

Phantom 2040 Good Ending Guide

by Really Good Bee

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Really Good Bee's Phantom 2040 Good Ending Guide:

For all those who keep getting bad endings.

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Updates: 6:31 PM 04/01/2005: started guide.

1:18 PM 08/01/2005: Did more work.

8:13 AM 10/01/2005: Finished guide.

7:11 PM 27/01/2005: Added extra site and some updates.

7:47 AM 24/05/2005: Just realized I accidently replaced this guide with the wrong one... Sorry about that.

3:59 PM 31/01/2006: Reformatted guide and updated it.

10:20 PM 5/1/2009: Update. Complete revision. Final version.

Random, horribly butchered quote!

"I've seen men in armor run at the first hint of danger, and I've seen peasants pull spears from their bodies to defend dying horses. Nobility is not a birth right. It is defined by one's actions."

Legend:

SPIRIT BAR

The green bar at the top of the screen. Displays the Phantom's current HP. When it drains completely, the Phantom loses one life, and comes back in the same location with full HP. If the Phantom falls from a ledge into a bottomless pit, he will also lose one life, but he will return to the last solid ground he touched.

ENERGY BAR

The orange bar at the top of the screen. Displays the Phantom's current Ammo. Each weapon uses a different amount of energy, and when the bar drains completely, the Phantom will not be able to use any of his weapons and he will only be able to punch and kick.

FIRST AID KIT

A small white box with a black cross and orange circle on it. A collectable item, using it from the Weapons Screen will completely refill the Phantom's HP.

ENERGY AID KIT

A small black box with a white scale and buttons on it. A collectable item, using it from the Weapons Screen will completely recharge the Phantom's Ammo.

SPIRIT UP

A silver and dark grey tile with an S on it. Increases the Phantom's max HP.

ENERGY UP

A silver and dark grey tile with an E on it. Increases the Phantom's max Ammo.

ROPE EXTENSION

A silver and dark grey tile with the Rope on it. Makes the rope longer.

SPIRIT HALF

A large icon with a big skull and a 1/2 on it.

Enemies attacking the Phantom will only do half as much damage.

Located in the Biot Factory.

AMMO HALF

A large icon with a big gun and a 1/2 on it.

Weapons and items will only need half as much Ammo.

Located in the Spaceport.

DAMAGE DOUBLE

A large icon with a big fist and a 2X on it.

Doubles the power of the Punch.

Located in Maximum Inc.

WEAPON UPGRADE

Small silver item that resembles the front of a train with a yellow ball on it. Each one increases the power of your weapons, minus punch and wavegun, by about 25%. You can have a maximum of four, but there are many more.

SPIRIT QUARTER

A large icon with a big skull and a 1/4 on it.

Enemies attacking the Phantom will only do a quarter of the normal damage.

Replaces the Spirit Half.

Located on the far left side of the Orbital Platform.

AMMO QUARTER

A large icon with a big gun and a 1/4 on it.

Weapons and items will only need a quarter of their normal Ammo cost.

Underneath the missile in the Biot Factory.

Door Machine

Silver machine with a big red number on it. When you blow it up, it opens all the doors with the same number. When you get close to the door, you can hear a clanking/clicking sound.

Max HP

Flashing, pulsing skull that restores all the Phantom's HP when grabbed.

Max Ammo

Flashing black box with an orange stripe that restores all ammo when taken.

1-Up

Looks like the Phantom's head. Gives you an extra-life when you pick it up.

PATH OUTLINE

1. Univeristy

-Find the Professor

2. Warehouse

-Defeat Graft

3. Industrial Sector

-Find the Rope Extension

-Defeat Tracker

4. Phantom's Lair

-Give the Panther to Mr. Cairo

5. Ruins

-Find the Invisibility item

6. Maximum Inc.

-Find Archer

7. Phantom's Lair

-Destroy the Harvesting Robots

-Defeat Tracker

-Defeat the Legion Biot

-Give the Memory Chip to Sparks

8. Maximum Inc.

-Find the Retina Data

9. Biot Factory

-Defeat the Spider Biots

-Destroy the missile

10. Ruins

-Defeat the Gang Leader

11. Wildlife Memorial

-Defeat the Gang Leader

12. Maximum Inc.

-Defeat the Triads

-Take the shuttle to the Orbital Platform

13. Orbital Platform

-Destroy the Main Computer

-Defeat Sean One

-Destroy the Damacles Cannon

14. Tube Train Station

-Destroy the Spider Biot

15. Maximum's Inner Core

-Defeat Graft

-Defeat the second Legion Biot

-Defeat Maxwell Senior

If you follow this guide, you will reach the end of the game with a very powerful Phantom and a perfect ending in which the world is right. Enjoy.

