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INTRODUCTION [INT]
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Hello, and welcome to my guide. This is a guide of a throwback game, that I like to call Alien storm. It's a good old school beat 'em up, that features aliens.....and storms. Well anyway, aside from that, with many old school games, difficulty is an unsightly culprit, and so the purpose of this guide to to aid any stragglers in this journey we like to call video games. Now let's stop with the big words, and let's get on to the guide, shall we?

NOTES
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There are three characters to choose from. Your attacks differ from each, (and my personal favorite is the robot)but essentially, they don't take mastering:you can beat the game with the same style of play with any of them. Take advantage of the length of time some enemies stun. This way, you can either guage yourself to finish them off without being hit, or leaving them alone to content with other baddies that seem to pose more of a threat. Be semi-liberal with your crowd control special attacks. I'll generally state where they're used best, but don't see this as a limit on when to use them.

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WALKTHROUGH [WLK]
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MISSION 1 [1]

'Save The People'

Take out the first two guys that come up to you. Don't worry, they may look like people, but after a few hits on them, you'll realize that they're aliens. And even if they were people, what more motivation to beat them up do you need other than the fact that you can? Evade out of harm's way and focus on taking

them out one at a time. You can occasionally land hits to stun the both of them, but just try not to get them to surround you. Beat them up enough, and they'll turn into little flies. Destroy them to pick up the goodies they leave behind.

You'll see an enthusiastic 'GO' prompt, and you....go! Proceed forward and keep your distance from the red barrel canisters. There are more aliens underneath them. A few quick hits is enough o put them out of commission. There will be some little green men that come into the fray. Just watch out for their spit attack, and beat them senseless. More of the ugly dudes from the beginning will approach you. These guys are best to be taken down individually, like before.

Always make dodging top priority when facing these guys. When you take them out, you'll finally approach the people you are supposed to save, as per the beginning intro. Save the mother and child by pulverizing the green fellows. Take them out, and then you have more of the pink annoyances to deal with. Apparently, they are not too keen on human saving. Take them out and move on. They are harder to stun than the green guys, so remember to keep dodging. You'll then proceed up to the opening of the building and will get to spice things up.

You'll have a shooting segment where you have to shoot the enemies in a horizontal fashion. Shot the goodies to obtain them, and hit the crates when you can. Ignore the rampant-running chickens. It's best to take this part by rapidly moving from right to left.
And that's all she wrote!

MISSION 2

[2]

'Expel The Aliens'

Dammit, man it's not a vacation anymore when you start chewing on the material of building complexes. So I think it's time to let the aliens go. Thy had their fun and all, but now they have to leave-one way or another. Take out the green minions as you move to this sort of suburban area. A different colored version of them will start to appear. Don't let them surround you, but other than that, they're fairly straight forward to take out. Just a few quick hits, and they should kick the bucket. Take out the pink guys as you proceed.

A tactic to keep note of is that if you manage to cause an enemy to recoil off the screen, stay near the edge of the screen and just keep attacking before they get a chance to move back on screen. The green dudes aren't the only guys that get a color variation here, the ugly purple wachamacallits are here too. The color of the alien doesn't really matter, as long as you leave them black and blue. When disposed of, some green guys will come to say hello. Take them out, and move on towards the one that seems particularly hungry.

See the mail box and garbage barrels? Yeah, they're aliens. No really. Take them out. The green guys will feel left out, and then join the alien party. Let him know he's unwanted by taking him out, and then take out him cousins than

will shortly appear.

Now things start to get a little interesting,. You'll have a variety of dudes to take out, and you can get overwhelmed. Just dodge whenever you get the chance, and try not to get surrounded. They'll get scared and run as the sorta mini boss, weird looking thing approaches. He's kind weird looking, but needs to be expelled nonetheless. Keep your distance from him, and try to attack in a way that your attacks just barely reach him. If you get too close, well then he'll push you back.

He can pack a wallop, so you may need to use your special attack on him He's not all that easy to dodge either, to if you feel that death is imminent, attack him full frontal with as many attacks as you can get in. You can avoid death if you anticipate him movements, however. Dash attacks are welcome. He'll turn into little fly things when you take him out, and so leave no survivors. Grab the goodies and proceed.

