

# Mugen Senshi Valis (Import) FAQ/Walkthrough

by Seth0708

Updated to v1.0 on Feb 8, 2008

This walkthrough was originally written for Mugen Senshi Valis (Import) on the NES, but the walkthrough is still applicable to the GENESIS version of the game.

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Valis: The Fantastic Soldier

FAQ/Walkthrough (Version 1.0) by Seth0708

O--|\_\_\_\_\_ / The Valis Series  
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Valis: The Fantastic Soldier for the Famicom is a port of the original MSX game of the same name. This is the first game in the series that spans four titles and eight+ systems. The first game follows Yuko Ahso who, late for school, is suddenly attacked by a horde of monsters. A magical sword called Valis descends from the sky and Yuko is forced to battle this invasion force led by the Dark King Rogles. She must now collect the six Phantasm Jewels and use them to defeat this army from the Dark World.

Recently I was contacted by Sliver X who has translated the game, as well as a hack that makes the game much more playable (without altering the core

gameplay or level design). A link to his site can be found in the links section of this guide at the bottom of the page.

(Genesis Manual Story and Character Profiles)

What would you think if your best friend went on a date with the King of the Dark World; and, she did it just because she thought he was cute!? You'd think that she'd been duped, set up; and you might be right. The universe is a system of worlds chiefly represented by the Human World, The Dream World of Queen Valia, and the Dark World of King Rogles. The hideous Dark World of Rogles and his five Dark Lords is poised to beat all other worlds into submission. The universe is in danger of becoming completely Dark. They have already taken the force of Yang from Queen Valia, and have sealed it into a Fantasm Jewel. Now, they only one who can help is the one with a heart perfectly balanced with Yin and Yang, the one you control - Yuko, a student from the Human World, chosen to wield the sword of Valis against the encroaching Darkness. As she becomes the greatest warrior in the universe, she never suspects in her wildest thoughts that her greatest battle will not be against one of the five Dark Lords, but against the one she called her closest friend, the one she warned "Don't go out with him, he's the Dark...", and before she could finish, her friend ran off... into Darkness.

() Yuko Ahsu

She is an average high school senior, who happens to possess a heart completely balanced with equal parts of Yin and Yang. She is, therefore, potentially the greatest warrior of all the worlds.

() Gyeda the Lord of Earth

He lacks brain-power, but has muscle and endurance. He is very loyal to Rogles and has vowed to help the Dark World conquer all of the worlds. The chatty Venon annoys him.

() Geeva the Lord of Water

She possesses supreme mobility, and is the master of gathering information. She is not committed to fighting, but will come to the aid of her friend Gyeda.

() Venon the Lord of Fire

He pretends to be a loyal warrior to Rogles, but is really an articulate schemer. He believes that he is superior to Rogles; and, he has a strong rivalry with Iazard.

() Iazard the Lord of Winds

He is a loner, always acting independently. He hates to fight; therefore, he seldom does. Even Rogles would not dare to challenge his magical power.

() Voldes the Lord of Thunder

Despite his fierce exterior, he possesses superior intelligence. Before Rogles, he was feared most by the others. He is diligently seeking to become the King of the Dark World.

() Reiko Kirishima

She is a high school student, born into money, but not love. She's been lured on a date with Rogles, against the advice of her friend Yuko. Using the dark power of Vecanti, Rogles turns her into a powerful soldier of Darkness.

() Rogles the Dark Lord

He is the supreme ruler of the Dark World, and a clever manipulator of Vecanti. He is scheming to destroy the Dream World and the Human World, and ultimately rule all of the worlds. His Warriors consist of five Lords of the

Dark World, who challenge Yuko greatly with their mysterious powers!

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Directional Pad

Moves left and right, up and down enters streets/doors

Start

Pause the game and bring up the status screen

A-Button

Jump

B-Button

Attack, hold up and hit it to use selected magic

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( ) Stage 1 (City)

