

# LA-MULANA

ラ・ムラナ

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WiiWare™

UNIGORO

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## Legend

Descending unto this place...  
She came from the sky...  
One unto this world.  
Trapped alone, she cries.

Let me return home to heaven.  
It is where I belong.

Children, please help me.  
Children, send me back home.  
Children, for this reason you were born.

Folk ballad descending of  
"The Clan See and end of Starting Journey"  
Translation: Shawn Kosugi

## Story

A letter for Professor Lemeza,  
teacher of archaeology at the university.

"Finally!, I found it. I've won!"  
The Kosugi family have been  
archeologists for generations.

They have been searching La-Mulana Ruins,  
witch is said to be the birthplace  
of all civilizations.  
The letter was written by his father,  
Shawn Kosugi. And he claims that  
he has found them.



# Staff

## Lemeza Kosugi

31 years old. 'Sansei' the third generation of Japanese-American. An archaeologist who teaches at the University in U.S. Descendant of archeologists from grandfather's side, and descendant of Japanese Ninja warriors if an ancestor is followed. Grown up in the ancestry arts, he still learns Ninjutsu at present.

Ninjutsu seems to be so much helpful for his archaeological survey, he is able to reach the deepest points of uncovered ruins and he can survive for days without problems.

Thus, he is famous for his unbelievable ruins research, though is looked coldly by commonsensical academics.

He is chagrined by his father, an archaeologist also. They jostle each other for new discovers, take a big bite due the difference of experience. He never leaves his exclusive adventurer's laptop "MobileSuperX".

His favorite food is curry, although he doesn't dislike any food in particular.



## Shawn Kosugi

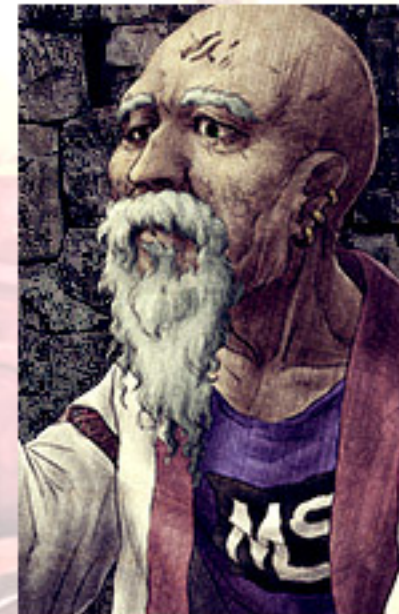
62 years old. 'Nisei' the second generation of Japanese-American. Known as an authority of anthropology and historiography, he is Lemeza's father.

He is also bright at biology and astronomy as well. He took over his father research theme 'Conditions for an ape to become human are not only due to evolution.' and the quest for the Anthro-Origin.

He disappeared after doing a presentation full of exciting hypothesis, 'There is a civilization that is the origin of whole rest.' some years ago.

He's as well trained as Professor Lemeza, and doesn't reflect his age of over 60 years due a trained body and lots of survival skills.

His high age is compensated with a cunning strategy and anticipation. Often he lets his son to research the same ruins and poaching him.



## Elder Xelpud

Uncertain age. The doyen of "The Clan See and end of Starting Journey" which guards LA-MULANA Ruins.

Although his ancient task of protecting LA-MULANA Ruins according to the rule of the whole family who will continue in 5000 years or more, he's surprisingly broad-minded to all except 'protecting LA-MULANA Ruins', and he's anincomparable high technology lover.

His love to PC life even carried out to build a power generation from the great waterfall on the outskirts of his village. Very well known as a bleeding Mr PC on the net.

On the other hand, the clan's goods are abundant, although the village is deeper in the jungle.

He actually, is an ambitious person who is hoping to strike rich secretly. Usually, only playing games.

## Mulbruk

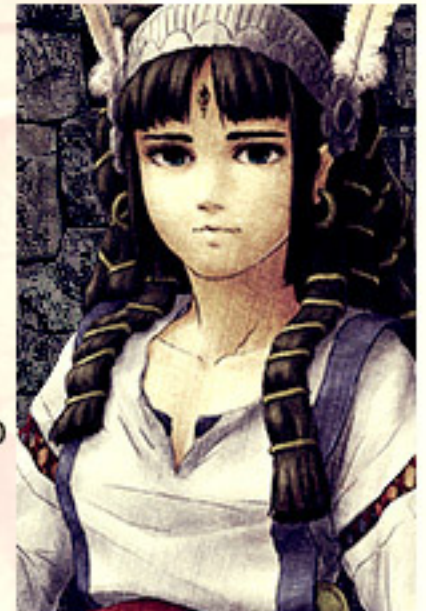
A girl that is sleeping inside the ruins.

