

Virtual Hydlide FAQ/Walkthrough

by falsehead

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***** VIRTUAL HYDLIDE: FAQ/WALKTHRU *****

Sega Saturn Action RPG; released 1995 UK (PAL)

FAQ/WALKTHRU (version 3.0) 20/10/2002

Author - falsehead (Sophie Cheshire). Contact me at falsehead@aol.com

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***** 1) INTRODUCTION/REVISIONS *****
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INTRODUCTION - Virtual Hydlide, what can one say about this game? It is widely renowned as one of the lamest games ever to grace the Saturn. Well yes it is, but it is also in some very bizarre way quite enjoyable to play. Although the framerate sucks and the graphics are erm.. interesting it remains a brief but pretty enjoyable hack n' slash/RPG hybrid. So here is my FAQ for the game. I now know more about Virtual Hydlide than is healthy and if there are other fans of this poor benighted game please email me, maybe we can form a support group =D

The latest version of this guide is always posted first at www.gamefaqs.com, if you found this guide on another site please check gamefaqs to make sure you have the latest updates before emailing me with any questions. I may have already answered it!

REVISIONS - Version 1.0 (12/06/2002). First Version.

Wrote up items lists, enemies and walkthrough. Intend to play the game through a few more times to see if any unusual items show up.

Version 2.0 (7/7/2002). Second Version. Well, well, well. I thought I would get no emails about this guide, but I was wrong! Virtual Hydlide fans are appearing everywhere! Anyway, this is an update to the first version. I have corrected some spelling errors, and added a couple more questions to the FAQ. Also a big thankyou to Dark Chojin, who submitted two items to the list that I have not come across yet. Scroll of Curse and Scroll of Fool. Cheers mate!

Version 3.0 (20/10/2002). Third Version. Did a bit of correcting and added some more questions to Ask Varalys. Also added a small History of Hydlide Games just to put the series in context. And still the emails from you secret Hydlide freaks continue, Huuzah! Keep at it, and maybe we can start a lobby for a 128bit Hydlide game as well!

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***** 2) PLAYING THE GAME *****
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a) THE PLOT

Virtual Hydlide has a pretty basic plot; here is the intro from the manual:

"Princess, Princess. In the castle she walks, thinking of her kingdom and her Hero. She is to be Queen of the realm, and she has already chosen her consort. You are the bravest and most loyal subject in the realm. It is not only fitting that you rule by her side, it is her wish and yours.

A cloud builds above the castle, lightning and thunder surround the parapets. The castle walls, thick blocks of stone sealed by plaster and protective spells, are torn apart like paper. A creature with dark eyes and breath hard and hot as a blast furnace contorts its face into a mockery of a smile.

You arrive at the castle a short time later. The ruins tell you little of the events that have taken place. All you know is that she is gone. Taken by a

powerful evil force. You can feel her - she is still alive. And that is all you need to know. You will follow the trail, fight anything that tries to stop you, and destroy the evil that has taken your queen from her kingdom - and from your side."

Basically then, your mission in the game is to complete a series of dungeons and fight a series of bosses, collecting and upgrading your equipment as you go. You must also locate three precious jewels and find the three fairies that are scattered about the land.

The game will generate random maps every time you play, but the quests remain the same. Several key items will always turn up in the same places and the boss battles are always the same as well. Virtual Hydlide is a short game, it took me only three hours to complete on my first go, but it can be frustrating in places so I hope this guide helps out anyone who had similar difficulties and wants to get the most from the game overall.

b) CONTROLS

(The game manual actually manages to give incorrect function assignation to some of the buttons! Here is the *correct* list of commands)

D-Pad - Moves you around

Button A - Draws Weapon, puts you in defensive posture, selects things in Menu screens

Button B - Draws weapon and performs a power attack, closes selection screens and map screens.

Button C - Draws weapon and performs a light attack, when pressed with button B lets you perform a special attack.

Button X - With d-pad lets you run, sheaths weapon, read signs, pick up items, use switches, check walls, open chests, sort items in Equipment menu.

Button Y - Opens the game map, press twice for close up.

Button Z - Displays option menus, press again to close it.

Left back button - Sidesteps left

Right back button - Sidesteps right

Start - Pauses/Unpauses game

c) MENU SCREENS

The main game screen displays the following info:

Time elapsed, your current score and any status ailment at the top.

Underneath is your life bar.

Under that is the name and life bar of any enemy you are fighting.

At the bottom is the direction line to follow and compass pointer.

When you press the Z button you will bring up the Game Menus list and the current status of the character.

- CHARACTER STATUS WINDOW

It is laid out like this:

Level	7	Class	Easy
Attack	95/125/110	Armour	220/130
Located	Lost Castle/Edifice		
Code	AJKUIBNJIOVF		

Level is the level you are currently at.

Class can be Easy/Medium/Difficult depending on the map difficulty

Attack depicts the strength of your light/hard/special attack

Armour depicts your defence for Shield+Armour/Armour

Located tells you where you are

Code is the code used to generate this adventure.

- ITEM WINDOW

This displays all the items you have. It also shows your weight carried and your max. weight capacity.

When you select an item you will get different choices of action depending on what it is. For example, selecting the Magic Sword gives you the choice to Equip, Use (it can cure poison), Drop (discard on the ground) or Help (find out about the item).

For more detail on Equipment and their uses, see the Lists in section 3.

- DATA WINDOW

Here you can save, load, copy and erase your adventure data.

- OPTION WINDOW

This lets you tweak the game controls, difficulty, sound and brightness.

d) STATUS AILMENTS

OVERLOADED - a small "weight" icon will flash in the top right corner. This means you are carrying more than your current max. weight allowance. Remedy this by dumping some items and collecting them later when you rise a level or by equipping a Ring of Power to increase your capacity a few kg. You can still move when Overloaded, but you are slowed down and cannot walk, run or attack as quickly.

CURSED - a skull appears in the top right corner. A Curse is put on you by equipping an unknown item that carries it. Once cursed you cannot unequip anything. You can remedy a curse by using a Scroll of Purge or by using the Master Sword, which has Holy Properties (if you have it).

POISONED - A bottle appears in the top right corner and your life bars turns pink and begins to rapidly decrease. You can be poisoned by traps, by drinking or eating poisonous items or by Ropers. Cure it with a Herb of Antidote or by using the curative properties of the Magic Sword.

