

Alien Hominid FAQ/Walkthrough

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This walkthrough was originally written for Alien Hominid on the GBA, but the walkthrough is still applicable to the GC version of the game.

ALIEN HOMINID

WALKTHROUGH

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*PLEASE NOTE - This FAQ/Walkthrough has a feature so you could search the guide for whatever section you are looking for and it will bring you right there with a click of a button. It's very easy and common amongst guides on GameFAQs today. To search for any section, just press ctrl+f and a search box will appear. In this search box you could type in either the name of the section (the name is to the left,) or the password (the password is to the right.) The password works better but you can use either. Once you finished typing in the section you are looking for, just simply click "Find Next." If you use the passwords, you will be brought right to the section. If you use the name, you might have to press the find next button a few more times to reach your destination. Thank you and enjoy the guide and the game!

----- 1. - Controls -----

=====AH0001=====

D-Pad - Moves the alien
A - Jump
B - Shoot
L - Enter Vehicle/Roll
R - Throw Grenade
Start - Pause
Select - No Use

You can press Down+A while in the air to land on the enemy and ride him.

----- 2. - Walkthrough -----

=====AH0002=====

----- LEVEL 1-1 -----

"Shooting down while in the air can get you extra hang time when you need it!"

Go to the right and grab a weapon from your new friend. This guy will be scattered throughout the levels handing you weapons so keep an eye out for him. Some ropes will come down from helicopters to the left of you and you will have to kill the first two enemies that will come down from them. After that, you can immediately start moving to the right but an enemy will appear there. The best thing to do is to jump on his head and start moving to the right.

Ride him to the right and you will face a new ambush of enemies. A fun thing to do is ride the enemies and let their friends shoot each other. While you're in the air from jumping off the lifeless bodies, try and land on the next enemy. Kill five enemies here and you can advance, there will still be more appearing so keep moving. Grab the gun from your buddy in the next ambush and kill of these enemies. It's a bit easier here because you have a few buildings to jump on to avoid their shots.

Hop in the hot rod and start cruising to the right. Run over the enemies and you will eventually reach a swat van. Just crash into it and jump over it. Get close and keep shooting at it until it explodes. It is best if you have either the freeze gun or the flame thrower for this because it will take out the soldiers as they come out and still destroy the van. Once it explodes, continue to the right. Stay on the ground until you reach the boss.

This is an easy boss, you should easily beat this boss without getting hurt. Immediately jump onto the canopy of the shop. Duck, by holding down, and keep shooting at his head. Once he starts to run by, jump over him. He will quickly start running back so jump over him again. Go on the ground and start shooting at him. He'll aim high while you're on the ground. When he stops shooting, jump back onto the canopy. That's when he'll aim low. Duck and get ready to shoot once he stands up again. Keep doing that until the robot explodes and that's when you have to advance to the right.

Kill the first few soldiers that appear and you will reach another ambush, kill these five enemies and keep going to the right. Keep running and kill the soldiers that come up ahead of you. A cutscene will eventually appear where it shows some helicopters flying above, that's when you have to get ready for another ambush. You'll have to kill about ten this time and then you can advance. As you move to the right you will see more and more soldiers coming down from helicopters. The best thing to do is get on one of these soldiers'

heads and keep moving to the right on them.

You will eventually reach a stronger enemy for the first time. Go to the right after you kill that enemy and keep moving. Kill all of the soldiers in your way and you will reach another ambush. Hop in the truck here and move side to side to kill all of the soldiers that appear. Keep going to the right once you get the chance. Jump out of the vehicle once you reach the docks and keep moving to the right until you reach the boss.

This boss is pretty easy, all you have to remember is to never jump unless he has his hands raised. You have to stay close to him, don't worry if he touches you. If he touches you, you will not get hurt. You have to stay directly under his eye and keep shooting up. Don't jump as he moves or he will get you with his big laser beam. Just stay really close to him and aim up at his eye to keep hurting him. Once he raises his hands, jump. He will slam the ground and if you are still on the ground you will die. After a while he will fly up and then slam on the ground. Jump to avoid his slam and he will lose his arms. Just keep attacking his eye and only jump when he's about to slam his fists to beat him easily.

-----===== LEVEL 1-2 =====-----

"Stay calm! A crazed alien is a dead alien!"

Go to the right and kill the first few soldiers who appear. Jump over the wall and kill the grenader to be able to advance. Keep going a little further and kill the next grenader to advance. Get past the next grenader the same way. Right then and there, a helicopter will appear. The helicopters are easy to beat if you don't stop moving. So keep moving and keep firing at the helicopter until it crashes into the ground. Move a little further to the right and destroy that tank.

Go a little further for another tank. There will be a few more ambushes, the second will have a strong man in there shooting ice. Keep moving to the right until you reach the bulldozer. Hop in it and start moving to the right. Just run over any and all soldiers. Crash through the objects in your path and you will reach two tanks. You'll have to get out at these to kill these tanks. Get out and take on one at a time. Keep moving to the right and you will have to fight the boss.

