

# Streets of Rage FAQ/Walkthrough

by thanos rulzs

Updated to v1.2 on Nov 28, 2004

```
BBBBBBBBB  AAAAAAA  RRRRRRRRR  EEEEEEEEEEE
B      B    A      A  R      R    E
B      B    A      A  R      R    E
BBBBBBBBB  AAAAAAA  RRRRRRRRRr  EEEEEEEEEEE
B      B    A      A  RR      E
B      B    A      A  R  R    E
BBBBBBBBB  A      A  R      R    EEEEEEEEEEE
```

```
K  K  NN      N  U      U  CCCCCCCC  K  K  L      EEEEEEEEEEE
K  K  N  N    N  U      U  C          K  K  L      E
K  K  N  N    N  U      U  C          K  K  L      E
KK      N  N  N  U      U  C          KK      L      EEEEEEEEEEE
K  K  N      N  N  U      U  C          K  K  L      E
K  K  N      N  UUUUUUU  CCCCCCCC  K  K  LLLLLLLL  EEEEEEEEEEE
```

```
=====
/
|          -----  By Thanos rulzs  -----
|
|          Bare Knuckle
|
|          Guide Birth      : 6th July 2002
|
|          Version          : 1.1
|
|          Game platform    : Sega Megadrive & MegaCD
|
\
=====
```

## ----- Version History -----

Version 1.0 6 july 2002

Created the Guide, with game guide, boss section, codes section, review section, FAQ, everything is added to the FAQ. Can be said the birth of this guide. Not fully done yet but will finish up soon

Version 1.1 24th july 2002

Finish up the guide, with ending added as well as my review of the Mega CD version added, so that tallies up to two review of the game at different consoles.

Version 1.2 12th september 2003

Long time hasn't update the version isn't it?Just plain redo of the FAQ to make

it more better,webmasters,if you plan to host all my documents,email will do,but in exchange,you MUST regularly update my FAQs in order to host it.Or else,shoo~... For Damage list mini guide,refer to the gamefaqs for that FAQ.I have type the miscellaneous section,to make it easy to find anything within the guide,type CTRL + F to find it.

\*\*\*\*\* End of Version History\*\*\*\*\*

## Contents

-----

1. Introduction.....	mis1
2. Legal notes.....	mis2
3. Game Section	
3.1 Basic Guide.....	mis3
3.2 Enemy Guide.....	mis4
3.3 Boss Section.....	mis5
3.4 Game Walkthrough.....	mis6
4. Review Section.....	mis7
5. Codes section.....	mis8
6. Q and A.....	mis9
7. Contact information.....	misA0
8. Credits.....	misB1

-----  
1.Introduction                  mis1  
-----

Welcome to my guide.The aim of the guide is bascially a walkthrough to the game as well as knowing all your opponents of the game. The guide also lets you know the basics you should know about the game and also information about the characters in the game. If you can try to suggest that this guide look better, feel free to add some comments.

Now to have a brief intro to the game. The game is the first of three sequels of the series. It all started when a vicious syndicate took over the city as well as everything within the city like the police. So the three rookie cops decided to take down the syndicate with the help of some friends.

From the intro of the game:

THIS CITY WAS ONCE A HAPPY, PEACEFUL PLACE... UNTIL ONE DAY, A POWERFUL SECRET CRIMINAL ORGANIZATION TOOK OVER. THIS VICIOUS SYNDICATE SOON HAD CONTROL OF THE GOVERNMENT AND EVEN THE POLICE FORCE. THE CITY HAS BECOME ACENTER OF VIOLENCEAND CRIME WHERE NO ONE IS SAFE. AMID THIS TURMOIL, AGROUP OF DETERMINEDYOUNG POLICE OFFICERSHAS SWORN TO CLEAN Up THE CITY. AMONG THEMARE



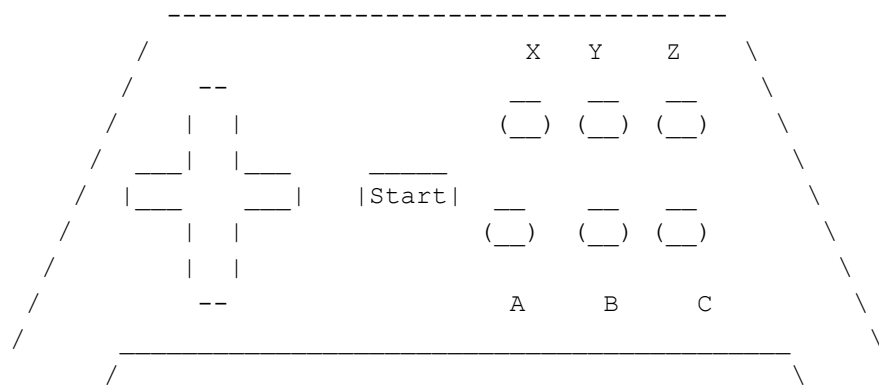
Now the guide of this begins. It started out with a cut scene of the game's story plot before the actual battle begins.

-----  
3.1 Basic Guide

mis3

-----  
This section is broken down to a few sections to make it easier to read like controls section, character moves' section, items section etc.

-----  
Part 1: Controls



DPAD:

Moves the character to the direction where you want to move- Up, Down, Left or right

Buttons:

A: To execute special attack

B: Attack button

C: Jump button

X: not used

Y: not used

Z: not used

-----  
Part2: Characters' move list

-----

Axel's Bio:
Full name: Axel Stone
Sex:Male
Age:22

-----

He's an ex cop in the city and is one of the ones who decided to take down the evil syndicate. His hobby is video game and has a fighting ability in martial arts. He's not really an all rounder but pack some punch with power though.

Power Rating Grade:

Power: A  
Jump: B  
Speed: A

-----  
His moves:

#### Regular Attack

-----  
Command: Press Attack button once  
Comment: A plain jab to the enemy which stuns the enemy to open for further hits and combo

#### Flurry combo

-----  
Command: Press the Attack button repeatedly  
Comment: A very regular combo,he will perform two jabs,a body punch and a knee slam.

#### Jump Kick

-----  
Command: While jumping,press attack button  
Comment: Flying Knee Slam

#### Rear Attack

-----  
Command: Press attack and jump together  
Comment: He will do a backhand punch to the enemy,hitting any enemies behind him.

#### Fury Grabbing hits

-----  
Command: Continue pressing Attack whilst grabbing enemy from front  
Comment: Like BK2 and 3,he will deliver two kick at the stomach before doing a headbutt

#### Throw

-----  
Command: Press Attack with a direction whilst grabbing enemy from front  
Comment: He will do a shoulder throw to the enemy,but some enemies can counter in mid air.

#### Backdrop

-----  
Command: Press Attack whilst grabbing enemy from behind  
Comment: You can vault over the enemy if you grab the enemy from the front,all characters have this standard and same slam,quite damaging in terms of damage.

-----

Adam's Bio
Full name: Adam Hunter
Sex:Male
Age:23

He's an ex cop in the city and is one of the ones who decided to take down the evil syndicate but later rejoin the police force in SOR2 and 3. His hobby is bonsai and has a fighting ability in boxing. He's only appearance is in this game if you don't mention ROM hacking.

