

- C. Stage 3 - River of No Return
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 - M. Stage 13 - And There Were None
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I. FAQ

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A. CONTROLS

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Moving right along, it's time to get acquainted with the controls of Golgo 13.
On your standard NES controller, the controls are as follows:

Side Scrolling (walking) levels-

D-Pad Left/Right - Move Left/Right
D-Pad Down - Duck/Squat
D-pad Up - Enter building
A button - Kick or Shoot Gun (jump kick while in air)
B button - Jump (hold down for higher jump)
Select - N/A
Start - Pause

Side Scrolling (water/swimming) levels-

D-Pad Up/Down/Left/Right - Swim Up/Down/Left/Right
A button - Shoot spear
B button - N/A

Targeting Mode (point and click) areas-

D-Pad - Move crosshairs
A button - Shoot gun or spear
B button - N/A

Side Scrolling (helicopter) levels-

D-Pad - Moves up/down or forward/back
A button - Shoots missile
B button - N/A

3-D Maze Levels-

D-Pad Up - Move forward

D-Pad Down - Turn Around
D-Pad Left/Right - Turn left/right
D-Pad Left/Right (shooting) - Move crosshairs
A button - Shoot Gun/Throw Grenade

Phew! Lots of modes in this game, good variety of stages.

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B. Game Modes and Info
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As you may have guessed, Golgo 13 is based around espionage, much like James Bond. The game incorporates several different types of modes of play, to give variety. Some of these modes are fun, while others (MAZES) are rather annoying.

BASIC GAME INFO

You may notice upon playing the game that your life ticks down on it's own, yes this is bad. In order to gain more life, Golgo 13 must kill others. You will also gain bullets by this method, so avoiding enemies is not an option. with the amount of damage you will no doubt be taking from foe's, it is absolutely necessary to kill as many baddies as you can.

MODE 1 - SIDE SCROLLING ACTION

The first mode you start out with is your basic side-scrolling action mode. Golgo 13 roams the streets of a city, shooting bad guys and jumping much higher than humanly possible to avoid bullets. One thing to be aware of in this mode is that you CANNOT shoot while ducking, which makes your odds in battle seem quite unfair. Your only hope to dodge bullets is to jump, and with the enemy shooting up to 3 bullets at one time at any random tempo you can die pretty quickly. The idea here is to anticipate the arrival of a bad guy on the scene and to have a quick trigger finger. Unfortunately, bad guys will duck, and your bullets will whiz harmlessly over their heads. You MUST jump over the bullets and counter-attack quickly to have a chance here. To enter a building in this mode, you simply press UP.

MODE 2 - SIDE SCROLLING HELICOPTER ACTION

Second, you will come across a Gradius-type scenario where you man a helicopter and are expected to take on the likes of MIG's, bombers, and crazy rotating death machines. The idea here is to dodge bullets and shoot everything down, but that ends up being much easier said than done. Bombers and Rotators take quite a few bullets to kill, so get ready to mash some buttons.

MODE 3 - TARGETING (POINT AND CLICK) ACTION

From time to time, you will be walking along, and suddenly you will hear a loud POW! You may see a gun in the foreground. When you see this, you will be switched into TARGETING mode, which will give you a straight on view of your enemies, and a crosshair to aim. Move around the crosshairs and fire at everything that moves. These modes are fairly easy, and can really give you loads of life back that you may have lost previously. This mode also displays

for you the number and type of bad guys that are left on the screen. You may encounter this mode while Walking, Flying, or Swimming.

MODE 4 - SIDE SCROLLING SWIMMING ACTION

You will also be blessed with water levels in this game. During the water levels, you will face men with spears, sharks, octopi, mines, and deadly anemones. This mode is fairly straight forward: kill everything you see (except the mines, avoid them) and don't get caught in the anemone's. Many times you will be able to swim down 1 or 2 levels from your starting position, so pay attention to the pits.

MODE 5 - FIRST PERSON 3-D MAZE ACTION

This brings me to the most annoying mode of play in the game, the first person 3-d maze. These stages are like a super-primitive version of Wolfenstein-3d, where you walk around, frame by frame, trying to find a way out. Lasers will come from the ceiling to block your path, walls will suddenly appear to block your path, and guys with machine guns will make your life miserable. Not to mention it's a MAZE. Lucky for you, I've supplied maps. You also get to use grenades in this mode.

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C. STRATEGIES
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Here are some basic strategies to take care of enemies you might come across. Golgo-13 only uses a handgun, although he is supposed to have an M-16, and he can only shoot one bullet at a time, rather slowly. He also cannot shoot while ducking or jumping, so this makes shooting the gun rather ineffective, especially on side-scroller levels. For the most part, the easiest levels are the water levels, because you can swim around and shoot any direction, without having to worry about ducking or jumping.

SIDE-SCROLLER LEVELS AND ENEMIES:

For Side-scroller levels, such as Berlin, Rio, Greece, and the Amazon, you will face Agents, Karate Women, Bazooka Men, Motorcycles, and more...

(STK = Shots to Kill)

Name: Agent

STK: 1

Behavior: Agents, will shoot at you, and duck and shoot you.

Strategy: Try to shoot these guys quickly, if you find them ducking, don't be scared, attack them head on and use your jump kick. Many times you will find yourself on top of the agent, getting killed. If this happens, quickly tap B and A to jump kick.

Name: Motorcycle Men

STK: 1

Behavior: Motorcycle men will approach you and do a wheelie, trying to smash Golgo-13. These guys will typically not turn around to go at you.

Strategy: I simply jump over these guys, your bullets are too high to get them at normal height, and they will just roll off the screen. Just jump them.

Name: Karate Women

STK: 2

Behavior: Karate Women will shoot a gun, and also jump kick you very acrobatic like. Usually if they are close, they jump kick over your head.

Strategy: These girls are ANNOYING. As soon as you see them, try to get a shot in. More than likely they will jump kick you after this, but if you are close enough, they will jump over your head. Quickly turn around and shoot them again. Again, if they get on top of you, use your jump kick!

Name: Bazooka Men

STK: 6

Behavior: Apparently, these guys are heavily armored. They will stand in one place and shoot a bazooka rather slowly at you. Sometimes the shot will go straight, sometimes up, sometimes down.

Strategy: The best way I have found to deal with these guys is to get up right in their face and jump HIGH, then time your kick RIGHT BEFORE you land. Keep doing this 5/6 times to kill them. Most of the time, they won't get off very many shots, and the ones they do miss you.

Name: Laser Turrets

STK: 4

Behavior: These are stationary turrets, they shoot lasers low/high fairly quickly.

Strategy: I try to avoid these, because it is hard to shoot them without taking a good amount of damage. Many times the turrets are on a high or low level. If this is the case, go the opposite way and don't even mess with them. They can only shoot straight ahead or backwards.

Name: Security Floating Men

STK: About 4

Behavior: These are strange foes in the game. They float around shooting boomerang type weapons at you.

Strategy: Keep your distance from these guys and shoot as quickly as you can. If they get too close, jump over them and run away, they won't chase you very fast.

WATER LEVELS

For water levels, the basic strategy is to keep your distance and fire rapidly. You can't jump, only swim, but it is much easier to kill foes in the water. I've listed the number of shots to kill each one and the enemies you will face.

Name: Diver

STK: 1

Behavior: They will float around, and follow you, so try to kill them before they end up on top of you.

Name: Floating Mine

STK: N/A (DODGE!)

Behavior: Float up and down, and typically block narrow passages, be careful!

Name: Shark

STK: 1

Behavior: Will swim forward and occasionally dive up or down, not very smart.

