

Streets of Rage FAQ

by poseeley

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Streets of Rage
Sega Genesis (c)1991
FAQ version #1.00

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(1) Introduction

I will try to include as much information as possible while keeping this FAQ trim. I hope this provides the information or help you are looking for.

If you have any corrections or comments
feel free to email me: poseeley@hotmail.com

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(2) Storyline

Your peaceful city has been taken over by organized crime. A small group of police officers led by Alex Stone, Adam Hunter, and Blaze Fielding attempt to regain control of the city.

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(3) Basics/Moves

You have three characters to choose from:

Adam Hunter	Slow but strong
Alex Stone	Average speed and strength
Blaze Fielding	Fast but weak

Extra Lives

You will get an extra life at 50,000 points and every 100,000 points thereafter. When you continue your score goes back to zero.

Controls

(The buttons can be remapped in the options menu. The buttons listed are the default.)

D-pad: Moves your character
A Button: Special attack
B Button: Attack / Pick up item
C Button: Jump

Items

Apple - Heals about 1/10th of health bar

Meat - Fills health bar

1 up - Gives an extra life. It is an icon with all three players on it.

Extra Special attack - Gives an extra special attack. It is an icon of a car.

Money Bag - 1000 points

Gold bars - 5000 points

Weapons

Pepper Spray - When thrown this temporarily disables enemies in its cloud.

Bottle - breaks when first struck against something. A little stronger then using just your fists. Can't use a combo with it. One hit knocks enemy down.

Knife - Stronger then the bottle. Knocks enemy down. When you press attack at a distance it will be thrown. A thrown knife does lots of damage, but cannot be recovered.

Bat - A strong weapon. Not as strong as the pipe, but it is faster. Any boss is easier to beat with a bat. One hit knocks the enemy down. A tactic is to knock the enemy down, then just before they stand up swing again. After you swing you are vulnerable to attack until you recover.

Pipe - A very strong weapon, although slow. Any boss is easier to beat with a pipe. One hit knocks the enemy down. After you swing you are vulnerable to attack until you recover.

Moves

3 hit combo - Press attack three times. Your character will strike twice then knock down the enemy with a third hit. The knock down blow will be a head butt for the men or flip kick for the woman.

Special attack - Calls in police back up. A police car will drive up and the driver will fire a volley. (Napalm for player one, or Rocket powered grenades for player two.) The attack will hit all enemies on the screen, killing weak enemies, and severely injuring the bosses. You only get one per life and one per stage. There are a few pickups available to get more.

Jump kick - Jump then press the attack button. This attack is good for knocking enemies to the ground. Use this attack when the enemies are overwhelming you to get some space.

Back attack - Press attack and jump together. Your character will perform an attack on the enemy directly behind him. Good for attacking enemies when you are surrounded.

Land on feet - When being thrown press up and jump at the same time to land on your feet.

Strong combo - press attack twice, then move forward to hold the enemy. Hit two more times then flip him. This is a good way to do massive damage real fast.

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(4) Throws/Holds

Throws get a different section because they are such a large part in the game.

Hold enemy - Walk into an enemy without pressing any buttons and you should grab hold. This can be done in front or in back of the enemy. When holding an enemy you are vulnerable to attack from other enemies. To break your hold press the D-pad away from the enemy without pressing any buttons.

When holding enemy in front:

3 hit combo - press the attack button to knee the enemy. After three hits the enemy will be knocked down.

Throw - Press the D-pad and attack button to throw the enemy. A thrown enemy can knock down other enemies he falls into.

Switch position - Press the jump button to switch to holding enemy in back. Pressing the jump button twice will swap positions twice then release enemy.

When Holding enemy in back:

Throw - Press the attack button to backdrop the enemy. Isn't as useful as the front throw because it doesn't knock other enemies over.

Switch position - Press the jump button to switch to holding enemy in front. Pressing the jump button twice will swap positions twice then release enemy.

Being Held- Some of the enemies can grab hold of you. They can grab you from the front or the back. When an enemy grabs you it always throws you. Press up and jump to land on your feet.