Before we begin, a few pointers on the enemies and your health. You have only one life with which to complete the entire stage. If you die, you must begin the stage anew. The enemies take two points of your health here, so that means you have five hits with which to make it through this level. As you would surmise, this means you have to minimize the damage you take to the extreme. There are three types of enemies you will likely encounter in this level. The first are white fairy things that fly up and down as they progress across the screen. The best way to deal with these is to just keep swinging your sword non-stop as you progress through the areas they inhabit. You can also duck under them as they pass overhead, but if they are on the low end of their up and down movement than you will get hit. The second type of enemy are scorpion creatures that run along the bottom of the screen. These creatures can be killed by ducking and striking them twice, but since they respawn endlessly this is usuallu futile. Instead you need to practice jumping over and between them as you progress through the areas they patrol. Jumping on top of phone booths and benches is also recommended as they are unable to attack you there. The third type of enemy is the most annoying, a spider creature that dives down from the top of the screen, passes along the bottom, and then shoots back up into the sky. There is no easy way to deal with them, so I recommend running through the areas they appear in before they can get low enough to hit you. If you do get stuck facing one down, two hits will kill them, but generally there is more than one on the screen at a time meaning you'll likely get hit by something if you stand around for too long.

The levels of this game are set up like mazes, so I've provided a map to make things a little easier on you. (It is on the FAQs & Guides page for this game where you found this guide on GameFAQs.) Using the map, you need to go left from the starting point and off the screen (point A). From the next screen move right to the intersection (point C) and hit up. Continue right on the next screen until you come to another intersection (point E) and hit up. You now will need to face a boss.

( ) BOSS BATTLE: Walgu & Gaiomu

These things are annoying, but you have to beat two of them in a row in order to finish the level. Their attack is simple enough; all they do is move towards you and jump, first low and then high. You ideally want to place yourself at the extremity of your sword's projectile range so that your shots just barely hit them. When they move towards you and jump low, move away from them, but then start moving towards them as they begin to jump high and run right under them. During all of this never stop firing your sword's projectiles. Each one of these creatures can take a lot of hits, but you need to keep it up until both are defeated.

Once you have defeated "two" of the jumping enemies, head left off this screen (point N) and continue left on the next screen until you go off the left side of it (point S). Continue left past the intersections on the next screen (point Q) to the final area. Head right on this screen until you come to the real boss of the stage.

( ) BOSS BATTLE: Gyeda the Lord of Earth

The strategy to beating this boss isn't too tough to follow, it is just time consuming. Gyeda moves back and forth across the screen, stopping to fire three projectiles at you. When he first appears, leap over him and hold down to crouch. Begin firing at him as he fires, then as the last projectile passes over you, jump over him as he charges. Repeat until he is finished.

Here's where things can become problematic. After beating Gyeda head to the right and see if you can get off the side of the screen. There seems to be a glitch that causes the exit to not open at times. If you cannot move off the side of the screen, then you will need to go back to the area before here and then come back here in order to get the exit open. You will see a fountain. Approach it to exit the first level.

( ) Stage 2 (Ruins)

If you haven't given up on this game yet, this level might do you in. Go down from the fountain and head right (point B). Things become more complex from here on out. Every "open" door on this level houses someone you can talk to. There are a handful of individuals you need to speak with in order to get several items to proceed. The first is in the first open door to the right. This is an upgrade to your sword that will allow you to shoot two bullets at once. Continue right until you exit the screen (point C). You'll come out in more ruins and will immediately be attacked by a dracolich.

( ) BOSS BATTLE: Dracolich

This boss is easier than the bosses of the last level thankfully. The Dracolich hovers towards the top of the screen and dives down, flying across the ground before arching back up. Move underneath the Dracolich and wait for the beast to dive, then run behind it and shoot as you follow. When it rises again, move underneath it and repeat. You will only hit the creature once or twice a pass, making this a long, but relatively safe fight. As you damage it more and more, it will start to rise higher and not dive down as far. Taking this into account, you will need to move a little in front of the Dracolich every so often when you're waiting for it to dive, then let it pass over you and jump up to shoot it in the back as it passes. Towards the end of the fight, the creature will get so high that you'll need to reverse direction and jump up as it dives in order to hit it as it charges you. By this point, however, it will be so high up that you'll drop well before it can reach you. After a long battle, the Dracolich will finally go down.

Enter the house just left of where the Dracolich was. Hit up in the doorway to go in and get some boots. After this point, something even more insidious than huge maps will start to crop up. Now you will also have "one-way" exits off screens that take you to places in the level that normally have exits to other places. For example, if you head right off this screen (point F), then go left off the next screen (point <- A) you will go back to the area near the fountain (point A), but then if you try to go back, you'll end up out by where you got the sword (the other point A).

