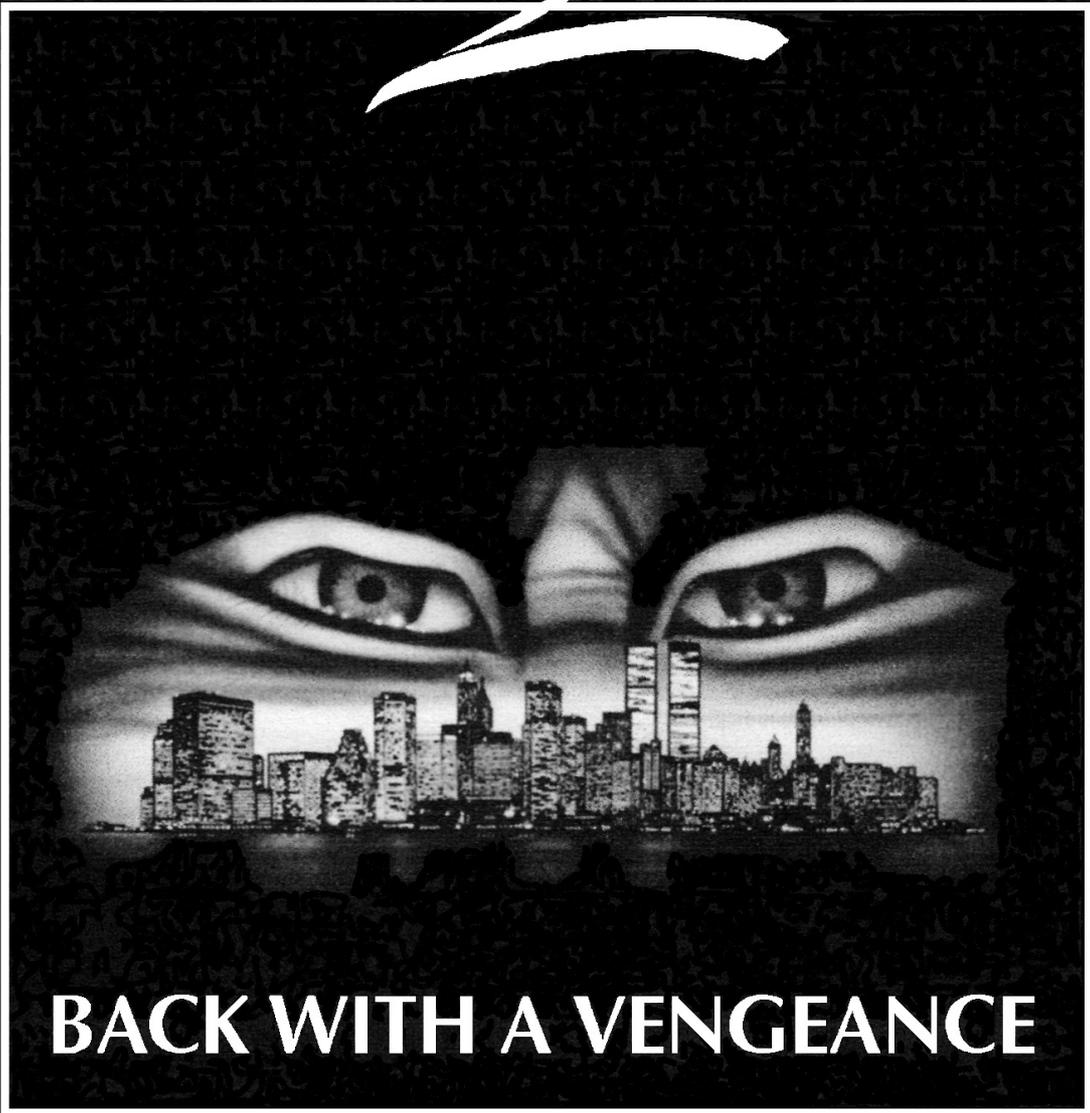


L A S T
NINJA



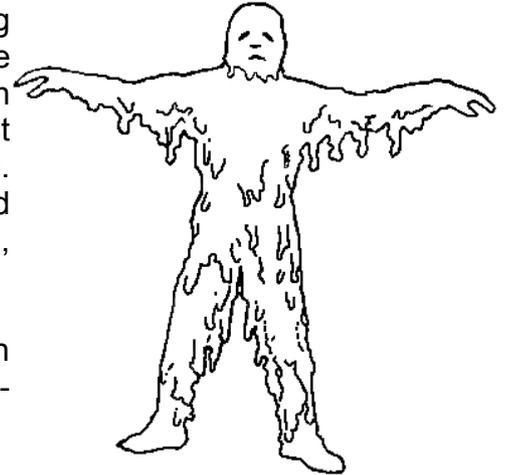
BACK WITH A VENGEANCE

AVENGER'S HANDBOOK

Rarely does a company make as dramatic an impact as did **SYSTEM 3 SOFTWARE** with the award winning game '**THE LAST NINJA**'. This software innovation proved to be a major advance in home computer entertainment - achieving critical acclaim from the media and game players around the world.

System 3 Software has established a reputation for developing innovative and exciting software. Our aim is to provide the games player with hours of thrilling entertainment, through challenging and imaginative game play, plus the most sophisticated player-interaction available in this type of game. And now with over 8,000 man hours invested in planning and development, from the team that brought you 'The Last Ninja', we are pleased to present to you '**LAST NINJA II**'.

LAST NINJA II is the second game in our interactive action fantasy genre. It **features** adventure style puzzles, dynamic on-screen action and a high degree of player **control**.

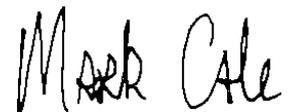


Because we are always conscious of your demands for ever better products, we have incorporated many of your suggestions in this game. For example: playing against the clock and having a score to relate your performance to.

To get the most enjoyment out of this game, we suggest you read **ALL** the instructions (and story) thoroughly. This is not just a simple action game.

Later in this booklet we give you some **hints** to get you started.

We hope you enjoy our latest game, and look forward to entertaining you again in the near future.




