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1.) Introduction

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Howdy and welcome to my guide for Gunstar Super Heroes. I've never really played the original Gunstar Heroes before, but this game caught my eye and I decided to give it a try to see if the hype around the game was worth it. After playing it, I can probably say this is one of the best Action games I've played in a long time.

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2.) Legal Stuff

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- <http://www.honestgamers.com>

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3.) Controls

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These are the default controls when you start:

D-Pad - Move

Start - Pause

A Button - Jump

B Button - Slash

Down + B - Pick up items

A + A = Jump Kick, Wall Kick

B [Hold] - Fire your weapon

R, R [Hold] - Fire your Super for the equipped weapon

L,R - Turn the camera (only needed for Moon 5)

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4.) Walkthrough

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Once you boot up the game, you can choose either the Red or Blue path. If this is your first time, go with Red and choose Easy. After you do that, the game will begin.

NOTE: I wrote this guide while playing as Red.

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Earth

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(001)

This is where the game starts out. Get a feel of the controls here, as you'll be using the main functions pretty soon. Hold down B and head to the left and you'll run into your first batch of enemies. Mow them down and continue going left and you'll find a big soldier. Just keep firing at him and he'll break down eventually. Soon, an airplane will appear that will drop more soldiers. Get underneath it and aim up and fire at it to destroy it. Once it's gone, go left to reach the next area.

Your game isn't glitching out here. You're just being watched by some enemies. Continue to hold B and go left and mow through the enemies here until you reach the next screen.

Continue on until you reach a lift. Aim upwards and start running back and forth to take out the bots as they drop down. Once the lift stops, continue running to the right. You'll eventually run into one of those big soldiers rolling around in the area. You can take him out or ignore him if you want. There's also a gunner above you, so don't jump too high. Aim at him and take him out and continue to the left, taking out the other soldiers as well. Continue along the path, mowing down the enemies. Continue along until you reach another lift. Aim up and fire at the bots that come flying down again. Once the lift stops, continue going right and attack the enemy here. Keep going and eventually, a huge WARNING will appear on the screen.

-----BOSS-----

-This guy is rather simple. Instead of actually attacking you himself, he'll use Yellow as a weapon, and that was a good enough reason for me to kick his ass all around the stage. He'll slam Yellow's ship into the ground, bring it back up, and repeat it until you die or he dies. The best way to approach this battle is to climb onto of the ship. Once he slams the ship down, you should have enough time to jump on the ship, and then start either attacking his head with your blade or firing at his head with your gun. Either way, just keep attacking and you can't get hurt at all.

-----BOSS-----

After he's destroyed, you'll get a notification you completed the stage. Go into the green beam that Yellow drops down. You can now select any of the 4 Moons. Of course, this guide will follow them in order, and I'm hoping you do the same.

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Moon 1

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(002)

The first part of this stage has you ontop of Yellow's ship, and you're supposed to take out anything that comes your way. Moving left or right will spin the ship, and the background around in circles, so hopefully you don't get motion sickness. The main obstacle you'll have to deal with are Missiles and eventually some flying machines. Just hold down B and spin the ship around to take the objects out as they come into range.

After that's over with, head to the right and mow down the enemies here (watch out for the gunners) and make sure to destroy the little houses, as they drop health spheres. Continue making your way to the right, gunning down the enemies until you reach another boss.

-----BOSS-----

-This is another simple boss. This time you have a giant plant that's not too happy you're in its territory. It'll drop tulip looking things that will either explode once they hit you or the ground, or ones that hit you. It will also shoot out Grubs, which you should destroy as soon as they form. All you really need to do is stand underneath it, aim up, and start firing at it, moving side to side to avoid the tulips it fires at you.

-----BOSS-----

Once it's defeated, slide into the head and some spheres will drop. Pick them up and continue to the right to reach the next area.