It is said that has 19 years, but in fact, she has been sleeping for over 3000 years.

She is one of the clan of the Four Philosophers who are also living inside the same ruins, and keeps her in everlasting life because she is different from the Four Philosophers due his distinguished intuition acquired inher childhood.

If you can release her from the dormancy, her wealth of knowledge about the ruins should be helpful.

However, she has trouble waking up due the thousand years sleeping. Using her brain makes herself to be sleepy, and she may be sleeping on your visit. She is still a teenager and curious about the trend of the present day.





# Menu

## Item menu

① Main weapon

② Sub Weapon

③ Use Items

④ Equip Items



⑤ Seal (Key)

⑥ Hero

1. The main weapon used by the player.
2. The sub weapon used by the player.
3. Items that you can select and use. Press the item button when you want to use them.
4. Equip Items.
5. "Keys" needed to unlock seals. Four keys can be found.
6. The image changes depending on equipped weapons and items.

## Software menu

You can choose the software you want to launch from "Mobile Super X" in software menu.

You can launch more than one software at the same time unless the amount of memory used exceeds the memory capacity.  
You can change software as needed.

You might also get an unexpected effects combining software



① Software list

② Memory space

1. The list of software installed. Software can be bought at the shop. You might find unknown software hidden in the Ruins.
2. Memory space of Mobile Super X. You can't launch more software if it's filled.



## Weapons



Professor Lemeza can hold a main weapon and a sub weapon to explore the Ruins. Main weapons can be used repeatedly, but sub weapons can be used as much as you have ammunition. You can buy ammunition or get them from defeated enemies.



### Whip

The one and only weapon the professor brought with him.



### Knife

Light and easy to use. Ideal for speedy attacks.



### Axe

Swing down this axe to make mincemeat of foes. It is heavy and slow, but provides a wide attack range.



### Chain Whip

A whip made with chains. Deals greater damage than a regular whip.



### Shuriken

Said to have been used by Japanese Ninja, they can be thrown one-after-another.



### Rolling Shuriken

A shuriken that rolls on the ground. It tears through enemies as it rolls.



### Buckler

A shield that can block bullets from small enemies. It can be broken if you block an enemy strong attack with it.



### Ankh Jewel

A jewel that can destroy an Ankh, in which a Guardian sleep.

## Items



You will need many items to explore LA-MULANA Ruins. They can be bought at shops, and can be found in the Ruins.

Use these items to solve many mysteries!



### Hand Scanner

Small scanner used in conjunction with a laptop. You can decipher words on the tablets with this.



### Holy Grail

Enables you to warp to a deciphered Holy Grail Tablet.



### Scalesphere

A crystal ball in which a phantom fish dwells. Protects from water damage by eliminating the poison within the water.



### Shell Horn

This plays a strange melody when you solve mysteries in the ruins.



### Feather

Offering from the Village of Departure. You can jump once again while you are jumping.



### Hermes' Boots

Footwear it is said to have been done by a legendary hero. Increases the walking speed.



### Glyph Reader

Software that translates ancient writing. You can't read old documents without this.



