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OF THE GAMES

S E R I E S



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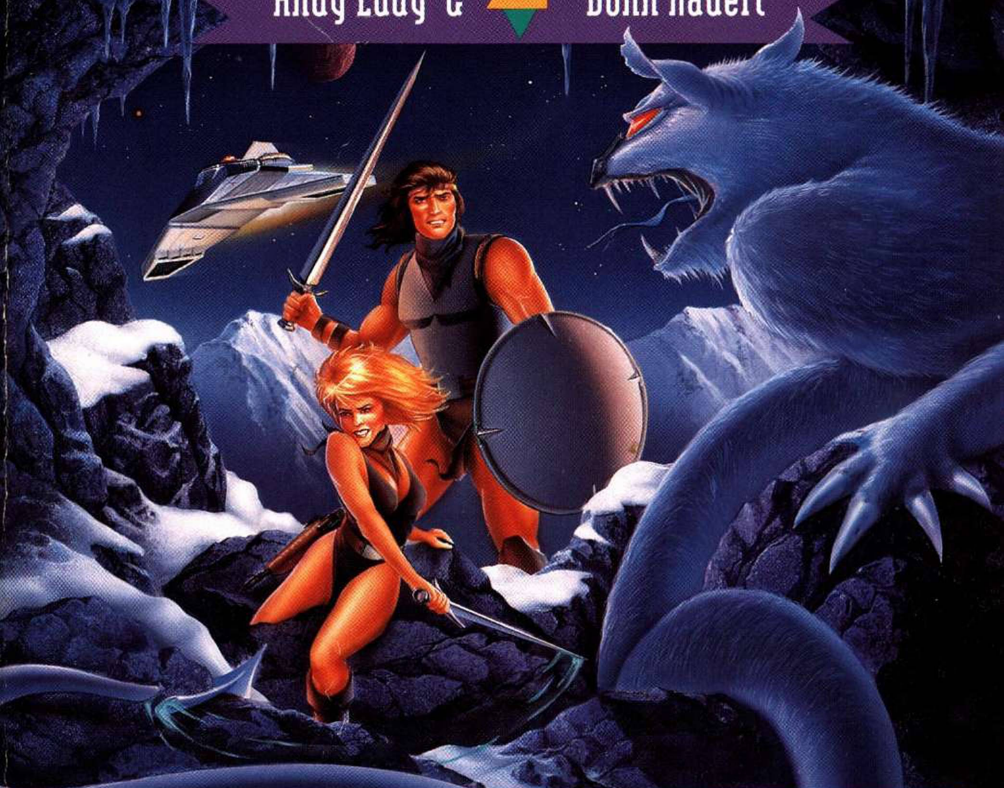
## SECRETS

V O L U M E

# 2

Andy Eddy &

Donn Hauert



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*Volume 2*



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### Dedication:

Andy dedicates this to his mother Claire Elizabeth (that's strange to say) and Sandy for their endless support during his sometimes tenuous journalism career.

Donn dedicates this to his family, who encouraged him to chase his dream in the world of video games. Also, to his fiancée, Bonnie, who has been very patient and understanding, and hopefully will continue to be, as he worked on this book.

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## INTRODUCTION

We're at a great point in video gaming. Certainly, we're past the raw graphics of the Atari 2600 and such classics as *Space Invaders*. We're beyond the beeps and boops of a decade ago. We've surpassed the teensy-tiny memory of the limited four-color games of old. If you're reading this now—if not, you must be somewhat telepathic—you are a member of the high-tech world of modern video games.

This is the world of the TurboGrafx-16.

This evolution, which seems to surprise us each and every day, is striking. TG-16 games like *Legendary Axe* and *Bonk's Adventure* held our attention for hours, with their involving graphics, durable gameplay and wonderful sound. For those lucky enough to have a TurboGrafx-CD Player, you know that the difference is even more stunning—like comparing a home movie with *Raiders of the Lost Ark*. And the TurboExpress, the portable TurboGrafx-16, is another blast of energy for TG-16 games, allowing them to take the excitement of their TurboCards on the road. It's fun to see people's faces when we pull out our TEs from travel bags on an airplane. It's even more fun to see their astonished looks when they fully realize the power of the TurboExpress with its TV-quality picture and stereo sound. (Okay, we also guess it's an opportunity to gloat and make them envious too.)

No doubt, NEC has more tricks up its sleeves, and there are lots of rumors of new systems in the works.

For the time being, though, we're perfectly content to revel in the current library of TG-16 games. There's something for everyone, whether you're a shooter fan, adventurer or puzzle addict. If you take all the games in your favorite genre, you will have your hands full for quite a while, but we don't want you to shelve a game because you're stuck. Apologies to Will Rogers: So far, we haven't found a game that we couldn't finish.

Yes, there are times when you may feel a bit frustrated

because you can't figure out the best strategy to get past that end boss or legion of attackers. That's okay, and it's the main reason almost every game company offers a phone line for gamers to call for assistance. We're going to save you some phone bills, so read on.

We have toiled the last few years of our lives in an effort to pass on quality information to video gamers, through *VideoGames & Computer Entertainment* and *TurboPlay* magazines, through books and in discussions with game players. The book you are holding is another chapter in that endeavor, and you won't regret your purchase. We aren't the best gamers in the world—it's hard for anyone to claim that title free and clear—but we do have our credentials. We both have held scoring records in video gamers, Donn having been listed in the *Guinness Book of World Records* on numerous occasions. We both have the claim on some bragging rights.

But we're not here to brag, nor are we the bragging type. This book is a reference, covering a hot handful of TG-16 games. What you'll find on these pages is a gathering of the latest titles and what you'll expect to find contained in their fantasy lands. You'll also find a compendium of hints and tips to assist you in getting the highest scores in those games. Most importantly, you'll find a way to avoid your TG-16 games gathering dust, unplayed, because you can't finish them.

We're just offering you more fun because that's what this is all about, right? That's why they're called "games." If you don't enjoy yourself, you might as well be banging your head against the wall—and we all have found ourselves in that position.

Now, from a designer's standpoint, it's impossible to create the "perfect" video game because everyone's tastes are different, and playing abilities vary too much. A game that is perfect for you may be too hard for your best friend. That's just how it goes. At our offices, we constantly get pleas for help. "How do I beat the big creature at the end of Level 7 of ...?" "How can I reach the bonus fruit in ...?" "Where is the key to open the door in ...?" "Where are the 1-Ups in ...?" If you don't know, we'll try to tell you. That's what this book is all about.

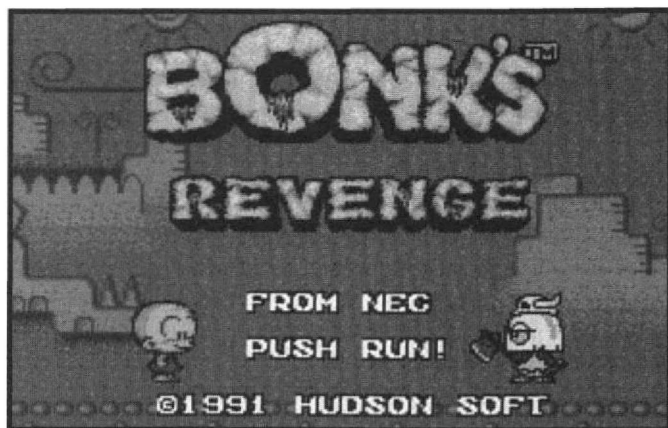
So, take some time to read up on some of the games contained in here. You may find the answer to that nagging question. You may find a game that you never thought would interest you.

We just want you to find some fun.

—Andy Eddy and Donn Nauert, October 1991

# **Bonk's Revenge**

*Distributor: NEC*  
*Game Type: Arcade Action*



### **WHAT'S GOING ON?**

Oh, yeah—he's back. America's favorite headbutting cavekid has returned from his first adventure to take on the grandson of King Drool, King Drool III. And yet again, the world is in danger from the Drool family menace. The Monster Kingdom is packed with all forms of new dangers, in addition to the old "favorites" that threatened Bonk on his original journey. Can you carve our careful carnivore through the controversy?

### **WHO ARE YOU?**

If you haven't figured it out by now, you must have been living in a cave. You're Bonk, the Bonkmeister, Bonkerooski, Bonk to the Future!

### **PLAYERS**

Bonk is a unique dude, therefore *Bonk's Revenge* is a one-caveman game. Besides, you won't want to give up the controller to anyone else, once you get started.

## SCORING

During your trek through the Monster Kingdom, you'll find lots of items that boost your score—and your life meter. Be sure to pick up any food you find, and bonk all the enemies that pass your way. Be careful because some enemies need more than one bonk to be taken out of your way.

You'll also come upon various bonus areas that provide other ways of getting extra points. Be on the lookout for smiling flowers that will take you to the bonus screens.

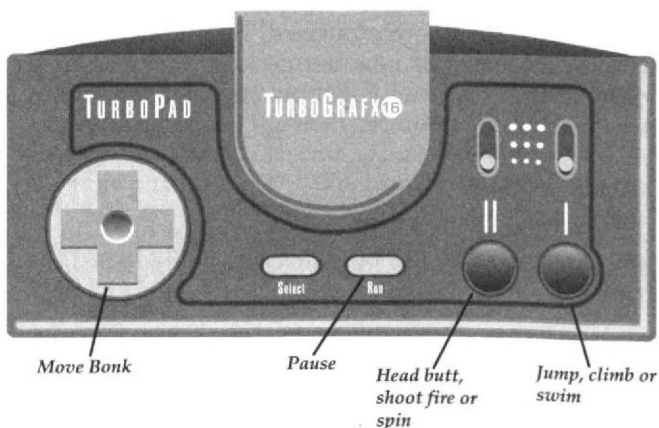
## LIVES AND HOW TO LOSE THEM

There are lots of dangers out in the Monster Kingdom, and lots of ways to get killed. If Bonk gets hit, it will chip away at the hearts at the top of the screen that indicate his level of health. If you take enough hits, all the hearts will turn blue and you'll lose a life. You can choose at the start of the game how many hearts you'll begin with. You normally start with three lives, and extra Bonks can be found along the way. You also get free Bonks at 20,000 points, at 60,000 points and every 50,000 points after that.

## CONTINUES

*Bonk's Revenge* allows you to continue up to three times with a push of the RUN button, and you return to the beginning of the last stage you were playing on.

## CONTROLS



## WEAPONS

Hey, as you should know, your main weapon is a flick of your skull called a headbutt. This will take out most enemies you meet, however there are additional tricks you can use to be as efficient and survive as long as possible. Check on the Strategy Session for more hints.

## SPECIAL ITEMS

**Small Heart**—Refills your health meter one heart.

**Large Heart**—Refills your health meter to maximum.

**Small Meat**—Eating this meat will power Bonk up to his next power level. Spitting out a little red honeycomb, you can also freeze enemies in their tracks.

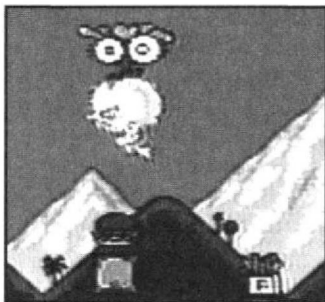
**Large Meat**—This will turn Bonk into fire-breathing Bonk, giving him temporary invincibility and fire-breathing power—and a nasty look on his face!

**Propeller Flower Seed**—Let Bonk fly over the playfield, often to get some out-of-the-way bonus item or area.

**Life Fruit**—All fruit adds to your health meter.

**Junk Food**—Junk food isn't that good for you, so it doesn't refill your health meter, but it does give you some points.

**Little Bonk**—A 1-Up, it provides an additional life.

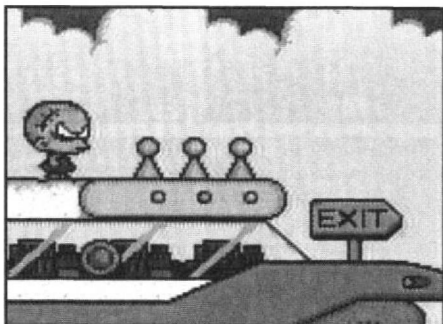


*Bonk flies with the Propeller Flower Seed, under the effects of Large Meat.*

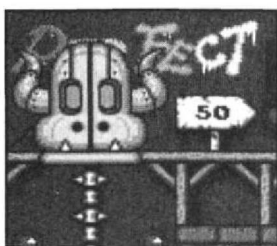
## FRIENDS

There are a lot of friends in *Bonk's Revenge*, but they only come in a couple of different forms:

**Monster Train**—At the end of a level, this is a great place to power-up with extra lives and vitality. How many items you get is dependant on



*Bonk doesn't look too happy, but he just finished gathering bonuses on the Monster Train.*



The elevator takes you to a different Monster Train, depending on how many Smiley Faces you got on the previous level.

the number of Smiley Faces you discover along the way. Getting 50 Smiley Faces will give you a special train (see The Secrets for more information).

To your benefit, you'll also have a variety of **Sprung Florets**—chubby, little flowers—to help you in one way or another:

**Yellow Floret**—A great springboard to higher sections or bonus items.

**Pink Floret**—Lets loose with healthy fruit.

**Orange Floret**—Reveals meat and flying power.

**Blue Floret**—This is the best Floret, giving you extra hearts or a 1-Up.

## ENEMIES

Every living thing, other than the Sprung Florets, you meet along the way is harmful to you. Be careful, and use your head!

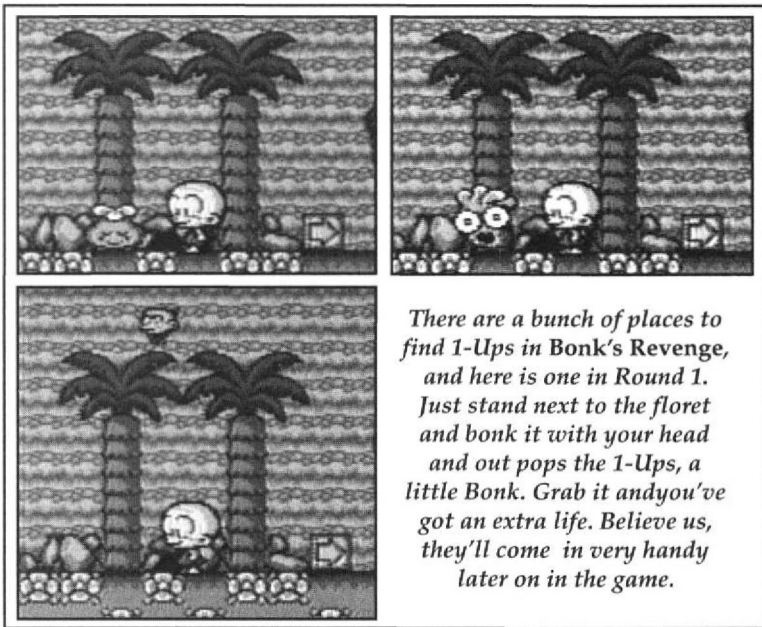
## STRATEGY SESSION

### GENERAL STRATEGIES

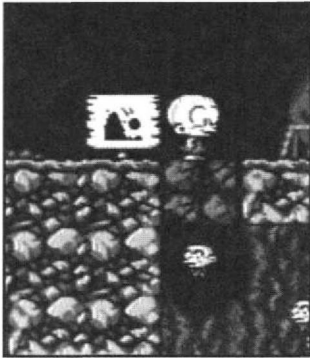
<p>JUMP ON FLORET SPRUNG! DON'T FALL!!</p>	<p>ATTACK HATCHET BY SPINNING! TOTAL 20!!</p>	<p>COLLECT ITEMS! AVOID FIREBALLS!!</p>
<p>COLLECT ITEMS! BOUNCE UP WALLS TIME 15 SEC. !!</p>	<p>GRAB ITEMS! JUMP AND SPIN!!</p>	<p>HOP THRU THE GLACIERS! DON'T SLIP!!</p>
<p>DESTROY RADAR TOWERS BY BARKING!!</p>	<p>CARRY PIRANHAS TO THE GOAL!!</p>	<p><i>There are eight bonus areas that you can find. Try to become an expert at each to build up your points and smiley faces.</i></p>

- Be sure to look on every ledge and at every corner for hidden points and bonus stages. Often if there is an out-of-the-way area, it will have something valuable for you to get.
- Bonk *everywhere*—you never know where a 1,000-point bonus or a Propeller Flower Seed will appear. For instance, hitting at the base of many signs will bring up a bonus item and valuable points. You can get lots of extra points by “banging” around.
- Also, bonk the Sprung Florets when you come upon them, and they’ll often change into other colored Florets that may give you a 1-Up or another heart.

## ROUND 1



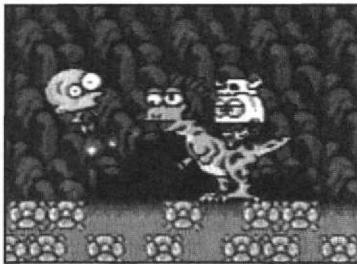
This round is very simple and straightforward, and gets you used to the terrain. In the Flower Field, find the little happy flower, get the Propeller Floret and go to the top lefthand side to find hidden smiley faces. In the cavern, there are two ways to get to the top portion: One is to jump on the Yellow Floret and spin to the right until you reach the ledge. The other is to jump on top of the boulder and, as you get near the ledge, jump and climb the side of the ledge. By traveling up top, you can get a 1-Up, but don't forget to go down to the bottom and collect the fruit for extra points and health as well.



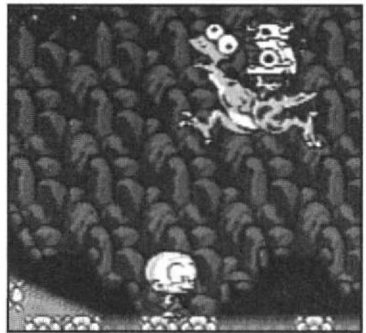
*Another 1-Up for you.*

In Volcano Castle, be sure to head butt the ground at the base of the sign, which will let you fall down into a hidden area. Get the Propeller Floret and travel in style as you pick up valuable smiley faces. This will also let you fly high and safe above the fiery ground and enemies.

The elevator at the end means only one thing: It's boss time. The first boss, Dodogie, has a soft spot on his head. Jump on his back and move down to the bottom part of his shell. From there, head butt his head as quickly as possible. When Dodogie moves back down, you can either jump to one of



*One good bonk deserves another.  
When you're hit, hit back hard.*



the ledges on the left or right, or jump up to the top part of his shell to dodge the fireballs.

## ROUND 2

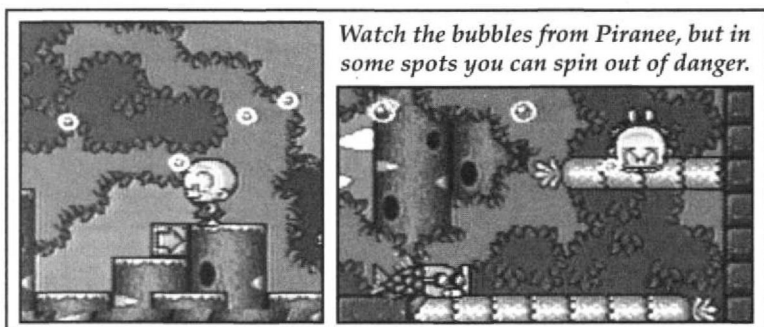
Now that you know the game, it gets a little more complicated. You'll soon learn to master the fine art of tree climbing, Bonk-style. Don't pass up checking every inch of this round for hidden items.



*Round 1's Dodogie taking his licks.*

In the first section, you can jump on top of the block that the vines hang from. Again, in Bamboo Jungle, check everywhere

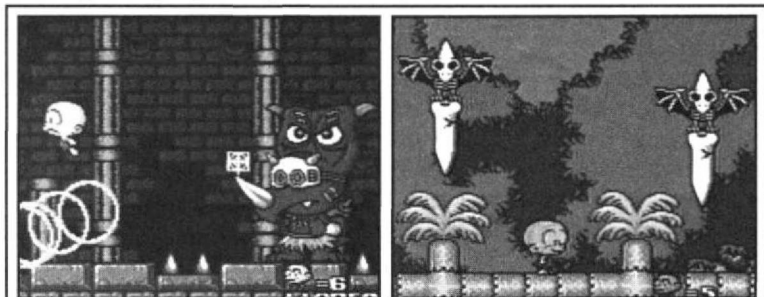




Watch the bubbles from Piranee, but in some spots you can spin out of danger.

for hidden Florets. When you're trying to bonk upwards, if you don't hold in the direction of the vine, you'll fall down.

The Cloud Ruins offer plenty of points, smiley faces and 1-Ups. It's simply a matter of bouncing on clouds and head butting every open spot. Don't go to the elevator too soon; if

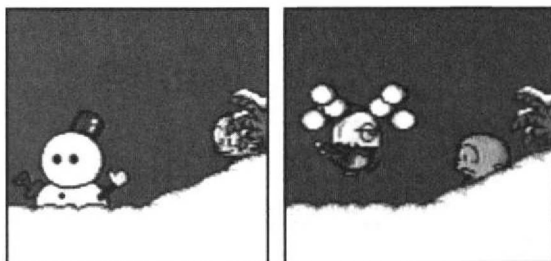


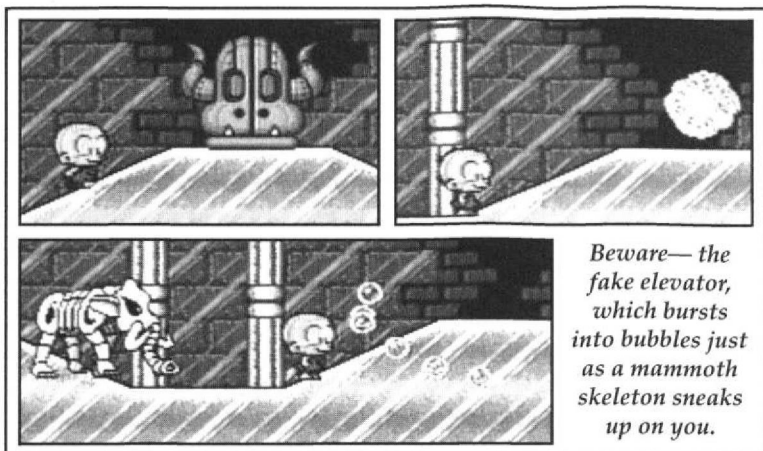
The boss in Round 2 (left) will give you fits with his radar shots, but you'll be more annoyed with these bats earlier in the level (right).

you do, you miss some items on the far right side. The end boss of Round 2, like Round 1's Dodogie, has a soft skull, but it requires a different strategy to defeat. For this one, time a jump over its radar shots and onto its head. Just be careful of its horns as you go.

### ROUND 3

Welcome to the winter wonderland. Unfortunately, the Chikkuns are out to spoil the holidays by

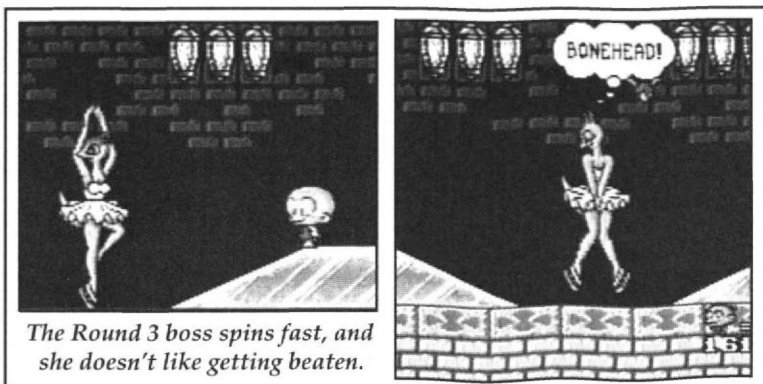




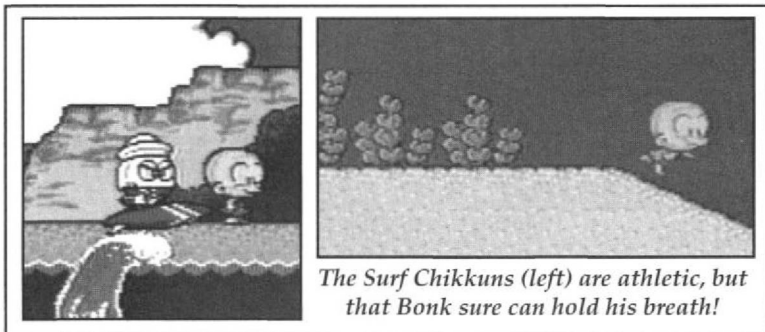
hiding in the snowmen and popping out of snowbanks. However, the white pipes in Hot Springs hide many wondrous bonus points and life fruit. Watch for patrolling rhinos—they have to be bonked several times to clear out—and bubble-blowing Piranee along the way. They can really ruin a good day.

Located directly above the Hot Springs sign are several smiley faces and a 1-Up. You'll have to bounce from snowflake to snowflake in order to reach them. Your main concern, other than getting bonus items, will be to keep from sliding headfirst and out-of-control everywhere.

In Mammoth Tomb, there is an upper area that you can get to by bouncing off the Yellow Floret, but, as in Round 1, the lower path is a must too. Again, don't be satisfied with entering the elevator the first chance you get. You can find some useful items at the far right. And beware of the fake elevators.



The Snow Ballerina can be tough as she slings the snowballs at you. Stay in one of the corners, and time a jump so that you can bonk the snowballs as they come toward you. When she stops spinning, that's the time to nail her in the head.



*The Surf Chikkuns (left) are athletic, but that Bonk sure can hold his breath!*

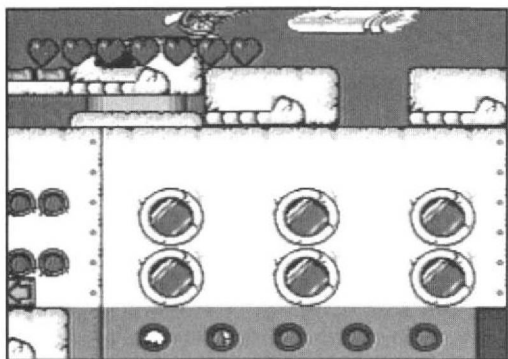
#### ROUND 4

In this stage, try not to bother the sunbathing Chikkuns—their hugs and kisses are deadly. Watch for incoming Surf Chikkuns and the Signal Chikkun. Semaphore was never so hazardous!

In Warship Hold, check every crate for goodies, because they're hidden everywhere. Check out the very front of the ship, where the missiles fly out, for an out-of-the-way bonus stage.

Sailor Saloon is full of—yep, you guessed it—sailors, as well as Big Bertha Chikkuns. Getting the large meat at the beginning will help you survive this section. To avoid the mines, get close to one, to start it in motion, then have it go off with you at about four o'clock in relationship to it.

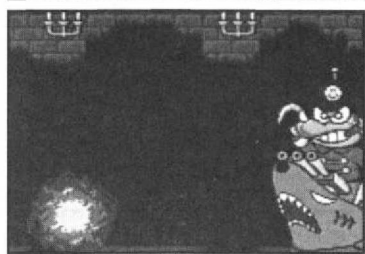
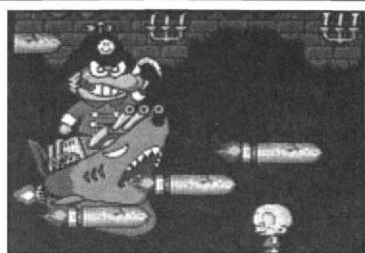
When battling Captain Cook, you'll first have to bonk him as he appears from the smokestacks. When he appears on his shark ship, either bonk off of a missile (using it like a step) and



*When you hit the inside of the ship, it's hard to find Bonk (he's in there), but it's also hard to see any enemies that lie in wait. Don't rush in; instead, take your time and work through the boat's corridors calm, cool and collected.*



*Captain Cook has lots of tricks up his sleeve, from his long hook arm to firing torpedoes at Bonk to sending exploding shots toward our favorite cavekid.*

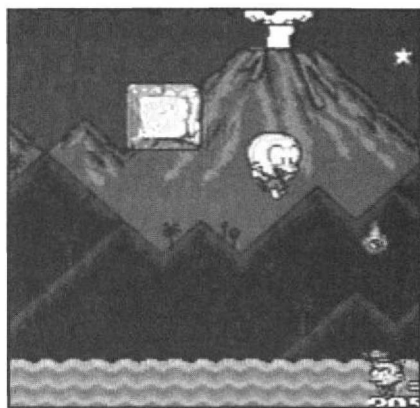


land on his head, then bonk repeatedly on his head; or move in close and try to bonk up (off the cannon) and hit him in the head. Either way, bonk away!

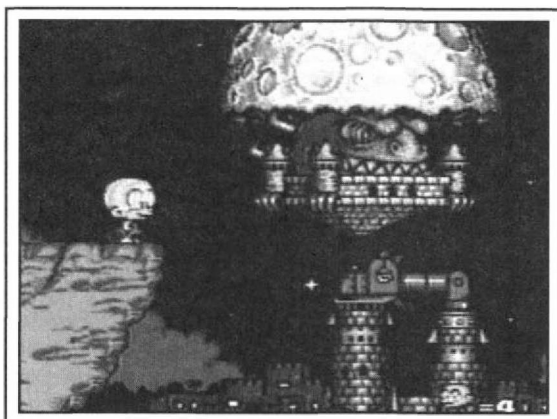
## ROUND 5

Look for the platforms in the sky; use the Yellow Floret to jump up to them. In Lava Flow, as the name indicates, there's a lot of lava—red, hot, fiery and deadly lava.

The round is filled with lots of nice bonuses, if you take the time and effort to look. For example, if you bonk the steps where the white snowflakes are—what are they doing here in this tropical paradise?—you'll get a sandwich worth 1,000 points. If you search in the Orange Waterfall, there are a lot of flower seeds worth 1,000 points. Check everywhere for plenty of big-point items and hidden bonus stages. At the end of the round, you may be surprised to



*You're headed for a fall, dude. The blocks above the lava will open up if you wait too long to jump.*

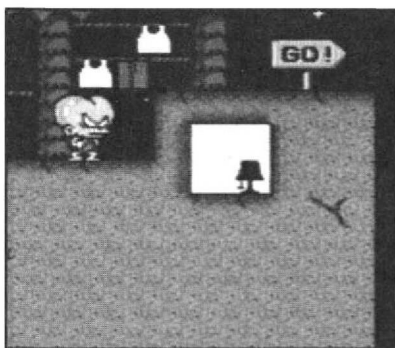


*There's no end boss in Round 5, but when you complete the stage, you'll get a nice view of the evening skyline.*

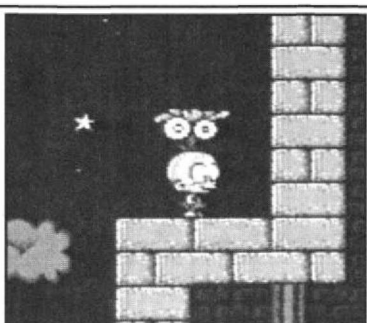
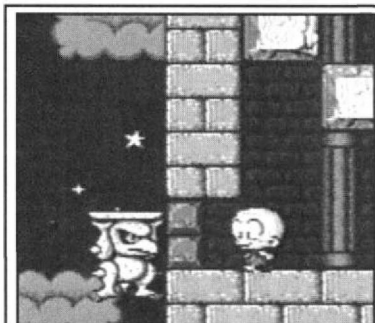
find that there is no end boss for this stage, just a glimpse of what lies ahead for you.

## ROUND 6

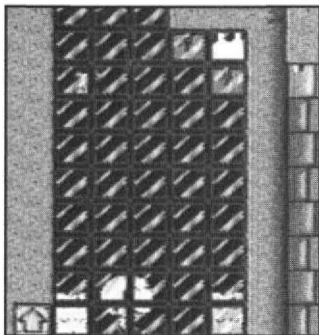
As you're bouncing off the Yellow Florets, look for hidden power-ups above the screen. Also, in Hatchet's Hometown, you can bonk through some of the chimneys—you've got the bounce-between-the-walls-and-climb maneuver down, right?—to find hidden power-ups. The spots you can fall into are marked by the rows of clear glass, but it's not easy to see that they can be entered. Be careful down there, though.



*Grab clothes for points!*



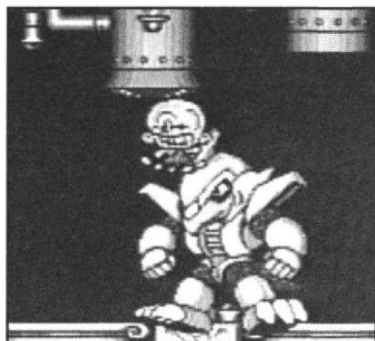
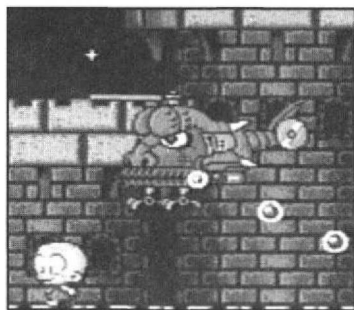
*This shortcut is a great way to get lots of power-ups, and the Propeller Floret will help you navigate the inside area better.*



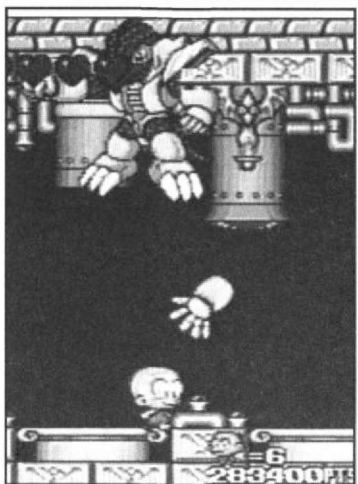
*It's not obvious, but Bonk can get into these disguised areas, gather special items, a Propeller Floret and other beneficial stuff. Just watch for hard-to-spot enemies that are in there also.*

Finding a Propeller Floret will help you get to the area in the top right. The bonus stages in Round 6 contain the power-up trains only; there are no smiley faces in this round. On your way up Haunted Tower, be on the look out for openings that will allow you to go along the outside of the tower. Go to the left side first, then work your way through the right.

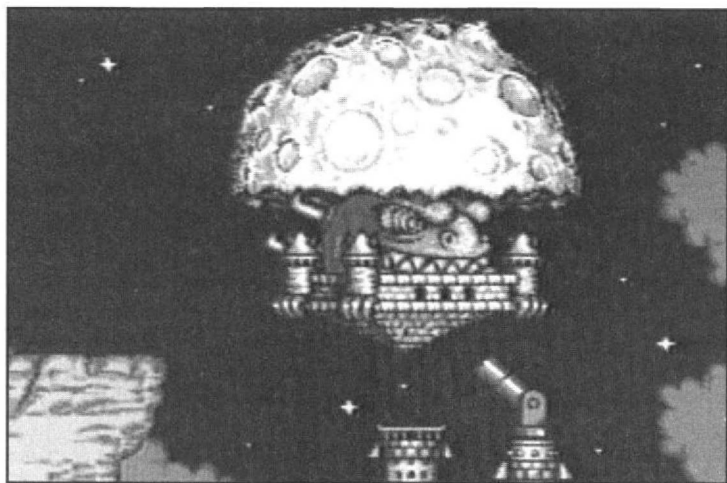
To defeat the end boss, it's not hard to figure that you have to bonk him in the head. It's how to accomplish it that's difficult. As he's flying around the top of the screen, move back and forth along the bottom until he stops. Slide over a little farther in the direction you're currently moving, and when he comes down to attack, jump and bonk him on the head. After you have done considerable damage to him, his gloves will get



*This birdie can send Bonk for a loop with his head, but later on in the battle, he'll try to give Bonk a helping hand. Some help he is.*



into the action. They are easily bonked, and you can continue to bash the boss in the head until he's no longer a threat.

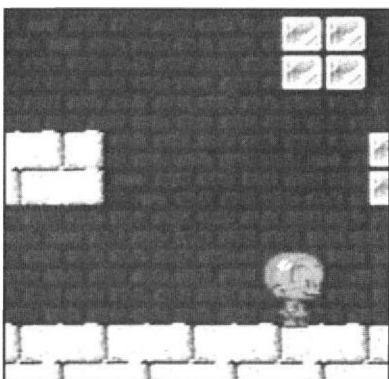


## ROUND 7

There is a best pattern in choosing which tunnel to start on first:

1. Aquatic Tunnel is entirely underwater. In this tunnel, it's not good to become the crab there—you have less control over Bonk, and you can't break through blocks—and you should watch for mines hidden behind pillars. There is no fruit or extra men in this tunnel. The end boss is the ballerina from Round 3.

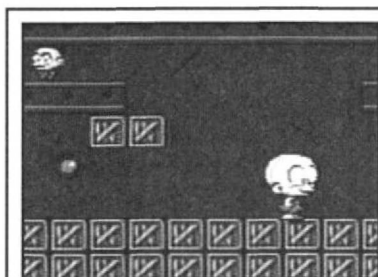
2. Ambush Tunnel isn't too complicated either, the only thing here are some tricky (very loose term) jumps. Before you enter the last boss, you get a large heart. Attack him the same way you did before, and you'll be free and clear.



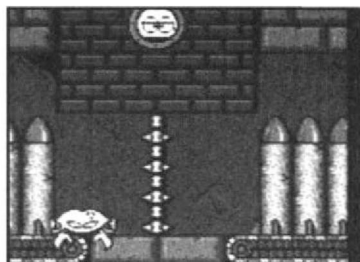
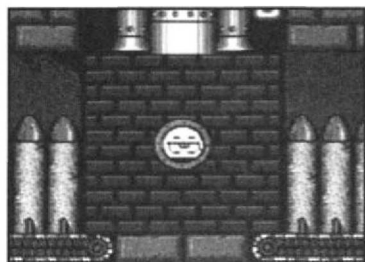
*Gotta hold your breath again.*

3. Spook Tunnel is fairly straightforward. Since you've made it this far, you should be able to make it through without much trouble. The tunnel contains very few fruit and extra lives. At the end, you'll get another visit from Dodogie.

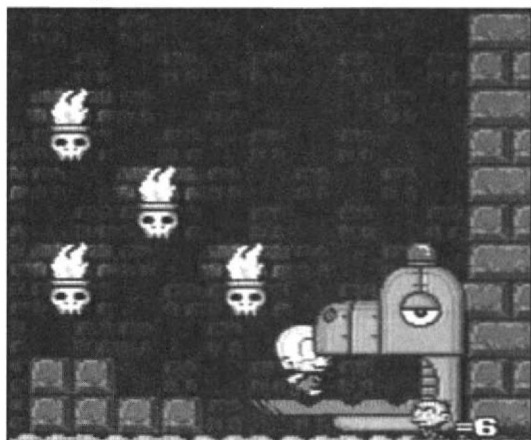
4. In Conveyor Tunnel, avoid the edges of the



Hey, that 1-Up sure is hard to get. How am I going to crawl into that small area? Easy! Just let a wall stomp down on you—you won't lose a life, but instead you'll become a crab. While you can't break blocks in that form, you sure can squeeze into narrow channels for bonus items.



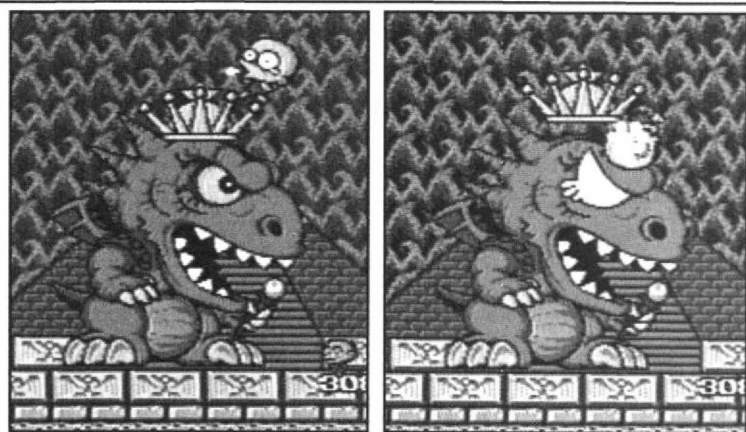
conveyor belts because they are deadly. And, yes, it's good to become a crab in order to get the bonus items surrounded by the steel girders—we're sure that you've discovered how to become a crab, right? If you don't become a crab, the spacing is too narrow for Bonk to fit between them. It's also nice because being a crab lets you absorb an extra hit, but once you get nailed, you'll return to your normal size and shape. This tunnel has a lot of fruit and extra men, and at the end you'll meet Captain Cook again.



On your way to meet—and beat—the first boss.

Once you've defeated all four tunnels, you'll have to fight the boss from Round 6, and its pattern is the same. Then it's on to meet King Drool III. When he first appears, stand underneath him. When he moves to one side or the other, you should skamper to the





*The tiring give and take of battling King Drool III, and his final demise. He may be back, but you are once again victorious in saving your world.*



opposite side and stand on the step. Patiently wait for him to appear, and when he gets approximately three blocks away from you, jump and bonk him on his crown. It'll take nine hits to defeat him. Hey, you've done it—Bonk's gotten his revenge!

THE END  
FOR NOW! . .

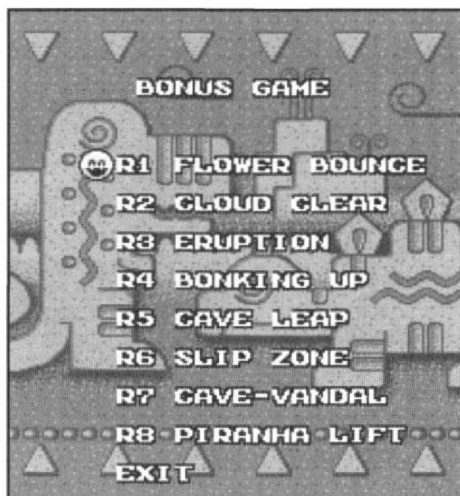
## SHH...THE SECRETS

If you want to take pictures of your high score or a particular point in the game, you can remove the word "PAUSE" from the screen by hitting I, II and SELECT while the game is paused.



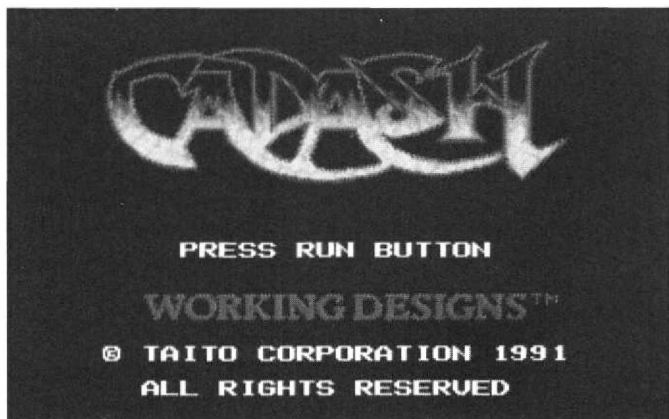
The Smiley Faces are quite beneficial to you during a level, and you can get more bonuses at the end of a level by collecting a lot of faces. However, if you can get more than 50 on a single level, you'll not only get a super Monster Train, but you'll also be able to skip ahead a level.

Lastly, you can practice any or all of the eight bonus stages by holding II and pressing RUN at the mode-select screen.



# Cadash

*Distributor: Working Designs*  
*Game Type: Adventure*



### WHAT'S GOING ON?

As usual, a princess has been kidnapped, this time by the evil Baarogue the Destroyer. As chaos sets in, the King of Deerzar calls for four valiant warriors to save his daughter and return peace to his kingdom.

### WHO ARE YOU?

You play one of four warriors. You can choose to be either a warrior, mage, priest or ninja.

### PLAYERS

*Cadash* can be played by one player, or by two players simultaneously.

### SCORING

Isn't it odd? *Cadash* doesn't have any scoring. The goal is to save the princess. That's all.

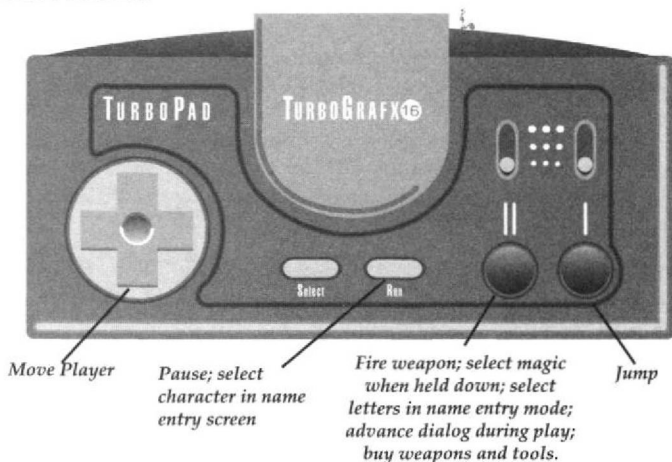
## LIVES AND HOW TO LOSE THEM

The game is based on a health-point system. When you run out of health, you lose your life and the game is over. Not very much leeway for making mistakes.

## CONTINUES

None, zippo, zero, nada, zilch, goose egg—you get the idea.

## CONTROLS



## WEAPONS

As you travel along, you can purchase a wide variety of weaponry, depending on which character you are:

**Fire Blade**—Shoots fire from the blade's tip. The fighter can use this weapon.

**Plate Armor**—Helps protect the fighter.

**Leather Shield**—Part of the basic protect for the fighter.

**Silver Helm**—Helps protect the priest.

**Wizard's Staff**—Your basic everyday mage's staff.

**Long Flail**—Longer and stronger than the flail the priest starts with.

**Dagger of Swallow**—A powerful weapon for the ninja.

## SPECIAL ITEMS

**Gold Bags**—Used to buy herbs, weapons, keys, antidotes and life bells

**Herbs**—Replenishes ten points of health when your life meter runs out.

**Antidote**—Cures your character of poisoning.

**Keys**—Used to advance to the next continent.

**Life Bell**—Increases your life meter by eight points.

**Elixir**—Recovers all your health when you run out.

**Amulet of the Dragon**—Gives you 65,535 gold.

## FRIENDS

Anyone in a town or characters that aren't trying to kill you. Plainly put, that doesn't leave a lot of room for comfort when you cross paths with someone.

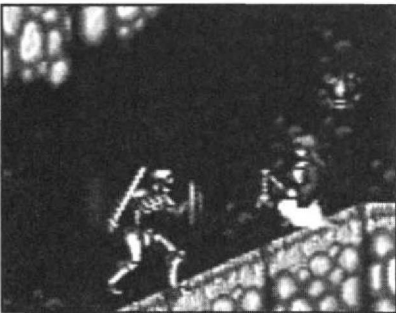
## ENEMIES

Your trip is filled with danger, so you should have your weapons handy. Your enemies consist of virtually everything outside of a town.

## STRATEGY SESSION

### GENERAL STRATEGIES

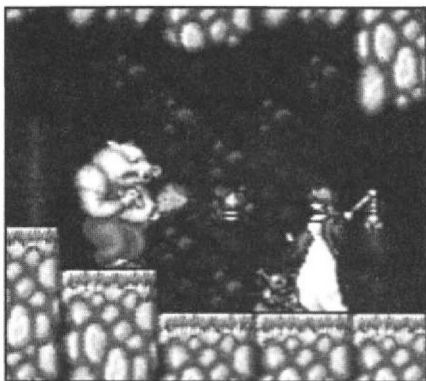
- *Cadash* offer four characters to choose from, each having different abilities. While the fighter is very powerful, his range is not very good. The ninja has very good range and has some power, while the priest has good range and power as well as defensive magic. The mage is the slowest and has the shortest range but has high offensive magic. The game can be completed with any of the characters, but you should test-play with all four to determine which one fits your playing style.
- Always talk to every character you meet in villages. Every one of them will give you some form of information, whether useful or not, and you'll often end up getting a special item for later in the game.



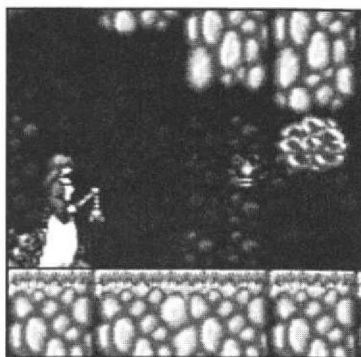
- When your character is hit by an enemy, he's thrown backwards. In a backwards form of character control, if you're trying to go forward but keep getting driven back, turn your character around so that he's facing the other way. That way when you

get hit, you'll be thrown in the direction you really want to go. This could help in areas like the slope with the skeletons, in the first continent.

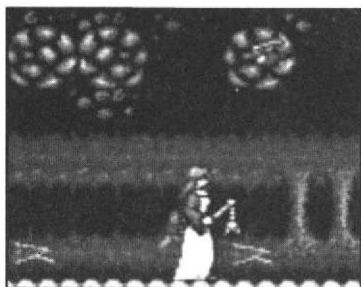
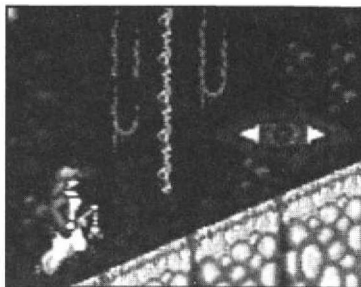
- In most action-adventure games that use experience points to determine a character's ability, there's usually a spot or area where you can go and build up your experience points—*Cadash* is such a game. In the area where you first meet the Pigs, for example, you can walk back and forth from the stairway to the edge of the cliff until you reach a level that you feel comfortable with. This is recommended not only for the extra health and magic you'll obtain, but for the gold as well.

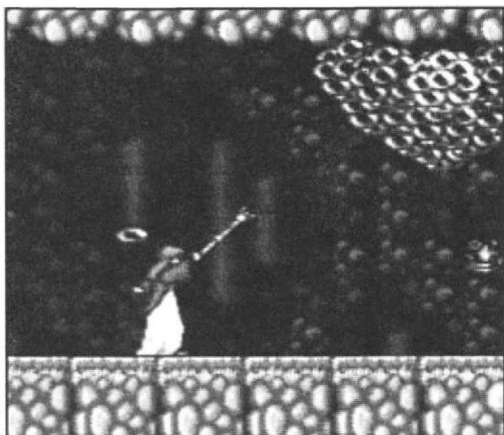


## FIRST CONTINENT



*There doesn't seem to be an end to the creatures or hazards. There are blobs (left), pigs (above), eyeballs (below left) and lava rocks (below), to name a few.*





The continent itself is fairly basic, and you should really have no trouble reaching the end level boss, Black Pudding. To defeat it, simply hit the mass as many times as it takes to defeat. For a Level 6 priest or ninja, it should take about four hits. (This is also a good place

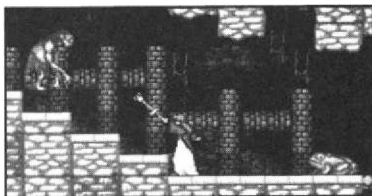
to learn how to use the various types of magic for those characters that can use it.) If you're using the mage and fighter, you'll need to move your character in a lot closer. The best way is to maneuver your character under the pudding drops. The pattern is fairly simple to recognize.

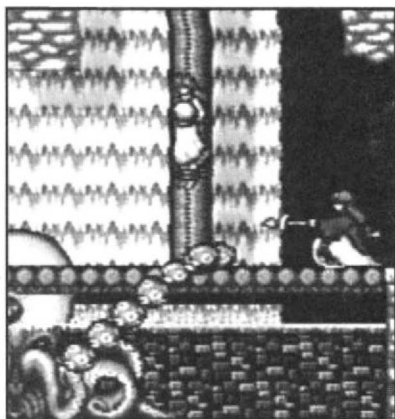
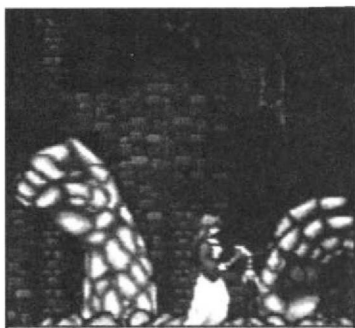
## SECOND CONTINENT



*Sure, running over the countryside battling dastardly beasts is great fun, but how can you do it without adequate weapons? Take every opportunity to get more powerful arms and tools at the various shops you find on your trek.*

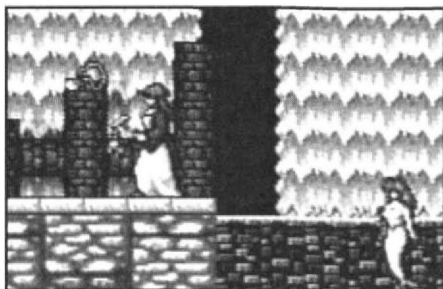
In the town of Marinad, stop by the Inn to replenish your health and magic, then buy whatever weapons you can and as many herbs and antidote as possible. Again,



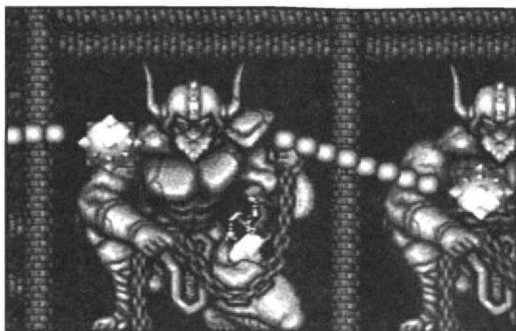


talk to everyone in the town. This continent isn't too difficult, and there isn't anything unusual in the way of patterns or methods to survive. Do remember, however, that you can't go into the water until you've defeated the Kraken. This brings us to the boss himself.

To defeat the Kraken, you need to hit the tentacle that flaps before you. You can try to jump over the shots it slings at you, but it's easier (with a Level 7 character) to get as close as possible and blast it with whatever weapon you have. Doing this, it gets fewer shots off and, in turn, does less damage to your character.

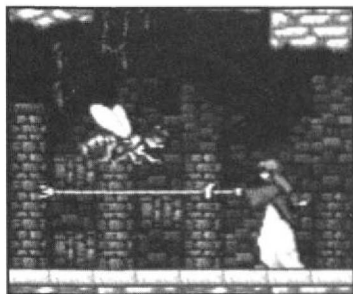


After that battle, release the girl from the pole by standing directly below, then fire upward to cut the rope. This will get you the Mermaid Scales, which will let you get into the water safely. If you're low on health, hopefully you

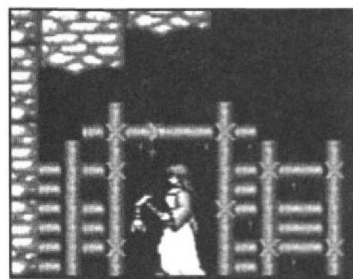


had the foresight to stock up on herbs. You'll also need to be careful through the area after the Kraken: The flying insects are the most dangerous here, but if you can go straight ahead





*After the wasps, you have two exits to choose from. Don't be too hasty in your selection.*



you'll take them out as they swoop down.

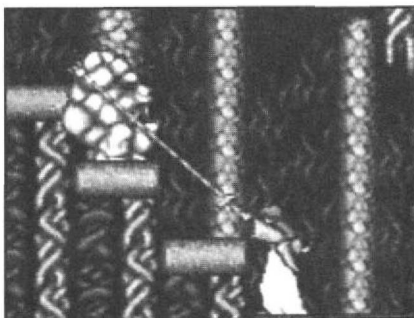
Finally, before going to the next continent, continue to the

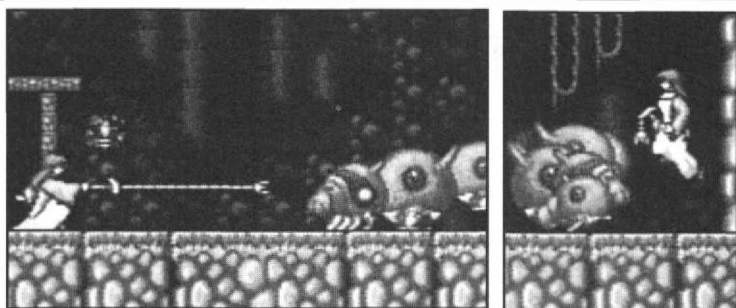
left. You'll find a weapon shop and a shortcut to Marinad, where you can rest at the Inn.

### THIRD CONTINENT

Once you get to the next continent, you'll enter the land of the Gnomes. Once there, go up the vine into the town of Gnomes to learn what you'll be looking for in this area, then go all the way down and enter the door to the Gnome hideout. Here, you'll be able to replenish your herbs and antidotes, as well as max out your health bar (via the Life Bell) before venturing on.

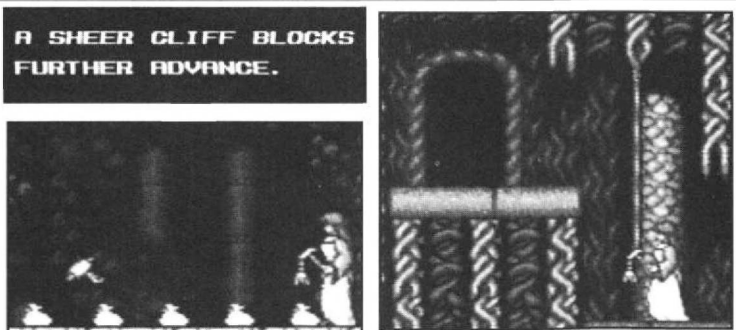
Watch out for the Rockmen. They like to move slow when you face them, then make their move once you turn your back. Also, make sure that you have plenty of health and/or magic when you encounter the worm. It moves very quickly and can do some heavy damage





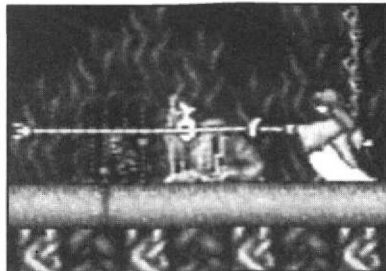
*While it's wonderful to show how burly you are by beating the worm, there are times when a more passive approach is better.*

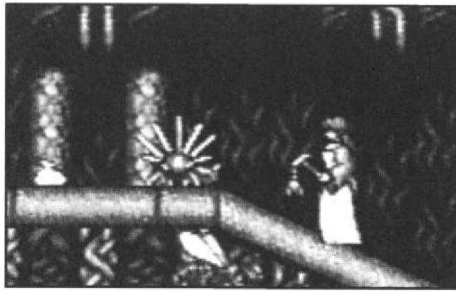
(each hit will cost a Level 9 priest ten points of health). The best thing to do here, if you have the priest, is to use the invincibility magic when you battle the worm. Your only other option is to stay in the corners and jump over the worm when it bounces about the screen, then move in to take some shots at it when it stops. Once you defeat it, you'll get the thread and be able to climb the cliff.



*Never thought a thread would come in handy on a cliff, did you?*

On your way back to the cliff, it wouldn't be a bad idea to stop off at the Gnome hideout and refill any lost herbs, then, if your health is low, go back to the Inn at Marinad. When you first enter the area after using the thread, you'll have the choice

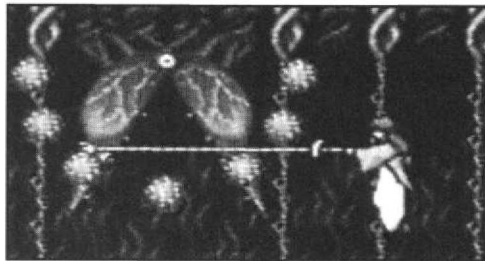
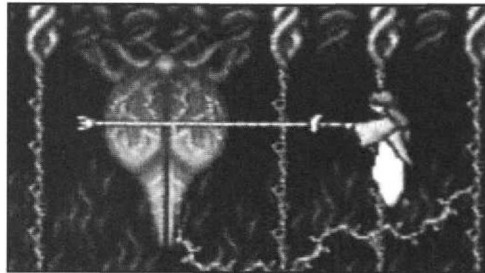




of either going straight or climbing a vine—go ahead and climb the vine. As you work your way to the left you'll come across some blue creatures with spikes on their backs. Here's the best thing to do: Face in the

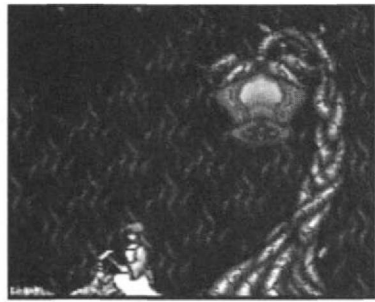
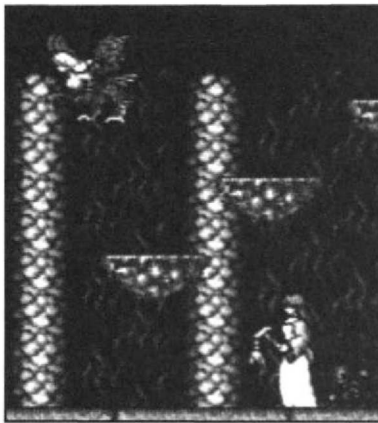
direction you want to go and let them hit you. It's a lot easier for most characters, with the exception of the priest who can employ invincibility.

When you enter the next area you'll face the crawling kelp. Again, the character you decided to use will determine your course of action. Most, however, will need to climb to the top and simply pound the kelp into oblivion, which takes about 16 hits from a Level 10 priest. For your efforts you will receive an elixir. Now it's off to the left and into the door.



*You can guarantee that this elixir will come in handy down the road a piece.*

Once through to the other side, you'll once again meet up with our spiked friends as well as a wasp. You can see a treasure chest resting on a ledge—you can get it if you want to. However, you'll be more concerned with which direction you want to take: either through the door or continue to the

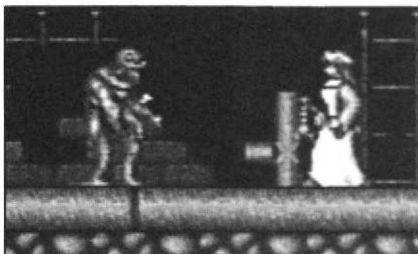


**TEXS TOOK THE  
FLOWER OF MAIYA.**

right via a vine. Well, the vine will take you back through to the beginning. (Remember where we said you could either go straight or up the vine?) Obviously, you don't want to go that direction. Once you have gone through the door, you'll enter the last segment of this continent. The only thing that stands in your way is a pesky eagle that likes to throw its feathers at you. Your main job here will be to get rid of the pesky bird and jump up the moving platforms so that you can exit to the top left. Once you do this you'll come across that elusive flower you've been looking for; it will allow you to enter the Gnome village. Try to buy as many items as you can, but remember to save at least 800 gold for the silver key. This will allow you to enter the next continent.

