

# Space Harrier II Guide

by ACESparkster

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Space Harrier 2 Guide

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If you wish to use any information that is my own opinion (Why Sections) in this guide please contact me first. Using anything in this guide without my consent is.. well.. not nice at all.

A simple contact before hand please.

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- 1) Introduction

ALERT! ALERT!

FANTASY LAND FALLS INTO CRISIS NOW!

Space Harrier, you must stop the armies that threaten the peace of the land! We have heard reports that the evil leader commanding the army has summoned creatures of legends past. You must help us Space Harrier!

- 2) About Space Harrier 2

While I'm not completely up to scratch with the Space Harrier series, I'm pretty sure there weren't many games. Space Harrier 2 acts more like a Conversion of Space Harrier 1 Arcade Game to the Megadrive, but remixed. Kinda like Sonic 2 and Sonic Pocket Adventure. Both using same levels and stuff, but being different. Still, that does not mean Space Harrier 2 is just a rip off of Space Harrier (which was converted to the master system.) It is in my opinion the game that's more fun. I certainly prefer this version. Another reason why I actually enjoy this game so much, was because it was the first game I ever completed. Nice feeling that. Without further ado, here's the guide!

TO DO LIST:

Enemy List.

I'll be doing this when I have more time on my hands.  
Compling the rest of the guide took a good 10 hours.

#### Other Infomation:

If I can find anything about Space Harrier not in the guide, I'll put it in. This'll be an on-going thing.

### 3) Game play

Space Harrier requires very few buttons or moves to master. Basically A, B, and C act as shoot, and the direction-pad obviously moves him. The game involves you shooting down waves of enemies of monsters and robots like any other shooter. The catch is that the view is that of behind Space Harrier in a primitive 3d kind of way. Rather snazzy for the megadrive.

Enemies are usually disposed of quickly by one shot. Sometimes two. Their attack patterns vary completely, and some will block your attacks. Enemies can kill Space Harrier by either bumping into him, or successfully hitting him with their weapons.

Like all good shooters, a single hit kills Space Harrier, but thankfully you DO have lives. You can gain extra lives by obtaining points. Points are gained every second (100 a second to be exact.) and by shooting down enemies. Most of your points are gained through the destruction of bosses and bonus stages. You'll find you'll get 1st on the high score table each time you play. Finishing the game usually makes score to be in the 8 digits range.

Generally the game is an easy and quick game to finish, but is very fun at the same time.

(I might make a fan game at some point, once I get the 3d effects sorted.)

### 4) Options

While not obviously accessible to most people, to simply access the options screen, press "A" on the title screen. The options are as following:

#### "Sound Test"

Listen to the in game tunes. See the Track List later on in the guide.

#### "Difficulty"

Well I suppose it changes the game's difficulty, although playing through the different difficulties, I fail to see any change.

#### "Rapid Fire"

I suggest you turn this on. It makes the game a lot easier to play. Basically it makes your gunfire when you hold down a button.

#### "Direction"

Reverses the direction of the Direction-Pad. Use if you wish to. I found it confusing myself.

### 5) The Stages

Stage 1 - Stuna Area - Grasslands

Stage Notes:

Introduces the Star Destroyers.

Trees CAN be destroyed.

Has Sub Boss -

SUB BOSS 1 - Thunder Lizard

Very easy to destroy. Dodge the shots and keep firing at the head.

About four hits and it'll fall.

BOSS 1 - 3 Headed Turtle of Hell - Trimuller

Description:

A 3 Headed Turtle which shoots fireballs while spinning.

How to Defeat:

While the Turtle heads are inside the body, it cannot be harmed, plus it fires out fireballs aimed at you.

When the creature reaches the screen, the three heads will pop out.

Quickly shoot these down (they die in a few shots). If your quick, the creature will be killed before it gets it's second attack in.

Retreats?: No.

Stage 2 - Fors Yard - Enter the Mountain

Stage Notes:

Introduces the Killer Cabbages.

Totem Poles CANNOT be destroyed.

Pot Holes can be destroyed.

Has Sub Boss -

SUB BOSS 2 - Plant Parade.

Harder than the Thunder Lizard, many Cabbages move in a circle pattern, and fire at you constantly. Shoot down all the Cabbages, or wait for it to retreat.

BOSS 2 - Shielded Guardian - Paranoia

Description:

A faceless lady with pink orbs surrounding her.

How to Defeat:

The boss starts coming in, move in a circle pattern and shoot down all the orbs. If you keep moving she'll always miss you.

When all the orbs are gone, she'll reach the end of the screen and start laughing. Keep shooting her once these orbs are gone.

If you fail to destroy her once she's stopped laughing, she'll retreat while attacking you.

Retreats?: Yes, once orbs are destroyed.

Stage 3 - Yees Land - Ice Mountain

Stage Notes:

First Cavern Stage (Makes no difference to gameplay.)

