

Streets of Rage 2 FAQ/Walkthrough

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Street of Rage 2

Sega Genesis

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Version 1.3

Version History

Version 1.0

May 11th- Created this FaQ

Version 1.1

May 19th- Made some small changes

Version 1.2

June 13th 2002- Added Game Genie codes and boss section

Version 1.3

July 15th 2002- Plain updates

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1. Introduction

Hi. Welcome to this guide. The aim of this guide is to guide you through the walkthrough and information about this game like the enemies, bosses, your selectable characters, weapon attacks and detail information about them. Just read the legal note if you are going to do use some information or put it on your web site.

This game is the second of the street of rage series and they are many changes

to from the original SOR. The story starts like this. The peaceful, quiet city was once peaceful until the evil organization took over the whole city. The three rookie cops, Axel, Blaze, Adam decided to take some action. They together with some fellow cops came together to try to take down this evil organization led by Mr. X. They managed to defeat him that led to the fall of the organization. But now Mr. X is back lead the organization again and they have kidnapped Adam to lure Blaze and Axel to kill them all.

The story starts out like this:

One year had passed since ex-police officers Adam Hunter, Axel Stone and Blaze Fielding had broken the Syndicate's hold and destroyed it's leader, the mysterious Mr. X. Peace had returned to the streets, people were moving back to into the once vacant city neighborhoods, and the city had returned to prosperity.

On the anniversary of the Syndicate's destruction, Adam, Axel and Blaze met at their favorite nightspot to commemorate the occasion and catch up on the latest news. Both Axel and Blaze had move out the city; Axel working as a bodyguard, and Blaze teaching dance.

Adam had rejoined the police force, and moved to a small house on the edge of the city with his kid brother. The three celebrated until late in the night, and made plans to meet at the same place next year.

As he was planning to check out of his hotel the next day, Axel received a frantic phone call from Eddie "Skate" Hunter. He had arrived home from school to find the place a total ruin. He'd called the police department, but nobody there had seen or heard from his brother since early that morning.

Both Axel and Blaze rushed to Adam's house. Windows had been shattered, furniture smashed. Stuck on the remains of the splinted front door was a photo: Adam in chains lying at the feet of a man they knew only too well.

Adam's disappearance marked the beginning of the nightmare. Criminal elements swarmed out to reclaim the streets. Gangs roamed the parks, and bomb-wielding bikers made the roads deadly to travel at night. Beatings and lootings took place regularly and in broad daylight. Chaos reigned in the city, far worse than before.

Axel and Blaze tried to contact their old friends at the force, the ones who'd provided backup with heavy artillery. But everyone they knew had either been fired or transferred elsewhere. This time the Syndicate was in complete control and the two ex-cops were on their own.

Assisted by Adam's brother Skate and Axel's friend Max, Axel and Blaze set out to rescue their friend and destroy Mr. X once and for all. Standing in their way is the nastiest collection of punk and brawlers ever assembled. Add to that a force of professional fighters specially groomed to take them out of the picture!

As one of the 4 young vigilantes - or together with a friend - you'll battle with your fists and feet, and attack with whatever weapon you come across, as once more you walk the Streets of Rage!

This game is a fighting genre with lots of actions and enemies to defeat before you once again try to beat this organization. It is a one or two player game for you solo play this game or with a friend to combine and try to beat down this organization again. This whole series is created and trademark by Sega and licensed by Sega also.

2. Legal Notes

This FAQ is a legal document of Thanos rulzs and no one should sell, copy, modify, put up on your website or have any selfish intentions of benefiting yourself. In short, you can't do anything to this FAQ unless you have my permission. Anyone who voids this disclaimer will be prosecuted by international law should you be caught red handed. Anyone who sees this FAQ being put to illegal purposes should contact me at maxidestroyer@hotmail.com. Only mentioned websites are only allowed to be place this FAQ. (Refer to FAQ Appearance)

FAQ Appearance

- GameFaqs
- <http://www.cheats.de>

3. Game Walkthrough

Now the game guide begins. First, I will give basic controls of the game, then the basic guide, then the character moves and information, then enemy guide and finally Game walkthrough.

3.1 Controls

A button: Special attack

Note: Performing a special attack will lose a small unite of your life

B button: Attack button

C button: Jump

Dpad: Controls your character movement

Jump attacks:

Straight jump attack: Jump then press B button

Direction jump attack: Jump then presses DPAD with B button together

Jump over opponent: Grab opponent, then press jump button to jump over opponent

Counter attacks:

When thrown, press up+C button to land on ground safely

Back hand attack: Press B and C buttons together

Character with weapons:

Pick weapon: B button when close to weapon

Throw weapon: B and C button simultaneously (with weapon)

Weapons available in this game:

- Pipe
- Katana
- Kunai
- Knife
- Bomb

3.2 Basic Guide

Here's the basic guide to let you know the basic rules of the game. Take a look at it.

Apple: Regain some health
Chicken: Regain full health
Gold bars: Receive 5000 pts
Moneybag: Receive 1000 pts
1 up: Gain a life

After completing each stage, bonus points will be awarded in terms of:

- Clear bonus
- Time bonus
- Level bonus

The game is rather straightforward, meaning you need to clear each stage in order to advance to the next stage. There's a time limit above at the top middle of the screen. When the time runs out, you lose a life. You will also lose a life after your life unit is full of red blood meaning you are damaged at the full life bar. You will gain a life when you pick up a 1-up or accumulate a certain number of points to gain a life. When you gain 9 lives, the life indicator stops counting but if you lose a life, the indicator still stay a 9 depending on how many lives you gain after the 9 lives. When you meet an enemy, sometimes you see some stars under your life bar; it's the enemy life bar indicator, meaning how many lives the enemy have before you can beat the enemy. You can try to mix some combos to your attack to bring maximum damage to the enemy, try to experiment those combos that bring powerful effects to the enemies. When the Go sign appear, the timer on the clock will reset back to 99 and you will move on when the sign appear.

Before you start the game, there are some options for you to choose:

- 1 player- Solo play throughout the game although the second player can drop in any time
- 2 player- Enables you and your partner to combine throughout the game walkthrough
- Options
 1. Level- Difficulty level for you to choose
 2. Players- Start with the number of lives you want
 3. BGM Hears the music theme of each stage
 4. Voice-Allows you to hear you and your enemies' sound effect
 5. SE Allows you to hear the hitting and weapons sound effects
 6. Level select (if code is activated, refer to code section)
 7. Exit- Go out of the option menu
- Battle- Enable one on one fight with a friend

3.3 Character moves and information

Axel

Profile about Axel:

He's a cop in SOR, but quit after beating down the organization. He's one of

the original trios from the SOR and he's back but this time his mission is to save his friend Adam as well as once again take down this evil organization.