This boss isn't too hard. The only way you can hurt it is by shooting at the fire hydrant. After a few shots, it will squirt water at the muk's face, hurting it. Keep doing that while avoiding one of its two attacks. All it will do is shoot sludge at you or in the air. If it shoots the sludge in the air, it will eventually come back down, but it will form hands. These hands will attack you if you get close enough so make sure to destroy them before they hurt you.

-----===== LEVEL 1-3 =====-----

"Focus on the bullets! All it takes is one to turn you into a dead alien. Pay attention to where they are and react!"

Start off by jumping into the tank. Drive to the right and you will eventually reach a large purple building. Slow down at this point and inch over until the next vehicle appears. Immediately move to the left side of the screen and then aim to the right. Keep firing at the vehicle until it explodes. After that, start moving to the right again. You will eventually reach a helicopter where you will have to exit the tank to destroy it. Keep firing at it until it crashes and keep advancing to the right.

You will eventually reach another strong man, make quick work of him and continue to the right. Keep moving and jump over the mail box, no matter how many times you shoot the mailbox, nothing will happen, and jump over the bushes. Keep moving until you reach alien's spaceship. Once you hop in there, you will face the boss, the chipper.

This boss is pretty easy. Don't pay attention to the soldiers on the ground, they are merely distractions to try to throw you off. You have to press A to shine a beam of light towards the ground. This will grab anything and slowly beam it up to your ship. You need to grab the napalms that are launched from the tank and bring it back over to the tank. Drop it on there. Keep doing that until it explodes. Be careful because once its health is almost done, the napalms will move faster when you beam it up to your ship.

*Side Note - After you finish this level, you will unlock the Chipper mini-game. It is the same as the boss fight except when you drop soldiers into the chipper, they will grind up.

-----===== LEVEL 1-4 =====-----

"Charge up in between the mayhem for some screen-clearing action!"

This level is really straight forward. Hold L or R to use the boosters and move. Follow the arrow while avoiding the first soldier. Once you reach the helicopter, grab the weapon. You can aim with your D-Pad and take out enemies now. Start out by taking out that pesty soldier that is following you around. After that, you can start flying down to the next arrow.

Destroy the helicopter and grab your boosters. Keep killing all of the soldiers flying around in jet packs and fly over to the next arrow. Keep attacking all of the enemies while following the arrows. Each item you grab from those helicopters will give you weapon upgrades. When there are no arrows left just fly down and to the right until you reach the boss.

This boss battle is pretty simple. It will move closer to you so keep flying away. Don't go under it because it will turn the burners on to burn you. If you do have to go under the ship, fly far under or you will get burnt. Just avoid the plasma cannons and keep firing until it explodes. You don't even have to aim because the homing missiles will get the job done for you. Just keep firing and avoiding its attacks until it explodes and you'll be all set.

-----===== LEVEL 2-1 =====-----

"Remember to dash! Dashing forward will roll you right under high bullets! You can dash at enemies after they fire for a quick kill!"

Right away, two soldiers will jump out from the right. Quickly kill them and get moving before more appear. You'll face off in a quick ambush that will only involve about five soldiers. After you make quick work of them, keep going to the right. You'll have to fight a sniper in a tower. Take him out as fast as possible. Once you kill that sniper, you can advance. This is also where enemies will start appearing from above so keep an eye out for them.

Keep moving to the right as fast as you can. Enemies will appear quickly at this point. Just hop on one of their heads and keep riding them to the right. That's the easiest way to get past all of the soldiers, and it helps a lot because there's a ton of them. Kill the snipers whenever you reach them and keep hopping onto other soldiers to keep advancing to the right. You'll eventually reach some grenaders, kill them quickly and destroy the walls. Keep going to the right until you reach the boss.

This is the hardest boss you've faced so far. It doesn't make any crazy patterns in movements but it does have some pretty powerful attacks. Its main attack is when it smashes its blade into the ground with the hammer, the easiest attack to avoid. You just have to pay attention for when it stops moving, once it stops, just move away. Keep aiming at its head and pay attention for when it throws grenades. You have to jump to avoid the grenades and shoot downwards to keep you above the explosion long enough. You can also dig underground. Keep attacking its head and avoiding its attacks until it crashes.

----- LEVEL 2-2 -----

"Stack power ups of the same kind to add to your current ammo count!"

Charge up your gun and start moving to the right. Don't bother shooting the soldier behind you, save the shot for the van coming up. Shoot the van as much as you can and jump over it. Keep shooting it as much as you can before it stops. Once it stops, bombs and enemies will fall in from overhead. You have to keep moving from side to side to avoid the bombs, they will kill the enemies for you. Keep shooting at the van with every chance you get because once it explodes, you can advance.

