

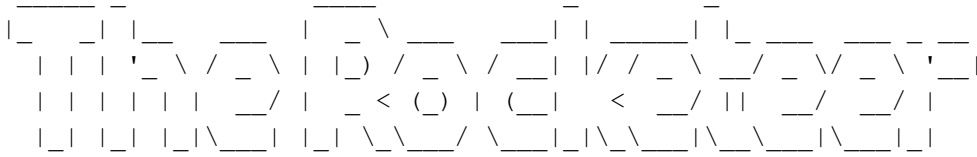
# Rocketeer FAQ/Walkthrough

by Da Hui

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:  
<http://faqs.retronintendo.com>

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## T A B L E O F C O N T E N T S

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|--------------------------|--|
| 1. - Controls.....R01    | This whole FAQ/Walkthrough is designed for easy access. That means that you can press ctrl+f and a search box will appear. In that search box, type the code to that section, it is to the right of the name in the Table of Contents and hit search until your browser brings you straight to your desired section. |
| 2. - Walkthrough.....R02 |  |
| 3. - Weapons.....R03     |  |
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## 1. - C O N T R O L S R01

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- D-Pad - Move
- A - Jump
- B - Attack
- Start - Pause
- Select - Switch Weapons

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## 2. - W A L K T H R O U G H R02

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### Chapter One

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Start off by moving to the right. You will see a small pink crate, behind it is an enemy aiming a gun at you. Once he appears on the screen, slowly approach him while crouching under his shots. You can walk in front of the crate so you don't have to jump over it. When you get close enough, punch him a few times to kill him and he will drop some ammo for you. Jump on the yellow crate behind him and onto the higher platform to the right. Wait right before the door and a quick enemy will hop out of the door. Just hit him once to kill him. Quickly

continue to the right and collect the ammo.

Keep moving to the right until you see another pink crate. Again, behind this crate is an enemy with a gun that will attempt to shoot you. Just keep crouching as you get close to them or you can shoot them since you will have some ammo by now. Keep moving to the right and don't slow down until the first door you pass goes off the screen to the left. There will be a few quick enemies here which will go down with one hit. Grab the ammo in the bottom right corner of this area and then hop on the crate. Use these crates to climb up to the top of these platforms.

When you reach the top, start moving to the left. You will reach another pink crate, and again, you will see an enemy with a gun trying to shoot you. Crouch as you approach them and fight him off when you get close. Keep moving to the left and you will see an enemy constantly shooting on the lower platform. Timing is important here if you don't want to get hurt. Try to drop in front of him just as he is shooting. When you get down there, hit him a few times until he dies and continue to the left.

Jump over the large gap and again, behind the pink crate is another enemy with a gun. Crouch as you approach them to punch them or simply shoot him a couple of times. At around the same time, you should see an enemy running towards you, hit them once to kill them. Go to the left a little more to jump over another gap. Jump onto the crate at the end to jump onto the higher platforms. Keep climbing to another platform and start running to the right.

Kill the quick enemies that come out of the first door and approach the next gunner behind the pink crate. Kill him and continue to to the right. You will see a higher platform, don't bother jumping onto it. Kill the enemy on the lower platform that is hiding behind the pink crate. Be careful because when the quick enemies from the higher platform will turn towards you when you are below them. Anyways, when you kill the gunner, fall down the large gap to the right. Try to stay on the left side as you fall. Behind the next pink crate is another gunner. You will reach another pink crate which for some reason doesn't have a gunner behind it. Just run into the door to the right.

Move to the right and as you approach the crate, you will see a quick enemy fall from a higher platform towards you. Quickly kill him. Go to the right only if you need health. You will approach a bomb that as you walk towards it, it will shoot into the air and then will shoot bullets out in both directions. If you duck, it will shoot the bullets right away. The trick is to duck just as it is around your head so you will still duck under the shots. When you are ready, advance by climbing up the platforms. When you reach the platform that is on fire, a quick enemy will run towards you. There will be another quick enemy two platforms higher than that one. Another two platforms will have a gunner. Once you reach the top, advance to the right.

Avoid the higher platforms here and continue to the right. As you reach the first part that is on fire, a quick enemy will charge you. After you kill him, jump over the fire and to the right. Jump onto the next crate and onto the higher platform when you reach it. Kill the gunner and jump over the next patch of flames. Stay on the lower platform and kill the quick enemy that comes from the door before you jump over the fire. Jump over it and keep your eyes on the doors for more quick enemies, kill them before they hurt you. Carefully approach the pink crate and kill the gunner behind it.

Fall down the gap to the right of him but stay to the left. If you fall on the right side, you will land in flames so stay to the left. Kill the quick enemy that comes out of the door to the left and continue to the left. Duck under the next land mine that shoots high shots. Go to the left, if you don't mind losing

some health, fall down and kill them. If you don't want to lose health, I suggest throwing grenades at them. Stay on these higher platforms here as you move to the left. Keep jumping across these until you have to fall at the wall. Kill the quick enemies here and use the crates to climb up a couple of platforms.