Power Rating:

Power- 2 stars

Technique- 3 stars

Speed- 2 stars

Jump- 1 star

Stamina- 2 stars

Comment: Can be the best character of the game, not for the jumping ability but has a powerful uppercut, which brings a lot of damage to his enemies when nailed full impact.

His moves:

Regular attacks:

Regular combo - B repeatedly

1: Jab (1 hit)

2: Jab (1 hit)

3: Straight punch (1 hit)

4: Low sidekick (1 hit, knockdown when attack 5 fails)

5: High sidekick (1 hit, knockdown)

Special moves:

Dragon wing: A button

Multiple punching attack: Forward plus A button together

Double kick: Hold B button for a while then release

Uppercut: Press forward, forward plus B button

Jump attacks:

Knee attacks: Jump then press down and B button together

Flying kick: Jump forward or backward then press attack button

Straight kick: Jump then use attack button

Slam opponents:

Flip to opposite side of an enemy: Grab then press jump button

Slam opponent: Grab opponent from the back or flip to opposite side of an enemy then press attack button

Head butt: Grab opponent from the front, then without pressing the DPAD apply attack button

Throw the opponent to another direction: Grab opponent from the front, then use back and attack button together

Attack while grabbing opponents: Press forward then B button

Blaze:

Profile about Blaze:

She's a cop in SOR, but quit after beating down the organization. She's one of the original trios from the SOR and she's back but this time his mission is to save her friend Adam as well as once again take down this evil organization.

Power Rating:

Power: 2 stars

Technique: 2 stars

Jump: 2 stars

Speed: 2 stars

Stamina: 2 stars

Comment: The most well balanced character in the game, though her normal attacks as well as some special attacks aren't really damaging but she's good at slamming and jump fairly high in the game. Blaze seems to be a master of knife, she can double slashing opponents when in SOR3, she can really do damage with knife

Her moves:

Regular attacks:

Regular combo - B repeatedly

1: Jab (1 hit)

2: Jab (1 hit)

3: Reverse elbow (3 hits)

4: High frontkick (1 or 2 hits, knockdown)

Special moves:

360-degree sweep kick: A button

Moon Sault: Forward and A button

Front kick: Hold B button for a while then release

Vertical slash: Forward, Forward with B button

Jump attacks:

Knee attack: Jump then press down and B button

Flying kick: Jump forward or backward then press attack button

Jump kick: Press jump then attack button

Slam opponents:

Forward slam: Grab opponent from the front, then without pressing the DPAD apply attack button

Back throw: Grab opponent from the front, then use back and attack button together

Flip to opposite side of an enemy: Grab then press jump button

Suplex: Grab opponent from the back or flip to opposite side of an enemy then press attack button

Attack while grabbing opponents: Press forward then B button

Skate:

Profile about Skate:

He's Adam little brother, he's the one who approach Axel when he went home finding his home is a big mess, then join the group in attempt to save Adam.

Power Rating:

Power: 1 star

Technique: 2 stars

Speed: 3 stars

Jump: 3 stars

Stamina: 1 star

Comment:

Rather weak character in terms of attack but has speed and jump abilities to make up for it. Rather hard for beginners, so try him out unless like to master him or for advanced players. Rely on combos with special attacks to bring damage.

His moves:

Regular attacks:

Regular Combo - B repeatedly

1. Jab (1 hit)
2. Jab (1 hit)
3. Low kick (1 hit)
4. Roller kick (2 hits, second knockdown)

Special moves:

Spinning attack: A button

Cock screw attack: Forward plus A button

Kick: Hold B button for a while then release

Flying head butt: Forward, forward with attack button

Jump attacks:

Knee attack: Jump then press down and B button

Flying kick: Jump forward or backward then press attack button

Jump kick: Press jump then attack button

Slam opponents:

Flip to opposite side of an enemy: Grab then press jump button

Multiple punching attacks: Grab opponent from the back or flip to opposite side of an enemy then press attack button

Attack while grabbing opponents: Press forward then B button

Overhead throw: B button while applying flipping to opposite side of an enemy

Roller uppercut: Back plus B button

Max

Profile about Max:

A friend of Axel. He's a former wrestler as you can tell from the way he fights. He agreed to help Axel in his quest to take down the organization. Very big and muscular guy.

Power Rating:

Power: 3 stars

Technique: 2 stars

Speed: 1 star

Jump: 1 star

Stamina: 3 stars

Comment: Very slow character. Jumping is not good either. But if you go for power, this guy's the choice. Very powerful and has damaging attacks that can really damage opponents. But slow in applying his moves is his flaw to the game.

His moves:

Regular attacks:

Regular combo - B repeatedly

1: Chop (2 hits)

2: Chop (2 hits)

3: Hook (4 hits)

4: Hammer punch (1 hit, knockdown)

Special attack:

Power punch: Hold B button for a while then release

Sliding: Forward, forward with attack button

Close line: A button

Power tackle: Forward plus A button

Jump attacks:

Elbow drop: Jump then press down and B button

Flying kick: Jump forward or backward then press attack button

Jump kick: Press jump then attack button

Slamming opponents:

Attack while grabbing opponents from the front: Press forward then B button

Choke or neck damage: Grab opponent from the front, then without pressing the DPAD apply attack button

Back Suplex: Grab opponent from the front, then use back and attack button together

German Suplex: Grab opponent from the back then press attack button

Back breaker: Grab opponent, then press forward or back and B button

Note: The power rating maximum has 3 stars, the least is one star.

3.4 Enemy guide

Name: Joseph, Galsia, Surger

Ability: Normal attack like punching and very dangerous with knife

Appearance: Wears a jacket (colors varies), jeans, brown shoes and hand pad.

Comment: Timing must be right to attack before he comes to stab you. Punching bag of the game, very common guy you face throughout the game.

Name: Donavan, X, Z, Martin aka Bald guys

Ability: Normal attack like punching and uses a pipe at times. Very damaging when attack with pipe but slow when attack. He also has a roundhouse punch attack that punches you down so take note of that.

Appearance: Bald and wear a color vary pants with brown shoes

Comment: Punching bag of the game. The pipe attack is rather slow so it's easy to counter-attack, very common enemy you face throughout the game.

