

Battletoads & Double Dragon FAQ/Walkthrough

by Meowthnum1

Updated to v1.1 on Aug 3, 2004

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ASCII art by scurty234

"Aluminum tastes like fear, adrenaline pulls us near." - "E-Bow the Letter" - REM

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|
| Battletoads & Double Dragon - The Ultimate Team |
| For the Nintendo Entertainment System          |
| FAQ/Walkthrough                               |
| By T. Jackson (see section 5.03)              |
| Started: 5/28/04                              |
| Completed: 6/2/04                             |
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| Version 1.0                                   |
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This guide is best viewed in 800x600 or 1024x768 resolution with the Courier New font on your browser's "small" text setting (CTRL + -). It was composed in Notepad+.

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If you want to find a certain part of this guide, press CTRL + F and type in the number of the section (i.e. 4.01 for boss strategies) that you want to go to.

I. Introduction

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| 1.01: Table of Contents |
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Look up!

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| 1.02: Introduction |
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Hello and welcome to this guide for Battletoads & Double Dragon. This game

combines two of the popular NES franchises, Battletoads and Double Dragon (although Double Dragon was more prominent on the Gameboy). This guide was written as part of the FAQ Contributors' Board's ongoing project to write a guide for every single game on the system. I'm doing it for that reason and for a deeper, more sentimental reason. My dad and I used to play this game (or at least the original Battletoads) a lot. It was fun. Like you care.

This game involves the infiltration of the Colossus by one of five characters: the Toads or the Dragon boys. The game is the same either way. You get the awesome buzzard, Professor T. Bird. For more on this, read the story section. This game should be 'toadally awesome! (I'm here all night)

I'd also like to note that I'm spelling these names as the game spells them. I'm positive that some differences exist (Abodo -> Abobo, Willie -> Billy, etc.), so don't worry about it.

Additionally, this game is one of the beat 'em up games that takes place on a plane-type environment, meaning that in addition to left and right, your character can move up and down. So when I refer to the top or bottom of an area, I mean up or down, respectively.

This guide was originally done in Notepad+, which likes to throw random line breaks in. If you see any, please email me.

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0=~=~=~=~=~=~=~=0
| 1.03: Dedication |
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This guide is dedicated to Adam Lamontagne, one of the kings of NES writing. He's an excellent writer and proof that the prolific system does not work. The prolific system recognizes writers who have written a lot of guides; not a writer who has written a slightly less amount of brilliant guides. His layout is plain and simple. When I was new to writing, I modelled my layout after his. Adam has been writing for a long time and will hopefully be writing for a long time to come. Here is a list of his guides:

<http://www.gamefaqs.com/features/recognition/271.html>

Enjoy.

And to Chris "Kao Megura" MacDonald. May he rest in peace.

<http://www.gamefaqs.com/features/recognition/85.html>

II. Basics

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| 2.01: Story |
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This is taken straight from the instruction manual. All rights are reserved to Rare and Tradewest 1993.

Following her crushing defeat at the hands of the Battletoads on Ragnarok's World, the humiliated Dark Queen hightailed it to the outer reaches of the Universe.

Months have passed...and the Queen's parting threat of revenge has become a distant memory to Professor T. Bird and the Battletoads - Zitz, Rash and Pimple.

However, when a mysterious everyy beam form outer space renders Earth's military might powerless, and a city-sized spaceship called the Colossus smashes out of the moon, the Professor knows it has to be the Dark Queen trying her latest galaxy-dominating plan.

He's right, of course, but what he doesn't realize is that the shady lady's taking no chances this time, and she's cunningly teamed up with the equally shady Shadow Boss! This means that the Battletoads will not only have to fight the Queen and her sidekicks, General Slaughter, Big Blag and Robo-Manus - but Abobo and Roper, the Shadow Boss's minions, as well!

So, thats how it stands 'toads: the Dark Queen's got herself some serious back-up and now she's comin' to take over your Earth - what're ya gonna do about it?

First of all, you're gonna get the sides EVEN! Those terrific twins, Billy and Jimmy Lee, otherwise known as the Double Dragons, are just rarin' to get in on the action, 'specially since the Shadow boss is their archest of enemies!

After picking up the Dragons in the Battlecopter, it's time to play space-cadets and intercept the mighty Colossus. Now's the time to get MAD n' BAD, as you begin your epic quest to save Earth from the bad guys. It's not gonna be easy, team -- the Colossus is a BIG ship and there's bound to be a whole ton of trouble waiting within its neutron-shields. And with trouble, comes questions: will the team-up between the 'toads and the Dragons be tight enough to defeat the dark hordes? And if so, will the Dark Queen and the Shadow Boss hang around long enough for you to settle the score?

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| 2.02: Controls |
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```

Simple. It's an NES game.

Normal controls

```
-----
| Button |          Function          |
|-----|-----|
| A      | Jump                       |
| B      | Attack                     |
| Up     | Move up; choose mode      |
| Down   | Move down; choose mode; duck |
| Left   | Move left                  |
| Right  | Move right                 |
| Start  | Choose; pause             |
| Select | Choose mode               |
-----
```

If you press left or right twice, you'll run.

Three combo attacks will make you do a smash hit. A la Pink Floyd. These are slightly more powerful than normal moves. The move you do seems to be random and the amount of damage is the same as any other smash hit.

Pressing B while running will make you do a charge hit. It's a strong tackle move. It's really useful.

When you're on a 2D plane (you can't move up or down, just right and left), pressing down will make you duck. If you press B while ducking, you'll do an uppercut.

Speeder Bike controls

This is only for stage 2-3. I figured that the controls might give people some trouble. Maybe.

```
-----
| Button | Function |
|-----|-----|
| A      | Jump    |
| B      | Kick    |
| Up     | Move up |
| Down   | Move down|
| Left   | Slow down|
| Right  | Speed up|
| Start  | Pause   |
| Select | N/A     |
-----
```

Note that there is a little bit of lag in the air, so you kinda glide down.

Turbo Rope controls

These apply to stage 3.

```
-----
| Button | Function |
|-----|-----|
| A      | Get off  |
| B      | Kick    |
| Up     | Move up |
| Down   | Move down|
| Left   | Move left|
| Right  | Move right|
| Start  | Pause   |
| Select | N/A     |
-----
```

A only applies when you can see the ground.

Parts of stage 3 will make you lose horizontal control. If that happens, B is also used to kick off the wall.

Space Pod controls

These apply to stage 4

```
-----
| Button | Function |
|-----|-----|
```

```
| A      | Jet forward |
| B      | Shoot       |
| Up     | Nothing     |
| Down   | Move back   |
| Left   | Rotate left |
| Right  | Rotate right|
| Start  | Pause       |
| Select | N/A         |
```

You cannot move forward if you do not press A.

If you hold B, a target reticule will come up for a homing missile. Lock on and fire. This can be more trouble than it's worth.

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| 2.03: Characters |

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I'll start with the playable characters. There's really no difference between the characters that I've seen (aside from appearance, obviously).

-<Battletoads>-

Pimple: The stupid but really REALLY strong one of the group. His motto is one to live by -- "When brain power fails, brute force prevails!" That said, his appearance in Battletoads was limited to being kidnapped.