CHAPTER 1: THE ROAD TO EXTINCTION

1. UNIVERSITY

Since you've got nowhere else to go at the start, go to the University area. Climbing the buildings/walls to either side of the area will yield a First Aid Kit and an Energy Aid Kit, both valuable and useful items. Head Left from the start, into the University Lab. Head across the lab, blowing up the damaged walls and Biots. A small gap in the ceiling above some moving platforms holds

another First Aid Kit, with a small HP-restoring Skull just below. On the left side of the lab, at the bottom, you'll see a damaged wall blocking a ladder and another Energy Aid Kit. To use the ladder, press Down + Jump on top of it.

You will find yourself in the greenish, slightly damp sewers. Head left down the path, grabbing the flashing Max HP and Max Ammo items. At the end of the watery path, jump up through the hole in the ceiling and enter a section of the Battleship Factory.

Take out the gun emplacement on the wall with your bullets or fists, then shoot the right ceiling tile to blow it open. Repeat this on the left one a bit further up. The topmost part of the room contains your first Energy Up, which raises your maximum ammo by a little bit. Once you've got it, back track to the lab.

Head back across the bottom of the lab to the locked doors on the bottom-right side. Wait a few seconds at the locked door and wait for the platform to show up. Take it up, then jump on the guy laying on the floor.

The Professor will tell you that some Biots stole a project they were working on for Oines industries, then torched the lab, and that Archer "mysteriously" vanished during the commotion. He'll tell you to go to the Warehouses near the docks, and will give you his keycard to get in.

NEW INVENTORY ITEM AQUIRED: WAREHOUSE KEYCARD

You will return to the main map, able to access several more areas. If you go to the Street, you can find some First Aid Kits and an Energy Aid Kit, and restore your HP and Ammo.

The next area to go to is the Warehouse.

2. WAREHOUSE

This is a place of firsts. When you enter the Warehouse district, go left and take the upper door to enter the warehouse proper.

Immediately within, you'll notice some metal crates with flashing red lights on them. If you or an enemy shoots the crates, they will explode and send fireballs everywhere. While these can damage the Phantom, they can be used to wipe out multiple enemies and even other crates.

Climb the rightmost wall just above the doorway, and head along the catwalks. Walls with showing bolts and ceiling tiles without support beams can be blown open. Along the top of the building is another Energy Up. If you need another First Aid Kit, there is one directly below the Energy Up, on the lower level, and you'll need to shoot through the weak floor to get it. Either way, head left and you'll eventually come to a Door Machine with a big red 2 on it. When you destroy a Door Machine, all the corresponding doors in the area will open. But before you do, there is a Spirit Up straight up from the Door Machine. Once the door opens, it will reveal another First Aid Kit.

If you drop down from there and run right, you'll run into another first, a mechanical robot you can enter. While in one of these robot suits, the Phantom is completely untouchable, and can plow down enemies with the suit's big fists.

From the #2 Machine, go up on the elevator platform, then go left. You'll see a weak tile in the ceiling, and destroying it lets you get the all-important Max HP item. When you reach the edge of the stage, go down and around, through

the breakable walls for an Energy Aid Kit and HP-restoring Skull, then down through the floor. Once you land, go right, then down, then left to the #0 Machine. Destroy it, then go down on the platform, and up on the other one.

Go left to find your first boss.

BOSS - GRAFT'S WAREHOUSE ROBOT

This is the first boss in the game, and he can be very hard if you're not sure what you're doing. But there are some safespots to use, and he has very large vulnerable places.

During the cutscene, Graft will talk with several big-name people, like Mars, Tracker, and Sean One. He will tell Sean One that the warehouse is set to blow, he will tell Tracker to bring the Black Panther or die, and then he will tell Mars to bring the panther in alive, and that Archer is scheduled for execution.

If you want to, press Start to skip the cutscene. His arms are his first weak point. Cling to the doorframe using the rope and hang so the Phantom's shoulders are touching the bottom-most yellow of the wall and just start firing. You should be able to knock out the arm before it touches you.

Next, the legs. Just stand on the floor and shoot at him from within the door way. He'll fire his gun occasionally, but it'll go way over you. The grenades are the only thing that will be able to damage you.

Finally, he'll become a small tank and begin throwing out firebombs. If you set your lives to 10 from the options menu, you should avoid using up First Aid and Energy Aid Kits and just let your lives take most of it. There are loads of 1-ups scattered throughout the game, close to 30-something on this particular path.