Duck under the mine again just before it goes off to avoid it. Fall down the next gap and hug the left wall. Land on the crate and jump over the flames to the right. Kill the quick enemy that will come out of the door. Continue to the right and grab the item just before the wall. This is fuel for your jet pack. Stick around here and keep killing a few quick enemies that come out of the door until they drop a few more jet pack fuel pick ups for you. Once you have a few so you have a lot of fuel, use it by jumping and then pressing up. Fly to the ceiling and then move to the right. Fall down the gap and hug the left wall. Kill the gunner just after the pink crate and run to the right to get out of the hangar.

This part of the chapter is very straight forward. Just keep moving to the right until you reach the boss. A few things to look out for is that there are a couple of gunners sitting on the wings of the planes. Every now and then you will also see an enemy appear on the screen with a jet pack. Kill these quickly because they can be pretty dangerous. On the roof of the buildings and on the ground as well is some small missile pods that will shoot missiles straight up. Time your jump to avoid the missiles. The last thing to look out for are bombs that are floating in the air. Just avoid these the best as you can.

Now you will face the boss here. You should have plenty of ammo and jet pack fuel saved up from earlier in this chapter to make quick work of this boss. You will notice that the front of the helicopter has an open cockpit so the pilot is exposed. That's some brilliant military engineering right there. Obviously, you have to use your jet pack to fly in front of him and to shoot the pilot a few times. If you are ever short on ammo or jet pack fuel, avoid the bullets and kill the quick enemies that hop out of the helicopter to collect the items.

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## Chapter Two

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Start off by collecting the ammunition to the right and enter the house. As you enter the doorway, you will notice a gunner shooting at you. Get close enough to kill him however you'd like whether it's with a handgun or your fist. After a couple of seconds with him on screen, a quick enemy will start to run towards you, make quick work of him as well. Move a little further to the right and you will notice a small tank. He is too low to hit with anything other than a grenade, but you are better off jumping over it. Once you jump over it, you will have to quickly kill a quick enemy.

At the end of the kitchen you will notice a couple of enemies right away. There will be a gunner shooting at you, a quick enemy running at you, and a small remote control tank slowly moving towards you. What I suggest is as you approach this room, move very slowly. The quick enemy will come out first and the gunner and tank will remain off screen. After you kill the quick enemy take out your grenade and get closer until they both appear. Crouch under the gunner shots and throw the grenade when the tank is in front of the gunner. Stay crouching and just switch to the pistol to kill the gunner that is still shooting at you.

As you continue to the right a little further, another quick enemy will start to run to you. Kill him quickly and pay attention to the background. You will run into a crouching gunner just a little after the fire place. Kill him

quickly and exit the house via the back door. Run along the path and you will notice two remote control tanks. Jump over them and immediately after the second one, another quick enemy will charge you. Kill him and continue to the right where you will see another quick enemy charging at you. From here, just run down the path until you enter the next area of this chapter.

A quick enemy will immediately start to charge at you, kill him quickly. At the second house, you will see a quick enemy running towards you with a gunner right behind him. Kill the quick enemy and then you can focus on the gunner. Move further to the right and kill the next quick enemy. Slightly after that enemy is a gunner, as you approach him, a quick enemy will charge you. Kill both of them with ease. As you reach the end of this house, a quick enemy will pop out from right behind the house and basically right in front of your face so think quickly. Run directly in front of the fire hydrant and crouch, the bombs being thrown from the window will bounce right over you here.

If you wait in this spot for too long because the quick enemies will keep coming from the left. When you get a chance, run under the window with the bomber. When you see a fire escape on the next window, a quick enemy will come down from it and charge at you. There will be another quick enemy charging off the next fire escape. At the end of this building, another quick enemy will appear and charge you. Quickly kill him and move to the right. At the top window of the next building is, you guessed it, another bomber. Avoid them and another quick enemy will charge off the next fire escape. Continue to the right and under the next fire escape is a gunner, but no quick enemy. Kill the gunner and continue to the right.

When you reach the cars, some quick enemies will appear. You should only run into three total here. Also note that in the windows that is above the rearend of the third car is a bomber throwing bombs from the window. However, he is so high, these are incredibly simple to avoid. After this building, you will notice another gunner you will have to kill. At the end of the next building is another quick enemy. Right above where he spawns is a bomber in the window, again his height makes it easy to avoid his attacks. There will be a bomber in a lower window in the first half of the next building and a quick enemy shortly after him. At the end of the building is another quick enemy and a bomber in a higher window. After the building is a gunner that is pretty simple to kill. Run to the right to enter the next area.

Just like when you entered the previous area, a quick enemy will run towards you at the start of this one. Kill him and just keep running to the right. At the first building you will notice bombers in really low windows, two quick enemies, and a new sentry gun floating in the air. If you move to the right and stop only to quickly kill the quick enemies, you will be able to avoid all of the chaos in this area. You will see another sentry gun. The way they work is the white line, or the barrel of the gun, will move from the 6 o'clock position to the 9 o'clock position. When it hits the 9, it will shoot a couple shots while it aims to the ground again.

Kill the quick enemies and avoid the sentry guns and make sure you have your pistol out for when you reach the fence. When you reach it, jump to the right and shoot the bomber that is on top of the fence. Once you land, you will have to quickly kill a quick enemy as well. Continue to the right and in the higher windows is another bomber and shortly after him is a bomber on top of the fence. Avoid the higher bomber and kill the lower bomber quickly. In front of the next building is another gunner and right behind him is a quick enemy. Kill both of them and continue to the right. You will notice another fire escape, this time there will be two quick enemies that charge down from it.

