

Forgotten Worlds FAQ/Walkthrough

by DHouston

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Forgotten Worlds

v 1.9

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author: Dimetric Houston

e-mail: dhousto6@bellsouth.net

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INTRODUCTION:

Hello all. This FAQ covers the game Forgotten Worlds for the Sega Genesis system. It's a cool action shooting game.

The Genesis version of Forgotten Worlds has some differences from the arcade version. See the Tips, Tricks, and Secrets section to see them.

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 1.0 2-20-01
 - stage info for stages 1-4 present
- v 1.1 2-21-01
 - stage info for stages 5 and 6 present
 - stage info for some of stage 7 present
 - minor corrections and additions
- v 1.2 2-25-01
 - all stage info for stage 7 present
 - addition in Screen Description section
 - updated Walkthrough section
 - updated Tricks, Tips, and Secrets section
 - minor corrections
- v 1.3 2-28-01
 - updated Walkthrough section (significant changes)
 - updated Tips, Tricks, and Secrets section
- v 1.4 3-8-01
 - updated Walkthrough section (additional last stage hidden item info)
- v 1.5 3-14-01
 - updated Walkthrough section

- updated Credits section
- updated Controls section
- v 1.6 3-18-01
 - corrections and additions in Walkthrough, Powerups, Controls, and Credits section
- v 1.7 4-8-01
 - updated Powerups section
 - minor updates in Walkthrough section
 - Updated Tricks, Tips, and Secrets section
- v 1.8 7-28-01
 - updated Power-Ups section
- v 1.9 8-28-03
 - added secret to Stage 1 Boss
 - updated Credits section

STORY

The Earth has been devastated by alien invaders and humanity has been placed into slavery.

However, humanity has not given up and has secretly trained two young males in the ways of combat. In these two lone warriors lies the last hope of humanity to reclaim their world.

Armed with their anti-gravitational units, invincible satellites, and a never-say-die attitude, these warriors, the Nameless Ones, face the alien invaders to restore the name of Earth to the . . .Forgotten Worlds.

Aside: Worlds? Since when did Earth become more than one planet? My astronomy class has lied to me all this time. This is proof video games are the absolute truth.

Aside: Anyone see the oxymoron here? Your warriors are called the Nameless Ones. If they are called the Nameless Ones, then don't they have a name? Yes, their name is. . .the Nameless Ones!

CONTROLS

D-pad: Moves character

A button: rotate warrior counter-clockwise

B button: fire

C button: rotate warrior clockwise

Additional moves: (from the manual)

A+B: Circles Warrior and Satellite to the left.

B+C: Circles Warrior and Satellite to the right.

Superzap: Double tap B button (hits all enemies on the screen--drains your life slightly)

The first two additional moves allow you to rotate while keeping your satellite in place. Normally the satellite rotates around your warrior's body when you rotate.

Thanks to Galen for the Superzap info.

Note: There is an Auto-fire option which causes your character to continuously fire their weapon automatically. Therefore you never have to press the B button to fire. The additional moves are still available as well.

Note: The Genesis Forgotten Worlds has two difficulty modes: Normal and Hard. This FAQ is written using Normal mode.

SCREEN DESCRIPTION

There really isn't much on the screen to describe for Forgotten Worlds, but a few things are noteworthy.

Score--at top of screen, this is the top number and is a point counter for your kills.

Zenny--the second number at the screen top. It has a blue symbol beside it. This is your money. Stack up! You'll need it.

Life--the bar at the screen bottom. As you take hits, this drops. When it is gone, the game is over, unless you have. . .

Resurrect Bottle--this is one of the symbols that can appear under your life bar. It looks like a flask. If you have any of these bottles, this symbol appears beneath your life meter. When you die, the bottle is used and your warrior is restored (not needed in a 2 player game--see Tips, Tricks, and Secrets to see why)

Flying Stone--this is another symbol that can appear beneath your life bar. It adjusts the speed of your warrior. The speed is adjusted when you buy the stone. The symbol just appears to let you know you bought it.

Aura Stone--yet another symbol that can appear under the life bar. This item gives you the increased power that you can gain in a two-player game (see the Tips, Tricks, and Secrets section to understand this power gain for two players).