Once Graft is beaten, he'll drop a big crate with the Phantom's symbol on it. Pretty much all the bosses in the game will drop crates like these, and they all contain new weapons and equipment for the Phantom. This one has the Breaker Bullets, small missiles that stun weaker enemies before killing them.

NEW WEAPON ACQUIRED: BREAKER BULLETS

Graft, in an act of desperation, will blow up the warehouse. You'll just barely make it out of the blast. Dr. Jak's news broadcast will begin, as it will over the course of the game. He will talk about the destruction of the University Lab and the Warehouse, and the police investigating the scene will tell him that the Phantom was seen fleeing both the crimes.

After the warehouse is destroyed, you'll be dropped outside, across the small area you originally entered from. A door will open, revealing another First Aid Kit. There is also an Extra Phantom along the ceiling, near the doorway. The objective here is to get across the docks and onto Mars'es warship, so just head right. If you need some health, there is a Max HP along the rooftop of a small open building.

Once you reach the warship, you will see Mars and his commanders talking about Tracker's whereabouts, and that he is in the industrial sector. Use the Breaker Bullets on the soldiers to stun them and destroy them, and blow up the ship's radar array to get an Energy Aid kit. Don't try hanging from the side of the boat to escape the soldiers, because the water will drain your health fairly quickly.

3. INDUSTRIAL SECTOR

After the boat ride, you'll be in the INDUSTRIAL SECTOR. Don't bother following Tracker right away because you can't reach him. You need a longer rope to be able to follow. Blow up the 0 Machine to the right, and go through the door to the other part of the Industrial Sector.

The second section of the Industrial Sector contains the Rope Extension, lots of 1-Ups, and a ton of First Aid and Energy Aid Kits. As soon as you enter the area, jump up and use the rope to grab the ceiling. There is a hole in the ceiling with the 2 Machine just inside. Blow it up, drop down, then go right to find a big ole' hole. Above the hole is some sensitive piping, and just getting close to the piping will destroy it. Climb up to where the pipe broke, go right and destroy the 0 Machine. Next to the 0 Machine itself is breakable wall, which hides the 4 machine. Blow that up, go back, and drop down to where the hole was to find its been covered over, thanks to the 0 Machine. Head right for the first Rope Extension, which makes the Phantom's rope a bit longer.

You can either choose to backtrack and go for Tracker, or stick around in the area and collect the powerups, which are three 1-Ups, 3 First Aid Kits, and 4 Energy Aid Kits.

If you choose to get them, you'll need to blow up the 4 Machine and the 2 Machine first. With those gone, you should be able to figure out the rest.

Either way, head back to Industrial Sector 1 and go up on top of the small room that the 0 Machine was blocking. Use the Rope Extension to cling to the high ceiling and go left, constantly going up. Normally, you have to head to the far left side of the area and through a ceiling hole to follow Tracker, however, there is a shortcut of sorts, if you want to take it. On the right side of the area, towards the top, you'll see the 1 Machine behind a 1-marked door. At the very top of the wall is a breakable section. Destroy the wall, drop down, and you'll see Tracker moving upwards with the Panther in tow. Destroy the 1 Machine, get the 1-Up that was under the gate, then go after Tracker.

Its a little more difficult to get through the hole, but when you come out, you'll be on top of a hoverbus moving through the city skyline. Run right over the various flying cars and other vehicals, avoiding the soldiers, biker Biots, and guns on the cars. There is a Max HP and a Max Ammo here, but they're hard to get at. Once you get to the end, the screen will shift over to Tracker and the fight will start.

BOSS - TRACKER

Switch to the Breaker Bullets right away and use up an Energy Aid if your ammo is low. This isn't a tough fight, but it can be difficult if you can't fight multiple enemies.

Tracker will fire a net at you, then jump over you and... well, thats pretty much all he'll actually do. He'll shoot a net, then jump over you and fire another net, leaving the gunship and soldiers to do most of the work. Try to avoid the gunship above all, because it'll take a huge chunk out of your HP. Use the Breaker Bullets to stun the soldiers as soon as they arrive, then duck the nets and jump over the shots from the gunship. You may end up hitting Tracker during his jump, but the damage will be nothing compared to a few hits from the gunship.

Once you beat Tracker, he'll give you the Explosive Pellets, small mines that explode after a few seconds. Good against the Biots, bad against enemies that fly around.

NEW WEAPON ACQUIRED: EXPLOSIVE PELLETS

Doctor Jak will come on the air and talk about the Phantom attacking citizens during rush hour traffic and stealing the only black panther left alive, then he'll ask ex-military leader Mars for his input. During that, you'll see the gunship from the fight crash into a nearby building. Jak then will talk about the upcoming Political Summit, and how the main topic will be the Biots and the pollution produced by the Biot Factory. Finally, he'll tell you about an explosion in the western side of the city, caused by Humans 4 Humans, a supposed terrorist group.

