

Animal Attack Gakuen (Import) FAQ/Walkthrough

by EntropicLobo

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Attack Animal Gakuen - NES

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Game by Pony Canyon

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Mystic Towers is rated "K" for "Koala Mobster." It contains scenes of furious
Jellyfish and ballistic Bats. Player discretion is advised.

| AG1: Intro |

Honestly, this game is very similar to Space Harrier. But it's so easy to only look at this game as a derivative and not as its own entity. This is a mistake, because on its own Attack Animal is still pretty good.

On the downside, it is shorter and easier than Space Harrier. Easier for the most part, that is. There are times where certain enemy waves are difficult in this game and the level 5 boss is tough. But all of the difficulty is focused on the last two levels, and there are six levels total. Still, the themes are fun and the enemies are cute.

On the subject of theme, this is a game featuring a lass in a skirt who flies so there is a little bit of fan service. Nothing major, you can see a few pixels of panties depending on the direction you face and she wears a form fitting swimsuit in the underwater stage. Nothing to nosebleed over, I guess...

As an introduction to the Space Harrier type of game, Animal Attack is probably most effective. It's short, and gives you a taste of what is out there. Like I said, perhaps I shouldn't compare it to Space Harrier but the... influence is obviously there - Pony Canyon set that right up.

| AG2: Gameplay |

This game, as I mentioned, plays pretty much ala Space Harrier. When you are on the ground, you run and you fly in the air. The water stage is different in that you swim, but ultimately the controls are the same for that as with the other five levels.

It takes place in a behind-the-back view, running to the background. Enemies, obstacles, and attacks fly out from the background and hit you only when they occupy the same plane as you. So you can move across a shot, unless it is close enough to kill you. This is represented by gradually increasing the size of what's coming.

Both face buttons shoot, start pauses, and select seems to activate some kind of 3D mode (?). There is no rapid fire when you hold down the button, so I find I rapidly tap both of them.

In each level, you fight your way past waves of enemies, and destroy a boss target at the end. There are six stages in total, the game does have an ending but you can continue with your score from Stage 1 after the credits.

One thing to remember:

-Take note of how deep into the foreground something needs to be to hit you. That is key to beating this game. You can run across a shot or enemy without touching them as long as they are far enough away. Strafe, or move over, enemies while firing. Your shots stand a chance of connecting if you predicted their pattern, and you can escape their attacks. Sometimes, things just come to fast - but you can mostly play it safe.

| AG3: Enemies |

Attack Animal Gakuen has six stages, as described here.

AAG1: Stage 1 - Steppe Area

The first area places you on a green surface, running towards some mountains. If you are unfamiliar with Space Harrier style games, this will serve as a decent warm-up.

From the start, fly up. A number of tall trees will be coming in from the background. Unlike Space Harrier, you cannot destroy these. They are fatal, so take to the sky. Shortly following the trees, you will encounter some spike balls. Now, stick to flying and shoot these as they approach. You've got to stick to the air because the spike balls have a sudden transition back to trees and that could surprise you.

However, the trees will be much more sparse at this point. A kangaroo enemy will be introduced, however. Essentially, it leaps in from the background. The jumping pattern may make it a little harder to hit, but they have a very small net horizontal movement (usually) and so they aren't difficult to trace. They will come in droves at this point, so shoot as many as you can at a distance.

There will be two waves of flying gators coming up. They will move in, move out and then move in again. If you get a chance to shoot them, take it but don't get smacked by a tree over them. Following the gators, some brown rock turtles scuttle across the ground. Again, they can be destroyed, but watch out for the trees!

The statues coming up cannot be shot and are apparently non-fatal. Just stay afloat so as not to get tree-smacked. When you see the blue flying gators again watch out - they can fire now. It is imperative you try to shoot them now. Strafe them so as to avoid their shots. And when they are in the foreground - play the defensive. These two waves move in at a zigzag pattern, three passes. Take the defensive when they're on the third pass.

There will presently be... metal starfish? I'm not sure, they kind of look like suns. Anyways, the three of them spin in a circle spitting fire at you. You may want to shoot one as it appears then cycle around with them while shooting. When they spit fire, move away - then back in. They only take one shot each.

