Alisia Dragoon FAQ/Walkthrough

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Alisia Dragoon

General FAQ for Hard Mode

Version 2.5

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This is a general FAQ with walkthrough for the game, Alisia Dragoon, on the Sega Genesis system. The guide will be covering the game when played at the hardest difficulty setting, which is a little different than the normal setting. You can still use this guide to complete the game on normal, though. Alisia Dragoon is a game released by Game Arts that features an anime girl as the protagonist, much like El Viento and Valis. This game is quite unique in a way that you can't just keep attacking all the time. You have an attack meter and when it runs out, you can't attack anymore. You'll have to rest and wait a while for it to recharge before you can attack again. If you have any questions, comments, or would like to contribute anything, just email me or post on the board. You will be credited for your contributions.

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VERSION HISTORY

9/1/06 Version 1.0

- first version, more info to be added soon.

9/7/06 Version 1.5

- walkthrough for Levels 3 and 4 completed.
- added strategies for third and fourth bosses.
- more enemies added to enemies section.
- added credits section.
- fixed grammatical errors.

10/4/06 Version 2.0

- walkthrough for Levels 5 and 6 completed.
- added strategies for fifth and sixth bosses.
- more enemies added to enemies section.

10/19/06 Version 2.5

- the FAQ has been completed.

At the top of the screen, you'll see some indicators showing various stats, such as health, attack level, etc. for both Alisia and her animal friends. Alisia's stats are on the left and the animals' on the right.

-Alisia Stats-

Health Meter - those yellow bars labled HP (Hit Points). You lose health if you touch an enemy or when hit by an attack. If you lose all your health, you'll die and the game will be over unless you have a continue. You begin the game with three bars, but can extend you're health meter up to six bars by finding those items that look like squares with a sphere inside.

Attack Level - the word "LEVEL" with a number beside it. This is how strong your attack is. The higher the number, the stronger your attack and the faster you'll kill enemies and bosses. You begin at Level 1 and can increase up to Level 8.

Attack Meter - that wavy lightning thing below your health meter. In this game, you can't just keep attacking like crazy without stopping. As you attack, your attack meter decreases along with the strength of your attack. Once your attack meter is empty, you won't be able to attack anymore. You'll have to rest a while to let your attack meter fill up so you can attack again. Your attack is at its strongest point when your attack meter is completely full and flashing. At this point, you'll also be able to do the rolling zap attack.

Character Icon - a small picture of Alisia to the left of the health and attack stats, indicating these are her stats.

-Animal Stats-

Health Meter - looks just like Alisia's only this is for her animal friends. All animals begin with three bars and can be extended to five bars by finding those blue star items.

Attack Level - also just like Alisia's only this is for the animals. All animals begin at Level 1 and can go up to Level 3 by finding blue stars.

Attack Meter - the tiny bars below the health meter. This is a little different for the animals. Unlike Alisia, the animals' attack meter has to be completely full for them to attack. The firefly is an exception as he can still attack with an empty meter, but at the cost of health.

Animal Icon - the small picture left of the stats that shows the animal's face, indicating these are the stats for that animal.

DEFAULT CONTROLS

D-Pad - used to move character.

Start - pauses the game.

A Button - pauses the game to select an animal.

B Button - press or hold to attack.

C Button - used for jumping.

The controls can be reconfigured at the options screen.

Other Moves

Crouching - hold Down on the D-Pad to crouch; you can attack while crouching.

Continuous Zap - press the attack button for a quick zap or hold it to keep on zapping continuously until your attack meter runs out.

Rolling Zap - press the attack button when your attack meter is completely full and flashing. Your attack will be very powerful and cover all directions. This can be useful when surrounded by enemies or for killing strong enemies faster. You can also blast away certain walls to reveal secret passages.

High/Low Jump - press the jump button to jump. The longer you hold the button, the higher you'll jump. The higher you jump, the longer Alisia takes to recover after landing. You'll want to practice your high/low jumps because the second to last boss requires you to do a lot of low jumps to avoid his ground projectiles. You are also able to attack while jumping.

Animal Select - pause the game with the animal select button and use Up/Down to cycle through the animals. When the animal you want is in the animal icon box, unpause the game again with the same button.

Like in many games, the options screen allows you to configure various settings that can affect gameplay. Press the Start button to exit the options screen once you've adjusted the settings the way you want.

Level - lets you adjust the game's difficulty, choose Normal or Hard. On Normal, enemies do less damage, have less stamina, are slower, and there are more items. Hard mode would be the exact opposite.

Control - allows you to reconfigure the A, B, and C action buttons, choose from four different configurations.

Sound Test - listen to the game's music and sound effects. Use Left/Right on the D-Pad to scroll through the tunes and press C to play the tune, B to stop.

Alisia is accompanied by four animal friends that will help her throughout her

adventure. You can only have one out at a time, though, or you can choose not to have any. Each animal has its strengths and weaknesses.

-Dragon-

The dragon attacks by spitting out fireballs. At a Level 3 attack, he spits out three fireballs that spread out. All three fireballs are very powerful and will do massive damage if all three hit a single enemy. This attack is very useful on bosses. The dragon's weakness is that he seems kind of dumb and attacks without thinking. The moment he sees an enemy, he'll attack without aiming or he might attack the wrong thing. You'll just simply have to move to get him aligned with the enemy so he attacks it.

-Firefly-

I'm not really sure what this animal is, but for now I'll just refer to him as the firefly. This creature kind of looks like one of the enemies from the Sonic games on the Sega Genesis system. He is the most powerful of the creatures, at least at Attack Level 3, and is the best killer for the first and second bosses. He is very different from the other animals as he can still attack with an empty attack meter, but at the cost of life. He's 100% defensive and attacks simply by letting enemies run into him; this would be his weakness. You can trick him into attacking, however, by simply aligning him so he's touching the enemy.