Rash : Rash is just that -- Rash. He's extraordinarily strong. In terms of intelligence and strength, Rash is the happy medium of the 'toads.

Zitz : Zitz is the really smart one. He claims to be the "smartest thign on webbed feet."

Haha. I just realized that the 'toads are all named after skin problems. Anyway, the 'toads' smash hits (from the instruction manual) that topped the '93 charts are:

Kiss-My-Fist	: Big straight punch.
Big Bad Boot	: Big kick.
Nuclear Knuckles	: Double-handed slam.
Battletoad Butt	: Big headbutt.
Battletoad Bashing Ball	: Swining wrecking ball attack.
Swingin' Size Thirteens	: Big kick while on a turbo rope.
Take Out the Trash	: Picks up foe and throws him on the ground.
Bikin' Bash	: Backwards kick while on the Speeder Bike.
No Way Back Thwack	: Used when holden the Walker's leg. You impale the foe on the leg and throw them.
Twin Side Slam	: Smashes baddy to the left and right while on the ground.
Back 'n' Front Punt	: Kick while hanging.

-<Dragons>-

Billy: He's arrogant -- but with his muscle, who wouldn't be? He is confident in his kicks. But you don't need kicks to face the world each day. That road goes nowhere. I'm gonna help you find yourself another waaaaaaaaay!

Jimmy: He's a fight-seeker. He likes good fights and thinks that some of these morons are below him. He looks like a cross between Duke Nukem and the star of Secret of Mana.

And their names rhyme! And they're named after Bruce Lee! Here are their secret Dragon Force techniques:

Twistin' Typhoon Kick : Jumping spinning kick.
Thunderin' Knee Drop : Jumping knee-drop.
Earthquake Elbow Smash: Jumping elbow drop.
Flying Dragon Kick : Flying kick.
Whizzin' Whirlwind : Fast-spinning attack.
Side Wall Smash : Grabs 'n' smashes against a wall.
Take Out The Trash : Picks up a baddy and throws him on the ground.
Bikin' Bash : Backwards kick while on the Speeder Bike.
Jab 'n' Stab Strike : Used with the Walker's leg. Impales foe and kills him.
Back 'n' Front Punt : Kicks while hanging from a wall.
Dragon's Tail Throw : You roll on your back and throw your buddy backwards.

Now for the...

-<Allies>-

You've got one.

Professor T. Bird: An arrogant buzzard with catchphrases like "Waydigo, 'toads!" He enjoys bantering with the defeated foes. He is really confident in the Toads' abilities.

-<Enemies>-

Note: These are just boss enemies. The enemy list is in section 4.02.

Abobo : He's good at fighting. Of course, as per the video game stereotype, he can put together a sentence with the best of the Neanderthals. Seriously, though, why is that? Why are the strong guys stereotyped? I mean, Trace strong and Trace put together sentence gooder than him. Er. And for that matter, could Neanderthals even speak English? So how could THAT stereotype have come up? Anyway, this guy is one of the Shadow Boss' minions and is as familiar with the Lee twins as a dumb guy can be.

Big Blag : Blag is one of the Dark Queen's most trusted minions. Personally, I smell a rat in the organization. Nevertheless, he is arrogant (what kind of villain would he be otherwise?) and knows he can crush the 'toads. Time to prove him wrong!

Roper : This minion of the Shadow Boss is, like, a sick combination of a Carribean native, a boxer, Keanu Reeves, and a madman with a gun. He is gonna blow you out of the water. If I wasn't trying to keep this guide G-rated, I would insert a sexual joke here.

Robo Manus : I think that's supposed to be some kind of pig Latin term for a human robot. This loyal minion of the Dark Queen presents a stereotype almost as bad as Abobo's stereotype, namely that every two words or so, Robo has an inexplicable urge to say "bzzt" and speak in sentences that sound only slightly more complex than Abobo's sentences.

Shadow Boss: The archrival of the Lee duo. He's spikey and strong. Wait, can a person be spikey? No! So if the Shadow Boss is spikey and a person cannot be spikey, that means that the Shadow Boss is obviously a United States congressman. The Shadow Boss thinks he is awesome. And quite frankly, he is. Much better than...

Dark Queen : The sexy archrival of the Battletoads. She wants payback for the previous upset on planet Ragnarok. For the sake of timing, I'll end this with the following pun: the Dark Queen wants to Ragnarok'n'roll the 'Toads' world! She wants to rule the world.

- 5 - Player 2's health. 6 bars |
- 6 - Player 2's score |
- 7 - Bonus Pod |
- 8 - Incline. Yeah, it sucks |
- 9 - Player 1. He is punching... |
- 10 - Shadow Marine enemy. He is being punched. His legs are flying up |
- 11 - Player 2. He is just standing there |
- 12 - Path to next area |

And that's not an exaggeration with the fist either.

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 | 2.05: Items |
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There aren't that many. These are items from the Bonus Pods as well as the few you can find lying around.

- lup - You get an extra life! You'll need it.
- 5000 points - You get 5000. They bounce. Just like 5000 points should.
- Bonus Pod - Smash these to receive either a lup, 5000 points, or a First Aid Kit.
- Dynamite - Thrown by the Windowmen/Doormen of Doom, these explode a few seconds after landing on the ground. They can be used to destroy some enemies.
- First Aid Kit - It looks like a few health squares. You recover all of your health.
- Invincibility Meat - Eat this to become invincible for three to five seconds.
- Speeder Bike - Hop on this for a wild ride in level 2-3!
- Walker Leg - When you defeat a Walker, its leg is leftover. You can use this as a weapon. It's slower than your fists but more powerful.

III. Walkthrough

Here we go! For this guide, I'll assume you're playing the game single-player. If you want multiplayer tips, see section 4.03. Press "1 player" and choose your character. As I said earlier, it does not make a difference who you pick. If it helps you any, I'm going through this guide with Rash.

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 | 3.01: The Tail of the Rat Ship |
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After the helicopter drops you off, Abobo grumbles that he doesn't like intruders, and we're ready to start!

Level 1-1

Enemies: Shadow Marine, Retro Blaster, Golbot, Mechno-Mitt

From the get-go, you're attacked by a Shadow Marine who is dropped from a spaceship. Don't run towards him. The screen will move you towards him. Attack him until your character does a smash hit and knocks the Shadow Marine

away. Walk forward to encounter another Shadow Marine who has dropped from a spaceship. These guys are literally above the walkway, it seems. Dispose of him like you killed the other Shadow Marine and continue walking right. I'll take this time to mention the physics of this game. In addition to left and right, you can run up and down. You can also hang off the ledges -- but make sure you don't press down again and fall off!

Anyway, continue right and go up the incline. Atop this incline is an egg-shaped object called a Bonus Pod. This one contains a 1-up. As soon as you get it, move to the bottom of the screen and drop down onto the ledge. A Shadow Marine is coming towards you. If you get to him in time, kick him off. This will save you a lot of time. If he jumps onto the main path, YOU JUMP TOO. He can crush your fingers and you'll fall off. Once he is disposed of, his partner on the other side will have jumped onto the path. Kill him like the Shadow Marine he is and continue to the right.

