

Nintendo

GAME BOY[®] color

SHAMUS

DMG-AVXE-USA

TM

17

SUBWAY

INSTRUCTION BOOKLET


VATICALTM
ENTERTAINMENT

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SHAMUS



SHAMUS

Four levels of intense arcade action.

You've finally made it. Your nerves and your guts tell you he's here -- and the smell, the sickeningly sweet odor of decomposing fruit, the Shadow's trademark. Now all that's left is to find and destroy him before he returns the compliment.

You didn't know it was going to be this hard. After all, it is the 21st century, and your Ion-Shivs are probably the most dangerous weapons in this part of the galaxy. They can drop a fully screened sniffer-droid at 300 meters!

Out of the corner of your eye, a small black shape darts up to the door and noiselessly enters the building across the rocket pad. The memory of your

last encounter with the Shadow jolts you like a neuro-stunner set on max. Images of Robo-droids that just don't know when to quit, sneaky Spiral Drones from a time-slip star system, and the lightening quick Snap Jumpers that fry you for looking at them cross-eyed, flicker through your mind. Still, you've handled them before. The big boy himself, Shadow, is the one you're after!

As you silently enter the coordinates into your teleporter, the scanner indicates that there are four levels with 128 rooms total and every room is bristling with danger. You know it won't be a high school prom when you transport into the Shadow's lair but there is no turning back. So with a grim chuckle, you reach for the bottle of Nervo-Stim and energize the transporter. You're ready as the Stim slides down warmly and your bio-sensors click into high gear!

OBJECT OF THE GAME

The object of the game is to reach the very core of Shadow's lair and destroy him. This is accomplished by progressively exploring the various levels of the lair and accumulating the greatest number of points, bonuses and extra lives.

In order to overcome all of the obstacles and dangers that infest the lair and triumph in the final battle with Shadow, you must familiarize yourself with all 128 rooms and retrieve the correct colored keys for all of the passages. This is the only way to gain entry from one level to another.

Shamus can only be mastered by a long and arduous training period, in which your reflexes are sharpened to a point where you can deal with the incredible speed and viciousness of the attacks of the Shadow and his henchmen.

SCORING

You receive one point for each enemy you kill, and ten points for clearing out a room. 'Mysteries?' will score anywhere from 20 to 80 points. No points are awarded for stunning the Shadow, drinking potions, collecting keys, or opening doors.

In addition, points are only given for killing robots or clearing rooms the first time you enter a room. If you leave a room and come back, no points will be given. Points for 'Mystery?' are always awarded.

By scoring high, you will eliminate more of Shadow's clones at the end of the game.

SHAMUS



You are Shamus. You may move in any of eight directions by using the Control Pad. You may shoot your Ion-Shivs in any of eight directions by pressing the A button and then moving the Control Pad in the desired direction.

ION-SHIVS

Ion-Shivs (Ionic-Short High Intensity Vaporizers). So powerful, they're banned in most parts of the galaxy. Ion-Shivs will disintegrate any life form upon contact unless shielded by Tri-Gamma body armor.
CAUTION: You can only have two Ion-Shivs on the screen at any one time.

DRONES



Never underestimate the ferocity of spiral drones. They are sneaky and intensely sensitive to movement within the passages of the lair. Spiral Drones are armed with molecular disruptors.

ROBO-DROIDS



Relatively slow moving semi-mechanical androids. These 'droids' are methodical and never give up. They are also armed with disruptors.

SNAP-JUMPERS



These self-propelled annihilators exist simultaneously in two dimensions and can "snap" in and out of your time-space continuum. Snap Jumpers are therefore unpredictable and extremely quick. Their speed makes them very dangerous.

KILLER SCOPES



At Shadow Labs, killer scopes are used both to check out robots for mechanical problems and to destroy enemies who have broken through the security system.

ROBOCAM



Shadow uses his Robocams to film actors for evil movies at his Shadow Studios in Hollywood California. Robocams automatically detect 'non-evil' actors and destroy them.

TRAMBOT



A critical component of Shadow's evil transit system, Trambots are as deadly as they are efficient. Watch out for Trambots in the abandoned L.A. subway system.

SLOTBOT



Shadow's Lair, Hotel and Casino developed an extra profitable type of slot machine called the Slotbot. After collecting the credit card numbers of its intended victim, it shocks them with 9,000 volts of electricity through the handle.

THE LAIR

The lair consists of four levels with 128 rooms total. The levels are The Laboratory, Shadow Studios, Abandoned L.A. Subway System, and The Shadow's Lair, Hotel & Casino.

As you progress from one level to the next, the action increases in intensity to the insanely difficult Level 4. You gain extra points if you completely clear a room the first time you enter.

KEYS and KEYHOLES



Each of the levels of the lair contains various numbered keys, which are paired with matching keyholes. The keys are picked up by Shamus by touching them. As they are touched they are displayed in the right hand bottom of the screen. When encountering a keyhole of the matching number, Shamus merely makes contact with the keyhole and the wall retracts permitting him to proceed through the lair. If the wall does not drop, Shamus has not yet obtained the correctly numbered key.

