

Alisia Dragoon FAQ/Walkthrough

by ninjasrok

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Alisia Dragoon
General FAQ for Hard Mode
Version 2.5
Last Updated: 10/19/06

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INTRODUCTION

This is a general FAQ with walkthrough for the game, Alisia Dragoon, on the Sega Genesis system. The guide will be covering the game when played at the hardest difficulty setting, which is a little different than the normal setting. You can still use this guide to complete the game on normal, though. Alisia Dragoon is a game released by Game Arts that features an anime girl as the protagonist, much like El Viento and Valis. This game is quite unique in a way that you can't just keep attacking all the time. You have an attack meter and when it runs out, you can't attack anymore. You'll have to rest and wait a while for it to recharge before you can attack again. If you have any questions, comments, or would like to contribute anything, just email me or post on the board. You will be credited for your contributions.

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Go to http://youtube.com/profile_videos?user=ninjasrok
for some strategy videos on this game and other games.

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VERSION HISTORY

9/1/06 Version 1.0
- first version, more info to be added soon.

9/7/06 Version 1.5
- walkthrough for Levels 3 and 4 completed.
- added strategies for third and fourth bosses.
- more enemies added to enemies section.
- added credits section.
- fixed grammatical errors.

Like in many games, you'll usually fight a boss at the end of the level. There are nine bosses in this game, one for each of the first seven levels and two for the last. Early bosses are usually easy and get harder in later levels.

Go here http://youtube.com/profile_videos?user=ninjasrok to see some strategy videos on beating the bosses.

-Level 1: Dagger-Throwing Ninjas-

You'll fight two enemies that kind of look like ninjas who throw daggers at you. They are much easier to defeat than you might think. All you have to do is align the firefly so he's hovering right on them and they'll die instantly. Do this by standing close to one of them and turning your back to him. The firefly will now be hovering right on him; keep him there for like two seconds and the ninja will die instantly. Do the same to the other one. That's all there is to it; there is no need to attack as the firefly does all the work for you. So, in a way you've just defeated the boss without doing anything; it's that simple. This is why you should have the firefly leveled up first or at least before you reach the first boss. You especially want to use this strategy if you're doing a time attack.

Difficulty: 1/10

-Level 2: Sea Monster-

This boss is one big joke; do not let his size fool you. Use the same strategy you used on the previous boss to defeat him. Align the firefly to hover over his mouth by standing about three steps away from him with your back turned to him. He'll be killed instantly, just like the two ninja bosses and you won't have to worry about having to avoid his charge attack. Another time attack strategy and another reason why you should level up the firefly as soon as possible.

Difficulty: 2/10

-Level 3: Alien Slugs-

No, it's not a quick and easy kill this time, at least not for two of the slugs. You fight three slug-like creatures that shoot several spreading projectiles at you. There will also be weird obstacles shooting projectiles and plasma balls that slowly move towards you. The boss isn't really hard; you just need to kill the top two slugs as quickly as possible. The slugs don't have much stamina, so it shouldn't take long to kill them. Have the raven out at full power and get to the top most ledge so you're between two slugs. Face to the right and align the raven so he hovers on the spot where the left slug would appear. After the raven does his attack, get the firefly out and keep low jumping while zapping the slug at the right. As you attack the right slug, the firefly will touch the left one as you jump. The left slug will die instantly after two or three touches. The firefly won't be able to help you with the other two since he can't reach them. Finish off the right slug with the dragon's fireballs and by zapping him from a crouched position. The dragon seems to be a little dumb here and will sometimes attack the wrong thing, but the slug shouldn't be much of a problem since his spreading projectiles can be avoided by crouching. Move close to the edge where the left slug was; you should see the third slug at the bottom on the left. Get out the lizard for a while and let him help you attack it and other obstacles while the raven's attack meter is still slowly recharging. Then, get the raven out to do his attack to help you. The boss should be defeated by now, but incase it's not, just keep attacking and switching between the lizard and raven. You can also try killing the third slug faster by getting on the middle ledge and having the dragon spit fireballs at it as you zap it. It's best to stick to the other method, though, since it's safer and you never really know if the dragon will attack the correct target here.

