

# Heart of Darkness FAQ/Walkthrough

by Syonyx

Updated to v1.0 on Jun 16, 2004

This walkthrough was originally written for Heart of Darkness on the PSX, but the walkthrough is still applicable to the PC version of the game.

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*** HEART OF DARKNESS ***
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FAQ/Walkthrough version 1.0

by Syonyx

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Title: Heart of Darkness  
Platform: Sony Playstation  
Developer: Amazing Studio  
Publisher: Interplay (NA)  
Ocean (EU)  
Release Date: 31 July 1998

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-----===== A) INTRODUCTION =====
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Welcome to my guide to Heart of Darkness on Sony Playstation. I am Syonyx, and I wanted to produce this guide to provide some help through the sometimes frustrating sections of this graphical platform adventure. The game contains many puzzles requiring patience, determination, and experimentation. Other parts of the game aren't about figuring out a solution, but just surviving an onslaught of enemies, where one wrong move means restarting several screens back. Having played the game through a few times, I wanted to share my experience to help others to make it through without the same increase in blood pressure it can sometimes cause. I hope I have been successful in this venture. If you want to let me know what you think, or have any general comments or suggestions for updates to this guide, drop me a line at: syonyx\_faqs at yahoo dot com.

This guide was written primarily for GameFAQS.com, which still needed a guide for this game with punctuation, but you may end up seeing it elsewhere over time.

This version completed June 16, 2004.

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----- B) CONTROLS/MOVES -----  
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First of all, you should just look at the game manual. But in case you don't have one, or you're just lazy, here you go:

Directional buttons: Move  
X: Jump / Select menu options  
O: Fire 1  
Triangle: Fire 2  
Square: Run

JUMPING

Jump in place: X  
Salto the Somersault: X, X (double jump)  
Jump short distance: X + left/right  
Jump longer distance: X + left/right while running in that direction

CLIMBING

Move about on handholds: direction buttons  
Grab onto handholds: Hold X  
Jump off wall: Direction button + X

SHOOTING

(Plasma Cannon)  
Fire: O or Triangle (default direction of fire is straight ahead)  
Directional fire: Fire + left, right, up, down-left, down-right,  
up-left, or up-right

(Magic powers)

Regular shot: O to ready, release to fire  
Powered shot: Hold Triangle to charge, release to fire  
Directional shots: release fire button while pressing left, right, up,  
down-left, down-right, up-left, up-right, or down (only  
while climbing)

OTHERS

Push an object: walk into it  
Shake off a shadow: press left/right alternately in a slow rhythm

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----- C) CHARACTERS -----  
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ANDY

Our hero. Clocking in at about 8 years old, Andy's courage in rescuing his best friend is unquestionable. Along the way, he'll make some new friends and reveal his devotion to doing whatever it takes to help them out.

WHISKEY

Andy's loyal canine companion. He gets kidnapped by the forces of darkness, prompting a rescue by his master.

MASTER OF DARKNESS

Lord of the dark realm, and utterly humorless. The full extent of his powers is unknown, but he demands obedience and won't tolerate failure by his minions.

SERVANT

Looking an awful lot like the bad guys from The Raccoons cartoon (anyone remember that?), this creature lacks a proper name. But he's so slimy that he probably doesn't deserve one.

#### AMIGOS

As far as we know, the only friendly residents of the darklands. These goofy flyers make up for their lack of intellect with their good-hearted nature.

#### SHADOWS

-Regular: These mostly ground-based troopers make up the bulk of the shadow arme. Their slightly malleable forms allow them to flap in the air over short distances. They can grapple Andy and keep him from firing unless he manages to shake them off, or they can just grab him and swallow him.

-Flying: These true flyers have the added deadly ability of throwing fireballs in any direction.

-Crawling: These shadow dogs slink in low places waiting to grab unsuspecting boys. You can only shoot them firing low to the ground.

#### DARK ELITE

-Giants: Well, they're giant, able to swallow boys in a single gulp. Their skin is tough as nails, too, so firing on them won't do a thing.

