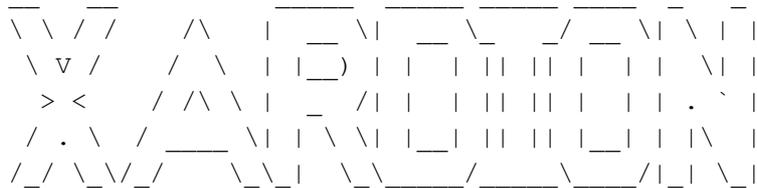


Xardion FAQ/Walkthrough

by Da Hui

Updated to v1.0 on Jul 2, 2019

~~~~~



---

~~~~~

Table of Contents

~~~~~

|                            |        |
|----------------------------|--------|
| 1. - Controls.....         | XARD01 |
| 2. - Items.....            | XARD02 |
| 3. - Abilities.....        | XARD03 |
| 4. - Walkthrough.....      | XARD04 |
| 5. - Bosses.....           | XARD05 |
| 6. - Enemies.....          | XARD06 |
| 7. - Legal Disclaimer..... | XARD07 |

\*Please Note - This entire FAQ/Walkthrough has been designed for easy access. This means that you can use your browser's search function to find any section immediately. Just bring it up by pressing ctrl+f and search for either the section name or the code to the right. You will go right to that section.

---

~~~~~

1. - Controls	XARD01
---------------	--------

~~~~~

|                   |                  |
|-------------------|------------------|
| D-Pad.....        | Move             |
| L Button.....     | No Use           |
| R Button.....     | Fire Special     |
| Y Button.....     | Fire Primary     |
| X Button.....     | Special Item     |
| B Button.....     | Jump             |
| A Button.....     | Fire Special     |
| Start.....        | No Use           |
| Select.....       | Inventory Screen |
| Start+Select..... | View Map         |

\*From the view map screen, you can pick any level and go back to it. This may be useful later on just for some easy health pick ups as you don't always refill health at the end of each stage. Fiera - Chapter 1 has an easy to reach health pick up very early in the stage that you should be able to reach without taking damage that you can keep going to to fill each character's health to the max before starting a new level afterwards.



Location:  
Fiera - Chapter 1

Creates a shield in front of you that will block projectiles.

R E F L E X - L

Location:  
NGC-1611 - Chapter 1

Fires a laser beam that will penetrate all enemies in its path.

A L C E D E S

B L - F O R C E

Location:  
Oceansphere - Chapter 1

Freezes the screen and deals massive damage to any enemies on it.

S I - F O R C E

Location:  
Hollowsphere - Chapter 2

Fires a fireball that will go through walls and any target in its path.

B L A C K H O L E

Location:  
Fiera - Chapter 2

Produces a black hole behind you that sucks in projectiles. Projectiles that hits Alcedes entering the black hole will still deal damage.

N - B A R R I E R

Location:  
NGC-1611 - Chapter 1

Grants invulnerability for a brief period of time.

P A N T H E R A

T O R C H

Location:  
Oceansphere - Chapter 2

Fires a fireball in front of you but it seems to deal as much damage as your standard attack.

S C O R C H

|                                |                                                                                       |
|--------------------------------|---------------------------------------------------------------------------------------|
| Location:<br>Fiera - Chapter 1 | Turns Panthera into a fireball while jumping slightly higher and further than normal. |
|--------------------------------|---------------------------------------------------------------------------------------|

I N V - S H I E L D

|                                     |                                                    |
|-------------------------------------|----------------------------------------------------|
| Location:<br>Space Ship - Chapter 1 | Grants invulnerability for a brief period of time. |
|-------------------------------------|----------------------------------------------------|

B U R S T

|                                   |                                                                                                       |
|-----------------------------------|-------------------------------------------------------------------------------------------------------|
| Location:<br>NGC-1611 - Chapter 1 | Charges up a fireball that will penetrate enemies and deal slightly more damage than a standard shot. |
|-----------------------------------|-------------------------------------------------------------------------------------------------------|

X A R D I O N

H Y P E R B E A M

|                               |                                                                         |
|-------------------------------|-------------------------------------------------------------------------|
| Location:<br>Already Unlocked | A laser that will go through walls and enemies, dealing massive damage. |
|-------------------------------|-------------------------------------------------------------------------|

L I G H T N I N G

|                               |                                                                                             |
|-------------------------------|---------------------------------------------------------------------------------------------|
| Location:<br>Already Unlocked | Casts a lightning storm and destroys all enemies on screen, does not instantly kill bosses. |
|-------------------------------|---------------------------------------------------------------------------------------------|

S P H E R E O N

|                               |                                                               |
|-------------------------------|---------------------------------------------------------------|
| Location:<br>Already Unlocked | Fires three homing orbs that will target any enemy on screen. |
|-------------------------------|---------------------------------------------------------------|

L - A R R O W

|                                                                                          |                                                                                                                                                                                               |
|------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| **Location**<br>Oceansphere - Chapter 2<br>Hollowsphere - Chapter 1<br>Fiera - Chapter 1 | This ability must be gathered in 3 parts, all in each location to the left. The screen will flash & a light arrow will appear above you. It'll shoot straight ahead and penetrate everything. |
|------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

~~~~~

Oceansphere

Chapter 1

We will find our trio entering the base at the Oceansphere to hunt down ARMS. You will immediately be greeted by a couple of brains. Just take some quick shots at them while standing below and aiming upwards to get some easy experience. Jump up a couple of platforms and you will run into your first pair of cyborgs as well. These can be tough to deal with. I recommend switching to your Panthera form and make quick work of the lower cyborg first. Soon you will reach some platforms to climb up. Kill the cyborgs as you climb up here and pick up the missile half way through. Continue to the right when you reach the top of these platforms for some more cyborgs, brains, and bombers. Bombers will just drop missiles down and before they hit the ground, they will launch to the left. They can be destroyed or avoided rather easily. Stay on the lower path here and you will see an item. Pick it up, it's the Triton's Act-Plasma ability.

Soon after you will end up at a pit that you have to drop down. Land on the right platform. You can't see where you're going to jump from here so just inch to the left and drop straight down. You will land on a platform here. Jump up the platforms to the left and pick up the T-Bomb here. Climb back up to escape this area and drop straight down to the bottom of this room. Continue further to the right while killing the cyborgs and bombers in the way. The last cyborg can be tough to get by, try to jump down to the right of it when it passes to the left. Run off the screen to the right to advance to the next room.