Boss 1

It's a Koala toting a gun - pretty cool. His gun will constantly fire, so you have no reprieve to actually move past his shots - the spaces are much too small for this. To complicate matters, those metal suns will be present. They are different though, they fly in, then up.

So, we've got a pretty busy fight here. As long as you keep firing, and aren't too impetuous, you should be able to counter the metal suns. Draw circles around the boss in your path. The shots will be following you, so you can stay ahead of them this way, striking the Koala when you pass and keeping the suns in check.

The fact that the boss moves around the screen complicates this. If you are close enough to him, you can move across his gun - the shot will be too far away to hit you. Don't linger, however, and don't try this unless he's been shooting away from his gun. Only move across a corner of it, and only do this if you absolutely have to.

The funs become a problem as the boss starts spazzing a little faster. Please note that they are always following the same pattern, this should help you avoid them at all times.

AAG2: Stage 2 - Sand Area

There's an orangey ground and distant buildings. This is a desert area. Get Ready!

To drive the desert theme home, you will come upon a field of cacti. Now, though they have characterization, they are as much an obstacle as the trees in the Steppe Area. They should be avoided, but hey - they're smaller than the trees so they are less of an issue. Lesser, but still present.

They lead into a group of the floating spiked balls. Look out for the cactus as you leave this area.

From the sky, Armadillos will drop and make a large bounce back into the air. Now, they are difficult to hit, and they seem to have trouble hitting you. Fire on them regardless, you can stay low and avoid them - mostly, but you may as well go for the points, no? Don't go too low as the cacti are still here.

Some red Kangaroos will attack presently. They bounce around the midground, and fire a shot before leaving. Destroy them as quickly as possible, strafe them so that you have some security with respect to their shots.

Flying Gators come in fast now. Some come straight in, the next wave makes three passes. Attempt to shoot them, but play the defensive if they get too close.

Amongst the cacti now will be some Skeletons. Some of these jump up into the air. It is worth it to shoot them in this case, and move out of the way if they jump up in front of you. Rock turtles will follow along the ground, shortly. The second wave will fire at you, it may be best to take to the air when this threat arises. Shoot them at a distance, but book it when they get close!

With the group of Armadillos that is approaching, head to the sides if you want to fire at them, or the middle if you want to avoid them. Be warned though, that if you set yourself up to shoot them, you set yourself up to be hit by them. But, hey - points.

The cacti will become considerably more dangerous at present. They can now lift off into the air. Ouch! Just stay out of line with them from now. They become thick at spots, so maybe stay low at this point, so you can run below them, but not in line as they will stop lifting shortly.

Time for flying gators again, they will come from the upper foreground and fly out to the background. They will fire at you, be careful. Another group will do their usual three passes, deal with them accordingly.

A shark-like enemy will arise from the sand. It will shoot a fireball, then leave. Some of these jump straight up, then down. Some jump in a curve. Either way, shoot them when they are fresh to the field, and try to predict when they will attack. Shoot them when they arrive, then dash out of the way, in other words. They will come in considerable numbers, so stay on your toes.

There will be a few Skeletons coming up. One of them will shoot at you, so

don't get taken by surprise!

Boss 2

This lizard fight is dangerous mostly due to the skeletons. Its shots are actually less rapid than the Koala. The Skeletons always converge at the top and centre of the screen, so this point will become a spot we must avoid.

If you head across the midway point of the screen, then down across the bottom, and repeat, you should be able to avoid the shots. The big point of this specific path, however, is not to go so high that the Skeletons can hit you. Keep this in mind, even as the boss becomes much more rapid. Follow a path like this and you will still be safe even when the Lizard is frantic.

Keep it up, stay calm, and it will fall.

AAG3: Stage 3 - Fire Area

Our heroine has... removed her skirt. I suppose a volcanic level can get a little sweaty...

To begin, there are Volcanoes along the ground. Like all obstacles, we're going to take to the sky to avoid them. There are some odd, seed-like pods with eyes coming up. These are, for all intents and purposes, the same as the spike balls. Shoot them as much as possible, but don't run into one.

Try to stay in the air, because the pods lead directly into another string of volcanoes.