SHOP

In each stage, occasionally you will come across a shop where you can buy items. The shop is really obvious (it has SHOP written on it) and appears out of the ground, so you can't miss it. Have your warrior touch the shop to enter it.

Run by the lovely Mirabella, the shop offers essential items for your quest. You can buy health, armor, better satellites and other power-ups. Of course, a purchase costs zenny, so try to come in with a full wallet.

Shop items can sometimes vary from game to game. Most of the items in a shop are static, but occasionally a shop may or may not have an item it had before.

Note: If you don't have enough zenny for a satellite purchase, you will try to sell your current satellite for half-price when trying to purchase a new one. If the new amount you would have by selling is still not enough to buy the new weapon, you won't be able to buy it. This works ONLY with satellites, not other items.

Aside: What is it with shops run by superbly attractive females in video games nowadays?! How do these lone, unarmed ladies manage to follow you through EVERY stage without breaking a sweat, getting a scratch, or just needing shampoo? Either these ladies are a WHOLE lot tougher than they give off, or we have the case of universal sex appeal ^_^

POWER-UPS

All the "powerups" you get are bought in shops. However, there are a few non-shop items that give you bonuses of different sorts.

These items are hidden in the stages and will be spoken about in the next section.

I will mention these items here (thanks to Galen for this info):

Yashichi (4-pointed star in a red circle)--restores all your life

Star--5000 zenny

Pow--restores some life

Cosmic Cow--5,000 zenny

Space Drum--restores some life

WALKTHROUGH

Here I will give strategies for each stage. I will also mention shop items (to clear up discrepancies) and what I believe you should purchase.

Mostly all shops come with "Info" to be bought. This tells you something that can help you in the stage (usually a boss weakness). Ignore this as this FAQ gives you all that and more ^_^

You start the game with a V-Cannon satellite.

Stage 1

First you will encounter squads of ships that come into the screen, turn around, and then leave. Destroy all the ships in the squad to get a zenny. One squad comes from the bottom right, the other from the top right.

Green reptiles are your basic foes. Don't get close to the right side of the screen, as sets of orange missile-firing reptiles jet in and attack.

Partway into the stage, you will see a ball appear on the ground and all this junk stacking on top of it. Destroy the ball and the junk goes into the sky and falls back down. If you don't destroy the ball, the junk falls over on you. Destroy it anyway you wish, but don't get hit.

Walking spider-droids appear as well. Blow their heads up and the body shoots fireballs, so when they appear, aim for the legs.

After the shop, more of the stacking-junk-on-the-ball appear.

Shop

auto-missile	8-way
armor(3)	resurrect potion
health	flying stone
info	

The (3) beside the armor means that it will protect you from 3 hits.

Recommended buy: Auto-missile (recommended)
Flying Stone (HIGHLY, HIGHLY, recommended!!)
Resurrect Potion

*Set the speed of the Flying Stone to Ultra High Speed to get good handling on your warrior. You never need to buy it the Flying Stone again after this unless you want to change your speed--which you don't.

*Unless you are really, really bad in maneuvering, DON'T buy the armor, as you will find one on the next stage.

You will soon enter a base with gears and pipes. When you shoot the pipes, they shoot out flame which can hurt you, so keep your distance. Destroy the gears for zenny.

Destroy the big blue box for a nice zenny reward.

As you near the end of the stage, two columns will close in to block you. when you attack, you will destroy part of the column (they take quite a pounding, so get close to pack the damage in). If you destroy the entire part of that column, you get a zenny. Try to destroy both the upper and lower parts, although this may be difficult with the stage scrolling.

Boss: Paramecium

This boss should not be too difficult. It's two attacks consist of raising junk around it and firing that junk out, while the other attack is shooting fireballs at you.

When the fight starts, stay back until the junk rises around the boss. You want to hit the opening in the . . .um, flame. . .um, heart. . .um, that opening, yeah, that's it, you want to hit the opening. So get close to a piece of junk and destroy it to open a path to the heart. The junk will start rotating around the boss. Just keep firing in one direction. The boss will also shoot fireballs while this rotation is happening. If your satellite is positioned correctly, the fireballs will hit it and be negated. Move so that the satellite intercepts the fireballs, as you don't want to get too far off from getting a straight shot to the heart.