Difficulty: 3/10

-Level 4: Dragon-

Not your animal friend, but another dragon. This boss can be quite hard. There is a way to kill him instantly before he even attacks, but the strategy is very tricky and requires a lot of precision. First, you must get to him quickly with

your max power item still active. If you didn't get hit along the way, you will have about five seconds left before it wears off. With the lizard out, get on the right side of the ledge and face left. When the dragon comes down, move left a little to avoid getting hit, then quickly turn around and roll zap his head once. Take out your dragon friend and have him spit fireballs while you roll zap the dragon boss like crazy. If you're lucky enough, he'll be killed instantly without ever having attacked you. On Normal mode, it's actually quite easy to kill the boss this way. On Hard, he has a little more stamina making him harder to kill. If you weren't lucky enough or didn't make it on time, then just use a similar strategy only this time you'll have to do continuous weak zaps on him while your dragon friend spits fireballs. When the dragon boss flies away, get on the left side of the ledge and face right in a crouched position. When he flies by, do a quick zap and jump over him. Now, he'll come down and throw some fireballs high and low. Stay on the left side facing right and when he comes down, zap him continuously while your dragon friend spits fireballs at him. Jump over his low fireballs and crouch his high fireballs. He'll now move towards you a little and back to throw the fireballs that split up and spread. Move away as he comes towards you and move towards zapping him when he backs away. Get your dragon friend to hit him with at least one fireball as he moves back. Now, get the raven out and when he does his attack, the boss should be killed by now. If still not, you'll have to avoid his downwards charge attack. The charge is not too hard to avoid. Move towards him for a while, then jump away. You can try to get the firefly to touch the dragon's head as he comes down. He'll charge four times and the pattern repeats.

Difficulty: 5/10

-Level 5: Tank-

This boss fight isn't really as hard as it seems and it's actually quite easy to beat without getting hit. Stand on the left side, under the middle platform with the raven out. When the tank comes and shoots down at you, quickly jump up the platform and wait just a split second for the raven to attack. The raven doesn't always attack on time, so don't wait too long. If he didn't attack on time, it's really no problem. Now, switch to the firefly and jump over the tank, trying to get the firefly to land on the brown thing that looks like a brain on the back of the tank. Face towards the brain, take the dragon out, and move towards it continuously zapping it as the dragon spits fireballs at it. Jump up a little if you need to align the dragon to spit fireballs at the brain. The tank will now be coming towards you from the left and do the exact same thing. Use the same strategy only switch your directions. Stand on the right side, under the middle platform with either the lizard or raven out, depending whether or not the raven attacked last time. Use the lizard if the raven attacked last time, otherwise, try the raven again. Jump up the platform when the tank shoots down at you and wait a split second for the lizard or raven to attack. The lizard always attacks on time, since he's the smartest of the creatures. Switch to the firefly and the rest will be the same as before; just switch your directions. Move all the way to the left cave and face right. The tank will now approach you with its back facing you and throw smoke and bombs. These two attacks are much easier to avoid than you might think. With the dragon out, just wait all the way at the left for the tank to come to you. When it throws the second set of bombs, high jump over them towards the tank while at the same time zapping it. The high jump allows you to avoid both the bombs and all three smoke puffs. As soon as you land from the jump, quickly jump straight up and switch to the raven while in the air. As you land again, quickly jump away from the tank as the raven attacks. The tank will go back into the right cave and come back out with the pattern repeating. Repeat the entire strategy all over again; just remember when to use the lizard and raven. Use the lizard if the raven attacked last time, otherwise, try using the raven again. It may not be convenient having to keep switching between the animals, but hey, it works.