You'll notice some grey shapes wiggling across the ground. The mice have very little net horizontal movement and can be easily destroyed at a distance. If you are clear to fire on them, do so, but always watch out for the volcanoes.

Take a look to the sky, some figure will rapidly bound in, then back out. The Crows are not a terribly hard enemy at this point if you shoot them as they arrive. If you don't want to get in their way, they are predictable enough to dodge.

Be careful now! As soon as those metal suns from level 1 appear, a volcano will fire at you - don't be taken unawares! You can deal with these sun-like enemies as you dealt with them back on the Steppe. However, they now take a few hits each and will not stay around for very long. If you want to play evasion, you won't have to dodge their shots for very long.

There will be a stretch now with Armadillos. Stay mostly centred, and let them bounce towards you. Move based on how they are bouncing after hitting the ground. It shouldn't be difficult to shoot or avoid them in this case. Do not go too low or you will strike a volcano...

Flying Gators are up next. One wave travels from the foreground to background, and the next from back to fore. They will shoot you, and so the first wave is closer and more difficult to predict. It's not too hard to take out at least two gators of the second wave, however. Just be in the air when the gators pass because the volcanoes will be shooting immediately after.

But the volcanoes aren't firing for long as the stage shifts back to the pods. This, as well, is brief and the volcanoes will start back up again, albeit not likely firing. When you see one group of Rock Turtles, be prepared for the next because they will fire at you. A couple of volcanoes take shots at you immediately following.

You'll dodge a few skeletons, then you can clean up on a couple of mice. Shortly, a group of Red Kangaroos will appear. Strafe them and take out as many as possible. Avoid the shots of the rest. Three waves of flying gators will follow the Kangaroos.

Another stretch of pods will be found as the volcanoes fall off again. Towards the end of them - firing volcanoes, so watch out.

Crows will come in huge numbers. Stay towards the top of the screen, if you want to be safe choose an upper corner. When the volcanoes start firing, fly across the screen, then down, then back across the screen, then up, then across the screen again.

Boss 3

Alright, this demon boss can be tough only because of the crows. They limit the path we can take to defeat him. However, I have devised a way to take him out.

Move across the top of the screen from one corner to the other. You must go all the way to the other corner, then down to the bottom of the screen. Now, head away from the corner horizontally (if you are in the lower right, go left, for example) about the width of a fireball. Don't fly into the Crows, however. Once you have done this, fly all the way up, then over to the opposite side of the screen. All the way over to the corner. Rinse and repeat.

You can never stop moving in this fight. Once he speeds up, you need to get going or you will die.

The crows are finite. If you want to clear a space this way, it's fine. But you may get shot in the process. If you're okay with that, give it a hook. Otherwise, take my suggested path while firing and you will clear crows and gradually damage the demon.

AAG4: Stage 4 - Sea Area

Well dudes and dudettes, we're underwater now, and our heroine dons a swimsuit. Enjoy the... cheesecake folks, you won't find it in Space Harrier (!) Actually, though I am taking a sarcastic edge to this, I have to admit the differing costumes is a cool addition. What's cooler is that she has a swimming animation now instead of...

But I digress! The water stage starts out with seaweeds that are about the same height as the trees from Stage 1, and have the same properties. There are a few Jellyfish in here, which move up and down towards the screen. Shoot em' if you notice them. A large school of jellyfish will arrive shortly, shoot them from afar if you can.

Within the seaweed coming up there are a few anenomes. These will make short leaps when you get near them. So if you aren't blocked by seaweed, blast those

suckers as they come, and just swim up a bit if they get near.

A couple of sea urchins will arrive presently. They kind of move around on the screen for a bit, making themselves troublesome. Shoot them as they arrive if possible. Otherwise, don't swim into the middle of them as that could get dicey fast. A group of what I take to be starfish arrive pretty quickly and swim mostly straight toward the foreground. Just fire and move out of the way. It's kind of cool how the animals are introduced here. Jellyfish and Anenomes are both Cnidarians and Urchins and Starfish are both Echinoderms. I was kind of amused by this...

There's going to be a long stretch of seaweed now, and some squid within. They stick to the midground and take a couple of hits. But beware! The seaweed will soon start to jump! At this point, you should swim higher up.