-Raven-

The raven has the widest attack range of any character or enemy in the game. He attacks with thunder causing the screen to flash. The higher his Attack Level, the longer it lasts. The attack covers the entire screen and does decent damage. The downside is that the raven is a slow thinker and waits too long to attack.

-Lizard-

Throughout the game, you'll find various items that help you by increasing your stats, as well as your animals. Most items are found in capsules that look like spheres with wings. To open a capsule, break it by zapping it and the item will fall out. Some capsules are invisible and will only appear when you stand close to them. A few items can also be found by defeating enemies.

-Alisia Items-

Life (blue bottle) - restores one bar of health.

Life Up (box with sphere) - adds one full bar of health to life meter. If your life meter is already maxed out, it will only recover one bar of health.

Powerup (lightning bolt) - increases attack level. These are quite rare; there is at least one in almost every level and they are vital to your character. Try not to miss any.

Invincibility (red fairy) - the most rare item, I think there is only one in the entire game on Hard mode. This makes you invincible for a short while.

Max Power (blue fairy) - keeps your attack meter full and flashing for a short while. Your attack meter won't decrease when attacking, so you'll be able to go

crazy attacking with your powerful attacks until the item wears off. Press the attack button repeatedly for continuous rolling zaps or hold it for continuous weaker, regular zaps.

Platform (two red fairies) - in some levels, you'll come across areas that seem unreachable. Simply find these two fairies a little further away from the area. Go back to the area and they'll come and create an invisible platform for you. Jump between them to stand on the invisible platform.

Continue (Alisia doll) - unlike many other games, you only have one life and you can't get more. If you die, the game is over unless you got one of these dolls that gives you one continue. You continue the game at the beginning of the level where you died. These dolls are very rare and there are even less in Hard mode.

-Animal Items-

Life (rib meat) - restores one bar of animal's health.

Life/Powerup (blue star) - adds one full bar of health to animal's health meter, as well as increases its attack level. If stats are already maxed out, it only restores one bar of animal's health.

Revive (white cat) - brings dead animals to life. Revived animals will be back at minimal stats and will have to be leveled up again.

Throughout the game, you'll encounter various enemies. Just like in most games, it's not safe to touch any of them.

Fly - the very first enemy you see in the game. Flies attack by flying at you or shooting some sort of projectile. They are usually found in swarms.

Giant Mushroom - these living mushrooms stay put throwing seeds that will sprout up into little mushrooms. They're not really much of a threat as they don't move around, making them easy to kill.

Goblin - they fly trying to bump into you. They can usually be found in groups coming from both sides.

Bat - usually found in swarms, bats tend to hover in the air and fly down to you when you get close to them. Some of them shoot a projectile.

Worm - it usually just crawls around and can roll into a ball to bump you.

Ninja Girl - yes, they are females; if you look closely you'll notice they have breasts. They probably aren't really ninjas, but I can't think of what to call them. They can surprise you by appearing out of nowhere and throwing fireballs.

Slime - this gooey thing usually hangs from the ceiling and trys to drop itself on you. It doesn't really move around much, but on the floor it can jump at you.

Spear Guard - just like the ninja girls, these guys can appear out of nowhere and surprise you. They usually attack by poking you with their spears and some throw fireballs that home in on you.

Mummy - this enemy appears on ledges above you and trys to crush you by dropping

large stones on you.

Platform Ninja - these ninjas ride on moving platforms and throw fireballs that can home in on you.

Frog - they leap around trying to bump you and can usually be found in groups coming from both sides.

Alien - these aliens climb down walls and try to grab you. They explode when you zap them or if they hit the ground. The explosion can harm you, so zap them when they're above you so you don't get in the way of the explosion. If you're caught by their grasp, you can't break free and they'll explode damaging you.

Giant Worm - the most rare enemy, there are only two in the entire game. These worms jump out of the ground trying to hit you. You get a max power item from killing one of them.

Groundhog - these creatures come up from the ground and jump at you. They are usually found in groups.

Pterodactyl - this little dinosaur flies around carrying a rock to drop on you. When empty handed, it shoots projectiles.

Living Rock - looks just like a regular rock, only it has an eye. Living rocks usually float in the air shooting projectiles and creating other rocks around themselves. When destroyed, they'll shoot several projectiles at you.

Green Rock - similar looking to the grey living rocks, only a green color. These rocks can't be defeated; zapping them only causes them to shrink for a while and makes them safe to pass through. They attack by shooting projectiles at you and can usually be found in groups.

Respirator Guy - probably not a good name, but I can't think of anything else. These midgets jump at you and throw triangular shaped projectiles that act like boomerangs. Some of them can surprise you by jumping out of the ground.

Big Respirator Guy - they look just like the little ones, only bigger and they have different attacks. They appear out of nowhere and cause rocks to fall or shoot waves at you.

Robot Soldier - these robots shoot and sometimes jump at you. You'll find some of them shutoff and just lying dead on the floor, but they'll awaken when you get close to them. They explode when killed. Stay away from the explosion since it can hurt you.

Snowball - these balls of ice float around in the air trying to bump you. They also shoot projectiles and turn into tiny bulls or mermaids if you don't kill them after a while.

Soldier - similar to the robot soldiers only they appear out of nowhere and they don't explode when killed.

Slime Larva - this thing hangs from the wall reproducing slime creatures and it also shoots projectiles that spread out. Like in many games, you'll usually fight a boss at the end of the level. There are nine bosses in this game, one for each of the first seven levels and two for the last. Early bosses are usually easy and get harder in later levels. Go here http://youtube.com/profile_videos?user=ninjasrok to see some strategy videos on beating the bosses.