PARALYZED - Some jagged lines will appear in the top right corner. You'll be floored and unable to move, but any subsequent attack will quickly cure you. Your life bar will turn blue. Bats can cause paralysis.

HORRIFIED - A star will appear in the top right corner. You will freak out and not respond to commands. Your life bar turns yellow. This can be cured with Tranquillisers. Mimics can cause you to become horrified.

e) LEVELLING UP/FIGHTING

Unlike other rpgs you only level up when you complete a quest. You start at level one with attack and defence at 10. You will end at level 9 with attack and defence at 90. Fighting and killing enemies increases your score which you can keep high for the High Scores table, or more usefully trade in for items at the points trade crystal.

When arming yourself you need to check how much the weapons and armour will add to your stats.

For example:

Level 5

Attack 50/50/50 Armour 50/50

Add a Great Sword (attack +30/65/60)
and Plate Armour (+30) and Shield (+30 def)

Now your stats are Attack 80/115/110 and Armour 110/80

So your Light attack (B button) is strength 80
Your Hard attack (C button) is strength 115
Your Special attack (B+C buttons) is strength 110

You defence when hit is strength 80
Your defence when hit with shield raised is strength 110

Of course you cannot overload yourself due to the weight restrictions. Your best bet is to sacrifice a shield for armour if you need to, unless you require the Flame Shield for two boss fights. In general ditch the dagger as soon as you get a sword or club. A Dark Sword is a must have in your inventory until after the Volcanic Caves, after that you should alternate between the Flame Sword, Master Sword and Warhammer or Battle Axe depending on how well protected you need to be.

I preferred to keep my guy lightly armoured so he could carry the powerful but heavy Battle Axe, since the fighting is in general just slashing away, the faster this could be accomplished the better. You should aim to have the Fairy Armour and Shield before you enter the Lost Castle. Once in there you can pick up the Sword of Light, the most powerful weapon in the game.

When you locate the Points Trade Crystal that is a good place to dump items between quests into dungeons. That way you can collect any useful stuff in a dungeon area, without worrying about going over your carrying limit. Then you can return to your dumping site and choose what you want to take into the next dungeon.

The Weapons and Armour lists in the next section have full stats for all the

equipment in the game.

f) UNDERSTANDING THE MAPS

With each game Virtual Hydlide will generate a new Field map and new Dungeon maps. On Easy Difficulty the map is shown in full and the destination points marked. In Medium Difficulty the map is only uncovered as you explore, but the destination point is shown. In Hard Difficulty the map is only uncovered where you explore it and the destination point is not marked.

I HIGHLY recommend you use the default easy difficulty setting. It is VERY hard trying to work out where the various places are without the destination markers simply due to the low-res graphics and copious fog and pop-up. The difficulty level does not affect any other aspect of the game, and you will find yourself getting very frustrated and wasting points purchasing Oracle Scrolls (these reveal maps to you).

When you first start the game, bring up the Field Map and you will see yellow dots, and yellow and pink dots marked on it. These yellow dots are places you can visit. The three pink/yellow dots are teleporters, visit these pink crystals and you can warp from one crystal to another across the map. You can also leave the map via the bottom end and reappear at the top, or from one side to another to save time.

There are two destinations on the map you will not be directed to, but you should visit anyway. One is the Fairy Forest; the other is the Points Trade Crystal where you can get more items.

When exploring the dungeons I advise you keep switching back to the map and making sure you are pointing in the right direction. The rather repetitive scenery can make navigating your way around the later dungeons a real pain.

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***** 3) EQUIPMENT AND ENEMIES *****
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a) WEAPONS

Name: DAGGER

Type: Equipment

Weight: 0.5 kg

Description: "Small knife that is easy to use.

Can also be thrown."

Attack rating: +10/+10/+18

Notes: You start the game with this weapon, it is weak and very short range and impossible to hit enemies with when thrown. Discard it as soon as possible.

Name: DARK SWORD

Type: Equipment, Tool

Weight: 3.0 kg

Description: "Dark Magic powers are within this sword.

It uses your energy to fire deadly charges"

Attack rating: +18/+30/+20

Notes: A very handy sword to have in the first half of the game, you can take out annoying enemies from long range and it is required for beating the Mad Dragon Boss. When you fire a Dark projectile it reduces your score by 10 points per projectile, that's what it means by using your energy.

Name: MAGIC SWORD

Type: Equipment, Tool

Weight: 1.0 kg

Description: "Very light sword made of magic metal.

It also removes poison."

Attack rating: +15/+30/+30

Notes: A very useful weapon, although you probably won't use it to fight with much its poison curing properties are invaluable.

Name: LONG SWORD

Type: Equipment

Weight: 2.5 kg

Description: "This is a standard, fairly common sword"

Attack rating: +20/+35/+40

Notes: A decent sword with a good reach, but if you are not bothered early on about being lightly armoured, I recommend you ditch this for an axe.

Name: GREAT SWORD

Type: Equipment

Weight: 4.0 kg

Description: "Large powerful sword that inflicts great damage."

Attack rating: +30/+65/+60

Notes: Decent sword, but I prefer the Axe over this.

Name: MASTER SWORD

Type: Equipment, Tool

Weight: 3.5 kg

Description: "Holy Sword, which is said to have been used by heroes.

It also removes all effects of a curse"

Attack rating: +20/+45/+50

Notes: An excellent sword, which is always located in one of the chests in the Ruins. Although the Flame Sword and Sword of Light supersede it in strength it is one to hang onto for its curse removing properties.

Name: FLAME SWORD

Type: Equipment

Weight: 3.5 kg

Description: "Magic Fire Powers are contained in this sword.

You can throw fireballs with this sword."

Attack rating: +25/+55/+40->+100

Notes: This sword can always be found in a chest in the Volcanic Caves. It is a good powerful sword, and the variable special attack is because the longer you hold B + C the stronger the attack you can charge up. So a quick press will give you small fireball, the full charge will give you a huge flaming boulder!

Name: SWORD OF LIGHT

Type: Equipment, Tool

Weight: 3.5 kg

Description: "Solar Energy is contained in this sword.

It fires a bright ray from its point."

Attack rating: +50/+90/+70

Notes: The best weapon in the game and the only one powerful enough to take down the Eel Boss and Valarys. Found in the Lost Castle Power Unit, you should power it up further with any Stones of Fighter you have.