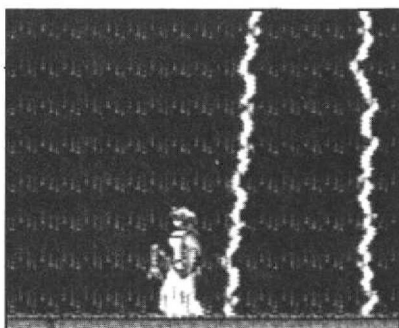
## **FOURTH CONTINENT**

This is a ravaged place. Baarogue has virtually destroyed the entire land. If you look off to the right you can see the castle, but it's to the left that you'll be going for now. Make note of the grave that you pass—you'll need to come back to this one.

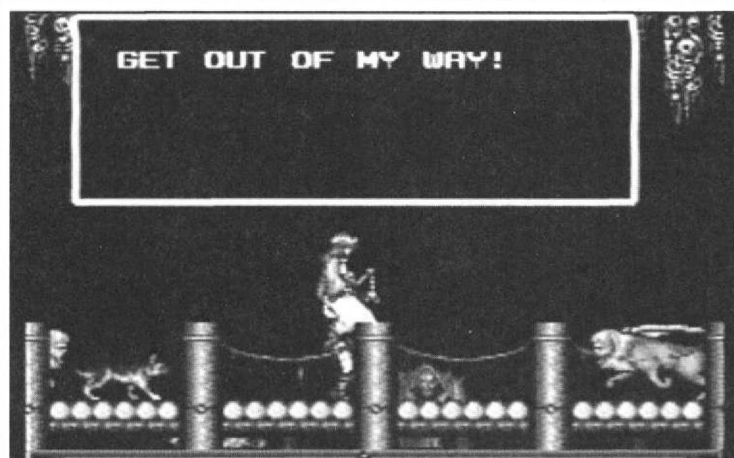


The goons that come out in this section require extra hits if you knock off their heads, so kneel down and strike. The lightning can be a problem if you don't time it right. Simply line yourself up against the edge of the first bolt,

*They say that lightning never strikes twice at the same place, but you'd better quickly move away—that rule doesn't seem to hold for video-game characters.*

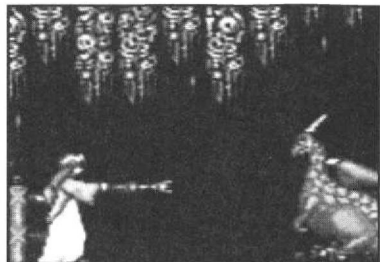


and when they disappear you should run like the wind to the other side. You'll escape with little effort. Once you enter the cave there will



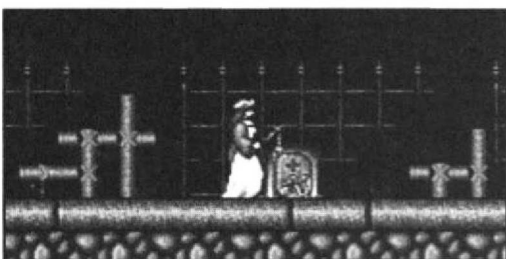
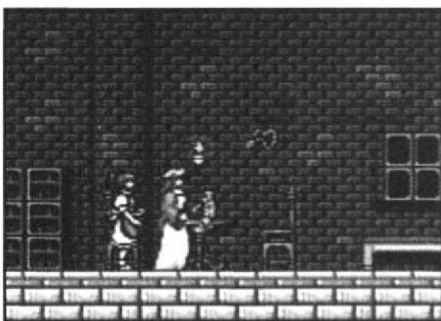
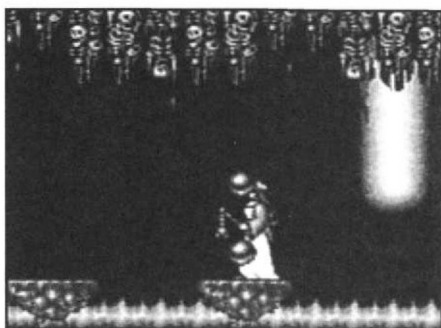
*When your character says he's in a hurry, you should move him along.*

be two spots that warrant a mention. The first is the spikes that appear from the side of the walls. Use some common sense and timing to get through this. The other is the fire chains near the end, just before you reach the village. If you have the priest, you can use invincibility to walk through this area. Otherwise, it's run, run, run. Also, if you set your TurboSwitches on high on the



vines, you can zoom across quicker.

The next area will be a test of your skill and coordination. You'll be required to jump from moving platform to moving platform while avoiding the fire spray that flies from the fire bed below. Invincibility works wonders here. Before entering the door, go to the edge of the cliff where you just fell. If you haven't experimented, you'll find that you can walk through the wall and collect a life bell. Not too darn bad!



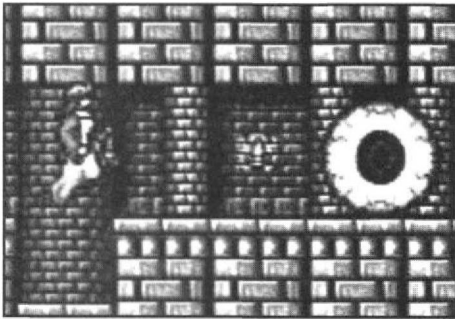
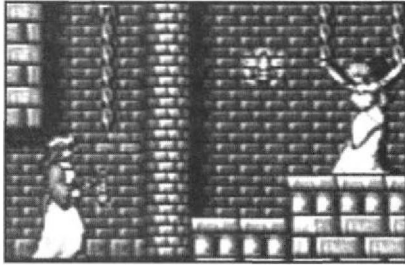
Once you're through this section, you'll be able to enter the hiding place of those who left the land above. As usual, talk to everyone to find the next course of action, which is to place Gina's Charm on Abel's grave. If you exit the town to the left, you'll

come out near the beginning of the continent just after the spikes. Go to Abel's Grave to get his pendant, then go back into the cave. You should have come across a

dog that was chasing a man through the cave; use the pendant to talk to the dog. He'll show you the way to the thieves' hideout where you have to fight the fire elements. Use invincibility if you have the priest; otherwise, try the offensive magic of the mage or any weapons the ninja and fighter are using at the time. For a Level 15 priest it will take about nine strikes to destroy the fire element. This battle will earn you the magic flute and the key to the final castle.



*Before you can save the princess, you have to get past some old friends, as well as the blue dragon (above).*



nice greeting from the humongous worm.

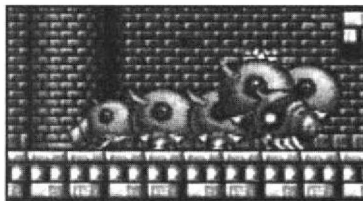
Work your way to the confrontation with a pseudo Baarogue. When you get back to Deersar, you'll soon learn what the real Baarogue was up

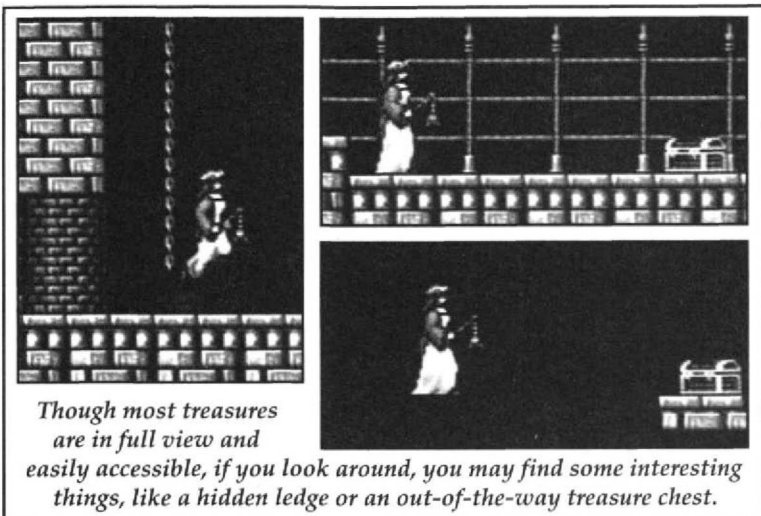
## FIFTH CONTINENT

The castle is split into two sections: One you can enter at any time, but the other you can enter only after you get the gold key. Although the castle has many doors and passage-ways, you'll want to go through all of them, because each will eventually lead to a treasure chest holding a useful item. Always look out for hidden

vines that can lead you to ledges up out of sight. These vines are accessible by all characters, but the angle of the jump required to reach each vine will vary. When you find the gold key and have explored all doors, go to the

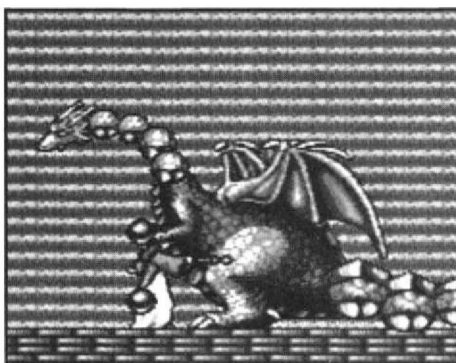
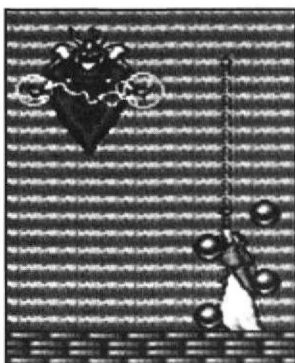
gold door at the beginning of the castle. During your travels along the corridor you'll notice this huge eye closing in on you. When he gets on your tail, jump into one of the gaps and duck. After you're through the door, you'll get a





*Though most treasures are in full view and easily accessible, if you look around, you may find some interesting things, like a hidden ledge or an out-of-the-way treasure chest.*

to. To fight both of them, use the invincibility of the priest for the easiest confrontation or use whatever weapon you have with any other character. In the first battle it will take about nine hits from a Level 16 priest to get rid of the first Baarogue. In the second battle it'll take about 30 swings. Each hit from the Dragon will take 30 hit points of your counter, but if you still have the elixir or any magic left, you should be able to stand and strike with ease.



## SHH...THE SECRETS

There are no codes or passwords for this game. However, there are some shortcuts that might help you through a tough area:

In the fourth continent, where the fire ropes are, you can

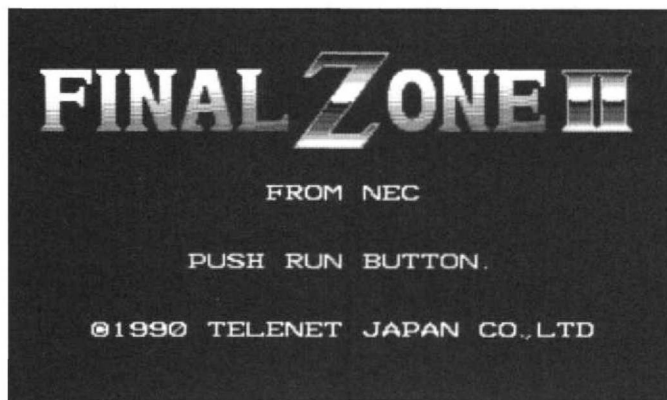


find an opening in the walls along the far right side. This will take you to the bottom part of the section near the exit.

To find the Amulet of the Dragon, jump to the right side of the rope, located right after the dog and thief run you over, in the fourth continent. The opening is about three-quarters of the way up.

# ***Final Zone II***

*Distributor: NEC  
Game Type: Arcade Action*



## **WHAT'S GOING ON?**

A subversive group of well-armed terrorists called ZOD is attacking your country, starting by taking out your Valhalla intelligence satellite. To your benefit, you have a quintet of highly mobile battle suits called NAPS (New Age Power Suit). With you at the helm of the special TOP federal military squad, the country has a chance of surviving, but it will take some careful maneuvering and well-placed artillery fire to take out ZOD's threat. To fully get ZOD out of your hair, you need to not only defeat Dr. Alif Ruman, but also take control of its sizable weapons network.








## **WHO ARE YOU?**

During Levels 1 through 3, you don't have any choice as to which character you play. However, in Levels 4 through 7, you can choose which member of TOP you'd like to compete with. Each has his or her pluses and minuses for battle situations, so keep that in mind when you make your selection:

**Captain Haward Bowie**—TOP's commander-in-chief features a nice mix of abilities.

**Commander Hanna Franks**—TOP's newest member, she has a very powerful laser in her weapon cache for full destructive power.

**Agent Izak Velder**—For close-in battles, Agent Velder is a skilled selection.

<p align="center"><b>- HAWARD BOWIE -</b></p>   <p>★CLASS: CAPTAIN ★N A P: LUBUS ★WEAPON: BAZOOKA ★SPL ARM: VULCAN</p>	<p align="center"><b>- HANNA FRANKS -</b></p>   <p>★CLASS: COMMANDER ★N A P: JUNA ★WEAPON: BEAM ★SPL ARM: VULCAN</p>
<p align="center"><b>- RANDY HANSEN -</b></p>   <p>★CLASS: LIEUT. ★N A P: OCELOT ★WEAPON: BEAM T. ★SPL ARM: MISSILE</p>	<p align="center"><b>- IZAK VELDER -</b></p>   <p>★CLASS: AGENT ★N A P: TREMOR ★WEAPON: RIFLE ★SPL ARM: LONG SABER</p>
<p><i>You have a wide variety of player/soldiers to choose from, but the key is to go with the character who has the most strength and health built up. Surviving and cutting through the enemy forces as efficiently as possible should be your primary considerations.</i></p>	
<p align="center"><b>- MOMOCO RING -</b></p>   <p>★CLASS: SUB LIEUT. ★N A P: DUGONG ★WEAPON: RIFLE ★SPL ARM: GRENADE</p>	

**Lieutenant Randy Hanson**—TOP's oldest member is still no slouch. Hanson features lots of battlefield strength to take on anything that ZOD throws at him.

**Sub-First Lieutenant Momoco Ring**—You can call her Mrs. Bowie, but she's still a battle-savvy warrior. Above all, her NAP suit gives her the ability to move very quickly around the battlefield.

## PLAYERS

*Final Zone II* is a one player game.

## SCORING

There is no scoring in this game. Survival is the only score you should keep track of.

## LIVES AND HOW TO LOSE THEM

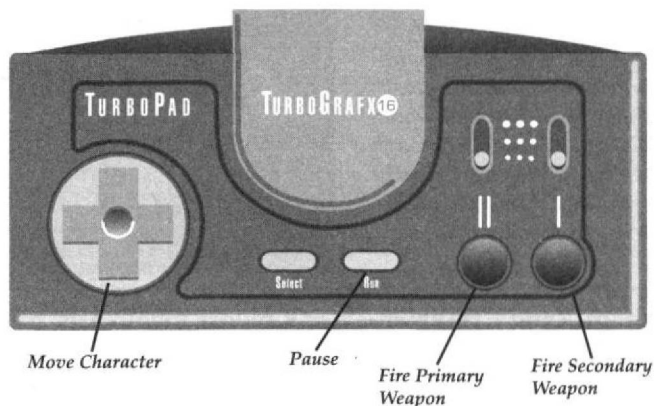
You start with only one life, which you'll lose when you run out of strength. Do whatever you have to to keep your health up to its highest point.

## CONTINUES

The on-screen health meter indicates how much strength your character has remaining. If it reaches zero, you drop to the battlefield a very dead soldier. You can choose continue from the "Game Over" screen, which will bring you back to the level you were working on when you died.

Similarly, the TurboGrafx-CD has some built-in memory that will let you save your position and come back to it in a later game session. Simply select Continue instead of Game Start.

## CONTROLS



## WEAPONS

As noted previously, each character has individual strengths and weaknesses in battle. The same hold true for each character's weaponry. Here is the inventory of each TOP soldier's armaments:

### Captain Haward Bowie

Vulcan Phalanx  
Bazooka

### Commander Hanna Franks

Vulcan Phalanx  
Laser Beam Launcher

### Agent Izak Velder

Saber  
Laser Beam Rifle

### Lieutenant Randy Hanson

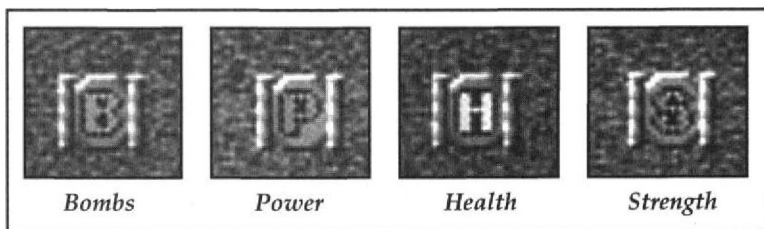
Laser Beam Turret  
Missile Launcher

### Sub-First Lieutenant Momoco Ring

Assault Rifle  
Grenade Launcher

## SPECIAL ITEMS

You have the capability of snatching one of these power-ups during your trek through the battlefield, which will help you to survive, at least a little longer:



**Bombs**—When you are using your special weapon, this will refill the ammunition cache.

**Power**—When you grab this icon, it makes your life gauge longer.

**Health**—When you are low on strength, this item partially revitalizes your life gauge.

**Strength**—Similar to the "H" icon, this one fully recharges your strength line.

## FRIENDS

The only friends you have on your side are the other members of TOP. Do whatever you can to keep them happy and healthy.

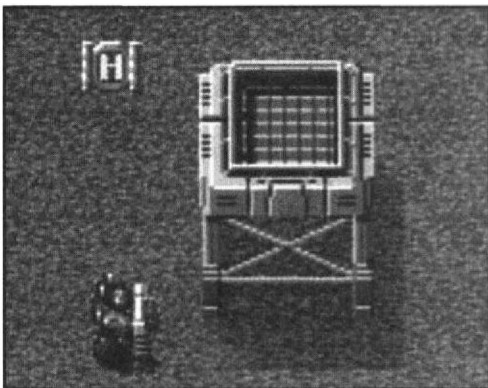
## ENEMIES

Dr. Alif Ruman, the other 11 members of ZOD and their henchmen are all bad, *bad* boys. You must seek them out and punish them for their naughtiness. Maybe you could send them to their room without dinner or you could ground them, but you probably have other things in mind.

## STRATEGY SESSION

### GENERAL STRATEGIES

- Don't rush into the battlefield too hastily. If you move too far ahead, you may find yourself overrun with antagonists. Your best bet is to move in little bursts to bring out, in most cases, one or two enemies at a time.



H-Bowie

- Obviously, you don't want to pick up the Health symbol if you have a full health gauge. However, if you don't, that would be a good first choice. After all, you can't use a new weapon if you are dead, right?
- Learn the range of your weapon. Often, you can hit a soldier at the very maximum of your firing ability, while he sits unable to reach you. Though it sounds undignified, sometimes it's best to retreat—just enough to get out of your enemy's reach.
- A good tactic is to sit just out of reach of a foe, all the while firing at a diagonal just ahead of him. If you are patient, many times he will walk right into your line of fire, saving you the time and effort of tracking him down.
- Don't stand in one place for too long, or you'll draw a phalanx of enemy soldiers firing at your position. Keep moving to bring the shots to where you are on the screen, then you can place yourself in a good position to take out your opposition.

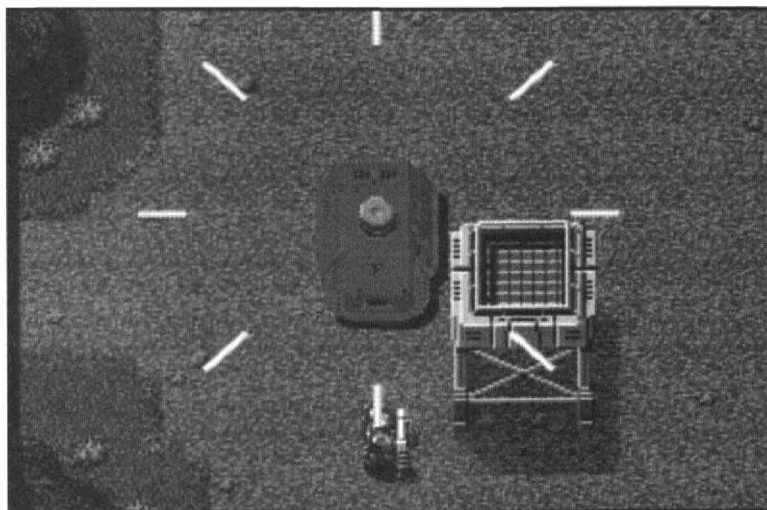
- Similarly, don't waste too much time taking out your enemies. Otherwise, you'll find a larger number of them coming onto the screen to join the fray.

## ROUND 1

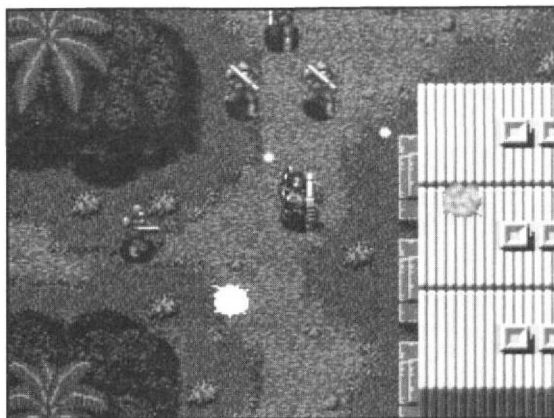
For this initial level, you've got to work with Captain Bowie. As with most games, the first level is simply a warming-up level, for getting used to how the opponents act and how best to utilize your weapon. *Final Zone II* is no



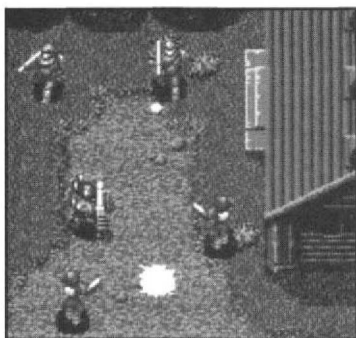
different. Though the game starts out with some simple gunfire near you, be careful a short distance in when some guys with bazooka start taking shots at you. You have to time it so you get close enough during their lulls to pick them off.



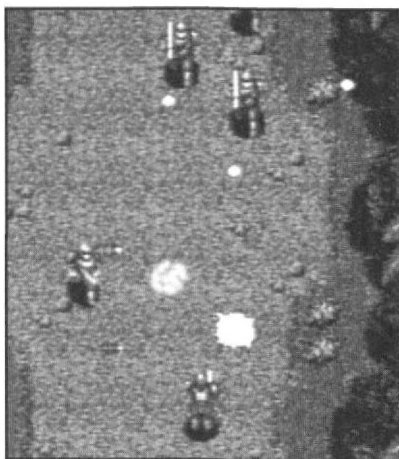
*You're about to get nailed. Try to station yourself off-center next time.*



*You've got to have good peripheral vision in this game. Here's a good example: if you train your vision too much ahead, the action from the bunker to the right will catch you.*



*It seems like you are hopelessly surrounded, but you escape to continue and beat the gold guy.*

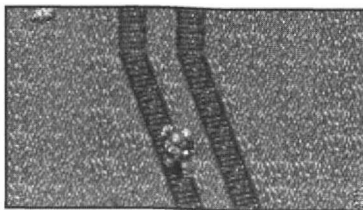


Right after you hit the second tank—don't forget to grab the helpful 'P' item that will lengthen your power meter—you'll reach a whole battalion of dudes out to waste you. If you keep moving around the screen, they won't be able to hit you that well, and you can, one by one, chip away at their forces.

## ROUND 2

Now we take on the enemy with Commander Franks. Use

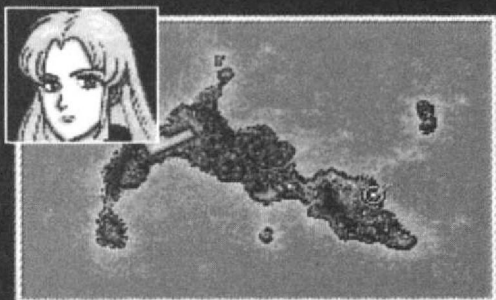
*Following the telltale tank treads to your next confrontation.*



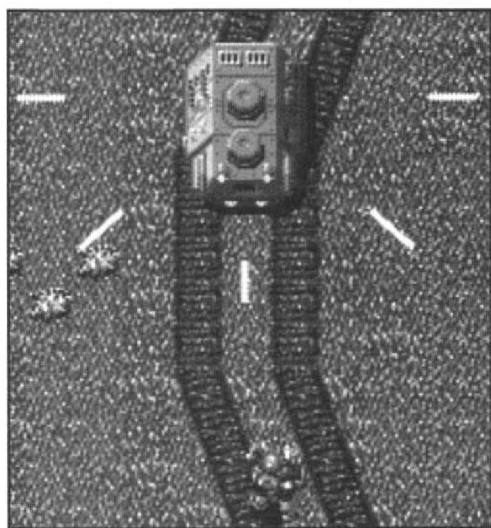


## ROUND 2

MEMBER SELECT



*This time you're fighting with the talents of Hanna Franks, but don't let her flowing blond hair and good looks fool you. She can scrap with the best of military veterans. Build up her capabilities for later in the game.*



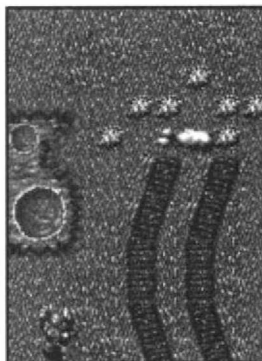
*Above: Here's that tank you were searching for at the start. Take the same tact with this one as you did with the laser tanks of Round 1 but watch for the trickier homing missiles.*

*Right: More tank tracks and bomb blasts.*

sends out are of the homing variety. When you least expect it, they'll sneak up on you from behind.

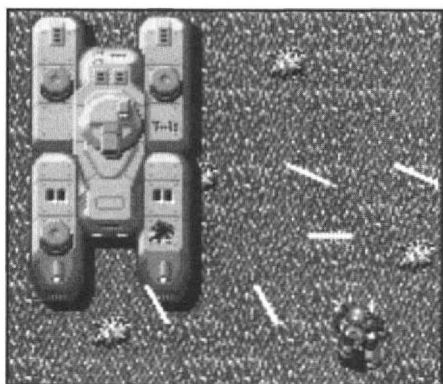
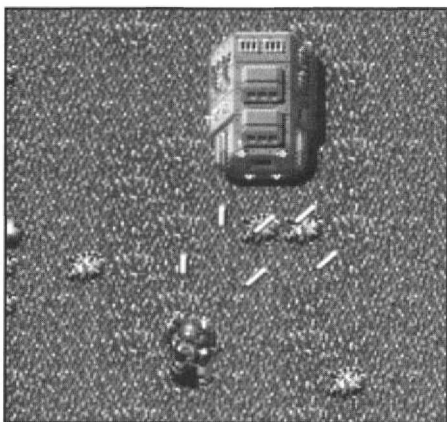
When you find some fireballs coming on-screen and the music picks

similar strategies as you did with Bowie to build up Hanna's strength. Where do you think those tank treads came from? Well, silly rabbit, it's obvious that a tank is in the area. Take it down to spare parts. The second tank is tougher, but don't stand just on the battlefield twiddling your thumbs; the missiles this one



*He's getting ready to fire on you, Hanna. Don't get too comfortable where you are.*

up in pace, you're at the Round 2 Boss. Run serpentine (a slow 'S' pattern) back and forth across the screen in evasive maneuvers, making slow forward progress toward the boss. You'll finally bring the super tank into view,



*When the fireballs start flying, you'll know the end boss is just behind (they precede its appearance on-screen). There are "holes" in the boss' shots, so you can work around and find safe spots from which to fire.*

and be able to pick out its front two weapons and back two weapons while continuing to work between the shots. From just slightly off-center, tag the main turret of the tank until it's finished. If you find it too difficult, stay in front of your targets and only concentrate on dodging the red fireballs by dipping quickly to the side as they come toward you. The white blasts will miss you in most cases.

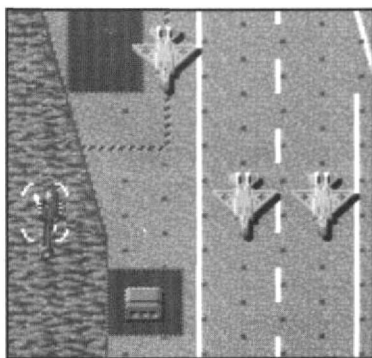
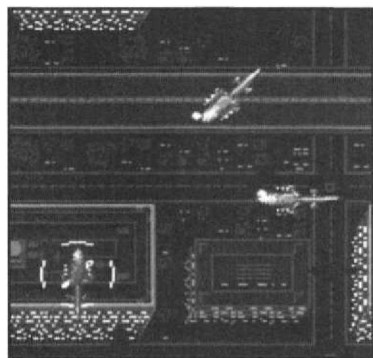
### ROUND 3

It's time to give Agent Velder a turn at the ZOD group in an overhead helicopter battle. At the beginning of this section, fan your fire back and forth to try and keep the enemy choppers

Here comes Velder's turn at the ZOD group. Again, work at boosting his capabilities because you may want to use him in the later levels.

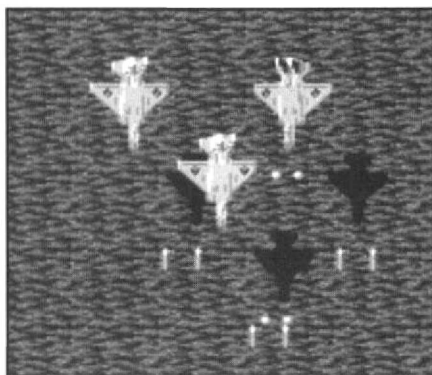


from getting very few (if any) shots off. Keep in mind that, frequently, the shadows of the

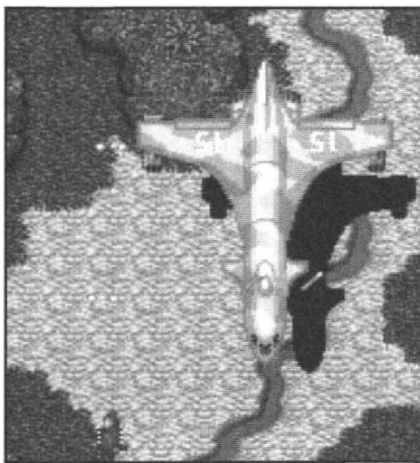


Your main danger in this level comes from the swarms of helicopters, but the jets are the biggest danger. Plug away, though, because most of the jets carry beneficial cargo in the form of helpful power-up items. Also, watch out of the missiles that the planes kick out at you (below).

attacking helicopters appear just before they do. Look for that subtle hint of where they'll be coming from. Also, try not to let them get behind your position because you'll be overwhelmed with bullets from the rear. Can you hit them behind you? Too bad they can.



The jets in this level are the really difficult opponents. If you drop back, then sweep up the side as they wheel down toward you, you should be able to evade their firepower and take out a few along the way. If not, you'll find them not only shooting you, but running into you for loads of damage.

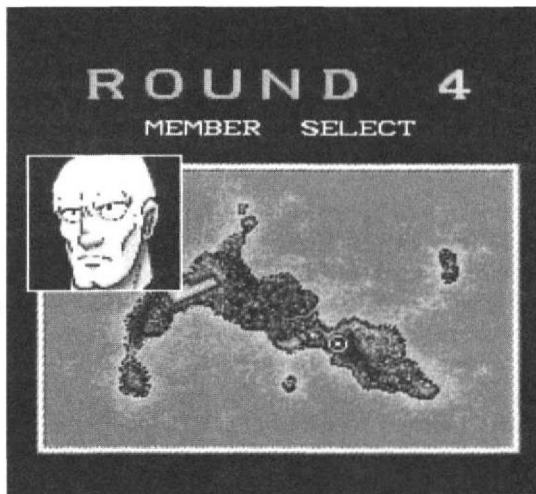


When you hit the shoreline, the pack of helicopters is just a taste of what is to come. Slide forward to draw them off the bottom of the screen, then sweep under them to knock them out of the sky. When the large yellow plane appears, simply dip in and out, matching its movements for the most part, and shoot away. Slip between shots as necessary, but he'll be done before too long.

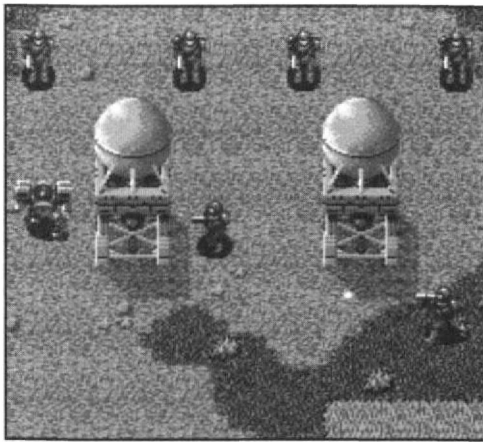
## ROUND 4

In this round, you have the choice between Lieutenant Hanson and Sub-First Lieutenant Ring (listed as Momoco). The selection is yours, and the criteria are described in the manual, though the differences between the two are minimal. For this round, we chose Hanson's talents, because his three-way beam is a good weapon to use.

The level is a pretty routine one, though there are a lot of guys to take out



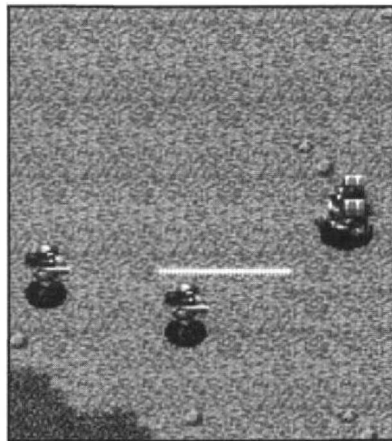
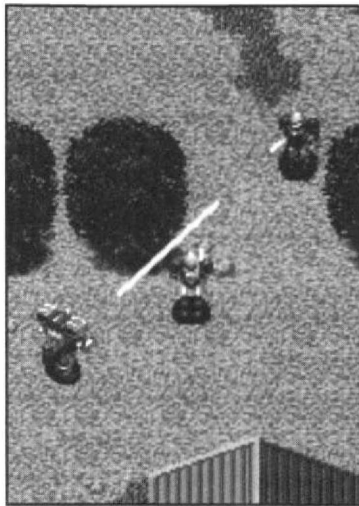
*Now this guy Hanson is a rugged-looking dude.*



*Structures like these (above) can be both good and bad—they can protect you from shots or hinder your movement. However, there's nothing good about the potentially hazardous laser crossfire (below).*

before you hit the end. Be careful not to get trapped behind an obstacle. It can take away some of your escape route, if you find yourself in danger. Of course, if you are crafty, you can use the obstacles to block your opponents' shots. When they come around the corner, let 'em have it.

More danger comes in the form of faster attackers with laser weapons. It just means you have to be faster on your toes to



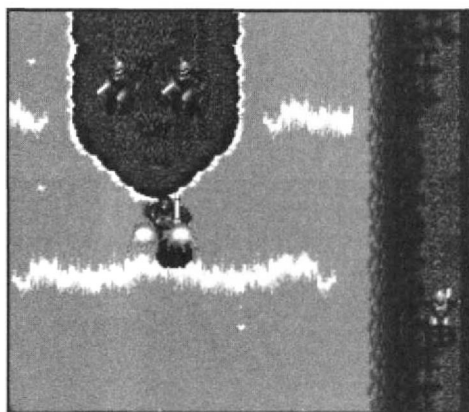
escape with any semblance of a life meter.

After the large batch of houses, you'll hit a clearing. Whoa, the music is changing again. This means you'll have a lot of enemy soldiers on your back quickly. Impressive and smart battle techniques—quick evasive movements and precise lining-up of shots—are paramount to survival and conquest.

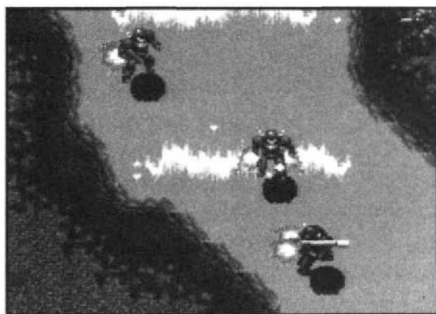
## ROUND 5

We're using Bowie for this stage, though you can choose Hanna instead. Pick the player you are most comfortable with—you should practice with each soldier to find which one works best for you—and the one with the most strength for maximum durability.

As you cruise over the river, watch out when you hit the fork; bullets will be flying all around you. It's not hard to escape unscathed as long as you don't rush in blindly. Take out the ones closest to you first, then eliminate the others near the top of the screen. There are also a lot more guys with laser weapons and enemies that can

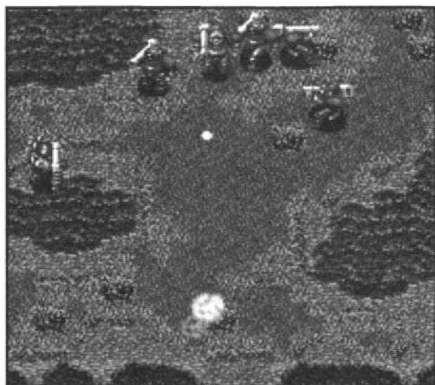
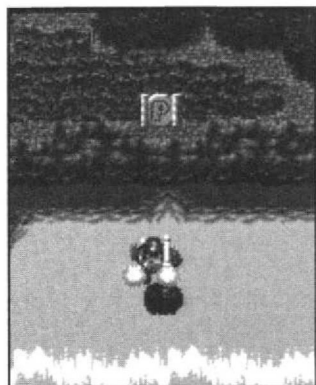


*Whee! We're cruising the rapids, but don't get too caught up in the ride that you forget what you are here for. You also aren't the only one with the wings, so watch yourself.*



hover over the water, so watch that you don't get too close to either one.

The real challenge is when you hit land. Here, a whole slew of bazooka-carrying foes will slide down in a group at you.



*When the water ride is over, you'll find a power-up at the end, but you will also be greeted by a welcome wagon of bazooka-carrying gents.*

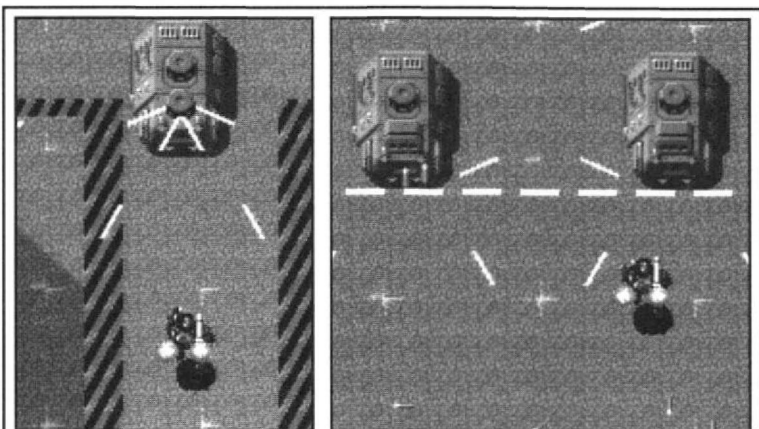
If you can, get the power-up that appears—if all the guys are killed, you won't have a chance to get it—but don't run into an enemy trying to get it. They'll hang out around the item to prevent you from picking it up.

## ROUND 6

Getting close now. You can feel it. Your choice is expanded to three: Bowie, Hanna and Velder. Again, for the sake of this section, we'll go with Bowie, but you may find one of the other two to your liking. Again, use one that you have built up over the whole game.



The attackers are coming faster and more furious than ever. Don't get caught in a crossfire. After you hit the intersection where an enemy soldier releases a power-up, don't rush into your next intersection. Walk straight up the middle a little at a time, firing all the way. When the tank appears, keep shooting directly into its center—as long as you stay in the middle, you

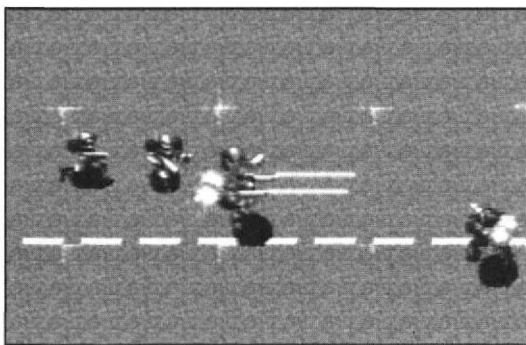


*The single tanks are bad enough, but when they pair them up, that's when you'll find your hands full. Again, find the holes in the tanks' firing pattern, and you should be able to survive with little damage. It's the sheer quantity of tanks on this level that's the major hazard.*

won't get tagged. Then it's another group of bazooka guys as well as the ones with the jet packs on.

Did you get past that last tank okay? We hope so because you'll need to get through a handful more. The last three (of the seven in this batch) will not only shoot lasers but throw those annoying homing missiles. Change your strategy to attack from slightly off to the side.

Following the tanks and the two narrow corridors between buildings—you'll take some hits, but have a health power-up to build you back up to full—the last battalion of the stage will attack. It doesn't seem too hard to take out five guys, but all of them are firing lasers at once, which keeps you hopping. Also,



the main enemy, dressed in yellow, fires double lasers with deadly accuracy. Try to take out as many of the "little" dudes first, then you'll have less distractions to beat the main boss. Don't slide



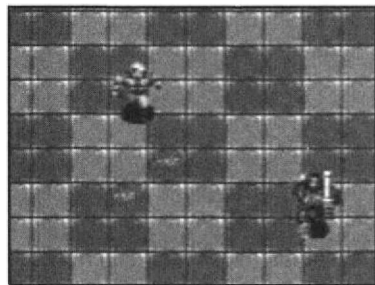
too far up the screen that you get trapped against the building face. If you've managed to extend your power line, you'll be able to absorb the hits the yellow chap spits out while you clobber him.

## ROUND 7

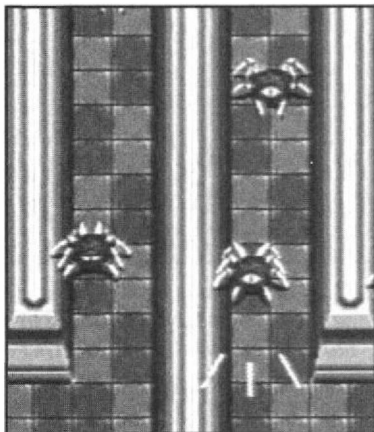


Well, this is it. For this final battle, you can choose any one of the five brave combatants. We picked Hanna for this last round, but your mileage may vary.

What the heck are these guys throwing? Looks like blue spiders. Whatever they are, the guys

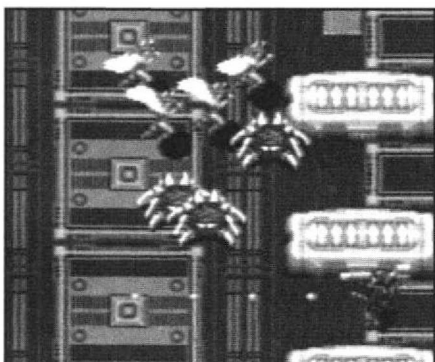


*First, you get some spider spitters, then some laser spiders. Spiders? Yessir, and you'd better battle them like any other threat you've faced.*



aren't that tough, so take them out, but don't cross the electric beam when it's active. Again, you've got narrow corridors to traverse, so take your time moving.

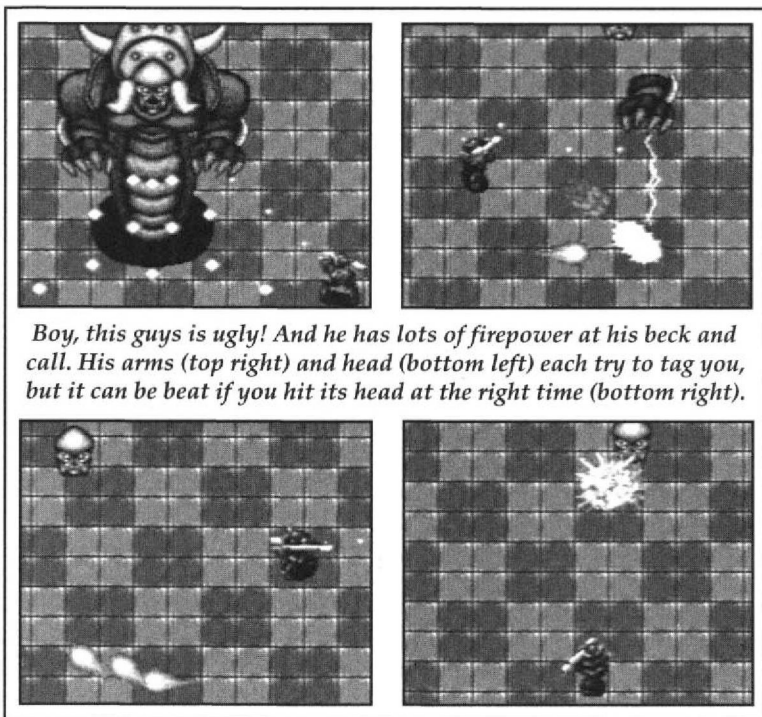
When you hit the four hallways with laser spiders, don't get greedy and rush in. It doesn't take much to destroy them—and get some power-ups, if you can. They can't fire to the side, so don't stay directly in front of them if you can help it.



*Now you're up against spiders and fairies. Strange.*

The place you are most likely to bite the dust is the narrow row of electric beams, guarded by both laser spiders and winged creatures with squiggly rays. The latter ones are particularly nasty, but you'll be okay if you aren't dead center when they stop flying. If you stay off-center it's harder for them to hit you, but you'll take some damage—if not a fatal dose. It's very important, by this time, to have built up your power line. The last four winged creatures aren't very hard because you have more room in which to evade.

Now for the last, final, ultimate boss. This ugly slug comes on-screen piece by piece, than fires a fan of shots at you. You'd



*Boy, this guys is ugly! And he has lots of firepower at his beck and call. His arms (top right) and head (bottom left) each try to tag you, but it can be beat if you hit its head at the right time (bottom right).*

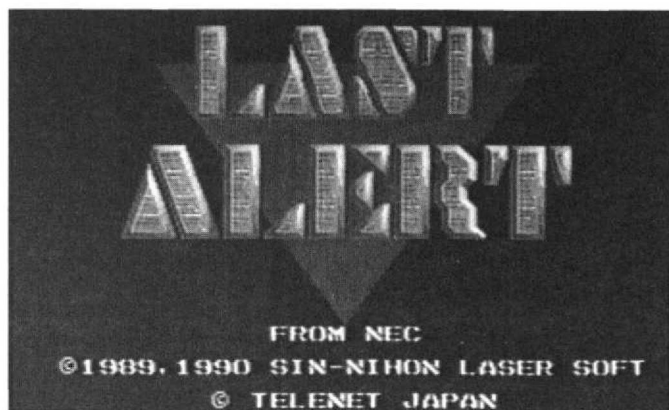
better move back and forth before he shoots, otherwise you're a dead man (or woman, depending on the choice at the round start). He's not all that hard to hit, but there are only certain places that seem to effect him. Make sure you batter him with shots *on his body* when he is shooting, which is his vulnerable time. Then swing to the other side of the playfield so you don't get pinned up against the edge.

Unfortunately, when his body is wasted, his head and arms aren't. His claws shoot lasers and his head slings homing fireballs at you. Whenever you get behind the arms, shoot heavily at one or both because they can't fire behind them. The skull stays near the top of the screen, making it hard to get behind it. When both arms are gone, the head seems to move a little faster—just what you need. To take out the head, fire on diagonals: This does a good job of having the head move into shots, as well as keeping its shots away from you (they start by coming straight out ahead of the head and can't turn the corner to hit you as well). Is that it? C'mon, did you want any more than that?? Of course not. Good work, soldier. Take some well deserved R&R (rest and relaxation).

# ***Last Alert***

Distributor: NEC

Game Type: Arcade Action



## **WHAT'S GOING ON?**

Dr. Che Garcia, head of the arms group The Force Project, doesn't just want to own a little real estate in the country, he wants it all. No, not the whole country. Not even the continent. No, Garcia wants the whole planet, and he's got a plan to do just that. The Central Intelligence Agency—the CIA—is the only chance to prevent Garcia from pulling his plan off successfully. This means war. Your war!

## **WHO ARE YOU?**

You play the role of Guy Kazama, perhaps the only person who can beat Garcia. Guy is a solo act, and his only friends in the world are his weapons.

## **PLAYERS**

The *Last Alert* manual said that Guy was a one-man army. He is on his own, so *Last Alert* is a one-player game.

## SCORING

Everything that moves should be shot, which yields you points. As you go through the game, the points you earn will help you achieve rank plateaus, which in turn help you increase your weapon cache.

## LIVES AND HOW TO LOSE THEM

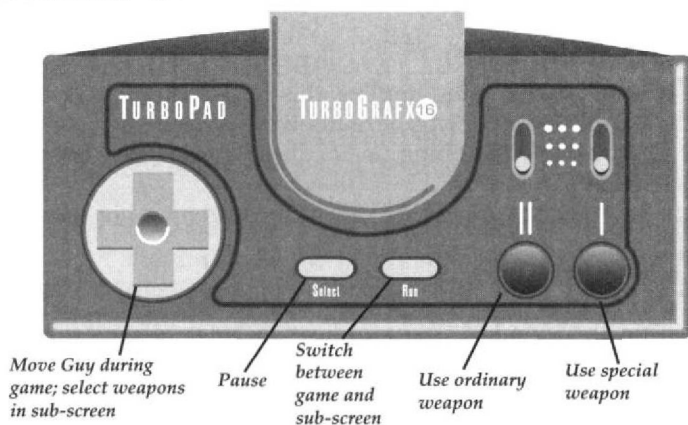
War is brutal, and as is the case in any war, if you take a shot, your vitality meter will drop some . If you take enough shots, you're gonna drop dead. What do you think you are—invincible?

## CONTINUES

There are two ways to continue the game:

- The first is when you get killed and have a "Game Over" screen. When you continue, you'll restart at the last mission you were fighting through.
- The other way to continue is to save your current position to the CD memory, which allows you to load that in upon power-up (by selecting "Continue" from the title screen menu).

## CONTROLS



## WEAPONS

Colt M1911 A1—The basic weapon that you start with. It's powerful, but you'll want to build up your points to get others.

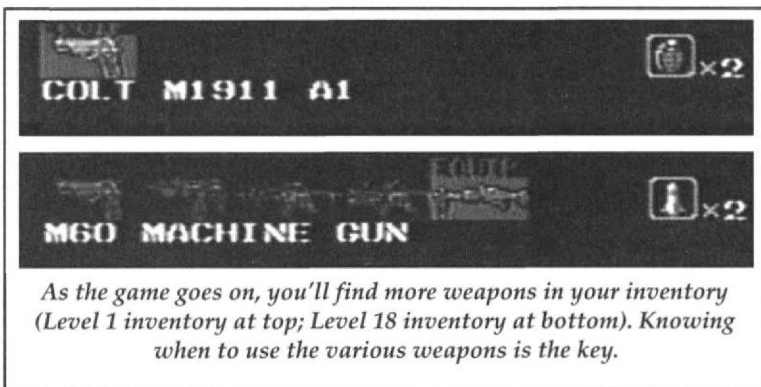
**Uzi Submachine Gun**—Shoots faster and more bullets (five) than the Colt.

**Armalite M16 A1**—Fire in three directions with three shots in each direction.

**M203 Grenade Launcher**—The Armalite M16 A1 plus a grenade launcher combined.

**Heavy Machine Gun**—Shoots two bullets in five different directions.

**Missile Launcher**—Shoots four very powerful blasts of missiles.



## SPECIAL ITEMS

**Revitalizers**—As the name implies, this helps you recover from damage. There are two forms of revitalizer:

**WHITE REVITALIZER**—Grabbing one of these gives a tiny boost to your vitality.

**ORANGE REVITALIZER**—Grabbing one of these gives a big boost to your vitality.

Other special items include:

**Hyper Pineapple**—Just your average everyday super grenade.

**Heavy Missile**—Sends a horde of heat-seeking missiles toward the target.

**Satellite**—These devices attach themselves to Guy's side and protect him from danger. Yes, that means they're invincible.

**Disc Launcher**—Sends four high-powered discs bouncing about the screen.

**Mega Flame Thrower**—A very effective weapon, but it only lasts for a short period.

## FRIENDS

There aren't many people on your side, but these two will do whatever they can to assist you. Generally, this comes in the form of verbal advice between levels in the animation sequences:

**Kay**—She's your secret-agent buddy. During the intermissions, she'll give you the lowdown on the next mission.

**Director Harvey Leonard**—He heads the CIA.

## ENEMIES

Bad guys are, on the other hand, much easier to come by:

**Dr. Che Garcia**—This is the head guy, the top dog, the big cheese. Basically, he's the one heading up this shooting party.

**Colonel Douglas Dark**—The psycho Colonel, he's so wacko they call him "Mad Dog."

**President Steve Lloyd**—Heads the Dual Foundation and is founder of the Force Project.

**Mr. Tommy Lee**—He's the cool and collected leader of the infamous Mafia.


**Colonel Jim Kadat**—The well-known field commander that hasn't done to much to deserve his title, and is constantly looking for that first big break.

## STRATEGY SESSION

### GENERAL STRATEGIES

- It's important that you remember the timer that ticks away your missions. If you dawdle trying to gather points, you'll likely run out of time instead. Get in and out of your mission as fast as possible.
- Deftly using the controller is paramount to your success. If you can't shoot accurately, you'll soon find yourself trying to survive against a slew of attackers. Especially, you should work on getting your diagonals down, because you can do away with an enemy platoon in short order that way.
- While we're on the subject of the controller, you can shut off your TurboFire switches, which will let you move and shoot simultaneously. This is very helpful in those sections where you have to blast a boss character and dodge his missiles.
- Revitalizers are invaluable to your quests, so you should do your best to keep track of where they are located.
- It's best to draw the enemy's fire in a particular direction, but not from the place that you want to blast him from. Move to a

position until he fires at you, then move to shoot back at him. As with most games, keep moving to lessen the chances of being hit yourself.



Make sure you use the map that appears before the stage starts, which will give you information on what kind of mission you are facing and even some advice for how to survive.

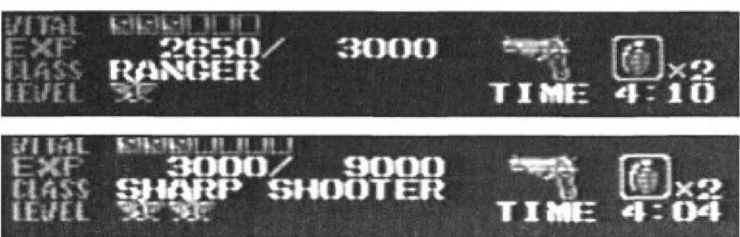
- A color indicator is used on the main map, shown before you start a level, to tell you what you have to do on that mission:

**Blue**—This marks a standard level, one with a main boss character at the end.

**Yellow**—Here you have to set a bomb or pick up hostages, then you face a boss.

**Red**—At the end of this level, you'll gather pertinent info that will come in handy.

- Like driving, always keep your eyes peeled in *all* directions. There are enemies hiding everywhere, and often you'll be concentrating on a pack of soldiers ahead of you when, bang, you'll get nailed from behind. Keep scanning the entire screen for sneak attacks.



VITAL EXP CLASS LEVEL 2650/3000 RANGER TIME 4:10

VITAL EXP CLASS LEVEL 3000/9000 SHARP SHOOTER TIME 4:04

As you gain points and surpass your next milestone, your ranking

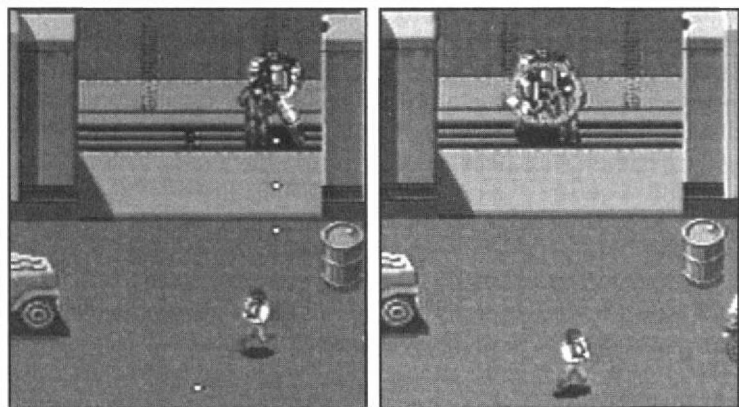


- In later stages, listen for the telltale whistle of a tossed grenade. It could save you some vitality points.
- Know where you have been. In the later stages, you can end up retracing your steps and wasting bullets on enemies needlessly. Get a mental map going, or do one on graph paper.
- Try to shoot everything you can without too much risk, and pick up *every* item. Everything adds points to you experience points, which in turn boost your rank. And with rank comes privilege.
- As you increase in experience and rank, you'll notice that you have access to other weaponry. Get to know what the benefit to each one is, and use it wisely.
- In the "red" stages, the more attackers you shoot, the more come out. For that reason, you should only use the pistol in those levels.

## STAGE ONE

This mission is a blue mission: You'll need to find your teammates and destroy the enemy base. The first part of the mission acclimates you to how the enemy operates and how your character moves and shoots. Again, kill everything that moves, not only to lessen the chance that a stray bullet will strike you, but to bring to the surface all the revitalizers you'll need to stay alive.

(For the sake of continuity, we'll use a compass system for giving you directions on where to move on-screen: The top of



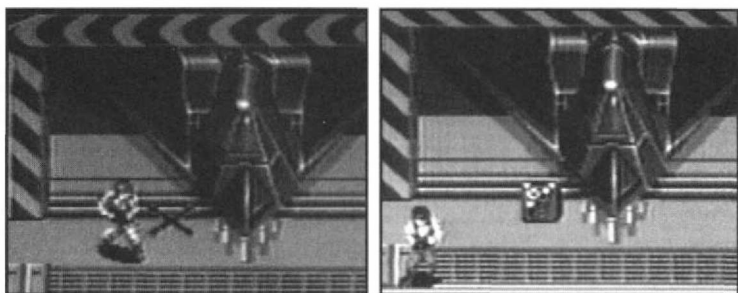
*The first end boss you meet is a good example of what you will face in the future stages: A short verbal repartee takes place between Guy Kazama and the boss, then the shooting begins. Finish him off!*

the screen is north, bottom is south, the left side of the screen is west and the right side is east.)

After you turn north and maneuver through a bevy of trucks and jeeps, you'll face your first major challenge, a guy who moves back and forth, armed with a machine gun. Again, keep moving to stay ahead of his shots. Next, shoot a few blasts just ahead of where he is, which will not only keep you just out of line of his shots, but also "lead" him into your bullets. In short order he's toasted, and you can lead your buddy away from the enemies.

## STAGE TWO

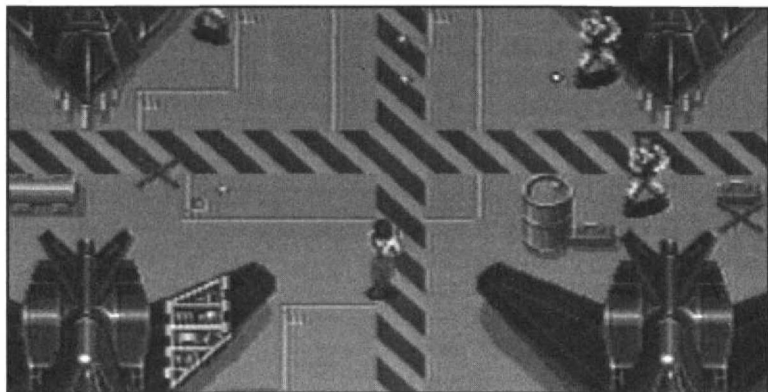
Collect your colleague, and your orders are to make it back to the hangar for the return trip, a "yellow" mission. The task is to



*The idea in this stage is to find where the time bombs belong—"X" marks the spot!—and place explosives that will go off after they leave the building. The hard part is staying alive long enough.*

plant eight bombs at the enemy's hangar, and escape. The locations for you to place the bombs are designated with blinking red Xs (it's hard to miss one if you work around the inside perimeter in a circular fashion). Don't rush into planting the bombs before you eliminate all the enemies in the area, though you can track over an X in your movement around your attackers.

When you start, don't head directly for the first X. That would be suicide. There will be a wall of six gun-toting military men waiting for you at the walkway that leads to the hangar. Take care of them first, the couple that come from the south, then head in. After you enter, when you head north over the metal platform, watch out for the soldiers lying in wait for you with more than just guns—they've got longer range grenades in crossfire across the platform. Again, don't rush in either, because



*It's nice of the designers to put these two bombs close together for you, but of course you'll face twice as many attacking soldiers too.*

there are nine guys hanging out in ambush before the actual entrance to the hangar at the end of the walkway. If you survive, you'll also get a bunch of items for use later on.

Once inside the hangar, it's simply a matter of cruising around the inside perimeter to find all the Xs and squelch the attacking soldiers. Take your time because if you rush, you'll meet some damage head-on from a tossed grenade. Most of the Xs are around the outside, but there are a few Xs that are in toward the center of the building—don't miss a thing. It's best to enter from the southeast (bottom right) of the hangar, work counter-clockwise around the inside walls, then up into the center of the structure from the south wall.

When the word "ESCAPE!" appears on-screen, if you haven't been keeping track, you've planted the required number of time bombs and it's time to hit the road. Your exit is at the northwest (top left) corner of the hangar. Make sure you have enough ammo in your chosen weapon to get you through, otherwise now would be a good time to switch. The Uzi is a good gun to use for this next battle.

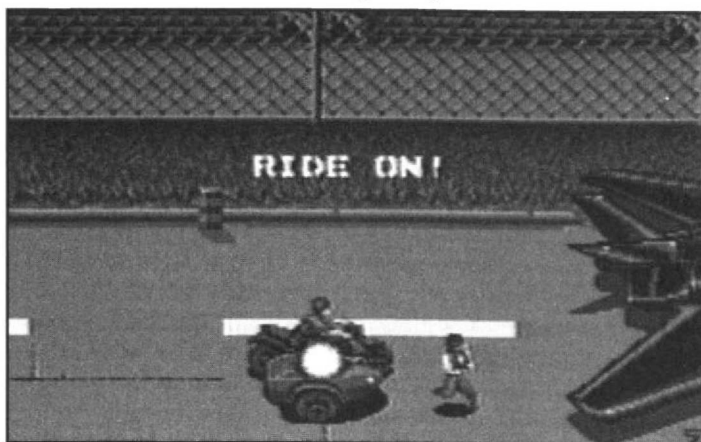
Oops. Blocking your path is a nice piece of defense machinery, a large tank-like behemoth or, as Guy puts it, "a welcoming committee." The target you have to concentrate on is the guy that pops up and shoots bullets at you—save your ammo until he opens the hatch and starts firing at you. His stream of fire is hard to work your way through, so you should have a full quantity of vitality to take a few blasts. At the same time you have to avoid the rock-ets that are fired from the turret to the right of the vehicle, or you'll be hist-ory in no time. If you

move quickly around the screen, it will open up the soldier's shots enabling you to have some better escape routes. You're getting the hang of it, right? Good. While you have been diligently diverting the enemy's attention toward your gunfire, your pal has managed to get into one of the stealth fighters. Take off into...



