

the ledge, so I just kept beating them down. Jump up the next ledge, then hold up to bring the screen up. A black-haired man will pop out from a backdoor room. You'll have a narrow space to navigate through. I found it best to initially jump kick him to the ground. Then, move back, and re-engage but with a Cyclone Kick. Keep mixing the attacks up to catch him off guard. The jump kick is a sure fire way of knocking him down, but does little damage. The cyclone kick does extra damage, but sometimes he will "duck" under it. He'll mainly do grapple moves, which is why you shouldn't let him close. He also has a melee punch attack, so it gets rough if you time your punches. Climb the ladder when you're done. There should be three conveyor belts moving. Three green-colored thugs will drop from above. Try to move from belt-to-belt, luring the enemies towards you (one at a time). Try using normal combos for the quick kills.

Now, stay on the middle conveyor belt and go right. Jump at the ledge to solid ground. Three more generic thugs will pop from the brown door. Since the area is narrow, make use of Cyclone Kicks and jump kicks to neutralize opponents. It can get messy trying to do normal combos. Climb down the ladder, then engage Linda and the two thugs who pop from the doorway. This time, try doing one cyclone kick with them to your left, and they should fly off the ledge. Great for a quick kill. Go right. You should see a doorway in the center. When the light reaches the third slot, three generic thugs pop out. Try to lure them on the conveyor belt, get them behind you, then kick once to stun them. They'll die when they reach the blackness at the end of the belt. The next series of bad guys will consist of 2 Lindas, and a Arnold-look-a-like boss. The man has red eyes that pierce through his glasses. This guy is faster than your typical boss from before, so watch out. Try to rid of the Lindas first by luring them onto the belt, and kicking them off. The man will do powerful judo chops and kicks. I found it best to jump onto the belt, lure them over, then jump kick OVER them, and hope they stand still on it.

/Mission 3 - Mountain Fight/
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Billy pops out from the complex, to only reveal himself in a mountain setting with a sunset.

Move right and quickly engage the pair of thugs. You'll run into two more Commando Lindas. These women are equipped with ranged grenades that can be used when you get out of melee range. They explode upon impact, so WATCH out. Thankfully, the damage is low, but they're still stuntastic. Try to use combos and jump kicks to neutralize them. Move right as usual. Three more generic thugs are awaiting to attack you near the barns. Nothing you cannot handle. Again, you'll face three more to the right, but this time there's a log on the ground. Make your way over, grab it, and toss it at the opposing enemies. Many of them will attempt to pick it up, which is perfect timing to ambush them with some powerful jabs. Up ahead, it will get very tough. A tractor in the background will light up its headlights when it's about to "expand" with some sharp floor blades. Try to cyclone kick when then lights reach their peak, to avoid being sliced on the ground. Unfortunately, the arena is limited during this battle when you face the three thugs. The blades do little damage, but are annoying. Concentrate on killing the three thugs with Cyclone Kicks and Jump Kicks. Getting a weapon and using it is too hard because you'll be knocked down by the time you start to wield it.

Once they're dead, move right. Make sure you take the Shovel that one of the thugs had. You'll run into two Biker Muscles. Quickly shovel them down. If you don't have a weapon, you will be screwed because they're big, fast, and strong. Now, proceed right. Two red-dressed Murderous look-a-likes will pop

out from above. Keep shoveling away, and get both of them on one side (so you're not flanked). Keep swiping with the weapon till they teleport-retreat. Now, it tells you to invade the enemy base. Jump onto the elevator, and it'll shoot you up. You'll be ambushed by 2 Abobo-look-a-likes. Use Jump Kicks and small combos to knock them down. Cyclone Kicks are effective, but you can also back kick the two Abobos. Just time the first kick in range, and the second kick should knock both down. Move to the right until you see a temple entrance. Suddenly, a Samurai dude will pop out of the doorway. He has two sharp swords, and isn't going to show mercy. Honestly, I found it easiest to jump repeat kick this boss. Basically, knock him down with a Jump Kick. Now, Jump Kick in the air and time it so he gets knocked down, right after getting up. Just keep doing it. It's not too tedious because the boss is fast and has great recovery time. Takes about 15-20 Jump Kicks to put him down permanently. Note that Cyclone Kicks are not an effective attack. While they'll work at times, he actually has a jump counter which he uses on you as you float in the air.

/Mission 4 - Temple Battle/

Billy pops through the Temple entrance to reveal himself inside a shiny Arabian-like palace. I hope this isn't a terrorist hideout!

Two Biker Muscles will greet you along the right. The trick is to jump past them, go to the far right, then move down, and kick them off the ledge to the left. Time your back kicks so they both get engaged. One will probably get smart enough and try to flank you along the right. All you have to do is move back, jump kick them, lure them back down, and repeat. Two more green Samurai dudes will rush from the right. Somehow, get them to face the pit, with you facing left. This is where the Cyclone Kick is effective. While they'll duck under it a few times, usually one of them will get pelted and fly off the ledge. It's great for a quick and easy death. Now, move right, but watch out for the poky Spear statue. This guy was pesky. Just go near the bottom, and proceed right as the spear retreats. Up ahead will be solid pillars that blast out of the wall. There is NO set pattern to it. They shoot out randomly from either a high/low spot, with three columns. However, the same spot never repeats twice. Just stay in one column, jump over, and try to reach the ladder. I took some damage regardless.

Climb down, and engage the two wifebeater thugs at the bottom. Fairly easy, and a great warmup from obstacle dodging. Now, two Teleport Bosses will breach the wall. These guys are a real pain to kill, because there are no ledges to hit them off, nor weapons to use. Focus on Jump Kicks and Cyclone Kicks if possible. It was way too hard try to time back kicks, because of their double damage grapple move. Move right, and you'll see a black doorway. Suddenly, two Biker Muscles and Linda pop out. I found it easiest to get a spot along the left part of the area, face your back to the Biker Muscles, and wait for them to get near. Now, just back kick them, and repeat the strategy. For some reason, Linda should stay behind, and the two Biker Muscles have no ranged attacks. Once dead, you'll move into the next room. Two Arnies are here to greet you. These guys are a pain, if you remember from level two. Since there are no pits or weapons, use CYCLONE KICKS. Mix your attacks with Jump Kicks to stun them. Arnies can dodge the cyclones, but mixing them with Jump Kicks will catch em' off guard.

Once they're down, another series of dual orange Samurai Dudes will pop out. Use the Jump Kick strategy, and try to get them lined up horizontally, so BOTH are knocked down immediately. Cyclone Kicks are NOT effective against the Samurais, although they're great for temporary evasion. After one of them

