

pizza delivery man.

002-Story

"That's my home, Metro City. Quiet place. Good city. Good people. Good future. But as time passed, bad seeds started to grow, and Vortex, Metro City's protector, was outnumbered. Even with the help of the local police, Vortex was no match for the growth of corruption.

With Vortex gone, the criminals moved in like a cancer, eating through the city's heart. Day by day, Metro City was getting worse. Without Vortex to combat crime, things started to get out of hand. Crime feeds upon itself like rats fighting over cheese. Pretty soon the crime bosses began to fight over control of Metro City.

Then, something began to change. The gang wars stopped. There's someone new in town. Someone organizing all the criminals. He's the one I want. He's the one who wants to kill my town.

Someone had to do something!

Someone had to take Vortex's place. Someone had to stand up to Sutekh. It's time to put a stop to this plague. It's time for Nightshade."

003-Characters

Vortex: Former protector of Metro City. He was killed by criminals, and looks a lot like The Flash.

Sutekh: Ruler of the criminals that are overrunning Metro City. Nightshade's plan is simple: defeat Sutekh. Sutekh, for some reason, is really into ancient Egyptian things.

Nightshade: A shady man who wears an overcoat. He's determined to save the day by stopping Sutekh. It's strange that Nightshade looks more like a criminal than Sutekh does.

Ninjas: Women in jumpsuits that want to kill Nightshade. Look out for them.

Rats: Teenage Mutant Ninja Rats. They also want to kill Nightshade.

British people: British men with old-fashioned hats and moustaches. They want to kill Nightshade, but I think they're just faking it.

Bouncers: They protect clubs from unwanted visitors.

Goliath: A big, bouncer boss. Stupid and strong.

Granny: Her cat, Tibbles, is up a lamppost. Oh, won't you save him?

Old man: The old man lets Nightshade know about the four bosses he must fight.

Newspaper people: The newspaper is a crazy paper with strange articles and not too much useful information. You shouldn't spend too much time near the newspaper people.

Clothing store shopkeeper: She believes in horoscopes, and accurately predicts Nightshade's future.

Bookstore shopkeeper: She doesn't seem to like Nightshade.

Supermarket shopkeeper: Works at Al's supermarket, but for some reason, isn't Al.

Curio's shopkeeper: She can sell you a fake staff of Ra. Gee, thanks.

Girl in Burning Building: She could use saving from a nice superhero like Nightshade.

Cook: Cooks sell things and love to give advice.

Larry: A caveman-like dude he calls Nightshade his hero. He helps run Amanda and Larry's Fine China shop.

Amanda: Helps run Amanda and Larry's Fine China shop. I don't know much about her.

Painters: Rude fellows who don't want to talk.

Museum Curator: For some reason, he doesn't like it when you destroy his exhibits. Go figure.

Gallery Owner: She seems scared of Nightshade.

Librarian: It'd be nice if you could talk to her, but talking in the library is about as allowed as running near the pool.

Pizza Delivery Guy: He's got a ten dollar pizza for a Mr. Carravaggio and is waiting to deliver it. The only problem is that Carravaggio isn't in the sewers, where he ordered the pizza to be deliver.

Professor Sandleford: A protective, retired professor who helps out Nightshade by giving him information and part of the Staff of Ra.

Waldo Schmeer: Sutekh's former identity.

004-Walkthrough

Before starting the walkthrough, here are some controls. Press A to examine something, and B to operate something. Use the control pad to move. When examining/operating, you can move between affecting something onscreen or affecting

something Nightshade is holding by pressing B.

Press select to bring up a variety of options: examine, pick up, operate, use (for using something on something), item (to see all the items Nightshade has), system, jump (to jump over a gap in your way), fight, talk, and cancel (not choose an option).

004a-Escaping the Dungeon

The game starts with Nightshade tied up in a chair. Sutekh laughs and makes fun of Nightshade, saying that he lost even before he got started. Sutekh leaves.

Sutekh leaves Nightshade (you) tied to a chair. He also leaves a bomb nearby. Quickly, shuffle to the left part of the screen (go left/down and then left/up), and move behind the wall. When the bomb explodes, the wall is between you and the wall, so you don't get hurt.

Even if you get hurt, you don't die, because the bomb was of low quality.

