



# LAST NINJA

**Can Andy Roberts make it a hat-trick and give you the complete solution to the last Last Ninja? Shuriken! (Sure he can? Shuriken? Geddit? Oh, never mind - Ed)**

# SOS

**SPECIAL**

## LEVEL 1: EARTH

The first point to remember is that you don't have to kill any enemies on this level if you don't want to. You might get pinned into a corner, in which case there is no other choice, but in general it is better to avoid conflict and save your lives for later. Right, from the start screen: enter the hut and search around for the LEATHER GLOVE. Take the right-hand path into the next screen, then the right-hand exit. Avoid the shuriken-lobbing enemy and collect the SWORD from the statue. Take the lower-right exit, then stand just inside the doorway and collect the much-needed POTION.

Take very bottom exit and collect the ROOFING NAILS from the left-most hut; this combines with the glove to make a CLIMBING GLOVE, needed to ascend the rocks later on. Take the top-most exit on the left, then face the first tree and collect the STICKS. Leave by the top-most exit, then stand in front of the small statue to collect the SHURIKENS. Take the right-hand path, then walk around the back of the hut to the next screen.

Walk into the hanging gardens and collect the CHAIN from the basket on the right; this combines with the sticks to make the NUNCHAKAS (clever, eh?). Take the bottom exit, then walk up to the base of the rock-face holding the glove. It might take a while to find your footing, but once you have, climb up the rocks and go into the next screen. DO NOT go near the boulder (yet), just continue right into the next screen, then pick up the LAMP from the wall.

Go back the way you came, down the rocks, and then go through the gateway into the gunpowder section. Holding the LAMP, stand next to the first barrel on the left and use your 'pick up' motion to transform the lamp into a BOMB.

This can be tricky, so keep trying. Switch to the glove, then climb up the rocks again and into the boulder screen. Select the BOMB and, facing the boulder, use the 'pick up' motion to

blast it into the lower gorge. Go back down the rocks, take the left-hand path into the temple screen, then take the topmost exit. Walk on to the boulder, then face the strange blue thing and collect the SCROLL. Go back the way you came, into the temple screen, then enter the temple with the NUNCHAKAS and SCROLL at the ready. Use the forward jabbing motion with the occasional kick to defeat the Shogun with ease.

## LEVEL 2: WIND

From the start screen: take the top exit into the next screen, then take the left exit into the next. The door at the bottom of the screen leads to the end-of-level Shogun... but not yet. Take the right path, and collect the BELLOWS on the next screen. Before you leave, use your pick-up

## DISTRESS SIGNALS

LAST NINJA IS HELP REQUESTED BY: Mark Hyman, A. McDonald, Dale Conrad, Jones, Michael, Houston, Matthew, Howard, Marc, Sherrin, Michael, James, Bradley, J. Scriver, Alan, Deane, Paddy, James, Connel, Jonathan, Thacker, Ronan, Clarke, Marc, Connel, Paddy, P. Heston, Ryan, Stoppel, Michael, Wright, Ryan, McLaughlin, Vennard, Michael, Wright, Chris, Kenny, Stephen, James, Bradley, Chris, Kenny, Stephen, Woodbridge, Robert, Cheung and Paddy, Clarke.

motion to move the LILLY PAD, as it's useful on the next screen. Take the right path into the waterfall screen, and jump over the river via the floating lily. This is tricky, but can be done simply by pausing for a second when you enter the screen, and then running straight towards the lily.

Continue into the next screen, and collect the POTION from the doorway to replenish your strength. Go right again, and then take the upper-left exit and collect the scroll from the centre of the screen.

Take the left-most path, then take the upper-right exit. On this screen you need to collect the ROPE situated just under the window, but be careful not to venture near the tree; there is a nasty bug in the program which often gets you stuck 'behind' the screen.

Take the bottom exit, then the bottom-left path into the scroll screen. Take the bottom-right exit, then the bottom-left, then follow the path into the next screen and jump back over the lily (which is a touch more difficult than before). Once over, follow the path round to the start screen and take the bottom exit. Use the rope here to climb down the rocks, avoiding the deadly vvy as much as possible. Then go into the next screen, and again enter the Shogun's domain with the scroll and nunchakas at hand - kick his botty as before.

## LEVEL 3: WATER

From the start screen: take the upper-right path into the next screen, collect the SCROLL from inside the doorway, then take the upper-right path. Take the top exit and collect the

STAFF which is cunningly hidden in the reeds at the



# COMPLETE SOLUTION

very bottom of the screen. Now go along the upper-left path, then take the top path again, collect the POTION from the vase and take the right-hand exit.