Kill the cyborgs and brains here. Soon you will see a prompt at the bottom of the screen telling you the transport switch is along the lower path. Change to Panthera and just walk to the right on the lowest path. Just walk up to the switch to activate it, you don't need to actually press any buttons. Continue back to the left and you will see a teleporter going straight up. Enter it for a hidden room in this ship. Climb up the platforms while killing the cyborgs. You will find a couple of items here, the first will be a sub-tank, the next will be Alcedes' BL-Force ability, and the third will be a missile. Drop back down to return to where you first entered this room. Continue to the right along the higher path this time and fight off all of the enemies you have seen so far. Run off the screen to enter the boss fight of this stage.

Here we will fight ARMS, the original monster that took Panthera in the beginning of the game. You will see three platforms on the left, jump on the lowest one. ARMS only has three attacks. One that will shoot three bullets to the left. Standing on this platform will keep you safe. Another attack will be attacking you with its arms. If you move as far to the left as possible on that platform, you will be safe from his clawing attack. Its final attack is to shoot two arcing bullets. These bullets will be white and travel slowly, but loop down to the platform you're standing on. When you see these bullets approaching, quickly jump to the platform to the right. It will circle that left platform twice, once it passes the second time, jump back to the left platform. It often likes to quickly strike with its claw attack while you're within range here. You have to shoot the eye in the middle until it dies while avoiding those attacks. Sometimes its arms will fold in, protecting its eye, which could make the boss battle drag a bit. All you really want to do is keep jumping on that left platform to line yourself up with its eye to deal damage. Only move to avoid the arcing bullets that loop around.

To start off, you want to get out of the water as soon as possible. The mermaids you face under water are probably the most dangerous enemies of this stage and by getting out of the water, you won't have to deal with them much. Climb up the platforms directly in front of you while fighting off the first batch of mermaids. Kill the turret on the left when you're out of the water so it won't slow you down as you destroy the cannon ahead. Carefully jump onto the platform it was floating on to avoid some turrets just beyond it. You want to quickly jump behind the first one as Panthera to be safe and kill them both easily.

Continue jumping to the right and destroy another cannon on a floating platform. Jump onto the next set of platforms and kill the turrets here. Head towards the floating ship but slowly approach it. Look for pink squids on the surface of the water. They're not always there but when they are, they will jump high into the air and drop straight back down. If you slowly approach them, they will jump early and not hurt you. Destroy the cannons on this ship and kill the squids as you proceed to the back of the ship. Kill the turrets at the end of the ship. Now jump into the water to the right and head to the right. Destroy the mines and mermaids here. Jump into the flashing block to destroy the shield that blocked you above.

With the shield down, head back to the left. You'll see some mermaids spawn behind you, just ignore them if you can. At the first set of platforms here, you will find Panthera's Torch ability! Jump over this pit as you continue to the left. You won't die if you fall in, in fact, you'll find another room. This room simply leads to a boss you can't fight yet. If you miss the jump and fall in, just jump out and continue to the left. Climb the next set of platforms to get above the water and head back to the right to get back onto the ship. At the end of the ship, jump onto the two platforms. Just run off the platform to the right as Panthera and you'll land on the edge of the coast. You should see the lower of the three turrets here just off screen so you can attack it without it attacking you. Clear out this area and run off the screen to the right for the boss battle of this stage.

This boss is actually very easy. Simply go into the fight as Triton and stand as far to the left side of the screen as you can. Keep firing your standard shots as quickly as you can. The boss will shoot bubbles at you, when it does this, just press select and switch characters to Panthera. Panthera is small enough that the bubbles will go right over you. When the bubbles pass, switch back to Triton. Triton will fire at the proper height to keep dealing damage to the boss and if you just keep firing from this position, you will kill off the water sprites before they even get close to you. This fight does take a while and you shouldn't really be taking any damage unless you stop paying attention to switch between characters. Just follow this simple strategy until it finally explodes. Once it explodes, just run into the water spout on the far right side to complete this stage.

We will now find ourselves on Pathera's home planet. Fall into the large pit ahead to enter an underground tropical jungle. You will see two enemies to your right, these trolls will throw a boomerang towards you. Just keep your distance against these and they won't bother you too much. Jump to the next few branches and you will see two butterflies on the next tree. They will just fly and shoot towards you. You will also see two items here, the top item is to give you more ammo and the bottom item will give you more health. This level is really straight forward, it's just going left to right along branches with trolls and butterflies. After a bit, you will reach a troll on a branch you can't reach by jumping. You can actually jump to the brown branch below that troll and just run to the right on that branch. I suggest jumping as Panthera here as you won't hit the troll above. Run off the screen to the right to finish this short level.

Hollowsphere

Chapter 2

A large tower appears! Well, you just appear in front of it that is! Start off by immediately falling to the left and killing the millipedes that climb up from the bottom of the screen. These millipedes will appear fairly often, always from the bottom of the screen, and can be kind of annoying since they move together. Be careful when you deal with them, especially the higher you get, so you don't get knocked off a platform and have to potentially start the climbing area over. Start to climb up and always stay on the right most platforms you can. You will see two new enemies on your climb here. One is a flying crab, just keep climbing quick to get it off your screen. If you don't get it off your screen, it'll circle around quickly, they're really hard to kill and can just fly right into you before you know it so you're best off avoiding them! The other is a fish that will just jump out of the waterfall and drop straight down. You can see them sticking out of the waterfall to give you warning before they jump, they'll just jump when you get close. Take your time climbing up and once you see a flying crab come down, just quickly start shooting upwards at it. Soon you will reach the top, you'll know when the screen stops scrolling, but don't jump off the screen yet! Head to the left side and the upper left most platform will have Alcedes' SI-Force ability. It's hidden behind the bird's nest. Once you pick it up, jump up to the next room for the boss of this stage.

This boss is a lot tougher than the last boss you've faced. There's a large face with crab legs that will poke down towards the middle of the screen. You want to deal damage to the crab eyes. I know the face looks like it has eyes, but I'm referring to the two circles on stems just above its claws that move. Its moving claws is the only movement per se, the boss itself doesn't actually move. Soon it will stop swinging its claws aimlessly below and you'll see two flying crabs appear from either the top right or top left, whatever corner is closer to you. Those are the only two attacks this boss will have. It shoots out ten pairs of flying crabs and then cycles back to swinging its arms. The flying crabs will circle out to the top and just slowly fly towards you. Sometimes, one or even both of them will loop down quickly, come back up, and then slowly fly towards you. The best strategy is to play as Panthera here. Jump up one of the side platforms until you're lined up to shoot its eyes and deal damage. Once the arms stop moving, quickly drop to the ground. Just walk to the opposite side while the flying crabs come down towards you. Keep alternating side to side for ten sets of flying crabs. Once you see the tenth pair of flying crabs come by, jump back on the platform that is lined up with its eyes and keep shooting. You have to destroy both eyes to defeat this boss. Once you defeat the boss, gravity will reverse! Simply jump off the tower to

the left and fall into the water to complete this stage.

