

the controls the way you want, just go to the Options menu and select 'Control Options'. However, you cannot customize everything, just pick one controller setup out of the possible 4.

Here ya go: (for people who doesn't have any manual for this game)

General/Type A

A button- Fire Weapon
B button- Fire Grenade
X button- Select Weapon
Y button- Strafe
L trigger- Strafe
R trigger- Strafe
D-pad/Analog- Character Movement (same for all Types)

Type B

A button- Fire Grenade
B button- Strafe
X button- Fire
Y button- Select Weapon
L trigger- Strafe
R trigger- Strafe

Type C

A button- Strafe
B button- Strafe
X button- Select Weapon
Y button- Strafe
L trigger- Fire Weapon
R trigger- Fire Grenade

Type D

A button- Fire Grenade
B button- Select Weapon
X button- Strafe
Y button- Strafe
L trigger- Strafe
R trigger- Fire Weapon

Personally, I think Type A is the best, but if you don't like that control setup, then try Type D, it's pretty good too.

-*-*-*-*-*-*-*-*-*-*-

STORY

-*-*-*-*-*-*-*-*-*-*-

This game is all about shooting everything that moves, so the story is like a waste of the time to the gamers. I never paid attention to the story, and I also think there should be no story at all because it would help some loading times haha...

If you seriously want to know, I'll give you a quick summary:

Humans have been ignorant about the other species that exist out here in the vast universe. They roamed the planets, taking over those habitable places to use as homes. They did no harm to anyone, just happily expanded their horizons.

Until... Charva came. 'Twas the first time the humans has seen the aliens. And The Charva didn't say "We come from peace." They ruthlessly destroyed a small planet consisting about 300 people. The other humans were ignorant about this tragic event. Fortunately, the government lost contact with the planet and knew something was up in that place. So they sent Expendables.

You are the Expendable. Your mission is to terminate all of the Charva and its boss. Do not give any mercy, for they will not give you any.

```
--*--*--*--*--*--*--*--*--*--*
```

```
STATUS DISPLAYS
```

```
--*--*--*--*--*--*--*--*--*--*
```

The information that the screen shows you (for your health, ammo, etc.) are indeed confusing and very hard to read. I will try to make a good ASCII art to clear things up. Even the manual sucks at explaining this sort of stuff.

```
|   XXX                #####  |
|   XXXXX              |
|   XXXXX              |
|   XXXXX  %%%=111  %%%=222  %%%=333  |
|   XXX                |
|           @@@@=  OO  |
|   $$$                |
```

```
X=1
```

The X's is your character's face. When your face has a lot of skin, no damage, that means you're in high (great) health. If the face shows a skull, you're almost to dying.

The ##### is your score. If you get enough, you get a 1-up. (I think)

The %%% is your weapons. There can be more than 1, and the ammo is the number to the right of the weapon.

@@@@ is your grenades. Again, the ammo is to the right of it.

\$\$\$ is your health (percentage). Watch it closely or use the face as a sign.

The X out of the box is your amount of lives in that credit. There are seven credits in all so try to get as much lives you can get.

Here's the full status display without any symbols:

```
| //\                 1234567 (score) |
| ||OO|| (face)      |
| ||^^||             |
| ||--||  O>>=111  O\\=222  O//=333  |
| \\//                 (weapons) |
```

```
|          @= 00 (grenades)          |
|   065 (health)                    |
-----
```

I hope this section helped you out!

```
--*--*--*--*--*--*--*--*--*--
```

2-PLAYER

```
--*--*--*--*--*--*--*--*--*--
```

The multiplayer can only be used as co-op. No deathmatch, capture the flag, or anything. Just play with your friend, busting some slimy alien ass. The controls are the same, of course. You can change your controller Type individually so you don't have to use Type C if your friend want to use that.

However, bringing a friend uses up your credits. There are 7 credits (total), and you already used one for yourself and now your friend comes in, there's only 5 now. Try to get some friends that can play really good! ^_^

The levels and goals are exactly the same while playing co-op. Hell, your friend can come in and start playing on the fly while you're paying in the middle of the level! Your friend just press Start on his own controller and he's ready to play!