You will also encounter two new types of enemies. One is a flying thing that looks like a shriekbat from Metroid. These annoying creatures fly in circular patterns, changing direction to continue following you. You can outrun them, but once you have the sword upgrade they can be dispatched in two hits making them more annoyance than threat. The same is true of the other new enemy, a starfish creature that flies in a straight line at head level across the screen. Simply shoot away when they start spawning and keep moving.

For now, just go left and off the screen (point E). Run left until you come to a building with an open door. Enter it to claim a bomb, then hit up in the alley just to your right (point I). Enter the first house you see to claim a rose. Head all the way left (point J) and then move right and use the first exit you find (point K). Enter the first house to the right to get a hold of a boomerang. Move further right and enter the first alley you see (point L). Head left until you come to a hopping skeleton creature in front of a large gate. This is the stage's second boss.

( ) BOSS BATTLE: Skeleton

This skeleton is not particularly difficult to defeat, so another boss fight here is not so bad. He fights similarly to Walgu & Gaiomu, except that the skeleton does not vary his jumping distance. Instead he always jumps high. Take advantage of this by sticking close to him as he moves, firing non-stop. When he leaps into the air, simply run underneath him and turn back to catch him with a volley as he lands. With your new sword, he goes down in no time.

Move left and hit down at the first exit (point S). Move left past the first exit on this new screen and take the second one (point U). Continue right until you come to a home and enter it to get the cape, which will allow you to face the final boss of the area. You now need to backtrack to where the skeleton was, so retrace your steps. Once you are in the skeleton's area, head right and off the screen (point L). Now go left off this area (point K) and then left all the way, but instead of going off the screen, take the exit just before it (point 1). Go right through this area (point 2) and onto the next area. From here go all the way right (point 3) and into an area with a mountainous background. Keep going right to the next area (point 4) where two skeletons await you, one where you enter and the other a little way to the right, Defeat them one at a time in the same way you defeated the first one.

If you now journey all the way left and enter the house at the end of the path you can get the hammer.

From here you need the map I provided on GameFAQs. Go right until you get to the third exit past the pink altar (point 17). There are countless looping routes here, so it is very easy to get lost and confused. This entire section of the level is nothing more than a big loop, so if you start taking other routes you'll just be covering the same territory over and over again. Just run past the dracolich this time.

Take the first exit you see (point 19). Head right and go up at the first

alley (point 21). Go right and enter the second exit you come to (point 24) if you want to fight the boss. If you do, run left as soon as you enter to avoid being hit by Geeva as he makes his entrance behind you. I recommend fighting Geeva now as you will need all of the Fantasm Jewel pieces to get to the last level and you certainly do not want to have to backtrack to here later on in order to fight.

( ) BOSS BATTLE: Geeva the Lord of Water

Geeva has two phases. In his first phase he moves back and forth on the ground, belching bubbles up into the air that fall down on you. Every third or fourth burst is then followed by a single, straight projectile. You should focus on his bubbles and projectiles, concentrating your efforts on dodging. While you do this, just keep tapping fire. Most of your shots will connect, so don't worry about trying to hit him with every one, just work on dodging. After a bit his body will explode, prompting the "head" (which seems to actually be a bug) to leap off. He will land on the ground momentarily, so lay into him with your shots. Shortly however he will launch into the air and fire two bursts of bubbles down at you. Dodge them as you did before and wait for him to follow it up by flying up and down to the otherside of the screen. You can only hit him while he's flying in this pattern, so take advantage of the situation. He takes a lot of hits, so don't be surprised if he makes fifteen or twenty passes before you take him out. When he dies, he will drop a piece of the Fantasm Jewel that you can pick up.

Leave the boss arena and head right until you come to a cliff (point 25). Jump across the platforms, then off the pit. Continue right into the forest to finish the level.

( ) Stage 3 (Forest)

Continue to the right and enter the forest proper. From here on out I will not be providing maps for each stage as they are extremely time-consuming to make and (as of this writing) this game has gone over a year since it's last update and will probably never get finished if I were to continue as I have been.

Anyway, on the next screen move right past the first building and hit up at the black space to the right of the tree that is very low to the ground and enter the next area. Go right to the next building and hit down. From here, go right across the screen. On the next screen, head left. Pass the first opportunity to go down and take the next path downwards. In this next area are some new enemies; giant plant-like chimeras. Although they are kinda big, you can easily jump over them and, thankfully, they seem to just move onwards in a single direction. Enter the first building you come to to claim a pair of winged boots.