Keep going and you reach one of those enemies in hovercrafts. This one will be easy because all the soldiers that will be on the ground will be stuck behind that rock that you had to jump over. Make quick work of this enemy and keep going to the right. You will face another ambush where bombs will also drop. Stand on the roof of each building because the bombs won't hurt you there. Try to lure the enemies into the bombs. Just be careful because once a bomb lands in front of a building three times, the building will explode and drop power-ups. Try to get rid of most of the enemies with those bombs and kill the rest yourself.

After that move a little further and you will have to fight another helicopter. This helicopter's easy to kill because of that one last building. Jump onto it and jump over the shots. Just keep jumping over its shots and shooting it until it explodes. Now you just have to keep going to the right fighting only soldiers. Once you reach the ambushes with the bombs on the ground to the right, you have to shoot those. That's all you need to do to be able to advance.

Keep shooting those bombs and advancing to the right and you will reach a mammoth of a creature. To save this monster, shoot at the pegs holding his chains in. Since you saved him, he'll give you a ride. So move closer to him and let him grab you. Now you control him and you could start going to the right with him. Just keep going to the right and kill all of the snipers in their towers. You will eventually reach a large cliff where you have to get off. He will give you a boost onto the ledge though. Avoid the gun and climb to the top of this mountain to fight the boss.

This boss is a tough one that seems like it'll never give up. The beginning is really easy. Four bear bots will appear and smash the ground one by one from left to right two times, and then from right to left once, and then they just aim for you. You should be able to kill them before they just go for you. Just keep shooting at whichever one you're closest to because they all share the same health. After you think they're done they will release small bots that aimlessly fly around. After you think you'll kill them, they release one more set of smaller bots. After you kill them, you finally win.

----- LEVEL 2-3 -----

"Bosses usually have patterns. Try to learn them!"

The beginning of this level is sort of like a big puzzle. You have to time your jumps right to avoid the bullets. Jump over the first few boxes and try to land on the gun. You won't actually land on it but doing this will not allow you to get hurt. Jump over the next box and be careful going up this hill. Avoid the next gun and go on the logs after it. Duck for when the bullets shoot high and jump when they shoot low. Jump over the next gun when you get a chance and get to the next box.

Jump on it and go under the bullets of the next gun. Now just keep going to the right and run past the guns that are above you. You will now come across the boss. He will jump down, this is when you shoot at him. Keep shooting at him until he jumps out of the screen. Avoid the homing missiles and destroy them. Once you destroy them, the frog will reappear. Keep shooting at it, just keep following that process until you defeat it.

After you defeat that boss, advance to the right. Kill the sniper in the tower and you will have to maneuver around more stationary guns. Keep going and once you get in front of a large wall, soldiers will start throwing barrels at you. Avoid the barrels and destroy the obstacles in your path. After a while, you will fight the boss of the first level again. Below is the same strategy that you should have used the first time:

This boss is pretty easy, all you have to remember is to never jump unless he has his hands raised. You have to stay close to him, don't worry if he touches you. If he touches you, you will not get hurt. You have to stay directly under his eye and keep shooting up. Don't jump as he moves or he will get you with his big laser beam. Just stay really close to him and aim up at his eye to keep hurting him. Once he raises his hands, jump. He will slam the ground and if you are still on the ground you will die. After a while he will fly up and then slam on the ground. Jump to avoid his slam and he will lose his arms. Just keep attacking his eye and only jump when he's about to slam his fists to beat him easily. Just go a little further to the right to enter your ship and finish to the level.

-----===== LEVEL 2-4 =====-----

"Shooting down while in the air can get you extra hang time when you need it!"

This level is really easy until you reach the boss. You get to keep all of your power-ups from the previous space level so killing enemies is a breeze, especially with those homing rockets. Just keep flying around constantly shooting and anything. After a while, the boss will appear, this one is a bit confusing and actually difficult, if you're not patient.

What you have to do is destroy his shield, which keeps regenerating, and crashing into its core. It's really simple to do, the only problem is it will keep firing at you and the shots are basically impossible to avoid when they are fired at point blank range. If you really want to save those lives, drive into it for a second or two and fly away. The best thing to do though is to hold the shoot button because the shield will keep respawning in front of you.

-----===== LEVEL 3-1 =====-----

"Stay calm! A crazed alien is a dead alien!"

This level is very straightforward. Just go to the right and kill the scorpions that are in your path. You'll eventually reach a vulture that attacks you. It

will fly left and right two times, then stop, and swoop. Stand off to the side when it's about to swoop, and jump. Keep going after you kill the vulture and you will run into a tornado. To avoid this tornado, hold Down and press L. You will dig into the ground. Wait for the twister to pass and continue through the level.

Keep going a little further killing or avoiding those pesky scorpions, and you will reach two vultures. You have to fight both of them, one by one, so be ready. Just keep moving fighting off all of the scorpions and vultures and avoiding the tornados until you reach the boss. This boss is actually fairly simple, considering how far you are.