Name: Barracuda

STK: 1

Behavior: Same as the sharks.

Name: Piranha

STK: 1

Behavior: These little terrors are fast and usually come in groups, they will also not hesitate to follow you and attack. Try to kill these quickly and efficiently.

Name: Anemone

STK: 4-5

Behavior: These sit in one place and can drain your life very fast. Avoid them or kill them for a life bonus.

Name: Octopus

STK: 6-8

Behavior: Annoying because they take several shots to kill and they tend to follow you around. However they are rather slow and can't shoot you.

You might also encounter missiles, you can dodge these or shoot them, but they are rather fast.

HELICOPTER LEVELS AND ENEMIES:

The key to survival in the helicopter levels is to A. Have a quick finger or turbo controller, and B. Be ready to dodge bullets.

Name: MIG

STK: 1

Behavior: These planes come VERY quickly onto the screen two at a time, and spray bullets in your direction.

Strategy: It's pretty hard to kill these, because they are too fast. The key is to anticipate their arrival, using my guide, and spray bullets up and down, hopefully you can kill them, if not at least dodge them.

Name: Bomber

STK: About 10

Behavior: Come very slowly from behind you spray bullets in all directions, this is where your bullet-dodging skills come into play.

Strategy: When you see these, go to the middle of the screen, far away from them. You will need to dodge some bullets for a couple seconds, then make your way BEHIND them and start shooting like crazy. It works best if you spray bullets up and down. You can shoot the bombers bullets as well.

Name: Rotator

STK: About 20-25

Behavior: These things come from in front, with crazy rotating balls all around them. They don't shoot bullets, but come straight for you and can do serious damage.

Strategy: You need a quick finger or turbo controller. As soon as you see them

start loading them with lead. Usually it will die RIGHT before it hits you, so don't back down.

Name: Submarine

STK: N/A

Behavior: These are in the water, and they shoot missiles from three locations straight up at you.

Strategy: You can't kill them, so just dodge the missiles, easy enough.

3-D MAZE LEVELS AND ENEMIES:

In 3-D mazes, you will only have to deal with 3 different types of foes, and a couple of bosses. For the regular enemies, the object is to kill them before they can shoot you. For Gunmen and Officers, simply press A (left/right), A again, to kill them in one shot. Samurai men are different because they are very fast. Don't be surprised by these guys, if they jump over you, just turn around and quickly shoot them. They take a good chunk of life.

The two bosses you encounter in 3-D mazes are SPARTACUS and TWIN GOLGO-13. The strategy for both is as follows..

A, (left/right), A, A, (left/right)...

Watch for him to jump, if he jumps behind you, immediately turn around and continue. Also, if you can shoot him AS HE LANDS, he won't shoot and he will keep jumping. He will die rather quickly this way.

TARGETING SESSION LEVELS AND ENEMIES:

Targeting sessions can really be your friend, because they give you a lot of life and ammo rewards... However, if you aren't quick, you can die QUICK. You might face agents, helicopters, MIGs, submarines, divers, or bazooka men in these targeting sessions. The strategy is always the same, QUICKLY shoot the more threatening foes to your health (anything that shoots missiles). Pick the closest foes first, and move around in a steady circle, DONT CHANGE DIRECTION. Eventually, you should be able to clear these things out and come out with MORE life than you started with. The final boss in the game is in a targeting session, and the strategy for the brain is as follows...

FINAL BOSS STRATEGY:

The idea here is to destroy everything before the clock ticks down to 0:13 seconds. I don't know why its 13 seconds, it just is. Anyway, you need to first destroy the tops of those clone-making cylinders. Shoot them several times where they blink red to destroy them, then quickly kill the clones that were made. The clones go in phases:

Phase 1 - Normal man, far away

Phase 2 - Close up

Phase 3 - Floating Head

Each phase takes a couple hits to destroy. After you have destroyed the clones, move on to the next cylinder. Continue with this until you have destroyed all the cylinders and all the clones. Then go to the area where a flashing red light is moving side to side on a track. Destroy it, and move

up to destroy TWO MORE of these things. They are moving, so it's harder to destroy them. After that, quickly move back to where the brain is and destroy the giant red thing below him.

When you do this, the brain will float up, and Golgo will take aim and destroy the brain for good...press B, then A to end it.

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D. FREQUENTLY ASKED QUESTIONS
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Q. I keep getting overwhelmed by agents and karate women, they get on top of me and my life gets drained quickly. What do I do??

A. The most useful weapon you have in your arsenal for this situation is your jump kick. If you find yourself trapped too close to an enemy, quickly tap B, then A to jump slightly and kick. This can clear out enemies pretty quickly, and hopefully save you some life points.

II. Walkthrough

Now for the real reason we are all here, the Walkthrough. We start with a lovely scene of a helicopter approaching the Statue of Liberty, then suddenly exploding for no apparent reason.

OVER THE STATUE OF LIBERTY, A HELICOPTER EXPLODES MYSTERIOUSLY.....

THIS IS A CIA HELICOPTER TRANSPORTING CASSANDRA-G, A WEAPON OF BACTERIOLOGICAL WARFARE.

THE CIA CONCLUDES THAT THE EXPLOSION IS PART OF A KGB PLOT.....

AND SOMEONE HAS STOLEN THE VACCINE.....

A SHELL FIRED FROM AN M-16 WAS DISCOVERED AMONG THE FRAGMENTS OF THE ILL-FATED HELICOPTER.

...and that ladies and gentlemen, is the extent of the game intro.

PUSH START

=====
A. Stage 1 - THE IRON CURTAIN
=====

LOCATION - TEGEL AIRPORT (planes landing noisily)

You begin by speaking with Maria Lovelette....

MARIA - I'M MARIA LOVELETTE, AN AGENT FOR FIXER

GOLGO - WHAT CAN I DO FOR YOU?

MARIA - OUR PEOPLE ON THE COPTER CASE HAVE VANISHED.

SOMEONE SHOT THE COPTER DOWN BUT A MESSAGE THE GROUP LEFT
BEHIND SAID IT WASN'T YOU.

APPARENTLY, SOMEONE PLANNED TO PIN THE EXPLOSION ON YOU.

GOLGO -

MARIA - WE'VE GOTTEN OUR HANDS ON A REPORT FROM A MAN WHO CALLS
HIMSELF CONDOR.

THIS REPORT HAS INFORMATION ON WHERE THE VACCINE IS.

BECAUSE CONDOR KNEW THIS, IT SEEMS SOMEONE TRIED TO PUT HIM
OUT OF BUSINESS.

GOLGO - (talkative fellow)

MARIA - CONDOR'S SOMEPLACE IN EAST BERLIN NOW.

WE'RE ASKING YOU TO GET TO THE PEOPLE TRYING TO KILL CONDOR...

THEN FIND OUT WHERE THE VACCINE IS AND EXECUTE THE LEADER OF
THIS MYSTERY GROUP.

OUR GROUP HAD TO KNOW WHERE CONDOR WAS STAYING.

GOLGO - I SEE. WELL, I'LL GIVE IT A TRY.

And so the stage begins, Golgo 13 is set to find Condor and eliminate this
"Mystery Group."

Begin the stage by moving right, kill the KGB agent, don't bother going in the
first subway entrance (POTSDAM STATION), there's nothing there now. Continue,
the next man will warn you about the KGB as if you didn't already know, and
tells you that Condor's people must be around somewhere (thank you captain
obvious). You will come across another agent, then your first TARGETING mode
session. Kill the four crazy jumping men to continue. Jump over the
motorcycle man and kill the next agent, enter the subway (FRIEDRICH STREET
STATION). You'll encounter a rather ugly man...

