



THE · LAST

NINJA

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SUM987

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CBM64/128

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After two hundred years of Fujiwara Clan rule, whose lifestyle was the most extravagant of any Shogunate, the farmers and common men decided to leave their homes and travel to the Togakure mountains where they established the Ninjutsu, The Mystic Shadow Warriors.

Four centuries later, Kunitoki, the evil Shogun is in power, he has long envied the powers of the Ninja brotherhood and would do anything to acquire their knowledge. To end this he has sworn an oath to their total destruction.

Once every decade all Ninjutsu must travel to the Island of Lin Fen where they pay homage to the Shrine of the White Ninja. Seizing the opportunity Kunitoki summoned forth all the spirits from the depths of the Nether World and flung their full force against the amassed Ninjutsu. None escaped the wrath of Kunitoki.

Nothing stood in the way of the Shogun achieving his ultimate goal, the knowledge of the Ninja. He set sail for the Island of Lin Fen with an elite force of his Palace Guards and Samurai officers to begin the arduous training of his troops and thereby creating a new era of Ninja under his control.

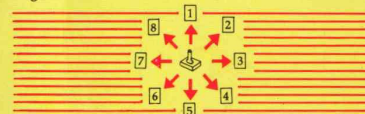
Unknown to Kunitoki, Armakuni, the last Ninja, had escaped his wrath. When all his brethren had left for the pilgrimage he had been ordered to stay and guard the Bunkinkan Shrine.

Word soon reached Armakuni of the unnatural disaster that had slain his brothers and gathering all his courage he swore to wreak a terrible and bloody revenge on the Shogun and all his followers.

The Island of Lin Fen is a natural fortress with unassailable cliffs surrounding its coast. Having visited the Island when he was young he knew the secret passage that would lead him to the Palace of Lin Fen.

GAME CONTROL

The game can only be played using a joystick. This should be plugged into the rear port, port 2, on the Commodore 64/128. In order to create better player realism in the game we have developed a 'Relative Movement' technique of joystick control and recommend that first time players familiarise themselves thoroughly with joystick control before venturing too far into the game.



The main movement of Ninja is activated by pushing the diagonal positions 2 4 6 and 8. All movements are relative to the way the character is facing on the screen, for example; if Ninja is facing away from you, up screen, then pushing 2 will make him move forward (up screen). To turn Ninja around you need to roll through the joystick switches. For example; if you are facing direction 2 and you wish to turn around then you should move the joystick through positions 2 through 8 to 6 (you can of course go the other way as well) - this turns Ninja through 180 degrees.

Should you only wish to turn 90 degrees then stop at position 8. Pushing the joystick in the opposite direction to the way Ninja is facing makes him walk backwards. The prime joystick positions 1 3 5 and 7 cause Ninja to move across the road, this is used for precise positioning on the pathway.

Following is a list of all joystick functions used in the game:

NO WEAPON WITHOUT FIRE BUTTON PRESSED

2 4 6 8 Relative forward/backward prime movement
1 3 5 7 Cross width of pathway

NO WEAPON WITH FIRE BUTTON PRESSED

2 4 6 8 Crouch, search and block opponents blows
1 3 7 Punch
5 Kick

HOLDING STAFF OR SWORD WITH FIRE BUTTON PRESSED

2 4 6 8 Block opponent's blows, crouch and search
3 Stab forward with weapon
7 Slash across opponent with weapon
1 Slash across neck
5 Kick

HOLDING NUMCHUKAS WITH FIRE BUTTON PRESSED

2 8 Spin 'chucks to increase power
4 6 Block opponent's blows crouch and search
3 Forward strike with weapon
7 Slash across opponent with weapon
1 Punch
5 Kick

HOLDING SHURIKEN WITH FIRE BUTTON PRESSED

2 4 6 8 Crouch down and search
3 7 Throw Shuriken
1 Punch
5 Kick

SPECIAL FEATURES

At anytime you can make Ninja somersault in any forward facing direction.

To make Ninja somersault you should press the fire button while running forward. The distance you will somersault is controlled by which forward direction you use. For example, if Ninja is facing Direction 2 when moving and you press the fire button, Ninja will jump a middle distance. If you were pushing in Direction 1 then Ninja will somersault a long distance. Finally, going in Direction 3 Ninja will jump a short distance. It is recommended that players practice the somersault, mastery of this feature is essential to overcome certain hazards in the game.

With the fire button pressed, the diagonal positions on the joystick have special multi-functions. First, there is the standard crouch. This is used when ducking out of the way or to inspect an area when searching for items. It is also used to pick up things once they are located. To do this you must position Ninja in such a way that when Ninja's hand is outstretched it should be touching the object in order to pick it up.