My god I hate this area so much. You need to gather 16 birds in this area, all while trying to avoid the nasty surprises hidden around. You can destroy all the visible enemies here, but the ones hiding are invincible. You can tell where they're hiding by the red markers above their hiding spots. If you get hit while carrying a bird or birds, all the birds will flee and go back to their positions. Try gathering all the birds at once, as you'll get more

points if you gather more and bring them to the exit than you would by bringing them one by one.

Once you're out of that god awful area, jump on the boat and continue to the right. You'll need to start making your way up now, but be careful, as gunners are waiting to well... gun you down if you step in front of them. Once you can see their feet, aim up and take them out from below. Keep going this until you reach the top. Once you reach the top, it's time for another boss fight.

-----BOSS-----

-I'm going to tell you this now. If you somehow lose on this fight, you need to either quit playing this game, or quit playing games all together, as this is one of the easiest bosses in the history of gaming. All he does is walk towards you, slowly I might add. Just stand there and fire at it as it walks towards you. If it somehow gets near you, jump through it and continue firing at it. This fight shouldn't take a minute.

-----BOSS-----

After the fight, aim down and start shooting all the debris in your way until you land at the bottom. You guessed it. Another boss fight.

-----BOSS-----

-You're introduced to Pink here. Pink is supposed to be a Bounty Hunter, but she apparently isn't very good at being one, as this is another easy fight once you get into position. Once the fight starts, you'll be underneath Pink's machine. Once the left leg lifts, or the machine jumps, either slide or run to the side so you're out in the open. Once it lands, jump up to where the cockpit is, and just stand there and just fire at them until their Life reaches 0.

-----BOSS-----

After the fight, you're done with this level completely.

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Moon 2

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(003)

The first part of the stage is probably the toughest part of the entire level. You're airborne and you have to alternate between firing your main guns at the flying hovercrafts, and then switch to dropping missiles at the tanks below. You'll be doing quite a lot of dodging here, so try your best to keep your health up once you reach the end, because you're going to need it. Once you reach the end, it's time for another dance with a boss.

-----BOSS-----

-This fight is tough because you have all sorts of attacks coming from in front and from the sides of you, so you may want to consider taking out the visible subs from below. Once they're gone, the difficulty lessens a little, but it's

still a dogfight, so keep your main focus on the big ship and let loose with your main gun while dodging the tanks attacks and the big ships attacks. There's no doubt you'll get hit a bunch of times during this fight, but you should be able to take it out before your Life hits 0.

-----BOSS-----

After the fight, you'll be back on Yellow's ship again. Aim up and destroy the enemies as they come at you and you shouldn't have that much trouble. You'll eventually reach the top. Once you do, continue to the right for yet another damn boss fight.

-----BOSS-----

-Not that hard of a fight. There are three towers here, and you'll need to take out each one. The enemies throw bombs, so watch out for the explosions and keep firing your guns at the towers, avoiding their gunfire until they're destroyed. Make sure to pick up the health spheres they drop.

-----BOSS-----

Continue making your way to the right, taking out the enemies along the way. Eventually you'll find Orange, which will lead to another boss fight.

-----BOSS-----

-Orange is a bit tough, because once you get into range, he'll start trying to tackle you off his ship. He may have low life, but he's pretty strong, so you can take the risk by jumping on his ship and using your Super weapon, or try to lure him off the edge of his ship. Either way you do it, just don't let up with your attacking.

-----BOSS-----

Once Orange is defeated, that's the end of that level.

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Moon 3

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(004)

The first part of this stage is rather interesting, as you're moving at a high speed on top of a Mech, and you're able to jump from the floor to the middle of the area, and then again to the ceiling. Head a bit to the right and start firing your weapon. Keep firing and taking out the enemies until a train comes by. Enemies will then take their place in the train, setting up gun turrents, so make sure to destroy them as fast as possible. Eventually they'll start throwing bombs at you, so make sure to avoid those as well. Once you're nearing the end, the train will go ahead of you, and then the enemies will start jumping out from the back, so make sure to keep firing your weapon as they jump out in groups. Eventually, you'll reach the front.