Being held from behind: When being held from behind the other enemies will attempt to gang up on you.

Throw - Press the attack button to throw the enemy. The thrown enemy can knock down other enemies.

Kick - Press the jump button to kick out in front of you. Good for hitting enemies while being held.

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(5) Enemies

The enemies in Streets of Rage 1 didn't have names until The Streets of Rage 2 came out. So I will assign my own names to them rather than use the same names from Streets of Rage 2.

Punk (Jeans and Knee pads) - Most common enemy in game. Commonly appear with weapons. They do not have any special moves.

Blue: 500 Pts Green: 600 Pts Red: 700 Pts

Raver (Leather outfit and Knee-high boots) - Second most common. A little more tough than the punk. Can throw you and can do a slide kick.

Yellow: 600 Pts Purple: 700 Pts Green: 800 Pts

Dominatrix (Leather outfit and a Whip) - Whips have a decent range. Some will kneel when hit, then stand when you walk away.

Red: 600 Pts Black: 700 Pts White: 800 Pts

Martial Artist (Martial arts uniform and fighting stance) - Pretty strong enemy Sometimes jumps around screen and attacks with jump kicks.

Grey: 700 Pts Red: 800 Pts Black: 900 Pts

Juggler (Juggles axes, or torches) - Strong enemy will knock you down if you walk into his axes or torches. If you stand in front of him he will start throwing his weapons at you. You can punch his weapons to knock them away. You can also jump kick him to make him drop his weapons and hit him all at once.

Red: 800 Pts Black: 900 Pts White: 1000 Pts

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(6) Walkthrough/Bosses

General - There are 8 rounds in the game. In each one you move to the right, killing all enemies you encounter. You must do this within the time limit. The rounds are separated into sections. You cannot advance until you defeat all enemies in a section. Then an arrow will flash telling you to go on. The timer will reset. At the end of each round there is a Boss that you must defeat. You will know that the boss is coming when the music changes. The number of enemies increases if in two player mode.

Round 1 - City Street - The first level, pretty simple. This is a good place to learn the controls and practice your technique. All the enemies are in their weakest form. A couple of enemies will come out of garage doors. There are no traps in this level.

Boss 1: Boomerang - 3000 Pts - He will throw his boomerang at you. It can hit you on the way back. You can punch or jump kick the boomerang to deflect it. The boss will just pull another from his belt. Try not to stand directly in front of him. He will kick if you stand too close. Good tactics include grabbing hold of him or jump kicking him. If you try a 3-hit combo he will sometimes kick you. Strong combos work well.

Round 2 - City Neighborhood - Still pretty simple. There are no traps. The enemies are still in weak form, however there are many more of them. Break every barrel or phone booth you come to. In this round there is a 1-up. Try to keep a bat or pipe before facing the boss.

Boss 2: Claws - 4000 Pts - Do not use jump attacks on him. If you do he will do a fast figure eight and will hit you hard. Try to grab hold of him by coming in from above. If you come from below he will often take a swipe at you. If you try to walk straight into him he will swipe at you. He has a long range with his claws. If you go straight for him try to hit from as far away as possible. Holding him and hitting him is the easiest way I have to beating him. Strong combos do not work well here. He will swipe at you in the middle of them.

Round 3 - Beach - Still simple but getting tougher. Make use of all the items. Don't be afraid to use a special attack if you begin to get overwhelmed. There are some times when more than five enemies will attack you at once. There are no traps in this level.

Boss 3: Wrestler - 5000 Pts - This guy continually charges you. If his charge hits it will do major damage. Just hit him when he comes at you. Then grab hold of him and do a 3 hit combo or throw him. Strong combos are great here.

Round 4 - Bridge - The first stage with a trap in it. You will see holes in the floor. They will usually have traffic bars or flashing lights. Break these things to get items. If you fall into a hole you will die. If walking above a hole it is possible to press down and walk into the hole. The holes are good for throwing enemies in. Wait next to the hole and as the enemies come for you throw them in one at a time. There is another 1-up in this level.