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There are certain hazards that will require you, to somersault in order to overcome them, for example, jumping from one log to another. When in this situation, do not move, press the fire button, and whilst keeping it pressed push the joystick in the direction you wish to somersault.

As mentioned earlier, it is important that players become competent with the joystick controls in order to gain full enjoyment from and be successful in this game.

OBJECTS TO BE DISCOVERED IN YOUR QUEST



POUCH -
Essential to carry objects.



KEY -
When nearing the end of your tether, opens the door to success.



NUMCHUKAS -
An essential weapon.



SWORD -
An essential weapon.



APPLE -
Gives extra life.



SMOKE BOMB -
There's no smoke without fire.



CLAW -
Claw your way to the top and down again.



GLOVE -
Be careful what you pick.



STAFF -
An essential weapon.



SHURIKEN STARS -
An essential weapon.



AMULET -
To give is greater than to receive.



FLOWER -
A vase is waiting...



ROPE -
Could this be the means out?



BOTTLE -
Sleeping potion.



SCROLLS -
Once found, your quest is complete.

GAMEPLAY

Below are some basic hints and tips. Remember, things may not be what they seem and we have not given away too much. It is important to make a detailed map of each section, also keep a record of where you find useful objects. Finding weapons and objects is essential. You will be told to collect many of the items when you visit a shrine or drink from a fountain of knowledge. An item is usually found on the following screen.

To collect an object or weapon, search around the screen by crouching down and trying to pick it up. Once collected the object can be used at the appropriate time and place. Press F3 or F5 or toggle through the object you wish to use. Press the SPACE BAR to select the weapons you have found. Press F7 to pause.

Locations can have hazards to prevent you continuing your quest, search screens thoroughly as there may be objects lying around that you haven't been told to collect, e.g. on top of rocks etc.

The following are specific features of each location:

- 1. WILDERNESS** Many of the objects you will need for successful completion of the game are in this section, search all the screens.
- 2. WASTELANDS** More objects are located here and you must also conquer the Lin Fen mountain range.

- 3. PALACE GARDENS** There are quite a few hazards around apart from the ever increasing number and ferocity of guards.
- 4. DUNGEONS** You are inexplicably drawn into this place of nightmares...the worst of which is trying to find your way out again.
- 5. PALACE, LOW LEVEL** Getting into the palace is your first problem, a small problem compared to what comes later.
- 6. PALACE, THE INNER SANCTUM** You are now close to your final goal although it is hidden from sight. Here you can explore the Shogun's private rooms and wonder at the great sights.

The following are specific features of the game.

THE STATUS AREA

This is broken into sections. First, wounds. This shows how effectively you are combating your opponents. Secondly, the collect/found/using display. This tells you what you need to collect, when you have found it and, in the case of weapons, the current weapon you are using. In the bottom section of the status area there is your overall energy reserve. Next to that are the weapons you have available.

LIVES

Begin play with three lives for Section 1. If you find an apple this will give you an extra life. Start Section 2 with one life then you will receive another. You also have the opportunity of trying to find another apple. You will not automatically receive any further lives in the later sections but there will be apples to be found giving you one extra life each.

INVULNERABILITY

In order to overcome certain hazards you will have to use Ninja Magic. This takes various forms, some of which you cannot see as they are hidden behind trees, rocks, in containers like boiling pots or they might quite literally be right under foot. This magic is picked up in the same way as any other object but nothing will be displayed in the Found Status Area. Instead, Ninja may display certain peculiarities but these are only short lived. All the guards you encounter are out to kill and they use lots of different weapons. Your effectiveness is increased if you use the same weapon as your opponent.

LOADING INSTRUCTIONS COMMODORE C64

Before commencing ensure that all connections to power and peripherals is correct. If unsure please consult the manufacturers handbook.

CASSETTE: Put cassette with label showing CASSETTE ONE (PART 1) facing upwards into deck. At the basic prompt on the screen press and hold down the SHIFT key, while doing so press the RUN/STOP key.

The message will be displayed to press the 'PLAY' key on the cassette deck, after doing so the game will begin to load.

IMPORTANT: Leave the 'PLAY' key depressed after the first section has loaded as following sections will load automatically. Follow screen instructions when to insert second cassette (PART 2).

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DER LETZTE NINJA

Nach 200 Jahren Herrschaft der Fujiwara, deren Lebensstil jenen aller anderen Shogun an Extravaganz übertraf, beschlossen die Bauern und einfachen Leute, ihre Heimat zu verlassen und in die Togakure Berge zu wandern, wo sie das Heer der Ninjutsu, der mystischen 'Schattenkrieger' gründeten.

4 Jahrhunderte später ist Kunitoki, der schreckliche Shogun, an der Macht. Seit langem betrachtet er voller Neid die Ninja-Bruderschaft und hat sich geschworen, sie auszumerzen und sich ihre Kenntnisse und Errungenschaften zu eigen zu machen.