Difficulty: 4/10

-Level 6: Super Soldier-

This boss isn't really as hard as he might seem. He's a little harder than the Tank boss, but still quite easy. Defeating him also involves a lot of switching between the animals. Again, it may not be convenient, but it works. Walk halfway down the left slope. When the missile-like things in the background begin moving, walk back a little more than halfway up the slope to align yourself across from the boss. When he appears, take the dragon out and have him spit fireballs while you continuously zap him. When he brings out the rifles, get the dragon to help you destroy the top rifle with one spit of his fireballs. Quickly switch to the firefly and walk down and to the right at a medium pace, past the rifle. Since you walked at a medium pace, the gun shouldn't be aiming at you. Take the raven out to help you destroy the rifle and damage the boss some. Quickly head all the way back up the left slope after destroying the rifle and the pattern repeats. This time, though, be all the way at the top of the slope in the upper left with the lizard out. When the soldier appears, continuously zap him while the lizard also attacks him. Use the dragon to help you with the top rifle, walk down with the firefly, this time use the lizard to help you with the bottom rifle since the raven attacked last time, and repeat the strategy. Just remember when it's time to use either the lizard or the raven on the last part of the strategy. Use the lizard if the raven attacked last time, otherwise, use the raven.

Difficulty: 4/10

-Level 7: Wizard-

This is the hardest boss in the game. The trick to beating him is to use quick roll zaps on him. With the raven out, stand all the way on the left wall. When the wizard shoots, high jump towards him over the two projectiles coming at you. He'll now split up into four. Switch to the firefly and use a roll zap to kill the two clones on the left. Quickly jump all the way towards the left wall. Two projectiles will come at you; the first one will pass over you and you'll have to jump to avoid the second one. Stay by the left wall for a second, then move to the right at a medium pace. The wizard will reappear behind you and rise up. When he's still at the bottom and almost fully rematerialized, quickly turn and face towards him. Switch to the dragon and give him a quick roll zap while the dragon spits fireballs at him. Now, quickly switch back to the firefly and move to the right, away from him so it's easier to avoid the spreading projectiles. It may also help a little to crouch. The boss splits up again and the pattern repeats. Repeat the strategy again. The third time you repeat the strategy, use the raven when the boss is about to be rematerialized. When the boss is still at the bottom and almost fully rematerialized, switch to the raven. This time roll zap him while still walking away at a medium pace. After the raven attacks, take out the firefly and continue moving away to avoid the spreading projectiles. The pattern is the same afterwards. All you have to remember is when to use either the dragon or raven. Use the dragon twice, then use the raven, and repeat.

Difficulty: 10/10

-Level 8: Another Wizard-

You fight another wizard after the previous boss battle. This wizard is easier than the previous one you fought. When the fight begins, the wizard will be on the left floating in the air. Jump up to align yourself across from him and take the dragon out while in the air so he spits fireballs at the wizard. The wizard then moves to the right and comes down. He'll throw either two or three waves at you; he usually throws two. To avoid the waves, you want to low jump over them. If you jump too high, Alisia will take long to recover after landing and may not recover in time to jump over the next wave. Continuously zap the wizard as the dragon spits fireballs and you low jump the waves at the same time. He'll move back to the left and do the same thing, so you use the same strategy only switch your directions. He'll move to the right again and do the same thing. This time when he rises up after throwing the waves, he'll throw the homing fireball. You should switch to no animal and move away to the left, close to the pillar. High jump over the flame when it gets close to you and walk back left under it. High

Don't worry about enemies behind you; just keep rushing right past the two sets of steps and zapping any enemies that appear in front of you. You'll come to a healing and life up item for Alisia. Go back and climb up the two sets of steps. Go all the way left to get a powerup for Alisia. Enemies will be coming at you from both sides, so zap them fast. Go all the way back to the steps and head to the right past the third set of steps. Swarms of flies will come at you, so be ready to zap them. Continue heading to the right past a fourth set of steps. Be careful with spear guards that will appear out of nowhere. Keep going all the way right, jumping across gaps to get to an animal powerup. Level up the dragon and he'll now be at max power and max health. Go all the way back and head down the fourth set of steps. Carefully walk left to some more steps watching out for mummies and spear guards. The ledge across the steps has a wall you can destroy with a rolling zap to get a life item for Alisia; be careful with the mummy that appears above. Get the life item if you need it, otherwise, head down the steps and go right. Be careful with more spear guards appearing and continue going all the way right to get an animal powerup and life items. Level up the raven next; quickly go up against the wall and face left to avoid the stones dropped by the mummies above. Now, go all the way back to the steps and go all the way right to get to the boss. More spear guards and mummies will appear, so you may want to move slowly and have your attack meter full to roll zap them.