Grab this Bonus Pod (500 points) and continue on. When you reach the next flat area, a lone Shadow Marine will drop in from the sky. Beat him down. Go to the bottom of the screen and hop down to the ledge. Work your way right until you reach a Bonus Pod. Kick it to receive 5000 points (it will hop up and down -- just like you'd expect 5000 points to do -- on the deck and then you'll get it). Go right a little further and kick the next Bonus Pod. You'll get 5000 more points from this one, in its cute, almost bunny-like fashion of hopping up and down like a madman. As soon as you get it, hop back onto the deck. Two Shadow Marines will drop in from the air. Punch their lights out. If you can, lure them so that they're close enough together to be able to be punched at the same time. It's really handy.

Once you have defeated them, continue right. You won't exactly be going left in this game, so get used to going right. You'll see another Bonus Pod that is slightly below your position. Inside is an Invincibility Potion. You'll need it. After you grab the potion, a Retro Blaster will descend upon you. Retro Blasters attack in two ways. They will go up high and shoot a laser or they will go down and shoot a laser. If you can help it, do not jump. Wait for the Retro Blaster to go down to where you can hit it. Run at it and press B. You should pick up the Retro Blaster and swing it in both directions a la Bam-Bam, destroying it. This is the most effective way to destroy Retro Blasters. Once the Retro Blaster is destroyed, continue walking right.

Two Retro Blasters will drop on you now. No worries, though. Simply wait until one of them is at a level where you can pick them up and Bam Bam them. Once the first is destroyed, wait for the second one to drop to your level. Grab him, destroy him, and move down. Drop to the ledge of the Rat Ship and move right. Two Golbots are closing in on you on the ledge. Kick them off one at a time. After you ascend the ledge and have killed both Golbots, leap back onto the ship and wait for the two Golbots on the other side to do the same. When they have, take them on one at a time. Run for one, punch him until you do a smash hit, and then concentrate on the other one. Most enemies in this game are honorable inasmuch as they won't attack you if you're attacking someone else. Most of them. Attack the other until you smash hit him. By this time, your first friend will regress to you. Hit him three more times (smash hit) to destroy him. Give a repeat performance to the second brown lug and move on.

Two more Golbots will drop in on you a la Shadow Marines. Defeat them as you defeated the previous two Guidos. Continue on to find one more dropping Golbot. There's only one this time. Beat on him like there's no tomorrow. After you have defeated him, a red Retro Blaster will drop in on you. It's slightly faster than the normal model. Wait for it to zoom down to your level and fire. Jump over the fire and towards the Retro Blaster. Grab it, take it

out (like the trash), and move right and up the inclin- But before you can do that, you've got a mini-boss!

The Mechno-Mitt will come out of one of the fans. It will float around on the top and then make a grab for you. Keep moving in this fight. When it comes down on you and misses you, it will become temporarily stuck in the floor. Take this time to run over to it and Nuclear Knuckle/Thunderin' Knee Drop your foe. You'll hurt its fingers and it will return to the top of the screen. Repeat this one more time to defeat it. Now run up the incline and grab the lup from inside the Bonus Pod. Two more red Retro Blasters will descend upon you. Defeat them as you've been practicing. Send them back to the 60s where they claim to hail from. Once you've defeated them, you'll enter level 1-2!

Level 1-2

Enemies: Mechno-Mitt, Abobo

From the flat where you were, go right, and a Mechno-Mitt will pop out from the fan. As with the last Mechno-Mitt you faced, wait for it to slam on the ground and then slam his digits. Unlike last time, this Mechno-Mitt takes three attacks to be destroyed. You'll notice when he's destroyed that these dots come out. It doesn't matter if they touch you or not. You don't gain any extra points or anything. Once this Mechno-Mitt is destroyed, continue right. When you can see the other set of three fans on the bottom side of this hill, another Mechno-Mitt will pop out. Three hits will put a permanent glove on its hand. Of course, someone's mad about this. That someone happens to be breaking down the door in the middle of this incline right now too.

<----->
BOSS: ABOBO

Abobo is big. Really big. That's about all this dumb lug has going for him, though. He is strong, though, and you shouldn't let him get near you. The best way to defeat Abobo is to run around and dodge him until there is a bit of distance between you and there is a horizontal straight line in between you and he. When that happens, run towards him and start beating on him until you do a smash hit. When you do, back off and repeat the process. Do this a lot and he'll die off.

Another strategy that I figured out makes this battle way too easy. The door that Abobo comes out of does not, contrary to its appearance, have depth. As such, if you do a charge hit [run (tap right twice) and hit B when you're a little ways away] when he comes out the door (although it couldn't hurt to allow him a little distance), he'll fall back to the door. He won't be able to maneuver around you. So after you do a charge hit, run back a little ways and do it again. If you do this quickly enough -- and you do have a decent window of time -- he will not be able to escape from this pin, will not be able to counter-attack you, and will die off very quickly. This is the easiest way to defeat Abobo.

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After you've defeated Abobo, T. Bird will banter a little bit with the defeated Abobo (he looks like Sagat from Street Fighter 2), and you'll move on to the next area.

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Blag does the best intro ever, and you start the level.

Level 2-1

Enemies: Guido, Walker, Doorman of Doom

You start this stage inside of the great Colossus. Move right to be attacked by a Guido. Guidos are very tough. Charge towards this guy and hit him hard until you perform a smash hit and knock him into the ground. Hit him a few more times (quickly) and he'll fall through the ground. While you're doing this, another Guido will come up an elevator closer to the background. Dispose of him in the same way. If you want to screw around, you can wait until another Guido comes up the elevator and run around the room like a mad toad waiting for the Guidos to attack you and hit each other in the process. Otherwise, deal with this Guido in the same way as the previous two. While fighting Guidos, don't jump. They'll perform a really cool jumpkick and knock you to the other side of the room if you do. Once you've defeated the three Guidos, walk up so that you're facing the red grating -- a fence -- to the left of the elevator. Climb up the fence so that you're on the blue fence. Move right and kick the Bonus Pod to get a First Aid Kit. Climb back down the fence and move right.

Smash this Bonus Pod to receive 5000 points. RUN right until you reach a red fence. Climb up the fence and move left on the fence to find another Bonus Pod. Kick it to reveal 5000 points that fall down below you. Move back to the red fence, but don't descend to the ground just yet. At this point, a Guido will have come from the right and a Walker will crash through the elevator door. Wait for both of them to be on the right side of the screen, drop down, and run to the 5000 point powerup. Turn around and get ready for the assault. The best thing to do is to attack both foes at the same time. Otherwise, concentrate on the Walker first. Attack it a few times (two smash hits should do it in). It will drop a leg. Grab its leg and use it to fight off the Guido. At this time, however, another Guido will run in from the right side of the room. It might benefit you more to defeat the first Guido and then grab the Walker Leg.