### STAGE THREE

Now you're in another "yellow" mission—very short but not so sweet. The idea here is to board the stealth plane, but your buddy isn't exactly waiting with a red carpet on the tarmac for you. This stage offers a slightly different tact, because you'll be facing a ton of moving vehicles on the runway that cuts through the center of the level. Not only do you have to take care of

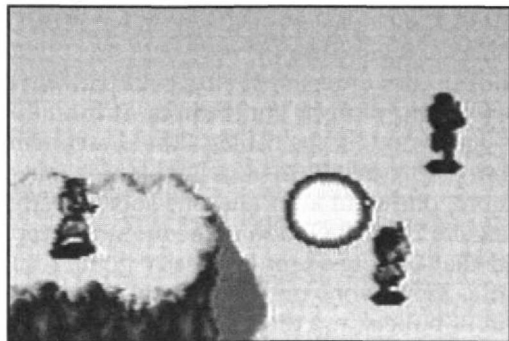
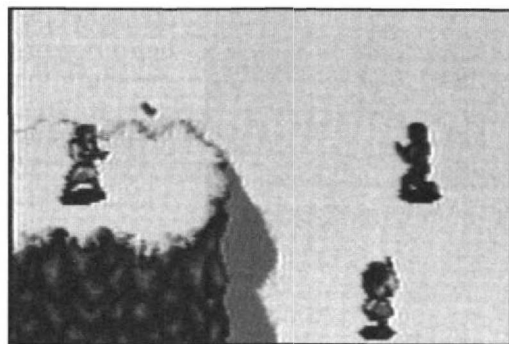


*Here's your chance to get out of the shooting gallery, and enter the escape plane (note the arrow at the bottom right). Ever run down a plane before? It's not much fun nor is it easy.*

them, but you must keep an eye peeled to the east for ambushing soliders. The best method to use is to park yourself along the fence at the top of the screen, avoid the bullets and grenades that the autos toss out and shoot directly down at them until you can finish them off. Be extra careful for the vehicles that are very close to the top of the runway, because it's quite hard to dodge their shots when they are so near in proximity to you. Finally, don't pass up the power-ups and such that are left behind by many of the single soldiers that line the north side of the runway. When you have a lull in the bullets that come from the mobile vehicles, send a few shots ahead of you to the east and you'll be able to take out some of the foot soldiers before they become a threat.

As you near the end of the stage, you'll see the plane and the words "RIDE ON!" blinking on the screen. Also, a small arrow will point to where you have to enter the plane. Quick, let's get outta here!

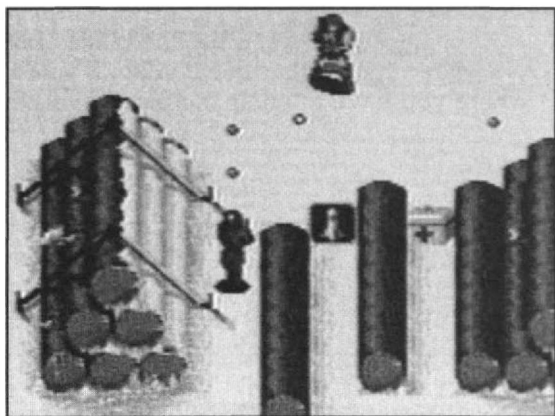
## STAGE FOUR



*This is the first spot in the game where you confront soldier dudes tossing grenades at you from a high perch. Don't worry about picking them off; instead, do your best to avoid the potential damage you'll get if you get hit. Try to get used to how far a thrown grenade will go, and carve a path wide of it. Of course, with a battlefield full of soldiers and bombs flying around, it's easier said than done!*

The Force Project has kidnapped the president after his plane crashed—forced down by these terrorists, no doubt—in the mountains above the Republic of Flett. The president is in danger, and without question, Guy is going in after him. He/you have to get to the top of the mountain and come down with a president...or else. This is another “blue” task, and a long one at that.

Away from the heavily armed soldiers of the enemy base to the heavily armed soldiers of Mount Alt. As you trek through the snow, blast away at all you face. Need I say more? Does it also tell you something when most enemies you kill reveal an item of some sort? Yes, you’ll need most every one.



*Welcome to the Stage 4 Log Clog. Take your time.*

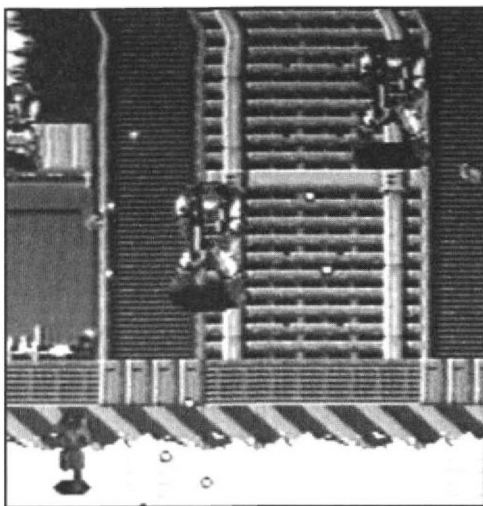
you first, if you can, then challenge the ones in front. Don’t get too close to the northern group until you are ready to plaster them because they’ll toss a couple of grneades at you that will really deplete your vitality level if you get hit. In this thin pathway between the evergreens, you’d better be good at diagonal shooting. Otherwise, you’ll be a dead duck.

Even worse are the bundles of logs that clog your path north of the trees. Not only do they block some shots at intended targets, but they also limit your escape routes should an enemy fire a bullet down a thin path. Luckily, there is a white revitalizer right before the log cabin, one right after and one shortly before you reach the end bosses in the installation at the mountain top.

Once you are told that the president is already gone, ready your weapon for battle. First, work on the guys in the center, with a constant stream of bullets into their bodies. Moving back

When you get a diagonal corridor through two lines of trees on both sides, don’t rush in. You’ll have a string of guys behind you to the south, plus a platoon of marksmen to the north. Take care of the guys behind

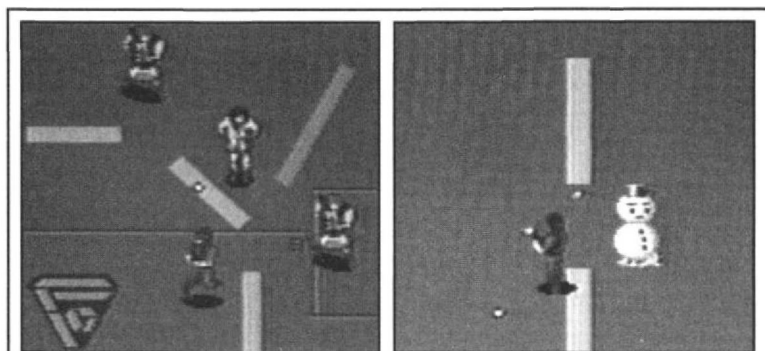
and forth will, as before, open up room between their bullets for you to get through safely. Don't worry about the guys on top of the wall, but stay clear of their grenade throws; don't travel too far to the right or left that you get hit by the blast and can't fire on the big guys. If you stay to the south side of the screen, you should be fine.



*It's two...two...two bosses in one!*

Now that you have them out of the way, the rest of the clan gave you the lowdown on the president's location, another of the Force Project's bases.

## STAGE FIVE



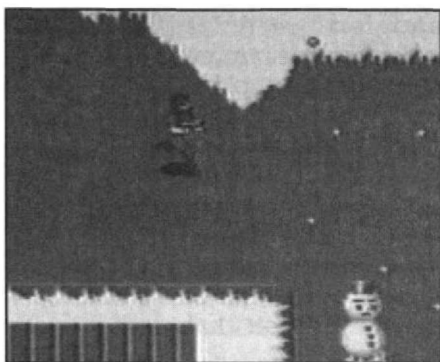
*Find and rescue all the hostages, but watch out for the vicious...snowmen?? They won't bother you, but it is weird to find them in the midst of a battle. Must be someone's idea of a joke.*

Here's another "yellow" mission, west of the mountain, where you have to rescue the seven hostages and again try to locate the president.

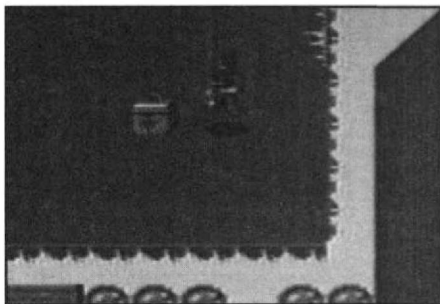
As the game has gone on, you've probably found that many of the attackers get close to you fast, leaving you open for lots of

damage. Try to get them off your back as soon as possible to keep your trek to rescue the president alive. Now might be a good time to switch to a more powerful weapon, like the multidirectional M16 A1, to carve through the attacking forces better.

As with Stage 2, don't pass up any corridor because the area is filled with special items to gather, as well as having hidden hostages. This area is expansive, so leave no square inch unattended. (Strange how a war is going on, and the enemy forces have time for building snowmen. Hmmm.)



*The M16 A1 will come in handy for taking out more enemies in fewer shots.*

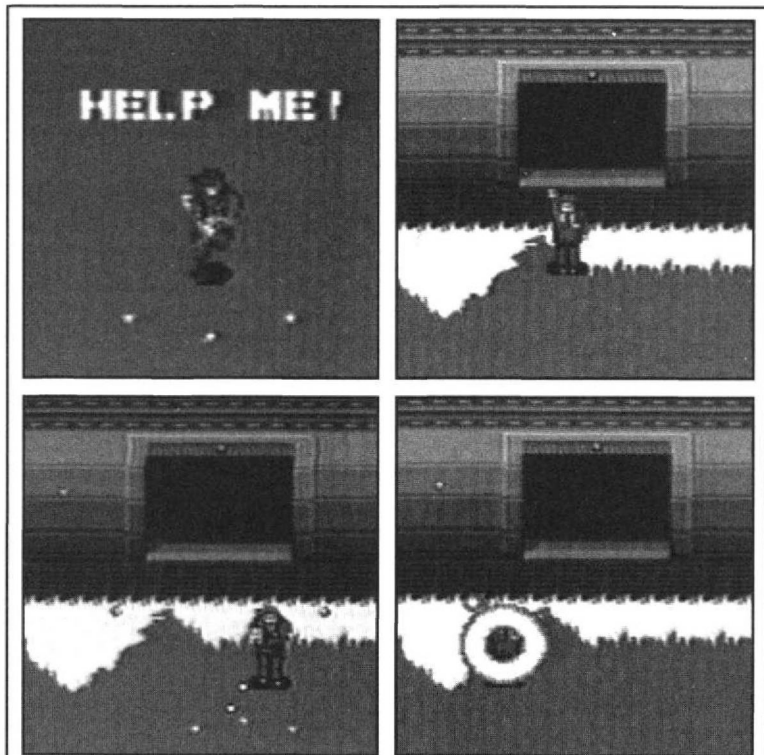


*Don't miss this first occurrence of an orange recharger. When you run over it, it will fully recharge your health line in time for your battle against the Stage 5 end boss. Oh, hello, Mr. President. Nice weather we're having, isn't it?*

When the last hostage is snatched from the enemy, a "HELP ME!" will appear on the screen. Hey, must be the president—and he's got a good, strong yelling voice for you to hear him all the way across the compound. Work your way to the far east of the installation, and you'll run into the president. Wave to him..wait a minute. What is he saying. "Time for you to die," doesn't seem like something a grateful country leader would say to someone trying to rescue him. He must be an impostor—and particularly well-armed for someone cooped up in a suit.

During this battle with an amazing simulation of the president, there isn't much room to move. As well, he tosses out a good quantity of grenades and bullets your way. Basically, though, you can just point Guy straight ahead and fire away,





*When you first meet the president—or so you think—he waves and tells you it’s nice to see you, but you aren’t so sure when he starts firing at you. Is this any way to treat the one who’s saving you? He’ll get his. Hey, that dude blew up real good, didn’t he?*

trying to stay clear of the fake when he slides down toward your side of the area. No problem—except for the fact that you have to start your search for the *real* president over again. It appears that he going to be taken out to sea, so you have to try to beat them to the punch.

## STAGE SIX

Here’s another “blue” level, the one that will bring the president back into safety. All you have to do is beat the Force Project. Yeah, that’s been easy, right? Luckily, this is a short level.

On the dock leading to some buildings, you’ll face a ton of attackers—where do they get all this artillery?—and gradually find yourself with little maneuvering room. Be careful not to get

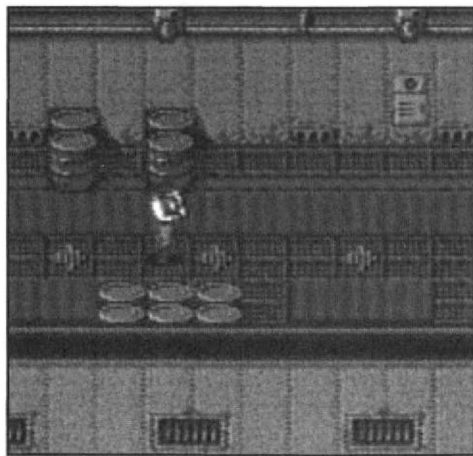
stuck behind a tank or something and find that you're backed into a corner with a bullet coming. And don't miss that white revitalizer on the other side of the dock.

This area is simply a matter of weaving through all the gunners, though you'll face an additional challenge at certain locations of conveyor belts that can make it hard for you to make forward progress easily. First, make sure you blast any boxes that may get in your way. Later, you'll need to be careful that you don't drift backward into some oncoming enemies (they don't seem to be too affected by the moving belts). All this is very important when you come up to the gargantuan hulk who is surrounded by loads of moving belts.

When you reach him, you'd better have a full vitality meter because he's out for blood. Not only do you have a constant stream of boxes pouring down the belts at you, but your opponent is equipped with a deadly rocket launcher that he uses a lot. Just plug away at the crates and the boss, and you'll blow by him. Mr. President, you can go home now.

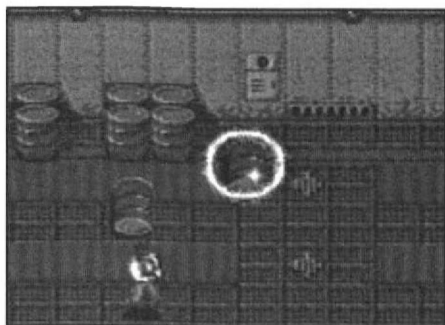
## STAGE SEVEN

This is your first "red" mission, and your task is to find Robert on the island so you can gather data on Colonel Kadat. But can you handle the sight of bloody bodies at the start? Of course, you can—you're Guy Kazama, all-around tough guy! Besides, if you blast away the door to the north,



you'll enter the enemy compound in search of clues. And what could be easier than to follow the arrows on the floor, so nicely laid there by Kadat's forces. Be sure to say thanks when you get a chance.

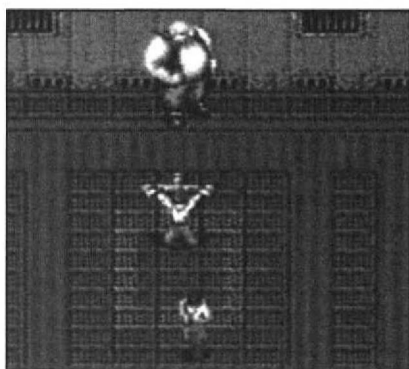
Not all people you meet are unfriendly. For example, right after you start you can enter a room (go south at the first intersection, kill the pair of soldiers in the hall, blast open the door, kill those two soldiers, then enter) that contains two hostages sitting on cots. You'll find a few similar rooms in this



stage, but you'll also see a few places where the enemies have rolled barrels at you. Just step aside or shoot them (if you can do it without getting hit), soldier. The one benefit in shooting them is some barrels contain special items, and all will boost your

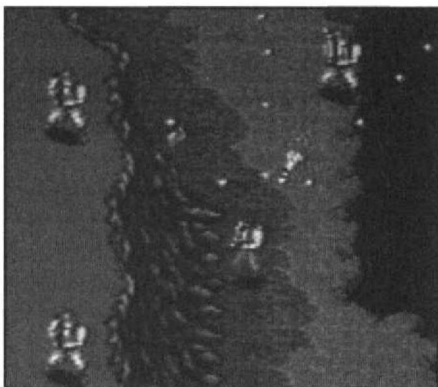
experience points. Remember, there may be more risk than benefit in trying to shoot the barrels.

When you hit the end of your trails, you'll find a guy tied to a stake and a big, bald dude that sounds like Jack Nicholson. Oh, and he's also carrying an M16 A1 it seems, and he knows how to use it. The best strategy is to not shy away from his shots, because they are impossible to dodge. Instead, choose the Armalite weapon, blast away at him and he'll be "cooked" soon. You will then be told that Robert has passed on where Kadat trio of assistants are.



Robert has passed on where Kadat trio of assistants are.

## STAGE EIGHT



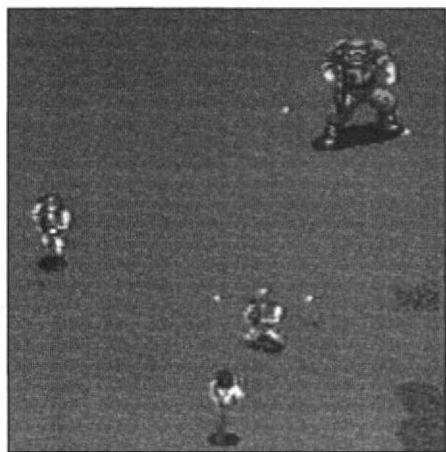
This is the first stage with a choice: you can pick which of Kadat's assistants—their names are Red, Black and Blue, do you believe it?—you want to go against. We'll take you through Red's lair first, a "blue" mission.

Didn't your mother tell you not to play on the train tracks? Of

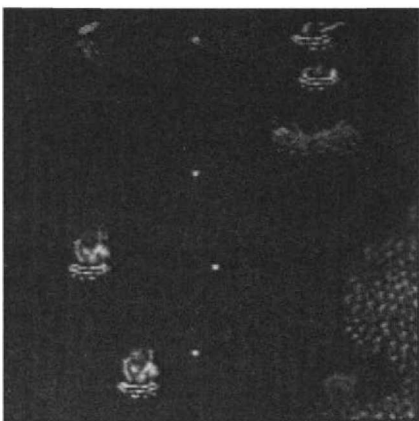
course, if you do you'll risk getting run down, but you're going to have to get on the tracks now and again. Just be careful, and know that if you do blast a train, you'll get some items for your inventory. Your mom told us to tell you.

Another hint is to watch out for guys with rocket launchers and the guys on the cliffs with grenades. They are all somewhat dangerous, eh? This war stuff is getting really nasty. Beyond that, there's really not much that we can tell you that will get you through the stage easier. Stick to it, and you'll get through.

Finally, you'll meet up with Red. What he is, as he said, is quick on the trigger. On top of that, he can make soldiers appear out of thin air. Just plug away at him—he'll stay pretty much on top of the screen—and try to dodge the bullets he spits out as best you can. He's not so tough, but he has a weird tattoo on his back (according to the screen update when you finish him off). This tells you where his leader is. Now maybe you can put Kadat out of business for good, and get him out of your hair.



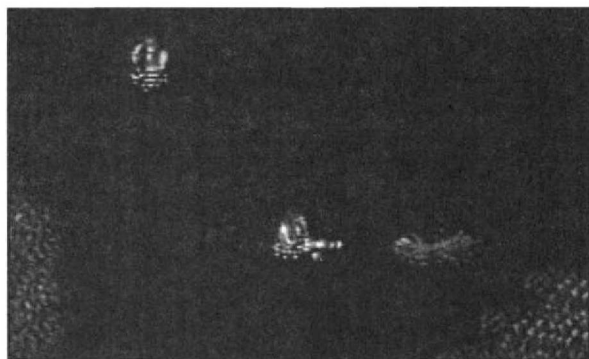
## STAGE NINE



*Submerged soldiers all around.*

Now it's time to take on Blue, the second of Kadat's henchmen, in another "blue" level. If you stay to the right path there are fewer enemies, though the left fork offers more in the way of vitality power-ups.

The level is aptly described because it's "blue" the minute it starts: The stage that has you battling enemies while wading in the water, Blue's home terrain.

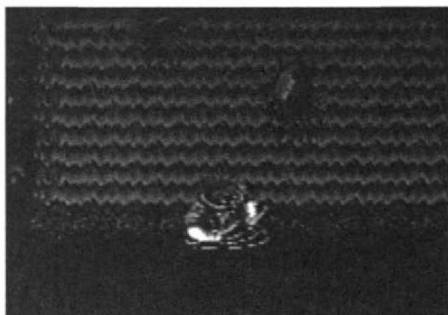


*Watch out for the exploding logs that are strewn throughout the stage. If you are too close to them when you shoot them, their shrapnel will do you some damage.*

Unfortunately, there are also lots of guys with rocket launchers. Steer clear, though you'll likely take a few shots. Shoot in front of you as much as possible to pick off some guys before you are in their sights. This may also be a good time, if you've hit the rank of Metal Soldier or higher, to break out your own M203 grenade launcher. It's a slow weapon, but very effective against groups of attacking soldiers.

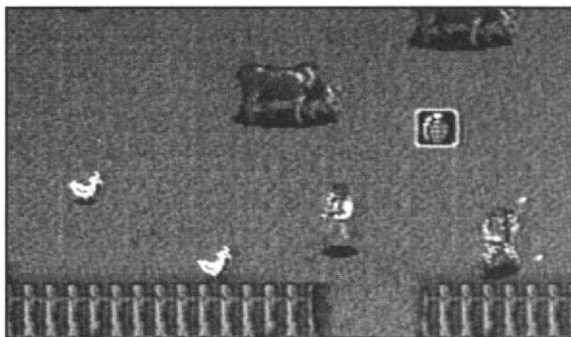
Right before you hit Blue, you'll reach a group of three rocket-launching men, which will catch your eye by the trio of dams in front of them. They effectively block your path, because they are shoulder to shoulder from left to right. It's best to deal with the guys behind you first, which will lessen the number of bullets you'll have to try to slide around. One by one, pick off the dudes before they do the same to you. There's plenty of room to move in this cove, but you'll need every square inch. Also, you'll unearth a white revitalizer in time for your tête-à-tête with Blue.

Ready? Blue is. He's got his scuba gear on, which should tell you something. Blue isn't so much of a danger—he only fires one volley of three shots at a time—but the hard part is he pops up at a random point in the water, shoots and submerges again. You have to be quick to see where the ripples are, which indicate a split second appearance of Blue, then position and shoot at him. Fortunately, you're a hot gamer or you wouldn't have



made it this far. Hang in there and he'll tell you a little something about Kadat too.

## STAGE TEN

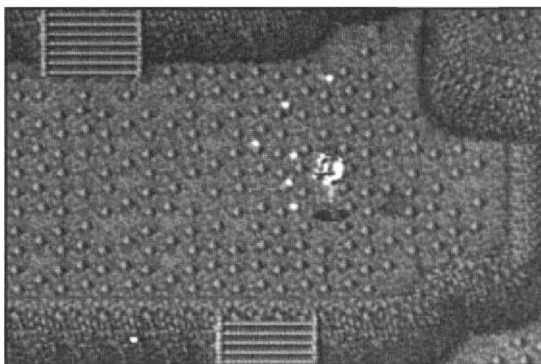


*This level is filled with wonderful scenery, as you work your way through a farm setting that becomes a battlefield. Don't hurt the animals, please.*

Again, this is listed as a "blue" mission; you are out to defeat Black and get more info for later. You have to track him to his helicopter and beat him there.

This level seems to be quite straightforward until you blast a gate and head north. There you'll be inundated with enemy soldiers and...chickens? (The cows are just decoration.) Hey, don't ask questions because most of the fowl contain items that are beneficial to your quest. Also, watch out near the end of the footbridge for a pair of grenade-tossing guys.

After weaving back and forth through the fields, laying waste to a wealth of military hotshots, you'll run into Black. Remember we mentioned about his helicopter? Well, it's time to be introduced to the chopper—and a load of Black's friends who



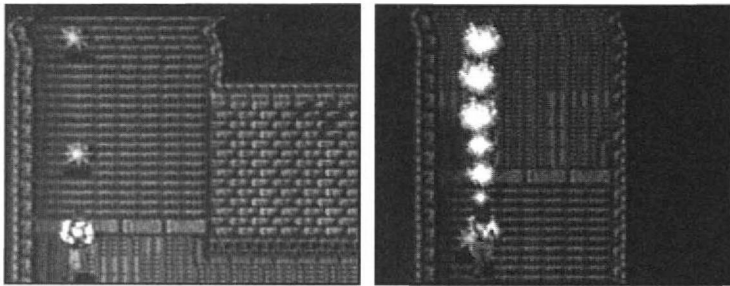
*You'll find layers of ladders as you wind through the obstacles that make up this level.*

hop down to shoot at you. The M16 A1 is a good weapon because it has the fanning fire and is quick for picking off the guys that run across the field.

Finally, the helicopter heads out and returns to bring Black

back onto the battlefield. He's really easy to defeat, if you just shoot away at him and slip around the grenades he throws. We'll let you in on a secret: Kadat's fortress is filled with traps. That isn't too hard to believe.

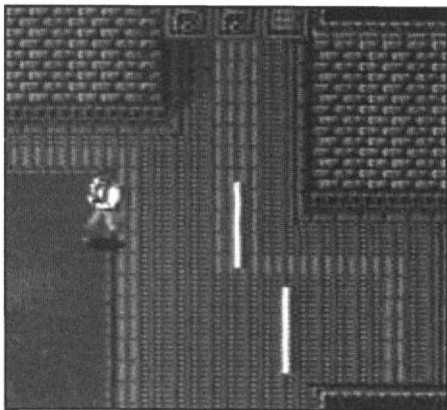
## STAGE ELEVEN



*The flame thrower is the best weapon to use here, not only for its destructive abilities, but because it can also freeze the rolling spike balls that roll back and forth in the narrow hallways.*

Finally, time to eliminate the evil Kadat who has been pestering you for so long, but first you have to clear his underground fortress. It's tough to get through without lots of damage because of the rolling spike balls. To get by them, turn off your TurboFire so you can move and shoot, then hit the spikes with your gun so they freeze in place. It's then easy to move around them safely. By the way, going the right fork will pass up lots of special items, but you'll face far less conflict.

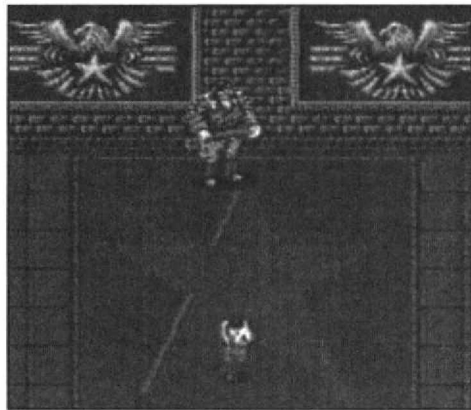
The main opposition you'll meet prior to Kadat himself are the lasers in the first star-carpeted room. They can only be hit



when they are shooting, and they'll only shoot when you're standing in their path. For that reason, get as far away as you can, run in front of one, blast at it, then move away before the shot hits you. Keep that up and you'll be clear of that menace before long, but remember there's a set of three on each side of the room.

Lastly, be careful just ahead of that because you'll find a very crowded hallway. The sign to your arriving at it is the rocket fire while you are trying to blast a door. Thankfully there is a white revitalizer after you kill the occupants.

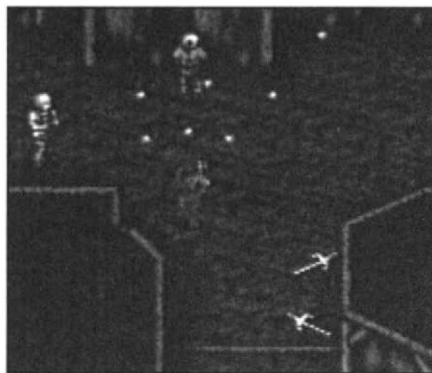
When you hit another star carpet, you'll find Kadat himself. He isn't hard to defeat, but he sends out a blue wave of dangerous energy at you from his whip. If you can risk the damage—if you have built up your vitality bar, you should be okay—then just blast away at him and absorb the punishment, about four notches. Otherwise, just time your way between his shots and hit him.



## STAGE TWELVE

It's time to meet another villain, the nasty Tommy Lee (no, not the one from Motley Crüe). He'll take a trio of stages to reach, the first of which is this "red" journey into a cave.

The first batch you meet aren't your normal, everyday bad guys. These toughies take a few hits to kill. Hang tough with your M16 A1 and they'll be out of your path quickly, but watch out for their thrown swords, slung whips and the orange-brown dudes that explode when you shoot them down. Don't get backed into corners either.



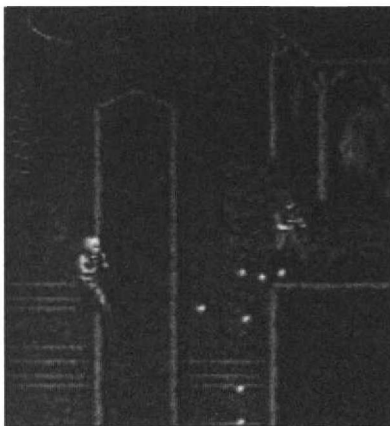
*The swords that these guys throw are not easy to divert around because of*

If you manage to work your way to the west of the caves, your reward for killing one of the exploding soliders will be an orange revitalizer. There are also a ton of white revitalizers



hidden around in there. Ah, precious vitality...you'll need it in the tight confines of the grotto.

Uh, oh. It's Mr. Clean, and he's got a big package on his shoulder waiting for you. This isn't a Christmas gift, but more like a bazooka. His rockets head right for you, but if you are quick at moving around the screen while you shoot him, he's no big deal. Thankfully, you get to rebuild your ammo supply before leaving for...

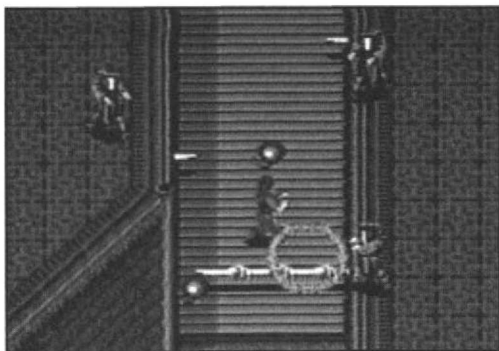


*Don't plan on very much room to move in these thin corridors.*

### **STAGE THIRTEEN**

Here's yet another "blue" mission, prompting you to enter the communications facility to acquire a lock on Lee. Are we almost done yet? Not likely...

These guys are easier to kill, but there are so many of them, it looks like you might not even get out of the room you are in. The exploding globes they occasionally lob at you don't help either. Try not to get caught in a crossfire of aerial swords—moving back and forth across the hall will often draw their fire in the other direction.



*This level is all belts, bombs and bamboo.*

Take your time on the conveyer belt, and time the movement around the bamboo posts that pop into and out of the walls. It's inevitable that you will suffer some damage on the second belt. Don't hesitate and you'll minimize it. After the third belt, you'll

find two white revitalizers at just the right time. This is starting to test your combat mettle, wouldn't you say? That's okay,



you're almost done with this section.

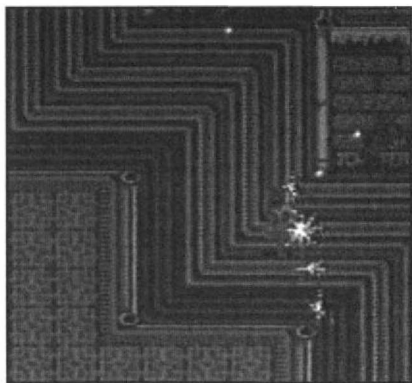
Yow, this is a really nice carpet. Whoa, Guy, don't get caught up admiring the scenery until you finish off this hothead. He isn't so tough, but his

guided missiles can take the wind out of your sails. If you move up through the middle (toward your enemy) when the missiles are converging on you, circle around them to the left or right, then drop back, you should be able to avoid getting hit. Hey, this isn't so bad, but now it's on to confront Lee.

## STAGE FOURTEEN

Mysterious building, indeed. However, it's where you'll find Lee during another "blue" mission. Enter softly. . .oh, they've spotted you. You'll notice that there are a few more obstacles in your path, making it hard not to get trapped behind something. Just work around the trappings of Lee's hideout as best you can. The

hardest part are the electric floors that send out blue sparks all around you. Grab the white revitalizer and you're near the end.



The end, already? That's right, this is a dinky level, but packed with adversity.

Is that Lee waiting for you to arrive? Hey, Lee's not a he, he's a *she*. No, that's not Lee—and no lady either—that's a slippery enemy dressed in women's

clothing. Just when you are getting a bead on her, she leaps into the air. Keep in eye out for her shadow, which will indicate where she's going to land. Lucky for you, she only sends out a single shot at you. It's also your luck if you survive the level, because you'll get the message that the building used to be a clinic. The "rest" it speaks of is a boost of full vitality for your next stage.

## STAGE FIFTEEN

You get the message that Lee is on the top floor waiting for you to arrive. Some welcoming committee he sends down for you. Now all you have to do is work your way up this spacious mansion to get him.

Really, all you'll face along the way is more of the same stuff you've been tackling for the last few stages: more soldiers with guns, as well as guys throwing fans, swords and such at you. Your path is well-defined, and taking your time (without slowing down enough to let those behind you catch up) will get you to the penthouse in no time. Don't pass up the white revitalizer near the end of the stage.



*Loads and loads of enemies on this stage.*

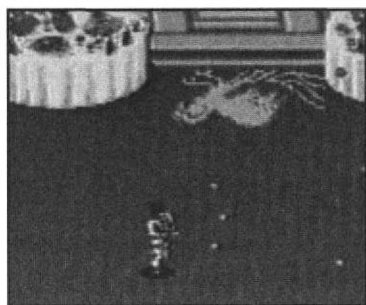


*Finally, you get to meet—and beat—the real Mr. Lee. No time to dawdle in this confrontation, and from here on the end bosses get harder and harder to defeat. Get used to your arsenal and how to best use them.*

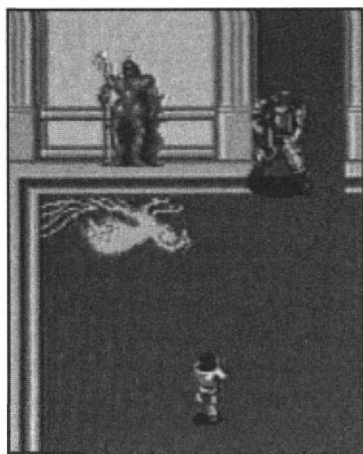
Mr. Lee is equipped with the most interesting weapon so far: his three shots will appear to go off the screen. The center shot will continue away from you, but the outer pair will, when they hit

the horizontal line you are on, fly in toward you. Your defense is to park just to the left or right of Lee's vertical position, which will keep you clear of the center projectile, then move north or south when the two outer shots get a lock on you. The farther away from Lee you are, the more time you will have to avoid the two shots, though there isn't much room to work. Don't forget to keep blasting with a wide weapon at Lee, and as the screen says, he's no match for you.

## STAGE SIXTEEN



*Kazama has always wanted to take a cruise, but battling bruisers in a dapper white suit isn't his idea of a vacation.*



You always wanted to take a cruise, but trouble follows you wherever you go. No doubt it will find you here too. It's inevitable that you'll be called into duty, so another "blue" mission it is. Off in your dapper white suit to find the armory. Watch out for the trio of grenade throwers near the top of the stairs, and a batch more after you reach the room at the top.

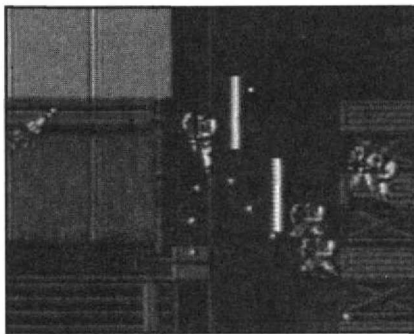
Main boss, already? You really shouldn't complain about it. Unbelievably, he is no harder than the first end boss you took on so long ago. You're better than that now, so he's not much of an impediment to your progress. And he's nice enough to have left you a snack before you progress. It wasn't the Steve you were looking for, so you should head out to find him. Remember what the doctor said about extra calories.

## STAGE SEVENTEEN

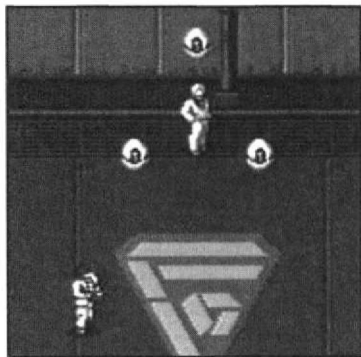
Still on the cruise liner, you're off on another blue mission through the corridors. After you trek a short distance, you'll

*Watch for lasers that pop up or you'll get burned from the rear.*

notice that Kay was right—there are a lot of high-tech weapons on-board. That means trouble for you, if you aren't careful. Stay to the bottom of the screen and run west, which will keep you ahead of most of the pack as well as out of danger from the laser cannons mounted on the north wall. In a little while, it gets even harder as the cannons appear and disappear (don't stick around to try to destroy them), and show up farther down to the south. If you can time them, you won't have a laser burn your rear as you escape down thin southern hallways. Get used to this because you'll find yourself in similar predicaments as you go.

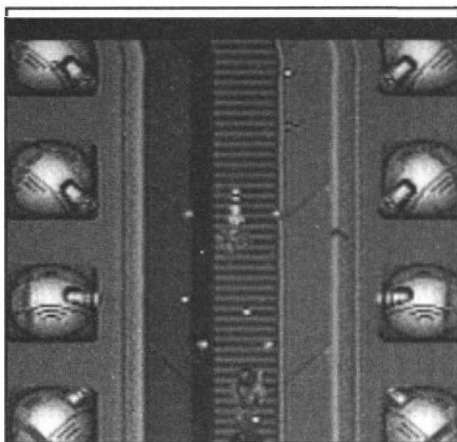


Constant forward progress is important, until you reach a bank of enemies. Bob in and out of their range as you take out a few at a time until they are clear. Watch out because the running room is almost nil, and don't dawdle because the timer is running. When you hit an upside-down 'T' in the routing of the halls, you've reached the end. Head north into the room with the Force Project logo in it, take out the few intruders and meet the "real" Steve.



Chairman Steve is a real troublemaker, that you can count on, and his defenses are hard to crack. Don't get too close to him or the spinning globes will hit you. The key is to hightail it out of the way when the three globes spinning around him stop. That's your cue to move, because they're going to come right at you. Pick a comfortable distance for maximum offense *and* defense,

and the grenade launcher will get through the spinning orbs for damage on ol' Steverino. Once Steve is history, you'll get comfort in knowing that your journey is almost over and that all you seek is Garcia now.



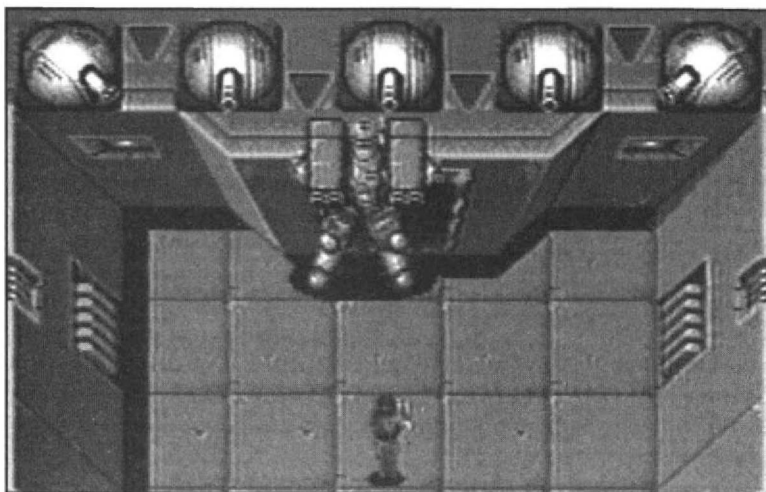
## STAGE EIGHTEEN

We're heading into the home stretch now, again attempting to complete a "blue" level before moving on. Guy will find himself working his way into one of the Force Project's fortresses. Early on, be careful when you hit conveyor belts: Some will hinder your forward progress, leaving you open for

more damage from behind and the turrets on the side walls; others will move double your forward speed so that you run headlong into the enemies on the other side.

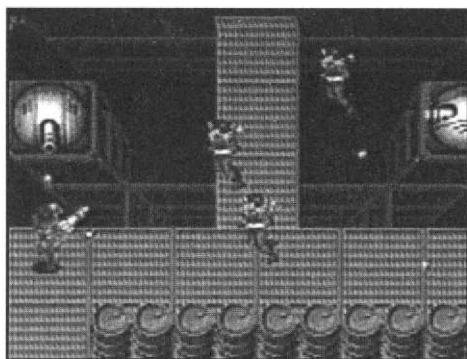
Remember that your grenade launcher will shoot through most barriers, like sandbag walls and such. This will clear some stuff in front of you. The grenades can also be used to destroy the gun turrets on top of the walls.

Dark's back, and he's madder than ever. He's also better equipped, carrying two three-way guns on his shoulders, and a bank of five turrets behind him. A few shots from your grenade launcher will take out the turrets, as you land some blows on Dark himself. In a blink of an eye, this stage is put behind you.

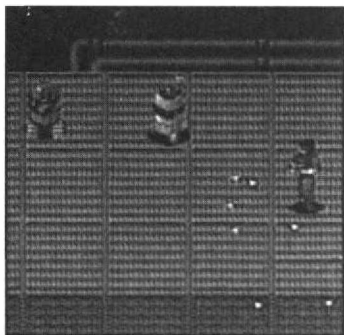


## STAGE NINETEEN

Now it's time to take out the computer that is Garcia's main link to his troops. The hardest part of the "blue" mission is the fact that you have to wend your way over narrow walkways with tons of soldiers crawling all over the place. There's no special technique that will get you through. Rather, you have to keep moving ahead so that you don't catch the turrets' attention too much—they'll home in on



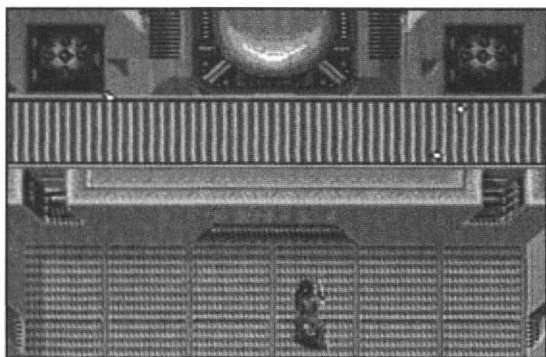
*This level is similar to Stage 18, but you'll also face these flying, gun-toting soldiers.*



*Steer clear of the dark robots because they explode.*

Grenade Launcher is a powerful, destructive weapon, the M60 machine gun (if you have it) or the M16 A1 are the best choices for their faster firing times and wider bullet spreads. You'll have better luck keeping your opponent at bay with those guns. And the orange

*Facing off against the main computer.*



you in no time if you stand still. The best advice is to cruise through the level as fast as possible. Just keep shooting (to take out enemies and turrets ahead of you) and moving from side to side (to confuse the enemy). Along your way you'll also meet a series of winged soldiers, but they can be treated just like foot soldiers: Take them out before they take you out.

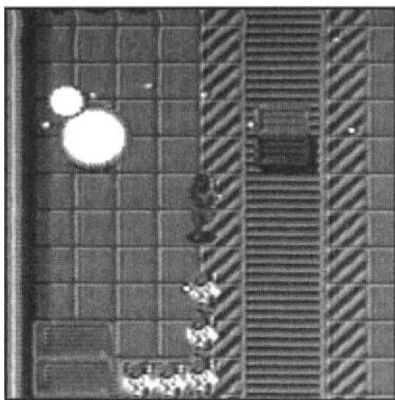
The toughest choice is which weapon to use. While the M203

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revitalizer near the end of the stage won't hurt either. The health boost will come in really handy for the final battle of the stage.

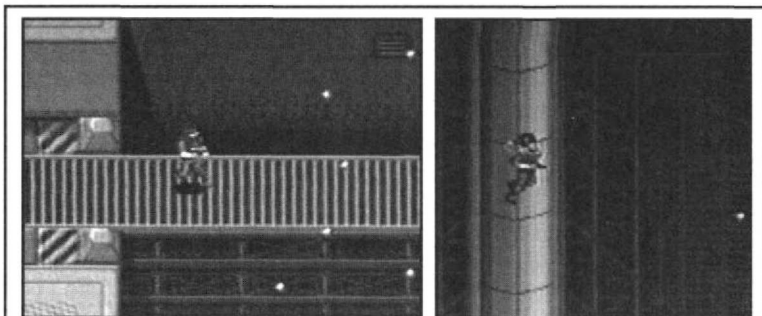
When you hit the main computer, you'll be there for a little while hitting all the targets needed to destroy it. By now you should be fully equipped with all of the weapons—you're a Super Hero now, right?—so load up the Hyper Missile Launcher and go to town. On the defensive side, it's not hard to dodge bullets by moving quickly, and going north and south to cut through the bullet paths. Focus on the center globe for the quickest resolution.

## STAGE TWENTY



*More belts and bombs, Guy.*

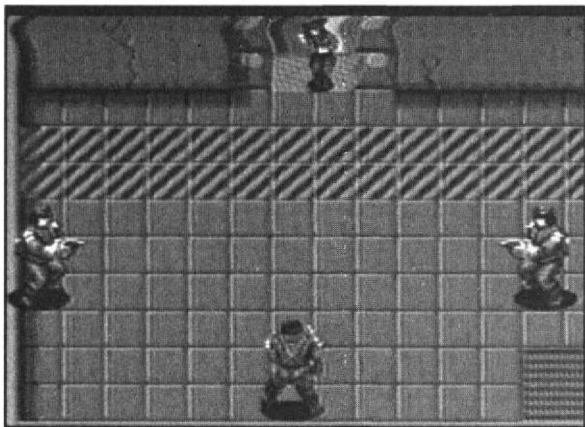
You're getting there, slowly chipping away at Garcia's military strongholds. Now on to the weapons factory for some fun and games in another "blue" level. Again, pick the M60 for best offensive force. The primary goal in these latter stages is to get out quickly. Two keys to this are to stay off the belts unless necessary and pass up the power ups. They'll only show your progress, and you're at full power by now, so the extra points are unnecessary. The only exception to the rule is the acquisition of revitalizers, which are always welcome.



*This section of the stage doesn't give you much choice than to head east on the belt, then south on the pipeline—but escape is harder.*



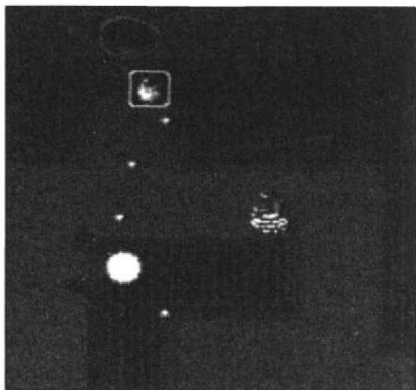
*No, the recent end bosses weren't tough enough, the designers figured, so we'll just throw a trio of bad guys at the player here. Nice touch.*



The belts are helpful in one respect: They tell you which way to go. How? Simply keep going "against the grain," with the belts always rolling toward you. Don't dawdle on the belts, though, because your time is cut very thin on this stage.

What's worse than one boss character with a tri-firing gun? Why, three guys with one gun each! That's what confronts you at the end of this stage. Simply pick them off one at a time. It's weird to think that most of these levels have harder stages and wimpy bosses, but it's the truth. You'll discover after doing away with the bosses that another reason to bypass the ammo items is that your inventory will have been resupplied after the stage is complete. Let's move on.

## STAGE TWENTY-ONE

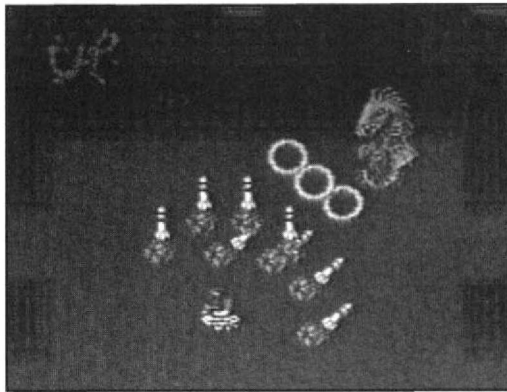


Bleech, sewers. You gotta hate sewers. And the bio-monsters inside them are worse than a pack of Teenage Mutant Ninja Turtles. Wonder who flushed this beastie down the toilet. Your "blue" level task, however, is to wade through the muck and kill off a bio-monster. Put on your galoshes for this trip, and don't pass up

shooting the boxes that float along. Some contain needed revitalizers to pick you up back up.

You'll meet all forms of slime life in this level: bats, soldiers and other things that haven't seen the light of day for some time. Again, your M60 gun will pretty effectively work like a machete in the woods against this horde. The bats are pretty fast, so don't let them catch up to you before you let them have it. The terrain, narrow waterways mainly, will give them a good advantage, but you've got the hardware they don't.

Before you hit the final room, which houses the bio-monster, take a second to switch to your Hyper Missile Launcher or M60. The first is a good tool to defeating it, but the M60 is slightly faster. The choice is yours. Another piece of advice is that it can only be hurt when its head is out of

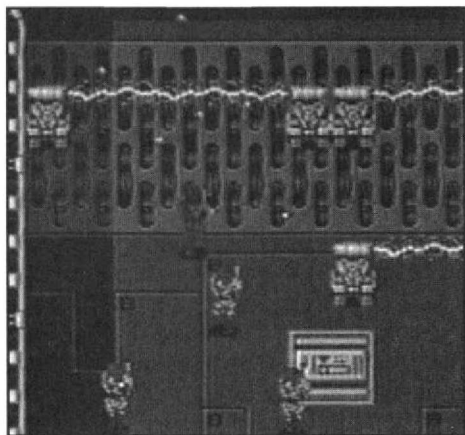


*Whatever firepower you can muster, throw it up against this distant cousin to Godzilla.*

the water. Take the time when it is bobbing for Guy to put as much distance between you and it because it can still harm you—and it's *always* heading for you. It does also have a knack for warping to other parts of the room at a moment's notice, but you'll have enough time to blast it and evade its ring shots. Patience and concentration are the strongest suits you can have, because this lizard is hard to beat. When you do defeat it, you will have full vitality pumped back into your body for the last stages of the game.

## STAGE TWENTY-TWO

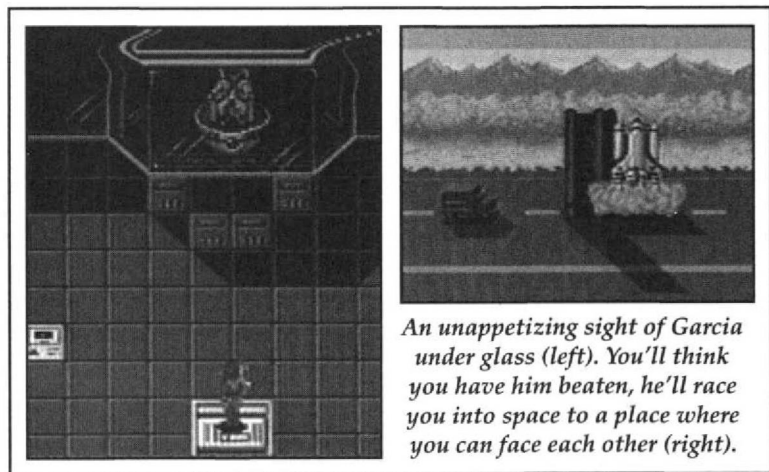
Out of the sludge and into the plush headquarters of Dr. Che Garcia. Again, you have to ascend through everything but the kitchen sink to get to him in his "ivory tower." You'll find yourself up against more and more soldiers, electrical/laser roadblocks and more grenade-whipping robots. Don't lose track of the approaching soldiers behind you when you halt to destroy the walls or electronic laser housings. Use whatever you



*Soldiers to the aft, and progressing electric beams ahead. Just a normal day for Guy Kazama.*

can to block their shots as you proceed. Lastly, don't forget that the moving lasers will slide back up if you don't eliminate them. If you can, take out both the center lasers, which will vaporize all four stations.

You'll know you're about to face Garcia when you hit the top of a stairway, destroy a robot to the left and it reveals an orange revitalizer. Take it and run up into the room, which will get rid of all other adversity to lead the way for Garcia's entrance.



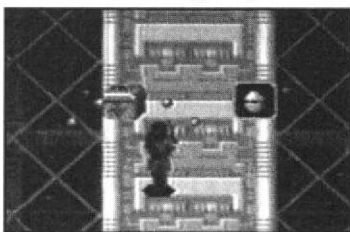
*An unappetizing sight of Garcia under glass (left). You'll think you have him beaten, he'll race you into space to a place where you can face each other (right).*

You'll have some work ahead of you to succeed in this final mission. Garcia sits in his modern throne behind a wall of three-way guns. As with the laser cannons on the previous levels, these can only be damaged when they are open to fire. When they are all silenced, bust the wall of glass in front of Garcia, but don't stand on the ruined cannons as they will still cause you vitality loss.

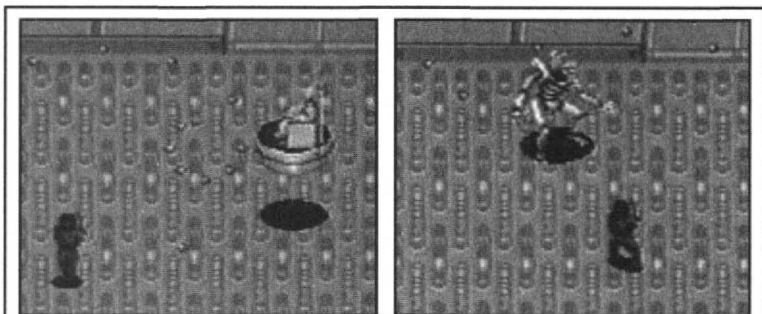
Those tasks completed, Garcia will then speed off to the north in his little hovercraft. Oh, no—he's crossing the launching pad to his personal space shuttle. He's off into outer space to dock with Indra, the world's most dangerous weapon. Lucky for you, the dear doctor has left another shuttle conveniently fueled and ready for you to hijack.

## STAGE TWENTY-THREE

Okay, we've got a change of venue, a "blue" level that has you battling to the death far over the Earth's surface—if everything goes well, Garcia's death. Thankfully, there aren't enough provisions in space to handle supporting an army of soldiers. All you have to fight against are robots, but don't underestimate their ability. Simply pick a safe path and eliminate all the mechanical dangers you can.



Again, right before the end of the level, you'll find a robot hiding an orange revitalizer. Get rid of all the threats in your area, pick up the vitality boost, then move out to renew your conflict with Garcia. He's picked up some new weaponry, so be careful. You should head to the center of the room, working your way between the spread of seven shots and the stray singles he lets loose. Also, be aware that he blasts out a yellow beam of concentrated fire occasionally. Your strategy should be to spin in place, amply leading him with your own bullet spray so he heads into the fan of lead.

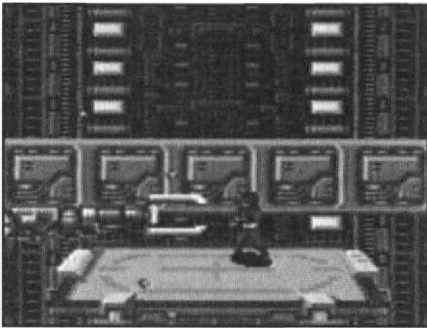


*Round and round he goes. Where he stops, no one knows. Garcia will give you a brave fight, but when he's knocked out of his saucer, he'll come back for more in a ghastly and vicious form.*

Just when you think it's over, Garcia's mechanical structure appears and lets fly with a quartet of homing missiles and more of that yellow blast you just learned about. Believe it or not, if you get as close as you can to this scraheap, you'll find the missiles flying around you long enough for you to put him out of your misery. Be careful because he zaps in and out, appearing at a different place in the room each time. Can you believe that Indra is set for automated destruction of Earth? Geez, you'd better get a good check from the CIA when this is over!



## STAGE TWENTY-FOUR



So this is what it's come down to. You against evil machinery in the only chance Earth has for survival. If that isn't enough to drive a person to do his best.

Right before your entrance into the level, you can take a few more shots at the lifeless

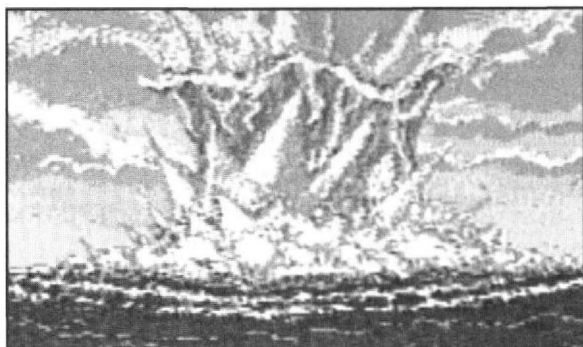
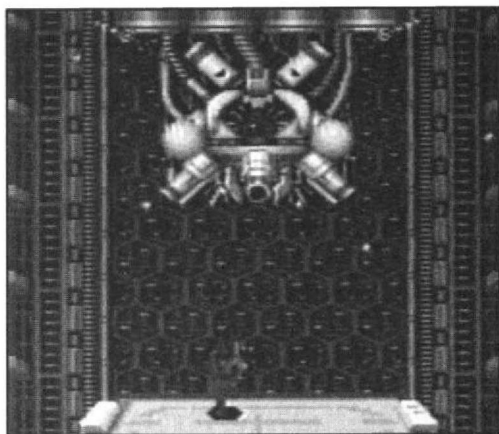
Garcia/robot to reveal a special item. Pick it up and head through the doors to the north. On the elevator now, you'll have little space to maneuver, but you'll still have to stay one step ahead of the various defense mechanisms Indra is equipped with. Particularly watch out for the machines that cruise along the side of the platform you are on; if they get next to you, they'll stop and extend a claw arm at you. You'll be safe if you stay on the opposite half of the platform.

Another hazard isn't as apparent until you get nailed by it. In an effort to force you to the "wrong" side of the elevator, Indra has some time bombs ticking away. When the numbers hit zero, it will explode, damaging you if you are close enough. Right afterward, a pulsing eye will spit out more of the yellow

energy bursts. Keep trying to evade the various space invaders (pun intended—sorry), and if you can destroy the eye, another orange revitalizer will come to your rescue.

If you survived long enough to get the revitalizer, the next part is a snap—and Guy knows it

because he yells, "Here I come!" Set yourself up with M60, and blast away at the final obstacle with all you have. The center machine will not only send out three-way fire, but also more of those nasty yellow beams. You can stand there and take the hits, while pumping out the firepower, but a less risky method is to wind through the shots back and forth while plastering this pile of nuts and bolts with bullets. Is it too late to save Earth? No doubts in our mind—Guy has done the job!

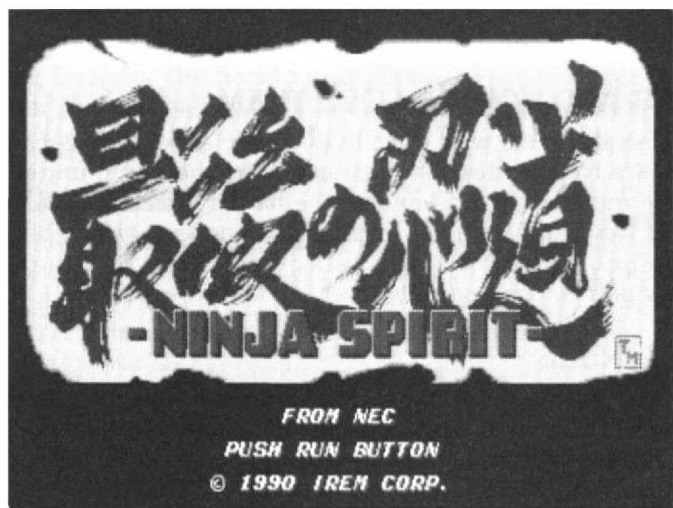


## SHH...THE SECRETS

*Last Alert* is equipped with a "debug" mode that gives you the power to see all the game's visual scenes, like a movie. To bring it up, during the title screen hold SELECT, then press I, II, I, II, Up, Down and RUN. Unfortunately, you can't use this code until after you complete the game.

# **Ninja Spirit**

*Distributor: NEC*  
*Game Type: Arcade Action*



## **WHAT'S GOING ON?**

It's no wonder you have a chip on your shoulder, ready to pick a fight against the nasties who killed your father in cold blood. And as a student of the ninja arts, you can handle yourself quite well, but your mind is blurred with the misery of your lost parent. Keep a clear head, and you'll find the bums who have taken your dad. Go off into the night, but be careful! There's loads of danger out there.

## **WHO ARE YOU?**

You are Moonlight, a tough character with a nasty disposition—and very few people will dare make fun of your “interesting” name. You are on a mission to discover your father's killer, and find out your roots at the same time.

## PLAYERS

*Ninja Spirit* is a one- or two-player game. In two-player mode, you can either use a TurboTap and a second TurboPad, or swap the first TurboTap between the two players as they attempt to discover the killer of Moonlight's father. Two Moonlights are better than one.

## SCORING

You get points for blasting everything that moves, but be careful because they generally shoot back. If it doesn't move, don't waste time with it.

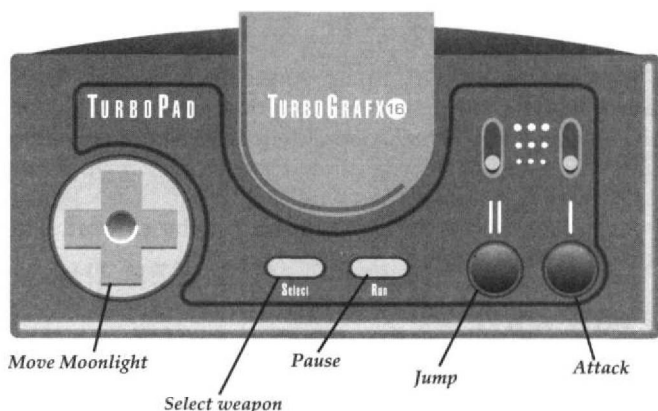
## LIVES AND HOW TO LOSE THEM

You start the game with three lives. As described in the manual, there are two modes that you can start the game under: PC Engine mode or Arcade mode. The harder Arcade mode starts you at the disadvantaged level of one energy point, while the PC Engine mode starts you with five. When you run out of energy points, you lose a life.