Introduces the Frogs.

Introduces the Anti Harriers

Introduces the Electro Jelly Fish

Star Posts CANNOT be destroyed.

Clams CAN be destroyed.

BOSS 3 - Frozen Dragon - Brizard

Description:

A Dragon made of Ice.

How to Defeat:

Very easy, simply move in a clockwise circular pattern and keep firing.

Time yourself to be at the top of your move when Brizard is moving away from the screen. The circular moving will make his shots miss.

He has very few Hit Points, so he'll die quickly.

Retreats?: No.

#### Stage 4 - Zero Polis - Futuristic City

##### Stage Notes:

Introduces the Dom (Robots)

Introduces the Phantom Samurai.

Pylons CANNOT be destroyed.

Plant life CAN be destroyed.

#### BOSS 4 - Paladins of Metal - Neo Dom

##### Description:

Flashing Dom squad that moves in a random pattern.

##### How to Defeat:

Erratic shooting make this battle tough to aim properly.

Again, to dodge the attacks moving in a circular pattern.

Once they stop shooting, start properly hitting them, but beware when they move close to the screen, since they can hurt you.

Retreats?: Yes.

#### BONUS STAGE - Farmland

You cannot die in this stage. Shoot down as many enemies as possible.

Kill enough of them and you'll gain extra lives.

#### Stage 5 - Copper Hill - Mountain Range

##### Stage Notes:

Poles CANNOT be destroyed.

Go through the gap in poles to dodge them.

#### BOSS 5 - Tiger of Legend - Mantichora

##### Description:

A tiger with wings.

##### How to Defeat:

When the tiger comes into view a bit clearer, shooting down the wings, whilst making sure his fireballs do not hit you.

Once these are gone, he'll attack you on foot.

He dashes across the screen, sometimes firing at you.

He'll then dash towards you, start firing rapidly, and move out of the way at the last second. He dies quickly.

Retreats?: No.

#### Stage 6 - Fallpyram - Desert

##### Stage Notes:

Introduces the Rock Heads.

Introduces the Demons.

Totem Poles CANNOT be destroyed.

There are LOTS of Totem Poles - be careful.

Damaged Totem Poles CAN be destroyed.

#### BOSS 6 - Magical Doppelganger - Wizard

##### Description:

A alien-like creature in Wizard clothes.

##### How to Defeat:

This boss is, interesting to say the least.

When the wizard warps in, he'll create 2 clones of himself.

These are invincible. The real wizard will start firing at you, hit him once, and he'll change his look. (This will not effect how he fights.)

Do this 3 times, and he'll fall.

Retreats?: No.

## Stage 7 - Craddha - Ancient Ruins

### Stage Notes:

Introduces the Tomos  
Even more Totem polls.

## BOSS 7 - Greek Demon - Medusa

### Description:

A women's head on a Snake's body. Transforms into a witch face.

### How to Defeat:

Again - like all the Snake-like bosses, shooting the head is the weak point. She shoots when-ever she faces forward, so the safest best is to shoot the top of her head when she's facing backwards.

The best time to do this is after she's done the circle movement, as you have a few seconds to really pound her.

Retreats?: No.

## Stage 8 - Monark - Fields

### Stage Notes:

Star Destroyers, Plants, Tomos and frogs are out in full force.

## BOSS 8 - Bombardment - Neo Tomos

### Description:

A group of Tomos ships.

### How to Defeat:

Since the Tomos can easily block attacks, it's probably best simply to dodge what they fire and let them retreat, since you cannot destroy ALL of them in the time allotted without getting hit several times.

Retreats: Yes - after a few attacks.

## BONUS STAGE - Outer Space

You cannot die in this stage. Shoot down as many enemies as possible. Kill enough of them and you'll gain extra lives.

## Stage 9 - Felcold - Artic Wastelands

### Stage Notes:

Crabs are introduced.

Flying Clams are introduced.

There's a heck of a lot of Star Destroyers.

## BOSS 9 - Jellyfish of Horror - Cragon

### Description:

A large Jellyfish.

### How to Defeat:

First off, Cragon is invincible during the at first.

The boss will start shooting out micro Cragon's, shoot all these down to go to the second part of the battle.

As with Paranoia, the boss will come towards the screen, use this opportunity to shoot quickly at the creature and it'll fall.

Failure to do so and the boss runs off.

Retreats?: Yes - Once all Micro Cragons are destroyed.

## Stage 10 - Hope City - Robotic City

### Stage Notes:

Watch out for the Yellow colored Doms, they cannot be killed.

## BOSS 10 - Rigid Spaceship - Bins Been

### Description:

A space ship shaped like a diamond.

How to Defeat:

The boss is initially invincible. Quickly move to the top of the screen as soon as the battle starts. The boss will roll towards the screen and go across the bottom. He'll just go back, while he's doing this, move towards the bottom and let the boss roll across the top of the screen. He'll go back again and open up. Shoot him once and he'll explode.

