

Gley Lancer (Import) Boss FAQ Final

by FFMrebirth

Updated on Apr 5, 2004

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Gley Lancer Boss FAQ  
Written By: Scott Clemmons  
Size in Kb: 19.7  
Version: Final

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Note: All of these strategies are with the movement "Search" and on the default difficulty.

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- A1 Contact Me

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Reading mail happens to be a hobby of mine. I like to hear from my fans or lack of. If you're to lazy to send me mail, drop me by a message on AIM. My name is: swtzwondrboy20. I'm barely on, but when I am, I'll listen to your whims if need be. I prefer e-mail first, though:  
  
swtzwondrboy20@yahoo.com

That's the public e-mail that takes cares of my Reviews and FAQs. Use that please. Thanks

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- A2 What is Gley Lancer?

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Gley Lancer is a rather obscure shooter for the Genesis that's only know about by the most hardcore. Gley Lancer is Japanese only, and for some reason people think it has a very harsh language barrier. Gley Lancer is hailed at one on of the top-ten shooters of all time by some veterans of the genre. It combines superb game play features with an excellent weapon selection. Levels are relatively short and easy to beat, the bosses might kill you once in a while if you're a greenhorn to the shooting genre. That's what this FAQ is for. If you're wondering why this game was never released in American. It's because Japanese people don't like to see Americans have fun.

If you wish to own the actual game, prepare to lay down a lot of money on eBay whenever it goes up for auction. Around 99.99% of the people that have played this gem have, indeed, ROM'ed it. This game also has VERY good messages for the children. You should hear it: "Stick with it and believe in your power!" I'm so touched.

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- A3 Boss Strategies

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Note Again: All of these strategies are with the movement "Search."

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S T A G E 1

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Boss:

Recommended Weapon: Laser

Recommended Speed: 4/4

The first boss of the whole game isn't allowed to be tough, unless your from Neo-Geo's unruly Pulstar. Anyway, all he'll do is throw debris at you and that's about it. He'll have two long arms that come out the front that don't do anything but sway in the wind.

To defeat him, just destroy his two arms that are just in space, and then fire like a madman at him while dodging his debris. That's all there is to it. You just beat the easiest boss in the entire game, feel proud, big guy. Also, after you beat him, you'll see your first seizure-inducing light show! Everytime you beat a boss from now on, you will see this.

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S T A G E 2

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Boss:

Recommended Weapon: Force Balls (Blue Shots)

Recommended Speed: 3/4

This boss looks like a giant seahorse somewhat. Well, anyway, he comes from the lowest parts of the sea to come and attack you. You should feel very

fortunate that he thinks so highly of you.

He fires out torpedoes, regular shots, and a dragon like thing at you all at once. Simply negate the torpedo with nothing more than one of your force balls, the face won't be a problem if you keep in the upper-left hand corner, and the shots will just have to be dodged. Keep firing at him during all parts of match. The only problem that I've had with him, is that sometimes the torpedo might come a little close to you while you're dodging his regular shot.

He has three parts to him. Take out the top part first so he'll stop shooting regular shots at you. Then just take him out as you see fit from there. Another very, very easy boss.

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S T A G E     3

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Recommended Weapon: Ricochet

Recommended Speed: 3/4

Before you even get to see this boss, the game will make you go through a bunch of standard enemies. It'll have regular monsters just shooting harpoons at you. The boss music is rollin', so I consider this part of the boss battle. After you make your way through the onslaught of harpoons, prepare for the third boss of the game.

It's nothing more than what looks like a queen ant. It'll fire out six regular shoots at you then pause for a moment. Just kick the living crap out of this wussy with your ricochet weapon.

The big bag that was on his back will then fall to the ground. Monsters that look a lot like fish will start to ?swim? at you for some reason or another. I think it's because they're trying to kill you; I'm not quite sure on that. Ok, anyway, enough with my lame ass commentary. The bag will begin to fire a whole lot of shots at you. Make sure that you dodge them all, because going through all those harpoons again if you die will really suck.