Name: Y signals, X signals, Ice

Appearance: Spike hair (color varies), wears a color vary coats, and brown boots

Abilities: Sliding down to attack character, throwing character, delivers a back punch to character

Comment: Don't let him get to offensive, when surround roll away or use special attack, when to close he will grab and throw you. When he slide, a sound effect can be heard, so just roll away or use a special attack.

Name: Big bens, Balloon

Appearance: Wears a Cap (color vary), a shirt and a strap pants (color varies), very obese guy

Abilities: Jump and lunges his fat body at you or breathes out fire with a large range at you, likes to laugh

Comment: When his jump is easily counter, just jump kick to counter or any counter attack you feel like it. When he breathes out fire, just use a special attack or flying kick or special ability.

Name: Electra

Appearance: Wears a sexy outfit (color varies) and carries a whip

Abilities: Does a flying kick at you, whip you or use the whip with electric at you

Comment: For the flying kick, use a special attack or a special move or jump kick. Her whip attack is rather fast, but not damaging. Her electric whip attacks is a bit fast and powerful so either jump away or use a special attack

Motorcycle thugs

Name: Storm, Cyclone, Gale, and Blade

Appearance: Wears a helmet, some pads on their shoulder and pants with dots.

Also wears a mask on their head with gloves on their hand.

Abilities: Carries a pipe, jump off from motorcycle, use motorcycle to attack, throws bomb or deliver a powerful punch at character. At times, grab character from behind for other enemies or let go and punch you in the face. Strangely, Sega remove the ability to counter grab from the back from SOR.

Comment: When he leaps off his motorcycle, avoid his motorcycle or it will explode. His pipe attack is slow so it's easily counter. Just don't get defensive when in range or he will punch you.

Ninjas

Name: Chiba, Kosugi, Mifune

Appearance: Wears a ninja suit with some kind of goggles on their eye level and cover-up on their head.

Abilities: Very powerful enemy. He can teleport, throw shurikins from ground or from the air. When at close range, he slashes you with a punch or grabs and toss you in the air. With weapons, they are very deadly. They slash you with a sword or use a dagger to slash you. When they use a dagger or sword, they have a special attack, which is roll in mid air like a wheel with a sharp point towards you. You also can trip you when in close range.

Comment: When in range attacks them quickly; just roll away when they are throwing shurikins. When surrounded, just a special to fend them off, never get surround from any direction especially when they have weapons because they slash you with power and they can perform weapon special that take a large amount of live out of you.

Kick boxing fighters

Name: Raven

Appearance: Wears like Muay Thai fighters, one skimpy shirt and shorts and some bandages like Sagat in Street Fighters

Abilities: Does a small jump kick at you, uses legs as normal attack, when in bunch their normal legs attacks can be very deadly, grabs you and kick at you

Comment: When in ranges, he does the jump kick, so be offensive and attacks and juggle with some specials attack combo to damage these guys because their life gauge are normally very high. This guy is rather damaging with his kicks and grab kick so be offensive or be beaten up like a pulp.

Fighters

Name: Hakuyu, Ryokorou

Appearance: Does not have clothing at upper part of the body, longs white pants and long clothing at the pants area which color varies.

Abilities: Does a flying kick, when at range, does normal punching attack, trips you with leg attacks. He also does a projectile close range attacks also.

Comment: Quite a damaging fighter, quite powerful. Try to be offensive before he does his attacks. Try doing attacks him with combos like some normal attacks with some special attacks or grab him and damage him and followed by a slam.

Have some Japanese names, so they are assume as Japanese fighters.

Robots

Name: Oxygen, Particle, and Molecule

Appearance: Big, the head has one eye; the body has one arm with spike and two legs and can hop and hover in the air

Abilities: Shoots projectile and uses the spike to attack by swinging with a spring at a certain distance. Dashes to attack character can also self-destruct by itself.

Comment: Don't get far away from him to uses the spike attack, the projectile is easily avoidable, so just hits it with some combos to finish this irritating menace off. Though be careful of its self-destruct ability. Kind of a menace because it just jump and hover all the time and quite irritating when you want to beat this guy.

Boss List:

Sub boss: Jack

His attacks:

- Knife throwing
- Stabs you and then laughs
- When he falls, his knife drops
- He seemed to have unlimited knives, as when he falls, he gets up and reload with a knife from his jacket.
- Has the ability to pick up knife

Comment: When he tries to stab you, his attacks is quite predictable, so just punch him and juggle with some combos to damage him more. Avoid his knife throwing when in range. When in range, be offensive whenever you can and juggle with more damaging effects and powerful attacks.

Comment: He's quite common to find in stages, quite deadly at stabbing

Sub Boss: Vehelits

It's attacks:

- Moves around
- When it moves around the head hits you
- When you hit it, it will move back like a spring and hit you back

Here you will face the sub boss and some Galsias will appear. Beat them first before you face the sub boss. In the alien egg has a 1-up and where the sub boss is, go bottom middle to gain a 1-up. It will move around and when you hit it with a flying kick, it will bounce back and hit you. So go to one end of the corner and hit it to the other end of the corner so that the bounce velocity won't be so fast and there's enough time for you to react. You beat him in no time.

Comment: strange sub boss, only found in stage 3 though.

Bosses:

Barbon

His attacks:

- In range, deliver a punch attack
- In range, performs a roundhouse kick
- Grabs you and throws you
- Can block attacks

In this area, don't move too forward or you will face him fast. Clear the enemies around him like Donovans and Galsias first. In the two dustbins, one of them contains a chicken. Clear the enemies then Barbon will rip his shirt signaling he's ready for a fight. Then a Galsia and Signal will appear. Kill them first then concentrated on the boss. The boss is easy. Don't let him get

offensive. When you face him, deliver a quick punch and do some damaging combos to damage him. When he throws you, it can be easily countered by pressing up + C button. Then move away and steadily move around him and attacks him with combos. He may again grab you and throw you. Sometimes, even if he blocks do some special attack combos will damage him more when's he blocking. You will defeat him in no time.

Comment: Although he's the stage 1 boss, he quite common to find in other stages later in the game

Jet

His attacks:

- When you are near him, he will rise up and deliver a rising kick straight down at you
- At far range, he will deliver a superman punch at you
- Has the ability to hover in air
- Grabs you and slams you down on the ground

When Jet appears, Donovans appear also. Defeat the Donovans and in the three road signs contain one moneybag and a chicken. This boss is easy. Lure him to do the rising kick and move away and come back at him to do some normal attacks with some combos to damage. When he tries to do the superman punch, just move away or deliver a punch at the right time or you will get damage. If you are not confident enough, so move away. You will beat him easily in no time.

