

**SHADOWS AND LIES**  
Aldorlea Games

[www.aldorlea.org](http://www.aldorlea.org)



## **Introduction:**

Congratulations for picking “Shadows and Lies”.

This game will give you hours of entertainment with its great characters, intriguing story, exploration and battles.

This Guide will help you in your journey, providing:

- Detailed, annotated maps of all areas
- Details of the main quest and side quests
- Hints
- Battle strategies

At the end – so you don’t see them if you want to do them without any help – are details of the locations of the secret rooms.

You can use a mouse or arrow keys, or a combination of them, throughout the game. You do, though, have to make 2 choices before the game begins. The first is to choose either visible or invisible enemies. The second is to choose the level of difficulty you want: Easy, Normal, Hard or Legendary. These 2 choices are for the whole game and cannot be changed later on.

Once you have control of Eldan, you can open the Menu and change a variety of things in the ‘Options’ slot. The game starts with Autodash ON. If you prefer a slower walking speed, change this to ‘Walk’.

## **Tutorial Scrolls**

Clicking on a Tutorial Scroll adds it to your inventory so that you can read it when you want. You can, of course, read it when you first click on it as well.

## **Auto save**

An auto save will be made every time you change a map. This is always in save slot #1. Do not rely only on these, but make your own saves in the usual way. You can load from the Autosave file, but you cannot save to it. This is an added safety feature so that you do not accidentally overwrite it.

## **Exploration**

This game particularly rewards exploration. You can gain EXP this way, as well as the usual items, equipment etc.

## **Stat Allocation Points – Advance Warning**

You will be able to allocate additional stats to your characters. Do not do this until the character has their class. The tutorial scroll explains this in detail. This is especially important for Dathan as you get him before you get the scroll. You can allocate Eldan's points immediately, if you want to.

## RADOMAR

After the opening cut scene, you are in Tyrron's House. Explore it fully before exiting and going to your own house as you will not be able to enter it again after that. This will be your only opportunity to explore Eldan's house and garden, as you will not be able to enter it again after you leave.

Return to Tyrron's Courtyard to meet Dathan, who joins the party. The items you get from Tyrron have a \* after the name. That is information should you choose Acrobat for Dathan. Exit to the map of Radomar. There is nothing to do here, so go straight to the town you can see to the northwest – Lynton.

## LYNTON



A Shipping Office

D Pub

B Inn

E Academy

C Item Shop



Tutorial scroll

You can see from the buildings A – D that they can be entered from all 4 directions, not only up. This will be true for all towns. You can tell where the door is from the different ground tile in front of it. This is particularly useful for when you enter from the top.

As with all towns, explore thoroughly, including inside the houses, and speak to people to pick up information. Dathan is vain. Just saying. To get you started, the first Secret Room is marked with a sparkle. All Secret Rooms are numbered in strict sequence. If you find one and still have an undiscovered one with a lower number, that means the missing one is behind you somewhere.

When ready, buy your tickets from the Shipping Office and go to the Academy to choose Dathan's class. When you have done this, you should allocate the Spend Points for him. If you haven't already allocated Eldan's points, do that now as well.

Use them, do not hoard them. They will make a very big difference to how difficult you find the opening battles. If you have done your exploration thoroughly, Dathan should be up to level 3 by this point – a huge additional advantage.

When ready, board the ship.

Watch the cut scene and experience the disaster. You will end up on a beach somewhere.

### **Note on map shots**

For technical reasons, map shots cannot capture lighting and other effects. Therefore the maps in game will look somewhat different to the maps shown here, which will look a bit bland. However, that does not affect the layout or general information given.



