

# LAST NINJA

**It's the second part of the trilogy, so prepare to chuck your nuns with the best of 'em as Andy Roberts trains you in the ways of the ninja.**

## SOS

### SPECIAL

#### LEVEL 1 CENTRAL PARK

As with the other two Last Ninja games, it isn't necessary to kill every enemy you meet until you get a decent weapon - you can sneak past them quite easily. And so, armed with that valuable piece of info, let's take it from the start screen: go through the top exit (through the curtain), then punch the flashing yellow square on the far wall. Go back into the start screen and drop through the hole. Collect the KEY from behind the big bass drum, then go through the door at the top-left. Take the top-right exit, collect the HAMBURGER, then take the top-right path. Nip into the ladies' toilet (corner) and collect the CHAIN, then take the top-left exit. Take the bottom-right path, then the bottom-right exit again. Enter the ladies toilet and collect the CHAIN as before - the two chains combine to make the NUNCHAKAS.

Exit the screen, then take the left path. Take the bottom-left exit again, somersault past the juggler to avoid his knives, then exit bottom-left. Collect the MAP on the next screen, climb up the grating on to the ledge, then take the top-left exit. Jump carefully over the two gaps, collect the STAFF at the far left, then go back the way you came. Climb down the grating and go right into the next screen.

Somersault past the juggler as before, then exit top-right. Collect the SHURIKENS from the litter bin, take the top-left exit, then hold the KEY and use your 'pick up' motion on the gate to open it. Take the top-left

exit, then use the boat to cross the river. Take the bottom-left exit, then quickly run to the exit at the top of the screen before the bees kill you. Do a huge jump off the top of the screen to land on a small island in the centre of the lake. Use the STAFF to prod the boat - when it moves, jump back into the bee screen, then take the middle-left exit. Use the boat to jump across the river (as before), then exit top-left to complete the level.

#### LEVEL 2 THE STREETS

From the start screen: take the bottom-right exit, cross the street (when the lights are green), then take the top-left exit. Kick open the door at the top of the screen, and collect the SWORD from the shop inside. Leave the shop, take the bottom-right exit, then take the bottom-right exit again (when the lights are red). Avoid the plant-pot thrower and take the bottom-right exit, then take the bottom-right path. Collect the HAMBURGER, avoid the plant-pot thrower then take the bottom-right exit. Collect the BOTTLE

OF METHS from the tramp on the next screen, then cross the street when the lights are green. Take the top-left exit from the next screen, then enter the workman's hut and collect the SEWER KEY. Take the bottom-right exit, cross the street again,

then take the top-left exit from the tramp screen. Avoid the plant pots and take the top-left exit, then cross the street. Take the bottom-left exit, then the bottom-right path. Take the bottom-right path again, then use the SEWER

KEY to open the manhole - drop down to finish the level.

#### LEVEL 3 THE SEWERS

From the start screen: take the right path into the next screen, then go through the door at the end. Go through the door in the next room, collect the KEY from the far right, then go back into the previous room. Jump the gap and take the top-left exit. Jump the next gap, then edge forward until a spider appears - follow it into the next screen. Use the KEY to open the grate, then drop down the hole. Take the right-hand exit, then go through the middle door on the next screen.

Follow the path into the next screen, then go through the left-most door. Jump over the rats, take the top-right path (don't go through the doors), then follow the path around, take the right exit and go through the left-most door. Holding only the bottle of meths, use your 'pick up' motion on the torch to light the bottle (the wick should turn red). Take the top-right exit, then edge forwards until the alligator appears - throw the meths at it to set the poor creature on fire (if you miss, keep trying, as you have more than one chance to get it right). Once it's dead, run through the door to complete the level.



# COMPLETE SOLUTION

## LEVEL 4 THE BASEMENT

From the start screen: take the right-hand exit (through the maze of boxes), then climb up the ladder. Take the top-left exit, pick up the CREDIT CARD, then go right into the previous screen. Take the top-right exit, follow the path then take the right exit. Continue right into the next screen, then enter the door at the end. Pick up the bowl of DOG FOOD, then go back the way you came to the ladder – climb down it.

Take the right exit, then go right again into the next screen. Jump over the railcars, then take the right path. Follow the path and take the bottom-left exit, then jump over the rail lines (they're electrified). Collect the HAMBURGER, take the left exit, then follow the path and take the bottom-right exit, jump carefully across the crates. Once across, go right into the next screen, then take the bottom-left exit.

Go through the room full of bottles into the next room, then take the bottom-right exit. Holding the chicken leg, use your 'pick up' motion on the box of white powder.

