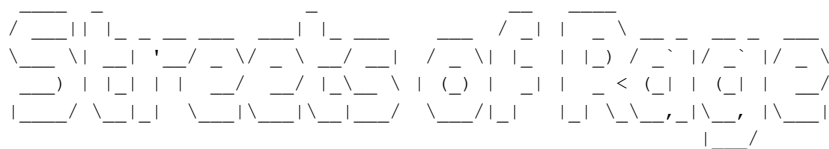


Streets of Rage FAQ/Walkthrough (w/ SteCIsTheTTWG)

by Beautiful Affair

Updated to v1.01 on Jan 26, 2015

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Streets of Rage (Genesis) FAQ/Walkthrough

- **Version:** 1.01
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Version History

Version 1.01 | 7 February 2014

- Minor change in contact details for Stephen (new GameFAQs user profile link).

Version 1.00 | 3 January 2013

- The first, complete posted version of this FAQ/Walkthrough.

Introduction

Ryan Intro

Hello and welcome to mine and Stephen's FAQ/Walkthrough for one of our all-time favourite beat-'em-up games for the Sega Genesis (or Mega Drive, as it's known where we're from). We originally covered this game back in March of 2003 but in the nine years since, we decided to do a cleanup and rewrite this FAQ from the ground up, and needless to say, we're delighted with the final outcome. Anyway, in this file, we will have a complete beginning-to-end walkthrough as well as all the basic and supplemental information that is required to completely understand and master *Streets of Rage*. My job in this FAQ is to provide all the characters, basics and overview information, and covering the first four levels in the walkthrough. *Streets of Rage*, released in 1991, grew to be one of Sega's great series for the Genesis/Mega Drive console and for fans of the genre it's definitely a must-play, so try to score a copy of your own or a downloadable port and check it out sometime!

Stephen Intro

At the time of producing this guide, this will be my first FAQ effort in nine years and also the first with Ryan for just as long. Just to prove that this awesome title still holds nostalgic value in today's gaming unit, SEGA has re-released *Streets of Rage* on many occasions since its Mega Drive/Genesis outing. For you people who wish for simpler times in the search of videogame entertainment, we have everything covered; together we only use the oldest source material to flesh out this guide (that being SEGA's home port) but hopefully it won't dampen your experience if you're using another system. I will be in charge of the later four levels and other supplementary information of this guide, with the enemies, boss strategies and such. That all said, it's time to knuckle up!

Story

Turmoil in the streets!

What was once a happy, peaceful, productive city, full of life and activity, has fallen into the hands of a secret criminal syndicate. The leader of the syndicate has somehow managed to keep his identity a secret. The organization soon absorbed the city government (anyone can be had if the price is right). They even have the metropolitan police force in their back pocket. Looting, random violence and destruction are rampant. No one is safe walking the streets, day or night...

As the chaos continued at full strength, three young police officers tried to establish a special attack unit. They were repeatedly refused by their superiors, most of whom had either been bought by the organization or were too afraid to make a stand. One day, when they could no longer stand by and watch their city being demolished, they quit the force!

Adam Hunter, Axel Stone and Blaze Fielding decided to forego their careers in legal law enforcement and put their lives on the line. They are without weapons, but each possesses great hand-to-hand combat abilities. Take them into the heart of the city and battle the most dangerous wave of bad dudes and chicks ever assembled. Make the city a place where people no longer have to walk the Streets of Rage!

Characters

Adam Hunter

^sr1|Adam Hunter

Adam is the dark-skinned guy wearing a yellow vest and silver-coloured pants. While he is a little on the slower side in terms of movement, his jumping and fighting skills are terrific, making him an ideal choice for beginners and experts alike.

Adam's Statistics

Power: A

Jump: A

Speed: B

Axel Stone

^sr2|Axel Stone

A staple character from the Streets of Rage trilogy, Axel, like his male comrade Adam is skilled with his fists, although slightly quicker. However, he does lack the jumping power of Adam and Blaze. That being said, he is the ideal beginners' fighter as his raw strength and ability in the fisticuffs area are more than a match for any enemy. He's the guy with the blond hair, white shirt and blue jeans.

Axel's Statistics

Power: A

Jump: B

Speed: A

Blaze Fielding

^sr3|Blaze Fielding

The female member of the trio. She has long, dark hair and is clad in red. While she lacks the strength of her male counterparts Adam and Axel, Blaze has tremendous jumping ability and speed that can help her in outwitting her foes and getting in quick attacks. Better suited to the more experienced Streets of Rage player.

Blaze's Statistics

Power: B

Jump: A

Speed: A

Game Overview

Controls

NOTE: These are all the game's default control settings. Button denotations for the A, B and C buttons can be changed via the game's **Options** Menu.

Control	Action
D-Pad	Move cursor to highlight different options in menu screens
	Move character in direction pressed
Start	Begin game from Title Screen
	Pause the game during play; press again to resume play when paused
A	Call backup for Special Attack if you have it available
B	Attack
	Throw enemy while holding them, used in conjunction with Left/Right
	Pick up items when standing over them
C	Jump (hold Left/Right on D-Pad to move in those directions while jumping)
B + C	Perform rear attack move

Basics

Title Screen

Upon starting up the game, you will see a short backstory sequence, followed by the three profiles of the main characters of the game. After this, you'll see the title screen, with the flashing text "\PRESS START BUTTON\" in the centre. If you wait for a few seconds, you'll see a demo of the gameplay, otherwise press Start, and this takes you to the next screen.

Here, you'll have a blank black screen with three selections in white text in the middle. Here's what each of them are:

1 PLAYER: If playing alone, select this option to play through Streets of Rage with one character. However, if playing in any round between 1 to 7, a second player can instantly join the action by pressing Start on their controller to join in and make it a 2 Player Game.

2 PLAYERS: Two players can each select one of the three characters (however both players cannot select the same character) and cooperatively play through the game. This will only be available if 2 controllers are plugged into the system.

OPTIONS: View and edit (if you choose) the game's settings and check out the music and sound effects. See below for more information.

Options Menu

SOUND TEST: By pressing Left and Right on the D-Pad, you can choose any of the game's music and sound effects to listen to by pressing the A, B or C buttons. The soundtrack listings are:

ROUND1, ROUND2, ROUND3, ROUND4, ROUND5, ROUND6, ROUND7, ROUND8, BOSS, TITLE, GAME OVER, SELECT, NAME ENTRY, ROUND CLEAR, BAD ENDING, LAST BOSS, GOOD ENDING, VOICE1, VOICE2, VOICE3, VOICE4, VOICE5, VOICE6, VOICE7, VOICE8, VOICE9, VOICE10, SE 1, SE 2, SE 3, SE 4, SE 5, SE 6, SE 7, SE 8, SE 9, SE 10, SE 11, SE 12, SE 13, SE 14, SE 15, SE 16, SE 17, SE 18, SE 19, SE 20, SE 21, SE 22, SE 23, SE 24, SE 25, SE 26, SE 27, SE 28, SE 29, SE 30, SE 31, SE 32, SE 33, SE 34, SE 35, SE 36, SE 37, SE 38, SE 39, SE 40, SE 41, SE 42, SE 43, SE 44, SE 45 and SE 46.

LEVEL: Here you can select the difficulty setting for the challenge of the game, from **EASY, NORMAL, HARD** or **HARDEST**.