DIRK - I'M DIRK BULLIT, CONDOR'S BEEN TRYING TO GET A HOLD OF YOU.

WHEN YOU'VE TAKEN CARE OF BUSINESS, YOU MIGHT TRY THE
BRANDENBURG GATE.

GOLGO -

DIRK - BY THE WAY, IT SEEMS A FIXER AGENT HAS COMANDEERED A HELICOPTER.

THOSE KGB SCUM ARE GETTING A LITTLE UPTIGHT, SO YOU WANT TO GO
NICE AND EASY.

GOLGO -

Back to action, quickly dispatch the last agent, and move onto the next area.
Don't bother with the hotel, it's not available. Kill two more agents, then
enter another TARGETING mode, but this time you'll have to kill 2 men, and
2 helicopters. These choppers take two hits. If you see a missile coming, make
sure you kill the chopper AFTER it hits you, so you get the life back. After
that, kill another 4 agents, then enter ALEXANDER STATION...

CHERRY- GOLGO-13...

WE'VE FINALLY MET. I'M CHERRY GRACE. FIXER GROUP.

IT SEEMS AN ENEMY SNIPER IS TO STATION HIMSELF IN THE TELEVISION
TOWER AND HIT CONDOR...

GOLGO -

CHERRY- IT WOULDN'T DO TO HAVE THE SNIPER ON THE GROUND, WOULD IT?

THERE'S A HELICOPTER LANDING PAD NEAR THE STATION.

THERE'S AN M66 IN THE COPTER.

YOU'D BETTER GET THERE QUICKLY BEFORE THE KGB FINDS YOU...

GOLGO - I SEE. WELL, I'LL GIVE IT A TRY. (hmm.. that sounds familiar)

CHERRY- WHEN YOU'VE FINISHED WORK, STOP BY THE HOTEL...

GOLGO - (yep, I'm getting laid)

=====
B. STAGE 2 - THE MOVING TARGET
=====

ABOARD THE HELICOPTER, GOLGO-13 HEADS FOR THE TV TOWER.

Of course, you didn't expect to encounter no resistance did you? You will start flying your helicopter, you will encounter foes as the following:

2 MIGS - 2 MIGS - 2 BOMBERS - ROTATOR - 2 MIGS - 2 BOMBERS - 2 MIGS -
BOMBER - 2 MIGS - 2 MIGS

To kill MIGs, simply anticipate when they will come, and spray bullets up and down, they are too fast to shoot on reflex, unless you are in the right place. For bombers, fly around to dodge their bullets and get behind them, then fire rapidly. For Rotators, as SOON as they get on the screen start shooting. These take a TON of bullets, and you don't want to get hit by them.

Afterwards, you will be treated to a TARGETING session. This time it is 2 planes and 2 choppers. Kill each, make sure you take the missile hit BEFORE you kill the foe, so you get your life back. Now you will face a Rotator, and 2 bombers before you approach the skyscrapers. It's time to snipe.

For this task, you will sight the man with your D-pad, get close up with B, and take him out with A. PUSH START. Move down and right, until you can faintly see a man in the window of the top of the right building. Get your cursor close, and press B, then A. KAPOW, he's dead.

THE AIRBORNE HIT COMPLETED.... GOLGO-13 HEADED TOWARD THE BRANDENBURG GATE.

Start by walking left, and a man will tell you that you might get some clues from the GREEN MANSION. Hop the 3 motorcycles, kill the agent, and pass over the SPREE RIVER. You will then enter another TARGETING mode, where you'll have to kill 4 men, and 2 helicopters. Try to take out the men first, QUICKLY. Then go and kill the choppers to regain life. The building immediately after is the GREEN MANSION.

GIRL - WHAT BRINGS YOU TO THIS PALACE?

GOLGO - I'D LIKE TO FIND CONDOR.

GIRL - I BELIEVE HE'S MEETING SOMEONE AT THE POTSDAM STATION.

GOLGO -

Yep, all the way at the beginning. Continue moving left, hop the two cycle guys, and go to the next area. Kill 2 agents, then enter a TARGETING session with 2 choppers and 3 men. Three more agents, skip the hotel again, skip the next station (FRIEDRICH STREET STATION), and move on. Encounter another TARGETING session, and 2 more agents, FINALLY you're there. POTSDAM STATION..

CONDOR- I'M CONDOR. I OWE YOU ONE FOR GETTING ME OUT OF TROUBLE.

GOLGO -

CONDOR- THESE BOYS ARE LOOKING TO ELIMINATE YOU NOW. I'D BE CAREFUL
IF I WERE YOU.

I'VE GOTTEN MY HANDS ON PART OF A FILE ON THE VACCINE, THE
HIDEOUT FOR...

GOLGO -

POW

Condor is shot by an unknown assailant.

CONDOR-

ALRIGHT, BOYS... MY MOUTH IS SEALED.
LOOK. THESE GUYS... THEIR HIDEOUT... IT'S DEEP...
IN THE SPREE RIVER...

Condor dies, and you are back on the street, time to kick some ass. Move BACK
to the right, yes you'll have to do everything again, and go to the ALEX.
HOTEL.

MAN - MR DUKE TOGO, I BELIEVE. I HAVE A MESSAGE FOR YOU.

GOLGO -

MAN - A MS CHERRY GRACE IS WAITING FOR YOU, SHE'S IN 702.

Golgo goes to room 702....

CHERRY- I'VE BEEN WAITING FOR A COMMUNICATION FROM CONDOR BUT
NOTHING'S COME....

GOLGO - THEY GOT HIM... HE PUT THIS FILE IN MY HAND.

CHERRY- THE VACCINE FILE, RIGHT?

GOLGO - CAN YOU GET A HOLD OF SOME SCUBA GEAR AND A SPEAR GUN FOR ME?

CHERRY- I DON'T KNOW... EVEN IF I COULD IT'S DANGEROUS TO BE
MOVING AROUND RIGHT NOW.

CHERRY- THIS LITTLE WAR HAS JUST BEGUN.

GOLGO -

CHERRY- YOU KNOW, DUKE... IT'S SUCH A BEAUTIFUL EVENING AND YET...
OUT THERE... BERLIN AT NIGHT... AN IRON CURTAIN JUST DOESN'T
SEEM RIGHT.

And yes, ladies and gentlemen, is where GOLGO-13 gets it on, enjoy watching
your life shoot up, and the lights go out. Not as exciting as you thought?

Before Duke can even light up a cigarette, he's back on the streets. Move
left, encountering everything again, including a TARGETING session. Jump
over the agents if you wish, but be careful not to get caught in between 4 of
them. Enter the GREEN MANSION. You'll talk to the girl again, who will supply
you with scuba gear, and show you to the spree river.

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STAGE 3 - RIVER OF NO RETURN
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GOLGO-13, IN SCUBA GEAR, SEARCHES FOR THE HIDEOUT.

This stage is comprised of three levels of water. On the first level, where
you start, you will encounter spearmen, mines, and anemone. If you go to the
far right of this level, you can go upstairs into a 3-D maze, which has no
meaning for the game, so skip it. Go down to level 2 in the water as soon as
you can. On this level, you will also encounter sharks, which are easy to deal
with, and aren't really aggressive. Again, moving to the right yields an
unnecessary 3-D maze world. Go down another level. Here you will encounter
octopi, which take several bullets to kill, but again, are easy to avoid. This
time you can exit and end up in the hideout. NOTE - you will also encounter
at least 1 TARGETING session which consists of up to 8 spearmen, just kill

them as quickly as possible, keep in mind you CAN shoot the missiles.

