

Gunstar Heroes FAQ/Walkthrough

by Crazyreyn

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G U N S T A R H E R O E S

Sega Genesis / Mega Drive
FAQ/Walkthrough, Version 1.0
Last Updated - 18/03/2007

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I N T R O D U C T I O N

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Hello and welcome to the Gunstar Heroes FAQ/Walkthrough. This guide will take you through the Normal version of this game, the various moves and weapon options on offer, and the secrets. This game is one of the most 'Treasured' games (teehee) on the Genesis today, and is a blast from start to finish, with some real innovative gaming that stands out even now. If you are playing this on your Nintendo Wii, then you've made perhaps the best VC purchase you possibly make! Well, until Dynamite Headdy anyway (we can hope!)

I hope you enjoy the guide,

- Matt

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1. VERSION HISTORY

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| Version 1.0 - 18/03/2007 |

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The first complete version of this FAQ. Everything is complete.

2. GAME BASICS

2.01. Story

This is lifted straight from the game's manual, and not is of my own creation.

The Gunstar family are the protectors of the planet Gunstar 9. After many years of peace, vicious dictator Colonel Red kidnapped the Gunstar twin's older brother and used mind control to make him his slave. Now, with the aid of the Mystical Gems, he's threatening to release Golden Silver the Destructor from the Gunstar 9 moon, with apocalyptic consequences!

2.02. Gameplay

General Gameplay

In each stage you have to plough through stacks of enemies (standard minions), and also face a sub-boss and end boss for that stage. Some stages differ, which you'll know about in the walkthrough. You get vitality which is your health, and can be replenished from Health powerup from crates of Item Bugs.

Item Bugs

Item Bugs deal out Weapons or Health. Shooting one will drop one, and grappling it more will net you another two.

Free Shot vs. Fixed Shot

At the start of the game you have to decide what shot type you will have. The differences are that with Free Shot is that you can move when you shoot, whereas with fixed shot you have to remain stationary (however you can shoot in 8 directions). The better is Free Shot, as you will need to move around a lot in the game to avoid getting hit, and shooting at the same time helps out considerably.

2.03. Controls and Moves

Basic Controls

-
- A - Weapon
 - B - Shoot
 - C - Jump

Moves

- | | |
|------------------------------|----------------------|
| Down | - Duck |
| Down + Jump | - Slide Tackle |
| Left to Down to Right + Jump | - Power Tackle |
| Jump + Jump in air | - Dive |
| Jump + Jump at wall | - Wall Jump |
| Down + Shoot | - Pick up Item |
| Direction + Shoot | - Throw Item / Enemy |
| Jump + Fire | - Block |

=====

2.04. Weapon Combinations

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Weapon Classes

- Force - Rapid and Continuous Fire
- Lightning - Fires through enemies
- Chaser - Homes in on enemies
- Fire - Effective at close range

Weapon Combinations

- | | |
|-----------------------|---|
| Force + Force | - Rapid and Continuous Spread of Fire |
| Force + Lightning | - Fast Laser - Tapping Up will make an awesome spread |
| Force + Chaser | - Rapid, Continuous and Homing Fire |
| Force + Fire | - Rapid, Continuous and Powerful Fire |
| Lightning + Lightning | - Constant laser line |
| Lightning + Chaser | - Fast Homing Streak of Lasers |
| Lightning + Fire | - Very close range Fire |
| Chaser + Chaser | - Fire ignores any defense and appears at enemy |
| Chaser + Fire | - Fire at the nearest enemy |
| Fire + Fire | - Longer range of Fire |

There is a lot to choose from. Never have just one weapon on their own, always have a combination. The best? Depends on your play style. My personal favourite is either Force and Lightning (amazing spread if you direct it quickly) and Force and Chaser (good damage at one target from where ever).

=====

Note that this guide is written for the NORMAL difficulty setting of the game. Other modes are more different than you think, with extra enemies and move boss moves to watch out for, so if you are playing on a different setting then bear this in mind.

When you first start the game you have to select between Free Shot and Fixed Shot (see the Game Basics section above for more information on this) and to select your default weapon (again see the Game Basics section). I personally go with Free Shot and Force, but it depends on your playing type.

3.01. The Ancient Ruins / Pink's Stage

Just keep heading right past the constantly respawning enemies, firing as you go to take out any in your way. Before the first sand bag is an Item Bug, so get something from it (remember you can grapple it to get more things out) and continue onward until the screen stops and you face a Pink Warrior. This guy is fairly easy; just fire at him and when he gets close, jump toward him and tap C to grapple him away if he gets in the way, and on the far side of the screen proceed to fire at him, and repeat until he's taken out. You'll get some Health as a reward. Continue right to face the first boss...

=====

Papaya Dance

Actions - Balloon Bomber

 Mother Ant

Vitality - 1200

=====

Stand directly underneath the plant and fire upward to injure the bulb. More to the sides if some of the bombs falling are about to hit you, and keep an eye out on any Mother Ants that spawn to the sides; a second or two of fire will take care of them, and proceed with the boss itself. With only 1200 vitality, this shouldn't take long.

Continue right and grab more items from the Item Bug and just move right onward until the screen stops and another Pink Warrior; again keep firing and move across to the other side of the screen when he gets too close. You'll get more health once he's done with. You'll now come across the base of a pyramid, with Jet Pack Minions. Head up the screen when prompted. If you want some different Weapons then there are two Item Bugs on the way to the top, otherwise just keep running and jumping up to the very top and fire up ahead to take out the flying enemies. At the roof, the Jet Pack Minions will fly over ahead and you have to face another boss.

=====

Bravoo Man

Action - Spinning Driver

 Dragon Punch

Vitality - 3421

=====

The boss will mostly walk toward you and then attack, so wait at the extreme

edge of the screen and fire away. When he gets somewhat close, then jump against the screen edge and wall jump off and attempt to get over him; you should go through his head so you can run to the far side again and fire away. He will only attack you with the Spinning Driver and Dragon Punch when he gets close enough, so as long as you wall jump over him you'll be fine.