You will reach a few more quick enemies that will come out of the next door you

run across. Before that door is a bomber throwing bombs from the low window. Kill him with your hand gun and continue to the right being careful around the door. The rest of this level gets hectic. All of the doors will have quick enemies running out of them and a few will also come from the right as well. There will also be bombers in every couple of windows as well as sentry guns. The best way to finish this area is the same way you started it. Simply keep running and only stop to quickly kill the quick enemies. Don't jump or turn back for any reason. Once you reach the end, you will finish this chapter, that's right, there's no boss here.

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### Chapter Three

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You will start in front of a building with quick enemies coming out of the door to the right. Kill a couple of them to collect the jet pack fuel from them. Once you have some, use the jet pack fuel to go onto the roof of this building. When you reach the roof, a jet pack gunner will come down and start to shoot at you, kill him quickly. Jump over the obstacle to the right that spits bombs straight upwards. On the next roof is a crouching gunner. Kill him and you will see another jetpack gunner appear, kill him as well. When you reach the end of this roof, use your jet pack fuel to reach the next roof. If you don't have any fuel, fall to the right and kill some quick enemies for more fuel.

Immediately kill the crouching gunner to the right and avoid the floating mine. Just avoid the obstacles on this rooftop until you reach the next roof. Kill the jet pack gunner that will appear and avoid the floating mines. Use your jet pack to reach the next rooftop, again if you are low on fuel fall down to the right and kill some quick enemies for some fuel. Avoid these obstacles and jump to the next rooftop. Kill the quick enemy that will appear from the door on this roof and continue to the right while avoiding the obstacles. At the end of the next rooftop a jet pack gunner will appear from the left. Just keep moving and quickly jump onto the next, lower rooftop, he will go off the screen and disappear when he stops to shoot.

Use your jet pack to reach the next high rooftop you come across. If you need fuel, fall down to the right and kill a few quick enemies for some extra fuel. Once you reach the next rooftop, a jet pack gunner will appear from the left. Kill him and avoid the obstacles to the right. As you fall down to the much lower rooftop, a jet pack gunner will appear from the left. As you land, a quick enemy will come out of the door to the right. Kill them both quickly and any other quick enemies that may come out of the door. Avoid the floating mine and use your jet pack to fly to the top of this awkward rooftop here. From here, just fall down to the right as you avoid the obstacles and another jet pack gunner from the left, until you enter the next area of this stage.

Fill up your jet pack fuel tank by killing several quick enemies here. Use your jet pack to fly up to the top of the building. Wait to the left of the building for the small rocket launcher to shoot and then get close to it. Quickly destroy it before it hurts you. Jump over the floating mine to the right and kill the next stationary rocket launcher. Move to the right and kill the next stationary rocket launcher. Fall down to the right and land on the lower rooftop, kill the stationary rocket launcher here. Avoid the floating mine and a jet pack gunner will appear in front of you, quickly kill him. Use your jet pack to reach the next high roof. If you need fuel, fall to the right and kill some quick enemies.

Kill the rocket launchers and mines up here and fall to the lower roof. Move to the right as you avoid more floating mines and destroy the stationary rocket launchers. Use the jet pack to climb over this next awkward rooftop. Avoid some

more mines while destroying another rocket launcher. As you reach the rocket launcher on the other side of the awkward triangular roof, a jet pack enemy will approach you from behind. Just avoid that last obstacle that spits bombs straight up and move to the right to reach the boss.

This boss is incredibly easy. It may seem difficult since they take your weapons away for the fight for some strange reason but you only have to punch him five times before he finally falls and gives up. You can do this without getting hit if you do it properly. It takes a little longer for him to punch so if you just move right to him and punch him just when he enters your range, you'll hit him and he will get pushed back. Just do this five times until he falls and you will finish this chapter.

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## Chapter Four

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Move to the right and jump onto the crate. Avoid the gunner that is above the start of this chapter. Jump onto the higher platform to the right and shoot the gunner behind the fire. Be careful because unlike the gunners in the previous chapters, this one will shoot two shots at a time. Kill him and jump over the fire to continue to the right. Only go on the next platform if you need health. If not, just stay on the low path and go to the right. If you do, jump over the fire and make it to the end of this platform. Kill the crouching gunner on the next platform and grab the health pick up right behind him. Fall off and you'll end up where you would be if you didn't take the high path.

As you climb up the stairs, a quick enemy will start to charge at you. More quick enemies will come out of the door at the top of the stairs if you stick around so pay attention for them. Continue to the right and there will be a gunner on a crate at the bottom of the stairs. Kill him quickly and continue to the right. Kill the first quick enemy that comes down the next flight of stairs. When he is dead, kill the gunner in the middle of the stairs. As you climb up the stairs, another quick enemy will charge down towards you.

Use the crate to the right to reach the higher platform. Use the crate on this platform to climb one more platform. Once on this one, move to the left and avoid the mine that will shoot up by ducking right before it explodes. Go to the left and a quick enemy will run towards you as you approach the stairs. Kill him and more quick enemies will run towards you from the door on the higher platform. Kill them and climb the crate to reach that platform. Go up the next set of stairs to the right and kill the quick enemy that will run down it. Continue to the right.

