

Sakuya's plea for Help

ACT 1

A hundred years of peace and tranquility were shattered one day by an unknown adventurer who stumbled into the sacred Moon Cave. With no way of knowing the consequences of his actions, he removed the Tsukuyomi sword from its rocky stand and unleashed a powerful dark spirit sealed below. The man fled the Moon Cave at once, but there was no escaping the silhouette of the force now giving chase. Fearing death, the man uttered the one sentence that must never be spoken. He wished for darkness to spread unto the world and the multi-headed beast that loomed over him wasted no time in seeing that his wish be fulfilled.

The spread of darkness was rapid. But while the sun was blotted from the sky and trees felled in a fiery heap all across Nippon, there was one area that stood strong. Thanks to the protection from a sacred tree, the small settlement known as Kamiki Village repelled the spread of darkness.

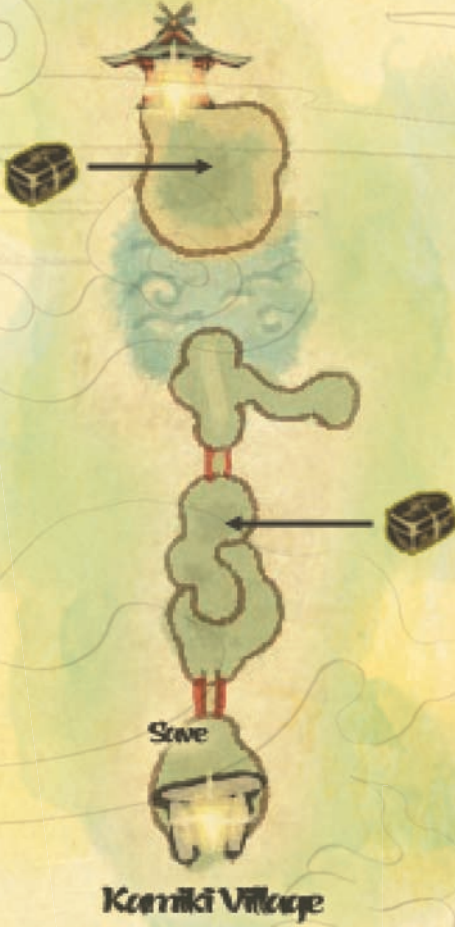
But eventually even the tree's guardian, the Wood Sprite Sakuya, needed help defending against the spreading calamity. She returned to the shrine honoring Shiranui and made a plea to the heavens. The heavens responded in the form of a white wolf known as Okami Amaterasu. It has been a century since Orochi was slain, but just as it was with Shiranui so many years ago, the god has returned to help the people of Kamiki Village once again.

CUT DOWN THE PEACH

OBJECTIVES

- Learn the Rejuvenation brush stroke.
- Get the River of Heavens flowing again.
- Learn Power Slash.
- Cut down the peach.

Cave of Nagi



River of Heavens

Cave of Nagi



Cave of Nagi



RIVER OF THE HEAVENS

32

The player takes control of Amaterasu

on a small patch of land

surrounded by an invisible barrier. There is nowhere for her to go but into the light at the base of Sakuya's tree. This leads to a series of sky islands where Issun teaches Amaterasu about using the camera, saving her progress at Origin Mirrors, and breaking pots by swinging the Wii Remote. Cross the bridge and take a minute to smash each of the clay pots to begin collecting Yen.



A Smashing Success!

Clay pots and statues can be found throughout nearly every area and building in Nippon. It's always a good idea to smash these objects (or any breakable object for that matter) as they often contain Yen, Food Bags, and even Spirit Globes. And while a few Yen here and there may not seem like a lot, it can certainly add up! Also, it's not uncommon for previously-broken pots to contain additional Yen on a return visit through an area. Consider breaking the same pots every time you pass through an area.

Head north around the hillside to the cliff and listen to Issun's instructions on performing a Wall Jump. Leap toward the wall, then press the A Button a second time to leap again. Tackle the chest by swinging the Wii Remote to gain a **Holy Bone 5**.

The bridge up ahead has been destroyed, but Issun knows the Rejuvenation brush technique and can fill it in. This skill allows him to use the brush to replace missing objects, or even to repair broken structures like this bridge. Cross the bridge and head up the hill to the right.