## CONTINUES

You can continue as many times as you wish, by selecting CONTINUE and hitting the I button when your game ends. You'll need the continues, believe us.

## CONTROLS





## WEAPONS

You are a master of ninja weaponry. Using the TurboPad's SELECT button, you can choose from a variety of weapons, each of which has its best time to use it:

**Righteous Cloud, the Magic Sword**—This is the weapon you start the game with. It's a good weapon that can block enemy fire, helping to protect you from danger.

**Swirling Leaf, the Throwing Knife**—A good, long-range weapon that can be thrown in sixteen directions. Three knives can be shot at once when powered up to its fullest.

**Bamboo Thunder, the Bomb**—The most powerful and possibly best overall weapon in the game.

**Rising Dragon, the Sickle and Chain**—This is a nice weapon that can also block enemy shots, but it has a longer range than the sword.

## SPECIAL ITEMS

If you take out an orange ninja, you will uncover a power-up. The power-ups, their color (in parentheses), and strengths are as follows:

**Sacred Treasure (Blinking)**—It increases the weapon that you're currently using.

**Destructive Magic (Red)**—Works like a smart bomb, wiping out all enemies on the screen.

**Alter Ego (Blue)**—It shadows Moonlight's every move, adding up to two spirits for additional firepower.

**Wheel-of-Fire (Yellow)**—Forms a wheel of fire that turns around Moonlight, protecting him from danger.

## FRIENDS

You have no friends, for you are the *lone* ninja. No doubt, if you discover your father's murderers, you won't likely find anyone to play touch football on Saturdays either.

## ENEMIES

There's no shortage of guys trying to get rid of you, such as:

**Black Ninja**—He rams his sword through the ceilings of the Den of Demons.

**Ghost of a Fugitive Warrior**—A large relentless warrior that slowly chases Moonlight.

**The Ninja Wolf, White Rain**—His powerful jaws are his weapon. White Rain dives at Moonlight from above.

**Mr. Ryuichi, One-Sword Wing Demon**—A member of the Tribe of the Nine Wind Demons, he uses a large sword blade when attacking Moonlight.

**Mysterious Monk**—His spinning sword is very dangerous and powerful. Watch out for this one.

**Hanzo the Fiend**—He uses a magical broadsword that gives him very strong offensive powers.

**Two-Axed Ogre**—This goon climbs and leaps from tree to tree, jumping down to attack Moonlight with his axes.

**Earth Ninja**—This one is the weakest and most plentiful enemy Moonlight will run into. The song in the '50s wasn't written about him—that was *Earth Angel*.

## STRATEGY SESSION

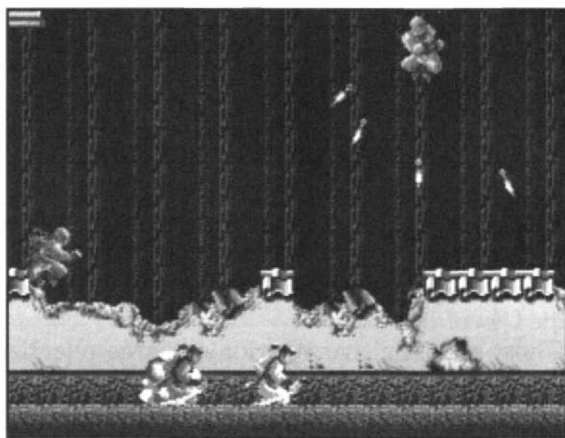
### GENERAL STRATEGIES

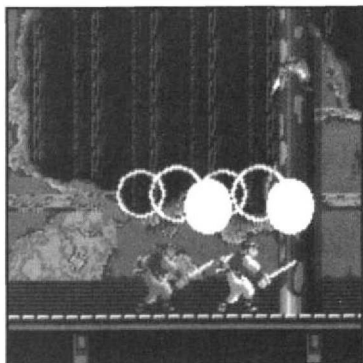
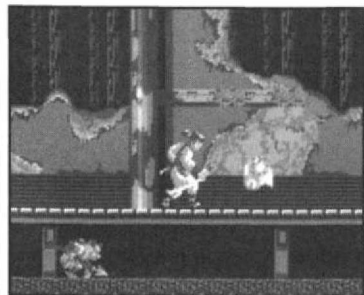
- The sword and bombs are the two best weapons for the game. Though these are the best weapons for the boss enemies, try out different weapons for your own style of play.
- With a fully powered sword and two Alter Egos, you can form an impenetrable shield around Moonlight. Also, with a fully powered bomb, you get a fast-firing, highly destructive weapon that is best for just about every enemy.

### STAGE 1—ASURA

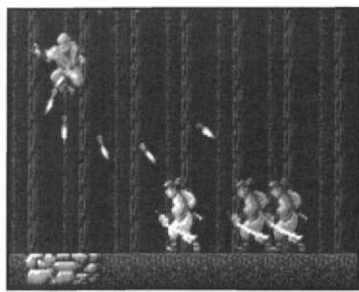
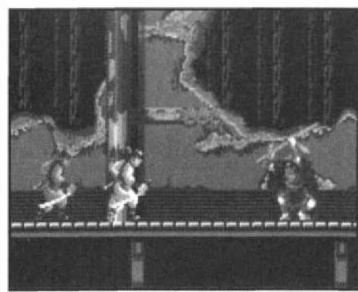
This stage is relatively easy. It's designed mainly to help you power-up your weapons and to obtain alter egos. The Mysterious Monks are probably the toughest enemies in the

*There's a lot of people out to tan your hide, like the knife-throwing ninja.*





*The first level is a good place to boost up your measly capabilities for the later levels. For instance, powering up with alter egos (at upper right, with power sword) will help you slice and dice you way through enemies like the nasty mysterious monk (lower left) and spring-loaded martial artists (lower right).*



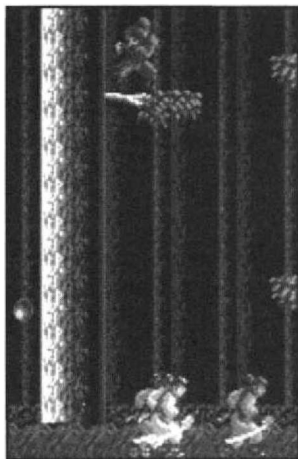
stage, but with a high-powered sword, keep firing and they shouldn't be a problem. The Earth Ninjas can also be easily defeated by pressing down while you're swinging the sword.

To defeat Asura, the end boss, you must first deal with the green

*Working to beat Asura, a very large boss character.*

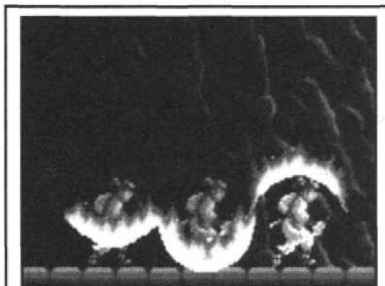
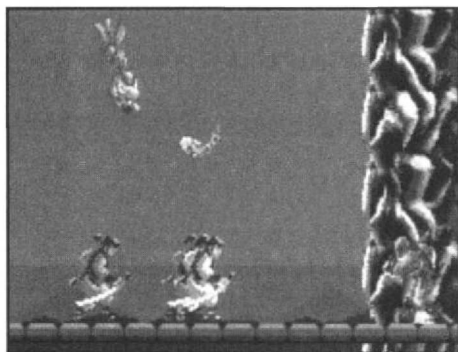
ninjas and their vicious shuriken attack. Position yourself on the left or right of the screen, and using your sword protect Moonlight from the shurikens. After several rounds of these, Asura will make his appearance. Position yourself just off-center of the screen, jump as high as you can to spread out your alter egos and slash away with the sword. Asura should go down quickly.

## STAGE 2—THE TWO-AXED OGRE



*Don't look up. You might get a bomb in the face from a sniper. The wolves aren't much fun either.*

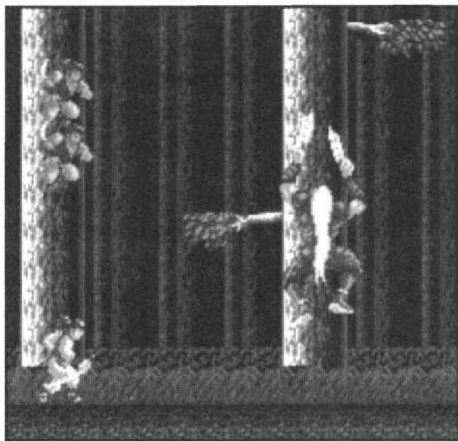
Most of this stage takes place in or around trees, but you don't want to stay in the branches for long since most of the enemies are up there with you. Also, try not to jump too high too often. Since the stage is more than one screen high, you run a



*The Wheel-of-Fire is another helpful item to get because it protects Moonlight (and his alter egos) with waving flames.*

good chance of running into enemies that are perched in the trees. If you're interested in getting a high score or maxing out the score, at the first bridge you can sit and rack up as many points as you want. Make sure you have a powerful sword—and a rubber band wrapped around the fire button.

Shortly after the first bridge you'll find a Wheel-of-Fire. This will help protect



*The Two-Axed Ogre in action against Moonlight.*

Moonlight as you go for the power-ups in the second half of this stage. The end boss, Two-Axed Ogre, is an extremely powerful boss. One hit from his double-bladed axe and Moonlight is history. If you were able to get the power-ups towards the end of this stage,

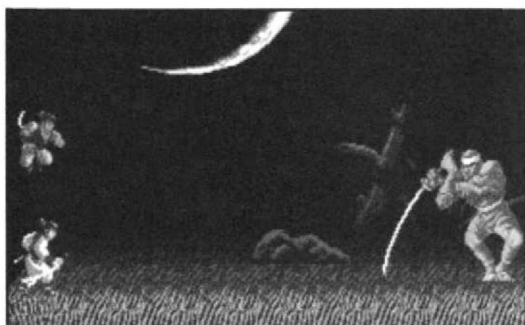
you should have full-powered bombs and at least one alter ego. Position yourself in one of the corners, jump to spread out your alter egos and fire as fast as you can. As soon as Two-Axed Ogre moves, jump to avoid him then continue to fire. The bombs are a great weapon to use against the boss, but if you weren't able to max out your bombs, you can use the sickle and chain instead. It will take just a bit longer than with the bombs.

### STAGE 3—HANZO THE FIEND



*I thought I saw a ghost. It is! It's the Ghost of the Fugitive Warrior.*

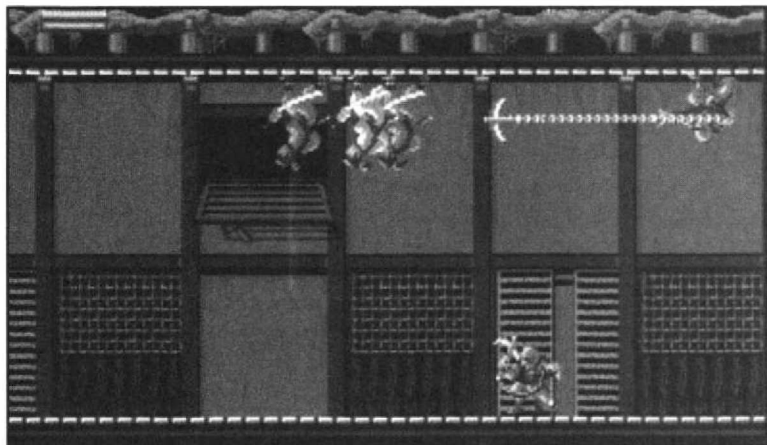
In this stage, you'll come across a variety of enemies that can best be defeated by different weapons. While the sword and sickle and chain can protect Moonlight against the Ninja Rifle Corps' shots, the shurikens can be used to defeat them before they get a shot off. The Ghost of the Fugitive Warrior can be defeated by any long-range weapon.



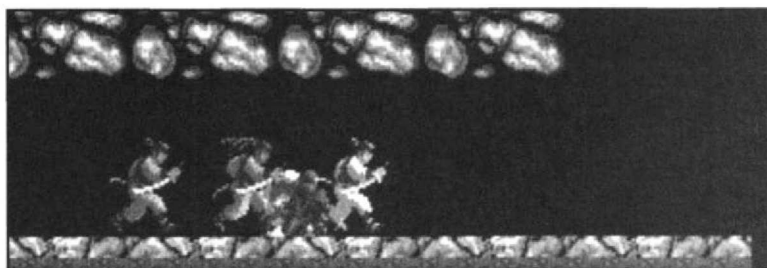
The monks in this stage are more powerful than before. The best weapon to use is powerful bombs, but if you don't have that then use a sword. The boss, Hanzo the Fiend, is a

giant ninja. Again, stand along the left side and jump to spread out the alter egos. The shurikens or powerful bombs can be used to defeat the boss easily.

#### STAGE 4—DEN OF DEMONS



*Moonlight doing battle upside-down? It's topsy-turvy combat now, but you still have to use the same tactics as you have up to now. Get in there while you can—until the ceiling starts closing in on you.*

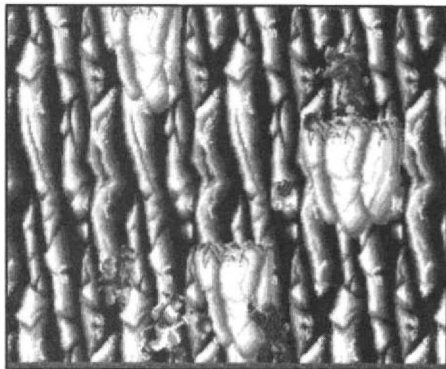


In the Den of the Demons, use powerful bombs to work your way through the house; ninjas using sickle and chains infest the house. If you know where they appear you can defeat them as they materialize.

The last section of this stage is a cave. The ceiling of the cave will move down and try to crush Moonlight. Using the bombs, run through this section as fast as you can. If you get through in one piece, you can pick up a power-up and an alter ego near the end. The Enchanted Rocks can be easily defeated if you use powerful bombs; with them you must destroy all four seals on each rock, which is best accomplished by circling around each rock firing the bombs.

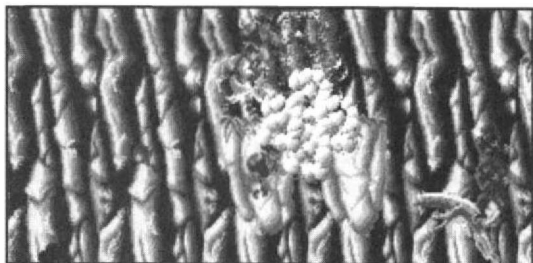


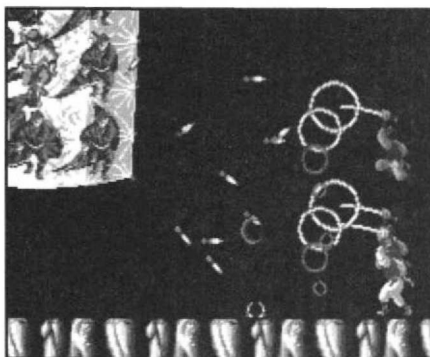
## STAGE 5—THE TRIBE OF THE NINJA-WIND DEMONS



*Though it would be nice to take a break and admire the view, the ninjas wouldn't have anyone to play with if you did. Better keep them happy and fight with them. Shortly after, be on the lookout for the poison gas.*

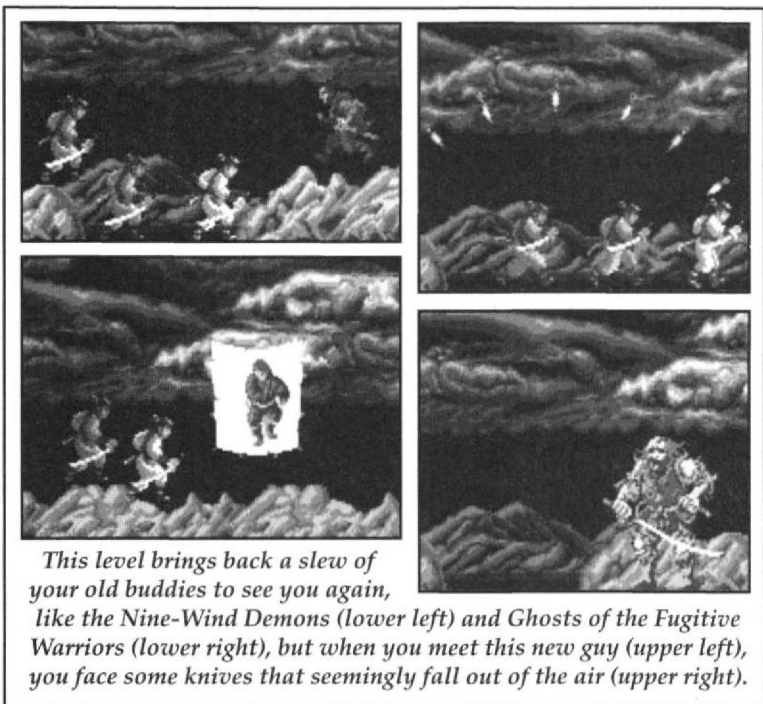
The trick to this stage is not to jump too high when you're moving from one foothold to another. If you jump too high,, you could lose control of Moonlight and cause him to fall from the cliff. Once you're on top of the cliff, move to





the left to face the Nine Wind Demons. With the alter egos, you should jump in the middle of the screen to spread them out and slash your sword. This will help protect you from the shurikens that the demons throw at you. Of course, if you have powerful bombs you should use them.

## STAGE 6—THUNDERCLOUDS

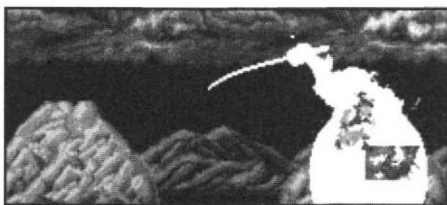


*This level brings back a slew of your old buddies to see you again, like the Nine-Wind Demons (lower left) and Ghosts of the Fugitive Warriors (lower right), but when you meet this new guy (upper left), you face some knives that seemingly fall out of the air (upper right).*

This is the most difficult stage of all. Using a powerful sword for your weapon, try to make the best of the rocky terrain by trapping the monks between the rock and the sword. The sword will also help protect Moonlight from the shurikens and Nine-Wind Demons that appear in the stage.

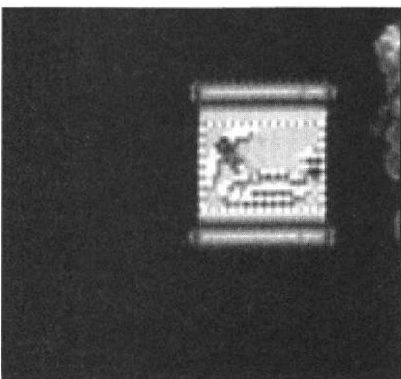
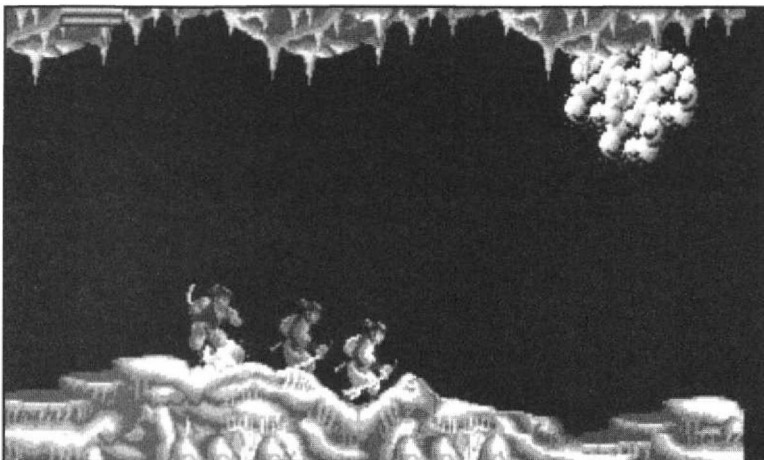


An army of Ghosts of the Fugitive Warriors appear as the end boss of this stage. Move to the rock on the far right and stand in the middle of it, then if you have any alter egos, jump up. When the Ghosts appear, fire straight down with the bombs. The Ghost will appear on top of Moonlight, but as long as it doesn't touch him, Moonlight will be all right.

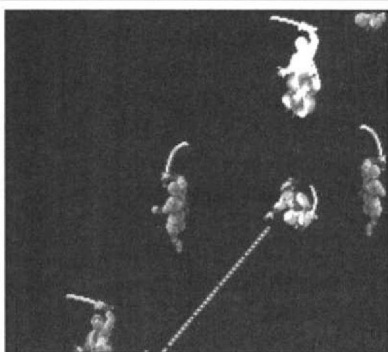
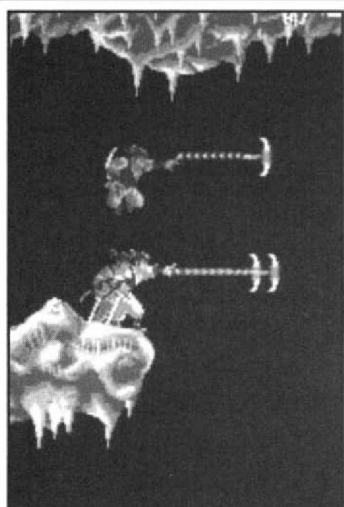


*Doing battle with the Ghosts is like old times again. Take your time and you'll be done and move on to the final level.*

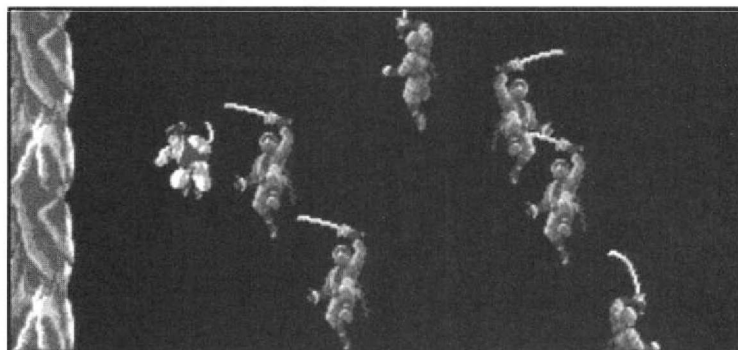
## STAGE 7—THE BLOODY BATTLE



This stage is fairly short. Take your time and wait for the gas areas to appear. Remember that you can jump to the roof to avoid the gas and samurais. When you reach the cliff, fall and hold the directional pad to the left. When you reach the wall on the left, move one body space away. As you fall, you'll be hit by one ninja, but if you're one



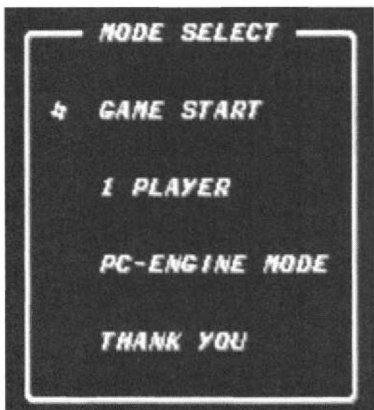
*When you get to the cliff (left), switch weapons. Then drop diagonally through the ninjas (above) until you are one body width from the left wall for safety.*



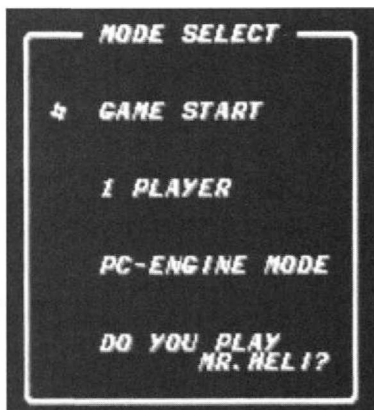
space away you'll pass freely to the final end boss. Once you hit the final chamber, go to the right, pick up the power-up and return to the boss. Hit the boss in the head with a fast wave of bombs, and before you know it he'll be downed, dropped and defeated.

## SHH...THE SECRETS

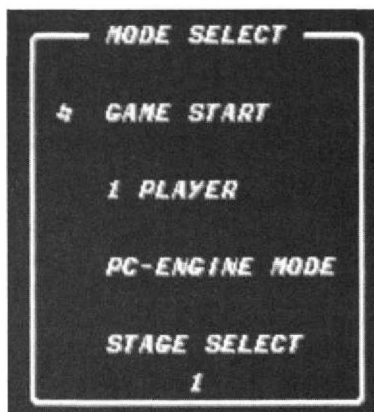
Wanna have some fun? Well, there's a secret message if you punch in I, II, II, I, SELECT and RUN from the title screen.



Here's something a little more serious: You can pick the stage you start from by hitting II, I, II, II, I, II, hold SELECT then press RUN. If you hold down select while picking a level, you'll get to choose Levels 4 through 6.



Another message, a little thank-you from the programmers, is available by hitting II, I, I, II, SELECT and RUN.



Finally, you can get to a sound-test mode by holding SELECT and pushing RUN from the level-select screen we just told you about.



# Parasol Stars

*Distributor: Working Designs*

*Game Type: Arcade Action*



## WHAT'S GOING ON?

The mystical Magic Parasols have been given to Bubby and Bobby with the express intent of saving Rainbow Island from the evil Chaostikahn. Though the pair didn't fully understand the capabilities of the colorful, powerful umbrellas, there is no time to waste. If they don't act now, the land will be taken over by this vicious menace and his hench-monsters. It's necessary to use the learn-by-doing method, and there's not much time to learn either.

## WHO ARE YOU?

You can be either Bubby or Bobby in your quest to do away with Chaostikahn's threat. You must use the Magic Parasol to toss enemies or weapons across the playfield.

## PLAYERS

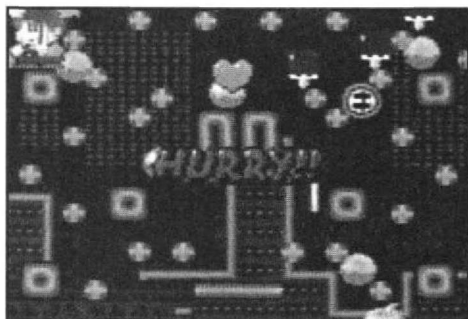
*Parasol Stars* is a one-player or two-player-simultaneous game. Each player has the same abilities, thanks to the Magic Parasols.

## SCORING

You'll get points for everything you destroy, as well as bonus points for special items. Keep your eye out for bonus objects appearing in the upper corners of the playfield.

## LIVES AND HOW TO LOSE THEM

You start the game with five lives. Each contact with an active (non-stunned) enemy will take a life away. If you wait too long to get rid of all the enemies, after a "Hurry!!" warning, you'll run into an indestructible character called



Death that will hunt you down. Try to take out all the enemies before he reaches you.

## CONTINUES

As long as you have credits on the screen, you can continue from the stage you were last on by hitting the RUN button. Look for \$100 coins that act as 1-Ups, boosting your credit counter by one. The credit counter goes up as high as 99 (see The Secrets section).

## CONTROLS



Move Bubby or Bobby; also, move parasol

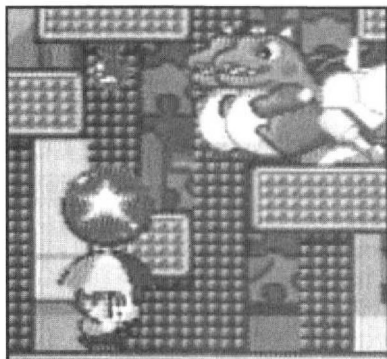
Pause

Throw item

Jump

## WEAPONS

Really, the only weapon you have is your parasol, but you can use most everything else you can pick up as a weapon also. Drops can be used as weapons, but stunned enemies can also be thrown.



## SPECIAL ITEMS

There are lots of bonus items that give both points and affect the characters on-screen:

**Hearts**—This will change the bonus item at the end of the round.

**Rod**—Changes the food.

**Ring**—Raises the scores for items.

**Marble**—Acts as a smart bomb destroying the enemies in the round.

**Boot**—Makes your player quicker.

**Dynamite**—Also destroys the enemies on the screen.

**Potions**—Are found in the boss screens only. These are the bottles that contain the different drops.

**Magic Potions**—These are jars that contain different colored liquids in the rounds. Getting one of these will destroy the enemies on the screen and fill it with various types of flowers. In a two-player game, the person with the most flowers gets a bonus. In a one-player game, you need to get all the flowers to get a special bonus.

**Bell Pepper**—Worth 10 points

**Cherries**—Worth 550 points

**Popsicle**—Worth 800 points.

**Bag o' Cash**—Worth 10,000 points.

**One Hundred Dollar Coin**—Worth 100 points and one extra credit.

**Eclair**—Worth 3,000 points

**Loving Cup**—Turns all fruit into one-hundred dollar coins.

**Clock**—Freezes enemies on the stage.

**Blue Clock**—Freezes you.

**Cross**—Destroys all enemies in the stage.

## **FRIENDS**

In a one-player game, you got no other pals. But in a two-player game, you'll have the other player to help you out—maybe.

## **ENEMIES**

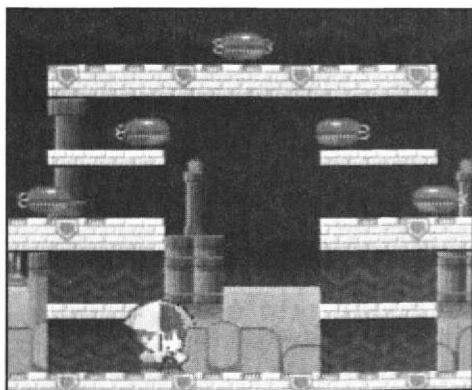
Anything that moves (except the other player)—but then again he, too, can be your worst enemy.

## **STRATEGY SESSION**

### **GENERAL STRATEGIES**

- If you stun an enemy, don't wait too long to eliminate it. If you hesitate for too long a time, it'll come back to life racing around the board at twice the normal speed. Angry? You bet.
- If you want to nab the highest number of points as possible, take out as many enemies in one swoop as you can. Of course, waiting until there are a screenful of Chiostikahn's bad boys could be hazardous to your health. Be careful not to get too greedy. Also, as the manual states, you can repeatedly throw things to get more bonus items to appear, which is another way to bide some time *and* score some more points.
- The drops are helpful for stunning enemies across the room, but have you noticed that you can use them to "grab" bonus items that are a distance away. If you want to gather as many bonus items as possible in a round, get used to shooting drops across the playfield and you'll get the same points.
- One of the best methods—and in later levels, the only method—for doing away with some enemies is to use the powerful "drops" that appear. For example, if you can catch five drops of water on your parasol and let the resulting giant ball go, it will run like a stream down the playfield, wiping out anything in its path. There are four types of drops (water, lightning, stars and fire), each with its own effect.
- In certain levels, you'll need to get up to the top of the playfield with seemingly no steps to get you there. An important technique to have in these situations is the ability of using drops as a ladder. It's not easy, but it's the only way to get up to where the enemies are. Don't forget that you can use the parasol to block enemy projectiles.
- There are many different ways to complete each round, and the following strategy guide gives examples of how to complete each one. Keep in mind that your playing style may determine whether a different pattern is best for you.

- To get maximum points, shoot drops constantly. Also, watch for times when you can shoot bonus items with drops and cause *other* bonus items to appear.



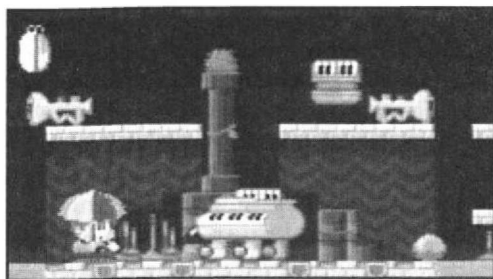
### LEVEL 1-1

Move Bubby to the right edge of the ledge, with him still on the bottom level. Angling the parasol downward, stun the enemies as they fall, then use the closest enemies to hit others. Make sure you get whatever bonus items appear, especially the

lightning-bolt icon. Another item to be on the look out for is the Rainbow Necklace (see The Secrets section).

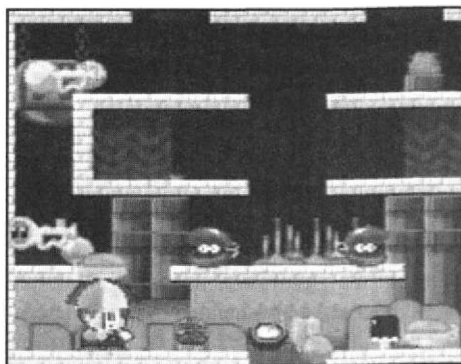
### LEVEL 1-2

Catch the water drops with your umbrella and use them against the piano. The water drops can also be used on the other instruments as well.

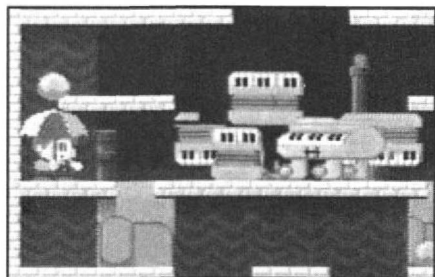


### LEVEL 1-3

Standing in the bottom left corner, jump to get the water drops that fall and send them flying across the screen to the right. This will cause a lot of fruit bonuses to appear as well as taking care of the enemies on the level.





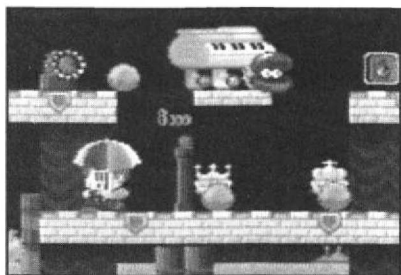
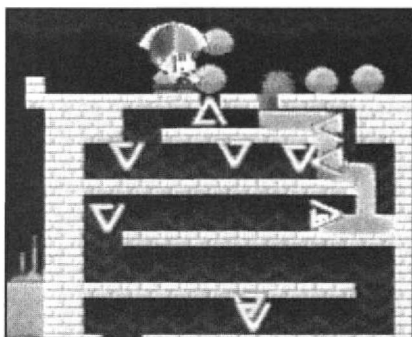


### LEVEL 1-4

Jump one level up and move to the left wall. Now hit the piano with drops until it turns blue and don't hit it anymore. When the accordions hit the piano, they'll all turn blue as well.

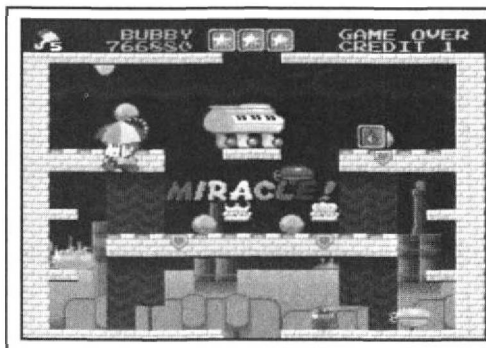
### LEVEL 1-5

Quickly move to the top and collect five water drops. Now send a flood of water down the middle to take out as many triangles as possible. By standing at the top and shooting water drops across the screen, you'll uncover a lot of hidden bonus items.

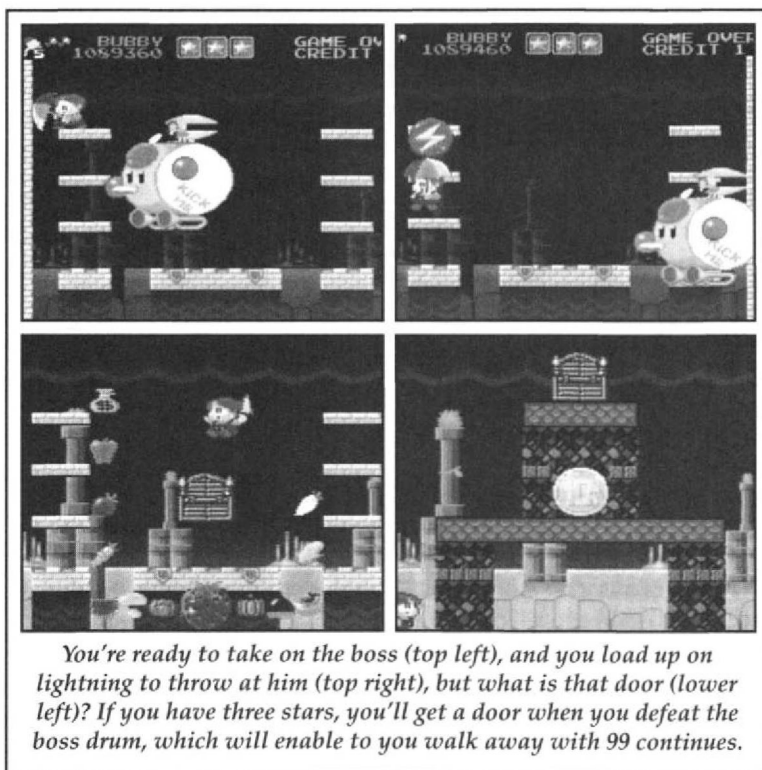


### LEVEL 1-6

Jump to the left side of the middle ledge. Catching water drops and enemies, send them across the screen to get a lot of bonus items. When your supply of attackers is depleted, take out the piano.



*Catching the rainbow necklace will give you three stars at the top of the screen, and tell you it's a "Miracle!" What does it mean? You'll know when you defeat the boss. Something very beneficial will happen.*



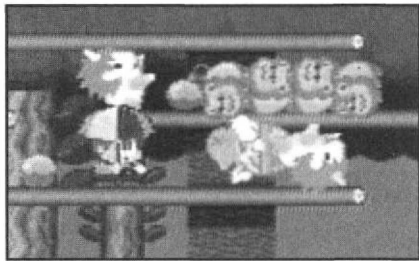
### LEVEL 1-7

To defeat the boss drum, get the lightning drops at the top of the left ledge, then shoot lightning across the screen—especially when the Boss Drum gets near. Just before you get boxed in, jump with your parasol open so that you'll float to the ledges on the right. Keep shooting lightning and jumping from the left and right ledges until defeated.

### LEVEL 2-1

Quickly move to the top and take out the tree trunk at the top using the lightning drops, then slowly work your way to the right to clear out the rest of the enemies.





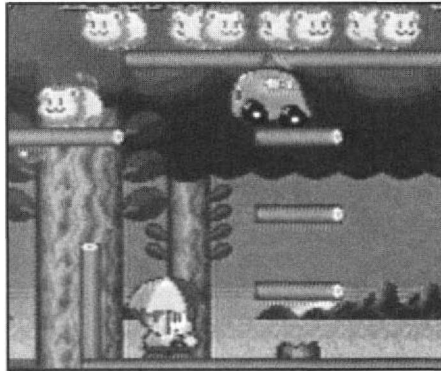
## LEVEL 2-2

This level can easily be cleared by quickly collecting the first unicorn with your umbrella, then getting the bird in the nest to turn blue. The blue nest will take out all other enemies that bump into it,

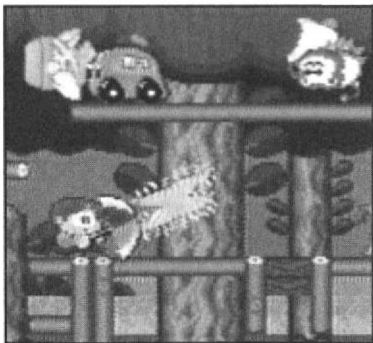
helping you clear out the level. You can also jump high enough for your umbrella to take out the enemies on a high platform. Of course, sending a wave of water down also takes them out and gets you lots of points in the meantime.

## LEVEL 2-3

This level can be completed several different ways. One way would be to send a bolt of lightning across the screen when all the enemies are in the pit. Another would be to use your umbrella to stun the enemies on the left side, then throw them at the enemies on the right. The choice is yours.



*A good strategy is to park yourself here and throw drops and items to the right.*



*A quick bolt through to the right here will take you out of danger.*

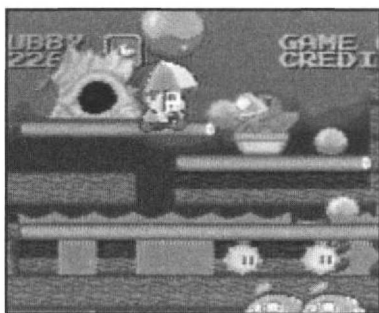
## LEVEL 2-4

The black bats in this level will shoot stunning lightning bolts at you, so beware; use your parasol to block the lightning.

Jump up along the ledges at the left, taking out the enemies as you go. Now get a lightning bolt and send it across the screen at the top. This should take out most of the enemies on the screen.

**LEVEL 2-5**

Immediately jump to the top-left corner and collect five lightning drops, then let loose with a bolt across the top. Because you can't see the entire width of the level, cruise over and take out the three nests located on the right. (Bet you were wondering what those swirling fireballs were that spun in from the right side.) Use your parasol to block the fireballs before they hit and stun you, leaving you open for deadly attack.



*Ready to let them all have it.*

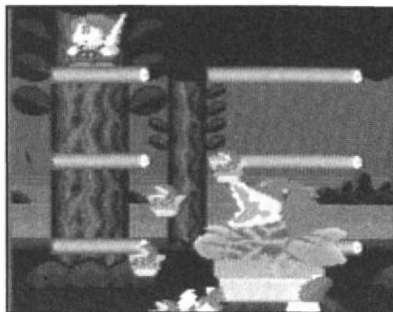
**LEVEL 2-6**

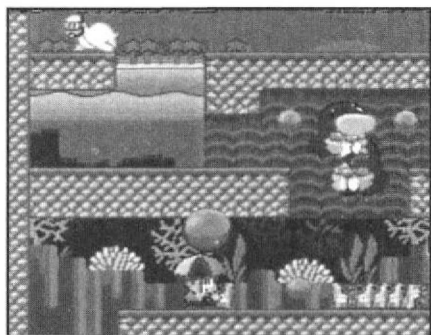
Climb up the left side and collect five water drops, then move to the left of the tree trunk and let the flood waters loose. This should wash out most of the enemies on the screen. Once the water level drops, you should have little trouble mopping up the rest of the enemies.

**LEVEL 2-7**

The big crow will send out a wave of five smaller crows as it weaves its way across the playfield. Use your parasol to block these smaller crows as you circle clockwise around the screen. It's probably best not to waste the time powering up the fire drop to full, but rather shoot three and four small drops at the boss in quick succession.

*Things start getting more difficult here as the end boss throws out little chicks that cruise toward you.*





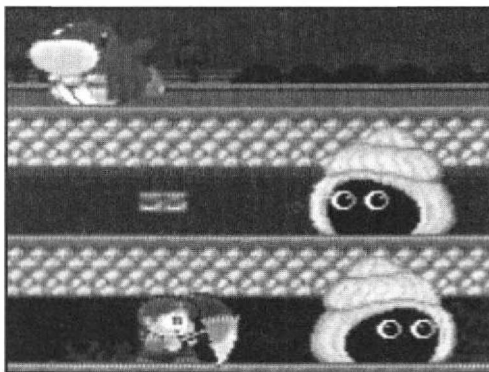
### LEVEL 3-1

Use the parasol to take out the small red enemies first as you collect five water drops. When the large penguins move down to your level, blast them with a wave of water. The other enemies on the level are basic and easy to dispatch. Also

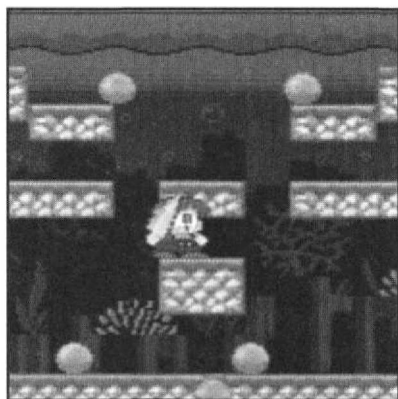
keep your parasol on the lookout for a lot of hidden bonus items on top of the highest ledge.

### LEVEL 3-2

Use the rolling turtles to take out the shell huts. Once disabled, you can use the top shell hut to take out the penguin as it flies about the top ledge. Also, get some water drops and send them across the top to uncover hidden bonuses.



*Take out these two shell huts by stunning one, then hitting the other with it.*



### LEVEL 3-3

Have you noticed that you can't reach the ledge right over your head? It's easier if you bounce off the bubbles to get some additional height. From there you should have no trouble taking out the bad guys. Send water drops to either side in the middle to get a lot of hidden bonuses worth big points.

### LEVEL 3-4

Jump slightly to stun and catch the sea horses with your parasol. Once you get them on the parasol, send them flying across the screen. Another option is to fire a few well-aimed lightning bolts across the middle and take them out quickly as well. Try not to get caught in the pit. This will prevent you from getting any extra bonus items.

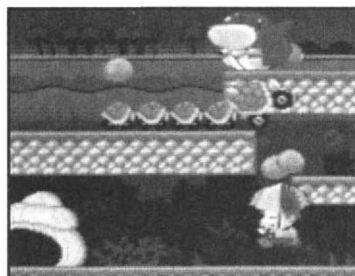


### LEVEL 3-5

Jump to the fourth ledge and send lightning drops across the screen. This will expose some hidden bonus items. To get out of the level, take out the shell hut in the middle.

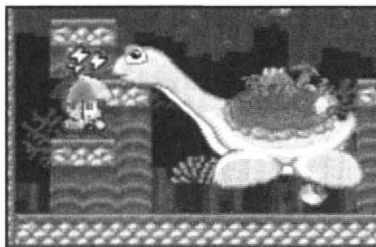
### LEVEL 3-6

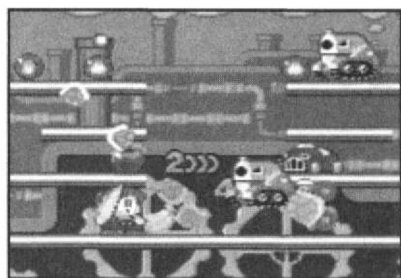
Jump to the waterfall just to the right of the shell hut. Take out the motoring turtles and follow that up by destroying the shell hut. With these items out of the way, get five water drops and wait for the penguins to jump to your level—then let 'em have it.



### LEVEL 3-7

Get the lightning drops and stay on the bottom-left ledge. Fire rounds of lightning at the giant turtle as you block the falling rocks with your parasol. Not too difficult, is it?





Stand here for maximum points and quick clearing of the stage.

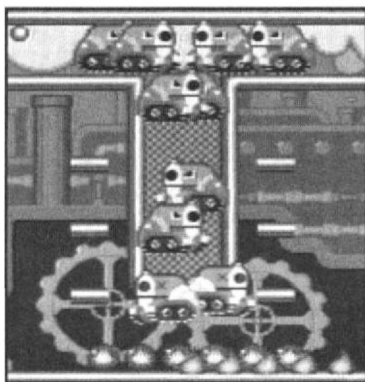
### LEVEL 4-1

Jump straight up and take out the two initial enemies, then move to the right and take out the rest. Fast and easy disappearing act.

### LEVEL 4-2

This is also easy: Just get five fire drops and drop the bundle at the bottom of the opening. The enemies won't know what hit them, it'll be over so quick.

*It's nice when you can get the attackers to do the work for you. Place some flames on the floor, then wait until they run into it.*



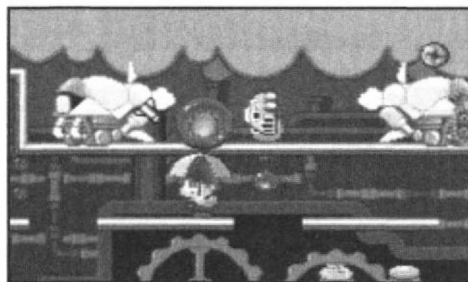
### LEVEL 4-3

Send lightning drops across the bottom of the screen to uncover the hidden bonuses, then simply jump up each rung and stun the enemies from underneath.



### LEVEL 4-4

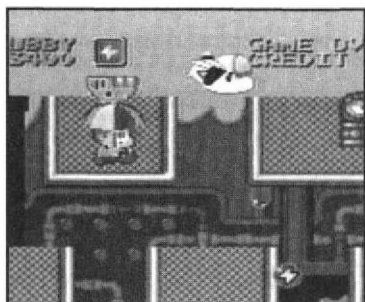
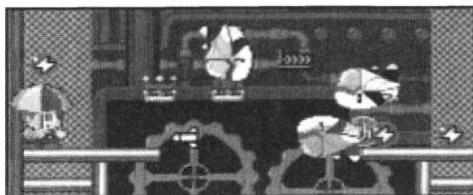
Keep your parasol up and on guard at all times. This will guard against the myriad missiles that could come in and fry you. Try to take out the large missile-firing tanks using a batch of five fire drops.



*Loaded up and ready to do some damage to the big enemies around you.*

### LEVEL 4-5

Stand on the left side with your parasol up to collect the lightning drops. As the planes fly by, zap them.

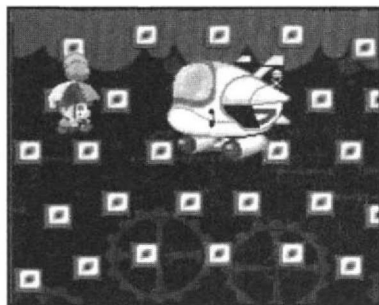


### LEVEL 4-6

Remember to fall between the cracks along the bottom, this will let you fall to the top as well as avoid the missile-firing tank. One by one, take out the enemies in each compartment, then collect five lightning drops and send a bolt along the bottom to take out the beast.

### LEVEL 4-7

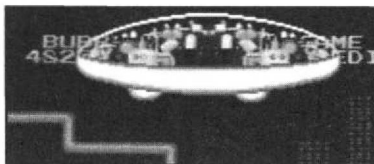
Jump up to get the water drops and try to hit the boss plane as you bounce along the top. Four rounds of five water drops is all it takes.



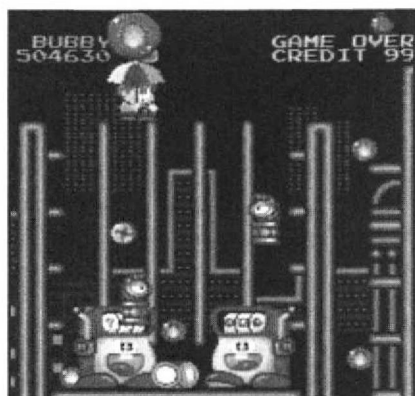
*The "Transformer" of bosses—first, he's a plane, then he's a robot.*

### LEVEL 5-1

This level isn't too difficult and fairly straightforward. If you don't take out the enemies quickly, the spaceship will continue to send down bad guys, so work fast.







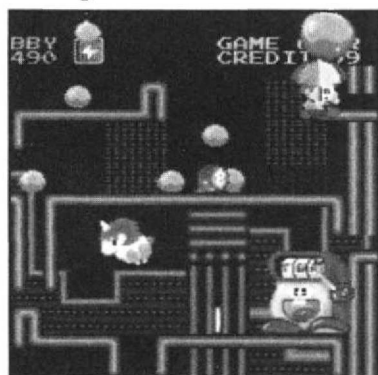
### LEVEL 5-2

Get five fire drops and drop them on the slot machine below. You'll have to be slightly off-center when you stand on the dividers to keep from dropping the flames on the dividers themselves.

*Getting ready to drop the flame bomb on the one-armed bandits. Aim carefully.*

### LEVEL 5-3

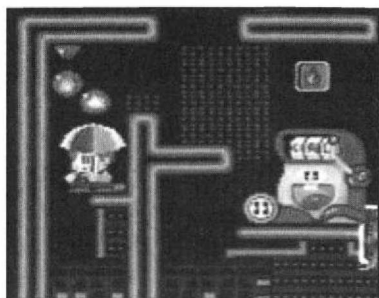
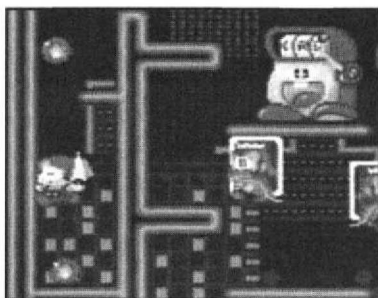
Collect five water drops and send the flood down the gutters located in the top left and right, which takes out the slot machines below. From that point, the rest of the enemies should be no problem.



*With a jump, the water goes in the upper right, and washes out the one-armed bandit below. Repeat on the other side for similar results.*

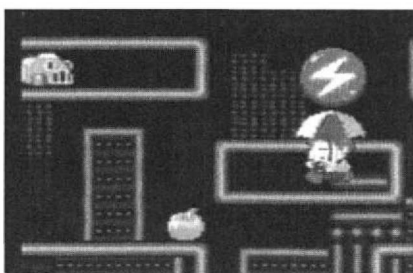
### LEVEL 5-4

Jump straight up, so you're even with the water drops on the left, then send a flood down on the one-armed bandit. Watch for the coins falling from above in this level. If you stay in the center with your parasol up, you should be able to neutralize them. The biggest problem you'll have is getting rid of them all in the short amount of time you're allowed for this level.



### LEVEL 5-5

This level requires careful timing from you. Most of your work has to take place at the higher ledges, so you must time several jumps on top of the fire drops in order to get there. Once you achieve a lofty perch, get five fire drops and take out the slot machine.

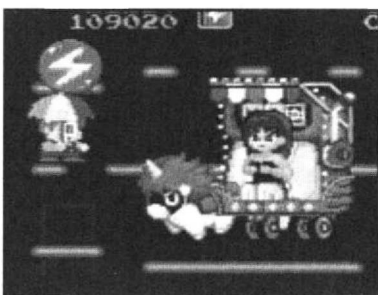


### LEVEL 5-6

This level is easy because each enemy is in its own individual compartment. Using the lightning drops, send a bolt across each level of compartment. Hey, no problem.

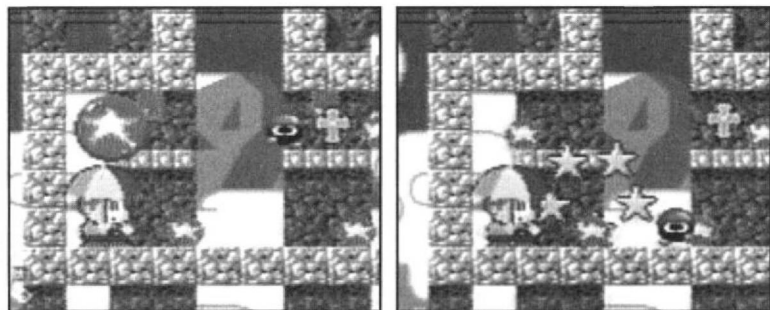
### LEVEL 5-7

This boss is tough. You'll need to draw her attention from the left and then quickly move to the right. Try to keep Bubby vertically centered in an effort to keep her near the center of the screen. This way you'll always have the parasol to protect you and you'll have room to move under her safely—going over her



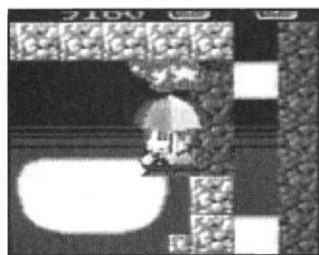
is quite risky, as you have no doubt found out. Keep moving between the left and right side of the screen, blasting her with lightning drops as you go and she drops in no time.

### LEVEL 6-1



*A fully loaded star drop in Level 6-1 (left), and unleashing it (right).*

Clear out the center, then use the star drops to take out the rest of the enemies on the level.



### LEVEL 6-2

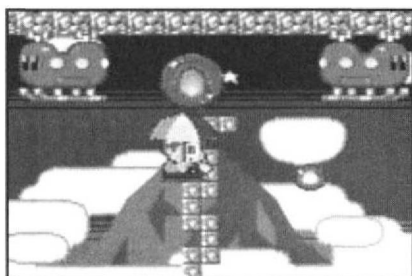
Again, catch the star drops to take out as many enemies as you can, but watch for the small helmet guys that fall at your feet. Bounce up along the drops like a staircase to reach the ledge above, so that you can take care of any stragglers.

### LEVEL 6-3

And yes, once again, use the star drops that fall on the left to take out the enemies on this level. Easy pickings.

### LEVEL 6-4

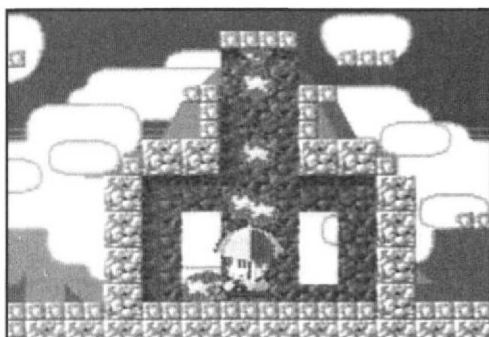
Wait for the single-propellered helicopters to move down so that you can zap them. Then gather five fire drops, drop the flames on the ledge at the top and zip out of the way while they run into the flame.



Once you take care of those two, you're safe to get rid of any helmet guys left on the right side by dropping a wall of flames on them.

### LEVEL 6-5

From the top, drop a wall of flames down through the opening. That should take out most, if not all, of the enemies.

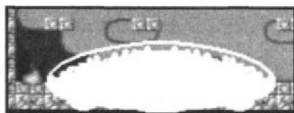
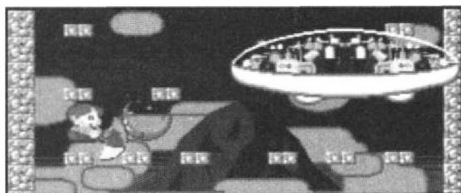


### LEVEL 6-6

You can clear this level two ways. The hard way involves taking out each individual enemy. The easier way is to fall into the center and let the star drops do the work for you.

### LEVEL 6-7

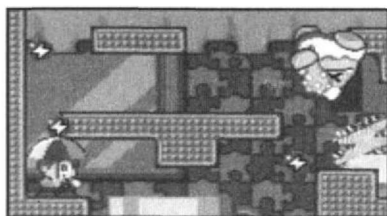
You can run back and forth along the bottom, either laying a wall of flames on the ground as the ship zooms down or you can take individual shots at it. Either way, it will take timing on your part to succeed. Don't get stomped on, whatever you do. When the ship stops in place, it's about to drop down.



*The fire will nail him as he flies through.*

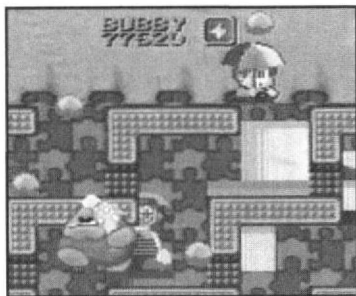
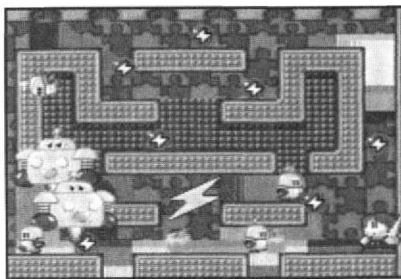
### LEVEL 7-1

Quickly move to the left and get five lightning drops. Shoot them across to the right and take out as many large enemies as you can. From there, the rest should be easy.



## LEVEL 7-2

Lure the big robot monsters to the bottom left—don't get trapped—then fall down through the opening so that you appear at the top. Move to the right and collect five lightning drops on your way down along the right side.



## LEVEL 7-3

If you wait a couple of seconds, to lure some enemies to the lower section, you can drop down and reappear in a position at the top of the playfield. At that point, you should be able to either gather a full parasol of water drops and flood the playfield; or sting one

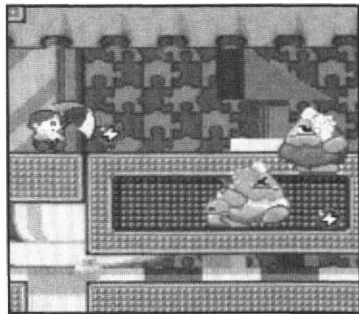
big enemy at a time, then use the stunned enemy to successively take out another. The latter method is less dangerous. Watch out for the dinosaurs throwing bones.

## LEVEL 7-4

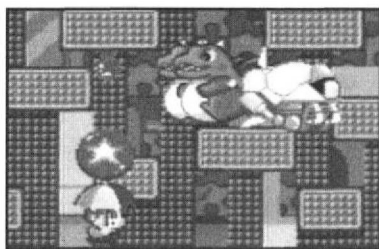
If you get in position quickly—right in the center of the field—you'll be able to gather five star drops and blast out the attackers. If you don't get them on the first try, any stragglers will turn red and chase you quite aggressively, so be careful.

## LEVEL 7-5

When you drop to the platform, stay right under the lightning drops, and fire them to the right as soon as they hit your parasol. Once you take care of the initial robot (and its minions), grab five drops and take out the other two enemies. Don't waste time with the bonus points unless you feel you have some time to grab them on the way through.



*No time to waste; you have to take out these guys fast.*

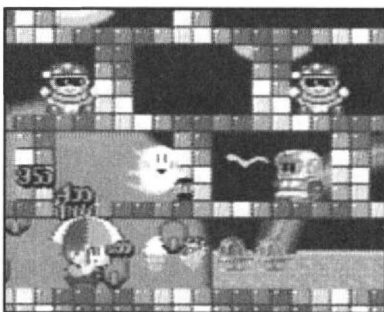
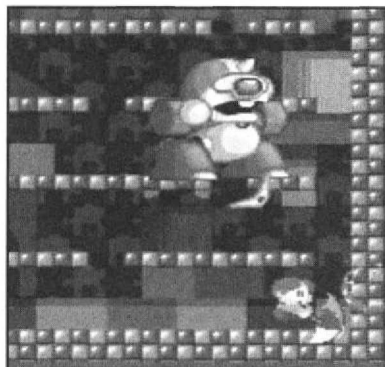


### LEVEL 7-6

Though this level looks like it will be tense, you have enough time to gather five star drops—the best spot is just to the left of where you start the level—and blast all the enemies into fruit.

### LEVEL 7-7

The nice thing about this boss is you can stay pretty far away from it and still do plenty of damage using the star drops. Keep your distance, build up five drops on your parasol, then let him have it. Watch out for its boomerang, though, because it has long-range capabilities directly underneath the boss.



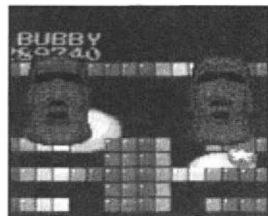
*A bonanza of bonus points spread among the enemy creatures.*

### LEVEL 8-1

There's a ton of little creatures: First take out the "loose" ones, then get each one in its own compartment. One by one, you can take them out; or you can try to get a full parasol of star drops to take out more at once and get a bigger bonus. Watch out for all the projectiles coming at you too.