Panthera's Scorch ability will be right in front of you so pick it up! Begin by heading to the right and you'll see some parachuting soldiers. Just keep going until you see a tank buried in the sand, jump on it to avoid these soldiers. You can't kill them and they have guns that can damage you. While you're on here, you'll see a kamikaze bot that flies above. Just keep shooting at it. Once it stops moving, it'll stay put for a few seconds before diving at you. Just kill them before they dive at you, you'll have plenty of time. Just ahead you'll see a turret in the sand. It'll pop out when you get close so just fire away. It'll easily die before it fires a shot at you. Run past the bomber above while you pick up the health and just fire away at this green tank bot before it starts moving and shooting. Here, you will get an alert saying the winds are dangerous and you can go underground. You can either go underground or stay above ground by jumping over it. If you go underground, you do get Triton's Shield ability but exiting that area is really tough. I suggest going down just for the Shield ability, picking it up, then starting the level over from the level select screen by pressing Start+Select. Below are the two routes:

UNDERGROUND ROUTE

Drop all the way down and kill the claw at the bottom. Don't worry, this enemy doesn't move so it's easy to deal with. Head to the right and jump onto the higher platform. Kill the caterpillar and pick up the Triton's shield ability here. At this point, you can just press start+select to start the level over from the level select screen but if you prefer to continue here, just keep going tooo the right. Drop down and kill the dripper to the left on the next platform. Drop down again and kill the two claws here before continuing to the right. You can climb up the higher platform here for some t-bombs and health but be aware of the drippers at the top of the screen. When ready, go to the right along the lower path. Don't get too close to this next dripper, you can jump and attack it before it drops a bomb. Climb up the platforms and kill the caterpillar when you see it. This next part is really difficult to pass without taking damage, which is why I suggest starting this stage over from the level select screen. There are spiders that jump down from the top of the screen and quickly jump from platform to platform. Meanwhile, you have to jump up these same platforms. They don't go down very easily either. Climb up the tank turrets at the top of this room but be quick because they will break under your weight after a second of standing on them. Jump off the screen to continue. At this point, read after the next paragraph to catch up to where you came out of this cave.

ABOVE GROUND ROUTE

You will keep dealing with bombers but you'll also see a kamikaze bot. Kill it quick and then approach the turret to kill it safely. After the turret, you'll see two more buried tanks. The first one is actually a live tank! It will shoot

you and if you touch it, you'll take damage so jump over it. The second one is not live so you can run right past it. You will then see three platforms in front of a tall building. Jump on the third one and after a couple seconds, it'll fly straight up. At the top, jump onto the roof of the building. Walk to the right edge and just jump off the building the right. Fall as far to the right as you can to get past a tank bot.

There's some more bombers that fly low here so be careful. They also drop off soldiers on the rooftops. Pick up the health and fall off the next building but stay close to it when you fall. Kill the turret here quickly. The tank here is alive so avoid its shot and jump over it. Run off the screen to the right for the boss of this stage.

This boss can be really tricky because of one attack. It'll appear in the lower right and you should start shooting it immediately. It'll fly straight up, then left to right to left along the sky. It'll then drop down along the left side and stop in the lower left for a second. You don't have to crouch here but you'll take damage if you jump so just walk to the far left. It'll then fly straight to the right and fire a machine gun to the lower left. Jump over the machine gun shots. When it reaches the lower right, it'll shoot a laser to the left and a homing rocket towards you. Jump over the laser and then avoid the rocket. You should be shooting as much as possible when it's low. When it reaches the bottom right, it'll start going straight up. When it's high, it'll shoot green bombs either straight down, left, or right. When it shoots left or right, it'll shoot at a 45 degree angle downwards. Sometimes before the bombs hit the ground, they'll turn towards you and you'll have to duck. This is completely random so it'll be unpredictable. Focus on avoiding these bombs as best as possible and taking shots here and there straight upwards. You mainly want to focus on avoiding the bombs and shooting the boss as it's flying lower to the ground when it's easier to avoid its attacks.

Begin this stage by just examining the blobs here. You'll see they just float around aimlessly. You may think that's not a danger but they can be annoying while you ride small platforms up to the top of this tower. Kill them and hop on the silver platform just to the left of your starting point. Stand on it for a couple seconds for it to start rising. Stand on the left edge of it and soon you will see a diver on the left wall. Once it dives down, just walk to the right edge of the platform to easily avoid this diver. This is how you generally want to deal with these enemies, just stand closer to the wall and then move away when they dive down. Soon you will see some lasers blocking your path, at this point, jump to the other rising platform. You will also now see some swoopers that float side to side, swoop down at you and then go back up before going side to side again. You're best off trying to kill these ASAP once you see them.

Keep riding up this next platform and you'll soon see a spider bot. Keep an eye out for these once they appear on the screen as they will shoot shots that arc up and then down at a trajectory. Given how small these platforms you ride are, they're really hard to avoid. Once you get to the top of this platform's path, jump into the opening to the right. The white parts of these platforms are

platforms you can jump up. Just jump up these platforms to the next opening in the tower. At the very top of this area is Alcede's Black Hole ability. Head to the left at the top and ride the next moving platform straight up. Avoid the spider bot and blob up here. Jump off the screen above for a pseudo-boss. This boss looks threatening but fear not! Just jump on the platform to the far left or right right and hug the wall. You'll see the robot will just shoot down at the ground, destroying the platform it is standing on, and just fall off the tower. After a few seconds, a platform will appear in the middle of the screen. Jump on it to rise up to the next level.

Space Ship

Chapter 1

You will begin this stage with another ability right in front of you, similar to Fiera - Chapter 1. This will be Panthera's Inv-Shield. The first enemy you will see is a torpedo jet. Simply stay put, crouch, and keep firing to destroy the torpedo. The cannons in the background here are actually platforms you can jump on, hop on them and move forward until a charger appears below. Stay in this area and kill it by dropping down for a few shots and jumping to avoid its attacks. Start moving ahead and you'll see some random bombs start flying in straight lines all over the place. Just move slow through this level so you can calmly avoid these. You'll keep dealing with these bombs and torpedo jets. Slowly walk when you get background switches to space. You'll see a turret just appear off screen. If you go slow here, you can actually shoot them and they won't shoot you. Just keep firing until it explodes. Head forward and jump on its destroyed platform to avoid a charger behind you. Inch forward a bit further and you'll see three more turrets in quick succession. Kill them the same way you killed the last one.