-Armored warriors: Apparently made of ooze, since they dissolve into blobs of goo when destroyed. These blobs will re-form into 2 new warriors if not destroyed in time. Capable of shooting fireballs straight ahead or along the ground.

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----- D) WALKTHROUGH -----  
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\*\* Note: This guide was written while playing on Medium difficulty \*\*

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~ 1. CRASH LANDING ~  
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- Ways to die:
- falling off a cliff
  - eaten by shadows
  - knocked off a cliff
  - eaten by giant shadows
  - squashed in a giant monster skull

How to live:

From the ship, you can only make one move: jump! Press X to achieve this, then get used to the basic controls over the next couple of screens. You can do either a walking or running jump across the first gap in the path. On the next screen, shoot the skeletal dinosaur head hanging down with your home-made plasma cannon, or else it's shadow will get you. This is, of course, after crouching to shoot the slinking shadow coming at you along the ground. Shoot the hanging skeleton ahead on the next screen too. Next, you get grabbed by a ghoulie (wait, that's a different game), and you have to shake him off. Alternate pressing left and right to thrust him off, then immediately shoot him.

Now comes the fun part. Shoot the giant snake head on the top right of the screen to break down the wall. A lot of shadows start pouring out. Stand your ground near the left side and shoot them, alternating between straight and crouching shots, will diagonal and overhead shots to hit the flying shadows that come across the screen at you. Once you clear a wave, run to the

next screen. Here, repeat your shooting strategy, staying a couple steps in from the left side, but also periodically shoot behind you to get the shadows creeping up there. When it seems like you've cleared them all, continue forward. Next, there are running shadow dogs that are immune to your plasma cannon. You must somersault (double jump) over them. There are 4 in total. Then, shoot the other shadows and keep on going. Next you'll encounter a 2-level screen with a bone ladder in the middle. A shadow will come out on top and will bang the ground, shaking you off your feet. Jump when he does this and shoot him before he does it again. Climb the ladder to take the top path.

After the giant shadows break through the wall, run past them to the right. Stop running, but keep walking, as you cross the narrow rock bridge, with a shadow close behind you. At the end of the bridge, hold the run button while finishing crossing, and keep running until the shadow gets vaporized in the sunlight ahead. Weaponless, hopeless, girlfriend-less, continue onward anyway.

Follow the lizard up the wall. Jump where he does across the gap in the wall, and lower yourself to the ledge on the far side. Remember to hold the jump button so that you'll grab onto something when you jump. At the end of the ledge, climb the wall again and jump right, then up. When you're on the ledge with the giant spine going down the left side of the screen, jump in place on the ledge a couple times to break it, then climb up. Climb up the ribcage of the skeleton. In his head, quickly jump out the front to grab the rocks before the jaws close on you. Above, climb until you break the long bone, then push it over and cross it to climb up the other side.

An FMV reveals Whiskey's fate.

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~ 2. SWAMP JOURNEY ~  
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Ways to die: -sucked under by swamp monsters  
              -caught in a venus boy trap  
              -scooped up by flying shadows

How to live:

Walk ahead from the top of the hill where you start. Jump to the hanging vine to open the path ahead. Hop to the rocks to reach the next screen. Here, stand on the edge and jump in place to grab the swinging vine, then press jump again to drop off the far side. Wait until the purple mantrap is chewing one of the fireflies that go by before jumping across it. Climb the tree and follow the branch forward. Jump to the swinging vine, then to the next, then jump off at the end of the swing to get launched to dry ground again.

Now its safe to walk through the swamp water. As you do so, note that the depth changes. In the deeper areas, duck down to avoid getting scooped up by the flying shadows that are hunting for you. Keep ducking whenever you reach a deep area, and wait for them to move before plowing ahead to the next spot as quickly as possible (unfortunately, you can't run in this stuff). On the far side, quickly pass through the sunlight so the shadows can't follow.

