

Altered Beast FAQ/Walkthrough

by Beautiful Affair

Updated to v1.00 on Aug 17, 2015

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 1. Legal Disclaimer
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Version History

- **Version 1.00 | 11 August 2015**
 - The first, complete posted version of this FAQ/Walkthrough. For a future update I plan to include pictures/videos.

Introduction

Hello and welcome to my FAQ/Walkthrough for *Altered Beast*, the original beat-'em-up launch title that first came bundled with the Sega Mega Drive/Genesis system between 1988 to 1991.

A game that was originally introduced to gamers in the arcades in the late 80s before it was chosen as the first game to be ported over to Sega's then-new 16-bit Mega Drive/Genesis system, *Altered Beast* is considered one of the pioneers of the beat-'em-up genre. While it does have a number of problems and is a generally very short and mediocre game, it still did a fair job of demonstrating the power of the Genesis system in comparison to the more well-established consoles back in the day, which included the 8-bit NES, and even Sega's own Master System console. In this game, you assume the role of a fallen Roman warrior who has been resurrected from the grave by Zeus to come to the rescue of his kidnapped daughter Athena, who is being held captive by the demon god, Neff. As you fight your way through waves of undead creatures, you must also collect spirit balls to enhance your strength and ultimately transform into a powerful creature that is capable of confronting one of Neff's own altered forms in a boss fight at the end of each stage.

Within this guide, I will provide a layout, and point out the earliest opportunities within each stage where the player can power up in order to reach the boss fight at the earliest possible chance. I'll also give a rundown of the basics and any extra supplementary stuff I know of to be found in the game of *Altered Beast*. I hope that this guide will be of use to you, and should you wish to leave any feedback or provide any extra information for the guide that you believe will be of use, then please feel free to drop me a line!

~ Ryan Harrison

Story

It is the time of gods and myths and legends. When men were warriors and courageously fought unnatural enemies in the endless battle of good against evil. It is the time of the Altered Beast.

Summoned by Zeus, God of Thunder, you have been awakened from the dead to challenge the wicked Neff, God of the Underworld, for the fate of Athena. And Athena is no ordinary girl. She is the daughter of Zeus and must take her rightful place among the gods if only you can free her from place of imprisonment.

Although you were once a brave and awesome Roman Centurion, the rigors of this journey demand a supernatural display of strength. And so you are bestowed with the powers of the Altered Beast. The power to transform your being into a part animal, part human creature of formidable force.

But to achieve this rare form of vitality you must earn it. By conquering foes and capturing spirit balls, you'll muster the energy to transmute from one beast to another. And each time you do, you'll advance one round closer to the realm of the underworld where Neff awaits the final confrontation.

With five complete rounds to clear, the number of underlings you must defeat is staggering. But Neff promises to be the most loathsome enemy yet, so prepare yourself for the worst. And remember, Zeus didn't bring you back from the grave to fail!

Game Overview

Controls

Control	Action
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Control		Action
D-Pad	Down	Crouch
		Fly down (Dragon)
	Left/Right	Move in corresponding direction
	Up	Fly up (Dragon)
Start		Begin game from Title Screen
		Pause game during play; press again to resume play
A		Punch
		Use projectile attack in Altered Beast form
B		Kick
		Use charge attack in Altered Beast form
C		Jump
Up + C		High jump

Basics

Title Screen/Getting Started

Upon starting up the game, you are taken to the Title Screen. You can press **Start** to begin a new game of *Altered Beast*, or if you have returned to the Title Screen having lost all of your lives in a previous sitting, you can press **A + Start** together to continue on from the beginning of the Round in which you lost your last life.

Options

At the Title Screen, by pressing **B + Start** together, this will take you to the **Options Screen**, where you will be able to configure the settings before you begin playing. These are:

- **ROUND:** Choose which round of the game to begin playing from, between 1 - 5.
- **LEVEL:** Choose the game difficulty. There are three settings: **NORMAL**, **HARD** and **HARDEST**.
- **POWER:** Set the number of bars in your Power Meter, from between 3 - 5.
- **PLAYER:** Lets you choose how many lives to start the game with, from between 3 - 5.