You can't do this trick for the next turret so drop down, take a couple shots and jump over its shots. The yellow flashing platforms here will damage you so jump over them as you head to the right. Just move really slowly here because lots of bombs appear in the air. The slower you go, the easier they are to avoid. Soon you will reach the edge of the ship, just drop down to the right when you do. Now you have to head left. There are some sentries here but they're really easy to just avoid. They fly slowly in a straight line to the right and just shoot straight to the right. Just jump over the lower ones and continue to the left. There's a few more flashing yellow bits to the platforms you have to jump over as well as lots of bombs floating across and some more sentries. Soon you will reach the boss but don't miss the health pick ups between the cannon and the bombs here to prep for the fight!

This boss fight is mainly tough if you get it to fire its 5 shot bursts without ammo for Triton's shield. It just floats along the top of the screen and will slam straight down when you're below it. It'll shoot a single shot straight left or right in your direction. You can easily jump over these. When you jump over those shots, shoot at the boss. Once it gets to the top, you can still jump and shoot at it but try to keep your distance when it reaches the top. You can also stand far away and just shoot straight up to lead your shots when it gets close. Just move away before it slams down. Sometimes it'll slam down multiple times in the same spot, if this happens, be careful! It'll shoot 5 shot bursts towards you. You'll want to use Triton's shield ability here to stay safe. This particular part of the fight is incredibly difficult if you don't have any ammo left for Triton. Sometimes it'll slam down just once, sometimes it'll slam down 3 times. That's the only really dangerous part of this boss fight. The rest is really easy. Keep firing from a distance when you can until it dies.

This level is very straight forward, it's just difficult. You will begin on the surface of planet NGC-1611. To start, look at the right part of the screen. There will be a spot in the grass that has a small outline. When you get close, a dirt monster will appear out of that outline and slowly walk towards you. These are easy to deal with, just fire away until it dies. The other enemy, and the real concern here, are the trees in the background. There's no indicator which ones will attack but they will follow you while jumping. Just move slowly through this level. Once you see one jump, just quickly walk to the left under it. You can shoot it only while it's in its jump animation. Once it lands, it will become invincible but it also won't damage you. It also won't start jumping until you pass it again. Just keep getting behind it and fire a quick shot at it before it lands to kill it. There are also pine trees that will fly around in the air and throw pine cones at you. Just stand under them and shoot straight up, it takes a few seconds before they shoot so you'll have time to kill them. Go to the right while you follow this strategy to the end. You will find Triton's Reflex-L ability along with a couple other items. Drop down at the end of the screen.

You will enter the underground section of this incredibly dangerous planet. There are lots of floating objects that just float around here and some pools of acid that will also deal some damage. You want to head down until you are forced to go right. Be careful here and try to stay away from the walls so you can see these projectiles coming. Use abilities as needed but there is some health ahead. When you reach the bottom, go to the right and pick up the health pick ups as needed. The upper right platform here will have Alcedes' N-Barrier ability. Drop down here and jump up the platforms to your left for Panthera's Burst ability, the last ability you will find for the three main characters. Now fall down the hole to the left for the boss of this stage.

This boss is actually really easy, it's all about just standing in the right spot. There are two phases to this boss. In the first phase, the boss doesn't move at all. The wall is made up of 5 faces, all that spit in the same direction. Just don't move right off the start. Where you fall is a perfectly safe place to stand. Just crouch and shoot at the lowest face. It takes a while to kill but you can just use your standard weapon here. Once the lowest face is destroyed, just stand up and start shooting the next lowest face. With the two lower faces destroyed, you can jump to the left platform. Crouch and start shooting at the middle face until it is destroyed. When that face is gone, just stand up on this platform and keep shooting until the second from the top face is destroyed. When the top face is the only one left, just jump onto the top platform and fire away at this face until it is also destroyed. Once all the faces explode, you'll see a small head pop randomly and shoot a single shot. This is the second phase of this fight. The shot will head towards you and then circle around. You can block it with Triton's shield. Just stand on the middle platform as far to the left as you can while looking right. Pop Triton's shield and crouch. Fire away at the boss. If you're on this platform, the boss will appear directly in front of you most of the time. Sometimes it will pop out slightly below or slightly above but if you have the shield up, it'll always protect you. If it appears in the lower opening, just wait for it to reappear higher. If it appears from the higher opening, you can jump and shoot it. Just keep Triton's shield up while you barrage this boss with bullets until it explodes. When the room is clear, jump through the center of the right wall to complete this stage.

| From here, we will have to power up Xardion. |
| In order to do that, we'll have to backtrack |
| to a few previous levels. You may have found |
| some areas you couldn't access before but with |
| Xardion, you can now access them. You can go |
| to the level select screen by pressing Start & |
| select at the same time. |

Oceansphere Chapter 2

R E V I S I T E D

The first part of the L-Arrow ability can be found in Oceansphere - Chapter 2. You may have found a boss underground in your first playthrough of this stage. Just head to the right and stay on the ocean floor. Kill the mermaids and avoid the mines in your way. You'll soon climb above the water, just immediately drop back down. Continue to the right along the ocean floor. Kill the worm in your way and fall through the opening in the ground. Continue down this path for a boss you can now fight. This boss is incredibly easy. It doesn't move and just shoots single shots at you. You have to shoot its brain at the top of its body. Just focus on avoiding its shots by either jumping over them or ducking. Every time you jump, take some shots at its brain. It'll die pretty quickly. Pick up the first piece of the L-Arrow and go to the mission select screen by pressing start and select to go to the Hollowsphere - Chapter 1.

Hollowsphere Chapter 1

R E V I S I T E D

Fall into the hole just ahead of you. You'll be back in that jungle area that only has the butterflies and trolls. There's not much to write about this section considering you have already completed it. Just head all the way to the right. At the end of this level, you will see the next piece of the L-Arrow over a large rose.

Fiera Chapter 1

R E V I S I T E D

Head to the right until you reach the massive hole in the ground. Just make sure to avoid the soldiers on the ground and kill the turret. You can jump over the tank bot ahead. Once you fall down, you will land on a small platform below. The final piece of the L-Arrow is in an opening to the right. If you miss the

jump, just start the level over. After you pick this up, the L-Arrow assembly is complete! Time to head back to the final stage!

I recommend leveling up Xardion a bit here, the extra health
will make the final boss fight helpful. I also recommend
collecting as many items as you can, particularly sub tanks
to refill your health as needed.