Name: SPIKED CLUB

Type: Equipment

Weight: 0.5 kg

Description: "Wooden club spiked with iron nails"

Attack rating: +10/+20/+20

Notes: Another fairly crappy weapon. It has more range than the dagger though.

Name: WARHAMMER

Type: Equipment

Weight: 5.5 kg

Description: "Heavy iron hammer, capable of causing great damage."

Attack rating: +25/+60/+60

Notes: This and the Battle Axe are fairly interchangeable, this is slightly lighter and slightly less powerful. Both are great for ending annoying fights as quickly as possible.

Name: BATTLE AXE

Type: Equipment

Weight: 6.0 kg

Description: "Large axe capable of causing great damage."

Attack rating: +30/+70/+70

Notes: The strongest weapon in the game bar the Sword of Light. The trade off is its great weight. But if you are confident enough to risk lighter armour for the increased power then this is the best weapon to have!

b) ARMOUR/SHIELDS

Name: LEATHER ARMOUR

Type: Equipment

Weight: 3.0 kg

Description: "Very light armour made of leather"

Armour rating: +10

Notes: Your basic protection, you start equipped with this. Good to hang onto until you get the fairy armour.

Name: PLATE ARMOUR

Type: Equipment

Weight: 4.5 kg

Description: "Very strong metallic armour."

Armour rating: +30

Notes: Tough armour, but frankly early in the game you have to choose between attack or protection due to your weight limits. Then when you can wear it, you'll have the Fairy Armour. Not worth it really.

Name: FAIRY ARMOUR

Type: Equipment

Weight: 3.0 kg

Description: "Armour protected by the souls of fairies.

Very light and highly protective."

Armour rating: +60

Notes: You'll find this in a chest in the ruins. OK, when you put in on it makes the hero look like a pantomime dame, but its tough and light.

Name: SHIELD

Type: Equipment

Weight: 1.0 kg

Description: "Standard Shield, light but does not offer much protection."

Armour rating: +30

Notes: It will weigh you down a lot at the start of the game and later on you'll have better stuff to choose from.

Name: DRAGON SHIELD

Type: Equipment

Weight: 4.0 kg

Description: "Shield of protection from fire.

It is made from Dragon's scales."

Armour rating: +60

Notes: This is a good tough shield, which is invaluable against the Mad Dragon and Evil Mage Bosses as it is totally resistant to their fireball attacks. You will always find it in the other chest at the end of the trial dungeon.

Name: DARK SHIELD

Type: Equipment

Weight: 3.0 kg

Description: "This Shield contains dark magic powers.

The bearer cannot remove it."

Armour rating: +10

Notes: This shield will curse you when you first get it and you can't get rid of it unless you remove the curse with a scroll of purge or using the Master Sword. It looks cool, but doesn't seem to be any use against any Bosses.

Name: FAIRY SHIELD

Type: Equipment, Tool

Weight: 1.0 kg

Description: "This Shield contains fairy spirits.

It is light and offers a high degree of protection."

Armour rating: +90

Notes: Combined with the fairy armour this gives you some powerful defensive stats. You will always find this located in the Sealed Dungeon 3 level, on the other side of the mine cart ride.

c) TOOLS/RINGS/SCROLLS/POTIONS

Name: STONE OF FIGHTER

Type: Equipment, Limited (one use)

Weight: 0.1 kg

Description: "A Warriors Spirit is sealed in this magic stone.

It increases the power of a weapon."

Notes: These are very useful. If you use them on a weapon you can add +5 to that weapons Attack stat for each stone you use on it. Before you use the Stone ensure you have the weapon you want to boost equipped.

Name: FAIRY TEARS

Type: Limited

Weight: 0.1 kg

Description: "Crystal of Tears that contain fairy magic.

Can help you escape from dungeons."

Notes: When you want to get back to the entrance of a dungeon quickly use these to warp back. Save them for the bigger dungeons.

Name: LAMP OF DARKNESS

Type: Tool

Weight: 0.8 kg

Description: "Dark magic lamp that absorbs light.

It surrounds you in darkness."

Notes: OK this is just bizarre. Switch it on and your own personal patch of darkness surrounds you. It's usually cursed so you have to purge yourself before you can turn it off. It seems to have no other purpose except to be weird.

Name: RING OF POWER

Type: 0.1 kg

Weight: Equipment

Description: "Magic Ring which transmits strength to the wearer.

It means you can carry heavy items."

Notes: You start with this in your inventory. Equip it to raise your carrying allowance.

Name: RING OF LIFE

Type: Equipment, Limited (three uses)

Weight: 0.1 kg

Description: "This ring activates healing, you recover quickly with it."

Notes: With this equipped you will heal faster when you rest. You can also use it to give you some life back three times. It heals you about as much as a herb.

Name: RING OF SPIRIT

Type: Equipment

Weight: 0.1 kg

Description: "It converts spiritual energy into stamina.

You recover while you walk."

Notes: A very useful item to have equipped, as you don't have to wait around for your life to recover. It will also keep regenerating your life in the prolonged Boss fights.

Name: RING OF PROTECTION

Type: Equipment, Limited (one use)

Weight: 0.1 kg

Description: "Magic ring that increase powers of protection."

Notes: You can equip this for a +10 armour stat boost, or you can use it on an armour or shield to add +3 to their stats.

Name: RING OF WEAKNESS

Type: Equipment

Weight: 0.1 kg

Description: "Dark Magic Ring full of evil.

You can't even carry light items."

Notes: Another useless item which is usually cursed. It reduces your carrying ability.

Name: SCROLL OF HERB

Type: Limited (one use)

Weight: 0.1 kg

Description: "Magic Scroll that changes any item into medicinal herbs"

Notes: A good way of clearing stuff out of your inventory, turn unwanted weapons etc into herbs!

Name: SCROLL OF JUDGEMENT

Type: Limited (one use)

Weight: 0.1 kg

Description:

Notes: Useful for judging what an item is without having to equip it.

Name: SCROLL OF PURGE

Type: Limited (one use)

Weight: 0.1 kg

Description: "Magic Scroll that removes all effects of a curse."

Notes: If you find yourself cursed before you acquire the Master Sword use one of these to sort yourself out.

