

## THE LAST NINJA

published by Activision  
developed by System 3  
1988

Numpad - moving  
Left Shift - Fire  
Space - change weapons  
Esc - Pause  
ALT + F1 - save (only one slot, use it wisely)  
ALT + F5 - restore saved game  
ALT + F10 - quit

You move ninja using Numpad and it exchanges joystick. Every number is for certain direction and 5 stops moving. While moving, press Fire to jump. While standing and holding Fire, press buttons for various directions for various operations.

### Jumping:

Move in direction 8 or 2 and press Fire for long jump.  
Move in direction 6 or 4 and press Fire for short jump.  
Move in direction 1,3,7 or 9 and press Fire for medium jump.

For other operations and hits or kicks you must stand still and hold Fire

Without a weapon:

Fire + 1,3,7,9 - duck (avoid hit) or pick up  
Fire + 4,6,8 - punch

With close ranged weapon:

Fire + 4 - swing/slash  
Fire + 6 - stab (attack torso)  
Fire + 8 - high stab (attack head)  
Fire + 1,3,7,9 - block

With shuriken or smoke bomb (use it for the dragon):

Fire + 4 - throw weapon

Fire + 2 - kick (no matter what ninja is using)

To pick up object ninja can't hold a weapon. When you try to pick up (fire + 1, for example) ninja will duck a little and stretch his hands. Now you must position ninja so that his hands finish on object pixels. May seem little unlogic.  
If there is an object on screen it will flash for a short while every time you enter the screen.

Complete manual for C64 can be found at: <http://lastninja.lemon64.com/manual1.htm>

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