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i. Introduction
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Hello and welcome to my FAQ/Walkthrough for Alien Storm. This file is structured to give a complete level-by-level walkthrough of the game itself, and handy lists of various things to be found in the game, such as enemies, bosses and pickups. This guide also covers the minor game modes, The Duel and 1P vs 2P. Alien Storm is an early beat-'em-up scroller game by Sega, one of the memorable editions of this genre that Sega released in the early '90s along with Golden Axe and Streets of Rage around that time. In my opinion the controls are a bit more exaggerated and tricky to get used to than most other beat-'em-ups, but it has an interesting gameplay formula that can become quite enjoyable when you get used to it. It is a fun game that deserves a playthrough if you have a Genesis or can download a copy, so go for it.

=====
1. CHARACTERS [0100]
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o-----o
| Karen |
o-----o

As you can probably guess from the name, Karen is the female member of the alien busters. She wears all-yellow and her weapon of choice is a flamethrower. I find Karen to be the well-rounded character; she is a good choice for both beginners and experts alike.

Karen's Special Attack: Missile

A large missile drops down from the sky, followed by a splitting explosion that clears the enemies on-screen.

o-----o
| Scooter |
o-----o

Scooter is the silver-coloured robot, and my personal favourite of the three alien busters. He attacks with a laser whip and various parts of his anatomy. Scooter is a character better suited to beginner players with less experience

of the game.

Scooter's Special Attack: Full-body Explosion

Scooter's body completely blows up and shards of metal fly in different directions, wiping out on-screen enemies. The head is left behind, and a replacement body runs on-screen, picks it up and places it back on the shoulders.

o-----o
| Garth |
o-----o

The big guy with the red clothes and huge Ghostbuster-like kit strapped on his back. Garth attacks with a large electricity-wielding gun. Because of Garth's large frame but the short range of the shot of his weapon, I find him to be a better choice for the more skilled Alien Storm player.

Garth's Special Attack: Airstrike

Garth calls on an air vessel that flies overhead and shoots down to take out all on-screen enemies.

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2. GAME OVERVIEW [0200]

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2.1. Controls [0201]

NOTE: These are based on the game's default controls.

Regular Mode Controls

D-Pad: Move character (quickly double-tapping Left or Right makes the character run in the corresponding direction)

Start: Pause the game; resume when paused

A: Use special attack

B: Use regular weapon attack
Perform lunge attack while doing a roll
Shoot downwards in the middle of a running jump

C: Roll to the left or right (depending which way the character is facing);
press B while doing this to lunge
Jump when running

First-Person Mode Controls

D-Pad: Move crosshairs to aim

Start: Pause the game; resume when paused

B: Fire weapon

Running Mode Controls

D-Pad: Move character

Start: Pause the game; resume when paused

A: Use special attack

B: Shoot with weapon to the right side of the screen

C: Jump

2.2. Basics [0202]

o-----o
| Options |
o-----o

Game Difficulty: How challenging you want your game to be: choose from EASY, NORMAL or HARD.

Energy Level: This will adjust how much energy your attacks will exert (both regular and Special attacks), as well as how much is replenished by picking up Energy replenishment pickups (and how common they are found in the game). Like the Game Difficulty, this is chosen from EASY, NORMAL or HARD.

Rapid Fire: When this is ON, you can hold down the Attack button to repeatedly fire shots without stopping in both the First-Person and Running modes. When OFF, you'll have to keep repeatedly tapping the button.

Control Pad: This lets you change the configuration of the three main buttons on the Genesis controller, from:

A	SPECIAL	A	SPECIAL	A	ATTACK
B	ATTACK	B	ROLL	B	ROLL
C	ROLL	C	ATTACK	C	SPECIAL
A	ATTACK	A	ROLL	A	ROLL
B	SPECIAL	B	ATTACK	B	SPECIAL
C	ROLL	C	SPECIAL	C	ATTACK

o-----o
| Modes |

Although this is in general a beat-'em-up game, there are three distinct modes that this game takes. I will give a brief overview of each of them:

Regular Mode: This is the most common mode of play, and the first of the three modes you get to experience playing. You simply use the D-Pad to move about, and attack enemies with your weapons. Once you clear the screen of all enemies, a sign saying "Go" appears in the top right corner of the screen, and so from there advance right to progress through the level.

First-Person Mode: In this mode, you assume the first-person view of the character you are playing when you enter a certain location at the end part of a level, and the objective is not only to shoot up all enemies in sight, but also smash open everything in the scenery as a means of finding Life and Energy pickups, which you then shoot in order to drag down to your character's status bar in order to replenish said meter.