It spends most of its time hiding underground. You have to just shoot it whenever it appears. The main thing you need to do in this level is to dig into the ground whenever you aren't sure where this beast is going to go next. This is your safest bet to beating this boss without losing lives. Just make sure not to stay on the left side of the screen because it will come out of that side sometimes. Just watch for wherever the rocks are being dug up and avoid that, then attack the boss as much as possible. Keep shooting it until it dies.

-----===== LEVEL 3-2 =====-----

"Focus on the bullets! All it takes is one to turn you into a dead alien. Pay attention where they are and react!"

The most important thing about this level, is to not dig into the ground. If you do, you will be eaten. Keep moving to the right and shoot at the soldiers parachuting down. Avoid the land mines and you'll reach a stronger enemy. Kill him and just keep going to the right killing the soldiers and avoiding the land mines. A nice trick to avoiding the land mines is to ride the enemy soldiers and they will make the land mines explode without hurting you.

You will eventually reach the first boss you fought in the game. Stand on the large box in the center and duck to shoot at this boss. Use charged up shots because they help a lot. Once he goes back to the right, land on the ground and start shooting him as much as possible. Once he aims low, jump onto the box and just repeat the process until it explodes.

Advance a little further to the right and you will face a big sentry gun. This boss is also incredibly easy. All you have to do is stand on the left side. Keep jumping and avoiding the shots from the sentry gun. Keep shooting at the door of the small fort until you finally destroy it. Once it explodes, move a little further to the right, and that's the end of the level.

-----===== LEVEL 3-3 =====-----

"Charge up in between the mayhem for some screen-clearing action!"

This level has a few tough obstacles that will block your path. The soldiers in this level will hit you with their guns frequently so try to stay away from them. Go to the right and jump through the crushers. You have to be quick, it's best to jump a second before the crusher goes back up so you could safely make it over. It may take a few tries to do without dying but you will get use to it. After you get through three crushers, you will just have to move to the right and kill enemies.

You will reach three more crushers. They are just as hard to pass through so take your time. Once you get past the three, you will have to just destroy what is basically a wall on wheels. Once you destroy it, advance to the right. Get past the next three crushers and destroy the next vehicle. Move a little

further and you will see a box. Go past it and a new enemy will come out of it. It will slowly move towards you and once it gets close, it will slam the ground. It's really easy to avoid so take your time.

Keep going to the right and keep destroying these crushers as they appear. You will eventually run into these moving bombs. They will move a little faster than you and jump to try to explode into you. They aren't too hard to avoid if you pay attention for them. Keep moving to the right and destroy all of the enemies that will get in your way, along with avoiding those small moving bombs, until you reach the end. There is no boss in this level.

----- LEVEL 3-4 -----

"Remember to dash! Dashing forward will roll you right under high bullets! You can dash at enemies after they fire for a quick kill!"

Move to the right and watch the soldiers as they scream. Keep going and stay on the lower level as the boss appears. This boss is incredibly difficult, there's a reason he's the last boss of the game. He jumps around everywhere and can basically attack just like you. Avoid his shots and knife and pay attention to which grenade he throws. A green grenade will only hurt you if you're near it, and a red grenade will only hurt you if you're on the ground. Just keep attacking him with everything you got, especially grenades, until he finally dies. There's no real strategy to use against this mammoth, just skill.

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----- 3. - Bosses -----
=====AH0003=====

=====
Level 1-1
=====

Boxer

Difficulty - *

Attacks - He will run side to side trying to punch you, each time he is on the right side, he will stop. He will pull out a ray gun and shoot it high. After that, he will shoot it low, that's when you have to jump onto the canopy of the shop to avoid it.

Movements - The only moving he does is running to the left and then running to the right.

Strategy - This boss is really easy, if you get hurt you must have made a big mistake. Start off by jumping onto the canopy once he appears. Duck and charge up your gun. Shoot him in the head and jump over him as he runs to the left. Land on the canopy and jump over him again as he runs back to the right. Land on the ground and start shooting him as much as possible, it is more efficient if you charge up your gun and shoot him with the powerful shots than to just keep shooting. He will pull out a laser beam and aim high, you should still be shooting. Don't jump as he aims high or you will die. Once he stops shooting, jump onto the canopy. He will aim low during this period. Don't fall and he will stand back up. That's when he'll start his pattern over: move to the left, move to the right, shoot high, and shoot low. Just memorize that pattern and avoid his shots as you shoot him as much as possible and you'll do just fine.

StrongBot

Difficulty - **

Attacks - His main strong attack is a laser beam. If you fight him right,

you won't even see it. The only time he uses it is when you jump but he won't use it if he raises his hands. His other attack is slamming the ground. He will raise his hands and slam onto the ground. The only way to avoid the ground slam is to jump before he actually hits the ground.

