARDIAN** 

ACT 2: RETAKE CASTLE SHIMURA

PROGRESS

Contact the shogun for samurai reinforcements

Recruit the people of Yarikawa to form an army

Claim your family armor to represent clan Sakai

 PAN MAP

 ZOOM MAP

 RECENTER

 TRACK LOCATION

 EXIT



GO

UMUGI COVE



GO

UMUGI COVE

THE SIX BLADES OF KOJIRO

◆ Locate the Straw Hat Assassins in Toyotama

TALK

UMUGI COVE





浮世草

THE DELICATE ART OF NEGOTIATION

THE DELICATE ART OF NEGOTIATION

THE DELICATE ART OF NEGOTIATION

◆ Travel with Kenji to the meeting



THE DELICATE ART OF NEGOTIATION

FOLLOW

Where's the money to pay your bandit friend?

THE DELICATE ART OF NEGOTIATION (continued)