CONTROL: Here, you can choose from a variety of control layouts for what each of the three main action buttons do. Here are the layouts that can be chosen:

Button	Action		
	Layout 1	Layout 2	Layout 3
A	SPECIAL ATTACK	ATTACK	JUMP
B	ATTACK	JUMP	SPECIAL ATTACK
C	JUMP	SPECIAL ATTACK	ATTACK

EXIT: Takes you back to the previous menu.

Choose Your Character

Once you've chosen between a **1 Player Game** or a **2 Player Game** from the main menu, you will then be taken to the character selection screen, which looks like this:

^14|Character Select screen

Use the D-Pad to move the highlighter box around the character you wish to choose, and confirm your selection with Start, A, B or C. The highlighter box changes colour between characters (yellow for Adam, blue for Axel and red for Blaze). While they are highlighted, the character sprite in the box below their name and statistics will also show a demonstration of their four-strike combo that they can pull off against the enemies in the game. Also, if you have 2 players playing, the player number can be seen at the top of the screen for which player can select which character.

After you have made your character selection(s), the game proper will then begin at the start of Round 1. Also note that a second player can join in a 1 Player Game at any time by pressing Start on the second controller plugged into the Genesis system (however this cannot be done in Round 8 of the game). Depending on which character Player 1 was controlling will determine which character will be automatically assigned to player 2.

If Player 1 is playing as...	Player 2 will play as...
Adam	Blaze
Axel	Adam
Blaze	Axel

Game Screen

At the top of the playing area will be a toolbar with various numbers, gauges and headers. Here's a screenshot and a rundown of them all:

^15|Game Screen toolbar

Player 1's Score: Shown in the top-left corner of the screen, beside the header '\1UP\ ', this six-digit figure is the current score that Player 1 has accumulated so far in the game. Bump this up by defeating enemies, clearing levels and collecting Cash Bags and Gold Bars.

Player 1's Life Gauge: This is the red bar shown in the top-left corner of the screen, directly beneath Player 1's score counter. As the Player takes damage, it begins to turn white. Should the entire Life Gauge be drained, the player loses a life. You can restore it partially with an Apple, or fully with Beef. It will also be restored to full energy after completing a round.

Player 1's Lives Remaining: This is the number of lives Player 1 has remaining, which is shown directly right of their Life Gauge.

Player 1's Special Attacks: The number shown to the right of the '\S\ ' just left of the timer, this is how many times Player 1 can call for backup by pressing the 'Special Attack' button. You generally start out with 1, but you can get another by collecting the rare Special item.

Player 2's Score: Shown in the top-right corner of the screen, beside the header '\2UP\ ', this six-digit figure is the current score that Player 2 has accumulated so far in the game. Bump this up by defeating enemies, clearing levels and collecting Cash Bags and Gold Bars.

Player 2's Life Gauge: This is the red bar shown in the top-right corner of the screen, directly beneath Player 2's score counter. As the Player takes damage, it begins to turn white. Should the entire Life Gauge be drained, the player loses a life. You can restore it partially with an Apple, or fully with Beef. It will also be restored to full energy after completing a round.

Player 2's Lives Remaining: This is the number of lives Player 2 has remaining, which is shown directly right of their Life Gauge.

Player 2's Special Attacks: The number shown to the right of the '\S\' just right of the timer, this is how many times Player 2 can call for backup by pressing the 'Special Attack' button. You generally start out with 1, but you can get another by collecting the rare Special item.

Timer: Shown in the top-centre of the screen, below the '\TIME\' heading. This will start out at 40, 50 or 60, and tick down gradually as you progress through the stage, however it is refreshed every time you see '\GO\' to advance further on in the level. If this reaches zero at any one point, both players lose a life. Try to be a little quicker next time!

Moves & Fighting Techniques

Attacking Moves

By using the D-Pad, you can move your character in any direction around on the screen, and by pressing the designated Attack button (the default is B), your character can use their regular attacks to deal damage to enemies. However, there are also a multitude of ways you can attack, such as combos, attacking combined with jumping, and even teaming up with the second player for double-team moves!

- The Attack button will perform the Regular Attack. Each character's Regular Attacks are:
 - **Adam:** Jab
 - **Axel:** Power Jab
 - **Blaze:** Horizontal Chop
- By tapping the Attack button quickly and repeatedly and hitting four successful blows against an enemy, you character pulls off different, and stronger, moves, in a combination known as a 'Flurry'. They are as follows:
 - **Adam:** 2 Jabs, Uppercut, Kick to the chest
 - **Axel:** 2 Power Jabs, Body Punch, Knee Slam
 - **Blaze:** 2 Horizontal Chops, 2 Abdomen Kicks followed by a backflip
- By first pressing the designated Jump button (default is C) and pressing the Attack button in midair, the character does their Jump Kick:
 - **Adam:** Flying Snap Kick
 - **Axel:** Flying Knee Slam
 - **Blaze:** 360-degree Reverse Kick
- Pressing the Attack and Jump buttons simultaneously performs the Rear Attack, in which the character performs a flash move to catch out an opponent who may be trying to sneak up from behind. Each character's Rear Attack is:
 - **Adam:** Jumping Reverse Kick
 - **Axel:** Backward Fist Smash
 - **Blaze:** Standing Snap Kick

Grabbing Moves

To grab an enemy, walk in front of them, and while still holding down in the direction towards the enemy with the D-Pad, your character will grab their head and can attack in the following ways...

- By pressing the Attack button several times, the character performs a 'Fury' in which they hit three very powerful blows to knock the enemy down and away from them. These are:
 - **Adam:** 2 Knee Slams, Elbow Smash
 - **Axel:** 2 Knee Slams, Head Slam
 - **Blaze:** 2 Knee Slams, Kick followed by backflip
- When you have the opponent grabbed, you can throw them by quickly pressing the opposite direction on the D-Pad and the Attack button simultaneously. Each character's Throws are:
 - **Adam:** Shoulder Throw
 - **Axel:** Shoulder Throw
 - **Blaze:** Overhead Throw
- By grabbing an enemy from behind, or from the front followed by vaulting over them (see below), pressing the Attack button will make the character hit a Backdrop, a powerful German Suplex-like move.
- To 'Vault' an opponent, press the Jump button while in the grabbing position.

Counter Moves

- If an enemy grabs your character from behind, pressing the C button will make your character push their feet up in front of them, and this can also kick any enemies that approach from the front!
- While doing the above move, you can also fling the enemy that has grabbed you over your shoulder by pressing the Attack button the moment your character's feet hit the ground.
- Some enemies are capable of performing their own shoulder throw moves - most notably Signals and the Mona & Lisa bosses. Should an enemy do this to you, hold Up on the D-Pad and keep tapping the Jump button while in midair, and you should land on your feet without taking damage.

Double-Team Moves

If playing with 2 Players, both characters can team up to fight enemies together.

- You can walk into the other player to grab them like you would an enemy. By performing a throw on your colleague, when launched they will perform a somersault torpedo move that knocks down any enemies that come into contact with it! Your teammate also sustains no damage when thrown, too.
- If you grab your teammate from the front and perform the Vault move (see above), your character will also do the somersault torpedo move in the same manner as the previous move.
- You can grab your teammate from behind, and the other player can press the Jump button to kick enemies that approach from the front.