Go back to the right and return to the previous area. Continue to the left here until you reach the third available path (between some tightly grouped trees soon after the second path). Hit up and go left. This area has these really annoying jumping enemies that are a real pain to avoid or kill. Do whichever you're best at. On the landing just past the second "barren" floor (the section just after the grave marking) hit up. Move quickly to the right in this next area as those chimeras spawn directly behind you. Enter the closest building for another sword upgrade.

From here, go back to the left and continue left on the previous screen. Pass the next barren flooring and hit up at the next landing before the ruins further to the left. Go right to face another skeleton boss. I'd just try and run past him, but you can fight him as you have fought his ilk before him. Either way, go to the right and onto the next screen where

another one awaits. From here, you need to proceed further to the right to continue onwards... to a third skeleton. Just beyond him is a building that will take you to the next area. From where the building take you, run right through the dead trees until you reach a small clearing. At this cleared spot, the next boss will arise.

( ) BOSS BATTLE: Voldes the Lord of Thunder

voldes is a giant snake that emerges from the right side of the screen and spews damaging balls out at you. If you have enough health (or are playing the Valis+ hack) you can simply stand next to him and shoot him in the head until he dies, taking advantage of your temporary invincibility after getting it. Otherwise, you need to dodge his projectiles and hit him in the head. If you get hit (and you probably will), fall back on the above strategy. Voldes is easier than the previous bosses and goes down a lot quicker in my opinion. When he dies, another piece of the Fantasm Jewel will descend for you to collect.

Once you have the jewel piece, walk off the right side of the screen to enter the next area.

( ) Stage 4 (Icy Mountain)

Climb the mountain by going to the right, jumping the pits of water. Pass the first seven archways, then hit down in the empty space just after the seventh archway. Entering the archway inside this gave will get you a lamp. Claim this, then go back outside. Go left past the archway and enter the one right after it (sixth from the left, second from the lamp cave).

Go left, past the cave on this screen, and enter the next screen. Continue to the left off the screen. You'll come out in a spot with a bunch of stone pillars. Go right and enter the second opening of the cave. This will activate a trigger you need to continue onwards.

Continue to the right, jumping the pit and moving into the "cave." The second door in this cave gives you a basket (which, like the hammer, may or may not be useful). Grab it just in case and keep going right. You will come to an opening that moves you on to the next stage.

( ) Stage 5 (Aqueducts)

Move right about a screen until you come to a crevice.

( ) BOSS BATTLE: Iazard the Lord of Winds

Iazard emerges from the crevice and fires projectiles not unlike your own boomerang. He moves up and down rather slowly, firing as he does. You can hang back as far as your range will allow and fire at him. His movements are easy enough to follow and, if you've made it this far, he should pose very little resistance to you. Once he goes down, a third piece of the Fantasm Jewel is yours to collect.

With Iazard destroyed, jump the pit and continue to the right along the path. Eventually you'll meet up with Yuko's old friend. A short dialogue will commence.

( ) BOSS BATTLE: Reiko Kirishima

Reiko fires a projectile similar to Iazard, but instead of moving up and down, she runs left and right. Hang at your maximum and range and pelt her with projectiles, jumping her's as necessary. Once she goes down, another dialogue sequence will begin.

With Reiko defeated as well, return to the left and back to the mountain. Go left, out of the cave and over the pit, then hit up at the low spot on the

other side. Run to the right and leap off the edge of the mountain.

( ) Stage 6 (Fire Caves)

You'll land outside the fire caves. Enter the opening and go left. Out of the opening you appear from, move left and enter the next opening. Drop down to the ground and enter the first opening on your left again. Run to the right for your next boss battle.

( ) BOSS BATTLE: Venon the Lord of Fire

Venon is somewhat similar to Geeva. He stands at over half the screen's height and hurls projectiles at you. As he does so, small enemies will roll onto the screen and at you. The best strategy is to stay close to Venon to avoid the bulk of his projectiles and to jump the enemies as they come at you, firing the entire time at the boss. Venon is more difficult than the previous level's bosses, so be prepared. Once he is destroyed, the next piece of the Fantasm Jewel is yours to collect.

Run right and into the opening at the end. Enter the opening in the upper right on the next screen to upgrade your sword once more. Return to the boss room and run to the left and back into the previous area. Go right, past the two upper doors, and off the right side of the screen. You'll emerge in a watery area. Carefully make your way to the door on the left and go left through the next area. Enter the door in the upper left area at the far left side of the room.