Once the junk stops rotating, quickly get to next to a piece and destroy it. The junk will go outward at high speed (it can hurt you), but if you destroyed a piece in front of you, there will be a space left so that no junk will hit you. Then the pattern repeats with the junk rising around the boss again. Keep firing at the heart as much as you can, negating the fireballs

with your satellite and destroying the junk so as to hit the heart.

NEW!! Cory Wilkie [corywilkie@hfx.eastlink.ca] has a great strategy for boss. Quoted verbatim:

"all you have to do is put your satellite on top of the bosses "hole" and he will be dead in seconds. You should already be covering his hole before the boss fight really starts and you probably won't even get hit. Since you are already over his hole you can collect the zenny that pops out very quickly and easily when he dies."

Destroy the boss and you go to the next stage.

Stage 2

First of the stages with hidden items. Water is the ground element for most of this stage, with patches of land here and there. Under the second patch of land (a long patch) from the start of the stage is some hidden zenny. Just shoot at the land and the zenny will reveal itself.

Shop

auto-missile	napalm
booster	resurrect potion
health	life pack
info	

Recommended buy: Booster (purchase! You want this)
Life Pack (purchase! You NEED this)
Resurrect Potion

Alternative buy: Napalm (EXTREMELY recommended!!)
Life Pack
Booster
Resurrect Potion (optional)

*Life Packs lengthen your life meter. Purchase these EVERY time you see one in a shop.

Thanks to Galen Tatsuo Komatsu, I now see that the Napalm is far, far, FAR more useful than I had thought. Buy this satellite, and with sparse purchasing of armor, health, and good maneuvering skills, you will be able to go through the ENTIRE game without purchasing another satellite!! If you have good reflex and maneuvering skills, buy the Napalm, else go with the recommended buy.

BIG, BIG, thanks to Galen for this valuable info.

Now for a really important tip. After the shop, you will come across more land masses (with gun emplacements you must destroy), broken up by water areas. The 2nd land mass has hidden armor right at its tip. Shoot in the area to reveal it. It's grey and small, so look carefully.

When you go past a concrete beam in the sky, get ready for a mass of giga-worms.

The Giga-worms rise out of the water quickly, grab whatever is in their way

and sink back into the water. You can NOT destroy them, so you must avoid them. Stay at the top of the screen once you get past the sky concrete beam. I have tried to show where the worms will appear:

```
      |                               |
      |                               |   | --concrete objects rising out of the
      |   /       /                   |   water
worm | worm /  worm /  worm   |
```

Boss: Dust Dragon

Ok, before this boss appears, you need to do some proper positioning or you will die instantly. After the giga-worm horde you will fight more enemies jumping out of the water. After them, look carefully for any orange you may see on the right screen side. When you see it, get close to the right side of the screen about 2 character lengths away). You will come upon the Dust Dragon. If you are too far out, the blades coming out of its belly will thrust up and get you.

Ok, if you did the above movement, you will be over a dome on the dragon. Position yourself as close to this dome as you can (the dome covers the dragon's heart, which is your target). Aim straight down and fire.

The dragon does three attacks:

1. Stomach Blades: large blades that thrust up from the boss' stomach. I think they kill instantly, regardless of life, but since you are over the dragon's heart, these are of no concern to you.
2. Foes: the dragon releases cannon-fodder green reptiles which come to attack you. Just rotate from where you are to kill them, then get back to your heart work.
3. Flame breath: The dragon shoots fire from its mouth. If you are positioned close to the heart, the dragon will shoot just above your head, but should not hit you. Occasionally it will lower its head to do a low level flame blast which may hit you. If this hits you, go up to prevent further damage.

Keep attacking until the heart cover is destroyed, then continue attacking until the dragon dies. The Napalm kills this guy entirely too fast :) Get in close and be done in about seven seconds.

Stage 3

Two enemy waves start this stage off (a total of 6 enemies). After them, the rising junk-on-a-ball appears.

Shop:

```
laser    burner
booster  life pack
health   armor
```

Recommended buy: Laser
Life Pack (need I say more?)

Alternative buy: Life Pack
Health (if needed)
Armor (if needed)

After the shop, you will start going up at an angle. Enemy gun emplacements are on the walls here. Reptiles will occasionally come from the left. There is a great position you can get here that allows you to shoot diagonally and so destroy the guns--all without moving the controller any more than you have to. Unfortunately, I can't describe it, so just tinker around to find it. The essentialities of it is that you are shooting diagonally, and the scrolling of the stage puts the enemy into the path of your fire. Then just rotate to take care of enemies on the left. A laser emplacement will force you to move around, however.

