

A Button	Punch/kick right
B Button	Punch/kick left
Select	Not applicable
Start	Pause

1.02 ----- STAGE ONE -----

Look out! Gangster thugs are comin' atcha! Defeat these three guys at the beginning, the A button will attack on your right while the B button will attack on your left. This applies no matter which direction you are facing. Some more difficult muscle men await you on the right, kick the crap out of them too. Don't forget you have an awesome spin kick attack by pressing A & B at the same time though using it will deplete your health if it actually connects with an enemy. Continue right and try to climb up the ladder. A couple of ugly women will drop down and try to beat your face in, show them the same courtesy. Make sure to eliminate those damn thugs who try to come to the rescue. Always remember to kill first and think later. At the top of the ladder there's some more ugly women who think that just because they have weapons they can stand up to your powerful fists of fury. Prove them wrong by planting the palm of your hand upside their nose. Press the A & B buttons at the same time to jump, this is how you will get up to the platform on your right. Continuing the streak of enemies who think they are more badass than you solely because they have weapons, some thugs will jump out of the door and try to take you down with the power of their throwing knives. After kicking the crap out of one of them, pick up the knife and jam it in the spleen of another. At the top of the ladder we've got some sidescrolling action going on, these musclemen are no match for you. Same goes for those damn thugs at the top of the ladder. Stay low so you can approach them without being pipe'D and give them a one-two punch kick the the knee. The pipe may also help you out, not that you need any weapons to help you kill. Onward to the boss!

+----- STAGE ONE BOSS -----+

| This guy has a nasty habit of pounding you and not letting you get up. |
 | His horizontal karate chop will send you flying and if that doesn't then |
 | you'll feel an equal amount fo pain when he lifts you into the air and |
 | punches you repeatedly in the gut. Jump kicks can work rather effectively |
 | but I find just running up to this guy and punching him over and over and |
 | over and over again works equally as well. Be sure to watch out for the |
 | edge at the bottom, it may sound like a no brainer but if you drop off the |
 | bottom, you really will drop! After knocking this boss out a couple of |
 | times his entire body will disintegrate, but it's not over! Within a few |
 | seconds he is back and ready for more. It'll take one more beating to win |

1.03 ----- STAGE TWO -----

Start this level by moving right and jumping down toward the muscle men on the lower level. See if you can land on them in some kind of dropkick fashion. When they're dead and the arrow is pointing down it does not mean "jump off the cliff" but rather climb down that yellow pole thing in the middle. Jump across the gap at the bottom and fight your way up. When you're just about to reach the roof of the building you'll hear the sound of a helicopter, this is your cue to CLIMB BACK DOWN lest you wish to be hit by gunfire if you're still standing on the roof. Stay at the bottom of the pole while the ugly women

jump out. Kick them off as they come down and they'll likely drop their grenades which will blow up, killing them in the process. Just make sure you stand back. After this knock the thugs off the pole and then beat them to death with their own iron rods. Club them in the temple and splatter their brains on the wall. Lastly some badass pugilists will descend the the chopper. These are the first enemies in the game who truly deserve to do battle with you, however of course you will still force them to eat their own shit. Just because you can. Climb up the pole and drop down to the lower level. Some musclemen appear but all you need to do is take your foot and jam it into their appendix. After this come the stage's boss battle.

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+----- STAGE TWO BOSS -----+
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| Holy shit! Ninjas! A worthy adversary! You're going to have to use all
| of your cunning for this battle. Since it is scientifically documented
| in numerous sources that NO ONE can move faster than a ninja, you're
| going to have to use the one advantage you do have: brute physical
| strength. Sure the ninjas may run up and knock you down, but if they're
| not smart enough to take off after that you can get up and use your one
| second of invulnerability to jam your elbow down their throat. Try to
| take advantage of both attack buttons so you can punch one in the face
| and hopefully deliver a swift kick the other coming up from behind.
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1.04 ----- STAGE THREE -----

The first thing you want to do in this level is get as far left as you possibly can. This is of course, only if you're a big sissy. Real men know that if you're in a helicopter and the door keeps blowing open, the best place to fight is right on the goddamn doormat. Of course you'll have to use your lightning fast reflexes and be ready to move down if the door opens, but think of all the enemies that will get sucked out if you're battling so close to the door. Obviously if you're lying on the ground you're going to be sucked out no matter what, but fortunately this only applies to people who get their ass kicked on a regular basis and spend the majority of the time lying on the ground. Pussies. Anyway crush the skulls of these pugilists who attack you off the bat then begin taking on the thugs with the iron poles. A whole bunch of them come at you so pick up a pole and get yourself close to the door. A single hit with this thing and they go down, sucked out easily in seconds.

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+----- STAGE THREE BOSS -----+
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| This hardcore muscleman makes the other musclemen look like... less...
| muscley... men. No matter how fast your reflexes are or how strong your
| punches are this guy always seems to be the one with the longer arms
| and ability to grab you and throw you over his shoulder. Obviously with
| an open pit to death nearby this isn't too pleasant. The solution is
| being a big cheapass. Despite his arm strength it seems this guy does
| not possess the leg strength to keep himself from falling out of the
| helicopter so stand as far to the right as you can and as he approaches
| you, watch and the door opens and he just dies. Defeat two for the win.
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1.05 ----- STAGE FOUR -----

