

*Revenger's Pathbook*

ACTIVISION

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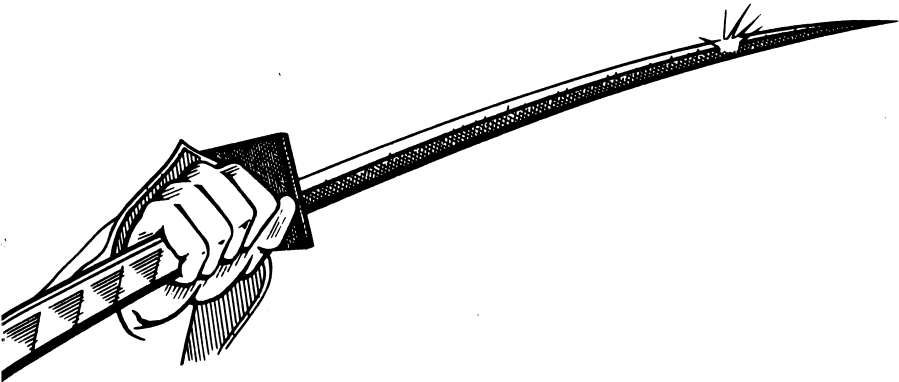
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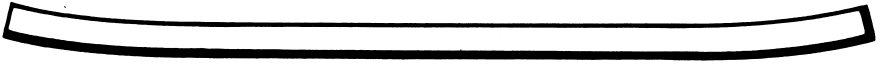
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# The Last Ninja™

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## *The Revenge of*

# The Last Ninja™

They didn't just murder your father, though that alone would be grounds for revenge of the fiercest kind.

And they didn't just slay your brothers, or kill only your closest friends.

The evil Shogun Kunitoki and the Ashikaga Clan slaughtered the *entire brotherhood of the Ninja*, the Mystic Shadow Warriors.

Kunitoki and his clan had long been envious of the Mystic Shadow Warriors. They were jealous of your mastery of weapon craft. They coveted your unerring mental prowess. And they yearned to discover the secrets of your magical powers.

So the crafty Kunitoki waited. Patiently. He waited for the warriors to make their once-in-a-decade pilgrimage to the Island of Lin Fen.

It was here, on the island of Lin Fen, that you paid homage to the Shrine of the White Ninja. It was here that you received further teachings from the Koga Scrolls. And it was here that Kunitoki and the Ashikaga clan – with the help of all the demon spirits of the Netherworld – annihilated every member of the Mystic Shadow Warriors.

Every member but you, that is.

As the spirits would have it, you alone were left behind on this fateful pilgrimage, to guard the Bunkinkan Shrine. It was a tradition that began at the dawn of the Ninja. Someone was always chosen to be left behind as a safeguard, should any disaster ever befall the brotherhood when it gathered at Lin Fen.

Though it was considered an honor to stay behind and guard the Bunkinkan Shrine, you were not happy about it. For you were supposed to have had the honor of reading the Koga Scrolls. At the time, you thought you would have to wait another decade for this opportunity. But now, time has proven you wrong.

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Word of the shocking disaster has now reached you. At first, it takes all your strength just to overcome your sorrow. But you must gather all your courage, all your strength, all your confidence to go and wreak revenge on the Shogun and his followers.

The Shogun Kunitoki and his men are still there – degrading the spiritual peace of your sacred Island of Lin Fen.

Alone, you must go to the Island of Lin Fen. Alone, you must punish the evil of your brotherhood's treacherous assassins.

## ***The Beautiful – but Treacherous – Island of Lin Fen***

Many centuries ago, the brotherhood of the Ninja chose the Island of Lin Fen as the site for their Shrine of the White Ninja. It was the place where they could gather *en masse*, decade after decade. And a place where the Koga Scrolls could be carefully hidden from the rest of the world.

The Island of Lin Fen is as treacherous as it is beautiful. In fact, with its craggy coastline, unassailable cliffs, and cascading rivers, it's a natural fortress.

Deep in the center of the island stands the Palace of Lin Fen. Another fortress – but this one crafted by the very hands of the Mystic Shadow Warriors.

Having been to the island once as a young acolyte, you have a vague memory of where certain paths and passages are located. But then, it was over ten years ago that you were there. You were very young. And much has changed.

### **The Six Locations on the Island of Lin Fen**

The island is divided into six different regions. Each has its own special beauty. And its own deadly dangers. Plus, the Shogun Kunitoki has stationed his henchmen at every turn.