Comment: Although he's the stage 2 boss, he quite common to find in other stages later in the game

Boss: Zamza

His attacks:

- Uppercut
- Slides tackle
- Slashing you with his nails
- Somersault attack at you
- Grabs you and slams you with a suplex to the ground
- Jumps up in the air for a while and does a kick at you

When you face him, whenever you can use the sword to stab him. Damages him a lot. When he tries to tackle you just use the sword slash to counter. When he somersaults just move away. Don't get close to him or he will slash or uppercut you. So move away and wait for him to run towards you and slash him a sword or use attacks with combos to damage him. If you are hurt, use the chicken to cure yourself. You will beat this boss easily with full health if you are careful enough.

Stages found in: 3,6,8

ABADEDE the wrestler

His attacks:

- Jumps up high with the whole body crashing at you
- Runs up and gives you a punch
- Slams you down when in range
- Interrupts your attacks with his own special attack

This boss appeared in the original SOR. Quite difficult to beat. In the crate contains a chicken. In the background have lots of crowds of bad guys like Big

Ben, Signals etc. Move away when he throws himself at you or you can do a jump kick to counter it but the timing must be right. When in range, he will run and give you a punch. Move away and damage him with combos. But never use too many normal attacks because he will counter it with special attacks. Every time you can hit, the crowd will cheer and whistling so you will know whom the crowd is siding. You may lose a life here because of the earlier confrontation at Area3. Keep luring him to the running attacks by moving away from him and in range at him. He will never fail deliver the running attack at you. Move away when there is no more space to lure him and don't get near him because he will do the jumping attacks or the slamming attacks. Find some space to lure him again and you will beat this guy in no time.

Stages found in: 4 and 8

R.Bear attacks:

- Grabs you and head butt you
- Punch at you
- Jump at you with a Banzai drop
- Moves forward and gives a roundhouse punch
- Uppercut you

Just use the pipe and keep nailing him with it before he can do anything offensive and beat him to enter Area2.

Stages found in: 6 and 8

Robots Particle and Molecule

Their attacks:

- Hops and hover in air
- Slide tackles you
- Shoots a projectile
- Self-destructs
- Use his spike up and stretches it around to damage you

These bosses are quite easy. Just hit them with combos or grab them and slam them. They offer little resistance so they are quite easy punching bags. When you damage them enough, they might self-destruct when they are near you so take note of that and you will complete the stage easily.

Stages found in: 7 and 8

Last stage bosses:

Shiva attacks:

- Ability to block
- Flying kick at you
- Grab and hit you and then stabs you
- Has two special attacks
- 1. Does a flying web at you
- 2. Does a flame kick when you grab him
- When you throw him, he can counter
- Can slams at you

His moves are quite powerful so avoid him. Never grab him or he will do a special of the flame kick at you. At range he will do the final web at you so move away from this attack. Then counter attack him with some hits but he may block so try to combo him. When he blocks, all normal moves will not damage him except for special attacks. It is quite hard to play fire with fire with him so

play smart, counter him when he is left expose to attacks and you will beat him eventually.

Mr. X attacks:

- Stands at the corner and shoots at every direction
- Run towards you and use the gun to two hit combos
- Seem to have endless enemies like Galsias and Donovan for you to clear if you are going to beat him.

The enemies will keep coming out every time you beat them. Don't get too in range for Mr. X because he will deliver the two hit combo. So move to the corners, lure him to shoot the bullets. At this time move where he is and hit him with combos and hits whenever you can. Don't get to engross with the enemies, sometimes he will dash over and hit a two hit combo. So keep moving away and clear some enemies if you want. His bullets are easily dodged. Just jump away when the bullets fly to your direction. When he shoots, stay at the corners where he shooting and take this chance to damage him because chances are likely that his sidekicks will get nailed by the bullets and falls which enables you to attack him. You will beat him eventually and have the final laugh at him. Hahaha.

3.5 Game Guide

Stage 1: Along the streets

Area 1:

Well at the beginning, there's already a secret. Go to the bottom left, press attack button to gain the life. Then some Galsias will appear from the front and the back. Clear them and move forward. Walk forward to meet a Galsia. In the dustbin contains a moneybag. Move forward to meet a signal. Beat him and move forward to meet Galsia and Signal. As you move down the streets, Donovans and Galsia will be there to beat. Then when you advance, there will be a couple of Signals. In the two dustbins, one of them contains an apple. Then when you move forward, there's a dustbin contain a knife and some Signals and Galsias appear. As you progress, in the sewage will jump up a Donovan with a pipe. Beat the Galsias and Donovans along the way. There's also another Donovan jumping from the sewage with a pipe. Then in the two dustbins, one of them has an apple and moneybag. Then a Galsia with knife will appear. Be careful of him because he's quite dangerous with knife. Move on and kill a signal. Then there will be more Signals will appear as well as Donovans and Galsias. Clear them all. When you reach the area with the car, that's the final part of Areal. There are some Donovans and Galsias to beat, then the sub boss Jack will appear. In the two signs near the door, on of them contain the chicken.

Sub boss: Jack

His attacks:

- Knife throwing
- Stabs you and then laughs
- When he falls, his knife drops
- He seemed to have unlimited knives, as when he falls, he gets up and reload with a knife from his jacket.
- Has the ability to pick up knife

Comment: When he tries to stab you, his attacks is quite predictable, so just punch him and juggle with some combos to damage him more. Avoid his knife throwing when in range. When in range, be offensive whenever you can and juggle

with more damaging effects and powerful attacks.

Area 2: Restaurant

One Donovan will appear and a Signal standing there. In the table and chair contains an apple and moneybag. Some Galsias will come out. Clear them. Move forward and a Signal will jump out of the door. Clear the Signals here. Move forward and see two Signals under the headlight. The table and chair contains a moneybag. Donovans will appear and clear them. Then the Go sign will appear and move forward. Then meet some Galsias and Donovans. In the table and chair contain a moneybag. Further down the table and chair also contain a moneybag. The final table and chair contain an apple and you have reach the final area of Area2. Then you will face Electra. The bartender will then quickly move away because after beating Electra, you will face him because he's the stage 1 boss.