-----BOSS-----

-This fight is pretty difficult because of one thing: he can transform into seven different formations. You read that right. SEVEN different forms you have to deal with here. From what I've seen, the forms are completely random. Pull out your Super weapon and start attacking him, avoiding his attacks in each form. Once you drain the life out of him, he'll switch to the next form. Repeat this until all of the forms are defeated.

-----BOSS-----

After the fight, this level is completed.

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Moon 4

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(005)

Head to the right to find a floating gunner. Simply Uppercut it to make it stop firing, or use your Super weapons to do it. Continue to the right once it's defeated. Make sure not to fall off the helicopters here, as you don't want to deal with that huge hassle below. Jump through the gap on the right and continue on by jumping up on the platform. Go right and drop down until you see some flames coming up. Position yourself between two of them and fire downwards until one is destroyed. Quickly jump down to the destroyed one and take out the other two. Drop down again and continue to the right until you reach a lift.

You'll now be on a game board type of thing. Depending on where the marker lands, that's where you'll be. I'll try my best to describe the squares.

Video Walkthrough - Part 1: <https://www.youtube.com/watch?v=viwrk2qh-zI>

Video Walkthrough - Part 2: https://www.youtube.com/watch?v=rxC_lXBJYxU

First Square

-You'll fight a dragon type boss here. You need to shoot at it's head in order to damage it. It's more annoying than hard, really. You need to jump out of the water and shoot at it's head, or jump on it's back. It can also send electrical pulses through it's body. The best way to take it out is to time yourself, and jump directly on it's head when it's about to fly upwards. Once you get up there, aim down and unleash your Super weapon on it and you should be able to take out a massive amount of it's Life. Rinse and repeat until it's defeated.

Second Square

-If you're able to avoid the orbs here, you should be fine, so just start using your Super weapon on it and it will be destroyed eventually.

Third Square

-I would recommend not fighting the turrents here, as they'll just pose as a

problem. Once a bomb breaks the floor, fall through it.

Fourth Square

-Wow... this thing sort of reminded me of Toy Story, except the little ones were out for your head instead. The Green Soldier is the one you want to target here. Pull out your Fire gun and use the special on it to quickly dispose of him.

Fifth Square

-This is actually more of a fun sideshow than it is a challenge, though you do need to beat the timer. Make your way, popping the bubbles. When you come to a gap with a health sphere at the other end, jump over the gap and grab the sphere and then jump down the gap, firing downwards to take care of the bubbles until you land. Continue following the path and you'll eventually see a blue laser fire out. Jump up and enter where it is and destroy it to destroy the wall you need to advance. Eventually you'll find two health spheres and a weapon sphere, so make sure to grab them (you should have plenty of time left) and use the green orb to warp out.

Sixth Square

-Once you nail its pattern, it's pretty easy to destroy. It'll fire a blue beam around counter clockwise. But eventually it will stop shooting, giving you time quickly to get on the other side of it. However, bubbles will keep pushing you back, so destroy them, equip your Fire shot and use your Super on it to destroy the Turret.

Seventh Square

-This is about destroying it as fast as you can. Aim down and start firing at it. Pay attention to the red spheres and when they light up and avoid the laser. After that, the turret will shoot up blue lasers. After that's done, continue aiming down and shoot it.

Eighth Square

-This is actually an Item Room. Take your time and pick up the health spheres here, then find your way to the green orb.

Ninth Square [Left of Item Room 1]

-This is an odd room. You're basically fighting a mutated soap bubble that's gone crazy. Quickly make your way to the left side of the tub and start shooting the Gel as it makes its way over to the left. Once it shoots its fire spiral, jump over it and keep attacking. It'll shoot another one a couple of seconds later, so jump over it and make your way to the right side of the tub

and continue firing. Continue until it's dead.