Once Bravoo Man is defeated, the floor will give way and you'll slide down the pyramid. Enemies will come from above so aim and fire constantly in that direction to destroy them as they come. Jump any shots that come your way and try not to fall off the bottom of the screen otherwise you'll get injured. At the bottom, head right through the wooded area and avoid the mechanical arm that pokes through and snatches at you. There are some Item Bugs here and bee hives; the first Item Bug deals out Weapons while the other dishes out Health (grapple this one to build up enough health for the boss coming up). It's generally best you avoid the hives as although some contain health, they take a while to defeat the insects are sodding annoying. When you are done, go right to face the boss.

```
=====
Pinky Roder
Action - Hitman Shot
          Iron Knuckle
Vitality - 3201
=====
```

This boss is pretty tricky. The Hitman Shot has one of the minions on the arm and fires shoots at you from above. Concentrate on avoiding these first and attempt to get shots in at the machine itself to deal damage. The Iron Knuckle is a spike ball on the end of the arm that swings toward you; keep low and at a distance and you should be safe. The trouble with this boss is that it will slowly advance toward you and when you are cornered you'll have to move around it. While you can slide underneath the legs as it moves but if you get stuck underneath, then you are well open to attack and you cannot evade easily. So wall jump off and through the machine and hopefully you'll get through without compromising much of your own vitality.

Once Pinky Roder is destroyed, you're done!

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=====
3.02. The Underground Mine / Green's Stage
=====
```

You ride a mine cart along shafts, with the screen automatically moving for you. You can move to the opposite of the screen by pressing C again when in the air. Enemies will come from each corner of the screen; if you have the Force + Chaser combo you can make light work here, otherwise jump around and shoot all the enemies you see. You should take out the Bomb Carts quickly too as when they reach the centre of the screen they will vomit bombs everywhere (well not quite, but they are a pain). Item Bugs will hover across too, with the Weapons moving away quickly so if you want something get it sharpish. Soon a train will arrive and kill all those on board, and the shaft with switch to being vertical.

Remain at the top of the screen killing enemies until two carts either side move up with a beam between them; above half way up the screen it will cut

out, giving up a chance to jump between them and move toward the bottom of the screen. You'll get a couple of these and a train on the left side (with sleeping enemies - let them live to sleep another day? You decide!) and the shaft will change back to being horizontal again. This is pretty much the same as before; more enemies will approach from all angles, then the train. It will have more carriages this time so kill the shooters on board until you reach the front carriage, and it sets on fire. When the engine is just present and flaming, keep firing until it explodes. You'll get an Item Bug (Health) before the boss of this area.

=====

Seven Force

Soldier Force - Arm Vortex
 Arm Boomerang
Tails Force - Somersault Tail
 Lightning Zap
Tiger Force - Sight Laser
 Trace Zapper
Eagle Force - Dance Dance
 Spread Laser
Blaster Force - Grenade Shoot
 Gold Bullet
Urchin Force - Hyper Sonic Spin
 Rush and Roulette
Crab Force - Crash Mine
 Will o the Wisp

Vitality - Soldier Force - 4101
 Tails Force - 4102
 Tiger Force - 4038
 Eagle Force - 4293
 Blaster Force - 4007
 Urchin Force - 4304
 Crab Force - 4505

=====

This is basically five bosses in a row! Although there are seven different types you only have to face five (at least on Normal) and they will come in a random order. Here is a guide to each 'force' -

Soldier Force - This is the green running force. Remain on the opposite side of the screen and keep firing toward the boss. When his arm is pointing toward you it's preparing Arm Vortex, which after five seconds projects the aim toward you in a straight line; it will follow you until it fires, so I recommend either jumping up and down so when it fires it should miss as it fired from your previous position (if it's underneath then jump up to the top) otherwise just react quickly and jump up to the top whenever it fires. The other attack, Arm Boomerang, he will point his elbow out and chuck it at you, so quickly move closer toward him. It should also be noted that he will rarely slide across the screen, however he won't do this if you are on the ceiling. The boss will run close to the centre of the screen at times, but will slow down again and retreat back to the far side so just stay opposite and keep firing.

Tails Force - This is the dark blue force on vertical shafts. The key here is not to remain on the same level as the force. It will hover in the centre of the screen and try and get the same level as you are, so keep moving up and down so it can't. It will stop to either shoot a beam straight across, or two spin it's tail around, so either way when it stops just get

as far as way as you can. It will also travel around the edges of the area, so just jump to the opposites as it does so.

Tiger Force - This is the orange animal force. It will remain on the bottom of the screen and fire from it's tail. It will lock on to you and fire, so just keep moving and jump around to stop it locking on to you effectively. It's other attack, Trace Zapper, will show you a pattern of the laser so just get to a position where it doesn't go and remain there until it's out of the way.

Eagle Force - The green bird force on vertical stages. He will travel down the screen slowly, alternating it's wings so a gap will appear on one side between movements. Concentrate and get through the gap before he comes down and crushes you. The other attack will have lasers fire out of it's wings across, so get as far away as possible. Keep an eye on it's tail throughout all of this, especially when getting past the wings.

Blaster Force - This is the orange gun force. It will rotate and lock on and quickly fire at you, so whenever it stops rotating jump up to the opposite end of the screen to dodge the bullets. All the time, fire in it's general direction. After a while it will stop to reload, giving you time to get more shots in.

Urchin Force - This is the purple saw force on vertical shafts. It will bounce from left to right at either end of the screen, and then become oval and run along one side. Go to the opposite side and fire upward as it bounces, and quickly react as it changes to get on the other side and head to the other side of the screen. You might find it easier to jump between sides as the boss does (but opposite) so when it changes you'll be out of the way. It just means it will take longer to defeat, that's all. It's other form of attack will come when it comes apart and energy balls surround it. When it stops they will fire out linearly outward to get ready to dodge them.

Crab Force - This is the red force that takes up a side of the screen. No lateral movement is required here, you just need to concentrate to realise what side of the screen you need to be on and jump between them at the right time. Look at the pincers to see what it's going to do next. The square blocks will extend outward across the screen, so get on the opposite side and stay there was it passes. The spheres will appear from both pincers, and require you to jump over them; the timing is fairly hard so either concentrate and do it right, or just jump and when you are over it jump again to the other side to avoid landing on one. It's final attack are enemy blasts, which will fire toward the opposite side of the screen so if it comes from the upper pincer, get to the upper side of the screen as it will bounce down.

Once you have defeated five of these forces then the stage is done with!

=====
3.03. The Flying Battleship / Orange's Stage
=====

You start in the airbase on one of the side platforms, with the battleship

about to take off. Jump up these side platforms straight up as the screen moves, firing upward you go to take out any enemies on the way. When the top of the battleship rears into view (it's flat, and has a rotor on) then jump on and take out the side enemies from there. Once clear of the airbase bombs will fall and Jet Pack Minions will appear, so avoid the bombs and fire around to get them until they are all taken care of. You'll get a mini cutscene as the ship heads up, and it'll pan into view. Keep on your toes as a Yellow Warrior appears; he has a jet pack which gives me a bit of maneuverability but apart from that he's the same as the rest; just fire away and grapple when he gets close. Get the health he leaves behind and head right.

Head right and take out the unlimited amount of lakeys that come your way. Destroying the gun turrets leaves a power-up, and as there are five, you can pick up one that you need (if you need it) which is pretty handy at this point. Once you have finished, continue right between the two towers for a boss battle.