Area 3:

Boss: Barbon

His attacks:

- In range, deliver a punch attack
- In range, performs a roundhouse kick
- Grabs you and throws you
- Can block attacks

In this area, don't move too forward or you will face him fast. Clear the enemies around him like Donovans and Galsias first. In the two dustbins, one of them contains a chicken. Clear the enemies then Barbon will rip his shirt signaling he's ready for a fight. Then a Galsia and Signal will appear. Kill them first then concentrated on the boss. The boss is easy. Don't let him get offensive. When you face him, deliver a quick punch and do some damaging combos to damage him. When he throws you, it can be easily countered by pressing up + C button. Then move away and steadily move around him and attacks him with combos. He may again grab you and throw you. Sometimes, even if he blocks do some special attack combos will damage him more when's he blocking. You will defeat him in no time.

Stage 2:

Area 1:

When you start off, there's a Galsia behind so kill him. There are a lot of drums here. Knock them down to receive some goodies like two moneybags, gold bars and a knife. Move on and you will meet some motorcycle trying to damage you. Avoid them and you will do fine. Then some Galsias and Donovans appear and clear them. Move on further and meet more Donovans and Galsias. Then motorcycles will come. In the two barrels have a pipe and an apple. One motorcycle thug will jump off his motorcycle. Avoid his bike because after a while it will explode and don't get damage by it. Defeat the motorcycle thug and beat the motorcycle thug driving the motorcycle. Apparently, he will keep coming unless you beat him. Then there will more motorcycles as well as Donovans and Galsias. Defeat them and soon meet up with some motorcycles that throw grenades. Avoid them. Then there will be two barrels; one of them has an apple and a gold bar. Beware some motorcycle thugs will jump off their motorcycle to face you. One of them has a pipe, as weapon so be careful. Clear them and when you reach the final part of Area1. There's a biker with pipe sitting on the edge as well as a Signal. In the two barrels contain a chicken and a moneybag. Clear them and proceed to area2.

Area2:

In the background, there are a lot of bikers cheering for their friend. The 2 machinery near you contains one moneybag. Then move forward to face the fighter. Another two machinery contains an apple. Kill the fighter and face the whole bunch of bikers and another fighter. One of the bikers carry a pipe so be careful. Clear them and move on to area3.

Area3:

When you come out of the truck, go to the top corner to get a lup. Then Galsias and Donovans will appear. Defeat them and the first road sign Contains nothing. The other two has an apple and a moneybag. More Donovans and Galsias and Signals will appear so clear them. Move on to face more Galsias, defeat them and you will face the Stage 2 boss.

Boss: Jet

His attacks:

- When you are near him, he will rise up and deliver a rising kick straight down at you
- At far range, he will deliver a superman punch at you
- Has the ability to hover in air
- Grabs you and slams you down on the ground

When Jet appears, Donovans appear also. Defeat the Donovans and in the three road signs contain one moneybag and a chicken. This boss is easy. Lure him to do the rising kick and move away and come back at him to do some normal attacks with some combos to damage. When he tries to do the superman punch, just move away or deliver a punch at the right time or you will get damage. If you are not confident enough, so move away. You will beat him easily in no time.

Stage 3:

Area 1: Amusement park

You will start by seeing a Galsia sleeping on the bench. When you get near, he will get up accompanied by some Galsias. Clear them and more Galsias and a biker with pipe will appear. In the litterbin contain a knife. Then you will see a Donovan on the bench. Get near him; he will get up with a biker appearing. Clear them and move on the final part of areal. Two Donovans will be seen kneeling down and will get up once they feel your presence. Then proceed to Area2.

Area2: Arcade

The first bare knuckle arcade machine a moneybag. One Donovan and a Signal are seen playing them. When you get near, they will fight. Clear them and meet some Galsias and Donovans from behind. Then there are more arcade machine that contains 3 moneybags and an apple. They will be Signals and Donovans here so kill them. Then as you progress down, there's a Signal near the Pirates entrance for you to beat to reach area2.

Area3:

There will be a Galsia with knife dashing towards you so be careful. There will be some Donovans and Signals for you to beat to proceed further.

Area3-1:

Galsia will drop down as well as some Galsias and Donovans appearing. Clear

them all and reach the final part of the area. A fighter will be there as well as a Donovan dropping down. Clear them to reach area4.

Area4: Ship

A lot of Galsias will appear. In the crate is an apple. Donovan will appear. In another crate is a 1-up. Then more Donovans and Galsias will appear. Clear them and you will see two ninjas hanging on the ropes. One of them has a sword, the other has a Kunai. They will drop down and be offensive because they can do damage with weapons. Clear them to reach area5.

Area5:

One Galsia will be seen on the bench. Get near him and beat him and more Galsias and Donovans will appear. When you go further, you will see a Donovan kneeling down. Once he gets up, a Jack and an Electra will appear. Rather tough opponents to handle. Best tip is to get rid of Electra first because she always does a flying kick when you beat the other opponents down. Clear them to reach the final area6.

Area6: Alien House

This place is a foggy area. Some Galsias will appear from the bottom, which is barely visible. They will be some alien eggs that contain a sword and a chicken. When you destroy the eggs, move away because they will explode before you can see the items. Then Donovans and Galsias and d Signals will appear and beat them. Then more will appear and some strange sounds from the Sub boss can be heard. In the alien egg contain a moneybag. Galsias will appear and the other alien egg has an apple in it. Signals and Donovans will be there for you to beat. Then you will meet the sub boss.

Sub Boss: Vehelits

It's attacks:

- Moves around
- When it moves around the head hits you
- When you hit it, it will move back like a spring and hit you back

Here you will face the sub boss and some Galsias will appear. Beat them first before you face the sub boss. In the alien egg has a 1-up and where the sub boss is, go bottom middle to gain a 1-up. It will move around and when you hit it with a flying kick, it will bounce back and hit you. So go to one end of the corner and hit it to the other end of the corner so that the bounce velocity won't be so fast and there's enough time for you to react. You beat him in no time.

Then you will move forward and you will see a ninja hanging on top with a sword. Beat him when he drops down and take his sword. In the 2 alien eggs has a chicken in it and you will face the boss.

Boss: Zamza

His attacks:

- Uppercut
- Slides tackle
- Slashing you with his nails
- Somersault attack at you
- Grabs you and slams you with a suplex to the ground
- Jumps up in the air for a while and does a kick at you

When you face him, whenever you can use the sword to stab him. Damages him a lot. When he tries to tackle you just use the sword slash to counter. When he somersaults just move away. Don't get close to him or he will slash or uppercut you. So move away and wait for him to run towards you and slash him a sword or use attacks with combos to damage him. If you are hurt, use the chicken to cure yourself. You will beat this boss easily with full health if you are careful enough.