Once in the hideout, move left, watch for the missiles, you will see a set of 4 missiles, shoot them 4 times to kill them, jumping over the shots if needed. Go left and jump up on the platform above the water, kill the strange security man on the hovering craft with a couple shots. BE CAREFUL here, as if you fall in the water, you end up back on the main level of the swimming stage, and you will have to do it all over again. After the platforms, kill two more sets of missiles, and another security man. Enter the door..

OZ - HAVE YOU COME TO HELP ME?

GOLGO -

OZ - I'M OZ WINDHAM. I WAS LOOKING INTO THE COPTER INCIDENT, WHEN THEY TOOK ME CAPTIVE.

THESE GUYS ARE NOT HERE ANYMORE. THE ENEMY LEADER HAS THE VACCINE AND THE FILE AND IS HEADED FOR GREECE.

IF YOU GO THROUGH THIS PASSAGE, YOU CAN COME OUT ON THE WEST SIDE ...BUT A LOT OF TRAPS HAVE BEEN SET UP.

YOU'LL HAVE TO BE CAREFUL.

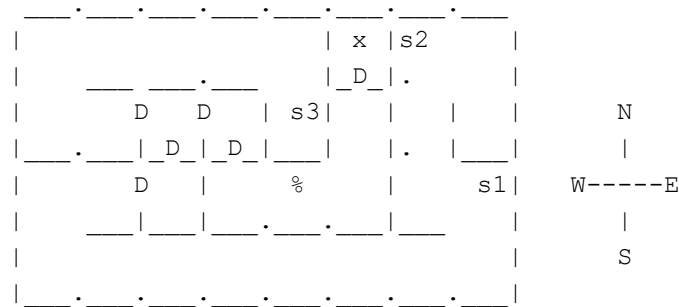
GOLGO -

Great...now a 3-D maze that you are required to navigate. I will make a crude map to help you out. Remember that if you press DOWN you turn around. Make sure you look at the compass at the bottom, it is very helpful.

Start by moving forward, and you'll fall down to a lower level. Check the map, or if you're lazy just follow this:

S, W, W, W, W, W, W, W, N, E (door), E (door), N (door), E (door), S, E (gunman), E, N (door), N (ladder).

MAP FOR MAZE A LOWER LEVEL. (4 x 8 grid)



D = Door

% = Gunman

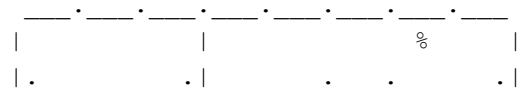
s(x) = Starting point X

x = exit

You'll be at the higher level now, follow this pattern to get out.

(door) S, S, W, S, E, E, N, N, E, E, N, W, N, N, W, N, E (wall), E, N, W (gunman), W, W, W, S, S, W, S, S, W, N, N, N, E, N, W, W, S, S (wall), S, S (gunman), S, S, S, E (door), E (ladder).

MAP FOR MAZE A UPPER LEVEL. (8 x 8 grid)



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| .| | .| | | | .| | .| | |
| % | | | | s2|t2 | | | | S
| .| | | | _D_| | | | .| | | | | |
| | | | | t3 | | | | |
| .| | .| | | | | | | |
| | | | | | | | | | | t1| |
|. | | | | .| | | | .| | |
| | | | | D x| | | | s1| |
|_|_|_|_|_|_|_|_|_|_|_|_|_|_|

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w = Wall (blow with grenade)

% = Gunman

D = Door

sx = Starting point X

tx = trap door X (t1 corresponds with lower level s1, etc)

Remember, if a wall closes on you, just use your grenade to blow a hole in it.

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D. Stage 4 - A FAREWELL TO ARMS
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GOLGO-13 PASSES THROUGH HIS ADVERSARY'S BERLIN HIDEOUT.
HE PURSUES THE ENEMY TO GREECE....

ATHENS AIRPORT...

MARIA - IT'S BEEN A WHILE, DUKE.

GOLGO - I'M GOING TO NEED A CUSTOM M-16,

ONE WITH AN ELECTRIC PERCUSSION AND PUSH-BUTTON STYLE.

MARIA - YOU'LL HAVE IT AS SOON AS I CAN GET IT, I'LL GET A HOLD

OF YOU AT THE HOTEL.

On the streets of Athens, move right, kill the agent, and enter a TARGETING session, with 4 choppers, and two men. Do not enter the area that looks like the Parthenon just yet. Continue right to the next area, dodge the motorcycle men and enter the first building, the ATHINAS HOTEL. The bellboy will tell you that MS TIFFANY is waiting at HERODES CONCERT HALL, which is on the other side of the PARTHENON. SO...go back the way you came, to the PARTHENON entrance.

This won't be obvious at all, but as soon as you enter the Parthenon area, you will see a cleared area in the background colored blue. Press UP here, to get to the other side of the Parthenon. Continue right, entering a TARGETING session with 3 men, and 4 Choppers, afterwards go right until you reach the HERODES CONCERT HALL...

POW

TIFFANY- DUKE... SOMEONE HAS STOLEN YOUR WEAPON... I'M SORRY.

... A MAN RAN OFF IN THE DIRECTION OF CAPE SUNION... UHH!

ACK! Someone stole the M-16!!

WITH THE M-16 HAVING BEEN STOLEN, GOLGO-13 HEADS FOR CAPE SUNION.

And now it gets tough...You will encounter first karate kicking women, that are awful annoying. Try to counter them by using your jump kick, because they rarely stand up in one place for you to shoot them. Don't go backwards, because more will spawn, just jump over them and shoot them when you can. After that, you'll see guys that fire bazookas. The shots are slower, but hard to dodge. And these guys take several bullets to kill, a good method to use is to shoot twice, then jump high, shoot twice, jump high. This will avoid some shots, good luck. Pass by the REMAINS OF POSEIDON, go right to the next area. TARGETING session here, with 3 planes, 2 choppers, AND a submarine. Try to kill the MIGs first, then the sub, then the choppers. Afterwards, continue right, jumping over the mines on the ground, and proceed to the next area...

GOLGO -

CHERRY- I'M HAPPY TO SEE YOU AGAIN.

SINCE WE PARTED AT THE HOTEL, I'VE HAD NO IDEA WHERE YOU WERE.

WHILE ON ANOTHER INVESTIGATION, I MANAGED TO GET MYSELF

INTO THIS COUNTRY.

A WHILE AGO, WHEN I WAS DOING SOME RESEARCH IN THE AEGEAN SEA,

I SAW SOMETHING LIKE A WATER TANK. HERE'S THE SCUBA GEAR I WAS USING.

THE WATER TANK HATCH IS ATTACHED TO THE REAR AND LOOKS LIKE A DOME...

GOLGO -

Yes, another water level. In here there are tons of green spearmen, and missiles coming from all directions. Stay in a static horizontal area, and shoot left and right when you need to, don't go after everything. You'll come to a TARGETING session with 7 divers. Keep going and you'll come to a boat that shoots at you with guns, you need to enter the boat here, so get near it until you enter...

=====
E. Stage 5 - SPARTACUS
=====

You'll start in another area like the hideout from earlier, same enemies. Try to get on the opposite levels of the missile turrets so they cant shoot you. This is a short area. You will come to a door...

BRUTOS- HAVE YOU COME TO HELP ME?

GOLGO -

BRUTOS- I'M JOHN BRUTOS, I DEVELOPED THE CASSANDRA-G VIRUS IN THE CIA RESEARCH LABS.

THE NIGHT OF THE EXPLOSION, I WAS KIDNAPPED AND BROUGHT HERE.

