

Wild Guns Boss FAQ

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Updated to v1.0 on Oct 25, 2006

Wild Guns Boss Guide

Date Started: October 16, 2006

Finished: October 18, 2006

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Version Updates

Version 1.0: Completed all bosses

My first FAQ on here, geez. I respect you people that write out these. It's hard.

In Wild Guns, the action is broken down into stages, each of which has two levels, then an end boss. There are bosses at the end of each level, but they are just things with lots more health. This FAQ is go through all the bosses in the order they are encountered, and it'll say what their attack(s) is(are), weak points, and survival strategies. Just read carefully, the West depends on it. :)

Search Advice: Remember Ctrl+F, then type in the stage number, then a dash, then level. (Example: To get the Stage 2, Level 2 boss, type 2-2.)

Keep in mind, too, that stages 2 through 5 can be chosen in any order, so your Stage 2 might not be my Stage 2. Just search through the Stages to find the one you need.

Oh, one last note about searching. End bosses will have an E for level.

(Example: 1-E) Also know that for Armored Train, there is not boss for levels 1, 2, or 3, just 4 and E.

Stage 1- Carson City

1-1

Level 1 boss

Name: Robo Cowboy

This boss is easy. It has three methods of attack, just closely watch how it moves. The first is it walks sideways and hold out one arm. When it does this, it will shoot a line of extremely fast shots along the ground, which can easily be dodged or jumped over (remember that you can double jump in this game). The second method starts like the first, but it then holds out both its hands. When it does this, it will shoot out two groups of bullets, so get out of the way, jump when they get close, or shoot them for some V-Gun points (See some other FAQ for V-Gun info). The last method is the trickiest. It will walk then jump, then shoot bullets AT you, not straight forward. Walk to dodge them or jump, or shoot them if you are skilled. The weak point is the chest area. Just keep shooting it until it blows up.

1-2

Level 2 boss

Name: Blue Suit (Yeah, made up. I just rented this game)

To make this fight much easier, shoot out the tables if you haven't already. This way, they won't hinder your shots. This guy only has one attack, and that is shooting at you. However, his bullets are very fast, so be careful. When you hit him four times, he will crawl along the ground. You can't hurt him then (Why, I have no idea), so just keep your cursor following him. After he shoots, he MAY (not always) get cocky somehow (combs hair or something), leaving him vulnerable to a hit. Just dodge his bullets and keep shooting him until he falls.

1-E

Carson City End Boss

Name: Giant Mech

The first final boss of this game is easy. The weak point is its head, which is that thing with three green eye things. Shoot there. This mech has two attack methods. The first is it will slowly move toward you, then put its hand on the machine gun. It will then shoot the ground (much like the Robo Cowboy). Jump over it, but be careful, as it has two rounds. What I mean is it shoots one round, then can change directions and shoot the other way. This is where double jump can come in very, very handy. The second attack is difficult to dodge. The mech will plop down, then shoot out three sets of two missiles that will explode upward after hitting the ground. The best way I found to dodge them was just walk back and forth until the third set exploded, then just resumed shooting. This boss takes a little patience, but with it, the mech will go down and Carson City will be saved. :)

Stages 2 through 5 can be played in any order. I will go through them the order I go through them. You are free to do it in any order, of course.

Stage 2- Gold Mine

2-1

Level 1 boss

Name: Robo Cowboy

This boss is easy. It has three methods of attack, just closely watch how it moves. The first is it walks sideways and hold out one arm. When it does this, it will shoot a line of extremely fast shots along the ground, which can easily be dodged or jumped over (remember that you can double jump in this game). The second method starts like the first, but it then holds out both its hands. When it does this, it will shoot out two groups of bullets, so get out of the way, jump when they get close, or shoot them for some V-Gun points (See some other FAQ for V-Gun info). The last method is the trickiest. It will walk then jump, then shoot bullets AT you, not straight forward. Walk to dodge them or jump, or shoot them if you are skilled. The weak point is the chest area. Just keep shooting it until it blows up.

2-2

Level 2 Boss

Name: Turret Machine

A weird boss for in the West, I think. Anyway, this thing ain't so hard. In fact, I can beat it without even moving! This boss drops turrets that shoot at

you. The technique here is to stand right in the middle and shoot at the blue gem near the top, the machine's weak point. If you wish, destroy the turrets by shooting them where they shoot from (the three holes), but I found it easier to just stand in the middle and keep shooting the gem, then just jump when the turrets' bullets get close. Either strategy works fine, just remember that the turrets do regenerate if you shoot them out.