-Level 1: Dagger-Throwing Ninjas-

You'll fight two enemies that kind of look like ninjas who throw daggers at you. They are much easier to defeat than you might think. All you have to do is align the firefly so he's hovering right on them and they'll die instantly. Do this by standing close to one of them and turning your back to him. The firefly will now be hovering right on him; keep him there for like two seconds and the ninja will die instantly. Do the same to the other one. That's all there is to it; there is no need to attack as the firefly does all the work for you. So, in a way you've just defeated the boss without doing anything; it's that simple. This is why you should have the firefly leveled up first or at least before you reach the first boss. You especially want to use this strategy if you're doing a time attack. Difficulty: 1/10

-Level 2: Sea Monster-

This boss is one big joke; do not let his size fool you. Use the same strategy you used on the previous boss to defeat him. Align the firefly to hover over his mouth by standing about three steps away from him with your back turned to him. He'll be killed instantly, just like the two ninja bosses and you won't have to worry about having to avoid his charge attack. Another time attack strategy and another reason why you should level up the firefly as soon as possible. Difficulty: 2/10

-Level 3: Alien Slugs-

No, it's not a quick and easy kill this time, at least not for two of the slugs. You fight three slug-like creatures that shoot several spreading projectiles at you. There will also be weird obstacles shooting projectiles and plasma balls that slowly move towards you. The boss isn't really hard; you just need to kill the top two slugs as quickly as possible. The slugs don't have much stamina, so it shouldn't take long to kill them. Have the raven out at full power and get to the top most ledge so you're between two slugs. Face to the right and align the raven so he hovers on the spot where the left slug would appear. After the raven does his attack, get the firefly out and keep low jumping while zapping the slug at the right. As you attack the right slug, the firefly will touch the left one as you jump. The left slug will die instantly after two or three touches. The firefly won't be able to help you with the other two since he can't reach them. Finish off the right slug with the dragon's fireballs and by zapping him from a crouched position. The dragon seems to be a little dumb here and will sometimes attack the wrong thing, but the slug shouldn't be much of a problem since his spreading projectiles can be avoided by crouching. Move close to the edge where the left slug was; you should see the third slug at the bottom on the left. Get out the lizard for a while and let him help you attack it and other obstacles while the raven's attack meter is still slowly recharging. Then, get the raven out to do his attack to help you. The boss should be defeated by now, but incase it's not, just keep attacking and switching between the lizard and raven. You can also try killing the third slug faster by getting on the middle ledge and having the dragon spit fireballs at it as you zap it. It's best to stick to the other method, though, since it's safer and you never really know if the dragon will attack the correct target here.

Difficulty: 3/10

-Level 4: Dragon-

Not your animal friend, but another dragon. This boss can be quite hard. There is a way to kill him instantly before he even attacks, but the strategy is very tricky and requires a lot of precision. First, you must get to him quickly with

your max power item still active. If you didn't get hit along the way, you will have about five seconds left before it wears off. With the lizard out, get on the right side of the ledge and face left. When the dragon comes down, move left a little to avoid getting hit, then quickly turn around and roll zap his head once. Take out your dragon friend and have him spit fireballs while you roll zap the dragon boss like crazy. If you're lucky enough, he'll be killed instantly without ever having attacked you. On Normal mode, it's actually quite easy to kill the boss this way. On Hard, he has a little more stamina making him harder to kill. If you weren't lucky enough or didn't make it on time, then just use a similar strategy only this time you'll have to do continuous weak zaps on him while your dragon friend spits fireballs. When the dragon boss flies away, get on the left side of the ledge and face right in a crouched position. When he flies by, do a quick zap and jump over him. Now, he'll come down and throw some fireballs high and low. Stay on the left side facing right and when he comes down, zap him continuously while your dragon friend spits fireballs at him. Jump over his low fireballs and crouch his high fireballs. He'll now move towards you a little and back to throw the fireballs that split up and spread. Move away as he comes towards you and move towards zapping him when he backs away. Get your dragon friend to hit him with at least one fireball as he moves back. Now, get the raven out and when he does his attack, the boss should be killed by now. If still not, you'll have to avoid his downwards charge attack. The charge is not too hard to avoid. Move towards him for a while, then jump away. You can try to get the firefly to touch the dragon's head as he comes down. He'll charge four times and the pattern repeats.

Difficulty: 5/10

-Level 5: Tank-

This boss fight isn't really as hard as it seems and it's actually quite easy to beat without getting hit. Stand on the left side, under the middle platform with the raven out. When the tank comes and shoots down at you, quickly jump up the platform and wait just a split second for the raven to attack. The raven doesn't always attack on time, so don't wait too long. If he didn't attack on time, it's really no problem. Now, switch to the firefly and jump over the tank, trying to get the firefly to land on the brown thing that looks like a brain on the back of the tank. Face towards the brain, take the dragon out, and move towards it continuously zapping it as the dragon spits fireballs at it. Jump up a little if you need to align the dragon to spit fireballs at the brain. The tank will now be coming towards you from the left and do the exact same thing. Use the same strategy only switch your directions. Stand on the right side, under the middle platform with either the lizard or raven out, depending whether or not the raven attacked last time. Use the lizard if the raven attacked last time, otherwise, try the raven again. Jump up the platform when the tank shoots down at you and wait a split second for the lizard or raven to attack. The lizard always attacks on time, since he's the smartest of the creatures. Switch to the firefly and the rest will be the same as before; just switch your directions. Move all the way to the left cave and face right. The tank will now approach you with its back facing you and throw smoke and bombs. These two attacks are much easier to avoid than you might think. With the dragon out, just wait all the way at the left for the tank to come to you. When it throws the second set of bombs, high jump over them towards the tank while at the same time zapping it. The high jump allows you to avoid both the bombs and all three smoke puffs. As soon as you land from the jump, quickly jump straight up and switch to the raven while in the air. As you land again, quickly jump away from the tank as the raven attacks. The tank will go back into the right cave and come back out with the pattern repeating. Repeat the entire strategy all over again; just remember when to use the lizard and raven. Use the lizard if the raven attacked last time, otherwise, try using the raven again. It may not be convenient having to keep switching between the animals, but hey, it works.

