

Alisia Dragoon FAQ/Walkthrough

by DHouston

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Alisia Dragoon

v 1.4

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INTRODUCTION:

Hello all. This FAQ covers the game Alisia Dragoon for the Sega Genesis system. It's a cool action game.

I am not going to bother with the copyright stuff. If you are low enough to try to bank a profit off of this, or you decide to plagiarize it, that's your wretched morality.

The latest version of this FAQ can be found at:

GameFAQs (www.gamefaqs.com)

UPDATES:

- v 0.5 3-25-01
 - preliminary edition (not published)
- v 1.0 3-26-01
 - stage info for stages 1 and 2 present
- v 1.1 3-27-01
 - stage info for stage 3 through most of stage 7 present
- v 1.2 3-29-01
 - remaining stage strategies present
 - minor editing
- v 1.3 3-2-03
 - updated Walkthrough with secret in stage 2
 - updated Credits section
- v 1.4 3-8-06
 - added additional strategies for bosses 1, 2, and 4
 - added info on additional hidden powerups in Stages 5 and 6
 - updated Credits section

STORY

The evil being Baldour is close to awakening from his long slumber with the help of his aide Ornah. The world can not bear a second revival of Baldour.

Alisia Dragoon is the daughter of the mage that once contained Baldour. Her father was tortured and killed before her very eyes when she was young.

Alisia is now of age and possesses power that rivals her father. Fueled by anger over his death and the desire for revenge, Alisia treks out to battle Baldour.

CONTROLS

D-pad: Moves character (up and down are only used when choosing a creature companion)

A button: pauses game to allow for choosing of creature companion

B button: thunder attack

C button: jump

Note: The button functions can be changed in the option screen

Alisia Dragoon has two difficulty modes: Normal and Hard. This FAQ is written using Normal mode.

SCREEN DESCRIPTION

The information at the top of the screen can be a bit perplexing (a lot of info in a small space). This information is described below:

In the upper right: Alisia Dragoon's stats

HP--this is your life meter. As you get hit, this drops. When it runs out it is Game Over unless you gained an extra life item. This meter can be lengthened to max of 5 units by gaining a certain item.

Thunder Power Level--this is the word LEVEL and the number beside it (under your life meter). This indicates Alisia's thunder magic level. It can be increased to a max of 8 by gaining a certain item.

Thunder Power Gauge--the weird meter beside your level. This shows the amount of power you have left for your thunder magic attack. As you use your thunder magic continuously, this meter drops. When it is empty, you will NOT be able to attack. It fills while you are not attacking.

Note: The Power Gauge fills quickly up to the final three segments (which are also a different color). The final three segments fill slowly. When they are filled, the entire meter flashes. Attacking at this time makes you do a "rolling blast" (as the manual calls it) which attacks all foes on the screen.

In the upper right: Creature Companions stats

HP--the life meter of the creature companion. It is affected the same as Alisia's.

Level--the number under the life meter. Can be increased to a max of 3. A higher level increases the attack ability and HP of the creature.

Power Gauge--the meter beside the level number. It drains when the creature does an attack and fills as the creature is idle. The creature companion can NOT attack until this meter fills.

CREATURE COMPANIONS

Alisia is accompanied by four creature companions. Each has different abilities and exploiting those abilities is the fun and challenge in Alisia Dragoon.

Alisia can only have one companion on the screen at a time. If that companion dies, they can not be used again until you get a Revival item. To select a companion, press the A button, then press UP or DOWN to cycle through the available companions. Press the A button again to select the companion and continue playing.

Creature companions can have their abilities increased by you getting a Level Up item. As their levels increase, the creatures change color, gain modified attacks, and get more HP.

Below I am listing the creatures, their abilities at each level, and providing an evaluation of each so that you can see their merits/demerits. Companion names are from the manual. I am making up the names of the attacks.

Creature Companions:

Dragon Frye
Thunder Raven
Ball o' Fire
Boomerang Lizard

DRAGON FRYE:

Body Color: Level 1--green
 Level 2--yellow-green
 Level 3--yellow

Attack: Fireball

Level 1--one fireball
Level 2--two fireballs
Level 3--three fireballs

Pros:

-good attack power
-high recharge rate

Cons:

-bad spread attack (even at level 3)
-large target, gets hit easily

Comments: The attack power is really the only merit for this companion. That power is indeed a merit though, so only use the dragon when

you need to pack the damage in and your foe is large enough to be hit easily.

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THUNDER RAVEN:

Body Color: Level 1--pink
Level 2--green
Level 3--yellow

Attack: Thunder Flash

this attack has no visible changes. As it attacks all opponents on the screen, increasing the level seems to make it more potent.

Pros:

-best attack! Thunder Flash attacks ALL enemies! Great screen clearer!

Cons:

-horribly long recharge time
-large target, gets hit easily
-time between full meter charge and actual attack is long

Comments:

The companion I use the most. The Thunder Flash is a big help in clearing a screen full of foes. The fact that it attacks all enemies means you can hit enemies on the other side of walls while staying protected from their fire. Due to the tremendously slow recharge time on the Power Gauge, when you use the Thunder Raven, stay where you are until the Power Gauge is full or very close to full. Also, the time between when the power gauge maxes out and the actual execution of the attack is about three seconds, which is not good when a bunch of foes are around you.