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|Level 2: Swamp|
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This level is shorter with only one scene and is the only level with a sub-boss. Alisia will automatically walk forward and jump off a ledge, landing below on a platform. If this was Normal mode, there'd be an invincibility item to the left of the platform. Hard mode does not have it, so you'll have to go on without it. Carefully move forward jumping over the piranha plants and be ready to roll zap the ninja girls that jump out of the water. Keep moving right, upwards to a hill and walk off the ledge. Get the life item under the ledge if you need it or save it until you've beaten the sub-boss. Go to the right to fight the sub-boss that is an eel that jumps out of the water. The eel shouldn't be a problem, but if you're having trouble avoiding him, you can stand close to him as he's about to emerge. He'll usually jump over you. Continuously zap him when he's out of the water. You can use the raven and lizard to help you defeat him, but it's best not to because they might get hit. The dragon and firefly probably won't be too helpful here since it's hard to get them to aim at the eel. After killing the eel, a capsule with a platform item appears on the middle platform. Use it to reach the high ledge at the right. Get the animal life item under the ledge if you need it before going up. At the top will be a life item for Alisia and also another for the animals. On Normal mode there would also be a continue doll high above the life items, but not on Hard. Go to the right and be ready to roll zap flies and ninja girls. Carefully continue right jumping over piranha plants and roll zapping more ninja girls and flies. There will be an animal powerup on the dry land to the right past some flies. Level up the raven and his stats will now be maxed out. Proceed right and ready to roll zap platform ninjas. After killing the third one, quickly get on his platform to be taken to a powerup for Alisia high above. If you miss the jump, go left a little then back and the ninja will respawn so you can try again. Continue to the right, walking off the ledge, and ready to roll zap frogs. Get the life item under the ledge and walk all the way right. Frogs will be leaping at you from both sides, so use the firefly to take care of the ones behind and just attack the ones in front. Get the life up item all the way at the right and Alisia's health meter will now be maxed out. Now, head all the way left, back up to the ledge. Go all the way right to get to the boss. Use the raven and rolling zaps to kill the platform ninjas.

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|Level 3: Spaceship|
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This level is even shorter than the previous one. In this level, you climb your way to the top. The first part can seem a little tough to get through, but it's actually quite easy. As soon as the screen stops scrolling and you can control Alisia, quickly get out the raven and continuously zap the cannon at the bottom while crouched. You'll destroy it quickly with the help of the raven's attack. While still crouched, turn around and zap the other one. Wait for your attack meter to fill up and for the raven's to get two bars away from being full. Rush to the right and jump over the first cannon you see and do a roll zap. The raven should also attack at about the same time destroying all or most of the cannons in the set; finish off the remaining cannons if any by continuous zapping. Move forward and stop when two flies appear. Kill them and wait for your attack meter to fill up and for the raven's to be almost full. Jump to the ledge above and use the same strategy to destroy the last set of cannons and a platform ninja. Head to the left to find healing items for Alisia and an animal powerup all the way to the left. Level up the lizard and go all the way back to the right where the platform ninja was. Jump to the higher ledge and get some more healing items for Alisia and the animals in the mouth area of the spaceship. Above the mouth area is an animal powerup; get to it by going up the slope. Level up the lizard and now all animals' stats will be maxed out. A little above the animal powerup is a max power item. Get it and quickly rush to the left. Flies and aliens will be coming at you from both sides. Use the lizard and rolling zaps to kill them. Keep going left until you reach several ledges that look somewhat like missles. There will be three aliens that come down to you as you jump on them. Stay on the right of the ledges as much as possible and jump and quickly roll zap the aliens as the max power item is about to wear off. After killing them, go to the bottom of the ledges and all the way to the left to get a continue doll and life item for Alisia. A little more than halfway up the ledges and towards the left are an animal life item and Alisia powerup. Get to the top of the ledges and go right by killing the platform ninjas and jumping on their platforms. Use rolling zaps and the dragon to help you kill the ninjas. Continue to the right, past a ledge and two more platform ninjas to get to the boss.