Power Rating Grade:  
-----

Power: A

Jump: A

Speed: B

-----  
His moves:

Regular Attack  
-----

Command: Press Attack button once

Comment: A plain jab to the enemy which stuns the enemy to open for further hits and combo

Flurry combo  
-----

Command: After hitting an enemy continue pressing Attack (must be accurate when he punches enemy in the air)

Command: Adam will deliver 2 Jabs, an Uppercut to hit the enemy up for a while before delivering a Kick to the chest.

Flying Snap Kick  
-----

Command: Press Attack when jumping

Comment: He jumps up high and do a snap kick to the enemy

Rear Attack: Jumping Reverse Kick  
-----

Command: Press Attack & Jump together

Comment: He does a short jump reverse kick to hit the enemy at the back

Fury: 2 straight Knee Slams followed by an Elbow Smash  
-----

Command: Continue pressing Attack whilst grabbing enemy from front

Comment: You can also vault over the enemy from the back where he will do 2 knee slams, then a elbow smash to send the enemy down.

Throw: Shoulder throw  
-----

Command: Press Attack with a direction whilst grabbing enemy from front

Comment: You can also vault the enemy from the back where he will throw the enemy away but some enemies can counter the throw in midair.

Backdrop:  
-----

Command: Press Attack whilst grabbing enemy from behind

Comment: You can vault over the enemy if you grab the enemy from the front, all characters have this standard and same slam, quite damaging in terms of damage.

=====

Blaze's Bio
Full name: Blaze Fielding
Sex: Female
Age: 21

She's an ex cop in the city and is one of the ones who decided to take down the evil syndicate but later join as private investigator in SOR2 and 3. Her hobby is lambada and has a fighting ability in judo. DShe's fast in attacks like in all SOR series but attack power is rather weaker.

Power Rating Grade

-----

Power: B

Jump: A

Speed: A

-----  
|moves list|

-----

Regular Attack: Horizontal Chop

-----

Command: Press Attack once

Comment: A plain chop attack which stuns the enemy to allow you to combo the opponent, a basic attack command to start a chain of attacks

Flurry combo

-----

Command: After hitting an enemy continue pressing Attack button continuously

Comment: A basic combo move for each character, where blaze does 2 Horizontal Chops and 2 Kicks to the abdomen, with a Back Flip following the second kick

Jump Kick: 360 degree Reverse Kick

-----

Command: Press Attack while jumping

Comment: Don't get fool by the move name, this kick is a plain jump attack kick, where Blaze turns 360 degree and do a kick. This move will attack enemies by the front.

Rear Attack: Standing Snap Kick

-----

Command: Press Attack & Jump simultaneously

Comment: Another back attacking move which attacks enemies from behind Blaze.

Fury grabbing attack

-----

Command: Continue pressing Attack whilst grabbing enemy from front

Comment: Blaze does two Knee Slams and a Kick with a Back Flip, this move can be done from behind if you vault over to the enemy's front.

Overhead Throw

-----

Comment: Press Attack with a direction whilst grabbing enemy from front  
Comment: You can also vault the enemy from the back where he will throw the enemy away but some enemies can counter the throw in midair.

Backdrop:

-----

Command: Press Attack whilst grabbing enemy from behind

Comment: You can vault over the enemy if you grab the enemy from the front, all characters have this standard and same slam, quite damaging in terms of damage.

-----

Part 3: General moves

-----

Double Leg Kick

-----

Command: Press Attack whilst being grabbed by enemy from behind

Comment: This leg kick will kick the enemies from the front

Neck Throw

-----

Command: Press Attack as feet touch down after Double Leg Kick

Comment: When grab from behind, the character will counter the grab from behind move into a throw

Team Tactic 1

-----

Command: While holding Player from front press Attack and away from Player

Comment: A plain throw move from two characters where the enemies get hit when connected, you can vault to other side if you are at the opposite side.

Team Tactic 2

-----

Command: While holding Player from back press Jump to vault over Player

Comment: A plain throw move from two characters where the enemies get hit when connected, you can vault to other side if you are at the opposite side.

Counter move when thrown

-----

Command: Pressing Up+Jump as you hit the ground.

Comment: If you are thrown by an enemy you can land on your feet with no damage

Vault over enemy

-----

Command: Grab enemy, then press jump to vault over enemy

Comment: Jump to the other side of the enemy

By pressing Special Attack button you will call in some heavy artillery in the police car:

- Napalm for Player 1

Comment: The flame hits the ground and spread over the place, all enemies get damage

- Rocket-Powered Grenades for Player 2

Comment: The whole screen is filled with grenade explosions that damage the enemies

-----



#### Part 4: Items List

-----

Apple: Regain some health

Chicken: Regain full health

Gold bars: Receive 5000 pts

Moneybag: Receive 1000 pts

1 up: Gain a life

Car: Can have an extra special attack (rarely found in the game)

-----

#### Part 5: Weapon's List

-----

- Bottle-

Comment: Smashes opponents where the bottle breaks

- Knife - (can be thrown)

Comment: Not so powerful but when thrown, damage to opponent is quite deadly

- Pipe -

Comment: Quite powerful but slow in attack

- Baseball bat-

Comment: Quite powerful but slow in attack

- Pepper shaker-

Comment: Stuns opponent for a while, they are sitting ducks in other words

-----

#### Part 6: Basic section

-----

##### Timer

-----

In the game screen, you will see a timer on the top, when the timer expires, you will lose a life so don't waste time or idle around.

##### Life indicator

-----

You can view your enemy and your life bar on the screen, red means you have taken damage, if the bar fill with red, you lose a life, you can earn lives through getting points where required to gain life.

##### Special attack

-----

Each round, you will have only 1 special attack chance unless you pick up a car shape item. When you are dying, use the special attack or waste it for nothing.

Each time you lose a life,you regain a special attack back.

#### Getting surrounded by enemies

When surrounded move around and don't be a sitting duck for the enemies to surround and beat you up like a pulp.If possible,grab enemies and throw them to hit other enemies to damage them and also you won't get surrounded.You normally die fast because of this.

#### Be smart

Sometimes,when the screen moves,move slowly to make some enemies active,take them all out,then get rid of other enemies,this tactic is good for survival in the game.When the boss is going to hit you,just press the special attack button,somehow you won't get hit,it is sort of a glitch where he stands till he get hit by the special attack.

#### End round bonus

You are rewarded based on the following:

##### - Clear bonus

The enemy clear bonus,the amount of life left in the stage decides the points

##### - Time bonus

The amount of time left in the level,the higher the time,the better the score

##### - Level bonus

Each level has a bonus,the higher the stage you complete,the better the score

#### Part 7: Options

In main menu there are three options to choose:

##### - 1 player game(play solo)

##### - 2 player game(Play tag team)

##### - Options

1. Sound Test- Test all BGMS

2. Level- Difficulty level

3. Controls- Controls of Characters

4. Exit- Exit the options menu

#### 3.2 Enemy List mis4

##### Name: Galsia

Appearance: Wears a jacket (colors varies), jeans, brown shoes and hand pad.

Abilities: Normal attacks like punching the character. Personally I think they are great and best of all Galsias in this appearance than among their three appearances of the SOR series. Moves fast so if you don't anticipate it in time, you will often get beaten up by them. Some of them tend to live longer. They also carry all sorts of weapons like knife and pipe in the game. Very commonly found in the game. They also can throw knife and seem to have unlimited knives that they can throw.