Weapons

There are a multitude of weapons that you can pick up and use to combat your foes. Some, like Knives and Pepper Shakers, can be thrown for additional damage. To pick up a weapon, stand over it and press the Attack button to pick it up like you would any other item, and while holding the weapon, press the Attack button to use it. For a more detailed description on each of the various weapons available in the game, please see the **Items section** of this FAQ for more information.

Special Attacks

Both characters start each round with 1 Special Attack available, and by pressing the Special Attack button on the Genesis controller (the default button for this is A), you can call for backup, who will assist you by blasting the screen to deal huge damage to all enemies. This is good to wipe the screen clear of all enemies when you find the numbers getting too great, but it also works wonders to grind down the life meters of bosses, too.

You can also get extra Special Attacks by collecting the rare 'Special' item (looks like a model police car; see **Items section** for info). Should your character lose a life, they will be given another Special Attack to use should they have any lives left, so if it looks like you are close to losing a life, use your Special Attack anyway, because it will at least deal a bit more damage to the enemies, and you'll get another Special Attack if you do lose a life.

NOTE: You cannot get any Special Attacks in Round 8.

Scoring

To increase your score, defeat enemies, collect items and complete levels. Upon completing each level, you are given three separate Bonuses that are also added to your score.

Bonuses

These are shown at the end of each level and tallied to your score. The different Bonuses that are shown are:

CLEAR BONUS: 20,000 points, awarded at the end of each stage.

TIME BONUS: 100 points per second remaining on the timer. So, should you finish a stage with 22 seconds remaining, that's:

$$22 \times 100 = 2200 \text{ points.}$$

LEVEL BONUS: A different pre-ordained bonus given for completing the stage, depending on the difficulty setting chosen from the Options screen at the beginning. These are:

EASY	0 points
NORMAL	10,000 points
HARD	20,000 points
HARDEST	30,000 points

Remaining Player Bonus

Upon successful completion of the game, you are given a certain amount of points for each life you have remaining, and which difficulty level you were playing on. These are:

EASY	1000 points x Life remaining
NORMAL	2000 points x Life remaining
HARD	3000 points x Life remaining
HARDEST	4000 points x Life remaining

So, for example, if you beat the game on the Normal difficulty setting with 4 lives remaining, that's:

$$2000 \times 4 = 8000 \text{ points.}$$

High Scores

If you obtain a high enough score upon beating the game (or the unfortunate event of a Game Over), you can enter your three initials at the top of the screen, which can then be shown in the High Score chart, shown at the end of the game, or after the game's opening demo. Player 1's name entry appears in the top-left corner of the screen, while Player 2's appears in the top-right corner.

Press Left or Right on the D-Pad to scroll through the various letters of the alphabet, and A or C to enter the letter. To change the previous letter, press B. When you have entered three letters, pressing Start will confirm the name entry.

Here's what the High Score chart looks like:

^sl6]Streets of Rage High Score chart

Game Over/Continue

Both players begin the game with three lives (although this can be changed to 1, 5 or 7 with the Players/Round No. cheat). If a player loses all three lives, they get Game Over. At the top of the screen, you'll see the Continue/Game Over screen, which looks like this:

```
+-----+
| > CONTINUE 3 |
|   GAME OVER  |
| =====     |
+-----+
```

The number to the right of the **CONTINUE** is how many Continues the player has remaining (three for a 1 Player game, or four for both players in a 2 Player game). If you select **CONTINUE** and press A, B, C or Start, your character will re-enter the screen, and you will be given three extra lives to continue through the game with.

If you move the marker down and select **GAME OVER**, the game will end (in a 2 Player game, the other player can still carry on playing alone). If both players get a game over, you will have to start again from the beginning of the game. Also, if you have used up all of your Continue credits, you'll also get a Game Over and have to begin from the start. Better luck next time!

Walkthrough

This is the focal part of this FAQ; how to beat the game from start to finish. Please note a couple of things; this walkthrough was written based on a 1 Player Game, on the **NORMAL** difficulty setting. More/less enemies and pickups may or may not appear in some areas in which we have detailed them, so please be aware that if playing with extra players or on a different difficulty, some parts may be *slightly* different to how we detail them, however, this should not affect the walkthrough's ability in helping you get through the game.

Round 1: City Street

You begin the game outside the 'Pine Pot' breakfast diner. Begin by walking right to encounter the first grunt of the game, a Garcia. He is easy enough to defeat; just a few punches should take him out. Continue onwards and defeat a second Garcia, who approaches from the right-hand side of the screen. After this comes a Signal. Now this enemy, unlike the Garcias, prefers to slide tackle and throw rather than punch, so watch you don't get too close. Again, fists or jumping attacks will defeat this enemy.

Advance further right as far as you can until the screen stops scrolling, and you'll be outside a place called the L Devo bar. Two blue Garcias will approach from behind; again, use your fists to defeat them. Once they're gone, a third will approach. Defeat this guy like you did the last few guys, and when he is defeated, you will be prompted to **GO!** Your timer will be refreshed, and you can resume walking on to the right.

A little further ahead, you will encounter a crouching blue Garcia. When you get near enough, he'll get up and attack, so be quick to knock him down before he can get a shot in. Afterwards, a green sliding door will open to reveal another blue Garcia to dispose of, in addition to a yellow Signal who comes in from the right. After defeating these guys, further on you'll see a telephone box; punch it to destroy it and find an Apple to partly replenish your health meter. Fight another Garcia after this, and destroy another telephone box to find a Bottle, which can be picked up and used as a weapon to fight your enemies with.

Once you've gotten as far as you can, use the Bottle to your advantage as you deal with a couple of blue Garcias and another yellow Signal. When all these guys are beaten, you will again be prompted to **GO!**, so continue advancing right. Destroy the next phone booth, and you'll find a Lead Pipe, another useful weapon. Picking this up means having to drop the Bottle (if you still have it at that point), so using whichever weapon of your preference, take out a blue Garcia who will come in from the left side of the screen. A little further on is another sliding door with a Garcia behind it, and a second Garcia comes in from the left and you will also have your first encounter with the Shiva enemy, who appears on the right.

Using weapons and/or jumping attacks, defeat all these enemies. Proceed to encounter a Baseball Bat-wielding Garcia. Defeat this guy, and claim the Baseball Bat for yourself if you wish. Next are three phone boxes lined up in a row; smash them all to find an Apple underneath the middle one. The screen will stop scrolling at this point and a total of four more blue Garcias and a grey Shiva appear to attack, so again, use your weaponry and/or jumping attacks to defeat them all. When they are all defeated, **GO!** on to the right.

Up next are two blue Garcias lying in wait. After defeating them and walking a little further on right, another one attacks from behind. After defeating him, further on is another sliding door, which reveals the femme fatale enemy known as Electra, in addition to a Knife-wielding Garcia on the right. Defeat these enemies, and a second Electra who comes in from the right. Smash the telephone box to uncover a joint of Beef, which when picked up, will completely replenish your energy!

Next, defeat another Garcia, and another two Electras, then the background music will change, and it's time for your first boss fight of the game, against the boomerang-wielding Boomer.