Begin by just standing still and shooting straight up at the hornet before it starts attacking. Hornets can be dangerous if you don't deal with them quickly. Once the hornet is dead, jump up the platforms to the upper right. Use your L-Arrow ability to destroy this miniature sun. Now continue to the right and you will see a small white egg on a platform. Shoot at it from a distance to destroy it and two small maggots will appear from it. Just keep your distance and keep shooting until the maggots die. Continue a bit further for some goblins that will just run at you and shoot, simply duck and shoot them to kill them. Soon you will run into yet another enemy, the armadillo. These will roll quickly at you and shoot. Just jump on a platform above. These platforms will shield you from its shots. Drop down at the end of this path but hold left as you fall to land on the next platform below. Continue to the left for a split in the path, take the lower left most path here. Follow this and you will soon reach a line of dialogue and three different paths you can take. Enter the middle path. Taking the top or bottom path will send you back towards the beginning of this stage.

Once you enter the middle area, you will enter a small cutscene. You will now fight the final boss of the game. This boss is actually a fairly long fight and you have to use Xardion here to deal damage. There are five phases throughout this entire battle so get ready for the long haul.

* PHASE 1

This boss will only walk straight towards you. You will be forced to jump over him from time to time. Its only attacks are shooting two shots at a time that arc downwards. The range is always different and he'll only shoot once every 3-4 seconds. Just keep firing away and avoid his shots by either crouching under them if you're close or jumping over them if you're far. Time your jumps over the boss to be in between its shots and don't let it trap you in a corner.

* PHASE 2

The second phase is quite a bit easier than the first. Just head to the far left side. The boss will keep moving away to the right. It only has two attacks, one is a spit attack that has a short range, this won't be an issue. The other is a series of homing orbs. These are actually pretty easy to avoid if you are standing to the far left. The orbs will either come down at an angle

towards your feet or turn towards your head. You want to jump over the orbs coming to your feet and crouch under the orbs coming for your head. Fortunately, it usually only goes to your head when you jump so you can alternate jumping and crouching at every other orb but just pay attention, sometimes the game throws a curveball and will shoot two straight at your feet. Focus on avoiding the orbs and keep firing until you complete this phase.

* PHASE 3

Similar to the second phase, this is pretty simple. The boss just stands still on the right half of the screen and you can only damage it by shooting its head. It has two attacks, one is a single shot diagonally straight down and to the left. If you stand as far left as possible, it won't reach you. The other is two homing orbs, one that goes left and one that goes up. The one that goes up shouldn't ever bother you. The lower one will hit you but they're really easy to jump over. I suggest only jumping during its attacks to deal damage to its head. Every time it takes a single shot, jump and deal some damage. When it shoots the double shot, wait for the lower shot to get close and then jump over it. Take shots at its head every time you jump. Keep repeating this process until you complete this phase.

* PHASE 4

This phase can be hard if you have some bad RNG on its attacks. It will spit an orb out in front of its face. What happens from here is different every time. It will do one of the following:

- * Slowly expand in all directions, this one is tough to avoid, just try to jump over each one.
- * Keep getting bigger and smaller while slowly going to the left. Just crouch and this attack will never hit you.
- * The orbs will stay close together and home straight at you. All you can do is run out of its path.
- * They will spin rapidly and rotate in a 3D pattern. It will go down and to the left so if you stay close to the boss, it won't hit you.

Your best bet here is to just stay as close as you can to the boss and crouch. The only attacks you have to avoid is when the orbs keep rotating bigger and bigger and if it homes straight at you. The other two attacks won't ever touch you if you stay crouched in front of the boss. Just be careful if you're low on health. When you complete this phase, the boss will grow in the next phase and damage you if you are standing in front of him. That being said, standing right in front of him is probably the safest place to be most of the fight. Just make sure to use a sub tank to keep your health high if it's low in this phase.

* PHASE 5

This is the final phase of this boss so now is the time to use any and all items you have been saving. There's nothing else after this other than end credits so there's no need to save anything. If you have at least 2 sub-tanks and 3 ammo items, this phase will be a breeze. You can just keep spamming L-

Arrows, using the ammo item to refill your ammo, and using sub tanks when you're low on health to refill your health. The boss will be incredibly easy if you have those items. If not, the fight will be a bit tougher. You do want to use your L-Arrow as much as you can here. There are two attacks. One is the boss raising its arm, then lowering it. When that happens, it'll drop a shield down to the ground and then it'll rush to the left. If you jumped, it'll rush to the left in the air. You're best off jump over it when it's on the ground. The other is a set of spinning orbs that will stay above your character. After a few seconds, they will go straight down one at a time. You can shoot up to destroy them before they hit you. Just stay on the defensive between avoiding the shield and destroying the orbs, taking shots at the boss whenever you get the chance until it dies.

~~~~~

---

~~~~~

MOVEMENTS Arms won't really move too much at all. Sometimes when it uses its claw attack, it will move to the left a little bit but that's it. You can still be out of its range if you hug the far left wall.

ATTACKS Arms will shoot three bullets in straight lines to the left. These can be easily avoided by standing on the lower left platform. Another attack is just swinging its massive arms at you. As I mentioned in the movements section, sometimes it will move forward a bit while it attacks with its claws. Its final attack is a looping pair of bullets that will move in a circular pattern. Stand on the middle right platform to avoid these. They will disappear when they pass the left platform twice.

STRATEGY This boss can be rather tedious because of the RNG of its arm locations. Sometimes they will block all your shots and sometimes they will remain open to allow you to damage it. The only weak spot is the big eye in the center. Simply jump onto the lower left platform and stay here. Jump and attack the eye as much as you can, only leaving this platform when it shoots the two looping shots. When that happens, jump to the platform to your right. Once the looping shots circle the left platform a second time, immediately jump back to the lower left platform. It likes to lunge at you to try to claw you after those looping shots. Whenever it does use its claw attack, I recommend moving to the left until you touch the edge of the screen. Sometimes your character will be just a little too close and take damage. Just follow this strategy and keep dealing damage until it explodes.

MOVEMENTS This large water creature will slowly move left and right but it will keep its position along the far right side. Every time it reaches its left-most position, it will shoot a bubble at you. The water sprites it summons will just jump up and down and slowly work their way towards you.

ATTACKS There are really only two attacks here, if you consider the water sprites an attack. It will constantly have two water sprites on the screen at any given time. Once you kill them both, it will spawn two more. If you only kill one and leave the other one up, it will just spawn a second after a few seconds so there's no trick to keep only one on the screen. It will also fire a bubble at you when it reaches its left-most position which will home in towards you.