Ahead, climb the grey rocks and take the first landing to the right. From there, run and jump to the black thing hanging down; it's a man trap that's blocking the way overhead. Continue to the right along the ground to enter a cave. Wait for the mantrap to eat a firefly, and while he's chewing, jump under the green glowing globe (that's alliteration, that is) to release a bunch of fireflies. This will illuminate the way above. Go back to the grey

rocks and climb up to the next screen. Cross the top to enter the top portion of the same cave. When the lower mantrap eats a firefly, run and jump across the gap (the upper mantrap will miss you) and keep going right. In the next screen, wait for the middle mantrap to eat a bug, then grab the swinging vine and jump in front of him, then immediately run the rest of the way through the cave.

When you're hanging upside down, start swinging back and forth. Andy will grab the stick on the left and use it to defend himself from the giant swamp monster. Keep swimming to the right until you reach land. Climb the tree at the end of the path all the way up. When you see someone in trouble, jump to the rope to unleash some sunlight. You made a new friend!

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~ 3. UNDERWATER ADVENTURE ~  
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Ways to die: -fried by fireballs  
              -didn't come up for air  
              -swallowed by sea plants  
              -snatched by a mantrap  
              -gored by grubs

How to live:

Swim straight downward and touch the glowing rock. Swim to the right along the bottom next and enter the cave. Follow it upward until you get out of the water, then practice using your new energy powers, especially using a powered energy blast to knock down the rocks blocking the tunnel (press triangle). Walk ahead and note that you're kicking a seed in front of you. Once it reaches the wall, shoot with a powered energy blast (press triangle and down), then climb the plant you made and jump to the high ledge. In the room with the pink mushrooms, drop down to kick the seed across the water (it floats), then shoot it to make it sprout once it's on the far side. Climb the mushrooms on the wall and jump across to the plant, climb up it and go to the next screen.

Jump in the water and swim down. The sea plant sucks water in, and you with it if possible, so stay on the right side and angle away from the plant to get past it. Below, swim past the anemone once their tentacles retract. Get a breath of air up top and continue down to the left. Stay along the bottom and go down to avoid the three sea suckers. Keep on swimming until you reach another three. These are tougher to avoid getting sucked in. Try to swim horizontally under the right one, then up and to the left past the top one. Go down after this and follow the tunnel to reach a spot of air, then return and go up. Get past three sets of anemone to reach a breathing spot above.

To get past the plant and mantrap, note that the bubbles from the plant go up, indicating that it's blowing, not sucking (tee hee hee!), so start swimming across its top so you won't get shot up into the mantrap. Next, you have to swim without stopping past all of the anemone. Watch the pattern of their tentacles to know when to start swimming (you want to swim so that you reach the second set of tentacles just as they're retracting). After that, climb up out of the water.

On dry land, you now have to get past a bunch of mantraps. If you shoot them with powered energy, you can stun them momentarily (of course, it's too much to ask to kill them). Shoot the first one at the top, then jump right and hang onto the mushrooms. Shoot the bottom right mantrap while hanging, then jump to the right past him and fall down the hole, but hold the jump button to

grab onto rocks below. You now have to shoot the giant grubs. One good spot is to hang at the top center, and be ready to shoot directly below as grubs emerge from that spot to suck you into the wall. Shoot them once to inflate, then a second time to send them off. Drop through the hole at the bottom left after dispatching 3 grubs.

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~ 4. CAVE OF DANGERS ~  
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Ways to die: -torn apart by shadow piranhas  
-snatched by a mantrap  
-gored by grubs  
-grabbed by shadows

How to live:

Below, you enter a large puzzle area. First, go left. Shoot the shadows with normal energy blasts. Next, shrink the plant with a powered energy blast, then do another to stun the mantrap, then another to re-grow the plant, and climb up it before the mantrap recovers. Above, push the boulder over, then run from far back past the upper mantrap. In the next room, shoot the grubs. This can be tricky, since they hide when you're firing. Just stay at the side and shoot kind of randomly when they're popping out. Once they're clear, climb down at the pink mushrooms. Below, get into the water and swim to the right. There's a slight current going that way. At the end of the tunnel, in the room where you started here, push the rock out, so that the current will float the seed over to the pedestal, then quickly swim back and climb up where you got in before the piranha get you. Go back up and around, remembering to run past the mantrap in the ceiling.