Difficulty: 4/10

-Level 6: Super Soldier-

This boss isn't really as hard as he might seem. He's a little harder than the Tank boss, but still quite easy. Defeating him also involves a lot of switching between the animals. Again, it may not be convenient, but it works. Walk halfway down the left slope. When the missle-like things in the background begin moving, walk back a little more than halfway up the slope to align yourself across from the boss. When he appears, take the dragon out and have him spit fireballs while you continuously zap him. When he brings out the rifles, get the dragon to help you destroy the top rifle with one spit of his fireballs. Quickly switch to the firefly and walk down and to the right at a medium pace, past the rifle. Since you walked at a medium pace, the gun shouldn't be aiming at you. Take the raven out to help you destroy the rifle and damage the boss some. Quickly head all the way back up the left slope after destroying the rifle and the pattern repeats. This time, though, be all the way at the top of the slope in the upper left with the lizard out. When the soldier appears, continuously zap him while the lizard also attacks him. Use the dragon to help you with the top rifle, walk down with the firefly, this time use the lizard to help you with the bottom rifle since the raven attacked last time, and repeat the strategy. Just remember when it's time to use either the lizard or the raven on the last part of the strategy. Use the lizard if the raven attacked last time, otherwise, use the raven. Difficulty: 4/10

-Level 7: Wizard-

This is the hardest boss in the game. The trick to beating him is to use quick roll zaps on him. With the raven out, stand all the way on the left wall. When the wizard shoots, high jump towards him over the two projectiles coming at you. He'll now split up into four. Switch to the firefly and use a roll zap to kill the two clones on the left. Quickly jump all the way towards the left wall. Two projectiles will come at you; the first one will pass over you and you'll have to jump to avoid the second one. Stay by the left wall for a second, then move to the right at a medium pace. The wizard will reappear behind you and rise up. When he's still at the bottom and almost fully rematerialized, quickly turn and face towards him. Switch to the dragon and give him a quick roll zap while the dragon spits fireballs at him. Now, quickly switch back to the firefly and move to the right, away from him so it's easier to avoid the spreading projectiles. It may also help a little to crouch. The boss splits up again and the pattern repeats. Repeat the strategy again. The third time you repeat the strategy, use the raven when the boss is about to be rematerialized. When the boss is still at the bottom and almost fully rematerialized, switch to the raven. This time roll zap him while still walking away at a medium pace. After the raven attacks, take out the firefly and continue moving away to avoid the spreading projectiles. The pattern is the same afterwards. All you have to remember is when to use either the dragon or raven. Use the dragon twice, then use the raven, and repeat. Difficulty: 10/10

-Level 8: Another Wizard-

You fight another wizard after the previous boss battle. This wizard is easier than the previous one you fought. When the fight begins, the wizard will be on the left floating in the air. Jump up to align yourself across from him and take the dragon out while in the air so he spits fireballs at the wizard. The wizard then moves to the right and comes down. He'll throw either two or three waves at you; he usually throws two. To avoid the waves, you want to low jump over them. If you jump too high, Alisia will take long to recover after landing and may not recover in time to jump over the next wave. Continuously zap the wizard as the dragon spits fireballs and you low jump the waves at the same time. He'll move back to the left and do the same thing, so you use the same strategy only switch your directions. He'll move to the right again and do the same thing. This time when he rises up after throwing the waves, he'll throw the homing fireball. You should switch to no animal and move away to the left, close to the pillar. High jump over the flame when it gets close to you and walk back left under it. High

jump over it three more times and walk under it two more times. You basically jump over it four times and walk under it three times. The fourth time you jump over it, walk right towards the wizard and continuously zap him. The fireball will explode causing several fireballs to spread. Jump or crouch to avoid the spreading fireballs. The wizard will throw another homing fireball, so use the same strategy to avoid it. In Normal mode, you only have to jump over the homing fireball twice and walk under it once. The wizard will come down to throw waves and the pattern will repeat. After hitting him several times, he'll get knocked back; he's not dead yet. He'll move to the left and throw several fireballs that spread out. Switch to the raven and stay crouched close to the yellow pillar to avoid the spreading fireballs. Continuously zap him as the raven attacks. The wizard will come back down to throw waves and the pattern returns to how it was before. So, take the dragon back out and repeat the strategy. After taking more hits, you'll kill him if it were Normal mode. He has a little more stamina on Hard, so he'll still be alive and do the spreading fireballs again. Use the same strategy as before to avoid them. His attack pattern will repeat again, so keep using the same strategy to finish him off this time after more hits. Difficulty: 6/10

-Level 8: Mutant-

You fight some weird looking mutated monster immediately after having defeated the previous boss. Once you are able to control Alisia, jump straight up and get the dragon out while in the air so he shoots fireballs at the boss. Now, get the raven out and let him attack. Switch to the lizard and let him attack. The boss will move to the left. Move towards him slowly and stop until you can see about half of him. You want to keep away from him as much as possible so it's easier to avoid his attacks. To kill this boss, you must zap him in several different areas. The first thing you should do is destroy his laser shooting tubes. You'll want to have the firefly out most of the time here and switch among the animals occasionally. The boss will be shooting lasers, throwing snakes, and sparks that spread downwards. Since your at a distance away from him, it will be easier to avoid the attacks. Sparks and lasers can be easily avoided by moving away. For snakes, you'll have to move away and high jump over them. The snakes move fast, so keep a close eye for them. Destroy the lasers first by continuously zapping them, jumping up and taking the dragon out while in air so he spits fireballs at it, and also using the raven and lizard to help. Remember, though, not to keep these three animals out too long so they don't end up getting hit. Put them away immediately after they attack and switch back to the firefly for a while. Only take the other animals out when it's safe to, like after the boss does one of his attacks. After destroying the lasers, destroy the mutant's mouth that spits the snakes. Use the same strategy you used for the lasers to destroy the mouth. After destroying these two parts, the boss will move to the middle of the stage. Walk under him all the way to the left. He'll be coming at you throwing sparks and feathers. This time you won't need to protect the animals too much. The very first thing you should destroy are the mutant's two bulges at the bottom since these are where the sparks come from. Use continuous zaps and the animals' help to destroy them. You'll want to have the lizard out here most of the time since he can help you with the tiny feathers the boss throws. After a while, the boss will launch some fireballs into the air that will fall down on you. Switch to no animal or the firefly and move to the other side. While going to the other side, you can jump to try to get the firefly to touch one of the bulges. On the right side, all that's left to destroy on the boss is the right bulge. Use continuous zaps and the animals to help you and have the lizard out most of the time for taking care of the feathers. The boss launchs fireballs into the air again after a while. Move to the left again and continue destroying his left side. After the bulges are destroyed, all that's left to destroy are the arm and the red thing on the mutant's left. Use the same strategy you used on the bulges to destroy these two parts. After killing him, you'll beat the game.