( ) Stage 7 (Worlds Revisited)

You'll emerge back in the forest. Go right to enter a long stretch. Keep to the right and go off the screen. Where you emerge go left and hit up at the second black spot, just before the building. Run to the right, past the first downward path, then hit up at the first upward path. Go right to see that skeleton again. You have to kill this one, but at this point in the game these guys should be easy.

Stand at the water's edge to activate the path to go on (it isn't apparent, but you've done it). Return to the left and keep going left on the next screen until you go off the left side. Go left off the left side again to come back to the treetops leading back to the ruins.

Jump back up and keep going left once you emerge back in the ruins. Go left until you go off the left side of the screen and wind up back in a more built up area. Go left past the building and off the screen again. You will emerge among some pink stones. Go to the right and into two dracolichs, but you can run past them without fighting, so please do so.

Go off the right side of the screen. You'll emerge in an area where you have to go left. Do so and pass two skeletons, then enter the big door just past the second skeleton. You are now in the final level of the game.

( ) Stage 8 (Fortress)

This is about the most ridiculous level I have ever seen in a video game. I could not figure this place out for some time. Luckily, thanks to youtube, hisatoki posted a speed run of this game. Using that I was finally able to beat this accursed place and finish this guide. If you're reading this hisatoki, thank you very much.

Go right and up the stairs off the side of the screen. On the next screen run to the right. Walgu & Gaiomu spawn in this room, but you can ignore them and run off the right side of the screen to the next area. Geeva and another skeleton spawn in this room, but you can ignore both of them as well and just keep moving to the right. In the next room, keep going right and onto



the next screen.

There's a spider enemy in this room like the plant chimeras of the forest. Jump over it and run to the right and into the next room. Geeva again will spawn here. Just jump over him and keep going right. The next area has some floating rocks you need to work your way up. Jump upwards through the next two screens. Once in the next area, hit up to go to the next room. Hit up again to go to the next room (very convenient). Walgu & Gaiomu, as well as spiders, are in this next room. Run to the right and avoid them as you run off the screen once more.

You'll end up in another Geeva room. This time go left and off the screen. In the next area, hit up in the archway just to the right of your initial spot to enter another spider room. Go left and off the screen. Go right in the next area, avoid Walgu & Gaiomu again, and go off the right side of the screen. Hit down at the second "wider" area between the pillars (just after where Geeva respawns). Go left to find another skeleton. Off the left side of this screen leads to the next area.

You emerge from an archway. Go right, jump Geeva and the spiders, then go off the right side of the screen. You'll come out in another of those smaller rooms. Go right and off the screen again. Go left in the next area, jumping more spiders. Take the first downward path to enter a Geeva room. Go left and pass Walgu & Gaiomu again, then go off the left side of the screen. You'll emerge in the middle of a skeleton room. Go left and enter the door just before the left edge of the screen. I believe this activates the exit from this maze, but it may not (if someone reading this knows, let me know).

Go back to the opening you enter from and return to the previous room. Go right, past Walgu & Gaiomu and Geeva, and off the right side of the screen. Keep going right, jumping spiders some more, and off the right side of the screen. In the next room go left down the stairs and enter the first door you come to. Go left past the spiders and Geeva and enter the second open archway. Go right, past some skeletons, and off the right side of the screen. In the next room, go left, dodging the Geevas, and off the left side of the screen.

Go left down the stairs, pass Walgu & Gaiomu, and take the first downward path. Go right, jump the spiders, and off the right side of the screen. On the next screen continue to the right. Go off the right side of the screen once more. Walgu & Gaiomu spawn behind you on this screen, so run right and hit up at the first open archway. Some dialogue will follow, then you will find yourself in another Geeva room. Go right, off this screen, and keep going right on the next screen past skeletons and off the right side of the screen again.

If you followed all of this, you will be in the final room. Run to the right and enter Rogles' throne room. Some dialogue will follow before your final showdown.

( ) BOSS BATTLE: Rogles the Dark Lord

Rogles begins the battle by flying around in a darkened form that blends in with the background. You can see him as he passes the pillars, so stand near a set of pillars and jump as he passes you. Attack him once he passes. When you hit him he'll hurl some projectiles at you you will want to avoid, but they move slowly enough that you can anticipate them. He'll fade to black again and this cycle repeats. He does not have a second form, so once he goes down you can collect the final piece of the Fantasm Jewel.