BOSS: Boomer

Strategy: Living up to his name, Boomer is a large guy who wields a boomerang, which he occasionally throws to sweep the area, and can knock you down if it comes into contact with you. At close range, he can also attack with a kick that can also knock you down and deal fair damage, so be wary of that. Quick on his feet, he tends to move around at either side of the screen and at the bottom, so it's best to confront him around the frame edges and try to grab him, then bash him repeatedly to drain his energy, possibly finishing off with a throw. Once his energy meter is completely depleted, you will win.

Once Boomer is defeated, you win and that's the end of the first level.

Round 2: Inner City

From the beginning, make your way right and quickly knock out a Garcia who rapidly approaches from the right. After he's gone, a second will come from behind. As usual, use your punches to defeat him. A little further on you'll encounter a yellow Signal, so dispose of him as well. Here, you'll spot an oil drum; punch it to knock it away and uncover a Cash Bag that was lying underneath it; picking this up will add 1000 points to your score meter.

Right, take care of another blue Garcia and yellow Signal, who'll attack from either side. Knock down the next oil drum to uncover a Pepper Shaker; this item is not exactly an attacking weapon, but when thrown at enemies, will stun them for a few seconds if they are close enough to the spot where it smashes open, releasing pepper into the air. Pick it up and carry it to the right, until the screen stops scrolling, then try it out on the Garcias who appear here. The fourth Garcia has a Knife, so grab that when he's defeated, and also take care of a yellow Signal who joins the fray.

GO! right when prompted, and outside a blue double-door are two oil drums; knock them over to uncover a Bottle that can be used to fight enemies, as well as an Apple to partially recover your health. Just be wary of a blue Garcia with a Knife ready to attack, as well as another two coming in from the left. Try to dispose of these guys first before picking up the items (otherwise you could risk losing them).

Further right, defeat a blue Garcia and knock over two more oil drums to claim a Bottle and a 1 UP. Two Garcias will attack from the right as well as a red Electra, so deal with them also. Continue right until the screen stops scrolling, then defeat a blue Garcia, red Electra and two yellow Signals. Once all these enemies have been defeated, you'll be prompted to **GO!**, so continue advancing right.

Fight the Knife-wielding blue Garcia and claim the weapon afterwards if you want, then defeat a grey Shiva shortly after. Knock over the oil drum and you'll find a Lead Pipe, so grab this if you want. Defeat another blue Garcia coming in from the right, and further on is another oil drum that has an Apple underneath it; grab this to partially restore your energy. Next, defeat another Shiva who appears from the right. Go right until the screen stops scrolling, and another Shiva and numerous Garcias (one wielding a Knife) will appear to attack. Use your blows/weapons to finish them off.

The next enemy you'll be introduced to is the torch-juggling Jack; the dangerous weapons guarding his front make it inadvisable to walk directly up to him, as you'll simply get hit and knocked back. If you have a Lead Pipe, use this, or try a jumping attack. Watch out when he stops, as that means he's about to throw his torches straight at you. If you still have the Lead Pipe, three blows will do him in; otherwise keep attacking with jump kicks and you shouldn't have too much of a great deal of trouble defeating the Jack. When the Jack is defeated, **GO!** right.

Next, defeat two Garcias and bash the oil drum to get a Knife. Then, defeat another blue Garcia and a grey Shiva. After going right for a short distance further, you'll meet another torch-juggling Jack. Defeat this guy the same way as you did the previous time, and keep walking on the right. You'll find a joint of Beef underneath the next oil drum, so pick this up to completely refill your health meter. After this, you'll encounter four blue Garcias, a red Electra and another Jack; this time juggling axes. Take care of all the other enemies before tackling the Jack, and fight him in the same manner as you did the last two.

At this point, once all the enemies are defeated, you will encounter the boss of this round, the Edward Scissorhands-esque Zamza. You'll have Garcias joining in the fight, but they mainly serve as a distraction; ignore them while you concentrate on fighting the main boss himself. If you've saved your Special Attacks, use these as well to cut a good deal of effort out of the boss fight.

BOSS: Zamza

Strategy: With blades on his gloves, Zamza tends to approach and take two quick swipes at you, which can take a good chunk out of your life meter, as well as knock you down. Zamza tends to back off when you approach, and conversely, quickly goes towards you when you have your back turned. Use this to your advantage to draw him towards you, but don't let him get too close, otherwise he can catch you and knock you down with his blade hands. Also, NEVER try jumping kicks, otherwise he'll rapidly move around in random patterns and slash you with a flurry of swipes. Just get him close and approach from below and repeatedly attack with punches and grab attacks.

When you have defeated Zamza, that's Round 2 cleared, and it's onto the third Round, the Beachfront!

Round 3: Beachfront

Start by going right and defeating the first green-clad Garcia, as well as a grey Shiva who appears from behind, and knock over the pile of tyres to get a Baseball Bat. Proceed right and take on another green Garcia, then a short distance further, another grey Shiva and a Knife-wielding green Garcia. When these guys are defeated, they will be followed by a blue Garcia, a green Garcia and a yellow Signal. Use your fighting skills/and or weapons to finish them all off, and **GO!** right when prompted.

Take out the red Electra you next encounter, and a second along with a green Garcia a little further on. After fighting another green Garcia you'll see a couple more piles of tyres; knock them over in order to get an Apple to restore part of your life, and a Cash Bag for extra points. At this point you'll also be ambushed by several Garcias (blue and green); some carrying weapons so after knocking them down, you can claim a Knife/Lead Pipe they drop in order to help you take them all out. Fight another yellow Signal who also joins in while you fight the Garcias, and **GO!** when they are all beaten.

Next, fight a red Electra and a yellow Signal, and claim the Knife lying on the ground if you need it. Knock over the next pile of tyres, and you can get the Beef they were covering to completely restore your energy. Fight another red Electra, then after that you will encounter a trio of grey Shivas! These guys tend to stay close together as they attack, so try knocking them all down at once quickly with the use of a leaping kick attack. While dealing with these guys, there'll also be another Electra and a Signal to fight, as well.

When those guys are out, a blue Garcia and two green ones will appear, so defeat them all, and **GO!** when the sign flashes. Next come a few more green Garcias (one wielding a knife), a Red Electra and a yellow Signal. When they're all defeated, you will then encounter Abadede, the boss of this level.

BOSS: Abadede

Strategy: Somewhat of a clone of the well-known pro wrestler The Ultimate Warrior, Abadede while large and abundant in strength, is reasonably easy to fight by avoiding his attack pattern and catching him before he retreats. Basically, he appears from the side of the screen and charges directly at your character, performing a sort of clothesline-uppercut attack when close enough. If you just move directly down while he's running, he'll miss the hit and while he's doing the move, quickly move back up and grab him. Pummel him while your character has a hold of him. When he's been knocked down, he'll go back to the side of the screen and repeat his attacking process, so just repeat the strategy of moving down to avoid the hit, then grabbing and pummeling away, and you'll grind his health down until he's defeated. After the final blow, he'll try getting back to his feet, before finally succumbing to defeat and collapsing.

There is also a Garcia who appears during the fight; he will be more of a distraction, really; but you can defeat him to claim a Knife, if you'll find this of any help in fighting Abadede. Either way, once you've defeated him, you've beaten Round 3.

Round 4: Bridge

The first two enemies you'll encounter are a green Garcia and a purple Signal approaching from either side. Watch out for another green Garcia who appears from the right while you're battling them as well. After defeating these guys, a couple more Garcias will appear to fight, in addition to the moderately tough black Electra enemy. Fight them off and continue to go right as far as you can, then defeat the onslaught of various enemies that appear.