##### Name: Signals

Appearance: Spike hair (color varies), wears a color vary coats, and brown

boots

Abilities: Sliding down to attack character, throwing character. To me, he's sliding is the best here among all the series because he can slide very far. Very good at throwing character so maater the UP + C move to counter throwing attacks from them.

Name: Electra or Tundra

Appearance: Wears a sexy outfit (color varies) and carries a whip and a hat in this game.

Abilities: Whipping attack's fast, can also feign death and takes a while before she rises up again which somehow taken away from her in SOR 2 and 3. Also can take damage as her lifespan is quite high. Quite commonly found in the game.

Name: Shivas

Appearance: Looks like Shiva in SOR2, with long hair.

Abilities: His best attribute is speed and jumping. He can jump quite high. When he jumps towards you, chances are high he will do a straight kick towards you. Can also jump in speed also. He also has a surprising move of flying kick towards you with speed as his flying kick is fast and not flying kick high so the chances are quite high that he nails you.

Clown:

Appearances: Looks like a clown while he does a juggling act

Abilities: He juggles some weapons but sometimes juggle nothing. In range, he will throw weapons towards you so take note of that. Also hit away his weapons when he comes near you. If not, you will get damage. Very irritating fellow, but I do miss him in SOR 2 and 3. Don't know while Sega chose to remove him though.

Note: Take note that they do not have names, but is found out later in SOR 2 and 3 except for Clown.

-----  
3.3 Boss list                    mis6  
-----

Name: Boomer

First found in: Stage 1

Boss comment: Quite big size, but in SOR 2 he degraded in power but not variety in attacks

Attacks: Can throw knife like broomarang that returns to him. When near, he delivers a kick to the face which is quite damaging.

Comment: Just be near him and punch him fast and do the most damaging combos you can dish out. Be slow he will kick you to the face so take note of that. Be offensive and don't let him be offensive or he will dish out some attacks. Easy boss to beat though.

Summarise attacks:

His attacks:

- Knife throwing
  - Straight kick to the face
- Difficulty: 1 star out if three stars

-----  
Name: Zamza

First found in: Stage 2

Boss comment: Quite big size, but in SOR 2 he is still quite powerful with more attacks which I will not cover.

Attacks: When near, he does the slashing attack at you. If you jump, he will teleport with slashing attack so don't jump.

Comment: If you jump, he will teleport with slashing attack so don't jump. Just be near him and attack him with combos and you will beat him. He can't do anything to you when you are far away from him unlike the first boss.

Summarise attacks:

His attacks:

- Slashing attacks
- Teleport in speed

Difficulty: 2 star out of three stars

---

Name: ABADEDE

First found in: Stage 3

Boss comment: He's also appeared in SOR 2, but more powerful in SOR 2. The size and shape is also still the same except for new moves added to him in SOR 2.

Attacks: Once you are in range, he will run towards you and deliver a punch at you. I think it's only attack, but he moves rather fast and when you hit him down, he gets up and retreats quickly so you can say that his best attribute is speed and you must time right to beat him down.

Comment: Just lure him to run towards you and then move away or punch him when he's exactly near you (timing must be right). Then quickly move back and hit him and slam him with combos and repeat it until you beat him. Only thing you will need to worry about is timing as well as enemies during the boss time.

Summarise attacks:

His attacks:

- Dashing and gives you a punch (straight death)
- Move in speed
- Grab you and throw you and gives you a dashing punch (straight death)

Difficulty: 2 star out of three stars

---

Name: Big Ben

First found in: Stage 4

Boss comment: Found in SOR 2 and 3, but not so powerful than in this game. He's quite powerful, but in SOR 2 and 3, he degraded a bit but has added some new moves for him.

Attacks: When he starts to attack, he will stop for a while and open his mouth and move quickly towards you with a flame from his mouth with a range and hits you and do not slam him because he will topple on you and damage you even more so don't bother to grab him and slam him.

Comment: Just move towards him and grab him and press attack twice to hit him and then let go and then grab him again and repeat. Very easy boss to beat. When he does his only attack, just move away and find a chance and use the strategy and you will beat him easily.

Summarise attacks:

His attacks:

- Dashing with flame attack (Can kill or damage you badly)
- Topple over you when you try to slam him

Difficulty: 1 star out of three stars

---

Name: Mona and Lisa

First found in: Stage 5

Boss comment: Found in SOR 3 but in this game they are better because they are quite hard to kill and they also have your power of throwing and slamming as well as flying kick.

Attacks: Pain in the neck man. They always jump around which is rather difficult to beat them or even damage them. When near you they will throw you or slam you depending on how they grab you. At times they will jump with a flying kick towards you so time may be your enemy yet because they jump around and quite difficult to damage them so do damage them fast though.

Comment: Move around and wait for one of them to land and grab her and damage her with combos but at times, but they will grab and throw you so if time is running out, use the special attack which you will have two and keep waiting for them to land down and damage them and you will defeat them.

Summarise attacks:

Their attacks:

- Jump around, quite difficult to damage them
- Jump and do a flying kick towards you
- Grabs you and throws you
- Grabs you and slams you

Difficulty: 2 star out of three stars

---

Name: Zamza x 2

First found in: Stage 2

Boss comment: Quite big size, but in SOR 2 he is still quite powerful with more attacks which I will not cover.

Attacks: When near, he does the slashing attack at you. If you jump, he will teleport with slashing attack so don't jump. Comment: If you jump, he will teleport with slashing attack so don't jump. Just be near him and attack him with combos and you will beat him. He can't do anything to you when you are far away from him unlike the first boss. This time you will meet two of them, which is quite hard. Moreover, they always stick close to each other so when you hit one, the other will hit you. So try to move around and separate them and take them down one at a time or use the special attack if they are going to hit you because they bring a lot of damage.

Summarise attacks:

His attacks:

- Slashing attacks ( more powerful)
- Teleport in speed

Difficulty: 2 star out of three stars

---

Name: Mr. X

First found in: Stage 8

Boss comment: The boss of the syndicate, appear in all SOR series but more involve in SOR and SOR 2. Same pattern of attacks throughout the SOR and SOR 2 with only slight improvement from SOR.

Attacks: Stays at the top corner and shoots/sprays bullets all over the place. He also uses weapon to attack character and moves around fast. But most importantly, there's a constant pour of enemies which make it difficult to damage him because you are surrounded by enemies. This is the only stage you can't use a special attack.

Comment: Move near to him and hit combos whenever you can. When he sprays bullet, go to the corner where he is to avoid being caught in open fire. Just stick close and damage him and you will defeat him and the game ends with the story which ever choices you choose will constitute to a different ending.