You'll then spice things up by running full speed in another shooting segment. Take out the enemies before they get too close. Alternately moving up and down is the best course of action, but just know when to avoid enemy contact. This high speed zoom fest is kinda cool, but you don't want to play through it numerous time. Before you know it, it'll be over. And that's all she wrote!

MISSION 3

[3]

'Alien's Nest'

Nothing good ever comes from alien nests, and so you're here to do some arse kicking. You'll see a new kind of flying foe this time around. Yeah, they're not going to stand around and offer you pizza, so you probably guessed that you have to take them out. Try hitting them when they are grouped for maximum efficiency. Then take out the mail box tricksters, and the little green men. (see what I did there?) Don't stray too fart, or the green guy on the top will join you, making life harder for you and your controller.

Their cousins will join up to avenge them, but...to mostly no avail. As you proceed, watch out, as some of them will jump out from the window. Show them your displeasure by dishing out a grade A beat down. An enthusiastic 'help!' marker will flash to annoy you, but don't start running off just yet. Take out the flying foes, before you decide to do anything to the helping accord.

Multicolored versions o them will also approach you, but remember what I said earlier about blue-idity, and blackishness? You can use your power when enemies group you like these guys try to do. Because all they need is to chain their attacks on you, and then you'll be sorry. Move on into the opening for a little more variety to the formula.

You've got the same kind of shotting as you did with the first mission, only now, the enemies are bigger and badder, and a little more oblivious to the fact that political parties also have standards that are meant to be kept to keep ties between allies stronger, while doing what's best for the forum. Anyway. Shoot them down, and avoid the innocents, as they have nothing better to do but

to run for safety in a move-into-your-sight-of-view- to-distract-you kind of way. Don;t let the enemies get too close, and remember to hit the objects for a chance to score some restorative items. The strategy of constantly moving left and right works here as well. This shouldn't be too hard.
And that's all she wrote!

MISSION 4

[4]

'Duel In Broad Daylight'

Aliens are tearing up an audio store. You don't like that. The only sound to penetrate your ears should be the sounds of dead aliens.....but then again, dead aliens wouldn't really make a...um okay, so first off *hurhumph* take out the ugly dudes. Don't worry the people who run past you are actually people this time, so no biggie. Fast, brief, and brisk attacks will do, followed by either moving away, or dashing to stun them. The more health you save early on, the better.

Take out the canister critters, and pay no mind to the unusually fast walking woman. You'd think she'd be running,huh? The kid has the right idea, though. Take out the next batch of purple dudes, but again, try not to get surrounded. They're fairly easy to stun. Some aliens will pop out from the sewers ninja Turtles style, (and coincidentally, they're green as well O.o) but taking them out should be no different from what you're used to. Following the help signal up top, some of the green dudes' cousins will come to party. For some reason they tend to come soon after you've taken a major batch of green guys. Anyway, just try not to get hit-don't get overconfident with the amount of times you attack.

It may be hard to avoid getting hit from the upcoming pink blobs, but following the same tactic as before should suffice. Dashing works well. Though one of the canisters that later comes up may not readily come to attack you, stay on your guard. When the enemies are silenced, head indoors. You'll have another shooting fest to partake in, nothing really different here, save for the fact that some enemies may hide behind the destructible environs for a longer time than before, in an attempt to catch you off guard. You really have to be quick with your fingers this time around. After a fairly long pause from action, a bunch of guys will try to get the jump on you.
And that's all she wrote!

MISSION 5

[5]

'Save The Laboratory'

Some more aliens are chillin' enjoying the scenery....well we can't have that! Head over there now, and kick those a.o.b's to high hell! Watch out for the lasers up top. The first people that come your way are actually aliens. If you pay attention to their skin, you may be able to tell this. Nevertheless, take them out.

A barrage of green guys will come to deal with you. And if you recall from about two levels back, it's just best to avoid barrage damage with those numbers and just use your special. Be weary of the lasers again, and take out the aliens that come to you.

You already know what to do, it's just avoiding damage that's to be kept in mind. Follow the help indicator to move on indoors for some more shooting action.