This boss will fall with ease as well.

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S T A G E     4

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Mini Boss:

Recommended Weapon: Burner

Recommended Speed: 3/4

The purple robot will start with discharging a bunch of smaller purple robots out at you. He'll then start to fire shots at you in a steam that won't be broken, ever. The burner will take care of his henchman while you focus on dodging his shots. Once you destroy all of his protection, he'll just sit there and keep shooting. Just take the burner and finish him off.

People might ask why I recommended the Burner over the laser in this

battle, and it's because of the burner's range. It'll take the monster out before it can do anything drastic. After his body falls apart and he blows up, you'll be heading towards another boss.

#### Real Boss:

Recommended Weapon: Laser

Recommended Speed: 3/4

Here is boss that's very easy at first but can get hard later on if you don't finish him off in time. The thing about him is that he'll keep brining in walls from all four sides to crush you. On top of that, he'll fire shots that'll bounce off of the wall in an attempt to hit you.

He's very small, so you'll have to get in close with the lasers. At random intervals, he'll pop out of different locations on all four sides. You're going to have run up to him with the lasers, blast him and then move out. While he's taking a break, you'll have to dodge his bouncy plasma ball that he fired out. Keep doing this and he'll die within 30 seconds or so.

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S T A G E 5  
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Boss:

Recommended Weapon: Wind shot

Recommended Speed: 2/4

I recommend wind shot? over burner for one reason only, with burner, you have to be in close to attack. This is a boss that you don't want to be in close with. He has a grand total of three stages. The first one will be him with all of his parts attached. He'll shot a plethora of bullets at you along with some giant rays. To take care of him in this stage, just stand back and let the guns do all the work, you'll be too busy trying to avoid everything he fires at you.

Once his turret breaks off into space, his main body will be exposed for damage. He'll stop all of that sissy fire that he was doing before hand and up the ante a little bit. He'll now start shooting out a lot of white plasma balls at you. You'll be able to destroy these balls if they get in your face, so it's no real problem. He will, however, start to shoot off his head at you. Dodge and keep the pressure on until his head blows up.

The final form is nothing more than just the back half of his body that still remains for some reason or another. Get below it just enough to were his shots won't be able to hit you and take him out.

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S T A G E 6  
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Boss:

Recommended Weapon: Wind Shot

Recommended Speed: 3/4

This boss is a complete and utter pushover for some reason. He'll sit there

and just follow you up and down and up and down. You should have the great wind shot? on hand to aid you in this battle. The first thing that'll fall off of his body is that protective shield that's guarding something.

During the process when you're taking his shield off, he'll fire out these little white shots that'll home in on you. You'll have to keep dodging these things until his plate gets blown off. Once this happens, he'll start to mimic your every movement and keep firing at you. Just tough it out and dodge his garbage; he'll die shortly thereafter.

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S T A G E 7

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Boss:

Recommended Weapon: Laser

Recommended Speed: 3/4

You'll see the boss in the background taunting you with his size and appearance. Don't think you'll get to him so quickly; he'll gladly throw in some of those henchman at you first.

The henchman that you'll have to take out are those little, transparent bubbles that you've been fighting all level long. They'll multiply occasionally when you hit them. Keep taking them out with the laser and they'll be all gone in no time.

Soon, he'll come and show you his true self. This is nothing more than a giant worm-like creature that goes around in circles. Just stand in the middle of him and hold in the attack button. He'll fire out these three white balls at you, but he can only fire in front of himself, so you can steer clear of the danger with ease. Keep firing and he'll die. That's all there is to it. Wow, he's not very tough is he?