The Ninja, known as The Mystic Shadow Warriors, were the elite fighting force of Ninth Century Feudal Japan. They were dedicated to the fine tuning of their bodies into killing machines. Their attributes were many and varied; they were masters of weapon craft, assassination, stealth and invisibility and many believed them to be in control of the supernatural. A real master of the art of **Ninjutsu** could even anticipate an opponent's moves...and thoughts.

To achieve this high level of **skill** all initiates had to undergo years of rigorous training. Correct application of these skills required cunning, dexterity and total mind control. Students of the Ninja arts drove themselves on to try to achieve the state of self-perfection and a closeness to their god. Therefore martial arts fighting disciplines became the highest, most honourable path to perfection. Unfortunately, some **Ninja** were to abuse their powers.





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

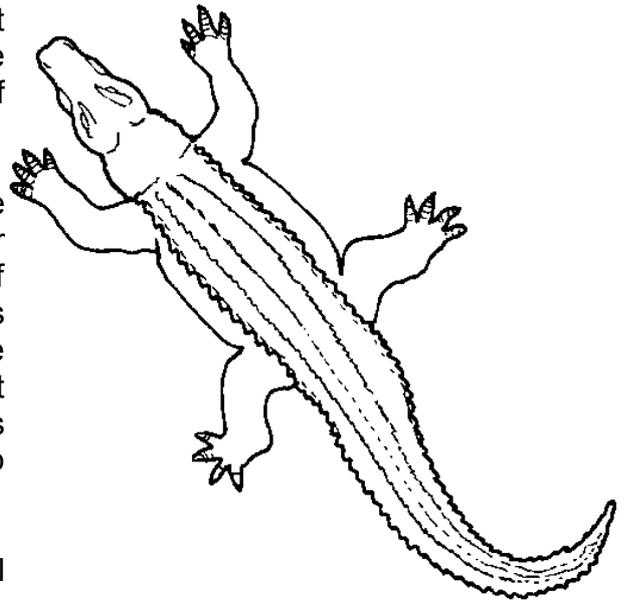
The struggle with the **Evil Shogun**, Kunitoki, had taken its toll. For many months after regaining control over the island of Lin Fen, Armakuni, the new master of the Ninjutsu, fell into a deep depression at the loss of his brethren. He reflected again and again upon his struggle against Kunitoki, and always came to the same conclusion - it was only the end of a battle, not the end of the war.

After more than a year of languishing upon Lin Fen, Armakuni was prepared to reinstate the way of the **Shadow Warrior** to its former glory. With the **Koga** scrolls in his possession all that Armakuni needed now were the disciples to follow his guidance and the teachings of the ancient manuscripts.

