



The  
Last  
Ninja™

*Command Card*

For Apple® IIc and IIe Computers

ACTIVISION®

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# The Last Ninja™

## *Credits*

*The Last Ninja* was programmed for the Apple II by John Kroeckel of Tanager Software Productions.

Graphics by Erol Otis.

Produced by J. David Koch.

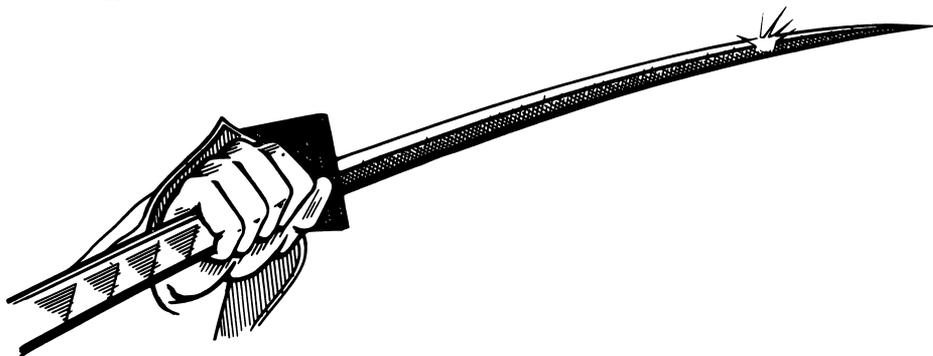
Special thanks to Kelly Zmak, Nicky Robinson, Richard Antaki, Avril Harrelson, Stew Perkins, and Paul Reiche III.

*Command Card* by Paula Polley and Laura Singer. Editorial management by Laura Singer. Production coordination by Nancy Waisanen. Typesetting and production by GlennHills Graphics Co.

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## *Making Preparations*

To run *The Last Ninja*, you'll need 128K memory and double high-resolution capability on your Apple II.

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

1. With your computer turned off, plug in the joystick.
2. Place *The Last Ninja* disk in the internal disk drive, with the label side up.
3. Turn on your computer. The computer will automatically start loading *The Last Ninja* from the disk. In a few moments, the title screen will appear.
4. Select the Play option.

NOTE: Be sure to center the joystick before starting your quest.

## *Making Your Moves*

The lifelike movements of the Last Ninja are probably some of the most realistic you've ever encountered in a game. Consequently, your joystick maneuvers must be some of the most sensitive you've ever executed.

It is therefore recommended that you study the following section carefully, then spend some time practicing your moves *before* you venture down the pathways of Lin Fen.

### **Basic Moves**

The Last Ninja moves in three dimensions — as opposed to the one flat dimension you may have experienced in other action games. So when you move him forward, backward, right, or left, the direction he goes is relative to the direction he's facing at the time you initiate the move.

To change the direction the Last Ninja is facing, roll through all the joystick positions until he is facing in the desired direction.

To run forward, backward, right, or left, push the joystick diagonally in the direction you want to go.





**For precise positioning on the pathway, move the joystick forward, backward, right, or left.**

**To search for an item, face the Ninja in the direction of the object, hold down the joystick button, and push the joystick diagonally.**

**REMEMBER:** All the maneuvers above are relative to the direction the Ninja is facing when you initiate the move.

### **Fighting without a Weapon**

These are defensive moves you can make if you *don't* have a weapon. You can also duck and kick if you *do* have a weapon.

**To duck an opponent's blow, hold down button 0 on the joystick and push the joystick diagonally.**

**To punch, hold down button 0 on the joystick and push the joystick forward or to the right or left.**

**To kick, hold down button 0 on the joystick and pull the joystick backward.**

### **Fighting with a Sword or Staff**

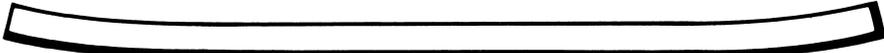
The following maneuvers are specific to using a sword or staff:

**To stab your opponent's torso, hold down button 0 on the joystick and push the joystick to the right.**

**To stab your opponent in the head, hold down button 0 on the joystick and push the joystick forward.**

**To slash your opponent, hold down button 0 on the joystick and push the joystick to the left.**

**To block an opponent's blow, hold down button 0 on the joystick and push the joystick diagonally.**



## **Fighting with Numchukas**

When using numchukas, searching, ducking, and kicking are the same as described above. The following maneuvers, however, are specific to fighting with numchukas:

**To block an opponent's blow**, hold down button 0 on the joystick and push the joystick diagonally.

**To strike your opponent head on**, hold down button 0 on the joystick and push the joystick to the right.

**To slash your opponent**, hold down button 0 on the joystick and push the joystick to the left.

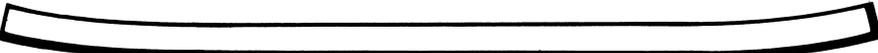
## **Throwing the Shuriken or Smoke Bomb**

When using the shuriken or smoke bomb, all moves are the same as described above except for the following:

**To throw**, hold down button 0 on the joystick and push the joystick to the right or left.

## **Performing Somersaults**

Somersaults are a very important part of your success on the Island of Lin Fen because they're used in two different ways: as a defensive move and as a way to surmount obstacles. In each case the procedure for performing the somersault is slightly different.



## Using somersaults in combat

To use a somersault as a defensive move in combat, you must first be *moving forward*. Use the following procedures:

**To perform a long somersault**, hold the joystick forward and press button 0 on the joystick while the Ninja is moving forward.

**To perform a somersault of moderate distance**, hold the joystick in a diagonal position and press button 0 on the joystick while the Ninja is moving forward.

**To perform a short somersault**, hold the joystick to the right or left and press button 0 on the joystick while the Ninja is moving forward.

## Using somersaults to surmount an obstacle

When performing a somersault to overcome an obstacle — for example, to jump from stone to stone when crossing a river or stream — you must start from a stationary position. Position the Ninja carefully at the point from which you wish to somersault and follow these procedures:

**To perform a long somersault**, hold down button 0 on the joystick, then move the joystick forward or backward.

**To perform a somersault of moderate distance**, hold down button 0 on the joystick, then push the joystick diagonally.

**To perform a short somersault**, hold down button 0 on the joystick, then push the joystick to the right or left.

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## Selecting Objects and Weapons

**To search for and pick up items**, face the Ninja in the direction of the object. Then hold down the joystick button and push the joystick diagonally.

**NOTE:** To obtain an item, the Ninja's hand must touch it.

**To select a weapon**, while the Ninja is stationary, press the **space bar** to cycle through your weapons until the one you want is pictured in the box labeled **USING** on the right side of the screen.

**To select any other object**, press the **left or right arrow key** or **button 1** on the joystick to cycle through your objects until the one you want is pictured in the box labeled **HOLDING** on the right side of the screen.

## *Stopping the Quest*

**To pause the action**, press **ESC**. To resume play, press any key.

**To turn the sound on or off**, press **control-A**

**To save a game**, press **control-S**. You can save only one game. If you've already saved a game, when you press **control-S**, the game you saved will be replaced with the current game.

**To restore a game you've saved**, press **control-R**.

**To quit**, press **control-Q**.

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