

The
Last
Ninja™

Command Card
For Apple® IIgs Computers

ACTIVISION

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ACTIVISION

The Last Ninja™

Credits

The Last Ninja was programmed for the Apple IIGS by Jeff Silverman of Tanager Software Productions.

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Music and sound effects by Russel Lieblich and Don Harlow.

Produced by J. David Koch.

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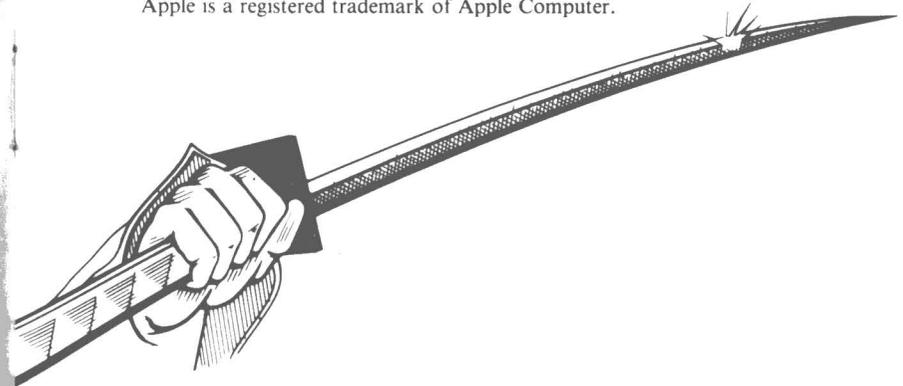
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Making Preparations

With the computer turned off, plug the joystick into your computer.

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

1. Turn your computer on, and place *The Last Ninja* disk in the internal drive, with the label side up. The computer will automatically start loading *The Last Ninja* from the disk. In a few moments, the title screen will appear.
2. Select the Play option.

To install the game on a hard disk, follow these steps:

1. Turn on your computer.
2. Insert your Apple IIGS System Disk into the floppy disk drive, label side up; then from the desktop, double-click the System Disk to select it.
3. Open the SYS.UTILS folder, then open the applications file labeled SYSUTIL.SYSTEM.
4. From the System Utilities Main Menu, create a subdirectory where you will install *The Last Ninja*, if you need to, then select **Set Prefix**.
5. From the Main Menu, select **Copy Files**.
6. Insert *The Last Ninja* disk into the floppy disk drive.
7. On the Copy Files menu, enter **/THE.LAST.NINJA** as the ProDOS Pathname, and check to make sure your hard disk is identified as the destination disk.
8. From the Copy Files menu, select **All**.

All of *The Last Ninja* files will be copied to your hard disk.

Any time you want to load the game from your hard disk, you must place your *original* game disk in the disk drive when prompted to do so.

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 1 on the joystick and push the joystick diagonally.

To punch, hold down button 1 on the joystick and push the joystick forward or to the right or left.

To kick, hold down button 1 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 1 on the joystick and push the joystick to the right.

To stab your opponent in the head, hold down button 1 on the joystick and push the joystick forward.

To slash your opponent, hold down button 1 on the joystick and push the joystick to the left.

To block an opponent's blow, hold down button 1 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 1 on the joystick and push the joystick diagonally.

To strike your opponent head on, hold down button 1 on the joystick and push the joystick to the right.

To slash your opponent, hold down button 1 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 1 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 1 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 1 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 1 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 1 on the joystick, then move the joystick forward or backward.

To perform a somersault of moderate distance, hold down button 1 on the joystick, then push the joystick diagonally.

To perform a short somersault, hold down button 1 on the joystick, then push the joystick to the right or left.

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 2 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**.