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BALL O' FIRE:

Body Color: Level 1--yellow
Level 2--yellow
Level 3--bright yellow

Note: The Ball o' Fire gets bigger in size as it gains levels.

Attack: none

this creature IS its attack. It attacks by touching foes. Any foe that touches it is damaged

Pros:

- best companion in terms of ability to take damage (see Note)
- small target, less chance of getting hit

Cons:

- terrible attack range (it has to use its body, which isn't large)
- not very high attack power

Note: The Ball o' Fire is special because its power gauge works as an extra life meter. When the Ball o' Fire touches an opponent or is hit by enemy fire, it shrinks in size and the power meter drops. As the meter refills, the Ball o' Fire grows back to its original size. The actual HP meter doesn't drop unless the creature is hit with no power remaining in the power gauge.

Comments: The next most used companion for me. The fact that it can live longer than the others because of the "extra" life meter means you won't be losing it too soon. Really, I usually use the Ball o' Fire when I just want something else with me, as Alisia is the one who will be doing all the work. The Ball o' Fire is just an extension for you.

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BOOMERANG LIZARD:

Body Color: Level 1--yellow
Level 2--green
Level 3--brighter yellow

Attack: Boomerang Attack

Level 1--one boomerangs
Level 2--two boomerangs
Level 3--three boomerangs

Pros:

- great spread range
- fastest recharge rate of the companions
- decent attack power

Cons:

- curvature of boomerang paths makes accuracy difficult. You just have to hope you will hit whatever is troubling you.

Comments: A decent companion. When enemies are all around you, but you want a faster attack than the Thunder Flash, this fellow is your choice. The arc of the Boomerang covers good area, which helps when a bunch of foes come from all directions (which is often). At Level 3, you definitely will cover some screen. The very fast recharge on the Power Gauge means good consecutive attacks.

POWER-UPS

There are a few powerups to aid Alisia in her journey. There are two types of powerups. One type increases Alisia's abilities, the other type helps her companions.

Powerups are located in the capsules with wings and a pink star inside.

These powerups are described below. Names are from the manual:

Alisia powerups:

Thunder Level Up: looks like a small ball surrounded by two lightning bolts. This increases Alisia's Thunder Power level.

Potion: Fills one section of the HP meter.

HP Up: Gives an additional bar to the HP meter.

1 UP: Very precious! Allows Alisia to continue if she loses all her HP. You will start at the beginning of the stage you died on (press Start at the Continue screen, which appears ONLY if you have gotten one of these).

Invincible: Fairy in Red. Makes Alisia invincible for 16 seconds. You will have stars around your body. As it nears the end of its use, you will hear a series of beeps.

Thunder Max Power: Fairy in Blue. Makes Alisia's Thunder Power Gauge max out after each attack. Thus you can do multiple "rolling blasts."

Platform: Two fairies facing each other. Getting this powerup will cause two fairies to appear when Alisia is at a point where she needs some help getting to higher ground. Just jump to the area between the fairies and you will be on their "platform" (the stars between the fairies).

Creature Companion Powerups:

Level Up: A blue ball in a star. Increases the level of the currently selected companion.

Beef: Refills a portion of the Creatures HP meter.

Revive: This revives all dead companions. Revived companions start at level 1.

WALKTHROUGH

This section will help you through Alisia Dragoon. I will tell of all hidden items (of which there are PLENTY) as well as which companion I believe will help you in pertinent situations.

Stage 1-1

Suggested companion: Thunder Raven

Once you are able to control yourself, switch to the Thunder Raven. As you proceed right, you will face swarms of flying foes. These are easily eliminated by your Thunder blasts. Continue right, turning around to nail the flying foes behind you. The occasional attack by the Thunder Raven will help here, but rely on your own attack the most (especially since this will protect the Thunder Raven as well).

When you fall of the cliff, flying monkeys(?) will appear as well. They are a little harder to destroy without your companion being hit.

You will come across these objects in the ground that spit three things at you. When they do this, mushrooms appear beside them as well. The mushrooms stay a while, then shake. Get away as when they explode, the explosion will hurt you if you are nearby. Proceed slow here and let your Thunder Raven clear this up. A rolling blast helps too.

Once you start going up the hill, you will come across your first powerups.

On the horizontal path, you will encounter bats and centipedes. The centipedes curl into a ball and speedily come at you. A rolling blast will destroy them, else jump over them as your normal attack won't kill them instantly.

When you get to the building entrance, flying foe swarms will come at you again, so be on guard. The game will take over and take you inside.

Stage 1-2

Lots of hidden pathways are here. The Thunder Raven is the companion of choice, but due to the abundant Level Ups, be sure to switch out to level up your other companions as needed (switch companions, get the Level Up, then switch back to the Thunder Raven; max out the Raven first).

When you are able to control yourself, jump over the hole you see and get to the ledge on the right. Watch for the enemies that appear in mid-air here. They are abundant in this stage. Get the three powerups and continue to the right until you can't go any further. Let your power gauge fill up, then jump straight up and do a rolling blast. You will see a powerup (Level Up) high in the air. The rolling blast will get it for you.