Running Mode: The least common, but perhaps most fun, mode sees your character running non-stop in chase of something, be it a horde of aliens or their mother ship. You can move up or down using the Up/Down buttons on the D-Pad, but also edge forward or back with the Left and Right buttons. You can also jump over any objects that may present a hazard with the use of the Jump button, and of course, shoot to the right of the screen with the Attack button.

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3. WALKTHROUGH [0300]

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NOTE: This walkthrough was written based on the Easy difficulty setting.

3.1. Mission 1 - "Save the people" [0301]

The first thing that happens as soon as you come on-screen is that you'll see two guys approach you, and they will instantly transform into Fattos. So, first off, use your normal attacks to dispose of them. When defeated, they become fly-like creatures, and with one hit of your weapon, they are killed and turn into Energy pickups that'll help boost your Energy meter. Next, go up and right to defeat the Snail aliens hiding underneath the barrels.

After being told to "Go", head right and defeat three Creepers; one on-screen and two more that leap into the area from behind the cargo train in the background. Once you have beaten them all, advance further on to fight a fourth Creeper, followed by two pink Fattos.

When you have defeated all of these foes, walk on right a little further to see the woman and child (noted from the mission introduction sequence) screaming "Help" in that delightful 16-bit manner, sandwiched by 2 Creepers. Don't worry, they aren't harmed by your attacks as you go about taking care of the Creepers. Go right just a little more and two pink Fattos appear. Once you have defeated

them, go through the opening above and into the warehouse to enter first-person shooter mode.

There are no specific strategies for this mode; just shoot all the enemies and take them all out, and secondly, smash all the crates and backdrops to uncover hidden Life and Energy pickups to replenish the meters. If you have Rapid Fire enabled, make use of it, just don't be shooting when there is nothing around to destroy otherwise you'll waste precious energy. Once done, you'll move onto the next level.

3.2. Mission 2 - "Expel the aliens"

[0302]

Defeat the first three Creepers and advance on. Three more Creepers, this time of a pink variety, will appear, however they are not much stronger than the last trio, so just keep attacking as normal until they're gone. Next, defeat a pink Fatto followed by a brown Fatto. Advance a little more and two Creepers come out of a house in the background. Deal with these guys first, then two Snail aliens dwelling in the nearby mailbox and trashcan. Once you defeat them, a third snail from underneath the other trashcan comes up to attack, accompanied by the Creeper that was gnawing on the top corner of the house in the background. Attack and defeat them also.

After doing go and being told "Go", head right a little further, then defeat three pink Creepers that appear. Next, you are confronted all at once by two pink Fattos and three Creepers. If this seems a bit too much, then you can call on your special attack to wipe them all out straight away, but if you're a bit skilled and confident in taking care of them with your regular attack, just plug away until you defeat them all. Once you have beaten these enemies, you have your first boss encounter, against the green Neuro enemy.

o-----o
| - BOSS: Neuro - |
o-----o
| Strategy: A very large, crawling alien with some sort of old witch hag- |
| ----- looking face. It crawls slowly towards you, wherever you are on |
| the screen, alternatively shooting lightning out in front of it, |
| then behind it, then in front, and so on. This means that if you |
| do get in position to start attacking it, you won't have much |
| time to do so, because if you get hit by the lightning, you'll be |
| thrown back. I find going behind is the better option, as the |
| creature also sometimes shoots projectiles head-on at you if you |
| get in front. Maybe using a special attack or two would be ok, |
| but just keep an eye on that energy meter. When in position, |
| attack as much as you can quickly, before moving up or down to |
| avoid being struck by its lightning attacks, then just get back |
| in position and keep attacking. Don't let it corner you either; |
| if there's a danger of that happening, move into a more open |
| space. Keep attacking and eventually it is beaten. |
o-----o

After you have beaten this boss, kill the flies for Energy, then advance to the next part of the level, which is in Running Mode!

Here, shoot down a few Spider Creepers before making the leap of faith over the missing part of the bridge. You'll encounter a Flying Fatto; beware of its gas

breath attack when you're shooting - if it looks to hit you, press the Jump button to get over it or move up or down. Next, shoot down a few more flying Fattos and a whole load more Spider Creepers, then you'll move onto the next mission.