Jump down where the plant is and run immediately right before the mantrap notices you. Go right to the starting room. Shoot the far plant to reduce it to a seed again, then go back left, shoot the plant and then the mantrap in the wall again. This time, kick the seed to the right (you can kick it to the wall then back again), and push it into the water. It'll float over and displace the other seed on the small platform in the water. Now, grow both seeds (the lower one by shooting diagonally) and jump across both plants. From the second plant, on the right side, climb down and stand on the left edge of the platform. Shoot the plant right beside you (you may need to shoot upwards to hit it), and kick the seed to the right. In the next room, you should now have a seed on both platforms. Shoot the first one to grow it, then jump to the plant, and shoot the second seed while hanging from it (be off the ground, or the piranha will jump and eat you). Climb the second plant through the ceiling.

Above, shoot and stun the mantrap on the left, then climb up on the left side and stun the other one hiding above on the right. Climb up past it. Above, you have to shoot each mantrap in turn, and get past it before it recovers. You have to shoot them all diagonally from just below them. Once you reach the ledge, immediately start firing on the shadows there, both above you and to the left. Go left and climb up in the corner of that screen.

Above, in a larger cave, there are a heck of a lot of shadows that come after you, too many to fight. Run left, and grow the seed where it lay along the ground in the next room. Quickly climb it and go left, then shoot the few shadows up where you are. From this ledge, you can shoot the shadows below by firing diagonally downward. Once they're clear, drop down and continue left. Shoot the shadows, then climb the rocks on the left side and continue. Walk slowly across the stone bridge to meet up with your old friend Amigo.

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~ 5. AMIGO ISLAND ASSAULT ~  
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Ways to die: -fried by fireballs  
              -grabbed by shadows  
              -tumble off the cliff wall  
              -knocked off by rocks  
              -ravaged by spiders

How to live:

This is a hard area to get used to. From start, head left a little bit, then spend some time picking off flying shadows by firing energy right and diagonally up. Duck under fireballs shot straight across at you, and jump over ones fired diagonally from the air. You can't get rid of all of the enemies, so just clear some room and run to the right. There, shoot some more flying shadows and some regular grounded ones too, again watching out for fireballs (dodge them in the same way). When you can, run right again. Cross the bridge and it'll collapse, but that's okay, you want that to happen.

Hanging from the bridge, go down a bit and shoot the flying shadow that comes down on the right. You could wait for him to come alongside you and just shoot straight out if that's easiest for you. Climb down, and jump right from the bottom, grabbing onto the lattice on the rocks there. Go right and shoot two grubs, then jump to the bottom right roots in the rock wall. On the next screen, shoot the bone formation with a powered energy blast to keep its shadow from knocking you off the wall. From the bone ledge, jump to the swinging vine. Jump off the far side and shoot the pair of shadows and climb the short ladder. You can't climb the plant here because of the shadows it creates on the wall, so shrink it and kick the seed right until you're clear of the cliff wall, then re-grow and climb it.

Jump to the cliff wall again and climb up and to the right, avoiding the shadow of the large root. Above, use a powered shot to stun the left tree root and climb past it. Above, take out a few grubs and continue upward, just avoiding the root here. Above, deal with a couple grubs on your way up and to the left. On the screen with a hanging boulder, just go up again. (If you fall anywhere here, just hold the jump button to grab onto rocks down below). Deal with more grubs, and stun the tree roots to get to the bottom right side, then climb down to the ledge by the hanging boulder. Have your shadow push the boulder's shadow by walking to the right, and then shoot the flying shadows that come out from the right (duck and jump the fireballs as before, from the edge of the ledge so that when you jump you won't just grab the rock wall and get fried).

Now you can return to the screen where the flying shadows were previously trapped and climb up through the opening in the bottom of that area (to get off the screen with the boulder, you can just jump down and grab the rock wall on the next screen below, then climb back right and up). Inside the enclosure, jump up to the rock wall and climb up.

Above, dodge the falling rocks by shifting left or right as need be. Jump to the left side of the screen and climb up to see why rocks were falling. Those dirty buggers. Cross between falling rocks (you can tell where they'll fall by where the shadows bang the ground) and climb up on the right side to shoot the shadows. Climb up again on the left side. Above, you will be pursued by shadow spiders. You can shoot them, but there's an awful lot of them and I don't think you can get them all. You can, however, outrace them, so just

keep going up to reach the tip of the mountain.