2-E

Gold Mine End Boss

Name: Spider Mech

The gold mine digger here. The spider is not too hard, it just requires a little strategy. The weak point is the little green gem on its head. This spider has several techniques up its sleeve. The first is it will launch stun lassos at you. Use the double jump technique and go straight up to dodge them. The next move will probably be it drops some kind of claws or something at you. I can stand right in the middle and not get hit, but sometimes you may have to move a little bit. Sometimes it will shoot three shots from that hole over its head. Just jump them. What is annoying about this boss is it has a defensive move. It will cover up the gem with some kind of arms, which will make him resistant to even V-Gun shots. Just dodge the claw rain that occurs with this until it opens up again. The spider also has one other technique that it will use when it's health is getting low, and that is it will lift up its armor, revealing several gun spots, then will shoot at you. I stand right in the middle, then just jump when the bullets come. Do any method that works for you, just keep shooting the gem until the spider goes boom.

Stage 3- Armored Train

3-4

Level 4 Boss

Name: Armored Train

After one very long, unbossed stage, you fight the train that is the source of this entire thing. The best advice I can offer is to shoot out the guns on the train. This will save you a huge headache trying to fight the train. Of course, don't get killed while taking them out. If you don't take them out, they will shoot missiles at you. They aren't too hard to avoid, but they can be really annoying. The weak point of the train is the little triangle on the left. Also, the triangle can help you identify which attack is coming next. When it turns black, watch carefully. If it goes blue, five stun lassos will shoot out. Double jump them. If it goes orange, it will shoot a line of fast bullets from right to left. Jump them. When it's green, nothing will happen, so shoot like crazy! Eventually, the train will explode.

3-E

Armored Train End Boss

Name: Hover Guy

The most interesting boss in the game, this guy is hard to hit. He zips around the screen pretty fast, so be ready. He has three attack methods. The first is only going to happen when he is near the left side of the screen, and that is he will dash to the right while dropping dynamite bombs. You can pick these up by pressing the shoot button when you are over them. Just be quick about picking them up, as they have quite a large explosion. Once you pick it up, it won't explode until you throw it. It will be thrown where the gun target is, and does a great amount of damage. Utilize them as well as possible. The

second attack method is he will stop and shoot at you. Move and jump to dodge. After shooting, he MAY (not always) do his third technique, which is he will fly up off the screen, then land on your platform. Note that he will not always be on the same side as when he flies up. If you can smack him (shoot button near him), do so. Otherwise, be ready to jump over him, as he will slash across the platform. Also, horse riders will appear, like in the first level of this stage. Get rid of them or just dodge their shots. The dynamite bombs work excellently against them. Keep bombing and shooting Hover Guy until his pack malunctions and sends him flying into the distance.

Stage 4- Ammunition Depot

4-1

Level 1 Boss

Name: Shadow Gunner

This robot is tricky. It has three methods of attack. The first is it will run back and forth, shooting along the way. Jump over these bullets. The second method of attack is he will stop and shoot two pairs of fast bullets at you. Jump or shoot, since there is pretty much no way to get out of range in time by walking. The third move is he'll stop and throw some dynamite bombs at you. Avoid them or throw them back for high damage. Be sure to pay attention to your platform, though, as those knife guys will appear every once in a while. Smack them, then resume shooting the gunner. Eventually, the robot will blow up.

4-2

Level 2 Boss

Name: Blue Suit

He's back again, and this time, he has no table cover. However, he's gained those flying ships from this level. They will appear periodically, so get rid of them fast. Other than that, just use the methods described in the first fight with him. Remember, this guy only has one attack, and that is shooting at you. However, his bullets are very fast, so be careful. When you hit him four times, he will crawl along the ground. You can't hurt him then (Why, I have no idea), so this is a good time to take down the flying ship if there is one, otherwise just keep your cursor following him. After he shoots, he MAY (not always) get cocky somehow (combs hair or something), leaving him vulnerable to a hit. Just dodge his bullets, along with the ship bullets, and keep shooting him until he falls.

4-E

Ammunition Depot End Boss

Name: Snake Orb

For this boss, there are three parts. The first is it will just move around and shoot you. The trick is to watch the little blue dots appearing on the orb. If you shoot these, you'll get rid of an incoming bullet and get V-Gun points. Also note that that orb is this bosses' weak point. Some foot cowboys will come in through the sides eventually. Just ignore or eliminate them quick. When the orb cracks, the second part begins. It still moves around and shoots you, but now pay attention to when it stops, because it will then launch out two stun lassos forward. As long as you aren't in front of it or within a few inches, you should be fine, although it seems to launch them AT you every once in a while. Shoot the orb until it breaks, then the last part will begin. The orb will be invincivle for a little while, so save any non

V-Gun ammo. The robot will shoot several shots into the air, and they will slowly come down and hit the ground, then create a small explosion. Avoid the shots at all costs, and keep a little distance for the explosion. While dodging the shots, also be careful to avoid the lassos being launched. It won't shoot at you anymore, so keep an eye on the sky and for lassos. Shoot the glowing dot until the robot crashes and burns.