Name: SCROLL OF ORACLE

Type: Limited (one use)

Weight: 0.1 kg

Description: "Magic Scroll that gives you the ability to see great distances."

Notes: If you are playing the game on Medium or Hard map setting use these scrolls to reveal areas of the map.

Name: SCROLL OF DETECT

Type: Limited (one use)

Weight: 0.1 kg

Description: "Magic Scroll that detects treasure boxes."

Notes: Very useful item, read one when you enter a dungeon and all the treasure chests will be marked in blue of the map.

Name: SCROLL OF CURSE

Type: Limited (one use)

Weight: 0.1 kg

Description: "Scroll that brings misery to anyone who chants the spell."

Notes: You get cursed...cool.

Name: SCROLL OF FOOL

Type: Limited (one use)

Weight: 0.1 kg

Description: "Magic scroll on which a dark spell is written. It decreases the power of all equipped weapons by 1."

Notes: All equipped items get -1.

Name: MEDICINAL HERB

Type: Limited (one use)

Weight: 0.1 kg

Description: "Plant with medicinal properties. It replenishes your stamina."

Notes: Basic healing item, gives you back a bit of life.

Name: STAMINA DRINK

Type: Limited (one use)

Weight: 0.1 kg

Description: "Medicine made of herb essence. It replenishes your stamina"

Notes: Give you as nice lot of energy back. Have a few in stock for those tricky and long boss fights.

Name: HERB OF ANTIDOTE

Type: Limited (one use)

Weight: 0.1 kg

Description: "This contains a magical antidote.

It neutralises poison immediately."

Notes: Cures poison, but not so useful when you have the magic sword in your inventory.

Name: TRANQUILIZER

Type: Limited (one use)

Weight: 0.1 kg

Description: "Magical medicine that makes people feel calmer."

Notes: Drink this when you are horrified. It's always a good idea to have a few in stock.

Name: POISONOUS HERB

Type: Limited (one use)

Weight: 0.1 kg

Description: "Poisonous plant, it decreases your stamina."

Notes: Eat it and feel ill.. cor what a good idea!

Name: POISON
Type: Limited (one use)
Weight: 0.1 kg
Description: "Harmful liquid that drains your stamina."
Notes: Drink this and become poisoned. Die. Throw it at enemies and miss by miles. Drink it to escape it all! Or perhaps just ignore it.

d) QUEST ITEMS

Name: FAIRY CREST
Type: Special
Weight: 0.1 kg
Description: "Evidence of courageous fairy warriors.
You can confirm the existence of fairies."
Notes: You begin the game with this; its use is currently unknown.

Name: CRUCIFIX
Type: Special
Weight: 0.1 kg
Description: "Cross blessed with spiritual power.
All weapons gain Holy Power."
Notes: Found in the graveyard. You must equip this to defeat the Vampire boss.

Name: MAGIC LAMP
Type: Tool
Weight: 0.5 kg
Description: "Lamp that uses enchanted palm oil.
It stays lit indefinitely"
Notes: You get this after defeating the Vampire. Light it to make traversing the dungeons easier.

Name: SUPER MAGIC LAMP
Type: Tool
Weight: 0.8 kg
Description: "Lamp that uses oil made by magic.
It is fairly light."
Notes: Sometimes you get this instead of the Magic Lamp after defeating the Vampire. It does the same thing; it just weighs a bit more.

Name: SPECTACLES OF TRUTH
Type: Special, Equipment
Weight: 0.1 kg
Description: "With these magic glasses you can see the truth which is hidden
By illusion."
Notes: Put these on and you can see the hidden doors in the Ruins. Also you can find chests in the Fortress of Valarys.

Name: FLAME AMULET
Type: Special, Equipment
Weight: 0.1 kg
Description: "Amulet that offers protection from fire and heat."
Notes: You need to wear this in the volcanic cave or you will get burned into an itty-bitty crisp. You find it in the Ruins.

Name: FLUTE OF ZALDUS
Type: Special, Tool
Weight: 0.8 kg
Description: "Flute made of special wood.

It can open sealed entrances."

Notes: You get this after beating the mad dragon. Play it outside the Sealed Dungeon to open the door.

Name: TEARS OF THE EARTH

Type: Special, Tool

Weight: 0.8 kg

Description: "Crystal made from unknown materials.

Only to be used in a particular place..."

Notes: You get these after defeating the Evil Mage. You use them to raise the Lost Castle.

Name: AMETHYST

Type: Special

Weight: 0.1 kg

Description: "One of the three treasures. It seals Dark Power."

Notes: Found in a gravestone in the Graveyard.

Name: RED DIAMOND

Type: Special

Weight: 0.1 kg

Description: "One of the three treasures. It seals Dark Power."

Notes: Found in a chest in the Volcanic Caves

Name: EMERALD

Type: Special

Weight: 0.1 kg

Description: "One of the three treasures. It seals Dark Power."

Notes: Found in a chest in the Lost Castle Power Unit.

e) THE "Points mean Prizes" SHOP LIST

So when you have accumulated enough points you should search out the pink crystal in a stone folly and enter it to trade in your points for items.

WEAPONS

Dagger	50000
Dark Sword	350000
Magic Sword	500000
Long Sword	650000
Great Sword	1000000
Master Sword	1200000

PROTECTION

Shield	20000
Dragon Shield	100000
Leather Armour	50000
Plate Armour	650000

RINGS

Ring of Power	25000
Ring of Life	30000
Ring of Spirit	60000
Ring of Protection	100000

TOOLS

Magic Lamp	20000
Stone of Fighter	100000
Fairy Tears	100000

SCROLLS

Scroll of Judgement	1000
Scroll of Herb	8000
Scroll of Purge	10000
Scroll of Oracle	10000
Scroll of Detect	25000

POTION

Herb of Antidote	1000
Tranquilliser	1000
Medicinal Herb	8000
Stamina Drink	15000

f) ENEMIES

JELLY - worth 10 points

Found in the Field only. They are green and very weak, until you finish the quest in the ruins. Then they turn grey. Still weak though. They attack by rushing up and splatting at you. Hit them with anything.

TREANT - worth 100 points

These lurk in the forests in the field only. Hit or walk near a Treant Tree and it will shrink and start shuffling around after you. It can bite you pretty hard at first. Best to tackle them with something more powerful than a knife.