These are the six regions:

#### **1. The Wastelands**

Probably the most beautiful wastelands you have ever visited. And certainly the most dangerous.

#### **2. The Wilderness**

The deeper you go, the more treacherous the crags and cliffs become. One false move and you'll plunge to the infinite depths below.

### 3. The Palace Gardens

It's amazing how a place seemingly so civilized can house so many hazards.

### 4. The Dungeons

Here your worst nightmares materialize before your eyes. However, there is one thing that's not so obvious: the way out.

### 5. The Palace

What a pity to see your sacred Lin Fen Palace inhabited by the evil Ashikaga Clan. But what's worse is what comes later.

### 6. The Inner Sanctum

You are now so close. And yet — until you locate the hidden passage — so far away.

**IMPORTANT:** The Island of Lin Fen is a complicated maze of treacherous twists and unmarked turns. Since you have never been here before, you may wish to make a map — to help you remember *where* various objects can be found.

## On the Screen

The following illustration shows exactly what each section of the screen indicates.



When this turns totally red, you have slain your opponent.

The weapon you have *found*, must *collect*, or are *using*.

What object you are holding.

Your weaponry.

The number of apples you've found — this equals the number of lives you've accumulated.

Your energy level — don't let it disappear.

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## Collecting Weapons, Objects, and Ninja Magic

During your crusade through the Island of Lin Fen, you will encounter many different kinds of items. You must somehow acquire them all. In fact, leave no stone unturned. And no plant unruffled. Because you never know what you'll find next.

You'll pick up weapons to help you repel the constant onslaught of Ashikaga guards. Once you have an arsenal of weapons to choose from, you may often find that it's best to beat an opponent at his own game. Or in other words, select the same weapon he is using.

**NOTE:** Make sure the Ninja always has his weapon drawn *before* entering the next screen. Because you never know *what* lurks behind the next corner.

Shrines are fountains of knowledge — especially when it comes to finding out about the need for certain items or weapons. Look to them often for advice.

You'll find many objects whose true value may not be revealed to you until much later in the game. And, if you get far enough, you'll acquire Ninja Magic.

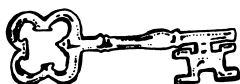
Ninja Magic is essential for overcoming certain hazards. And you'll never know exactly where to find it because it can take so many different forms. It could be behind a tree or rock, inside a container or, quite literally, under foot!

When you *do* acquire Ninja Magic, however, you'll know. Because the Ninja will take on certain peculiar features. But you'll have to plan ahead. And act fast. Because Ninja Magic doesn't last forever.

Here is a list of items you may encounter on your quest:

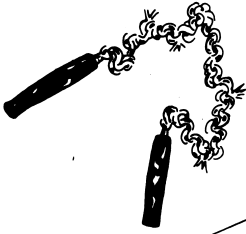
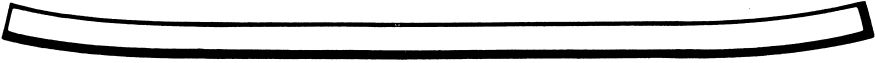


**Pouch** — without it you can't carry small objects.



**Key** — this opens the door to success.





**Numchukas** – a weapon essential to the art of the Ninja.



**Sword** – a powerful weapon.



**Apple** – it gives you an extra life.



**Smoke Bomb** – there's no smoke without fire.



**Claw** – claw your way up. Or down.



**Glove** – be careful what you touch.



**Staff** – one of the strongest weapons.



**Shuriken Stars** – a good aim ensures instant death, but remember, your supply is limited.



**Amulet** – to give is no 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 completed.

## *Lives of the Last Ninja*

At the beginning of each game you get three lives. When you lose a life, you begin with your new life at the place where your previous life was lost. When you lose all of your lives, you go back to the beginning of the level you were in when you lost your last life. You will be awarded an extra life for every apple you find. The lives you accumulate are always carried over into the next level. And at the beginning of each level, you receive an additional new life.

## *Hints and Tips*

- Remember to pick up *every item you see*. If you can't pick up an item, reposition the Ninja and try again. Also, certain items can only be obtained in sequence (you need one item before you obtain another).
- You have only two hands. And since you are always carrying your sheath, you have only one hand left to hold something else.
- The lives you accumulate are carried forward into each level. Do whatever is necessary to start a new level with as many lives as possible.
- The shrines shun instruments of death.

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