Movements - This boss' movements are just like the previous. All he will do is move to the left and then to the right. The only difference is he will attack on both sides. Also, if you jump while he doesn't have his arms up, he will stop to shoot you.

Strategy - The main things that you have to remember is that he can't hurt you by touching him, and not to jump unless he has his arms raised. If you remember that, you will have no problem with this boss. Stay close to the robot and keep aiming up at his head. Continuously shoot at its eye to hurt it. Once he raises his arms, jump. He will slam the ground and then start moving again. After a while, he will jump up into the air. He will then slam onto the ground and you will need to jump to avoid it. He will also lose his arms once he slams on the ground. That will make things much easier and you will not have to jump anymore. Just keep jumping only when he raises his arms and keep shooting him in the eye until you defeat him.

=====
Level 1-2
=====

Muk

Difficulty - ***

Attacks - This big muk really only has two attacks. He will either spit sludge at you, or throw sludge in the air. If he throws it in the air, you have to avoid as it falls. It will also become alive when it hits the ground. You can kill them but if you touch them, they will kill you. Try and kill them as fast as possible.

Movements - This boss doesn't move at all.

Strategy - The only tough part about this boss is avoiding his attacks. Avoid his attacks and kill those little sludge hands that he spits out. Once you get the chance, shoot at the fire hydrent a few times. It will shoot water at the muk's face. That's the only thing you can do to defeat this boss. Just keep avoiding his sludge and making that hydrent go off until he dies.

=====
Level 1-3
=====

Chipper

Difficulty - **

Attacks - This boss' only attack is shooting a napalm in the air. Don't touch it or it will kill you. The soldiers won't bother you so don't waste your time on them.

Movements - The tank doesn't move but the soldiers do. However, the soldiers won't hurt you.

Strategy - First off, just ignore the soldiers. There's no point to do anything to them, it'll just waste your time. All you have to do is avoid the napalms the tank fires. Just before it hits the ground, suck it up with your beam (A button.) Bring it over to the tank and drop it onto the tank. Keep doing that until the tank explodes. Just be careful because once the tank is about to explode, the napalm will move faster when you try to beam it up.

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Level 1-4
=====

Spaceship

Difficulty - **

- Attacks - This big contraption only has two attacks. It will either shoot a large plasma ball in your general direction or it will shoot flames out of the bottom. The flames don't go too far so if you do go under the ship, stay far away from it.
- Movements - This boss moves more than any of the others you have faced so far. It never stops moving and it will keep moving closer to you.
- Strategy - This fight is simple with all of the weapon power-ups you grabbed throughout the level. Just keep flying around it while avoiding its attacks. Keep firing and the missiles that come out of the back will home into the spaceship. These homing missiles makes this boss battle simple. Just keep avoiding it and hitting the A button as much as possible.

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Level 2-1
=====

Soviet Bot

Difficulty - ****

- Attacks - This boss has two attacks. The main attack is when it tries to stab you. The attack is easy to avoid. This big boss will keep moving until it will stab you. It will stop for a second before it attempts to do anything. That gives you enough time to move away. It's other attacks is throwing a grenade. It's hard to avoid too. You just have to time your jump right to avoid its explosion and keep shooting towards the ground to give you the momentum. You can also try digging underground.
- Movements - This boss only moves side to side. It will make brief pauses before it makes its attacks.
- Strategy - This fight is difficult, you'll probably lose a few lives. However, it's a very straightforward fight. Its only weak spot is its head so keep aiming for that. Pay attention to whenever it stops moving. Once it stops moving, it's about to attack. It's a long enough pause for you to move and avoid its attacks. The only hard part of this fight is that soldiers keep coming in and the grenades. It's hard to time it right but you need to time the jump right to avoid the explosion just before it hits the ground. You also have to shoot downward in the air to avoid the explosion. You can also try digging underground to avoid the explosion.

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Level 2-2
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Bear Bots

Difficulty - *****

- Attacks - At first they will only try to crush you. After you empty their life bar, they will release small bears. The only attack those small bears really have is flying around and trying to hit you.
- Movements - At the beginning, they will only move up and down to try to crush you. After you kill them, they will send out smaller bears. These bears will just fly around the screen until you kill them.
- Strategy - The beginning part is really easy. They all share the same health

so hurting one will hurt all of them. Just avoid their smashes and keep firing at whichever is easiest to attack. After you kill them, that's when it gets hard. They will send out four small bears that just aimlessly fly around. Grenades work best against these irritating critters. Try and aim for one to make things easier at the end. The only problem is once you think you finally killed one, another appears that's even smaller and moves even faster. Try and take out all the bears one at a time and keep avoiding them because if they touch you once, you're dead.