```
=====
Swapping Reg
Action - Reg Vulcan
Vitality - 2041
=====
```

As soon as you start, jump off the left side of the screen and up on to the wire overhead. From here the boss cannot hurt you, so just fire down at him until all his vitality is depleted! Easy money. It should be noted that if you do plan to fight him on the ground that you shouldn't go underneath his legs, as it's suicide. Just fight him from above for an easy win.

Continue right and take out the two standing turrets to get some health powerups. Jump on to the plane where you'll fight a simple boss encounter with Smash Daisaku. With just over 500 health this shouldn't be too bad; he just flies left to right dropping bombs. When ever he drops a bomb, move toward that bomb (just outside of the radius) as you know he won't drop the next bomb near there. Just direct your shots in his direction as you go. After ward you'll touch back down on the airship, and face this area's main boss...

```
=====
Orange
Action - Rotor Press
          Hard Shoulder
          Break Wind
Vitality - 2400
=====
```

A pretty tricky encounter, this. Keep your distance from Orange at all times as he will always try to advance toward you. Fire at him as does so and watch his various actions as a clue to what his action will be. If he holds up his arms and hews his biceps at you (face on) he will Hard Shoulder you, ie. rush toward you quickly. When he does this wait a second and jump toward him to counter this attack. When he holds up his arms and has his back more toward you then he will jump on the rotor of the plane and spin around; he will jump off and land on you in about 2-3 seconds so time it right so you can jump and attack him in the air. His other attack is to just jump at you, which he rarely does, especially if you keep your distance. If you fire at him constantly for a few seconds then he will get injured, flash and change move, so watch out for the change after hurting him. It should also be noted that the plane moves around the screen,

and that the screen edges apply here, so if you can jump off the edge of the screen and up high to avoid an attack, then do so.

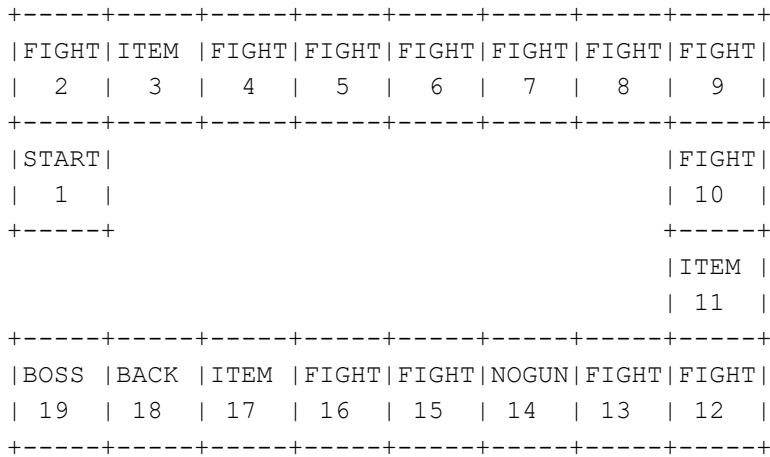
Once you have defeated Orange, the stage is over!

=====

3.04. The Strange Fortress / Black's Stage

=====

Keep heading right firing as you go to take out the oncoming enemies until you reach the first 'boss' (there is an Item Bug on the way). This guy has 355 vitality, and basically just fires directly below him from the cannon on the underside. Stay to the far left or right of him after he moves to avoid his attacks and keep firing at him. The enemies are slightly annoying but just keep throwing them away and digging away at the 'boss' until he's done for. Continue right, over the ramp and past another Item Bug and you'll reach a two tiered area. You have to go across the ground floor and right, then jump up to hang above and jump again to get up. There is another 'boss' turreter but you can just run past him (which I advise you do) to reach a door. Before it opens a Black Warrior needs taking down a peg or two, so as like the rest of the Warriors keep you distance and fire, and throw him away when he gets close. He can also throw bombs, so watch out for those. He'll leave behind some health, and enter the door to reach the Dice Palace.



This is a board game to reach the BOSS panel at the far end. Like any good board game, there are various other panels on the way to hinder or help your progress. To begin, throw the dice and see where you end up. Follow your progress on the above ASCII map and below.

1 - START
Where you begin. Just chuck the dice, dammit!

2 - FIGHT
=====

Valvalion
Action - Spin and Dive
Arc Bounce
Vitality - 2321
=====

You heard the game - Shoot his head! You don't actually have to, just near it, so primarily avoid his attacks and shoot later. He only has two attacks; his main is the Arc Bounce here he spins loose circles then

makes arcs across the ground toward you. You can gauge a safe distance of the spaces the arcs leave, so slot yourself in and fire away as he bounces over you. His other attack, Spin and Dive (kinda rare) is where he spins tight circles and then dives toward you in a straight line. Get into a corner when he spins and as he dives just run across to the opposite side of the screen to completely avoid his attack.

3 - TAKE AN ITEM

Jump onto the above area and take a power-up or health pick up. When you are done, drop down again and exit out of the right door.

4 - FIGHT