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|Level 4: Mountain|
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Other than the last level, this is the shortest level in the game. Alisia will automatically walk and jump off the spaceship from the previous level, landing on a ledge below. To the left, off the ledge are animal life items and a giant worm. Since you and the animals are at full health, don't bother getting them. Get the lizard out and use him to help you get through the entire level. Move to the right and ready to roll zap groundhogs jumping out of the ground. Wait for both you and the lizard's attack meters to fill up and jump off the ledge as far right as possible. Quickly get below the next ledge and face left to avoid the giant worm. Now, here's the tricky and most important part; kill it with a roll zap and a blue fairy (max power item) appears. Before the blue fairy gives you max power, quickly go up the ledge as fast as you can. You'll probably be near the bottom of the slope area when the fairy gives it to you. As soon as you have max power, rush to the boss without taking no more than one hit. Continue going up the slope and ready to roll zap a groundhog about halfway up. At the top of the slope, jump to the ledge right across while roll zapping the pterodactyls. Jump to the ledge on the left and roll zap groundhogs. Jump to the slope on the left and roll zapping more groundhogs. All the way to the left, off the slope is a continue doll high in the air that you can get by jumping off as far left as possible and roll zapping the floating capsule. Don't worry about this item now;

you can get it after killing the boss. Right now, quickly continue to the right of the slope to the boss. You want to get to the boss as fast as possible before the max power item runs out. Getting hit slows you down, so try not to get hit. It helps to know where the enemies appear to be ready for them. After killing the boss, you can go back to the left to get the continue doll. Otherwise, jump right and head up the slope to finish the level. Use rolling zaps to destroy the falling rocks. If you get the continue doll or miss the jump, you'll have to go all the way back up to the area.

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|Level 5: Cave|
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-Scene 1-

This level is hard. As soon as you are able to control Alisia, get the raven out and get on top of the first mound. Jump up and quickly do a roll zap while the raven also helps you kill the bats and destroy the stalactites. Switch to the lizard, get on the second mound, and roll zap a few more bats and stalactites. Move forward carefully as stalactites will fall along the way. Since the lizard throws boomerangs at stalactites to warn you of danger, stick with him for now. Continue forward and jump over the gap to get some items. Destroy the wall with a roll zap to get to a secret area with life ups to recover any health lost. In the middle of the secret passage, while still inside the wall, jump up towards the left and go all the way left to get to another secret area with an Alisia powerup. There would also be a continue doll on Normal mode, but not on Hard. Go all the way back out and down the gap. All the way left would be a wall you can destroy to get to a secret area with more animal powerups and an invincibility item if it were Normal mode. Hard mode does not have the invincibility item and since you just got animal items a while ago, you shouldn't need any. So, avoid going there since you'll have to deal with a living rock. Now, this is where it gets hard, especially since you'll have to go without the invincibility. You'll be going through several green rocks and stalactites will fall. Move right at a medium pace, zapping the green rocks, while the lizard helps you and takes care of the stalactites. Stop when you come across the first living grey rock. Jump up to align yourself with it and while in the air, switch to the dragon so he attacks it. Now, take out the raven and roll zap the rock as the raven helps to kill it. Stick with the raven now and use him to help you with the grey rocks. Stay behind the steps of the slope and let the raven use his attack to kill the rock on the other side before proceeding. Go over the slope and move a little up another slope; be careful with a stalactite that will fall. Again, stay behind the slope as the raven uses his attack to kill the two jumping rocks. Jump left towards the gap above and an invisible capsule with a healing item appears. Wait for you and the raven's attack meters to fill up, then quickly go over the slope and down. Quickly roll zap as the raven does his attack. You'll probably destroy the two leftmost living rocks; use continuous zaps to finish the other one. Wait for you and the raven's attack meters to fill up, then rush forward to destroy one more rock. Get some healing items on the ledge at the right; be careful with the respirator guys. Switch back to the lizard and jump to the left ledge across and head up the slope. Respirator guys will throw triangular boomerangs and jump at you, so be ready to roll zap them. Head to the left carefully at the top of the slope as respirator guys will jump out of the ground. Jump over the gap and continue heading left carefully. Get a healing, powerup, and platform item at the very left. Now, head all the way back to the slope. The respirator guys will respawn and jump at you again, so move carefully. Go to the bottom of the slope and the fairies will appear to create an invisible platform. Use it to reach the ledge on the right. Wait for your attack meter to fill and walk towards the tiny gap. Three respirator guys will jump out of the ground on the other side; roll zap them and quickly head right and up to finish the scene.