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~ 6. IN THE DARKLANDS ~

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Ways to die: -taken by shadows  
              -fried by fireballs  
              -dipped in lava  
              -digested by grubs

How to live:

Press any button to get off the cushy flower you landed on. Walk right a bit and three crawling shadows will come from the left. Shoot them by firing along the ground and go right. There, there are I believe 4 crawling shadows and 2 flying ones. Shoot the ground ones by firing along the ground, jumping to avoid the fireballs, then take out the flying shadows by firing up and diagonally. There's a grey pressure plate on the ground here. Leave it for now. Go right and shoot the single shadow, then return and step on that plate. Run right again and either jump over the second pressure plat here, or just wait for the small stone to lower again and run to the end of the screen before the large black stone comes out again.

Ahead, you find some delightful liquid hot magma. Jump to the first pedestal, and then quickly jump to the next before the first one sinks. From the second pedestal, jump up and grab the rocks. Between bursts of lava, move left and up, then right across the top. Ahead, a spider drops green goo into the handholds in the rocks. This goo drips down, and if you touch it you'll lose your grip and fall into the lava. Cross the screen, dodging the goo, and you might be able to shoot the spider if you get right underneath it (he likes to dodge your shots).

Over to the right, there are 3 shadows. The top one likes to bang the ground, shaking you off the wall. Climb straight up the left side, holding the jump button for if you get knocked off (so you'll grab another hold below). Try to climb up just enough to shoot the top shadow from the side (it's when Andy is just reaching for the top right handhold). Once he's gone, climb down and shoot the left shadow from straight across, then hop to his ledge. Shoot the last shadow from there, then climb up and to the right. Fire right to kill the flying shadow before he kills you, then climb over into his ledge. Walk to the right and start shooting everything in sight, always to the right. There are 2 flying shadows who will toss fireballs, one high, one low. Duck under the former, and jump over the latter (do a somersault for safety), and just keep firing until you kill everything. Now, go back, climb the wall, and pass under the ledge, past the lava spouts, then up the wall.

Above, there are a pair of spiders for you to take out. Avoid the green goo and keep firing, hopefully getting lucky. You'll probably only be able to hit a spider when it comes right up to you to try and eat you. Above, more spiders, more goo, and three grubs as well. Remember, if you slip off the wall, hold the jump button to grab on below, then dodge the goo that will still be coming down to you. Climb to the top for a little FMV.

Go right up top, and shoot the grub between lava burst. To jump across, get close to the lave bursts, then jump over after they both shoot together. You have to jump from the very top of the wall to make it. To the right, there are a couple spiders, so check for goo coming your way right away. Climb up a bit to make it easier to shoot them. Ahead, there's one more spider, then a flying shadow up top. Get onto the ledges at the top. Another flying shadow



or two come over when you cross the middle ledge. Shoot and dodge. Go right to finish them off, then go back left and climb the wall past the lava spouts along the bottom. Cross each during the pause after the 2 small bursts, but before the large burst. Once across, push the seed along the ground to the right side, then shoot it under the stalactite to grow it, then climb the wall back left, up, and around to the top again. Climb the plant to reach the handholds. Once you approach the exit, 2 more flying shadows come down, so drop to the ground and prepare to duck and fire. Climb up again once it's clear.

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~ 7. RAISE THE MAGIC ROCK! ~  
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Ways to die: -crushed by rock columns  
              -taken by shadows  
              -eaten by mantraps

How to live:

Once you enter the area, immediately walk to the right and fall to the ground, then into the hole just ahead, before you get squashed by the horizontal columns that will shoot out. When you land, rather than trying to get past the three vertical columns, step right again to go down another screen. There, immediately power an energy shot and shoot the seed to make it sprout, blocking the large column that comes from the left side. Walk right to the next screen and walk into the wall panel at the end of the tunnel to push it. Return to the previous screen and drop down in the new hole. Go right, walk closer to the shadow and shoot it from the ground. Kick the seed all the way to the right and sprout it, then climb up and jump right. Shoot all of the shadows on the next screen, alternating high and low shots. Shake off any that grab onto you. Fall through the hole on the right and defeat more shadows below in the same manner. Crawl through the space to the right. Crawl across the room, always staying along the ground to avoid the mantraps in the ceiling. Crawl under the crusher after it makes a move. Crawl to the end, then turn around, and with the seed ahead of you, crawl back out the way you came. Place the seed under the column sticking down from the ceiling, and sprout it to push this column up, which, if you recall the screen above, will push up the glowing meteor.