```
=====
Timeron
Action - Bomb Drop
Vitality - 2423
=====
```

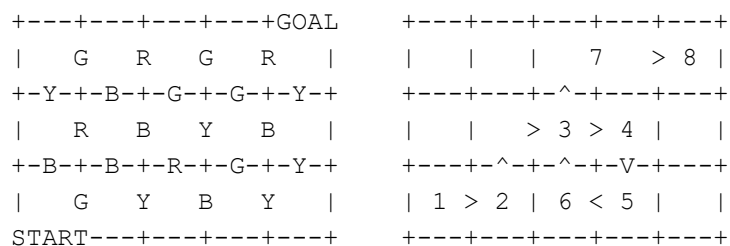
This battle is pretty interesting. Timeron will drop bombs within 10 seconds. Once the 10 seconds are counted (timer is on the top of the screen) time will reverse and the bombs will go back up, exploding again too. So basically keep shooting at him and when the bombs land you have a second before they explode, so move out of the way. When time reverses stay away from all the bombs (or just remember the order they fell so you know when to avoid which ones). He has quite a bit of health so you might have 3-4 cycles to go through, so just remember what order those bombs are dropping.

5 - FIGHT

Rush and go! Here you have to make it to the GOAL square in the upper right corner. To bypass the walls you need to punch the buttons in the square to cycle the barriers. They go in this order -

Green > Blue > Yellow > Red

And then back to Green. Note that you hit the button by diving in the air too (jump and jump again) to hit the button, which is handy if you need to formulate the barrier to land on. There are spheres that injure you in certain boxes, however just ignore them if you are following the below route as you shouldn't meet them, and if you do, then you won't have to contend with them for too long. The faster you do this, the more time bonus you'll receive; if you fail to complete it then you'll just return to the dice board without any points.



The two diagrams above show the barrier positions and the route. The fastest way through is as follows -

1 - Punch and move right to point 2.

- 2 - Punch and move up and right to point 3.
- 3 - Punch and move right to point 4.
- 4 - Punch twice to drop down to point 5.
- 5 - Punch and move left to point 6.
- 6 - Punch twice, jump up and dive to hit the button to make the barrier appear underneath you (to be at point 3). Jump onto point 7, between squares.
- 7 - Standing between squares (more to the right) punch once for the green barriers left and below to fill and then twice more for the route right to open. Go right to the goal.
- 8 - Done!

6 - FIGHT

```
=====
Minion Soldier
Action - Throw
        Projectile
        Divide
Vitality - 2004
=====
```

Just stay away from this tiny soldier. Slot yourself into one of the corners and fire away and when he gets close, wall jump over him and to the other corner. Rinse and repeat. When his health runs low he'll throw projectiles at you, which are easily dodged if you just duck, so keep shooting as he fires them at you. He also (rarely) Divides into many Minion Soldiers, and shooting the fakes destroys them, so go crazy and take them all out so you can find the real one again.

7 - FIGHT

```
=====
Melon Bread
Action - Examine
        Bomb Spit
Vitality - 1310
=====
```

This guy is awesome! A big face with a red nose. Not only is he pretty cool, he's a bit of a walkover too. Just shoot at him until he starts moving toward you, where you just either run into the corner or duck and he'll hover over you and examine. When he moves back into the centre again he'll spit out a bomb, of which you'll have a few seconds to avoid before it explodes. Rinse and repeat.

8 - FIGHT

Destroy! In what I'm sure is a reference to Street Fighter II's bonus stages, you have to destroy the machine within the time limit to get bonus points. Just shoot toward the machine until it's destroyed, pretty simple. Once it's taken out there are two boxes on either side that contain health, so be sure to get them before you exit!

9 - FIGHT

```
=====
PIT x4
Action - None
Vitality - 355
```

=====
PIT is a round red blob that bounces around the screen. There are four of these guys, two on each side separated by an expanding and retracting barrier. They bounce straight off whatever surface they hit in a linear fashion so it's easy to tell where they will go to next, so just keep an eye on the two on your side and fire at them until they are goners. For the next two, if you have Chaser you can take them out without having to go through the barrier, otherwise jump over the top and go to their side or wait until they come over to you (which might take an age). Don't go under the barrier, as it knocks a considerable amount of health from you.

10 - FIGHT

Rush and Go! You have a minute to get out of the simple maze and to the exit in the central right. There are enemies as you go, which can hurt you through the wall, so jump and attack against the wall to take them out before wall jumping your way out (jump against the wall and press jump again and hold away; do this over and over until you get over the top). The maze is very linear so you won't get lost. If you do, then there is seriously something up with you.

11 - TAKE AN ITEM

Jump onto the above area and take a power-up or health pick up. When you are done, drop down again and exit out of the right door.

12 - FIGHT

=====
Phantom
Action - Grapple
 Bomb Throw
Vitality - ?
=====

This is essentially a Black Warrior. Like all Warriors just keep your distance and fire away. He'll throw bombs at your position, but if you jump then you'll avoid the blast (even if you land after the explosion event you won't get hurt). If he gets close, jump and dive at him and go to the other side of the screen. He even leaves some health for you once he's dead. Bless 'em.

13 - FIGHT

=====
Vortex Base
Action - Laser Route
Vitality - 2802
=====

Destroy the core! (isn't it always!?) This is pretty simple. The spheres around the edges will flash quickly in an order, and a laser will fire out of the bottom and will travel between those spheres. It will end on that final sphere, the core will shift and another route between the spheres will flash up. Just pay attention to the order and move if it will travel in your location. If you remain in the upper right area between the central and upper right spheres, you just have to note if the laser travels between those two. Oh, and remember to fire down at the

core all the while (although when the laser travels across it blocks your fire).

14 - NO GUN

=====
Curry and Rice
Action - Splits
 Somersault
 Fast Jab
Vitality - 362
=====

Despite no weapons, this guy isn't too hard. Move toward him and he'll do the Splits and advance toward you. Basically after he does either the Splits, Somersault or Fast Jab, just as he starts walking jump into him and dive (jump in midair) to injure him. Repeat. It's advised you do it after he performs a move as there is less a chance he'll follow up with one so you won't get injured. It won't take long if you keep doing this. Note that once he's defeated his head flies off and explodes upon landing so keep your distance to survive to the next panel.

15 - FIGHT

=====
Abarendou Gel
Action - Blob Maker
 Jump
Vitality - 2455
=====

The Gel will jump toward you, and create a small blob to the side (away from you). Keep firing all the while until he gets very close, then when he jumps, wait a second and then wall jump so when you land on the other side the exploding mini gel doesn't injure you. And repeat. You shouldn't have to wall jump more than twice here.

16 - FIGHT

=====
Super Gondola
Action -
Vitality - 355
=====

Pretty tough as you have a lot to concentrate on. There are turrets above you that rotate round and fire down on you. This includes fireballs, thin projectiles, bombs and so on. Some will destroy the ground you are standing on also. Basically just shoot upward constantly and concentrate on your position and the projectiles so you can dodge them. Falling down the holes injures you but bounces you back up, so just keep dodging and keep an eye out of what's coming. You can shoot the bombs that fall also. It might take a while this way but at least you are staying safe.

17 - TAKE AN ITEM

Jump onto the above area and take a power-up or one of the two health pick ups! Woo. When you are done, drop down again and exit out of the right door.

18 - BACK TO THE START

Return to panel 1, the Start. You don't want this. Thankfully any panels you cleared on the way here are cleared for good, so if you land on them again you get another throw.

19 - BOSS