Summarise attacks:

His attacks:

- Stays at a corner and sprays bullets all over the place
- Move very fast
- Use weapon to attack character
- Constant pour of enemies until he's defeated
- Weapon hit constitute to straight death

Difficulty: 2 star out of three stars

\*\*\*\* End of Boss Section\*\*\*\*

```
GGGGGGG  U    U  IIIIIIIIII  DDDDDDDDD  EEEEEEEEE
G         U    U    I    D    D    E
G         U    U    I    D    D    E
G         U    U    I    D    D  EEEEEEEEE
G  GGG  U    U    I    D    D    E
G  G  U    U    I    D    D    E
GGGGGGGG  UUUUUUUU  IIIIIIIIII  DDDDDDDDD  EEEEEEEEE
```

-----  
3.4 Game walkthrough                    mis7  
-----

Stage 1:

At the start, Galsias will appear so kill them. Move on and meet some Galsias and Signal. When you move till the screen stops ,you will need to beat all Galsias to move on. Move on and see a Galsia squatting and beat him before he touch you because he move fast towards you. Then the railing will open to reveal a Galsia and see a signal appear. The first phone booth you see has an apple and see a Galsia squatting. Second phone booth has a bottle. Move on and clear more Galsias and Signals. The phone booth has a pipe in it. Move on and clear more Galsias, one of them has a knife. Then beat more Galsias and fighter that appear. When you reach the three phone booth area, one of them has an apple. Clear the Galsia with bat and all Galsia and Shivas as screen stops moving. Then move on and kill more Galsias as Go sign appears. An Electria is revealed as the railing open and kill all Galsias and Electrias. When you reach the last phone booth, this is the boss area. It contained a chicken inside and kill all Galsias and Electrias and prepare for the boss.

Boss:

Name: Boomer

First found in: Stage 1

Boss comment: Quite big size, but in SOR 2 he degraded in power but not variety in attacks

Attacks: Can throw knife like boomarang that returns to him or moves away. When near, he delivers a kick to the face which is quite damaging.

Comment: Just be near him and punch him fast and do the most damaging combos you can dish out. Be slow he will kick you to the face so take note of that. Be offensive and don't let him be offensive or he will dish out some attacks. Easy boss to beat though. If you are hurt badly, take the chicken. The knife throw is easy to avoid but the kick is fast to hit should you get near him.

Summarise attacks:

His attacks:

- Knife throwing
- Straight kick to the face

Difficulty: 1 star out of three stars

#### Stage 2:

Move on and beat more Galsias and then beat Signals. The oil drums have a money bag as well as pepper shaker. Beat the Galsia that appear then clear the signal and the galsia with knife. The Go sign appear allowing you to move on and see two oil drum that have an apple and bottle. More Galsias appear, one of them has knife so clear them. The oil drums here has a bottle and one life. Move on and beat Galsias, Electrias and Signals. Oil drum her has a pipe and beat the Galsia with knife as well as Shiva. More Galsias appear and one of them has a baseball bat and beat them. Move on and kill all Galsias, Shivas and Clown as the screen stops moving. In the oil drum has an apple. Kill all Galsias as the Go signs appear and move on beat Galsias, Shivas and the Clown. The oil drum has a knife and see another oil drum that has a chicken and you have reach the boss area. Clear the Galsias, Signal, Electrias and the Clown to meet the boss.

#### Boss:

Name: Zamza

First found in: Stage 2

Boss comment: Quite big size, but in SOR 2 he is still quite powerful with more attacks which I will not cover.

Attacks: When near, he does the slashing attack at you. If you jump, he will teleport with slashing attack so don't jump. Comment: If you jump, he will teleport with slashing attack so don't jump. Just be near him and attack him with combos and you will beat him. He can't do anything to you when you are far away from him unlike the first boss. He will appear with some Galsias to distract you so take note of that.

#### Summarise attacks:

His attacks:

- Slashing attacks
- Teleport in speed

Difficulty: 2 star out of three stars

#### Stage 3:

Kill the Galsia you see and in the tyre has a baseball bat. Beat the Shiva as well as Galsias as you move on. When the screen stops moving, beat all Galsias, Signals and Shiva in order to move on. Then beat Electrias and Galsia. The tyre here has an apple. Move on and beat the Electria from the back and Galsia also. The tyre contains money bag and move on as the screen stops. Then beat the Galsias and Signal that appear. Two of them have weapons, knife and bat. As the Go sign appears, beat all Electrias and Signals. In the tyre has a chicken and an Electria will appear and beat her. Then Electrias and 3 Shivas appear and beat all of them. Move on and meet more enemies like Electrias, Signals, Shivas and Galsias whom one of them has a knife. As the Go signs appear and move on and beat more Electrias and Galsias as well as Signals. As the screen stops moving, this is the boss area which you face after beating them.

Name: ABADEDE

First found in: Stage 3

Boss comment: He's also appeared in SOR 2, but more powerful in SOR 2. The size and shape is also still the same except for new moves added to him in SOR 2.

Attacks: Once you are in range, he will run towards you and deliver a punch at you. I think it's only attack, but he moves rather fast and when you hit him down, he gets up and retreats quickly so you can say that his best attribute is speed and you must time right to beat him down.

Comment: Just lure him to run towards you and then move away or punch him when he exactly near you (timing must be right). Then quickly move back and hit him and slam him with combos and repeat it until you beat him. Only thing you will need to worry about is timing as well as enemies during the boss time. Take note that his dashing punch that hit you means straight life loss. He will appear with some Galsias to distract you so take note of that.

Summarise attacks:

His attacks:

- Dashing and gives you a punch (straight death)
- Move in speed
- Grab you and throw you and gives you a dashing punch (straight death)

Difficulty: 2 star out of three stars

Stage 4:

Move on and beat some Galsias and Signals. Then face more Galsias and Electrias and beat them and as the screen stops moving, you will face Galsias, Signals and Electrias. Then in the cone has a pepper shaker and move on and kill all Galsias, one of them has knife. In the road block has a money bag and move on and beat more Galsias. Take note that falling in the hole means one life loss. In the stick light has an apple to get some health status back. Then beat the Signals, Electrias, Clown and Galsias whom one of them has a pipe. You can lure them near the hole and beat them into the hole for easy kill. In the cone has a life and the stick light has nothing in it. Signals will appear as well as Shivas so clear them. In the road signs have money bag and an apple. Beat the fighter here and in the cone has a knife. Move on and kill all Shivas, Electrias, Galsia with knife as well as lots of Signals. Then the Go signs appear and move on to beat Galsias whom two of them have knives and beat Signals. Move on until the screen stops and here is the boss area. Then beat Galsias whom one of them has knife as well Signals and face the boss.

Boss:

Name: Big Ben

First found in: Stage 4

Boss comment: Found in SOR 2 and 3, but not so powerful than in this game. He's quite powerful, but in SOR 2 and 3, he degraded a bit but has added some new moves for him.

Attacks: When he starts to attack, he will stop for a while and open his mouth and move quickly towards you with a flame from his mouth with a range and hits you and do not slam him because he will topple on you and damage you even more so don't bother to grab him and slam him.

Comment: Just move towards him and grab him and press attack twice to hit him and then let go and then grab him again and repeat. Very easy boss to beat. When he does his only attack, just move away and find a chance and use the strategy and you will beat him easily. He will appear with some Galsias to distract you so take note of that. You can also do the punch, stop, punch and stop and punch and continue to beat him.

