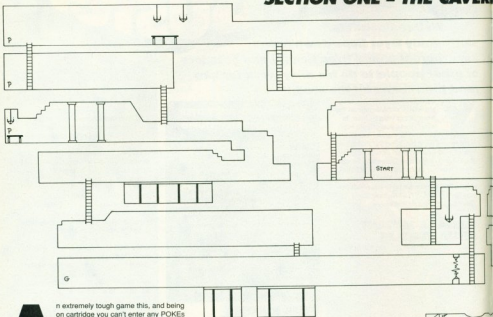


SHADOW OF THE

SECTION ONE - THE CAVERN



An extremely tough game this, and being on cartridge you can't enter any POKES to make life easier! If you're really having problems then this definitive solution will prove invaluable. Here we go...

First things first, I suggest you play the game with the music on, simply because the key to long term survival is knowing exactly where the enemies come from and the background music will help you remember. Honestly it really does help to practise a lot and learn to anticipate attack waves.

From the start, run left through the forest until you encounter a door in a tree - go in it. If you ignore the door and continue running left you'll be swallowed up by a large black hole. Don't say I didn't warn you. If you go inside the tree you should find yourself inside the underground labyrinth. Go right and jump over the flame which comes from behind. Continue right avoiding the tree roots.

Ignore the ladder and jump over the gap. Go right, fall down then move right and fall down again. Climb down the ladder to your right then go right, down, right, down, right, down. Now go left and down the first ladder you encounter, then go to the far left (ignoring any ladders) and kill any nasties you meet on the way.

Jump the gap at the end and collect the key. Then fall down the gap and run right. Collect the FULL STRENGTH potion and kill the two snakes. Carry on going right and climb all the way up the ladder. Then go

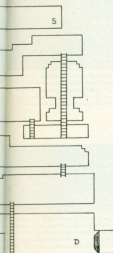
right, up, left, up, left, down and continue leftwards. Kill the nasties then prepare to meet a rather vicious demon. Simply walk right up to him and punch his ball (oof!) nine times to gain the plasma bolt. Of course you'll have to crouch every time he breathes fire.

From here go to the right and walk into the teleporter. WEEEEEOOOOAAAHHH! Now go up, left, up, right and prepare to meet yet another whopper of a beastie, namely the huge bone crusher. Stay exactly where you are and press fire repeatedly - the crusher only requires ten hits and is disposed of quite quickly. Now head right and kill the nasties while avoiding the huge spikes from above. Go up at the first opportunity, then go left until you find a switch - hit it so that it points downwards. Go right, up, then go left and pick up the key (watch out for the wasp). Now go to the far right and punch the oil drum to reveal some much needed strength. From here go left, down, right, down, right, up, jump over the snail, down, left, duck under the lizards (don't try to kill them - you can't. And you can't run past them either), then go down. Jump over the slug and fall down (if you climb down the slug will get you). Then go right, dodge the skulls, continue right and collect the FULL STRENGTH potion, go left and down. Now go right, down, left, punch the skulls, continue left, down, kill the



BEAST

IS



crawler, down, left, up, left, down, kill the ghost, up, right and collect the POWER PUNCH potion (the switch you hit earlier disabled the force field). Go left, all the way down the ladder, right (avoiding the rocket engines) and get ready for yet another gargantuan ghoulie. This time it's the rather raucous red rhino, along with the nasty 'supposi-spike'! No tactics here, I personally run straight up to the rhino and punch like crazy - by doing this I only ever lose two or three units of strength. Once he has been disposed of go right through the door and climb up the well shaft.

This next section is a real toughie. It really is a case of learning both the enemy attack patterns and the best way to defeat/avoid them. Punch most enemies when they are at arms length and never let them get closer than that. You will encounter demons, bats, spikes, eyeballs, beetles, dragons, huge hands, as well as some pillars (punch them to reveal strength potions).

When the castle comes into view don't go through the door - run to the right and collect the torch from the wall then go left and into the castle. If at this point you've got less than 15 units of strength then I would suggest you cry and scream a lot. No sorry, you'll just have to be extra vigilant.

From the doorway go left, up, right, and avoid the mines dropped by the spaceships. Kill the two blobs, go right, down, kill the snake, right, up (move quickly to avoid the squidgy blobs), left, drop down, left, kill the blob and avoid the cascading swords, then climb up the ladder.

Head to the far right, destroy the chest and collect the spanner. Then go to the far left, collect the strength, kill the ghost, go as far left as possible and collect another strength potion. Then go right, down, left and again pick up the strength. Continue right, duck under the axes, down, right, fall down.

Go left across the bridge, down, right, down, to the far left and collect the gun from inside the chest. Now let's kick some serious alien ass!

Go right to the right (if you see what I mean) and use the spanner to switch off the force field. Go up, left, fall down, left, up, right, down, left (shoot the torpedoes), down, right and ready yourself for the three-headed dragon. If your timing is good you won't lose any strength. As with the bone

crusher, stay exactly where you are and shoot like crazy. Only the bottom head will cause you any trouble - jump up as soon as he opens his mouth. After this particularly 'ard meanie has been slain you will find yourself outside the castle for the final section.

No time to listen to the lovely music, you've got work to do. Again you find yourself on the grassy plains and it's simply a case of running to the right. There are all manner of nasties to contend with such as ghosts, bats (flying kick 'em), demons, lobsters and skeleton warriors (be quick to kill them). Destroy the gravestones to reveal some more strength (plus a few ghosts). Then it's on to the final challenge.

At the risk of repeating myself, this final encounter isn't too bad. As long as you're about two inches from the Beast Lord's foot his lethal chain-thing can't harm you so keep running backwards and forwards (hitting the toenail in bursts of three).

As soon as the Beast has been conquered, sit back and... no, I won't spoil it for you. Suffice it to say that the end sequence is exactly the same as the Amiga one (ie totally naff).

Now for a word of warning, the following cheat mode may be a godsend for those of you who are getting nowhere, but it could seriously spoil your enjoyment of the game. All you have to do is enter... no, I've changed my mind. I'll save the cheat mode for next month. Bye!

SECTION TWO - THE CASTLE