When they're all beaten, **GO!** right when prompted. Knock over the traffic cone you see, and this will uncover a Pepper Shaker, that can be thrown at enemies to stun them, if they're close enough to where the shaker is thrown. Be careful not to get too near to the gaps in the bridge, as falling down them results in the loss of one life. Defeat the green Garcia coming in from the left with the use of your fists, or by throwing him into the aforementioned pit to quickly and easily do the job. Claim the Knife he was using, as well.

Next, three more green Garcias appear to attack, so fight them in the same manner. Knock down the barrier on the right side of the pit, and you'll get a Cash Bag for some extra points. Next, fight another green Garcia and a couple of purple Signals; again there's another pit on the right that you can throw them into. If you knock the striped pole, you can find an Apple, which you can grab if you need an energy boost while fighting the slew of enemies that appear here, which include Garcias (one wielding a Baseball Bat) and a black Electra.

When those enemies are defeated, you will next be approached by a red torch-juggling Jack. Carefully keep your distance and try to knock him down into the pit with the use of a weapon, if you can. **GO!** when prompted, and next there'll be two yellow Signals that appear where the two pits are. Throw them into those pits if you can lure them down, and just be very careful to make sure you don't get thrown down one yourself. Knock down the cone, and you'll find a 1 UP!

Next, knock down the pole and barriers, and look out for a red Shiva who appears here. Grab a Cash Bag and Apple that were underneath the barriers, then as you come close to a long pit, two yellow Signals will appear from the left, so take care of these guys first; use your fists or a weapon, or if you feel it handy, throw them into the pit. Stay near the top of the area as you continue right, and knock down the next cone you see for a Bottle. Grab it if it'll prove handy, and fight a red Shiva and two yellow Signals that appear here.

There'll also be a blue Garcia with a Knife, and a purple Signal added to the mix as well. The blue Garcia holds the Knife in a different position (walks around slowly, with the Knife close to his chest pointing out so as to cause more damage when going near the player; use jump attacks to knock him down without sustaining damage). **GO!** right when prompted, and further on right, fight two more green Garcias coming in from the left, one of which has a Knife, so grab that and use it if you can. Knock down the next traffic cone for Beef to refill your energy meter, and also fight another Knife-carrying Garcia, and a purple Signal.

The pit ends at this point, and then you'll be greeted by another purple Signal and green Garcia just after. Go right as far as the screen will go, and you'll then have to take on a multitude of Garcias and Signals, including the first appearance of the green variation of the Signal. When you have beaten all these guys, it's time for a boss fight!

BOSS: Big Ben

Strategy: Big Ben is the huge and very overweight guy, who has the uncanny ability to shoot a long cloud of flame from his mouth as he walks around the area, usually from one corner to another. It is important to remember that walking in front of him while he is breathing fire will only result in your character being knocked down. He's also so heavy that attempting to throw him will only result in your own character being crushed under his weight and sustaining damage, so don't try that either. The best thing to do is to try and wait near a corner, in a position so as not to be hit by Big Ben's curry breath as he goes there. He will sometimes stop and turn around, momentarily stopping the fire breathing while doing so. A VERY good and easy method is to quickly grab him from the front, and you can hit him with two blows. Quickly press the jump button twice (so you leap over to hold him from behind, then going back to the frontal position), then very quickly walk towards Big Ben to grab him from the front again. Hit him with two more blows, then jump over and back again, and repeat the process over until you've defeated him.

When Big Ben is defeated, you have beaten Round 4, and it is now time to head aboard ship!

Round 5: Aboard Ship

On board the ship, you will be greeted by a trio of blue Garcias so be on your guard as they will attack you right away. Knock them down as collectively as possible and proceed. Three green Garcias are next in line for a beatdown. After that, three more green Garcias will be holding knives close to their chest so jump attacks are the best way to deal with them. Use your knife on them if you get the chance and carry one of them to **GO** on.

Four ventilation tunnels up ahead will contain two Cash Bags, an Apple and a Pepper Shaker. Pick the shaker up last and throw it towards the two green Garcias to catch them offguard. Take down the third green Garcia, too. Further on, a red Shiva will confront you from behind. Next, a green Garcia brandishes the Baseball Bat. As always, hit the jump attack to knock the bat off his hands and use it against him. Get ready for a nasty ambush: six green Garcias will try to sandwich you, three on each side. You may not want to use your weapon and instead resort to jump attacks to narrow down the opposition. After a couple of them are beaten, one blue Garcia will join the fray. When they are all defeated, **GO**.

Next are five black Electra. Three of them are susceptible to drop down on their knees to prevent you from dealing more damage. Remember to use your Special Attack in case you begin to run out of health if you need to. Proceed to find a vent tunnel containing health-replenishing Beef, with a black Electra along the way. Upon grabbing the Beef, be ready to fend off three yellow Signals. When those guys are gone, a red Electra and green Garcia will appear. Now it's time to **GO** to the next wave.

Out in the open deck, a single gray Shiva will come from behind and further on, a green Garcia will appear and another gray Shiva who jumps from beneath the deck. Now three more gray Shivas bounce into action along with a knife-carrying green Garcia. Knock down the vent tunnel to pick up some Beef, and a pipe-carrying green Garcia and gray Shiva awaits. With everyone defeated, be prepared for a surprise sub-boss encounter with Abadede. Read the **Boss section** if you still need some help with this guy. Finish him off, and **GO**.

Four Shivas are ready to strike, and three more will join in from below deck if you walk further on. Next up, an Extra Special Attack is found inside the vent tunnel and four black coloured Jacks will ambush you as punishment for finding such a useful item! These Jacks will randomise their attack pattern and throw axes and torches at no particular rate. **GO** when prompted.

Time to meet the bat-wielding green Garcia joined by two more of them. Up ahead, deal with two purple Signals and a green Garcia from the left side. Another vent tunnel with Beef inside is found along the way but fight off the green Garcia with knife at hand. Go as far as the screen will allow and meet a blue Garcia and yellow Signal. This will be followed up with a red Jack - watch them torches.

Boss time...

BOSS: Mona & Lisa

Strategy: Names aren't important here. The only way to distinguish the two femme fatales are to take note of each of their attack patterns. Don't try to initiate a throw on either of them as they are more than happy to lock one on you and lose a substantial amount of health. After they jump, you must stand near enough to start a punching combo when they land in front of you. Combos work best, but with throws be cautious unless you have plenty of health to spare. Sometimes you may have to stop punching chick #1 whenever chick #2 jumps in to attack you. In two-player mode, the handicap will be lifted and the risk factor isn't too great.

Thus ends Round 5, and we move on to Round 6.

Round 6: Factory

Factory time! Walk across the first conveyor belt and smash the crate on the other side. It carries point-scoring gold bars. Two red Garcias and a purple Signal are ready to strike upon crossing the belt. A cash bag is found inside the second crate followed by another red Garcia. When the screen stops, confront the red Garcia, purple Signal, blue Garcia, black Electra and a red Garcia with his knife, in order to continue. **GO** now to the next phase.