The missions will be MUCH easier if you play with a friend so I recommend you doing so.

```
--*--*--*--*--*--*--*--*--*--
```

WEAPONS

```
--*--*--*--*--*--*--*--*--*--
```

There are a LOT of weapons lying on the floor waiting for you to pick up. I will also rate them on their usefulness.

Here's some of them:

(Remember, only 3 weapon slots available, can't have more than 3 weapons)

```
-----
Pulse Cannon
```

```
-----
You can't find it anywhere, it's your first weapon in the game and it has infinite ammo so don't worry about it. However, you can upgrade it to a more powerful weapon by collecting orbits. Weak, but the unlimited ammo will help ya out. But... WEEEEEEEEAK!!!!
```

RATING: E

```
-----
Spread Pulse Cannon
```

```
-----
Ever play Super Contra: Alien Wars for Super NES? If you did, do you remember the Spread Gun? This one is like that! One of the best weapons of the game because of its sheer firing arc. You can kill 2 enemies that's not even close together with this weapon! This can be accessed by upgrading your Pulse Cannon with a orbit.
```

RATING: A

Portable Particle Accelerator

This weapon's alright, it can go through enemies' armor and out. But...
what else? Try to pick up another weapon instead.

RATING: D

Shotgun

Another weapon... This time, you can pick it up. Its firepower is pretty
good and fast. I think it's a gun with a yellow orb around it.

RATING: B

Vulcan Shotgun

Mini-gun!!!!!!! YEAHHHHHH!!!!!!!

One of the most powerful guns in the game, it has aut-fire, making
the enemies look like some toys you can kick around! Just strafe with
this gun and you're unstoppable! At least until your ammo runs out...

RATING: A

Phantasm

It's an alien weapon and it 'skips' over the surface to find its
target. Pretty useful.

RATING: C

Spyra Missiles

The best missile in the entire game, it is a heat-seeking missile.
It will go to the nearest enemy in the area you fired the missile in.
The damage is really good, too.

RATING: B

Multiple Warhead Rockets

When this missile goes near its target, it breaks up into smaller
pieces, making a wall of destruction. Pretty good, but not that good.
Try to use the heat-seekers instead.

RATING: C

Laser Guided Missiles

This missile is different than the others, because you can control
where the missile go. Just press and HOLD to stay in contact with the
missile and use the left/right to steer, and up and down to control the
speed. If you release the button, the missile explodes.

Pretty neat, but I dont really use it.

RATING: C

Flamethrower

Probably the mostly powerful weapon in the entire game, this weapons just destroys everything that is unfortunante enough to cross its path. Unfortunately, the range of this weapon is short but it's still the best weapon in the game.

RATING: A

Mines

Just select it and you can drop it when you press the fire button. A lousy weapon, since you can easily kill much more with less hassle with some other weapon (gun).

RATING: E

Naplam Grenade

This is actually pretty good! This weapon destroys everything in its range when it is thrown. This weapon is pretty powerful so try to use it sometimes to your advantage!

RATING: B

Shatter Grenade

When this grenade lands, it will shower the area with some shattering glass, damaging the aliens around it seriously. Pretty good, I guess.

RATING: C

Weapons Crate

Try to pick this up immediately whenever you see this! It's a crate and it contains ammo and greandes for a lot of weapons! An useful item to pick-up!

RATING: A

-*-*-*-*-*-*-*-*-*-*-*
PICK-UPS
-*-*-*-*-*-*-*-*-*-*-

You will find some items that aren't weapons throughout the games, they are very critical to your success if you want to beat the game. Again, I will rate them.

Orbits

This item looks like a circle, and when you pick it up, it will float around you. What does it do? It ups your firepower and range a level. Very useful with the Pulse Cannon and Flamethrower. You can hold up to

3 at a time.