The jumping dies down when you pass those familiar statues. The seaweed soon transitions to anenomes, however. If you want to fire on these, get ready to swim down, or else you will lack an opening. If you swim up, you will avoid their jumping completely. Some jump higher as this section continues, however, so I would suggest firing on them. It's the safest course of action, since they will jump high enough that you can pass under them if things get hard.

When they die down, head up. Urchins will be those little spots in the background. Shoot as many as possible, and try to avoid the rest. Starfish follow, with some of them firing shots. Shoot at them yourself, but swim off to the side when they return fire.

A fair sized group of squid appears, and if the seaweed isn't too bad you should take a few out. Be aware, however, that after this group of squid the seaweed will begin to jump again. They lead into the spinning metal suns again. Remember that seaweed is tall, so when you are cycling around them, don't misjudge the height. Like in the Fire Area, they leave quickly.

They are followed by some green turtles. These are the same as Rock Turtles. The second wave will fire at you, as usual. Watch out because there will be a short section of jellyfish, many at different depths in the water. They are followed by Starfish, which appear all around the screen, you won't be getting groups of them all nice and lined up here. It may be best to play defensively.

The final group of three Urchins can also fire shots - this means that you must try to take one or two out as they arrive.

Boss 4

This giant turtle's minions are urchins, but they have a predictable looping pattern. It's really an easier boss than the last two.

You can see what way the urchins are going to move, they draw circles. Just strafe the big guy when you can move across his body. It is a large body, so hopefully it will be easier to hit. The urchins eventually dwindle in number but you should always keep to a pattern where you circle the boss and at times swim over it firing.

Keeping this up will crush it with ease. Tonight we dine on turtle soup.

This night area has you changed into a red dress. You've got to fight in style!

There's some short trees to start out. These are akin to the stage 2 cacti, as they are the same height and also have faces.

You're going to encounter some flames now. They draw very, very tight circles in their paths but mostly fly in from the background. They can be shot, but they may be in such numbers that you will have to dodge them.

After the flames, the little trees will start jumping. They don't jump too high but it's enough to float a bit. Watch out for the small grey things darting across the ground. They are Cobras, and will leap up towards the foreground. They are fast, but track them and react accordingly. Shooting them may not be viable while the trees are tight... and jumping.

When the trees stop jumping, you will be able to land and kill some Cobras, but the trees will not stop. So when trees approach, be sure to take off. The red ats that will approach now fly up, stop, then fly off. Shoot them while they're flying up to the foreground if possible.

About five waves of Gators are up next. The second and fourth wave come from behind, and fire. Some flames will curl in from behind. Get out of the way, then shoot them as they head into the background. A spider drops down the side of the screen, then darts into the background.

After the statues, another swarm of Flames will come from the background. Now, after they finish there will be some more jumping trees. The jumping trees are joined by jumping skeletons, which also shoot. It's probably best to avoid them as the trees will block the first one from you and so there's limited options for getting down there safely to shoot them.

The sand/land sharks from Stage 2 are back. They leap up, fire, then leap down. Even if you don't shoot them as they jump up, their pattern is predictable enough that it is easy to avoid them.

Following the sharks - bats. They will move up and down quickly, and many return to the background. Shoot them as best as possible, but become defensive if too many come. A bat that has googly eyes and a weird body is present around this section, but I can't see anything different with him...? Well some of the bats after that point will be firing. If you draw a circle around the screen, you should avoid the shots. There'll be a few non-firing bats again, over some trees.

Following the bats, Cobras arrive again. Then a wave of gators, which don't fire. Presently, the trees start jumping. Two waves of gators come from either side of the screen and will shoot on their return trip. Fire at as many as possible on their outward journey.

Now, for something really nasty - crows, which are nearly invisible on the black background. Instead, head to the top of the screen - in one corner, and move to the other corner when the crows shoot at you. Some flames loop in from the foreground following this. Shoot them as they head out.

There'll be a couple of bats, then a few mice. Drop down to kill the mice, but be aware that a section of jumping trees occurs immediately after. You'll need to hit the ground after the trees. The spiders will start to drop and you stay on the ground and avoid them as they fall.