CHAPTER 2: MAXIMUM TROUBLE

3. PHANTOM'S LAIR

When the Chapter starts, the Phantom will be talking to Guran, telling him that Oines Industries is a front for Maximum and they have Archer! Mister Cairo will pop in and offer Archer's location in exchange for the Panther. Give the Black Panther to Mr. Cairo and he'll give you a keycard for a door in the sewers, which have been opened up by the explosions in the west side of the city. Leave the area by standing in front of the map on the computer and pressing Up.

First thing you'll notice is that the Street is gone, and has crumbled into Ruins. But, since your HP and Ammo are probably drained from the fight with Tracker, head to the Battleship Factory. Watch out for the guard running around and grab the skull against the wall, then shoot up through the ceiling directly above the skull to find a Max HP and a Max Ammo.

Now, head off to the ruins.

4. THE RUINS

The Ruins itself is a huge maze of burned out buildings, breakable walls, and inaccessible powerups. The first section alone contains a Spirit Up and a Rope Extension, both requiring you to come from other areas. The enemies running around are the strongest yet, able to block your attacks and carve huge chunks from your HP. Watch out for the bald guys with the grenade launchers, they're the worst. You know that part of the game you always get to and always hate? This is it right here for me. This place is hell, and eats up your lives and First Aid Kits like they're part of some horrible buffet.

Once you enter the Ruins, head right. If you need some extra lives and have a First Aid Kit to spare, go right and climb the first building you see. At the top, blow open the wall, then shoot the slightly more damaged section of floor, going down through the floors until you reach the 1 Machine. It opens a door on the very far left side of the ruins, which allows you to grab three 1-Ups. Once you have them, go all the way back and keep going right.

As soon as you go the next section, you'll come out on a damaged roadway and will immediately be attacked by a truck with a gun on it. The truck will drive away after a few shots, then come back once it reloads. If you blow up the truck, it will drop a Max Ammo, then come back a few seconds later. Of course, you can always just jump over the truck and start running. It will come after you, but you can just keep jumping around over it.

Once you reach the other end of the road, you'll hit a third part of the Ruins. Again, all you can do is go right, over the buildings and through the doors,

which open when you shoot them. Once you hit the end of the area, a shutter will automatically open, with a First Aid Kit as a gift. If you want to save the kit for later, there is a Max HP above the shutter, behind a breakable wall. Once you get it, go inside the room the shutter was blocking and shoot the big wheel until it stops turning. Now take a few steps away and go down the ladder into the sewers.

Man, those freaks with the swords are everywhere. You can either choose to shoot your way through them or stay close to the ceiling and just swing over them. I prefer the later rather than the former. There is only one way to go in the sewers, so head left and go up through the roof at the far side.

You'll be in another part of the Battleship Factory. Just go left through the walls and soldiers until you see the disguise, the Invisibility.

Grab it, and you'll automatically be taken back to the map.

NEW ITEM ACQUIRED: INVISIBILITY

The Invisibility makes the Phantom temporarily invisible, for a few seconds. When he's invisible, enemies can't see him and won't shoot him. However, he becomes fully visible for a second when he fires his gun.

Now that you've got the disguise you need, go to the Maximum Building.

5. MAXIMUM BUILDING

The Maximum Building is a fairly complex level, with lots of secret tunnels, loads of loot, and new-type Biots. It's got four or five sections to it, and you'll be coming back time and again throughout the course of the run. The first time you enter, you'll need to use the Invisibility to get passed the gate, and once inside, head to the lower levels as the top floor has tighter security. And the Phantom has some awesome one-liners throughout the course of the game.

The Biots in here are carrying much better weapons than in previous levels, and do significant amounts of damage. The Breaker Bullets will really shine here, even if just because of their stunning effect. Aside from the enemies, the level itself is extremely maze-like, but contains one of the best items in the game, the DamageX2, which doubles the power of the Phantom's unarmed attacks.