Stage 4:

Area1:

You will face some Signals and Donovans at first. In the litterbin contains a pipe. Grab it and use it on the enemies. Then you will see a Galsia lying on the bench. Get near him and he will get up with some Galsias appearing and a Donovan with a pipe. Clear them and you will see a Donovan lying on the bench. Once he gets up, a Donovan with pipe and Galsia will appear. Then there are two litterbins here, containing moneybag and an apple. More Donovans will appear and a fighter dropping down. Clear them to reach Area2.

Area2:

You will see two crates containing a knife and a moneybag. Signals, Donovans and Galsias will appear and defeat. Then Signal and Galsia will appear from the back so beat them. Move on and face some Donovans with pipes. There are two crates here, containing 2 moneybags. Galsias and Donovans are here for you to clear. More of them will appear so defeat them to move on. Then you will face two Electras. Defeat them and Donovans and Galsias will be there to fight. In the crate contains an apple. Move on and see three crates, which contains moneybag and an apple. Clear the Donovans and Galsias here to reach a part where's there is a circle on the pitch. More Donovans will appear and Galsias and a Big Ben are here to defeat before you move to area3.

Area3:

The platform will be moving down. Galsias and Dononvans will be dropping for you to beat. Then a fighter will drop down. Beat him and more Donovans and Galsias will drop down. Clear them and more of them drop down and beat them. Then Donovans and Galsias and Fighters will drop down. Rather tricky part because they come in bunches. Then more of them will drop down but lesser Galsias this time. Beat them to go to Area4 to meet the boss.

Area4:

Boss: ABADEDE the wrestler

His attacks:

- Jumps up high with the whole body crashing at you
- Runs up and gives you a punch
- Slams you down when in range
- Interrupts your attacks with his own special attack

This boss appeared in the original SOR. Quite difficult to beat. In the crate contains a chicken. In the background have lots of crowds of bad guys like Big Ben, Signals etc. Move away when he throws himself at you or you can do a jump kick to counter it but the timing must be right. When in range, he will run and give you a punch. Move away and damage him with combos. But never use too many normal attacks because he will counter it with special attacks. Every time you can hit, the crowd will cheer and whistling so you will know whom the crowd is siding. You may lose a life here because of the earlier confrontation at Area3.

Keep luring him to the running attacks by moving away from him and in range at him. He will never fail deliver the running attack at you. Move away when there is no more space to lure him and don't get near him because he will do the jumping attacks or the slamming attacks. Find some space to lure him again and you will beat this guy in no time.

Stage 5:

Areal:

Here have some Donovans and a Galsia with knife here. Beat them and Donovans with pipe will appear. In the two crates contains two moneybags. Then Galsia will appear and beat him. Then Big Ben, Donovans and Galsias are here to beat. In the crate has an apple in it. Then you will see another two crates with Gold bar and moneybag in it. Donovans and Galsias appear and beat them. Then you will see a fighter standing near the steps. Beat him to enter Area2.

Area2:

A kick boxer will drop down and a Galsia will appear. Clear them and see two crates containing a chicken. More Galsias and Donovans appear and beat them all. Then as the Go signs show, don't move totally, clear all enemies like Donovans and Galsias first because there's the stage 1 boss waiting at the steps. Beat him and advance to area3. He has the power exactly to the stage 1 boss so use the same strategy to beat him.

Sub Boss: Barbon

His attacks:

- In range, deliver a punch attack
- In range, performs a roundhouse kick
- Grabs you and throws you
- Can block attacks

Area3:

Donovans and Galsias will appear so kill them. There are two crates here, one sword and a moneybag. Move on and beat all Galsias. When the Donovans appear, Jet from stage 2 appear, this time, the life gauge is shorter. Use the sword to kill all enemies. Then concentrate on Jet. Lure him to use the kick attack and then keeping stabbing him with the sword. More Galsias and Donovans appear so clear them first. In the crate contains an apple. Then move on and face some bikers and ninjas. There are a few bikers at the window waiting to throw bombs when you are near the area. Then more ninjas and biker appear. One of the ninjas has a sword so take note of that. Clear them and a ninja will drop down and face some bikers. Avoid the bombs they throw from the window, as it will take a while to explode. Finish this part and face the boss. Well use the sword you pick up and store it for the boss.

Boss: R.Bear

His attacks:

- Grabs you and head butt you
- Punch at you
- Jump at you with a Banzai drop
- Moves forward and gives a roundhouse punch
- Uppercut you

Well, don't move too forward. Clear all Galsias and Donovans first. Then beat

the Big Ben and Galsias and move bit by bit. There are two crates here; one of them has a chicken. Move forward and face the boss. Kill the two Galsias first then face the boss. Don't jump at him or he will do an uppercut. Don't get too near him or he will grab and head butt you. When you are far away from him, he jumps to where you are at and use the Banzai drop at you. So move away and combos him or grab him and damage him as much as possible or keep slashing him with the sword. When you are at range, he delivers a punch at you so move away. You will beat him in no time.

Stage 6:

Areal: Beach

A ninja will drop down and a Galsia will appear. Then a Galsia will appear and then Donovan with ninja with Kunai appear. Clear them and be careful of the ninja because he can do damage with the weapon. Then move on to face Galsias and Donovans and face more of them after you clear them. Then you will be at the final part of Areal, to face three kick boxers. Clear one at the time because face to much of them they will surround you and do damage.

Area2:

You will see two sacks. One of them has a chicken. One fighter will drop down and some Signals will be at the back. As you move down and meet more Signals. Move further and a fighter will drop down. In the sack has a moneybag. Another fighter will drop down. Clear them and see three sacks that have two moneybags. Then this is quite a hard part. Then face a lot of bikers and a Big Ben. Clear them and face more bikers. Then motorcycles will come and try to beat you or drop down some bombs. One of them will keep appearing so beat him. Then see three sacks with a knife and an apple. Then face a lot of bikers and Electras. One of the bikers has a pipe to take note of. Then move forward to face the bosses.

Boss: Jet and Zamza

Their attacks:

Zamza:

- Uppercut
- Slides tackle
- Slashing you with his nails
- Somersault attack at you
- Grabs you and slams you with a suplex to the ground
- Jumps up in the air for a while and does a kick at you

Jet:

- When you are near him, he will rise up and deliver a rising kick straight down at you
- At far range, he will deliver a superman punch at you
- Has the ability to hover in air
- Grabs you and slams you down on the ground

Well, in the four sacks have moneybag, gold bar and a chicken. Well, you need to beat Zamza. Jet is just a distraction. When you beat Zamza, Jet will also be defeated. But you can beat Jet if you want but are better to concentrate on the pirot boss. Beat them and finish stage 6.