ZOMBIE - worth 50 points

These brainless undead dummies lurk in the Graveyard, Vampire Mansion, Ruins and Sealed Dungeon. They burst out of the ground when you walk near by. They are no real threat, they tend to strike once then wander off. Easy to kill with any weapon.

WASP - points value unknown

These only appear in the Fairy Forest before you have found the fairy. If you bang into a wasp tree before you find the fairy a whole load of red wasps will swarm down and sting you to death. They are very hard to kill, it's usually Game Over if you meet these meanies too early on.

BAT - worth 10 points

These flap around the Vampires Mansion and are weak, but hard to hit. The wonky perspectives make judging where you are in relation to them hard. It's a good idea to fire dark sword projectiles at them before they get to close. They can also paralyse you.

KOBOLD - worth 20 points

These are small green goblin-like creatures that can be found in the Trial Dungeon, Ruins and in the Field. They are quite pesky as they throw rocks at you from a distance and are quite sprightly. But they are weak and can be felled in one blow fairly early on.

WILL O WISP - worth 80 points

These glowing balls of light are only located in the Trial Dungeon. Up close they can inflict quite severe damage with an energy blast. The best tactic is to stay out of their range and fire Dark Sword projectiles at them.

ROPER - worth 100 points

These annoying plant beasts roam the Ruins and the Lost Castle/Edifice area. They tend to attack in groups, will hunt you down and they can poison you. Luckily a few strong blows from a strong club should take them down. Later in the Lost Castle, use fireballs from the Flame Sword to take them out from a distance.

RED ARMOUR - worth 20 points

Dumb living armour, only found in the volcanic cave. Weak and stupid. Can be dropped with one strong axe blow.

GOLD ARMOUR - worth 150 points

Living armour found in the volcanic cave and the sealed dungeon level 2, 3 and 4. Will defend and try and attack your rear. Beware group attacks.

BLACK ARMOUR - worth 200 points

Living armour found in the sealed dungeon level 3 and 4. Hits the hardest of all the armours, again watch your health if being attacked by a group.

MIMIC - worth 1000 points

Nasty thing that looks like a treasure box, try and open it and it will attack. Found in the Sealed Dungeon level 1 and the Lost Castle Power Unit. It has tonnes of energy and jumps around all over the place. If it gets hold of you it can chomp your life bar down very quickly, it can also inflict the Horrified status on you. Take it down with a strong axe, flame sword or the sword of light.

SKELETON - worth 250 points

Not too hard to fight, BUT you must use the Master Sword, which has Holy power, or the Sword of Light to kill them or they will not stay dead. Found in the Lost Castle Edifice and Power Unit.

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***** 4) WALKTHROUGH *****
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You find yourself standing in the middle of Hydlide, you are armed with a dagger and you have some leather armour for protection. You have a fairy crest and Ring of Power in your inventory. Take some time to familiarise yourself with the controls, and check out the map. If you have the difficulty set to Easy, you'll see your destination flashing on the map and a white line marked on the compass to follow. As you only have a crappy knife, it's best you don't go exploring yet. So square your manly shoulders and waddle off to the Graveyard.

a) GRAVEYARD

(If you are in Hard mode, the Graveyard is usually located in a forest and is surrounded by a wooden fence).

The Graveyard is a straightforward area with plenty of goodies to stock up with. When you arrive you'll see four gravestones are much bigger than the rest, if you stand in front of these stones and press the X button, the stone face will crumble and reveal an item. One gravestone has the Quest Item - Crucifix. When you get this you will level up and your next quest becomes

available.

The other stones contain the Amethyst, some gold and one is booby-trapped. Zombies will rise up when you touch it. The only enemies in the Graveyard are zombies; they can easily be dealt with using your dagger. Take time to comb the floor of the Graveyard, you will find potions and scrolls. You'll also most likely find a better weapon, either a spiked club or a dark sword if you are lucky. You might find a Shield to. When you are done, leave the Graveyard and you'll see the white line reappear on your compass. Check you map and you'll see a new destination flashing. That is the vampire mansion. Time to kick some bat butt!

b) VAMPIRE MANSION

(If you are in Hard mode, the mansion is found in a wooded area and is a large stone building).

You arrive in the vampire mansion and its here you will have to cope with the worst of Virtual Hydlides glitching graphics. The cramped rooms full of furniture seem to twitch alarmingly and stationary items seem to be moving about. Actually the only enemies you have to worry about are bats and zombies.

However you will often see a bat flickering alarmingly through the walls, bless those game's designers eh?

Anyway. The Mansion has two floors full of rooms; your task is to find the five stone gargoyles holdings green spheres. When you find one, walk up to it and press X to turn it on. Once all five are activated you can go up to the top room and enter the last room. The Gargoyles are randomised every time you play, so you'll need to explore every room. It's a good idea to do that anyway as there are plenty of chests to open. You should find some plate armour and a magic sword here as well as potions, herbs and scrolls.

Now when you are done exploring go up to the final room. Inside is your first Boss, the Vampire. Before you enter, make sure you equip the Crucifix you collected in the Graveyard. If you don't you can't inflict any damage on the Vampire.

Now stride inside and take him on! Actually this is so easy it's untrue. The Vampire has a big health bar but can be quickly beaten down. A good tactic is to back off and fire dark sword projectiles at him. If you do this fast enough you will catch him in his dematerialisation phase and he will remain sort of frozen to the spot as you hit him over and over. Otherwise just run up to him and clout him with fast swipes of a sword or club, he shouldn't have time to hit even once.

Once he is defeated he will turn into a bat and flap off. A chest will appear.

Inside is the quest item Magic Lamp or Super Magic Lamp. Once you collect this you will level up and its time to exit and travel to your next destination.

c) TRIAL DUNGEON

(If you are in Hard Mode, the Trial Dungeon is usually located in a patch of scrubland. Some standing stones mark it.)

Before you trot off to the Trial Dungeon, take some time to locate the Points Trade in Crystal and the Fairy Forest. Just visit all the yellow dots on the map until you find them.

The Fairy Forest is easy to spot, the trees are neatly arranged in lines and as

you draw closer you'll hear a melodic alarm sounding that grows louder as you get closer to the fairy spot. Walk CAREFULLY around the trees until a fairy appears. Now when you access your menu, you'll see a fairy! If you bang into a tree before you find the fairy lots of red wasps will swarm down and sting you to death, oopsy.