Tenth Square [Above of Item Room 1]

-There's a little trick to this boss here. It won't move unless you attack it, and it moves in the direction it's facing, so wait until it faces away from you and start attacking it in small bursts.

Eleventh Square

-You'll be in the Barracks this time. Take out the hovering enemies and then you'll fight two Commandos. Once they're gone, continue to the left and go underneath the gunners and take them out here. Continue to the left and grab the ropes when you come across them and slide down them. Drop down on the center platform and start taking out the hovering enemies, as they'll start dropping bombs on you. As soon as you see Go on your screen, get your ass out of there and go left on the ropes and onto the next platform. You'll see the warp out of here over the lift. Don't take it. Instead, ride the lift down and take care of the human roly poly that comes around. Continue to the left for a boss.

-----BOSS-----

-This guy is actually pretty easy. Pull out your Fire shot and start using your Super on it as he flies around the room, destroying the bombs as well as damaging him. Doing this will drain his life quickly.

-----BOSS-----

Twelveth Square

-This is the second item room. Do the same procedure as last time, but make sure NOT to shoot the first pair of blocks on the ground, or else you'll drop down. Make sure to destroy the blocks carefully, as some other ones lead to pits. The end is tricky. Wait for the first moving wall to rise up, then quickly jump over to the second one and start wall kicking between the walls until you can jump over the second moving wall. Use the warp.

Thirteenth Square

-You'll be fighting a giant Teddy Bear here. There's actually a trick to make this fight really really easy. Take note of the first truck here. After it's gone, the Teddy Bear will appear. Start shooting at it's head, luring it to the center. Once it reaches there, a truck should be coming, which will knock it flat on its ass. When this happens, quickly switch to your Fire shot, jump over to the head and scorch it with the Super version of the weapon and it'll be gone in no time.

WARNING: IGNORE THE SQUARE PAST THE SQUARE WITH THE WORD BOSS IN IT. I'M NOT HELPING YOU IF YOU GO THERE, SO DON'T MISS THE BOSS SQUARE.

Fourteenth Square

-----BOSS-----

-This boss is actually quite easy once you find its pattern. The first part, Black will be up at the top. To get there, head to the left set of legs and wait for the first one to rise. As soon as it does, quickly run underneath it and don't stop, since the other legs will rise as well. Once you reach Black, destroy the missiles coming at you and shoot up at his head. After you do enough damage, he'll switch sides. Wait until the left legs move up again and go underneath them. This time, lasers will shoot out of Black. They go from Left, Middle, Right, then from the Right, they go Right, Middle, Left. A small faint of the laser will appear before it shoots, so you have plenty of time to avoid it. Once you get an opening, start shooting him again and he'll go back to the first form. Repeat what you did for the first form, and he'll go back to the second form. Repeat what you did for the second form, and he'll go into one last form this time. He'll start rolling around the area. Slide to the right until you're able to start shooting at him. Run after him and shoot at him until he's gone.

-----BOSS-----

After the fight, hit Black four times to make him drop health spheres. After the fourth one, hit him one last time and quickly back up, as the fifth one will be a bomb. After the bomb, Yellow will show up.

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Moon 5

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(006)

This level starts off simple enough. Take out the enemies. Eventually you'll be going in a straight line with nothing but the weaklings you've been facing throughout the entire game. Watch out for the fire bursts from the grounds. You can be a total badass and keep shooting and jumping over the bursts without stopping if you want. That's what I did. Once you reach the end, take out the Commando here. After he's gone, Gray will appear.

This stage is rather easy. Just take out anything in your way until you get the warning sign.

-----BOSS-----

-This is pretty easy once you figure out the pattern. You'll need to turn the screen around with either L or R to actually find your target. It's the thing that shoots out the huge blue beam. After it shoots, get up to it and start firing for a few seconds, then back down. Some oval shots will come out from the side. Once they're gone, and the beam fires again, rinse and repeat until it's destroyed.