Proceed back to the hole and drop down it. The appear-in-midair enemies will appear every time you drop down a level, so be ready. Jump across the hole and get to the ledge on the right. Proceed right and you will find that something is stopping you when you go slightly behind the column. Jump over this hump and continue right. When you get to the right wall, jump up and get to the upper ledge. Go to the left to get two powerups. Continue left and you will fall back down to the horizontal level. Proceed left and fall down the hole you previously jumped over.

After dispatching more enemies and another drop, jump over the hole and get the powerup. This is a 1-up, so be SURE you get this one. Now drop down the hole you jumped over.

At the next hole, jump over it (get the two powerups on the steps) and proceed right. When you run into the column and can't go any further, jump up. You will land on an invisible step. Keep jumping up and you will eventually be in a small tunnel. Go to the right and get a powerup. Now

jump up and at the peak of your jump push to your left. You should land on another ledge behind the wall (ceiling). This may take a while to get but keep trying. When you do land on the ledge (you won't see yourself) keep jumping up until you are visible. Go to the left to get two powerups. Now go back the way you can until you get to the hole you jumped over (with the two powerups on the steps).

Drop down the hole and proceed right. You will see slimes on the ceiling. When attacked, they turn into fire and drop the ground. Either rolling blast them or let the Thunder Raven get them.

Continue right and the game will take over.

Stage 1-3

When you are able to control yourself, let your power gauge fill up (plus let the Thunder Raven's gauge fill as well), then proceed right. Enemies appear out of the ground here. Let the Thunder Raven kill them and back it up with your rolling blast.

When you get to the steps, don't jump on them. Continue past them, plus switch to the Ball o' Fire or the Boomerang Lizard (use the Lizard if it is lv. 2 or higher). Keep going right until you see two powerups under a ledge. Ok, now switch to "no companion" and go toward those powerups slowly. Two foes will appear on the ledge above you and drop rocks on you. Rolling blast them, get the two powerups, switch in a companion, and go back to the first stone steps I told you to go past.

Now get on the steps and proceed right. When you get to the point where some land appears above you, jump up onto that land and go to the left. Continue all the way left until you come to a lone powerup (Thunder Level Up). Now go back to the right and continue on. Continue on the horizontal path until you can drop down. Jump across the hole to your left (watch for the rock-dropping foes) and get on the ledge. Continue left until you can't go any further. Now attack and you will destroy an invisible breakable wall. Go left through the tunnel until you come to a powerup (hidden). Now come back out of the tunnel and drop down the hole. Keep going left, down the steps until you reach level ground. Go left until a hidden powerup reveals itself. Now go to the right, past the steps. Switch to the dragon companion. While on this trek, enemies with spears will appear and thrust their spears at you. Don't attack when they first appear. Wait for about 2 seconds after they first appear, then attack. The dragon's fireball will help too. Continue to the right until you come to three powerups (rock droppers are here too, so be on guard).

Now go back to the steps you went past, get on them and proceed right. Now, don't get on the next set of steps you see. Instead, continue on the first horizontal path you come to. Rock droppers will appear on the ledges above you, while spear enemies appear on the path you are on. Continue right until you come to three hidden powerups. Now go back to the steps and get on the ones I told you to avoid (they lead to the ledges the rock droppers were on). Get the centipede at your left as it will follow you if you don't. The centipedes here roll at you too, but in addition they do a small jump into the air when they are near you, so don't jump over these centipedes. Just stay where you are and duck down when you see them coming. Continue to the right on the ledges. A spear foe is on the ledge across the first hole. Continue jumping across the holes until you come to the land on the right. Continue to the right to reach two powerups. Now go back and drop down the hole you come to. Proceed right. You will eventually come to

the boss.

Boss: 2 ninjas

This is not a difficult fight. Use the dragon or boomerang lizard. The two ninjas will appear on each side of you and toss long knives. They will throw the knives straight across or up into the air, in which case the knives will spin for a bit, then come down at a random angle. The ninjas will eventually jump into the air and disappear. They will reappear in a different position and continue their attack.

When the fight first starts, duck down in the center of the screen and blast the ninjas (a rolling blast is good). Keep attacking one of them until they disappear. When they disappear, go the left side of the screen, turn around and attack. The ninjas will appear in the screen center, so this will keep them from landing on you. The knives are not a big worry, just keep the pressure on and you will win.

NEW!! Here is another strategy from Tamlyn K (quoted verbatim):

"Stage 1's bosses can easily be beaten with a level 3 Ball o' Fire, which isn't hard to obtain within the first level. Simply turn around when fighting one of the ninjas; two hits should kill the one behind you. The one in front can be taken care of with regular attacks, and you can also get him to land on top of Ball o' Fire, as well, causing massive amounts of damage."

Stage 2

You will have no companion selected when you start this stage. Keep it like this until I tell you to change. When you are able to control yourself, go to the left to get a hidden powerup. This is an Invincible. Get it and go to the right as fast as you can. You can attack if you wish, but just keep moving. By the time the powerup is close to running out, you should have fell off another ledge. At the left is a hidden powerup (Potion). Proceed right and the screen will darken. You may wish to jump onto one of the platforms in the water as you will face a type of midboss. The dragon or Ball o' Fire is the companion of choice here.