After the bomb explodes, shuffle over to the candle. Wait a while and the candle burns through the ropes, setting you free. Boy, it was lucky that candle was there, wasn't it?

Go right. Examine the entirely unremarkable painting. Go right again, and pick up the crowbar. Go left (hey, the painting changed) and go down.

Operate both drawers of the table for a flashlight and a screwdriver. Use the key on the statue to get a hidden Egyptian coin. For fun, try using the crowbar on the statue.

Go up twice. A short, British man is walking around this room. Stay away from him; he's a criminal. If you get close to him, you have to fight him.

Examine the picture in this room (from a distance). Then quickly get to the picture and operate it. Great quivering enigmas with a side salad and a light tartar sauce! There's a hidden exit here!

If you have to fight the British dude, you'll want to hold the down button the whole time to dodge his hat attack (he uses his bowler hat as a shuriken). Use B to punch him. He jumps around a lot, but throws few punches that hit you.

Once you go up through the hidden exit, you end up, not outside, but at the top floor of this dungeon. Great.

Go up as far as you can on this screen and then go right across it. There's a hole in the floor in the middle of the rug, so if you walk across it, you fall down. That's why you must walk along the edge of the rug.

Use the screwdriver on the screws in the floor. You remove

them, and something crashes. Operate the lever, and then exit this room. Exit the room with the British guy, too.

You find what happened due to your screwy experiment: the chandelier crashed. Examine it to learn that the river spirits have eaten secrets. Hmmm...

Examine the switch and operate it. Hey, it's not a self-destruct switch after all! Go left, and you see what it does: cut off the water supply.

Go to the grate (where water used to flow). Use the crowbar to pry open the grate. Since you have a flashlight, you can safely enter the sewers.

Take a bone from the skeleton (he won't need it) and go across the stairs to the other side of this room. If you haven't flipped the second switch (the one on the top floor), Nightshade can't do this (he can't swim across the rivers of the sewer).

On the other side of the sewer is a strange brick (marked with an "X"). Operate it to enter a secret room with a big candle. Since you can't get past the candle, exit this room and get back to the sewers.

In the sewers, move right off this screen, and you walk out of the dungeon, into Metro City. Apparently, it's perfectly okay to have a public entranceway to the sewers in Metro City.

004b-Getting to Vortex

Now that you're back in Metro City, there's a lot you can do. Here's a map:

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|A1|B1|C1|D1|E1|F1|G1|H1|  
-----  
|A2|B2|C2|D2|E2|F2|G2|H2|  
-----  
|A3|B3|C3|D3|E3|F3|G3|H3|  
-----  
|A4|B4|C4|D4|E4|F4|G4|H4|  
-----  
|A5|B5|C5|D5|E5|F5|G5|H5|  
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Yay, I make good maps. You start out in position C2.

First off, go left (to B2). You'll find a big rat to fight there. After you knock the rat down, it comes back up and shoots something out its nose at you. Jump when it shoots that thing, and the fight will be over quickly.

Once the fight is over, go to A2, down to A3 (look out for the drippy pipe overhead; it hurts to get dripped on). Go right to B3.

In B3 are some enemies and a piece of paper. Sneak past the enemies and grab the paper. Then fight the enemies (as fighting increases your popularity).

To fight, jump over the enemies. They turn around to face you. Punch them while they are turning around. Do this three times to each enemy to kill them.

Once you win, they leave some lame threat about Sutekh and die. If you didn't get to the paper before the fight, well, you'll never get the paper, but don't worry too much.

Get back to C2. Go right to D2. Buy some food (operate money on the cook), and go right to E2. Pick up the catnip (the green plant). Go up, then down to F3. Pick up the ladder here.

Go up to F2. You're at the prestigious museum. Enter it (walk up to the door) and you'll see the curator make a dinosaur. Take a bone from the dinosaur to destroy it. The curator gets mad at you and huffs off. Operate the bones to make a new dinosaur. The curator then gets happy with you (your popularity goes up).

Avoid the British guy and go up to F1. The really ugly granny has lost her kitten (Tibbles) up a pole. Operate the ladder, climb up it, and use the catnip on the kitten.

Pick up Tibbles, and he escapes, right back to the granny. Your popularity goes up, since you did such a great superhero deed.