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Level 2-3
=====

Frog Bomber

Difficulty - **

- Attacks - This boss' only attack is to shoot homing missiles. They move incredibly slow so don't worry about them.
- Movements - The only movement this boss makes is when he jumps away.
- Strategy - This boss is a nice break from the harder bosses. You shouldn't have any problems beating this boss. Once it appears, just keep shooting at it until it jumps away. This is when the homing missiles come in. You have to avoid them and then shoot them. Keep shooting them until they explode and the frog will reappear. Just keep shooting at the frog and repeat that process until he explodes.

StrongBot

Difficulty - **

- Attacks - His main strong attack is a laser beam. If you fight him right, you won't even see it. The only time he uses it is when you jump but he won't use it if he raises his hands. His other attack is slamming the ground. He will raise his hands and slam onto the ground. The only way to avoid the ground slam is to jump before he actually hits the ground.
- Movements - This boss' movements are just like the previous. All he will do is move to the left and then to the right. The only difference is he will attack on both sides. Also, if you jump while he doesn't have his arms up, he will stop to shoot you.
- Strategy - The main things that you have to remember is that he can't hurt you by touching him, and not to jump unless he has his arms raised. If you remember that, you will have no problem with this boss. Stay close to the robot and keep aiming up at his head. Continuously shoot at its eye to hurt it. Once he raises his arms, jump. He will slam the ground and then start moving again. After a while, he will jump up into the air. He will then slam onto the ground and you will need to jump to avoid it. He will also lose his arms once he slams on the ground. That will make things much easier and you will not have to jump anymore. Just keep jumping only when he raises his arms and keep shooting him in the eye until you defeat him.

=====
Level 2-4
=====

Space Ship

Difficulty - ****

- Attacks - This boss' only attack is shooting a big plasma ball. It doesn't really do anything other than that.

Movements - This boss will fly around in all directions.
Strategy - This boss is hard only because it kills you easily. You have to basically hold the shoot button while ramming into it. The shield will slowly destroy, then regenerate. All you have to do is ram into the side of the ship. Keep doing that until it explodes. If you need to save lives, only attack for a few seconds then run, if you have a lot of lives, your best bet is to just keep ramming into the ship and shooting.

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Level 3-1

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Snake

Difficulty - **

Attacks - The only way this boss can hurt you is by touching you, so make sure to avoid him as much as possible.

Movements - This boss moves all over the screen. Just be careful and make sure not to move into him at all. When he's almost dead, he will go straight up and straight down all the time.

Strategy - Digging yourself into the ground will save you a lot of lives. Be careful because its moves are unpredictable. Watch where the sand is kicking up and move away from it. Shoot the bug as much as possible and avoid it. Keep doing that and digging into the ground whenever you might get hurt until it dies.

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Level 3-2

=====

Boxer

Difficulty - *

Attacks - He will run side to side trying to punch you, each time he is on the right side, he will stop. He will pull out a ray gun and shoot it high. After that, he will shoot it low, that's when you have to jump onto the canopy of the shop to avoid it.

Movements - The only moving he does is running to the left and then running to the right.

Strategy - This boss is really easy, if you get hurt you must have made a big mistake. Start off by jumping onto the box once he appears. Duck and charge up your gun. Shoot him in the head and jump over him as he runs to the left. Land on the box and jump over him again as he runs back to the right. Land on the ground and start shooting him as much as possible, it is more efficient if you charge up your gun and shoot him with the powerful shots than to just keep shooting. He will pull out a laser beam and aim high, you should still be shooting. Don't jump as he aims high or you will die. Once he stops shooting, jump onto the canopy. He will aim low during this period. Don't fall and he will stand back up. That's when he'll start his pattern over: move to the left, move to the right, shoot high, and shoot low. Just memorize that pattern and avoid his shots as you shoot him as much as possible and you'll do just fine.

Fort

Difficulty - *

Attacks - The only way this boss can hurt you, is by hitting you with its incredibly slow shots. There is not other way it will hurt you.

Movements - This huge fort does not move at all.

Strategy - This boss is incredible easy. Stand to the far left and jump over

the shots while you are shooting at the castle. Charge up your gun and keep shooting it. Just keep jumping over the shots and shooting the castle until it explodes. It's as simple as that.

=====

Level 3-3

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**There is no boss in this stage.

=====

Level 3-4

=====

Mother

Difficulty - *****

Attacks - This boss can attack just like you. If it gets close, it will cut you up. It can shoot you with ease. It also has grenades. A green grenade will destroy about a 2 foot radius of where it explodes or if it hits you, and a red grenade will destroy anything on the ground.

Movements - This boss moves all over the screen. It will jump onto the platforms and run along the bottom. There's no telling where it'll go next!

Strategy - There's no real strategy against this mammoth, you just after to use the skill you got from going through the game. Just learn its basic attacks and learn how to avoid them. Try to time your shots right for when it jumps too. And most importantly, use grenades as much as possible, they help take away this boss' health quite quickly.