Midboss: Centipede

The centipede starts in the water. Look carefully to see where a water disturbance is forming, as this is where the centipede will emerge. When you see the ripples, get next to it (but not right next to it). When the centipede emerges, attack as much as you can before it goes back into the water. The safe distance is about 1/2 character length. The centipede only emerges and submerges, so you just have to attack it when it comes out of the water. The threat is the speed it moves, as if you are positioned incorrectly, you will get hit when it emerges or submerges. Continue attacking until it blows up in the air (you will hear some exploding sounds when you have almost killed it, but until the screen brightens again, it is not dead).

When you kill it, a powerup will appear on the center platform. This is a Platform powerup. Get it (the fairies will fly away when you do) then go to the right as far as you can. Also, don't stay in the water after killing the centipede. You will notice these eddies appearing in the water. These will hurt you (and they stay on you as long as you are in the water).

Eventually, an arrow will point up and the two fairies will appear. Jump into the space between them and you will see that you are in the air. Now jump onto the high ground to the right. You will see two powerups. Let your power gauge fill up, jump up and do a rolling blast. You will get a hidden 1-up that is high in the air.

Quite a few enemies await you now, so have either the Thunder Raven, Ball o' Fire, or Boomerang Lizard (lv.2+) for a companion. If you just want to bail through it all, don't use a companion and just rush through this. Actually, even with a companion, rush through it anyway.

The flat green platforms are female-eating plants (well, you ARE female, so why say man-eating?), so jump on them and quickly jump off while proceeding right. Don't worry about the enemies here. They are too numerous and the area too hazardous to try to avoid damage. Just keep going to the right until you reach the brown land.

Keep going right and you will go up a hill. Flying foes on platforms will appear. Destroy them as you go on.

Thanks to Jonathan Hughson, it has been found that you CAN jump on the floating platforms of these enemies. As I have seen it, you can jump on the third platform of the first group of enemies that appear. Jumping on this platform will take you to a Thunder Level powerup. If you miss the powerup and fall off the platform, the enemies will reappear, so just try again if you missed it.

When you come to the ledge, jump over the hole and fall down the next one. Frog foes are here, so blast away (Thunder Raven and Boomerang Lizard are good here. Ball o' Fire is ok too). Go to the right to get two powerups (HP Up and Revive). Now go to the left until you reach some platforms that let you get back up to high ground. Continue to the right.

Once you get to the water and the platform in the middle of it, get ready for a boss.

Boss: Green monster

Ok, this boss has three attacks:

1. 4 shots: Shoots a group of 4 shots at you from its mouth. To avoid this, be on the platform in the water, and jump over the shots when they come to you.
2. Frogs: Releases frog foes at you (the same ones you fought when getting the HP Up and Revive a moment ago).
3. Charge: The hardest attack to avoid. Moves a long distance across the screen while coming out of the water.

When the fight starts, get on the platform and face to the right. You will see a large disturbance in the water and the boss will appear. Attack while jumping up over the shots. When it sinks into the water, get off the platform and go to the right until you can't go any further. The boss will emerge on your left side, facing away from you. It will release Frogs at you, so destroy them and get back to the platform. When you see the next disturbance, the charge is about to happen, so get all the way to the left. The boss will still reach you, so jump up when it is close to you. When the charge is about to happen, switch to no companion so your companion doesn't get hit (unless you have the Ball o' Fire). When the boss prepares to

appear again, it will do another charge the other way, so stay where you are if the water disturbance is not under you. Then get back to the platform to repeat the pattern.

NEW: Here is a patterned fight. I noticed in another playthrough that the boss appeared on the right at the start, then on the right again, then on the left, then on the right for a charge attack. It repeated this pattern, so if it seems to use this pattern, it will repeat it for the battle.

Here is additional help from Tamlyn K (quoted verbatim):

"Stage 2's boss: His charging attack can be easily jumped over. I recommend Ball o' Fire, again, since he usually hits when you're jumping over its massive head. Thunder Raven tends to get hit during this attack, so either have him retreat to charge up his attack or take the damage."

Kill it and you go to the next stage.

Stage 3

Ok, at the start, switch in the Thunder Raven and do a rolling blast to nail the guns near you. The guns will appear for this horizontal part, so keep the rolling blast and Thunder Flash ready for instant use. Go to the right.

Jump to the next level when you are able and continue right. A flying enemy on a pod will appear. Kill it and wait for the pod to get to the right side of the screen and stay in that area. Now jump on the pod. Jump again to land on the platform with the teeth (these do NOT hurt you, so don't worry). Go the right to reveal three powerups. You may notice another powerup above you. Go to the left until you are past the angled walkway. Now go back to the right onto the angle walkway and go get the powerup. Proceed to your left. Switch in the Boomerang Lizard.

As you go left, flying swarm foes will appear as well as purple foes that climb down the walls. The purple foes explode in two horizontal directions when destroyed, so be sure that they are not on the same horizontal path as you. If they are, try destroying them from a long distance away, or destroy them as you jump. The Boomerang Lizard should help in this by destroying most of them in the air.

Continue left until you come to a powerup. Get it and go as far left as possible to reveal a hidden powerup. Now jump up the platforms. Get the powerup you see and keep as far left as possible to reveal more hidden powerups (I think there are two hidden ones). Jump to the left off a platform to see if any more reveal themselves. When you get to the topmost platform, go to the right. Flying enemies on pods will appear. Destroy them and get on their pods (there are three such foes). On the third pod, jump to the right onto a platform, go right, get the powerups that appear, then destroy the next pod foe. Get on this pod to face the boss.