LEARN THE REJUVENATION BRUSH STROKE



Issun points out the constellation in the sky. It resembles a dragon, but is missing a star where the dragon's head should be. Issun's attempt at drawing in the missing star doesn't work. Hold the B Button, then move the brush over each of the existing stars. Press the A Button to paint a dot over each of them. Finally, paint a fifth dot where the head of the dragon should be to complete the constellation. Doing this frees Yomigami, the god of Rejuvenation, and grants Amaterasu the powerful technique earlier displayed by Issun.

GET THE RIVER OF HEAVENS FLOWING AGAIN



Approach the northern edge of the sky island and use the Rejuvenation brush stroke to paint in the missing stardust. Hold the B Button and use the A Button to paint a magical stream across to the island to the north. It doesn't have to be especially neat, just make sure that the ink connects the blue starry water near Amaterasu and the distant land. It's possible to widen and lengthen this river in successive attempts.

Collect the **Astral Pouch** from the chest up ahead and smash the pots to begin filling it with fruit. These various foodstuffs will fill the Astral Pouch in varying amounts. Once full, the pouch will serve to resuscitate Amaterasu should she die in battle.

CAVE OF NAGI

Travel north along the narrow path, across the river, and past the waterfall to the entrance to the Cave of Nagi. A statue has been erected here to honor Nagi, the fearless warrior who helped slay Orochi.

LEARN POWER SLASH



Stand on the rocky ledge in front of the giant statue and use the Rejuvenation technique to paint a vertical line upwards from the hilt of the statue's sword to repair it.



Issun will notice another constellation in the sky above the statue. Use the brush to paint dots atop the five stars, and then add a sixth at the end of the line extending to the left. This frees Tachigami and grants Amaterasu the Power Slash technique. With

this powerful ability, she can return to the Sakuya's tree and cut down the peach! Start by using this new ability to slash through a nearby boulder, then again to demolish the wooden gate at the cave's exit.

Amaterasu will encounter her first battle on the way back from the Cave of Nagi. Use the Divine Instrument on her back to attack and stun the Green Imps by rapidly attacking. Watch for the enemies to turn black and white—this is their stunned state—and use the Power Slash to finish them off. The faster Amaterasu completes the battle and the less damage she suffers at the hands of the Green Imps, the larger the bonus will be. Also, building larger combos and finishing off the enemies with a single Power Slash results in better dropped items at the end of the battle.



Return the way you came to the River of the Heavens and utilize the Origin Mirror at the southern end of the area to save your progress. From there, return through the light to Sakuya's tree.

CUT DOWN THE PEACH



Sakuya's tree stands at the northern end of Kamiki Village and contains the spirits of the villagers in its giant fruit. Stand back from the tree and use the Power Slash brushstroke to cut the stem of the peach. Upon crashing down to the ground, the peach bursts open and a wonderful bouquet of color and beauty sweeps across the land!

KAMIKI VILLAGE

Amaterasu finds that Kamiki Village isn't quite back to normal yet. Despite the surge of flowers and positive energy released from the peach, the villagers are all turned to stone. After approaching several statue-like villagers, Issun decides to get a better view from high above the village. Follow the arrow to the top of the mountain near town, then step out onto the wooden viewing platform.






Issun's wish for Amaterasu to have the power of creating sunlight has come true—actually, she had that ability within her all along. Walk to the end of the viewing platform and paint a circle on the black sky. It doesn't have to be perfectly round, as long as the two ends close to form a ring.

Sakuya's Plea for Help

Shortly after the sunlight begins to cut through the darkness, Amaterasu is met by one of the village elders, Mr. Orange. Just as he begins to annoy the great white wolf, some Green Imps attack. Defeat these three monsters to bring the god's power back to the land. This *Divine Intervention* causes the nearby spring to flow again, allowing flowers and wildlife in the area to return.

DESTROY THE BOULDER!

OBJECTIVES

-  Talk to the Merchant.
-  Bring the Sake to Susano.
-  Destroy the Boulder.



Earning Praise

There are a number of ways to earn Praise, such as clearing enemies from an area, feeding the animals of the land, or by completing various tasks and missions. Praise is used to upgrade Amaterasu's most important features. Be sure to earn all the Praise you can!



Collect the **Feedbag (Seeds)** from the chest that appears near the spring, then use this newfound food to feed the sparrows around the bend. Amaterasu will have to approach slowly to avoid spooking the birds, but she can earn extra Praise for feeding them. Feeding animals is one of the easiest and most lucrative ways to gain a lot of Praise during the adventure.