General Gameplay

Altered Beast is an automatic-scrolling beat-'em-up style game, in which you advance through five separate areas, moving from left to right. Using your initial punch and kick attacks to wipe out any deadly underlings who you come across is the key to staying alive and getting through each stage. At certain times in each level, you will see a **Blue Three-headed Wolf** creature. Defeat it with an attack, and it will release a spirit ball that begins to fly upwards. Quickly grab the spirit ball before it floats away, and this will increase the warrior's strength, accompanied by the words '**POWER UP**'. Once you collect three spirit balls, you will then see a transformation sequence, in which the warrior turns into the titular **Altered Beast** creature (see below).

Only once you have reached the **Altered Beast** state, you may proceed to the end of the round to fight the boss. There are five different bosses to encounter - one for each round of the game. Should you still only be in warrior form when you encounter Neff, he will leave the area and the level will continually loop over until you manage to get enough spirit balls to transform. After successfully winning a boss fight, Neff steals your spirit balls, causing you to revert back to your basic warrior form, before you proceed on to the next round of the game.

Altered Beast

Collecting three spirit balls in a stage will cause the warrior to transform into the **Altered Beast**, a powerful creature that can boast strong projectile and charge attacks that can wipe out enemies almost effortlessly, and has the strength to confront Neff in a boss battle, in which he likewise transforms into a powerful, gargantuan creature. Learn each beast's attacks and how best to use them against your enemies, as well as how to use them effectively to win each boss battle. There is a different beast the warrior will transform into for each stage.

- **Werewolf/Gold Werewolf (Rounds 1 & 5):** Can throw horizontally-moving fireballs and perform a quick forward charge attack.
- **Weredragon (Round 2):** Has the ability to fly in whichever direction with the use of the D-Pad. Can shoot laser projectiles, and use an electric charge attack to deal damage to any enemies within close range.
- **Werbear (Round 3):** Has a strong stone breath close-range attack, and can perform a leaping roll attack.
- **Weretiger (Round 4):** Shoots fireballs that travel in a slow, wave-like motion, and has a quick double-vertical charge attack.

The Demon God, Neff/Boss Battles

Neff is the purple robe-clad fellow who occasionally appears throughout each stage. If you reach him while still in warrior form, he will leave the area, leaving you to continue playing on through the stage. Otherwise, if you have made the transformation into **Altered Beast** form, he will greet you with the words "**Welcome to your doom!**", at which point a **boss battle** will ensue. The amount of bonus points you are awarded for winning the boss battle depends on how early on in the round you reached Neff in **Altered Beast** state.

- Defeating Neff after encountering him the **first time** rewards you with **100,000 points**.
- Defeating Neff after encountering him the **second time** rewards you with **50,000 points**.
- Defeating Neff after encountering him the **third (or later) time** rewards you with **20,000 points**.

Game Screen

- **High Score:** The numbers displayed in the top-centre of the screen. This displays the highest score that has been achieved in your current sitting of *Altered Beast* (i.e. since you have had the system switched on).
- **Remaining Lives:** A picture of the warrior with 'XX' (X denoting the number of lives currently remaining) next to it. This is displayed in the top-left corner for Player 1 in a single or multi-player game, and the top-right corner for Player 2 in a multi-player game. When all remaining lives have been lost, the game is over and you are taken back to the Title Screen.

- **Score:** The figures shown just above the player's life counter at the top of the screen; Player 1's score is displayed in the top-left, while Player 2's score is displayed in the top-right.
- **Power Meter:** The bars displayed at the bottom of the screen, denoting how much health you currently have remaining. Any time you take damage, a bar turns from blue, to yellow, to red, before it disappears altogether. When all of the bars in the Power Meter are depleted, the player will lose one of their remaining lives.