Run right and climb up the blue fence. Near the top of the blue fence is a Bonus Pod. Kick it and three blue health bars will fall down. Climb down and run left, as two Guidos have entered the room. Dispose of them one at a time with the Walker Leg (with any luck, one Guido might jump kick the other). If a Guido kicks you and you lose the Walker Leg, don't bother picking it up again. You'll have no use for it soon. Once both Guidos have been disposed of, move right. You are now faced with a Doorman of Doom. The Doorman of Doom hides behind a door and tosses small sticks of dynamite at you. These explosives take two bars off your health but do nothing to the floor. Bad guys are cheap, evidently. The easiest way to defeat this guy is to wait until he throws a stick of dynamite out the door. Run and pick up the dynamite before it explodes (if in doubt, run). Stand in front of the door and throw the dynamite to the right. It will bounce off the wall and fly back through the door, detonating on the Doorman. Don't move too far when getting the dynamite -- your chances of being destroyed are greater if you do. Blow this guy up three times, and he will die. Like he should with one explosive. Now go through the door that you through dynamite through (undamaged, naturally), and descend the elevator.

Level 2-2

Enemies: Guido, Walker, Doorman of Doom

As soon as you get off the elevator, a Guido comes in from the left to attack you. Move left to attack him. Beat him into the ground and then kick the Bonus Pod to your right. You'll get a lup from this. Move left until you reach a pink ladder. Climb up the ladder until you reach a Bonus Pod. Kick the Bonus Pod to receive 5000 points. Climb down the ladder, grab the hopping mad points, and continue moving left. On your way, it would be to your advantage to drop down onto the ledge created by the floor at the bottom of the screen. Move as far left as you can. A Guido will come up the elevator. When you see this, start moving right. Another Guido will be shuffling towards you on the ledge. Kick him off (one time should do it), quickly jump back onto the ground, and beat the other Guido down.

Move left some more and climb the ladder that is to the right of the elevator. Once at the top of the ladder, move left on the fence until you reach a Bonus Pod. Kick it and three health bars (First Aid Kit) will fall. By this time, though, two Walkers will have come through the elevators. Move to the right ladder and wait for one Walker to be offscreen. Climb down the ladder, and run down and left. Run to the left side of the screen turn around, and deal with one Walker at a time. Three Guidos will come for you now. Dispose of them with the Walker Leg and move left. Prepare for a world of hurt.

Don't open the Bonus Pod yet. Run left and dispose of the first Guido with the Walker Leg. Once he is taken care of, move right. A Guido will come out of the elevator. Kill him off. Another Guido will come up from the elevator. Smack him with the Walker Leg (don't kill him; it takes too long). As soon as he is far away from you, walk left a little. A Guido will rush you from the left side. Kill him with the No Way Back Thwack/Jab 'n' Stab, and then drop down to the ledge created by the floor. Kill off what Guidos you can (one is coming from the left and another from the right), and then hop up onto the floor to dispose of the remaining ones. Another Guido will come from the elevator. Kill him off. Turn around to see another Guido rushing at you from behind. Kill him. If at any point your health starts to run low, crush the Bonus Pod to receive a First Aid Kit. Now another Guido will come through the elevator. Obliterate him. A Walker will charge through the elevator. Kill him off as you've killed off previous Walkers. When he drops his leg, you can destroy it with the Walker Leg you have (if you still have one. If not, don't bother picking this one up). Climb up the pink ladder and move left.

At the far end, you'll run into another Doorman of Doom. Your character is so surprised that he falls off the fence and loses the Walker Leg. Climb back up the ladder and across the fence to the Bonus Pod. Kick it, and some Invincibility Meat will fall out. Climb back down the ladder, and run left to grab the Meat. Now to deal with the Doorman. The strategy is the same as the previous Doorman. Grab the dynamite that he throws out, stand in front of the door, and toss the dynamite to the left. It will bounce off the wall and fly back through the door, detonating on the poor Doorman. Throw five sticks of dynamite in to get rid of the Doorman. Again, be sure to only go after the dynamite you know you can get. Each explosion takes away two bars of health. Once the Doorman is dead, enter his door and descend to...

Level 2-3

Enemies: Ryder, Big Blag

This level will be tough to write and map for, simply because of its layout. This level involves a Speeder Bike ride through the interior of the Colossus.

I'll give it my best shot, though. Some obvious things to note first:

- a.) Don't run through the blue barrels.
- b.) Jump over the poles.

Run right and hop onto the Speeder Bike of your choice. You'll start off going slowly. Obstacles will blink in front of you for a second or two before you have to worry about avoiding them. The first part of this ride is a group of Bonus Pods. The more you collect in a row, the more points you get. I will guide you through all the possible ones. Just know that, as soon as you get a lup (unless you miss too many), the obstacle course starts. Start off by moving to the bottom of the screen. The first Bonus Pod is here. The next Bonus Pod will be slightly above that, and the third Bonus Pod will be slightly above the second. After you collect the third Bonus Pod, move to the top of the area as quickly as possible to get the next Bonus Pod. Don't move, as the next Bonus Pod is on the same horizontal line as the previous one. The next Bonus Pod will be slightly below that one. The subsequent Bonus Pod is at the very "bottom" of the floor. The following Bonus Pod is on the same line so make no adjustments. The successive Bonus Pod is about halfway between the "top" and "bottom" of the floor. The next Pod is at the very bottom. Now is when the obstacles start.

The first drum is at the top, so move to the bottom of the screen. The second drum is on the bottom. After you've cleared the first drum, move to the top of the screen. The third drum is on top. After you've cleared the second barrel, move down to the bottom. The fourth and final drum is on the bottom. Move to the top after you've cleared the third barrel. Now you have posts to deal with. Once they materialize, jump over them. Jump over the first set of posts that materialize. As soon as you do, get to the bottom of the screen. A drum appears on the top. After you've dodged it, move up to the top of the screen to avoid the next barrel that comes on the bottom of the screen. Note the four arrows pointing forward. That means it's about time to speed up and encounter the enemy! First, though, you have to jump over two sets of posts. As soon as the first one materializes, jump over it. Once you land, jump again to dodge the second set of posts. NOW it's time to deal with the enemy!

Move forward a lot. You don't want to be at the far right, but you want to be close. A Ryder will come from behind you. Ryders arePsyko-Pigs who ride on Speeder Bikes. Hence Ryder. Like the truck. And they act the same way: they pull up behind you (or slow down in front of you) and try to kick you off your ride! We can't have that. As I said, the first Ryder assaults you from behind. When you see him, fall back and kick him a few times. If he starts to hit you, hit him quickly. If he executes a smash hit on you, you'll fall off the Speeder Bike and die regardless of your health. After you kick this Ryder off his bike, another Ryder will slow down in front of you and fall back to hit you. To counter this, go forward, jump over him, and start kicking on your way down. This guy truly doesn't need kicks. He'll fall off his bike.

Go forward quickly to avoid the Ryder coming up from behind you. Once he is fully onscreen (so he doesn't give you any sucker punches), slow down and kick him. Once he is dead, another Ryder will fly in from behind you. Knock him off his bike. Upon his death, a Ryder will slow down in front of you like an old driver. Jump in front of him and kick him on your way down. When that Ryder is deceased (I'm running out of words), yet another Ryder will appear in front of you. Leap over him, smack him down, and continue on.

Now a Ryder will come from behind you. Kick him a few times until he dies. A Ryder will appear in front of you. Hop over him with the bike and hit bacon boy until he falls off. When he falls off, his friend will come up from behind you in an attempt to either hug you or to punch you. You never can tell. Kick

poor Porky until he falls off his ride. Naturally, another version of Dorky Porky will come up in front of you. Ride forward and smack him down. He is, thankfully, the last.