After the diagonal part, you will enter a base structure. Lots of money is here, but you must be aggressive and fast to get it.

When entering the base, shoot at the ceiling to reveal some hidden zenny. The closing columns which appeared in stage 1 appear in spades here, so try to destroy both parts to get more zenny. After the first columns, a lot of gun emplacements are around, so shoot and move to clear up quickly.

There is a hidden "Pow" powerup on the bottom of the screen. I believe it is in the second area of this base. Start firing at the screen bottom after you get the hidden zenny at the top of the base. The "Pow" item should be after you get past the second pair of closing columns.

Once past the last columns (the music changes), you will see some fellow apparently worshipping a head. The stage will start scrolling up (you are coming to the boss).

Now, stay in the screen center. Fists will come from the right and left side of the screen. Avoid them (you can't destroy them). as you go up, you will see what appears to be blue armor. Attack the armor while avoiding the fists. Soon the full boss appears.

Boss: War God

Ok, knock out the chest armor (you may have done this already) so your shots can reach the boss (watch out for the triple shots released once you destroy the armor). You have the head here as well as those annoying fists. The head fires two blasts from the eyes. These blasts are fast and without warning so be on guard until you get the timing.

What you want to do is destroy the shoulders. See those large spikes near the head on the right and left screen sides? Attack those until they explode. Once you destroy a shoulder, the fist from that side no longer appears. Do this for both shoulders to leave the boss nearly helpless.

Now, while still avoiding the eye blasts, fire at the head. Stay at the screen bottom and go back and forth horizontally to avoid the shots and hit the head. The boss occasionally opens its mouth in an inaudible scream showing its pain in your attacking it. Continue to do this until you destroy the boss.

Note: Be sure your satellite is hitting the boss head. The laser does more damage than your normal fire. Your movements may prevent the laser from actually making contact.

A great tip from Galen for this boss. Get at the bottom center of the screen and get one character length to the side of the center. Now the eye blasts from the boss won't even be able to hit you. Super-easy pickings!!

NEW (from Galen): Get your satellite in front of you and get directly in the center of the boss. Your satellite will block the boss' eye blasts. This makes it even easier to kill the boss!

Stage 4

Egyptian-looking stage here, complete with your Egyptian-type enemies. This stage and the next offers paths for the player to choose. Different enemies and challenges are in each path.

My advice: Take the TOP paths all the time. The bottom path are more difficult, with no extra reward for your troubles, except for the electric zappers which give large zenny awards.

Your initial enemies are floating, arrow-shooting foes. They can float into the walls and come back to get you, so watch them carefully.

When you come to the two columns at top and bottom of a sphinx head, this is the path of choice I had mentioned. Shoot a column until it goes away--that is the path you will take.

FORK A

path 1 (up)

-laser faces
-fire devils

path 2 (down)

-laser faces
-arrow shooters
-3-way shooters in walls
-flying triangles from the rear (near the shop)

The laser faces are heads that float into the screen, "blow" a laser shot at you, then go away.

Stay more to the left screen side once you face the first wave of arrow shooters in path A-1. The laser faces will appear and you will then enter a tunnel. The fire devils will appear (and I do mean "appear"), so blast them. The shop appears here too. In path A-2 the shop appears when the 3-way shooters show up.

The flying triangles are very fast and come in numbers. They make this section extremely difficult to get through without getting hit. This is the very reason you DON'T want to take path A-2.

Shop:

balcan cannon bound
armor(5) flying stone
health resurrect potion
life pack

The (5) means the armor protects you from 5 hits before going away.

Recommended buy: Life pack (humor me)
Balcan Cannon (ABSOLUTELY PURCHASE!!!!)
Resurrect Potion (optional)

Alternative buy: Life Pack
Health and protection items as needed

*Why do you want to purchase the Balcan Cannon? It's powerful and will save you a lot of money on satellite purchases, as you need to start saving mucho money for what I consider the best satellite in the game--the homing laser. Buy the Balcan Cannon, because you will use it for 3 stages (this one and the next two).

*Ignore the above advice if you have the Napalm. Keep it, get your life bar and armor together, and move on.