This giant spider is difficult, because his Spider pals take up so much of the screen. They will, in the foreground jump up and down. Aggravating. The only safe place from the spiders is when you are running, actually.

Dash across the bottom of the screen to one corner, then up a character's height, then back down to the bottom on a diagonal. This should keep you ahead of the boss' shots. If you are firing this whole time, you will eventually whittle his troops down. That's what we want in this fight - for the spider to have no help.

Kill all of the spiders, then you can concentrate on the big guy a little more. The boss probably took a good deal of hits while you were eliminating his underlings.

AAG6: Stage 6 - Sky Area

Yeah! The final lap!

Ah, back to your old uniform. Presumably, this area occurs in the clouds. The columns that dot the area are just like the level 1 trees. Tall and indestructible. They'll be intermixed with some flying gators making multiple passes and firing, be on guard.

After the flying gators are some Metal Suns. Their orbit is slightly askew here, but you can deal with them the same as always. Stay high after they pass as a group of firing Rock Turtles will appear down below. There will be another group of them as the columns end.

There's a new variant on the Red Kangaroo here: They hop towards the screen and shoot. This is fairly rapid, so if you can't catch them - get out of the way. Right after the statues here, there will be jumping, shooting skeletons. They fire very rapidly, and are blocked by columns. Take to the sky and lead their shots around for security.

There'll be one wave of gators now, and some individuals. They fly in, then back out firing. If you can't get them while they're coming in, then get ready to dodge. When the next wave of gators arrives, the columns start jumping. They can reach the top of the screen. But what's this? They're stuck in the air? Yeah, they will become a floating, indestructible obstacle.

Avoid these as best you can, and take out any gators if possible. When the columns are grounded again - watch out for the sharks. They mostly do curved jumps here. With the columns on the ground again, you will luckily be able to avoid the sharks if you don't want to deal with them. They do take multiple hits this time so evasion may be the safest course of action here.

Some Rock Turtles are coming, but the columns are pretty tight. I'd suggest you just anticipate their shots and dodge away. The next group, shoots when they reach the end of their path, and their shot is much too fast to dodge. Get them on the left extreme of their path and destroy them all before they have a chance to shoot - because if they do, you're dead.

Two waves of bats come bounding in now. They don't fire until they're close - shoot them at a distance and fly away from one if it is near the foreground.

The are followed by more metal suns, which stay for a very short time. Deal with them as you always do. They are followed by a second group. Then a third which spreads out, then in, then leaves. Hit the ground as some spiders will fall right after the suns leave...

Some gators fly in, then back out (firing). For the second wave, stay in the top centre to avoid getting rammed. Watch out as they come back, firing. A group flies out from the foreground immediately afterwards. They come back, and two more waves make passes across the screen. A couple more will do this, all firing, so if you can't hit them, predict their shots.

Another stretch of sharks coming up. If you adopt a circular path you should be able to avoid all of their shots. Following the sharks, the columns start to jump once again. Stick to the bottom, then just dodge them when they start to float.

Boss 6

The sharks are predictable, and the dual headed snake won't fire very rapidly while you take out the sharks. The sharks fly straight out to one spot on the screen, then back in. Predict where they will fly out to, and you can line up and destroy a good lot of them before they get near you. Of course, dodge the boss' fireballs in the meantime.

When the sharks thin out, make sure they are receding before you move past them. It is easy to get confused and forget that there is one or two left that are probing a certain corner of the level.

Focus on the sharks. As they become less and less, you can circle around the whole stage more easily. The Snake will take hits as a result of this all, so just be concerned with dodging its fire.

As it takes more and more damage, the shots will become more rapid - and then both heads will fire. This will not be a huge issue as long as you work on destroying the sharks. You will get a freedom of movement that will let you easily cycle around the fireballs.

When the boss goes down, you will experience the Happy Ending. Nokko has saved her friend. After the ending and credits, press Start to continue. You will keep your score, but not any lives.

| AG4: Enemies and Obstacles |

Of course, without something blocking you - a game like this would be extraordinarily flat. The enemies in Attack Animal Gakuen are based, surprisingly enough, on animals.

Many of them have a somewhat 'wacky' design, but they are nonetheless deadly...