### LEVEL 8-2

When you start off, you'll be assaulted from the right by an enemy throwing a mace at you. Keep your parasol down to deflect the mace, but watch for other enemies and the tiles the Doh throws at you from the top. Once you have the



bottom area cleared, collect five star drops and take out the two Dohs that reside at the top.

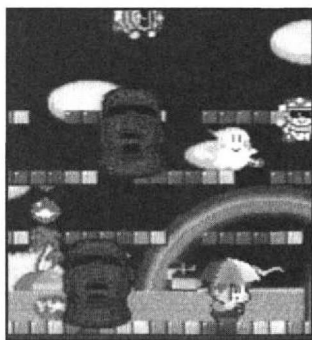


### LEVEL 8-3

Jump to the small ledge in the wall to the right and take out the enemies as they come down. For the ones that fall into the sealed area, collect five fire drops to take them out. Try to get as many hits as you can on the helicopters that fly by—they need to be hit by at least two fire drops to be destroyed.

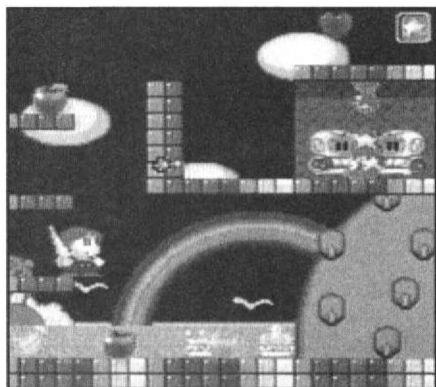
### LEVEL 8-4

As soon as you can control your character, start moving to the right—a Doh will be hot on your tail. You can stun two enemies as you travel to the right and hit Doh with them. When you reach the spot where the star drops are falling, collect at least two and hit the Doh with them, which should eliminate it. Now collect five star drops to take out the rest of the enemies.

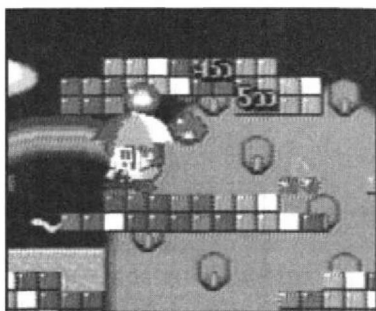


*They're hot on your tail.*

### LEVEL 8-5



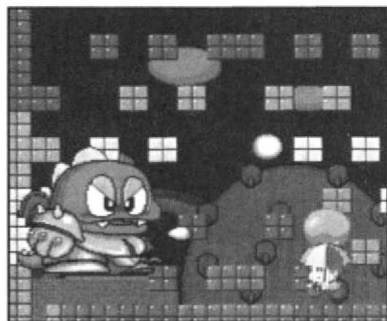
Standing on the left, stun the enemies as they fall and use them to take out the enemies that come at you from the right. Watch for the fire-breathing enemies as they launch fireballs at you. When you get the chance, work your way to the top and gather star drops to take out the enemies there.



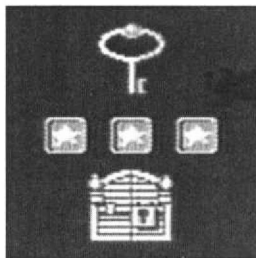
Take out as many enemies as you can at the beginning by stunning them, then throwing the stunned enemies at others. Be careful, though, because the enemies don't stay stunned for very long. Once you've cleared out as many as you can, go to the center and collect fire drops. The Doh at the top can be taken out by placing a fire welcome mat at the top on either side.

### LEVEL 8-7

To take out this end boss, you can either circle the screen counter-clockwise, dropping five water drops at a time (it takes three floods of full water drops to take the boss out); or move from the middle left, hit the boss with a few drops, work back to the middle right, hit the boss a few times, then moving back again. If you can keep the boss from reaching the bottom level, you'll have room to move under him as you go back and forth.



*Here's a little hint after Level 8-7 when you get the "bad" ending, and how you should progress further.*

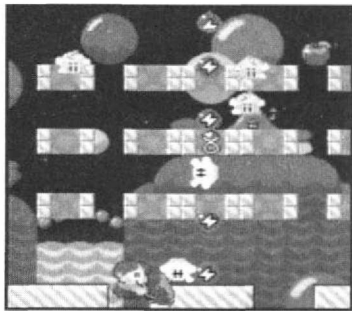


This is where you must have three stars at the top of the screen, or else you'll get the bad ending. Once you have three stars, you'll be allowed to exit the door into the last two stages.

### LEVEL 9-1

Get five lightning drops as quickly as you can, and take out the two large robots by cruising to the top and letting the bolt loose. The UFO will release more creatures as long as there are enemies left on the screen.



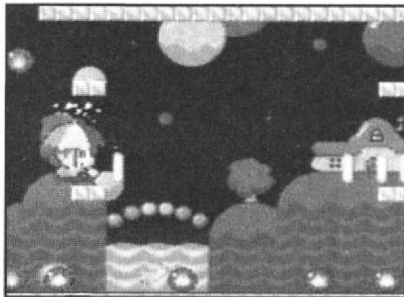


### LEVEL 9-2

Standing on the left, take out the enemies as they fall by. When the coast is clear, jump to the center and collect lightning drops. You should turn from side to side, depending on where the enemies are, to take out the rest of the dangerous onslaught.

### LEVEL 9-3

Take out the four enemies that fall at the bottom of the screen. Now comes the hard part: You must time your jumps so that you can hop up to the next ledge above, and use the parasol to block the laser shots. Now, when the laser shots fall to the right of you, try to jump off the next fire drop to the middle ledge. From this perch, you can jump up to stun the enemies, then move to the top level and take them all out.



*Once again, your parasol saves you from missiles dropped from above.*



### LEVEL 9-4

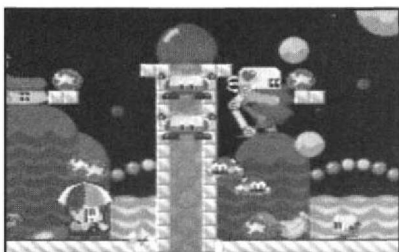
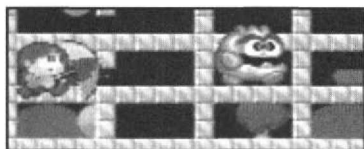
The enemies on this level are *very* quick and turn red (or reactivate) quickly after they've been stunned, so you have to be fast. The best way to handle these guys is one at a time and with patience. If you stun a bunch of them, they'll quickly come back to life—and move around the screen at twice the speed.

*Does this tell you anything?*

### LEVEL 9-5

Keep your parasol down to block the enemy fire shots, then move up the ledges and lure the enemies to the top. Stay on the second ledge from the top and collect the lightning drops one at

a time. Take out the enemies as you go, then when you get the chance collect five lightning drops to take out any remaining enemies.



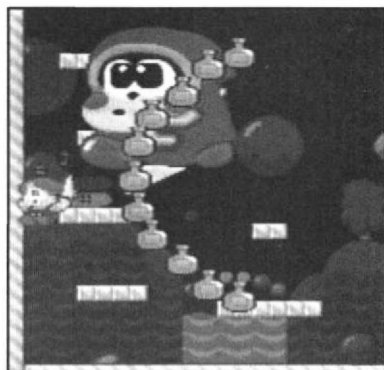
*Whatever you do, don't look up!*

### LEVEL 9-6

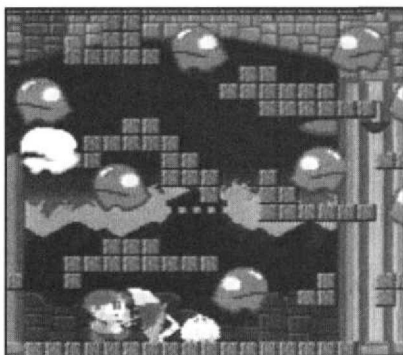
Stay at the bottom, collect five star drops and take out the enemies with it. If there is an enemy to the right, you can fire single star drops through the walls to take it out, but you'll need two quick shots to accomplish it.

### LEVEL 9-7

This is the same end boss as the found on *Bubble Bobble I*, and the same pattern applies. Use the parasol to block the bottles as he throws them at you. To defeat him, try to stay behind him since he throws the bottles in front of himself only, and let him have it when he's vulnerable. Do your best to stay in the corner when his pattern takes him off the wall and down toward the floor.



*You're about to be bottled up by the end boss' jarring weapon.*



### LEVEL 10-1

Take out the lower-level enemies with your parasol, then move up and collect five star drops to wipe out the rest. Watch for the small red balls that tumble from the top and suddenly explode in your face.

*This is a dangerous room.*

## LEVEL 10-2

Quickly—repeat, *quickly*—move to the top right. From there, take out the guys that drop the red bombs. Then stand under the stars, collect five and demolish the rest of the enemies.

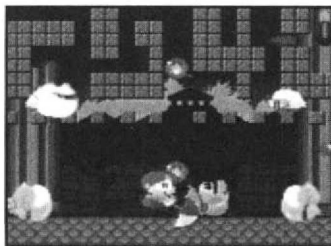


## LEVEL 10-3

This is an easy level compared to the last. Simply float down the left or right, collect five lightning drops and zap the enemies as you go by. If you get any out-of-reach bonus item, sling a drop at it and hit it dead-center to collect it.

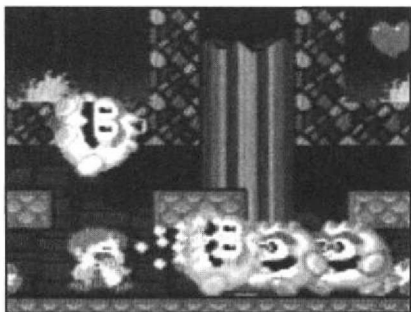
## LEVEL 10-4

Take out the enemies at the bottom using your parasol, then move to the center and either wipe away the rest with the parasol or use the fire wall by collecting five fire drops. Again, watch for the enemies that throw the red bombs.



## LEVEL 10-5

Work your way up the middle, then move to the left. You'll find a room with star drops that you can use to clear the level. Piece of cake.

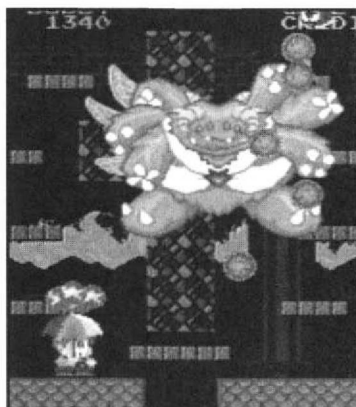


*Working your way through the crowd is slow. You'll be lucky to survive.*

## LEVEL 10-6

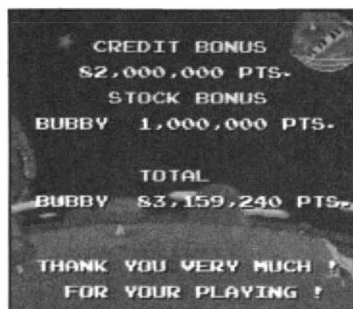
As the enemies fall to the ground, try to take out the one enemy that starts on the ground. When you take one enemy out, use it to take out the next one. Progress in this manner until they're all gone. This is a tough one, requiring quick reflexes and control, but you'll get it.

*Two battles make up the final confrontations at the game's end.*



### LEVEL 10-7

For the first end boss, sit on the ledge where you pick up the star drops and pound him. Oh, yeah—you knew to avoid his little projectiles, right? When you finally destroy that dude, the final end boss will appear. When it does, move to the ground and position yourself to the right of the first ledge on the bottom. Use your parasol to deflect the enemy shots as you let loose with five star drops. In a matter of minutes you'll finish the game. Dynamite!



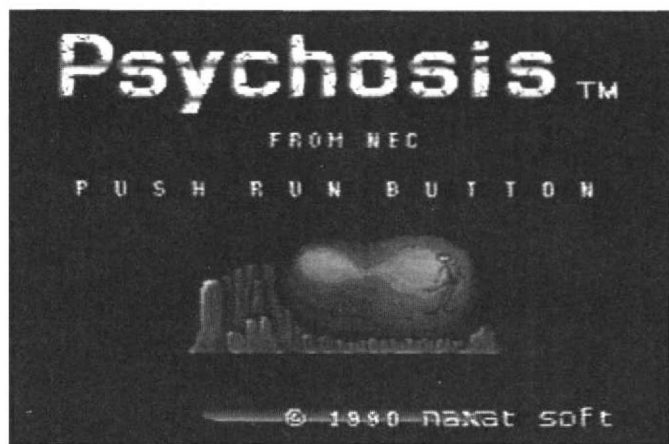
### SHH...THE SECRETS

The key to getting into the final few rounds is the star drop icon. You can get them singly through the course of the game, or all three by getting the Rainbow Necklace. Once you get the Rainbow Necklace, after you defeat the level boss, jump into the door in the middle of the screen. This will take you to a special room where you can get the 99-continue coin.

You can also get to a sound-select screen by hitting I, II, Down, then RUN from the title screen.

# ***Psychosis***

*Distributor: NEC*  
*Game Type: Arcade Action*



### **WHAT'S GOING ON?**

Remember the *Star Trek* episode where Kirk accidentally transported to the alternate negative universe? Well, *Psychosis* is a game with the same premise: your mind's evil side takes control of you.

### **WHO ARE YOU?**

You're "just plain you," but you have to do your best to stay safe from not only your evil self, but also from the Devil Ugar, your keeper. If you can successfully combat through the fight against Ugar and his minions, you'll escape his grip and free yourself.

### **PLAYERS**

The war against Ugar is a solitary battle—it's one player taking on one mind. You wouldn't want anyone else getting into your head anyway, would you?

## SCORING

Virtually everything that moves will give you points when shot.

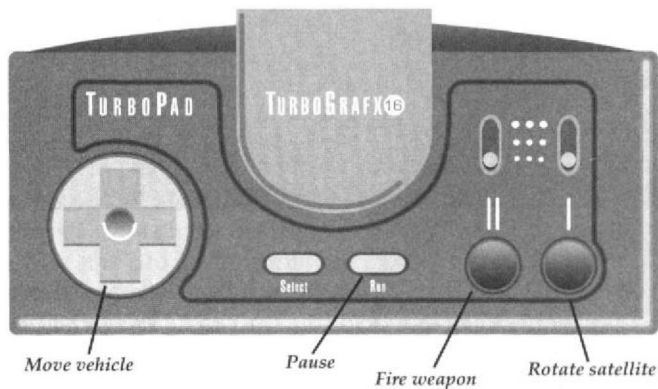
## LIVES AND HOW TO LOSE THEM

Your mind is quite enterprising, and has created a craft for you to do your bidding. You begin with three of these vehicles, which are equipped with all sorts of weapons to help you cut through Devil Ugar's defenses. You get a free vehicle every 50,000 points, but when they are gone, so are you.

## CONTINUES

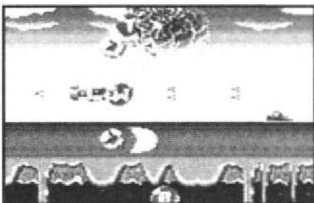
You are permitted three continues per game, which you can activate by hitting the RUN button during the continue screen after a game ends.

## CONTROLS



## WEAPONS

There are a few power-up balls that you can nab to further build up your abilities:

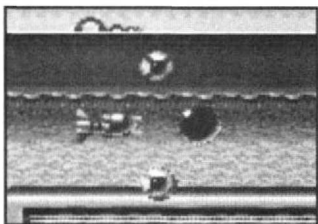


**Back Laser**—As the name implies, this laser weapon lets you tackle attackers from any direction.

**Thunder**—You can boost this weapon three times, which focuses your weapon onto one spot on the screen.

**Wide Beam**—This laser will spread out wider and wider with each ball you grab, up to a limit of three.

## SPECIAL ITEMS



*A barrier of protection.*

around the screen. This can be accomplished over and over to the point that you might be somewhat out of control.

In addition to the three weapon power-ups, there are a pair of special power-ups:

**Barrier**—This power-up throws up a shield around your ship as an added defense to the dangers you face.

**Speed**—This ball increases the rate at which your ship can move

## FRIENDS

You don't have any friends, as such, but you can acquire a satellite, which hooks to your ship and enables you to protect yourself from Ugar's attackers; it can also be used as a battering ram to slam into your enemies. The satellite is received by grabbing a "W," "T" or "B" ball, and can be rotated around your craft with the I button. Each "W," "T" or "B" you snatch after getting the satellite adds to your capabilities.

## ENEMIES

The Devil Ugar and his evil followers—which means almost anything else you come upon in the game—are all out to get rid of you.

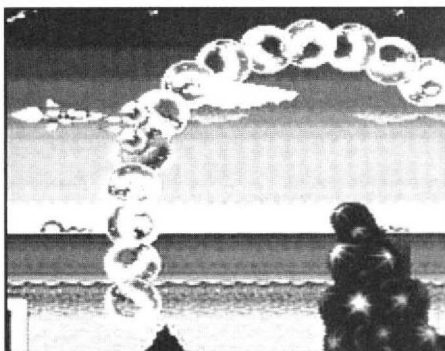
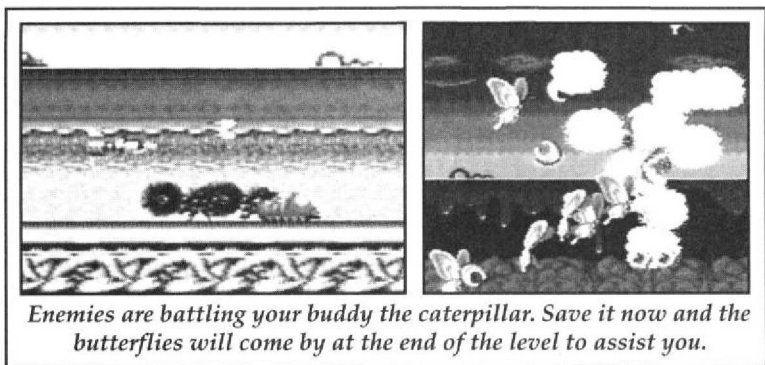
## STRATEGY SESSION

### GENERAL STRATEGIES

- The weapon you use through your journey is important. Due to its wide shot, the Wave makes for a good choice through the entire game.

### 1ST CAUSE—THE ENTRANCE TO THE UNDERWORLDS

*Psychosis* is a fairly straightforward shooter. At the very beginning of the cause, you'll see a caterpillar that is attacked by two enemies. If you can save the caterpillar, you'll be rewarded

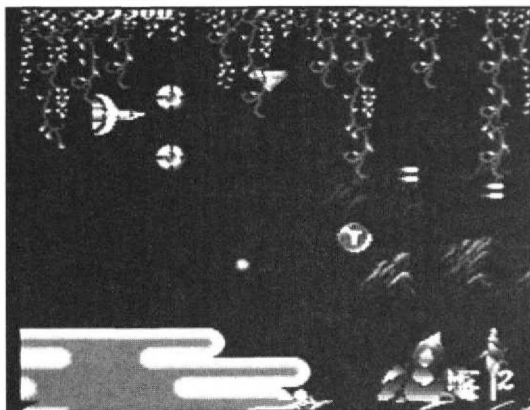


*This Psychoworm isn't hard to beat, but you don't want to get caught between it and the left side of the screen either.*

with butterflies that do damage to the end boss at the finale of this level.

To defeat the end boss, try to move your satellites to a position that will allow you to shoot straight up. With the satellites above you, they will also offer protection from the half-moon shots of the giant eye. Move along the bottom as much as possible while firing.

## 2ND CAUSE—THE GARDENS OF THE DEAD



Keep your satellites in front of you—this will protect you from the enemy shots, especially from the demon heads that come after you. When you reach the demon that guards a sign, shoot him and he'll point out the direction

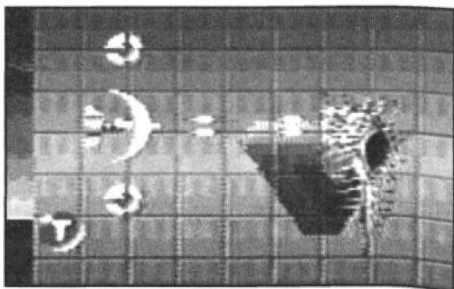
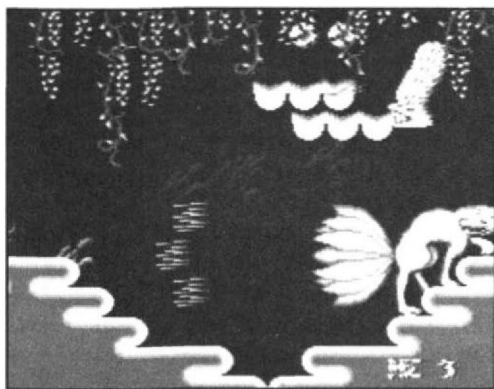
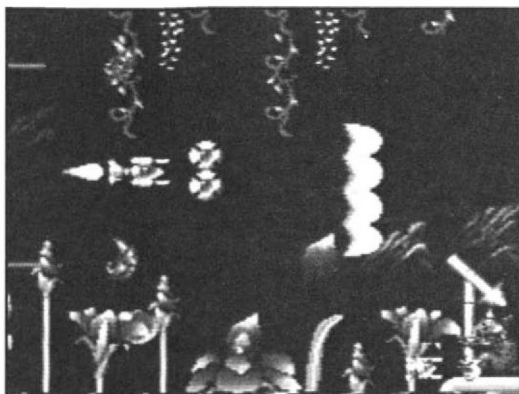


*A sign of the times—  
or at least for easier  
traveling.*

to the easiest path that will take you to the end of this section.

The end boss fires laser beams from its tail, but if you move to the top of the screen, you won't have to worry about them.

Additionally, the boss releases two dragons that will also shoot fireballs at you. One dragon will move left to right at the top of the screen, while the other will move up and down on the right side of the screen. Position your satellites so that when you move up, they will drop down. Then when you're in the top-right corner, move down and left as the top dragon moves toward you. After he fires his shot, move up and right. As the right dragon moves up, you should move left then back to the right as it moves down. With the satellites facing down your shots should find their mark on the top of the boss' head.



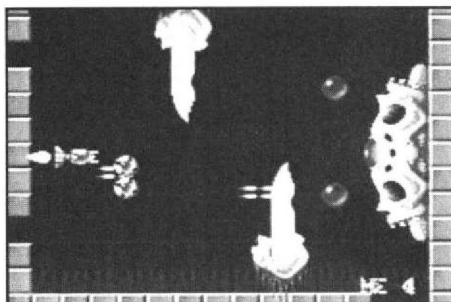
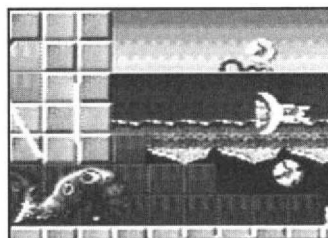
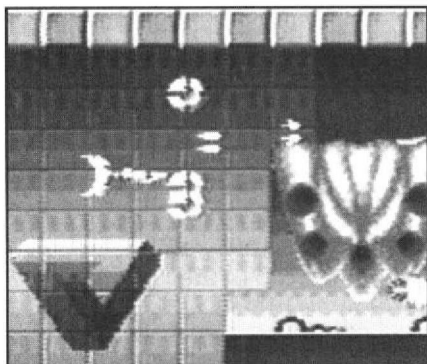
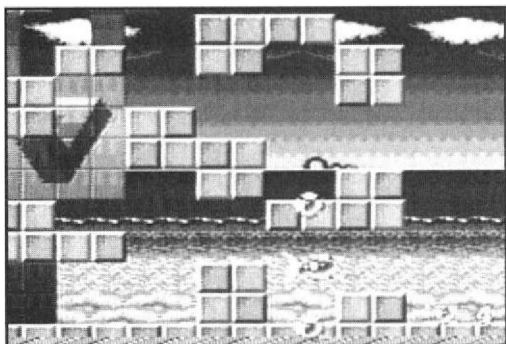
### 3RD CAUSE—THE MAZE OF CONFUSION

This cause is a little tricky because the foreground, which *will* damage you if you aren't careful, and the

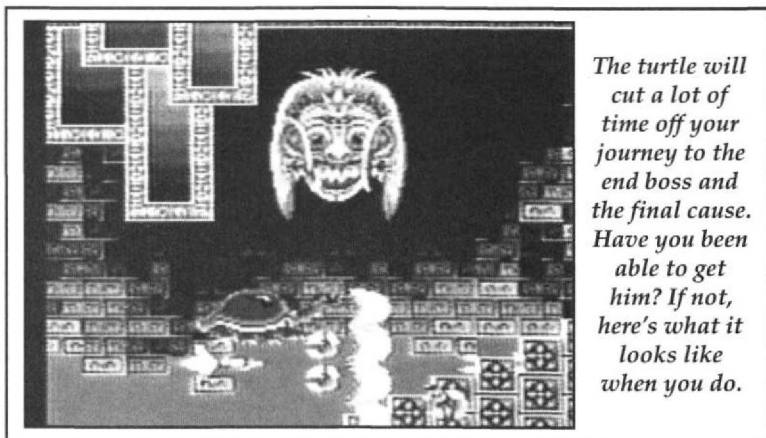
*That's a tight fit, but you can get killed by some blocks, so be very careful.*

background blend together. Wherever you see green and red blocks beware. The key to getting through this cause is to shoot the enemies as quickly as possible, which means you'll need to be your absolute fastest in moving the satellites around your ship. A gray enemy that contains a barrier will come out of the next-to-last and/or last nest of enemies at the end of the cause.

The end boss of this cause is guarded by two knives located at the top and bottom of the screen. To make matters worse, the boss also shoots two green balls that bounce about the chamber. Even with full weapons and barrier, this boss is difficult because you have to watch things coming at you from four different directions. The best strategy is to try to stay in the middle of the screen, and move up and back to avoid the balls and knives. You may need to move slightly up or down as well. Shoot the eye in the middle of the boss to defeat it.



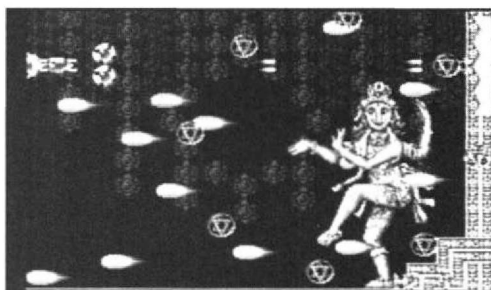
## 4TH CAUSE—THE OUTER TOMB OF UGAR



If you've made it this far without dying, a big turtle will appear and will take a piggyback ride with you all the way to the end boss. The turtle will help protect you as you go, but if the turtle stops, move down a bit; there's probably a wall blocking its progress.

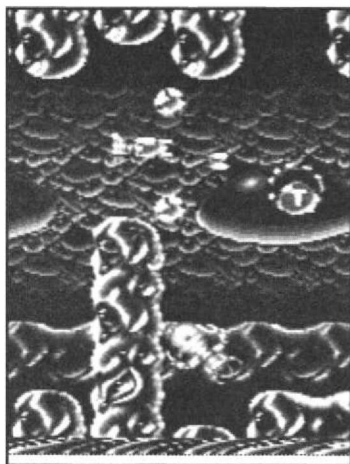
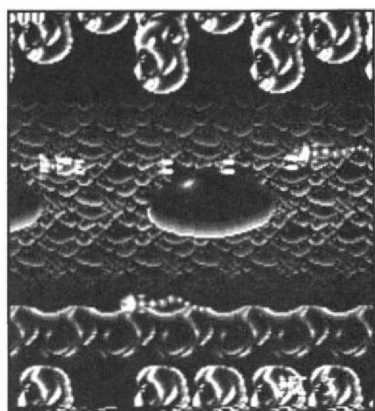
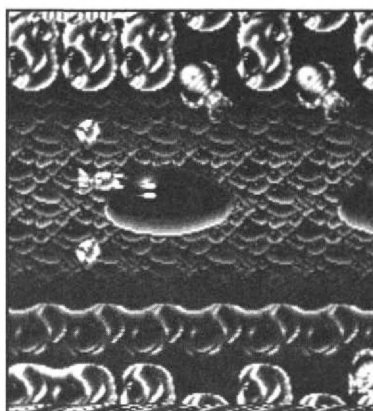
When you see the large face entering the screen on the left, its jaw will be much lower than the rest of the face. It's trying to lure you into a trap, but don't get caught. To avoid this guy, move below the jaw and let it pass.

To defeat the end boss, try to position yourself about a quarter of the way down from the top; or if you have the wide beam, position yourself so the top of your shot will just touch the top of the



roof. This maneuvering will help you avoid the ring of blue flames and other weapons she'll fire at you. Once in place, fire as fast as you can. If you don't have the wide beam, you'll still want to get into the same position. The only difference is that you'll also need to move down to shoot her in the face. In this position you may take two to three hits at the most.

## 5TH CAUSE—THE RESTING PLACE

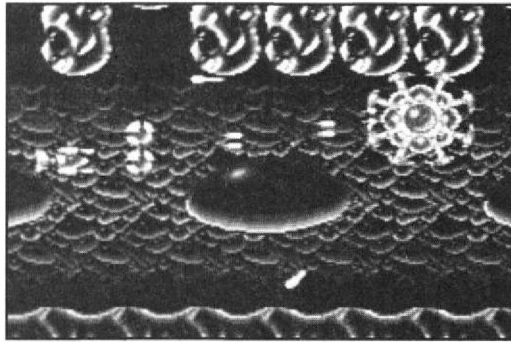


*If it wasn't bad enough having all these creatures coming at you, but the walls close up too.*

The final stage is more difficult, not because it's the end of the game and there are a lot of enemies, but mainly due to their patterns. The biggest problem comes from the enemies that shoot at you vertically as you pass. Try to take out as many as possible by staying in a straight line with them. Here's a rule of thumb for this section: where there's one, you can bet that there will be plenty more right behind it. To counteract the attacking waves, move forward on the screen while continuing to fire in a straight line. When the enemies enter the screen on another line, slowly move back

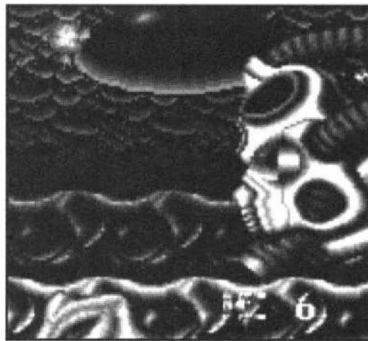
just ahead of them as you reach the left side of the screen then move forward to avoid the enemies' shots.

Once you hit the middle the of the cause, a round enemy will appear. This guy is more of a nuisance than anything else, but its threat is that it shoots six shots in different directions. Once it fires it will



dart across the screen to the other side. Move in a circular motion and shoot when you get a chance—but first stay alive!

Your final challenge, Ugar, is hiding behind the mask. If you position yourself just above the bottom of the screen, you'll be able to avoid the flying bugs that fly out at you. Once Ugar is exposed, you have to concentrate your shots at the top of his head. The bugs will be back except their pattern is slightly different. Dodge long enough to destroy Ugar and you'll be ready for World II.



*The destruction of Ugar is complete, and he is unmasked. Good show!*

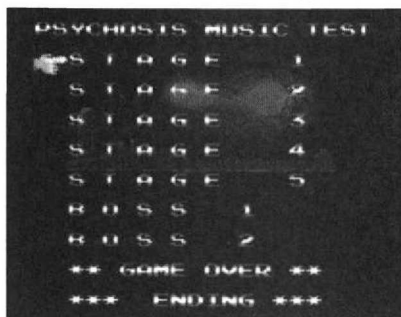
## **SHH...THE SECRETS**

There are a couple of special characters that you can find during the course of *Psychosis*. The first of these characters are the butterflies, which will appear as you meet the first end boss. To make them appear, you must save the worm at the beginning of the stage by shooting the two enemies that attack it. Be sure not to kill the worm yourself. The second special character will

appear in Cause 4, but first you must make it there without losing a life.

*Psychosis* is also equipped with a sound mode. Simply hit I, II and **SELECT** simultaneously at the title screen, then press the **RUN** button.

The game is loaded with couple of other neat codes. For instance, you can pick the cause you start from by pressing **RUN** at the title screen, then hold II and press **RUN** repeatedly to get a specific cause; the number of times determines the cause you'll land on:



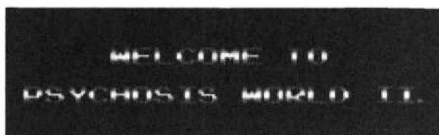
five times takes you to Cause 2;

45 times takes you to Cause 3;

25 times takes you to Cause 4; and

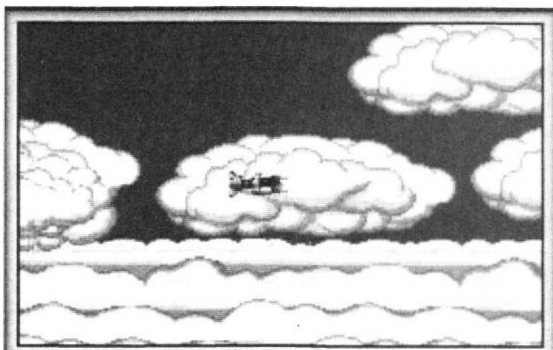
100 (or more) times takes you to Cause 5.

Finally, at the end of the Cause 5's strategy, we mentioned World 2. Was that a surprise? Well, here's the scoop: At the title screen,



hold down the Up, **SELECT**, I and II buttons at the same time. When you push the **RUN** button, you'll launch

into the second world, which is much more difficult than the "original" game. The enemies in World 2 move and shoot twice as fast as their World 1 counterparts.





# Sinistron

Distributor: IGS  
Game Type: Arcade Action



## WHAT'S GOING ON?

This epic takes place in the 33rd century, where an invading force has entered the galaxy. It's on its way to your planet after gobbling up Pluto as a snack. Sinistron is a mixture of automated machine and living being capable of defending itself. The only way to defeat Sinistron is to pilot through its body until you reach the brain, where you'll find its "Achilles Heel." Strange place for a heel, we'll admit, but...

## WHO ARE YOU?

Your government has sent out an armada of cybernaut fighters, but you are the only survivor. Your ship is adequately equipped with weaponry and shielding, but careful piloting and quick reflexes are much more important to survival and successfully completing your mission.

## PLAYERS

Silly, we just told you are the *only* survivor. You're in this alone.



## SCORING

You'll get points for all enemies shot and destroyed.

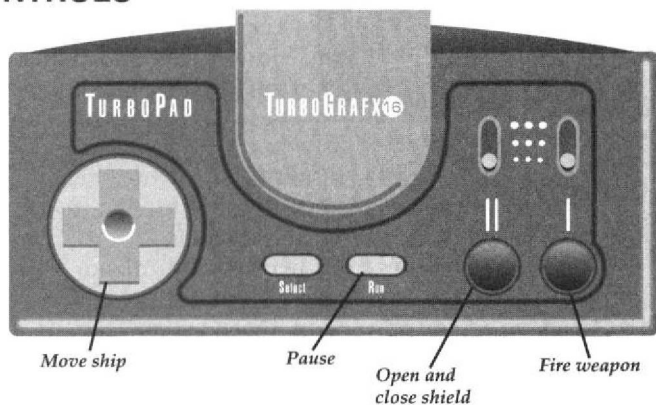
## LIVES AND HOW TO LOSE THEM

Well, let's see. You can get blasted out of the sky. Some creature or alien craft can slam into you. You can run into the craggy terrain. Be careful, though, because you only get three ships to start. You also get an extra ship for at 20,000 points, 50,000 points and every 70,000 points after that.

## CONTINUES

*Sinistron* allows you to continue to your heart's content, as many times as you need. It also offers a unique choice: whether to continue at the beginning of the stage you are on (using the First Point selection) or near where your game ended (the Check Point selection). Even though the First Point pick will throw you back in the game further, it may be beneficial to build up your craft's capabilities through certain power-ups you'll acquire near the beginning of a stage.

## CONTROLS



## WEAPONS

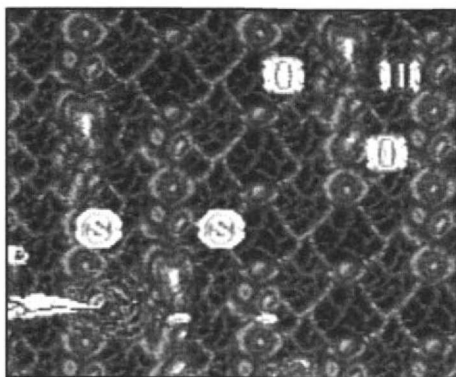
You have a number of weapons at your beck and call:

**Vulcan Flame Cannon**—When you pick up an orange capsule, you'll receive this weapon that shoots out a ball of flame and fires in up to five directions.

**Crystal-Pulse Laser**—This armament, which is your weapon of choice when you snag a purple capsule, fires a very high concentration of wide-beam energy across the screen.

**Heat-Seeking CHAOS Missile**—A blue capsule will give you these homing missiles that search out the nearest enemy.

**Hypersonic Blast**—You always have access to this devastating weapon provided you have enough time to hold down the I button, which charges this baby up. When you release the I button, you let loose the blast.



*Pick up the power-up capsules and fly away a stronger foe—but for how long?*

## SPECIAL ITEMS



*It's an open and shut case.*

You have the ability, after acquiring the proper power-ups and using Button I, to open and shut your ship's Ramming Shield jaws. This is a mixed blessing:

when open, the number of shots you fire when you hit Button II increases, but the cockpit of your ship is also open to contact with an enemy shot or craft; when closed, you can ram right into objects, but your firepower is minimized. Different circumstances require you to utilize different strategies.

You also have a few power-ups that you can acquire along the way:

**Recon Pod**—This item holds a power-up that is released when you blast it.

**Plasma Droid**—To help your defensive and offensive capabilities, the Plasma Droid attaches to your ship. It can be used to ram into opposing craft and clear off enemies in other chambers above and below you.

**Speed Module**—Snatching this icon will allow you to pick up the movement of your ship. Just what you need if you can't get away from danger quickly enough.

## FRIENDS

You have none—or at least none left within shouting distance. You're out in deep space, and the rest of your squadron has been destroyed.

## ENEMIES

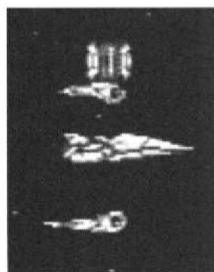
Yeah, you guessed it. Take a shot at anything that even slightly wiggles its little finger.

## STRATEGY SESSION

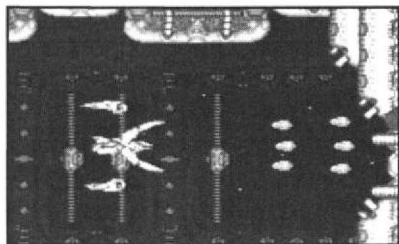
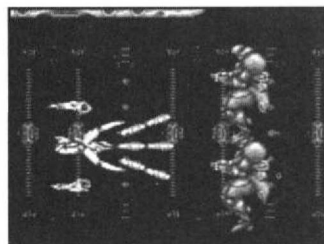
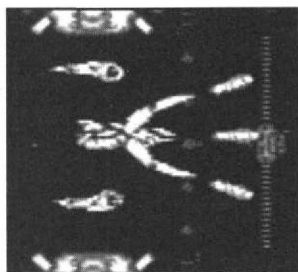
### GENERAL STRATEGIES

- The first thing you want to worry about is building your fire power and speed.
- Through much of the game, it seems that the crystal-pulse laser is the best weapon, though there are exceptions. Try to determine the optimum tool for carving through enemies in each level.
- The lower stages aren't that difficult but the later sections can be a pain. With each stage divided into two sections, your main goal will be to get to that checkpoint. That way you won't have to play the entire round over again if you should meet an untimely demise.

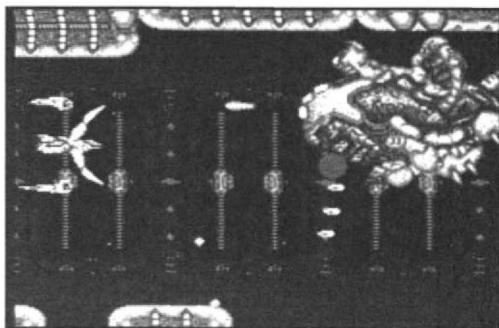
### STAGE 1—MECHANICAL STAGE



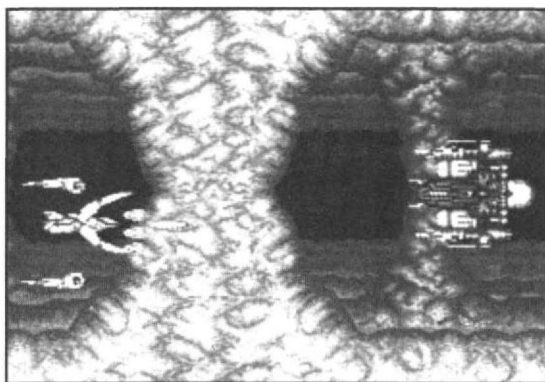
*It's obvious to suggest that you power up as soon as you can. The key is staying strong for later levels—and harder obstacles (such as those below).*



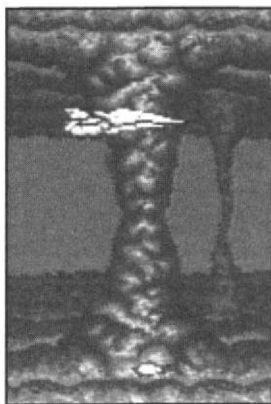
Stage 1 is pretty straightforward and doesn't offer much challenge—a good warmup for what's to come. To defeat the end boss, shoot the eye at the top as quickly as possible for an easy defeat.



## STAGE 2—GAS-TUNNEL STAGE

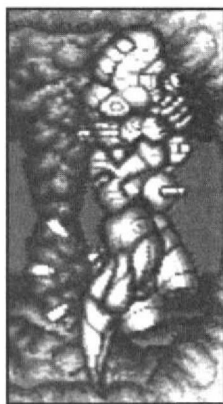


*Sinistron is filled with large enemies, but like the old saying goes: The bigger they are, the harder they fall. This is one of the first contacts you have with a sizable creature, but stick to your guns (pun intended).*



As with the first, this stage is fairly easy, especially if you can wipe out the enemies as soon they appear on-screen. This takes a powerful weapon.

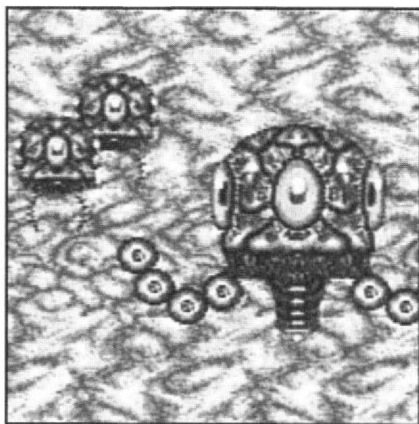
About three-fourths of the way through the stage, three large laser-shooting ships will appear with scout-



ships flying between them. You can squeeze between the laser fire safely enough, which will let you nail both scout ships, but if

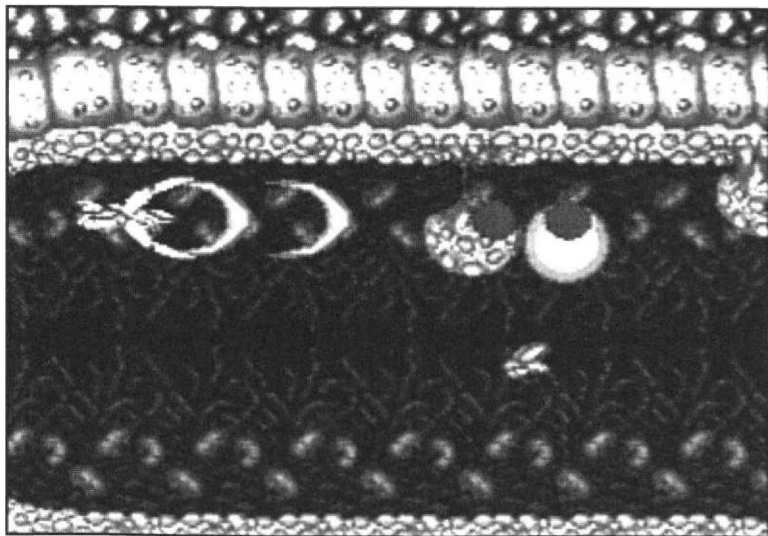
you don't want to risk the damage, stay at the top of the screen and wait for the crystal-pulse laser.

The stage boss looks like a mutated octopus that spits out jellyfish. With a very powerful weapon, your spaceship should be able to hit the eye in the center of its body with little distraction.



*One mutated octopus coming right up.*

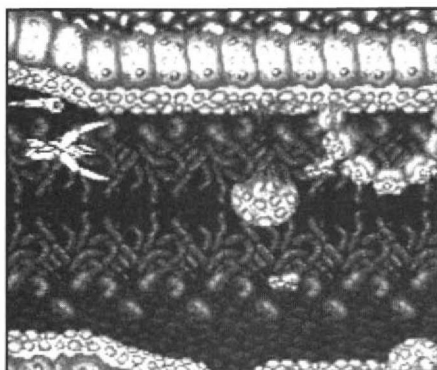
### STAGE 3—BIOLOGICAL STAGE



*Capping the annoying—not to mention dangerous—buzzing of the bees escaping from their hive. You don't have to like mushrooms either.*

This is where the game starts to get a little harder. To open, you'll have a nest of bee-like creatures swarming around you. Shoot the upside down mushrooms above them to stop the flow of insects.

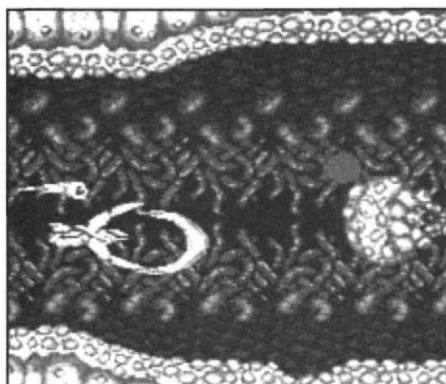
At about the middle of the stage large flying mushrooms will come out. These guys are difficult to destroy even with full



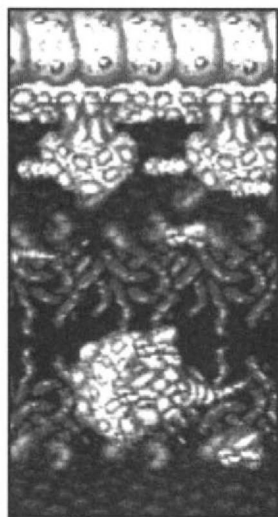
*There are all sorts of icky things crawling on the walls. Major bleech. Luckily, you've got a powerful fly swatter in "hand."*

power. Shoot them with whatever weapon you have, but it seems that the distance you need to be from them is different from game to game.

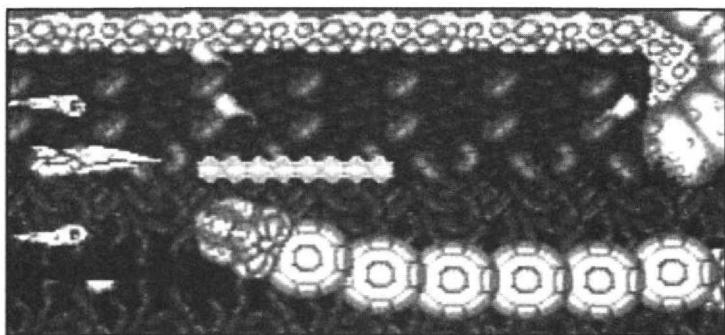
Also, watch out for the jumping mushrooms in this section as well. They can be destroyed with any weapon, but they're sneaky.



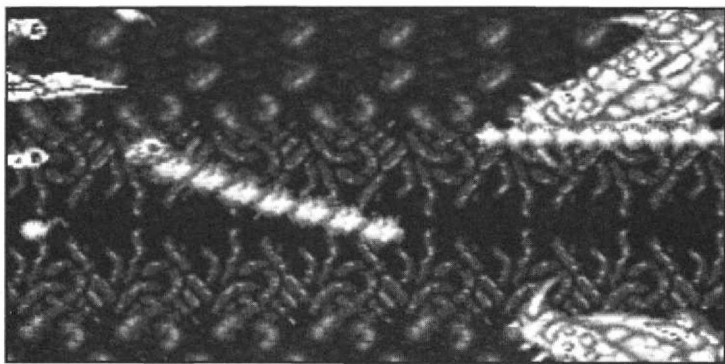
*Okay, now the mushrooms are firing back at you—they don't seem to be on your side. Maybe it's because you ate one of their vegetable friends tonight.*



The end boss is split into two different sections. The first requires you to destroy two large dragon heads. With the jaw shut, shoot the heads as quickly as possible because they'll send small flying dragons at you. The dragons, when killed, will in turn send fireballs your way. So by taking out the heads quickly, you can cut down the number of dragons that come out. As soon as you wipe out the dragon heads, a large flying dragon will appear. This guy is fast and mean. To take him out, start on the right side as close to the edge as you can, then move straight

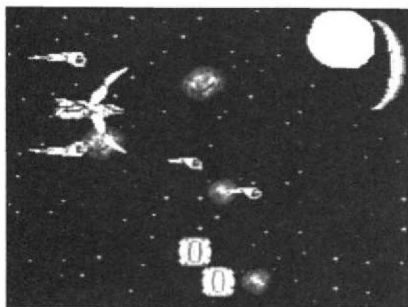


*Not only does the Stage 3 boss fill the screen, but you'll find it hard to elude its wide-spread weapon when it's coming toward you.*



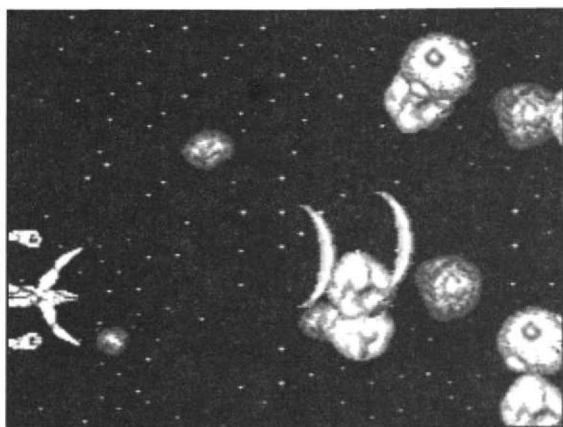
back to the left as he approaches. With a strong weapon, you should be able to take him out by the time you are backed up against the left side of the screen.

#### STAGE 4—DEEP SPACE STAGE

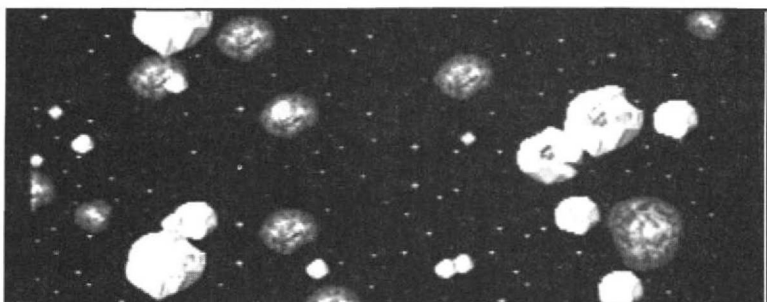


On paper, this stage looks as though it should be easy but the action can get tense. There are three basic asteroids: white ones that move slowly across the screen;

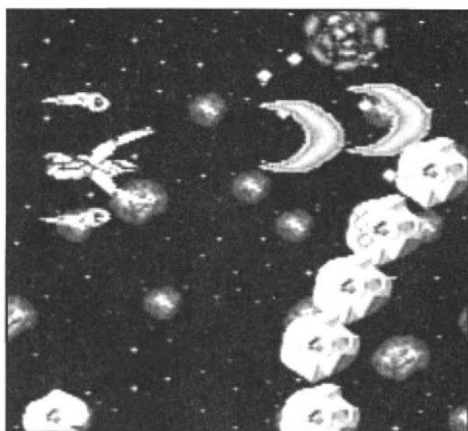
*Sure, there are a ton of power-ups, but you'll need every one. Don't waste them!*



*We call this the Potato Field, but you'll just call it a pain in the neck. The boulders—look at how thick they get!—will soon have you backed up against the left side of the screen.*



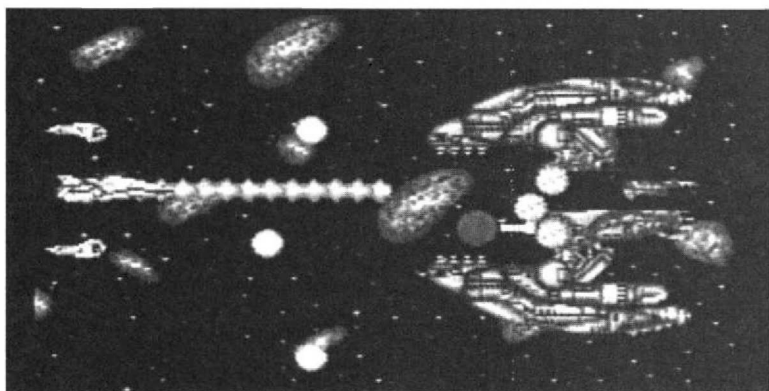
purple ones that will charge quickly, only to stop as they reach the same point that you're at; and blue ones that just charge. On this stage, if you make it to the check-point and then get killed, you'll want to start at the beginning of the stage because you don't get enough power-ups to go from this point.



*Uh, oh. Here's a rock wall that's really hard to get around. Better keep blasting.*

To defeat the end boss, stay just below the center fireball as the ship moves down. When the ship is moving up, you'll want to stay just above the fireball. You might also have better

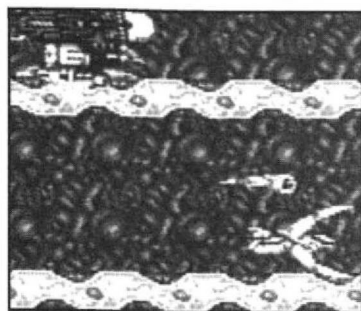
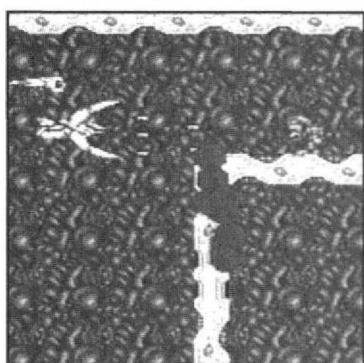
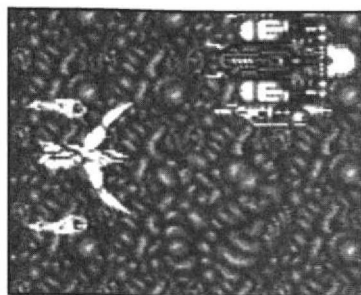




luck closing your ramming shield because of the width of your target.

### STAGE 5—LIQUID ORGANS STAGE

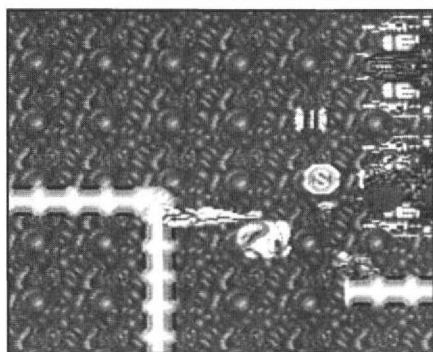
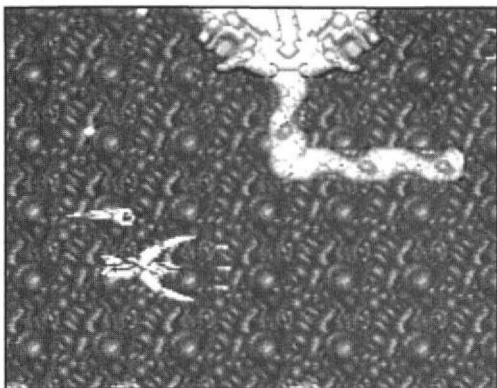
This is the toughest stage of the game. The key in getting through is to stay away from the large ships that you can't destroy. If you're too close but you can't reach them, they'll be able to get off some missiles that will chase you down. Their



*Man, you've got things coming in from all directions, in all shapes, sizes and colors (sorry, the book's in black and white, so use your imagination). Did we say this was a tough stage? Yes, I think we did, and we're sure that you'll agree with us.*

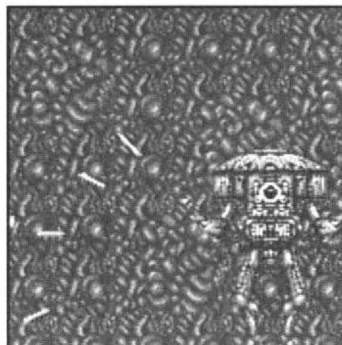
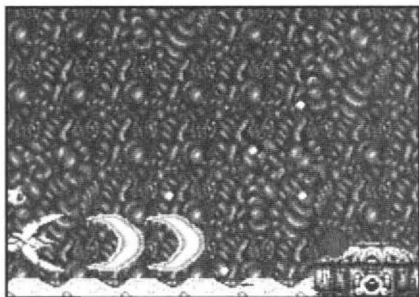
*The tongue points the way you should go.*

tactics make life a lot more difficult for you. This stage is also larger than any of the other six stages with three basic paths that you can take. The bottom path is preferential because it seems to be the easiest, partly because you have a lot more room to move around. So try to get your ship as far down as quickly as you can, then blast anything that moves. You'll also want to work this section from one checkpoint to the next. If you die and start at the checkpoint, after getting the power-ups, move down.



*Here's a checkpoint. Consider it a great milestone if you get here in one piece.*

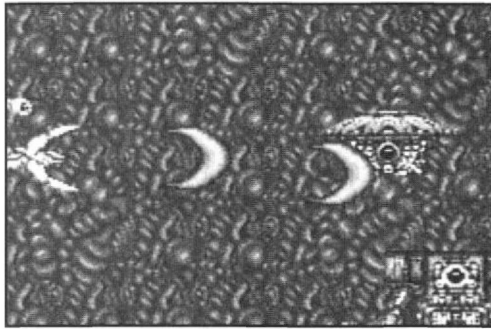
The end boss is fairly simple. The boss will start underground, and you have to shoot the eye in the center. After



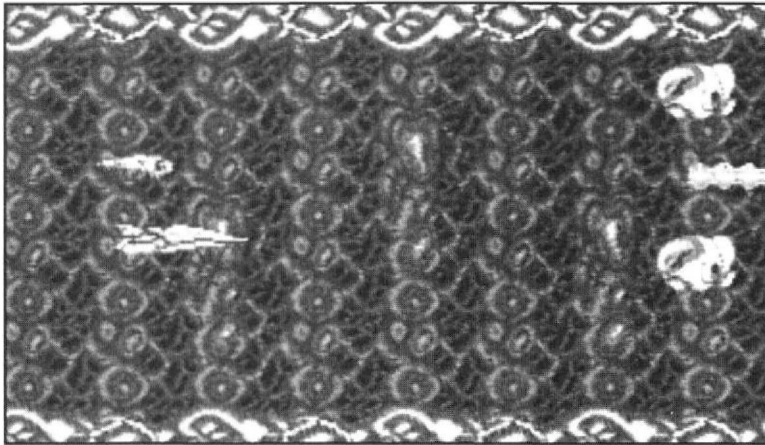
*"Captain, he's coming out of the planet's surface and firing upon us.*

*What do we do?" "Quick, hit the RUN and SELECT buttons together and put Bonk's Adventure in the console—before it's too late!"*

a couple of hits the boss will surface and begin shooting laser shots at you that can be easily avoided. The top portion of the boss will detach itself and slowly float around after you, but concentrate on the eye.

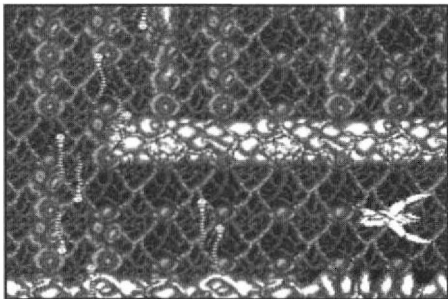


## STAGE 6—CEREBRAL CORTEX STAGE

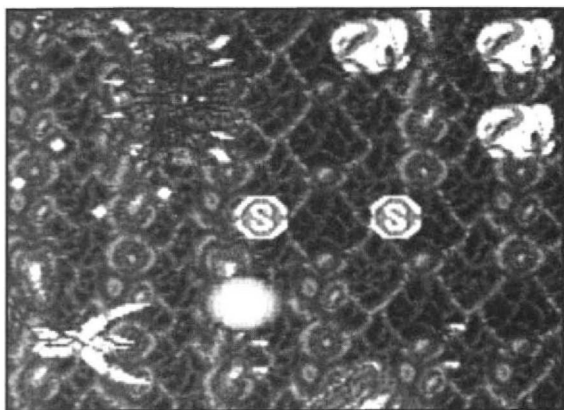


*These guys come out and scope out the area. They see how tough you are but they aren't too much of a threat to your overall survival*

This stage also contains enemies that will fire at you if you get too close, so stay away from the ones you don't plan on destroying. When you come to a island in the center of the screen, move forward as far as you can. Little green pods will appear on the screen from the bottom and top; if you're too far back, they'll cut you off.



*This is one long green worm. Try to get clear of it.*

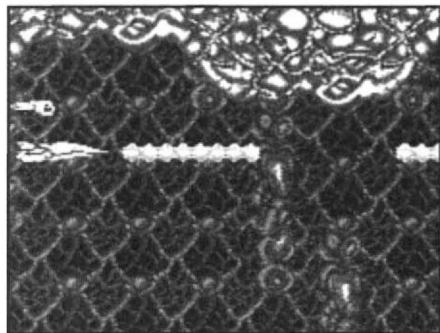


*Oh, yeah!  
Another  
checkpoint to  
call your own.  
You're making  
nothing but  
forward progress  
now—on to the  
finish line.*

As you approach the end of the first island, four enemies will

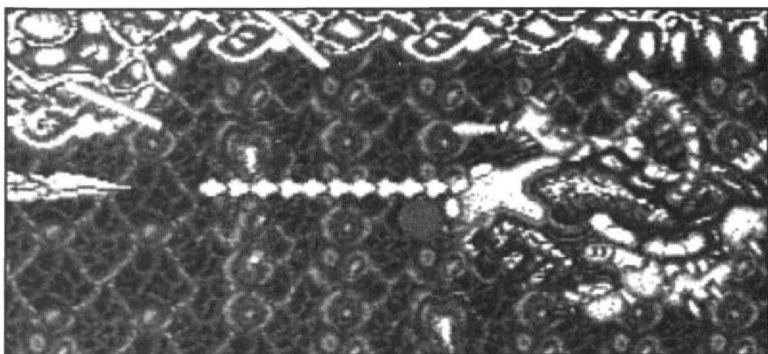
be waiting for you. With your ramming jaw closed, take out the bottom one and quickly move back to the left side of the screen.