RATING: A

Shield

Of course, this is a shield. hahaha... I don't think you need an explanation on this. You can see if you have a shield by looking at the face on the status display. If the face is covered with a green grid, that means that you have a shield on. The shield does not reduce your damage taken, it nullifies ALL of it.

RATING: A

Stim Pills

Just like a Shield, but shorter length of time.

RATING: B

Med Kit

Of course, this replenishes your energy. There are plenty of this in this game but please use them all, you will need it! It looks like a big box with a cross on it.

RATING: C

Energy

Just like the Med Kit, only more energy will be replenished.

RATING: B

Full Energy

Duh! This replenishes your health totally!

RATING: A

Extra Life

Do you seriously need an explanation? The lives looks like the 'X' in the 'Expendable'.

RATING: A

Extra Time

This gets you a bit more time into your time to beat the game. I didn't need it and I doubt you will.

RATING: C

Laser Sight

This looks like an aim bullseye, and this will temp. give you a laser so you can see where the bullets will land if you shoot. It can be annoying so I prefer to avoid it.

RATING: C

-*~*~*~*~*~*~*~*~*~*-

ODDS AND ENDS

-*~*~*~*~*~*~*~*~*~*-

----- Passcards -----

In some levels, you will need to find some passcards to order to open some gates. They can be either red, blue, yellow, or green. They usually are found in the open or they will appear when you break some crates, doors, or whatever. If you come upon a door and the screen says, "You need a passcard," then the passcard should be near that area. Just look around and destrory everything. It looks like a floppy disk. To open a red gate, you have to get a red passcard. Got it? Good.

----- Hostages -----

Getting hostages are completely optional but I do recommend you doing so. Besides it's not that hard. They are easily visible, sitting and all tied up. Just touch them (don't kill them!) and they will be teleported to a safer area if you haven't killed all of the monsters in the immediate area. When you do, look for the hostage and touch him and you will rescue him/her. Doing so will add some bonus points to your total score.

----- Points Bonuses -----

There are few of them and they are usually difficult to find. Usually, you would have to kill a out-of-place monster and the monster will give you lots of bonuses.

----- Cytochambers -----

I bet you don't know what's that. It can be found in most of the levels, and it looks like a green sphere attached on a wall. Destory them all and you will unlock a door. So try to destory them all as you move along.

***** BONUS LEVELS *****

There are 4 bonus levels and you will go through it, no matter what you've done in the game. However, you do not have to beat it. Their purpose is to give you a chance to rasie your score. Yes, that's pretty much it. Whatever time you have left is multiplied by 250. That's your score for that bonus level. The time limit is pretty low so you'd have to destroy some crates to find some time boosters. Or better yet, use my ASCII maps to breeze through it!

Your objective for the bonus levels are to get into the warp point. However, the warp point is guarded by a laser. The only way to get rid of the laser(s) is to get a passcard and insert it in a hub. Then

just walk into the warp point.

SECRETS

Throughout the Mini-Walkthrough, you will see some references to some Secrets. They are secret areas that are marked as 'Secret'. (Duh...) If you get those, 500 more points to your end-of-level score. That's pretty much it.

However, most of those 'Secrets' has some cool and useful goodies such as ammo, hostages, 1-ups, and some crates with stuff inside.

HINTS/TIPS

- Strafe like there's no tomorrow! It saves you the trouble of running away and turning again to shoot.
- Destroy everything! From crates to machines to aliens! Who knows what lies beneath them?
- Use (choose) your weapons wisely and accordingly. For example, if there's a big mecha firing at ya, use the shotgun for the powerful shot to bring him down. However, when you face hordes of enemies, use the machine gun so you can plow them all down in no time. If you use the shotgun, you will get damage because the shotgun doesn't have auto-fire.
- Save the grenades for the tough-nosed enemies or bosses! They are the most damaging weapon in the game! Bosses fall for them.
- Look for hostages! Finding and rescuing them will give you a 15 health bonus!
- Move, move! You don't want to get hit!
- Use the dynamites and grenades to clear the minefield!