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S T A G E 8

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Boss:

Recommended Weapon: Force Balls

Recommended Speed: 2/4

This boss will look a lot like Shiva. Anyway, back to what I was talking about. There will be four different weapons that you can get here. Get the force balls (the two blue balls that'll destroy about everything in your path) and wait for the boss to come un-stoned. Once she becomes un-stoned, just go nuts all over her crap. She'll then fire out a blue projectile at you that's able to home in. So you best get moving your crap out of there.

After you lambaste her enough with your blue balls (hehe), she'll then have a huge, cerulean aura surrounding her. She'll clone herself two times. These clones, and her, will start to spin around. Get yourself in a corner and just start blasting her with the weapon. She'll then proceed to take all of her clones and jump across the screen. This is high time to get out of that corner and start dodging two shots that are fired at you.

Keep the pressure on her for a bit and she'll go down. She's probably the hardest boss so far in the game.

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S T A G E 9

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Boss:

Recommended Weapon: Spread Shot  
Recommended Speed: 1/4, 3/4,

The only battle in the game were I recommend you go as slow as you can. This boss is pretty odd, as he shots like this:

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"X" Denotes you.

So you can see where you might want to really check how fast you're moving here. Just one little screw up will mean death. The spread shot finally proves itself useful in the game for once; it'll be able to fire at all of the little parts that make up this "boss." I wonder why they even call him a boss, he looks more like a chain with guns on it to me. After this part is destroyed, the game will move you on to even a harder section. Keep in mind this is a mother brain of the a ship.

The next portion will have four turrets that'll fire red balls at you during this whole battle. You're job is to break the force field that's blocking the heart of the ship. To do so, keep destroying the turrets until the force field breaks down and you're allowed to shot at it. Not much longer after you break its force field will it fall to the ground. The whole ship will blow up and you'll escape back into space to fight tougher monsters.

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S T A G E 10

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Boss:

Recommended Weapon: None  
Recommended Speed: None

Stage 10 has no boss battle. It's just you beating a whole lot of regular enemies. It shows you and your fellow space pilots plotting something that involves the final boss of the game. Ok, so there's a lot of Japanese dialogue in there, too.

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S T A G E 11

Final Boss:

Recommended Weapon: Force Balls?

Recommended Speed: 3/4,

The big boss of it all my friends, the final boss of the game. He doesn't look too tough for what he is. What he'll do is disappear and reappear across the stage and fire out an eight-way shot. Your Force balls? will deal out plenty of damage whenever he reappears to attack you. He'll start to speed the process up big time, but just keep using the same tactics.

After you hit him enough, he'll summon something to come and encage his body. He'll now be covered in a type of strong alloy that you'll have to destroy. He'll shoot out six green, long things of gas looking stuff and start to circle it around you. Just keep moving around in circles along with his green things. Keep firing at him as well.

Once you manage to destroy one of the two alloy things around him, his attack will then cut in half as well; he'll only have three green things. Keep the pressure on till he dies.

He'll call in another thing of alloy to come aid him in killing you for good. This time, two green shots will come out of both sides, while he fires out an incessant amount of little white shots at you. Prepare for the hardest part in the whole game. The shots her fired in midair will fall back down to hit you and kill you. Keep firing at him with the force balls until his shield finally starts to give way.

After you leave him without his alloy shield, he's nothing more than a sitting duck for you to attack. Just go ahead and start blasting his ass with nothing but those force balls. Of course, with this being the main boss in the whole game, he'll come back after you destroy him.

He'll then morph into a green, embryo type thing. He'll start to multiply all across the stage. If you don't watch it, you'll be over-encumbered with nothing but his face across the stage. Make sure you take out his/duplicated first. After you attack him enough, he'll start to die.

Prepare for seizure-inducing lights...

Everybody got what they wanted! The world was saved! People across the universe were happy! Someone lives happily EVER AFTER!

Ok, so I really can't read Japanese, but I'm pretty sure that's what the ending is all about.

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- A4 Disclaimer

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This walkthrough can only be hosted by the following site(s):

[www.gamefaqs.com](http://www.gamefaqs.com)

www.honestgamers.com

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