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stage 2A-3B: Dispose of Mines

A	/\	o-----o	B	/\
	/ \	The mines explodes		/ \
	/ \	when they reaches		/ \
	/ \ \	the other area.		/ \
	\ \	o-----o		\ \
	/ \	o-----o		\ \
	/ /	If you have the		\ /
	/ /	good technique,		\ /
	/ /	this level can be		\ /
	/ /	pretty easy too.		\ /
	/ \	Just keep doing		\ /
	\ \	zig-zags as you		\ \
	\ /	carry the mines		\ /
	\ /	to the other area		\ /
	\ \	so the boat will		\ \
	\ \	not be able to		\ \
		steel you the		/ /
		mines.		/ /
		o-----o		

stage 3A-2B: Collect Pods

(loop)	/ /	o-----o	
	/ /	This stage looks like a	
	/ /	bonus stage, because	
	/^^^/	there is no enemy. The	
	/ /	only thing you have to	
	/ ^ /	care about, is to	
	/ /	collect goods along the	
	/ ^ /	way by jumping the	
	/ /	multiple ramps you will	
	/ ^ /	see. You get 250 pts for	
	/ /	every pod you collect.	
	/ ^ /	o-----o	
	/^^^/		
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(loop)

stage 4A: Guard the People

```
\\_____//      o-----o
|           |      |This stage is probably the hardest|
|           |      |of the game and by no doubt the  |
|           |      |most frustrating one. You have to |
|      /\    |      |kill the enemies to keep them away|
|     /  \   |      |from the eight people you are  |
|    \  /    |      |protecting for one whole minute! |
|     \/     |      |You have to keep at least one  |
|           |      |man safe. You can recover the  |
|           |      |victims if you kill the kidnaper  |
|           |      |before he left the stage. Kill the|
//_____\\      |UFOs before they fire their  |
|           |      |annoying freezing missiles.  |
|           |      o-----o
```

stage 5: Fry the Monster

A good way to kill the Sea Serpent, is to keep pressing left or right when it spits its fire balls so you will do a 360 degrees rotation and also avoid thoses fire balls. Stay at the left of the screen to avoid the damage that occures when you are hit by the tail of the Dragon.

stage 6A-4B: Reach the Finish

```
\---\
 \---\      o-----o
  \---\      |This stage is an obstacle course. Try|
   \@ @\     |to avoid the logs as much as possible|
    \  \     |and do not waste your time shooting |
   \@ @\     |the guns. Keep your concentration on |
    \  \     |avoiding the whirlpools, especialy the|
   \@ @ @\   |group of three, and you will be ok.  |
    \  \     o-----o
     \@ @\
      \  \
     \@ @ @\
      \  \
     \@ @\
      \  \
     \---\
      \---\
       \---\
        \---\
         \---\
```

stage 7B: Guard the People

```
\\_____//      o-----o
|           |      |This stage is probably the hardest|
|           |      |of the game and by no doubt the  |
```

```

|           | |most frustrating one. You have to |
|  /\      | |kill the enemies to keep them away|
| /  \     | |from the eight people you are   |
| \  /     | |protecting for one whole minute! |
|  \/      | |You have to keep at least one   |
|           | |man safe. You can recover the   |
|           | |victims if you kill the kidnaper |
|           | |before he left the stage. Kill the|
|_____   | |UFOs before they fire their   |
//         \| |annoying freezing missiles. |
|           | |o-----o

```

stage 8: Jump the Waterfalls

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o-----o
|This stage is not easy, you |
|have to jump five waterfalls |
|by riding all the moving ramps|
|before each waterfalls. The  |
|first ramp is the only one   |
|that is not moving. Avoid the |
|three first whirlpools by the |
|right, and the two others by  |
|                               |
o-----o

```

stage 9: Race to the Finish

```

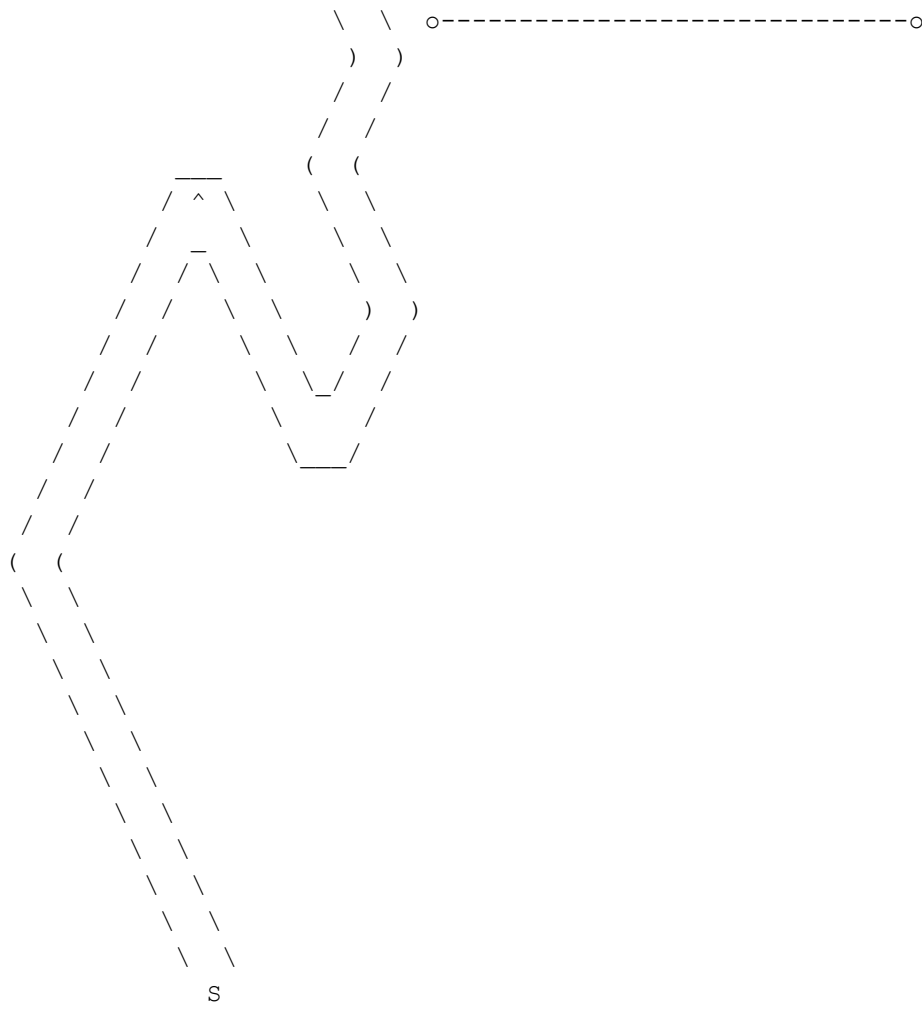
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o-----o
|This stage, like the first one|
|is very simple and linear too.|
|Just follow the way until you |
|reach one of the finish lines.|
|do not jump the two ramps you |
|will see on the way or you   |
|will crash. The way leads to |
|an intersection, take the one |
|you prefer.                  |

```



stage 10: Fry the Monster

When you are fighting the Giant Crab, try to find a safe place and keep shooting it until you feel that your place is not safe anymore, then find another safe place.