Walkthrough

Note: This walkthrough was written according to the game's **Normal** difficulty setting. It is also written to guide you to the boss battle at the earliest possible opportunity. When you reach Neff at the end of a stage while still in warrior form, the level continually loops over until you transform and reach Neff again.

Round 1

Rise from your grave!

At the beginning of the round, Zeus will resurrect the undead Roman warrior, commanding him to rescue his daughter. When you gain control, begin by heading right and using your punch or kick attacks to wipe out the first few **Slow Foot** enemies, which provided you don't take too much time in doing it, should be no problem. Next up, you'll see a few graves emerge from the ground, and a **Blue Three-headed Wolf** positioned on top of them. Stay on the left side of the screen and wait for the Wolf to come towards you and drop to ground level, where you can quickly hit it with a well-timed kick and collect the spirit ball it leaves behind to power up.

As the graves break open to reveal more **Slow Foot** zombies, use more punches or kicks to take them out. Next comes a **Headless Horror** enemy, which is a little more savvy and attacks a little quicker, so use a quick kick when in range to take it out, followed by a **Brown Three-headed Wolf**, and some more **Headless Horrors** that attack from either side. After these, another **Blue Three-headed Wolf** will appear at the right-hand side of the screen; wait for it to hop along towards you, and another well-timed kick will take it out, and again, grab the spirit ball left behind to power up.

Keep an eye out for more **Slow Feet** and **Headless Horrors** approaching from the left side of the screen, and another **Headless Horror** that appears on the right. A **Skinny Orcus** enemy will appear high up, so get it with a high jump and punching it in midair. The third **Blue Three-headed Wolf** should then appear, so defeat it and grab the spirit ball it releases to transform into the Werewolf. Up next, you'll encounter Neff, who will 'welcome you to your doom'. Time for the first boss fight of the game.

- BOSS: Aggar -

Strategy: Aggar stands still on the right side of the area, while constantly throwing heads at you. They'll come down from above, so move left and right, avoiding them as they come down, and start hurling fireballs at his body. Don't bother with the charge attack, as this will cause you to charge into the boss' body and take damage. The boss will flash red and begin to shake violently as he takes more damage. Simply continue avoiding the heads he constantly throws while hurling projectiles back, and you'll beat this boss battle without too much trouble.

Once you defeat the boss and it goes up in a huge cloud, Neff will appear in a huge beam of light. With an evil laugh, he absorbs your spirit balls, causing you to lose your Altered Beast powers and revert to your basic human form. As Neff escapes via a hole in the ground, your character will chase after him. Watch the short cut-scene, and the next round will begin.

Round 2

The first new enemy you'll encounter in this stage is the **Round Leech** (the purple blob with a big mouth); use a couple of kicks to kill it. Up next comes a pair of **Brown Three-headed Wolves** and another **Round Leech**, before you'll see a **Blue Three-headed Wolf**. Stay on the left side of the screen and wait for it to come towards you, and hit it with a well-timed kick. Take out another **Round Leech** that appears in the middle of the screen and grab the spirit ball to power up.

Next, you'll see some **Rattle Tails** - their tails stick out of the ground before they launch their entire bodies out. You can hit the tails to prevent the creature from attacking, otherwise, just make sure you're not standing underneath or above them as they come out of the ceiling/ground as they can only move straight up or down. After another **Brown Wolf** and **Round Leech**, the second **Blue Three-headed Wolf** will come in from the right, so catch it with another standing kick and grab the spirit ball to power up.

Watch out for more **Rattle Tails** attacking from above, as well as a **Chicken Stinger** coming in from the right. Now face left, and a trio of **Three-headed Wolves** will charge toward you from the left-hand side of the screen - one of them being a Blue one. Just watch out for more **Rattle Tails** sticking out from the ground as you go to get the spirit ball it leaves behind. Your transformation will turn you into the Weredragon, my personal favourite of the beasts as it has two very effective attacks and can fly in any direction around the screen with the D-Pad.

Your electric charge attack will easily dispose of any enemies that come close as you head right, and shortly after, you'll reach Neff, who transforms into Octeyes, thus triggering the second boss battle.