Now we have another Bonus Pod section. This section seems to be random (I'm not sure if the first one is, though). If you have any input, it'd be appreciated. Once you've collected the Bonus Pods, you have to deal with one more section of drums. The first is on top. Drop down to the bottom of the screen. Once the first barrel has passed, immediately move up to the top of the screen. Upon the second drum's passing, bike down to the bottom of the screen. You'll avoid the third obstruction. Once it has passed, move up to the top of the screen to dodge the fourth drum. Weave your way down to miss the fifth drum and then up again to miss the sixth and final barrel. Once this area is cleared, you have a few more posts to deal with. Almost as soon as you pass the final drum, posts will begin to materialize. Wait for about half a second and then jump. You'll end up over the posts. As soon as you land, jump again to miss another set of posts. Hop one more time to dodge the final set of posts. A little more riding and we reach the end of the ride. I'm sure you smell a rat.

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BOSS: BIG BLAG

Big Blag is big and looking at him makes a person say "blag." Not really. That wasn't the first word that came to my mind. More like "ugh." Regardless, Big Blag throws his weight around. He jumps and punches. It's a really simple strategy that works really well. The trick to defeating him lies in timing.

Big Blag is arrogant. He'll jump and punch at the same time. When he lands, he'll grin. At this point, he's defenseless but only for a short time. When he is like this, run towards him and hit him a few times. When you perform a smash hit, back off. Alternatively, you could do a charge hit (run and tackle) on him, but I think you do less damage when you do.

As the battle wears on, Big Blag will jump higher, jump faster, and pause for less time on the ground. If you can't run to him in time, it might be wise to do the charge hit. You'll do less damage, but you'll be safer. Either way, when Big Blag falls back, run off. When Big Blag is really weak, he'll start jumping off screen and coming down on you. Jump kick him on his way down to avoid four (!) damage. Repeat this process until Big Blag says his last blag and dies, falling into the innards of the Colossus and becoming a dirty rat.

On further reflection (i.e. I went and used my strategy), it's probably smarter to use a charge hit. With the charge hit, you can knock Big Blag into a corner (be sure to back off when you get too close) and you can hit him at nearly any-time (regardless of his aerial status). The exception is when he jumps really high. When Big Blag comes back down from a super jump (to crush you), do a charge hit, and you'll ram his feet, knocking him away from you.

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When Big Blag falls, T. Bird teaches Big Blag some morals and Big Blag makes up excuses as to why he didn't win. "I wasn't feeling my best." "It wasn't a fair fight." "My head fell off." It's always something with these rats.

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| 3.03: Ropes 'n' Roper |
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Your enemy here is Roper. He decides to use your rear as target practice. We

had better oblige him.

Level 3-1

Enemies: Linda Lash, Securi-Cam, Raven, Buzz Disc, Crusha, Electro Barrier

You enter in a place with a pink background and weird floor. Weird like Roper's name. I mean, seriously, what kind of self-respecting, mutant parent names their kid... Anyway, when you enter, an enemy named Linda Lash (that's a porn star name if I've ever heard one) comes out from the door that is farthest away from where you start this level. Don't be distracted by the fact that she's a whip-wielding girl (I know most of you are guys), but she's one tough momma. The easiest way I've found to deal with her is to stand exactly where you started. When Linda Lash crosses the diamond-shaped window in the background, do a charge hit at her. It'll knock her down and a good ways away. Run after her while she's still down and attack her. You'll pick her up and do the ol' Bam-Bam like throw. This will defeat her, as well as keep her friend (she just came behind you) away. Once the first Linda Lash is destroyed, immediately turn around and start beating on Linda Lash. Once you do a smash hit, repeat the process from the previous Linda Lash to dispose of this one. Once she's gone, continue moving right.

Jump onto the ledge to find a Bonus Pod with a First Aid Kit in it. Grab it, and move slowly until you see the large blue piston on the ceiling. This thing wants to make a toad pancake or a dragon pizza outta you. Much like Roper wants to make a bullseye out of you. To dodge it, move close to it until it drops down. When it is about halfway back up, run (tap right twice) under it and off the ledge. Run over and jump onto the next ledge to summon a Securi-Cam robot. There is a trick to defeating this guy. When he comes, he'll stop, lock-on, and shoot three times. Due to recoil, he'll fall back a little with each shot (but his aim doesn't readjust). The best way to defeat this guy is to stand in the lowered part of the screen on the left. When the Securi-Cam locks onto you, run to the other side (the raised part of the area), and jump onto the Securi-Cam. Once on him, just start kicking him (B) until he is destroyed. Once he is destroyed, hop back onto the ledge and continue right.

Jump onto the next ledge and smash the Bonus Pod to receive a gift of 5000 points. They're just hopping to see you. Drop off the ledge and go right to find...a huge gap. This begins the hardest part (or should I say, parts) of this entire stage. Go to the edge of the ledge that you're on and press B. You'll launch a Turbo Rope. Start descending.

The first area greets you with Ravens. These things are evil. Your best bet is to try to knock them off while they're perched. The first is perched to your left; the second below you. If they start flying, they'll go crazy. Wait until they're paused (or just make random kicks when you think you should) and kick them off the plane of life. Wow, that was deep. Once you've disposed of both Ravens, you'll continue moving downward through the colossal ship. On your way down to the next area, you'll see a Raven perched on a pipe. Go ahead and kick him so he won't cause you trouble later. Down here you'll meet a stationary Securi-Cam. Move so that you are right above it. Hold right and move up and down while kicking to destroy this Securi-Cam. Move down a little more and press A to get off the Turbo Rope.

Move right and smash the Bonus Pod to receive 5000 points. Jump up onto the ledge to find another door. Uh-oh. Time for another kinky round with Linda! Don't even give her a chance. As soon as she comes out, knock her away. You will know if you actually killed her if, when she's knocked away, you get 2000 points. Otherwise, watch your back. Another Linda Lash will be coming up from

behind you. Turn around. Headbutt her away and then move on. Move to the edge of the platform but don't jump off. Instead, run back to the left. Yet another Linda Lash will be coming through the door. Knock her up, up, and away, and turn around to find another Linda Lash coming behind you. Defeat her in the normal way. Now you can drop off the ledge and move right.

You now come to another chasm. Since the arrow is pointing right, that's the direction you're going in. Press B to extend the Turbo Rope. Swing across and press A to jump off. A Bonus Pod awaits you. Smash it to receive some Invisibility Meat, just in time. A golden Securi-Cam comes running in from in front of you. Hop onto it and kick it until it falls apart. Hop onto the top ledge and move right -- fast. Another golden Securi-Cam enters the room. Run around until you get behind it and can jump onto it to kick it into oblivion. Once you do, continue running right. You find another step-shaped area. Two golden Securi-Cams will come at you. Be sure to take at least one of them out before they can move. If you do, you can destroy the other at your leisure. Otherwise wait for an opening when the two are far apart (otherwise one of them will hit you while you're kicking). Once you've made chop suey out of these guys, hop up the steps and run right.