Quick enemies will run towards you out of the first door you come across. Be careful with them because there will be a gunner slightly after that door. It can get a bit hectic dealing with the quick enemies and the gunner at the same time so I highly suggest using a hand gun here. More quick enemies will come out of the third door and again, there will be another gunner shortly after. Take care of this gunner and the quick enemies the same way you took care of the last ones. Climb the crate at the end of this path so you can reach the next higher platform.

On this platform, start to move to the left. Take the stairs slowly. You will see those mines that float and then explode but if you keep your distance, you won't even have to crouch since they will explode over your head. A quick enemy will appear just behind you as you continue to the left after you reach the top of the stairs. At the same time a remote control tank will be patrolling this area so jump over the tank and then kill the quick enemy. Another quick enemy will appear out of the second and third door you pass. After the third door is

another remote control tank. Keep moving and jump over the next remote control tank until you reach the end of this platform.

Jump onto the crate so you can reach the next platform above. Climb the platform on this narrow platform to reach the next platform. Slowly go up the stairs to avoid the mines just like the last set of stairs. There is another mine shortly after the stairs. Quick enemies will charge at you from the door right behind it. Continue and avoid the same mine shortly after. Avoid a couple more mines and more quick enemies will appear at the third door. There will also be a gunner right after that door so be careful. There will be another gunner right behind him and quick enemies that will charge at you from the door right behind that gunner. After this area is clear, run to the right to enter the next zone of this chapter.

Once you enter this zone, you will notice two doors. Quick enemies will come out of the door on the right. Get past them when you get a chance. At the base of the stairs to the right is a crouching gunner. Kill him and climb the stairs. As you climb up the stairs, you will see two doors. One door will be at the top of the stairs and the other will be on the platform above you. Both will spew quick enemies out towards you. Jump on the crate at the top of the stairs to reach the higher platform while you are either killing or avoiding the quick enemies.

Climb up the next flight of stairs to the left. The door at the top of those stairs will also have quick enemies in them. Avoid the mine that shoots up and explodes at the top. Jump onto the crate to reach the higher platform and avoid the same mine at the beginning of that platform. Start to move to the right once you are on this platform. Jump over the fire to the right and kill the gunner that is shortly after it. Jump over the remote control tank when you reach it. You will cross three doors on this platform, quick enemies will come out of the first and third. At the end of the platform, fall down and go down the stairs to the left.

Move past the door and quick enemies will start to charge you once you are to the left of it. Kill one and just keep moving to the left to reach a gunner. Kill him and fall down at the end of this platform. Be careful and fall down towards the right side of the whole to avoid the fire on the ground. Go down the stairs to the right and kill the standing gunner. Keep moving to the right and you will enter the freezer. There will be another standing gunner in front of the second door that says "MEAT" on it. Keep moving to the right after you kill him and quick enemies will run out of the open door. Jump onto the ice cubes before the mine to go on the platform above it to avoid the mine all together.

Jump on the next set of ice cubes to jump onto the higher platform. Move to the right and jump onto the next set of ice cubes. Jump onto the higher platform to the left. Again, use the ice cubes to reach the next higher platform. Jump over the fire to the right and then onto the slightly lower platform to the right. Climb up the next few platforms via the ice cubes as you approach the top left of this area. There will be a standing gunner on the platform in the top left along with quick enemies coming out of the door you pass as you make your way to the exit of this room.

Use the ice cubes to reach the next higher platform to the right. Jump on the next higher platform via the ice cubes and continue to the right. Kill the standing gunner along the way and jump to the next platform. Once you land on it, a quick enemy will run towards you and a standing gunner will shoot at you. Jump to the last platform to the right and just run straight into the door and you will enter the next area of Chapter Four. Move to the right and shortly after the stairs in the background, you will have to kill a crouching gunner.

Keep your distance when you kill this one because there will be two quick enemies immediately after the gunner. If you are too close you will have to deal with the quick enemies and the gunner.

When you deal with those three enemies, continue to the right. Kill the quick enemy and a jet pack gunner will appear. You will reach a door that quick enemies will come out of. Kill those and also the next three quick enemies that is on the next flight of stairs. Shortly after the top of the stairs is a crouching gunner. Kill him and any quick enemies that may have spawned at the top of the stairs. Quick enemies will also spawn from the door to the right. As you reach that door, a jet pack gunner will appear from the right. When all is clear, run down the stairs. As you get close to the bottom, a jet pack gunner will appear from the right.

Shortly after there will be a quick enemy. Right after that enemy it gets a bit tough, if you have jet pack fuel I suggest flying over this part. There will be a crouching gunner, a quick enemy, and a jet pack gunner that will appear from the right pretty much all simultaneously. Kill them or avoid them with your jet pack. After that small squad of enemies, there's a door that emits more quick enemies. Right as you approach that door, a jet pack gunner will come down from the top right corner of the screen, kill him and continue to the right. As you climb the stairs you will run into a Jet Pack Bomber. Be careful since he may be a bit more difficult to kill, just use your jet pack and shoot him.

Quick enemies will hop out of the door at the top of these stairs. Continue to the next flight of stairs where another quick enemy will charge at you. There will be three quick enemies on these stairs and a jet pack gunner near the top. Kill them all and continue to the right for a crouching gunner. Once you reach him, another jet pack gunner will appear behind you. Kill him first then focus on the gunner. Right behind the gunner is a quick enemy so be careful since there are a lot of enemies in this tight area. Grab the flashing jet pack fuel to blow out of this dining room and finish this chapter.