=====

----- 4. - Mini Games -----

=====AH0004=====

----- Chicken Lickin' -----

Controls:

D-Pad - Moves the bat around.
A - Swings the bat.
Start - Pause

Other buttons are not used.

What to do:

All you have to do in this mini game is swing the bat and keep the chicken in the air for as long as possible. You can only hit it when it's free falling. That's when it's not shaking and it's moving slower.

----- Missile Mastar -----

Controls:

D-Pad - Moves the Missile.
Start - Pause

Other buttons are not used.

What to do:

Some people may consider this mini game as inappropriate but who cares? All you have to do is control the missile and avoid anything in the air, you can obviously go through clouds. Once you reach America, crash into it. For the most part, you could do fine in this mini game if you just stay as low as you can, you will still have to move sometimes but not much.

-----===== Chipper =====-----

Controls:

D-Pad - Moves the Ship.
A - Uses vacuum beam.
Start - Pause

Other buttons are not used.

What to do:

This mini game is the boss from Level 1-3. The only difference is now, you can drop soldiers into the chipper and watch them grind up. To beat this mini game, you have to attack the tank the same way you did in level 3-1.

=====
----- 5. - Weapons -----
=====AH0005=====

**These aren't real names or anything, I just made these up. I will describe them as best as I possibly can.

Ray Gun

-This is your normal gun. You have unlimited ammo for it but it's the weakest and doesn't really have any special abilities.

Knife

-This is possibly the most fun weapon in the game. You have to get close and if you attack, it will swing the knife automatically. You could just chop up your enemies without a problem with this weapon. Only down side is you can't really use it on bosses.

Slime Gun

-This is that gun that shoots a big blob of slime. It's powerful and also has a nice spread on it. It can easily hit two enemies that are standing near each other from above. The only downside of this gun is it doesn't go very far so don't expect to be shooting people from across the level with this thing.

Double Ray Gun

-This is the gun that shoots two red laser beams side by side. It will chop your enemies in half and will do even better by continuing to the next. This thing only dies out once the beam goes off the screen. Try using it when there are a lot of enemies in one direction to you.

BFG

-This is the gun that shoots the bigger balls than the regular gun. It's obviously more powerful and has the same ability as the double ray gun. It can go through enemies and keep going until it goes off screen. It moves a little slower than the double ray gun so you could hit more enemies but it also gives them time to avoid the gun.

Flame Thrower

-This shoots a large flame in front of you but also shoots out a fireball. You could either take out a few enemies close to you, or pick enemies off from across the screen. A great weapon for any situation.

Ice Gun

-This is just like the flame thrower. It will take out all the enemies close to you that you are facing, but can also go further distances for one enemy. Only difference is the enemy freezes instead of burns.

Laser Shotgun

-This guns is really effective for stronger enemies further away. It sprays lasers in front of you that will hit any enemies ahead of you. It's good for trying to pick enemies off ahead of you or hitting bosses with more than a single shot at a time.

=====
----- 6. - Strategies -----
=====AH0006=====

You could charge up your weapon for a much more powerful shot by holding the shoot button. The shot is also much larger so it will cover a wider radius while shooting it. It's good for bosses, especially bosses with small weak points.

One of the best thing to do is the freak attack. All you need to do is jump and land on the enemy's head. You have to press Down+A to land on the enemies head. You could run around on the enemy's head and if you get shot at, it will kill the soldier. Don't jump off because it won't hurt the enemy if you jump. However, don't get too close to the other enemies because if they hit you with their gun, you will get hurt.

Collecting weapons from your friend is one of the best strategy. You don't really need any special weapons for a game this simple but they definately help. If you don't take it for long enough, the weapon will switch to another so you could avoid the guns you hate, or just wait for the guns you love.

Don't stay near the enemies for too long. If they are close for you for a couple of seconds they will do one of two things. They will either hit you with their gun and knock you out for a couple of seconds, or they will grab you. If they grab you, you have to keep moving the D-Pad from side to side to free yourself.

The best way to avoid the bombs in the Siberian levels is to get off the ground. You could stand on buildings or even climb onto enemies' heads to avoid the bomb. Just remember that most buildings explode after the bombs land near them enough and if you do climb on enemies' heads, that once the bomb hits, you have to get off.

You can dig into the ground and hide whenever you'd like. Just hold down and press L. You could avoid enemies, vehicles, and other obstacles by doing this, however it's not as helpful as it sounds.

=====
----- 7. - Enemies -----
=====AH0007=====

Soldiers

-This is the average enemy. You can just take one shot to take these out. They do all the normal tricks, rolls, jumps, ducks, etc. They aren't too confusing

and get more predictable as you play.

Grenaders

-This enemy will hide behind a wall and throw grenades over it. Get close to the wall and just jump over it. Start attacking the grenader as much as you can to kill him.