--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--
MINI-WALKTHROUGH
--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--

No, I won't give you the entire walkthrough because it is very linear, can't really get lost in this game. What I am going to give you is some tips or things you HAVE to do to get along. Also, I will post in some end-bosses strategies. Maybe some secrets if I can find them.

((<<<<<<<<<<<(LEVEL 1>>>>>>>>>>>>>>>>>>>>>>))

-When you are blocked by a large train, (about mid-way), use the toxic barrels to the left to clear the train. Make sure you do it from afar, don't want to be injured by the explosion.

- After you see the giant Charva Ship, there will be a fork. Take

will take ya a while because the missiles aint that powerful. Just be patient and stick to the method. You will die sometimes because of time but stick with it!

(<<<<<<<<<<(LEVEL 6>>>>>>>>>>>>>>)

-After beating the boss, you will encounter your first bonus level. I didn't beat this one, but I found a 1-up which is in a crate on the farthest corner from your starting position. The blue passcard is in one of the corners. Unfortunately, I didn't use the passcard quick enough. Here's an ASCII map to explain to ya.

```
|-----|
|               P   |
|         O       |
|         ||      |
|         ||      |
|         ||      |
| S       ||      1-up|
|-----|
```

S= Starting point

P= Passcard

O= end point (use the passcard)

||= barrier

(<<<<<<<<<<(LEVEL 7>>>>>>>>>>>>>>)

-The red passcard is on the path above the gate, you have to kill some monsters to get the red passcard.

- Don't forget to get to the end of that path with the red card to get a 1-up!

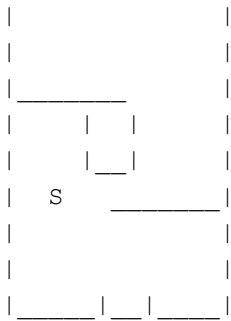
-To open a gate in THIS level, you have to look for a switch and shoot it while standing BESIDE it and quickly run to the gate.

- In the part where you have to destroy the 'controllers' (you will get a message on the bottom of the screen when you get in that area), you have to use the missiles that you can control to get it up to the 4 controllers that flashes sometimes. Just line up to one of the controllers and fire a guided missile and press down to get the missiles up to the controllers. When you destroy them all, make sure you kill all of the monsters too. When you do so, the level's over.

(<<<<<<<<<<(LEVEL 8>>>>>>>>>>>>>>)

- To open your first stone gate of this level, you just have to find 2 fires on each side of the chasm and fire at them. That will cause the fire's platform to rise. When both of the platforms are rised, the door opens.

- After the hall (after you open the stone gate) go right. Then go hard left, up a snowy ramp. Follow the path to a cave. Inside that cave is a warp point to a place with tons of goodies! Take them all!



S= Starting point
 R= Red passcard (in a box marked 'X')
 H=Hub where you insert the passcard
 F=Finish (warp point)

(< (< (< (< (< (< (< (< (LEVEL 11 >) >) >) >) >) >) >) >)

- There is 3 passcards that you must have to get through the first part. I couldn't see where I got the first two because I was in a riot, just happened to pick the cards without me knowing but I did see the green card... It's on the platform to the northeast, after the 2nd gate you unlock.
- When you reach to the point where there's 2 paths to take (lower/upper), take the upper path first since it leads to a dead end with a 1-UP. Then return to the fork and take the lower path.
- When you reach a dead end with 2 tough robots shooting at you, use the grenades to pick them apart. The a bigger robot will come out. Destroy it too, then pick up the spoils: a red passcard. Use that passcard on that switch on the dead end. Then the level is history.

(< (< (< (< (< (< (< (< (LEVEL 12 >) >) >) >) >) >) >)

- To get past the big log that is being carried by a big 'Tonka', just shoot at the log and it'll explode. Why does eerything explode in this game?!?!
- To get the red passcard (the second one), go up the ramp to the right of the gate. It's just there waiting for ya.
- After you open the gate that needed the red passcard, destroy the first box to the right because it contains a 1-up.
- After you touch the warp point, go down the slope and kill off some of the monsters. Most of them will drop some Cytokeys. Use those to unlock the chests you just walked past. It's up the slope. One of them consists a red passcard to use on the upcoming gate.
- This level's boss is actually pretty fun and enjoyable! You can't hurt the golem (the boss) physically with your guns... But the golem does have a weakness... Fire! You have to lure him to the area where's theres some vents. When he's in the vent's way, shoot at the vents! That will cause the vents to shoot some fireballs. If the fireballs hits the golem, he takes damage! Repeat until he dies. Enjoy the boss!