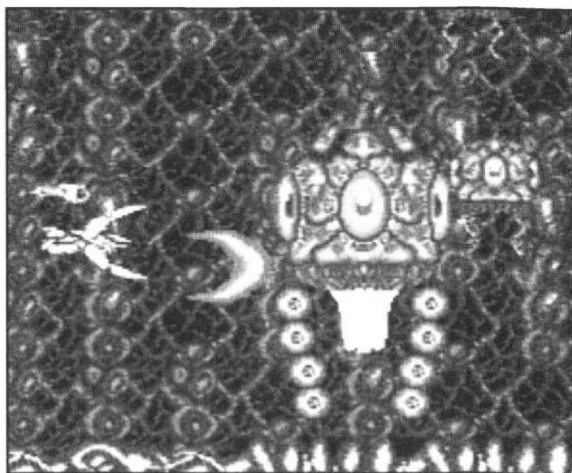
Then, as you reach the second island, four ships will appear and fire missiles at you. Keep your ramming jaw closed and wait for three sets of missiles to appear, then move forward (to the right side of the screen) and fend off the last set of missiles. When you see six scout ships come out you know you've reached the checkpoint.



*You're almost to the end boss, and almost finished with this space flight.*

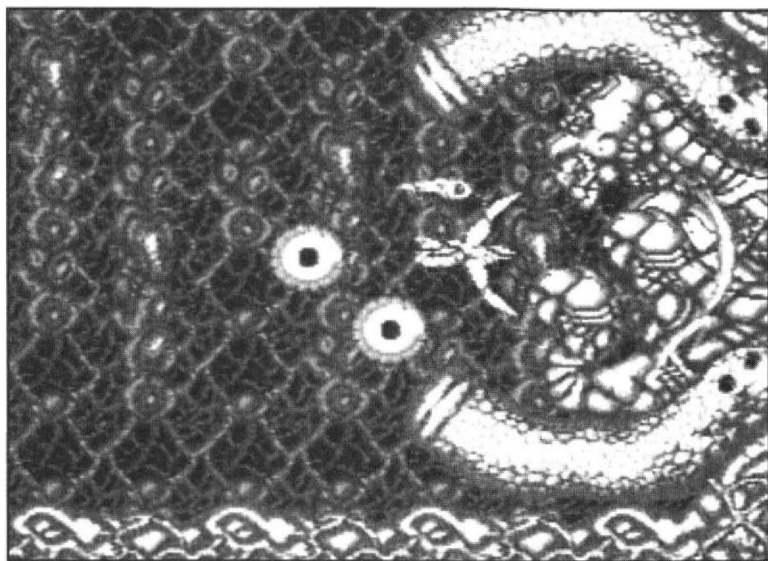
The end boss is divided into three parts. The first part is your old friend from the first stage, except this time he's much





*Okay, you're in the home stretch now. Boss #2 is in your gun sights, and as far as you're concerned, it's history. Ancient history. Take it out and let's move on to the big daddy.*

quicker. Try to stay about a third of the way from the top of the screen and a third from the left side. Your target, again, is the eye at the top of the beast. It's easy to understand that Part 2 of the end section is the end boss of Stage 2. This time there are more (a total of two) small jellyfish coming after you, and they

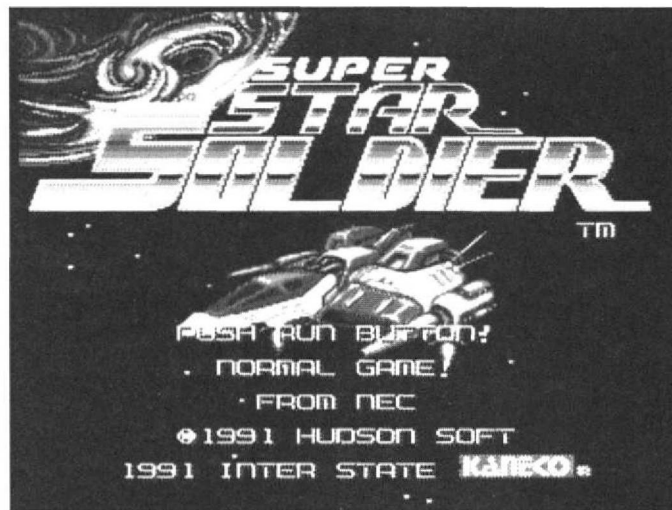


too move slightly quicker. Use the same method to defeat them as you did in Stage 2. For the final end boss, the easiest way to destroy it is to move as far to the right as possible, get directly in

the center, open the ramming jaw wide and blast away. The two tubes, one at the top and bottom, will release small eggs that explode and send tiny dragons after you. However, if you have the ship's jaw open wide, it will take care of the creatures for you. From that point, just blast away on the final end boss—and consider that you've just snatched victory from the jaws of certain defeat. You're outta there! And you made it intact. Go home to your family and celebrate the continued survival of the universe.

# Super Star Soldier

Distributor: NEC  
Game Type: Arcade Action



## WHAT'S GOING ON?

In the struggle against the Brains, your country's Caesar space battleship has always been very capable of doing the required amount of damage to remain victorious. Unfortunately, the particularly nasty Mother Brain has amassed another group of its followers to a new attack, and there's no time for rest and relaxation. Anticipating this, your government has designed and constructed a new Caesar craft to meet this new challenge. This is all the test drive this vehicle will get!

## WHO ARE YOU?

Your name is Starbuck, and you are the only pilot with enough training to squelch the Brains' threat. Taking control of the Neo Caesar spaceship and its intense fighting capabilities, you can put down this evil attack.

## PLAYERS

The battle against the Brains is a one-player mission.

## SCORING

Every enemy will give you points when you shoot and destroy it. Bonus points can be obtained by uncovering and shooting hidden bonuses.

The game also gives you three different gameplay options: **Normal**—Take on the Brains “normally,” meaning you play until you lose all your ships or reach the end of the game. **Two-Minute Game** and **Five-Minute Game**—Each of these contests, under the name Caravan Mode, let you compete against the Brains and the clock, as you try to eliminate as many enemies—read: score as many points—as you can in two or five minutes. These two modes are great for short contests between friends to determine who is “King of the Star Soldiers.”

## LIVES AND HOW TO LOSE THEM

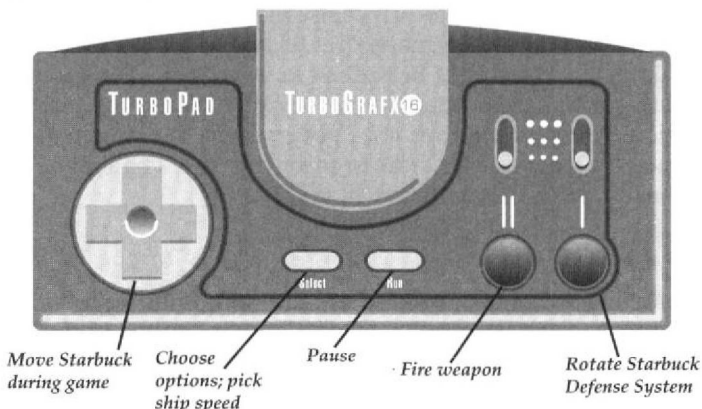
In the Normal mode, *Super Star Soldier* begins by giving you three ships to work with. If you get hit by enemy fire or any of the attacking ships, you lose a ship.

## CONTINUES

(Only in the Normal Mode)

To continue, simply select “Continue” from the “Game Over” screen.

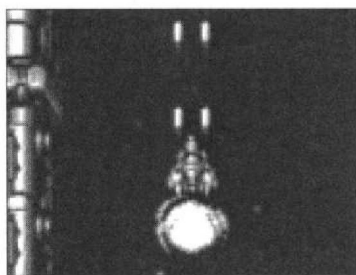
## CONTROLS



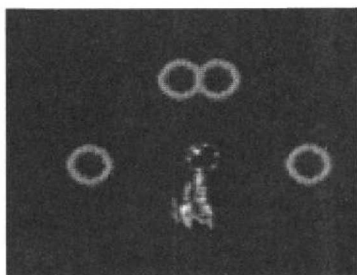


## WEAPONS

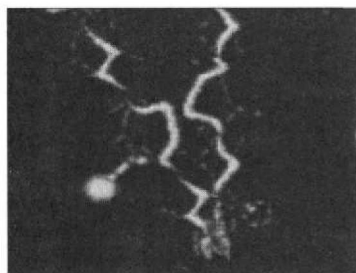
Your weaponry can be boosted by gathering the colored power-up capsules that float by your Neo Caesar ship. The following list gives the name of the acquired weapon, the color of the capsule that gives you that power in parentheses and what that device does. Refer to the Strategy Session for level-by-level analysis of when each weapon will come in the most handy:



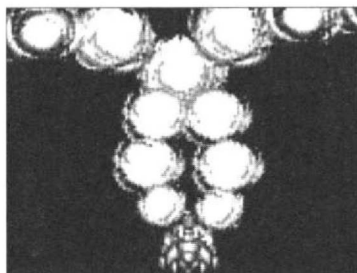
*Multi-Shot*



*Ring Laser*



*Spread Laser*



*Swing Fire*

**Multi-Shot (Red)**—This weapon consists of simple bullets, though, as you build it up through power-ups, it will spread out around the screen behind you and to the sides. Not very strong, but you may not have access to any other weapon power-ups.

**Ring Laser (Blue)**—The ring laser is a very powerful weapon, in the shape of expanding rings, that cuts through enemies all over the screen. Similar to the multi-shot, it will fire behind you when powered up also.

**Spread Laser (Green)**—The spread laser strikes like lightning bolts from your ship, giving a wider and longer beam when you acquire power-ups.

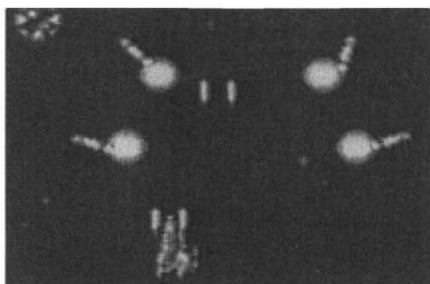
**Swing Fire (Yellow)**—This is the most powerful weapon in the game. The more crystals you get, the longer the fire rope will

become. When you reach the highest power of this weapon, it will also sweep the screen with two large fire ropes.

You also have two other weapons that work with your primary weapons synergistically—we want this book to be a learning experience so grab a dictionary because we're not going to help you with that one:

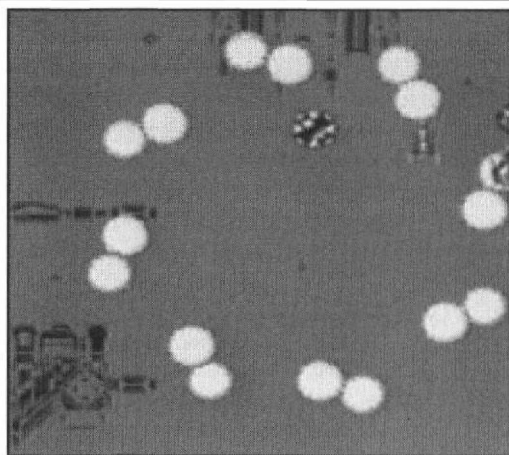


*Homing  
Missiles hard  
at work*



**Homing Missiles**—When you grab the “M” icon, missiles will fly off your ship and lock in on your enemies. This is especially helpful when you have low power on your current weapon; these missiles will take out some of the attackers on the sides. (You’ll be able to fire four missiles with Multi-Shot.) The more Homing Missile capsules you get, the quicker they get.

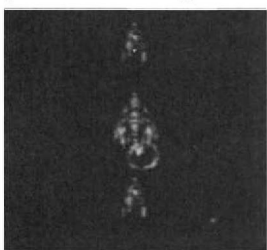
**Super Bomb**—When your weapon is fully powered-up, each weapon power-up you gather will blast a growing ring of damage across your screen, taking out a ton of enemies like a smart bomb.



*One of the biggest helps to your success in Super Star Soldier is when you get a power-up after being fully “charged.” This unleashes the Super Bomb, which spreads out across the screen and takes out any enemies that might be nearby.*

## SPECIAL ITEMS

There are a couple of other items that will benefit you during your mission against the Brains.



**Starbuck Defense System**—These satellites will attach to the side of your ship. By pressing the I button, you can cause them to rotate. The more you pick up, the quicker they rotate, especially when you have TurboFire on. This serves as a good shield from enemy fire for your ship.

**Rainbow Power-Up Capsules**—For each blinking capsule, you get you'll receive 5,000 points and the ability to start from the place that you've died rather than starting at the beginning of a section. They are discussed in a bit more detail in the General Strategies section.

## FRIENDS

Maybe it's your breath or something, but you must be kidding if you think you have any friends.

## ENEMIES

On the other hand, you have a ton of enemies:

**No Brainer**—Not too hard to understand, this creature looks like a brain. The cells that make up this mass will break apart and chase you.

**Ant Lion**—The upper part of its body sticks out of the ground. The only time you can kill it is when it pops its head out of its lair.

**Spider Fighter**—This middle boss moves from side to side at the top of the screen and shoots in three directions.

**Noose**—One of the initial middle bosses you encounter. It circles you and sends a blue ball bouncing around inside the circle.

**Flying Wings**—This one usually appears from the bottom of the screen and slowly moves up firing missiles. The pattern varies depending on the color, however.

**Tank**—It doesn't move much but it does fire a lot.

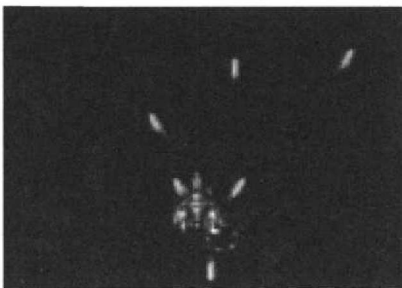
**Zap Shot**—This beastie flies by at high speeds, and as it leaves the screen, it shoots back up at you.

**Pin Wheel**—It appears out of nowhere at high speed, and is on a suicide mission.

## STRATEGY SESSION

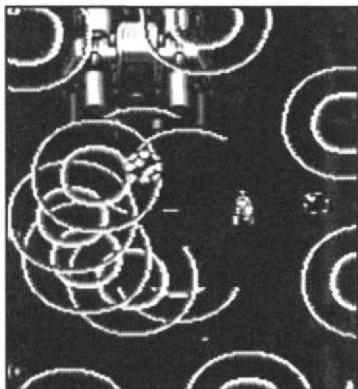
### GENERAL STRATEGIES

- It's important to keep moving around the screen as much as possible. If you stay to one place, the shots that your enemies fire may very well box you into a corner. If you keep moving, the attackers' shots will spread around the screen, leaving you more openings for defensive escapes.
- It's probably unnecessary to say, but keep an eye out for all power-ups that slide through the battlefield. You must be as powerful an attacking force, as well as being heavily shielded, to be able to survive the eight levels. One word of warning, though: Often, games like this toss you a much-needed power-up, only to put it in the line of fire. Don't just run up and grab the power-up without first assessing your risks in gathering it.
- On the subject of power-ups, don't pass up any rainbow power-ups. Not only do they kill everything on the screen, but they help you if you get killed. Should you die in the middle of a battle, you'd usually get kicked back to the beginning of the stage. However, for each rainbow item you've gotten, you'll get a form of continue, which will bring your ship back into battle. This will save you a lot of time and aggravation. At the bottom right-hand corner of the screen, you have a counter for remaining ships. If the ship icon is gold, you have these continues left; if it's silver, you will be brought back to the beginning of the stage when you die.
- Don't get too caught up in the battle that you lose track of where your ship is in relation to walls and other obstacles. It's easy to miss your craft in the midst of bullets, enemy ships and intricate background patterns.



- Diagonally shooting weapons are very handy in many situations because most of your adversaries shoot or drop their fire directly underneath them. It is hard to get rid of an enemy by firing straight up, when they are firing straight down.
- Along the same lines, sometimes the best offense is a good defense. Certainly, the first priority is keeping yourself alive, but you can often take out a lot of attackers by constantly firing during your evasive maneuvers.

- The shields around your ship are helpful, but if you turn the TurboFire on your control pad on and hold the fire button down, your shields will orbit around you making for better protection.
- Enemies only appear after the previous group of enemies have all been destroyed or disappear. If you can shoot these enemies fast enough, the next squadron of enemies will appear sooner. When you reach certain locations, special "bonus" enemies will show up.

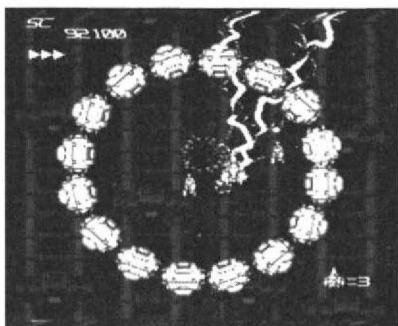
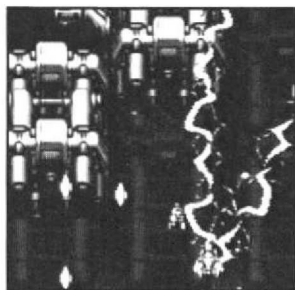


## STAGE 1—STAR BRAIN MK-II

The action starts right away, and doesn't let up, so be ready! Don't miss the first few power-ups that help you cut through the annoying creatures easier. If you can stay at full power, you'll also be able to blast all your attackers into oblivion when you touch the next power-up capsule. It acts like a smart bomb.

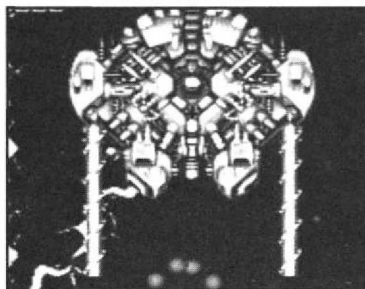
This first encounter with the Brains is pretty straightforward, giving you a taste for what is to come later. Work your way smoothly around the screen, taking out the few real dangers as you go.

By the time you reach the mid-level boss, you should have full power (we recommend the spread laser) and a good shield to help you buffer some shots. Be ready in the center of the screen for when the boss encircles you, then simply evade the blue bubbles that come from the reddish pod and let your spread laser take them out. Don't let your eyes get caught up in the rapidly

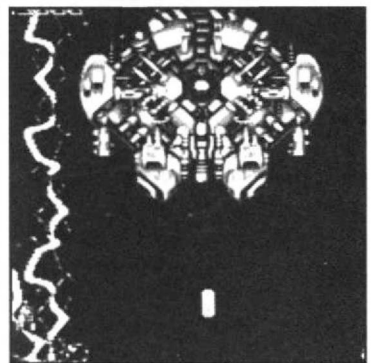


*Stage 1's midboss, Noose*

spinning boss, but rather keep your attention on your ship to see if it's about to be hit. Soon, your shots will take out the boss—but watch for falling “debris” when it decomposes.



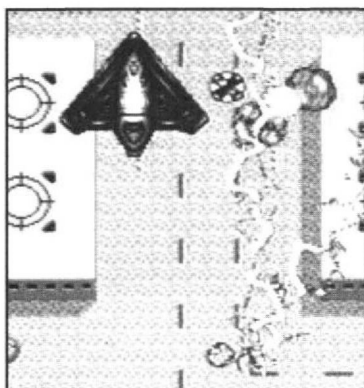
*Star Brain MK-II alternating between its firing modes.*



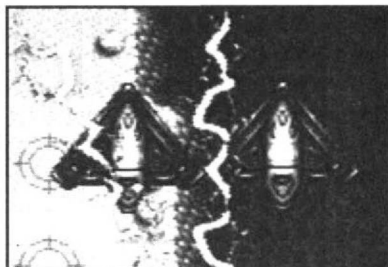
The main boss of the level is the Star Brain MK-II. To beat it, simply get along the outside of its screw-like shots, and let your spread laser do some damage on it. If you get in the center, you probably won't last long. Also, be careful not to let it pin you to the side—when it looks like it's closing in on you, wait until it stops firing, quickly move over to the other side and resume your battle plan. Train your laser just below the center red dot. When that device is neutralized, concentrate on the red dot itself. Bye, bye, Star Brain.

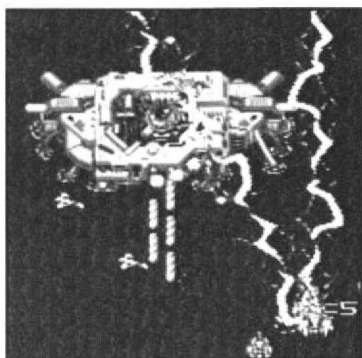
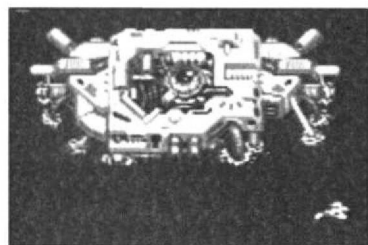
## STAGE 2—BIG HILDER

This flat green background makes it a little easier to keep track of your ship—at least for a little while. When you hit the ocean,



however, the challenge comes from little ships that appear from out of the water. They really aren't that hard, though



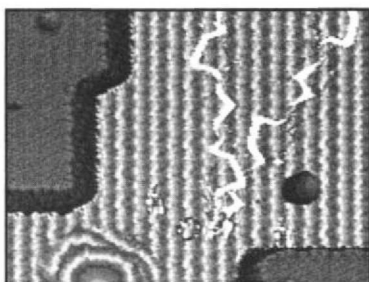
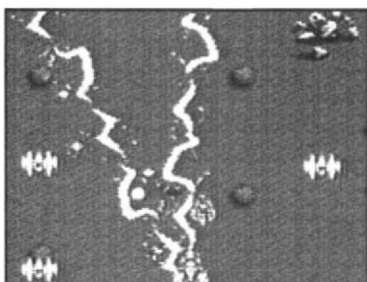


*Big Hilder can give you trouble,  
but you can kill it fast if you  
have diagonal firing.*

they shoot at you almost immediately, but they distract you from concentrating on other hazards on-screen.

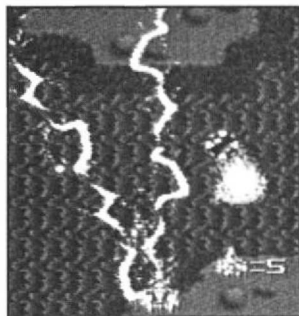
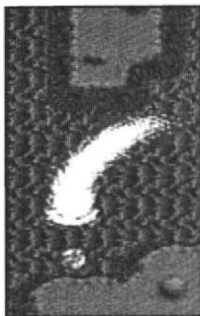
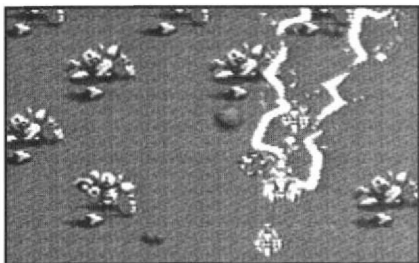
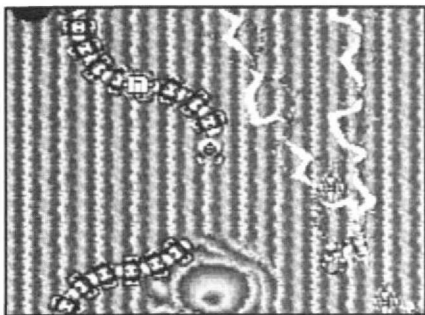
The boss character, Big Hilder, has a pattern that's necessary for you to memorize: It fires two rows of eight "screws" and three bullets at you, followed by eight more screws, then three bullets and four homing missiles, and finally four more homing missiles. All the while, it tracks you across the screen. It's important, as you did with the Stage 1 Star Brain, to not get caught on the side with no escape path. Again, cross the screen during a lull in its firing. The Achilles Heel for Big Hilder is the green dome in its center. Make sure you have a diagonally firing weapon, so you can hit it while staying out of the line of fire from the screws.

### STAGE 3—DEATH SCORPIO



Now we take to the skies over the barren desert, with the remnants of previous battles, and brown rivers with glowing whirlpools in them. But are those *really* wrecked ships in the sand? Don't be too cocky because some of them may come to life, trembling just before they pop up and launch little screw

missiles at you. Also, some of these seemingly harmless whirlpools hold little menaces of their own, little craft that fire a trio of bullets your way.



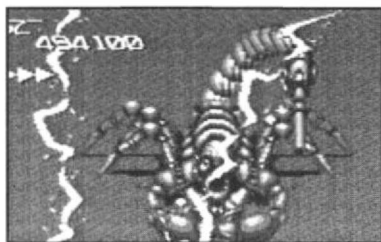
character fires green lasers out of its tail, and tracks back and forth across the screen. To get rid of him, try to stay directly under the center of the creature, which will keep you pretty much out of harm's way from the tail firing, and is a pretty good offense also. Make minor adjustments

*Death Scorpio on the rampage*

Wow, those metal snakes are tough, aren't they? There's no good solution but to keep moving around the screen—don't run into anything nasty—so they can't keep track of you. Then it's a situation that will really twist you up: First, a series of whirlpool monsters, followed by a screen filled with those fake wrecked ships from the stage's beginning. Just concentrate on taking out enough of them to clear a path so you can safely move ahead. Finally, you've got looping lava flares spraying out of the surface. They also sling hot rocks around, so do your best to carve a pathway around them.

Then it's the particularly nasty Death Scorpio.

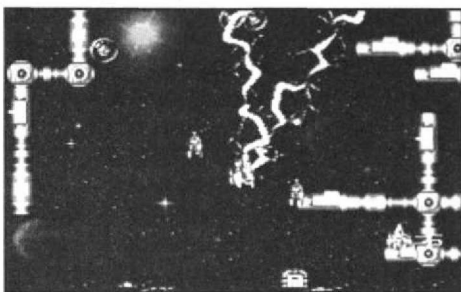
This scorpion-like





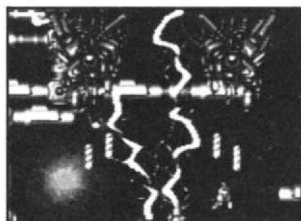
depending on where the tail is shooting. When the creature stops moving, be ready for the tail to fly down directly toward where you are and a volley of three shots to be fired in a fan. Avoid them by moving in a line away from where you were, then when the danger passes, reestablish your prior attack mode until he's dead.

## STAGE 4—JUMBO MACHINDER



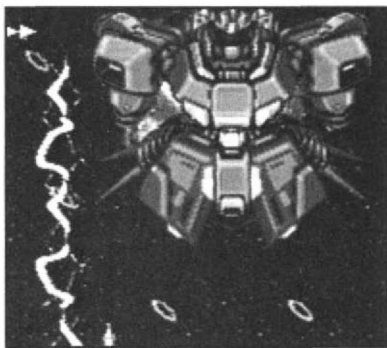
To the background of an eclipse, you're back in space again. The first major test is given by two large craft that fire screw missiles and bob back and forth across the screen. If you stay dead-center, you'll be safe for most

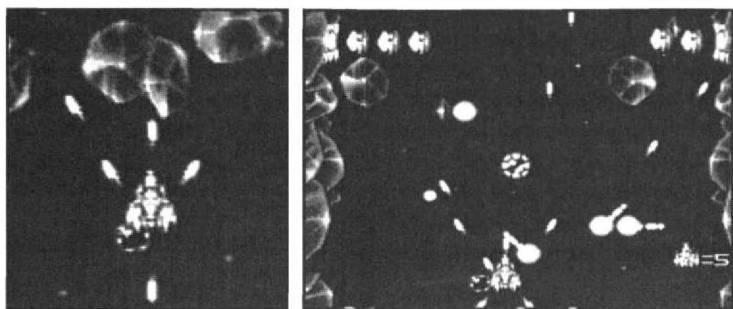
of the battle. Just keep an eye out for when the screws drop straight through the middle, at which time you should swing wide then resume your centered position. The little green bubbles around the same time aren't very tough, but create a little havoc for your piloting.



Here comes Jumbo Machinder, and he's one rough 'n' tumble character. Be careful of his homing missiles, because they are deadly. Keep moving as best as you can, and gradually pick away at him, piece by piece. you can, for the most part, stay at the absolute bottom of the screen and attack his center until he

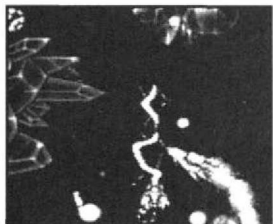
fires his homing missiles. Slide up the side that the boss is closest to (he'll move at just the right time before you get hit), then move to fire on one of the appendages that comes off the boss. Now, *quickly* move back to the center again as soon as the appendage starts to fire rings and drop toward you. It's tough timing, but it works.





*Though things are nice looking in this level, with all sorts of crystals floating around, soon enemies will be flying all over.*

### STAGE 5—ALTAI 1, ALTAI 2

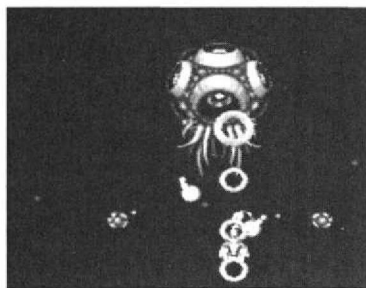


When the stars slow down, it's time to fight again. Your battle with Jumbo will also likely leave you trying to repower your ship up to a stronger level. This level starts with floating crystals and lots of bothersome ships firing on you. Do your best to clear out the ships first

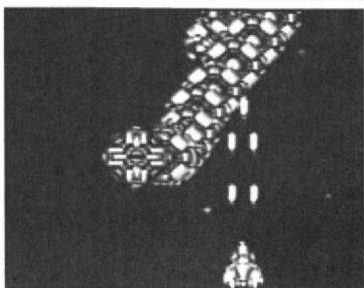
(to minimize the risk of being hit by a bullet), then work on the crystals. Don't miss any spread laser items sitting near the edges of the screen. Lastly, don't get too tense over the indestructible crystals on the sides that fire lasers across the playfield. Simply time your movement through, though the second set (firing at almost all angles) is really mind-bending. If you don't shoot unless



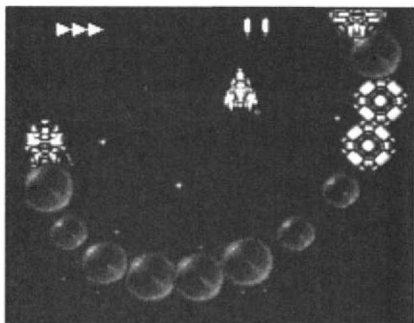
*Watch out for the angled lasers.*



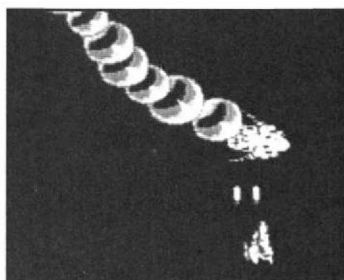
*Altai 1 on the prowl.*



*The slinking Altai 2.*



*Altai 2 down to just a couple of active segments remaining (left) and getting hit (right).*

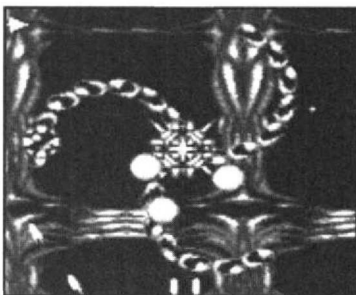
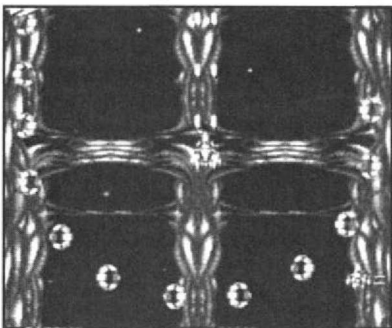
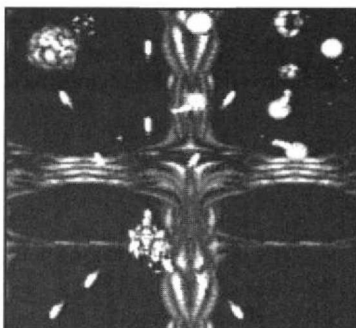


absolutely necessary, you won't clutter up the screen.

Whoa, when the screen speeds up don't get too worried. It's just a prelude to the boss character, Altai 1. He's not too hard to blow up, but from within comes a silver danger—that must be the Altai 2 in the stage's title—that slinks and stretches its way around the screen, stalking you. It really isn't that hard to avoid and kill, but you have to shoot out each segment (it will turn to a bubble), then attack the head. Dodge the little yellow shots it fires at you.

## STAGE 6—KANRANSHA

Boy, are you in trouble. This level is filled with so many kinds of creatures that it's impossible to detail them all. What can we say except hang tough and keep your weapon powered-up and firing! The stringy background won't help

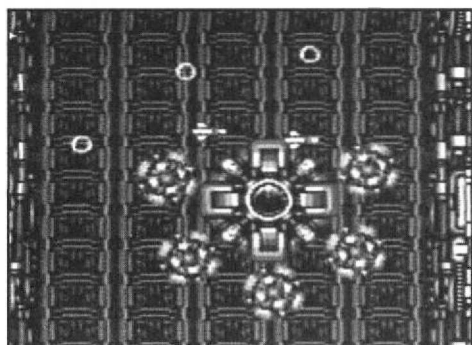
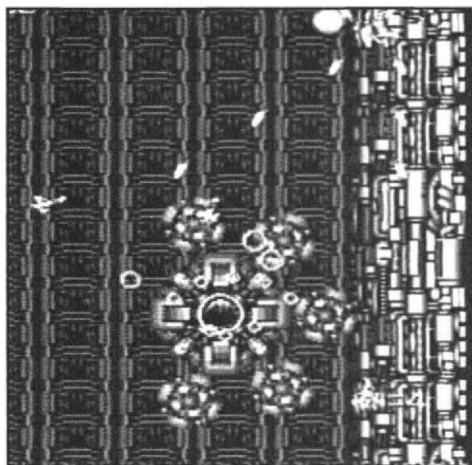


*So many enemies, so little time.*

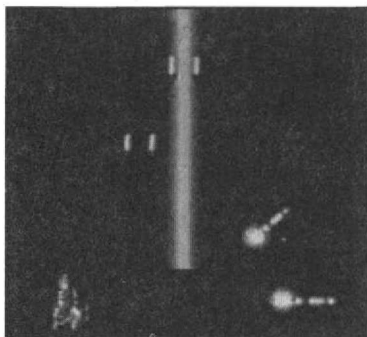
you see all the little dangers facing you until it's too late.

The three-armed beast you meet half-way through the level is no picnic either. Certainly, it's not stupid advice to tell you to stay away. If you have high enough power on your weapon, you'll be able to kick it off the screen soon enough; if not, watch where it's going and move to another neighborhood, if you catch our drift. Then the myriad teensy-weensy enemies starts again. It's like walking on a gravel road in barefeet—it's not easy to get away unhurt. Strive to get every rainbow power-up you can to clear the screen for a while and give you some time and breathing room.

Now you get to meet Kanransha. He kicks out missiles straight down, which track you around the screen until you destroy them. He also spews small ring fire at you. Simply get a timing pattern going that takes you around the boss in a circle, though you may have to break the pattern occasionally to dispatch a homing missile that you didn't clear right away. Your pattern should start directly under the center of the boss until he spits out the two homing missiles, then circle toward the side with the most room. This should take you clear around him and his ring fire. Stop your circle directly under him again, to blast some shots into him, then repeat the pattern. When he explodes, watch our for flying shrapnel.



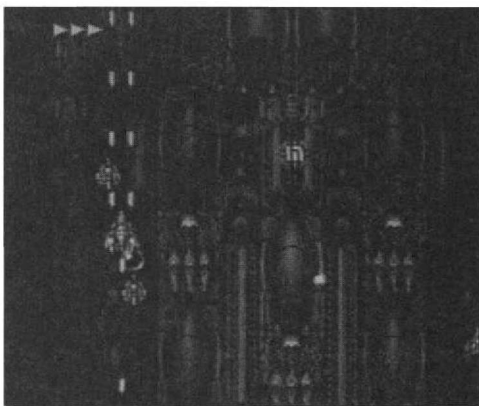
*You'd better be on the look out for Kanransha's missiles and ring fire, a tough combination for you to survive.*



## **STAGE 7—NO BOSS CHARACTER**

The frantic shooter picks up the pace a little, but you aren't too far from victory. Keep your eyes on the attackers as they pour down, but don't get hit by the big beams—listen for their telltale sound—that occasionally drop from above either.

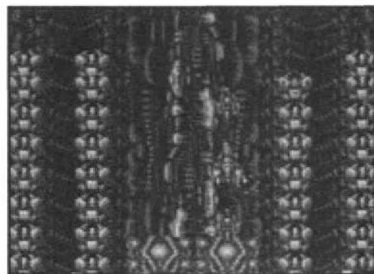
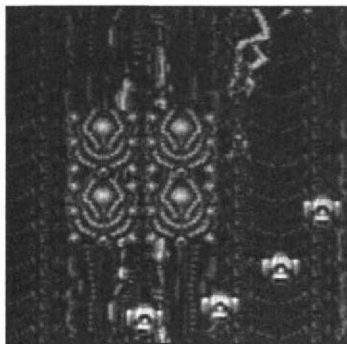
Once you reach the long ship, try to stay out of the center corridor because there are a couple of devices lined up there that each fire three laser blasts at you. You can bide some time by taking on the little nasties that buzz around you, then acquire diagonal firing, which will allow you to safely destroy the center shooters from the side. After you blow up the first two, a set of three of them followed by four more will appear, but you can get between them and use the diagonal firing to rid yourself of them too. If you lose your diag-



onal shooting, time your head-on attacks between the volleys of bullets. Again, also be careful of the beam shooters—very deadly.

Right after the last set of four blasters, the screen will stop, giving you an opportunity to destroy the center turret, which fires four pairs of bullets at a time. If you stay to the side of the screen to draw its fire, then get in the center to take some shots, then repeat it all over again, you'll get through quickly. It will then open, permitting you to enter the craft. Fade to black—but it's not over yet.

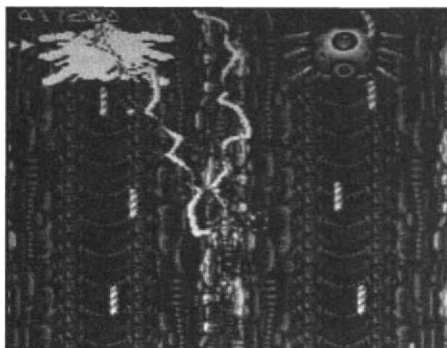
Once inside, things will start slowly. Pick up the two power-ups right off the bat, but be on the ready for single attacks from any direction. It's best to plant yourself, for the time being, at the center of the screen so you have some reaction time. When the



*This square of blocks is followed by lines of fast guys. Very hard.*

mass of attackers appears, gradually slide back to the bottom in order to not get hit by enemy fire.

At this point, there isn't much strategy to pass on here other than to make sure you have a steady hand with which to pilot your ship through the narrow pathways *and* be able to defend yourself at the same time. However, when you see a square of four blocks, you will get a clockwise and counter-clockwise ring of attackers, which can be taken out by primarily staying at the bottom, then picking off the remaining ones by circling around the block. Immediately after that onslaught—grab another rainbow power-up—be ready for the rising of four green snake-like enemies that come out from below. When they stop in position, they will break up into many parts and fling the pieces diagonally toward the top. Your job is to, when you see the lines stop, drop down to the bottom and fire away. You'll be safe from much, if any, harm. Right after that, you should be able to get a screen-clearing power-up.

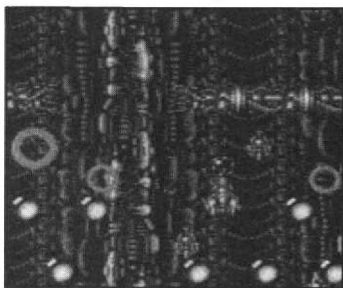


After some rocking back and forth to eliminate some single enemies, you'll face two red-domed enemies that spit bullets en masse from the bottom and screw missiles from the top. All this rains down on you simultaneously. Defensively, you should dodge the lower bullets

first, because they will be your first priority. Accomplish this by sliding to the left or right side of the screen. Then immediately

move back to the center, where you'll not only be safe from the screws, but also be able to get some shots in on the main enemies, provided you have a diagonal weapon going for you. Strong shields also will help you fend off the bullets. Finally, note where you have to hit on the enemies' bodies in order to harm them (signaled by their flashing). In some cases, it will appear that your shots are poorly targeted because they won't flash, so you may need to adjust where you are on the screen in order to inflict more damage and finish up the attack quicker.

Now it's time for some dodging. Instead of attacking enemies, you have an obstacle course of objects in your way and extending arms coming out of the wall. You shouldn't drop back any farther than the bottom third of the screen. And again, power-ups are placed on the screen in such a way as to lure you into where



an obstacle will appear or where it would be hard for you to maneuver away from a blockage of some sort. Be careful not to get too greedy. Power-ups don't help you if you are dead. When the screen speeds up to intense levels, that's your sign of success.

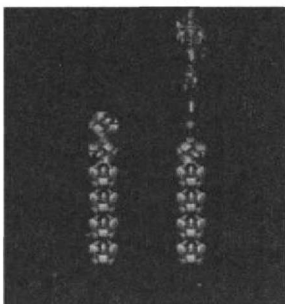
## **STAGE 8—BOSSES ON PARADE**

Back into space again for your "final frontier," and the action is hot and heavy. Again, at the start, the best strategy is to avoid your attackers with lots of movement and firepower. When larger craft come into your vision at the edges of the screen, concentrate your artillery there because lots of ships are going to be dumped into the playfield from there. Remember that if you let them onto the screen, there's not only a big risk of getting run into by the kamikaze-like adversaries, but they also start shooting—and shooting a lot. Be sure to get as many out of the way as you can, otherwise you could find yourself overrun with enemy ships.

Finally, you can often take care of three lines of ships if you position yourself (with diagonal shooting power) at a place where your three upper lines of fire will take out all three lines of attacking ships. Whew! By all means, the hardest ones to deal with are the ones that come from behind you, because you generally have poorer abilities to attack to the rear. Just do your

best to assess the patterns of the enemies and work accordingly.

When you get the emplacements appearing, starting at the top center, clockwise around the screen edge, that's when the real party begins. First they appear in singles, then they come in pairs, then finally in a couple of foursomes that throw not only a lot of attacking ships in the way, but also a mini-mart of power-ups. Once more:



*You'd better be able to fire from behind here.*

Don't risk getting power-ups until your playfield is cleared of danger. Does having a load of power-ups dumped on the screen tell *you* anything? To us, it says, "Here's comes help for what's to come." Good theory because everything but the kitchen sink comes flying at you. The background will change from a starscape to that of a blue platform underneath you. Take out the large batch of aliens, pick up the power-ups then be ready for Death Scorpio. Use

your same strategy as in Stage 3, then, boom, he's toast before long, and it's back into space for more.

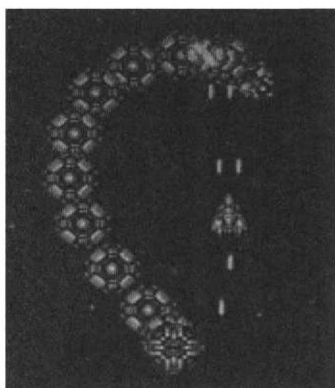
Hey, it's the boss from Stage 1, Star Brain MK-II, back from the dead. As before, dip into the center to take some shots (watch for the single shot he fires), then slip out before he traps you in almost certain death with his screw arms. It takes some patience, but you'll have him beaten before long.

Now it's Stage 4's Jumbo Machinder again. As we noted before, this guy is tough to kill without falling prey to his weapons, but if you mastered the timing pattern before, you'll make it through again.

Uh, oh. Music change. You know what that means. Time for more danger. There are so many enemies and power-ups here that it will be hard to tell one from the other. The only hint we can give you is to persevere. It might be a good time to take a break before you hit this section, even though it is a short burst of attackers.

Then we get to revisit the boss from Stage 6, Kanransha. He does the exact same routine, so work your circles against him to



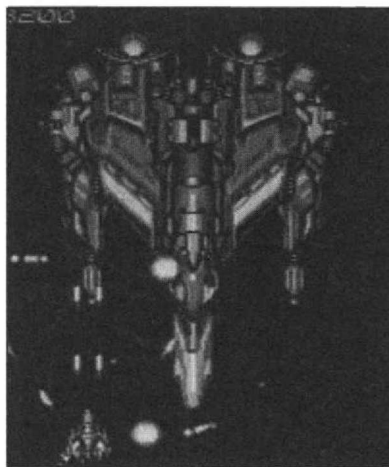


play cat and mouse, then finish him off.

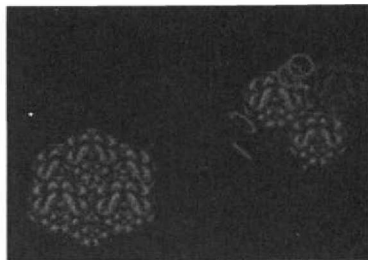
Here's Altai 1 again, the old ugly octopus from Stage 4. Nothing out of line either, so brush up on the techniques to kill him. He's still difficult to kill, so move with agility especially when all the segments come together. After they bunch up, they rapidly spring out toward you a little more aggressively than the first time around.

Hey, what's that ship cruising up the right side? Yow! It disappears, then comes rocketing down the center at you. It isn't too hard to work your way between the fan of fire he sprays out, but you'll have to keep it up for a while. Whatever you do, don't get pinned to the wall, because he'll just run into you. Make sure you stay in the area of the screen that offers to largest safe zone for you to inhabit.

Okay, he's gone—or is he? Seems like he's either gone back for his big brother or has docked with a mother-ship. He's a big one now, and loaded with weapons. After a few well-placed shots, the original ship will blow off, and the other section will take over the fight. This is a tough one, too. It fires lots of screws down alternating with a plethora of ring fire. You could stay in the direct center, but its center cannon pops off a blast now and again. By staying off to the side, you'll stay clear of the stripies, but the rings will need to be avoided or blasted. This doesn't leave you much time to blast the main boss, but take your time and dip in whenever you have a lull.



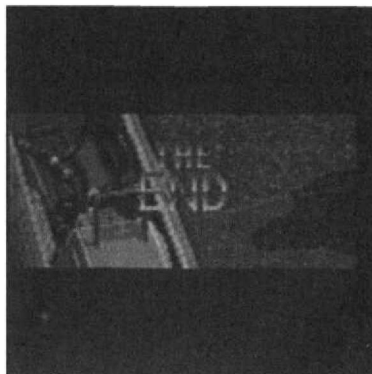
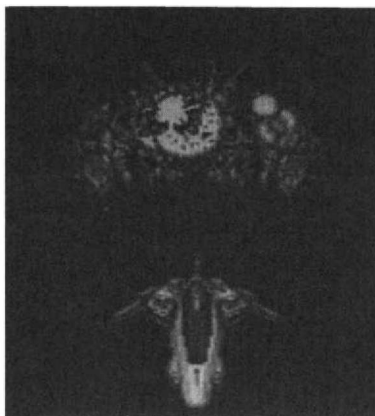
The first thing to go will be the center cannon, which will be replaced by electrodes that spark a bolt of electricity across the screen toward you. Again, we can't say this enough: you have to



keep moving so that you aren't where the blast is when it goes off. You just have to arc your way back and forth across the lower part of the screen.

What a ripoff! The main ship disappears in thin air, leaving behind the brain-like thing. Using the circular pattern once more brings you clear of the ring fire and lets you get some shots in on it. When it breaks up into pieces, however, it will provide a giant challenge. Try to concentrate on one at a time to lessen the number of brain creatures you have to dodge away from. It's also important to not let them regenerate by not firing on them for a while. A good weapon for this section is the spread laser, which really eats at the creatures, though you can't shoot behind you. (They try to hang out at the bottom a lot, but eventually they'll fall into your trap.)

What's this? Stage 8 clear? Well, all right! That wasn't so tough, was it? Right... Sit back and watch the ending. You deserved it.



## **SHH...THE SECRETS**

The makers of *Super Star Soldier* have loaded the TurboChip with a mode that lets you accomplish a lot of undocumented stuff. With the TG-16 shut off, hold RUN and SELECT down, then turn the system on and release the buttons. At the title screen, hit Left, II, Up, II, Right, II, Down, II, Left, I, Up, I, Right, I, Down and I. Then hit the I and II buttons at the same time eight times. Finally, hit SELECT and I at the same time, which will bring you to a test mode that will allow you to check out the sounds of the game, select stages, pick the game's difficulty and even if it is horizontally or vertically oriented.

# TaleSpin

*Distributor: NEC*

*Game Type: Arcade Action*



## WHAT'S GOING ON?

It's a beautiful day in Cape Suzette for Baloo and Kit, hanging out by the fishing hole for a lazy few hours of worm swimming. As always, the fish weren't biting, which gave the pair a chance to chat and fantasize. Today's tale was no different, but for some reason it seemed more likely to come true. There was that trek into the jungles that brought the discovery of some parts of an old tablet of scribings.

Just talking about it was enough to prompt the adventurers to stash their fishing poles and head back to the wilds for more. Off to the Sea Duck, their reliable airplane, to try to find all the pieces of the tablet and find out what happened to the people of this ancient city. Maybe they'd find a better fishing spot too.

## WHO ARE YOU?

You are Baloo for all of the game, except for Stage 6, where you play the part of Kit Cloudkicker. You must blast the various

creatures you meet with whatever weapons you find. Your mission is to gather all the map pieces.

## PLAYERS

*TaleSpin* is a one-player game.

## SCORING

You'll get points for defeating the various enemies and for bonus items when you clear a stage. However, the score you get in a game doesn't have much to do with your success because you can't earn extra men from getting points. In fact, if you want to build up your score, you can put a rubber band around the fire button in some sections (for example, throwing coconuts at the natives under the waterfall in Stage 1), turn your TV off and let the game play "itself" for a few hours.

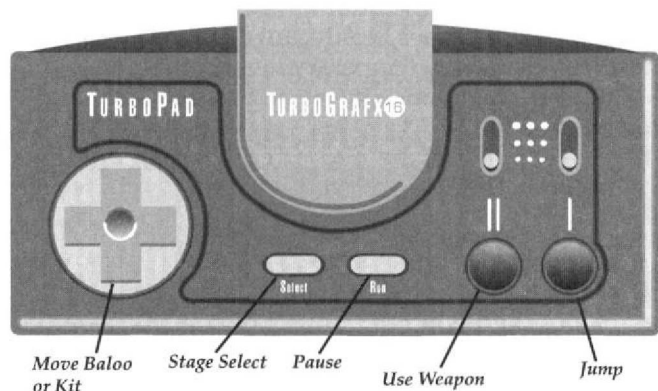
## LIVES AND HOW TO LOSE THEM

As with many games, *TaleSpin* provides a power gauge in the form of hash marks at the bottom of the screen. If you let all the marks drain, you lose a life. You start the game with four lives, but you can gather others during gameplay.

## CONTINUES

The game allows you to continue three times, which is accomplished by hitting the RUN button when a game ends.

## CONTROLS



## **WEAPONS**

You get three weapons to use, though the choice is made for you depending on which round you are in:

**Coconuts**—In Stage 1, Baloo can toss these at enemies to take them out of his path.

**Snowballs**—Like the coconuts, snowballs will come in handy against Spigot's forces in Stage 3.

**Air Hose**—When Baloo is under water, he uses this to blow the fish out of his way.

## **SPECIAL ITEMS**

There are plenty of objects that Baloo and Kit can find on their journey:

**Watusi Feather**—Each one is worth 100 points; getting ten or more in Watusi River Valley will earn you 10,000 points.

**Ice Bar**—Can be found in Ice Caves of Thembria and each is worth 100 points. Getting seven or more will earn you 10,000 points when you finish the stage.

**Simeon Reef Pearls**—Found in the Great Simeon Reef and each is worth 100 points. Gathering twelve or more at the end of the stage will get you 10,000 points.

**Propellers**—Appear in Shere Khan's Aerodrome and is worth 100 points. Having ten or more at the end of the stage will earn you 10,000 points.

**Points Icons (100, 500, 1000)**—Appear each stage and in the bonus stages after each stage.

**Baloo's Head**—Worth an extra life.

**Gold**—Fully restores your health gauge.

**Half Gold**—Restores half your health gauge.

**Health**—Also restores your health gauge fully.

**Invincibility**—Gives you temporary invincibility.

**1-Up**—Found in the bonus sky-surfing stage. Grabbing it will give you an extra life.

**Map Pieces**—Found at the end of each stage, and must be retrieved again in the Secret Stage 2—The Iron Vulture to get to the last stage.

## **FRIENDS**

Besides Baloo, the people on your side are Kit Cloudkicker, Louie and any others that you will encounter who you can give the bonus items to.

## ENEMIES

Most video games have an abundance of bad guys, and *TaleSpin* is no different:

In the Watusi River Valley, you'll encounter bobbing hippos; throwing and walking monkeys; monkeys in a barrel; dancing, walking and drumming Watusis; along with spear-throwing Watusis. The end boss is the Watusi Witch Doctor.

In the Ice Cave of Thembria, you'll encounter marching and shooting Thembrian soldiers; sliding, walking and jumping penguins. The end bosses are Colonel Spigot and Sergeant Dunder.

In Shere Khan's Aerodrome, you'll face roaming panthers; panthers with crates and on hooks; as well as having to out-manuever fans and conveyer belts. The end boss is the treacherous Shere Khan.

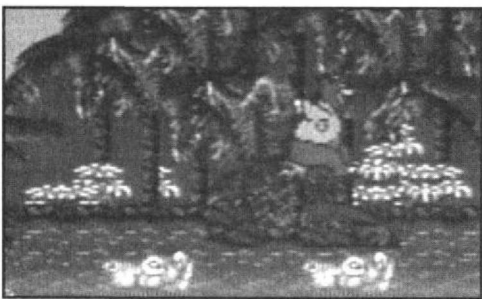
Finally, in The Great Simeon Reef, barracudas, glowing fish, puffer fish, electric eels, and crabs are all out to stop Baloo. A big jelly fish will meet you at the end of the stage.

## STRATEGY SESSION

### GENERAL STRATEGIES

- Don't rush through the game. There is no timer, so the only pressure you should worry about will come from the wave after wave of attackers you'll meet.
- Don't try too hard for bonus items in the stages. Some are placed in hard areas that make them difficult to get to. It may not be worth the effort.
- In the bonus stages, if you don't touch the controls and fly straight, you'll run over the 1-Up automatically. Again, points are that much of a concern, so you shouldn't try to hard to gather them; the extra life is far more valuable.

### STAGE 1—THE WATUSI RIVER VALLEY

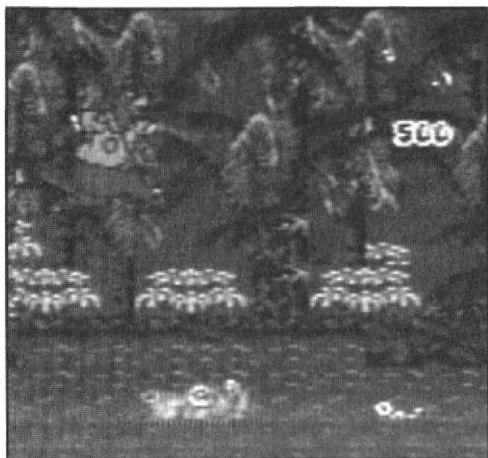


First thing to do is set your TurboFire switches on medium. As you begin this stage the first obstacle you'll come across is the hippos. If you jump onto them as they appear,

you shouldn't have any problems with this section.

After you make it across, you'll be assaulted by two monkeys perched in the trees throwing coconuts. Remember, you can shoot diagonally. You'll then have the option of taking two paths: one goes up and to the right, the other straight ahead. If you take the upper path, you'll face another

horde of chimps. The trick is to wait for them to stop throwing the coconuts, then nail them with your shots.



*The points here are easy to nab, so don't worry much about them.*

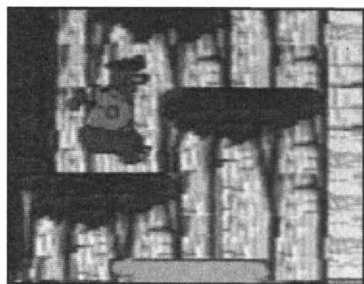


*The monkeys are at first difficult to get past without taking some damage, but you can, in most cases, lob a coconut diagonally up and toward the monkey. It will loop in and knock him off his perch.*



Shortly after this area you'll be required to cross several foot bridges. The planks in the bridges will fall out as you cross, and at the end of each bridge a native will throw a *You've got to be able to jump and shoot when you go across the bridges.*

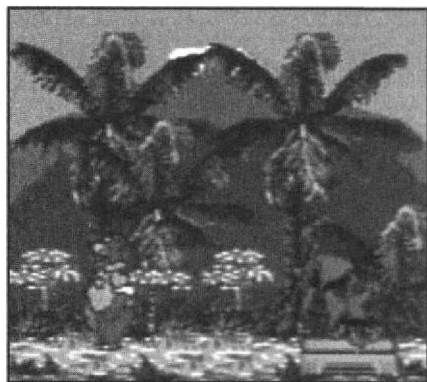




*Though the top path is harder, its reward is an extra Baloo. After jumping up along the ledges to the top (left) and taking out all the enemies along the way, head all the way to the right (right) and drop down the second opening, and you'll run right into the Baloo icon.*

spear at you—that is, if you don't shoot it quickly enough—right after you cross the bridge. You will soon enter a cave and, if you fall down the second opening, you'll find an extra Baloo. At this point you'll meet up with the lower path. The lower path is simpler than the top path in the sense that there are fewer enemies to face. Once you're past the monkeys in the barrels that fall from the waterfall, you'll have a few timing jumps to make before reaching the same point in the cave, but that's all.

By taking the lower path you can (by setting your TurboFire buttons on medium) shoot the barrel monkeys and gain an unlimited number of points. Unfortunately, as noted before, you can't get extra men this way and by taking the lower path you also miss the extra man in the cave.



*Baloo meets the Watusi Witch Doctor before he turns into a jumping native.*

Continue to the right and you'll eventually reach the end boss, the nasty Watusi Witch Doctor. (Which doctor? The Witch Doctor! No, *which* doctor? Oh, never mind!) The ol' Doc will take two small hops and followed by one large jump. Try to hit him as many times as you can, moving back and forth under him as he jumps. Obviously, it helps to have as much life as

possible, but unless you have the pattern down perfectly, you'll probably lose a life if you enter the final confrontation with less than four health bars left. Should you lose a life here, you will start at the beginning of the cave on the lower path with full health.



*Here's the first map piece you get after you complete the Watusi River Valley.*

## STAGE 2—SHERE KHAN'S AERODROME

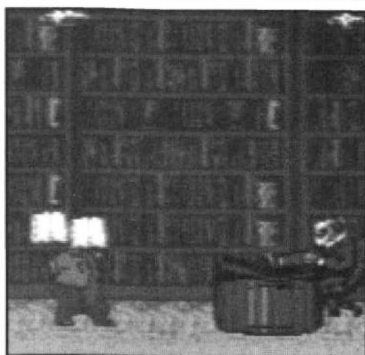
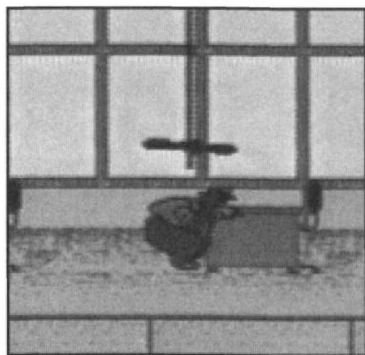


*A tough timing move to get over the boxes without getting hit by the panther's shots.*

This area is also split into three sections. In the first section, simply run through it with out firing a shot, except to take out the wrench throwers that approach from the front, of course. If you do this, none of the wrenches will hit you. In the second section, where the crates are

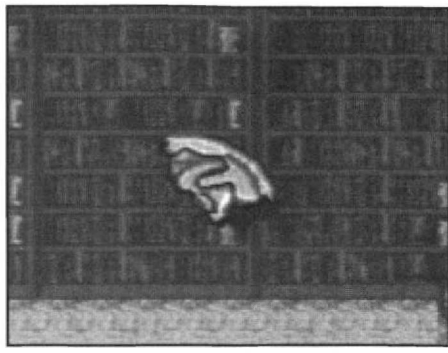
thrown at you, it can be a little trickier. You'll have to time a jump and hit the crate as it falls, then quickly jump and fire hitting the crate slinger before the next crate is thrown. It sounds difficult, and it can be if you don't get the pattern right. One thing to watch for is when you hit a crate at its zenith—if the next one falls a little shorter you can continue to hit the crates until you're in a short enough range that they won't pose as a threat.

Once past this section, you'll reach the top floor of the Aerodrome. Here the only obstacles are the fans that lunge down toward you from the ceiling. If you watch their pattern, you'll notice that they will come down quickly once, move down slow once, then repeat this pattern. If you can make it to



*After you get through the section with the dropping ceiling fans (left), you take on Shere Kahn himself. Don't get nailed with falling books (right) and you'll get the Aerodrome map piece (below).*

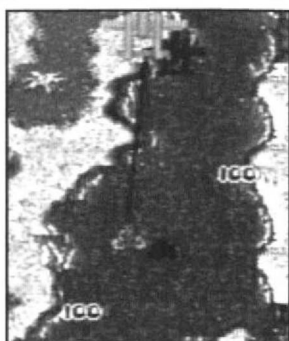
the side of the desk, duck and wait for the fan to move up slowly. Then jump over the desk and immediately duck again (as the fan is coming down). As it goes up again, move to the next desk and repeat until you reach Kahn himself. If you have at least four bars



of health, you can move up against his desk and fire away at Kahn. You'll hit him a lot quicker than the books that fall from the shelf will hit you.