Summarise attacks:

His attacks:

- Dashing with flame attack (Can kill or damage you badly)
- Topple over you when you try to slam him

Difficulty: 1 star out of three stars



## Stage 5:

This stage is quite tough as you need skill to survive. Move on to beat Galsia and meet plenty of Galsias and kill them all. As the screen stops, kill the Galsias that appear with knives. In the post boxes has 2 money bags, pepper shaker and an apple. Galsia and Shivas will appear and beat them all. Beat the Galsia with baseball bat. When the screen stop moving, you will face plenty of Galsias. Beat them as the Go sign appear. Then face the Electrias that can feign death. In the post box that has a chicken. Beat the Signals and Electrias and Galsias. Then the Go sign appear and Shiva will appear and beat him. Move on to face Shivas and Galsias whom two of them knife and pipe. In the post box has a chicken. Then you will face the stage 3 boss as sub boss.

Sub boss:

Name: ABADEDE

First found in: Stage 3

Boss comment: He's also appeared in SOR 2, but more powerful in SOR 2. The size and shape is also still the same except for new moves added to him in SOR 2.

Attacks: Once you are in range, he will run towards you and deliver a punch at you. I think it's only attack, but he moves rather fast and when you hit him down, he gets up and retreats quickly so you can say that he best attribute is speed and you must time right to beat him down.

Comment: Just lure him to run towards you and then move away or punch him when he exactly near you (timing must be right). Then quickly move back and hit him and slam him with combos and repeat it until you beat him. Only thing you will need to worry about is timing as well as enemies during the boss time. Take note that his dashing punch that hit you means straight life loss.

Summarise attacks:

His attacks:

- Dashing and gives you a punch (straight death)
- Move in speed
- Grab you and throw you and gives you a dashing punch (straight death)

Difficulty: 2 star out of three stars

Then Go sign appear and beat Shiva. Move on and face more Shivas and Clowns as the screen stop moving. Then in the box has a police car. Then face Galsias whom two of them knife and pipe as well as Signals. Move on and see a post box that has a chicken. This is the boss area and beat the Clown, Galsias as well as Signals before you face the boss.

Boss:

Name: Mona and Lisa

First found in: Stage 5

Boss comment: Found in SOR 3 but this game they are better because they are quite hard to kill and they also have your power of throwing and slamming as well as flying kick.

Attacks: Pain in the neck man. They always jump around which is rather difficult to beat them or even damage them. When near you they will throw you or slam you depending on how they grab you. At times they will jump with a flying kick towards you so time may be your enemy yet because they jump around and quite difficult to damage them so do damage them fast though.

Comment: Move around and wait for one of them to land and grab her and damage her with combos but at times, but they will grab and throw you so if time is running out, use the special attack which you will have two and keep waiting for them to land down and damage them and you will defeat them.

Summarise attacks:

Their attacks:

- Jump around, quite difficult to damage them
- Jump and do a flying kick towards you
- Grabs you and throws you
- Grabs you and slams you

Difficulty: 2 star out of three stars

Stage 6:

Move on and beat Galsias as well as Signals. In the crates has a gold bar and money bag. Move on until the screen stops and face Signals, Electrias and Galsias whom one of them has a knife. The Go sign will appear and move on and face Galsia with knife. You will see a machine. When you are near it, the light LED will flash and the machine stab will slam down so take note of that. Then face the Galsias and Signals from the front and the back. When you move on until the screen stops, beat all Galsias and Signals before you face the sub boss.

Sub boss:

Name: Big Ben

First found in: Stage 4

Boss comment: Found in SOR 2 and 3, but not so powerful than in this game. He's quite powerful, but in SOR 2 and 3, he degraded a bit but has added some new moves for him.

Attacks: When he starts to attack, he will stop for a while and open his mouth and move quickly towards you with a flame from his mouth with a range and hits you and do not slam him because he will topple on you and damage you even more so don't bother to grab him and slam him.

Comment: Just move towards him and grab him and press attack twice to hit him and then let go and then grab him again and repeat. Very easy boss to beat. When he does his only attack, just move away and find a chance and use the strategy and you will beat him easily. You can also do the punch, stop, punch and stop and punch and continue to beat him.

Summarise attacks:

His attacks:

- Dashing with flame attack (Can kill or damage you badly)
- Topple over you when you try to slam him

Difficulty: 1 star out of three stars

Move on and see a crate that has a chicken. Then clear all the Galsias. You will see the machine and see Shivas as well as Galsias whom one of them has a knife. The tread mills which one move to the front and the other back so take note of that. Meet some Signals, Electrias and Galsias. Then the Go sign will appear and face Galsias and Electria. In the crate has a pepper shaker. The other crate has nothing. Watch out for the machine and clear the Electria. When you move to other side of the screen, you will face Electria as well Galsias whome one of them has a knife. The Go sign appears and move on and beat Shiva. In the three crates has a police car, one life and a pipe. Move on to beat the clown and watch for the machine and beat the clown, Galsia with knife, Signals at the back. Then move on the beat the Signals and Shiva. Beware of the machines and move on and see a crates that has a chicken as the screen stops. This is the boss area and beat the Signals, Shivas, Clowns and Galsias and Electrias that can feign death. Then you will face the boss shortly after.

Boss:

Name: Zamza x 2

First found in: Stage 2

Boss comment: Quite big size, but in SOR 2 he is still quite powerful with more attacks which I will not cover.

Attacks: When near, he does the slashing attack at you. If you jump, he will teleport with slashing attack so don't jump. Comment: If you jump, he will teleport with slashing attack so don't jump. Just be near him and attack him with combos and you will beat him. He can't do anything to you when you are far away from him unlike the first boss. This time you will meet two of them, which is quite hard. Moreover, they always stick close to each other so when you hit one, the other will hit you. So try to move around and separate them and take them down one at a time or use the special attack if they are going to hit you because they bring a lot of damage.

Summarise attacks:

His attacks:

- Slashing attacks ( more powerful)
- Teleport in speed

Difficulty: 2 star out of three stars

Stage 7:

This stage is quite easy. When the lift moves up, you will face fighters as well as Galsias and Signals. Beat them and more of them will appear. You can throw them out of the lift for easy kill. You can also play around by jumping off the ledge of the lift but take note that if you drop off you will lose a life. This is also the final stage you can use the special attack so must well make use of it if you are dying as there's no health item. After clearing all the enemies, the lift will move up and face more Shivas, Galsias ( one has a knife) and Signals. Clear them and more of them will appear and beat them all and lift will move up. Then face more Shivas, Galsias ( one has a bat) and Signals. More of them will appear so clear them in order for the lift to move up. Then face Shivas, Electria and Signals. Beat them and more will appear and clear them and the lift will rise to the last level. Then you will face a lot of Shivas, Electria and Signals as well as Galsias (one has knife), beat them and more will appear. Clear the last batch of them before you complete the stage.

Stage 8:

Beat off the dining table that move towards you and move on and beat Signals and Galsias with knives. Move on until the screen stops and kill all Electrias and Galsias. The Go sign appears and see two dining tables that contain nothing. Then beat the Signals and Galsias with knife and see two dining tables that have 2 bottles. Beat the Galsias and move on until the screen no longer moves. Then beat all Signals and prepare to meet sub boss 1.

Sub boss 1:

Name: Boomer

First found in: Stage 1

Boss comment: Quite big size, but in SOR 2 he degraded in power but not variety in attacks

Attacks: Can throw knife like boomerang that returns to him or moves away. When near, he delivers a kick to the face which is quite damaging.

Comment: Just be near him and punch him fast and do the most damaging combos you can dish out. Be slow he will kick you to the face so take note of that. Be offensive and don't let him be offensive or he will dish out some attacks. Easy boss to beat though.