Go one left (to E1). Knick knack paddywhack, give the dog a bone! The dog stops chasing the cat when you use the bone on the dog (not the dinobone, the bone from the skeleton in the sewer). Your popularity goes up again.

Enter the shop here. Examine the books for sale. Great jumping jellyfish! The Egyptian Book of the Dead is for sale! Examine it again. Hey, it's a library book, written by Metro City's very own Professor Sandleford!

Use the money on the girl at the counter (she seems to have mistaken Nightshade for a clown) to buy the book. Exit the store.

Go down to E2. Examine the newspaper over the bum to learn that the Professor Sandleford guy is mad at his old partner, Waldo Schmeer, because Schmeer is an artifact thief.

Go down to E4. Operate the phone booth, and operate the phone. Vortex invites you in. Hey, isn't Vortex dead?

NOTE: If you aren't popular enough, you can't enter. If you followed my directions, you're popular enough.

An elevator takes you to Vortex's secret hideout. Yep, Vortex is dead, but his brain is in a computer, so he can help you. He'll let you use his healing machine, and have

his domes, and look out for the cleaning lady, who comes by twice a week.

004c-Protecting the Artifacts

Vortex sets you on your next mission: protecting the artifacts. Pick up the four domes in the hideout. There's one for each of the artifacts. But what exactly are these artifacts?

Lucky for you, you've got a list. Sutekh's list of objects to steal. You'll have to use a dome on each of the four objects (artifacts) that Sutekh wants to steal. These are the statue, diamond, scroll, and crown.

Statue

The statue is all the way down in H5. Use the jump to cross the gap by the painters on the way there.

Once in H5, enter the gallery. Go right, and you fight two more of the turning enemies. Beat them and go right once more.

You find a statue of Sutekh (the destroyer). Use the dome on the statue. That way, Sutekh can't steal it!

Diamond

Enter the museum (F2). Go right to find a room with a mummy and the diamond. Take the diamond (the mummy attacks you).

You might have noticed that in fights, if you attack enemies while ducking (down + B), every third hit (in a row) that you hurt an enemy with is an uppercut.

That's how to beat the mummy. Uppercut it in the back. That is, while pressing down, punch the mummy three times in a row to kill it.

When the mummy's dead, use the dome on the diamond. Now Sutekh can't steal the Cairo (a city in Egypt) Diamond.

Scroll

Enter the library (G2). Use the Egyptian Book of the Dead on the librarian, and she raises your popularity. Go to the back room.

Examine the books on the back shelf. One is weird. Operate it (it's a green book) and a hidden doorway appears. Enter it.

The scroll is in this room. Use the dome on the scroll to protect it.

We're not done with the library yet, though. Examine the books in this room. Operate the strange one (on the left, it's a red book) to open the door.

Go through the door, and examine the shelf of books. Nightshade picks up a book on Egyptology, enabling him to read hieroglyphics. Cool!

Crown

Go to Al's grocery (C3). One of the bricks is marked with a "V". Operate the brick to find force gloves.

Go to the vault (H2). Enter quickly; someone leaves a bomb for you if you hang around outside for too long (too long, being, of course, a nanosecond).

Inside the vault, use the force gloves on the torch. Then operate the strange-looking brick (it explodes if you don't use the force gloves).

The crown appears. Use the dome on the crown to prevent Sutekh from taking it. Great! All artifacts are protected!

004d-Securing the Scarabs

Your next mission is to collect the five scarabs and kill the four friends of Sutekh. Why? The old man in C2 said so, that's why.

Scarab One

The Ninjas protect the first scarab.

First, let's make it easier to defeat the ninjas. Go to the shop (G1) and enter. Operate the right dressing room to find a ninja. She fights you.

Ninjas are hard to fight. They throw shurikens (you must jump to avoid them) and can disappear/reappear. My advice is to get in the first punch. I couldn't find any clear-cut way to kill them.

Once you kill her, operate the curtain again. Grab the urn, which contains the powers of some ninja person. The urn makes the ninjas you fight less powerful.

Go to the restaurant (A5). Enter it, and go left. The Waitresses try to stop you, but ignore them and keep going. If you persist, the waitresses pull a ninja on you. Beat the ninja and go left.