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## Chapter Five

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Right away, quick enemies will run at you from the door pretty much right in front of your face. Quickly kill the first one and run to the right. More quick enemies will run from the next door. Right after the door is a standing gunner. Kill him and avoid the mine that shoots up and then explodes right behind him. Just keep a close eye out for the door that the quick enemies run from. Jump on the crate to reach the higher platform. Kill the quick enemies that come out of the door on this platform and move to the right. Jump onto the next crate and onto the platform right next to that crate. Jump to the next platform. Behind the small crate up ahead is a standing gunner, kill him and move on.

Run all the way down this empty hall and you will see a quick enemy at the crates. Kill him and use the crates to climb up two platforms. Continue to the left and you can get some ammunition on the crate up ahead. Right behind that crate is another standing enemy, kill him. Climb the crate behind the gunner to reach the next platform. Climb the next crate to reach the highest platform here and run to the right. After the second small crate is a quick enemy. Grab the jet pack fuel to the right and use the jet pack to reach the next platform to the left.

Move to the left and behind the second small crate is another quick enemy. Jump across the platforms and kill the crouching gunner on the second platform. If you fall, just kill the quick enemies down there for some jet pack fuel. When ready, go to the top left corner of this area and up to the highest platform. A



quick enemy will drop at the health pick up to the left and another will drop as you continue to the right. Keep running to the right and at the next mine will be another quick enemy. Kill that enemy and avoid the mine. Shortly after will be another quick enemy and mine combo. Get past that part and you will reach a series of platforms.

This part looks a bit more complicated than it really is. Just stick to the left side and fall down the platforms. Most of the enemies are on the right but they can easily be avoided. At the bottom, jump over the fire and move to the right. Just stick to the low path here. Kill the quick enemy and jump over the fire. There will be another door with quick enemies shortly after, kill them and continue. Near the end of the hangar is one last standing gunner to kill. If you have no ammo and lots of jet pack fuel, you can fly to the very top right corner of the hangar for some ammunition pick ups but it's hardly worth it. Continue to the right to exit the hangar when ready.

A quick enemy will run at you from the right. A bat will also appear above your head, fly to the right and then turn around to fly straight at you. The bats are easy to kill since they fly at the same level as your weapons. Keep moving to the right and kill the bats and quick enemies that get in your way. At the end of the forest, a crouching gunner will be waiting for you at the bottom of a small cliff. Kill him and the quick enemy behind him. You can jump on the patches of grass that are on the side of this cliff. Climb up those patches of grass until you reach the next platform to the left at the top of the cliff.

Start to move to the left on this platform and you will encounter another series of bats and quick enemies as you approach the next cliff. There will be two crouching gunners on the next cliff. Kill them or avoid them if you want and climb to the top. If you have jet pack fuel and need health and ammo you can use it to fly to the top of the trees up here for some nice item pick ups. When ready, go below the tree tops and continue to the right. There will be a couple more bats and quick enemies here as well as a crouching gunner this time as you approach the next cliff to climb. Kill the quick enemies, crouching gunners, and also a jet pack bomber as you climb to the top of this cliff. Move to the upper right corner of the cliff to enter the next zone.

Move to the right and collect the ammunition. Kill the quick enemies in your way but be careful. If you look at the trees, some branches will start to shake as you go under them. Shortly after shaking, they will drop straight down. Avoid these while you kill the quick enemies. Climb the top of the next cliff while killing the crouching gunner and quick enemies and move to the left when you reach the top. Kill the quick enemies and crouching gunner while avoiding the branches as you reach the next cliff. Climb this cliff and start to move to the right.

When you reach the top, continue to the right and avoid the falling branches while you kill the quick enemies. Keep moving until for some reason you reach a parking lot. Kill the crouching gunner at the beginning of the parking lot. Continue to the right for another quick enemy and jet pack bomber. Go through the next forest to the right and kill the quick enemies while avoiding the falling branches. At the next parking lot is another jet pack bomber. Kill him quickly and then deal with the crouching gunner that will be waiting for you shortly after the bomber. Go through the forest and at the cliff is a jet pack bomber, crouching gunner, and quick enemy all the the same time so be careful.

Climb this small cliff and kill the gunner at the top. Move to the right and avoid the falling branches as you enter the parking lot. Kill the crouching gunner that is in front of the empty parking space. Move to the right and a jet pack gunner will appear from the left. Kill him quickly and a jet pack bomber will appear from the right. Kill him and continue to the right to kill another

crouching gunner. After this gunner is yet another jet pack gunner. After that, just run to the right to enter the roof of the observatory which is the next part of this chapter.

This part is sort of like a boss. You will notice that instead of a telescope on the roof of the observatory. They have three sentry guns, three rather weak sentry guns that can't even shoot without the bullets falling after a couple of feet. Anyways, you need jet pack fuel and ammo so kill the quick enemies for it if you need to. When you have plenty, use your jet pack and shoot the sentry guns on the roof of the observatory. They each take three shots to kill. Just hit each one three times and they will blow up and you will finish this chapter.