Stage 7:

Areal: Factory

Clear the Galsias and Donovans on the way and move on and face more Donovans. Then meet a Big Ben that will drop down and Galsias. In the trash bins have moneybag and an apple. Then see a biker sitting on the edge and get near him to face him with Donovans and Galsias appearing. Beat them and see two bikers ready to throw bombs. Then meet some Donovans and bikers; one of the bikers has a pipe. The trash bin has nothing inside. More of them will appear and clear them. Then face a ninja and an Electra that drops down. In the trash bin contains a 1-up. Then there will be two trash bins that have a chicken inside. Move on and face an Electra and a ninja with Kunai. Beat them and move to area2.

Area2:

You will enter a platform here and face some signals, Donovans and Galsias. In the two trash bins have a chicken inside. You may want to save it when you get a lot of damage because lots of enemies will face you. Beat them and the platform will move up. Then you will face Galsias, Donovans and meet Jet again. Beat them and it will rise up again. You will face ninjas and fighters here. There are lots of them so it quite tough here. One of the ninjas has a sword so pick it up and use it against them. Then the platform will move up and face lots of bikers and kick boxers. Quite tough here because they will surround you and damage you. Just use the sword to slash them away. Then it moves up and face Galsias, Donovans, Big Bens and Jack. Clear them and you will face the boss.

Boss: Robots Particle and Molecule

Their attacks:

- Hops and hover in air
- Slide tackles you
- Shoots a projectile
- Self-destructs
- Use his spike up and stretches it around to damage you

These bosses are quite easy. Just hit them with combos or grab them and slam them. They offer little resistance so they are quite easy punching bags. When you damage them enough, they might self-destruct when they are near you so take note of that and you will complete the stage easily.

Stage 8: Final stage

Areal:

You will face a robot here and some Galsias. One of the Galsias has a knife so take note of that. Donovan will appear with a pipe and clear them all. Then grab the pipe and move on. Take note that when you beat the robot, it will explode at where it is defeated, don't get damage at the explosion. Then there two vases here, one of them has an apple. Then face the stage 5 boss R.Bear.

R.Bear attacks:

- Grabs you and head butt you
- Punch at you
- Jump at you with a Banzai drop
- Moves forward and gives a roundhouse punch
- Uppercut you

Just use the pipe and keep nailing him with it before he can do anything offensive and beat him to enter Area2.

Area2:

You will enter an elevator and face some Galsias and fighters and Donovans. Then the stage 1 boss Barbon will drop down for you to face at level 1.

Barbon attacks:

- In range, deliver a punch attack
- In range, performs a roundhouse kick
- Grabs you and throws you
- Can block attacks

Beat him to proceed to level 2. You face this guy quite often isn't it? Just use the attack and combos or grabbing attacks and trap him to beat him fast. When the grabbing strategy, you will likely be thrown a lot of times cause he grabs you fast and throw you. So use the normal attacks and you will do just fine. There, you will face Galsias, Donovans and Zamza will drop down to face them. Take note that every time you rise to a level, some health status of yours will increase.

Zamza attacks:

- Uppercut
- Slides tackle
- Slashing you with his nails
- Somersault attack at you
- Grabs you and slams you with a suplex to the ground
- Jumps up in the air for a while and does a kick at you

Beat them at you will move up to level 3. Zamza here is quiet easy. He can't maneuver much and his moves are predictable so you can move away and counter as he starts an offense and you can trap him and beat him easy. Just don't jump for him to uppercut you. There are Galsias, Donovans, kick boxers for you to clear and the stage 4 boss will appear. Take note that at this area you will face all bosses from the previous stages.

Z. Kusam attacks:

- Jumps up high with the whole body crashing at you
- Runs up and gives you a punch
- Slams you down when in range
- Interrupts your attacks with his own special attack

Beat them and move on to level 4. This time this wrestler is much easier as you can trap him on the elevator. Just trap him and use some combos and slam attacks to beat him fast. Then you will see Mr. X sitting on the chair and Shiva standing. You will face some Donovans and Galsias for you to beat. Once you clear them, Mr. X will signal for Shiva will appear.

Shiva attacks:

- Ability to block
 - Flying kick at you
 - Grab and hit you and then stabs you
 - Has two special attacks
1. Does a flying web at you
 2. Does a flame kick when you grab him
- When you throw him, he can counter
 - Can slams at you

His moves are quite powerful so avoid him. Never grab him or he will do a special of the flame kick at you. At range he will do the final web at you so move away from this attack. Then counter attack him with some hits but he may block so try to combo him. When he blocks, all normal moves will not damage him

except for special attacks. It is quite hard to play fire with fire with him so play smart, counter him when he is left expose to attacks and you will beat him eventually.

Then beat him and you will face Mr. X, take note that he will laugh every time you got beaten down or lose or life.

Mr. X attacks:

- Stands at the corner and shoots at every direction
- Run towards you and use the gun to two hit combos
- Seem to have endless enemies like Galsias and Donovan for you to clear if you are going to beat him.

The enemies will keep coming out every time you beat them. Don't get too in range for Mr. X because he will deliver the two hit combo. So move to the corners, lure him to shoot the bullets. At this time move where he is and hit him with combos and hits whenever you can. Don't get too engross with the enemies, sometimes he will dash over and hit a two hit combo. So keep moving away and clear some enemies if you want. His bullets are easily dodged. Just jump away when the bullets fly to your direction. When he shoots, stay at the corners where he shooting and take this chance to damage him because chances are likely that his sidekicks will get nailed by the bullets and falls which enables you to attack him. You will beat him eventually and have the final laugh at him. Hahaha.

Sit back and see the ending and watch the credits roll.

Ending Spoilers!!

You will see pictures that tell the whole ending. The pictures show the heroes looking down on the defeated Mr. X body. Then they find Adam chained up, then Axel held Adam up and Skate is reunited with his brother as Blaze and Max looks on. Then they spot something heading to the island that is a helicopter bringing them home. The city is safe until the next sequel, which is SOR3.

4. Codes and Secrets

Cheat mode:

Highlight the "Options" selection at the main menu, then hold A and B on controller two, and then hold any button (but not the D-pad) on controller one. Keep all buttons held until additional options that allow level selection, new difficulty levels (Mania and Very Easy), and increasing number of lives up to nine appear.