When you find the Points Trade Crystal don't spend points on weapons or armour, as you should find all you need in the dungeons. However, do get a few Scrolls of Detect, these are damn useful items in the more complicated areas.

Now make your way to the Trial Dungeon. When you find the spot, stand on the square stone and you'll descend into the dungeon. Now you'll notice its dark, so go into your menu and light the Magic Lamp. Voila, now you can see! Leave the Lamp lit for the duration of the adventure, as it is needed in the next dungeons as well.

Now read one of your Scrolls of Detect, and then access the map. You'll now see blue squares marked on the map. These are Treasure Chests, this can save you time, as you don't have to explore every blind alley. There is also stuff on the floor as well to collect.

The maze is fairly simple and only the annoying little Kobolds and Will O Wisps stand in your way. Use the Dark Sword to fire projectiles at Will O Wisps, to keep you at a safe distance from their energy blasts. Now just follow the maze to the end and you will find to Treasure Chests. One contains the Quest Item, the Spectacles of Truth. The other contains the tough flameproof Dragon Shield. Now you will level up and its time to leave for the Ruins. Either back track through the dungeon or use Fairy Tears if you have them to warp to the beginning of the dungeon. Then leave via the Lift.

d) RUINS

(If you are in Hard mode, the ruins are usually found in open ground, they are a large walled stone square structure).

Now you'll reach the Ruins. There appears to be no entrance, but if you don the Spectacles of Truth you'll see one appear. Once you get inside, open up the map. You'll see a maze, with three "room" areas. You will need the Spectacles to find your way into each area. The furthest one has the item you seek, but one has a chest containing the Fairy Armour and the other a chest containing the Holy Master Sword.

Due to the structure of the maze you may have to travel quite a way around to find the openings in each wall. There are also useful items to collect scattered on the ground. The green squares on the map are places where the plant-like Ropers appear. Zombies and kobolds will also attack you. Further up into the maze, watch out for spikes popping out of the ground. Make sure you have a Magic Sword in your inventory as the Ropers can poison you.

Make your way around to the flashing cross and use the Spectacles of Truth to locate the way in. You'll find a box with the Quest Item - the Fire Amulet in it. Once you have this you will level up and its time to leave.

e) VOLCANIC CAVE

(If you are in Hard Mode the Volcanic Cave is usually located in an area of stony ground. It is a small hillock with a sign by it).

Before you enter the Volcanic Cave, equip the Fire Amulet. The cave has lava patches all over the floor. Even with the amulet on, they will drain your

energy when you step on them. Without it, you frazzle up and die instantly! Also make sure you have a Scroll of Detect handy and a Dark Sword, you can't beat the boss at the end of this dungeon without the Dark Sword and Dragon Shield.

Once inside read the Scroll of Detect, now check the map and you'll see the location of all the treasure boxes. Although some may be down blind alleys you should explore all the caves as you will need to collect the Red Diamond from one of them and the super powerful Flame Sword from another.

Make your way through the caves; you only have the weak and stupid Red and Gold Armours to contend with. Collect all the items from the treasure chests then head for the end of the dungeon where you will face the next Boss - The Mad Dragon. (Save before you do to stop you having to go all the way back through the caves again).

The Mad Dragon is easy to defeat, it just takes a long time. You'll be standing on the edge of a lava pit and a three-headed dragon will rise up. Now arm yourself with the Dragon Shield and press A to go into the defensive posture. The Dragon will shoot fireballs out of its mouths, but they will bounce off the Shield with no harm to you. You should wait until it finishes a volley of fireballs then retaliate with Dark Sword Projectiles. Each Head has a loong life bar. So it's best to concentrate on killing one head at a time.

The Dragon will move from side to side so use the back buttons to sidestep along with it. As you kill the heads off the volleys of fireballs will get fewer. It tends to roar before unleashing an attack so use that as a cue to go on the defensive. Just be patient and you should defeat him easily.

If you are minus the Dark Sword do not despair, equip the Dragon Shield and go into defensive posture. The Dragon will slowly come towards you. Stay in defensive posture until the Dragon is near enough. Now you can hit him with your regular weapons. After some time he will withdraw, if that's the case, just repeat the above thing (thanks to Dark Chojin for this tip).

Once he is dead, the next Quest Item - The Flute of Zaldus will float down from the ceiling. Pick it up and you'll level up and it's time to leave for the Sealed Dungeon. (If you want to leave quickly and have no Fairy Tears, just unequip the Flame Amulet and step on a hot spot, fzzpst! You die, but select continue and you will be back at the start of the dungeon, so simply turn and leave!)

f) SEALED DUNGEON

(If you are in Hard Mode the Sealed Dungeon entrance is found on the side of a Hill usually with a forest and water nearby)

Hopefully you are now clad in the Fairy Armour (snicker), so skip up to the entrance of the Sealed Dungeon and whip out the Flute of Zaldus. Play it and if you are in the correct spot, the door will open up for you. Make sure your magic Lamp is on and in you go. (Before you do, make sure you have a Scroll of Detect and you may also want to go and trade some points for the immensely useful Ring of Spirit)

This is a big Dungeon with 4 levels. Read a Scroll of Detect, and check the map for the location of the Chests. One scroll will cover the whole dungeon. You will see lots of Chests scattered about, but these are all Mimics who will leap up and bite you on the ass if you try and open them. Only open those marked on the map.

Now the guideline has disappeared, so check the map and you will see one of the tunnels ends in a black circle. This is where you need to head, so off you go, avoiding Mimics and zombies. When you get there, travel down to level 2. There are no Mimics here, just zombies and Gold Armours. Now check the map and you will see at the other end what looks like a thin tunnel. Make your way to that and you'll find a Mine Cart.

If you read the sign next to it you'll be told it can't carry more than 5kg. Well that's odd, as our hero is a right porker as it is and at this point will be carry a lot of stuff. I think maybe the idea was to get the player to dump some items so they would only be carrying 5kg of stuff. But obviously they forgot to implement it, anyhoo, simply ensure you are not in battle mode and climb aboard. Once you manoeuvre el fatso into the right spot the cart will move off and wheeeee! Sit back and watch him go!