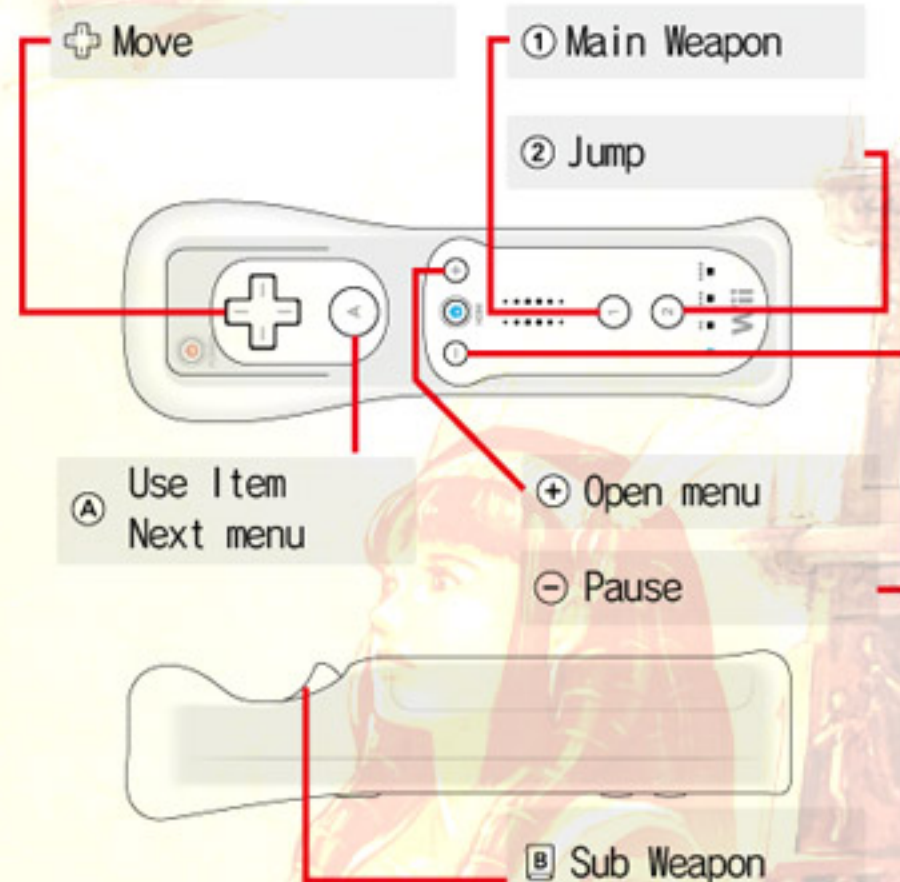
### Yagoo Map Reader

Software for displaying maps. Check the pause screen to view a map of the current area.