If you really want this item, it's going to be a bit of a struggle, but here's what to do. This is a fairly long, back-tracky path, so bear with me:

From the first elevator, go down to the bottom, then go through the left door until you hit another elevator. Drop down through the elevator with Down+Jump, then shoot the floor at the bottom of the shaft and go down. Shoot the face block in the wall, then go left through the gap until you hit the 2 Machine. Take it out, then go left into the empty elevator shaft and shoot up through the top. Run right and through the doors, passed the elevator, and into the far room to find the 4 Machine. Go left to the elevator and go all the way to the top, into the right room, then go into the ceiling and get the Spirit Up. Run all the way right, holding down the button your gun is set to. YOU CAN'T SEE IT, BUT THE 7 MACHINE IS IN THIS PASSAGE, DIRECTLY ABOVE THE 0 MACHINE. If you miss it, it's going to be crazy trying to backtrack. From the 0 Machine, go into the elevator shaft and drop to the bottom, then run all the way to the way to the right, to where the 4 Machine was. Jump up through the gap in the ceiling and go left, taking the 1-Up and First Aid Kit and knocking out the 3 Machine behind the now-open 0 Gate. Keep moving up passed the 1 Fan, into the right path, blowing up the odd-looking tile for some HP. You'll notice a lot of 1

Doors around this point, and the sad news is, you have to come from another area later on to blow up the 1 Machine. When you reach the 1 Fan, go down the hole with the moving platform and blow up the tile in the wall to get another E-Up. Head back up into the ceiling and go left, dropping down into the 4 Hole. As you fall, cling to the right wall and blow open the wall tile for a Max HP. Go right until you hit an elevator shaft. Go as far up as you can for a 1-Up, then go to the bottom of the shaft and run left into another one. Go down to the bottom and go right, blowing up the wall for the 5 Machine. Now, if you go left, you'll run into the boss and finish the level. We don't want that, yet. From the 5 Machine, go back into the shaft and go up. If you need more ammo, there is a Max Ammo in the left room. Grab it and go right, back up the other shaft to where the Max HP was. Climb the left wall with the rope, making sure to knock out the spider biots before they can knock you down. Cling to the ceiling, then swing to the hole and jump, grabbing on to the edge of the hole itself and pulling yourself up and jumping into the hole. Go left and back down to where the 0 Gate and the 3 Machine were, then go right, back to where the 4 Machine used to be. Go right, passed one elevator shaft and into the other, heading up to find the 6 Machine and your first Weapon Upgrade, which enhances all of your weapons. However, this is as far as you can get regarding the doors and such. The last machine, the 1 Machine, requires you to come from the next area.

If you can remember the path, backtrack to the 5 Machine and ahead across from it to the boss.

As soon as you enter the room, Graft yells "PREPARE TO DIE!!" and enters his newest, Maximum-funded robot. Archer and his little cage will be drawn into the ceiling, and Graft will show up in his combat suit.

BOSS - GRAFT'S COMBAT SUIT

This boss is only slightly harder than the last one, and has the same number of attacks. He'll throw out a spread shot, fly across the room dropping mines, and repeat ad infinitum. With the Weapon Upgrade, your normal gun is more powerful than the Breaker Bullets, and fires much faster, so use it. When you do enough damage, he'll switch attack patterns and slide across the floor rather than fly.

Right away, jump and cling to the ceiling with the rope, then lower yourself down as far as you can. Graft will come in, crouching in his robot. He'll sit up and lower his hands, making himself vulnerable. Hanging from the ceiling lines you up perfectly with his face, and still keeps you from getting hit. After enough damage to the mask, it'll break off, leaving Graft exposed and vulnerable to your attacks. Since he's a little lower without the mask, you'll need to stand on the floor and hop up and down to hit him.

Once you defeat him he'll give you the Spread Bullet, the same weapon he was using for most of the fight. It fires a single shot that spreads in five directions when you let go of the button. One of the best weapons in the game, it will combine with the weapon in the X Slot. A prime example is the Breaker Bullet, which becomes a super 5-Way Breaker Bullet. If you place the Spread Bullet to both slots, it upgrades into an 8-Way Spread Bullet, just great for the next area.

Archer, now rescued, tells the Phantom that Biots blew up the lab, and that Rebecca kidnapped him to keep him quiet. Archer will tell you about a strange leaf he was working on, with extraordinary photosynthetic capabilities. Graft decides to butt in, and tells you that the research was for a special warship which will protect the summit... or destroy it. It seems that Maximum is afraid the meeting leaders will shut down the Biot factories, thereby ending Maximum's hopes of world domination. Archer tells you the leaf was found in the Ghost

Jungle, a varitable Amazon beneath the city, the result of a nuclear waste spill several years ago. You'll automatically be taken there next.

CHAPTER 3: ECO SYSTEM OVERLOAD

At the start, "Doctor" Jak will start up his radio program, asking if Professor Jack Archer is innocent, or crazy. Archer will say that Maximum's new battle cruiser has enough firepower to destroy the entire city, and in rebuttle, Mrs. Maddison will say its going to protect the city, and then call Archer crazy. Really, who are you gonna believe? Jak will talk a little about the new Wildlife Memorial, and it will switch to the Phantom's Lair.