Now you're in the other half of level 2, check the map and you'll see a black "hole" at the far end. Make your way to that, collecting any treasure from chests as you go. Now you're in Level 3 and Black Armours have joined the Gold ones to make your life annoying. Now check your map. You will see another lift room fairly close by, this takes you down to Level 4 and to the Boss you need to fight. But also you will see another mine cart tunnel. If you travel over to that and climb aboard you will go zooming over to the second half of Level 3 and it's here you can find a chest with the light and strong Fairy Shield. So go get that first.

Now back to the lift and down to level 4. Check your map and you'll see the cross flashing, follow this to a set of double doors. Before you enter, make sure you have the Dragon Shield equipped and something useful like a Ring of Spirit and a big powerful Axe. (Save before you carry on to save you having to go all the way back through the Dungeon again if you die).

Now you are facing down the Evil Mage. He will float around you and if you attack him while he floats, your weapon just passes through him. So you must follow him around and wait from him to stop and start to power up an attack. You will hear him do an evil chuckle "mwahahahaha" and see him reach into his cloak. At this point he is vulnerable, so that's when you whack him. If you get him, he will abandon the attack and float around a bit, until he tries again. Just repeat this until he is dead.

If you miss him (and it is hard trying to judge how close you are to him), immediately switch to defence mode. Your Dragon Shield will deflect his fireball attacks. It's another long battle, but if you have the Ring of Spirit equipped you should never be in danger of losing too much health.

When he is defeated he will naff off and a big urn will pop up. Go up to it another fairy will appear and join the one you collected in the Forest earlier.

You will also acquire the Quest Item - The Tears of the Earth. You'll level up and now its time to leave again for the final dungeon/s. (If you have no Fairy Tears and can't be bothered trogging back through the dungeon, let one of the Armours kill you or drink some poison or something and just Continue so you can restart back at the Dungeon entrance).

f) THE LOST CASTLE

Before you find the Lost Castle, make sure you have two fairies and two Jewels.

Make sure you have the fairy shield and armour. Visit the Points Trade Crystal and buy any useful items you think you'll need. I recommended you get some Stamina Drinks and Tranquillisers. Also get a couple of the Stone of Fighters so you can make your final weapon (Sword of Light) very powerful. You can buy Rings of Protection if you want to use them to upgrade your Armour, but

the points are better spent on upgrading your weapons. Finally the Ring of Spirit is a must if you do not already have it. Get a couple of Detect Scrolls and then make your way to the flashing cross on the map. (If you are in hard mode, you are looking for a small stone pillar standing by the Lake).

OK, time to face the last few obstacles before the princess can be yours again (blerk). So scamper down to the lake as fast as your stumpy legs will carry you and use the Tears of the Earth on the Stone. Now a great big castle will rise up out of the water, cool! You'll automatically go inside it.

Now this whole place is one big trip, walk forward onto the pink tile and it will zap you upwards onto a big maze of crystal pathways. Your goal is to make your way to the upper middle cross-shaped area. Use the pink tiles to go up and orange tiles to go down. There are skeletons and Ropers wandering about. Toast Ropers with the flame sword and smash skeletons with the Master Sword.

When you reach the middle cross shaped platform you'll see a tile in the centre with green writing on. Step on it and you'll descend into the Power Unit. Read a Scroll of Detect, as there are tonnes of Mimics lurking about. Now the power unit has two levels, both are maze like and each side of the maze can only be accessed by walking across the moving blocks to reach the relevant door. When you bring the map up you'll see an orange square sitting on one side of the maze. These are lifts. The one in the first maze takes you down to the next maze, the one in that takes you down to the next Boss.

Now it is vital that you search all the Chests, you will find the only weapon that can kill the next Boss and the ones after in the Power Unit (The Sword of Light). Also you will find the final jewel as well (the Emerald). Once you locate the Sword of Light use any Stone of Fighters you have to upgrade its power. If you raise it to a Sword of Light + 3 or above it becomes A LOT easier to win the next few big fights.

Once you have what you need, take the final lift down and you'll face off against the Eel Boss. If you are armed with the Sword of Light this is an easy fight, if you have any other weapon it is not, you will die. The Eel rises up and fires Electric projectiles at you. Simply face him and fire Light Projectiles back at him. Not only will your Light projectiles deflect the electric ones, but if you catch the Eel as he is powering the attacks up, you will inflict massive damage on him. As your projectiles have some homing abilities you can dodge about a bit firing at him. If he rises up near you, whack him with a power attack. With the Sword of Light in your hand this Eel is soon sea slime.

When he dies, the whole place shakes and distorts. The last fairy appears and you are transported to the scene of the final showdown - The Fortress of Varalys.

h) THE FORTRESS OF VARALYS

Check the map, you'll see this place consists of two large round rooms connected by a thin tunnel. Read a Scroll of Detect and you will see Treasure Chests marked. They are set in the walls and you must wear the Spectacles of Truth to be able to go in and open them.

Equip the Crucifix before entering the first room, as you have to face down the Vampire again. He is tougher than before and has some bat minions to help him.

So concentrate on killing him, use light projectiles to pick off the bats at long range and try and get in close to the vampire to use your power swipe against him. It should be a quick fight. Once he is finally deaded for good a hole in the wall opens up and you can continue to the next room.

Equip the Ring of Spirit, as it's another tedious "chase the Evil Mage" fight. He is back with some Skeletons in tow, kill them first then use the same tactics against the Evil Mage as before. The Sword of Light will wear him down fast. When he croaks another door opens up. Follow this and you arrive at some huge doors. Behind this lurks the ultimate Boss - Varalys.

Make sure you have the Sword of Light and Ring of Spirit equipped. Make sure your life bar is at full and then gird your loins, comb your eyebrows and march your ass in there. Varalys is sitting on his throne, he is a big horny dude and as you stand before him he strikes fear in you heart by saying "Grhgash, hunghr, gah huh huh, waargh".

Valarys as you would expect is fast and hard. He fights like the Vampire and Mage crossed. He can teleport across the room and has three attacks. The weakest is a glowing light ball; the nastiest is a huge black energy ball. The fastest is a sequence or small red energy blasts (which tend to hurt you the most as he unleashes them in a series).