Summarise attacks:

His attacks:

- Knife throwing
- Straight kick to the face

Difficulty: 1 star out of three stars

The Go sign will appear and kill the clown. In the dining table has a chicken and meet a Galsia and see a moving dining table and hit it or it hit you. Then move on and beat all the Galsia whom two of them have a knife and a bat. Then meet a Galsia and see a moving dining table and when the screen stop moving, beat the Signals that appear and face the sub boss number 2.

Sub boss2:

Name: Zamza

First found in: Stage 2

Boss comment: Quite big size, but in SOR 2 he is still quite powerful with more attacks which I will not cover.

Attacks: When near, he does the slashing attack at you. If you jump, he will teleport with slashing attack so don't jump. Comment: If you jump, he will teleport with slashing attack so don't jump. Just be near him and attack him with combos and you will beat him. He can't do anything to you when you are far away from him unlike the first boss.

Summarise attacks:

His attacks:

- Slashing attacks
- Teleport in speed

Difficulty: 2 star out of three stars

Beat him and the Go sign appear and move on. In the table has a pepper shaker and kill all signal that stand in your way and in another table has a chicken in it. Move on till the screen stops moving and beat all Signals that appear to face sub boss number 3.

Sub boss3:

Name: ABADEDE

First found in: Stage 3

Boss comment: He's also appeared in SOR 2, but more powerful in SOR 2. The size and shape is also still the same except for new moves added to him in SOR 2.

Attacks: Once you are in range, he will run towards you and deliver a punch at you. I think it's only attack, but he moves rather fast and when you hit him down, he gets up and retreats quickly so you can say that his best attribute is speed and you must time right to beat him down.

Comment: Just lure him to run towards you and then move away or punch him when he is exactly near you (timing must be right). Then quickly move back and hit him and slam him with combos and repeat it until you beat him. Only thing you will need to worry about is timing as well as enemies during the boss time. Take note that his dashing punch that hit you means straight life loss.

Summarise attacks:

His attacks:

- Dashing and gives you a punch (straight death)
- Move in speed
- Grab you and throw you and gives you a dashing punch (straight death)

Difficulty: 2 star out of three stars

Beat him and the Go sign appear allowing you to move on and in the table has a chicken in it. Kill all the Electrias that appear and move on and face Shivas

and you will see two dining tables that have a knife and a pepper shaker. Move on to the third dining table that has an apple in it. Move on till the screen stops moving and kill all Shivas and Electrias in the sub boss area and face sub boss number 4.

Sub boss4:

Name: Big Ben

First found in: Stage 4

Boss comment: Found in SOR 2 and 3, but not so powerful than in this game. He's quite powerful, but in SOR 2 and 3, he degraded a bit but has added some new moves for him.

Attacks: When he starts to attack, he will stop for a while and open his mouth and move quickly towards you with a flame from his mouth with a range and hits you and do not slam him because he will topple on you and damage you even more so don't bother to grab him and slam him.

Comment: Just move towards him and grab him and press attack twice to hit him and then let go and then grab him again and repeat. Very easy boss to beat.

When he does his only attack, just move away and find a chance and use the strategy and you will beat him easily. You can also do the punch, stop, punch and stop and punch and continue to beat him.

Summarise attacks:

His attacks:

- Dashing with flame attack (Can kill or damage you badly)
- Topple over you when you try to slam him

Difficulty: 1 star out of three stars

Beat him and the Go sign appear allowing you to move on and beat Electria and the moving dining table. The dining table has a chicken here and meet and meet all Electria, Clown and plenty of Shivas. When you reach near the door which you will meet the final boss. This area is the final sub boss area. Beat and clear more Shivas, Signals and Galsias before you face the final sub boss number 5.

Sub boss5:

First found in: Stage 5

Boss comment: Found in SOR 3 but in this game they are better because they are quite hard to kill and they also have your power of throwing and slamming as well as flying kick.

Attacks: Pain in the neck man. They always jump around which is rather difficult to beat them or even damage them. When near you they will throw you or slam you depending on how they grab you. At times they will jump with a flying kick towards you so time may be your enemy yet because they jump around and quite difficult to damage them so do damage them fast though.

Comment: Move around and wait for one of them to land and grab her and damage her with combos but at times, but they will grab and throw you so if time is running out keep pressuring and keep waiting for them to land down and damage them and you will defeat them to meet the final boss.

Summarise attacks:

Their attacks:

- Jump around, quite difficult to damage them
- Jump and do a flying kick towards you
- Grabs you and throws you
- Grabs you and slams you

Difficulty: 2 star out of three stars

Fianl boss:

In this part, there are some scenarios to choose:

The boss will say this:

"Well you found your way here.Would you like to become right hand man?"

-----  
For one player:  
-----

Yes:

He will say: " "You show a lot of potential. Here's your reward."

A trap door will make you fall back to stage 6 which will more tougher in my view.

No:

He will say: "You really want to die,don't you... I'll be happy to oblige!"

You will face him after you beat four Galsias.

Boss:

Name: Mr. X

First found in: Stage 8

Boss comment: The boss of the syndicate, appear in all SOR series but more involve in SOR and SOR 2. Same pattern of attacks throughout the SOR and SOR 2 with only slight improvement from SOR.

Attacks: Stays at the top corner and shoots/sprays bullets all over the place. He also uses weapon to attack character and moves around fast. But most importantly, there's a constant pour of enemies which make it difficult to damage him because you are surrounded by enemies. This is the only stage you can't use a special attack.

Comment: Move near to him and hit combos whenever you can. When he sprays bullet, go to the corner or anywhere where he is to avoid being caught in open fire. Just stick close and damage him and you will defeat him and the game ends with the story which ever choices you choose will constitute to a different ending. Take note of his dashing weapon attack that kill you instantly:(. You can counter by punching him away.) Don't get too involve with his henchmen or pay the price as he move near you and do the dashing weapon attack. Be patient and you will beat him. Try to land combos on him when you have the chance to damage him more.

Summarise attacks:

His attacks:

- Stays at a corner and sprays bullets all over the place
- Move very fast
- Use weapon to attack character
- Constant pour of enemies until he's defeated
- Weapon hit constitute to straight death

Difficulty: 2 star out if three stars

Sit back and watch the credits and ending roll.

-----

For 2 players:

-----

-----

Option 1

-----

The boss will say this:

"Well you found your way here.Would you like to become right hand man?"

One Yes one No:

He will say: "After working as a team so long, you part company.Now, a fight to the death!"

After you beat your friend or your friend beat you where one person lose all their lives, he will say "You're no ordinary man.It would be a waste to kill you. Why don't you join my organization?"

Yes:

He will say: " "You show a lot of potential. Here's your reward."

A trap door will make you fall back to stage 6 which will more tougher in my view.

No:

He will say: "You really want to die,don't you... I'll be happy to oblige!"

You will face him after you beat four Galsias.

Boss:

Name: Mr. X

First found in: Stage 8

Boss comment: The boss of the syndicate, appear in all SOR series but more involve in SOR and SOR 2. Same pattern of attacks throughout the SOR and SOR 2 with only slight improvement from SOR.