- BOSS: Octeyes -

Strategy: Octeyes is a huge, plant-like creature with a huge eye. However, the plant's entire face opens up to reveal several more decoy eyes, which will start to float towards you in spurts. Any time you hit any one of these eyes, the boss will flash red, although it really will not take any damage unless you hit its main eye. A very easy and effective way to defeat the boss is to fly *just* close enough to the eye without touching it, and start mashing away on the **B** button to repeatedly use your electric charge attack. By doing this, you'll very quickly and almost effortlessly defeat him in seconds.

After winning, Neff steals your powers and retreats into a hole in the ground. Again, you'll chase after him. Another cut-scene ensues, and we move onto the third round of the game.

Round 3

The round starts out with **Cave Needle** enemy (huge walking insects) dropping down from a high ledge on the right and advancing towards you, so stay on the left side and fend them off. Stay on the left side of the screen, and two more **Cave Needles** should walk right over you on the platform above, and you won't have to worry about fighting them. Stay near the left side, and you'll see some **Three-headed Wolves** appear on the high platform on the right. Crouch, and as they leap down, use your upward kick to defeat them. The third Wolf is a Blue one, so be sure to snag the spirit ball after you defeat it to power up.

Now make a high jump onto the platform. Stand still and wait for the **Grave Master** enemies to drop down the gap, and they'll walk into the pit below where you're standing. Then jump over the gap onto the next platform, and face left. Another **Blue Three-headed Wolf** will attack from the left, so when it jumps over, use a standing kick to defeat it, and get the spirit ball.

Cross the last platform and jump right, landing back at ground level. Watch out for the grey-coloured rock; it's a well-disguised **Fossil** enemy. Kick it to destroy it, and watch out for **Brown Three-headed Wolves**, **Cave Needles** and **Grave Masters** attacking from both sides. The third **Blue Three-headed Wolf** will come down from the high platforms you crossed just before, so make sure to position yourself a couple of steps right of the last platform and use a crouching kick to catch it and get the spirit ball that will enable you to transform into the Werebear.

Use your stone breath and roll attacks to fend off any more enemies that attack from either side, and you'll shortly meet up with Neff for another boss battle.

- BOSS: Moldy Snail -

Strategy: This is a huge snail shell with a dragon head sticking out the top. It attacks by shooting white and blue-coloured fireballs, in sets of four that travel in wave movements across the screen. When these appear, use your roll attack to either jump over or destroy them. As for attacking the boss, you simply just need to get close enough without getting knocked back, and use a roll so that you hit the boss' head, and it will flash as it takes damage. You'll end up going into the boss' body, but as long as you keep pressing the **B** button, you'll either perform another roll attack to deal more damage, or you'll simply be bumped back out to the left, in which case just continue using the roll attack. After a few hits, you should defeat this boss without too much trouble.

After winning, you'll have your energy sapped away, and will chase after Neff as he escapes again. Watch the cut-scene, and we move onto Round 4.

Round 4

Stay at the very left side of the screen and wait for the first three **Slow Feet** enemies to come to you. Punch and kick away to finish them off, followed by a **Brown Three-headed Wolf**, which is then very quickly followed by a **Blue Three-headed Wolf**, so look out for it, as it moves quickly and you can easily miss it. Get the spirit ball it releases to power up.

Stay on the ground, and keep an eye out for the **Headless Horrors** that come in from the left. A second **Blue Three-headed Wolf** will come in from the right hand side of the screen, so hit it with a standing kick. When you do, watch out for a **Hammer Demon** that is positioned just above, so you may want to take care of it first before you go for the spirit ball. An air-based enemy, the **Hammer Demon** is best beaten with a high jump, and punching it in midair.