- As you go down the slope after the second electrical lines, go right and kill off some aliens and wait for a big tank to come out. Use the grenades to get rid of it. Take the cytokey that the tank left behind. Use that to open up a passage to the right. Go up the hill, and shoot the snowman. That's your first secret for a while.

- You will encounter yet another electrical lines. The power hub is to your left. You know what to do.

- To get the passcard (yellow) to open the next gate, you have to kill all of the aliens in the immediate area. the last one will drop the passcard.

- When you reach a place with snow mountains all over, stay to the right, and you will get to a secret passage consisting a 1000-point bonus and a secret.

- You will reach another set of electrical lines, the power hub is not nearby. Go back to the wider platform. The hub is on the northeast corner. Then proceed through the lines. Now, you will see yet another set of lines. The hub is to your right.

- To end the level, just shoot all of the green hubs you see in the last area with a large alien flying object. There should be around 4 or 5.

(<<<<<<<<<<<(LEVEL 16>>>>>>>>>>>>)

- At the first area, you have to find 2 passcards (red and green) to order to open the first gate. They can be found by killing some monsters and destroying the crates. Then use the green card at the right hub. It will give power to the other hub so you can use your other passcard. Now the gate's open.

- Be careful of the land mines! Go left when crossing the mine field first because there's a red passcard in a recess. The use it to open the gate at the end of the mine field.

- The boss in this level isn't exactly a boss since it's two of them and their HP is not like the bosses in the past have. Nevertheless, they are still tough as hell. Try to avoid their fireballs by staying far away and moving around a lot. Use all of the guns you have, and once you kill one. The other one's going to be easier since... it's only one! This boss has only one attack so don't worry about some other stuff.

(<<<<<<<<<<<(LEVEL 17>>>>>>>>>>>>)

- Make sure you kill absolutely every alien in the first area because if you do so, you will get the blue passcard you need to open the first 'gate'.

- The gates in this levels aren't any ordinary ones. It's like prison bars, and if you touch one, you take damage and may die. Wait until (after you insert in the passcard) one of the blue bars disappears and you go through that opening! Remember that because you will see many more of those in this level.

- The second passcard is somewhere in the aliens, just kill them all to locate it.

-The third passcard isn't in the aliens' possession... it's in the crates to the right of the third gate. It's in the northeast corner.

- Took me a LONG time to figure this out: the fourth passcard is only attainable if you kill all of the machine guns in the area. There are 3, I believe. One is in the beginning, in the middle of the fork. The second one is at the end, near the gates. The third one is easily missed - go down the right path of the fork and look right... you should see a machine firing at you. That's the one. Quickly kill it and the blue passcard should appear on the end of the right path.

- The fifth passcard is in the northwestern crate in a dark chasm, just before the fifth gate.

- The sixth one... you should have it without me explaining it to you. It's in one of the aliens. Go look for it...

- The next passcard is a tad confusing to get. You have to kill all of the monsters then wait for the next set of monsters. Just go up and down the path, waiting for some aliens to come. Kill them all, and if you don't have a passcard yet, wait a bit more. You should get a passcard eventually.