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## Chapter Six

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Collect the ammunition to the right. Avoid the sentry gun floating there as you fall down further to the right. Fall down the hole and to the right to fall past the force field. Fall down the next hole and move to the left. Kill the standing gunner and continue to the left. Avoid the sentry gun and fall all the way down this hole. Jump to the left when you are at the bottom and fall down the next hole. Start to move to the right when you fall down here and kill the standing gunner. Shortly after that gunner is another standing gunner. Behind him is a quick enemy, kill him.

Jump onto the crate and move to the right on the next higher platform. Kill the quick enemy that will charge at you from here. Behind the next crate is another standing gunner. Kill him and use the crate to reach the higher platform. Kill the next few quick enemies as you climb to the top right corner of this area. When you reach the sentry gun, jump to the left and start climbing these platforms by using the crates. There is a standing gunner behind every crate on your way up these series of platforms.

Once you reach the top, jump across the platforms to the left. Kill the standing gunner after the second gap. Move all the way to the left and avoid the sentry gun. Grab the Mega Ammo pick up which gives you twenty shots but DO NOT jump off. Turn back to move back to the right. Fall down the first hole and move to the bottom right corner here. Kill the gunners here and you will see a satellite on a series of pipes in the bottom right corner. Blow it up with a couple of rockets and you will see it disables the force fields. Go back to that Mega Ammo in the top left and fall down, you will notice this is the beginning of the stage. Go back to the right and fall all the way down the holes in the middle. Move to the right at the bottom. You will notice you are in the very bottom of the level where you were before. Move all the way along the lowest edge until you enter the doorway into the next area of this chapter.

Jump onto the crate to the right and kill the crouching gunner on the higher platform. Once he is dead, hop up there. Jump over the grinding gears and along the platforms. Just keep moving to the right and jump over the gears as you jump from platform to platform. At the end is a mine that will shoot up and then explode, avoid that as best as you can. Behind the next crate is a standing gunner and a quick enemy. Kill them and use the crate to climb up the next platform. Climb the crates at the end to reach the higher platform and start to move to the left. Keep moving to the left as you climb these platforms and kill the quick enemies.

Jump across the platforms to the left. Kill the quick enemy on the first platform and jump to the second. Avoid the mine there and jump to the third. Avoid the remote control tank and jump to the last. Continue to move to the

left on this platform. Jump over the fire and kill the quick enemy at the end of this platform. Use the crate to jump onto the higher platform and move to the right. Climb these platforms at the end and each one will have a quick enemy. Start to move to the left when you reach the top and kill the standing gunner. At the end of this path, climb up and start to move to the right.

Fall down to the right and kill the standing gunner. Quick enemies will fall onto the next platform to the right. Jump onto it when ready and avoid the mine. Jump over these gaps and avoid the remote control tank at the last platform. Avoid the next remote control at the next platform and kill the quick enemy that lands there. Kill the crouching gunner to the right and quick enemies will fall right in front of him. When it's clear, just run to the right and you will enter the next area of this chapter.

You will see two doors on the screen as you enter this area. The right one will have quick enemies that keep coming after you from it. Kill them and continue to the right. Avoid the remote control tank here. The next door that doesn't have a door and is just a door frame will also have quick enemies running out of it. Kill the standing gunner on the other side of the fire. Jump to where he was standing and kill the standing gunner at the other side of the gap. Jump over there and over the fire to kill two more quick enemies. Fall down the gap here and kill the crouching gunner on the crate and avoid the remote control tank. Move to the right and fall down this gap.

Start to move to the left and kill the crouching gunner. Directly behind him is a standing gunner. Jump over the first fire and wait for a quick enemy to approach you from the left. Kill him and then jump over the next fire patch. Keep jumping over the fire and kill the quick enemies. Avoid the remote control tank when you reach it and kill one last quick enemy behind the next fire patch. At the end of this platform is a mine that will float up and then explode. When you reach the end, fall down to the lower platform.

Kill the standing gunner to the right when you land behind the fire. Jump over two fires and kill the next standing gunner behind the third fire. Keep moving to the right and there will be another standing gunner behind the next fire. Keep moving to the right while you avoid the fires. Fall down the gap here and you will reach the final battle, you will have to take down Sinclair yourself.

This fight can be incredibly easy if you have health and ammo, and really difficult if you don't. Immediately try to get to the center of the control center and crouch. If you need health and ammo, focus on killing the quick enemies that fall from the higher platforms to collect ammo and health. When ready, just get close and stand and keep shooting him. Forget about the quick enemies at this point and just keep shooting as fast as you can. You'll only get hurt about three or four times but you'll still kill him easily.

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### 3. - W E A P O N S

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Throughout the game, you will notice small ammo clips scattered throughout each level and dropped by all of the enemies in the game. They are not guaranteed to drop from enemies, but they have a possibility of dropping from all of them. The ammunition you pick up can be used for more powerful weapons instead of your fists. This section will describe the pros and cons of each of the weapons that you have in your arsenal.

Fist	You will start out with just being able to use your fist. The reason this weapon is so useful, is because it doesn't take any bullets to use. It is weak and has basically no range
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being attached to your arms so it can be a pain to use efficiently. However, for your regular enemies, especially the ones that don't shoot, just punch him.