-Scene 2-

This next scene is even harder than the previous one. Once you're in control of Alisia, switch to either the firefly or better yet no animal. Move forward and up the slope; be careful and try jumping over the steam. Now, this is the hard part. You'll have to jump across green lava pits with erupting flames and also zap green rocks nearby. You want to get through here as fast as possible; this is where high jumping becomes handy. Get across four lava pits quickly by high jumping over erupting flames, while at the same time zapping green rocks. Go up the slope by jumping upwards to it. Use a roll zap to hit the green rocks above. To the right of the slope, across a lava pit is an animal healing item. Don't bother getting it as none of your animals should need it since you didn't use any animals along the way. Left of the slope and up some steps is were to go. To the right, upwards some steps with two green rocks is a healing item. Get it if you need it, otherwise, continue left crossing more lava pits. You'll want to move at a medium pace here. You don't have to high jump over the flames again; just jump over the pits quickly as soon as the flames go down and zap the green rocks. All the way left, at the bottom of the slope will be a healing item and a lava pit. It's quite easy to get by jumping as soon as the flame goes down, but you should still only get it if you need it. Go up to the ledge to the right of the slope and move forward ready to roll zap big respirator guys who appear out of nowhere. There are two capsules with healing items floating high above; get them now if you need to or save them for later. Continue moving all the way to the right to a lava pit and another slope. Go up the slope by jumping up it and head left. Kill some respirator guys before jumping over the first lava pit. A big respirator guy appears after you jump over the pit. Quickly jump back over the pit and use a roll zap to kill him. Continue moving left and wait for your attack meter to recharge after jumping over the second pit. Jump over the third pit ready to roll zap a big respirator guy with other little ones who appear as you land. Get the platform item and the powerup and all your stats will now be maxed out. Now, go all the way back to the slope with the two floating capsules and climb it up. Use the platform the fairies create to reach the ledge on the right. Stay on the first step, jumping up using roll zaps and the raven to help you kill the living rocks. The small ledge at the left has an invisible capsule with a healing item. Head up a few more steps. Stay on the second step and use jumping roll zaps and the raven to kill more living rocks. Continue heading all the way up. You'll see a group of living rocks floating in the air; these rocks can't be killed. When you move to the right against the slope, they'll fall and block the gap, so you won't be able to go back. Head up the slope and ready to roll zap some falling rocks. On Normal mode, one of the falling rocks gives you a healing item, but not on Hard. Wait for both you and the raven's attack meters to fill up before walking off the ledge to the boss.