THESE GUYS APPEAR TO BE DREK CONSPIRATORS. I DON'T KNOW THE DETAILS.

THE DREK CACHE LIES AT THE BOTTOM OF THE AEGEAN. IT'S PROBABLY

MAINTAINED IN AN UNDERGROUND FORTRESS. THE DREK LEADERSHIP WANTS

TO TRANSFER THE CACHE TO ANOTHER LOCATION. THAT'S WHY THEY'RE IN

GREECE NOW.

GOLGO -

BRUTOS- THESE PEOPLE PLANNED TO USE THE MAN WHO SHOT DOWN THE CIA COPTER TO KILL GOLGO-13.

GOLGO -

Back in the hideout area, go all the way back to the right and out of the ship.

Continue right in the water until you exit... Go back left and do the rather difficult TARGETING session again. Continue left until you reach the REMAINS OF POSEIDON...

MAN - HEH, HEH, HEH.

THE M-16 AND THE WOMAN ARE IN MY HANDS.

GOLGO -

MAN - IT LOOKS LIKE YOUR TOMBSTONE'S GOING TO BE IN GREECE. HEH, HEH, HEH.

GOLGO-13 PURSUES THE MYSTERIOUS ADVERSARY TO HERODES CONCERT HALL.

Go left to the PARTHENON, and go back down to where you started this Grecian mission. Go right, and a man will tell you about a mysterious skeleton. Go right more, until you get to the ATHINAS HOTEL. The man tells you that Ms. Eve Christy is waiting in room 704...

EVE - GOLGO-13...

GOLGO -

EVE - I'M EVE CHRISTY.

I'VE COME FROM FIXE WITH AN URGENT COMMUNICATION FROM CHERRY GRACE.
IT SEEMS CHERRY HAS BEEN CAPTURED BY DREK.

GOLGO -

EVE - BASED ON A SIGNAL FROM CHERRY'S TRANSMITTER, WE PLACE THE ENEMY HIDEOUT IN THE AEGEAN SEA IN THE VIRGINITY OF DEROS ISLAND.
OZ WINDHAM IS GETTING THE COPTER READY.
TOMORROW, PLEASE GO TO THE DIONYSUS THEATER.

GOLGO -

EVE - BUT THERE'S NOTHING YOU CAN DO TONIGHT. WHY DON'T WE DO SOMETHING FOR OURSELVES?
I MEAN, IT'S ALWAYS WORK FOR US ISN'T IT?
WE SHOULD ENJOY THE FEW MOMENTS IN LIFE THAT WE DO HAVE AWAY FROM IT ALL.
SOMETIMES, WHEN I THINK ABOUT ALL THE RISKS I TAKE, I WONDER THAT I'M STILL ALIVE.
ANYWAY, I'M STILL IN ONE PIECE.

Holy crap, you're getting laid AGAIN, hello LIFE!

Afterwards, the bellboy informs you that Eve had went out somewhere...The DIONYSUS THEATER, no doubt. HE says its to the left of the PARTHENON. Soooo, go left, and up, up again, and left all the way to the end. You will face several karate women and bazooka guys, but most of them can be ignored. Make a beeline for the DIONYSUS THEATER at the top of the steps...

AHHH! A CRAZY GREEN MAN!!

SPARTACUS- HEH, HEH, HEH.

GOLGO -

SPART - I'VE BEEN EXPECTING YOU. MY NAME'S SPARTACUS. I'VE BEEN HIRED TO KILL YOU.
CAN YOU BEAT MY SUBMACHINE GUN? HEH, HEH, HEH.

GOLGO -

You'll be placed in what looks like another 3-D maze, but it's not, you'll be fighting Spartacus in here. Move 2 spaces forward, and shoot him as many times as you can. You'll need to replace the crosshairs each shot so...

Press A, (right or left), A, A, (right or left A)...over and over.

He will jump over you, simply press down to turn around and continue. You'll need to do this as fast as possible, hit him about 12 times to end it. Exit to your right...

OZ - GOLGO-13...
ARE YOU ALRIGHT? EVE PROBABLY TOLD YOU THAT I'VE GOTTEN THE COPTER READY.
GOLGO - HAVE YOU HEARD ANYTHING ABOUT THE GUY WHO GOT MY WEAPON?
OZ - NO... I HAVEN'T.
GOLGO -
OZ -

After that stimulating conversation, you will be back in your helicopter...

2 BOMBERS - SUBMARINE - 2 MIGS - 2 MIGS - 2 MIGS - 2 MIGS - ROTATOR
SUBMARINE - ROTATOR - BOMBER - 2 MIGS - BOMBER - 2 MIGS - BOMBER
2 MIGS - 2 MIGS - 2 MIGS - 2 MIGS - 2 MIGS - TARGETING SESSION

Watch for the submarines, you can't kill them, but you can destroy the missiles that they fire. You will come to a TARGETING session with 3 planes, 2 copters, and 1 submarine. Then...

2 MIGS - ROTATOR - BOMBER - SUBMARINE - 2 MIGS - 2 MIGS - BOMBER - 2 MIGS
2 MIGS - BOOM

Your helicopter explodes, but you are able to abandon it with a parachute...

INSIDE THE COPTER A BOMB HAS BEEN SET....
AS THE BOMB IS ABOUT TO GO OFF G-13 DIVES INTO THE WATER.

Who would set a bomb on your copter????

=====
F. Stage 6 - THE THIRD MAN
=====

Start off in a water level, with a few divers, and a couple sharks. Dodge the missiles that come from behind and enter a TARGETING session with 6 divers, and 2 submarines. The submarines will take 4 hits, and are easy to hit, very slow. Continue right, and go down the first pit to the second level. To your right here is a dead end, so go left until you reach another TARGETING session with 8 divers, and 1 sub. Watch for the octopi on this level. Continue left, until you can go down another level. Go right, and you'll have another TARGETING session with 6 divers, and a sub, pretty easy. Continue right, passing several sets of mines, and go up to the ladder.

Now you'll be in a hideout type area. The only thing in here is about SEVEN of those security floating guys. You can dodge most of them, kill a couple, also dodge the missile turrets and make it to the end...

OZ - HAVE YOU COME TO HELP ME?
GOLGO -
OZ - I'M OZ WINDHAM. I WAS LOOKING INTO THE COPTER INCIDENT, WHEN THEY TOOK ME CAPTIVE.
THESE GUYS ARE NOT HERE ANYMORE. THE ENEMY LEADER HAS THE VACCINE AND THE FILE AND IS HEADED FOR RIO. THE ENEMY LEADER IS DISGUISED AS ME.
GOLGO - THE GUY IN BERLIN WAS A FAKE THEN...

DO YOU KNOW A WOMAN BY THE NAME OF EVE CHRISTY?

OZ - SHE'S THE ENEMY LEADER'S GIRLFRIEND.

THESE DREK PEOPLE ARE GETTING OUT WITH THEIR CACHE ON A SEAPLANE.

GOLGO - THERE WAS A SEAPLANE THEN, TOO.

OZ - CHERRY IS LIKELY BEING HELD SOMEWHERE IN THIS CITY.

SHE'S PROBABLY GOT SOMETHING ON THIS.

GOLGO -

Well, that's quite an interesting twist...the bad guy's girlfriend got busy with you in the hotel room. Now you must kill them all.

You'll be transported to...you guessed it...a 3-D MAZE!!

You start on the upper light-blue level. The mission here is to get a file inside a room which requires a key. Follow the directions below or refer to the map to first get the key, then the file, then exit.

N (wall), N, N, E, E, N (gunman), N, E (door), N, N, W (gunman), W, W (door)

Go in this door and a lady will give you the key. Then go...

