



LAST NINJA

You're all rubbish at Last Ninja, aren't you? We had more letters begging for help with all three games in the series than for virtually any other game. So, the SOS spesh' presents a guide to the entire series starting with, logically, Last Ninja – or should that be Second-From-Last Ninja?

LEVEL 1

THE WILDERNESS

If you're the cowardly sort then take note – it isn't essential to kill any enemies until you have collected a decent weapon – it's often possible to sneak past them unscathed. From the start screen: take the bottom-right exit into the next screen, then follow the path and take the bottom-left exit. Follow the path into the next screen, then stand in front of the rock and collect the SWORD. Go back the way you came to the start screen (just follow the path), then take the top-right path. Take the top-right exit again, then carry straight on and take the upper-right

across, take the right exit, then follow the path and take the top-right path again. On the next screen, take the bottom-right path at the T-junction, then collect the APPLE from the tree. Take the right-hand exit into the next screen, collect the SHURIKENS, then go back the way you came to the T-junction.

Take the top-right path; then the top-right exit to arrive at the dragon screen. Holding the smoke bombs, stand at the position shown in the screenshot to the left – lob a bomb to send the dragon to sleep. Now exit top-right, follow the path around, and walk off the right to finish the level.



LEVEL 2

THE WASTELAND

From the start screen: collect the CLAW from the right-hand lion, then exit to the right. Take the right-hand exit again, follow the path, and take the top-right path into the cliff screen.

Holding the CLAW, push against the cliff face until the ninja starts to climb it (stand roughly in the centre of the path to do this). Walk right into the next screen, take the right-hand exit again, then take a big run up and jump the gaping chasm.

Exit to the right, then follow the path and take the right exit again. On the next screen collect the APPLE from inside the cave to the extreme right, then take the right-hand exit. Holding only the CLAW, gently walk backwards towards the wall, keeping as far right as possible – the ninja should climb down with ease. Exit to the right, take the top-right path, then jump carefully

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across the river and exit top-right. Take the bottom-right path, at the T-junction, follow the path round, then take the bottom-left exit. Take the bottom-left path again, then collect the GLOVE from the next screen. Take the top-right exit, continue right and take the top-right exit. Now collect the NINJA MAGIC hidden behind the massive rock – the ninja will start to flash, and you now have limited time to reach the exit before the magic wears off (unless you use the Action Rectory POKE given below). Oh, and use SHURIKENS to kill any enemies you meet – it's quicker (and so much more humane).

Take the top-left exit, then the left-hand path, then jump across the river again and exit bottom-left. Take the top-left exit at the T-junction, then jump across the swamp. Once across, take the right-hand path, then the top-right exit and follow the path around and exit to the right. Take the top-right exit again, then rummage around in the reeds until you find the STAFF (it's at the right of the reed cluster). Now take the bottom-right exit into the statue screen – if the ninja magic is still working you can safely run past them and finish the level. If not, you'll have to go back and collect some more (which is very, very difficult).

LEVEL 3

PALACE GARDENS

Note that some of the enemies from this level onwards will re-appear when you enter the screen. Oh, and they're also getting a little faster too. From the start screen: take the top-right exit, then the bottom-right exit, then the top-right path again. Follow the path and take the right-hand exit, then take the top-right exit yet. Jump carefully across the river, take the right-hand exit, then follow the path and exit to the right.

Collect the AMULET from the statue's neck, then go back the way you came to the river.

Cross the river as before, take the



path at the T-junction. Follow the path around, taking the top-left exit, then collect the POUCH from the tree in the next screen.

Take the top-right path, have a quick pray in the temple if you're that way inclined, then take the top-right exit again (popular choice this top right exit – Ed). Collect the KEY from the post (which can be a little fiddly), continue right into the next screen, then get the NUNCHAKAS from the dead man's belt.

Go back the way you came to the T-junction, then take the top-left path. Collect the SMOKE BOMBS from behind the huge rock, then carefully cross over the swamp (this is easier if you aren't holding any weapons). Once

COMPLETE SOLUTION

bottom-left exit, then follow the path around and exit to the left. Make your way around the screen, take the bottom-left exit, then the bottom-left path yet again. Now take the top-left path, followed by the top-right path then (you guessed it) the top-right path again. Exit to the top-right, then continue right into the next screen. Making sure that you're holding the GLOVE, collect the ROSE (otherwise the ninja will die – what a wimp!).