Archer is talking to Guran, who tells you that machines are harvesting plants from the Ghost Jungle, one of the last real animal refuges in the world. The power will suddenly go out. Phantom will tell Guran to go find Sparks.

6: PHANTOM'S LAIR

You're in the Phantom's Lair right away. The power is out, so you can't leave until you finish this part of the game. You have to go into the Ghost Jungle to stop the giant harvesting bots.

There are two parts to the Ghost Jungle. To get to the boss, you have to get to Ghost Jungle 2 through Ghost Jungle 1, which requires you to destroy some Door Machines, which are actually guarded by the Havesting Biot. When you enter the area, Ghost Jungle 1 is to the left, and Ghost Jungle 2 is to the right.

The Ghost Jungle is somewhat less maze-like then the previous areas, and has some of the best equipment in the game, plus passages to several other areas, like the Ruins, Maximum Inc., the Industrial Zone, Biot Factory, and the Wild-Life Memorial. At the the top right of Ghost Jungle 1, a passage leads into the Ruins with access to a Rope Extension and an S-Up. In the top left of Ghost Jungle 1, a passage leads to the Biot Factory and its 0 Door Machine, and top right of the Ghost Jungle 2 has a passage that leads to the Industrial Sector and another Weapon Upgrade.

BOSS - TRACKER AGAIN

This is almost the same as the previous battle with Tracker, but this time, he doesn't have any help. Hes got a stronger weapon this time, too. He'll fire a net at you, then shoot a big energy wave, and jump across the screen. Jump the nets and waves, and use the Breaker Bullets or the Regular gun. Don't use the Spread because it takes up too much ammo and is better suited to fighting multiple foes, or bigger foes with lots of contact points...

BOSS - LEGION BIOT

This huge biot is all bark, and no bite. Use the armor and the Spread, and start by taking out the leg joints. When the legs are gone, it becomes a small jet that flies back and forth, then stops and fires Homing Missiles. New Weapons: Homing Missile, Super Explosive Pellets, Wave Gun, Armor, and Shadow Panther.

7. Talk to Sparks (the little kid) for the information about the Biot Factory. Now head off to Maximum Inc, yet again... When you reach Maximum, the door should open automatically. Head up at the first evelator. Wander around 'til you find a big red panel. You might consider taking a quick look through the area, because as with all the areas, theres booty to be had here.

New Inventory Item: Retina Scan Data.

8. Head off to the Biot Factory.

The objective here is to destroy 3 big spider robots. If you want, you can head upto the top of the factory, then around left, and down. Shooting the left wall in the right spot will open up a secret passage to the Biot Factory Warehouse, which contains several useful powerups, namely the Spirit Half, but you have to have come here through the Ghost Jungle earlier and blew up the 0 Machine.

BOSSSES - Spider Biots

These things are pretty easy if you use the regular gun and the armor. Just hang off the ceiling and fire in to the eyeball thing between the mandibles. You may need to move up and down on the rope to attack.

After blowing up all three spider biots, head to the entrance of the factory to find a missile ready to fire.

The missile can be rather tricky to take care of:

+ = you're starting position

! = what you have to destroy.

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      |_____|
      |_     _|
3_!!!|_     _|!!!_4
1+!!!|_     _|!!!_5
2_!!!|_     _|!!!_6
      |_____|
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I hope you're good at using that rope! Destroy the first set of missiles, making sure to take the missiles AND the small round object above the missiles, then drop down and take out the second set, then climb back up and blast the third set, then climb up over the missile, smashing the 4th missile set. Climb down along the sides of the missile, knocking out the fifth and sixth sets of weapons.

New Inventory Item: I.D. Card from Cairo, Totem.

New Weapon: Devastator.

Head back to the Biot Factory.

Drop down in the missile silo to find a thin floor.

Jump down thru the thin floor and look around to find the Ammo Quarter.

Now cling to the right wall and let it carry you up, then leave.

New Item: Ammo Quarter.

10. Go to the ruins again.

Head to the right, the same way you did to get Invisibility. Press up against the closed door with the picture of the totem to open the door. The Armor will be INCREDIBLY usefull here. Activate the armor and continue on, checking the armor, re-activating it and using Med/Energy Kits when necessary, as the sludge will drain your HP fairly quickly. After the second door when the path turns down, fire off a few spreads at the top to blow open a wall. Remember: Thinner walls can be blown open. You'll meet the gang leader at the end of the tunnel.

