

Qualifying this game in a scale 1 to 10, my qualification is a 7.

2. FAQ's STORY

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[Version 1.0]:  
Date: 02/19/2004

-Initial release of the FAQ

[Version 1.1]:  
Date: 06/17/2005

- I changed my e-mail: cronocless@gmail.com
- Update of all my FAQs (except Robotrek FAQ)
- Changes in the credits
- Changes in various sections

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## 3. CONTROLS

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|      |      |      |      | |
|  _  |  _  | Select | Start | ( ) ( ) |
|  _  |  _  |      |      |   γ   γ   |
|  |  |  |  γγ   γγ   |   B   A   |
|   γ  |      |      |      |      |
```

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[This is a NES controller, pretty huh? ^\_^]

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UP

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The character can go up using the ladders. That's the only use of this button... I think!.

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DOWN

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The character ducks on the floor.

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LEFT

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The character moves to the Left.

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RIGHT

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The character moves to the Right.

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SELECT

=====

This button allows you to change weapons. Also you can use this button while the game is paused.

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START

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Pauses the game. While you're fighting against a boss (even if your game was paused), you can use Up/Down to exchange Chips and Energy... Oh yeah, that's great!

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BUTTON A

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The character jumps.

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BUTTON B

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You can use your weapons pressing this button.

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4. WEAPONS

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HAIR

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This is one of your default weapons. Simply your character uses his long hair to attack the enemies.

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NAIL

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(Well, appears to be a nail!)

This is another default weapon. It's an effective long-range weapon, but is quite weak.

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KICK

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Well, this is not a weapon, but you can use a kick when you are hanging in anything.

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PUNCH

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When you duck and press "B", the character will punch.

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ENERGY GUN

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This is a "fireball". That's not much powerful, but useful sometimes.

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FUSION GUN

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A 3-Way weapon, useful where you can't reach some enemies.

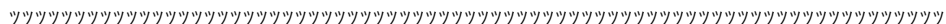
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QUANTUM BOMBS

=====
A powerful bomb effective against various enemies.

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REMOTE CONTROL BOLO

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"Three little things" (they look like bugs) attack a determined target during some instants.

5. BOSSES OF THE GAME



Really, this game have easy bosses, but some of them hard. I will give the best strategy to beat them more easily.

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BOSS ROUND 1 WEAPON OBTAINED: Energy Gun
, =,
It's very easy!. He moves around the screen, but in a moment he stops and launches a flame, at that moment attack with the hair. Repeat the strategy, and soon this guy will be story!

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BOSS ROUND 2 WEAPON OBTAINED: Fusion Gun
, =,
The boss of this stage is quite fast... and some tough, be careful!. He creates a blue ball that turns into a beam, that beam will seek you, also this boss moves repeatedly.... and he creates an image of himself, then try to hit the true boss! To beat this boss, use the "Energy Gun" or the hair.

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BOSS ROUND 3 WEAPON OBTAINED: Quantum Bombs
, =,
Another easy boss, but be careful!. He tranforms into a red monster, and moves left or right avoid him by jumping or ducking depending the height of the floor where he is, then when he is on the floor launches

a liquid.

Use "Fusion Gun" or simply the hair.

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BOSS ROUND 4 WEAPON OBTAINED: Remote Control Bolo
,=,
A difficult boss. First destroy the two things using "Fusion Gun", then fight with the boss. When the boss is on the ceiling, stand still until he makes a bubble and then shoots a beam, then evade the beam. When he shoots two beams, he will move around the screen and finally stand on the floor. Attack him by using "Quantum Bombs", also you can use the hair again, but this requires more time.

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BOSS ROUND 5 WEAPON OBTAINED: Nothing
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The boss is a robot, not much hard to beat. Try to reach his head, and attack using "Quantum Bombs" or "Remote Control Bolo". Be careful!, evade the launched beam by him when exposes his head. Now prepare for the final battle!!!

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BOSS ROUND 6 WEAPON OBTAINED: Nothing
,=,
Easy!, only attack him by using the hair, evading the fireball launched by him. After beating him you must..... FIGHT WITH THE FINAL BOSS!

,=,
FINAL BOSS!
,=,
It's tough, but using "Remote Control Bolo" you will win soon. I don't recommend to use the hair, is quite hard to hit him.
Well, Good Luck beating him!

After you killed the Final Boss, you will see the ending and the credits of this game. When the credits end, wait a few and you can access to the "Sound Test". Enjoy!!

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6. CREDITS
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- [To Hal & Human]
For this game!!!
 - [To my family, of course!!!!!!]
 - [To my friends]