3.3. Mission 3 - "Alien's nest"

[0303]

The scene opens with you taking on three pink Flyguys, so dispose of them first off. After doing so and moving on, one of the mailboxes (a Snail) rises up to fight you, as does one of the Creepers hanging from the lampposts. Fight them, and while doing so, another Snail and Creeper will join in. Once you have defeated them all, advance right when told to do so, then three pink Creepers will enter from either side in a pincer attack - take out the single Creeper first, then you can face the other two head-on at the same time. A Snail (inside a nearby bin) appears to attack, so fight that as well.

Head on a little further to reach your destination - the convenience store (with the large "HELP!" speech arrow beside the door). As you get near, two pink Creepers will bust out of the wall nearby, so fight them. After doing so, two pink Flyguys will appear from either side. Fight and destroy them also. After you have defeated those two pink Flyguys, four blue Flyguys (considerably tougher than their pink counterparts) appear, and this may be a good time to call on a special attack, if you have enough energy in the meter.

Once you have beaten these enemies you'll enter the convenience store to enter First-Person mode. As usual, shoot up everything in sight; stacked grociers, sale signs, tills and, of course, enemies. Keep one eye near the bottom of the screen for when Creepers appear; they are quick, and also shoot egg-shaped bombs as a means of attack - shoot those if they do. Shoot any pickups you see to collect them, and worry not about the innocent civilians in the background - they are somehow immune to your weapon's power. You'll then notice a Giant Creeper just walking around from side to side in the background; this guy doesn't attack, so just happily focus your shooting on him until he is gone, and you'll then beat this level.

3.4. Mission 4 - "Duel in broad daylight"

[0304]

Defeat the two pink Fattos, then when "Go" appears, go right to confront two brown Fattos to fight as well. Once you have beaten them, two Snails (disguised as trash cans, near the top of the road) appear to fight you, so kill them. A little further on afterwards you'll reach a pharmacy, where three pink Creepers will appear to attack. Use your weapon to kill all three, then you'll come face-to-face with a bronze-coloured Creeper. It's not so much stronger than its other coloured counterparts, but surprisingly quicker, so don't let it catch you out with its leap attack and defeat it.

After beating this bronze Creeper, three normal green Creepers leap out of the manhole to attack, so beat them. After doing so and advancing on, kill three pink Creepers that appear. When you have defeated them, three pink Fattos and a Snail will all attack at once, and you may be overwhelmed by their attacking power so it might be an idea to use a special attack. When they are defeated, another Snail and two brown Fattos appear to attack. These enemies are surprisingly quick, so if you have enough energy, just use another special attack to kill them all at once.

Once this is done, you'll enter the electronics store for the First-Person shooter mode part of this level. By now you should have the gist of what to do here and there's not really anything new I need to tell you, so I'll leave you to it here. The only noteworthy thing is that there are two Giant Creepers to defeat here, but that won't be any more of a problem. After beating the second one, it's onto Level 5.

3.5. Mission 5 - "Save the laboratory"

[0305]

As you walk right, two civilians appear on-screen running towards you, and they suddenly change into a Creeper and pink Fatto! Use your regular attacks to kill them, then go right and past the laser gun on the ceiling when it isn't shooting (rolling helps you get past quicker). Two brown Fattos appear to attack here, so finish them off. As you go right, two Creepers will drop down from the ceiling, and three more come out of the door to attack you all at once! However, they're not all very strong so you should be able to finish them all off relatively quickly and easily.

The "Go" sign will then appear, so advance right and take care of a Creeper, accompanied by two pink Fattos. Once you have defeated them, advance right and past another laser shooter, again when it isn't shooting. Being careful not to venture underneath the laser gun, fight off two brown Fattos, and you'll go into the actual lab to enter First-Person shooter mode. You know what to do here; smash everything up, get all pickups, beat all normal enemies and a couple of Giant Creepers and you win this level.

3.6. Mission 6 - "Night crawler"

[0306]

You start off with fighting two green Creepers, but while doing so, two guys run into the area, and they also become Creepers. Using your regular attack, kill all of them. Next, as you advance further on, a pink fly-human mutant appears. Attack it once to make it become a fly, then attack the fly for an Energy pickup. Two brown Fattos then appear, so quickly attack and defeat them. When "Go" appears and you go right, four green Creepers burst out of the automobile shop window. Attack as normal to kill all of them.

Next, as you go right, you'll notice three odd-looking plants (known as Divitnar Plants). These things can't actually be killed; but if you attack one it'll collapse for a few seconds, allowing you to walk past. Be careful not to walk too close to one of these things either, as they shoot gas that'll harm your character and knock them back. You'll have to contend with these, as well as four Flyguys that appear, and if the need calls, use a special attack. When the Flyguys are beaten, three green Creepers appear, so defeat them, followed by two brown Fattos, then three blue Flyguys.