Difficulty: 7/10

There are eight levels in this game. Like with any game, the early levels are usually easy and the later ones get harder. There aren't any pits in any of the levels where you'll die instantly if you can't make the jump. Some of the levels are long with multiple scenes and some are short with only one scene.

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|Level 1: Temple|

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-Scene 1-

This scene is short and shouldn't give you any problems; you can actually rush through it if you want. When you first begin the game, Alisia will automatically walk forward some together with the dragon. When she stops, you'll be able to control her. Switch to the firefly and just rush to the right, zapping only the flies in front. Don't worry too much about getting hit as there are life items a little up ahead. Next, you'll come up against giant mushrooms and goblins flying from both sides. Again, just rush and zap as you jump over each giant mushroom. You'll come to some steps with three capsules each containing life items. Get them and continue up the steps to the right. Now, you'll come up against bats, worms, and goblins flying by. Keep rushing to the end and zapping as you jump over worms. That's basically all there is to it. You don't have to rush through the scene if you're not comfortable. This is just a way of clearing it fast and can be useful if you're trying to do a time attack with this game.

-Scene 2-

There are lots of powerups in this scene; make sure you get them all. Jump to the ledge right of the stairs to get some healing items. Ninja girls will appear out of nowhere, so you'll probably want to have your attack meter full so you can kill them instantly with a rolling zap. High above the healing items is a capsule with an animal powerup. Use a rolling zap to break it and level up the firefly. Walk down the stairs slowly and be ready to do a rolling zap to kill any ninja girls that appear. Go right to the ledge across the staircase. There is a secret passage you can jump towards on the first big pillar. Continue all the way right; be careful with two ninja girls that appear nearby. Climb up the steps and get to the left ledge to get an animal powerup. Level up the firefly and he'll now be at max power and max health. Get close to the pillar to fall through the floor and head back to the stairs. Carefully go down the next set of stairs, watching out for ninja girls. Go down some more stairs again. There is a continue doll on the ledge across. When you jump to this ledge, a ninja girl appears right on the edge, so you'll want to have your attack meter full to roll zap her. Walk off the ledge and be ready to roll zap more ninja girls. Head down more stairs and jump to the ledge across. Jump towards the first big pillar to get to a secret passage. Get close to the second big pillar and keep jumping up to reach a secret area with an animal powerup. Level up the dragon next. Get all the way to the right wall and jump up towards the left to reach another secret area with powerup and life up items for Alisia. Go all the way back and down the next staircase. Go down the last staircase and all the way right to finish the scene. Use rolling zaps and the dragon's powerful fireballs to kill the slime enemies. You'll get a cutscene before the next scene begins. You can press the Start button to skip.

-Scene 3-

Alisia will automatically walk forward a little and stop. Once you are able to control her, use the dragon and move forward a little past the last pillar. Kill the ninja girl that pops out of the ground, then rush all the way to the right.

Don't worry about enemies behind you; just keep rushing right past the two sets of steps and zapping any enemies that appear in front of you. You'll come to a healing and life up item for Alisia. Go back and climb up the two sets of steps. Go all the way left to get a powerup for Alisia. Enemies will be coming at you from both sides, so zap them fast. Go all the way back to the steps and head to the right past the third set of steps. Swarms of flies will come at you, so be ready to zap them. Continue heading to the right past a fourth set of steps. Be careful with spear guards that will appear out of nowhere. Keep going all the way right, jumping across gaps to get to an animal powerup. Level up the dragon and he'll now be at max power and max health. Go all the way back and head down the fourth set of steps. Carefully walk left to some more steps watching out for mummies and spear guards. The ledge across the steps has a wall you can destroy with a rolling zap to get a life item for Alisia; be careful with the mummy that appears above. Get the life item if you need it, otherwise, head down the steps and go right. Be careful with more spear guards appearing and continue going all the way right to get an animal powerup and life items. Level up the raven next; quickly go up against the wall and face left to avoid the stones dropped by the mummies above. Now, go all the way back to the steps and go all the way right to get to the boss. More spear guards and mummies will appear, so you may want to move slowly and have your attack meter full to roll zap them.

|Level 2: Swamp|

This level is shorter with only one scene and is the only level with a sub-boss. Alisia will automatically walk forward and jump off a ledge, landing below on a platform. If this was Normal mode, there'd be an invincibility item to the left of the platform. Hard mode does not have it, so you'll have to go on without it. Carefully move forward jumping over the piranha plants and be ready to roll zap the ninja girls that jump out of the water. Keep moving right, upwards to a hill and walk off the ledge. Get the life item under the ledge if you need it or save it until you've beaten the sub-boss. Go to the right to fight the sub-boss that is an eel that jumps out of the water. The eel shouldn't be a problem, but if you're having trouble avoiding him, you can stand close to him as he's about to emerge. He'll usually jump over you. Continuously zap him when he's out of the water. You can use the raven and lizard to help you defeat him, but it's best not to because they might get hit. The dragon and firefly probably won't be too helpful here since it's hard to get them to aim at the eel. After killing the eel, a capsule with a platform item appears on the middle platform. Use it to reach the high ledge at the right. Get the animal life item under the ledge if you need it before going up. At the top will be a life item for Alisia and also another for the animals. On Normal mode there would also be a continue doll high above the life items, but not on Hard. Go to the right and be ready to roll zap flies and ninja girls. Carefully continue right jumping over piranha plants and roll zapping more ninja girls and flies. There will be an animal powerup on the dry land to the right past some flies. Level up the raven and his stats will now be maxed out. Proceed right and ready to roll zap platform ninjas. After killing the third one, quickly get on his platform to be taken to a powerup for Alisia high above. If you miss the jump, go left a little then back and the ninja will respawn so you can try again. Continue to the right, walking off the ledge, and ready to roll zap frogs. Get the life item under the ledge and walk all the way right. Frogs will be leaping at you from both sides, so use the firefly to take care of the ones behind and just attack the ones in front. Get the life up item all the way at the right and Alisia's health meter will now be maxed out. Now, head all the way left, back up to the ledge. Go all the way right to get to the boss. Use the raven and rolling zaps to kill the platform ninjas.