```

=====
Black Beat Stepper
Action - Red Fireball
         Green Cutter
         Blue Cracker
         Yellow Laser
Vitality - 6482
=====

```

A small nightmare. The colour scheme of the area indicates what and where the next attack will come from -

```

+-B-+-G-+-Y-+-R-+
R           B
+           +
Y           G
+----+     +----+
G           Y
+           +
B           R
+-R-+-Y-+-G-+-B-+

```

Before each attack he will throw a dice, showing how many steps he will take. Whatever colour his left foot lands on will indicate what attack will take place. Here are tips to avoid each attack; remember to keep firing when you aren't dodging!

Red Fireball - This will go in a clockwise direction around the screen going from one red panel to the next. The easiest way to avoid this is to stand on one of the ledge extra sides, against the wall, as the fireball will just go past you. Obviously when he is climbing the wall you should go on the ledge that is on the opposite side.

Green Cutter - This is a laser that goes clockwise around each green panel. As each panel is somewhat central, standing in one of the bottom left or right corners will ensure you won't get hit by the laser.

Blue Cracker - Bombs will appear from the blue panels in each corner. Stand somewhere in the centre if you can, or on one of the ledges, to avoid the bombs.

Yellow Laser - Lasers will either travel up or down the screen. As the yellow panels are more or less central, standing in one of the bottom left or right corners will ensure you won't get hit by a laser.

Once you have taken down Black, avoid the first gem he throws as it's a fake and will explode. Shoot him so he gives up the real gem! Congratulations, you have completed the Dice Palace! If you have done all the other stages up to this point then you'll move on to the Space Base, otherwise you'll need to complete the others before you advance.

=====
3.05. Empire Space Base / Yellow's Rescue
=====

Head right and batter your way through the enemies. They will keep coming at you so no point stopping and shooting unless you need to; I think jumping and diving right over and over gets me through the level faster. You can shoot the crates to get Health (they take a while to be destroyed mind). When you reach the stack of four crates, you can clear them quickly by wall jumping off them and onto the hovering platform the enemy is using to bring it down and destroy the entire line, snagging some health in the process. There are a section of tiered platforms now, where you'll face the Red Warrior. This is the same as the black except he has a defensive ball orbiting him, which hurts and stops your fire. Keep your distance especially here, and I find standing on the top tier and firing down helps as he usually stays at the tier below and throws bombs up to you. It also helps to have the Chaser in some form, too.

After the Red Warrior, you'll continue on the same again past more crates until you face a Black Warrior (destroy the ground crates first if you can so you can get a clear shot of him) then a Yellow Warrior shortly afterward (with a defensive ball with a large radius; also be sure to take out the hovering platform as the homing bombs will get annoying fast). Continue right now for ages; just run and dive constantly. You'll come across walking mechs which are toppled by a dive, even the taller ones (aim for the body) and just keep going until you reach a dizzy soldier in the centre of the screen.

=====
Final Great Soldier
Action - Love Love Dancing
Vitality - N/A
=====

Just wait for Smash Daisaku to deal with him. :)

=====
Smash Daisaku
Action - Spiral Head
 After Burner
 Bravoo Reg
Vitality - Jetpack - 2199
 Melee - 3810
=====

The first phase isn't too tricky - the After Burner can be ducked under (you can tell when it's warming up when he stays at the edge of the screen for a second or two and has blue flames) and the rest is just Smash flying around dropping bombs, which are easy enough to avoid as long as you concentrate. Keep firing away until his vitality is gone, when you'll have to face him again in Melee mode, with a bit of vit than before.

Like most melee battles, avoid getting near Smash. Keep firing as he advances to hinder his movement, and when you reach the corner wall jump over him and run opposite and repeat. When he jumps he will kick down to the ground with an outstretched foot, so keep your distance, and do not let him grapple and smash you as it knocks off a healthy amount of, well, health. At some point in the fight he will back away to the edge of the

screen and whip a gun out; there are two different projectiles, both of which aren't easy to avoid. One is a twin set of fireballs which fluctuate up and down; just try and stand where both are furthest away so you don't get hit - it's hard to gauge but if he is standing at the far edge, then stand at the crack the pavement to avoid. The second projectile is a homing fireball, which homes in late, so when it's half away across the screen jump and it will move up and miss as you drop back down again. Soon he'll resume his melee moves again. He takes a while as shooting him makes him flash pretty much every shot, but be persistent and just don't get stung by that grapple!

Once you've taken down Smash, the stage is done!

=====
3.06. Outer Space / Catching the Craft
=====

Woah, side scrolling shooting action! Very tasty. Controls are pretty much the game; A to scroll through the weapons, B to shoot, however C boosts across the screen (which is very handy for quick evasion). The direction you shoot is the last direction you pressed, so press toward where you want to shoot before you do so to actually get it right. If you have the Chaser, this stage is a little easier.

Blast away the various ships and minions that come across the screen. The line of red probes that appear will home in on your position, so stay at the top or bottom and as they advance just move to the opposite end of the screen to completely avoid them. Soon they will spawn behind you. A red ship will come your way, and after a few seconds of fire it'll explode nicely, although will spray some projectiles as it does so. Soon you'll get danger ahead...

=====
Timeron
Action - Projectile
Vitality - Low
=====

The aim is to last as long as possible... if you can't be bothered to do this challenge then just blast him out of space so you can continue. Basically the longer you last the more of a time bonus you achieve.

After Timeron asteroids will come from the right, however the first port of call is to destroy the green ship that spawns on the left side. Now you can dodge the 'roids without getting lasered in the back. You can blast the 'roids to make them float away from you. There are turrets that come from the bottom right which should be taken care of, and soon two green missiles from the left which explode and shower projectiles, so watch out there. A team of green ships arrive with different projectiles; while the ones at the beginning are simple enough to dodge, the latter ones, name the those with the big fast projectles, should be boosted to avoid.

As you pan down below the space craft, lasers fire from the left side of the screen. They follow your position, so remain at one edge of the screen then boost down, then up etc so they have less of a chance of getting you. After platforms come down with more probes between them, so shoot them away and make your way across them as they pan their way down. Grab the Health from the minion and avoid the next asteroid belt, this time controlled by minions. Concentrate on just dodging everything and firing at the rocks that get

closest to you. Ignore the yellow ships as they are most hassle destroying than dodging. The probes that spawn around you are harmless, so just stay still as they float away. A minion will control a line of asteroids now, which cannot be destroyed, so just boost around the screen and shoot the other minions if you can. You'll now pan across the ship - shoot the turrets and watch out as the two lines of probes spawn either side, so boost laterally to avoid them. You'll go around the next boss, ready to fight...