When "Go" appears, advance right and it's time for a boss battle - a pink Neuro.

o-----o
| - BOSS: Neuro - |
o-----o
| Strategy: A very large, crawling alien with some sort of old witch hag- |

| ----- looking face. It crawls slowly towards you, wherever you are on |
| the screen, alternatively shooting lightning out in front of it, |
| then behind it, then in front, and so on. This means that if you |
| do get in position to start attacking it, you won't have much |
| time to do so, because if you get hit by the lightning, you'll be |
| thrown back. I find going behind is the better option, as the |
| creature also sometimes shoots projectiles head-on at you if you |
| get in front. Maybe using a special attack or two would be ok, |
| but just keep an eye on that energy meter. When in position, |
| attack as much as you can quickly, before moving up or down to |
| avoid being struck by its lightning attacks, then just get back |
| in position and keep attacking. Don't let it corner you either; |
| if there's a danger of that happening, move into a more open |
| space. Keep attacking and eventually it is beaten. |

o-----o

However, when you defeat Neuro you're not done there - a second boss, the
Eyecone, appears - and in my opinion this is the hardest boss in the whole
game!

o-----o

| - BOSS: Eyecone - |

o-----o

| Strategy: If you are able to reserve a good bit of energy from the |
| ----- preceding battle with the pink Neuro (about a third, say), use a |
| special attack or two to soften this boss up, but leave some to |
| use your regular weapon attacks, too. What is so tricky about |
| this boss is that it has cannons surrounding its body that shoot |
| flames out from all directions, so it's no good getting into one |
| position and constantly attacking; you'll have to keep on the |
| move to avoid getting hit. I have noticed you can just about |
| attack and harm the enemy from just outside its attack range |
| and you could get a couple of shots in. It'll always home in on |
| you, so move to a more open space when you start to get cornered. |
| Other than that, just keep attacking away and eventually, you |
| will get the win. |

o-----o

When you beat this boss, it'll shrink and die, leaving behind six pink flies.
Attack them all to get some Energy pickups, and you'll then go into a Running
mode part of the level as you chase the UFO off-screen.

From the off, shoot down three pink Spider Creepers and a couple of Flying
Fattos, as well as three brown Flyguys. Defeat a couple more Flying Fattos,
then after leaping the bridge, the UFO will come into appearance yet again.
Watch out for the bombs that start to drop out of it and roll towards you; you
can shoot them, jump over them, or move up/down to get out of their path (the
latter I find to be the ideal option). After you fight away a couple more
regular enemies, the UFO starts to drop down and you can start shooting away at
it. It blinks as you hit it, and parts will start to break off the more you
damage it. Eventually, the spacecraft will explode and the level is finished.

This level starts with you fighting three Snails disguised as flowers, so beat them all first. Advance further onwards, and then fight four pink Fattos (if you can, try to conserve your energy and only use a special attack if in dire need). After you defeat all them, you're now confronted by three brown Fattos and two pink Creepers! Again, try to conserve energy and if you can, use rolling/jumping attacks too, so as not to get surrounded too quickly.

As you advance on, four green Creepers leap out from the bushes in the background, so deal with all of them. After you beat them and move on, fight two quick bronze Creepers and a Snail. When told "Go", head right and three Flyguys appear. You may want to call on a special attack here, so do so if you find fighting them a bit difficult. Next, the other two Snails and three pink Fattos join the fray, so finish them off too. The very second you defeat the last one, head up to the entrance of the UFO and go inside; several enemies will scatter out from the door, but if you're quick enough to get inside you won't have to fight them!

When you are in First-Person shooter mode, you know the drill. After defeating the second Giant Creeper, you'll exit the ship, thinking that it's all over, however you are swallowed by a large alien and taken high up into space!

3.8. Mission 8 - "Final battle"

[0308]

Defeat three sets of Fatto triplets (try to save as much energy as you can for the upcoming final boss battle), followed by a Fatto quartet. You'll now approach two openings, both marked with "IN". Enter the one on the right.

In the next room, fight and defeat three Kangeeooos, followed by another four, then another four. After this, four blue Flyguys appear, so defeat them also. Approach the three openings, and enter the middle one.

