

• L A S T •
NINJA

Back With A Vengeance

Player's Guide



ACTIVISION®

The Last Ninja 2 was developed and programmed by System 3 Software, Ltd.

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The Ninja, known as the Mystic Shadow Warriors, were the elite fighting force of Ninth Century Feudal Japan. They were dedicated to fine-tuning their bodies into killing machines. Students of the Ninja arts drove themselves to achieve the state of self-perfection, and the discipline of martial arts became the highest and most honorable path to this perfection. Unfortunately, some Ninja were to abuse their power...

The Ninja were nearly wiped out of existence during a purge in the Twelfth Century. But now they're more powerful than ever. . . and back with a vengeance!

In *The Last Ninja 2*, the setting is New York City. The Last Ninja must battle his way through the teeming, seething metropolis to gain entry into the fortress of the evil warlord.

Getting Started

To load *The Last Ninja 2* into your computer, follow these steps:

1. Plug a joystick into port 2 on your computer. Make sure that all peripherals are turned off or disconnected.
2. Turn on your disk drive and TV or monitor.
3. Insert *The Last Ninja 2* disk into your disk drive, label side up. If you're using a Commodore 128, the game will load automatically when you turn on your computer. If you're using a Commodore 64, turn on your computer and, at the **READY** prompt, type **LOAD "*"8,1** and press **Return**.

The Last Ninja 2 includes several levels of gameplay. Each level is loaded as you complete the previous one, so to enjoy continuous play you must keep your *The Last Ninja 2* disk in your disk drive at all times while playing. On-screen prompts will appear when you complete a level, telling you what to do next.

Keyboard Controls

F1	Turn sound on/off.
F3/F5	Cycle through the Ninja's inventory.
F7	Pause game.
Run/Stop	Kill the Ninja.
Space Bar	Cycle through the Ninja's weapons.
J	Select joystick orientation. If you want to change the direction of the joystick movements to match more closely the Ninja's movements, press the J key to rotate the joystick's positions 45 degrees. This joystick rotation applies to the Ninja's running movements, not his fighting maneuvers.

Power Levels

The power levels of the Ninja and his opponent are measured in the coil-like gauges in the bottom left corner of the main screen. The red drains out of each coil as the Ninja and his opponent fight, showing how much strength each has, and how much longer each can fight before he dies. The Ninja's power level gauge is on the right; his opponent's is on the left.

Timer and Score Keeper

Next to the power gauges is the timer, and below it, the score keeper. The timer keeps track of the amount of time it takes you to play the whole game. The score keeper displays the points the Ninja earns by landing hits, kicks and blows on his opponents.

Controlling the Ninja

The Ninja can move in three dimensions. This means all the moves the Ninja can make apply to the direction he's facing on the screen.

The Ninja changes directions when you: roll the joystick handle through all the positions until he's facing the direction you want.

The Ninja runs forward when you: push the joystick in the direction the Ninja is facing.

The Ninja runs backward when you: push the joystick in the opposite direction to the one the Ninja is facing.

The Ninja runs diagonally when you: push the joystick in the direction you want the Ninja to veer. He can move diagonally in both a forward and backward direction.

Collecting Items

The Ninja picks up an item when you move him next to it, press the joystick button, then quickly pull the joystick diagonally back and to the right or left.

Somersaulting

One of the most effective moves in the Ninja's repertoire is the somersault. To activate this maneuver so he can avoid attack or overcome a hazard, make the Ninja run in the direction you want him to somersault. While he's moving, press the joystick button. Because the Ninja can move in three dimensions, he will somersault forward or to the side, depending on which direction you push the joystick. If you push the joystick diagonally forward, the Ninja somersaults across and up; if you push the joystick sideways to the right or left, he somersaults horizontally. The Ninja can somersault only while moving forward.

Fighting Movements

The following is a list of all the Ninja's moves, which he performs both unarmed and armed. To activate the fighting moves, press the joystick button with the Ninja standing still, and move the joystick according to the directions listed below.