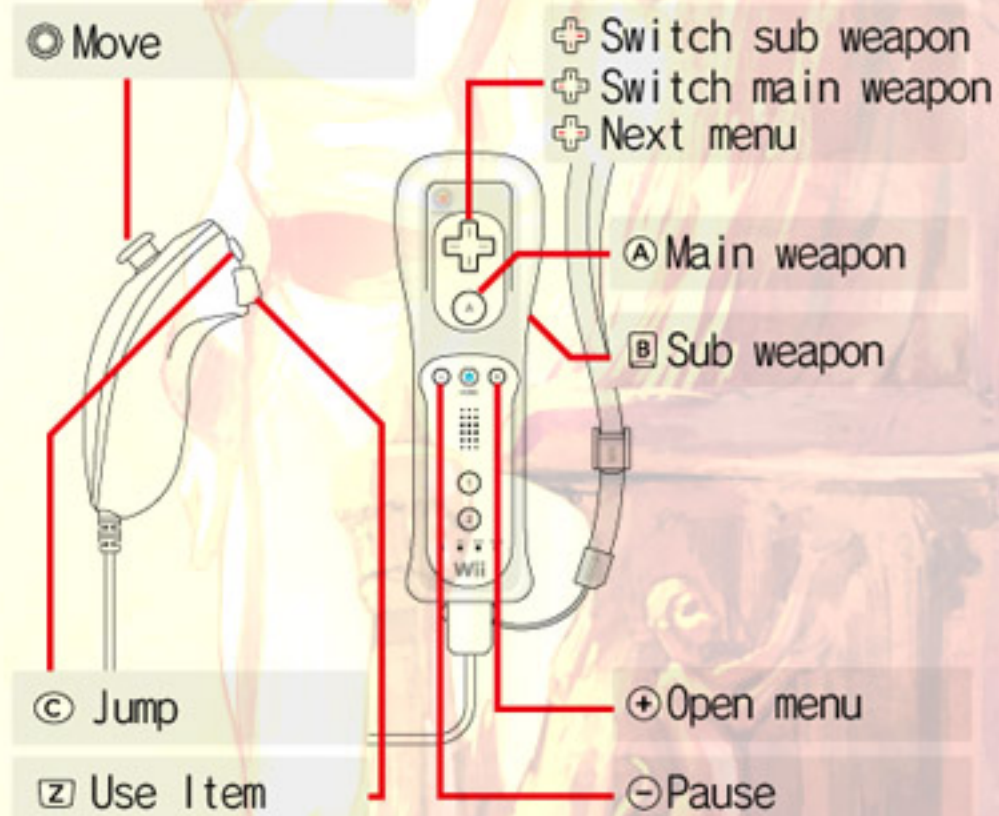


# Controls

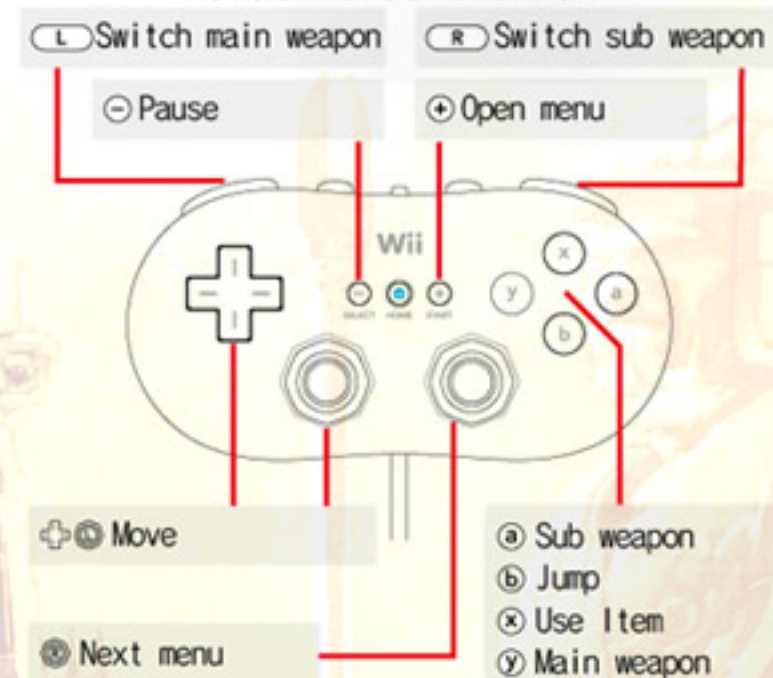
## Wii Remote™



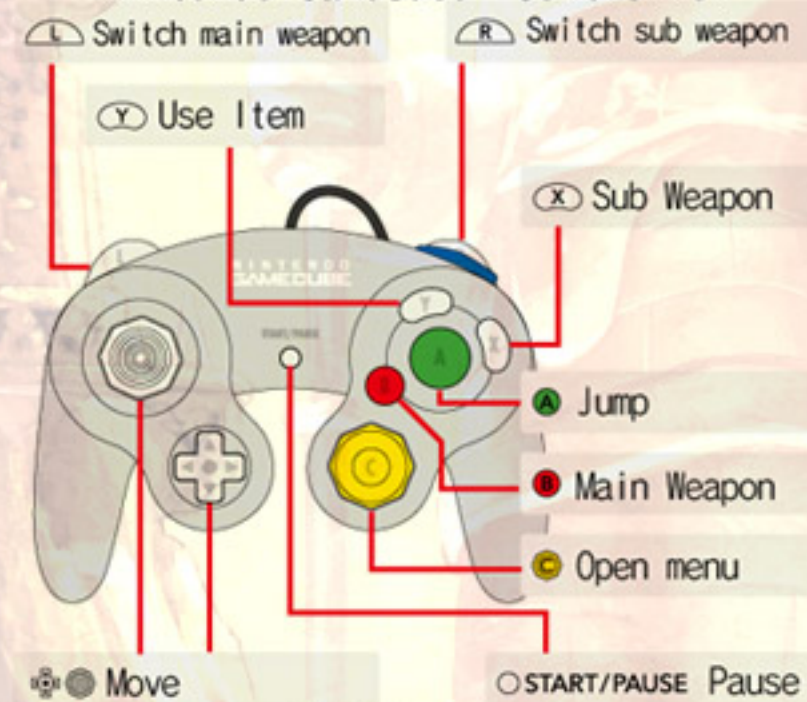
## Wii Remote™ & Nunchuk™



## Classic Controller



## Nintendo GameCube™ Controller



## USB Keyboard

Move	← →
Jump	Z
Up & Down	↑ ↓
Main Weapon	Space
Sub Weapon	M
Switch main weapon	V
Switch sub weapon	B
Use Item	N
Pause	F1
Open menu	ESC
Next menu	TAB / TAB + SHIFT



## Before you start...

The ruins of LA-MULANA are very complex.

