Nintendo Gateway - Super NES Executive Game Summary

Game Title	**Blackthorne™**

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Game Description	The fate of Kyle Blackthorne lies in your hands. Your mission is to guide the resourceful warrior through the perilous regions of Tuul and find Sarlac. Use Blackthorne's mercenary abilities, along with the weapons and items you will acquire, to assist you in your quest.

Controller Information	**Control Pad:**	
	Left/Right:	Moves Blackthorne left/Right.
	Up:	When standing is the clear, hides Blackthorne in the shadows./Enables him to jump onto the ledge and pull himself up, as well as climbing ladders./Allows you to walk through passageways after you put away the gun./Inserts a key in the appropriate lock if you have one in your inventory.
	Down:	Crouches to avoid attacks or pick up items./Allows you to climb down a ladder or ledge.
	Start:	Start/Pauses.
	Select:	Brings down the item bar and cycles through your inventory.
	Gun not Drawn:	
	A Button:	Pulls the gun from its holster.
	B Button:	Jumps forward (broad jump).
	X Button:	Uses the selected item from your inventory.
	Y Button:	Holding down a direction on the Control Pad and tapping the Y Button enables Blackthorne to run.
	Gun Drawn:	
	A Button:	Puts the gun away.
	B Button:	Fires the gun.
	X Button:	Uses the selected item from your inventory.
	Y Button:	Fires backwards without looking.

Hints & Tips	When you are not using an item or bomb, select a blank space on the item bar and continue play so that you do not accidentally use an item or bomb.

Do not get too close to the goblin creatures. If they are on a ledge above you, hang from that ledge and wait for them to walk away before you climb up.

Try to get behind the goblins when fighting them. It takes them some time to realize where you are and you will be able to get a couple shots in before they recover.

When hiding with the gun drawn, you can press the B Button to fire without releasing the up direction on the Control Pad. This allows you to automatically hide after you fire the shotgun. |