W, W, S (wall), S, S, S, W, N, N, W (door), S (gunman), S, S, S, S, E (wall), E, E, N, N, W, S (door), W.

Here you will retrieve the file...

FILE - THE DREK EMPIRE WILL BE RESURRECTED HERE AND REIGN OVER THE WORLD.
BUT BEFORE THIS WE WILL OPPOSE THE UNLUCKY 13 AND WE MUST WIPE HIM OUT.
--SMIRK

Now, to exit this maze go...

E, N (door), E, S, S, W, W, W, N, N (gunman), N, N, N, E (door), N, N, W (door), N (door EXIT).

There are 3 trapdoors in this level, which will take you to a lower level, refer to the maps for help here. I will give you directions on how to escape the lower level from the three starting points...

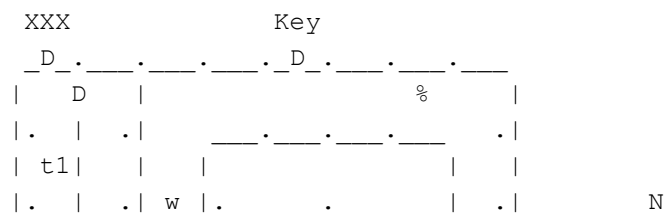
Starting point (S1) - S (gunman), S, S, S, S, S, E (wall), E (wall), E (wall), E, E, N (door), N (LADDER EXIT)

Starting point (S2) - S, W, S (gunman), S, S, W, W, S (wall), E (wall), E (wall), E, E, N (door), N (LADDER EXIT)

Starting point (S3) - E, S (door), W, S, E (wall), E (wall), E (wall), E, E, N (door), N (LADDER EXIT)

On the lower level there is ammo and health if you need it, refer to the map. Also, you have to get through 3 consecutive walls, kill gunmen to get grenades.

MAP FOR MAZE B UPPER LEVEL. (8 x 8 grid)



```

| D | | t2 | D | |
|. | .| | _D_ | | | W-----E
| | | | | % | | |
|. | | | | | | S
| | | | | | | |
|. | _ | | | | |
| t3 | | | | | |
|. | _D_ | | _w_ | | |
| |b | | | L | | |
|. | _ | | | _D_ | | |
| | w | | % | | |
| _ | _ | _S_ | _ | _ |

```

S = Starting point
L = Ladder entrance from lower level
D = Door
W = Falling wall
% = Gunman
tx = Trap door x (t1 corresponds to s1 lower level, etc)
b = book (file)
key = exit here to get key
XXX = Exit maze

MAP FOR MAZE B LOWER LEVEL. (8 x 8 grid)

```

| _ | _ | _ | _ | _ | _ | _ | |
|. | _ | _ | _ | | | | |
| s1|h | | | | | |
|. | _D_ | | _w_ | | | N
| | | | s2 | | | |
|. | _ | | | _D_ | | | W-----E
| % | | | | | % | | |
|. | .| | | | | | | S
| | | | % | | | | |
|. | | | | | _ | | |
| |s3 | | % | L | | |
|. | _D_ | | | _D_ | | |
| | | | | | | |
|. | | _ | _ | _ | | |
| | w w w | |a | | |
| _ | _ | _ | _ | _ | _ |

```

s(x) = Starting point X (corresponds with T(x) on upper level)
L = Ladder UP
D = Door
W = Falling wall
% = Gunman
h = health
a = ammo

After you get to the exit on the upper level...

GOLGO-13 PURSUED THE ENEMY LEADER TO RIO DE JANEIRO.

=====
G. Stage 7 - SLEEPING BEAUTY

=====
RIO DE JANEIRO AIRPORT...

CHERRY- DUKE... I BELIEVE I'VE GOT AN IDEA WHERE THE ENEMY IS.
IT SEEMS THAT AIRCRAFT IS HEADED FOR THE INTERIOR OF THE AMAZON.
APPARENTLY, THE AIRCRAFT WAS BUILT BY A COMPANY IN RIO CALLED
FANGBACKS.

GOLGO - FANGBACKS...

CHERRY- IT SEEMS THERE IS TALK THAT THERE'S MOVEMENT TO SELL THE
CASSANDRA-G VACCINE... IT'S GOT TO BE THE DREK GROUP.
BY THE WAY, I ALSO HEARD SOMETHING ABOUT A WEAPON YOU MIGHT
BE INTERESTED IN.

GOLGO -

Nighttime, Rio De Janeiro... it's a lot like Berlin. Move right, jump the
motorcycles, and enter a TARGETING session with 3 men, and 3 choppers. Keep
going right, jump several more motorcycles, and enter FANGBACKS BUILDING...

MAN - HEH, HEH, HEH.

IT CAN'T BE! HOW IS IT THAT YOU'RE STILL LIVING.

I ADMIRE YOUR SKILL IN TRACING YOUR WEAPON HERE... HEH, HEH, HEH.

GOLGO -

And yet again, you're in a 3-D maze...

Holy crap, this is easily the most difficult part in the game. There are 3
levels of maze, and they are very complicated. I will attempt to give you
straight directional directions to get out, but if you get lost or step on a
trap-door, you will need to refer to the maps given. MAKE SURE you pay close
attention to the compass, it is your friend.

This maze introduces a couple of new concepts. First, the lasers that block
your path. These will drain your life significantly. You will need to find
the goggles in order to see the lasers so you can run under them quickly when
they stop. I have put the location of the goggles along with everything else
on the maps. Also, two new baddies come about...the Officer woman, who throws
ninja stars, and the samurai man, who has a sword. Both of these are taken
care of with one shot, just like machine gun men. However, they are much
quicker.

Follow this path to get the goggles, key, gun, and exit...

N, N, W (door), W, N, N, N, W (door), W, W (door), S (door), S, S (wall), S,
S, S, E, E (foe), E, E (GOGGLES).

W (foe), W, W, W, N, N (wall), N, N, N (door), E (door), E, E (door), S, S,
S, E (foe), E (door), N (laser), E (door), E, S, S, E (wall), E, E, E, N, W,
W, N, E, E, E, N (door), W (foe), W, W, W, N (door), E (KEY).

W, S (door), E (foe), E, E, E, S (door), W, W, W, S, E, E, S, W, W (wall), W,
W, N, N, W, W (door), N, N, N, N, W (door), N (door), N (wall), N (wall),
N (wall), E (door), N, E, E, E (foe), E, E, S (laser), S, S, S, S, W, W, W, W,
N, N, N, N, E, E, E, S, S, W (door), S (door), E (door) (LADDER DOWN).

W (door), W, W (door) (LADDER DOWN).

E (door), E (wall), E (wall), E (wall), E, N (laser), N, N (laser), N, N, N,

W (foe), W, W (foe), W, W (foe), W, W, S (laser), S, S (laser), S, S, S,
S (door), E (M-16).

N (door), N (wall), N (wall), N (wall), N, N, E (door), S, S, S, S, S (door)
(LADDER UP).

N (door), E, E, E, E, N (foe), N, N, N, N (door), E, S (foe), S, S, S (foe),
S, S, S, W (foe), W, W, W (foe), W, W, W, N (wall), N (wall), N, N (door)
(LADDER UP).

E (door), N (wall), N (wall), N, N (EXIT!!!!)