```
=====
1000MM Gun
Action - Projectile
        Exploding Projectile
        Missiles
Vitality - 1999
=====
```

Remain on the right side of the screen and keep firing at the gun. It will fire projectiles across at your position, so just move up and down the screen to avoid them. If you position yourself at the line behind, any that explode and throw shards of projectiles across the screen should miss you without having to move. Soon missiles will appear either side of the gun, so keep an eye out and when they do, destroy them as quick as you can. Now just keep moving up and down, dodging and shooting, until the gun is done!

Robots will cycle around the screen edges, so just fire ahead where they cross ahead to destroy them. Concentrate on taking out the turrets ahead, then just keep firing at the robots. They'll soon stop and keep crossing, but if you stay on the extreme left and keep shooting they will be all gone by the time you need to cross. Take out a few more turrets along the top and grab the Health dropped by the nice minion. Position yourself on the left side of the screen and move up and down, firing constantly. Torrents of robots will come from the right side, but as long as you keep shooting they should be destroyed before they shoot. A black ship will appear so focus on nuking that until it's gone (it's missiles are linear so stay in the centre of the screen) then continue the moving up and down to take care of the robots. Missiles will appear from the right, then left side of the screen so move and dodge their projectiles, and get ready for an old friend...

```
=====
Seven Force
Action - Soldier Force
        Tails Force
        Tiger Force
        Eagle Force
        Blaster Force
        Urchin Force
        Crab Force
Vitality - 5793
=====
```

Similar to last time we met with him, he'll change between seven forms rapidly to utilise different attacks. Here is a run down on what he can do -

Soldier Force - Fires three arcs across the screen linearly; one straight onward and the other diagonal. Move just above his position to dodge this easily (especially since you can tell when he will fire).

Tails Force - Moves across the screen and whips it's tail. Boost to either

the top or bottom of the screen to avoid it.

- Tiger Force - Very rapid change between forms this one, only to run across the green. Just boost out of the way and prepare for the next form.
- Eagle Force - Chases you around the screen firing lasers from the front. Like the Crab Force, just boost in a circle around the screen ahead of him to avoid the projectiles.
- Blaster Force - Fires rapid red projectiles across the screen. Totally forget shooting for now and concentrate on boosting up and down. If there was a form you are bound to lose some health on, it's this one.
- Urchin Force - Spins around and fires streams of lasers across the screen. Although these are linear they do slowly rotate, so keep in line and keep firing if you are in position.
- Crab Force - Chases you across the green, dropping obstacles behind. Boost around the screen in a circle, behind sure to dodge the droppings as you do so.

Certain forms you just need to concentrate on dodging, otherwise try and get shots in whenever you can. This might take awhile, but considering all of the forms only have one basic attack to remember, you shouldn't get too damaged as long as you remember to adapt quick enough.

Job done hopefully, and you'll enter the Space Craft as it crashes onto a planet, as seen in the background. Head right and use the Item Bug for any weapons you need, and run and dive right to plow through the enemies. Be sure to get all three Health items from the Health Bug now (keep grappling it) as you have a tough set of bosses coming up. Quickly get through the enemies by jumping and diving, and head through the door to reach the Core.

=====

Core Guard System

Action - Unit of the Hammer (Vitality 2501)

Unit of the Dragon (Vitality 2398)

Unit of the Runner (Vitality 2308)

Vitality - See above

=====

As the actions suggest, this boss comes in three flavours. All bosses use the background area to move around in, so keep an eye out of what the boss is doing in the background as a clue to it's next attack or position when it returns to the front platform.

Unit of the Hammer

To begin the 'hammer' will hover above and rain lasers down below. Move left to right and back to avoid these. When it starts to rotate around the core, shoot up to destroy the up and coming robots, and keep an eye of the hammer to jump over it when it passes. It speeds up faster and faster, so be sure to start jumping well in time; if you need to get down to the ground quicker to prepare for the next jump then dive downward. You can also shoot the hammer as it goes past if you like, but concentrate on the robots and only due this when there's nothing on screen. Soon it'll stop dead, so avoid jumping on it and move to the side. It'll rain down lasers again, so try shooting more and wait for it to rotate around the core once more. After another core rotation the hammer will slowly rise up and then drop on you. When it goes up, shoot any robots on the screen and at it's highest point jump and dive so when it drops you'll avoid

injury and nab a few points of vitality. It'll now repeat, so get as many shots in as you can between drops and robots and remember to dive to avoid losing vitality.

Unit of the Dragon

This isn't as tough as the hammer, as long as you don't panic. Wait for the 'dragon' to come around to the platform (you can get a few shots in on it's last rotation) and shoot as it flies around. It will fire slow yet large (and damaging) blue clouds at you from the front. Position yourself at most times (when you can) at the furthest away from the mouth so you have time to avoid it. You can avoid most of the blue clouds by simply walking left to right, however you may need to jump if a few come at the same position. It'll fly away now and again and come back, but that's basically it. As long as you keep your cool in dodging and keep firing up, and considering it takes up most of the screen, getting it's vitality down shouldn't take long at all.

Now between the Dragon and Runner the core will spit out a torrent of robots that fill the screen. You have a second to move out the way before one explodes, and at this point you would want to conserve vitality for the final form. I found the best spot is the bottom right corner; be sure to fire across left to shoot out any robots that do appear next to your position, otherwise very quickly move one does come up on top of you.

Unit of the Runner

Not too hard again if you don't panic. Stand at the far left side of the screen and shoot right constantly to hurt the runner. His arm will swing and fire one of two projectiles; blue or yellow. Blue will always head to the upper left corner of the screen, whereas yellow will always head to the lower left corner of the screen. So all you have to do is concentrate on the colour and jump (or not) accordingly. He can fire from the centre of the screen, and if you jump on a blue projectile then you'll jump into it, so it's important to concentrate on what's going on. That's pretty much it, he'll run back between the platform and the core and throw either of those projectiles. Just watch out for the colour!

Defeating the final core defense destroys it, leading you on to the final set of battles!

=====
3.07. Empire Space Craft / Final Battles
=====

This level is one boss battle after another, with each of the bosses returning for another round of PAIN! Or something equally daft. You get a full top up of health too (220!) so keep that going as long as you can. The red crates here contain weapon upgrades, so swap if you need to, otherwise dive into the line of blue crates to render them gone. First boss, you ready?

=====
Duck Battalion

Action - Heavy Vulcan Shoot

Walking Press Eddie

Vitality - 2844 and 828

=====
They don't call this boss the Duck Battalion for nothing! When it charges across the screen just duck down to dodge as it runs over head, but he sure to stay down as it passes over you again. It's attack, Heavy Vulcan Shoot, will fire across the screen again dodged by ducking, but will come to your position and shoot down. Get out of the way when it comes to you! He will also rarely jump and shoot across the screen which isn't easy to avoid, however he will touch the ground before he does it, so get either to the right side of him or to the very left if it's in the middle to avoid the lasers. Once you have taken down the first stage, one of the dudes will come at you with a gun!

In the second stage, duck down and fire across at him to start off with a fair amount of injury. He'll jump and shoot downward, which is hard to avoid, so either jump and dive into him or better yet, wait until he's close enough and slide into him. You should come up next to him after that attack so keep firing at him and when he moves away, slide again toward him and repeat. You may get some injury with this method, but as getting hit takes off just a few points of vitality, hopefully you'll come away from this boss with over 200 vitality to your name.

Head right and dive through the blue crates, and stop just as you climb up the ramp to avoid the white projectile. Head right and jump up the overhang above to avoid another, and get some Health from the red crate. Drop down and right, jump over the projectile and across another over hang. Get a weapon change from the red crate here, then jump right and dive to get more distance at the platforms right. Now quickly jump up and up so you don't get blasted until you reach the top, and go right to the next boss.

=====
Pink Lobster

Action - Slash Chopper

Slash Nipper

Bubble Bomb

Vitality - 5000
=====

To begin with she'll use the Slash attacks on you, which are simple enough to over come. Shoot as she jumps to your left side and when she is close enough wall jump either over or on top and over (doesn't hurt to climb on, thankfully) and quickly make your way to the other side to avoid any attack. She may do a few Bubble Bombs at this point but she'll repeat the Slash's mainly for now; as long as you are a good half screen's distance away you won't get touched. At some point she'll back away to one of the screen edges and wait for you to come to the centre (you cannot damage her until you do). So do so and advance back to the V edge at the back ground, duck and fire. The bubbles should mostly go over your head but any that do some to you should be taken care of with your fire. If you do get trapped by a bubble, you'll get a LOT of health knocked away, and possibly a chain of bubbles which will seriously bugger you up, so don't touch any! She'll now repeat this over and over. Just get shots in between bubble sprays and don't get impatient, and you should come out of this fine.

Dive through another line of blue crates and shoot the minion turrets on your way right. Get the health from the red crate, and continue right to

face Orange.