## LAYLEN

### A Beach somewhere

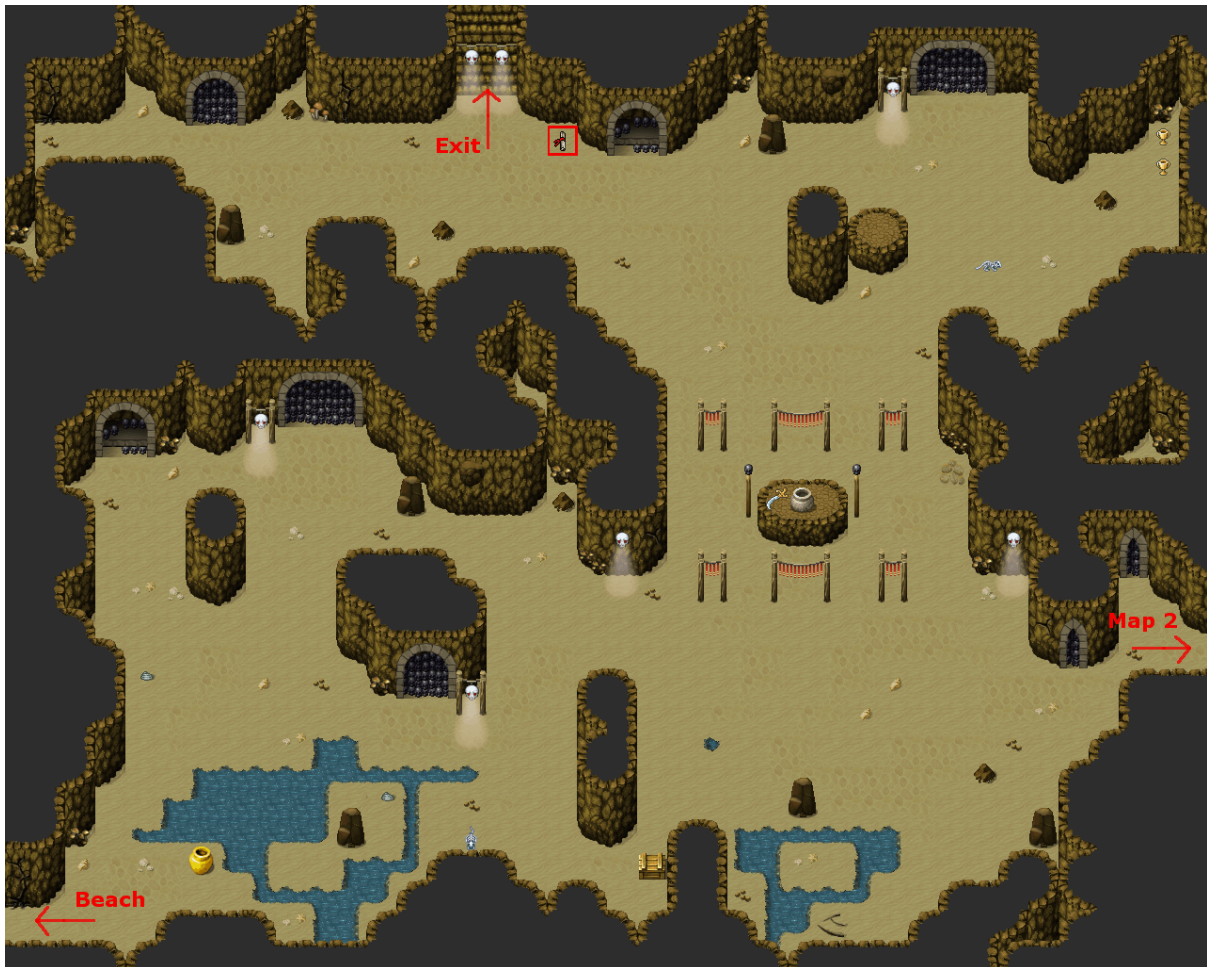


The camp fire can be used as often as you want in order to restore your health.

What is not shown here is a Tutorial Scroll which will appear after you have slept. It will be just to the right of the camp fire. This explains Eldan's Geomancy attributes and skills and, if you have chosen Acrobat, how Dathan's Jumping skill works. His first 'jumping' chest is here.

To progress the game, go to the back of the cave where you took shelter and move to the right.