A bit further on, take down a knife-lunging red Garcia. Next to him is the level's primary trap: the compactor, which attempts to flatten the player if you stand directly below it. Watch for its red flashing light whenever you're near it and move out of the way to avoid taking unnecessary damage. However you can use this to your advantage by throwing or luring enemies underneath the presser and walk close to the machine to activate the trap. **SLAM!** Try this against the purple Signal and two red Garcias who will try to stomp you in such a short space. You may need an apple inside the crate on the right side of the compactor. Now beat up two purple Signals and a red Garcia, and now...

Big Ben says, 'Hi "burp" ...he must have followed you into the factory! Literally to take advantage over your surprise of encountering another sub-boss in a level. Use the same strategy as before in Round 5 and get ready to **GO**.

Underneath the next crate, find some Beef to heal those battle wounds. Next to it is a short conveyor belt leading you towards those darn compactor machines. A red Garcia will come from the left with a red Shiva waiting for you from the right. Why not lure him towards the presser while concentrating on the Garcia: throw him to the right and let the compactor do the job for you! Pass through and disarm the red Garcia from his knife.

From here, the path will split into two belts that move along in opposite directions. Take down the red Garcia and the bat he possesses and fight off a bare-fisted red Shiva, a yellow Signal and a gray Shiva. Try to use the belts to your advantage by giving yourself enough distance to strike them with your jumping attacks or quickly moving towards them to initiate a throwing attack. You will then be told to **GO**.

The conveyor belts will close off and two black Electras appear. After that, a purple Signal guards a crate containing Pepper Shaker. The third black Electra stands beside another (empty) crate and the third machine deathtrap. The next set of belts will slow you down so be careful when facing off a multitude of Garcias; one green, two red - one carrying a baseball bat - plus a red Electra. The belt that slows you down will leave you open to the enemies' attack, in particular the bat is the one to watch out in case taking damage will knock you back to the presser. Go and cross that belt.

Three crates ahead will contain an extra Special Attack, a 1-up and a lead pipe. A red Shiva will guard this lot so deal with him first before picking them up. The massive belt up ahead will advance you along to the next deathtrap along with two black Electras and a black Jack. A red and a green Garcia will join the fray. Should you still have a weapon at this point, these dudes will be a handful!

Go towards the next compactor and confront the purple Signal in between them. This machine will have another one right next to it and the enemies in this section include a red Shiva and purple Signal. Go as far as the screen will allow to find a crate with some Beef inside it. Chances are you'll need it. A purple Signal leads on onslaught of enemies including a red Garcia, a blue Garcia and a yellow Signal, each appearing at one time. Boss time...

BOSS: Zamza (x2)

Strategy: When playing in single player mode, the odds will stack against you. Even with an additional player, you must watch your positions carefully. Special Attacks are very handy in case of fighting two-against-one. Apart from that, the same strategy in Round 2: stay grounded and resort to attacks and throws to take them down.

When the two Zamzas are beaten, you win this round, and it's onto the next one, Round 7.

Round 7: Freight Elevator

Ready for 'lift' off? On your way to the syndicate headquarters, the elevator will take you for a ride and stop at certain periods to reveal an onslaught of foes to make your trip a miserable one. At the first stop, three green Garcias will emerge from the door and two gray Shivas drop in from above. Yes it's daunting but see the open air over on the right side? Throw your enemies over the ledge of the elevator to ensure a quick and easy kill. After this, a blue knife-carrying Garcia, yellow Signal and purple Signal strikes back. Only after these guys bite the dust, the elevator will activate and take you ever closer to the top of the building before stopping to introduce another wave of baddies.

Did you know that you can stand over the top railing by jumping? We do mean the *top* of the screen so don't get any ideas of plunging down to the right and lose your life in cheap fashion.

The second wave contains two green Garcias and two gray Shivas. Two more green Shivas and a gray Shiva will join in afters. Next up, two blue Garcias - one with knife - and a yellow Signal make up the last group of this round. Now the elevator will ascend.

The third stop makes up of red Shivas and yellow Signals; two of each to begin with, with two more making their way. After this, a grey Shiva and three green Garcias assume offence. One will have a bat, too. **GO**, well... up.

The fourth stop will contain two red Shivas, a purple Signal and a black Electra. After these guys, a blue Garcia, yellow Signal, purple Signal and black Electra provide backup and followed by a gray Shiva to round off the fourth wave.

The fifth and final wave gives clear view of the skyline; a pity that three red Shivas, two yellow Signals and a red Electra will give you less time to admire the pixels. Don't be afraid to use your Special Attack if you become overwhelmed at this point. Now get ready for a blue Garcia, black Electra and two green Garcias, backed up by two purple Signals.

No boss in this round. Your player goes inside the headquarters and the last round will commence.

Round 8: Syndicate Headquarters

A word of warning about all the changes in this particular level: you will be stacked with all the enemies and bosses you met in previous rounds, and no specials can back you up since you are indoors. This round scrolls from right to left, another curveball thrown at you since you are not generally used to playing this way in a beat 'em up! What else...? If you reached this far in single player mode, the second player won't be able to join in hence the absence of the second player's 'game over' message on the top bar.

So go left, and watch out for an incoming dinner tray heading towards you. To deal with these obstacles, move up or down to avoid contact or if you feel more daring, timely hit them with your strikes to uncover an occasional item/weapon. This one's empty but take down the blue Garcia coming from the right. Further on, two blue Garcias will sandwich you with the left one brandishing a knife, both accompanied by a red Electra. Towards the screen, fight another blue Garcia and two more will come in between. The fourth blue Garcia comes in from the right. Vanquish 'em all and **GO**.

Two static dinner trays lie ahead. Be careful as one will fly from the left in an effort to distract you. Smash it to uncover a knife. Walk on and avoid/smash another tray, this time from the right. This one reveals a bottle. From behind however, two green Garcias will rush in for a cheap shot. Deliver several of your own at them and advance towards an apple-containing tray and a green Garcia with a pipe. Now you will have plenty of weapons in tow. Select one and take out the next green Garcia before moving further. Up ahead, you will be stopped by two purple Signals ganging up from both ends, and another pair when the original two are beaten.

As this final stage is so special, the end of level bosses you encountered will return for one last dance. Here comes Boomer; chances are that you be familiar with his strategy but if not, refer to the **Boss Strategies** section in this guide for extra help. **GO**.

A black Jack will begin the second wave and strike down the static tray to reveal Beef. Watch out for three red Garcias - one with a lead pipe - and a moving tray to watch out for. Grab the pipe as there will be more red Garcias from the left and a runaway tray from the right. Next up, fight against a pair of purple Signals and another pair like the last time.

Zamza, the second level boss concludes this wave. Refer to **Boss Strategies** in case you find him a challenge. Time to Go.

A standalone tray hides a Pepper Shaker. Grab that and move onwards and use a jumping attack to uncover another tray, this time hiding some Beef. A purple Signal and a green Signal will try to ambush you, so use the shaker to stun either one or both of them if possible. After that comes five purple Signals from either sides of the screen.

Next comes Abadede. You know what to do...

GO and find a Beef joint in the next tray on the left. As you head on, watch out for a red Shiva and a rare black Shiva from behind. Two trays stand by: the bottom conceals a knife and the other one holds a Pepper Shaker. After confronting the black Electra and three red Shivas, the third tray will reveal an Apple.

Enter Big Ben. Repeat the same tactics as before and proceed. One more wave to **GO**.