Boss: Airship Defense System

Called so for lack of a better name. Lots of stuff is here and you would get utterly overwhelmed by what is coming at you if not for some guidance.

Ok, your targets are the three white bird-looking objects. You will notice two of them near the top of the screen. The other is to your left and is not very visible.

At the start, jump up to the topmost platform. A reddish lump is here and you will notice one of the white targets appear right next to you on the left. Destroy the red lump (which shoots) and get snug next to the right wall. This is where you will be for the length of this fight. Now attack the white target to your left when it appears. Attack the white target at your far right when it appears. Ducking down dodges the shots of the right target, but the left target will still hit you. This is why you should concentrate on the left target until it is destroyed. With the left target destroyed, you will be completely safe from all other enemy fire. When you destroy the far right target, you now need to go a bit to the left until you see the far left target. Continue attacking to destroy the shooting red lumps all around you, as well as the eyes that continually form. Destroy the last target to beat the stage.

Stage 4

I'm going to give you the straightest path through this stage. You can go some different directions in the middle to get other powerups if needed. Take the Thunder Raven as a companion.

Ok, at the start, if you go left and fall off the edge, two powerups are at the far left. They are a Potion and a Level Up, so decide if they are worth getting. I say this because you will face two large centipedes that come out of the ground (notice the thumping sound and rising dirt) if you go after the powerups. I don't think you can destroy these centipedes, so go to the right as quickly as possible.

Tamlyn K states that the centipedes ARE able to be destroyed, plus there is another powerup in the area with them. Here is the strategy (quoted verbatim):

"The stone centipedes in Stage 4 are defeatable. When dropping to the easternmost area with the centipedes, head slightly south to find a hidden Thunder Max Power. This will clear out all the enemies until you get to the boss. Also, there is a hidden potion up on a western ledge, obtained by jumping up an almost vertical platform. You will have to defeat the 'hedgehogs' along the way, but, if you're hurt, it's worth it."

If you choose not to go after the powerups, go to the right until you fall off the path. A centipede should be forming behind you, so head to the right quickly.

In both cases, you want to go to the right until you come to another piece of land above you that you can jump on. Jump on this land and go to the left. Watch for enemies that appear out of the ground. Bats carrying rocks will also appear on this stage. Follow the path to the left until you reach some platforms. A few platforms over to the right is a platform containing two powerups. You want to continue on the left path. Keep going up and you will see a lone powerup. Get this powerup and jump to your right. Keep going right and you will face the boss.

Boss: Flying Monster

This guy is annoying. Switch to the Dragon or Boomerang Lizard. It will start by firing these large fire blasts as it travels horizontally backward. Your Thunder Blast doesn't home in as well on this boss as it normally does. Get on the center platform to get more even with the boss head (which is what you need to hit). Jump the fire blasts and get to the ground level if

you need to. You want to mostly stay on the lower level to avoid charge and swoop attacks. This doesn't help all the time, but more often than not it does help. At times, the boss will start backing up and firing fireballs that arc down. If the fireball hits the ground or is destroyed by your or your companion's attack, it splits into small fireballs that come your way. Destroy these small fireballs. Keep attacking the boss until it dies.

NEW!! Additional strategy by Tamlyn K (quoted verbatim):

"When first fighting the dragon, you will hear it call twice; during this time, jump onto the center platform, hugging the left side as much as possible while facing to the right. The dragon will descend, but will offer several seconds of free time; this is your time to kill him before any attacks will be launched.

Allow me to explain; while his head is just above the platform, use the Rolling Blast. By the time this is done, the dragon should be just in front of you. Simply hold the Thunder button, and I guarantee you that he'll die before he ever attacks you, provided that you were not hurt in the process. (Getting hurt makes you pause; this gives it enough health to launch its attacks. At this point, you should only get hurt by his arrival.) If you still are wary and untrusting of this tactic, have Dragon Frye out so that he can strike the dragon's maw several times with fireballs."

When you defeat the boss, go to the right (get the powerups). Jump across the gap, proceed up the hill (watch for the falling rocks--use a rolling blast plus your companion attack to destroy them) and go to the right to exit the stage. If you miss the jump, you will have to go all the way back to the left and jump on the land part near the start of the stage.

Stage 5-1

You can switch in the Thunder Raven now or wait until later.

Ok, get onto the first hill on your right. Let your power gauge fill up, then jump up until you see the bats and stalactites. Do a rolling blast to destroy these foes. Get to the second hill and do the same.

You will see water falling in front of the ground here. The ground behind the waterfall is safe to walk on, so don't think you have to jump yet, but keep a careful eye. Go past the second waterfall, then jump over the gap (large waterfall in background here). Watch for a bat on the other side of the gap. Go to the right until you hit the wall. Attack and you will hear the sound of destroyed rock. Jump and push to your right to go into the rock. Proceed right into the cave and go all the way to the cave end to get (and reveal) powerups. Now go back to the gap and fall down it. Switch in the Thunder Raven.

