

# MYTH -

## THE SOLUTION PART 2

*In which Andrew Roberts finishes what he started last month and Andy Dyer takes all the credit for it. Take it away, Andy (which one? Ed)*



### LEVEL 3.1 - THE DESERT

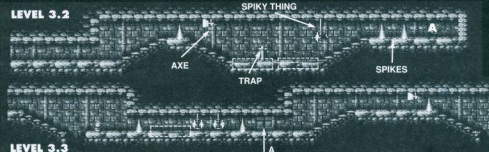
This is an incredibly difficult level. You'll be very lucky to get through it unscathed. Use your sword, and run right towards the pyramid. Kill the snake at the base of the pyramid, then jump up to the door marked (A). You are now in the tunnel 3.2 - make your way past

the multitude of traps and collect Atum's Eye (A) from the end of the tunnel. Then carefully head back the way you came. Outside the pyramid again, jump up to the door marked (C) to appear in tunnel 3.4.

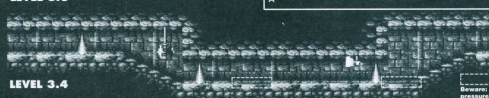
Again traverse the level with extreme care, avoiding the traps and spikes. Kill the snake at the end and go through the door. You are now at point (A) in tunnel 3.3; nor-

mally if you enter this tunnel from the doorway outside the pyramid (B on level 3.1), you reach an impass - a spike blocks your path: there's no way of getting past it. However, since you have entered via tunnel 3.4, you arrive just past the impossible bit - it's clever, isn't it?

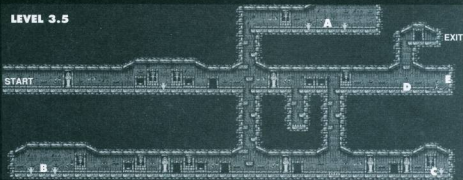
Continue past the traps and spikes until you reach the exit. Note that traps don't



### LEVEL 3.3



## LEVEL 3.5



appear until you stand on related pressure pads, but because we're loveable and cuddly and just... well... so super, we decided to stick them on the maps for you. If a spike blocks your path, standing on a nearby pressure pad often shifts it. To get past a moving spike safely, run past it just before it disappears into the ground (or jump over it if possible). To get past the axe, wait until it whizzes overhead, then run for your life.

## LEVEL 3.6



## LEVEL 3.5 -

### INSIDE THE PYRAMID

Use your sword to kill any goons who get in your way. Work your way up to point (A) and kill the two blokes to gain a headdress and an Ankh. The headdress is an extremely powerful weapon, so use it as soon as you've collected it. Smash the vases and collect the Canopic jar from inside. Move down to point (B), killing any mummies you meet, and again smash the vases and collect the two Canopic jars. Go to point (C), and collect the Canopic jar as before. You should now have FOUR Canopic jars in your possession - if not, retrace your steps until you find the elusive jar. Now go to Anubis' dog (E), stand in front of the Ankh symbol on the wall (D) and use your Ankh. The symbol will start to glow

- stand in front of it to gain free energy. By this time the dog will be firing at you; select and use Atum's Eye, and press fire to launch a laser volley at the dog. When it dies (aaaaahhhhh!) collect the gift which it leaves behind. You now have the ability to jump great heights, so jump up to the exit.

## LEVEL 3.6 -

### KING TUT'S TOMB

Be very careful here, as one mistake will be fatal. The four jars which you collected have symbols on the top: a duck, a goose, a face mask, and a dog's head. Drop the goose on shelf (A), the duck on shelf (B), the face mask on shelf (C), and the dog on shelf (D). Don't worry if the jars look confusing: as soon as you drop one, symbols appear to show you where to deposit the other jars. As soon as all jars have been correctly placed, walk to

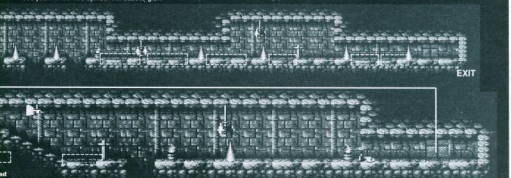
the right. A bolt will fly from the coffin towards you, which will bestow upon you the ability to fly. Avoid the beam between the mask and the coffin, then repeatedly shoot the eye on the mask while avoiding the firebolts. Eventually the mask explodes, and you'll be taken to...

## LEVEL 4.1

No map for this level, due to it being a fast shoot 'em down. Kill everything that comes towards you, and collect the special icons to gain rapid fire and a rather special weapon (which you should save for later). Shoot attack waves before they have a chance to fill up the screen, to prevent them firing back.

## LEVEL 4.2

As before, shoot first and think later. The black orbs which sit on the raised platforms



## LEVEL 4.2

SPHERES APPEAR ON PLATFORMS

ALIENS COME FROM HERE

POD

are quite a problem – the longer they are left the more lethal they become. The holes in the ground should be treated with caution, as aliens have a nasty habit of appearing from them suddenly. This applies to the pools too, from which all manner of nasties emerge.

At the end of the level two demons will rise out of the pools. Shoot the right hand one using your special weapon, and avoid the fireballs at all costs. As soon as he is disposed of, you are confronted with Dameron himself. Shoot the heads in the order shown on the screenshots until he is completely bald (insert Steve Jarratt-related joke here) and then shoot his eye until he is destroyed. Congratulations, you've completed Myth, so enjoy the fab end sequence for yourself! Sincere thanks to Adrian Cale of System 3 for his unparalleled assistance, and to Jason Mackenzie for pioneering the 'DIGISCAN'

system (without which I'd have to draw all the maps by hand).

## LIFESAVING CHEATS

Try the following Action Replay POKES for infinite lives:

- POKE 24830,165 (Level 1)
- POKE 24882,165 (Level 2)
- POKE 24952,165 (Level 3)
- POKE 23672,165 (Level 4)

And for owners of the cartridge version, here are some nifty key combinations – simply hold down the keys shown to skip levels.

- LEVEL 1 – Hold down both SHIFT keys and F1
- LEVEL 2 – Hold down N, E and 3
- LEVEL 3 – Hold down CTRL, 1, 2 and 3
- LEVEL 4 – Hold down 4, RUN/STOP, E, ", I, \$ and @

This is the very last baddie that will put up any kind of a struggle. His head is covered in skulls and, as you can see, as you destroy the skulls he becomes more irate (well, wouldn't you). But shoot the skulls in the order you see here and then shoot the eye until he's well and truly topped.

We just thought we'd tell you this, otherwise you might get all the way there only to be beaten to a pulp