Unarmed Moves	Joystick Direction
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Kick	down
Punch	up
Duck	up-left or up-right

Armed Moves	Joystick Direction
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(sword, numchakus, and staff)

Stab	right
Slash	left
High Stab	up
Kick	down
Parry	up-left or up-right

Throwing Moves	Joystick Direction
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(shiraken and other throwable objects)

Throw	right or left
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General Tips

- ❖ Master the joystick controls. The better you are at the controls, the more you'll enjoy the game.
- ❖ The Ninja begins the game with five lives. Every time he dies, he loses a life. If he uses up all his lives, you lose the game. He can gain lives by picking up certain items.
- ❖ There's a lot of movement in *The Last Ninja 2*, so don't get distracted. Remember what happens on each screen as you're playing. Remembering details will help you get higher scores each time you play the game.

- ❖ Never take anything for granted: some things are not as they appear. Be curious; examine everything.

Clues

The following are clues to some of the objects and hazards you may come across in your travels. Like all good adventures, however, there is more to the story.

Keys. There are grate keys and not-so-grate keys. In the beginning, they're a hard bunch to find.

Trap Door. Get a good grip and punch your way through this problem.

Map. This map can reveal a lot.

Nunchukas. Pulling off this two-part problem could make you flush with success.

Shiraken. You'll have to box cleverly to reach the stars.

Staff. Reaching new heights, staff will do well.

Bottle. Why not tramp around the streets and grab a drink while you can?

Sword. Shop around for the best buy—it could be a real steel.

Hamburger. "Greater love hath no man than this, that he lay down his extra hamburger for a friend."

Credit Card. You'll get extended credit when you gain access. It will really lift your spirits.

Computer Terminal. Your number's up if you don't act like an elephant.



The Final Problem is Always in the Picture

The game is played in a variety of environments. Here are a few cryptic clues about the places you'll be visiting:

Level One: *Central Park*

The key to success is to gain new heights then go for a frolic on the river.

Level Two: *The Street*

The busy streets can be paved with danger. Stepping out before your time could really flip you out. If you're very sophisticated, you can get down to it and make a grate exit.

Level Three: *The Sewers*

Typically deep, dark, and dank. There'll be no torchcarrying here—you'll just need lots of bottle.

Level Four: *The Basement*

Meet a real cool cat, but be careful—you might get a shock along the way. Tread carefully before taking a quick dip.

Level Five: *The Office*

Entry here is no big secret. You could become a real terminal case before you get to meet your biggest fan and become star-struck.

Level Six: *The Mansion*

Drop in to see your arch enemy. If you're dumb enough, it might not be too alarming. After that, it's full steam ahead.

Level Seven: *The Final Battle*

Careful—if you get cornered you might have to do a six-point turn.



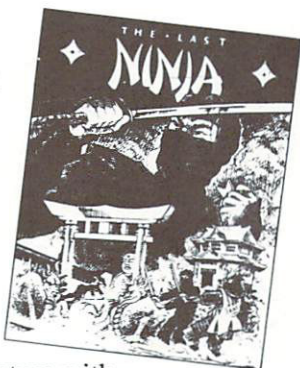
**If You Survived Manhattan in *The Last Ninja 2*,
You're Going to Love Your Native Land in . . .**

The Last Ninja

The evil Shogun Kunitoki has slaughtered the entire Brotherhood of the Ninja. And stolen the ancient secrets of Ninja weapons, wisdom, and magic.

Only you survive.

Only you, *The Last Ninja*, can avenge the Brotherhood and recapture its sacred lore.



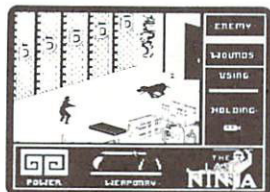
The Last Ninja is an animated action adventure with –

- 6 unique, detailed landscapes: Wastelands. Wilderness. An Imperial Palace. And more.
- Over 130 super-colorful screens.
- Over 1000 animated figures and objects, from waterfalls and doves to menacing skeletons and blood-sucking tarantulas.
- 6 film-score-quality soundtracks.
- Weapons galore, including staff and sword, shuriken stars, numchukas, and Ninja magic.
- An array of formidable foes – human and otherwise.

It's all waiting for you now, along the way to your final confrontation with the evil Shogun.

The Last Ninja. The way is long and dangerous. But revenge is sweet.

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2. Write the name of the product and the type of computer system you have on the front of the package.
3. Enclose your return address, typed or printed clearly, *inside* the package.

Send to:

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