FORK B

path 1 (up)	path 2 (down)
-----	-----
-laser faces	-arrow shooters
-arrow shooters	-homing globs
-homing globs	-electric zappers
-falling junk	

The electric zappers in path 2 fire electric blasts between them when two of them have eye-to-eye contact (the green parts face each other). You CAN destroy the zappers, they just take a HUGE amount of punishment. Some advice from Galen about these foes (quoted verbatim):

"As I said before, hit them hard and heavy, they take a lot of damage. (and thusly reward you with the large Zennys.) Align the satellite with your gun, and pound on the zappers. With the Balcan I think it was possible to destroy 3, 4 with a little extra work. With the Napalm, you can easily destroy an entire line (4 zappers). (And surprisingly, if you cheat and use the homing laser and super booster, 4 is still be best you can generally do. A 5th is possible, but takes a bit of work."

Boss: Sphinx

This boss consists of two parts and is really easy. In the first part, the head detaches from the body and attacks you. The head fires lasers from its mouth and occasionally 3-way shots. It moves in spurts. Keep your distance and let your weapon and satellite do the talking.

After you destroy the head, the body reappears and blows up. A large centipede appears in its place and pursues you. The 'pede chases you around the screen constantly, but does no attack, making it the easiest boss you will ever fight. The manual says to attack the "eye," which I assume is the odd piece right behind the head. Well, you will notice that the head blocks your normal shots from reaching the eye. The Balcan Cannon fire is blocked as well. However, the laser satellite goes completely through the body, so it can hit the eye.

Yet, there is no worry. Just attack the head constantly. The centipede will die eventually if you keep attacking. If you can hit the eye, it will die faster. The Balcan Cannon will kill it only slightly slower than the laser if you only hit the head. Hitting the eye with the cannon makes for an even faster kill. The Napalm wipes this guy out almost before it fully forms!

Note: Galen says that in Hard mode (for the arcade anyway), the centipede shoots 3 shots at you.

Stage 5

This stage is just like the previous, with the addition of balls of light that appear and zig-zag within a small area. Destroy them for zenny.

The bouncing light balls appear when approaching Fork A.

Shop

wide shot	bound
Booster 2	life pack
health	armor(5)
info	

Recommended buy: Booster 2 (purchase! very helpful)
Life Pack
Armor(5) (optional, but recommended)

Alternative buy: Booster 2
Health and protection items as needed
Life Pack

*I HIGHLY recommend getting Booster 2. Getting it now can affect your stage 6 shop purchases (read stage 6 shop section to see why)

*You should buy Health if you lose any life up to this point. The boss will get quite a few hits in on you, so you need to be able to take this.

FORK A

path 1 (up)	path 2 (down)
-----	-----
-laser faces	-just like A-2 in stage 4
-arrow shooters	

In Fork A path 2, there is some hidden armor on the bottom wall. Keep shooting along the bottom wall to make it appear. It is around where the laser faces appear.

FORK B

path 1 (up)	path 2 (down)
-----	-----
-arrow shooters	-like B-2 in stage 4
-laser faces	-falling "mud"?
-homing globs	
-falling junk	

Boss: Rah

The boss approaches from the left side of the screen. Get between the ball and the top part of the boss. Then move down a bit to go between the

protrusions. When the boss is fully on the screen, the battle really starts.

Rah possesses several attacks. These are:

1. 3-way guns: Four guns appear on the corners of the area surrounding you. These guns shoot 3-way shots. When you destroy a gun, it will regenerate after a few seconds
2. Falling Spikes: Spikes fall from the top part of the boss. They come quickly. Shoot them to destroy them.
3. I believe Rah possesses a laser shot from his head, but I'm not sure. Galens says to stay back from the head and then he will fire. This may be in Hard mode, as he still didn't fire at me in Normal.

Rah's weak point is his face (the eagle head). Just aim straight and fire at that point. If you get close to him, columns appear from the protrusions near him to stop you. You can't destroy these columns, and they block your shots. When you move back, they go away, but will re-appear if you get close again.

Rah starts his attack different ways depending on which path you took to get to him. If you took path A-2, he starts with the 3-way guns, then will switch to the spikes. If you took path B-2, he starts with the falling spikes first.