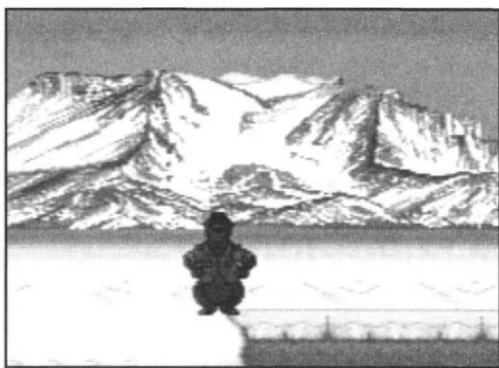


*These skysurfing scenes are a great break from the game's normal routine.*

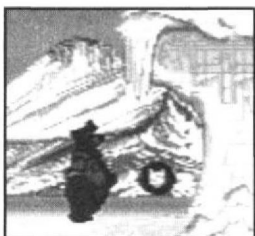


### STAGE 3—ICE CAVES OF THEMBRIA

The beginning of the stage requires a little bit of timing—you must shoot some of Colonel Spigot's riflemen as they appear on the screen. This will prevent you from getting hit by the snowballs they fire. Once you pass them



*Don't make Baloo wait because he's not a very patient bear, that's for sure.*



*A helpful shield symbol.*

you'll reach an ice bridge. Like the foot bridge in the Watusi River Valley, parts will break off as you cross. When you reach the end of the bridge you find icebergs bobbing in the water. If you set your TurboFire button for the jump button on medium, your leaps will have the perfect distance to reach the other icebergs.

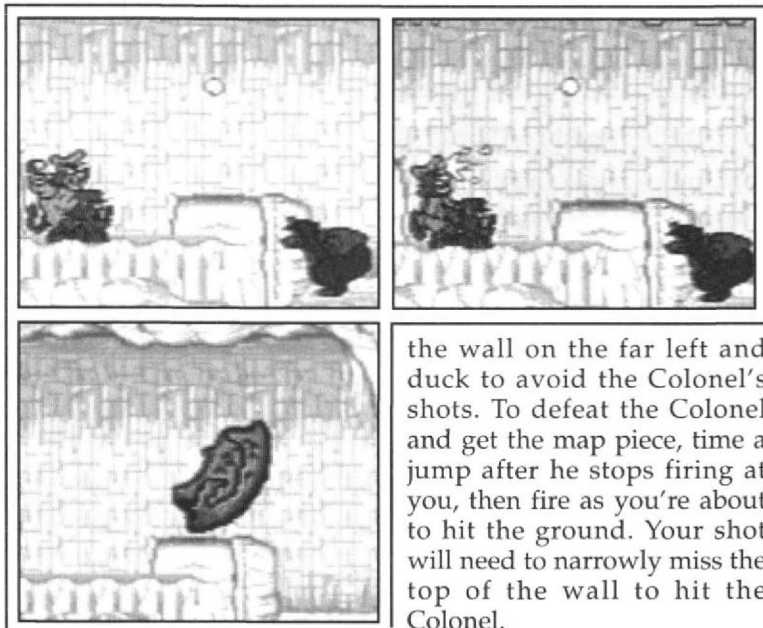
In the ice caverns you'll come across some more foot soldiers, but the real threat will come in the form of a penguins. These critters move toward you, then lunge at the last minute. Simply duck as they approach and continue to the right. When you reach the pools of water that the penguins fly up out of, get to the edge and fire



*Timing your movement under the penguin and ducking makes all the difference between Baloo getting hit (left) and staying clear (right).*

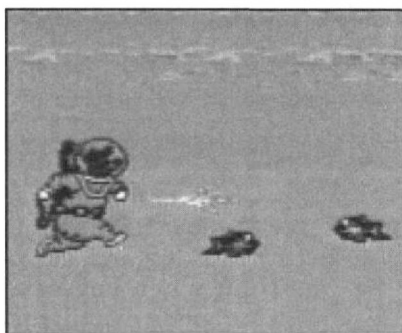
because a penguin will be approaching from the right. After that, time a jump over the pool of water.

When you reach the end of the path and fall down, hold to the left so that you can land on a ledge below. Here you'll collect a shield. Fire to take out the foot soldiers as you continue to the left. When you reach the Colonel and Sergeant, move quickly to



the wall on the far left and duck to avoid the Colonel's shots. To defeat the Colonel and get the map piece, time a jump after he stops firing at you, then fire as you're about to hit the ground. Your shot will need to narrowly miss the top of the wall to hit the Colonel.

#### STAGE 4—THE GREAT SIMEON REEF



*Baloo, suited up for undersea action, blasts some fish with his air hose.*

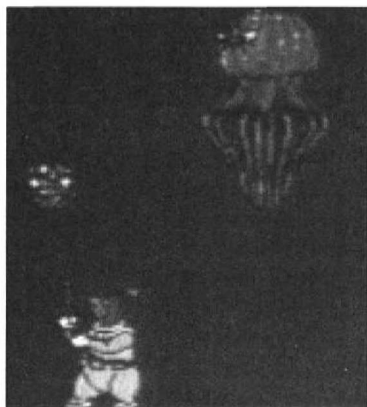
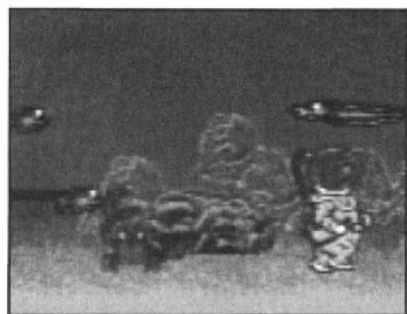
The Great Simeon Reef is actually divided into three sections. In the first section, you'll face a barracuda and blow fish. The barracuda will attack quickly from the right while the blow fish will make a surprise attack from the left. Simply duck as each one approaches, then continue to the right when it's safe to do so. Because the weapon in this

stage has such a short range and firing at angles can be difficult, it can be much easier to avoid the enemies rather than face off against them.

When you fall down the second ledge in the next area, you'll face a crab and an electric eel. The best thing to do here is run as quickly as you can to the right (staying ahead of the crab) and jump over the electric eel as it approaches. You aren't going to get a lot of points this way but at least you'll stay alive. After falling from the third ledge to the next section—though it's actually better to jump off the ledge—look to the left for an extra life.



*Ducking under the barracuda (above) and facing off against the crab and electric eel (below).*



The last section of this stage is filled with blow fish. Again, avoid by ducking and move to the right when you can.

The octopus at the end is fairly easy. With TurboFire on full, fire at the creature from the center of the screen until you have defeated it, then you'll get the coveted map piece for this section.

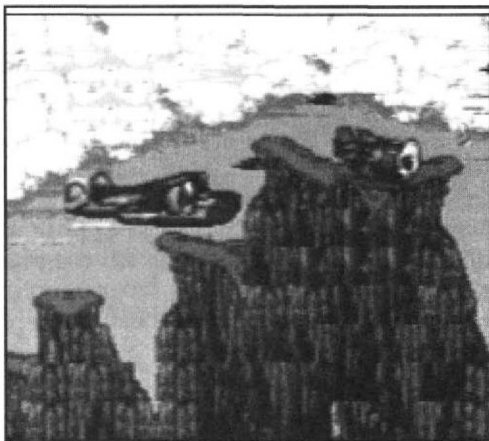


Get all the map pieces, and you'll be able to access the final three "secret" areas. Try as you might to hang on to the map pieces, they'll soon slip from your grasp.

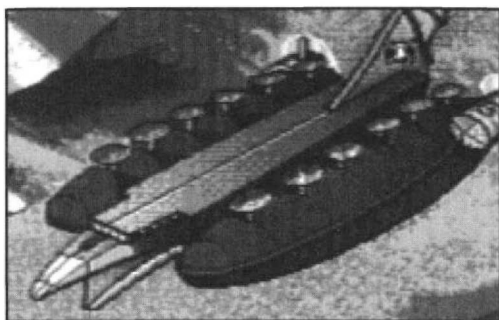
### SECRET STAGE 1—AIRWARS

This secret stage is also split into three parts; in the first one, the game becomes a horizontal shooter. Through much of this section, all you have to do is stay at the bottom and either move forward or backward depending on where the blue planes angle down from. The red planes will not hit you at this point, and, remember, you can fly *through* the mountains as well.

When the gold planes appear, you'll have to change your strategy a bit. If one appears from behind you, you'll need to move counter-clockwise to avoid the shot. As you come back around you can nail it for 500 points. If a gold plane comes from the front, quickly move back, then circle in a clockwise pattern to avoid the plane and its shot. At the end of the first section you'll lose the pieces to the map and be forced to enter into the Iron Vulture to retrieve them—this is where you'll control Kit instead of Baloo.



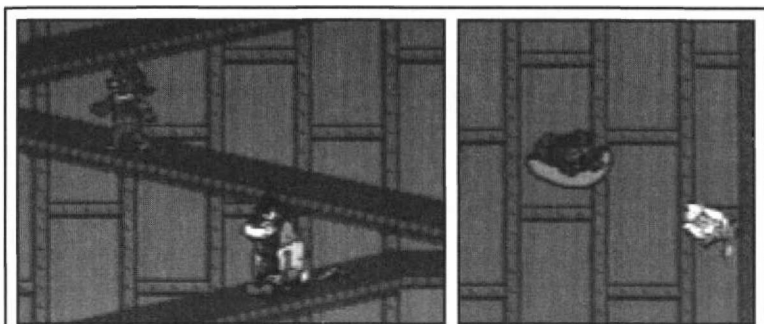
*Help, I've been hit! Try to keep your plane as free of damage as you possibly can.*



## SECRET STAGE 2—THE IRON VULTURE

On the left side of the Iron Vulture you'll find the ramps you'll need to climb in order to reach the top. Once you're at the top

you'll need to float off on to the right-hand side by pressing up as you fall. On the right-hand side you'll find the pieces of the map, extra points, an extra man and a bag that will boost your health bar.



*Narrowly missed by one of Don Karnage's minions (left), and floating through the Iron Vulture to gather the last map piece (right).*

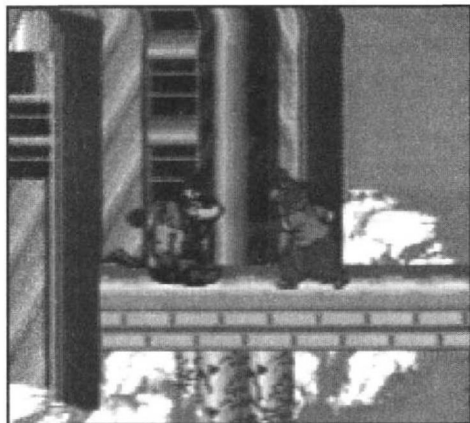
To reach the top of the ramp, you'll need to start left and then move right. The thing to remember here is to jump up to the next level of the ramp as soon as possible. This is the only way to avoid Don Karnage's minions on your way up—except at the very top. There you'll need to jump onto the isolated ledge as the last of the bad guys appear. When you start to float down stay in a straight line. All the goodies on the right-hand side of the ship are in three separate columns. If you want to get everything, you'll have to repeat the steps two more times.

## SECRET STAGE 3—THE IONIAN AIR CITY

Once you have all the pieces, you'll automatically be taken to the palace in the sky. Here you'll face two of Don's toughest companions; each require two hits to take them out. That's why it's important to hit them as soon as they appear on the screen.

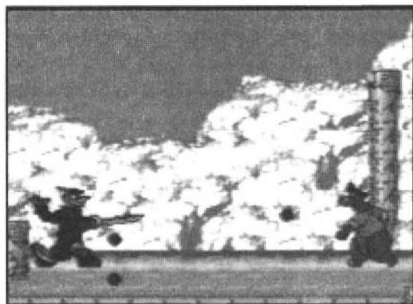


This part of the third section seems to take forever and a day to get through. Once you get past it, you'll be faced with having to make a series of timing jumps onto the moving platforms; rest assured that it's not that difficult. The platforms are close and move quickly enough that you can jump at just about any time and still make it to the next one.



*Baloo battles it out in Ionian Air City with one of Don Karnage's henchmen.*

Following the moving platforms are two elevators. Get on the first elevator and when it reaches the top, before it starts down, jump to the right. You should make it to the second



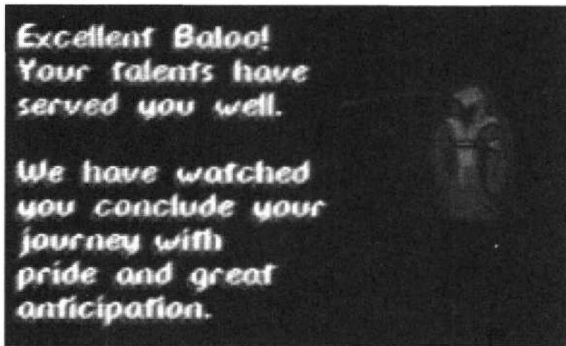
*Baloo and Don Karnage square off (left), but Baloo can use a ricochet move to beat him (right).*



platform with the jump. As you ride this elevator up, get ready to jump to the left once it stops at the top. Here you'll face the pirate Don Karnage.

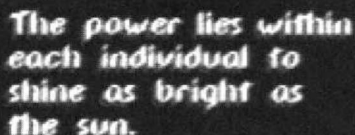
To defeat Don Karnage (it helps to have at all your health) hold down the fire button with the TurboFire button on high. As soon as he moves toward you, hurry to the first wall on the left. You'll take some damage as you work your way to the left—if you can jump over him great—but when you reach the wall, Karnage will leap back to the right. While you're facing the wall,

fire coconuts as fast as you can. As they bounce of the wall and back to the right they'll hit and damage Karnage. This is the quickest way we've found to get as many coconuts on the screen at one time and still take out Don...well, hey—after all this battling, you're on a first-name basis!



Excellent Baloo!  
Your talents have  
served you well.

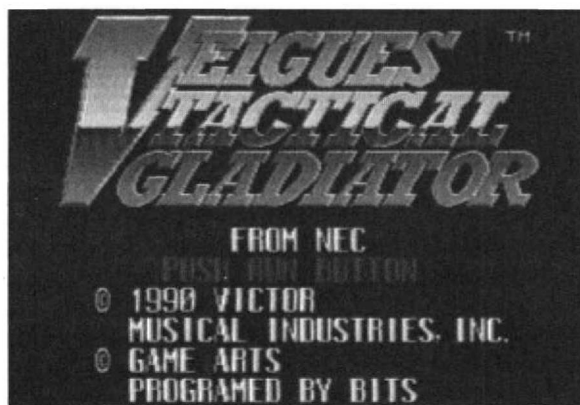
We have watched  
you conclude your  
journey with  
pride and great  
anticipation.



The power lies within  
each individual to  
shine as bright as  
the sun.

# Veigues Tactical Gladiator

*Distributor: NEC*  
*Game Type: Arcade Action*



## WHAT'S GOING ON?

California is under siege. Oregon faces an attacking armada. Washington State suffers from an alien onslaught. The Federation Army is being picked apart by a surely superior military force from outer space. What can you do?

Even in the 24th Century, war exists, though this time it's on a global scale as America's West Coast finds itself being bombarded by invaders from another planet. What they want doesn't matter right now—you've got to shoot first and ask questions later. It's time to defend the planet. Let Operation Last Rally begin!

## WHO ARE YOU?

As a valued member of the High Command, you have tested and tested the Veigues Tactical Gladiator. This is your nation's only chance against the aliens, the only shot at their Achilles Heel. The Veigues robot is packed with the strongest weapons, but you'll have to be its brains in battle.

## PLAYERS

Too many cooks spoil the robot—it would get confusing if more than one person took Veigues' controls. This is a one-man fight.

## SCORING

In addition to getting points for destroying enemies, you'll get points for remaining health when you defeat the end boss. You'll get a special bonus for having all your health at the end of a stage, so try hard not to get hit (obvious advice, eh?).

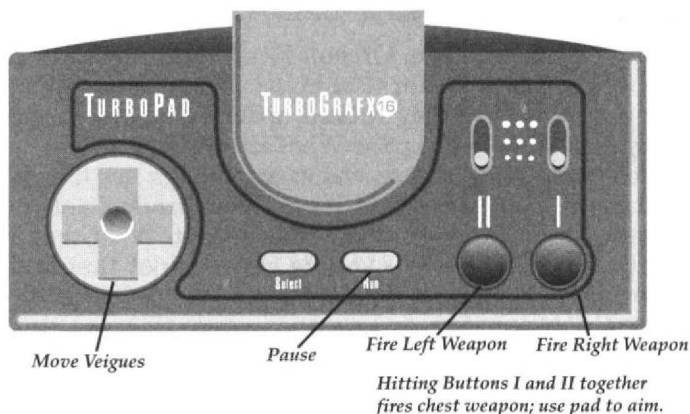
## LIVES AND HOW TO LOSE THEM

You have only one life per game. Your game is over when you lose all your shields and the various parts (head and both arms) of Veigues' body are destroyed.

## CONTINUES

You can get continues only if you enter the "Continue Mode" of the game. For more information, see The Secrets section at the end of this chapter.

## CONTROLS



## WEAPONS

**Chest Weapons**—Increase your chest weapons by adding power units to the body selection in the supply screen. To use these

weapons, you must press the I and II buttons at the same time. Press up or down on the directional pad to control the angle of the chest weapon:

**OPTICAL DEFENSE GUN**—This weapon will shoot a constant stream of charged particles.

**OPTICAL VULCAN GUN**—More powerful weapon that fires at a higher rate of speed.

**OPTICAL LASER BLASTER**—The most powerful weapon among the chest weapons

**Arm Weapons**—The right-arm weapons are automatically given to Veigues at the start of the game, while left-arm weapons are boosted by adding power units to the left arm:

**GAUSE GUN-GG10 (right arm)**—The most basic of guns, and the one you start the game with.

**PULSE LASER CANNON-PLC2 (right arm)**—The Laser Cannon is twice as powerful as the Gause Gun-GG10, and it allows for a more constant flow of shots at an enemy.

**ASSAULT GAUSE GUN-AGG5 (right arm)**—This weapon is three times more powerful than the Gause Gun-GG10, but doesn't offer as much in the output area.

**PLASMA RIFLE-PR2G (right arm)**—Four times more powerful than the Pulse Laser Cannon-PLC 2, it also shoots more rapidly the other three.

**TWIN LASER GUN-TLG3 (right arm)**—This gun is eight times more powerful than the Pulse Laser Cannon-PLC 2.

**PLASMA CANNON-PCX (right arm)**—The most powerful weapon in Veigues' arsenal, this gun shoots five powerful beams in a row.

**FIELD PUNCH SYSTEM (left arm)**—The Field Punch System is a layer of skin that is wrapped around Veigues' left arm. It can thrust out two to ten yards in front of Veigues.

## **SPECIAL ITEMS**

You don't have much in the way of other items that you can pick up during play, but the following pair are quite beneficial just the same:

**Shields**—As the name describes, this protects Veigues' body from damage. When you run out of shields and take too much damage, the game ends.

**Vernier**—This is Veigues' ability to jump. The more power units you add to this, the higher Veigues can jump and stay in the air. The latter is a helpful trait to have at maximum.

Also, power-unit supply units are used to increase Veigues

various powers. The number of units you are given in the supply screen depend on the number of enemies you defeat in the stage.

## FRIENDS

The only pals you have are the Supply Corps who supply *Veigues* with weapons, Shield and Vernier in the Supply Screen. They are invisible during game play, but a vital component to victory just the same.

## ENEMIES

Just look around you. They're everywhere and not to hard to run into.

## STRATEGY SESSION

### GENERAL STRATEGIES

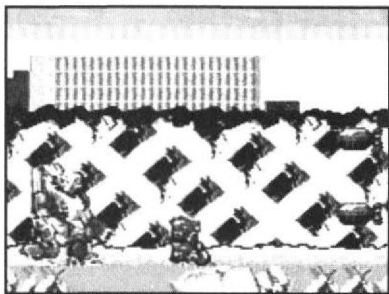
- Be sure to learn your opponents' movements and idiosyncrasies (such as how it fires its weapon on you). Though these can only come from being bashed around first, practice makes perfect.
- Your radar is an extremely valuable tool. It will help you to determine what you are going to face and from where.
- If you prevent yourself from getting hit, your shield energy replenishes itself. Keep this in mind during lulls in the action.
- Speaking of shields, you get bonus points at the end of each level for the remaining shields you have. By allocating some of your "enemy shot" units to the shields, you'll guarantee more bonus points, thus more continues.

### Special Bonus

- To save even more wear on your shields, it appears that you can "twist" your way out of some dangerous spots. Rapidly changing direction seems to lessen the hits you take, so look for the spots in the runthrough where we tell you to twist out of danger. Of course, you may find some other times it would be beneficial too.
- For the most efficient battle machine, you should concentrate on peaking your vulcan and shield first, then get your Field Punch and vernier maxed out.
- Though a "safer" strategy may be to avoid enemies, in *Veigues* it's important to dispatch as many enemy creatures as possible, which has the desired side effect of helping you build your weapons up at the end of each level.

## STAGE 1

During this section, which takes place in the ruins of a formerly beautiful city, you'll find your first conflicts with the mechanoids that have become the battle tools in this west-coast war. Try not to get emotional as you view the carnage and devastation behind you.

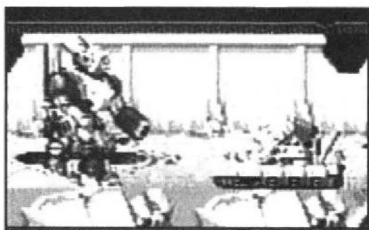


Your first *tête-à-tête* will be with a batch of tiny yet pesky red robots. They fly in from the right, then seem to crouch down along the ground to rap at your ankles with gunfire. Otherwise, they are easy targets and a good warmup for the quantity of combat ahead of you. Keep



in mind that not everything that appears to come in contact with you will actually hit and hurt you. You'll discover that right away with the little black creatures that cruise past you. As you go, you'll learn what is harmful and what's not—danger comes mainly in the form of shots, not robots

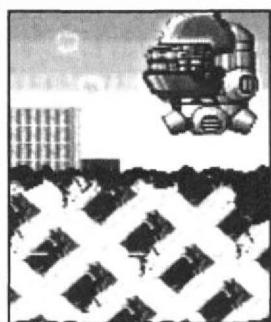
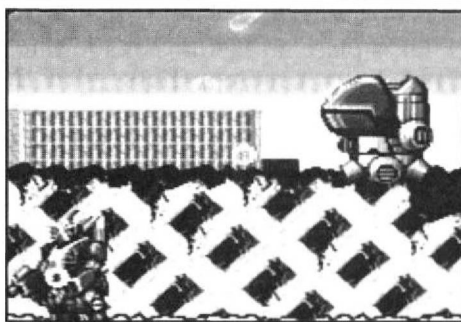
themselves. Most of your first level will be taken up by dealing with the red and black creatures, little ground-based, missile-launching sleds and slow-moving aerial bombs. Most can be dispatched with your chest weapon, while the sleds should be dealt with by vulcan fire.



Try not to worry too much about this stage. Instead, take the time to practice your movements and work on your use of the Veigues' weaponry,

so you'll fight like a pro in the later stages. The only concern is the first end boss, which pops into view, sliding from the left to the right where it prepares its attack. It then moves up and down slowly, shooting three sets of ring lasers at you. Your best strategy is to use your vulcan shot to hit it where it is vulnerable: at the blue spot just under the red "head." A little concentrated fire there and you'll get out with little damage.

Upon completion of a level, you have to divvy up the points

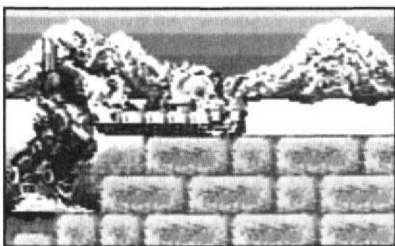


*The boss isn't so tough, but you still have to be careful of its shots. It's easy to clear the level with no damage though.*

you receive for the number of enemies shot into your various systems. In preparation for Stage 2, divide your units up so that you have one unit in the left arm, three units in the body, one unit in vernier and two units in the shield. You're ready so go get 'em!

## STAGE 2

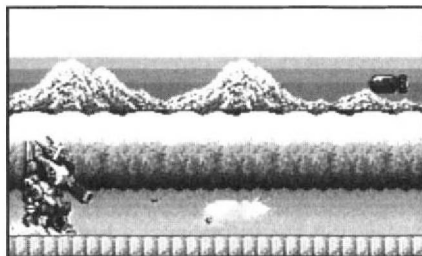
Right off the bat, you'll meet up with a ton of the missile sleds from the first stage, which will take up starting half of the level.



Simply point your vulcan down at them and blast away. They'll do most of the work for you by running into your shots. Don't worry about the steps—you'll bounce right up and down without even lifting a finger to poke the control pad—but

you'll probably want to jump into position as you reach the steps.

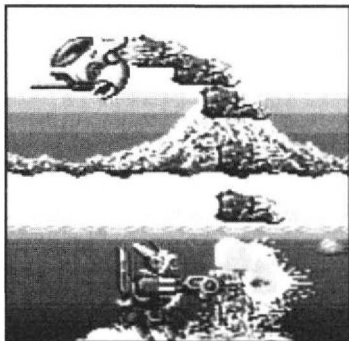
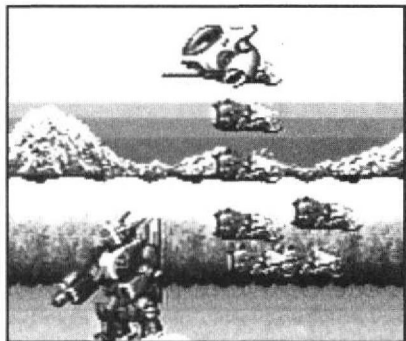
After dropping off the stairs, you'll find yourself against more of the red robots, then it's into the water suddenly. The red robots start flying in and out of the water, too, but before long you're back on shore facing black bombs,





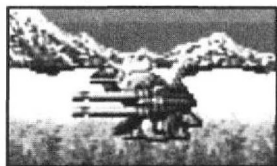
plus a new danger, the blue homing bomb. Again, by now you should have the hang of directing your vulcan to just the right spot to eliminate these hazards. Are you using your radar? Good for you.

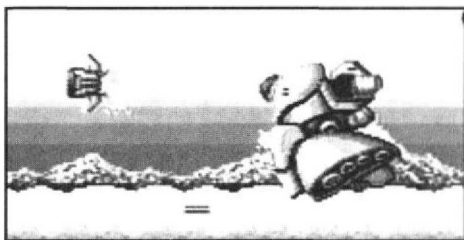
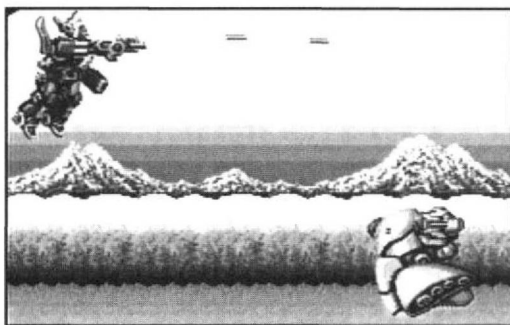
**↑Energy sensed**



Right before the end of the stage, just following the bombs, you'll be attacked by a slinky foe: a yellow, segmented creature. It will show up on the right and move serpentine fashion toward you. Plug away at it with your right-arm weapon, then scoot to the right of it when it reaches the left side. Turn around, back up and shoot it as it comes back to the right. Don't even bother adjusting the angle of your weapon, because it will loop right into the line of fire. That one is quickly followed by another similar beast, though with a different pattern. It will drop straight down in a bunch, then segment by segment, loop toward you in a half-circle. Head toward it during its bunching up, but don't contact it. This should serve to send it over your head when it loops. Then turn around and fire your right arm at it. Like the last attacker, it will hit its lowest point right in the path of your shots. When your energy sensor goes off, move right to the center and you'll find one more popping out of the water with yet another pattern. Right after it leaves the water, move toward the right, one quarter of the screen away from the right edge. This should send the creature past you safely while you blast it. Remember that unlike some of the previous robots, these yellow snakes will damage you if you come in contact with them.

After this test of yellowed metal—or is that mettle?—you'll be inundated by aerial blasters that come from both directions. Plant yourself at





the left side, then angle your vulcan upward and you'll clear most of them from your path.

The final boss character drops down from the right until it is level with Veigues. Then it will shoot

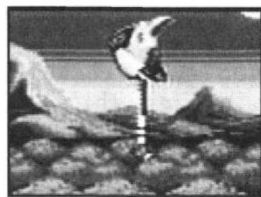
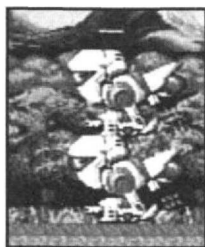
out a projectile that will return through the same path back to its master. If Veigues is in the way, it'll take some damage, but this can be avoided by learning the pattern and timing

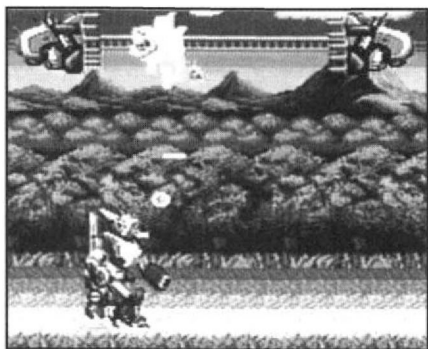
a jump. If you leap when the boss hits the bottom of its cycle, the projectile will fly harmlessly over your head. The sensitive spot for damaging this character is its protruding red dome on its "head." Switch between vulcan and the beam gun to put this guy to sleep.

Allocate your gathered points before Stage 3 so that you have one field punch unit, four vulcan units, three vernier units and five shield units. That should be sufficient.

### STAGE 3

Into the forest, you'll run into the red robots and sleds again, so you know how to handle them with minimal damage. You'll also see the flying robots that look like a clawed, red-eyed cyclops. Most of these enemies can be defused with some deft slinging around of your vulcan. In fact, there are lots of creatures that appear to be more brawn than brain, because if you keep your vulcan pumping, they'll calmly scoot right into your firestorm. This carries over from the little common enemies to the larger green-cased shooters. The one thing that makes these last items more dangerous



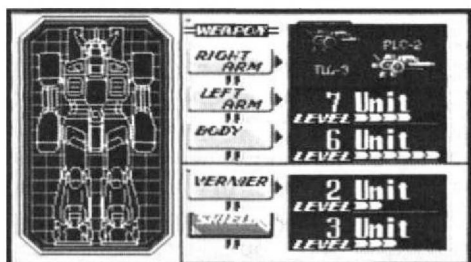


is that body contact with them will ding your shield level. Same goes for the little silver planes with the red windshields, especially if you try to camp on the left edge of the screen. They'll drop right on your head if you stand there.

You'll know you're almost done when a

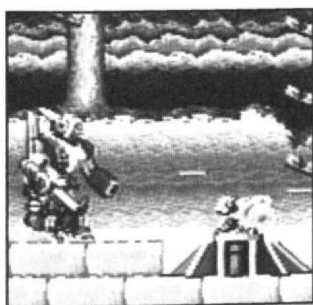
barrage of assorted robots buzz around you. Not great for your shields, but wonderful for your point count if you keep your weapons blazing. When the "Hi-energy near" alert comes on, you'll be ready for this stage's end boss, a high-flyin' bomb dropper. If you're adept at moving back and forth quickly, you should be able to evade its droppings. When it is midway across the screen, it'll open to reveal a little package inside. Shoot it away and do your best to avoid getting hit. Don't let up on the boss as it closes, otherwise its two halves will begin to pester you. From this point, it isn't too hard to defeat without repercussion.

Here's how best to split up your points at the end of this stage: one in the field punch selection, six on the vulcan, five for the vernier and six units of shield.



Here's Veigues' supply screen right before you break down your power units.

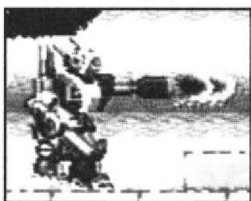
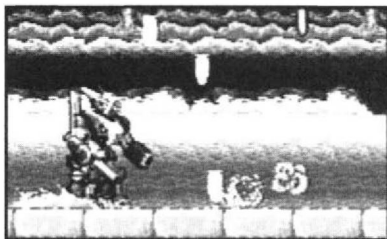
## STAGE 4



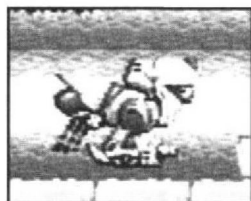
Moving underground you'll meet for the first time, after more black bombs, some cretins that look like flying playing cards or mousetraps. They float through the air so carefree, but they are quite a test of your shooting accuracy. you'll eventually find the source of these things, but run on by—and keep

going down. Watch out for the floor-to-ceiling beams that turn on and off. Simply time them and do the twist through during an off cycle.

Hey, it's raining metal! The drizzle seems to follow you wherever you go, so you will almost definitely take some hits. To minimize, do the old twist through, which seems to cut down on the shield drain.



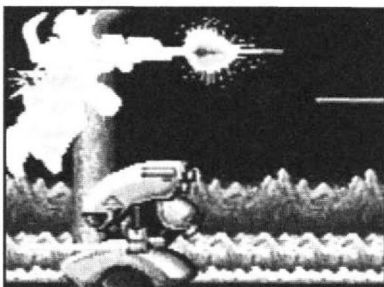
Now things start getting a little hairy. Where before you had just a couple of things coming out at you, now you



find bad guys coming from every direction, some planted on the cave ceiling and walls, in addition to more energy beams. Watch it—here come more of the green monsters from Stage 3. They come from both sides, but are easily destroyed with a blast of field punch. Right after, three mousetrap generators are under foot, but be careful not to step on them.

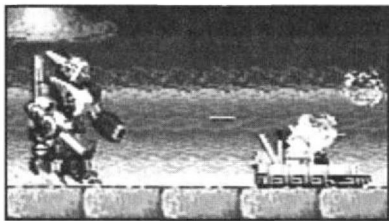


Back into the water to the relentless attack of a variety of creatures, but it only tells you you're near the boss-meister. How long can you hover in the air? This dude sits on the right side of the screen, then lunges across into you. Hey, if you want to stick around to take your hard knocks, that's okay with us, but we prefer to cut the shock we get by using your vernier power to leap over the boss. You'll end up dropping into him for a short bit, but it will give you a chance to train your weapon on him.



Shoot straight ahead from the left side because he won't fly up or evade in any way. He travels in a straight line from right to left and back again. (If you're having trouble timing your leap, count the number of times he bobs slightly up and down before charging you.)

We'll leave it up to you as to how to divide up your units from here on in. At this point you can dump all your units into your various functions or save up some units for later use, but be sure to keep your shields up fairly high.

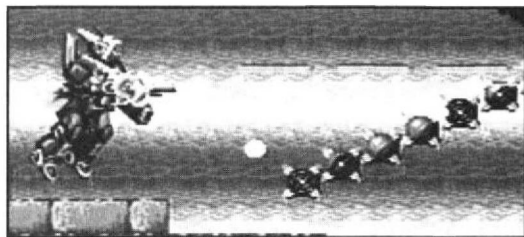


## STAGE 5

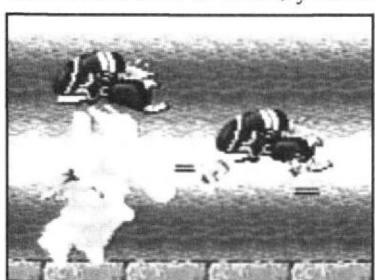
Deeper into the underground lake we go, and there's no lack of conflict, either. Be ready to confront loads of red stationary bombs, blue homing missiles and the missile

sleds, but they're just there to wake you back up for the remainder of the stage. In a short time, you'll find more mousetrap generators. Get your vulcan working, and remember to use your radar!

Following the generators, you'll meet up with a string of wall-mounted cannons. They are easy to pick off with some well-placed shots,

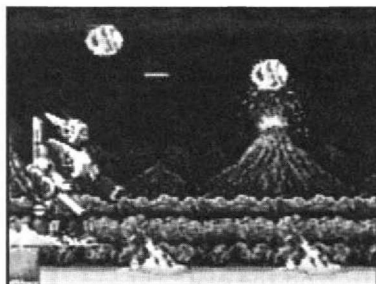


but each fires a shot at you in the mean time and they're more concentrated than when you first met them in Stage 4. If you don't take care of them, you'll certainly lose some shield power.

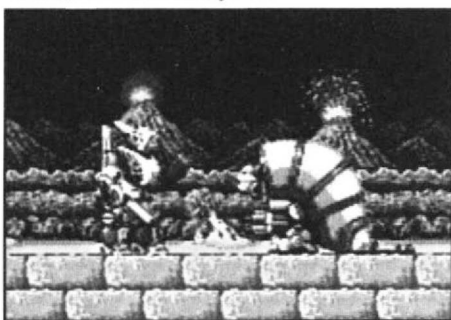


You'll face two sets of the mortars, then be introduced to some blue spikey floaters and flying red cannons—highly technical names that we made up. There are a bunch of them,

so take them out as quickly as you can. Hovering up high will take out the last of the blue crew before you find two more sets of four wall cannons and some green bombers.



These green nasties will come from everywhere at once, but don't let them take your attention away from the fact that you have to leap and hover between brick platforms, or else suffer some damage from the lava that pools up around you. Speaking of lava, you'll also get quite a storm of fireballs from the volcanoes behind you.

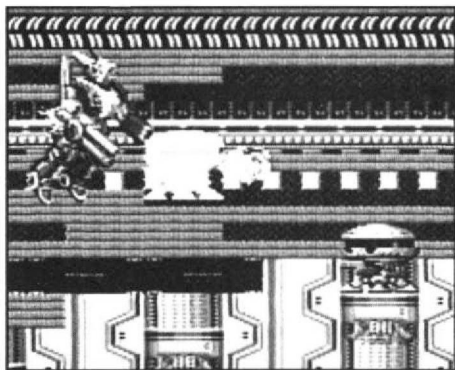


When you hit the one last chasm, a really long one that will test your vernier units, you'll "take lunch" with a mechanical armadillo of sorts. Its hood opens up to reveal powerful weapons that shoot three laser blasts skimming the ground

followed by four missiles from its top. If you time it right, you can stride over the first set, then use your field punch or vulcan to neutralize the second set before it is fired. About five or six good blows will take him to the cleaners.

## STAGE 6

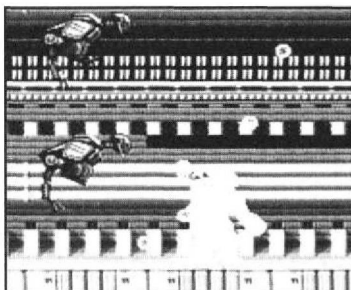
Here comes a swarm. No, not of bees or mosquitoes, but they're almost as bad. These black pests zip around the screen, then take a shot at you when they hit a high point. Their onslaught only lasts for a while, but they are replaced by more of the



Stage 3 green shooters. The field punch seems to be more effective against them than other antagonists, so if you took the units to build up that weapon, you'll burn through them like a hot knife through butter. We can't stress enough, particularly when you are using a straight-ahead force like the field punch, that keeping an eye on your radar (so you know which way to point your weapon) is better than trying to see where they are coming from then reacting. Pick your eyes back up when you drop off the platform.

This attack is filled with new and wonderful robots—they're wonderful if you were studying them under glass in a science class, but not when you are fending for your life. Now you'll have to defend against little mushroom robots that fly off their shelves and pump bullets at you from on high. Before they have a chance to hit you, pop a punch at them when they are about waist level, right after they ascend from their perch. There are only six of them, but they can take their toll if unchecked.

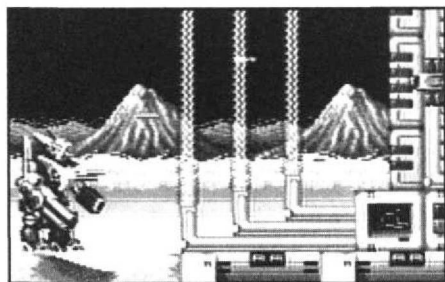
From above, you'll confront a bunch of robots that look like prehistoric birds dropping eggs. The birds are instead dumping little spherical bombs that affect your ability to move; others pepper you with ring fire. This isn't a fun level, and you should be starting to see that there's no time to rest. Use your radar to home in on them, then try to blast them before they have a chance to fire or lay egg bombs. It's inevitable that you will take some shots, but do your best against them, then take out five more mushroom robots, more floor-to-ceiling energy beams.

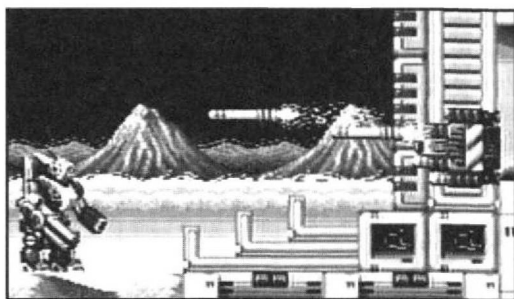


A new robot will be waiting for you, much like the mushrooms, though. Instead of hovering over the playfield, these will climb then rush at you while firing homing missiles. Again, try to pick them off before they have a chance to come at you, then take out another mushroom robot, two sets of wall-mounted cannons and a few more mushrooms (some drop from the sky). They say that knowledge is power—if you know what is coming, you can handle it.

The end boss in this level is a beast machine with a bank of guns all over it. Use your vulcan to take out the two main guns on the top and bottom first, then their four supplementary guns.

At that point, the center section will slide up and down, then halt to fire four *large* missiles at you. The top three won't bother you, but the lower one will— unless you punch it out or twist away from it. During the





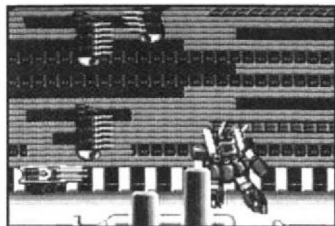
times that you aren't in danger, concentrate your vulcan on the center piece until it is totally destroyed. Another stage for the record books.

	<b>WEAPON</b>	
	<b>RIGHT ARM</b>	PR-20
	<b>LEFT ARM</b>	<b>7 Unit</b>
	<b>BODY</b>	<b>6 Unit</b>
	<b>VERNER</b>	<b>2 Unit</b>
	<b>SHIELD</b>	<b>3 Unit</b>

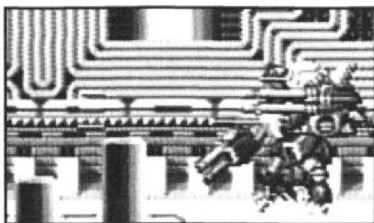
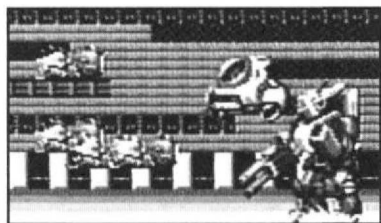
*If you can get to a point like this one, where everything is maxed out on your supply screen, you'll find it easier going through the rest of the game. However, you'll need it because it's a tough road ahead.*

## STAGE 7

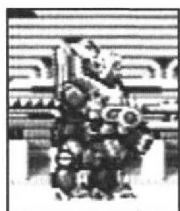
Further in the underground caverns, you play tag with a squadron of blue devils from both sides that quickly take out a good chunk of your shields, followed by more of the blue spikey floaters and flying red cannons from Stage 5. Whew, there's a breather to assess your damage status, but not for long as a couple of the yellow serpent mechanoids, with more intricate movement patterns, take to the sky to annoy and pummel you. Not a nice start at all, and it looks like rain! Twist and shout, y'all, twist and shout. (Hope you caught the hint, gang.)







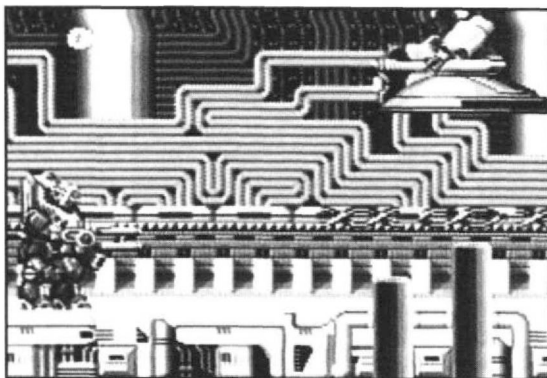
No matter what weapons you have inventoried, you'll find that your vulcan and field punch are irreplaceable. When you are being bothered by a load of creatures, sling those babies around the screen and see them scurry. Nice for the old bonuses at the stage end, too.



What, the end boss already? Yep, and it looks like a heavy-duty version of the robot on *The Jetsons*. Doubt it carries a broom and dustpan to clean up after Elroy. Any-way, it will enter from the left,

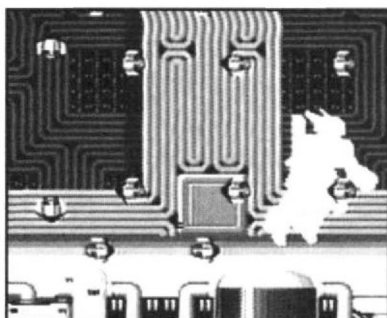
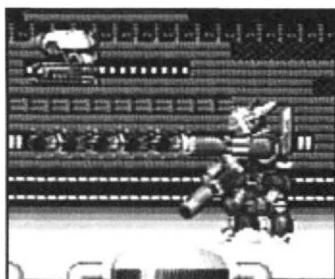


then positions itself on the right for battle—you can use your vernier to cross back over to the left as it swings by. It shoots out ring blasts as it flies from floor to ceiling and back, but you can easily leap and drop so that you are opposite to it in vertical position. If you are close, use your field punch; otherwise, employ the vulcan or beam cannon to knock it off its moorings. It's not over, though, because the top section will scream around the room, running into you and hitting you with an extended arm. Trying to track it with the vulcan can be impossible, so keep blasting with your field punch or beam cannon and let it run into your weapon's path. You'll lose some shield (there isn't much you can do to prevent it), but if you've been building up shields between stages, you'll be just fine.



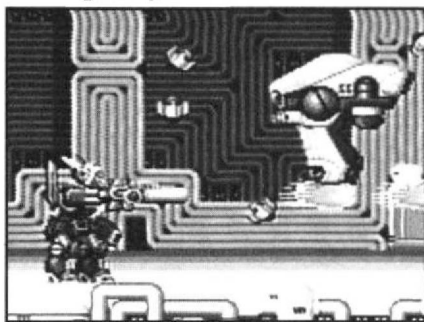
## STAGE 8

Little robots with homing missiles galore, but your radar tells you where they are coming from so they shouldn't pose too much danger. However, this is just the beginning. Keep your strength up, and your shields too. Watch behind you when you drop.



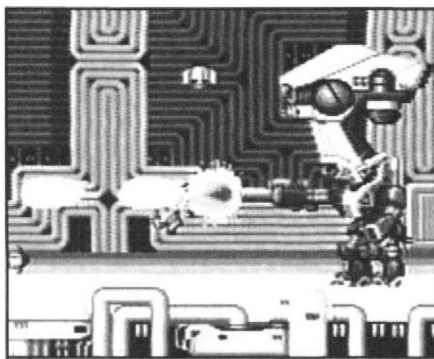
EEK, flying mousetraps again, but you can't see the generators. The path that the little squares take, however, tells you they are directly underfoot. Though you may not be able to get rid of the source, don't worry about them. Simply stay above the generators and don't fall into the pits (the silver areas that house the generators). Instead, use your vernier to leap from yellow platform to yellow platform. Then use familiar techniques and the radar against the floor-to-ceiling energy beams and prehistoric birds.

There isn't much preparation against robots that appear in mid-air, but do your best to see them and fire quickly. If you don't squelch them, they shoot wall-to-wall blasts of energy that are sure to take your shields down a good amount. Then it's your old buddies, the green-cased shooters, back for more punishment. Be careful near the end for the tiny robots that are like killer bees; they track you until they are all gone, so finish them quickly.



You'll soon find the source of those buzzers, the end boss for this stage. If you stick to the center of the screen, you'll be able to use the field punch or beam cannon to wipe out the little annoyances. Between waves of the pests, jump up to plaster the main creature with

shots. If you don't, it'll send out more and more bees, with widening sweeps that will drain your shields. When it opens up, it will drop the bee strategy and opt for firing single shots at you, where you are. So while you are shooting the main boss, don't be where it is shooting, meaning you should keep moving up and down.



*You can stand here and be safe from the powerful missile blasts this boss fires.*

## STAGE 9

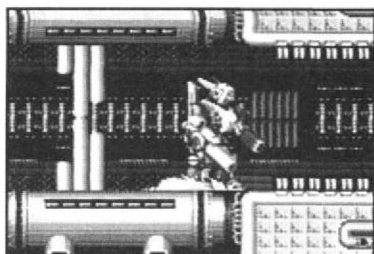
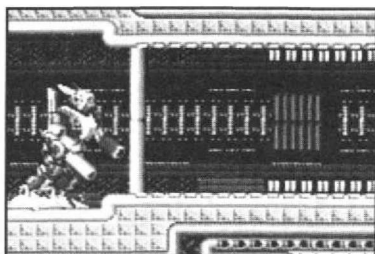
As with *Blazing Lazars*, in this level you face most of the end bosses that you defeated—or thought you had—before. At least now you'll have a better clue as to how best to deal with them, though they are faster to match your improved power and skills.

Following the trio of foes (bosses from Stages 1 through 3) that do their same, old thing, be ready for a small staircase (must be a split-level fortress) that leads you up to some floor-to-ceiling beams. Rushing your movement through them will minimize the quantity of damage you receive. It's really not too hard to escape relatively unharmed, even though it seems impossible, but it's simply a matter of getting through the beam quickly. It's over when you go back down the stairs, but then it's another rush of enemies.

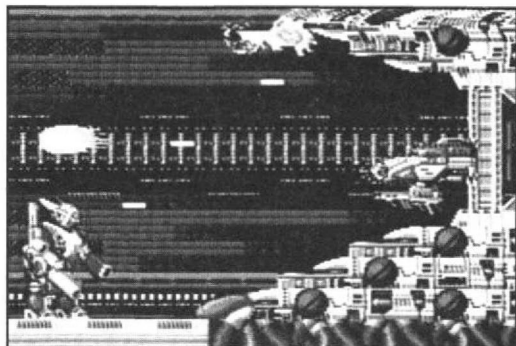
The next attacker is the Stage 4 boss, and again, you have to use your vernier to avoid it when it's coming at you, then drop and shoot as it retreats to the other side. Of course, this time the creature makes the job even more difficult by gradually gaining speed and range until it is flying back and forth (and out of the picture) right before it is killed.

When the phrase "Hi-energy near" appears on the screen, back up to the left because you're going to be visited by the armadillo again (remember him from Stage 5?). Use the same technique as before.

When you hit another set of steps, you'll also hear the sound of tinkling metal. Don't get mesmerized by the animation of the spikes, because they are deadly. Again, time your movement to get to the other side by sliding backwards (to match the

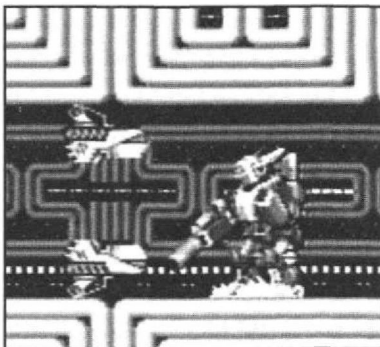


movement of the screen) just before a spike set, then cruise through right after they are done slamming shut. Rest—and build up your lost energy—between spike stations. Downstairs you go in time for repeat performances by the Jetsons' maid, the beekeeper and the giant gun machine (from Stages 7, 8 and 6, respectively). Note that the last guy has added a few more guns and weapons, and has changed from missiles at the finish to energy blasts in the meantime. It also wants to hang out with you for a while longer than last time, but it's not all that much tougher.



## STAGE 10

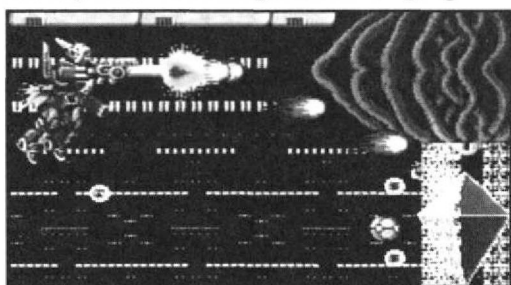
Booster on your back, it's time to take on the gargantuan battleship that has risen to your challenge. Do you really think you can defeat it? Of course, you do!



The key in this level is to use your laser cannon to blast away everything that gets in your way, and believe us when we say they'll be coming from everywhere. The outside surface of the battleship will toss everything your way. If your shields are built up enough, you'll be fine. Then it's on to the ship's inside for more fun.

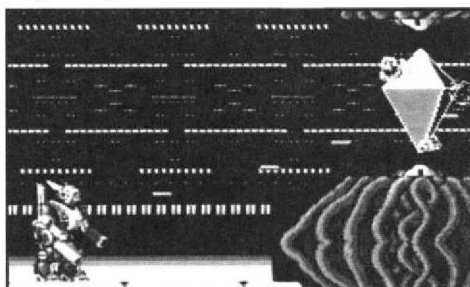
The phrase “?Energy sensed” tells you something funny is going on. Indeed, after the short “beam and spike” section things start appearing from out of thin air. Your strategy should be to shoot everything, and keep moving. Keep your laser cannon trained on the blinking spots where the creatures materialize and you’ll get through—and with a great score increase. If you don’t take them out quickly, they will shoot at you and blast you to smithereens.

Next you’ll drop down to another corridor, and you must keep your weapon at the ready. This next section has the hall closing up with gun turrets that come together in the middle, then fire at you. Notice which way the turrets seem to be pointed, because that will give you an idea of when they will close and which direction they will fire. You must try to get rid of each set of turrets before they blast away. In case you hadn’t guessed, this level is filled with “no time to think” shooting. Also, you have to be good at changing directions quickly.



After that batch of baddies, you have another drop, then face the end boss that signals the end of your battle—you hope. The best method to beating the game is to sit

on the ground, wait until the thing’s shots start coming at you, hover up in the air (letting loose a torrent of shots all the while), wait until it’s shots come toward you, drop down to the ground, and on and on. Each time, there will be a small break in the firing, which will let you slip safely between the bullets. Good timing will keep you from getting hit much, if at all. When the diamond contraption stops shooting at you, it’s just a formality to blast away at the “core” to destroy it. When it starts bobbing up and down, you’ve done the trick. Ba-boom! Cut. Print it. Roll credits.



## SHH...THE SECRETS

If you defeat an end boss with full vernier, you'll get a special bonus. Scoring starts at 10,000 points and works its way up.

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*Veigues* is also loaded with tricks. For example, you can bring up the sound select screen by holding Up, Left and SELECT simultaneously during the "Presented by

Victor Musical Industries Inc." screen. If the words "Music Mode" appear on the title screen, you've done it right. Use the I button to change the sounds.

Also, you can continue during the "Presented by" screen by holding Down, Left and SELECT until the title screen. The title screen should show the words

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"Continue Mode" if you succeeded. The number of continues will vary with your ending score: divide your score by 1,000,000, then add three.

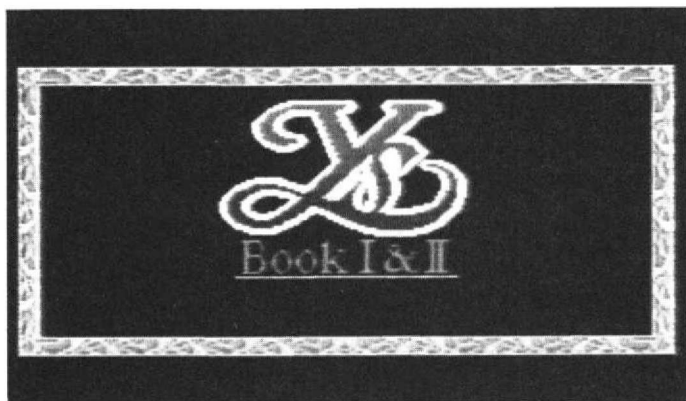
FROM NEC  
EASY MODE  
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Finally, an Easy Mode can be received by holding Up, Right and SELECT during the "Presented by" display. If you hold those down until the title screen appears, the title screen should say "Easy Mode."

# **Ys—Book I & II**

*Distributor: NEC*

*Game Type: Role-Playing Adventure*



## **WHAT'S GOING ON?**

The priests of Ys carefully worked in creating the six books that contained the history of the magical land. Now the six books are scattered, and it threatens the contentment that has filled Ys' residents for eight full centuries.

Even if the books are retrieved, there is another fly in the ointment: the nasty Black Pearl, once the mysterious gem that was the centerpiece of the priests' power, is really the source of Ys' woes. Once you have built up your power by traveling the countryside and battling countless evildoers, do you have enough in you to take on and defeat Boss Darm, the dastardly creature that is inhabiting the Black Pearl? The residents of Ys are counting on it.

## **WHO ARE YOU?**

You are Adol, the young warrior that Ys' hopes and future are resting on. You will meet much adversity on your travels, but you are strong and capable.

## PLAYERS

There is only one Adol, and too many adventurers spoil the quest. *Ys—Book I & II* is a one-player game.



## SCORING

Score is a deceiving term in an RPG (Role-Playing Game), but it's easy to understand the progression of events that determine a form of scoring. As you move through *Ys—Book I & II* you can increase in experience points, an indicator of how you learn and become a veteran adventurer. If you gather enough experience points, you'll jump up a level—as you would any other job—which makes you stronger. You can parry your opponents' attacks better, sustain more damage without dying and your attacks are more effective. All this is necessary in later sections of the game because the enemies also are more difficult to defeat, which means you'll have to be tougher to get by them.

## LIVES AND HOW TO LOSE THEM

As in most RPGs, you have a quantity called "hit points" that corresponds to your experience level. This is an indicator of how much damage you can take before dying. As you go along through battle after battle, your hit-point maximum increases with your abilities, allowing you to take more damage without getting killed. If your hit points drop to zero, you die.



## CONTINUES

You can continue as often as you wish in the game, but there are a number of ways to accomplish it:

**Password**—Due to the extensive size of your *Y's—Book I & II* quest, you won't be able to complete the game in one sitting—unless you a super game player with lots of time on your hands and ability to not sleep for hours on end. For that reason, a password system has been implemented so you can pick up where you left off.

**Saving to the TurboGrafx-CD Player's memory**—The CD unit contains some memory in it that allows you to save up to five positions for pick up later in a mode similar to the password.

**Continuing after dying**—If you meet your demise, you can choose to continue from where you last were, but you will sacrifice your built-up experience points, hit points, gold, magic points, attack strength and defense power. It's important to keep your hit points high by resting at times.

## CONTROLS



*Move Adol during game; select menu selections in sub-screen*

*Pause and open Command Window*

*Use item or exit menu*

*Select or use magic*

## WEAPONS

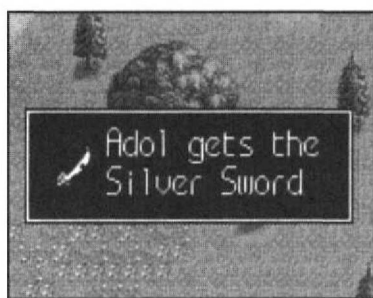
Each of the weapons, which includes sword, armor and shield, will get progressively stronger as you go. Here is a list of all the swords, armor and shields that you can either buy at the weapon shops or find in playing areas of the game (In Book I you also have rings that will provide various offensive and defensive powers, and in Book II you'll be able to obtain magical

wands. Both will be listed under Special Items.):

**Sword:**

BOOK I—Short Sword, Long Sword, Katana, Silver Sword, Flame Sword.

BOOK II—Short Sword, Long Sword, Katana, Hyper Cutter, Battle Sword, Cleria Sword.



**Shield:**

BOOK I—Small Shield, Middle Shield, Large Shield, Silver Shield, Battle Shield.

BOOK II—Wood Shield, Small Shield, Large Shield, Iron Shield, Battle Shield, Cleria Shield.

**Armor:**

BOOK I—Chain Armor, Plate Armor, Reflex Armor, Silver Armor, Battle Armor.

BOOK II—Chain Armor, Breast Plate, Plate Armor, Reflex Armor, Battle Armor, Cleria Armor.

## SPECIAL ITEMS

First and foremost, you are searching for the six books of Ys, which are Volume Hadal, Volume Messa, Volume Toba, Volume Gemma, Volume Dabbie and Volume Fact. Volume Fact is protected by Dark Fact in Darm Tower.

Other items you can use are:

BOOK I—

**Sapphire Ring**—This was lost by the one-eyed man in the bar. Find and return it to him for a 1,500 gold reward.

**Golden Vase**—Find this vase near a body of water and sell it at a pawn shop for an extra 2,000 gold.

**Ruby**—Worth 1,200 gold at Minea's pawn shop.

**Mask of Eyes**—Allows you to see hidden openings in the walls.

**Prison Key**—Needed to open the door that seals in Feena. She

gives you a much-needed reward.

**Treasure Box Key**—You need this to open treasure boxes found throughout Book I.

**Silver Bell**—Find and return this to the Mayor of Zeptic who'll give you something in return.

**Necklace**—Worth 500 gold at the pawn shop in Minea.



**Ivory Key**—Needed to open a special door in the Shrine.

**Marble Key**—Also needed to open a special door in the Shrine.

**Sara's Crystal**—You'll get this after you get supplies to fight and prove to Sara that you're ready for battle. Needed to prove to Sara's sister, Jeva, that you're there to help.

**Silver Harmonica**—Give this musical instrument to Lair, who is in Minea.

**Roda Tree Seed**—Allows you to talk Bark, the little-known language of trees.

**Darm Key**—Lets you enter the final boss's chamber in the mine.

**Eagle Idol**—Give this to the very worried man in Darm Tower.

**Blue Necklace**—Helps you avoid traps found in Darm Tower.

**Hammer**—Use this to break one of the pillars in Darm Tower.

**Wing**—Use this for instant travel, but employ this wisely because you can only have one at a time.

**Healing Potion**—Restore Adol's Hit Points.

**Mirror**—Stops the average enemy in his tracks. You can use this a couple of times before it breaks.

**Glasses**—Used to read the books.

**Brooch**—Helps you get through Darm Tower.

**Blue Amulet**—Needed to open the final door leading to Dark Fact.

**Power Ring**—Gives Adol twice his normal fighting power.

**Armor Ring**—Absorbs half of the enemy damage for Adol.

**Timer Ring**—Slows the enemies down to half speed.

**Healing Ring**—Allows Adol to regain his health anywhere at anytime.

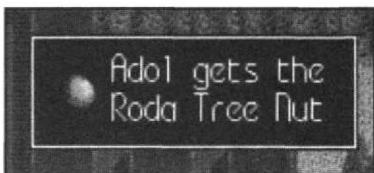
**Evil Ring**—Needed to get through certain obstacles in Book I.

**Ancient Books of Ys**—All six books (Volume Hadal, Volume Toba, Volume Dabbie, Volume Messa, Volume Gemma and Volume Fact) contain the history of Ys as written by the six priests.