Ignore the empty dinner tray if you want to, and concentrate your efforts on the rare silver Electra. Watch out for a runaway tray from the right but knocking it down provides you a health boost in form of Beef. The next tray contains nothing but fend off against the second silver Electra and move on. Another moving tray from the right must be avoided and beat the silver Jack standing there: he juggles torches. Three black Shivas join in and this scuffle works best when throwing Jack into the Shivas.

Now further on the left you will find the notorious door which restricts your entry. Deal with two black Shivas from the right followed up by a purple Signal and two red Garcias. Get ready to fight Mona & Lisa once again. As long as you have plenty of lives in stock at this point, don't get too worried if you lose time as losing one life fills the timer back to 60, thus offering you more time to finish off the chicks.

When everyone is beaten, your character will smash the door open with his/her fists, and Mr. X awaits on his throne overlooking the dawn of the city. Select his dialogue with the D-Pad and refuse his offer to join the syndicate. You should note here that there are possible outcomes depending on how you answer the question:

- If you (or both players in 2-player mode) answer **Yes** you will be sent back to Round 6 and forced to play through to the end of this game.
- If, in 2-player mode, one player selects **Yes** and the other picks **No**, the two players will be forced in a duel to the death with the game only advancing in one player lose all their lives to the other and whatever answer the survivor picks in response to Mr. X's offer.

Nevertheless, once **No** has been picked by one or both players, then and only then, will the final boss battle ensue.

BOSS: Mr. X

Strategy: Not so fast... This battle begins with two red Garcias, which is easy in itself, and Mr. X will summon another two red Garcias. If at all needed, there is a lead pipe lying beside Mr. X's feet to

whack the grunts during this short scuffle. After this, the cool end boss music will start and the real battle begins.

Mr. X comes armed with a machine gun and no genuine martial arts abilities. This makes him very difficult to confront and get a punching/throwing combo in. On top of that, two red Garcias still enter the screen to gang on the player and putting you in a serious handicap. The best strategy in this fight is to let him approach you rather than going after him since he's a fast mover. You can make him walk towards you while you have just been knocked down by his bullets or another enemy, for instance.

This fight will most likely eat up your remaining lives and continues, so resort to this trick and then give it your all.

When Mr. X is beaten, you've done it! Depending on your response to his earlier question, you'll get to see one of two possible endings. We won't spoil them for you, so sit back and enjoy!

Congratulations upon completing Streets of Rage!

Enemies

Electra

- **Description:** Slender dominatrix ladies, dressed to kill and armed with a punishing whip. You should play nice... They may collapse when hit by your blows and fall to their knees in an invulnerable state for a few seconds before getting up on their feet. This makes them more of the unpredictable enemies than the other run of the mill baddies like the Garcias and Signals.

- **Variants:**

- **Weak:** Red suit
- **Medium:** Black suit
- **Strong:** Pale green suit / Silver suit

Garcia

- **Description:** The generic punks of the city are the most common bunch you will meet in Streets of Rage. Or 'the first Goomba', if you pardon the expression. Garcias aren't dangerous but are annoying to bother with if you keep yourself open against their three punch combos.

- **Variants:**

- **Weak:** Blue denims + red hair
- **Medium:** Red denims + blond hair
- **Strong:** Green denims + gray hair

Jack

- **Description:** The least common enemies of the bunch - not quite bosses but hard enough to be. Jack likes to move everywhere and juggle any weapons they happen to find. Axes and fire serve as a shield for the guy but can be knocked out of his hands by attacking him up front. Jumping attacks work as well. Jack may throw his weapons on occasion.

- **Variants:**

- **Weak:** Red shorts, throws fire
- **Medium:** Gray shorts, throws axes
- **Strong:** Black shorts, pounces / Silver shorts, pounces

Shiva

- **Description:** These guys are fast and skilled in jumping over the player to attack from behind: they know their kung-fu. Show them what YOU know by stepping out of their reach before they strike. They appear just about as frequently as the Electras.

- **Variants:**

- **Weak:** Gray costume
- **Medium:** Red costume
- **Strong:** Black costume

Signal

- **Description:** Signals tend to conceal their faces and let their mohawks do the talking. As they don't strike, they instead crouch and slide towards the player and knock them down in their path. In case you fail to batter a Signal in time before they slide, move behind him and do a grabbing attack.

- **Variants:**

- **Weak:** Yellow jacket, pink mohawk
- **Medium:** Purple jacket, yellow mohawk
- **Strong:** Green jacket, orange mohawk

Bosses

Boomer

Location: Round 1, Round 8

Strategy: Living up to his name, Boomer is a large guy who wields a boomerang, which he occasionally throws to sweep the area, and can knock you down if it comes into contact with you. At close range, he can also attack with a kick that can also knock you down and deal fair damage, so be wary of that. Quick on his feet, he tends to move around at either side of the screen and at the bottom, so it's best to confront him around the frame edges and try to grab him, then bash him repeatedly to drain his energy, possibly finishing off with a throw. Once his energy meter is completely depleted, you will win.

Zamza

Location: Round 2, Round 8

Strategy: With blades on his gloves, Zamza tends to approach and take two quick swipes at you, which can take a good chunk out of your life meter, as well as knock you down. Zamza tends to back off when you approach, and conversely, quickly goes towards you when you have your back turned. Use this to your advantage to draw him towards you, but don't let him get too close, otherwise he can catch you and knock you down with his blade hands. Also, NEVER try jumping kicks, otherwise he'll rapidly move around in random patterns and slash you with a flurry of swipes. Just get him close and approach from below and repeatedly attack with punches and grab attacks.

Abadede

Location: Round 3, Round 5, Round 8

Strategy: Somewhat of a clone of the well-known pro wrestler The Ultimate Warrior, Abadede while large and abundant in strength, is reasonably easy to fight by avoiding his attack pattern and catching him before he retreats. Basically, he appears from the side of the screen and charges directly at your character, performing a sort of clothesline-uppercut attack when close enough. If you just move directly down while he's running, he'll miss the hit and while he's doing the move, quickly move back up and grab him. Pummel him while your character has a hold of him.

When he's been knocked down, he'll go back to the side of the screen and repeat his attacking process, so just repeat the strategy of moving down to avoid the hit, then grabbing and pummeling away, and you'll grind his health down until he's defeated. After the final blow, he'll try getting back to his feet, before finally succumbing to defeat and collapsing.

Big Ben

Location: Round 4, Round 6, Round 8

Strategy: Big Ben is the huge and very overweight guy, who has the uncanny ability to shoot a long cloud of flame from his mouth as he walks around the area, usually from one corner to another. It is important to remember that walking in front of him while he is breathing fire will only result in your character being knocked down. He's also so heavy that attempting to throw him will only result in your own character being crushed under his weight and sustaining damage, so don't try that either. The best thing to do is to try and wait near a corner, in a position so as not to be hit by Big Ben's curry breath as he goes there. He will sometimes stop and turn around, momentarily stopping the fire breathing while doing so. A VERY good and easy method is to quickly grab him from the front, and you can hit him with two blows. Quickly press the jump button twice (so you leap over to hold him from behind, then going back to the frontal position), then very quickly walk towards Big Ben to grab him from the front again. Hit him with two more blows, then jump over and back again, and repeat the process over until you've defeated him.