A Bonus Pod with health (!) awaits you. Smash it open. Move right a little bit to lure a Linda Lash out. She's exactly the same. Charge hit the first one that comes out, turn around, charge hit the second one that comes out, and repeat until they have whipped their last...whipped person. Toad. Dragon. Whatever. Hop down the ledges until you encounter another Crusha that tries to, well, Crusha. Wait until it drops down and pulls back up. When it does, simply run through. You'll avoid the other Crusha. Just be sure to stop in time!

Now for another rappelling part. Press B to shoot out your Turbo Rope. It will connect to the connector thing and...HEY! The connector moves over to the left. It's not supposed to do that. This makes me sad. Adapt and overcome, though. Get down as far as you can. A little ways down, a Buzzer Disc will come down from the top. These things enjoy incinerating 'toads and dragons. Press B to kick off the wall and to jump over the disc. Move up some while you jump. Press left to hold against the wall. When you see the Bonus Pod slightly below you, press B while still holding left. You'll do a Wrecking Ball Smash and destroy the Bonus Pod. You'll get some Invisibility Meat. Until I say so, you don't have to worry about dodging the Buzzer Discs. I'll keep going in the walkthrough, though, just in case you missed it. The first Buzzer Disc will be coming back up by now. If you at least tried for the Bonus Pod, you probably missed it. Do a quick jump regardless. Now two Buzzer Discs will be coming in from above you. Make sure that you jump and hold left so that you don't go too far out and don't make it back in time to jump over the one following it.

At this point, the Invincibility Meat will wear out. Be sure to dodge these next Buzzer Discs. Again, short leaps are the key. There are three to worry about. Once you've successfully avoided all three, one more Buzzer Disc will come down very quickly to hurt you. The best way to dodge him is to wait until you see a Bonus Pod on the far side of the shaft. Wrecker Ball Smash over there to grab some more Invincibility Meat and avoid the Buzzer Disc at the same time.

Now you meet another Securi-Cam. Get yourself level with it (the Invincibility Meat makes this easier. Otherwise, lure it to aim down and then rush back up), hold left, and press B to do a Wrecking Ball Smash and destroy the Securi-Cam in one shot! You don't even have to hit it. You can hit slightly above it and still kill the Securi-Cam. Drop off the Turbo Rope by pressing A and move right.

Run right and hop up onto the ledge. Wait until the Crusha drops and goes back up to run under it. Leap onto the next ledge. Now jump straight up to grab onto the ceiling. Move right. There's an onslaught of Sparkbolts that are being shot out by an Electro Barrier on the far right. Watch the Sparks. They go out a little and then shoot up. Keeping in mind their pattern, cross the ceiling until you reach the other side. Kick the level to shut off the Electro Barrier and turn the ship a weird shade of orange. Drop off the ceiling, and move right to enter...

Level 3-2

Enemies: Crusha, Linda Lash, Sparkbolt, Securi-Cam, Raven, Electro Barrier

That last level was a nightmare. This one is too. In fact, I don't think I've ever enjoyed stage three at all.

Once you enter through the area where the Electro Barrier was, you're greeted by a holy sight -- a lot of Bonus Pods! Smash the first one to receive 5000 points. I'm hopping with joy too. Jump up onto the ledge and smash open those two Bonus Pods to receive 5000 more points and a lup! Jump onto the next ledge to get health and 5000 points from the Bonus Pods there. This isn't a good sign, folks.

Hop off the ledge and move right. It would be to your advantage to RUN right, as a Crusha will crush a if you're too slow. Run right until the screen stops and then run left. A Linda Lash will come out from the door on the left. Charge hit her away from you. There is an art to this. Once you hit this Linda Lash away, charge again to hit the Linda Lash from the second door. If you killed either one of these, turn around and charge hit the Linda Lash coming up from behind you. Otherwise, kill off one of the other Linda Lashes with another charge hit. Regardless, charge hit the Linda Lash that is approaching from behind. Once you knock her away, turn around and take care of the remaining Linda Lash from your right. Another Linda Lash comes from the right at this point. Just keep smacking them away until a Linda Lash comes out from the door. The best thing to do at this point is to run and jump around until there is only one Linda Lash left (they'll take care of each other). When that happens, charge hit her to kill her. Move right until you reach a cliff. One more Linda Lash will emerge from the door that you can still see. Dispose of her and face the cliff. There's a slight problem.

The other side is guarded by a Sparkbolt. This is a bolt of electricity that slowly wiggles its way between two points. The easiest way to get by this is to be swinging forward -- and you can swing out into the chasm and swing around until you're ready -- when the Sparkbolt starts moving up. By the time you get to the other side, the Sparkbolt will be at the top. Jump off and move on. We have another chasm that can be dealt with in the same way. Tough ship. Poor diversity. Once you're past that, you're on a ledge with a fence. Start climbing the fence. Move up, right, up, and right. You'll come to a Bonus Pod. Have your character hang right in front of it and kick it to get some health. Continue moving right and drop off the fence.

Now you have Crushas that are pretty much hidden. The first block on the ceiling has one. Wait until it drops and comes back up to run under it. Count four blocks. The fifth block has another Crusha within. Wait for it to drop and avoid it. Between the second and third Crushas, there's only a one block reprieve. Use it wisely. Once you've cleared the third Crusha, walk forward slowly. The second the Crusha is out of sight, start running forward. You're surrounded by two Linda Lashes (darn this 2D game!). Charge hit the one in

front. Turn around, and knock the other Linda Lash up. Repeat this process until both Linda Lashes have been humbled. Move on with caution as a golden Crusha awaits you soon after these two Linda Lashes. These move considerably faster. You must run under these the second they're hidden again. After you have cleared the first golden Crusha, there's a two-block wait before the next. Run under this Crusha. Stand still after you've gotten under it to find another Crusha. Run under it. Move forward two blocks and run under the final blue Crusha (just as fast as the golden ones). Climb the fence and move up, right, down, and right along the fence to find a Bonus Pod. Stand (or hang) right in front of it. Kick it like you've been doing to receive some health. Climb up. Wait for the Sparkbolt to pass by your character and then make a running climb (can you do that?) past it. Drop down off the fence and run right.

Here we have another chasm to Turbo Rope down. I'm glad this place changes so much. Press B and let's start down. Hold right to get ready to do a Wrecking Ball Smash. As soon as you're level with the first Securi-Cam, smash it. The second you get back on the wall, do another smash. You won't hit the Securi-Cam that you're next to, but you will hit one that is below it and on the other side of the shaft. Now hug the right side, move up, and kick the Securi-Cam to death. As much as a machine can die. As the rope goes down, rush down to the bottom. On the bottom-right side, a Raven will be perched and waiting for you. Kick it away before it can get off its perch. Deal with the Securi-Cam above the Raven as you want to. This next part is tricky to do, but if you can execute it, you'll be doing really well. There are four Ravens. The first two are level with each other. Move down a little bit (while the shaft is still scrolling down) and kick them both. You'll probably have to move up a little bit in order to kick the second one. As soon as these two are killed, move up and left, and kick the Raven who was below the top-left Raven. Move right again and kick the Raven on the bottom-right perch away. If any of them started moving, deal with the perched Ravens first. Then move onto the moving Ravens.