In the next room, kill the Craynott Plant for an Energy pickup, and also defeat the pink Kangeeooos. After taking out the first set, another five pink Kangeeooos appear for you to deal with, followed by another four, then another six! It may suffice here to use a special attack if you don't want to lose a huge amount of life, so after defeating these six Kangeeooos you'll get to another set of three openings. Again, take the middle one.

In the next room, defeat the Kangeeooos, and also the Craynott Plants that leave behind Life pickups when you kill the flies. After a second set of Kangeeooos come five more, then you'll get to three more openings to choose from. Again, take the middle one, and this brings you to the Master Brain room.

o-----o
| - BOSS: Master Brain - |
o-----o
| Strategy: The actual Master Brain itself isn't so hard as it does not |
| ----- actually attack, however it can send out several enemies of |
| pretty much every variety. As you would in any shooter battle, |
| defeat all these enemies first, then when there's nothing left, |
| just focus your attacks solely on the Master Brain. After it |
| changes colours a few times it'll finally blow up, and you win! |
o-----o

After winning, the Master Brain is defeated and you have beaten the game. I

won't spoil the ending.

Congratulations upon completing Alien Storm!

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4. THE DUEL

[0400]

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This mode is accessible on the main menu screen when you have just one controller plugged into your Sega Genesis.

In this mode, you fight various enemies, round by round. You have only one life, a full Life meter, and a small amount of energy (enough to use your weapon, but not for a special attack). However, as you progress the battles will get tougher, as well as having more enemies to contend with, so it's best to conserve as much energy as possible in the earlier rounds.

The enemies you fight in each round are as follows:

- Battle 1: Green Creeper (x2)
- Battle 2: Pink Fatto
- Battle 3: Pink Flyguy (x2)
- Battle 4: Pink Creeper (x3)
- Battle 5: Blue Flyguy (x2) & Green Creeper (x2)
- Battle 6: Brown Fatto (x3)
- Battle 7: Green Kangeeoo (x3)
- Battle 8: Pink Creeper (x2) & Pink Kangeeoo (x2)
- Battle 9: Bronze Creeper (x3) & Brown Fatto (x2)

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5. 1P VS 2P

[0500]

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This mode is accessible on the main menu screen when you have two controllers plugged into both ports of your Sega Genesis.

If the title hasn't already given it away, this mode is just a little extra something to add to that 2-Player fun; Player 1 faces off against Player 2. The rules are simple: in a best-of-three fighting contest, both players select a character, with a full Life bar and a small amount of energy (enough to use their weapons, but not for a special attack).

Each player has two blocks underneath their name, which look like so:

P L A Y E R 1	P L A Y E R 2
+-----+	+-----+
+---+---+	+---+---+
+---+---+	+---+---+
+-----+	+-----+

When a player wins, one of these blocks will light up. The first to have both lights lit up (i.e. wins 2 rounds), wins the game, and that's all there is to it!

=====
Craynott Plant: Seen only in the final level of the game; their only means of defence is a gas attack. Attack and beat them and they'll become flies, which, when defeated, leave handy Life and Energy pickups.

Creepers: Aliens with arms and legs. They scratch and also use some sort of vomiting attack. They are, however, quite weak and are usually defeated with a couple of shots.

Deathset: A worm-like enemy seen in First-Person levels that attack in the form of a conker-like spiked ball. Quickly shoot them down as you see them to avoid getting hurt.

Divitnar Plant: Seen in Level 6, these are strange, long-necked plants that sway from side to side. They defend themselves with a gas attack if you get too close. You cannot kill these enemies, only knock them down for a few seconds if you use a regular attack on them.

Fatto: Large, fat aliens with big eyes and wide open mouths, perhaps the most common you'll run into in the game. They come mostly in chocolate-brown and pink colours, and are reasonably strong, so when you knock them down, keep attacking until they're beaten, but watch your back while you do so in case they attack in numbers! If one swallows you, repeatedly hit the attack button to get out of its mouth before you lose a serious amount of energy.

Flyguy: A large, flying creature with massive arms. They have unusual movement patterns and two rather nasty attacks; spit and a carry-up-and-drop move. They appear in red and blue varieties, and usually in groups. If the going gets tough and a large number appear, it would be perhaps best to wipe them out quickly with a special attack.

Flying Fatto: Just a Fatto with wings, seen in Running Mode and First-Person levels. A shot or two should do it.

Giant Creeper: A giant version of a Creeper, obviously, that appears in the background of most First-Person shooter levels. They just wander about from left to right without actually attacking, so just shoot away until they are beaten.