This room has another ninja in it. She's sort of the head ninja; unlike other ninjas, she can throw homing devices into the air (the devices fly after/injure you). With the

urn, she's not very hard.

Defeat her, and pick up the scarab she leaves behind.

Scarab Two

The rats guard this scarab.

Let's make the rats easier to beat. Go to the library and use the food (nuts, which were obtained from the salesman in D2) on the squirrels. The squirrels are nice and leave and come back, bringing you an amulet, which weakens your rat enemies).

Additionally of help are the whistle and the gas mask (look at the Other Stuff section to learn how to get them).

Go to C5. Operate the manhole to gain access to the sewers. In the sewers, go right three times and fight the rat there.

Rats are easy to beat, especially with your amulet. The dying rats tells you that the water holds many secrets. Examine the pipes. They're hiding something! Use the crowbar on the pipes, and operate the switch.

This switch is, in reality, a gas valve. You want it on the off (down) position.

Go left once. See the puddle? Examine it. You find a crank. I guess the water really does hold many secrets. Take the crank and operate the man hole to get to the next Level of the sewer.

Go left. See the toxic blue stuff on the floor. Jump over it, and exit this room (the exit is facing you, the person who is playing this game).

Fight the rat here. If you go right, you'll meet a pizza delivery guy, who sells you a pizza if you have enough money (you get the money from saving an old man who's being robbed). This is a Teenage Mutant Ninja Turtles joke (pizza delivery to people in sewers), which explains why he's there (the turtles were becoming popular around the time this game was made).

Dalton of Zeal took this joke even further, if you can believe it. The pizza is for a Mr. Carravaggio. This is because the four members of TMNT are all named after famous artists, and Michelangelo Merisi da Caravaggio was an Italian artist in the Baroque era, so it is continuing the famous artist/TMNT tradition. You know, joke-wise. Just a fun fact.

And if you aren't tired of TMNT jokes yet, have Nightshade examine one of the rats that walk around in the sewer.

Go left twice (the bats may hurt you, but keep going and it won't be a lot of damage. You could operate the

whistle, if you have it, to get rid of the bats) and through the doorway.

This room has steam come from the ceiling and sewage come from the pipes. These things hurt Nightshade. Luckily, they come in regular intervals, so get past them when they're not there.

Examine the box beneath where the steam comes. Use the crowbar on the box, and then use the crank on the box. Go down the stairs to another level of the sewers.

You end up in a room with...Vortex's dead body. How sad. This is the room that is gassed if you didn't turn off the valve. Go right and fight the rat. Operate the hole.

You reach the boss rat. He fights like the other rats, except that he uses his tail as a weapon. I recommend attacking the rat before it attacks you, otherwise he'll pull his tail on you.

Scarab Three

Goliath guards this scarab.

Go to E3, which is the entrance to a club. Wait, and an elevator shows up. Jump on (not in) the elevator and ride it up.

Jump left off the elevator onto the side of the building (if the elevator goes up once more, you'll get squished). Use the screwdriver on the fuse box, and operate the lever (so it is down).

Get to the left edge of the edge of the building and press up. You're on the other side of the building. The rifle is disabled (since you used the switch), so get to the left side of this platform and press up.

Go up the ladder here to the roof. Say, you could use the ventilation tube to make a quiet entrance inside...use the crowbar on the air vent, and then operate the air vent.

You meet Goliath, a bad guy. You must fight him now.

Goliath will, on occasion, run at you, headfirst. When this happens, jump so he runs into the wall (you must be close to the wall to do this). Goliath will be disorientated for a while; hit him when he's disoriented. This is the only way to hurt Goliath.

When hitting Goliath, aim low (press down while punching).

When Goliath is dead, pick up the scarab and Nightshade leaves.

Scarab Four

The British people guard this scarab.

Go to D2. Buy food from the cook until he mentions his brother. Go up, and then down (not through the way you came). The cook's brother lets you through.

You've got a fight with two British people inside. They jump a lot and slide at you (with an extended fist). They can be a pain, since there's two of them.

Once they're dead, operate the moose's antler to open a hidden door. Inside is the British boss.

British boss has a cane. He lifts/lowers it to make the ceiling fall down on you. When you see the cane do this, move quickly (at him, as he doesn't protect himself while making the ceiling fall).