Take the top-right exit, the right-hand exit again, then the top-right path. Follow the path around and take the top-left exit, then the top-right exit. Continue right into the next screen, take the right-hand exit, then jump across the river and exit top-right. Take the top-right path from this screen, then, holding only the AMULET, pray in front of the golden statue to finish the level.

LEVEL 4 THE DUNGEONS

The best weapon to use on this level is the staff, as it enables you to kill the skeletons without getting dangerously close to them. From the start screen: go right into the next screen, defeat the guard and run right to descend into the dungeons. Take the right-hand exit, follow the path around and take the right-hand path again. Collect the ROPE from the wall, exit to the right, then take the bottom-right path. Now take the bottom-left path, then the top-right path. Collect the APPLE from the table, then exit top-right. Take the bottom-left path, then bottom-left again at the 'crossroads'. Take the bottom-right exit, then go straight across and take the bottom-right path again. Take the

bottom exit, then the bottom-left exit and follow the path around, finally taking the bottom-right exit. Now you can either take the bottom-left path into the next screen, or go bottom-right to meet a HUGE SPIDER! I know which route I prefer – but you can go on to the next screen if you want.

Now take the bottom-left exit into the final screen; here you should hold the rope and push up against the ladder to climb out of the dungeons and complete the level.

LEVEL 5 LOWER PALACE

From the start screen: take the top-right exit, top-right again, then continue right into the next screen. Follow the path around and take the right-hand exit, then collect the APPLE on the next screen. Holding the KEY, walk up to the doors to enter the palace. Take the bottom-right exit, then the bottom-right path again. To get past the statue, move as close to it as possible and edge forward VERY slowly – with any luck the

ninja will mow you (if not, keep trying!).

Now take the top-right path and collect the NINJA MAGIC from the big grey cauldron – the ninja will turn green. Go back into the previous screen, then take the bottom-right path into the final screen. Defeat the guard if you want, then it's a quick dash up the stairs to complete the level.

AND AS IF THAT WASN'T ENOUGH HELP...

Action Replay owners might like to dig into this handsome bunch of POKEs:

POKE 30855, 165 – Infinite lives
POKE 22083, 197 – Infinite ninja magic
POKE 1018, 255 – Loads of smoke bombs
POKE 1019, 255 – Loads of shurikens

However, if you don't own an Action Replay, type in this listing, SAVE it, then RUN it for infinite lives (and it works on both the original and re-release versions).
0 RUN LAST CHOST
1 FOR X=579 TO 640:READ Y:G=C+Y:POKE X,Y:NEXT
2 FOR X=31722 TO 31735:READ Y:G=C+Y:POKE X,Y:NEXT
3 IF C<=8676 THEN PRINT "DATA ERROR":END
4 POKE 649,0:SYS 579
5 DATA 159,157,078,041,003,169,002,162
6 DATA 001,168,032,186,255,032,189,255
7 DATA 032,213,285,120,136,140,021,003
8 DATA 169,128,141,237,002,238,119,264
9 DATA 236,120,244,169,166,141,020,003
10 DATA 108,020,003,162,121,142,178,003
11 DATA 206,179,003,076,081,003,169,197
12 DATA 141,135,120,076,191,003,012,000
13 DATA 000,169,049,141,159,002,169,234
14 DATA 141,160,002,096



LEVEL 6 INNER SANCTUM

From the start screen: go right into the next screen (take the top-right exit here and peep through the telescope if you want). Take the bottom-right exit, then bottom-right again, then the bottom-right path yet again. Now take the top-right path and collect the TASHING POTION. Go back into the previous room and take the top-left exit.

Take the top-right door, then go right through the door in the next room to arrive at what looks like a dead end. Holding the ROSE, touch the urn in the corner to open a secret door. Holding the potion, go through the door then lob the potion at the dog when it runs towards you. If it doesn't fall asleep, leave the room, then come back and try again. Once he's asleep, go right through the top floor, then use your 'pick up' mystion on the dots on the floor – the ninja will turn red and you can walk safely past the archer statue. Now go right into the

next room, then take the top-left path to meet the Shogun. If you have infinite lives, stay and fight. If not, keep bashing him and leaving the room. Once he's dead, the ninja will be teleported to a mystery location. Holding the pouch, JUMP on to the

centre square and pick up the scrolls to finish the game... but the legend continues on page 38.