SIDE-MISSION: DIG UP THE TURNIPS

Head to the village and speak with the lady tending to the crops in the small farmer's field, then talk to her son, Mushi. Mushi challenges Amaterasu to beat his dog, Hayabusa's, record of nine turnips. If Amaterasu can dig up all 10 turnips from the farm without getting knocked on the head by Mushi's Mama, he'll admit Amaterasu is the better canine.

Run to the turnip patch and quickly tap the C Button near one of the turnips along the edge of the garden. Amaterasu has to dig up all 10 turnips before Mushi's Mama runs over and slugs him (all turnips are reset if she lands just one punch).

Run around the garden and use the Power Slash on her to avoid being hit. There is no time limit to this side-mission, but Amaterasu mustn't leave the garden or else the turnips will reset. Don't be afraid to leave a turnip partially dug up and return to it later. However, avoid leaving a turnip on the ground uneaten, as it will disappear after several seconds. Once the tenth turnip has been unearthed, pick it up and bring it to Mushi to claim your Praise.



Underwater Treasure

Don't just look for treasure chests on the islands and along the cliffs—they're underwater, too! Several can be found in Kamiki Village. To access their contents, stand on the bank of the river and use the Power Slash brushstroke to open them. Gather up the items that float to the surface before they disappear.



SIDE-MISSION: HELP DRY THE LAUNDRY



Talk to Mrs. Orange on the dock. She's trying to do the laundry, but cannot dry anything without a pole to hang the wet clothes on. Use the Rejuvenation power to replace the drying pole by painting a horizontal line between the two upright poles near the dock.

Mrs. Orange will be thankful for the appearance of her drying pole, but she'll then express her dismay that the sun is so far away. Step back and draw a circle in the sky to make the sun appear closer. In addition to earning Praise, Mrs. Orange will also invite Amaterasu back to her house at nighttime for some Cherry Cakes.



Nighttime Digging

Although there are certain glowing spots on the ground that appear during the day (where the Clovers are), there are others that appear only at night. Look for these special areas when darkness falls and dig up the secret treasures hidden under them. For starters, one of these circles of light can be found in the turnip field. Yet another is behind the screen in Mrs. Orange's house!

TALK TO THE MERCHANT

The southern road out of town is currently blocked by a huge boulder that the Merchant needs to move. Upon talking with him, Amaterasu is attacked by Green and Red Imps. Use the Power Slash to strike the strings of the Red Imp's musical instrument, thereby destroying it and preventing it from being used as a shield. Winning this battle cleans away the evil in this area of the village and earns Amaterasu +30 Praise.

Enhancing the Divine Attributes

With enough Praise, it's possible to enhance Amaterasu's Divine Attributes. This includes: Solar Energy, Ink Pots, Astral Pouch, and Purse. Take this time to boost your Solar Energy and add one-fourth unit of life energy for a cost of 50 Praise.



With the beasts defeated, the Merchant requests that Amaterasu bring Susano to see him. Follow the arrow to the house down the hill to the north and go inside. Use the Power Slash technique to break the large jug and drop into the basement. Wake up Susano by tackling him, then carry your human cargo to the Merchant.

BRING THE SAKE TO SUSANO



Susano says he's going to his training grounds to prepare to smash the boulder, but all he really wants to do is drink sake. And he can't even do that since he ran out. Perhaps if Amaterasu brings him more sake, he'll help the Merchant? Head across the bridge and speak with Kushi in the rice field. Kushi is having trouble making sake because the waterwheel on the mill is broken. Help her out by using the Rejuvenation brushstroke to fill in the missing parts of the waterwheel.

With the mill repaired, head inside and speak with Kushi once again. As a sign of gratitude, she hands over some leftover sake called **Vista of the Gods**. Pick it up and bring it to Susano.



DESTROY THE BOULDER



Now that he has his sake, Susano is ready to commence training. Of course, his Tohenboku sword isn't really as powerful as he thinks it is. Nevertheless, Amaterasu must allow Susano to think he's capable of great things. Watch as Susano attempts to slash through each of the training dummies and quickly use the Power Slash brushstroke to destroy the objects for him.

Thanks to Amaterasu, Susano takes off running toward the boulder blocking the Merchant's path. Use the Power Slash one more time to help him break the boulder. With the giant rock smashed, Susano takes off in search of action and adventure while the Merchant sets up shop. Take a minute to sell him any of the treasures you've collected thus far, then use the profits to buy plenty of feedbags and other items of your choice.