Stay on the ground, and fight some more **Slow Feet**, and another **Hammer Demon** with a jumping punch. A **Chicken Stinger** is next to attack, so don't go too close to the right side of the screen to avoid being caught by surprise, and use your feet to defeat it. The area will start to get full of enemies, so do your best to fight them off or at the very least avoid their attacks. Stay around the centre of the screen, and keep your eye on the left side, as two **Brown Three-headed Wolves** will charge towards you from this side of the screen. The second one will also be accompanied by a **Blue Wolf**, so get it with a well-timed standing kick, grab the spirit ball, and you'll make the transformation into the Weretiger.

After morphing, use your fireball projectiles to take out any remaining ground-based enemies in the area, and your new-found vertical charge attack to defeat another **Hammer Demon** that appears overhead. You'll then reach Neff to trigger a boss battle.

- BOSS: Crocodile Worm -

Strategy: While being smaller than the other boss creatures you've fought thus far, the Crocodile Worm's deceptive appearance cloaks a tough enemy that can be difficult to find an effective strategy against. The beast has a some sort of glowing orb in its midriff, from which it emits huge fireballs chains across the screen. On top of this, it also occasionally shoots small dragons that will home in on you. These can be taken of with a simple fireball or charge attack. You'll notice that the boss stays on the right-hand side of the screen and moves in a crescent pattern, occasionally stopping to shoot fireball chains. To damage the boss, you have to stand underneath it and press **B** to use your vertical charge attack and hit it on its left side - just make sure that you don't touch the glowing part of its body, otherwise you will take damage. By hitting the boss on its left side, it will flash and change colours as it takes damage, so just position yourself accordingly, and occasionally ducking to avoid its fireball chains if it shoots them at the lowest part of its moving pattern.

Once you win, Neff will once more steal your powers before escaping, with you in tow. One more cut-scene, and we're onto the final level of the game.

Round 5

Start off by walking right and using standing kicks to quickly take out the **Gory Goat** monsters - and be quick, as they have quick jab attacks of their own. While doing this, keep an eye on the platform to the upper-right, as a **Blue Three-headed Wolf** will jump down from it, so make sure you're in position to catch it with a crouching kick. Quickly grab the spirit ball to power up, before you're caught by a **Dark Unicorn** that attacks from the left. Punch it to take it out.

Right, and fight a **Rad Boar** that appears on the right, and stay in the centre of the screen, taking out a **Brown Three-headed Wolf** and another **Gory Goat**, both of which will come in from the left. This will be followed by the second **Blue Three-headed Wolf**, so a quick and well-timed standing kick will defeat it, and you can get the second spirit ball to power up.

Use your kicks to fend off more enemies coming in from the left, then high jump up onto the last purple platform. Defeat incoming **Skinny Orcus** that appears on the right, then quickly position yourself on the very left edge of this platform you're currently standing on. You'll see a **Brown Three-headed Wolf** appear on the right side of the platform just to the left. Use a standing kick to defeat it, and do the same for the **Blue Wolf** that appears right after it, and you'll get the third spirit ball to complete your transformation into the Gold Werewolf.

Continue right, using your fireball projectiles to defeat the **Gory Goats**, and use a crouching fireball to take out a **Saw Fish** coming in from the right. Take out a couple more **Skinny Orcus** enemies, then you'll reach Neff, thus initiating the final boss battle.

- BOSS: Neff -

Strategy: Neff will transform into a rhinoceros-like creature, and attacks by charging at you, following this up with rapid jabs. Duck to avoid his jab attacks, and mash that **A** button to keep hurling fireballs at him. Your charge attack does more damage, but can leave you vulnerable to being attacked from behind when you go through him without time to evade his attacks. Stay on one side of the screen and stay crouched, and by connecting with several fireballs quickly, you should finish him off before he has had the chance to deal too much damage to you.

Once Neff is defeated, you've done it!

Athena will appear, and you are shown one more brief cut-scene with a portrait of Athena and your character. You'll then be shown the Credits screen, in which you can punch and kick the credits to make them scroll.

Congratulations upon completing *Altered Beast*!