Strong Men

-This enemy is a bit tougher. They take much longer to kill and also have the flamethrower, however their ammo moves slower. The good thing about this enemy is their shots kill their teammates and you could duck under them, the best thing to do is to stay to one side, duck, and keep shooting at them. You can't jump on this enemy's head so don't waste your time.

Tanks

-This enemy will drive around in a tank. The best thing to do is immediately jump onto the tank. Kill the soldier that will come out of it and then keep shooting at the tank. It also works well to get behind the tank and keep shooting it.

Helicopters

-This enemy will be flying overhead in a helicopter. They will just move side to side while aiming down and shooting at you. Just keep moving to avoid their shots and keep attacking them until their helicopter crashes into the ground.

Scorpions

-These will just walk around and try to sting you when they are close. The only way to hit them is if you duck.

Vulture:

-These will fly around the screen from left to right and stop to swoop down at you. The best way to avoid its attack is to stand to the side and jump as it swoops down.

Crusher:

-These move incredibly slowly. All they will do is move towards you and try to crush you once they are close. They don't really pose any serious threat.

=====
----- 8. - Vehicles -----
=====AH0008=====

Normal vehicles (Trucks, Hot Rods, etc)

-These vehicles is found in most levels. All you really use it for is transportation, nothing special really. You can still shoot but it's whatever gun you are currently carrying and it still drains ammo for it.

Bulldozer

-These can crash through large objects. You can knock down statues and buildings easily. It will still kill enemies and you can still fire your gun, but you will be aiming higher.

Tank

-These vehicles are very handy. They can shoot the cannon which is much more powerful than any other weapon you could be firing. The only problem is that it explodes easily.

Monster

-This huge monster that you save in Level 2-2 is really fun to ride. You can attack high enemies with no problem, and you could still attack the enemies on

the ground. You can brutally kill them in a cool way.

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----- 9. - Gameshark -----
=====AH0009=====
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You must have a gameshark with the GBA to use these cheats. You can pick up a gameshark just about anywhere that has any GBA games. If you're not sure about them just go to your local video game store and ask for a GameShark for Game Boy Advance, they'll know what you're looking for.

First off, to have any of the cheats working, you must input this cheat:

```
90388FA225AE
379569406DA3
27966F4C7A56
```

Don't forget to make sure that it's on! After that, you could put in any of the following cheats to make things easier:

```
Access all Mini Games
6DDE20EC6234
```

```
Access all Levels
C7C5AEDE3387
```

```
Have Hi-Score
EA21C51694CA
```

```
Invincible
C2338B9736FA
```

```
Infinite Lives
E7CD28CCE3A7
```

```
Infinite Continues
65CC38CCC3A7
```

```
Infinite Health
201E1C0D46DA
```

```
Infinite Shield
305C405838EE
```

```
Infinite Ammo
DFCDA2791A1C
```

```
Infinite Grenades
A20D0C0DE74B
```

```
Quick Charge
786859F099AF
```

```
Rapid Fire
A072C8076CFE
A78D2C0DE7C3
```

```
Rapid Grenade Fire
82619B46C3EF
```

****Skip Level****

D5D6E72B0C94

A23B090566FA

****To skip levels, you have to hold select and press up.

----- 10. - Unlockables -----

=====AH0010=====

The only unlockables in this game are the mini games. Here is how you unlock each minigame:

Give The Chicken A Lickin' - Complete level 1-4

Super Soviet Missile Mastar - Complete level 2-4

Chipper - Complete level 1-3

----- 11. - Contact -----

=====AH0011=====

Got any suggestions, comments, critiques, or just a simple thanks to me? Well you could e-mail me at FrankTheTank3388@gmail.com and tell me what you think! You could tell me whatever you'd like about the game whether it is a strategy to use in a certain level or just a simple easter egg in a level. I will try to get back to you as quickly as possible answering any questions you may have. Just make sure you have something about Alien Hominid in the subject of the e-mail and please don't send me any attachments. I have recently gotten a virus through my e-mail and I had to reformat and I don't want to do that again. So please just don't send attachments with the e-mails because I won't download them either way.

Things/How to E-Mail me about:

- What you think about this guide.
- If you need any help at all.
- Some tips for levels that aren't in this guide.
- Anything you think would be a good addition to this FAQ.
- Make sure your subject includes Alien Hominid and not to send attachments!

Things/How NOT to E-Mail me about:

- Things that don't have anything to do with the game.
- Any 1337 typ!ng
- DoN't E-mAiL mE lIkE tHiS, iT's JuSt AnNoYiNg AnD iT wAsTeS tImE.
- ANY file attachments.
- Things that are already clearly discussed in this Walkthrough.
- Please try to use decent grammar. I don't mind if you don't capitalize or use the right words at times, just try to spell the words right. I've gotten a few e-mails that I never replied to just because I couldn't even understand what they were trying to say.

*You could also rate this FAQ by going to the FAQ list for the game. On the right will be a button you could click to rate it.

----- 12. - Disclaimer -----

=====AH0012=====

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