It's still the same straightforward shooting, but it's easy to get overwhelmed. This level'll be over before you know it.

And that's all she wrote!

MISSION 6

[6]

'Night Crawler'

No. Contrary to what you were thinking, there is no X-Men collaboration with the character of the same name in this level. There are aliens, not mutants. Aliens. As you could of already guessed from the intro, the people who pass by have not been unscathed; they're aliens in disguise. Would you kindly take them out before they do the same to you? Even a little alien youngster will trot along. But hey, age is no different. The only good alien is a dead one. Or at least the one's who make little kids fly as the ride bicycles with a picturesque view to the moon.

When you're done phoning hom- I mean, taking the aliens out, proceed until some green guys come. Don't move too far to the right, as you may have noticed a green unfamiliar enemy there. Here's the trick, don't take them out. just move close to them to get the blue flying aliens to trigger. The green things are stuck to the ground, and can't follow you. Take the blue guys out first. When the go symbol comes up, do the same for the green guys to trigger. And again fro the next batch of enemies. And again. Finally, you'll face off against the weird boss thing from before, only with a new paint job.

Attack him quickly while he's still off screen, but be careful. You've fought him before, so you know what you're up against, however, when you take him out, another weird alien thingy will come down from above. Watch out for the projectiles, attack from a short distance away, and dash accordingly. You'll be dishing out minimal damage, and the battle will take a while, but it's better safe than sorry.

When done, move on and give chase to a conspicuous looking alien UFO. Just keep firing and dodge the aliens that come past. The scenery is a nice change of pace, but your eyes should fixated on the task at hand. Remember that you can jump. This is useful if some enemies have come a little too close for comfort. When possible, focus your attacks on the UFO, while avoiding the things it drops.

And that's all she wrote!

MISSION 7

[7]

'Destroy The UFO'

As the intro suggests, the alien baddies are not too pleased with your recent doings. They've come for some retribution. Start off by immediately attacking the oncoming snail baddies. They aren't hidden in mail boxes or canisters, so you'll get to see how they really look. Move on, and take out with particular

haste, the pinkish dudes.

They're in large numbers, so crowd control techniques are fairly useful. Though you should get them out of the way quickly, you should try to avoid taking any damage, and as such may spend more time than anticipated. Don't worry, you need all the health you can get. Move on, and take out the next batch. It shouldn't be too difficult. Some green guys will poop out of the bushes later, to take notice.

They're just as the same as ever, so no worries. Some variations of the green guys will approach, followed by the snail guys. Take the quicker ones out first, and try triggering a single snail at a time. It won't be long before some flying guys come to party though. S'more ugly guys will pop out from the ship you approach. Take them out; you should have some more space to work with here. Quickly waltz into the ship when you take them out and ignore any enemies that may pop out.

You need to do this quick, though. You've got another fairly standard shooting sequence to move through. Just keep an eye out for goodies, to replenish whatever ailments you may have.
And that's all she wrote!

MISSION 8

[8]

'Final Battle'

In an unexpected turn of events, you have boss to beat up. No, he doesn't want to talk to you about politics. Get to him by first taking out the rudimentary bad guys, and move on through.

You've got a lot of ugly dudes to deal with. Later, move into the first hole that's marked with the 'in' for some shooting action. Standard fare here, people, but still try to preserve your health. When done, more into the first of the next three.

Ziping past these enemies is the best way to avoid getting hit. You haven't faced them before, so they may land some hits in, and there are a lot of 'em. Again, go through the first of the next three holes. The final boss is in the form of another shoot-fest.

It shouldn't be too difficult. So get to shooting; aren't you early to see the conclusion?

And that, my friend, is all she wrote. Congratulations, you beat the game!

INFO

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If there are any comments, or questions, contact me from my e-mail stated above.

I'd like to thank Gamefaqs for letting me post this guide, and for the site.

And I hope this guide helps those in need. Remember: the only good alien is a dead one.

Or at least one that can bring you coffee and balance your check book.

Version History [VRS]

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Started guide skeleton	-Feb 19
Started writing	-Feb 27
Added details	-Mar 17
Slight modifications	-Mar 20
Finished guide	-Mar 22

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