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|Level 6: Wrecked Ship|
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-Scene 1-

This is the hardest level of the game. Across the gap is an animal powerup, but you shouldn't need it since all your animals' stats were maxed out long ago. Go down the gap. Climb up the left wall by jumping up the long steps and a capsule with a healing item appears; save it for later when you need it. What you want to do here is destroy as many robots and bombs as you can before going down to the next floor. Use the raven to do this. Before you take him out, though, kill the robots on the current floor. Jump over the gap between two dead robots and quickly roll zap the one on the right as he awakens. Jump back over the gap to avoid the explosion. Jump over the gap again and slowly creep to the right. Keep taking a step forward and dodging after every step until you see a live robot at the far right. Stay crouched to avoid the missiles the robot shoots. Quickly jump up and use a roll zap to kill him after he shoots. Continue right and stop close

to the gap. Another live robot will jump over you; use a roll zap to kill him as he goes over you. Now, it's time to take the raven out to destroy bombs and more robots on the floor below. You can more or less barely see the bombs and robots below. Since the raven's attack covers the entire screen, he is able to destroy them from the floor above. Simply keep moving around until you see the obstacles below and let the raven take care of each one for you. After destroying them, go all the way back to the left to destroy the ones on the left side below. The one all the way left, below the gap on the wall is a little tricky. Go down the gap and touch it, then quickly move down the slope to avoid the explosion. All the way to the right is an invisible capsule with a healing item. Get it only if you need it since you'll have to kill a dead robot that comes to life; it's not hard to kill the robot, though. You just simply roll zap it when it wakes up and move away to avoid the explosion. Head down two more floors by going down the gaps closest to the slope and be ready to roll zap a robot that comes to life at the bottom of the slope. The raven doesn't destroy the bomb with a capsule below, so just head right to a broken wall. Have the raven kill the robots on the upper and lower floors. There's a powerup to the right past the broken wall, but since all your stats are maxed out, don't get it because you'll have to face a robot. Go all the way back to the left and up one floor. Head right and ready to roll zap a dead robot that comes to life. Continue right, past the broken wall and ready to roll zap another dead robot. Go all the way right to a solid wall and have the raven destroy the bombs on the other side. Go back to the broken wall and up one floor. You should switch to no animals now. Head right and through a broken wall. There are two animal healing items where the two bombs are, but you shouldn't need them. If you need them, have the raven destroy the bombs from the floor below. From this floor, head to the right and high jump and roll zap the moment you see the robot across the gap shoot. Across the gap is a healing item. Go down the gap and you'll land close to another gap below. Jump over the gap to the right and be ready to roll zap a dead robot. Go all the way to the wall to find an invisible capsule with a max power item. Move away until you can barely see the capsule. Use a roll zap to break the capsule and move close to the gap. Go down the gap after the fairy gives you max power. Jump to the left and roll zap the robot as soon as you land on the floor below. Now, quickly rush all the way left. Keep jumping to the left and roll zapping like crazy as you move. All the way left is a wall you can destroy with a roll zap to get two Alisia healing items and an animal healing item. There would also be a continue doll on Normal mode, but not on Hard. You're most likely going to need the healing items, since you probably got hit on the way here. Get the items, go back out, and down the gap. Head right and up another gap to finish the scene.

-Scene 2-

This scene is shorter and easier than the previous, but still hard. Go right and down a gap ready to roll zap some snowballs. You'll land close to another gap, leading down a long slope. Upwards, to the left of the gap is an animal powerup, but you shouldn't need it. Take out the lizard and carefully go down the long slope as soldiers will be appearing out of nowhere; be ready to roll zap them. The gaps on the left of the slope lead to many powerups and two continue dolls, but they also lead to many enemies. Unless you're very good at dodging several enemy attacks at once, don't bother getting them. It's not worth it, even for two continues. Don't bother getting them even if you are playing on Normal mode. You'll probably get killed trying to get them. All your stats should be maxed out, anyway, so there's really no reason to go over there. Stay away from that area and just keep heading all the way to the bottom of the long slope. All the way at the bottom of the slope will be the one and only invincibility item in Hard mode, and some healing items. You can also destroy the wall on the right to get a powerup, but why would you need to since your stats are already maxed out. Get the invincibility item, then quickly rush all the way back up the slope and jump through the only gap on the right. Continue to the right and go up another slope. Head all the way right to the boss. You'll probably have like two seconds left of invincibility when you reach the boss, but it won't help much since it

will probably wear off before he appears onscreen. After killing the boss, the barrier on the right slope opens. Go down, head to the left, down a small slope, left again, and go down the gap to finish the level. A couple of soldiers will appear along the way, but they shouldn't be a problem.