You will feel lost sometimes without knowing what to do.  
It's important to know some basics

### Solving riddles

When talking about ruins, the main topic is the treasures. They store useful items, and surely you'll need to solve riddles to open them. If you do, the treasure chest will unlock, hit them to the contents appear.



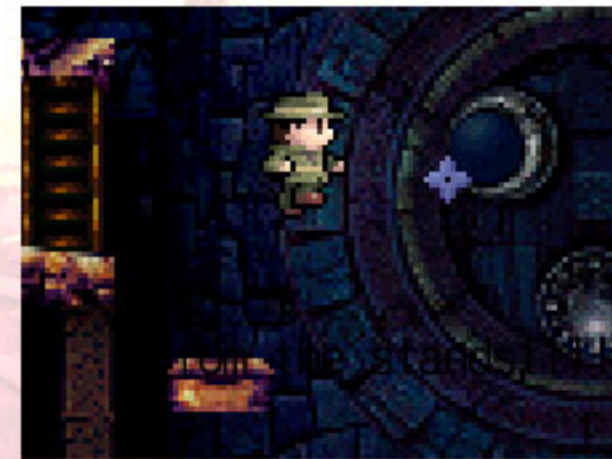
### Stones (Weight)

Use stones as weights to activate mechanisms. They're essential to progress in LA-MULANA.



### Tablets

You can scan the information of various things with the Hand Scanner. The Hand Scanner gives you the information written on murals in addition to the messages of the tablets and the bodies.



### Techniques

Professor can jump farther in addition to moving right and left, and climb up and down ladders. The vertical jump is straight up. You can move right and left while falling after a vertical jump.

You can jump diagonally by pressing jump button while professor are moving. The height of the diagonal jump varies with the time you hold down the jump button. The jump distance varies with the distance moved. So, it is difficult to control Professor. There are other types of jump. Please find them in the game.

### Be careful!

Beware of this eyeball! Once you carelessly hit a wall in a room with one of those eyes, a lightning will strike you! Your life will be greatly reduced. It's one of the most dangerous traps.





## Hints

Professor should have arrived at Ruins with all his equipment.

However most of his tools has been confiscated at the airport, You may felt uneasy. But don't worry.

If you follow the next advices, your exploration will be more easy!

- When you start the game, a tent will be opened at the left of the professor. Enter the tent, and the friendly elder will give you an e-mail software. His mails can little annoying, and maybe you don't want to read them. However his mails may sometimes imply something important. So, you should read them with patience.

- Then, you may go out of the tent and dash into the ruins at once, let's prepare for the adventure in Surface. Collect coins and weights to buy a Hand Scanner, a Glyph Reader and a Yagoo Map Reader in Surface. If you don't have enough coins collect them in the ruins. With the Hand Scanner you can scan the information of various things like murals, messages in the tablets and death bodies.

- There are walls you can break with weapons. And some floor collapses when you step on there.

- Defeat the sleeping Guardians! Boss enemies called Guardians are asleep somewhere in the Ruins. The way to important areas will open by defeating them.

- You may find software to install on your laptop. Some will be useful and some will be useless. But there are no meaningless one. Only one useless software has no effect, however, launch two of them simultaneously and they may give you abilities beyond your imagination. You will get over difficult stages with those abilities. So check out all combinations.

- When your life reduce, gather Soul stone in a safe place. There are hot springs that restore your life at the village outskirts and somewhere in the Ruins.

- Don't forget that you are an "Archaeologist". Pay attention to any small change or strange place in the Ruins!

Are you ready to survive all types of traps and discover all the secrets of LA-MULANA?

LA-MULANA is the most complete "archaeology action and exploration" game ever created.

Take control of Professor Lemeza and his inseparable whip to discover the mysteries of Humanity!

Face all types of traps, enemies and Guardians in the greatest adventure every created for WiiWare™.

In LA-MULANA you will explore vast temples and, most importantly, you will have the feeling of total immersion. Each mechanism, trap or puzzle you solve will be a great achievement.

Features:

- The best "archaeology action and exploration" game.
- Over 40 hours of play.
- Hundreds of puzzles and secrets to be discovered.
- Wide variety of weapons and objects you can use.
- Use the "Mobile Super X" computer to run help software.
- Large quantity of enemies with spectacular guardians.



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Published by

**EnjoyUp**  
**WiiWare**

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