Above ground, you have two screens within which to take out the flying shadows without getting fried. Make a stand at either end of this area. It can be confusing with all of the Amigos flying around, but just keep firing around, and especially watch for shots directed towards you. Duck or jump as appropriate.

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~ 8. THE HUNT FOR WHISKEY ~  
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Ways to die: -fried by fireballs  
              -taken by shadows  
              -eaten by grubs

How to live:

Walk forward a bit and a flying shadow will appear. Kill it, then the shadow on the top shelf will float over. Don't let it drop on you, and kill it with an energy blast. On the next screen, there are more ground shadows and a couple flying ones. Take the latter out first if you can, but fire straight

to keep the ground shadows back while you're retrying. Climb the wall and back to the top shelf on the first screen when they're all dead. You have to jump across a small gap in the wall, then use a powered energy blast to break the rocks blocking the tunnel.

**WARNING!:** This next part can be very frustrating, because you will, in all likelihood, die often, and have to restart at the very beginning. You have to get past the first two paragraphs described below to reach the first continue point.

Inside, you face an armored warrior. You can kill him with 2 regular shots or one powered shot, but either way he splits into 2 grey blobs that must be destroyed with powered shots along the ground. If you don't blow them up in time, each blob regenerates into a new armored warrior. Deal with him and advance. Cross the chain by walking, not running (if you fall, skip down two paragraphs to see how to get back up). When you reach the middle, the flying shadows will come out at you. Shoot one straight ahead, then turn around quickly and shoot the other. Continue across to the other side. On the next screen, your first task is to shoot at least most of the shadows crawling on the ceiling, using diagonal shots. Stay at the left edge of the screen to do this, while ducking or somersaulting over the armored warriors' air and ground shots. When you've cleared most of the shadows, then take on the warriors, making a strong effort to destroy the grey globs before they can reform. Continue to the right along the top.

Shoot the shadow past the stomping goo feet. He'll dodge a lot, but just keep firing and you'll hit him soon enough. Now to get past the goo feet. I'll number them 1, 2, and 3 from left to right. #1 only stomps when you step on the pink pressure plate, so don't. To get across safely, wait until foot 3 is going to come down just after foot 2. Jump over the pressure plate as foot 2 has just come down, then run the rest of the way across. Finally, this section is complete once you cross to the next screen.

Climb onto the wall and get ready to shoot some grubs. You should know how to handle these by now. There are 4 to take out. Climb down when done, and shoot the shadow on the ground while still hanging on the wall. On the ground, press the pink pod on the right wall to reveal more handholds, then climb back up and to the left. Immediately shoot the shadow on your left when you enter the next screen, and push the pink pod there. Return to the previous screen, and shoot the crawling shadows diagonally from the upper ledge. Once you jump down four more come out of the tunnel, so be ready to shoot along the ground at them. The fourth one takes a moment longer to emerge. Press the pink pod and climb back up to the screen above, where you now face some spiders instead of grubs (though any grubs you didn't kill earlier will be there too). Kill them then dismount at the top and go back left.