Damn the music in this level is awesome. The musclemen at the beginning don't have the first idea how to fight like real men, they stand at a distance and hurt some kind of boomer-flail (Define: combination boomerang and flail-mace-

thing) at you. Move up and down on the screen to keep them too stupidified to even act then crack their shoulder blades when you get up close. Be sure not to move too far down or you'll drop in the water and die. There's a couple of ugly women after this who don't really do anything besides stand around and die, so take them out and proceed into the door at the end. At the bottom you might not notice but those are spikes on the roof. Any attack or combination that ends in an uppercut is sure to kill the enemy instantly, but the same massive damage applies to you as well if you're knocked into the air or stupid enough to jump. After taking down a couple of pugilists a large golden wrestleman appears. Don't let this guy get near you, most of his attack will knock you into the air. Start punching or kicking before he even gets in range, that's your best bet. A couple of trips up into the spikes will have him lying on the ground flashing. Watch out for these spike pillars coming up on the right, it's difficult to dodge them unless your timing is perfect, mostly due to clunky controls. Position yourself in the middle of the area where the ceiling is open so if you get hit, you won't fly up into the spikes. Some ugly women will drop down with grenades, even after killing them you have to be careful to move away from the grenades they drop. Some less dangerous thugs drop down following them, just kick them stright up and impale their skulls on the roof spikes. Lastly before you can go any further you have to fight another one of the super musclemen from the chopper. The fact that he can throw you means instant spike damage always, you'll have to hit him again before he hits you, it's the only way to go. Now proceed through the door.

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+----- STAGE FOUR BOSS -----+
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| I don't know what the hell they were thinking with this room. It's like |
| it's not enough to simply end the level after a battle, first you must |
| go from this completely normal area to a room with pointless conveyer |
| belts and cliffs on all sides. All you need to do is jump across to the |
| door and that's the end of the level but of course the awkward controls |
| make this stupid room as dangerous as any boss fight. It's so retarded |
| I decided to call it a boss. The boss of this level is a room. Now jump. |
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1.06 ----- STAGE FIVE -----

You know you're in for some serious trouble when the level is called Forest of Death. Defeat the ugly women at the start wielding flails and then drop down. There's a ladder here but you don't have to use it. If no enemies appear at the bottom try moving down further, that should trigger them. It's just more ugly women with flials of course. Now for some awkward platforming. Don't jump across the skinny platforms, move up toward the waterfall and jump across there, it's much easier. Defeat the musclemen as they come down the vines and then climb up either one of them. At the top some more musclemen will come out the door, but this time with sticks of dynamite. You'll have to watch carefully where the dynamite lands and avoid it while simultaneously planting your foot in their faces. Perhaps you can knock one of them onto his own dynamite and incinerate him. The options are limitless. When the musclemen are dead the super muscleman comes out to see what the hell is going on. Simply stand to the left of the door and begin kicking him in the testicles when he comes out. Same deal for the second one. Now head to the right, it looks like Link has been working out. I don't really know what these are so I'll just call them pansy boys, but in fact they are quite skilled fighters. Keep your distance from the pansy boys and try to take them on one at a time using your feet rather than your hands. Shouldn't be too difficult.

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+----- STAGE FIVE BOSS -----+
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| The boss of this stage is a giant machine but it doesn't really attack |
| you. Instead what you have to do is jump up to the top where the door is |
| while avoiding the engine exhaust and stuff like that. It shouldn't be too |
| difficult but they won't just let you go in the door. Some dynamite |
| wielding musclemen and some pugilists are there to make sure fo that. |
| After cracking their spines in half stand near the door, one final battle |
| against the golden muscleman awaits before you can go inside. As long as |
| you're attack right when he appears he shouldn't be able to counterattack. |
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1.07 ----- STAGE SIX -----

As far as I'm concerned no game that forces you to jump by pressing two
buttons at once and gives you recovery time upon landing should have
platforming elements, but this game does. This first part is ridiculously
difficult for no reason at all. If you want to land on a platform and jump
you'll have to jump very early, just as the other platform is disappearing and
you'll also have to randomly hope you don't get hit by the fire dropping down
from above. If you manage to get across you'll have to battle some pugilists
under the watchful menacing eyes. After they die some pansy boys will attack,
I find that if you corner them against the raised area in the middle you can
defeat them quite easily. To your left is a small platform, if you don't jump
you will die. Now for the stupidest part of any game ever.

-----+ STAGE SIX BOSS -----+
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| I feel sorry for anyone not playing on an emulator here. They make this |
| so clunky and difficult and just to add insult to injury, it's designed so |
| that just about every time you miss, you get impaled by spikes. Nice. |
| After the first couple of jumps you'll land on a small platform, to reach |
| the next one you have to stand over and on the right side of this of you |
| will jump too far. The rest of them are pretty self explanatory. This |
| is far harder than any boss you've faced so far up to this point. |
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1.08 ----- STAGE SEVEN -----

And because stationary platforms weren't challenging enough, how about jumping
between mid air conveyor belts. Well just so you don't have to go through
trial and error, the first one is moving left, the second is moving right and
the small final one is moving left. In the next room start attacking quickly.
There's a sole pugilist and then you have to take on another visor man like
the first boss but all the while the ground is disappearing on your left. Be
sure you get in the door before you drop off entirely. Now there's some odd
gear things you have to jump across, pay attention to which way they are
moving so you can compensate for the movement upon landing. Keep in mind also
that they don't move all the time, and also that the spikes on the ground are
not simply content staying still, they like to bounce up into the air for no
reason. They go in a specific pattern, far right, mid-right, mid-left, far
left, middle, so always note this before jumping. Remember that when it comes
to jumping you will almost always overjump, it's near impossible to jump too
short in this area. No bosses in this next area but the musclemen are beefed
up and throwing dynamite like crazy. If you need a surefire way to defeat
them then get over to the left side and knock them off. It's dangerous of
course, but who the hell cares. Head through the door afterward.

-----+ STAGE SEVEN BOSS -----+
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