

shooting periodically and swoop back upwards if they reach the bottom of the screen. The tanks will roll towards the center of the screen and fire in a circle around themselves. The larger green ships will cut across the screen horizontally and fire as they pass.

Stage 1-2

Stage 1-2 takes place over an ocean. This time you just need to make it to the end of the stage and defeat the centipede from the opener. Mostly you face the white fighters again, although a variation of them that now hover in the middle of the screen to fire will appear as well.

When you reach the shoreline and enter another oil refinery, you are about halfway through. Dodge the fire that spews out from the broken oil lines as you progress forward. At the end of the stage the background will fade out and the centipede will attack. It will hang towards the top of the screen before lunging forward. Shoot it as it moves to align with you, but then quickly dodge to the left or right to avoid the charge. It will also sometimes fire three shots from the back, one forward and two of each forty-five degree angle from its face. Be sure to dodge these too. It does not take very many shots to destroy the boss, so do not feel a need to rush.

Stage 2-1

Drias now launches an attack against the City of Edea. You launch to get there through an erupting underwater pass. Dodge the fire that erupts from the ground and note that you can fly anywhere on the screen without worrying about dying by crashing into the scenery. You once again need to collect five bombs, only this time they look like red canisters with no lettering. You need to fly over them this time instead of just shooting them.

The enemies are different this time as well. You'll face green stingrays, green submarines, green eyeballs, red lobsters, and red salamanders at the start. The green stingrays are just like the white fighters from the first stage. The submarines will open up their fronts as they enter the screen and fire a host of shots directly in front of themselves. Shoot them before the shots get to you. They can only be hurt while their fronts are open, so if you miss their first pass, then just ignore them and let them go off screen. The green eyeballs will simply fly from top to bottom of the screen and pass on if they make it all the way down. The red lobsters charge vertically as well, but they will periodically stop to fire shots at you. The red salamanders behave the same way.

You'll eventually emerge from the water and face white fighters and green mecha tanks again. Just keep picking up the red bombs and you will clear the stage as you begin to enter the underwater path again.

Stage 2-2

Stage 2-2 sends you back through the underwater pass. This time you just need to make it to the end again and defeat the boss to move on. The boss is a purple mecha beast. It will fire lasers from its four arms and bubbles from its mouth. Stay in the center and shoot the head. You can shoot through the bubbles, so just fire away and finish off the boss in no time.

Stage 3-1

Drias now attacks Starbase Orion. This time you need to fly over yellow pads that will drop an antigravity generator. You need to drop six of these to complete the stage. Make sure again you grab the clock when you see it as you

will definately run out of time if you don't.

You face green flying saucers, a redrawn green mecha tank, and a white mecha tank. The green flying saucers loop down and back up. The two tanks behave the same as the originals.

Stage 3-2

Stage 3-2 takes you to space to fly off to face Drias. The white fighters return to stand in your way. There are also asteroids, whihc ou cannot destroy, you simply need to dodge them.

About halfway through the stage a mini-boss will appear. It is a green orb that will move left and right in the center of the screen firing randomly. You can only hit it when it opens to fire. Dodging the asteroids should remain your top priority, just keep firing as you do to eventually take it out.

After the mini-boss goes down you can transform into Fighbird and enter another space station. Work your way forward through the tanks to another mini-boss. This one will fly in a sinewave pattern and fire. Just open up to take it out and move to the main boss.

This time it is a large dragonfly. The boss will move vertically, either firing a single large shot or about five smaller ones. You need to shoot it in the mouth. Hang towards the left or right until it fires one or the other, then move in and hit it once. Move back out and repeat this until it goes down. It takes a lot more shots than the previous bosses, so do not get discouraged if it takes a little bit.

Stage 4-1

Stage 4-1 is inside Drias' fortress. He taunts the heroes with his own Dark Fighbird. Avoid getting crushed by the walls as you move forward. Stationary rotating turrents are your only new enemy, although both the green flying saucers, green mecha tanks, and white fighters return for one more round.

When you make it to Drias himself the screen will fade out one last time for the final fight. Drias can fire two small shots from his shoulder cannon, he can swing his sword to fire a single larger shot, he can launch his shoulder plates off in an arch around himself, or he can fire a spinning fireball at you. All of these attacks except the last one will go straight in front of him so use that to your advantage. The last one will home in on your location when he fired so make sure you move out quickly. His shots will absorb yours, which is probably the most annoying thing about this boss. Focus on dodging and fire when you can at his chest. A hit anywhere else won't count. Focus and Drias will go down in no time.

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