Attacks: Stays at the top corner and shoots/sprays bullets all over the place. He also uses weapon to attack character and moves around fast. But most importantly, there's a constant pour of enemies which make it difficult to damage him because you are surrounded by enemies. This is the only stage you can't use a special attack.

Comment: Move near to him and hit combos whenever you can. When he sprays bullet, go to the corner or anywhere where he is to avoid being caught in open fire. Just stick close and damage him and you will defeat him and the game ends with the story which ever choices you choose will constitute to a different ending. Take note of his dashing weapon attack that kill you instantly:(. You can counter by punching him away.) Don't get too involve with his henchmen or pay the price as he move near you and do the dashing weapon attack. Be patient and you will beat him.Try to land combos on him when you have the chance to damage him more.

Summarise attacks:

His attacks:

- Stays at a corner and sprays bullets all over the place
- Move very fast
- Use weapon to attack character

- Constant pour of enemies until he's defeated
- Weapon hit constitute to straight death

Difficulty: 2 star out if three stars

Sit back and watch the credits and ending roll.

-----  
Option 2  
-----

If both of you say no, He will say: "You really want to die,don't you... I'll be happy to oblige!"

You will face him after you beat four Galsias.

Boss:

Name: Mr. X

First found in: Stage 8

Boss comment: The boss of the syndicate, appear in all SOR series but more involve in SOR and SOR 2. Same pattern of attacks throughout the SOR and SOR 2 with only slight improvement from SOR.

Attacks: Stays at the top corner and shoots/sprays bullets all over the place. He also uses weapon to attack character and moves around fast. But most importantly, there's a constant pour of enemies which make it difficult to damage him because you are surrounded by enemies. This is the only stage you can't use a special attack.

Comment: Move near to him and hit combos whenever you can. When he sprays bullet, go to the corner or anywhere where he is to avoid being caught in open fire. Just stick close and damage him and you will defeat him and the game ends with the story which ever choices you choose will constitute to a different ending. Take note of his dashing weapon attack that kill you instantly:(. You can counter by punching him away.) Don't get too involve with his henchmen or pay the price as he move near you and do the dashing weapon attack. Be patient and you will beat him. One player attack the boss while the other attack his side kicks to beat him fast. Try to land combos on him when you have the chance to damage him more.

Summarise attacks:

His attacks:

- Stays at a corner and sprays bullets all over the place
- Move very fast
- Use weapon to attack character
- Constant pour of enemies until he's defeated
- Weapon hit constitute to straight death

Difficulty: 2 star out if three stars

Sit back and watch the credits and ending roll.

-----  
Ending (Spoilers!)  
-----

Good Ending:

The game ending shows the prone and defeated body of Mr.X in front of out heros which is also the pic that is in the SOR2 demo, then they leave the building of the Syndicate HQ as their friend of the artillery guys waves at them. Then Axel shakes his fellow polic friend hand and the final pic of the game show that their car drops them off by the beach. The trio stand there as the sun sets



until finally it is night and a star comes out. In the background a horribly distorted "waves on a beach" sound can be heard.. And follw by the words THE END

Bad ending:

After you beat the boss, your character sits at the chair where Mr.X sit with an evil grin in your character's face as the pic slow fade away

.....

-----  
4. Review Section mis7  
-----

My Genesis Review

Story plot:

Well the story evolves like this. This city was supposed to be a happy, peaceful, quiet city until a notorious organization took over the city and the once happy city suddenly over night change to a nightmare zone. The whole city is infested with these organization villains after the city has been taken over. Chaos and destruction was everywhere and many area of the city looks abandon. So three rookies cops and with some friends from the police force decided to form a group to take down this organization once and for all. Axel Stone, Blaze Fielding and Adam Hunter decided to fight through the once peaceful city with enemies along the way to finally reach and face the boss of this notorious organization to finally to put the end of this nightmare and regain the happy and peaceful city once again.

Gameplay:

Quite a fun game to play. You get to grab weapons and lots of interesting goodies along the way. The characters Axel stone, Blaze Fielding and Adam Hunter moves are almost the same except for some normal attack moves. When you use a special attack, a police car arrives and a police man shoots out a bazooka and hit the entire area which is kind of stupid to me though. There are some interesting enemies as well as some bosses like the Signals which looks like wearing the turtle shell, the two females bosses and the fat guys and the knife throwing guys. There are quite a few interesting attack like flame throwing attacks from enemies and knife throwing attacks to view. Controls are easy to master and shouldn't be much of problem to get a grip of this game.

Video and Audio:

Video:

Looks fine to me, although it can still improve and have some unclear images or otherwise looks fine to me and stills needs to fix up on some graphics to make the background and people more realistic.

Audio:

As far as I am concern, I kind of like the BGMs of this game but the sound effects of weapons and pain needs to fix up upon though. Otherwise it looks fine to me.

Replay Value:

They need to really make this game with more replay value to this great game though. Lack of replay value can really discourage gamers from buying this game but renting this game is then a different story.

Well, this game looks good to me so try this game on the Genesis version of the game as it's one of the great games the system's got to offer.

Thanos rulzs best bets:

Buy it if you are a fan of this game or a beat 'em up game fan. This is one of the few great game this system got to offer so might as well try this game out by buying or renting this game.

Replay value: 4/10

Entertainment: 8/10

Gameplay: 8/10

Video and audio: 8/10

The critics section

The pros:

- \* Great game
- \* Nice story line
- \* Cool special attacks
- \* Nice attack moves
- \* Nice Audio
- \* Great entertainment

The cons:

- \* Quite a tough game
- \* No replay value
- \* Video not that great
- \* Quite a short game
- \* sound effects not great

\*\*\*\*\*  
\*Mega CD review\*  
\*\*\*\*\*

I bought this game together with my mega CD when I first bought this system. I quite enjoy it and still play the game whenever I get bored with some new games which I completed. AS you can see, this is sort of a key to unlock my boredom whenever I get bored with my new game systems as an alternative solution(classical gaming). I still play and enjoy this game despite this game being outdated for a long time. Now I shall talk about the game.

Story plot:

Well the story evolves like this. This city was supposed to be a happy, peaceful, quiet city until a notorious organization took over the city and the once happy city suddenly over night change to a nightmare zone. The whole city is infested with these organization villains after the city has been taken over. Chaos and destruction was everywhere and many area of the city looks abandon. So three rookies cops and with some friends from the police force decided to form a group to take down this organization once and for all. Axel Stone, Blaze Fielding and Adam Hunter decided to fight through the once peaceful city with enemies along the way to finally reach and face the boss of this notorious organization to finally to put the end of this nightmare and regain the happy and peaceful city once again.

Game play:

Like it's genesis counterpart, nothing has change to the game in terms of game play.You get to grab weapons and lots of interesting goodies along the way. The characters Axel stone, Blaze Fielding and Adam Hunter moves are almost the same

except for some normal attack moves. When you use a special attack, a police car arrives and a police man shoots out a bazooka and hit the entire area which is kind of stupid to me though. There are some interesting enemies as well as some bosses like the Signals which looks like wearing the turtle shell, the two females bosses and the fat guys and the knife throwing guys. There are quite a few interesting attack like flame throwing attacks from enemies and knife throwing attacks to view. The characters have wide variety of moves and the thugs have different fighting styles and can use weapons. The enemy I like most is the clown who not only juggles weapons and also throws at you!!:)

#### Controls:

The game's controls are easy to navigate, as well as the characters' moves are easy to do, just take a while before you are the master of controls of the game so play along and can use it. HEhehe.