BOSS - Gang Leader Bob

This is fairly easy. He'll usually start off with his slide attack, which will blow up the crates, then he'll throw some boomerangs and repeat. Just keep shooting at him with the armor on, and you can't lose. If you don't have the armor, duck his boomerangs and jump when he goes to slide at you. And for some reason, he... explodes when you beat him o_0

New Weapon: Boomerang Bullet.

11. To the Wildlife Memorial.

Here's how to check if you're following this guide correctly: When you reach the Wildlife Memorial, there should be punks with rifles walking around, instead of the soldiers and biots you've been fighting the entire time. Here's how to start the level: Ride the first elevator up to the second floor, then go to the left and ride the lowered elevator. Jump up past the 2nd door and keep going to find the 4th machine. When you reach the aviary, the boss is waiting on top of the dinosaur skeleton.

BOSS - Gang Leader Rob

This guy is almost the same as Bob, only with more HP and a different attack. He'll slide from side to side, then fire off a few rifle bullets, and slide again. Use the same strategy as you did with Bob, jumping when he slides, and ducking underneath his bullets. And just like Bob, he explodes when he is defeated o_O

12. Now the choice comes up to attack Maximum inc. or Sean One's orbital platform. There is a passage to in Maximum that leads to a shuttle set for the Orbital Platform, so you can do both! At the first elevator inside Maximum, head up and to the right for a new door. Now you're on the Hellevator! Try to keep the spider robots from knocking your rope off the walls and ceiling.

13. Defeat the Triads.

First, you must defeat them individually, then all at once.

BOSSSES - The Triads

There are three Triads, and they each have a different way of pummeling heroes such as yourself. If you have 4 Weapon Upgrades, you can finish them in a matter of seconds. After you beat them all one-by-one, they will gang up on you. If you read the cutscenes earlier, you'll know that their powers expand when they are close to each other, so they'll be a bit tougher the second time around, but not by much.

After taking out the super-powered trio, run to the open doorway to the right, to a ladder in the floor.

DO NOT USE THE LADDER!!

DO NOT USE THE LADDER!!

DO NOT USE THE LADDER!!

DO NOT USE THE LADDER!!

DO NOT USE THE LADDER!!

If you do go down the ladder, you'll skip straight to the Tube Train Station and miss the chance to defeat Sean One, effectively screwing up your ending. Instead, head right and blast the ceiling to open a new path. Don't worry about the machines and doors, as all that's hidden here is a Weapon Upgrade, which you probably don't need at this point. When you find the 1 Machine, just walk past it, up the stairs to a shuttle which was meant to carry the Triads to the Orbital Platform. Now that they're gone, you can just borrow it for a little while.

14. You'll find yourself in Sean One's house, with a fleet of Star Wars-like space ships in the background, waiting for the order to attack earth. There are several good items here, if you've got the patience to find them all. The enemies here are especially annoying, because they are all armed with Homing Missile-type guns. You can fight fire with fire if you set the Homing Missile to X, and the Devastator to Y, making your fully charged shots lock-on. Now, this is one of the points that determines whether or not you get the best ending. You must go to the other side of the station and destroy the main computer. Head as far left as you can, to the opposite side of the platform, which looks like a long green glass corridor. You can jump through a piece of the floor here, and you can use your Spread Shot to find it. Drop down through

the floor and hold <-- to get the Spirit Quarter! You may lose a few lives trying to get it, but its definetly worth it. After dropping down through the floor, swing to the right and shoot the wall open, then swing right again. As you stumble upon the main computer, you'll come to a short cutscene. When the computer is completely destroyed, you'll get another cutscene. It may be difficult getting back out of there, however. Now you need to find Sean One and his Damacles Cannon. Swing back to the hole in the floor and jump up through it before heading right again. Try to stay on the lower level, and you'll eventually find Sean One in a little floaty thingy.

BOSS - SEAN ONE'S FLOATY GUN THING

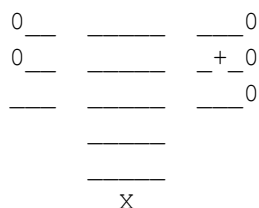
He flies around in a little pod with some guns on the bottom. He starts on the right side of the screen, then flies left. He'll fire the center gun, then the side ones, then all three. You can only hit him from above, so use the rope wisely.

After you beat him, he'll instruct some minions to start preparing the Damacles Cannon for firing. Go right and shoot the floor a few times to drop down onto the cannon itself. You can't damage the cannon directly, so go for its power cells, which are the large boxes on the walls. Sean One will be shooting at you from his floaty thingy, and hes invincible this time, so don't bother trying to shoot him down. If you check the center of the cannon, you'll notice some energy building up! You only have a limited time for this, but it should be enough. If you need it, there is a Maximum Ammo just beneath the weapon barrel. Enjoy this diagram I made:

0 = the boxes

+ = starting position

X = a Maximum Ammo if you need it.