Enemies

Enemy Name	Location	Description	Points
Cave Needle	Round 3	Often found in large numbers, this is a gigantic, walking insect-like beast with a yellow-coloured body. First encountered in the third round of the game, they walk along at a very quick pace, often dropping down from high ledges to try and catch you from above. Look for safe points where they won't catch you, or somewhere that will give you ample time to attack when they drop down to ground level.	100
Chicken Stinger	Round 2, Round 3, Round 4	A creature that may be familiar to anyone who has ever played <i>Golden Axe</i> ; this bizarre long-tailed beast quickly walks along the ground and begins to rapidly swipe its tail whenever you get close. Its attacks are quite strong, so take it out with quick kicks when close enough, otherwise keep your distance and use projectiles if you've reached Altered Beast form.	300
Dark Unicorn	Round 5	A walking, purple-coloured unicorn that is not afraid of full-on combat! They'll use jumping kick attacks (which are very damaging) as they get close, and are also capable of jumping up to high levels to chase you if you try to get away from them! Use a jumping kick, or projectiles to defeat them.	300
Fish	Round 5	Appears in the final round after the first encounter with Neff (if you haven't reached Altered Beast form). These huge fish creatures simply walk around slowly and only deal damage if they walk into you as they have no actual means of attack, so just use crouching punches or standing kicks to defeat them.	100
Fossil	Round 3	A petrified creature that rarely appears in Round 3. It simply jumps up and down. Don't let it hit you, and just hit it with a punch or a kick to break it.	None
Gory Goat	Round 5	The first new enemy you'll encounter in the final level of the game, this walking goat will start to jolt from side to side to avoid your attacks whenever you get close enough, and jab back themselves. A very well-timed standing kick works best to take them out.	200
Grave Master	Round 1, Round 3, Round 4	Muscular, horned brutes with a yellow-and-green colour scheme. They start to appear if you have not reached Altered Beast state by the time you have made your first encounter with Neff in the first stage of the game. They move and attack quickly with multiple punches, so kicks tend to work best against them.	300
Hammer Demon	Round 4	Purple-coloured, winged demons clutching long-handled mallets. Much like the Skinny Orcus enemy, it appears high up and usually drops down to attack you when you walk underneath it. Again, like the Skinny Orcus, the best way to hit it is with crouching kicks, or high jump attacks.	500
Headless Horror	Round 1, Round 4	Similar in appearance to the Slow Feet enemies, only they carry their skulls in their hands. They move and attack a little quicker, usually trying to hit you with a quick jab when you get close enough. A quick kick is the best way to defeat them without being hit yourself.	100
Rad Boar	Round 5	Very strong, and very quick yellow-coloured boars wielding clubs on their arms. They'll quickly and rapidly start throwing punches as you get close, and will often chase you. They are capable of leaping up to reach high surfaces if you try to high-tail it away from them. Jumping kicks are your best bet for dealing with these tough foes, otherwise if you've transformed, keep your distance and use projectiles.	500

Rattle Tail	Round 2	You'll see the tips of their tails stick out of the ceiling and ground for a couple of seconds before this long-bodied dragon emerges to attack by shooting straight up or down the screen. Attacking the tail prevents it from appearing, otherwise you can hit its head to kill it, or just stay clear of its path.	500
Rock Turtle	Round 3	They look like rocks, but will jump up and attack when you get close enough. They are slow and easy enough to defeat without much hassle, but do also sometimes appear on high ledges to try and drop down on you. Standing kicks work best to defeat them.	500
Round Leech	Round 2	Small, circular blob creatures that hop along the ground. They are slow and easy enough to defeat, but make sure they don't jump onto your head, as they'll attach themselves on and sap your energy away!	100
Saw Fish	Round 5	Fish creatures with steel-bladed fins, which deal decent damage if they hit you. They curl up into balls and quickly roll along the ground towards you. A quick standing kick can take it out, otherwise jump over it.	100
Skinny Orcus	Round 1, Round 2, Round 5	Yellow-coloured winged demons that appear high up, usually swooping downwards to attack. Use a high jump to get high enough to hit them, or a crouching upward kick when they come down low enough.	500
Slow Feet	Round 1, Round 4	Skeletons with blue robes. They slowly plod towards you and are slow to attack. One or two punches or kicks work equally well to dispose of them.	100
Three-headed Wolf	All Rounds	These come in two forms; Brown and Blue - and have the same attacking behaviour. They quickly hop across the screen in arc patterns, but are swiftly defeated with a single punch or kick. Blue Three-headed Wolves appear less often than their Brown counterparts and are usually tougher to catch. You need to defeat a Blue wolf in order to catch the spirit ball it releases in order to power up towards your Altered Beast transformation.	1,000