MAP FOR MAZE C UPPER LEVEL ([8 x 8] + [16 x 8] grids)

```

EXIT
  . D . . . . .
|a D | D w w w | | |
|_D_| .|_D_| .w w w .|
|t9 | t8 h| L5|
| w | . D . | D | . D |
|t0 D | % | N
| w | . . . . . |
| L4D | | W-----E
|_D_| w | . . . . . |
| D | | t&| | S
| . | w | | . | D | . | . | | | | |
| D D t5| |t6| D | |
| . | w | | . | D D | . |
| | D | | | L6| |
| @@@ | . | . | . D | . |
| | | | |
| . . . . . | D | D | . . . . . |
|L1 D % t4 D! | % @ @ @ |
|_D_| . . . . . | D . . . @ . @ . @ D D |
| | | | h | | | w | | | |
| . D . . . | | . | D . . w . . | . | . |
| D D D D | |t3| key|a | | | |
|_D_| . . . . . | . | . | D D . . | . | . | . |
| | | | | t2| | % | | | % |
| . | . | . | | D | | . . . . D | . | w | . |
| | | | | L3 D | | h | | | | |
| w | @@@ | @@@ | | @@@ D | . | . . . . | . | . | . |
| | | | | % D | t1| | | D | | |
| . | . | . | | D | . | . . . . | . | . | . | w |
| | a | D L2| D | | W | | | | |
| . | | D | | . D | | . . . . | | | | . |
| | % g | | D @ % @ |
| . . . . . | | | @ . . . . @ . . . . |
START

```

- D = Door
- W = Falling wall (use grenade)
- a = ammo
- h = health
- % = bad guy
- @@@ = Lasers
- L(x) = Ladder down to lower level (corresponds to L(x) on lower map)
- t(x) = Trapdoor leading to s(x) on lower level (t& goes to basement)
- key = key for door marked (D!)

MAP FOR MAZE C LOWER LEVEL (2 [8 x 8] grids)

```

      . . . . .
      |   %           %   |
      |.   . . . . . D   .|
      |s9 D % s8 D | D L5| | | | | |
      |. | . . . | D | D | . | .|
      |s10| | D | a | | % |
      | . . . | D | D | . | .|
      | L4| | D D D | % | |
      | D | . | . | D | D | . | .|
      | | % | | t$| | |
      | w | . | . . . | . | .|
      | D | s5 s6 | % |
      | w | . | D . . . | . |
      | | L# | L@ D | % D L6| |
      |. | . . . | . . . | . |
      | | % | | % |
      | L1| | s4| | |
      | D | . | . | . | . |
      | | | | | | | |
      |. | . | . | . | . | . |
      | | | % | | % | % | s3 | N
      |. | w | . | . | s2. | . | |
      | | | % | | h | | | W-----E
      |. | . | . | | . | . | |
      | % | | | L3 D D | | S
      |. | . | . | | . | . |
      | | | | | s1| |
      |. | . | . . . | D . . . | . |
      | | D L2| D | |
      |. | . . . | . . . | . |
      | | % | | D | |
      | . . . . . | . . . |
  
```

D = Door

W = Falling wall (use grenade)

a = ammo

h = health

% = bad guy

L(x) = Ladder up/down to upper/basement level, corresponds to L(x) on each.
 (symbols go to basement, numbers go up)

s(x) = starting point, corresponds to t(x) from upper level

t\$ = Trapdoor leading to s\$ on basement level

MAP FOR MAZE C BASEMENT LEVEL (BLOOD RED) (8 x 8 grid)

```

      . . . . .
      |   %           %   |
      |.   . . . . . .   .|
      | | | | | | | |
      |@@@| D | . . . | . |
      | | | | | | | | N
      |. | w | w | . | . | |@@@| |
  
```

```

| | | | | | | | % | | | W-----E
|@@@|_w_|_w_|. |___| |. | .| |
| | | | | | % s$S&| % | | | S
|. |_w_|_w_|___|._____|.|@@@| |
| | | | D @ | | |
|. | .|_D_|_____@_____|. |
| | | |L# |L@ D w w w |
|_D_|_D_|___|___|___w___w___w_D_|
| gun| h % % % |
|___|___|___|___|___|___|___|___|

```

NOTE** You cannot get at the gun directly, there are too many grenade walls, you need to find another way. Refer to the directions before the maps.

- D = Door
- W = Falling wall (use grenade)
- h = health
- % = bad guy
- @@@ = Lasers
- L = Ladder up to lower level
- s(x) = Starting position X, corresponds to t(x) on upper or lower levels.
- gun = Golgo's custom M-16 (you need this to exit)

After you navigate that godforsaken maze, you will talk to Cherry...

CHERRY- DUKE... THE ENEMY IS ESCAPING INTO THE AMAZON RIGHT THIS MINUTE.
AFTER THIS, IT'S IN YOUR HANDS.
GOLGO -

REUNITED WITH HIS WEAPON, GOLGO-13 HEADED INTO THE AMAZON INTERIOR.

=====
H. Stage 8 - ALL ABOUT EVE
=====

BROWN - I'M JEFF BROWN. DO YOU EXPECT TO GO INTO THIS JUNGLE?
GOLGO -
BROWN - DON'T YOU KNOW WHAT CAN HAPPEN TO YOU?
YOU COULD GET LOST IN THAT JUNGLE AND END UP DEAD.

Well, OK!

First, go right, and get ready because you will be facing SEVERAL karate women and many bazooka men as well. If you just keep going right, you will go in and endless circle...you need to press up between trees near the end, and eventually you will find a place to enter. Go left here, jump the mines, and you will reach a TARGETING session with 6 Bazooka men. Afterwards, keep going left past another mine patch, and start pressing up on the trees until...

EVE - IT'S BEEN A WHILE, DUKE.
GOLGO -
EVE - I'VE BEEN WAITING A LONG TIME FOR A PERSON LIKE YOU...
LATELY, I'VE BEEN FEELING VERY SORRY THAT I DECEIVED YOU.
GOLGO -
EVE - YEARS AGO, DREK KILLED MY PARENTS.
I TRIED TO GET CLOSE TO THE DREK LEADER HOPING TO GET REVENGE.

GOLGO -
EVE - ACCORDING TO THESE GUYS, THE DREK LEADER IS STILL ALIVE.
GOLGO - WHERE'S THE LEADER NOW...
EVE - THERE'S AN AMAZON RIVER PASSAGE THAT LEADS TO THE DREK BASE.
I'VE PREPARED SCUBA GEAR AND A SPEAR GUN FOR YOU.

Hmmm..another plot twist, and yes ANOTHER water level...

Start by going right, this time you'll have to deal with piranha and what appear to be barracuda as well. Not too tough though. You'll enter a TARGETING session with 7 divers. After a whole bunch of piranha, you'll end up...

FAKE - YOU'VE ALWAYS TURNED THE IMPOSSIBLE INTO THE POSSIBLE,
BUT I DON'T THINK YOU CAN STAND THIS PLACE ANY LONGER.
GOLGO -

=====
I. Stage 9 - APOCALYPSE NOW
=====

Go right, jump over a whole series of mines, and enter a TARGETING session, with 2 TANKS and 2 choppers. The tanks take a few hits to kill and shoot rather quickly, so take them out first. The choppers here are much faster. Go right, take out the 2 bazooka men and enter another TARGETING session with 3 choppers and 2 tanks. Go right again, take out or jump over the floating security men, and WATCH OUT for the missiles, they are fast and dangerous. You will enter another TARGETING session with a tank and 5 choppers. Go right and you'll see some missile turrets, and another TARGETING session with 4 choppers and 2 tanks. Continue right, past the security men and...

MAN - HEH, HEH, HEH.
YOU'VE DONE SPLENDIDLY UP TO NOW. BUT I DON'T KNOW HOW YOU'VE
LIVED THIS LONG. OUR...OH.....