Just keep shooting at his face. You damage him when he "changes" attacks, but you just need to concentrate on hitting him. Eventually he will die. Take out a gun or two to avoid excessive life loss. You WILL get hit, so just try to pack the damage in. Get close enough so that the blockers don't come out to block your shots. This way you damage him faster. Guess how fast the Napalm kills this guy? Rah used only one attack (the falling spikes) and was gone before doing anything else. Go Napalm!!

Stage 6

Cloud stage here. Quite a few hidden items are here, as well as mucho zenny opportunities. EVERY enemy gives zenny when killed. Due to this, don't kill enemies coming from the left side of the screen until they are a good ways into the screen, else you will miss the zenny they leave behind.

At the start, you will see white mountains at the bottom of the screen, above the clouds. One will be present when the stage starts. When you see the second one, shoot a bit in front of it to reveal 3 drums.

When you come to the first brown mountain, shoot at its left side to reveal a yashichi. Shoot at the mountain base on the right side to reveal a cow.

A statue before and after the brown mountain contains a star.

Stay toward the lower center of the screen. The stage has dragons that come out of the clouds in an arc. They are VERY fast. Kill them to get a lot of zenny. Staying in the lower center will make them go over you.

The dragons appear at the following points:

1. Near the 2nd statue from the start of the stage
2. Near the end of the first group of columns (background Greek columns).

It is near where the shop appears. A cloud platform is in the sky .

3. Near the first white mountain after the shop

4. Two dragons are around the first green building you reach.

When the shop appears, go to the top of the screen above the cloud raft and shoot to reveal large zenny. Get these before going into the shop.

Shop (be sure to read the comments below before buying)

super laser wide shot

flying stone armor(5)

health life pack

info

Recommended buy: Life pack

Alternative buy: same as above, with health and protection as needed

*The info here says that lasers don't affect the boss, but since you still have the Balcan Cannon, this is of little value to you (you DO. . .still have the Balcan Cannon, don't you?)

*Galen states that the homing laser will hurt the boss, but of course you would have to have the satellite cheat in order to gain this laser now.

After the second brown tree, a large head appears out of the clouds. It fires a trail of homing junk at you. Destroy the junk and attack the head to get rid of this thing (not easy as other enemies are still coming at you).

When you get to a point where enemies stop appearing, get to the left side of the screen, as the boss will appear in the screen center (which will hurt you if he hits you upon appearing).

Boss: Iceman

A head surrounded buy crystals. This is an easy fight. You must destroy the crystals surrounding the head, as the head is your target. Iceman has only one attack. He fires a chunk of ice at you that splits into three pieces. You can destroy the chunk to prevent the splitting (the shards are quick and difficult to avoid, so destroying the chunk makes things easier). Iceman also moves around the screen, trying to hit you. Just move and shoot.

When you destroy all the crystals, Iceman loses all offensive power and is a sitting duck (well, moving duck since the head still moves).

Stage 7

Final stage here. This stage is longer than the others and has two shops in it. The shops are in the side walls and may be hard to notice (a first for the burst-out-nowhere shop). The shops appear on the left wall and are dark orange in color.

Jumping wall foes are the first opposition. Just destroy them. If they get to the screen bottom, they may fire three homing purple things at you. You can destroy these, but hitting them is a bit tedious.

A ways up, an array of blocks appears from the left, shooting expanding rings and homing missiles at you. You can destroy the array, but it takes a ton of punishment before dying. I would suggest that you stay back and let your satellite negate the rings while you destroy the missiles. You can sit under the ledge at the lower right while shooting diagonally. This will protect you from some of the array fire and let you shoot the missiles if you need to. Just be careful of this strategy, as the array soon goes away and the screen start scrolling again. If you are still under the ledge, you will lose some life energy (getting squashed against the screen edge).

You will come to gun emplacements with open spaces next to them. Get into the spaces and get to the top of them and fire. Large zenny will be revealed. The space on the right has this zenny.

After the three guns are protrusions of the walls sticking out. On the top side of the left protrusion is some hidden armor. Shoot in the area to reveal it.

A ways after this, you will see two more protrusions. On the top side of the left one is some hidden armor. On the top side of the right one is a POW item.

When you see six gun emplacements, the first shop will appear. Watch for it.