Stage 5- Desolation Canyon

5-1

Level 1 Boss

Name: Shadow Gunner

This robot is tricky. It has three methods of attack. The first is it will run back and forth, shooting along the way. Jump over these bullets. The second method of attack is he will stop and shoot two pairs of fast bullets at you. Jump or shoot, since there is pretty much no way to get out of range in time by walking. The third move is he'll stop and throw some dynamite bombs at you. Avoid them or throw them back for high damage. Eventually, the robot will blow up.

5-2

Level 2 Boss

Name: Bug Leader

This robot gets in my hair easily. It will continuously make the green bug robots from this level appear. They are easy to destroy, but they never stop appearing. These bugs will slowly move upwards, so maybe you can just avoid them until they are off the screen. The leader is the brown one, and it shoots stun lassos at you. Try to avoid them. If you watch closely, you will see it flashes white just before launching a lasso. Just keep shooting the leader and any of the other pests until the leader finally blows up. It doesn't really have that much health, but this can be a very frustrating fight.

5-E

Desolation Canyon End Boss

Name: Tank

OK, this is, without a doubt, the hardest boss in the game. It has a two very annoying attacks. The first is it launches six missiles into the air. Weave back and forth to avoid, and jump if you get cornered. The tank has a flamethrower, its second attack, and this is the hardest to avoid in the game. It will either go high where you don't have to jump, or low where you have to jump over it. Try to observe the fire stream and see if it goes up or down before the tank swings toward you. And if that isn't enough, sometimes the flamethrower will stop in the middle, then missiles will be launched. This is a very cheap trick, if you ask me, as the flamethrower greatly hinders your movement paths, especially if it's on the ground. Just do your best to dodge the missiles and flamethrower together. Be very careful, as the flamethrower swings back and forth, and it can change height in-between crossings. The weak point of the tank is where the flames come out, that little grey nozzle up top. Just find a way to stay alive and destroy this nozzle to finish the canyon.

Stage 6- Final Fight

6-1

Level 1 Boss

Name: Robo Cowboys

For the first level of the final stage, you take on two Robo Cowboys at the same time. Focus on defeating one first, then the other. Here are the moves to remember: The first is it walks sideways and hold out one arm. When it does this, it will shoot a line of extremely fast shots along the ground, which can easily be dodged or jumped over (remember that you can double jump in this game). The second method starts like the first, but it then holds out both its hands. When it does this, it will shoot out two groups of bullets, so get out of the way, jump when they get close, or shoot them for some V-Gun points. The last method is the trickiest. It will walk then jump, then shoot bullets AT you, not straight forward. Walk to dodge them or jump, or shoot them if you are skilled. The weak point is the chest area. Defeat them both to move on.

6-2

Level 2 Boss

Name: Blue Suit

Anyone noticing a repeat? The first two final stage bosses are the first two first stage bosses. And I thought this guy died twice! Oh, well, this is his third strike here. He has unremovable cover behind the gold, so try to save ammo by only shooting when he isn't back there. Also be careful of weak Shadow Gunners coming in. They are very easy to beat, so get rid of them. You can use the dynamite bombs they throw do damage Blue Suit or other gunners. Use the strategies from the first two fights to win. This guy only has one attack, and that is shooting at you. However, his bullets are very fast, so be careful. When you hit him four times, he will crawl along the ground. You can't hurt him then (Why, I have no idea), so just keep your cursor following him. After he shoots, he MAY (not always) get cocky somehow (combs hair or something), leaving him vulnerable to a hit. Just dodge everything and keep shooting Blue Suit until he falls.

6-3

Level 3 Boss

Name: Defense Turret

After this crazy level, move to the left side of the screen. This will make the fight smoother. Aim straight up and shoot at the turret. It will say "Look Out!" a lot, but as long as you don't move while it is shooting, you won't get hit. Those annoying planes from the ammo depot are here, too, but they are much weaker. Eliminate them fast so you don't have to move, but DO NOT JUMP THE ENTIRE FIGHT!! If you do, the turret will most likely get you. Just remember to take out the planes fast and not move when the turret is shooting and not to jump, and eventually, the turret will blow and open the route to the final boss.

6-E

Final Fight End Boss

Name: The Boss

This is the last fight of the game, so be ready. The Boss has quite a few moves up his sleeve. Watch his movement to determine what he will do next. If he runs really fast, he will shoot a line of fast bullets at your feet. Jump up to avoid. If he holds up his gun, watch how long it is until he shoots it. If it is fast, move out of the way, as it will be a fire pillar. If it takes a little over a second, be ready to jump when the shot lands, as it will spread. You shouldn't have to double jump this. Lastly, if The Boss starts

rolling, he will throw dynamite bombs at you then come onto your platform. Do not pick up a bomb until you have smacked him back, as it will leave you vulnerable. During this fight, try to stay inbetween the two lines on the floor. This way, the side guns can't get you. However, you can shoot them out. They will come back, though. Also, some assassin-like people will come in. They are like cowboys, so eliminate them. Focus mostly on The Boss, as he has quite a lot of health.

Once you take down The Boss, you have won the game and saved the West!
Well done!

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