|Level 3: Spaceship

This level is even shorter than the previous one. In this level, you climb your way to the top. The first part can seem a little tough to get through, but it's actually quite easy. As soon as the screen stops scrolling and you can control Alisia, quickly get out the raven and continuously zap the cannon at the bottom while crouched. You'll destroy it quickly with the help of the raven's attack. While still crouched, turn around and zap the other one. Wait for your attack meter to fill up and for the raven's to get two bars away from being full. Rush to the right and jump over the first cannon you see and do a roll zap. The raven should also attack at about the same time destroying all or most of the cannons in the set; finish off the remaining cannons if any by continuous zapping. Move forward and stop when two flies appear. Kill them and wait for your attack meter to fill up and for the raven's to be almost full. Jump to the ledge above and use the same strategy to destroy the last set of cannons and a platform ninja. Head to the left to find healing items for Alisia and an animal powerup all the way to the left. Level up the lizard and go all the way back to the right where the platform ninja was. Jump to the higher ledge and get some more healing items for Alisia and the animals in the mouth area of the spaceship. Above the mouth area is an animal powerup; get to it by going up the slope. Level up the lizard and now all animals' stats will be maxed out. A little above the animal powerup is a max power item. Get it and quickly rush to the left. Flies and aliens will be coming at you from both sides. Use the lizard and rolling zaps to kill them. Keep going left until you reach several ledges that look somewhat like missles. There will be three aliens that come down to you as you jump on them. Stay on the right of the ledges as much as possible and jump and quickly roll zap the aliens as the max power item is about to wear off. After killing them, go to the bottom of the ledges and all the way to the left to get a continue doll and life item for Alisia. A little more than halfway up the ledges and towards the left are an animal life item and Alisia powerup. Get to the top of the ledges and go right by killing the platform ninjas and jumping on their platforms. Use rolling zaps and the dragon to help you kill the ninjas. Continue to the right, past a ledge and two more platform ninjas to get to the boss.

|Level 4: Mountain|

Other than the last level, this is the shortest level in the game. Alisia will automatically walk and jump off the spaceship from the previous level, landing on a ledge below. To the left, off the ledge are animal life items and a giant worm. Since you and the animals are at full health, don't bother getting them. Get the lizard out and use him to help you get through the entire level. Move to the right and ready to roll zap groundhogs jumping out of the ground. Wait for both you and the lizard's attack meters to fill up and jump off the ledge as far right as possible. Quickly get below the next ledge and face left to avoid the giant worm. Now, here's the tricky and most important part; kill it with a roll zap and a blue fairy (max power item) appears. Before the blue fairy gives you max power, quickly go up the ledge as fast as you can. You'll probably be near the bottom of the slope area when the fairy gives it to you. As soon as you have max power, rush to the boss without taking no more than one hit. Continue going up the slope and ready to roll zap a groundhog about halfway up. At the top of the slope, jump to the ledge right across while roll zapping the pterodactyls. Jump to the ledge on the left and roll zap groundhogs. Jump to the slope on the left and roll zapping more groundhogs. All the way to the left, off the slope is a continue doll high in the air that you can get by jumping off as far left as possible and roll zapping the floating capsule. Don't worry about this item now;

you can get it after killing the boss. Right now, quickly continue to the right of the slope to the boss. You want to get to the boss as fast as possible before the max power item runs out. Getting hit slows you down, so try not to get hit. It helps to know where the enemies appear to be ready for them. After killing the boss, you can go back to the left to get the continue doll. Otherwise, jump right and head up the slope to finish the level. Use rolling zaps to destroy the falling rocks. If you get the continue doll or miss the jump, you'll have to go all the way back up to the area.

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|Level 5: Cave|

-Scene 1-

This level is hard. As soon as you are able to control Alisia, get the raven out and get on top of the first mound. Jump up and quickly do a roll zap while the raven also helps you kill the bats and destroy the stalactites. Switch to the lizard, get on the second mound, and roll zap a few more bats and stalactites. Move forward carefully as stalactites will fall along the way. Since the lizard throws boomerangs at stalactites to warn you of danger, stick with him for now. Continue forward and jump over the gap to get some items. Destroy the wall with a roll zap to get to a secret area with life ups to recover any health lost. In the middle of the secret passage, while still inside the wall, jump up towards the left and go all the way left to get to another secret area with an Alisia powerup. There would also be a continue doll on Normal mode, but not on Hard. Go all the way back out and down the gap. All the way left would be a wall you can destroy to get to a secret area with more animal powerups and an invincibility item if it were Normal mode. Hard mode does not have the invincibility item and since you just got animal items a while ago, you shouldn't need any. So, avoid going there since you'll have to deal with a living rock. Now, this is where it gets hard, especially since you'll have to go without the invincibility. You'll be going through several green rocks and stalactites will fall. Move right at a medium pace, zapping the green rocks, while the lizard helps you and takes care of the stalactites. Stop when you come across the first living grey rock. Jump up to align yourself with it and while in the air, switch to the dragon so he attacks it. Now, take out the raven and roll zap the rock as the raven helps to kill it. Stick with the raven now and use him to help you with the grey rocks. Stay behind the steps of the slope and let the raven use his attack to kill the rock on the other side before proceeding. Go over the slope and move a little up another slope; be careful with a stalactite that will fall. Again, stay behind the slope as the raven uses his attack to kill the two jumping rocks. Jump left towards the gap above and an invisible capsule with a healing item appears. Wait for you and the raven's attack meters to fill up, then quickly go over the slope and down. Quickly roll zap as the raven does his attack. You'll probably destroy the two leftmost living rocks; use continuous zaps to finish the other one. Wait for you and the raven's attack meters to fill up, then rush forward to destroy one more rock. Get some healing items on the ledge at the right; be careful with the respirator guys. Switch back to the lizard and jump to the left ledge across and head up the slope. Respirator guys will throw triangular boomerangs and jump at you, so be ready to roll zap them. Head to the left carefully at the top of the slope as respirator guys will jump out of the ground. Jump over the gap and continue heading left carefully. Get a healing, powerup, and platform item at the very left. Now, head all the way back to the slope. The respirator guys will respawn and jump at you again, so move carefully. Go to the bottom of the slope and the fairies will appear to create an invisible platform. Use it to reach the ledge on the right. Wait for your attack meter to fill and walk towards the tiny gap. Three respirator guys will jump out of the ground on the other side; roll zap them and quickly head right and up to finish the scene.