Go back the way you came to the bottle room. Take the middle-right exit. Holding the chicken, walk forward until the panther sits up. Take one more step, then use your 'pick up' motion to lure the panther to the chicken which it'll eat and then die. Take the right-hand exit, then use the credit card in the slot by the door to open it. Go through to complete the level.

## LEVEL 5 THE OFFICE

From the start screen: take the left-hand exit, then go through the blue door on the next screen. Walk up to the computer and use your 'pick up' motion – note down

the number that appears.

Leave the room, take the left exit, then go through the door at the top-left. Use your 'pick up' motion on the button on the table (underneath the paintings), then go through the door that appears. Climb up the ladder to the next floor, then go through the door. Take the top-left exit into the fan room. Stand as close to the right wall as possible, then slowly edge forward towards the back wall to get past the fan safely. Use your 'pick up' motion on the grate to open it, then go through it.

Jump across the gap on the ledge and go left, then follow the ledge around and into the next screen. Climb up the ladder, take the top-left exit, then jump off the top-right of the screen when the helicopter flies away.

## LEVEL 6 THE MANSION

From the start screen: pull down to drop from the helicopter when the ninja is above the furthest turret, jump on to the right-most turret (using the other turrets) and carefully drop off to the left. Walk right along

the ledge into the next screen, continue right, then face the skylight and somersault into it. Once inside take the bottom-left exit and go through the door.

Collect the rope from the wall, leave the room, then take the right exit. Go through the door, hold the rope, and walk into the dumb waiter (on the far-left wall). Take the left-hand exit, go through the adjacent door, then punch the control panel to de-activate the alarm. Leave the room, then enter the door behind the plant. Hit the switches on the wall until the lights come on in the next room, then go through the right door. Walk

through the maze, then take the right door.

Use your 'pick up' motion on the right-hand control panel to divert the steam, then go through the right door to the final level.

## LEVEL 7 THE FINAL BATTLE

From the start screen: kill the guard and go right through the door. Use your 'pick up' motion on the hanging tapestry to reveal a safe; open it using the combination you noted down earlier. Collect the ORB from inside and KUNITOKI himself appears. Kill him so that he falls INSIDE the pentacle, then use your 'pick up' motion to light all five candles. If you find this a little difficult, light one candle just as Kunitoki comes back to life – this will remain burning, so that you only have to light four candles once you've killed him. When all five candles are alight and the screen starts flashing, simply put the orb back into the safe to complete the game.

## MYSTICAL SIGNALS

Action replay owners might like to dig into this tender batch of POKÉ:

### INFINITE LIVES

POKE 37456, 173 – Level 1  
POKE 36690, 173 – Level 2  
POKE 31852, 173 – Level 3  
POKE 35481, 173 – Level 4  
POKE 35771, 173 – Level 5  
POKE 36879, 173 – Level 6  
POKE 34444, 173 – Level 7

### INFINITE SHURIKENS:

POKE 46594, 173 – Level 1  
POKE 45218, 173 – Level 2  
POKE 40153, 173 – Level 3  
POKE 44925, 173 – Level 4  
POKE 44707, 173 – Level 5  
POKE 45788, 173 – Level 6  
POKE 43049, 173 – Level 7

If you don't own an Action Replay, type in the following listing, SAVE it then RUN it for infinite lives on every level except the last one. And it should work on both the original and re-release versions.

0 FOR X=304 TO 431:READ Y1:C=C+Y1:POKE

X,Y:INDEX

2 IF C<14491 THEN PRINT "DATA ERROR":END

3 POKE 157,128:SYS 373

10 DATA 169,173,141,080,146,169,060,141

11 DATA 094,023,169,003,141,095,023,142

12 DATA 036,189,079,001,157,040,063,202

13 DATA 016,247,162,018,076,243,063,165

14 DATA 236,041,015,170,169,084,003,141

15 DATA 080,003,189,090,003,141,081,003

16 DATA 169,173,141,255,255,076,243,063

17 DATA 080,082,108,153,187,015,146,143

18 DATA 124,138,139,144,000,032,044,247

19 DATA 054,169,171,141,177,003,169,138

20 DATA 141,178,003,169,105,141,179,003

21 DATA 032,108,245,169,153,141,064,242

22 DATA 169,001,141,065,242,032,191,003

23 DATA 096,169,191,141,178,003,169,003

24 DATA 141,179,003,169,048,141,009,020

25 DATA 169,001,141,010,020,076,160,241