## Undercliff 1



 Tutorial scroll

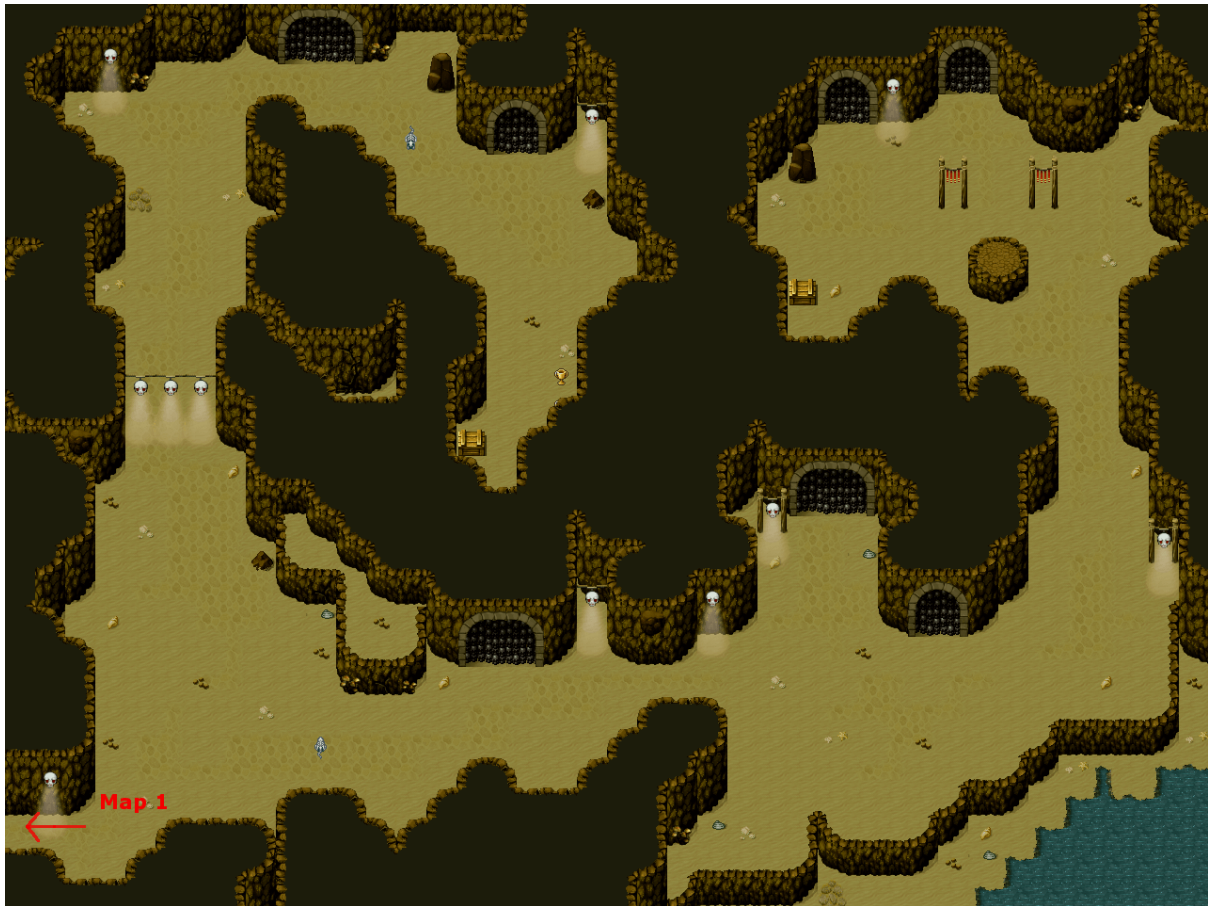
Note what is said about battles. There is now a tutorial scroll in your Inventory, in KEY Items. The scroll on the map gives a lot of information about what the stat abbreviations mean and what the stat affects.

Check out the yellow, moving pot. It is the Ghost Writer. These are extra Save Points, put in at strategic places to remind you to save. You can, of course, save at any time except during battles. In addition to what you can see, there are also Crowns (gold) to be found. I will not be mentioning this again, as I shall assume that from now on you will be automatically exploring your surroundings.

Enemies here are very straightforward. Have Dathan defend while Eldan deals with the first one to reduce any damage he takes. Dathan/Bard has a healing skill. Dathan/Acrobat can use Items as well as take his ordinary turn.



## Undercliff 2



You will have noticed that you can walk behind cliffs. Pay attention, as sometimes an item or an EXP Trophy Jar can be partially concealed.

When you have finished exploring these 2 maps (and healed up at the camp fire, if necessary), exit using the steps at the top of Map 1.

In the next area, the enemies inside the grave yard are similar to those in Undercliff. Deal with the enemy wearing a cloak first, as it hits harder and can cause bleeding.

The Rainy Wood Sprites outside the fence have a sneaky trick. If you do not defeat them in the first turn, they will call a friend. The new enemy will not attack until turn 3.



## Rainy Woods 1



Ignore the Exit for the moment, and explore Map 2. Here, one of the things you will find is a Skill Orb. These increase the strength of your skills, healing as well as damaging, so keep an eye out for them.



## Rainy Woods 2



Go to the Beach map, which gives you access to the part of the Woods you couldn't reach before.

When ready, exit via a fight with the Skull Golem, An Undercliff Wanderer and an Undercliff Guard. Eldan will automatically use Mud Patch, which will usually prevent the Golem from acting. Keep applying it when it runs out. As it is inflicted on all enemies, you may prevent the other two acting as well.



## DALEFEN



A Item Shop

B Kris's House

C Marcia's House



Tutorial scroll

The tutorial scroll explains some of the States you can inflict or be inflicted with. Because there are so many, this is split over 2 scrolls to make it easier to absorb.

Check out the Item Shop. You will see that it only has a limited number of each item – why would a shop in an isolated village have unlimited potions? All shops in this game have limits on what they have to sell. However, if you do even a reasonable amount of exploring, you will find plenty of items. Sell the Gold Teeth you get as drops from the skeletons. These, together with the money in Secret Rooms #2 and #3, and what you find elsewhere, will mean that you should have a comfortable amount of items.

Go to Marcia's house to find out where you are and what the graveyard is all about. You meet the next character to join you – Eva. She has not yet got her class, so do not distribute her stat Spending Points at this time. You might want to take her back to Rainy Woods for 3 or 4 fights so that she has some TP ready for the next part. Marcia will allow you to rest in her house if you need to.

Eva wants to say goodbye to Kris before leaving. He is not in his house.

When ready, leave the village for Laylen world map.