```
=====
Orange
Action - Final Big Bang
          Ground Burning Draft
Vitality - 5503
=====
```

This guy is a NIGHTMARE. Hopefully you'll have around 180-200 health remaining, 'cos you're gonna need it! He will constantly attack and attack and always be on your case. If you are on the top he'll charge at you, so run away fire and get ready to jump and dive to avoid the Final Big Bang, and then ready to dodge again. The ground floor is a bit easier, but he will drop on you when he can and fire ground waves at you, so try switching between the two levels. Thankfully there are two cheap methods you can try to defeat Orange without getting that scathed...

Method one is to get at the top level to one of the higher edges and wait until Orange is below you. Now when he jumps up under you, flip down so you dodge his attack, and hang there under him. Get some fire in so he is injured and flashing, where he'll QUICKLY drop down again so flip up to avoid this. He'll jump up again so flip down, shoot, flip up as he drops... and repeat. By flipping you dodge the attacks he makes, meaning as long as you react in time you should come out with plenty of health.

Method two of cheapness is to get to the *extreme* edge of the top level and when Orange is on the same level just wait until he comes over and flip down so you hang below him. He should do the Final Big Bang move over and over, meaning you just have to aim up and shoot at him. As he cannot reach you, he'll just keep performing that move over and over, making him a sitting duck for a cheap victory. If you fancy an easy way past this guy, do this!

Ahem. Moving on now, take out the column of turret minions and get a weapon upgrade and 40 health from the crates following, and get on the elevator.

```
=====
Black Fly
Action - Psychic Gambit
          Shadow Hurricane
Vitality - 3920
=====
```

Get some fire in before he flies up and wait for the Gambits to come down. These are spheres that fire a layer of fire in one place, so dodge them as they come down. They will either come down so they create a maze you have to wonder through (if this is the case identify this early on to enter and make your way through, if you get stuck at the side you will get burned aplenty) or come down in random fragments, which must be dodged or shot at to destroy (you need a lot of time to destroy them, so have enough time). Now Black will do Shadow Hurricane which are three lasers revolving in a clockwise fashion. Use the platforms to the left side to head up and avoid the laser and jump across the boss itself to the other side and drop down underneath, and repeat, firing at the boss all the while. He'll just do this until he's a goner.

When the elevator stops, head right to meet Green once more.