- The boss is INCREDIBLY EASY! Just empty out your grenades at him... You should have tons of them because this level had plenty of those lying around. Just empty your grenades... Then take the passcard he left behind and use it on a hub and this level's done.

```
(((((((LEVEL 18))))))))
```

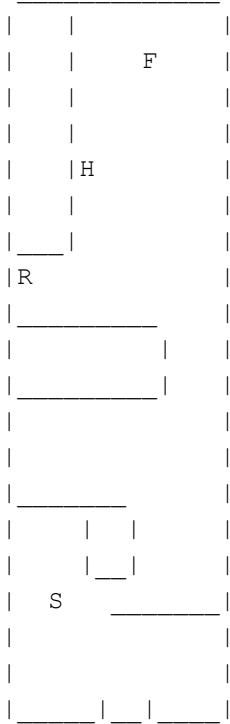
Another bonus level. Finally, a easy one to write up an ASCII map!

This level is different from the past: you need to find 3 passes to beat this level. The time is running... hurry up!

```
| GXX  |
| X  XX  |
| X  XXXXXXXXXXXX  |
| X      ___  X  |
| X |  |  |  R  |
| X |  |  |  X  |
| H |  |  |  _X  |
| H  _ |___  X  |
| H    ___  X  |
| XXF |  |  X  | | |
|  ___  |  |  X  |
| ___  |  |  X  |
|    |___  |  X  |
|  ___  |___  X  |
| _  |  |  |  X  |
| |  |  |  |  X B  |
| |  |  |  |  X ___  |
| |___  |___  X  |
|  ___  |___  X ___  |
| |  |  |  |  X  |
| |  |  |  |  X  |
```


((<<<<<<<<<<<(LEVEL 10>>>>>>>>>>>>>>))

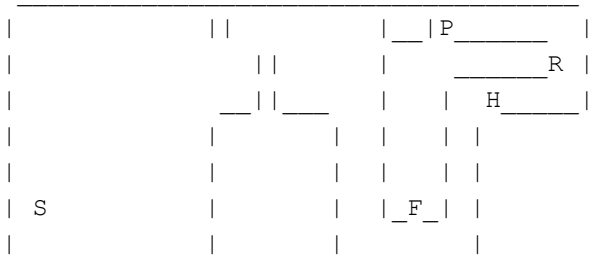
- Ah, here comes another bonus level. This one I did beat! ^_^ The passcard you have to find is red and it's the before the hub you have to insert the passcard at. Here's an ASCII art:



S= Starting point
R= Red passcard (in a box marked 'X')
H=Hub where you insert the passcard
F=Finish (warp point)

((<<<<<<<<<<<(LEVEL 14>>>>>>>>>>>>>>))

Another bonus level!



S= Starting Point
P= Passcard
R= Ramp
H= Hub to insert the passcard
F= Warp Point (Finishing Point)

The ASCII may be confusing, because there's a ramp that leads you

tested and works. Also, I will give you the statement the game makes when you've successfully inputted a code.

To input the code, just pause during gameplay and input the code.

-20 Grenades-

D, D, D, D, D, U, U, U, U, Right trigger
(Down x5, Up x4, R)

The screen will say: "MORE GRENADES"

-2 More Lives-

A, B, X, Y, L trigger, R trigger, Up, Down, Left, Right

The screen will say: "MORE LIVES"

-Invincibility-

Up, Down, Left, Right, X, Up, Down, Left, Right, Y

The screen will say: "HEH HEH HEH HEH"

-Over the shoulder view-

L trigger, Left, R trigger, Right, X, X, Down, Down, R trigger, L trigger

The screen will say: "COOL"

-Level Skip-

Y, Y, X, X, L trigger, R trigger, Down, Down, Up, Up

The screen will just automatically go to the next level

-Level Select-

Up, Down, Up, Down, Up, Down, Left, Right, Right, Y

The screen will say: 'LEVEL SELECT'

(I'm not sure how this code works, but if you know how to do it, please tell me)

-Game Won-

L trigger, Left, R trigger, Right, Left, Right, Y, X

This code is bogus.

-Extra Credits-

A, B, Left, A, B, Right, B, A, Down, R trigger

The screen will say: 'MORE CREDITS'

(I guess this gives ya more points or something)

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CREDITS

-*-*-*-*-*-*-*-*-*-*-*-

~Me, you know why

~GameFAQs- you know why too

~GameWinners for the codes

~Infogrames for this weird game, I guess

~And you

--FIN

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