Go to the left. You will see a floating rock. This is a rock enemy and is the main enemy of this stage. It will have four rocks rotating around it. If you destroy the four rotating rocks, more will form. Destroy the center rock and it releases a shot at you when it dies. Stay your distance and let the Thunder Raven kill it (2 Thunder Flashes). Avoid the shot (which may hit the Raven) then keep proceeding left. Get the lone powerup and get next to the wall. Attack (destroyed rock sound), then jump and push to the left to enter the rock. Continue left and get the two visible powerups. Go to the far left of this cave and an invisible powerup appears. Get this (Invincible) then go to the right as fast as possible to make the most use of this powerup.

You will come across these floating green objects. When these objects have their eye visible, they release a shot at you. Attack them and they will shrink. You can go past them at this point. Hurry, as they will soon grow back to their original size and attack again.

Keep going right, over the hills, and onward. Proceed slow and do occasional rolling blast to get the hard-to-see stalactites. Let the Thunder Raven destroy rock foes from a distance while you stay behind walls or away from them.

At one point you will see a part of the ceiling with a broken space in it. A part of it will be low enough for you to jump to. Jump at it to reveal a powerup (Potion). Get it if needed and continue right. Continue right until you reach a point where you can only go to the left (you may have jumped up a hill into a crevice of a sort). So go left. Make sure you have the Thunder Raven here. You will need to have a full power gauge constantly for both Alisia and the Raven.

Ok, small humanoid enemies will burrow out of the ground here to attack you. If the Thunder Raven attacks first, proceed until you see more foes, then rolling blast them when they come at you. Continue the step-rolling blast-step-Thunder Flash pattern as you go left. When the hill slopes downward, prepare to jump over a gap. Keep going left until you reach a Platform powerup. Now go back to the right (the burrowing foes are still around) until you reach the area where you first had to go left. Go right until the Platform fairies appear, jump on the platform, then continue right to the next stage (watch for burrowing foes still).

Stage 5-2

Ok, this is the requisite environmental hazard stage. Switch to no companion for now. Proceed right. You will see smoke coming out of vents in the ground. This smoke can hurt you, so avoid it. You will also see these yellow pits of liquid. Columns of fire erupt from these pits. Continue right and you will come across the green floating foes. Attack them while going right to make them shrink. At the top of the narrow crevice, you can go right or left. Going right will lead to a Beef powerup. Left is where you want to go. Go this way a bit and you will see that you can go to the upper right or continue to the left. Going to the upper right leads to a potion. Continue left, over more fire pits and green foes. Another choice of going left or going up is here. Going left leads to a powerup. Up is where you want to go. Watch for smoke geysers. At the top here you will be in large open space. Far up in the air are two powerups. You can try to jump and rolling blast them or go up the left wall to get closer before jumping and rolling blast. However, you want to go to the right. Large versions of the humanoid foes will appear. These duck down and fire waves at you, so if you don't destroy them right away, get ready to jump over their fire. Continue right, then up, and then to the left.

Proceed slow here, as you will face the humanoid foes (large and small) as well as the fire pits. Destroy all foes before proceeding. Continue to the left until you reach a Platform powerup. Now go back the way you came. Oh, you may have noticed a powerup behind a wall when you got the Platform powerup. You will reach this powerup later.

Go back to where you first entered this large open area. Go up the left wall now (watch for that smoke geyser) until you get to some land points you can get on. You can now switch in a companion (Thunder Raven preferably).

Go to the right to reach that powerup you may have seen earlier. Keep going up. Rock foes are in this area, so watch out. Their shots can travel through the land parts here, so dodging them will be more tedious. Stay close to the left side of the land as you proceed up, as at one point a bunch of rock foes drop down. Staying to the left will prevent them from hitting you. At the top of this area, go to the right until you reach the boss.

Tamlyn K found three hidden powerups before reaching the boss. Here is the info (quoted verbatim):

In Stage 5, before meeting the rocks that precede the boss, you are forced to climb up a ledge. From said ledge, you can leap to the right; three invisible vials can be knocked down, replenishing health that you may have lost."

Boss: Tank

Switch to the Dragon. Ok, there are two caves here, one on the right and the other on the left. A group of platforms are in the middle. The boss will come out of the caves.

When it first appears, it will come from the right, so get onto the center platform. The boss will fire a laser at you, so jump this. You want to attack the red part of the tank, which is at its upper rear. Jump over the tank when it gets to you. Attack the red part while the tank goes into the left cave. If your Dragon is lv.2+, jump a bit so that the fireballs will also hit the red part. Repeat this pattern when the tank comes from the left cave.

When it emerges from the right cave again, it will be coming at you with the back facing you. Don't try to attack here. Instead, get to the left side of the screen. In this position, the boss fires a bunch of shots at you as well as releasing harmful long-range smoke blasts at you. Stay at the left until the tank gets to the screen middle, in which case it will speedily go back into the right cave. Then the whole pattern repeats. Continue attacking until you kill the boss.

Stage 6-1

This whole stage is an angle nightmare. For this part, I am putting a map here. The map is done as a straight horizontal map. The actual game has this at an angle, so take the map and rotate it about 45 degrees, and you will have an exact replica of the stage. Use the Thunder Raven here.