As the word spread around the mainland that a new master had the scrolls and was about to begin training, the men began to arrive. They were the sons of the fighting elite - **the Samurai**.

A new order of **Ninja** slowly began to take shape. But this time the training was going to be more intense than ever before. Never again would they be caught off guard and be defeated without honour.

During a training session of the **Inner Circle** - the Master's elite of the elite - a strange feeling came over the class. It was as if time had abruptly stood still, as if they were the only people left in the world. As **Armakuni** rose from his meditating position a strange pulsating light enshrouded him. Concerned with what they saw, the class tried to rise and go to Armakuni's assistance; but they were fixed in their positions, no one could move.



The intensity of the light grew around **Armakuni** until all who were witnessing the scene were forced to cover their eyes. When the light faded and finally disappeared, the students leapt to their feet. What had **happened?** Where was the **master?**

"What is happening?" shouted **Armakuni**. But no one could hear him. It was as if he was invisible and in a sound proof glass box. Why wasn't his class rushing to his aid to help him break free? Why did he feel the sharp thorns of fear, while inside he was as calm as the deep seas? What game were the ancients playing with him? His questions found no answers as he slipped unwillingly into **unconsciousness**.

Slowly **Armakuni** clawed his way back through the darkness of deep sleep, back to where he felt **safe**. As he forced his eyes open, he was greeted by a sight that his experiences could not have prepared him for.



Armakuni is now standing on a hard wooden floor surrounded by strange objects that vaguely remind him of musical instruments. Behind him is a curtain parted slightly in the middle. As he tries to focus his eyes on his surroundings his mind is sent spinning. He sees strange **gigantic shapes**, covered with mirrors, reaching to the very doorstep of the heavens.



"Where am I?" shouts Armakuni. Trying to get some control over his rushing **emotions** he calls upon all of his reserves of courage. He must try to make sense of the insanity surrounding him. Taking a moment to meditate, **Armakuni** suddenly experiences a strange and chilling sensation. There is a force in this land, a force he has not felt since the final battle with the Evil Shogun, **Kunitoki**.

"Could he be here? Has some **cruel** trick of fate brought the two of us together once again?" thinks Armakuni. As these thoughts rush through his mind, **Armakuni** begins to realise that their destinies must be forever intertwined and wherever evil forces try to hold sway over mankind, **Armakuni** is the one chosen to vanquish it.

Armakuni's immediate concern is to explore his surroundings. He must find some means of defending himself against the **unknown dangers** that lie before him. Although Armakuni was torn from his own time with nothing more than the clothes on his back, he has total **belief** in his abilities.

LOADING INSTRUCTIONS

Set up your **computer** as detailed in your user manual. Ensure that all non essential peripherals - such as cartridges, printers, etc. are **disconnected**. Failure to do so may cause loading **difficulties**.

If you are using your ZX Spectrum, Spectrum+, Spectrum 48K, Spectrum 128K, Spectrum +2 with the cassette version of **LAST NINJA II...**

Connect your cassette player to your Spectrum as advised in the user manual.

If you are using a joystick then insert the necessary interfaces **NOW**.

Switch your TV/monitor, cassette player and computer **ON**. If your Spectrum now displays a menu screen you may select 48K or 128K Basic.

Insert the **LAST NINJA II** cassette into the cassette player, with the cassette label marked side one facing upwards. Ensure that the cassette is fully rewound.

Type **LOAD ""** and then hit the **ENTER** key. Now press the **PLAY** button on your cassette player. The game should now load.

Refer to the multi-load instruction section of this Avengers' Handbook.





MULTI-LOAD INSTRUCTIONS

LAST NINJA II is a multi-load game. Each level will be loaded as you complete the previous one. This means that to enjoy continuous play you **MUST** keep your **LAST NINJA II** cassette in your data cassette player, or your **LAST NINJA II** disk in your disk drive, at all times during a session with the game. On screen prompts will appear when you complete a level, telling you what to do next.

When loading cassette versions of the game you will be prompted to turn over the tape, rewind fully and load the next level.

KEYBOARD CONTROLS

FOR SPECTRUM AND AMSTRAD OWNERS

Enter/Shift	-	Cycle through Ninja's inventory.
Space Bar	-	Cycle through Ninja's weapons.
P	-	Pick up object.
Q	-	Kill the Ninja.
H	-	Pause game.
J	-	Select joystick orientation. Pressing the J key will rotate the joystick's positions through 45 degrees each time you press it. Select the positions you feel most comfortable to play with. 3 modes: mode 2 is normal. This mode applies to the movement of the Ninja, not the fighting manoeuvres.