Bosses

- Aggar -

Location: Round 1

Strategy: Aggar stands still on the right side of the area, while constantly throwing heads at you. They'll come down from above, so move left and right, avoiding them as they come down, and start hurling fireballs at his body. Don't bother with the charge attack, as this will cause you to charge into the boss' body and take damage. The boss will flash red and begin to shake violently as he takes more damage. Simply continue avoiding the heads he constantly throws while hurling projectiles back, and you'll beat this boss battle without too much trouble.

- Octeyes -

Location: Round 2

Strategy: Octeyes is a huge, plant-like creature with a huge eye. However, the plant's entire face opens up to reveal several more decoy eyes, which will start to float towards you in spurts. Any time you hit any one of these eyes, the boss will flash red, although it really will not take any damage unless you hit its main eye. A very easy and effective way to defeat the boss is to fly *just* close enough to the eye without touching it, and start mashing away on the **B** button to repeatedly use your electric charge attack. By doing this, you'll very quickly and almost effortlessly defeat him in seconds.

- Moldy Snail -

Location: Round 3

Strategy: This is a huge snail shell with a dragon head sticking out the top. It attacks by shooting white and blue-coloured fireballs, in sets of four that travel in wave movements across the screen. When these appear, use your roll attack to either jump over or destroy them. As for attacking the boss, you simply just need to get close enough without getting knocked back, and use a roll so that you hit the boss' head, and it will flash as it takes damage. You'll end up going into the boss' body, but as long as you keep pressing the **B** button, you'll either perform another roll attack to deal more damage, or you'll simply be bumped back out to the left, in which case just continue using the roll attack. After a few hits, you should defeat this boss without too much trouble.

- Crocodile Worm -

Location: Round 4

Strategy: While being smaller than the other boss creatures you've fought thus far, the Crocodile Worm's deceptive appearance cloaks a tough enemy that can be difficult to find an effective strategy against. The beast has a some sort of glowing orb in its midriff, from which it emits huge fireballs chains across the screen. On top of this, it also occasionally shoots small dragons that will home in on you. These can be taken of with a simple fireball or charge attack. You'll notice that the boss stays on the right-hand side of the screen and moves in a crescent pattern, occasionally stopping to shoot fireball

chains. To damage the boss, you have to stand underneath it and press **B** to use your vertical charge attack and hit it on its left side - just make sure that you don't touch the glowing part of its body, otherwise you will take damage. By hitting the boss on its left side, it will flash and change colours as it takes damage, so just position yourself accordingly, and occasionally ducking to avoid its fireball chains if it shoots them at the lowest part of its moving pattern.

- Neff -

Location: Round 5

Strategy: Neff will transform into a rhinoceros-like creature, and attacks by charging at you, following this up with rapid jabs. Duck to avoid his jab attacks, and mash that **A** button to keep hurling fireballs at him. Your charge attack does more damage, but can leave you vulnerable to being attacked from behind when you go through him without time to evade his attacks. Stay on one side of the screen and stay crouched, and by connecting with several fireballs quickly, you should finish him off before he has had the chance to deal too much damage to you.

3D Altered Beast (3DS)

This 3D graphically-enhanced re-version, released in 2013 by M2, is available to download to the Nintendo 3DS via the eShop. This is a direct port of the Sega Genesis version of *Altered Beast*, and besides the layered 3D graphics one can view when their 3DS system's 3D is enabled, it also comes with a handful of new features. Here's a look at what else can be found in *3D Altered Beast*.