15. Now is the time for you to enter the Tube-Train Station, which just so happens to lead directly into Maximum Inc.'s innercore, which is very handy for you. As you enter the train station, you immediatly land on the back of the train. You'll almost instantly be hit by a barrage of bullets, biots, and bikers. I recommend you have Spread set to X and Y, as the enemies move too quickly for your other weapons. Make your way to the right, just keep firing the entire time. As you reach the other end, you'll find a big spider-biot, the same as the one in the factory. Hop up and down, firing into the eye between its mandables. When you take it out, it redirects the train which crashes into Maximum's innercore!

Here it is... the last area. You'll wind up in Maximum's innercore, which is essentially a series of rooms and boss fights. As you approach the nearby door, Graft will appear in another of his Warehouse robots.

BOSS - WAREHOUSE ROBOT

This is the same as the one in the factory, down to the last detail. It follows the same patterns as the previous one, so you should dispatch it in the same manner. Since you have stronger weapons, more HP and Ammo, and better defense, this thing should be the easiest boss yet.

When that explodes, the Phantom will have a short talk with Graft, and then leave him there. In the elevator shaft, the ceiling conciels a 1-Up, and the

bottom of the shaft has a First-Aid Kit, an Energy Aid Kit, a Max HP, and a Max Ammo, which is everything you'll need for this particular section.

As you go into the next room, you'll be attacked by an upgraded version of the Legion Biot.

BOSS - LEGION BIOT MKII

This robot is alot more powerful then the first time you fought it, and its got a little help this time around. The small hovering thingies will float around and take pot-shots at you, so use the Armor to withstand its hits. Once again, blow up its leg joints, then shoot at it as it flys back and forth. The Wave Gun is very useful on its second form, especially combined with the Damage X2.

Once that is over, another door opens up. Maxwell Jr. controlled the Legion Biot remotely, through a virtual-reality system. Obviously he knows that you just blew it up. Kick him out of the chair and he'll tell you some things, then the door in the ceiling opens, unlocking a path to the right. If you see Rebecca standing in the middle of the HUGE room, then you/I/we ****ed up somewhere. If not, then jump to the other side of the room, go through the door and into a cutscene leading to the... final boss.

LAST BOSS - MAXWELL SR.

This is the last boss, so its got a bunch of different forms. Use your armor, First-Aid Kits and Energy-Aid Kits liberally, and hope you have alot of lives built up. This boss can be hard, but you should be able to do it. Good luck!

For the first form, he'll try to to punch you and blast you. You can attack the arms to disable them, but the main target is his face. Fire at his face while avoiding the spread of bullets. When his mask is gone, and his arms are disabled, you'll move to the second form.

His arms will fall from the ceiling, and stick out of the floor. Use the Wavegun and the armor to break the bulbs, blowing out the outter ones, then the ones in the center. If you break the outter ones last, you'll die when the platform crumbles. After you break all the blubs, you'll move onto his next form.

Maxwell will bob his head up and down, trying to crush you and blast you. You have to jump up on his head and shoot the spine, which has three sections to it. When they're all gone, he'll smash the platform and you'll face the final form...

Now, you have to defeat Maxwell's big floating head thingy as the two of you race up a burning elevator shaft covered in viens and organs. You've got to stand on his head and shoot at him while he flies around in circles. He doesn't fire back, but he will fly through the walls and things to try to dump you off into the fire below. This is a fairly annoying fight and will test your Extra Lives more then your actual skill. This is a difficult bit as some of your weapons don't work like they should: Homing Missiles don't lock on, Devastors don't charge, and Breakers don't stick to things. And of course, the Wavegun and Punch are completely useless. You won't need any of your First-Aid or Energy-Aid Kits here, as you will simply die and get full HP/MP when you fall down. The rope is especially useful here, so lets pray to the man upstairs you know how to climb walls. After a few minutes of climbing, jumping, firing and dieing, the fight sequence will abruptly end.

CONGRATULATIONS ON COMPLETING THE GAME!

If this doesn't work for you, this passcode should power-up your Phantom and drop you off at the Tube-Train Station,

ready for the last level with pretty much everything.

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Credits:

Me: For creating this guide.

Nintendo: For creating the SNES.

Viacom New Media: For creating this beautiful game.

CjayC: For creating GameFAQs and hosting this guide.

Leo Chan: For posting the guide on NeoSeeker.

If you have questions about a certain boss,
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