Get past the stomping goo feet again by running across and jumping over the pressure plate. Go back to the chain that you walked across, and run while standing at the left edge to fall down below. Use normal shots to take out the shadows while dodging fireballs, then start to kill the armored warriors when you've cleared some space. When everyone's dead, walk right and kill the pair of shadows there. Jump across the gap (if you fall down now, you'll be overrun instantly). Trigger the pressure plate on the other side. {If you want to get back to the top, continue to the right. Kill another shadow and sprout the seed, then climb up. At the top, go left, step on the plate, and kill the shadow, who seems to be invulnerable to normal shots [i.e. use a powered shot]. You can now climb up the ladder and follow the instructions from two paragraphs above}. Jump to the handholds, climb down and to the right, then drop down on to the right pressure plate. Turn and kill the

multitude of shadows that come from the left side. Once they're dead, you can step on the center pressure plate and face the armored warriors from the right side. Once everyone's dead, go left and climb down the ladder at the end to push a pink pod, then go back up and to the right end, then down the ladder there.

This next part is a bit of a lark. The grubs are especially nasty, and you won't be able to kill them, since they hide as soon as you start to generate a shot. As soon as you climb onto the wall, too, they suck you in. Now, as for the armored warrior below, you can't reach him, because there's only a small break in the wall, and it ain't at ground level. The only way to get through here is to first do a powered shot while hanging near the bottom of the ladder, fired diagonally down through the gap in the wall beside you. It'll run along the ground and melt the warrior into 2 blobs. Now leave those blobs alone! When both warriors regenerate, the grubs will go for them, giving you a moment to get across the top while they are distracted. Now you have to climb past a lave pit. New blocks will appear as you reach the end of each new section. After climbing to the upper left, you have to jump to the handholds at the bottom right, and jump from there to the bottom left, all between bursts of lava. In the next screen, shoot the shadow above you when you enter, then cross to the next screen.

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~ 9. THE GREAT ESCAPE ~  
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Ways to die: -sucked in by grubs  
              -fried by fireballs  
              -grabbed by shadows

How to live:

Getting out of the cell is fairly easy. Shoot a powered shot directly upward underneath the seed, then sprout the seed through the same hole. Walk right to push the boulder in the hole. Press the pink pod and walk off to the left. From the stone handholds, shoot the armored warrior below. When he turns into two, the grubs will go after him. At this point, jump left, press the grey button on the wall, and climb straight up beside it to the top before the grubs finish their snack and come after you.

Walk left and take out all of the shadows, including the ones on the ceiling. Head left again and do the same for the armored warrior and the shadows there. Step on both pressure plates and climb up to go left. After the FMV, drop into the gap. Wait for an armored warrior to throw a ground fireball. Jump in place over it. It'll burn the wooden bridge in the middle. Fall through the hole this creates. Immediately run to the right upon landing below. Jump over the crawling shadow on the right side of the next screen, and then walk as you enter the next screen, since you need to cross a chain without falling. On the other side, once you drop to the ground, crawl to the left underneath the previous screen. On the other side, press the silver pressure plate in the wall, jump over the crawling shadow who's been chasing you once he lunges at you, and crawl back through the tunnel. At the other end again, run to the rock handholds you made by pressing the plate, and climb up them.

Back up top, run left along the ground, past the pressure plates, and jump over the hole you previously fell into. Instead, fall into the hole at the very left end of the path. But is this the end?

Of course not! Andy finds his old plasma rifle inside the monster, who just happens to be the guy who ate it back above ground at the start of your

adventure. Fire a few times inside his belly to break free, then zap the shadows with impunity. The next screen will test your rifle skills, with ceiling shadows that will try to drop down on you, and occasionally shadows that come from behind. Once you've cleared the room, keep heading to the right.

Zap the armored warriors. When there are grey globs to destroy, keep firing along the ground, standing only to jump over fireballs. Continue to the right along the bottom. Shoot the flying shadows diagonally first, then take out the armored warriors. Step on the pressure plate at the end, retrace your steps to the ladder, and climb up. The pressure plate up here will open the nearest door. Go through, then jump across the top platforms. Ahead, stay low to take out the flying shadows, but don't let the crawling ones get directly over top of you. Drop to the ground and eliminate the warrior when the rest are gone. Next, take out the ceiling crawlies, but watch for fireballs from the warrior at the same time. Don't miss the crawling shadow behind the ladder when you're done. Go up and walk right to finish this area.