Settings Menu

Game Settings

Game Version

Here, you can choose which localisation of the game you wish to play: **International** (North American and European version), or **Japan**.

Input Settings

Configure which of the system's buttons you want to equate to a standard Sega Genesis controller.

Screen Settings

Screen Mode

How you wish to view the on-screen graphics: **Normal** (optimised to suit the 3DS screen), or **Classic** (gives a fuzzy, curved TV screen effect).

3D Style

Fall-in gives the impression of depth and distance, whereas **Pop-out** makes certain layers of graphics appear closer to you. Make sure you've got the system's 3D enabled for this to work.

Sound Settings

Game Sound Volume

As it says; configure the in-game volume.

PSG Emulation

Changes the sound quality to emulate that of the **Mega Drive** or **Mega Drive 2** model.

Credits (3D Altered Beast)

This can be selected from the main menu to allow you to view the credits of the staff who made *3D Altered Beast*.

Local Play

Allows for playing a 2-Player game of *3D Altered Beast*. You can **Host Game** or **Join Game**; this requires both players to have a copy of *3D Altered Beast* downloaded onto their 3DS system. The game host will play as Player 1.

Random Form

When this is enabled, the **Altered Beast** you will turn into in each level will be determined at random. This could make certain levels and boss battles easier or tougher.

Pause Menu

Pressing the **Start** button during play will display the **Pause Menu** in the Touch Screen.

- **Settings:** Configure the **Settings** (see above).
- **Return to the menu:** Return to the game's Main Menu screen.
- **Save:** Save your game at any point to return to later.

- **Load:** Restore your game from the point where you last saved.

Button Key/Other Controls

Button Key

Note: This is based on the game's default control settings.

3DS	Genesis Controller
Circle Pad	D-Pad
D-Pad	
Y	A
B	B
A	C
X	Start

Other Controls

Control	Action
Home	Bring up Home menu while pausing the game; press again to hide Home menu and resume play
Start	Bring up Pause menu

Cheats

Codes

Beast Select

On the Title Screen, hold **A + B + C + Down + Left** and press **Start**. This takes you to the **Beast Select** screen, where you can configure which beast you will transform into in each round of the game when you collect three spirit balls. Use **Up/Down** on the D-Pad to highlight the round number, and **Left/Right** to choose from **Bear, Dragon, Tiger** and **Wolf**.

Options Screen

On the Title Screen, hold **B** and press **Start**. This takes you to the game's **Options** menu, where you can configure the game difficulty, number of bars in your Power meter, how many lives you begin the game with, and which Round to begin playing from.

Return to Last Round

If you lose all of your lives in Round 2 or later and get a Game Over, you will return to the Title Screen. Hold **A** and press **Start**, and you will return to the beginning of the round in which you lost your last life instead of having to begin all over again!

Sound Test

On the Title Screen, hold **A + C + Right + Up** and press **Start** to be taken to the **Sound Test** screen. Use **Up/Down** on the D-Pad to scroll between tracks, and press **C** to play them.

Secrets

Fight the Credits

Upon completing the game and being taken to the Credits screen, you can control the character and use punches and kicks to hit the credits, making them scroll quicker.

Credits

GameFAQs | <http://www.gamefaqs.com/>

- Where I obtained the **Cheats** used in this FAQ, and credit also goes to AlaskaFox, leeko_link, TownRanger and Victory, who contributed them.

Gamesdbase | <http://www.gamesdbase.com/>

- For their scanned copy of the *Altered Beast* instruction manual, where I obtained the story extract used in this FAQ's **Story** section, and for **Enemy** names.

Legal Disclaimer/Contacting Me

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

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

In memory of

Chris MacDonald (d. 17 May 2004) | <http://www.gamefaqs.com/users/Kao+Megura>
Elliot Long (d. 27 August 2004) | <http://www.gamefaqs.com/users/Ny0Cloud>
Mitchell Lee Stuekerjuergen (d. 4 January 2006) | http://www.gamefaqs.com/users/kuja105_reborn
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