Now you have to deal with Sparkbolts. They're horizontal. Hold up until you see an opening in the Sparkbolt's line of fire. Shoot down through it, but pull up quickly so that you don't hit the Sparkbolt below. Find an opening in this Sparkbolt and get through. There's a Bonus Pod in the middle of the shaft with Invincibility Meat. I highly suggest you get it. Otherwise, shoot through the two Sparkbolts below you like you have been. Once you're past those Sparkbolts, the Invincibility Meat will wear off. Move to the left side of the shaft. Kick the top Raven off its perch. Move down to the next Raven quickly and kill it as well. There's another Raven in the bottom-right corner to be dealt with. Once you've killed off both of them, quickly move to the top-left part of the shaft and hold left. Two golden Securi-Cams will enter the shaft: one from the top and one from the bottom. Wait for the Securi-Cam coming from the top to fire and move down. When it does this, perform a Wrecking Ball Smash on it to destroy it. Move back to the left side and kick the other Securi-Cam out of commission. Or you can Wrecking Ball Smash it. Either way, there's a Raven on the bottom-right corner of the screen who will fly at you. Two more will join him. They'll meet at the top and then swoop down at you. I recommend using the Wrecking Ball Smash to deal with them. The best way to do that is to wait on the top-left side of the shaft. When they're gathered, perform the Smash to get rid of all of them. Move down quickly, as three more Ravens will be coming from above. Kick/Wrecking Ball Smash them away.

Moving down, four Bonus Pods await you. Two are level with each other. Two are below those that are level with each other. If you can only get one, get the one on the top-right, as it has health in it. These should be kicked so that you can maintain some control with your character. Once you've passed

them, a Securi-Cam lies in wait at the bottom of the shaft. Get slightly above it and kick it until it falls off. Now press A to drop off the rope. Run right to dodge a Crusha. Jump up onto the ledge next to the Crusha and run through there to dodge another Crusha.

Now we have some more ceiling-jungle-jim-like activities. Jump onto the ceiling and start moving right. The first part of this involves dodging small, electrical blobs that fly at you horizontally (like the Electro Barrier's shots). When you see one of these, press and hold up until the bolt has passed. Keep moving, dodging bolts when necessary. Soon you'll get to some bolts that fly up and down. Watch and wait for an opening and then go through. Now you're faced with bolts that weave up and down while moving horizontally. This is reminding me way too much of the Kaptain K. Rool fight in Donkey Kong Country 2. Dodging these requires timing. Move back (or forward if the bolt is coming from behind) until you see the bolt move up. Rush under the bolt at this time. If the bolt is coming from behind, move forward and then back. Try to deal with them one at a time. After a little while, you'll reach a Bonus Pod. Remember to be right on top of the Bonus Pod when you kick it to receive health. Continue moving right. A Raven will be flying at you. Kick it. Continue on to encounter a few more Ravens who will attack you. After three Ravens, one will come from behind. You have to be moving back when you press B to kick it. There's another set of bolts that fly up and down. Again, wait for an opening and then move through it. The opening normally comes after the two bolts have been in the air at the same time. Another up-and-down bolt set follows this one. Get through that and you'll pretty much be at the end of the stage. Another Electro Barrier awaits you. As before, wait until there's an opening in the bolts and move through. Get to the far right, kick the lever, drop, and move through.

Level 3-3

Enemies: Sparkbolt, Raven, Electro Barrier, Crusha, Roper

Finally. The last level of stage 3. Now we have a blue background. This level is pretty much one long vertical shaft, a long horizontal shaft, and the boss. So let's start. Press B to extend your Turbo Rope and start going down the shaft.

There is a REALLY simply trick to this shaft. Hold right. Throughout the entire shaft, hold right. Press up while holding right until you can slip through the first Sparkbolt. Once you do, press B to knock out a Raven before it can even deperch. Wait for a split second when you come back and press B again to knock out another Raven. When you are slightly above another Raven (although he'll be on the left), press B again to knock out that Raven as well as a Raven below it. When you get back to the wall, wait for a split second again before performing another Wrecking Ball Smash to knock out another Raven. Be about three quarters of the way down on the screen. When the screen stops due to two Ravens being level with each other, do another Wrecking Ball Smash to kill them both. Below the Ravens are two Sparkbolts (though they're placed far away from each other. Slip through them both and hop off the rope at the end.

At the very bottom, collect the health from the Bonus Pod. The floor turns into massive gears at this point that will move you right. The only way to make headway to the left is to jump. Move right until you get to an Electro Barrier. Start running left. You won't move anywhere. Wait for the Electro Barrier to dissipate and then stop holding left. Do NOT press right. If you do, the Dark Queen will be having fried frog leg for dinner. Work through the next three Electro Barriers in the same way. Run left until they dissipate and

then run through them, one at a time. Once you get past the third Electro Barrier, a Crusha awaits you. Wait for it to fall down and go back up and then run under it. Beyond the Crusha is a Bonus Pod. Don't try to get this. It will only hurt you. Wait for the first Electro Barrier beyond the Bonus Pod to go away. When it does, press right and run under all three. Once you've passed the third one, start running left again. A Crusha awaits you. Get past the Crusha. If you let the gears take you, you can pass all three without trouble. Another Electro Barrier awaits you after the third Crusha. Once the Electro Barrier goes away, run through it to end the gear section. You are now at a horizontal shaft.

When the blue connector comes across, press B to connect the Turbo Rope to it. You'll start moving right. Get to the bottom of the screen. You'll avoid a Sparkbolt this way. Once you've passed the Sparkbolt above you, move up to the top of the screen. You will dodge another Sparkbolt like this. Move back down to the bottom of the screen to avoid the third Sparkbolt. Beyond the Sparkbolt, however, is a Raven. Pull up quickly to kick it. Pull up some more to kick another Raven. Drop a little to find a third Raven awaiting you. Boot it off its ledge. Past this Raven is a full-screen Sparkbolt. Find the opening, change your altitude, and fly through it. Repeat this process for the final Sparkbolt.

Now the ceiling collapses. Oh boy. It's just not your day. Lots of junk falls down in an unpredictable pattern. Stay low and avoid the junk. There are no other obstacles in this shaft, so focus on the junk. At the bottom, leap off the rope and move right. Climb the fence on the edge of the ledge. Move up and right to find a Bonus Pod. Kick it to get 5000 points. Move up and right again to get health. This fence ends here. Hop off, run right, and climb onto the next fence. Climb up, right, down, and right to find a Bonus Pod containing a 1up! We needed that! Climb up and right again to find a Bonus Pod that has 5000 more points in it. Move down and off the fence. There is another fence in the background that says FIGHT! Walk right to find out just what that means.

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BOSS: ROPER

This guy is tough. He's got a gun. He's gonna use your rear as target practice.

Roper has two main attacks. He'll shoot you (and he fires several times, thus playing ping-pong with you) or he will beat you with his gun if you even get close to hit. How do you combat this menace?