Other than that, he spins his cane to attack you. Avoid being hit and punch him while he's doing that.

Once he's dead, pick up the scarab he leaves behind.

Scarab Five

This scarab is unguarded.

Go to C2 and enter the sewers you came out of. Remember the false brick you operated on the wall here? Of course not. Anyway, crawl up through the open brick.

You're back in the candle room. Hey, isn't that nice? Operate the two candles on the left side of the room, and the flame goes out.

Jump across the pit (if the flame was there, it would hurt you), and use the ancient Egyptian coin (gotten at the beginning of the game) on the statue for a scarab.

004e-Destroying Sutekh

Note: Now's a good time to do some other stuff in the other stuff section, since this is the ending part of the game.

Go to B1 and fight the two turning enemies there. After beating them, go one left to A1. See the statue? Use all five scarabs on the statue.

The entrance to Sutekh's hideout is revealed. Enter it. Go right and you'll find Sutekh. He reveals his evil plan: to make wooden nickels legal tender! Oh, how terrible!

Go up to Sutekh to begin the final fight. Before so, you might want to talk to him and ask him how he can be defeated. Sutekh answers (what a dummy!), but doesn't finish his answer. Talk to him again and compliment his outfit. He fights you.

Now you have to fight Sutekh.

First off, duck. He disappears and reappears in this fight. He's hard to hit. What you have to do is get in the first shot (the first hit, must be done quick) or dodge his attack and then hit him.

Sutekh will summon mummies and leave the fight, because he's lazy. Kill them, and Sutekh reenters. Repeat the last paragraph then, including the ducking part.

If you got the Staff of Ra, you can attack him with that, but it isn't necessary.

It takes a long time, since Sutekh keeps leaving, but eventually you kill him, and then the game ends.

005-Other Stuff

Here is other stuff that you can do in this game:

Find the Staff of Ra

Go to A4, the professor's house. Beat the ninja, and go up to the door. Talk to the door, and the professor lets you in. He gives you part of the Staff of Ra, along with a bunch of information, which clears up the plot.

Go to A2. Read the Egyptian Writing and talk to the cats. The other part of the Staff of Ra appears. Use it on the piece the professor gave you to have the Staff of Ra. In a fight, press up and A to use it. This is a good way to kill mummies.

Going Through the Strange House

Go to the house at H3. This is Sutekh's old house. Check out the clock and operate it. Operate the logs to find a hole you can go down. The hole leads to the same hidden place the library's secret tunnel did.

Getting the Whistle

Go to G3. Read the sign. Use the ladder (it should still be at F1) and operate it here. Climb it and operate the fourth brick (from the left) on the ledge, just like the sign said to. You get the whistle, which scares off bats.

Getting the Gas Mask

Go to C4 and use food on one of the pipes. Whatever is in the pipe eats it and tells you to operate the brick that is different from the others (on the right side of the screen).

Operate it for a gas mask, which allows you to survive the gas-filled sewers, if you forget to turn off the gas before entering the sewers.

Avoiding Death Traps

When you lose all your life, you fall into death traps. You lose popularity if you do so. Here's how to escape those traps.

Trap One: You're on a conveyor belt. There are two levers on the side. Using your foot (when your foot is near the levers), operate the lever on the left to free yourself.

Trap Two: Two of the pipes can be taken (second from left and fourth from left). Pick them up and use one pipe piece on the other pipe piece.

Trap Three: Move left and operate the metal (hanging off the wall) to get free. Go right (jump over the gap) and operate the lever to open the door. When the dog is running left, fall down and go right, through the door.

Trap Four: Quickly, use food on the rat.

Trap Five: No escape.

Other Random Things To Do

Talk to the seagull in C1. Somehow, the seagull convinces Nightshade to never eat frozen squid again.

Save the girl in the burning building (B4). Remember that only the windows catch on fire (fire hurts you), but you're safe if you're standing on a window sill.

Examine the files in the newspaper office (D3).

Go to Larry and Amanda's Fine China Shop (H5)

Go to Curio's (E5) and buy a fake Staff of Ra, or beat up the ninja for a serious huge wad of cash.

Unsolved Mysteries (only one left)

What is the dinobone good for?

006-Credits

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