Retreats?: No.

Stage 11 - Hell Peak- Flaming Ruins

Stage Notes:

Loads of Demons and Rock Faces.

If you hear noise, the Rock Faces will aim to hit you.

BOSS 11 - Stone God - Love Face

Description:

A face made of stone. Has a green dot on his forehead.

How to Defeat:

Love Face will come onto the screen and start "singing".

Keep shooting, and once he does a long "0000", quickly move diagonally out of the way as the face separates. He'll move back and start shooting fireballs, dodge these and repeat until he's dead.

Retreats?: No.

Stage 12 - Hot Palace - Palace Stage

Stage Notes:

The final stage - there's a lot of Totem Poles, make sure you go through the gaps in the lines.

BOSS 12 - Revenge of the Dragon - Cthugha

Description:

A palette swap of Brizard.

How to Defeat:

What a disappointment. The boss fights exactly the same as Brizard, except faster, and with more hit points.

Very easy, simply move in a clockwise circular pattern and keep firing. Time yourself to be at the top of your move when Cthugha is moving away from the screen. The circular moving will make his shots miss.

Retreats?: No.

Stage 13 - Final Chapter - Resurrection of Evil

This stage is literally a re-fight of every boss in the game. See the strategies for each boss. After fighting all 12, you'll come to game's finale - The almighty Dark Harrier!

FINAL BOSS - Imposter of Night - Dark Harrier

Description: It's space harrier with Ginger Hair, Black Suit and Purple Skin.

How to Defeat:

This guy is the hardest fight in the game, and with reason.

His attacks are the following:

He'll teleport to another spot. Often when you hit him.

He'll shoot a load of fireballs at you. While your trying to hit him, you'll often not notice these, and thus get hit.

He'll morph into a flaming comet-like creature, and will dash towards you.

As with virtually every boss in the game, the circular movements come in

handy. These USUALLY let him miss you, but he's rather crafty and will sometimes confuse you with his teleportation. After a few hits he'll start changing colour, and when he's finally a pink tint, he'll explode and teleport away.

#### 6) Track List and Usage.

"Harrier Saga" - Stage Theme

"An Omen" - Love Face Battle

"Outsider" - Bins Been Battle

"Mega Chance" - Cthugha Battle

"Reverce Infect" - Dark Harrier Battle

"The Stairs to Z" - Mantichora Battle

"Neo" - Brizard Battle

"Perspective" - Medusa Battle

"Jelly Syndrome" - Cragon Battle

"Machine Henge" - Neo Tomos Battle

"Handcuff" - Wizard Battle

"Mind Quake" - Paranoia Battle

"Giga" - Neo Dom Battle

"Nuclear Shock" - Trimuller Battle

"Winner's Flight" - Bonus Stage

"An Epitaph" - Ending Theme

"Illusion" - Credits

"A" - Game Over Dude!

"Motion" - Title Screen

Note - The High Score Screen happens to be missing in the sound test. Could this mean it was added at a later date?

#### 7) Ending - \*SPOILER ALERT\*

The War is over. However, Harrier feels an unbearable emptiness, rather than the usual satisfaction that results from the successful accomplishment of a mission.

He thinks to himself:

"I'm not the only one who has the superhuman ability. Space will be doomed if an evil - minded maniac avails himself of its power for his own selfish purposes. The power should be utilized for righteous

deeds only."

In order to maintain peace throughout the universe, Space Harrier departs once again to do battle with the enemy.

History :-

In the space year 6221, Harrier went to war for the very first time.

Later in 6226, at the battle of Dragonland, our hero distinguished himself with his valor.

Finally, in Fantasyland, in the year 6236, Harrier met the Dark Harrier in mortal combat and emerged the victor.

8) Misc Info:

There are some odd errors in the game, heres a few:

When you pause the game, the music stops.. MOST of the time. Sometimes it doesn't.

When you get hit, there's sometimes a strange hissing sound.

Oddly enough, only 2 of the stages have Sub Bosses, Stage 1 and Stage 2.

9) Cheats:

There's only one cheat, and it's not even the best cheat you can get:

STAGE SELECT:

I don't really class this as a cheat, mostly because it doesn't let you skip levels. Oh no.

To select a stage, whilst Space Harrier is on board his ship, press either < or > to select a stage you wish to start on.

Simple yes? There's a catch.

You can't choose to start on Stage 13, plus, say you choose to start on Stage 12, straight after Stage 12 you'd go back and play Stage 1, and then go up to Stage 11 which THEN you'd go to Stage 13.

10) Special Thanks:

Emuconnect - The rom site, that made making this guide easier.

Wgens - A great emulator.

My Dad - For buying me Space Harrier back in 1992 along with Mercs and Thunder Blade.

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