STRATEGY This boss is actually very easy. Simply go into the fight as Triton and stand as far to the left side of the screen as you can. Keep firing your standard shots as quickly as you can. Whenever the bubbles are close, just switch to Panthera, Panthera is low enough that the bubbles will not hit you. Once the bubble passes, switch back to Triton. Triton will fire at the proper height to keep dealing damage to the boss and if you just keep firing from this position, you will kill off the water sprites before they even get close to you. This fight does take a while and you shouldn't really be taking any damage. Just follow this simple strategy until it finally explodes.

Hollowsphere Chapter 2

MOVEMENTS This boss doesn't move. It has claws that will swing downward towards the middle of the screen as well as spawning flying crabs but that's the only movement you will see here.

ATTACKS There are two attacks with this boss. The first is just swinging its claws aimlessly straight downward. This will take up the middle portion of the screen so just use the side platforms for whichever side you are currently on. After its tired swinging its arms, flying crabs will spawn out of the top left or right corner, whichever side you are closer to. They will spawn two at a time and spawn ten pairs in total. Most of the time the crabs will just fly straight towards you slowly, but sometimes they will loop down quickly on the side they spawn on, then back up, then slowly fly towards you.

STRATEGY This boss is more tedious than anything else. You want to fight it as Panthera. Hop onto one of the side platforms, either side, it doesn't matter. You have to hit the eyes to defeat this boss. I know it looks sort of like a face but picture it as a crab, you have to hit the circles coming out of the stems just above the claws. One platform will line up perfectly here, just get on it and fire away as Panthera. Once its arms stop moving, you'll see some flying crabs appear above. Quickly drop to the ground and start walking to the opposite side of the room. Count how many crabs come down. You should have ten pairs and then it goes back to swinging its claws. There's a delay before it starts swinging its claws so you have plenty of time to avoid it if

you're counting crabs. That pattern will just repeat. When it's swinging its claws, jump on a platform and fire away. When it sends crabs down, drop to the ground and just keep moving to avoid them. Repeat this until both eyes explode.

Fiera

Chapter 1

MOVEMENTS

This boss will float around the entire screen. He will first appear in the bottom right corner, then float straight up to the top right corner before it starts attacking. From there, it will begin its attacks and float left to right along the top. When it reaches the top left corner for the second time, it will start to drop down towards the lower left corner. Once it reaches the lower left corner, it'll go straight to the right, then repeat that pattern of movements.

ATTACKS

The boss only has 3 attacks and the most common one is really annoying to deal with. While it's on the top half of the screen, it'll shoot green bombs either straight down, or left or right at a 45 degree angle downwards. The problem with this is that sometimes before the bombs hit the ground, they will just turn and float straight left or right towards you. You can duck under these but you're probably trying to shoot straight up and you need really quick reflexes to avoid being shot. Once it reaches the bottom left corner, it'll start going right. From there, it'll shoot a machine gun down and to the left while it moves right. If you're to the far left here, you can jump over the shots before they hit you. Once it reaches the bottom right corner, it'll shoot a laser along the ground to the left that you have to jump over and a homing rocket that you will also have to jump over. From there, it just repeats the pattern.

STRATEGY

The main problem with this boss is the green bombs that it shoots. The rest of the attacks are actually really easy to avoid. For that reason, you may want to just focus on avoiding the green bombs and attacking it only when it's low. You can shoot it at any point you see the boss so fire away when it's safe. If you want to try shooting it up high, go ahead, but be mindful of the bombs that just switch directions completely randomly. When it starts to go down, head to the far left. Jump over the machine gun when it starts firing and just keep jumping here to shoot at the boss. When it shoots the laser, jump over it and under the homing rocket. Then jump over the rocket and fire away at the boss again until it starts firing green bombs. Those bombs are definitely the most deadliest so play smart with them. Don't feel bad if you just focus on avoiding those bombs, I had to do that myself. Fire away when it's safe to do so until this boss finally dies.

Space Ship

Chapter 1

MOVEMENTS

This boss just floats along the top of the screen. It'll move

left and right, in the direction you are in. Once it gets over you, it'll slam down on the ground. After it slams on the ground, it'll float back up and head towards you again. Sometimes it will slam down on the ground multiple times in the same spot.

ATTACKS

The boss will slam down on the ground when it gets over you and try to damage you that way. It'll stay on the ground for a second and then shoot a shot either left or right, just in your direction. Sometimes it'll slam down down multiple times in the same spot. When that happens, it'll shoot 5 shots in your direction. You can use Triton's Shield ability here to block the incoming shots. If you don't have any ammo left for Triton, just do your best to avoid them. They're incredibly hard to avoid all the shots though.

STRATEGY

This boss is pretty simple if you don't get the multiple shot attack too many times but it is rather tanky so it'll take a while. Just move away from it and avoid its slam. Jump over its single shot and take some shots in its direction. Move away again and start over. Once it gets close to over you, shoot some shots straight up and lead your shots so it'll float into the shots before you are forced to move. Make sure to save Triton's ammo for the Shield ability to shield up for whenever the boss fires its multiple shots. If you don't have any ammo left, just do your best to avoid the shots.

NGC-1611

Chapter 1

MOVEMENTS

This boss has two phases and they're both pretty simple. It's literally just a wall of faces, the only thing that will move on screen is you. Once you destroy all the phases, the second phase will begin and you'll see a small alien head pop out randomly but the head doesn't go too far before retreating back into the wall.

ATTACKS

There are a total of 5 faces on the screen. Each one will seem to spit to the left. Every single shot is at the same trajectory and yes, there are safe places to stand for every face of this fight. In phase 2, a small head will pop out randomly and fire a single shot towards you. Once it reaches you, it'll loop around in a circle and then fly off the screen to the left.

STRATEGY

To start, you don't even have to move. The place your character lands is perfectly safe to stand in. Just crouch and start shooting at the lowest face. Once the lowest face explodes, stand up and start shooting the next lowest face. Once the two lower faces are destroyed, jump straight up to the left platform, you can make the jump to it and don't have to jump on the lowest platform to reach it. Once here, crouch and fire away at the middle face. After that, stand up and fire at the next face. With that done, only the top face will remain. Jump to the left side of the highest platform and fire away until all the faces explode. The second phase is a little more tricky but that's not saying much. A small head will appear out of the wall randomly and fire a shot towards you. If it doesn't hit you,

it'll loop around in a circle and then fly off the screen to the left. Use Triton's shield ability to block these shots because dodging them just takes a lot of time. You're best off standing on the middle platform while crouching. Most of the time, the head will pop out lined up directly in front of you. Just pop Triton's shield ability and keep firing away. Sometimes the head will appear higher or lower. If you stand as far to the left as you can while looking right, you will always be safe with Triton's shield. If the head pops out of the lower opening, just wait. If it pops out of the higher opening, you can jump and attack it. Just keep using the shield ability, you won't even need much ammo for it, and fire away at this phase for the boss to die.