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X                P
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| |
way to exit

Legend:

P - powerup

X - your character

You start at the X. These are not the only powerups in this stage. These are just the ones I remember off the top of my head. Areas shown as | | are holes in the floor that you can drop through. Areas shown as two vertical bars are walls that you can walk through. Three vertical bars are walls you can NOT walk through. Two vertical bar walls can also be walked up from the right side. I haven't shown the enemies in this stage. The foes you face are robots that appear out of the background. You will notice a dull brown object in the background every so often. Sometimes these objects come to life and attack you (these are the robots). You may also notice bright yellow objects shaped like cylinders or rockets. These are bombs that explode a long way across the screen when destroyed. You definitely want to keep your distance when you see these. Let the Thunder Raven destroy them.

** I wasn't able to get to this part as I went toward the exit and got locked from going back.

* You must walk up this wall to get to the other side

Tamlyn K found some extra powerups I missed. Here is the info:

"Stage 6 has a hidden One-Up, located in the Western side of the stage. The opening must be blasted open in a wall... the second or third one down, I believe. From there, jump diagonally, and you should receive two power-ups."

Stage 6-2

Angle nightmare part deux. This thing is so contorted that I can't even do a good map of it. I will tell you to stay to the right as much as you can. Doing do will eventually lead you to the boss.

Boss: Man and Guns

What you have here is a man that disappears and reappears. When he appears, he will either fire three shots at you (rare) or summon two guns that will fire at you (much more common). Use the Dragon, Boomerang Lizard, or Thunder Raven here. You will notice that you don't have much room to move in. Get to the left side of the screen (up the left wall), and attack the man if you see him. When he summons the guns, attack while walking down the wall. Get on the bottom wall and keep walking for a bit and attacking. The guns should rotate over in your direction now. Now walk back to the left wall and walk up it. Turn and attack the guns while walking back down the wall.

Your pattern here is to walk down the left wall, walk up the bottom wall, then walk back up the left wall, attacking the whole time. The guns may hit you while you are on the bottom wall. This point is usually your vulnerable point, but you want to get those guns far away from the left wall so they don't corner you and hit you while you set up your attacking position. Attack the man whenever you see him. He should get in your line of fire while you get back up the left wall, as well as while you are walking down the wall. You may run into him while on the bottom wall as

well. Attack as much as possible to kill him and end this horrible fight.

After killing, go down the hole (no, it STILL isn't over!). Ok, let your nerves calm down, then proceed. Again, this is still a nightmare. Keep going down as much as possible. Going other directions will net you some powerups, but you are bound to die trying to get them, so just keep going down to exit this horrible stage.

Stage 7

Ok, switch to the Thunder Raven or Dragon here (Dragon may be preferable). Go down the steps slowly. See the slimes on the wall? The Dragon fireball destroys them instantly. It takes two Thunder Flashes (for a lv.3 Thunder Raven) to destroy them. They shoot three shots at you too. Take your pick on how you want to handle them. Your Thunder Magic kills them too, but it takes far too long. A powerup is in the extreme right and left corners of the lower level.

Proceed up and to the left (destroying slimes as you go). Go up the steps on the left and then go to the right (more slimes). At the end here, go up some more.

Ok, there are modified spear foes here. At times, they will thrust their spears and an electric ball appears on the end. The ball will follow you around until it hits you (or your companion) or eventually fades away. Avoid the ball as you want to have as much life as possible for the coming fight.

Ok, go to the right to reveal a spear foe. Kill this one without going to the left ledge (drop down the steps if needed to avoid the ball). Use the Dragon companion. On the left lower ledge is another spear foe. The last is on the left upper ledge. After killing the foe on the lower ledge, go to the left all the way until you drop down into a little block area. Two powerups will be here. Destroy the third spear foe. Now let your power gauge fill up. Jump up and do a rolling blast. It should hit the black blocks at the top. The blocks will come down and form steps for you to get on. Get on them and jump up to face the boss. You can also just sit on a block and it eventually rises to the ceiling. Do a jump to get the whole screen in place.

Boss:

A tedious fight. You will lose two or more companions here. Ok, when the fight starts the boss will materialize in the air and fire six shots at you. It will then split up and disappear. Now six men will appear and land on the ground (they look like the stage 5 boss). They will point toward you and fire a shot each. Then they will all disappear. Now the main boss reappears where you are and rises into the air. At the max height, it will fire six shots again, and the pattern repeats.

This seems simple, but it surprisingly tedious. Ok, stay to the side at the start until the boss appears. Attack while moving to the other side. Dodge the shots if they are about to hit you (try to dodge anyway). Get to the screen edge as soon as you can. Let your power gauge fill up (this is ABSOLUTELY NECESSARY). Now when the six men appear (you will only see about two since you are the edge of the screen), do a rolling blast while walking to the other side of the screen. The rolling blast should destroy two or more of the men. Continue attacking to destroy another one or two. Jump to

avoid the fire of the others. Move from where you are to avoid the rematerializing boss. Now walk to the side of the screen where there is more room to walk toward (you are heading for a screen edge). Attack while doing this. The boss will be rising into the air with your thunder blazing away at him. Keep walking as this will avoid the boss fire. Let the power gauge fill and be ready for the six men. You should be at a screen edge by now. Now repeat the pattern.

I have described in full what you will do. Now make this continuous and speed it up about 10 times and you will see how difficult this becomes. Your companions will continually get nailed by the boss fire, but it is your life that is precious here.

Use your companions in this order: Lizard, Dragon, Raven, Ball o' Fire.