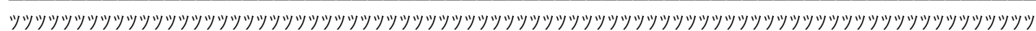
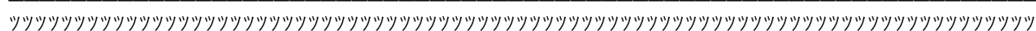
**Pistol** The pistol is excellent for when you don't want to get your hands dirty. It isn't very powerful but it has a decent range. It is just as powerful as your fists, but the fact that you can do just as much damage from several feet away gives you a great reason to select this weapon. It also does not hurt your ammunition count since they only take one bullet for each shot.

**Tommy Gun** The Tommy Gun seems kind of pointless. It takes two bullets for one shot. The main difference for this gun is that the bullets travel at a much higher rate of speed. If for some reason, you have to kill an enemy that's far away quickly, you should use this but otherwise, I suggest simply using the pistol.

**Triple Gun** The Triple Gun obviously uses three bullets for each shot you take. What it does is simply shoot three shots in different directions in front of you. The first one will go up at about a thirty degree angle, the second will go straight, and the third will go down at about a thirty degree angle.

**Grenade** The Grenades take five bullets to use. You will throw them at about a thirty degree angle and then the trajectory of it will force it to the ground. These can do a lot of damage and are ideal for enemies that are above or below you.

**Bazooka** Bazookas use a lot of ammunition but they do a lot of damage. They take fifteen bullets to shoot one rocket but they are incredibly powerful. They are good when you are low on health and you do not want to take any chances. They are also great for when you have a lot of ammo and you are facing strong enemies.



## Helicopter

### Chapter 1 Boss

This boss isn't very difficult, especially if you have a lot of ammo and jet pack fuel. If you don't have them, kill the quick enemies that fall out of the helicopter and pick those items up, they also drop health for you. Anyways, as they move to the left, they will shoot bullets down towards you so avoid those the best as you possibly can. When you have some ammo and jet pack fuel, start to fly to the left of it. You have to shoot the pilot of the helicopter in the head several times. If you have 30 shots, you should just shoot him twice with the bazooka and you get to watch him explode.

## Mobster

### Chapter 3 Boss

The Mobster may seem fairly difficult at first given the circumstances, especially if you have low health. The main challenge here is that it is a fist fight so your weapons mysteriously disappear for this duel. However, you should still easily be able to defeat this boss and actually remain unscathed. You will start at opposite ends of the platform and he will just

keep charging you. His attacks are slower than your's, so you just have to be fast. The best way to do it is to simply charge at him as he charges you. Once he enters your punching range, quickly punch him before he hits you. When you punch him, it will knock him back to give him a distance and to let you ready yourself for the next attack. Just do this five times and he will fall and won't get back up.

## Observatory Sentry Guns

### Chapter 5 Boss

I'm not sure if this is exactly supposed to be a boss just being a big sentry gun and all, but you only fight this thing in this area at the end of Chapter 5 so I'm going to add it to the bosses section. You will notice that instead of a telescope is three sentry guns. Just shoot each sentry gun three times to kill each one. You can kill the quick enemies for jet pack fuel and ammunition if you need it. If you have plenty of ammo, I suggest using the bazooka for this just to make it go by quicker and safer.

## Sinclair

### Chapter 6 Boss

This boss can be difficult but he really isn't. Start off by running to the center of the room and crouch to avoid his shots. If you don't have about three fourths to full health and around 25 shots, then kill the quick enemies until you reach that. To be safe, you might want to kill them until you have full health. When ready, get close and stand and just keep shooting him. Forget about the quick enemies and don't even try to save ammo or avoid his shots. Just stand and keep shooting at him until he eventually gets blown out of the zeppelin for a rather simple final boss battle.

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In this section I will list where you can find each type of enemy, how much health they have, and some general information about each one. The way I calculated how much health they have is by how many hits it takes to kill them. One bullet or one punch will equal one hit point (HP).

## Gunner

Chapter(s) - 1,2,4,5,6

Health - 3HP

Description - There are two types of gunners in the game, one that stands and one that crouches. You can crouch under the shots from the ones that stand and move in between shots to kill them. The ones that crouch are a bit more challenging. You will have to jump over the first shot, quickly shoot and jump over the second. When you shoot them, it will delay their next shot so after you avoid the second shot, you should just need to shoot them two more times to kill them.

## Quick Enemy

Chapter(s) - 1,2,3,4,5,6

Health - 1HP

Description - These enemies are quick and just run from side to side. They can only turn around after they fall from a higher platform. You only need one hit to kill them so they shouldn't be a serious problem. Most will come from open doorways so always be careful around doors to make sure they won't pop out right in front of you.

#### Jet Pack Gunner

Chapter(s) - 1,3

Health - 3HP

Description - The Jet Pack Gunners can be pretty difficult. They also have a jet pack and can fly wherever they'd like to in each chapter. They will at first fly towards you so they can hurt you, then they stop to shoot. After every shot, they'll back away a little so you don't get too close.

#### Bomber

Chapter(s) - 2

Health - 1HP

Description - These pesky enemies are either on the top of a fence or in a window, something that is higher than you. They will throw grenades in your direction and they will bounce and then explode. Some will be too high so you have to just avoid the bombs, but others will be low for you to shoot.