NGC-1611

Chapter 2

There are 5 phases in total to this boss and each phase is different, I will explain each phase in detail here:

* PHASE 1

MOVEMENTS The boss will constantly be walking towards you. You will be forced to jump over him before he walks into you. When you do that, he'll change directions to keep walking towards you.

ATTACKS Every few seconds, the boss will fire two shots that will arc towards you. The range is always different so it's hard to predict. Don't get too close because the shots will always hit you. If you're not too far, you can crouch under the shots. If you're far away, you can jump over them.

STRATEGY Try to keep your distance on this boss and fire away. There's no trick here. Avoid its shots and jump over the boss only when you need to. When you jump over him, make some distance by running away and keep firing. Just repeat this until the first phase is over.

* PHASE 2

MOVEMENTS The boss is getting scared! It'll just keep running away to the right.

ATTACKS There are two attacks in this phase. One is a spit attack that only goes a short range. If you just keep your distance, this won't ever be an issue. The other is a series of homing orbs. The orbs will come down at an angle and either go for your feet or for your head.

STRATEGY This phase is really simple. Just stand as far left as you can and crouch. The orbs coming for your feet will hurt you so you have to jump over them. When you jump, the next orb should go for your head, so just crouch under the next one. Just alternate

that pattern and fire away until this phase is over. Be careful though, the orbs don't always alternate. Sometimes you'll have to jump over two in a row.

* PHASE 3

- MOVEMENTS The boss grew but he's apparently too heavy to move his own body weight. His feet will move in an animation but he will remain in the same spot on the right side of the screen.
- ATTACKS There are two attacks in this phase as well. One is a single shot down and to the left. If you stand as far left as possible, it won't reach you. The second attack is two homing orbs. They will start going straight up and straight left. The one going up will never end up hitting you so it's essentially one orb. You can easily jump over the lower orb to avoid it.
- STRATEGY This phase might even be easier than the last. Just stand to the far left again. You can only deal damage by jumping and shooting its head. You only want to jump when it attacks though. Jump and shoot every time it takes a single shot since it can only make 1 attack at a time. Whenever it takes a double shot, wait for the lower orb to get close and jump over it. Every time you jump you want to shoot its head. Repeat this process until this phase is complete.

* PHASE 4

- MOVEMENTS The boss just keeps standing in the same spot.
- ATTACKS This is the first time the boss will have more than two attack patterns. It will always shoot an orb in front of its own face. The single orb will turn into 5 small orbs. From here, it will always do one of four things. It can move slowly to the left while becoming smaller and bigger. Crouch during this attack and it will never hit you. It can rotate the orbs quickly in a 3D pattern and move down and to the left. If you stay right in front of the boss, this attack won't hit you. If the orbs don't expand at all, they will home in on you, just run away to avoid it. The final attack is the center orb staying in place and they all expand further and further as they rotate, you'll have to jump to avoid these.
- STRATEGY The safest place to stand is right in front of the boss. The only attacks that can hit you from here is the homing attack which you can just run away from or the orbs that just keep expanding around the same center point, you'll have to jump over them when they get close. Just keep firing away until this phase is over. Be mindful of your health, the boss will grow in the next phase and damage you if you are standing too close in this phase. You can use a sub tank to refill your health if it's really low during this phase.

* PHASE 5

***This is the final phase of the final boss. Whatever items you have been saving up to this point can all be used here.

MOVEMENTS Again, this boss won't move anymore.

ATTACKS This phase will have two attacks. One is it raising and lowering its hand. When this happens, it'll shoot a shield forward. If you jump, it'll go left in the air. If you're on the ground, it will drop down and go left. Jump over this whenever it comes to you. The other is a set of orbs that rotate above your head. It will move along the screen with you. The orbs will go straight down after a few seconds but you can aim straight up and shoot them to destroy them once they start going down.

STRATEGY If you have at least 2 sub tanks and 3 ammo items, you can literally spam L-Arrow shots, refilling your ammo and health when needed while not worrying about its attacks until it dies. If you are short on items, you'll have to play a bit more defensively. Use whatever L-Arrow shots you have left until you run out of ammo. Try to keep your distance to give you time to jump over its shield when they fly towards you. The orbs above will be invincible until they start going straight down. Aim up and shoot the orbs when they start to come down on you to stay safe from them. Keep repeating this process, staying on the defensive as much as you can, and take shots whenever you get the chance until this boss is finally dead!

~~~~~

6. - Enemies

XARD06

---

~~~~~

Oceansphere

Chapter 1

BRAIN Brains don't pose much of a threat. They will simply float around along the top half of the screen going right to left while bobbing up and down. After they travel for a few seconds, they will stop and then shoot straight downwards and to the right. They can be dealt with easily with just a couple of shots.

CYBORG Cyborgs look like robots with a snake's head. They will only stay on the ground, walking back and forth on the platform they are on. When they see you, they will spit venom at you. Try to deal with these in your Panthera form as you will stand lower than they can shoot.

BOMBERS Bombers will float along the sky and drop a rocket straight down. Once it reaches a couple feet off the ground, it will launch in the direction of the player. The rockets can be destroyed or avoided easily and the bomber will continue just flying to the left. These only pose a threat if you're trying to rush and have a lot of enemies on screen at one time.

- MERMAID** Mermaids look pretty much like a cyborg mermaid. Maybe more half fish/half robot. Mermaids will just swim to the left, float down or up depending on where you are, then swim back to the right until they swim off screen. They will fire three projectiles at a time towards you. Mermaids can swim through obstacles you can't move through.
- MINE** Mines aren't really much of an enemy per se but they could kill you so I'll include them on this list. They float underwater and bob up and down a little bit. If you touch one, it will explode. When you shoot it a couple times it will also explode. Attack it from a distance to safely dispose of any mines blocking your path.
- TURRET** Turrets are pretty easy to deal with. They don't move and will just fire a floating eye either directly to its right or left that will float up and down in a small wave pattern. Just avoid its attacks and kill it when you're safe to attack. The entire turret has to actually be on the screen to fire so if you inch towards one just off screen, you can easily destroy them without it firing a shot.
- CANNON** Cannons are little blue structures that will fire projectiles both left and right. Some will appear on floating platforms. As you destroy them, you could still use those floating platforms to jump onto and move around the stage.
- SQUID** Squids will surprisingly only appear when you are above the water. They will shoot up in the air above the water in groups and then dive back down. You will see them floating at the water's surface waiting for you to get close.
- WORM** Worms remain underwater and look like cyborg worms. They just kind of wave back and forth and as you get closer, they will wave faster. You have to attack its head to kill them.