Shop 1

super laser	bound
homing laser	super booster
wide shot	armor(5)
health	life pack
aura stone	

Recommended buy: Super Booster
Life Pack
Homing Laser (SUPREMELY recommended!!!)
Aura Stone (optional)

Alternative buy: Super Booster (HIGHLY recommeded!!)
Aura Stone (recommended)
Armor
Life Pack

Ok folks, this is where all your hard work saving money will pay off. Under every circumstance possible, buy the Homing Laser (a whopping 99,900 zenny). This satellite is absolutely the best, hands down, up, all around, and through the hula hoop. It will make your journey through this terrible stage so much easier. I ran into the wall knocking myself crazy for not purchasing this thing before.

*If you can't afford the Homing Laser, don't buy anything except Health, the Life Pack, and the armor. You've got to get that Homing Laser satellite, or else this stage will remain a hard journey. Take this from one who went through this stage several times without that satellite.

*If you can't afford the Super Booster, and don't think you will have the 50,000 zenny for it before the next shop appears, buy the aura stone to boost your firepower (you won't see any visible effects). BUT make SURE you bought the Homing Laser first.

Ok, for folks doing the Alternative Buy. By now, you should have well over 100,000 zenny, so you should be able to purchase all the items listed. I find the Homing Laser to be better for the stage, but the Napalm actually does better against the boss, so it's your call. You should buy the Super Booster and Aura Stone though, as you do need to supplement the Napalm in this stage.*

After this, the newest foe to appear is an orange ball. It takes a ton of punishment and grows an arm as you shoot it. The arm protects the ball from your shots as well as crowding up your moving space. Keep shooting the ball to destroy this thing. you can still shoot the arm. I think it takes damage anyway. It gives a good amount of zenny for killing it.

When the orange ball appears, a ledge should be on your left. Armor is hidden on top of it. Shoot to reveal it.

Further on after this, two ledges will appear. Armor is on top of the left one, and a "POW" item is on top of the right one.

A tri-square array will appear from the left, so be on guard.

More of those orange ball enemies will appear after this.

You will come to one of those space-in-the-wall places. Go into the left space and go to the top of it while shooting. A large zenny will appear.

Two tri-square arrays will appear. After them, another one will appear from the right further on. The next shop will appear after this.

Shop 2

super booster	dress
flying stone	resurrect potion
health	armor(5)
tracking laser	

Recommended buy: Armor(5) and whatever else you need

*DO NOT PURCHASE THE DRESS!!!! It is a total waste of money. It simply gives you one million points at the end of the game. Well, don't purchase it if you haven't bought the other necessary items.

*If you are just beyond Top Gun, of course you won't need the armor, but regular class pilots probably do need it for this intense stage.

*Ok, this is the last shop, so the only point of getting zenny after this is to get a higher score. Any zenny you have at the end of the game is added to your score. So don't go crazy trying to get the money after this shop.

After this, it is more of the normal opposition, including gun turrents on the walls. You will face two tri-square arrays and a final array of wall turrents, then its boss time.

Boss: War Tyrant

Ok, first thing you have to deal with are these mouths that appear on the side of the screen. The boss will be sitting on his throne while you battle these things.

Four mouths will appear on the right side of the screen. Get at the screen bottom on the right side and shoot straight up. The mouths shoot out of the wall and fall down in an arc. They won't be able to hit you if you are at the screen bottom on the right side.

Then four mouths appear on the left side of the screen. So just get on the screen bottom on the left side.

After this, mouths appear on both side of the screen. Stay on one side of the screen, at the bottom. As it is, the top and bottom mouth on the opposite screen side will be able to hit you. So watch for them as they come at you.

After this, the boss comes off his throne for personal combat.

For a final boss, the War Tyrant suprisingly has very few abilities. He has only two attacks:

1. Homing Waves: Fires wave blasts that home in on you. The blasts can be destroyed by your fire.
2. Lasers: His most deadly weapon. Fires about six lasers at you. This is a very fast attack and is quite hard to dodge. The lasers move in a cone formation, which gives them some spread range.

Your only concern here is his second attack. Those lasers will be the bane of your existence in this fight, as their speed practically guarantees that you will be hit.

The method I use the beat this boss is to circle him while continually firing on him. However, the boss does move around as well, so be sure that if you are circling him, you are not getting close to him as you circle. The more space you have to move in, the less chance that the lasers will hit you. He fires the waves either one or two at a time. Sometimes he will fire them rather consecutively (usually when he is close to dying).

