


LEVEL 1 – CENTRAL PARK

You start on the edge of the theatre. Go backstage and dispose of the baddie. Hit the yellow button on the wall and go back to the stage. Drop down the now open trap door. Once down, get the key and go outside. Get the shurikens and the two pieces of nunchuka from the female side of the toilets. Go left and somersault past the juggler or he will get you with his pins. Get the map and then climb the trellis (make sure you are using nothing or you won't get up). Somersault over the gaps and get the staff. Return to the gate outside the theatre, hold the key and stoop to open the gate. Move on to the river and wait for the boat. Somersault onto it then off onto the other bank. Avoid the bees and take the right hand path. Jump off from the right hand corner and you should land on the island. Push the boat with the staff.

Exit back to the bees and then take the left path to the final screen. Wait for the boat then jump onto it then off onto the far bank to exit level one.



The object here is to get the sword and bottle and then to find the manhole key and exit down the manhole.

First get the key from the workman's hut avoiding
the pot throwers as you go along. To get past
them edge up close underneath until they start
dropping pots then run through between
drops. Get the bottle from the drunk then
get the sword by kicking the shop door
down, entering, killing the Ninja and
finally stooping to pick up the sword. That's
it really. Make sure you use the green
cross code at the traffic lights or you
will get squashed by the motorbikes.
Hold only the key at the manhole
and stoop to open it.

**IT'S
A WRAP**

Check our map of Level 2 for some As, Bs and Cs. The level wraps around on itself in several places. Leave the map at a point marked A, for example, and you'll emerge at another point marked A, and so on.

LEVEL 3 - THE SEWERS

From the start walk right, kill the thug and go through the door on the left. On the next screen take the door to the right and get the key to the man-hole. Return to the ledge with the gap, jump this and on the next screen jump the gap again then walk forward slowly. Wait for a spider to fall and quickly follow it off the screen or his friend behind will follow and kill you (the Ninja I mean). Next, open the grate with the key and drop down. Walk right and then take the middle door of three. Walk to the next three doors and take the farthest one.

Now don't use any of the next two doors. Jump the rats and exit quickly. Keep

going to two more doors and exit by the one nearest to you. After killing the girl (you cad!) hold the bottle to the torch on the wall and the wick should turn red. Move forward and holding

only the bottle wait for the alligator to appear and lob the bottle

at him until he burns. Then exit to the next level (you are allowed more than one go so don't panic).

LEVEL 4 - THE BASEMENT

First get through the boxes by keeping to the wall and then advance round and through the two big boxes. Get past bluey then hold nothing, climb the ladder, kill the baddie to the left and pick up the credit card. Now walk right all the way round until the

Ninja comes to a door. Enter and pick up the food. Now go back to the ladder and climb down. Follow the path round to the rail cars, pick your moment and run across. Somersault over the next set of tram lines (these are electrified).

Get the hamburger then it's onto the crates. Here we go. Walk onto the nearest crate then jump onto the next one forward. Face left and jump onto the left box. Now face right and get onto the little box then onto the far side. It takes a few goes so be patient. Go into the bottle room and kill bluey. Then, on the next screen, look for the flashing box. Hold the chicken and pick up the box. This poisons the

chicken. Go back to the bottle room then go right and you should be with the pussy cat. Hold the chicken and walk slowly forward until he sits up. Use the pick up action

to feed the panther and watch him die (ho, ho, ho!). Go past blacky to the next screen and use the credit card to enter the lift and exit.

LEVEL 5 - THE OFFICE

Get off the first screen and then take the next blue door on the right. Touch the computer on the right and note down the code. The code changes from time to time. Come out again and go round to the right to the screen with the two doors. Take the top door and, inside, touch the pen holder on the table under the paintings. A secret door next to the table opens. Go through and up the ladder. Then go through the door and into the room. Now enter the fan room to the left and stand as in the diagram (backwards to the line of travel). Edge backwards until you reach the far wall (the Ninja will edge over to the drop but if you are careful he will make it). Open the grating using the pick up action. Go out onto the ledge and round to the left (his right). Jump the gap then go up the ladder. Kill the baddie then get to the last screen. This can be hard or easy. Run to the helicopter and try to get onto the skid or simply wait for the chopper to leave and somersault off the screen after it. The next level should load.

LAST (NINJA) LEVELS

HELICOPTER

FALL OFF
ON TO
ROOF RIDGE

LEVEL 6 - THE MANSION

If you are using infinite lives, pause the game as soon as you start. Enter the Replay monitor and install the cheat. Restart and, using the guide on the map, get onto the roof ridge. Move carefully to the right until you are next to the skylight and then get into the mansion. Again trial and error is necessary. Go to the next screen and enter the room on the left (Ninja's right). Get the rope and then go back to the first screen you were in. Go left into the room with the dumb waiter. Hold nothing but the rope and descend into the kitchen (don't use the stairs as electric eyes set off all the alarms). Leave the kitchen and enter the study to turn off the alarm. Come out and go through the door behind the bush. Once down the steps punch the six switches on the wall to turn the lights on in the next room (the door will turn grey). Go through what is supposed to be a maze into the steam boiler room. Punch the switch on the right (not the six little ones) to redirect the steam so that you can exit the level.

A SECRET LEVEL SEVEN TIP:
When trying to light the candles, kill Kunitoki. Then, just as he comes back to life, light one of the candles. This should now remain lit so that when you next defeat the bad guy you only have four candles left to light. This makes it possible for the most inexperienced Ninja to triumph

LEVEL 7 - THE FINAL BATTLE

First, kill the guard. Then enter the final screen. Lift up the tapestry to reveal the safe. Touch the safe to bring up the number display. Use the joystick to enter the correct code. (You did remember to get it from the computer didn't you?) The joystick action is just the same as when you input high scores. Take the orb out of the safe and ol' nasty-guts appears. Kill him so that he falls within the pentacle. Now light the candles before he wakes up. Put the orb back in the safe and the game is over.

Cart blanche

Still stuck? The POKEs below can be used with the Expert Cart and must be entered at the start of each level. They'll also work with the Action Replay Cart but unreliably. The first POKE is for infinite lives and the second, infinite shurikens.

LEVEL ONE	LEVEL TWO
POKE 37456,173	POKE 36690,173
POKE 46594,173	POKE 45218,173
LEVEL THREE	LEVEL FOUR
POKE 31852,173	POKE 35481,173
POKE 40153,173	POKE 44925,173
LEVEL FIVE	LEVEL SIX
POKE 35771,173	POKE 36879,173
POKE 44707,173	POKE 45788,173
LEVEL SEVEN	
POKE 34444,173	
POKE 43049,173	

Keep yer eyes peeled for the complete guide to Last Ninja 3, coming soon.