Introduced in Stage 1:

*Flying Gator: Moves in towards you, then away, then back in. They are a difficult target to hit, but fairly easy to predict for your own safety. Try to shoot them on their first pass. When they start to fire on you, they become especially dangerous. A high

priority target at that time.

Different waves may have a different pattern of movement, as well. Some will simply move into the foreground along a zigzag path. I will describe any troubling waves in the walkthrough.

*Kangaroo: Leaps toward you from the background. Shoot them as they approach, and move away if they get too near.

*Metal Sun: Three will move along a circular path, shooting fireballs. Follow them around while shooting. When they ttrack, move away. They only take one shot each, so just keep a cool head and they're toast.

*Rock Turtle: A land-locked enemy that scuttles in from the background, you will have to land to fight the Rock Turtles. Look out for obstacles if you do - but they're easy to hit so you won't be on the ground for too long!

When Rock Turtles start to shoot, you can easily lead their shots if you are flying above them.

*Spike Ball: A floating, spiked ball that is fatal upon collision. However, you can shoot these. Fire on them from a distance and move if they get too close.

*Tall Tree: A large plant which you cannot destroy. Take to the sky to avoid them when they get too tight. If you collide with it, you will lose a life.

Introduced in Stage 2:

*Armadillo: Like a super-charged Kangaroo, they drop down then bounce up. They are difficult to strike, but make the attempt anyways.

*Cactus: These little dudes are just like the previous trees: indestructible and fatal. However, they are smaller, so they're easier to avoid.

Some time through the level, the cacti will begin to lift off. In this case, try to stay out of line with them.

*Red Kangaroo: They hop about in the midground, with an occasional shot before leaving. Priority target, since they persist. Move across them while shooting as a gaurd against their shots.

*Sand Shark: Jumps out and fires. Try to shoot them as they appear, and get out of the way when they fire.

*Skeleton: They wait on the ground, and suddenly jump up. Shoot them at a distance, if possible.

Introduced in Stage 3:

*Crow: Dives in, then dives out the way it came. Shoot them as they are coming in towards you.

*Mouse: Wiggles back and forth. A very easy target if you get the opportunity to line up with it.

*Seed Pod: These are the same as the Spike Balls from Stage 1.

*Volcano: Small obstacles, which you cannot destroy. Sometimes, they launch shots up at you, so staying above them ensures safety.

Introduced in Stage 4:

*Anemone: Jump up towards you if you near them. It's a short hop, so if you can't shoot them at a distance, it's still easy to avoid them.

*Green Turtle: The same as Rock Turtle.

*Jellyfish: Moves up and down towards the screen. Just shoot them from afar.

*Seaweed: It's the same as the trees from Stage 1. It's a kelp forest, I guess. Partway through the level, it gains the ability to jump up and down.

*Squid: They take a few hits, and they stick around the midground for a little while.

*Starfish: Fly straight in, you can take out groups of them quite easily due to their predictable pattern. However, they are pretty fast so you may want to keep your distance when they start firing or if you miss an opening into a group.

*Urchin: Persist on the screen for a short while. Shoot them on their first pass if possible.

Introduced in Stage 5:

*Bat: Flies up to the foreground, then flies offscreen. A variation makes quick up and down movements, either coming to the foreground or coming to the foreground and then back to the background. When they are able to fire, bats are dangerous as they come in large numbers.

*Cobra: Darts towards the foregrounds then makes a huge leap. Shoot them while they are on the ground, avoid them when they jump.

*Flame: Flies in front he background. Easy to hit, if not in big numbers. Similar to Stage 4's starfish.

A variation will come from the foreground and spin into the background.

*Short Tree: Indestructible, fatal. The same height as a cactus from Stage 2. They can also jump.

*Spider: Drops down, then darts into the background.

Introduced in Stage 6:

*Column: Just like the Stage 1 tree - tall and indestructible. They will later jump (high) and float in the air.

*Red Kangaroo 2: Jumps like Kangaroo, but fires rapidly. If you can't get them as they approach, get out of the way!

Thanks to Pony Canyon... not for the fact that game is Space Harrier, but for providing a fun title.

Thanks of course go out to my hosts, as they let you read this guide to begin with.

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