#### Remote Control Tank

Chapter(s) - 2,4,5

Health - 1HP

Description - The RC Tanks are really low so you can't shoot them, you can't even punch them. The only way to destroy these are by throwing a grenade at them. However, that is a waste of a grenade since they are incredibly simple to avoid. Just avoid the first shot or two and let them get close to you, jump over them when you can.

#### Sentry Gun

Chapter(s) - 2,6

Health - 8HP

Description - Sentry guns can be sort of tricky. They will float in the air relatively high in the sky. You will see a white line start from the 6 o'clock position to the 9 o'clock position. When it hits the 9 o'clock, it will shoot several shots as the line moves back to the ground and then it will stop when it shoots straight down. They can be relatively difficult to avoid but if you just keep moving once they come on the screen you'll get away relatively easily.

#### Stationary Rocket Launcher

Chapter(s) - 3

Health - 2HP

Description - These are kind of like the sentry guns in the previous chapter except they are on the ground and are tall enough to kill with your fist, your guns will shoot above it though. They will simply shoot in all directions except for downward. They shoot one shot in a horizontal line, then two shots at a forty five degree angle, and then stop. Once the barrel aims horizontally again, it will shoot again.

#### Jet Pack Bomber

Chapter(s) - 4,5

Health - 2HP

Description - These pesky enemies can be a pain, especially since they like to hang above you. You're best off with a jet pack for these guys so I suggest saving your fuel. They are the same as the Jet Pack Gunner except instead of guns, they drop grenades on you.

## Bat

Chapter(s) - 5

Health - 1HP

Description - Bats are pretty simple. They will fly in from the corner of the screen and fly in front of you. After they fly fairly far in front of you and then they will turn around and dive right into you. They fly right at the level of your fists and guns so they are easy to avoid or kill.

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## 6. - S T R A T E G I E S

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### - Saving Ammo

One thing you don't want to do is run empty on ammo. You can easily find a lot of ammunition by killing any enemies that get in your path or even lying around but you don't want to be caught without any, especially as you approach a boss at the end of a chapter.

### - Jet Pack Fuel

In all honesty, you very rarely need to use the jet pack. You can get it whenever you need it but you will have to risk losing health and will definitely waste time trying to gather enough jet pack fuel to reach where you are trying to get to. I suggest saving your jet pack fuel only for when you actually need to use it.

### - Surviving with Low Health

The gunners in the game can only shoot a limited range. So if you have low health, just move slowly and you shouldn't be surprised by gunners. The only enemies you need to be careful around are quick enemies, especially from the doors. If you approach a door, wait for an enemy to pop out and quickly kill them. Once he's dead, quickly run past the door so you won't have to deal with those enemies again.

### - Dealing with Quick Enemies

The quick enemies are weak but they can sneak up on you. Most will come from doors so be careful around them. I suggest waiting before the door for one to come out, quickly kill them and quickly advance. If they fall from a high platform, I suggest backing off a bit and then shooting them when they land.

### - Grenades

The grenades take five shots but can be worth it. If you are low on health and have to kill an enemy on a higher or lower platform without risking injury, use a grenade. There are also a few enemies that are too small to kill with a traditional weapon, so you can use a grenade if you please. However, in most cases, I suggest just avoiding small enemies.

### - Need Jet Pack Fuel?

There may be times where you need jet pack fuel but you have already picked it all up. If that's the case, look for where the quick enemies are coming from. Stand by the door or whatever their spawn point may be and keep killing them until you get plenty of jet pack fuel. I suggest killing them until your fuel tank is full and then to continue.

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## 7. - I T E M S

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There may only be five item pick ups scattered throughout the entire game and

they may be incredibly straightforward, but I think this guide wouldn't be complete without an Items section so here it is.

- Health            The health pick ups are very obvious. They are the items that are in the shape of a heart. They are scattered throughout every level and can drop from enemies. When you pick them up, they will only give you one bar on your health at the top left corner of your screen.
- Ammunition        Ammunition is always welcome, especially considering how much you need for the bigger weapons. They are scattered throughout every level and can drop from enemies. They obviously look like three bullets binded together in a magazine or clip. Each clip of ammunition you pick up will give you ten bullets.
- Jet Pack Fuel     The Jet Pack Fuel looks sort of like a watering can or an oil pan. Every one you pick up will give you three bars of jet pack fuel in the upper left corner of the screen. They are not available in all chapters but will drop from any enemy.
- Full Health        The Full Health pick ups are incredibly rare and are hidden as well. The only way you'll pick these up are if you go out of your way into some hidden niches of a stage. They are purple hearts and will fill your health all the way up.
- Mega Ammo         These Mega Ammo pick ups are just as rare as the Full Health pick ups. They are generally placed out of the way. These aren't as enticing as the full health though since they only give you twenty shots. The difference here is they are silver instead of bronze like the other pick ups.

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## 8. - P A S S W O R D S

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At the main menu with the plane, you can see two options along the bottom of the screen. The two options are Start and Continue. To Continue, you need a password for the chapter you are going to continue from. Below is the password to each of the chapters so you can continue from them.

- Chapter 2 - 490-629-312
- Chapter 3 - 435-765-818
- Chapter 4 - 775-454-215
- Chapter 5 - 318-469-417
- Chapter 6 - 040-473-312

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## 9. - D I S C L A I M E R

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