SIDE-MISSION: ELIMINATE THE FOUL BEASTS



Don't leave Kamiki Village just yet! Instead, return to the base of the mountain path and talk to Komuso, the flute playing monk near the umbrellas. This man senses enemies nearby. Each time Amaterasu speaks with him, she'll be thrust into another battle against three Green Imps. Defeat these beasts in 12 seconds or less to receive Praise. The good thing about this side-mission is that the battle is over very quickly and Amaterasu earns more and more Yen each time she attempts it.

GUARDIAN SAPLING TROUBLE

SHINSHU FIELD



Shinshu Field contains a Guardian Sapling, but it's in terrible shape. The curse has spread across the land and infected much of Shinshu Field. Even though Amaterasu can approach the tree, there's little she can do at this time. Hence, follow the main path north to the Nameless Man and speak




with him. The green Demon Scrolls wandering about the uncursed land represent enemies looking for a battle with Amaterasu. Although you can easily avoid many of these encounters, fighting is a great way to earn Yen—not to mention a good source of combat practice and way to build up your godhood level.

The Nameless Man is pretty bummed out at the loss of his artist's workshop, not to mention the declining beauty around him. He also mentions a crystal ball in Hana Valley that might help solve the problem. Follow the river into the cave toward Hana Valley—there's not much Amaterasu can do just yet at Shinshu Field to help the Guardian Sapling.

Sakuya's Plea for Help

SECRET OF HANA VALLEY

OBJECTIVES

-  Remove the boulder blocking the path.
-  Get the crystal ball.
-  Revive the Sacred Cherry Tree.



Shinshu Field

HANA VALLEY

36

Take the **Traveler's Charm** from the chest and continue north to the gathering of beasts. Quickly beat back the Green and Red Imps with a series of combo attacks and Power Slashes for a big bonus.



The area beyond the small tunnel contains trees that throw their fruit at Amaterasu. Stand back from the tree while each one does its wind up, then press the B Button to stop the tossed fruit mid-flight. Hit the fruit with a Power Slash to knock it back at the tree. This effectively stuns the aggressive plant. Perform another Power Slash to cut the tree in half or just run past while it's safe to do so.



Amaterasu eventually encounters another batch of enemies near a wall with an important symbol etched onto it. Ignore the wall for now and concentrate on the enemies that appear. Defeat the Yellow Imp by moving behind it as it emerges from the ground, then

quickly hit it with a combination attack to stun it. Use the Power Slash while it's stunned to destroy its drum.

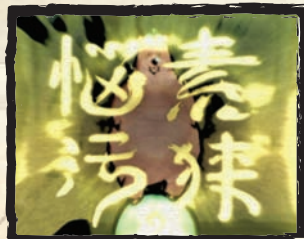
REMOVE THE BOULDER BLOCKING THE PATH



With these enemies out of the way, Amaterasu notices that Susano is just up the trail, pushing against an immovable boulder that blocks the path north. Although the Power Slash won't help destroy this particular boulder, the Sunrise ability will. Stand on the ledge across from the drawing on the

rock wall and paint a circle where the sun should be. Once the wall painting is completed, the power of the sun's inclusion in the painting bursts the boulder and makes the upper part of the Hana Valley accessible.

GET THE CRYSTAL BALL



Power Slash the wooden barricade to the left of the Sacred Tree sprout and follow the path to the cave where Susano has fled. The "greatest warrior of all time" has found the crystal ball that the Nameless Man spoke of, but there's a bear standing on top of it.

Use the Power Slash to assist Susano in destroying the four torches, then once again to knock the bear off the ball. Susano immediately runs off to supposedly slay another foul beast, thus leaving Amaterasu with the crystal ball shown in the wall painting.

REVIVE THE SACRED CHERRY TREE



Push the crystal ball out of the cave where the sleeping bear lies and back to the main room to the east. Once there, carefully roll the ball up either of the two ramps and into the small pool of water. It becomes a gushing fountain with the sphere in place, but there is still something missing—sunlight! Use the Sunrise technique once again to paint a sun in the sky beyond the waterfall in the distance. This brings the small sapling to life and causes it to grow into an incredible tree.



Another constellation then appears in the sky. Paint dots over the four existing stars and add a fifth star to the very top to release Sakigami from her slumber and grant Amaterasu the power of Bloom. Use your new ability to paint a circle around the withered tree and bring it back to life. This earns Amaterasu an additional 30 Praise.