If circling does not seem to work, then you can attack from a distance. Here you want to be as far away as possible. This will give you SOME room to dodge those lasers. The timing for them is impossible, as the boss follows no firing pattern. A good idea is that while you are far away, keep moving back and forth wherever you are (going from one screen end to the other). This makes you a moving target, which is harder to hit.

For Napalm fanatics, get right up to him and fire away (pun intended). You will just have to take whatever he hits you with, as the Napalm fires too slow to permit erratic movement. Move around to destroy those wave shots though, as you don't want to lose more life than you are going to lose by taking the laser blasts. Also, don't touch his body either.

Beat him and you win!

TIPS, TRICKS, AND SECRETS

The Genesis port has some elements missing from the arcade. These missing elements are:

--the twin warrior boss. One warrior is blue, the other is orange. They fired 3-way shots from their mouths and shot an electric beam between them.

I believe this boss appeared before the final stage.

--The short vertical stage that 'rained' zennys and ended with the sarcophagus boss.

--The war god ending the second stage skips the torso.

--Hard mode in the arcade starts you with no satellite.

--"The Junk appearing (in the junk-tower thing and paramecium) in the Dust World stages were of various shapes. On the Genesis, it just uses one shape."

--"In one of the Egypt stages, somewhere on the upper path, there's a mosaic pattern on the wall in red & yellow with what I think were faces on them. In the arcade, some of these would pop out at you, like a rod sticking out of a wall."

--"Along one of the lower paths there was a maze of rooms, apparently removed from the Genesis game."

--"In the final stage, when there's the double alcoves appearing along the sides, both top and bottom alcoves would hold large Zennsy (sic)."

Thanks to Galen for most of this information

Until you get used to the controls, I suggest you play with auto-fire on (the default is off). That way you can concentrate on maneuvering and not on moving AND firing. In fact, this is the mode I play with anyway, as the normal rotations are fine IMO.

When you exit a shop, all weak minor enemies are destroyed (guess they just could not handle YOU getting to see Mirabella and they couldn't ^_^)

(From the manual):

In a 2 player game, if the warriors are close together, electricity will flow between them. This increases the power of the warriors' fire.

A timer is active when each stage starts. If you finish the stage with time remaining, you get a bonus which is converted into zenny. The faster you win, the more of a bonus you get. The timer is hidden, so try to finish quickly.

In a 2 player game, if one warrior dies, he can be brought back to life as long as the other warrior is alive. Just hit Start on the controller of the fallen warrior and presto! This means that basically with two players, you have infinite lives! No need for resurrect bottles!!

If you get the bonus, you also get a cut-scene after the stage.

You don't need to go crazy over resurrect potions. For beginners, about 2 or 3 are good enough. For more advanced players, one is good. Let your skill save you beyond that as the expense will make it impossible to get needed equipment upgrades. If you use the Napalm strategy, definitely get two.

The yashichis, stars, cows, drums, POWs, and U-shaped enemies from stage 7 are all from a game called Sidearms, which Capcom also made.

The cut-scene after stage 5 and 6 show one of the warriors holding a dinosaur doll. In the Japanese version of the game, the warrior was holding a teddy bear.

Recommended Satellites: (in order of when you can first get them)

Auto-missile
Napalm
Laser
Balcan Cannon
Homing Laser

The Laser is very useful in stages 3 through 6, but you may wish to switch to the Balcan Cannon in stage 4. This should give you a better chance of beating Iceman faster in stage 6 and thus getting a bonus. Bonuses are extremely helpful in getting the zenny needed to purchase the Homing Laser.

If you get the Napalm, you are well set for the rest of the game if you keep healthy and protected.

CREDITS

God--for the strength, life, and intellect to do this FAQ
Galen Tatsuo Komatsu (gkomatsu)--for the info on the things missing from the arcade, more info on the additional moves, the difficulty modes, powerup item descriptions, and for revamping my opinion of the Napalm satellite. I know the Napalm satellite thanks him a bunch :)
BIG thanks.
Cory Wilkie [corywilkie@hfx.eastlink.ca]--for the extra Stage 1 boss strategy.

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.

dhousto6@bellsouth.net
Dimetric Houston

The End