EXTRA LIVES



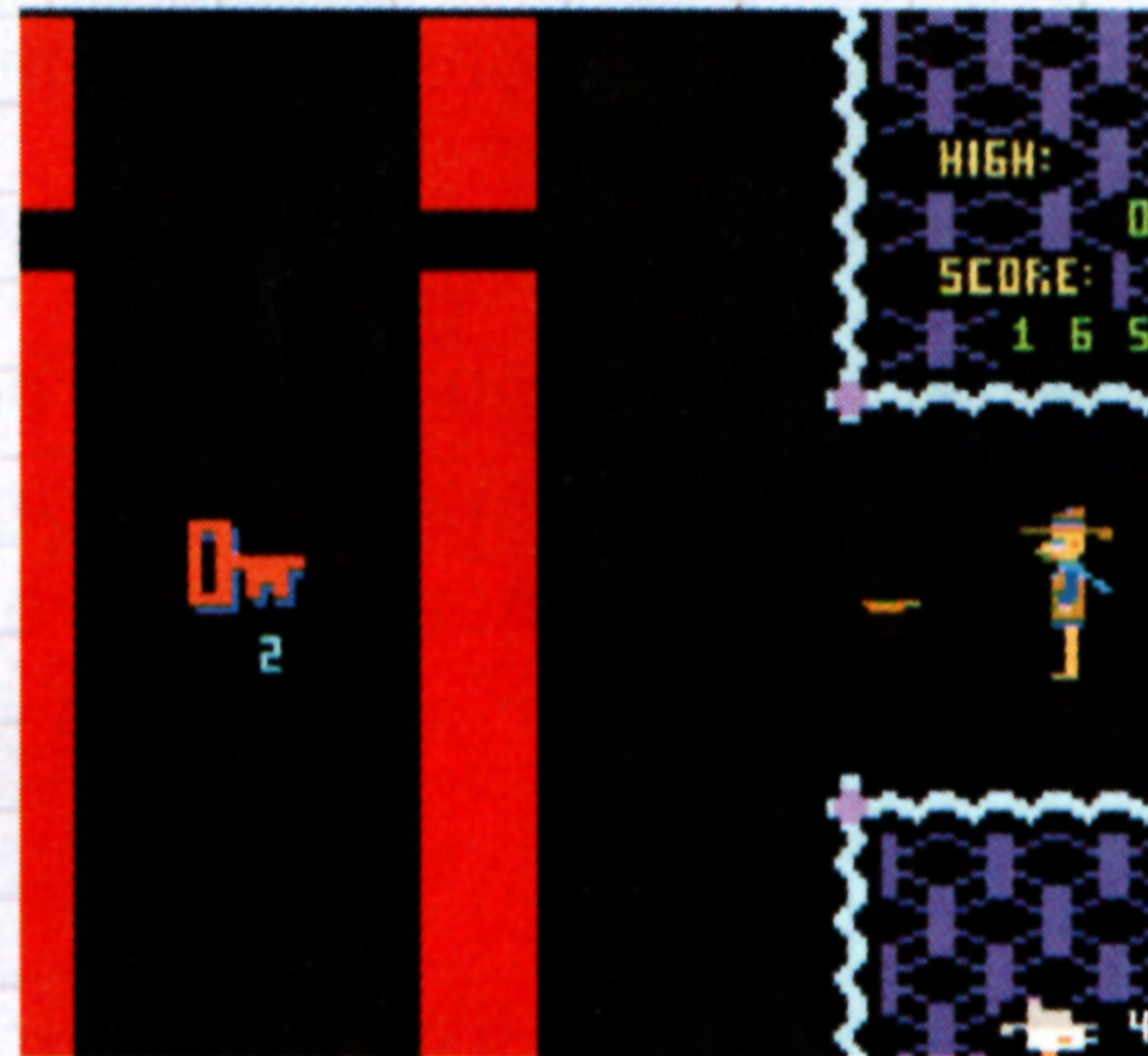
Your remaining lives are displayed in the lower right hand corner of the screen. If you encounter a bubbling bottle in a room, you need merely to touch it to obtain an extra life. You may accumulate as many extra lives as your skill allows.

MYSTERY



By passing over these pulsing question marks you will either summon the Shadow, get an extra life, or receive points.

POD ROOMS



These rooms exist in another dimension. When an Ion-Shiv passes through the opening and hits the suspended object, the barrier will drop and Shadow's robot guards will be immediately summoned.

THE SHADOW



The arch-villain himself is constantly monitoring your activities in his lair.

Be extremely careful when you hear a low-pitched pulsing sound. This is a signal that Shadow is about to enter the room. You cannot kill Shadow since he wears Tri-Gamma armor. You can however stun him. He remains stunned only for a short time after which you had better move quickly.

Only in the deepest recesses of Level 4 will you finally defeat the Shadow.

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PLAYER NOTES

Use this area to enter passcodes, etc.

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