I was down to the Raven and Ball o' Fire when I finally beat this guy. You can destroy this boss without a companion, it would just take longer as a companion can provide extra hits.

Ok, after beating him (oh, you thought it was over? Fat chance of that), jump and do a rolling blast at the ceiling to bring the black blocks down. Jump up on them and proceed upward. A powerup is to your right when you reach the ledge.

However, dangerous ninja enemies are here. They appear, split into two foes, and throw fast electric balls at you. This wouldn't normally be a problem except that your life is probably dangerously low by now. So just get to the steps and keep going up. At the next ledge, more foes appear. Avoid them and hit the steps.

At the top you will be in a dark blue area. See the inverted pyramid above you? That is a platform and one of the ones you want to get on. Get the poweuups at your right, then go to your left (just duck under the foe approaching you--these explode like the bombs in stage 5 and purple guys in stage 3) and jump onto the rotating inverted pyramid. This platform will take you to the left and up.

You have to jump on the platforms. Notice the patterns of movement. When the platform stops rotating, you will fall through it.

Ok, duck while on this first platform to avoid an enemy coming through here. Up higher, do a rolling blast to nail one of the tubular enemies. Jump to the next platform. It will take you up. When a platform is visible to your right, jump to it. Then jump up to another platform (one of these doesn't move, so jump quickly or you will fall through). Jump to the right again to another platform. This platform should start moving to the right. If it doesn't, there is a platform that you missed. A good ways to the right, jump to the right off this platform and you should land on the first platform you saw when you first entered this blue part of the stage. This platform will take you to the next stage.

Stage 8

This isn't even a stage, as you will only fight the two final bosses here. Proceed to your right and face the first one.

Boss 1: Ornah

Ok, first up is Baldour's aide, the wizard Ornah. Ornah has 3 attacks:

1. Dragon Blast--this is the same thing Ornah used on Alisia in the cut-scene in stage 1. Fast and hard to handle, this is the most worrisome and dangerous attack of Ornah. The Dragon homes in on you and eventually splits into several harmful body fragments.
2. Flame Bursts--Ornah sends bursts of flame at you. He does this when he lands on the ground. He usually sends out 2 bursts, but may send 3 often.
3. Dragon Heads--fires a bunch of Dragon heads, spread fashion. Another hard-to-dodge attack. Ornah uses this after you first defeat him (he's halfway dead).

Ok, Ornah starts by floating and using the Dragon Blast. At this point he will only use Attack 1 and 2. Keep a distance away from him until a second after he charges up the Dragon Blast. Now walk toward him and attack. The Dragon Blast should go past you, but it will quickly curve back to get you. Attacking the Dragon Blast will make it split apart (the body parts can hurt you). The Dragon eventually splits anyway; attacking it will just make it do so sooner. Ornah will then lower himself and float to the other side of the screen and come to the ground. He will now do the Flame Bursts. Jump straight up over them while attacking Ornah. He will then rise back into the air and go toward the other side of the screen. Duck under him when he floats to the screen sides. Attack him while he is floating. After a while of this punishment, he falls to the ground, then gets back up for more battle.

Now he will start using Attack 3 as well as the others. Use the same strategy as before.

When he falls this time, he's done for and now you will face the second and final boss of the game.

Final Boss: Baldour

Ugly rascal, isn't it? This fight is not very difficult, except you may have lost a lot of life against Ornah. Baldour floats in the air and has several attacks. The most annoying is the barely visible white shots it fires at you. These are abundant. Your Thunder Blasts will track them and hit them, so keep the attack up. Baldour's left side (your right) has guns that fire at you, plus the head fires a homing snake.

Here you want to stay on the right side of Baldour (your right). You can get close to take out those guns. The snake is pretty unavoidable, although jumping can seem to avoid it. Destroy the right side and the head structure to remove some of Baldour's offense. Once that side is destroyed, you have to destroy the left side.

Here is an arm as well as those constantly annoying white shots. Just keep your distance and keep the attack up to get rid of those shots. Nothing much should happen here.

Destroy the arm and Baldour's final offense system comes into play.

Ok, now there are many white shots, plus Baldour occasionally fires these four orbs that loop into the air and come down as rapid fire blasts. When you see the orbs, walk to the other side of the screen and the blasts will

not hit you. Baldour also swoops to the ground (like the stage 4 boss). For this reason, you want to keep a far distance away, but close enough so that your Thunder Blasts can hit Baldour.

The pattern really is just walking back and forth to avoid the fire blasts, while destroying the white shots and getting your hits in on Baldour. Keep up the punishment to finally kill this thing.

Kill it and you win!

TIPS, TRICKS, AND SECRETS

Alisia Dragoon is loaded with secret codes. Check Gamesages (www.gamesages.com) for these awesome tricks:

Heal Alisia

Increase Companions Abilities and Alisia's magic power

Level Select

Level Skip

CREDITS

God--for the strength, life, and intellect to do this FAQ

GameSages--for the codes for the game.

Jonathan Hughson [Jonny@jhughson.freereserve.co.uk]--for the secret in stage 2

Tamlyn K--for the extra boss strategies and other hidden powerups.

I hope you have enjoyed this FAQ. If there are any corrections, additions, etc. that you see that need to be put here, please e-mail me and let me know. Thanks for reading.

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Dimetric Houston

The End