#### Difficulty:

The game's quite tough in terms of enemies and bosses. The enemies are quite aggressive although the damage is not much but wait till you can be surrounded by thugs then you will find it challenging. The bosses in the other hand, is also tough. Why? Their attacks are damaging, some of them can kill you instantly like Mr.X weapon attack. But you will find it fun and challenging as a gamer though.

#### video and audio

Like the genesis version, they are the same and there's no change in this area of aspect.

#### Video:

Looks fine to me, although it can still improve and have some unclear images or otherwise looks fine to me and stills needs to fix up on some graphics to make the background and people more realistic.

#### Audio:

As far as I am concern, I kind of like the BGMs of this game but the sound effects of weapons and pain needs to fix up upon though. Otherwise it looks fine to me. I kind of like the stage 2 BGM though.

#### Replay Value:

Like the genesis version, there's no change, I think they should have secret characters to unlock or other options to unlock to improve this game.

They need to really make this game with more replay value to this great game though. Lack of replay value can really discourage gamers from buying this game but renting this game is then a different story.

#### Thanos rulzs best bets:

Buy it if you are a fan of this game or a beat 'em up game fan. This is one of the few great game this system got to offer so might as well try this game out by buying or renting this game.

#### Game recap scores:

Replay value: 4/10

Entertainment: 8/10

Gameplay: 8/10

Video and audio: 8/10

The critics section

The pros:

- \* Great game
- \* Nice story line
- \* Cool special attacks
- \* Nice attack moves
- \* Nice Audio
- \* Great entertainment

The cons:

- \* Quite a tough game
- \* No replay value
- \* Video not that great
- \* Quite a short game
- \* sound effects not great

-----  
5. Codes section mis8  
-----

Cheat mode:

Highlight the "Options" selection on the main menu, hold Right + A + B + C on controller two, and press Start on controller one. This will allow level selection and game play with seven lives.

Extra continues:

Press Left(2), B(3), C(3), Start at the title screen.

Bonus lives:

Press Start at the end of a level before the point total is calculated for an additional life. Up to nine lives can be accumulated

Wait until the count is done at the end of each level before proceeding. You will sometimes get more lives.

Extra points:

Defeat the level 3 Boss and use the special weapon before he lands on the ground to receive a 5,000 point bonus.

Secret options:

Press Start on controller two at the title screen. Use controller two to highlight the "Options" selection, hold A + B on controller two and press Start on controller one. The "Easiest" and "Mania" difficulty levels may now be selected.

Single Boss in two player mode:

Begin game play in one player mode, then press Start on controller two when player one appears. Only one Boss will appear during the game, which will switch to two player mode.

-----  
6. Q and A section mis9  
-----

Que:  
How do I play this game?

Ans:  
Read the above FAQ.

-----  
Que:  
Any cheats?

Ans:  
Yes, refer to the codes section

-----  
Que:  
How many different endings are there?

Ans:  
2, depends on the decisions you make, in the 2 player mode

-----  
Que:  
What's the difference in the difficulty levels?

Ans:  
The difference is that in harder modes, more enemies are there as  
As well as the life gauge increases as well as their aggression.

-----  
Que:  
How fun is the game?

Ans:  
Refer to review section

-----  
Que:  
Is there a basic control section in the game?

Ans:  
Yes, refer to the FAQ.

-----  
=====

7. Contact information	misA0
------------------------	-------

-----

Any comments or strategies or anything I have left out, please drop me a mail  
at maxidestroyer@hotmail.com. You will be credited and please don't be annoyed  
when I don't reply because I quite busy at school at times. Thanks for reading  
this guide. And don't give stupid questions or I won't answer them. Once again,  
thank you for reading this guide.

You also can post at my forum at [www.members4.boardhost.com/Thanos](http://www.members4.boardhost.com/Thanos). Thank you and please be polite if you have posting on forum or emailing to me. Take note that I'm changing email soon and do if you want to contact me, drop me a mail and I'll give you my email address. If you plan to give constructive criticisms, DO NOT bash the FAQ, just plain suggestion or email will be ignore. Yeah one more thing, do not ask me about rom stuff and cheats as I won't reply to the email.

=====  
Emails I will take:  
=====

- Constructive criticisms

Yes, it must be valid, don't tell me to revamp the whole FAQ or what i have stated above before i write a walkthrough will not be tolerated. and don't give silly remarks with points to start from, i think it's stupid, just give plain suggestion will do.

- Boss strategies

Needless to say, i look forward to what strategies you have up your sleeve.

- Any things I miss out

Yes, i like people coming forward to point out my mistakes, as well as things i have overlook, but what i can't stand is flame mails as i find these bastards immature and i pity them as they must have switch brains with donkies rather to be rational human beings.

- Requesting the FAQ to put on certain website

Well, very simple, if i reject you, please do not harrass me or else i will block your mail and never ever consider putting on your website again.

- Questions regarding the gamefaq

Normally i will tolerate some questions that's answered in the FAQ, try to find it by using ctrl+F method.

- Useful information

Anything that will help this guide to be a success are welcome, such as character stats, weapon strategy, you know, that kind of stuff.

- Subject heads and English mails

I can only read english unless you plan to sent in chinese mails, i will also welcome it. Any language sent to me besides english and chinese will be removed instantly to the trash can. Please also have subject heads in your mail

- Ambigious mails

I hate readers sending unreadable mails to me, I can't second guess what you are trying to say, so please keep those short form languages to yourself and friends. Remember I am not a mind reader as well as a fortune teller.

- Be polite

It nevers hurts to be a nice guy, doesn't it? If you are polite enough, i will

help you in whatever way i can.

=====  
Email I will not take:  
=====

- Spam mails and hate mails and also Kleez virus mails

Any clowns who plan to flame or sent hate mails will not be tolerated.I can't stand donkies without any sense of IQ who rather sent retarded mails rather than constructive ones.One more thing,i will instantly delete any spam mails as well as any 100k mails sent to me and block them.It fills my mail box up and i hate those mails as i have some important mails in my mail box.

- Stupid questions which is irrelevant to the game FAQ

Yes,even if it's story plot,i hate sending mails talking about them.If you are interested,go to the gamefaqs board and discuss about them.I will also reject any question irrelevant to the FAQ.

- Useless information

Speaks for itself,any useless mails end up in the trash can.

- Sent FAQ to you

Stop being lazy and request this faq to be sent to you via email.Get your lazy bum and click right and select all and open a notepad to paste it in.Sent this mail to me and i will block your mail and boycott your email asking for help.

-----  
8. Credits   misB1  
-----

For this gamefaq to be completed,i wouldn't have done it with the great help from this people who I express my gratitude to:

- Myself

Doesn't hurt to credit myself right?

- CjayC

For being kind enough to accept this walkthrough

- Gamewinners.com

For the cheats section

- <http://www.classicgaming.com/soronline/>

For the story plot and ending details and offical move names.Do visit there.It's hosted by a fellow gamefaqs member,Johnny H.

-----

This document is @copyright by Thanos rulzs  
maxidestroyer@hotmail.com

This document is copyright thanos rulzs and hosted by VGM with permission.