- TROLL** Trolls will walk back and forth and throw a boomerang at you. The boomerang will stop after a short distance, float there for a second, and then return back to the troll.
- BUTTERFLY** Butterflies look like their name. They will slowly fly towards you and fire shots left or right, depending on whichever side you are from them.
-

- MILLIPEDE** The millipedes will appear in the climbing section later in this stage and are pretty annoying to deal with. They'll move in packs and climb from the bottom straight up. They will be pretty tough to kill because they climb together and don't give you much room to attack with.
- FLYING CRAB** The flying crab is basically as terrifying as it sounds. They fly around in circles. Well, that's about it. They have claws, hence their name, but they move pretty quickly so be careful!
- FISH** Fish will jump out of the waterfalls and fall straight down the cliff. Just keep an eye out in the waterfall for some splashing to know where they will come from.
- BABY BIRDS** Baby birds will live in their nests and aren't very threatening at all. You'll see them pecking around for food while in their nests but that's all they do. They won't move and don't shoot. You'll easily be able to destroy their homes with a single shot and can carry on from there.

- SOLDIERS** Soldiers are really annoying. They go to show the scale of these large mechs you control since they are tiny. You will see them parachute down and run on the ground towards you. They will fire shots which will damage you. If they touch you however, they will not damage you. Just try to get past them quick or jump over their shots. They won't turn around so if you keep moving, you'll be fine.
- TURRET** Turrets hide in the ground and will pop out when you get close. Don't worry, you can see them hiding too. After they pop out, just immediately shoot at them until they die. If you wait long enough, they will take a shot at you.
- KAMIKAZE FLYER** These can be pretty annoying but easy if you can focus on them. They will fly just past you, then turn around and head back over you. They will then sit there for a few seconds and just dive down towards you. If you just focus fire on them, they'll die quick.
- BOMBER** Bombers will just fly overhead from right to left and drop a single bomb towards you. Just do your best to avoid the bomb, that's all you need to do with these.
- TANK BOT** Tank bots are large and green. They're incredibly slow moving and will just fire shots at you. If you can, jump on a building to get over them and get past them that way. You can also just fire away at them but be mindful to avoid their shots.

BURIED TANK Buried tanks will be littered across the level. The tricky thing with these is that some are just there for show and you can actually jump on them. Others will shoot at you and damage you if you even touch them. If you're not sure, just wait ahead of one for a few seconds to see if it shoots.

CLAW Claws are only found underground. They're exactly what they sound like. They just sit on the ground closing and opening a large claw hand.

CATERPILLAR Caterpillars are also found only underground. You can only damage them by shooting them in the face. They will simply walk back and forth on a set path so just keep your distance on them for an easy kill.

DRIPPER Drippers are found underground. They are green blobs hanging from the ceiling. When you get close, they will drop little bombs that will bounce around a bit before exploding.

SPIDER The spiders are incredibly annoying solely because of where they are. They jump around fairly quickly and only appear in a tight area you have to climb up narrow platforms on. They're virtually impossible to deal with without taking damage.

Fiera

Chapter 2

BLOB Blobs don't pose much of a threat, they will just float around aimlessly. They don't shoot or anything so just avoid them or shoot at them when it's safe.

DIVERS These look like blue robots with big drills on the bottom of them. They will hang out on the walls of this level. As you climb up the tower, they'll dive down towards you. I suggest that when you ride up the platforms, you hug the closer wall, then when they jump down at you, just move to the other side of the moving platform to avoid them.

SWOOPERS These are quite a bit more annoying than divers. They will float left and right and when you get close enough, they'll swoop down. When they do, they'll just go right back up and float side to side again. Your best off trying to kill these as quickly as you can before they even try to swoop down. Given how small these platforms are, they can be really hard to avoid.

SPIDER BOTS Spider bots will walk side to side on a platform and then shoot some shots that arc up and then back down on a trajectory. They just fire away while above you and the shots can very easily hit you on your way up. Be mindful of these when you see them near the top of your screen.

- TORPEDO JETS** Torpedo jets will fly really slowly from right to left. They will drop a torpedo that will drop down and then fly straight to the left. You can blow up the torpedos, just fire away at them.
- CHARGER** Chargers actually have a lot of health so they can be tough to deal with. They'll just charge at you. You can jump over them but they like to stay with you so try to stop moving and kill them when you see them.
- TURRET** These are obvious, just like previous turrets you have come across so far. They just stay in place and shoot at you. Thge turrets will only shoot at you if most of it is on screen so if you keep it just at the edge of your screen, you can kill it without it firing back.
- SENTRY** Sentries are only present late in this stage. They will just fly slowing from left to right and shoot straight ahead. They're pretty simple to avoid.

- TREE** The trees are exactly what they sound like, they're trees! The problem with these is they literally jump out of the background and only when you pass them. You can only damage these when they're in the air. Once you see one jump, just quickly go left, under its jump. Try to shoot it before it lands. Once it lands, it will become invincible but also won't deal damage to you. Just keep doing this slowly and damaging it as you can.
- DIRT MONSTER** Land monsters are a lot easier to deal with than trees but only if you go slow and keep an eye for them. You'll see small spots in the grass as you progress that doesn't match the rest of the grass. When you get close, a dirt monster will pop out and slowly crawl towards you.
- PINE TREE** Similar to the regular trees, these will jump out of the background. These are quite a bit easier to deal with though as they will jump out before you reach them and just fly around in the air. After a few seconds, they will shoot at you but if you just shoot straight up while under them, you'll kill them well before they shoot.

- HORNET** Hornets will slowly fly in a straight line until they get over you. They will then fly around erratically while

shooting its stinger at you.

GOBLIN Goblins will run around and shoot straight at you.

BEES Bees are tiny and fly in small packs. They're quick and hard to hit. They only try to fly into you.

MAGGOT The maggots will sit dormant in small eggs until you get close. Once you get close, or shoot the eggs, they will just keep jumping while slowly moving in your direction.

ARMADILLO These will simply roll around in a ball form. They will occasionally stop and fire shots upward.

~~~~~

7. - Legal Disclaimer

XARD07

---

~~~~~

This guide is copyrighted ʎ 2019 to Frank Grochowski.

You may host this guide on your website provided you follow these guidelines:

- * The guide must be available for free to all.
- * The guide must remain unchanged.
- * You must give me full credit on your website.

The latest version of this guide will always be found at:

<http://www.GameFAQs.com>

~~~~~

This document is copyright Da Hui and hosted by VGM with permission.