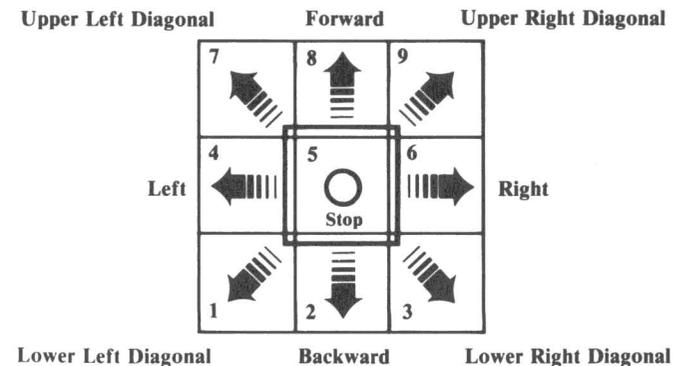
To quit, press **control-Q**.

Optional Keyboard Control

If you have a standard Apple IIGS, you can also control the movements of the Ninja from the keyboard: You can use the numeric keypad to move forward, backward, from side to side, and diagonally, and to stop. You can use button 1 on the joystick or the **open apple** key as your "fire" button.

NOTE: If you have an Apple II that has been upgraded to an Apple IIGS, this keyboard option is not available.

The Last Ninja defaults to joystick control. To switch to keyboard control, press **control-J**. To switch back to joystick control, press **control-J** again. This diagram shows the relationship between joystick control and keyboard control:



Basic Moves

To change the direction the Last Ninja is facing, press the appropriate keys on the numeric keypad until he is facing in the desired direction.

To run forward, backward, right, or left, press **1, 3, 7, or 9** on the numeric keypad.

For precise positioning on the pathway, press **2, 4, 6, or 8** on the numeric keypad.

To search for an item, face the Ninja in the direction of the object, hold down the **open apple** key and press **1, 3, 7, or 9** on the numeric keypad.

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

Fighting without a Weapon

To duck an opponent's blow, hold down the **open apple** key and press **1, 3, 7, or 9** on the numeric keypad.

To punch, hold down the **open apple** key and press **4, 6, or 8** on the numeric keypad.

To kick, hold down the **open apple** key and press **2** on the numeric keypad.

Fighting with a Sword or Staff

To stab your opponent's torso, hold down the **open apple** key and press **6** on the numeric keypad.

To stab your opponent in the head, hold down the **open apple** key and press **8** on the numeric keypad.

To slash your opponent, hold down the **open apple** key and press **4** on the numeric keypad.

To block an opponent's blow, hold down the **open apple** key and press **1, 3, 7, or 9** on the numeric keypad.

Fighting with Numchukas

To block an opponent's blow, hold down the **open apple** key and press **1, 3, 7, or 9** on the numeric keypad.

To strike your opponent head on, hold down the **open apple** key and press **6** on the numeric keypad.

To slash your opponent, hold down the **open apple** key and press **4** on the numeric keypad.

Throwing the Shuriken or Smoke Bomb

To throw, hold down the **open apple** key and press **4 or 6** on the numeric keypad.

Using Somersaults in Combat

To perform a long somersault, press **2 or 8**, depending on the direction the Ninja is facing, then press the **open apple** key.

To perform a somersault of moderate distance, press **1, 3, 7, or 9**, depending on the direction the Ninja is facing, then press the **open apple** key.

To perform a short somersault, press **4 or 6**, depending on the direction the Ninja is facing, then press the **open apple** key.

Using Somersaults to Surmount an Obstacle

Position the Ninja carefully at the point from which you wish to somersault and follow these procedures:

To perform a long somersault, hold down the **open apple** key and press **2 or 8**, depending on the direction the Ninja is facing.

To perform a somersault of moderate distance, hold down the **open apple** key and press **1, 3, 7, or 9**, depending on the direction the Ninja is facing.

To perform a short somersault, hold down the **open apple** key and press **4 or 6**, depending on the direction the Ninja is facing.

Selecting Objects and Weapons

To search for and pick up items, face the Ninja in the direction of the object. Then hold down the **open apple** key and press **1, 3, 7, or 9** on the numeric keypad.