Mona & Lisa

Location: Round 5, Round 8

Strategy: Names aren't important here. The only way to distinguish the two femme fatales are to take note of each of their attack patterns. Don't try to initiate a throw on either of them as they are more than happy to lock one on you and lose a substantial amount of health. After they jump, you must stand near enough to start a punching combo when they land in front of you. Combos work best, but with throws be cautious unless you have plenty of health to spare. Sometimes you may have to stop punching chick #1 whenever chick #2 jumps in to attack you.

In two-player mode, the handicap will be lifted and the risk factor isn't too great.

Zamza (x2)

Location: Round 6

Strategy: When playing in single player mode, the odds will stack against you. Even with an additional player, you must watch your positions carefully. Special Attacks are very handy in case of fighting two-against-one. Apart from that, the same strategy in Round 2: stay grounded and resort to attacks and throws to take them down.

Mr. X

Location: Round 8

Strategy: Not so fast... This battle begins with two red Garcias, which is easy in itself, and Mr. X will summon another two red Garcias. If at all needed, there is a lead pipe lying beside Mr. X's feet to whack the grunts during this short scuffle. After this, the cool end boss music will start and the real battle begins.

Mr. X comes armed with a machine gun and no genuine martial arts abilities. This makes him very difficult to confront and get a punching/throwing combo in. On top of that, two red Garcias still enter the screen to gang on the player and putting you in a serious handicap. The best strategy in this fight is to let him approach you rather than going after him since he's a fast mover. You can make him walk towards you while you have just been knocked down by his bullets or another enemy, for instance.

This fight will most likely eat up your remaining lives and continues, so resort to this trick and then give it your all.

Items

Pickups

1 UP	One of the scarcest of all pickups resemble our three heroes in miniature fashion. Hidden in particular containers, we advise you to find them to the best of your abilities as they award the player who picked them up an extra life.
Apple	Apples are the common source of health and vitamins and refills a small amount of health to the player. Knock out any surrounding enemies first before picking them up or you will risk losing more health than you receive!
Beef	Beef restores the player's health to full bar. As with Apples, clear the area from foes before taking a bite so your efforts won't go to waste.
Cash Bag	They add 1000 points to the player's score.
Gold Bars	5000 points are added to the player's score.
Special	This is much like the elusive '1 Up' in terms of rarity, except that it will give the player an extra Special Attack.

Weapons

Baseball Bat	A black baseball bat. Because of its long size, hitting a strike will deal medium-range damage to anyone foolish enough to walk into its path. Beware that human players are also vulnerable to this and the other weapons in the game. As it's a large weapon to carry around you need to be well-timed with your strikes when dealing with multiple enemies.
Bottle	Brown-tinted bottles only, folks! They function well as short-range weapons that deal a fair amount of damage compared to punches and kicks but less power than pipes and bats. The cool feature here is that the tip will smash into pieces upon first strike against your foe but sadly this won't affect the bottle's power.
Knife	As well as being an offensive short-ranged weapon, you can throw knives from a distance towards an enemy. Because of this nature, they can be tricky to use effectively. Simply think of them as bottles and they will make good weapons at close quarters. They become throwable to at least half-screen distance away from the user.
Lead Pipe	A long, white, metal piece of plumbers. The pipe basically functions just like the bat, right down to its wide range of attack.
Pepper Shaker	Like the Knife, Pepper Shakers are immediately disposed of once they are used while carrying one. Fortunately, they are easier to use. Throw towards an enemy or group of enemies to stun them momentarily; shakers are best used against multiple foes to give you a fighting chance.

Cheats

Codes

Access Players and Round No. in Options

You'll need two controllers for this one. At the main menu screen (the one with `"\1 PLAYER/2 PLAYERS/OPTIONS\"`), highlight **OPTIONS**. Hold **Right + A + B + C** on Player 2's control pad, and press **Start** on Player 1's control pad. Keep all buttons held until the Options Menu is shown, and at the bottom you should see two extra options, labelled `"\PLAYERS\"` and `"\ROUND NO.\"`

By highlighting **PLAYERS** and pressing Left or Right on the D-Pad, you can choose how many lives you begin the game with; 1, 3, 5 or 7. By highlighting **ROUND NO.** and pressing Left or Right, you can select the level on which you begin when you start up the game, from 1 to 8.

Secrets

Duel to the Death

In 2-Player mode, when both of you reach Mr. X, he will ask if you are interested in becoming his right-hand man. If one player chooses `"\Yes\"`, and the other chooses `"\No\"`, both players will be pitted in a fight against each other to the death, with the story advancing when one player has lost all their lives and continues.

Get Bad Ending

In 2-Player mode, get to Mr. X and have one player answer "\\Yes\\", and the other "\\No\\". Have the player who answered yes to win the Duel to the Death, before proceeding to win the game. You get an alternate ending in which your character takes over the criminal empire and now rules the city!

Credits

Ryan Thanks

Ste C

- For being a great co-author and friend!

Streets of Rage Online | <http://soronline.net/>

- Where we found a scanned copy of the Streets of Rage instruction manual, which we referred to for the **game story** used in this FAQ, level names, item names, and many helpful pieces of information about the game that we also included in the **Basics** section.

Stephen Thanks

Classic SEGA

- For making this game.

Ryan Harrison

- My personal friend and gaming confidante!

YOU

- For deserving this guide.

Legal Disclaimer/Contacting Us

Legal Disclaimer

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Contacting Us

Contacting Ryan

For questions, suggestions, comments or useful information pertaining to this file or any of my other video game-related literature, please email me at the address: [rjhgamefaqs\[at\]gmail.com](mailto:rjhgamefaqs[at]gmail.com). Please make sure that what you are contacting me regarding is not already contained within this FAQ. Please make sure to read the FAQ thoroughly to make sure any questions haven't already been answered. For quick navigation, press Ctrl + F on your keyboard and type in a keyword, this may help. Any useful information sent to me will be included in a future update, with full credit given.

Contacting Stephen

I'm more than happy to receive contacts and queries about this and all my FAQs by email. Please use this address to send me any messages, comments and suggestions related to this guide: [stecthettwg\[at\]gmail.com](mailto:stecthettwg[at]gmail.com).

Also use an appropriate email subject title before you post, so it's less likely to be discarded by mistake. I tend to check my inbox regularly and I will do my best to respond to your queries as soon as possible.

Thank you for reading our 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>

<http://www.gamefaqs.com/users/SteCIsTheTTWG>

This file is dedicated to the memory of four late GameFAQs users, each of whom passed away well before their time. Chris MacDonald (d. May 17, 2004), Elliot Long (d. August 27, 2004), Mitchell Lee Stuekerjuergen (d. January 4, 2006), and Steve McFadden (d. June 28, 2011). The latter was one of my closest and dearest friends whom I had met through GameFAQs, and was one of the most well-known and prolific contributors to the site. Steve was an inspiration to myself to take up video game writing and always took the time to speak to me online about gaming or other interests, as well as comment on my writing. Rest in Peace guys, you will all be dearly missed.

<http://www.gamefaqs.com/users/!Kao+Megura>

<http://www.gamefaqs.com/users/!Ny0Cloud>

http://www.gamefaqs.com/users/kuja105_reborn
http://www.gamefaqs.com/users/Psycho_Penguin

End of File

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