This game can **only** be played with a **joystick**. For **Spectrum** owners you should **plug** the joystick into a **standard interface**.

It is **important** to understand that, unlike most fighting games, the Ninja character is **capable** of movement in **three dimensions**. This means that all the **moves** you can make are relative to the **direction** the Ninja is **facing** on the screen.

BASIC MOVEMENT

To change the direction the Ninja is facing, roll the joystick handle through all the positions until you are facing the direction you want.

Commodore, Spectrum and Amstrad owners all use the same joystick positions.





- To walk forward** - push the joystick in the direction the Ninja is facing.
- To step backwards** - pull the joystick in the opposite direction to the one the Ninja is facing.
- To drift across the path** - push the joystick in the direction you want him to veer (this applies to walking forwards and backwards).

SPECIAL MOVEMENTS

Collecting items

FOR SPECTRUM AND AMSTRAD OWNERS

To activate the pick up, press 'P' on the keyboard, or pull the joystick to bottom left with the button held down. To pick up an item from the pathway or the background you first have to position the Ninja correctly. The Ninja must be facing the object you want to collect and be close enough so that when he bends down, his hands will be touching the object. Once the Ninja's hands have touched the object it will be automatically picked up and displayed in the status area. It is then added to the Ninja's inventory.

SOMERSAULTING

COMMODORE, SPECTRUM AND AMSTRAD OWNERS

All use the same joystick positions.

To make the Ninja somersault, either to avoid attack or to overcome some hazard, such as jumping from one wall to another, you should make the Ninja run in the direction you want him to somersault, and while he is moving press the fire button. Because the Ninja can move in three dimensions, he will jump along the path or across the path depending on which direction you push the joystick: diagonal up - across and up the path, sideways - across the path horizontally (the Ninja can only somersault forwards).

FIGHTING MOVEMENTS

The following is a list of all the moves, both unarmed and armed, that the Ninja can carry out. To activate the fighting moves the Ninja should be stationary and the fire button should be pressed.

FOR SPECTRUM AND AMSTRAD OWNERS

Unarmed moves:

- Kick** - left, or up-left
- Punch** - up, up-right or right
- Duck** - down-right
- Pick** - down-left





Armed moves (sword, nunchakus and staff):

High Stab	-	up, up-left
Stab	-	right, up-right
Slash	-	left
Kick	-	down
Pick	-	down-left
Duck	-	down-right

Throwing moves (shiraken, etc.):

Throw	-	up
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GENERAL TIPS

The first aspects of the game you should **master** are the **joystick** controls. The highly interactive nature of the game is required because of some of the **complex moves** the Ninja character has to perform. A high level of competence at the controls will enhance your game play **considerably**.

Because of the adventure elements our second suggestion is that you should get into the habit of **recording** what happens on each screen. This will enable you to obtain **higher scores** with repeated play.

The last point is, **never** take anything for **granted** - some things are not as they appear. Be curious, nosey, etc. and examine everything.

CLUES

The following are clues to some of the objects and hazards you may come across in your **travels**. They are listed in the **'load' order**, not necessarily the order in which you have to find them. In the spirit of all good adventures...we have **not** told you the **whole story**.

KEYS:

There are grate keys and not so grate keys. In the beginning they are a hard bunch to find.

TRAP DOOR:

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

MAP:

This map is a bit flash, it can reveal a lot.





NUNCHAKUS:

Pulling off this two part problem could make you flushed with success.

SHURIKEN:

You'll have to box clever to reach the stars.

STAFF:

Reaching new heights, these staff will do well.

BOTTLE:

Wino(t) 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:

(quote) '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, SAFELY

The game is played in a variety of environments. The following are a few cryptic clues as to the sort of places you will be visiting.

LOAD ONE: CENTRAL PARK

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

LOAD TWO: DOWNTOWN MANHATTAN

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



**LOAD THREE: SEWERS**

Typically deep, dark and dank. There'll be no torch carrying here, you'll just need lotsa bottle.

LOAD FOUR: OPIUM FACTORY

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

LOAD FIVE: OFFICE BLOCK

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

LOAD SIX: SHOGUN'S RETREAT

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



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