-Scene 2-

This next scene is even harder than the previous one. Once you're in control of Alisia, switch to either the firefly or better yet no animal. Move forward and up the slope; be careful and try jumping over the steam. Now, this is the hard part. You'll have to jump across green lava pits with erupting flames and also zap green rocks nearby. You want to get through here as fast as possible; this is where high jumping becomes handy. Get across four lava pits quickly by high jumping over erupting flames, while at the same time zapping green rocks. Go up the slope by jumping upwards to it. Use a roll zap to hit the green rocks above. To the right of the slope, across a lava pit is an animal healing item. Don't bother getting it as none of your animals should need it since you didn't use any animals along the way. Left of the slope and up some steps is were to go. To the right, upwards some steps with two green rocks is a healing item. Get it if you need it, otherwise, continue left crossing more lava pits. You'll want to move at a medium pace here. You don't have to high jump over the flames again; just jump over the pits quickly as soon as the flames go down and zap the green rocks. All the way left, at the bottom of the slope will be a healing item and a lava pit. It's quite easy to get by jumping as soon as the flame goes down, but you should still only get it if you need it. Go up to the ledge to the right of the slope and move forward ready to roll zap big respirator guys who appear out of nowhere. There are two capsules with healing items floating high above; get them now if you need to or save them for later. Continue moving all the way to the right to a lava pit and another slope. Go up the slope by jumping up it and head left. Kill some respirator guys before jumping over the first lava pit. A big respirator guy appears after you jump over the pit. Quickly jump back over the pit and use a roll zap to kill him. Continue moving left and wait for your attack meter to recharge after jumping over the second pit. Jump over the third pit ready to roll zap a big respirator guy with other little ones who appear as you land. Get the platform item and the powerup and all your stats will now be maxed out. Now, go all the way back to the slope with the two floating capsules and climb it up. Use the platform the fairies create to reach the ledge on the right. Stay on the first step, jumping up using roll zaps and the raven to help you kill the living rocks. The small ledge at the left has an invisible capsule with a healing item. Head up a few more steps. Stay on the second step and use jumping roll zaps and the raven to kill more living rocks. Continue heading all the way up. You'll see a group of living rocks floating in the air; these rocks can't be killed. When you move to the right against the slope, they'll fall and block the gap, so you won't be able to go back. Head up the slope and ready to roll zap some falling rocks. On Normal mode, one of the falling rocks gives you a healing item, but not on Hard. Wait for both you and the raven's attack meters to fill up before walking off the ledge to the boss.

|Level 6: Wrecked Ship|

-Scene 1-

This is the hardest level of the game. Across the gap is an animal powerup, but you shouldn't need it since all your animals' stats were maxed out long ago. Go down the gap. Climb up the left wall by jumping up the long steps and a capsule with a healing item appears; save it for later when you need it. What you want to do here is destroy as many robots and bombs as you can before going down to the next floor. Use the raven to do this. Before you take him out, though, kill the robots on the current floor. Jump over the gap between two dead robots and quickly roll zap the one on the right as he awakens. Jump back over the gap to avoid the explosion. Jump over the gap again and slowly creep to the right. Keep taking a step forward and dodging after every step until you see a live robot at the far right. Stay crouched to avoid the missles the robot shoots. Quickly jump up and use a roll zap to kill him after he shoots. Continue right and stop close

to the gap. Another live robot will jump over you; use a roll zap to kill him as he goes over you. Now, it's time to take the raven out to destroy bombs and more robots on the floor below. You can more or less barely see the bombs and robots below. Since the raven's attack covers the entire screen, he is able to destroy them from the floor above. Simply keep moving around until you see the obstacles below and let the raven take care of each one for you. After destroying them, go all the way back to the left to destroy the ones on the left side below. The one all the way left, below the gap on the wall is a little tricky. Go down the gap and touch it, then quickly move down the slope to avoid the explosion. All the way to the right is an invisible capsule with a healing item. Get it only if you need it since you'll have to kill a dead robot that comes to life; it's not hard to kill the robot, though. You just simply roll zap it when it wakes up and move away to avoid the explosion. Head down two more floors by going down the gaps closest to the slope and be ready to roll zap a robot that comes to life at the bottom of the slope. The raven doesn't destroy the bomb with a capsule below, so just head right to a broken wall. Have the raven kill the robots on the upper and lower floors. There's a powerup to the right past the broken wall, but since all your stats are maxed out, don't get it because you'll have to face a robot. Go all the way back to the left and up one floor. Head right and ready to roll zap a dead robot that comes to life. Continue right, past the broken wall and ready to roll zap another dead robot. Go all the way right to a solid wall and have the raven destroy the bombs on the other side. Go back to the broken wall and up one floor. You should switch to no animals now. Head right and through a broken wall. There are two animal healing items where the two bombs are, but you shouldn't need them. If you need them, have the raven destroy the bombs from the floor below. From this floor, head to the right and high jump and roll zap the moment you see the robot across the gap shoot. Across the gap is a healing item. Go down the gap and you'll land close to another gap below. Jump over the gap to the right and be ready to roll zap a dead robot. Go all the way to the wall to find an invisible capsule with a max power item. Move away until you can barely see the capsule. Use a roll zap to break the capsule and move close to the gap. Go down the gap after the fairy gives you max power. Jump to the left and roll zap the robot as soon as you land on the floor below. Now, quickly rush all the way left. Keep jumping to the left and roll zapping like crazy as you move. All the way left is a wall you can destroy with a roll zap to get two Alisia healing items and an animal healing item. There would also be a continue doll on Normal mode, but not on Hard. You're most likely going to need the healing items, since you probably got hit on the way here. Get the items, go back out, and down the gap. Head right and up another gap to finish the scene.