```
=====
Green
Action - The Gunstar's Action
Vitality - 4602
=====
```

At the start he'll just block any fire you throw at him, so hang from the above ledge and spray at him to injure him. He'll change level and sheild again so keep hanging and firing until he changes. He will either stand at the edge and throw stars across the screen or advance toward you. When he throws stars, get to the other layer and wait until he's finished. When he advances toward you, stay away and dive if you need to and retreat to the other layer and fire. He'll just resort between those two methods of attack for the remainder of the battle.

Watch the cutscene, and get ready for the final battle...

```
=====
Golden Silver
Action - Golden Blast Nuclear
          Jewel Strike
          Earth Resolver
Vitality - 9999
=====
```

This guy is very tough, a suitable last battle. First of all, you get a choice of four random items (one of which could health) each time you do this battle (if you die and restart that is) which is pretty handy. The main thing about this boss is that the gems control Golden Silver; GS himself is invincible, and so you should direct any fire toward the gems. I find the best weapon combo is Chaser and Force, as it homes in on the gems regardless of where you are so you can concentrate more on avoiding attacks, which should be the priority here.

Keep shooting the gems until Golden Silver appears and drops down. He doesn't actually do anything for a short while, so you can knock his health to below 9000 just now. However he will advance at this point, and any attacks will deal a lot of damage. His Golden Blast Nuclear attack are small explosions just away from his position, which can be dodged if you stand between his hand and the explosions, but is pretty tricky to pull off, so just stay away. The Earth Resolver is where he pounds the ground and causes a shockwave, which can be easily leaped if you pay attention; just watch his arm furthest away and if it moves down you know another wave is due. He can also disappear for a second or two, and when he does, quickly get to the side of the screen and wall jump and dive so when he appears you won't get hurt. He'll also charge across the screen very quickly at you, which is near impossible to avoid especially when close. At other times he will just stand still. It's tough to fight against. Basically, stay the hell away from him as a simple punch will hurt. When he gets too close then wall jump and dive over (to avoid potential damage), flee to the far side of the screen and continue shooting those gems.

Once you manage to knock his health below the 4000ish mark, Golden Silver

will take a backseat and the gems will kick in and do various attacks. Here is a guide to each -

Red Gem - It will hover left to right and have a flame whip going in a circle. Basically follow the same direction and walk either side as it goes round. It will turn around at the wall, so just avoid it again. Be sure you give yourself enough room to maneuver.

Yellow Gem - A continuous torrent of projectiles across the screen. Just duck down to dodge it all and then fire at the gem for a few moments to make it revert to the top and to switch with another.

Blue Gem - Hovers above toward your position and when it's over you will fire down a laser. Just move out of the way as it comes to you and it'll miss easily, then fire at the other gems while you wait for it to stop and chase you again.

Green Gem - Fires homing projectiles. Get as far away as possible and as a projectile comes toward you it would have stopped homing in by the time you jump to avoid it. If you are too close you won't be able to move out of the way in time.

I find the Red Gem is the one that is most used in this final part of the battle, and if you want to switch gems then shoot the gem itself; other wise just keep firing at the group, although after a while the gem will switch round regardless. All in all this is a really tough battle and requires a lot of luck in order not to get pounded a lot, seeming as the intensity of Golden Silver's attacks is somewhat random. Some battles against him have been a nightmare where I couldn't break below 7000 vitality, other times he's been a cakewalk. Just keep continuing and practicing until he's done for.

Once Golden Silver has been defeated, you have completed the game! Watch the end credit sequences, and if you feel like an extra challenge, replay the game on harder difficulty modes! Good luck!

=====

4. SECRETS AND UNLOCKABLES

=====

These are both from the GameFAQs codes and secrets page.

Treasure Logo Rotation

When the game boots up, holding Up on the first controller will make the logo rotate.

Timeron Easter Egg

If you manage to survive up to 99'99''99 it will reach 00'00''00 again, and get special messages such as GIVE UP, YOU OPENED THE - SATORI MIND -, and REPROGRAMMED BY NAMI - 1993 and a bonus of 920410, a possible hint to the date the boss was programmed (10th April 1993).

=====

5. CONCLUSION AND SPECIAL THANKS

=====

That's just about it, folks. I hope that this document has been of aid in one form or another, and that it has been easy to use. If you could, please either ask me questions, suggestions, comments or contributions at crazyreyn_faqs@hotmail.com. Also could you rate this FAQ so I could get some feedback. Thank you for reading.

Donation - If you feel like this FAQ has helped you enough to warrant a small monetary donation, then I'm happy to accept. Please send only via PayPal to crazyreyn@gmail.com and even if it's a very small amount all little helps. But please don't break the bank; if you can't afford to donate then don't. Thanks!

+-----+

| Special Thanks to these who have contributed to the guide in some way... |

+-----+

- CJayC + Sailor - For accepting this guide and for creating the best site
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- IGN - For accepting this guide and for creating an awesome
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- Treasure - For creating an amazing shooter!
- ASCII Generator - For producing the text ASCII for my Crazyreyn sig.
Thanks, and is a great site if you need any ASCII text.
<http://www.network-science.de/ascii/>

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| Special Thanks to these who are my good GameFAQS friends... |

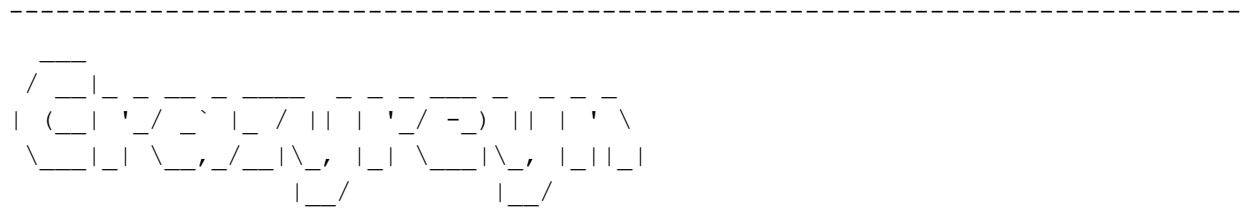
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- Robert Lane (Lanerobertlane)
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Brian Sulpher (BSulpher)
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Chris Noonan (Merca)

Colin Scully (me frog)
Tom Hayes (THayes)

And everyone else at the FAQ Contributors board! Also a nod to the GameFAQs UK board / v3, for being so damn awesome!

If I have forgotten you, then please contact me and I'll fix your name up here!



<http://www.gamefaqs.com/features/recognition/27600.html>

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