If you see him standing with both hands glowing red, its time to dodge. The red projectiles are too fast for you to retaliate against. But if you see just one hand glowing with light or surrounded by dark purple energy that's your time to unleash a heavy sword strike against him if he is close. But it is better to try and stay as far away from him as possible. If he gets up close to you, dodging his attacks is almost impossible and you will die, quickly.

If you manage to stay a room's length away you can hit him with Light Projectiles while he powers up his attacks and if you miss or fail, you'll have time to see them coming and dodge. Like the mage he is invulnerable while just floating about.

It's a tricky battle, but keep your cool and you'll wear him down like the others. When you strike the final blow, he'll scream a bit and then the final FMV movie will kick in.

He writhes about and then combusts, out walks the Princess (blimey she's a bit of a minger ain't she? Still ugly heroes have to take what they can get). The hero kneels before her (hope he can stand up again). She looks around with wonder in her eyes as the Fortress crumbles and the desolate, monster-strewn landscape is restored to the green and pleasant land it once was. Our obese hero gets to change out of his nasty brown strides (but likes to parade around in the Fairy Armour when he thinks no one is looking) and fatty and bimbo live happily ever after. Unlike the game's developers, who spontaneously combust in shame and mortification when they see how the game finally turned out.

THE END

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***** 5) GENERAL FAQ *****
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Well I'm sure you are all itching to know more about Hydlide, so here is a forum for all your many questions and we have a special guest, villain of the piece and all-round evil horny dude - Varalys in to answer your questions! Take it away Varalys!

Q1. Why do I have to collect three fairies and three jewels?

Varalys says: Did you watch the "amazing" FMV intro? No you didn't did you,

you skipped it, that why you didn't see the Princess split into three fairies. Tsk, anyway you can't get to my Fortress of Evil unless you have all three fairies. What would happen if only two fairies united to make the princess whole? She'd be missing a leg, or even her head. And you need the jewels to seal my dark powers, or I'll kick your backside. Then you can give them to the Princess, women like that sort of thing.

Q2. Why is there gold all over the place? There are no shops in Hydlide to spend it on.

Varalys says: Apparently after the end credits roll you get a score table, which gives you bonus points depending on how much gold you collected and enemies you killed etc. But seeing as I am dead by then I couldn't swear to that.

Q3. Are there anymore Hydlide games I know should know about? I really need to know so I can avoi.. erm, play them.

Varalys says: Well the Hydlide series has a long and crappy history of coming over like tenth rate versions of what ever Zelda games were knocking about at that time. So the first game "Hydlide" appeared on the NES back in the mid-eighties and was considered a poor copy of Zelda. In fact many people consider it one of the worst games ever, ranking it along side other stinkers as "Heroes of the Lance" and "Bokosuka Wars". A couple of sequels appeared in Japan on the NES, but never made the USA. Then "Super Hydlide" appeared on the Sega Megadrive/Genesis, this was also poorly received. Finally in 1995 Virtual Hydlide was released on the Saturn. Since then the Hydlide series seems to have been quietly forgotten while the Zelda series goes from strength to strength. Which is terrible obviously as I, Varalys could take that weedy clot Ganondorf any day!

Q4. Well obviously I plan to seek those games out straightaway, but perhaps you could tell me if there are any similarities between them and Virtual Hydlide?

Varalys says: Well many of the enemies, Kobolds, Ropers, Armours etc appear in all the games. The Princess also had that weird tendency to break into three fairies in them as well. The massively annoying weight carrying system is apparent in the games as its USP (unique selling point). I also appear as the main badass in the original Hydlide, in Super Hydlide though I am busted down to penultimate Boss, which is not what you want, is it?

Q5. What's with the Dark Items? Is there Dark Armour? Can you combine it all to an effect?

Varalys says: Well you can collect a Dark Sword, and a Dark Shield. There is even a dark ring (the ring of weakness), so there may be dark armour available. As it stands the dark items only do you harm, except the dark sword. As there seems to be no reason you would use the dark items normally there may be a way to combine a whole outfit and use it to defeat me at the end. But this remains speculation.

OK that's enough questions for now. Hope you had fun reading this FAQ! If you want to play more games in the Hydlide series, details are below for your edification.

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***** 6) A BREIF HISTORY OF HYDLIDE *****
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There have been several Hydlide games across several platforms, and none of them have been that great. But here we go!

1) HYDLIDE

Released: 1986

Platform: Nintendo Entertainment System

Developer: T&E Soft

Comments: A basic 8 bit rpg that sees you manoeuvre a nameless hero around a grid map. The mean dude Varalys has kidnapped the Princess and you have to find the three fairies and defeat Varalys. General opinion of this game is that's its painful, but at least it is short.

2) SUPER HYDLIDE

Released: 1989

Platform: Sega Genesis/Megadrive

Developer: Asmik

Comments: A 16 bit sequel to the original that improved slightly on the first game. In Fairyland an evil explosion has produced many doors that people enter but never return from. The council believe an ancient evil is about to return and decided to send a nameless hero to combat it. This time around for character classes are available to play as. Varalys returns but not as the main villain. Also the weights system comes into play more as well.

3)HYDLIDE 3

Released: 1989 (Japan only)

Platform: Nintendo Entertainment System

Developer: Namco

Comments: A futuristic take on Hydlide, that sees Varalys's evil re-emerge far into the future. Difficult to rate due to its Japanese only nature.

4) VIRTUAL HYDLIDE

Released: 1995

Platform: Sega Saturn

Developer: T&E

Comments: The game we all know and love! Hydlide updated for the 1990's. retains all that was in the first two games for a short but sweet gaming experience. And the music is awesome as well.

Here's hoping for Hydlide in the 21st century...

Feel free to email me about any aspect of this guide, any contributions you would like to make will be fully credited if used and are more than welcome. Please inform me of any errors, typos etc so I can rectify them immediately My email is falsehead@aol.com

(Blatant plug: check out my games website at www.kungfuhamster.cjb.net for loads of info on Martial Arts, Beat 'em Ups, Kung Fu Movies and Pokemon!)

Big Thanks to CjayC, the mad bloke who runs GameFAQs. You've given me the opportunity to reach more people with my stuff than I ever could have alone!

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Thanks also to my homies in the Review and FAQ boards for continuing support and being all round awesome dudes! fakeplasticmanatree, bloomer, sashanan,

ASchultz, MaxH, Vegita, the daremo and Bobo The Clown. Love yah all guys!

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***** THE END *****
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