Two players as same character:

Hold Down/Right + B on controller one and Left and A on controller two at the title screen. Press C on controller two while all buttons are held. Select two-player mode and choose the same character. Note: Both characters will appear identical.

Two players as same character (European version):

Hold Right + B on controller one and Left and A on controller two at the title

screen. Press C on controller two while all buttons are held. Select two-player mode and choose the same character. Note: Both characters will appear identical.

There are three secret areas where they contain lives:

· First one is at the beginning of the stage, go to the bottom left, press attack button to gain the life

· Second is at stage 2, when you leave the truck, go back in and take the live hidden in there

· Third, is at stage 3, where the Alien house is, when you meet Vethelits, at the bottom middle, use attack button to

Game Genie codes:

North American version

Extra life worth 2:

PKFA-BJOE

Extra life worth 3:

PKFA-BNOE

Extra life worth nothing:

AKFA-AA8E

Apple pick-up worth nothing:

ABFA-AAG6

Apple pick-up restores more energy:

JKFA-AAG6

Apple pick-up restores all energy:

PBFA-AAG6

Roast chicken pick-up worth nothing:

PKFA-ANH6

ABFA-AAH8

5VFT-AA2C

Roast chicken pick-up restores much less energy:

PKFA-ANH6

EBFA-AAH8

5VFT-AA2C

Roast chicken pick-up restores less energy:

PKFA-ANH6

JBFA-AAH8

5VFT-AA2C

Cash bag worth nothing:

ABFT-AAAT

Cash bag worth 5,000:

LBFT-AAAT

Cash bag worth 10,000:

ABFT-ACAT

Cash bag worth 25,000:

LBFT-AEAT

Gold bar worth nothing:
ABFT-AAAY

Gold bar worth 1,000:
CBFT-AAAY

Gold bar worth 10,000:
ABFT-ACAY

Gold bar worth 20,000:
ABFT-AEAY

Gold bar worth 50,000:
ABFT-ALAY

Player 1 starts with 9 lives:
LB0A-BEB6

Player 1 starts with 7 lives:
V30A-BEB6

Player 2 starts with 9 lives:
LB0A-BEGL
LC5A-BEAC

Player 2 starts with 7 lives:
V30A-BEGL
V45A-BEAC

Player 1 starts with no continues:
AF1A-AAAE

Player 1 starts with 1 continue:
AK1A-AAAE

Player 1 starts with 4 continues:
AZ1A-AAAE

Player 1 starts with 6 continues:
A71A-AAAE

Player 1 starts with 8 continues:
BF1A-AAAE

Player 2 starts with no continues:
AF1A-AAC4

Player 2 starts with 1 continue:
AK1A-AAC4

Player 2 starts with 4 continues:
AZ1A-AAC4

Player 2 starts with 6 continues:
A71A-AAC4

Player 2 starts with 8 continues:
BF1A-AAC4

Start on level 2:
AK9A-BA6C

Start on level 3:
AV9A-BA6C

Start on level 4:
A39A-BA6C

Start on level 5:
BB9A-BA6C

Start on level 6:
BK9A-BA6C

Start on level 7:
BV9A-BA6C

Start on level 8:
B39A-BA6C

Unlimited lives for both players:
AW7T-AA6L

Unlimited continues for both players:
AL7T-AA62

Choose up to 99 players on options screen:
NM6T-AAF0

5. Contact Information

Any comments or strategies or anything I have left out, please drop me a mail at maxidestroyer@hotmail.com. You will be credited and please don't be annoyed when I don't reply because I quite busy at school at times. Thanks for reading this guide. And don't give stupid questions or I won't answer them. Once again, thank you for reading this guide. Any doubts can post at my forum at <http://members4.boardhost.com/Thanos>.

Emails I will take:

- Constructive criticisms
- Boss strategies
- Any things I miss out, corrections
- Requesting the FAQ to put on certain website
- Questions
- Useful information

Email I will not take:

- Spam mails, hate mails
- Spam my thoughts on the game
- Stupid questions
- Useless information
- Questions that's covered in the guide

6. FAQ

How fun is this game?
Read my review section

Any codes?
Read my codes and secret section

Any secrets?
Yes, they are only hidden lives though.

How do I play this game?
Read the above walkthrough.

What's the difference in the difficulty levels?
The difference is that in harder modes, more enemies are there as
As well as the life gauge increases as well as their aggression.

Why sometimes I have stars under my life gauge?
Well, this stars show how many lives your enemies have, 1 star equal to 1 life
and 2 equal 2 lives and so on.

7. My review

Story plot:

This game is the second of the street of rage series and they are many changes to from the original SOR. The story starts like this. The peaceful, quiet city was once peaceful until the evil organization took over the whole city. The three rookie cops, Axel, Blaze, Adam decided to take some action. They together with some fellow cops came together to try to take down this evil organization led by Mr. X. They managed to defeat him that led to the fall of the organization. But now Mr. X is back lead the organization again and they have kidnapped Adam to lure Blaze and Axel to kill them all.

Game play:

This game has improved a lot. A lot of moves and weapons and secrets also increased and it has improve a lot. Axel and Blaze, the returning characters has better and improve moves and the new boys Skate and Max are pretty impressive in terms of skill and speed. This game has a wide variety of options like the battle mode for you and a friend battle to see who's the better player. New stages are introduced and these stages to me are pretty cool like the 3rd stage at the amusement park. More enemies are introduced as well some new faces to really spice things up. New and innovative bosses are also introduced with new slick and to me, they are some bosses without any strategies.

Video and Audio:

Video:

The game graphics have improved a lot like the weapons and characters and

enemies have also look impressive but still can take care of some glitches of unclear images though. But ignore this flaw because the background pictures also look good and quite impressive.

Audio:

The musics, sound effects and BGMs are still great, even better the original SOR. The weapons slashing effect can still improve though but it's still great if you ignore some flaws behind it.

Replay Value:

Well, this game is poor in this area despite introduction to the battle game mode. It still has much to improve like adding some boss modes, some secret characters to unlock or some secret modes to make this game worth a long stretch of playing hours.

Overall, this game is great and it still can improve. I think it's still worth buying this game or renting this game because this game to me is one of the games I am still and like playing.

My review score:

Game play: 9/10
Entertainment: 9/10
Video and Audio: 8/10
Replay Value: 4/10

Total score: 8/10

8. Credits

I like to express my thanks to:

- Myself
- CjayC
- <http://www.classicgaming.com/soronline/> (for the story plot and ending details)
- Gamewinners (for the codes)

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maxidestroyer@hotmail.com

End of document