BOOK II—

**Herbs**—Restores Adol's health.

**Life Drop**—Brings Adol back from the dead. Careful, there's only one.



**Roda Tree Nut**—Refills Adol's Magic Points. There are plenty of these...if you make it back to where you found them, that is.

**Cape of Holy Spirit**—A well-hidden item that will restore

Adol's hit points when worn.

**Peace of Mind Ring**—Reduces the amount of Magic Points needed to use certain items by half.

**Falcon Idol**—Causes the shots from the Magic of Fire wand to seek out the enemies on the screen.

**Evil Bell**—The goons are attracted by the sound of this bell. Use this in one location only.

**Dreaming Stone Idol**—Use this idol to turn people back from stone.

**Goddess' Ring**—Needed to reach and defeat Darm.

**Cleria Ring**—Helps Protect Adol when worn.

**Wand of the Holy World**—Lets Adol perform magic.

**Iron Ore**—Find and return this precious metal to Guido at his shop in Rance Village.

**Ancient Slate**—Fills you in a little more about Ys.

**Master Key**—Needed to enter through certain locked doors.

**Voca Shell**—Lets you communicate to Hadat in Ramia Village.

**Key of the Water Canal**—This key will let you enter the Water Control Room.

**Stone Shoes**—Allow you to walk up frozen waterfalls in Ice Park.

**Roda Tree Leaf**—Protects you from poison gas.

**Pick Axe**—Use this to dig in the mine.

**Hawk Idol**—This is a weaker version of the Falcon Idol.

**Misty Ice Drops**—Lets you form an ice bridge over gaps in Ice Park.

**Scroll of Guidance**—Use this to speak to the goddesses by touching a goddess statue.

**Sacred Cup**—After Adol is turned into a goon, take this cup back to Evan's house and drink some of his special water.

**Kerseta Flower**—One of the ingredients the Doc needs to make the medicine for Lilia.

**Blue Orb**—This item has a few uses, with one of them being to break Keith out of prison.

**Golden Pendant**—You need this to reach the Core in Solomon Shrine.

**Silver Pendant**—Need to get to Solomon Shrine.

**Whisper Earrings**—Lets Adol hear very soft noises.

**Pass**—With this, Adol can walk freely about Solomon Shrine.

**Silver Harmonica**—Needed to enter a special door.

**Letter**—Take this to Doc in the Divine area. It tells him of Lilia's illness.

**Lilia's Medicine**—Cure Lilia of her illness.

**Magic of Return Wand (Hadal's Magic)**—Allows Adol to return to certain locations he's been to before.

**Magic of Fire Wand (Toba's Magic)**—Lets Adol shoot fireballs to defeat the goons.

**Magic of Light Wand (Dabbie's Magic)**—Use this to find a very special treasure.

**Magic of Time Stop Wand (Messa's Magic)**—Stops the enemies in their tracks.

**Magic of Transform Wand (Gemma's Magic)**—Gives Adol the ability to change himself into a goon so that he can talk to them and get information.

**Magic of Shield Wand (Fact's Magic)**—What exactly does this magic do? Protect Adol?

## FRIENDS

Adol has a lot of friends running around in the game, primarily in the towns, but none are more important than the two goddesses that seem to guide Adol in his quest.

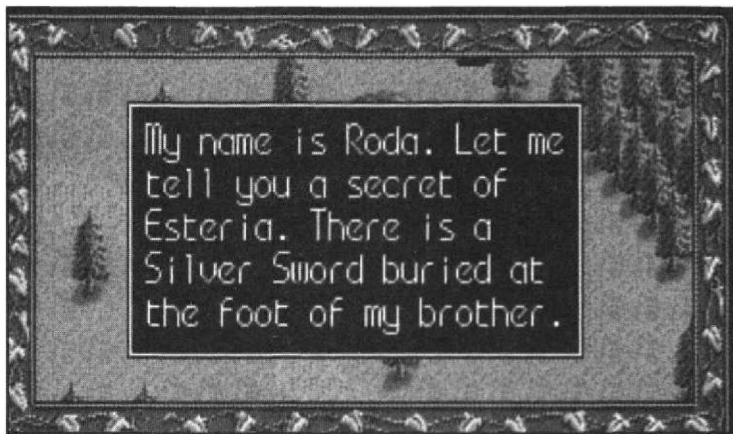
## ENEMIES

Adol also has a lot of enemies out there as well. The two major foes he'll face are Dark Fact, Darm's powerful sidekick (in Book I), and Boss Darm (in Book II), who tricks the people of Ys into worshipping him.

## STRATEGY SESSION

### GENERAL STRATEGIES

- After talking with Sara, the first thing you should do is talk to everyone. Any conversation you have may provide some vital information for your long quest.

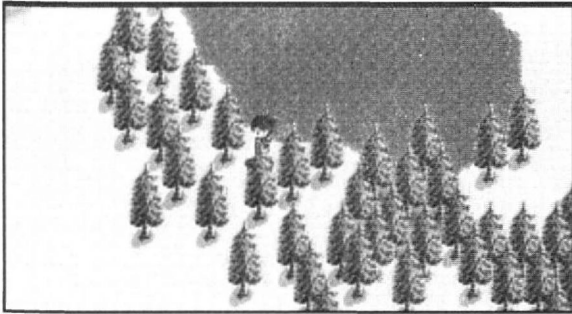


- Don't buy your weapons and supplies yet; this is usual for games of this type. It's not necessary to buy all the weapons or items in the shops because you'll eventually find them later in the game.
- For first-time players, you might want to write down the information you receive as you play. At times, for example, vital information is offered by the townspeople that will keep you from losing valuable health, time and gold.

## BOOK I

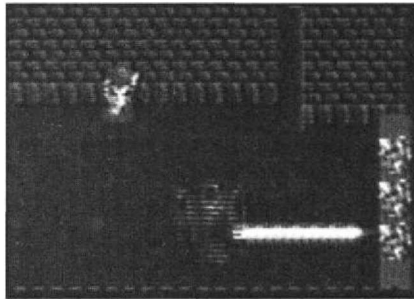
As you step off the boat, Sara the fortune teller will greet you. Enter into her house to learn more of the quest and what you must do initially. After leaving her home you might want to talk to the people in Minea. If you happen to talk to the one-eyed man in the bar, you'll learn of the missing sapphire ring. That's funny—the pawn shop owner just happens to have one in stock. Buy it from the pawn shop and give the ring to the one-eyed man for a nice surprise.

Once you've spoken to everyone in the town, you're ready to battle some of the goons outside of Minea Town. Work your way across the bridge to the lake located east of Minea. If you go to the southwest corner (about 7 o'clock on the map), you'll find



*This is where you'll find the golden vase. The golden vase is one of the first items that can be difficult to find, if you aren't careful.*

a golden vase. Take the vase back to the pawn shop and sell it. This plus the other money you got for the ring (for a total of 3,500 gold) should be enough to buy some nice items. Gain as much gold as you feel you want and return to the weapons and armory shops in Minea Town to purchase the items of your choice. Remember that you will eventually find most of the shop's items in treasure chests later in the game.



*You also meet a death boss, who will involve you in quite a fight.*

When you have all the items you want, proceed to Zeptic Village. There you'll also want to talk to everyone. Heed the warning about not going into the mine until you're strong enough. Although the enemies there are stronger than most, the real reason you don't want to venture in that direction yet is that you must find a special key first. The key opens the treasure chest. Now go outside (exit to the top-right) and explore the

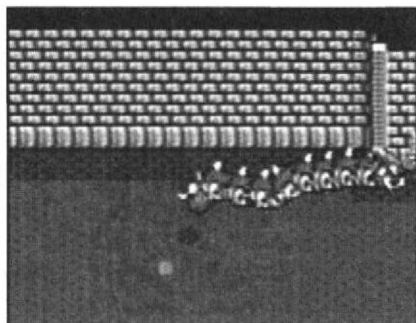
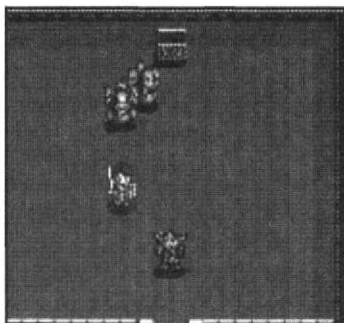


*When you get to the mines—specifically, in Mine 1—the darkness leads to a hidden passage (above). The treasure box key is truly the key to entering the mines and surviving.*

## Adol gets the Treasure Box Key

surrounding area before entering the shrine.

Once in the shrine, touch the gold statue; it will take you to where you really want to be. (If there's not a gold statue, but only blue ones, then you haven't spoken to everyone or you've forgotten something along the way.) The first thing you should try to do is get the prison key. This can be found by going to the second level of the shrine, traveling to the far left, finding the prison key, then going to the far right and releasing Feena from the jail. Along with the key, you can find the Mask of Eyes, a ruby (worth 1,200 gold at the pawn shop), the treasure box key, a silver bell, a necklace (worth 500 gold), an armor ring, ivory key, a heal potion, a marble key, a sapphire ring and the silver shield. To discover most of these, you'll need to hop from one gold statue to another. The first gold statue you see after using the Mask of Eyes will lead to the end boss. Once you defeat the

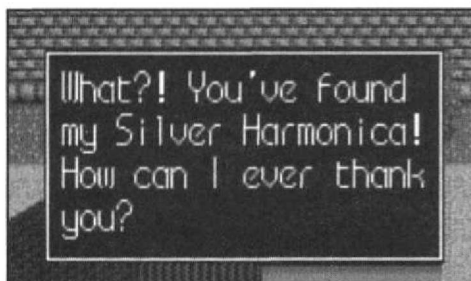
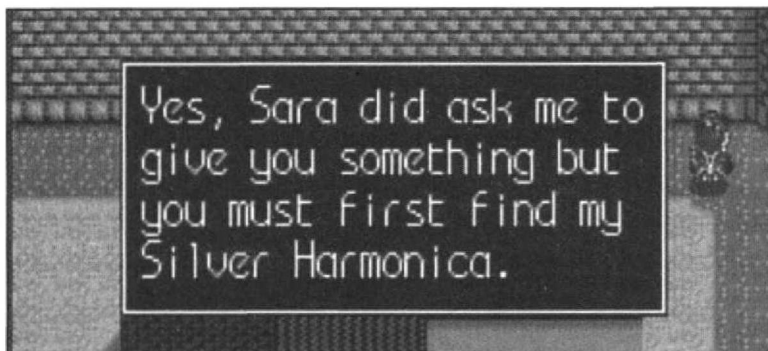


*Strengthen your character every chance you get, such as you will get with the silver shield (left). This protection will help you in battles against such slithering creatures as the centipede (right).*

boss, you'll get the Book of Hadal, making a total of 13 items that can be found in the shrine. How did you do?

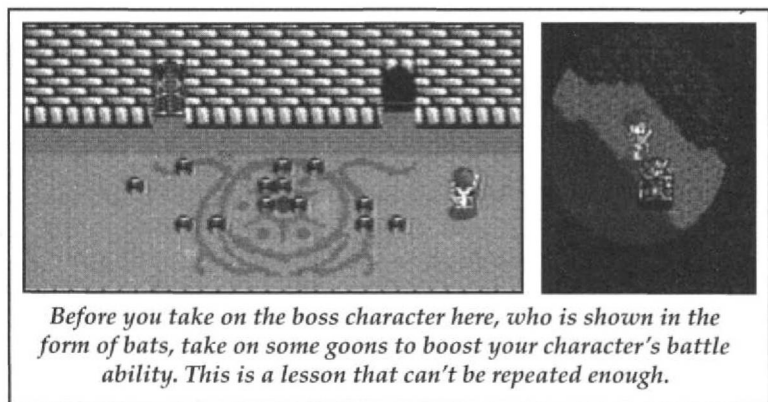
To defeat the centipede, you hit it in the head. From this point, if you have built Adol's abilities up at all, you shouldn't have any problem. Once you exit the shrine, return to Zeptic Village and talk to Jeva and the mayor. At the mayor's house you'll lose the silver bell in favor of the power ring, then it's off to the mine. You'll soon understand why it was important to wait before going into the mine. Even fully powered-up, the goons here can do a lot of damage to you. You'll want to explore every part of the mine, because you'll find some very vital items





*Speaking to people tells you what you need to do during your quest. Usually, it will give you an idea of what items you need to search for, what else you may get in exchange and open doors that weren't open before.*

here. On the first floor, you'll find the timer ring, a heal potion and the silver armor. While you're on the second floor, you'll unearth the heal ring, a silver harmonica and the Roda Tree seed. Finally, on the third floor you'll find another heal potion and the Darm key, which lets you enter the boss chamber.

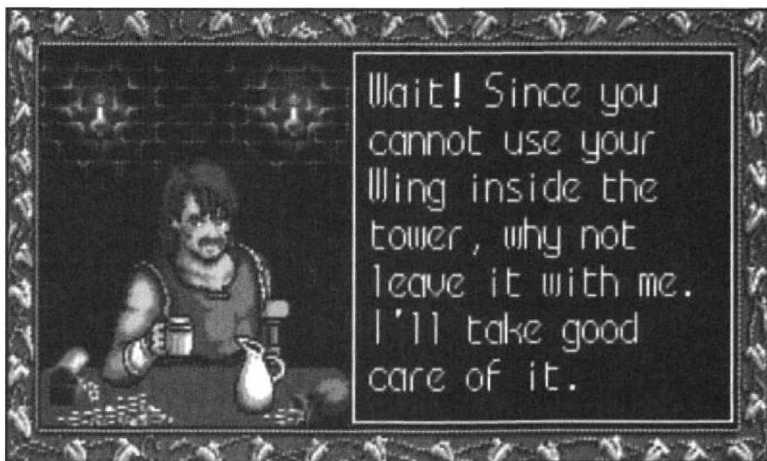


*Before you take on the boss character here, who is shown in the form of bats, take on some goons to boost your character's battle ability. This is a lesson that can't be repeated enough.*

Defeating the end boss is as simple as hitting it in the head. Oddly enough, any place else will cause serious damage to

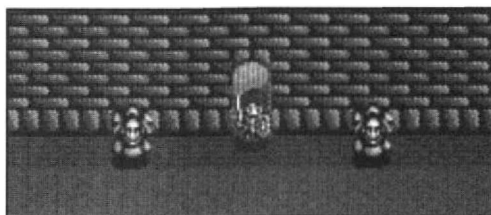
Adol. If you'd like to build Adol up a bit before entering the chamber, try defeating the two goons that appear separately as you approach the boss' lair. Run back and forth between these two goons for some good experience points and gold. Remember, the more experience you have, the more strength and health you'll have as well.

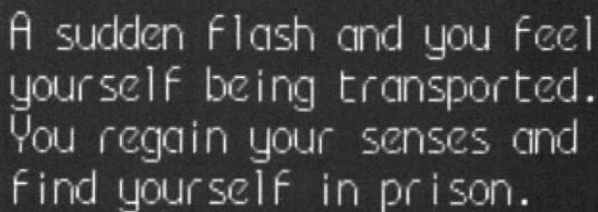
*It's a wonder that you can carry so much stuff, but you can guarantee one thing: If you find something, it will be a necessary factor in your journey.*



*You worked so hard to gather the Wing, but it only takes Goban a moment to finesse them out of your hands for his collection.*


*If there's one thing you can count on in a role-playing adventure game like this one, it's that you get tripped up by various traps.*





A sudden flash and you feel  
yourself being transported.  
You regain your senses and  
find yourself in prison.

Once you defeat the boss, you'll receive the Book of Dabbie. Now it's time to get out—this is a major task, indeed, so save your game as often as you can. Once you make it out of the mine, go to the Roda Tree and stand in front of it. Follow the instructions to find the silver sword, then go back to Minea and talk to Lair, the girl in the top-right corner. Also go back to Sara's to read a letter left for you. When you talk to Lair again, you'll get the Book of Toba. After that, it's time to go to the Darm Tower, which is located behind the thieves' hideout. Goban, the master thief, will take your wings as you enter Darm Tower.



Did Colin send you?

*This encounter with the old man will gain you the Eagle Idol.*

In Darm Tower there are a few traps that you will not be able to avoid. As a result, you'll lose all your silver items and you must relocate them before you'll be ready to face off against Darm himself. Items that you can expect to find in the tower

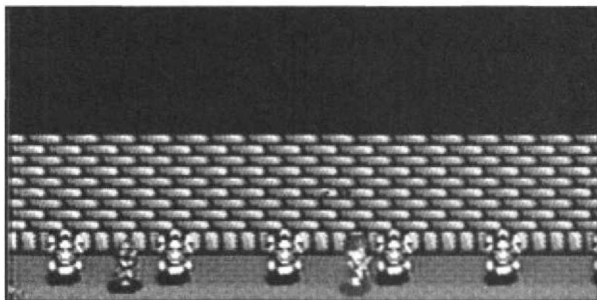
*Here's some helpful advice that won't be immediately apparent to you. You'll know what to do when you are in the right place.*

include the evil ring, a mirror, two heal potions, the Eagle Idol, the blue necklace, the silver items (again), the Book of Messa, a hammer, the

Book of Gemma, a brooch, the battle shield and battle armor, a flame sword, glasses and, last but not least, the Book of Fact. Everything is fairly straightforward, but there are five points that you want to keep in mind:

She said that there is a unique brooch placed somewhere in this tower. Without it, you can only see your reflection in the mirrors.

*Looking for a spot on the wall and what it might tell you should do. The clues to the puzzle are there.*



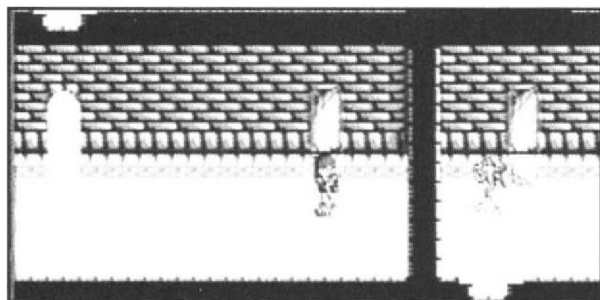
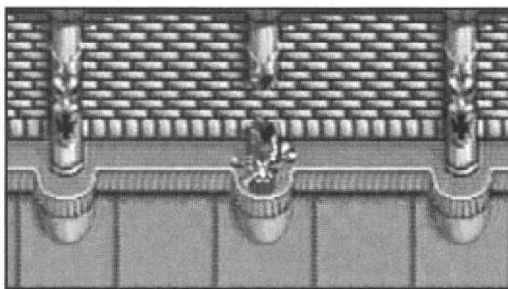
- On the third floor, you'll see a spot on the wall. Remember the Mask?
- Remember where the open and empty treasure chests are.

You found the Volume Gemma!  
It has been missing for hundreds of years. It was written by my ancestor. How did you get it?

If you still have trouble getting through the last door, don't forget about Leta Gemma back on the 11th floor.

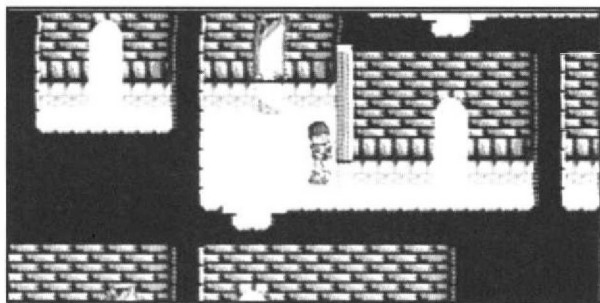
- On the eleventh floor, use the hammer on the fourth pillar.

- To get out of the 14th floor, take the first mirror then go to the middle mirror. Now go through the mirror on the right and when you reappear move through the mirror that is directly in front of you.

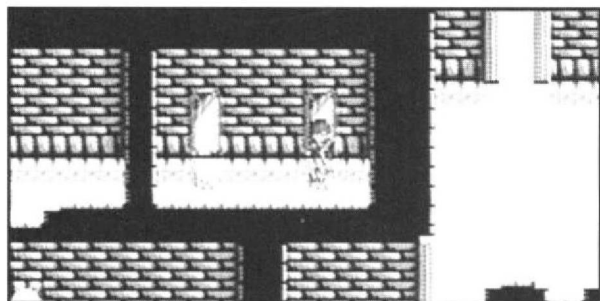


*The first mirror...*

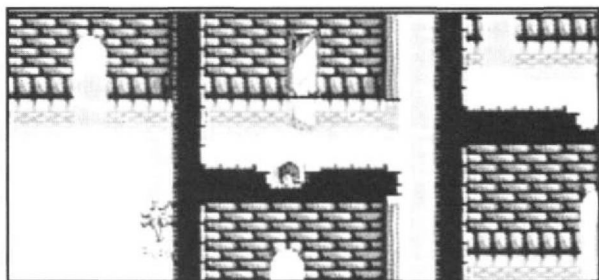
*...followed by middle mirror...*



*...then the rightside mirror...*

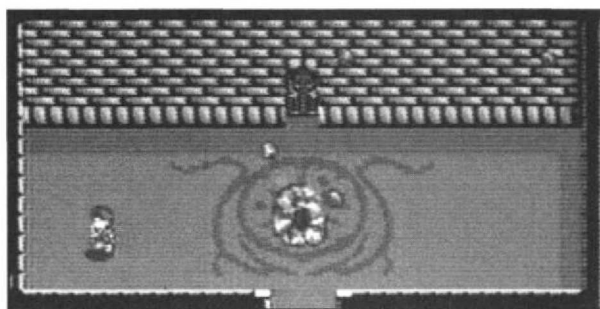
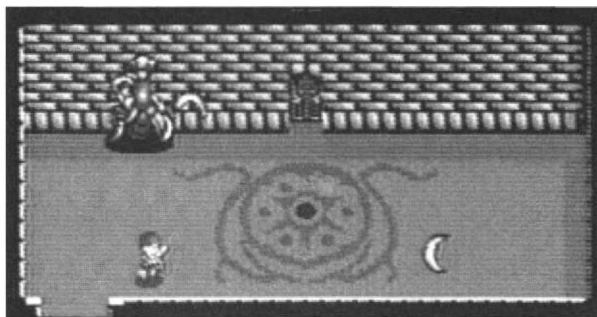


*...and finish  
with the  
mirror right  
in front of  
you.*



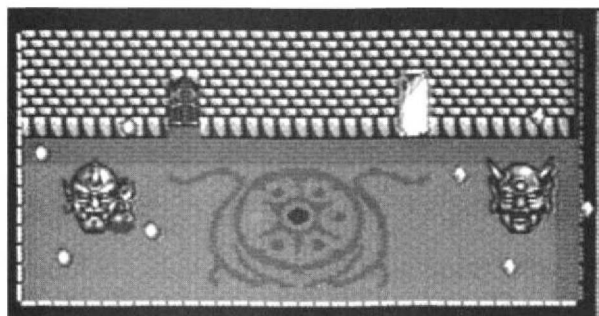
To defeat the boss on the eighth floor, it's best to start in the lower-lefthand corner. When the boss throws the boomerangs, move in a clockwise motion, being careful not to get too greedy. Make sure that all three have been thrown together. You have plenty of time to defeat the boss so don't rush. The boss on the 14th floor is pretty simple: avoid its rock shot and run into it to do damage.

*Now the  
action part  
comes into  
play. You'll  
need good  
reflexes to  
dodge the  
eighth floor  
boss'  
boomerangs.*



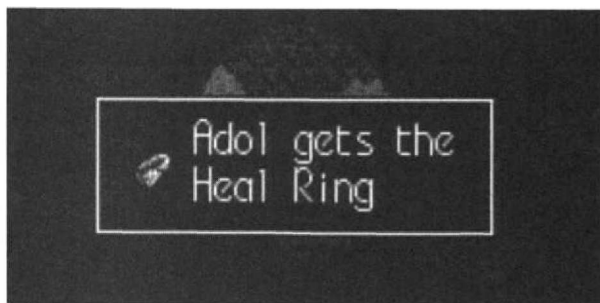
*The boss on  
the 14th  
floor is  
somewhat  
easier, not  
challenging  
you too  
much with  
its stone  
throws.*

A good place to build Adol's abilities is the long corridor on the 17th floor. To defeat the two heads on the 21st floor, you must hit the red head in the forehead. You'll notice a horn there—that's your target. When you hit it, the head will change so you'll have to chase down the red one again.

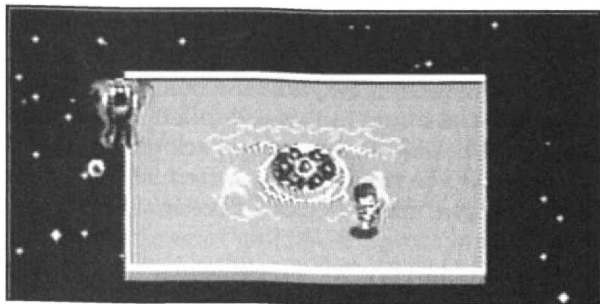


*You'll have to work back and forth between the heads in order to defeat them and finally move on to Dark Fact.*

To defeat Dark Fact, the final boss of Book I, you must have the silver items. What you can do here is to use one of the rings (such as the power or heal ring), avoid the shots and ram into him as he flies by. Now that you're finished, sit back and read the book!



*If you got the above message earlier in Book I (in the mines), you might want to take it out of your inventory and put it on your finger. It offers more than good luck in your conflict against Dark Fact. Silver is also valuable to have in your possession. Don't forget to save your game before the battle—as a rule, you should save often.*



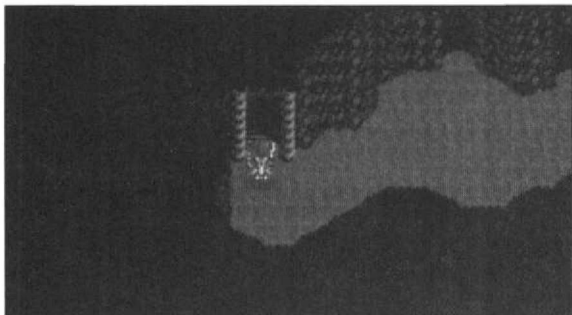
## BOOK II

Once again, it's important that you talk to everyone you come across in Rance Village (see The Secrets for a great Rance Village code). Some give you guidance, others will offer idle chatter. You'll also be required to earn gold all over again, but this time it'll be much easier once you obtain the magic fire wand.

Now that you've talked to the good people of Rance Village and have learned more of your first quest, it's time to go into the shrine and to the ruins. Here you'll find two people and three objects: the ancient slate, wand of the holy world and, hidden in the grass, a Roda Tree nut. After talking to the people and obtaining the objects, you must now go back to the village. All of this is relatively easy, and if you've spoken to all the villagers you'll know what to do. The basement of the ruins, called the divine area, can be very confusing. To help you, make a map or use some other method so that you'll know if you missed a doorway.

(Note: When saving your game in the divine area, it will be listed as Mine 1 or Mine 2, but to help out, we'll try to guide you through this maze.)

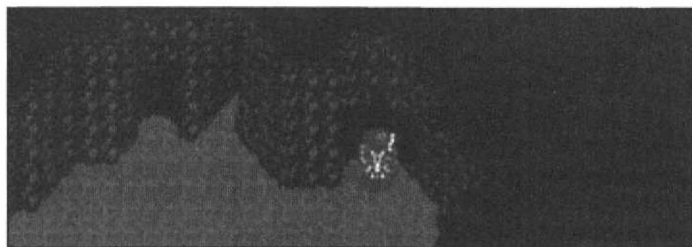
*Miss a  
doorway?  
Perhaps  
poking around  
some of the  
pillars will  
help you find  
something.*



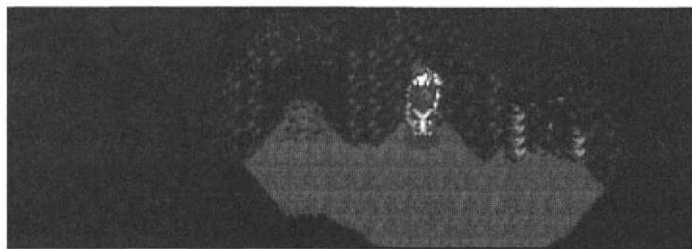
In the basement you can find five priest statues, the pick axe, the Cleria ring, Dr. Flair and Magic of Fire. This is intricate, but we'll describe what door to go through by the location of that door in the room you find it in. First, work your way to the room with three doors in it and take the one located to the right. Then go through the doors in this order: left, right, then center. This will lead to the pick axe. Now go back through the door in that room and take the doors in this order: left, left, right, then top. In this last room, you'll notice a cave-in. Use your pick axe to talk to Dr. Flair.

From here, to obtain the Magic of Fire, exit to the door to the left, then take the doors in this order: bottom, left, bottom-right,





*Games like this don't often test brute strength, but the pickaxe will come in handy if you want to talk to Dr. Flair. He wants to talk.*



right, bottom left and bottom-left. The Cleria ring can be found in the same corridor as one of the priest statues. The entrance to these corridors are marked by the wooden planks that support them. The one mini-boss that you'll encounter is best left alone

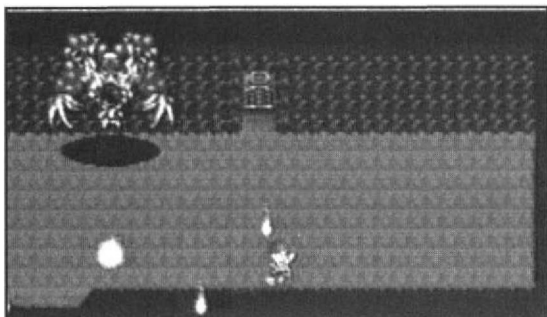
↗ Adol gets the  
Magic of Fire

○ Adol gets the  
Cleria Ring

*These messages are among the most important, signaling two important acquisitions for later. The Magic of Fire will come in handy against the quantity of goons you'll meet shortly, while the Cleria ring is one of the integral items you'll need to take out Darm.*

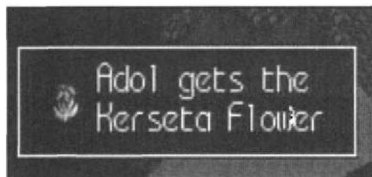
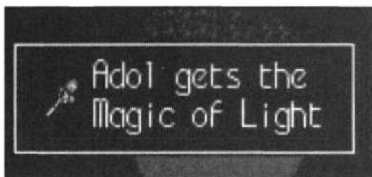
until you have full health. Two ways to defeat the boss is to get close and fire away. The closer you get, the quicker you'll fire shots in succession; or you can sit back and, with the TurboFire buttons on high, weave in and out of the line of fire while shooting several rounds off. Once the boss is defeated, you'll get full health and experience points as well as opening the way to other parts of the divine area. It's in this area that you'll find the iron ore, an evil bell, the Kerseta flower and the Magic of Light.

*This guy looks tough, but he won't give you a hard time if you play your cards (or should we say your weapons) just right.*



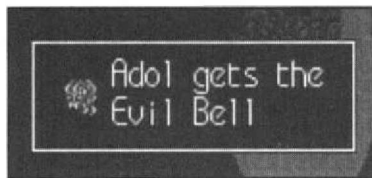
It's important to check along the walls for hidden entrances that will lead to these items.

Once you have all four items from this area, head back to Rance Village. After you see the doctor and deliver Lilia's medicine—you'll then get the Magic of Return—go to Jira's

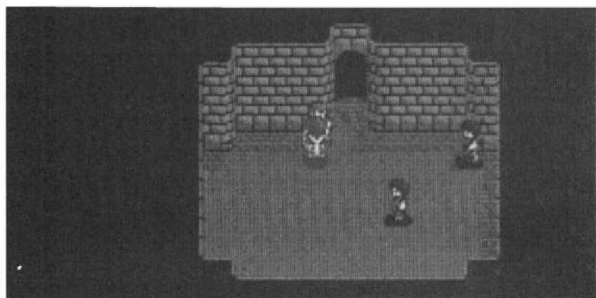


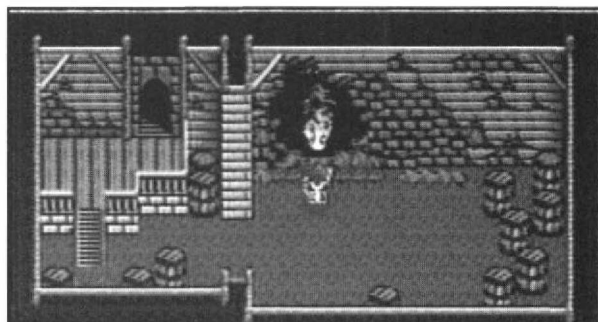
*As it gets later and later in the contest, each item you find becomes more critical. If you were to miss one, it could be pivotal to whether your mission is a success or not, or likely stall your progress entirely.*

house and agree to help. Make sure that you have full magic power before ringing the evil bell. Also, before you ring the bell, line yourself up between the lone barrel that is opposite



*With Lilia healed, you can get some information from her in the Runaway Hideout.*

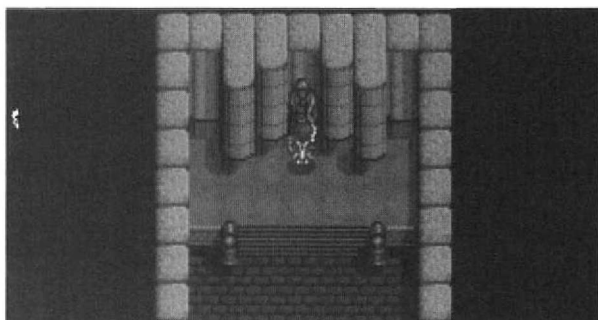




*Ding-a-ling.  
Ringing the  
bell in here is  
a call to the  
goon squad  
for dinner or  
something.  
Hopefully,  
you're  
prepared.*

the bare wall and the extension of the wall to the left. Once you ring the bell, goons will break through the wall and start pouring out. With the TurboFire switches on high, slowly work your way up as far as you can without going into the hole and without taking damage from the goons. This is an excellent

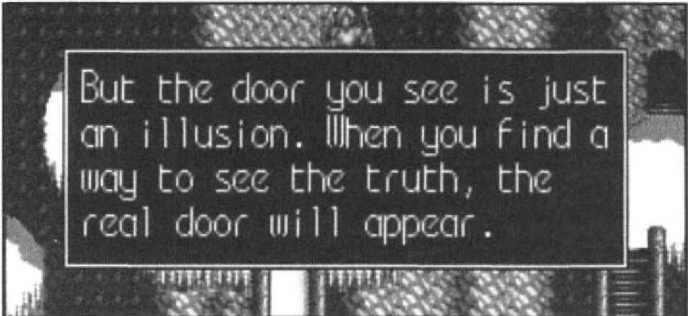
*Speaking of  
the bell, after  
you've had  
your fun with  
the goons, you  
should head  
through the  
opening to  
find the last  
of the statues.*



place to wrap a rubber band around the fire button, with TurboFire set on high, and gain some experience points as well as some gold.

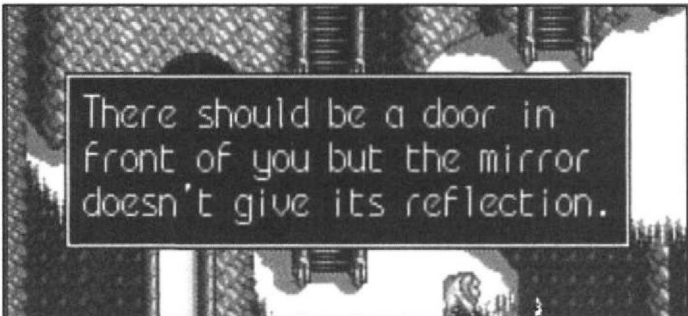
When you run out of magic, return to the first priest statue in the divine area for a refill, then start all over again. You'll eventually want to enter the hole in the wall—this is where the sixth and final priest statue is located. With the gold you've earned here, you can now buy a life drop if you want to. Before you enter the Ice Park, fill up your health and magic points at the priest statue found there.

In Ice Park, there are six items of importance: the stone shoes, misty ice drops, the Hawk Idol, Magic of Transform, Mirror of Illusion and the Cape of Holy Spirit. All of them should be easy to find with a little effort with the exception of the Cape of Holy Spirit. The cape is hidden in a cave in the east of Ice Park. If you find a special blue marking, you've



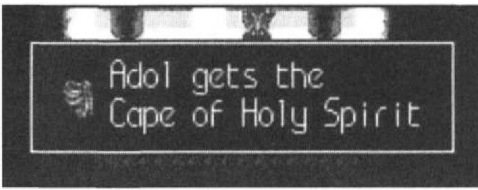
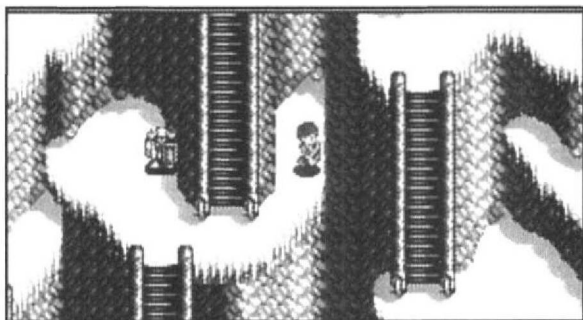
But the door you see is just an illusion. When you find a way to see the truth, the real door will appear.

*What would RPGs be without puzzling riddles? Well, they'd probably be easier to beat—but you wouldn't be reading this either.*



There should be a door in front of you but the mirror doesn't give its reflection.

*We realize that this is a reach because it's a black-and-white book, but there's a blue door here. Trust us. It'll be spelled out shortly.*

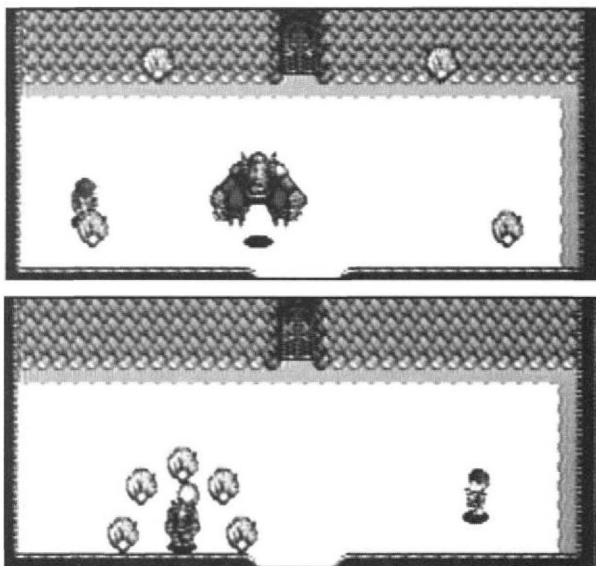


Adol gets the Cape of Holy Spirit

*Well, you've found it. Putting this on will help you stay alive at critical junctures of Book II.*

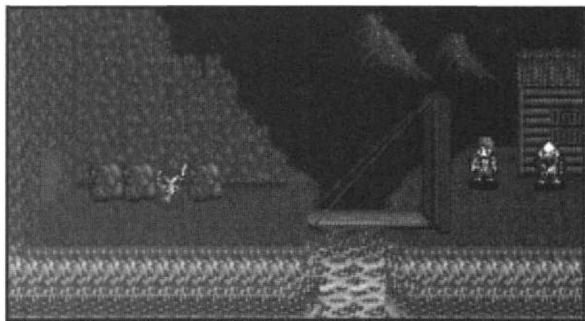
discovered the special hidden room.

The mini-boss at the end of Ice Park will jump in and then land. When he lands, he'll shoot fire balls in eight directions—which is also the time that he's most vulnerable. Watch his pattern by making a large circular motion around the room. When he is about to land, time a shot or two from your magic fire wand. Patience is a key here. Once you defeat him, you're ready for Burnland Village.

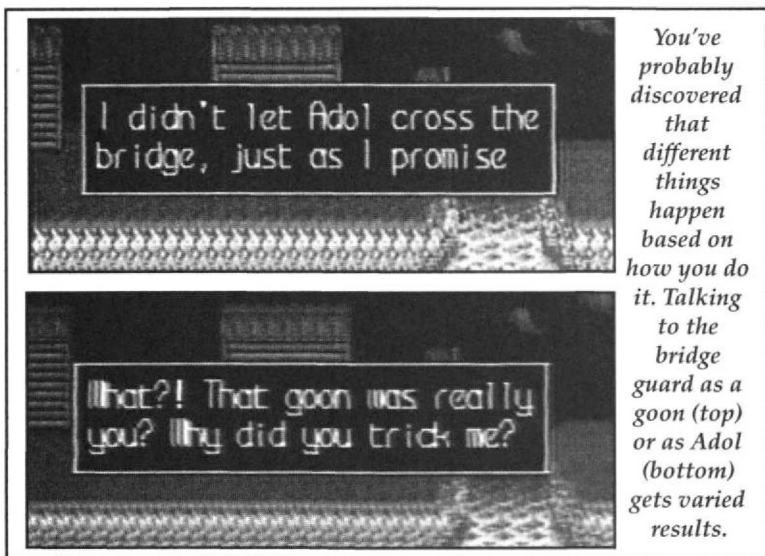


In the Burnland Village, you'll come across four items: the blue orb, the whisper earrings, the Roda Tree leaf and a Roda Tree nut. As you enter the first large cavern in Burnland East, look towards the bottom—you should find the Roda Tree leaf, which is important and will be used later in your journey.

*When you find the Roda Tree Nut, it will be helpful when you have to recharge your vital magics for later conflicts.*

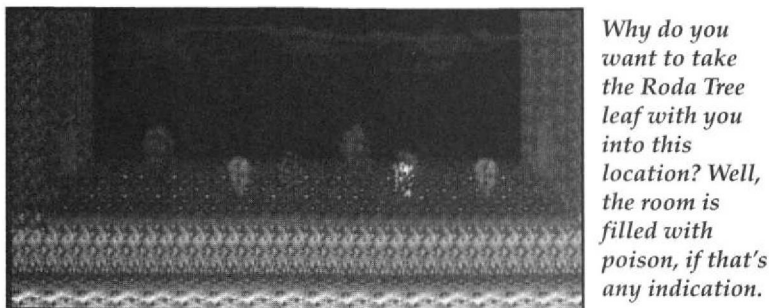


Now move up to the first entrance on the right and follow the path to Burnland Village. By the way, the weapon of choice here is the fire wand used with the Hawk Idol, which should make things a little easier. (You could always use the Magic of Transform and walk free about Burnland as a goon.) At the beginning of Burnland Village, you'll find the Roda Tree nut,

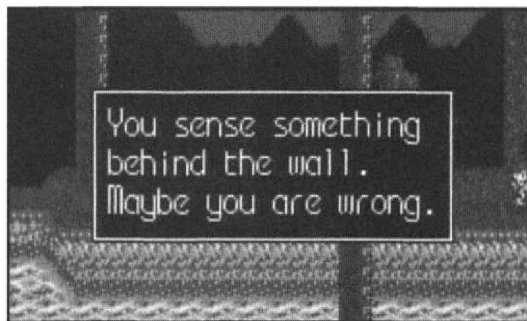


which fills your magic back to its maximum. Also, when you're in Burnland Village, be sure to talk to the bridge guard, first as a goon then as Adol. He'll give you the whisper earrings.

At this point, return to the start of Burnland and head west. Use the Roda Tree leaf before entering the fourth room from the start of Burnland. You'll need to find the blue orb and head to the rear of the jail. Use the earrings to hear the voices, then work your way back to Burnland Village. Talk to Tarf and the bridge

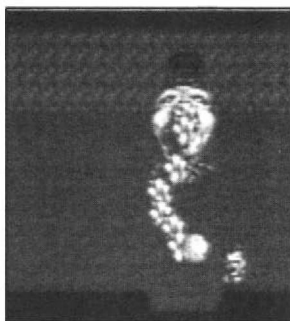


*Maybe now would be a good time to try on that new pair of earrings you just got. Whisper Earrings may not look that great, but then you don't wear them for fashion reasons.*



*The only time to tackle this guy is to wait until...*

guard one more time before you meet the mini-boss of Burnland. To defeat this boss, move in a circular motion around the room to avoid the head and the snake that comes out of its mouth. It's when the snake is coming out



*...the snake comes out of his mouth. Didn't anyone tell him not to fight with his mouth full?*

and going back in the mouth that the head is most vulnerable—especially when the snake is going back in. If you can position yourself under the head as the snake is going in, you should-n't have too much of a problem.

Welcome to Ramia Village, the last town before you enter the shrine. If you've read this far you probably know what to do when you enter a town for the first time: That's right, talk to everyone! Items that can be found here include the voca shell, the dreaming stone idol, a key of the water canal, the master key, a falcon idol, the sacred cup, the gold and silver pendants, a

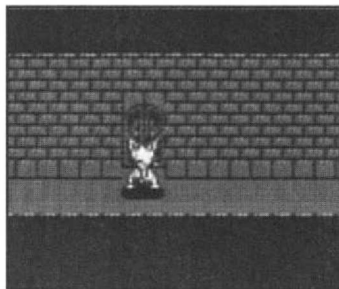
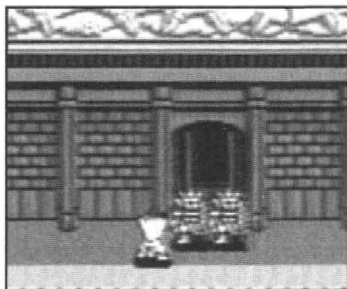


*Goons only talk to their own kind, so you have to do what you can to make them want to talk to you. If you can, they have valuable info.*

pass, the silver harmonica, the blue orb, the peace of mind ring and the Magic of Shield. When you've talked to everyone, head through the entrance and approach the main gate. You won't be allowed in unless you have transformed yourself into a goon. Once you're a goon, you'll again want to talk to everyone. That's right—even talk to the goons. They'll provide you with the necessary information to start you off.

The first place you'll need to go from here is to the permit officer who'll issue a pass. Then proceed to the north conference room, located in the top-righthand side of the shrine. Although this section of the game is huge, you can conquer it if you check every door and listen to what the goons tell you. (They can't keep a secret, especially if they think you're a goon too.)

If you write information down—such as general locations of treasure boxes that you can't open (like in the middle right of the shrine—or even if you video tape your game as you play, this could all help you later to find some clue that you might otherwise miss. Also, don't forget to check the manual every



*Though it's easy to and run away from a fight or try to finesse your way into a building, this is one case where you won't get anywhere with talk. First, dispatch the guards, then put your ears on. Get it?*



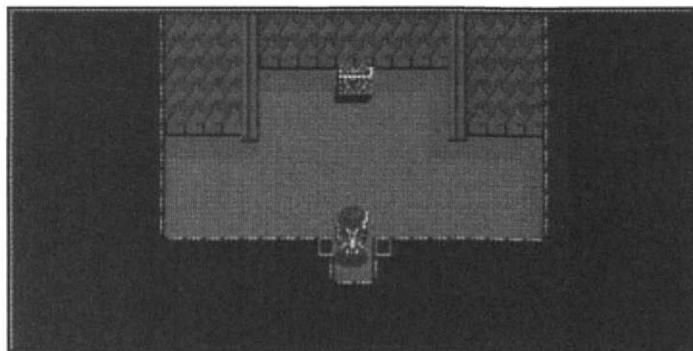
once in a while. You just might find a clue there as well. When you come across two guards in front of a door, your only choice will be to fight. Once they're out of the way, turn yourself back into a goon and use the whisper earrings.

From here, if you follow the information provided, you should be able to complete the game. Here are some final tips:

- If the location of an item isn't given to you, chances are it can be found in the canal. (Once you get the password from the north conference room you'll understand that one.)

- Don't be afraid to transform yourself into a goon for most of this part.

- When you get low on magic, use a Roda Tree nut. Remember you can use the Magic of Return to go back to



*"The treasure chest was there when I came in?!" You'll notice that the chest disappears as soon as you enter this room, but using the Magic of Light will make it reappear. The chest bears a good reward though, because you never know when you'll need a Sacred Cup.*

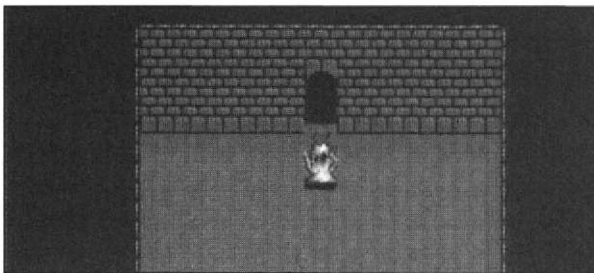
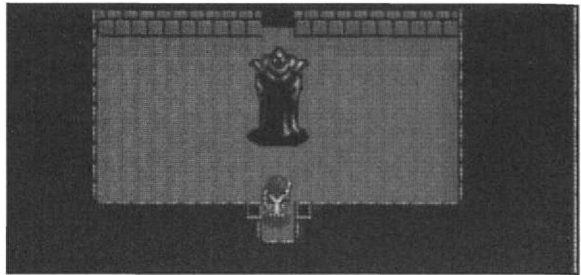


Burnland Village and get another Roda Tree nut if you have at least 20 magic points.

- When you finally reach the goddess' castle, walk to the very edge of the castle, right before you enter onto the walkway, just out of the reach of the goons. Using the Magic of Fire, you can put a rubber band around the fire button and gain enough experience points to max out your health and magic. When you run out of magic, return to the Goddess' for a refill and repeat until you reach 99,999 experience points.

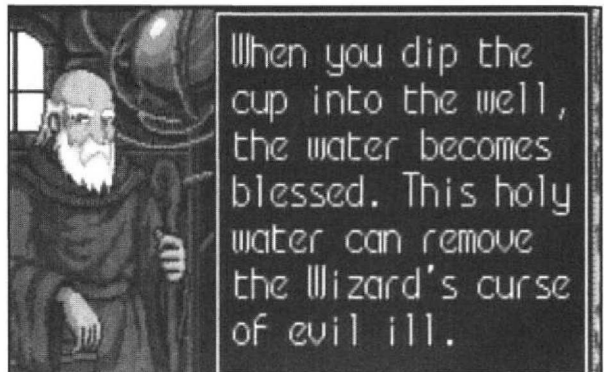
- Don't forget to use the Voca Shell. You just might get the answer you need, especially when looking for the blue orb.

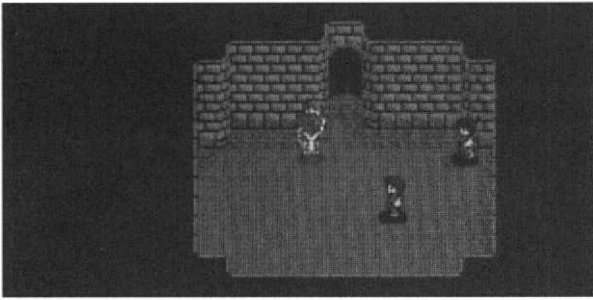
*Though you  
can turn  
yourself into a  
goon, Wizard  
Dalles does it  
for you...*



*...and you  
can't turn  
yourself  
back either...*

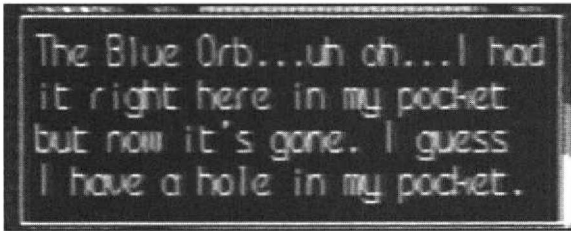
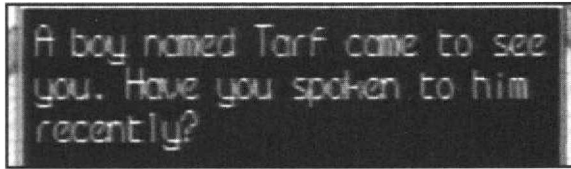
*...until you  
visit Evan's  
house and  
use the  
Sacred Cup  
to relieve the  
spell...*





*...then visit Lilia, where you'll get the silver pendant. The results aren't all great, as you'll soon realize.*

*Using the Voca Shell, Hadat fills you in on Tarf's situation...*

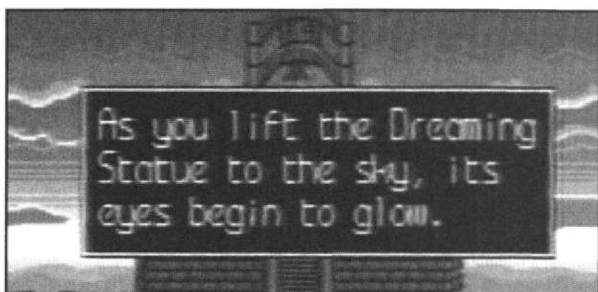


*...which Tarf further expounds on (that's no way to take care of something so valuable).*

*Now that the meeting is done, you realize that the door is unlocked...*

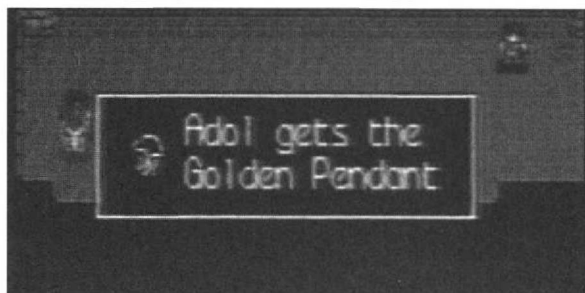


*...where you find the elusive Blue Orb and take possession.*

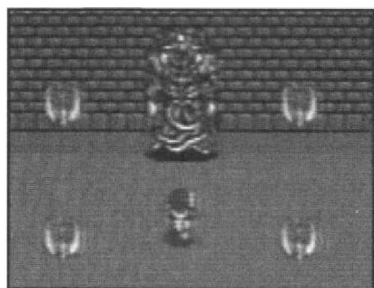
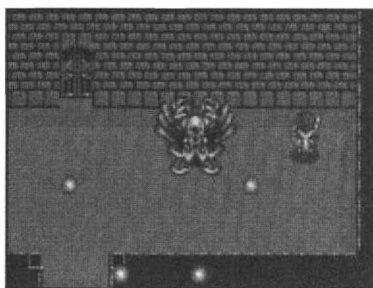


Now that you've got the Blue Orb and place it in the Dreaming Statue, you head to the belfry...

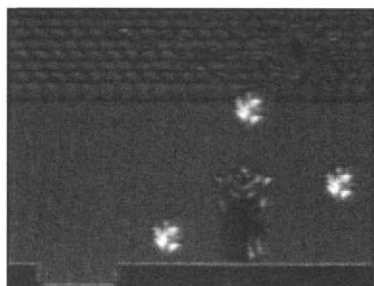
...then, after the humans are restored back to normal, then go to the Runaway Hideout to get the Golden Pendant.

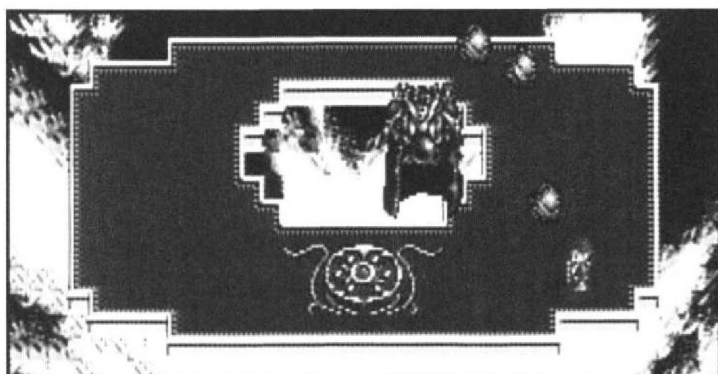


- Most of the mini-bosses in the Shrine can be defeated by being aggressive. The mini-boss in the belfry can be defeated by staying in the bottom-righthand corner and shooting the "bats" that fly about the room.



Yes, when you hit the homestretch, the end-boss creatures get uglier and more difficult to beat. They aren't impossible, nor should you strain too much, but perseverance is paramount to success. Now Boss Darm is a different story...



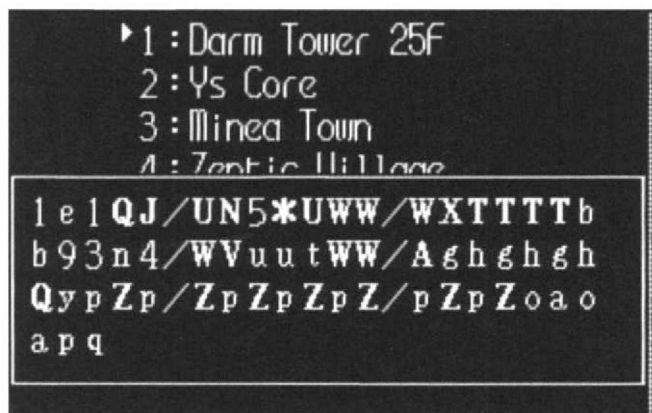


• Finally, to defeat Boss Darm you'll need all the Cleria items (sword, shield and armor). You'll want to use the Magic of Shield along with the peace of mind ring or the goddess' ring. Just run into Boss Darm every chance you get, then get ready for one of the longest endings in video-game history.

## SHH...THE SECRETS

There are an infinite number of passwords for *Y's—Book I and II*. Here are a sampling of passwords that will put you at critical locations in the game with varying capabilities and inventory:

Use this password to end up near the end of Book I. You'll end up on Floor 25 with 157 hit points.



1e1QJ / UN5\*UWW / WXTTTTb / b93n4 / WVuutWW /  
Aghghgh / QypZp / ZpZpZpZ / pZpZoao / apq

This password will put you at Ys Core.

p9WaA / TF?mlHH /  
 HHHHHHG / XGGHH /  
 yLLLWvj / j4ejzz2 /  
 1NO4s / Wtt\*gcM /  
 N2N2N2N / ???

```

1 : Darm Tower 25F
▶2 : Ys Core
3 : Minea Town
4 : Zentic Village

p9WaA / TF?mlHH / HHHHHHG
XGGHH / yLLLWvj / j4ejzz2
1NO4s / Wtt*gcM / N2N2N2N
???
```

Here's a wild one. It will start you with 99,999 experience points and 65,535 gold:

```

1 : Darm Tower 25F
2 : Ys Core
▶3 : Minea Town
4 : Zentic Village

*Q2eb / bbbCFjj / jjhghgh
ghghg / hghghgh / ghghghg
yQyQy / QyQyQyQ / yQyQzPz
PzA
```

\*Q2eb / bbbCFjj /  
 jjhghgh / ghghg /  
 hghghgh / ghghghg /  
 yQyQy / QyQyQyQ /  
 yQyQzPz / PzA.

```

1 : Darm Tower 25F
2 : Ys Core
3 : Minea Town
4 : Zentic Village

xgkOo / ooo$8dl / dmnbnbn
bnbnbn / knbnbnbn / nbnbnbn
bnbnbn / nbnbnbn / nbnbnbn
mZV
```

Lastly, a similar code for Rance Village will give you an inventory of 99,999 experience points and maximum magic capacity (you'll have to fill it up on your own) but no gold.



## **APPENDIX A:**

### **TURBOGRAFX-16 AND TURBOEXPRESS ACCESSORIES LIST**

#### **TurboGrafx-CD Player (\$299.99)**

This CD-ROM (compact disc read-only memory) unit has the capability of extensive games, up to 550 megabits in size. This allows developers to add in CD-quality sound and elaborate graphics. The TurboGrafx-CD Player also plays CD+G (compact disc plus graphics) discs, which are standard music discs that contain coded images, much like a slideshow.

The TurboGrafx-CD Player also contains RAM (random access memory) that lets you save your play position, status and score in certain games for later pick up.

#### **TurboBooster (\$34.99)**

The TurboBooster lets the player run the TurboGrafx-16's video out to a monitor and the audio outputs to a stereo system. You'll notice the difference.

#### **TurboBooster-Plus (\$59.99)**

The TurboBooster-Plus does the job of the basic TurboBooster, but also contains the non-volatile RAM of the TurboGrafx-CD Player so you can save game positions for later.

#### **TurboTap (\$19.99)**

For games that allow multiplayer competition and/or cooperation, the TurboTap lets up to five players tie in.

#### **TurboPad (\$19.99)**

You get one of these when you buy your system, but if you need another for TurboTap action, NEC is ready to help you out.

#### **TurboStick (\$44.99)**

All the features of the TurboPad are brought to a joystick. The TurboStick also offers variable TurboFire and a slow-motion feature.



**TurboExpress (\$299.99)**

The TurboGrafx-16 gets miniaturized for portable gaming. Its active-matrix LCD display offer nearly the same quality as you would have on your home set, but in a comfortable handheld system. Plays the same TurboCards as the TG-16, though it doesn't allow hookup to the optional accessories like the TurboGrafx-CD and TurboBooster.

**TurboVision TV Tuner (\$99.99)**

Turn your TurboExpress into a mini-television. You get the capabilities of a TV set—full reception of VHF and UHF channels 2 through 83 with volume and brightness controls—and in full color.

**TurboExpress Communication Cable (\$21.99)**

For games that offer head-to-head competition on the TurboExpress, this cable allows two TE owners to hook together and share the experience.

**TurboExpress AC Adapter (\$29.99)**

This device allows the TurboExpress owner the use of a wall socket for power, freeing the player from the cost of refilling batteries.

**TurboExpress Car Adapter (\$39.99)**

This cigarette-lighter adapter provides TurboExpress gaming in a vehicle without the fear of running out of batteries in the middle of a game.

## **APPENDIX B:**

### **ADDRESS LIST OF TG-16 SUPPORTING COMPANIES**

Accolade (software)  
550 S. Winchester Boulevard, Suite 200  
San Jose, CA 95128  
(408) 985-1700  
(408) 296-8400 (technical support)  
(408) 296-8800 (computer BBS)

Beeshu (accessories)  
930 Carter Road  
Winter Garden, FL 34787  
(407) 877-2100

Doc's Hi-Tech (cleaning accessories)  
926 Kuffel Canyon  
Sky Forest, CA 92385  
(714) 337-3840

IGS Software (software)  
32 W. Colorado Boulevard  
Pasadena, CA 91101  
(818) 440-0626

Kids Source (software)  
2700 Hampden Court, #10D  
Chicago, IL 60614  
(312) 378-4297

NEC Technologies (hardware and software)  
1255 Michael Drive  
Wood Dale, IL 60191  
(708) 860-9500  
(900) 386-8416 (tip line)

Radiance Software (software)  
2509 Thousand Oaks Blvd., Suite 255  
Thousand Oaks, CA 91362  
(805) 499-5859

Tengen Software (software)  
675 Sycamore Drive  
Milpitas, CA 95035  
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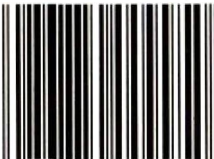
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