Kangeeoo: Seen only in Level 8, these enemies don't take much to beat, but they have lots of annoying attacks, including fireballs, shooting their alien babies at you, and kicking.

Snail: An alien that uses an ordinary-looking backdrop (such as a barrel, mailbox or trashcan) as a dwelling place that it sits underneath, hence the name. Slow and weak; easy to defeat.

Spider Creeper: A Creeper with spider legs, seen in Running Mode levels.

UFO: Seen at the end of Level 6 in Running Mode. It does not actually attack,

but drops bombs to try and knock you down while you chase it. Keep shooting away to break parts off, and eventually defeat the enemy altogether.

7. BOSSES

[0700]

- Neuro -

Location: Mission 2, Mission 6

Strategy: A very large, crawling alien with some sort of old witch hag-looking face. It crawls slowly towards you, wherever you are on the screen, alternatively shooting lightning out in front of it, then behind it, then in front, and so on. This means that if you do get in position to start attacking it, you won't have much time to do so, because if you get hit by the lightning, you'll be thrown back. I find going behind is the better option, as the creature also sometimes shoots projectiles head-on at you if you get in front. Maybe using a special attack or two would be ok, but just keep an eye on that energy meter. When in position, attack as much as you can quickly, before moving up or down to avoid being struck by its lightning attacks, then just get back in position and keep attacking. Don't let it corner you either; if there's a danger of that happening, move into a more open space. Keep attacking and eventually it is beaten.

- Eyecone -

Location: Mission 6

Strategy: If you are able to reserve a good bit of energy from the preceding battle with the pink Neuro (about a third, say), use a special attack or two to soften this boss up, but leave some to use your regular weapon attacks, too. What is so tricky about this boss is that it has cannons surrounding its body that shoot flames out from all directions, so it's no good getting into one position and constantly attacking; you'll have to keep on the move to avoid getting hit. I have noticed you can just about attack and harm the enemy from just outside its attack range and you could get a couple of shots in. It'll always home in on you, so move to a more open space when you start to get cornered. Other than that, just keep attacking away and eventually, you will get the win.

- BOSS: Master Brain -

Location: Mission 8
Strategy: The actual Master Brain itself isn't so hard as it does not
----- actually attack, however it can send out several enemies of
pretty much every variety. As you would in any shooter battle,
defeat all these enemies first, then when there's nothing left,
just focus your attacks solely on the Master Brain. After it
changes colours a few times it'll finally blow up, and you win!
o-----o

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8. ITEMS [0800]
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Energy: An orange-coloured can with a large, red "E" on the front. Picking up one of these will give your energy meter a short boost, which in turn allows you to attack with your weapon, or for a little more expenditure, perform a special attack.

Life: A first-aid kit box. When collected, if your Life meter is depleted, it will be partially replenished (meaning if you are at full health it will serve no other purpose).

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ii. Credits
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Mysterious_Bob

* Whose Mode/Enemy FAQ for this game on GameFAQs I used to obtain the names of the Enemies and Bosses used in this FAQ.

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iii. Legal Disclaimer/Contacting Me
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For questions, suggestions, comments or useful information pertaining to this file or any of my other video game-related literature, please email me at the address: [rjhgamefaqs\[at\]gmail.com](mailto:rjhgamefaqs[at]gmail.com). Please make sure that what you are contacting me regarding is not already contained within this FAQ. Please make sure to read the FAQ thoroughly to make sure any questions haven't already been answered. For quick navigation, press Ctrl + F on your keyboard and type in a keyword, this may help. Any useful information sent to me will be included in a future update, with full credit given.

Thank you for reading my FAQ, and please feel free to read any of my other video game-related literature, which can be found at:

<http://www.gamefaqs.com/users/RJHarrison>

This file is dedicated to the memory of four late GameFAQs users, each of whom passed away well before their time. Chris MacDonald (d. May 17, 2004), Elliot Long (d. August 27, 2004), Mitchell Lee Stuekerjuergen (d. January 4, 2006), and Steve McFadden (d. June 28, 2011). The latter was one of my closest and dearest friends whom I had met through GameFAQs, and was one of the most well-known and prolific contributors to the site. Steve was an inspiration to myself to take up video game writing and always took the time to speak to me online about gaming or other interests, as well as comment on my writing. Rest in

Peace guys, you will all be dearly missed.

<http://www.gamefaqs.com/users/!Kao+Megura>

<http://www.gamefaqs.com/users/!Ny0Cloud>

http://www.gamefaqs.com/users/kuja105_reborn

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