-----BOSS-----

Continue along, blasting everything in your way until the next warning sign appears on your screen.

-----BOSS-----

-This is almost the same fight as the last one. Rotate the screen once again to find your target. It'll shoot out enemy ships. As it does, fire into where it is to destroy the ships and damage the core. After a couple of seconds, back off as some more oval shots will come out. Once they're gone, go back to shooting the enemy dispatcher until it's destroyed.

-----BOSS-----

After it, you'll be at the next part of the level. You're ontop of Yellow's ship again. Just spin around and keep shooting and you should be fine. You'll eventually reach the docking area.

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Last Stage

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(007)

Continue to the right until you see a health sphere and a green beam type of thing. This thing will only fire once you go past it. Grab the health sphere and slide to avoid being hit. Jump up to get the next health sphere, and slide again until you reach the bottom and into a pit. Don't move out of it yet. Once you see the green beam fire, head into the next pit. Continue on until you get the warning sign.

-----BOSS-----

-Pink is back, and her two boytoys are helping her out. You'll want to take out the guy that's on the ground behind the gun, so once the fight starts, whip out your Fire shot and use your Super with it to take him out quickly. The fat one in the flying pod will drop bombs that can be slashed open, which will drop health spheres. Make sure to take advantage of this. To make this fight easy, once you're at the center, go a bit to the right and Pink shouldn't be able to hit you at all. Now aim up and start shooting.

-----BOSS-----

After the fight, pick up the health sphere Pink drops and continue to the right. You'll find some more green beams this time. Just run over the first few and you won't get hurt. Once you reach the fourth one, there's another one on the side ready to catch you off guard. What you should do is run and jump and jump kick over it to land safely. Continue to the right until the warning sign comes up again.

-----BOSS-----

-You'll be fighting Orange this time. This fight would probably be a tough one if it weren't for one thing: Orange is a dumbass. Once the fight starts, jump so that you're going to the upper platform, but don't jump that high. Instead, grab the railing underneath the platform, and Orange will stay up here, trying

to ram you, but he'll be ramming the wall instead. Whip out your weapon and start shooting.

-----BOSS-----

Pick up the health sphere and continue to the right. Time for another fight.

-----BOSS-----

-Black is back, but he's pretty easy still. Platforms will start coming up once the fight starts. There's a laser at the top, so sliding off the platforms will pretty much keep you unharmed for the majority of the fight. I found the best way to take him on is to slide into him, as he'll be hit multiple times in one go. Once you do enough damage, green lasers will start shooting from his previous position, as well as green lasers from the sides will start shooting. Try your best to get off the platforms as soon as you can and keep sliding into Black until he's no more.

-----BOSS-----

After the fight, continue to the right and go through the door.

-----BOSS-----

-You'll be fighting Green this time, as well as his seven forms. However, you don't HAVE to fight his seven forms. If you want a cheap and easy way to kill him (which I recommend if you're hurting on health or want to conserve it), wait for him to slide past you. Once he does, quickly turn around and start shooting. If done right, he'll slide the other way. If he does, quickly turn around and keep firing. Just keep turning the way he slides and he won't transform. Ever.

-----BOSS-----

Once Green disappears, the final battle will ensue.

Video Walkthrough - Final Battle +Credits:

<https://www.youtube.com/watch?v=Ep3dHFg7VfI>

-----FINAL BOSS-----

-This fight is easy if you have the Super charged up in your Fire shot. Your goal here is to hit the gems themselves. Quickly pull out your Fire shot and start using your Super with it on one of the gems. You should be able to take a lot of its health down fairly quickly. Don't worry taking about damage here, as you won't lose a lot of health if you're hit. Just maintain your position and keep aiming at the gems as they come closer.

-----FINAL BOSS-----

That's it. After the fight, watch the scenes and then the credits.