-Scene 2-

This scene is shorter and easier than the previous, but still hard. Go right and down a gap ready to roll zap some snowballs. You'll land close to another gap, leading down a long slope. Upwards, to the left of the gap is an animal powerup, but you shouldn't need it. Take out the lizard and carefully go down the long slope as soldiers will be appearing out of nowhere; be ready to roll zap them. The gaps on the left of the slope lead to many powerups and two continue dolls, but they also lead to many enemies. Unless you're very good at dodging several enemy attacks at once, don't bother getting them. It's not worth it, even for two continues. Don't bother getting them even if you are playing on Normal mode. You'll probably get killed trying to get them. All your stats should be maxed out, anyway, so there's really no reason to go over there. Stay away from that area and just keep heading all the way to the bottom of the long slope. All the way at the bottom of the slope will be the one and only invincibility item in Hard mode, and some healing items. You can also destroy the wall on the right to get a powerup, but why would you need to since your stats are already maxed out. Get the invincibility item, then quickly rush all the way back up the slope and jump through the only gap on the right. Continue to the right and go up another slope. Head all the way right to the boss. You'll probably have like two seconds left of invincibility when you reach the boss, but it won't help much since it

will probably wear off before he appears onscreen. After killing the boss, the barrier on the right slope opens. Go down, head to the left, down a small slope, left again, and go down the gap to finish the level. A couple of soldiers will appear along the way, but they shouldn't be a problem.

|Level 7: Sky Palace|

You'll get a cutscene before the level begins; press the Start button to skip. Move down one step and use the dragon and a rolling zap to kill the slime larva across. Now, take the raven out and let him kill the one under the steps. Take the dragon back out, move down another step, and use roll zaps and the dragon's fireballs to kill the rest of the larvae. Under the steps is a healing item for Alisia; get it now or save it for later. Head all the way right to another set of steps. Under this set of steps is an animal healing item. Use the dragon and rolling zaps to help you kill the slime larva under the steps and let the raven take care of the one above as you stay right below it. Climb up the steps some and again, let the raven kill more larvae above before continuing up. Go all the way left using the dragon and roll zaps to kill more larvae. Go up the steps at the left, then go up the steps at the right. Again, use the dragon and roll zaps to kill the last group of larvae and continue to the right. A healing item for Alisia is in the capsule, which you should save for later if you don't need it now. Head up the steps and go to the right ledge. Use roll zaps and the dragon to kill the spear guard. If the spear guard uses a homing fireball, try to get it to hit the firefly. You can try going down the steps so it's easier to avoid the fireball. Now, kill the two spear guards on the left ledge. Get on the edge and a spear guard appears. Roll zap him as the dragon throws fireballs at him. Be ready to high jump the moment he tries to poke you and again, use the firefly and go down the steps to avoid any homing fireballs. Kill the one above the same way, only you'll have to jump to align the dragon across from him. After killing the three spear guards, an arrow will appear signaling you to go up. Zap where the arrow is and three blocks will fall, forming some steps. Climb up the steps to the boss. Before climbing up to the boss, though, you should go back and get any healing items you may need. After killing the boss, an arrow will appear and signal you to go up. Zap where the arrow is and another set of blocks will fall, forming some steps. Head up and then quickly head up two sets of stairs. Don't bother trying to get any items by the stairs since there will be female ninjas that appear nearby. Just head all the way up quickly. Get the four healing items in the capsules. Notice an upside-down pyramidal platform above; that is where you have to go. Getting there can be kind of tricky. Go all the way to the left. A flying saucer-like object will come your way; simply walk under it. With the lizard out, get on the pyramidal platform and stay in a crouched position as it goes up. Ignore the flying saucer object that you come across, but be ready to quickly roll zap the cylindrical object after it. These two objects explode when destroyed and the explosion can harm you, so always stay crouched to avoid the explosions and if possible try not to destroy them. Jump to another upside-down pyramidal platform across after destroying the cylindrical object. This pyramid platform will move up a little; jump on another one above. Now, high jump to the right, over a saucer to get to another pyramid quickly before the one you're on spins causing you to fall off. This platform will move to the right a little and a saucer will come your way; just stay crouched and ignore the saucer to avoid it. After the saucer passes over you, walk off the platform carefully to land on another below. The platform will take you up; be ready to quickly roll zap two cylinder objects. When the platform reaches the top, quickly jump to two more at the left to finish the level.

Level 8: Final Showdown
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This is the last level of the game. It's also the shortest; all you do here is
fight two bosses. The battle can be tough since you immediately fight the second
boss right after the first one. The trick is not to take too many hits with the
first. It is actually quite easy to avoid the first boss' attacks once you get
the hang of it. Before the fight, you'll get a cutscene. Press the Start button
to skip and begin the fight. After defeating the bosses, you'll beat the game.
You'll get a ranking on how well you played at the end, after the credits.
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