The trek back through Hana Valley to Shinshu Field is far more colorful than it was just minutes ago, but there are still many enemies wandering about. Clear away the monsters to bring more flowers and animals to the area, and also to earn more Praise.

In Full Bloom

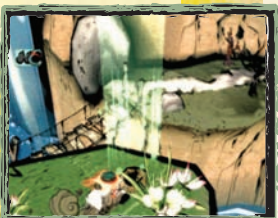
Use the new Bloom technique to enrich each of the withered trees in the valley. Once all 12 with ropes and the four cursed trees that attack have blossomed, a chest containing a Sun Fragment appears near the wall painting. Amaterasu will gain +1 Praise for each roped tree and +3 Praise for each possessed tree that attacks.



Digging Up Clovers

In addition to helping all of the trees in the area bloom, be sure to Wall Jump up to the tiny ledge overlooking the river (just beyond the bridge) and dig up the Clover there. Use Bloom to bring the Clover to life and gain additional Praise.

Refer to our maps throughout the walkthrough portion of this guide to find all of the Clover locations in Nippon.



SACRED TREE REBORN

OBJECTIVES

- Use Bloom on the 15 trees.
- Dance the Konohana Shuffle with Mr. Orange.

Sakuya's Plea for Help

GUARDIAN SAPLING TROUBLE (CONT.)

OBJECTIVES

- Revive the Guardian Sapling.

SHINSHU FIELD

REVIVE THE GUARDIAN SAPLING



Talk to the Nameless Man about the cleared-up river and follow the main path to the Guardian Tree in the center of Shinshu Field. Use the Bloom technique to revive the tree and expel the cursed darkness from this area. Amaterasu will gain +30 Praise for completing this task.

Shinshu Exploration

Issun will try to convince Amaterasu to hold off returning to Kamiki Village and seeing Sakuya—and you can if you want—but sometimes it's a good idea to fully complete one mission before embarking on another. For this reason, we recommend heading back to Kamiki Village at this time.

KAMIKI VILLAGE

USE BLOOM ON THE 15 TREES



On the way into town, you'll no doubt notice Komuso hopping around near the bridge. He mentions how many trees have yet to bloom. There are 15 altogether in Kamiki Village—seven near the village and eight more on the spiraling path to the top of the mountain—and he'll help you track your progress. Move through the town from the area by the river to the top of the mountain while using the Bloom brushstroke on each of the trees.

Chest Slashing

Once at the top of the mountain, look over the edge to the left of the sacred deck and locate the two chests on the wooden structure. Don't bother trying to jump toward them. Instead, use the Power Slash to open them.

With some luck, the contents inside will fall to the ground and Amaterasu can leap down to get them. The items don't always drop on the first try, but don't give up; just keep at it. Fortunately, if Amaterasu doesn't collect the item, it automatically returns to the chest and she can try again.



DANCE THE KONOHANA SHUFFLE WITH MR. ORANGE

Mr. Orange is waiting patiently atop the sacred deck, peering out to the north for a sign that the great Konohana tree is ready to answer his questions. Although he has been practicing his dance for a considerable time, it's of little use until all 15 withered trees in Kamiki Village have blossomed. But once that's done, Mr. Orange will be able to get his groove on and bring back the great tree's spirit.

Help Mr. Orange by using the Bloom brushstroke to aid in making several of the Konohana tree's flower buds blossom. He'll take care of the first few on his own, but watch for the buds that don't immediately burst open with color. Quickly press the B Button and paint a circle around these buds to make Mr. Orange's dance a success. With the Konohana tree in full bloom, the Wood Sprite Sakuya appears with all of her former energy and beauty and express her tremendous thanks for Amaterasu's efforts.



With Sakuya happy, Amaterasu has a chance at gaining another brush technique, as the constellation belonging to Hasugami soon appears. Finish the constellation in the sky to gain the Water Lily brushstroke. Issun leads the way to the water's edge where

you can paint a circle to make a Water Lily appear. Repeat this process to cross the water and reach the island with the chest on it. Open the chest to gain another **Sun Fragment**.



SHINSHU ADVENTURE

OBJECTIVES

- Destroy the Devil Gates.
- Learn new moves at the Dojo.
- Help the messenger, Ida.
- Bounty Hunting for Mika.
- Help the Pyrotechnist.
- Inspect the Moon Cave Entrance.



Shinshu Field