Congratulations! You've beaten Gunstar Super Heroes.

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5.) Bosses
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Earth Bosses

-----BOSS-----

-This guy is rather simple. Instead of actually attacking you himself, he'll use Yellow as a weapon, and that was a good enough reason for me to kick his ass all around the stage. He'll slam Yellow's ship into the ground, bring it back up, and repeat it until you die or he dies. The best way to approach this battle is to climb onto of the ship. Once he slams the ship down, you should have enough time to jump on the ship, and then start either attacking his head with your blade or firing at his head with your gun. Either way, just keep attacking and you can't get hurt at all.

-----BOSS-----

Moon 1 Bosses

-----BOSS-----

-This is another simple boss. This time you have a giant plant that's not too happy you're in its territory. It'll drop tulip looking things that will either explode once they hit you or the ground, or ones that hit you. It will also shoot out Grubs, which you should destroy as soon as they form. All you really need to do is stand underneath it, aim up, and start firing at it, moving side to side to avoid the tulips it fires at you.

-----BOSS-----

-----BOSS-----

-I'm going to tell you this now. If you somehow lose on this fight, you need to either quit playing this game, or quit playing games all together, as this is one of the easiest bosses in the history of gaming. All he does is walk towards you, slowly I might add. Just stand there and fire at it as it walks towards you. If it somehow gets near you, jump through it and continue firing at it. This fight shouldn't take a minute.

-----BOSS-----

-----BOSS-----

-You're introduced to Pink here. Pink is supposed to be a Bounty Hunter, but she apparently isn't very good at being one, as this is another easy fight once you get into position. Once the fight starts, you'll be underneath Pink's machine. Once the left leg lifts, or the machine jumps, either slide or run to the side so you're out in the open. Once it lands, jump up to where the

cockpit is, and just stand there and just fire at them until their Life reaches 0.

-----BOSS-----

Moon 2 Bosses

-----BOSS-----

-This fight is tough because you have all sorts of attacks coming from in front and from the sides of you, so you may want to consider taking out the visible subs from below. Once they're gone, the difficulty lessens a little, but it's still a dogfight, so keep your main focus on the big ship and let loose with your main gun while dodging the tanks attacks and the big ships attacks. There's no doubt you'll get hit a bunch of times during this fight, but you should be able to take it out before your Life hits 0.

-----BOSS-----

-----BOSS-----

-Not that hard of a fight. There are three towers here, and you'll need to take out each one. The enemies throw bombs, so watch out for the explosions and keep firing your guns at the towers, avoiding their gunfire until they're destroyed. Make sure to pick up the health spheres they drop.

-----BOSS-----

-----BOSS-----

-Orange is a bit tough, because once you get into range, he'll start trying to tackle you off his ship. He may have low life, but he's pretty strong, so you can take the risk by jumping on his ship and using your Super weapon, or try to lure him off the edge of his ship. Either way you do it, just don't let up with your attacking.

-----BOSS-----

Moon 3 Bosses

-----BOSS-----

-This fight is pretty difficult because of one thing: he can transform into seven different formations. You read that right. SEVEN different forms you have to deal with here. From what I've seen, the forms are completely random. Pull out your Super weapon and start attacking him, avoiding his attacks in each form. Once you drain the life out of him, he'll switch to the next form. Repeat this until all of the forms are defeated.

-----BOSS-----

Moon 4 Bosses

-----BOSS-----

-This guy is actually pretty easy. Pull out your Fire shot and start using your Super on it as he flys around the room, destroying the bombs as well as damaging him. Doing this will drain his life quickly.