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~ 10. PIECES OF THE MAGIC ROCK ~  
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Ways to die: -taken by shadows  
              -flamed by fireballs  
              -crushed by a gate

How to live:

Go into the right tunnel to find the first piece of the magic rock. Kick it to the wall, then walk past it, turn around, and kick it back to the central room. Go back and climb the ladder. Note the hole to its right, where you can drop future rock pieces. As soon as you start to crawl into the tunnel on the left, a shadow crawls out to you, so shoot it. Then shoot the one on the next screen, then stand outside the tunnel and shoot the one just above diagonally. Go up the ladder and finish the rest off. Crawl along the middle level to the right to the next screen, then go up the ladder there, then again to the next screen above. Touch the pressure plate, then jump over the gap and go to the left to find the next piece. Push it right and down the hole, then go down after it. While standing on the pressure plate that lifts the gate below, shoot the rock with the plasma cannon to roll it along. Once it's off the screen, climb down and follow it. Push it back and forth to the central room, then head into the fray once more.

Climb up past the area you've already explored. Along the ground, you'll find a crawling shadow following you and triggering pressure plates. When it's in the middle, run to the ladder, climb up, and quickly jump across the gap before he closes the gate. Walk past the ladder and wipe out the armored warriors on the next screen, then return and climb the ladder. Kill the armored warriors on both levels, then trigger the top pressure plate on the left side. On the top platform, go right and shoot the magic rock piece. Go back, go down, trigger the lower pressure plate, go right and shoot the piece further over. Go back and back up, trigger the plate again, go right and shoot the magic rock piece to the right for the last time, then go down a level and get it. Push it back and forth down to the central room the same way you did the last one.

It seems that there's still one shard missing. From the central room, go left again. Kill the armored warriors and approach the barrier gate for a brief FMV, after which it will open. Drop down, shoot the shadows, drop down on the far end and shoot some more from the middle ledge. Get the ground shadows on

this side by shooting diagonally down. Don't step off the ledge, but jump off, because the crawling shadow underneath it will grab you otherwise. Shoot him, then the last shadow across the way, and finally fall into the hole in the ground.

In the lowest cavern, you first have to take out a pair of armored warriors, which is no big trouble at this point I hope. On the next screen, there are lots of shadows to take out. Watch for the flapping ones that land behind you. When they're clear, the real fun starts. Head to the next screen for more shadows. While you're fighting them, however, the Master of Darkness himself comes out and occasionally shoots double fireballs along the ground. You must use Salto (the double jump) to get over them, and you want to jump a tad early. It's okay to land on the fire tail, it's the ball itself that'll kill you. Jump these when he throws them, and continue to fire on the shadows. Once they're all gone, run to the next screen. The boss will follow you, and you will face yet more shadows, with a couple armored warriors thrown in for good measure. Only either the master or the warriors will shoot fireballs at one time, so you won't be totally screwed by an undodgeable barrage. Finally, walk up to the final piece of the magic rock on the next screen.

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~ 11. HEART OF DARKNESS ~  
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Ways to die: -devoured by darkness

How to live:

You can only swing your plasma rifle like a club, and move back and forth. There will be many swirling shapes, but the only two to watch for are the shadow mouths with eyes, and the blobs with two tentacles on top. These, you must hit with your rifle to dissipate them. The mouths, though, when hit, turn into a hand that will come down on the spot you were just standing in, so move as soon as you hit them. After a couple minutes of this, the game end cinema will kick in.

After the credits, you will be prompted to put on the 3-D glasses that came with the game and press X. You now get to watch the FMV that took place after Andy picked up the last piece of the magic rock again, but in glorious three dimensions. Enjoy!

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-----===== E) CLOSING INFO =====  
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Well, thanks for making use of this guide. I hope you were able to put it to some good use. If you have any questions, comments or suggestions, please don't hesitate to send them to: syonyx\_faqs at yahoo dot com.

I have written several guides available on GameFAQS.com, a lot of them for other somewhat obscure Playstation games. Check out my list at:

<http://www.gamefaqs.com/features/recognition/35729.html>

Thanks to the creators of Heart of Darkness for making a pretty solid, colorful, beautifully scored game based on the power of a boy's imagination. You're a swell bunch of French guys.

That's it!

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