Boss 4: Fire breather - 6000 Pts - This big man will breathe fire while charging diagonally across the screen. Do not attack him from the front when he is charging and breathing fire. His attack can be devastating. Stay above or below him. As he starts to charge flank around behind him and attack. Grab attacks work but do not attempt to throw him. He is heavy and will crush you. When he stands up he will walk for a moment before breathing fire again. This is a good time to attack him again. Strong combos do not work well here.

Round 5 - Boat - There are a lot of enemies on this level. There are no traps on this level. As you progress martial artists will jump onto the ship. Once again do not be afraid to use the special attack. Break all the vents and get the items. There is an extra special attack on this level. Two thirds through the level you will have to fight another Wrestler. Use the same tactics as before.

Boss 5: Twins - 8000 Pts each - These are the most frustrating and difficult of all the bosses. They are more difficult than the final boss. The twins will jump around continually and flip out of the way of your attacks. They do an incredible amount of damage when they hit. They attack with jump kicks and are very good at throwing the players. The best time to hit them is just after they land from an attack. Get in a position so their jump attack doesn't hit you, then attack. They move too fast for 3 hit combos to be very effective. You will mostly get only one or two hits in. It is better to either jump kick or attempt to grab them. It is dangerous trying to grab them, because they will often grab you instead. It is best to kill one at a time. Killing the last one is considerably easier than trying to kill both. Use the special attacks as much as possible. Having a pipe or bat will also make the boss much easier.

Round 6 - Factory - This is a tough level. Conveyor belts can make movement difficult. Be careful when passing the presses. When you get close a light on the unit will flash and cause the press to come down. After the press is down you can walk or jump by. It takes a few moments for the press to reset. The presses can be used as a weapon by luring an enemy under it. In two player mode it can be a trick coordinating when to cross the press. Break all the barrels to get the items. There is a 1-up and an extra special attack in this level. Two thirds through the level you will fight a fire breather. Take him out the same way as before. Try keeping a bat or pipe for the boss.

Boss 6: Two Claws - 4000 Pts each - This difficult boss is back but now there are two of them. Defeat them the same as before. Watch out for the other claw, as he provides decent back-up to his partner. It is best to concentrate your efforts on one at a time. Use special attacks and weapons if possible.

Round 7 - Elevator - No side scrolling on this level. The elevator will ascend, stopping from floor to floor. At each floor enemies will attack. Be careful not to jump or get thrown off the right side edge. Use as many special attacks as you can, as this is the last level they can be used. There are no items except a few weapons dropped by enemies. Take advantage of the edge and throw the enemies over it. There are a lot of enemies and mobility is limited. There isn't a boss on this level.

Round 8 - Top Floor - On this level you scroll to the left instead of the right. There are a ton of enemies to fight. Also be prepared to fight every boss again. Fight them in the same way as before. Watch out for the service carts. They come rolling at you from all sides. Break the carts to get items. You can not use any special attacks in this level. Hold on to any weapons you can get. They will be useful. Near the end of the level you will fight the hardest level of enemies. After defeating all the bosses again, you bust into the final boss's room.

Final Boss - Mr.X - When you first enter the room Mr. X will ask if you wish to join him. If you say yes he will open a trap door and send you back to level 6. If you say no you will have to fight a couple of punks. After you kill them Mr. X will stand and begin the fight. Mr. X will alternately shoot his machine gun and hit you with the butt of his gun. Any technique works well on him. Jump kicks, holds, and 3 hit combos work well. Strong combos also work.

Ending - There are two endings. One if you say yes to Mr. X's question. The other if you say no to his question. Both are worth trying.

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(7) Cheats - Two controllers are required

Level select / Increased number of lives: Highlight options on the main menu. On controller 2 hold right and a, b, c. While holding press start on the controller 1. You can now select any level and increase the number of lives up to 7.

More difficulty choices: Highlight options on the main menu. On controller 2 press and hold a and b. On controller 1 press start. More Difficulty choices are now available.

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(8) Legal

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