Einmal pro Jahrzehnt müssen alle Ninjutsu zu der Insel Lin Fen fahren, um dem 'Weißen Ninja' an seinem Schrein zu huldigen. Dies war Kunitokis Chance, alle Geister aus den Tiefen der Unterwelt zu beschwören und deren ganze Macht gegen die versammelten Ninjutsu zu richten. Keiner sollte seinem Zorn entkommen.

Nichts schien dem Shogun bei der Erzielung seines Zieles entgegenzustehen. Mit einer Elitetruppe seiner Palasthüter und Samurai Offiziere setzte er die Segel in Richtung der Insel Lin Fen, um sein Heer auszubilden und eine neue Ninja-Ära unter seiner Herrschaft zu begründen.

Was Kunitoki jedoch nicht wusste, was, daß Armakuni, der letzte Ninja, entkommen war, Während all seine Brüder auf Pilgerfahrt waren, hatte er den Auftrag, zu bleiben, um das Heiligtum Bunkinkan zu bewachen.

Bald hörte Armakuni von der keineswegs natürlichen Katastrophe, der seine Brüder erlegen waren, und er nahm all seinen Mut zusammen und schwor dem Shogun und all seinen Anhängern schreckliche, blutige Rache. Die Insel Lin Fen ist eine natürliche Festung mit unüberwindbaren Felsen rund um die Küste. In seiner Jugend war Armakuni dort gewesen und wusste den geheimen Gang, der ihn zum Palast von Lin Fen führen würde.

LAST NINJA

Dopo duecento anni di dominio del Clan Fujiwara, il cui tenore di vita era il più stravagante fra tutti i Shogunate, i contadini e i popolani decisero di lasciare la loro casa e trasferirsi sulle montagne Togakure, dove fondarono i Ninjutsu, i mistici guerrieri 'ombra'.

Quattro secoli dopo i Ninjutsu erano divenuti i guerrieri più temuti dell'epoca, temuti persino dal potente Samurai. La loro bravura nel fabbricare armi e il loro controllo sulla mente, avevano permesso loro di ottenere vittorie veloci e totali sui loro nemici grazie ad anni di duro addestramento, che modellava la mente ed il corpo in una macchina pronta ad affrontare la morte. Kunitoki, il malvagio Shogun del Clan Ashikaga, aveva

da sempre invidiato il poteri dei Ninja e sarebbe stato disposto a tutto per entrare in possesso della loro sapienza. A questo scopo, giurò di distruggerli completamente. Una volta ogni dieci anni tutti i Ninjutsu devono recarsi all'isola di Lin Fen, dove prestano i loro omaggi al tempio del Ninya bianco e ricevono ulteriori insegnamenti dalle pergamene Koga. Approfittando di questa occasione, Kunitoki fece appello a tutti gli spiriti dalle profondità del mondo Nether e scagliò tutta la loro forza contro i Ninjutsu radunati nel tempio. Nessuno sfuggì alla vendetta di Kunitoki.

Lo Shogun non aveva incontrato ostacoli nella sua impresa di scoprire la sapienza dei Ninja. Si imbarcò verso l'isola de Lin Fen con un gruppo scelto di guardie di palazzo e ufficiali Samurai per iniziare il duro addestramento delle sue truppe e perciò creare una nuova era dei Ninja sotto il suo controllo.

Ad insaputa di Kunitoki, Armakuni, l'ultimo Ninja, era sfuggito alla sua vendetta. Quando tutti i suo fratelli si erano recati in pellegrinaggio, gli era stato ordinato di rimanere a fare da guardia al tempio di Bunkinkan. Questa tradizione era sempre esistita nella storia dei Ninja e serviva come protezione nell'evenienza di un disastro naturale che sarebbe potuto capitare alla

popolazione Ninja durante il suo raduno a Lin Fen. Armakuni era dispiaciuto per essere stato lasciato da solo poiché, se fosse andato al tempio, gli sarebbe stato permesso di leggere le pergamene; ora invece doveva aspettare. Presto giunse all'orecchio di Armakuni che un disastro di origine innaturale aveva assinitato tutti i suoi fratelli e, facendo appello a tutto il suo coraggio, giurò di perpetrare una sanguinosa vendetta nei confronti del Shogun e dei suoi seguaci. L'isola di Lin Fen è una fortezza naturale con la sua costa circondata da scogli ripidissimi. Dopo aver visitato l'isola quando era un giovane chierichetto, Armakuni conosceva il passaggio segreto che lo avrebbe condotto al palazzo di Lin Fen. Ma la sua sicurezza non durò a lungo, poiché presto si rese conto che i sentieri erano diversi da come se li ricordava; quali pericoli imprevedibili lo aspettavano?