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|Level 7: Sky Palace|
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You'll get a cutscene before the level begins; press the Start button to skip. Move down one step and use the dragon and a rolling zap to kill the slime larva across. Now, take the raven out and let him kill the one under the steps. Take the dragon back out, move down another step, and use roll zaps and the dragon's fireballs to kill the rest of the larvae. Under the steps is a healing item for Alisia; get it now or save it for later. Head all the way right to another set of steps. Under this set of steps is an animal healing item. Use the dragon and rolling zaps to help you kill the slime larva under the steps and let the raven take care of the one above as you stay right below it. Climb up the steps some and again, let the raven kill more larvae above before continuing up. Go all the way left using the dragon and roll zaps to kill more larvae. Go up the steps at the left, then go up the steps at the right. Again, use the dragon and roll zaps to kill the last group of larvae and continue to the right. A healing item for Alisia is in the capsule, which you should save for later if you don't need it now. Head up the steps and go to the right ledge. Use roll zaps and the dragon to kill the spear guard. If the spear guard uses a homing fireball, try to get it to hit the firefly. You can try going down the steps so it's easier to avoid the fireball. Now, kill the two spear guards on the left ledge. Get on the edge and a spear guard appears. Roll zap him as the dragon throws fireballs at him. Be ready to high jump the moment he tries to poke you and again, use the firefly and go down the steps to avoid any homing fireballs. Kill the one above the same way, only you'll have to jump to align the dragon across from him. After killing the three spear guards, an arrow will appear signaling you to go up. Zap where the arrow is and three blocks will fall, forming some steps. Climb up the steps to the boss. Before climbing up to the boss, though, you should go back and get any healing items you may need. After killing the boss, an arrow will appear and signal you to go up. Zap where the arrow is and another set of blocks will fall, forming some steps. Head up and then quickly head up two sets of stairs. Don't bother trying to get any items by the stairs since there will be female ninjas that appear nearby. Just head all the way up quickly. Get the four healing items in the capsules. Notice an upside-down pyramidal platform above; that is where you have to go. Getting there can be kind of tricky. Go all the way to the left. A flying saucer-like object will come your way; simply walk under it. With the lizard out, get on the pyramidal platform and stay in a crouched position as it goes up. Ignore the flying saucer object that you come across, but be ready to quickly roll zap the cylindrical object after it. These two objects explode when destroyed and the explosion can harm you, so always stay crouched to avoid the explosions and if possible try not to destroy them. Jump to another upside-down pyramidal platform across after destroying the cylindrical object. This pyramid platform will move up a little; jump on another one above. Now, high jump to the right, over a saucer to get to another pyramid quickly before the one you're on spins causing you to fall off. This platform will move to the right a little and a saucer will come your way; just stay crouched and ignore the saucer to avoid it. After the saucer passes over you, walk off the platform carefully to land on another below. The platform will take you up; be ready to quickly roll zap two cylinder objects. When the platform reaches the top, quickly jump to two more at the left to finish the level.

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|Level 8: Final Showdown|

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This is the last level of the game. It's also the shortest; all you do here is fight two bosses. The battle can be tough since you immediately fight the second boss right after the first one. The trick is not to take too many hits with the first. It is actually quite easy to avoid the first boss' attacks once you get the hang of it. Before the fight, you'll get a cutscene. Press the Start button to skip and begin the fight. After defeating the bosses, you'll beat the game. You'll get a ranking on how well you played at the end, after the credits.

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CREDITS

Thanks to:

CJayC - for hosting the guide at www.gamefaqs.com

Leo Chan - for hosting it at www.neoseeker.com

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