-----BOSS-----

-----BOSS-----

-This boss is actually quite easy once you find its pattern. The first part, Black will be up at the top. To get there, head to the left set of legs and wait for the first one to rise. As soon as it does, quickly run underneath it and don't stop, since the other legs will rise as well. Once you reach Black, destroy the missiles coming at you and shoot up at his head. After you do enough damage, he'll switch sides. Wait until the left legs move up again and go underneath them. This time, lasers will shoot out of Black. They go from Left, Middle, Right, then from the Right, they go Right, Middle, Left. A small faint of the laser will appear before it shoots, so you have plenty of time to avoid it. Once you get an opening, start shooting him again and he'll go back to the first form. Repeat what you did for the first form, and he'll go back to the second form. Repeat what you did for the second form, and he'll go into one last form this time. He'll start rolling around the area. Slide under him and start chasing him and shooting at him. You should be able to finish him off now.

-----BOSS-----

Moon 5 Bosses

-----BOSS-----

-This is pretty easy once you figure out the pattern. You'll need to turn the screen around with either L or R to actually find your target. It's the thing that shoots out the huge blue beam. After it shoots, get up to it and start firing for a few seconds, then back down. Some oval shots will come out from the side. Once they're gone, and the beam fires again, rinse and repeat until it's destroyed.

-----BOSS-----

-----BOSS-----

-This is almost the same fight as the last one. Rotate the screen once again to find your target. It'll shoot out enemy ships. As it does, fire into where it is to destroy the ships and damage the core. After a couple of seconds, back off as some more oval shots will come out. Once they're gone, go back to shooting the enemy dispatcher until it's destroyed.

-----BOSS-----

Final Bosses

-----BOSS-----

-Pink is back, and her two boytoys are helping her out. You'll want to take out the guy that's on the ground behind the gun, so once the fight starts, whip out your Fire shot and use your Super with it to take him out quickly. The fat one in the flying pod will drop bombs that can be slashed open, which will drop health spheres. Make sure to take advantage of this. To make this fight easy, once you're at the center, go a bit to the right and Pink shouldn't be able to hit you at all. Now aim up and start shooting.

-----BOSS-----

-----BOSS-----

-You'll be fighting Orange this time. This fight would probably be a tough one if it weren't for one thing: Orange is a dumbass. Once the fight starts, jump so that you're going to the upper platform, but don't jump that high. Instead, grab the railing underneath the platform, and Orange will stay up here, trying to ram you, but he'll be ramming the wall instead. Whip out your weapon and start shooting.

-----BOSS-----

-----BOSS-----

-Black is back, but he's pretty easy still. Platforms will start coming up once the fight starts. There's a laser at the top, so sliding off the platforms will pretty much keep you unharmed for the majority of the fight. I found the best way to take him on is to slide into him, as he'll be hit multiple times in one go. Once you do enough damage, green lasers will start shooting from his previous position, as well as green lasers from the sides will start shooting. Try your best to get off the platforms as soon as you can and keep sliding into Black until he's no more.

-----BOSS-----

-----BOSS-----

-You'll be fighting Green this time, as well as his seven forms. However, you don't HAVE to fight his seven forms. If you want a cheap and easy way to kill him (which I recommend if you're hurting on health or want to conserve it), wait for him to slide past you. Once he does, quickly turn around and start shooting. If done right, he'll slide the other way. If he does, quickly turn around and keep firing. Just keep turning the way he slides and he won't transform. Ever.

-----BOSS-----

-----FINAL BOSS-----

-This fight is easy if you have the Super charged up in your Fire shot. Your

goal here is to hit the gems themselves. Quickly pull out your Fire shot and start using your Super with it on one of the gems. You should be able to take a lot of its health down fairly quickly. Don't worry taking about damage here, as you won't lose a lot of health if you're hit. Just maintain your position and keep aiming at the gems as they come closer.

-----FINAL BOSS-----

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6.) Credits/Thanks
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GameFAQs and the other hosting sites: For hosting this guide.

Sega/Treasure: For the game itself.

http://www.rootsecure.net/?p=ascii_generator: For the ASCII.

And a huge thanks to you, the readers. Without you guys, I wouldn't be making these in the first place.

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