This next bit is tricky; you must jump on to the wooden jetty, which can be done by standing in the 'square' just to the right of the fence corner. Now run straight towards the jetty and jump just before you reach the water (playing also helps too). Now walk CAREFULLY along it into the next screen and pick up the PLUG from the end.

Go back the way you came, jump off the jetty, and take the bottom-right exit. Nip behind the hut (sounds ominous - Ed) and collect the GEAR COGS for use as shunkens. Take the upper-right exit, then take the upper-left exit. Now take the bottom-left path into the waterfall screen - the waterfall blocks the exit, and must be stopped in order to complete the level.

Cross over the bridge and go into the next screen. Take the left-hand path, select the plug, then walk up to the drain at the water's edge and use the 'pick up' motion to plug the whirlpool (you will flush when it's been done correctly). Go back the way you came to the waterfall screen, then select the scroll/nunchakas and enter the doorway to face the Shogun.

## LEVEL 4: FIRE

From the start screen; go into the next room and collect the STAPLE from the forge. Take the lower-left path, collect the POTION from the cauldron, then go back into the previous room. Take the middle-right exit into the lava room and jump across via the central path (DO NOT jump across the blocks). Go into the next room and, holding the staple, climb up the wall and exit along the balcony.

Continue through the next room and into the doorway, then collect the METAL INGOT from the base of the drain pipe. Climb down the left side of the ledge and take the top exit, then walk into the workshop area and pick up the

DUST MASK from the bench. Go back into the previous screen, climb up and go through the doorway. Make your way through the next room, then climb down from the balcony and exit into the lava room. Jump across to the

middle path, select the mask, and go left into the otherwise lethal dust room. Collect the FLOW AID POWDER from the barrel, take the right exit, jump right back across the lava and exit the room.

Climb up the wall, and follow the path round as before. Climb down the ledge, take the top exit, then take the top-left exit past the workshop. Walk up to the furnace

and, standing just behind the nearby line, use the bellows with your 'pick up' action; the furnace should burn brightly (if you remembered to pick up the bellows on level two, that is).

Take the top exit, collect the SCROLL from the cauldron, then take the top exit again and pick up the KEY MOULD from the barrels. Go down the bottom-left path, then use the key mould in the furnace to make a key. Take the lower-left exit, stand opposite the gate, and use the key to open it. Have your nunchakas and the scroll at the ready, then go down the steps to the Shogun's lair.

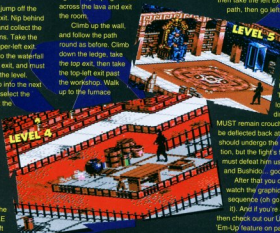
## LEVEL 5: VOID

By now you should be pretty competent with your nunchakas; if not, practise, because you're not going to survive this level unless you know how to chuck 'em accurately. You DO NOT need full Bushido power to kill the final Shogun, but the more power you have, the easier it will be. From the start screen; take the top-right path, then take the right-hand exit. Go along the upper-left path and collect the POTION from the corner of the next screen. Take the left-hand exit, pick up the SCROLL from the corner, then take the left exit again. Take the left path, then go left again into the Shogun's chamber for the final

showdown (cue eerie, sombre music).

Stand in the centre of the star, then press Fire and push upwards on the joystick. Keep this move held, and select the scroll. The Shogun should start lobbing shunkens in your direction, which is why you MUST remain crouched forward - the stars will be deflected back at him. After a while he should undergo the first stage of his destruction, but the fight's far from over. Now you must defeat him using only your nunchakas and Bushido... good luck!

After that you can sit back, relax and watch the graphically stunning end sequence (oh go on, you know you deserve it). And if you're a bash-em-up fan then check out our Ultimate Bash-'Em-Up feature on page 16.



## WELL 'ARD POKES

If you own one of those handy Action Replay cartridge-type things, these POKES will no doubt be a blessing in disguise (they're not very well disguised - Ed). Simply freeze the game and enter the required POKÉ on each level for infinite lives. And don't forget, if you're playing the cassette version you also have an infinite supply of continue plays (thanks to a rather nifty bug in the program).

### CASSETTE VERSION

POKÉ 28986, 165 - Level 1  
POKÉ 29231, 165 - Level 2  
POKÉ 28824, 165 - Level 3  
POKÉ 29059, 165 - Level 4  
POKÉ 29212, 165 - Level 5

### DISK VERSION

POKÉ 28962, 165 - Level 1  
POKÉ 29207, 165 - Level 2  
POKÉ 28800, 165 - Level 3  
POKÉ 29035, 165 - Level 4  
POKÉ 29192, 165 - Level 5