With Rogles no more, run to the right and off the side of the screen. Keep going right in the next room to enter another throne room. When you do, you will have a short dialogue with Valia. Unfortunately for you, things are not as joyous as you might hope...

( ) BOSS BATTLE: Valia the Goddess

Valia approaches you continuously, so just lay into her with as many shots as you can. Oddly, she is vanquished very quickly, so run off the right side of the screen once more to return to the fountain that brought you to Valis. A voice will call out to you, prompting Valia to reappear. She simply continues at you undaunted. Fire at her rapidly, avoiding her as long as possible. It takes a good deal of shots to beat her the second time around. If she backs you into a corner it is hard to get by her without taking a hit, so maximize your shots.

Once Valia is defeated a second time, Yuko will place the Fantasm Jewel into the fountain. The end credits follow. Congratulations, you have just beaten the hardest game I have ever played!

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O--|\_\_\_\_\_ / Game Genie Codes  
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So far I only have one Game Genie code for Valis. If you know any others, please drop me an e-mail and let me know about it. I will post it here in the next update and give you credit for it.

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O--|\_\_\_\_\_ / Links  
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( ) Dreamland of Valis

(<http://valis.gamehall.com.br/>)

Most comprehensive site I could find on the series, albeit in Spanish.

( ) Hardcore Gaming 101 - Valis

(<http://hg101.classicgaming.gamespy.com/valis/valis.htm>)

This site has a short history of the Valis series and a couple of links to other sites about the series.

( ) History of Valis

(<http://sega-16.com/Feature-%20Valis%20History%201.htm>)

([http://uk.geocities.com/wolfteam\\_renovation/his-valis-pl.htm](http://uk.geocities.com/wolfteam_renovation/his-valis-pl.htm))

This page is a listing from a Sega Genesis site, but it does outline the series as well. It also tries to tie the games to both Record of Loddoss War and Philip Dick novel VALIS.

( ) Jonathan Matthews Software

(<http://ascgen.jmssoftware.co.uk/>)

Without whose software I would not have been able to generate the image at the top of this guide.

( ) Mugen Senshi Valis Guide

(<http://www3.nsknet.or.jp/~yu-ko/game/valis/index.html>)

This is a website that offers another guide for this game. Unfortunately it is all in Japanese.

( ) NES Completion Project

(<http://faqs.retronintendo.com>)

This guide has been created as part of the NES Completion Project. This endeavor was begun by Andrew Schultz and seeks to offer a complete guide for every game listed on GameFAQs under the NES. You can join the project by going to the FAQ Contributors - General message board on GameFAQs and finding the NEs Completion Project topic.

() Sega Forever (Valis)

(<http://www.emulationzone.org/sections/segaforever/index.php?section=8&id=42>)

Listing of the text of the manual for the Genesis version of this game.

() Sliver X's Hacks and Translations

(<http://panicus.googlepages.com/games>)

You can find both the translation iso and a patch that makes the game much more playable here. You will not find any ROMs here, nor can I tell you where they might be, simply the patch files.

() Unofficial Valis Pages

(<http://www.darkcityproductions.com/duo/valis/>)

This is actually a listing on a site for the Turbo Grafix-16, but this particular entry has information on the entire series.

() hisatoki's Speed Run

(<https://www.youtube.com/watch?v=9hPkafx4hrs>)

Without which I never would have beaten the fortress.

· \_\_\_\_\_  
O--| \_\_\_\_\_ / Special Thanks  
,

() DJ Tigresa

For helping me to figure out how to get through the first level.

() electric\_jimi

Who actually created the Infinite Life Game Genie code.

() hisatoki

Whose speed run on youtube showed me how to beat the final level of the game.

() Jonathan Matthews Software

Their link can be found in the section above. Their ASCII Generator is what allowed me to create that image at the top of this guide.

() Sliver X

For creating both a translation for the game, as well as a patch making it much more playable.

() star warriors

For the Infinite Life Game Genie code.

() The FAQ Contributors Board

Thanks go out to the FAQ Contributors Board here on GameFAQs for trying to help me get through the first level of this game. In particular, adam1, Blueberry Buttface, DeMatt, FlowingMindspin, Gemerl, Koritheman, Psycho\_Penguin, and Sashanan all responded to my plea for help.

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