POW

MAN -EVE YOU... HAVE DECIDED TO BETRAY US?

EVE - THE RESURRECTION OF THE DREK EMPIRE...
WASHING BLOOD WITH BLOOD, WARFARE! WE'VE HAD ENOUGH.
YOU'VE KILLED MY PARENTS AND I'VE BEEN PERSECUTED EVER SINCE.

GOLGO -

EVE - WE HOPE THAT DREK WILL BE CRUSHED, BUT PEACEFULLY;
WE SEEK NO REVENGE. WE HOPE FOR PEACE.
IN THE DISTANCE THERE'S A COPTER.
THE DREK HEADQUARTERS IS THE ALEXANDER THE FIRST...

GOLGO -

POW (someone shot EVE!)

EVE -NOW IT'S UP TO YOU.

FAKE - HEH, HEH, HEH.
AFTER 6 MINUTES THERE WAS AN EXPLOSION ON THE BASE.
SO LONG... GOLGO-13.

GOLGO -

ABOARD THE HELICOPTER, GOLGO-13 PURSUED THE MYSTERIOUS FAKE.

=====
J. Stage 10 - FROM HERE TO ETERNITY
=====

Another helicopter level, you will encounter in this order:

BOMBER - ROTATOR - ROTATOR - 2 MIGS - SUBMARINE - 2 MIGS - 2 MIGS - 2 MIGS

TARGETING session now with 3 planes, 2 copters, and a submarine. Then...

2 MIGS - BOMBER - SUBMARINE - SUBMARINE - SUBMARINE - BOMBER - ROTATOR -
BOMBER - 2 MIGS

THE MYSTERIOUS FAKE HAS VANISHED ON ALEXANDER ISLAND.

Start off in a rather cold looking area. Move right, and it informs you that you are on ALEXANDER ISLE IN SOUTH POLE. Go right, past the bazooka men, and karate girls, and you'll enter a TARGETING session with 4 planes, 3 choppers, and a submarine. Continue right, past the girls, the agents, and the bazooka guys, and you'll enter the next stage.

=====
K. Stage 11 - THE GODFATHER
=====

FAKE - YOU'VE FINALLY GOTTEN TO THIS BASE...BUT...
YOU'VE ALWAYS TURNED THE IMPOSSIBLE INTO THE POSSIBLE,
BUT I DON'T THINK YOU CAN STAND THIS PLACE ANY LONGER.

GOLGO -

FAKE - OUR BOSE WILL TEACH YOU WHAT SOUVENIRS YOU CAN BRING BACK FROM HERE.
HE'S SLEEPING SOMEWHERE DEEP INTO THIS BASE.
YOU WON'T BE ABLE TO HIT HIM.

GOLGO -

Ack! Not another 3-D maze...Well it isn't really. You just go one path, to the down ladder. After that you just follow it, and you can only go one of two ways. You'll find the door to exit and...

SMIRK - HEH, HEH, HEH.

GOLGO - SMIRK...

SMIRK - I ADMIRE YOU FOR FINDING YOUR WAY HERE. YOU'VE BEEN RELIABLE.
HOW ABOUT IT? THINK WE COULD MAKE A DEAL?
IF WE JOIN TOGETHER, THIS WORLD WILL [BE] OURS.

GOLGO - NO WAY! (yes, that's about as excited as he gets)

SMIRK - REFUSE, YOU SAY WHAT, NO GREED?

IF YOU REFUSE, I'LL USE THE MAN WITH THE M-16.

GOLGO -

=====
L. Stage 12 - IN THE TWILIGHT
=====

You start talking to a man who looks just like you!

TWIN - HEH, HEH, HEH.

GOLGO -

TWIN - WE'LL HAVE TO SOLVE THIS LITTLE PROBLEM.
WE CAN'T HAVE TWO GOLGO-13 MODELS IN THE WORLD.
GOLGO -

First, realize that this is going to be very tough. Walk forward and get ready to shoot, you'll need to quickly follow a button pattern...

A, (left/right), A, A, (left/right)...

Watch for him to jump, if he jumps behind you, immediately turn around and continue. Also, if you can shoot him AS HE LANDS, he won't shoot and he will keep jumping. He will die rather quickly this way.

After you beat him, exit using the door. Follow the path to the ladder UP, then follow the path around past all the lasers to the door, you will be outside of the hideout now. Go all the way right, and jump into the water. You'll be back in a water level, but the only enemy here is mines. Go right until you can go down, and go down to the next level. Enter a TARGETING session here with 7 divers and a submarine, and continue right. Go until you see a place to go UP a level. Do so and continue right. This time there will be missiles in your way. Dodge them and continue. Go right until you see the ladder...

=====
M. Stage 13 - AND THERE WERE NONE
=====

PROTO-COMMAND MODULE.

Go right, you will encounter SEVERAL turrets, and security men. Press up on the elevator door...

BRAIN - WELCOME GOLGO-13. THE TARGET YOU'VE BEEN LOOKING FOR IS ME.
I AM THE LATEST IN DREK TECHNOLOGY.
THANKS TO IT, I, SMIRK, CONTINUE TO LIVE.
HERE MY CLONES ARE LINING UP.

GOLGO -

BRAIN - AS LONG AS I LIVE HERE, DREK WILL THRIVE.
I'LL GIVE YOU THE VACCINE BUT BEYOND THIS, IF YOU GET TOO
CLOSE TO ME, I DON'T THINK YOU'LL LIVE TOO LONG.

GOLGO - IS THAT ALL YOU HAVE TO SAY?

BRAIN - IF YOU DON'T GET ME IN 3 MINUTES...
A NUCLEAR MISSILE SWITCH WILL AUTOMATICALLY BE ACTIVATED.
A DEVICE IS SUPPOSED TO...

GOLGO -

OK, This is it, the FINAL BOSS!!

The idea here is to destroy everything before the clock ticks down to 0:13 seconds. I don't know why its 13 seconds, it just is. Anyway, you need to first destroy the tops of those clone-making cylinders. Shoot them several times where they blink red to destroy them, then quickly kill the clones that were made. The clones go in phases:

Phase 1 - Normal man, far away
Phase 2 - Close up
Phase 3 - Floating Head

Each phase takes a couple hits to destroy. After you have destroyed the clones, move on to the next cylinder. Continue with this until you have destroyed all the cylinders and all the clones. Then go to the area where a flashing red light is moving side to side on a track. Destroy it, and move up to destroy TWO MORE of these things. They are moving, so its harder to destroy them. After that, quickly move back to where the brain is and destroy the giant red thing below him.

When you do this, the brain will float up, and Golgo will take aim and destroy the brain for good...press B, then A to end it.

...AT LAST, THE BATTLE HAS BEEN FINISHED...

-CAST-

DUKE TOGO	AS	GOLGO-13
CHERRY GRACE	AS	AGENT FROM FIXER
MARIA LOVELETTE	AS	CLIENT FROM FIXER
CONDOR	AS	KILLED SPY
DIRK BULLIT	AS	FRIEND OF CONDOR
EVE CHRISTY	AS	MYSTERIOUS WOMAN
OZ WINDHAM	AS	MAN FROM FIXER
SPARTACUS	AS	HIT MAN
TIFFANY	AS	ILLICIT GUNSMITH
JOHN BRUTOS	AS	DEVELOPER OF B-WEAPON
FAKE ENORMOUS	AS	LITTLE MAN
RED RIVER JR	AS	MANAGER OF HOTELS
LADIES WHITE	AS	WOMAN OF GREEN MANSION

Questions, Comments, Flames??? E-mail me! (address at top of file)
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