He's tall. So duck. Move towards him when he is not shooting at you and keep ducking. When Roper moves towards you, give him a nice uppercut. This requires a lot of timing, though. If you mess up, he'll beat you down with his gun. When the barrel of his gun is just about at your head (or when you think you should), uppercut him. If you've got him cornered, run away. Otherwise, hold your ground. This is about all you can do. If you charge hit him, he'll probably shoot you. You can't really get near him. Continue uppercutting him until he dies.

If you really want to risk a charge hit, run at him. When you are right in front of him, press B. It hurts him more than the uppercut, but it's considerably riskier.

Another piece of information you might be able to incorporate into defeating him is that, right before he shoots, there is a slight pause while he hops. He's weird like that.

<----->

This really freaky picture of the Dark Queen comes in and glares at your character, scaring them. It'd scare you too. Your character will jump into a ship and fly away.

T. Bird does a little bit of bantering and Roper says that the Dark Queen is getting ready to blow you to bits. Yipee.

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| 3.04: Ratship Rumble |
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The Dark Queen decides to blow you up.

Level 4-1

Enemies: Astro Boulder, Mine, UFO

You jet out of the Ratship in your space pod and it runs away. This level has very little strategy involved. I can tell you how to do what you have to in this level, but I can't tell you everything, since the patterns are so unpredictable.

The first part is a game of Asteroids. You remember Asteroids. You're in the ship and you fire at asteroids. When you hit them, they'd break into pieces and you'd have to fire at the smaller ones. This is exactly like that. Down to the controls. It's creepy. So that's all you do in the first part. I recommend that you stay in the middle unless you have to move. The Ratship will toss out three sets of four Astro Boulders. The best thing to do is to fire at them when they come out of the Ratship (since they're altogether). Fire at the remaining Astro Boulders or their fragments.

After you've taken out the three sets of Astro Boulders, the Ratship will begin shooting out Mines. Don't shoot at the Mines. It'll only make things worse. The first set of Mines will fire their needles up, left, down, and right. Simply dodge the needles. The Ratship will start at the top of the screen. It fires Mines as it moves down. It will go down, up, and down again. When it goes down the final time, it will begin firing Mines that shoot diagonally. These are slightly more difficult to avoid but just keep moving and watching the Mines. When they flash, they're about to fire. Once the Ratship moves up, down, up, and down again, it will begin firing a new type of Mine. This will bounce back and forth and explode in a really big explosion. There's an easy way and a hard way to counter this. The easy way is to go to the top of the screen -- near the health -- and just stay there. You'll miss the mines. At an extreme level, you might have to move left or right to avoid the explosion. The downside to this is that the Ratship occasionally fires off lups that you'll miss. If you want to get the lups, you'll have to stick it out with the Mines in the middle of the battlefield.

[Joseph Tek Fox notes that, when nine Mines are destroyed, you receive a lup]

Once you've gotten past the Mines, UFOs start coming out. You actually have to destroy these guys. They try to destroy you as well. The first one to come out is green. He'll fly around trying to shoot you. Stay up in the top area and try to destroy him. If you make contact, it'll slow him down. So make with a steady barrage of laserfire. He goes down quickly, but he's the easiest UFO of the bunch. Now the Ratship moves up some and sends out a red UFO. This

one flies around faster, shoots more, and shoots more accurately. Go to the middle of the screen and rotate while you fire at him. Like the previous one, this UFO will slow down when he's hit. A few steady streams of fire will destroy this UFO.

The Ratship moves to the top of the screen and fires out a grey UFO. This thing is pure evil. It runs around wildly. It's going to seem suicidal, but the best thing to do is to chase this guy around. Fire all the while and he should die soon. The Ratship will now send out a teal UFO. This thing is faster than the grey one and less predictable. Stay in one place and fire at it a lot. You'll probably die once or twice. Once it has been destroyed, Level 4-2 will commence!

Level 4-2

Enemies: Ratship

For this level, you don't have to rocket forward. That was an homage to Asteroids.

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BOSS: RATSHIP

The Ratship goes around in circles.

This battle has a few phases.

Phase 1: The two large machine guns on either "arm" of the Ratship are shooting at you. There are two ways to combat this. The easiest way is to stay on the bottom side of the Ratship. When there is a break in the bullets, jet up and fire a few times at the Ratship's guns. Move back after about three hits. Repeat this until the gun is destroyed, and then move up to confront the other gun. Be sure to be near the top of the screen. The other way to go about this is to wait for a break in the bullets and, while facing the Ratship, fly to the other side of the screen while firing. You hit both guns with one bullet. Regardless, you go to phase two once you've destroyed both guns. And by destroyed, I mean that they no longer fire.

Phase 2: The whiskers of the Ratship fire sparks at you like the Electro Barriers. They are aimed at you, unlike the machine guns were. Fly in front of the Ratship and fire away at the nose. When it starts to shoot, fly up or down so that you avoid all the sparks and repeat the process until you break the whiskers. Now more machine gun fire occurs. It is very rapid. Wait for a break, move down, fire one shot, and get out of there. Repeat until the guns are broken.

Phase 3: The cannons are back. Like the first phase, your targets are the teal appendages on the side of the Ratship. They fire green blobs straight forward. Again, run back and forth, firing at the cannons. Once you destroy one halfway (it explodes), the aiming is slightly better. They can aim diagonally. Continue the onslaught until one cannon is destroyed. The other cannon will now fire a lot of blobs. Wait for a break and fire away! Once it has been destroyed, both cannons will fire aiming bolts. They are fired two at a time and are decently easy to avoid. Fly in front of the Ratship until both bolts are in space. Now fly so that you're aligned with a cannon and fire at it. Destroy one cannon and the other will begin firing four bolts at a time. Find an opening and fire at the cannon until it is destroyed. Don't use homing missiles.

Phase 4: The cannons have been completely destroyed. Now the front of the

Ratship is firing at you wherever you go. There's nowhere to hide. The trick is to find the very few openings in the fire and run through them. Your target is the small cannon on the side of the mouth. This is almost pure skill. Good luck. Once you've destroyed the cannon...

Phase 5: Homing missiles! Dodge the missiles while firing at the center of the Ratship. Watch out for the explosions! It's worth noting that, if the missiles hit you, you die regardless of your health. After a few hits, the Ratship will disintegrate to reveal a missile.

You can substitute most of those steps with GET OUT OF THE WAY AND LET THE HOMING MISSILES DO THE WORK.

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The missile flies away. T. Bird banter with the Dark Queen (kinda funny), the Dark Queen calls him a seed scoffing fool, and says that Robo-Manus will destroy the Earth. Teehee.

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| 3.05: Missile Mayhem |
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Robo-Manus, in robot fashion, claims that you'll never -bzzt- get to him in time. Why do robots always sound like they're gonna short circuit?

Level 5-1

Enemies: Lopar, Scuzz, Windowman of Doom, General Slaughter

You start at the back of the rocket. Run right to find a Lopar that comes out from behind the dorsal wing. The first thing he'll do is throw a shuriken at you. Jump over it and punch his lights out while he's cartwheeling towards you. Once you've killed him off, another Lopar will come from behind you. Kill him off in the same way. These guys are weak defensivly. Move forward to find the bane of some peoples' existance. These are really big afterburners. Some male readers probably get that a lot. But these are actual afterburners. Move forward so that you're touching the afterburner. Since it's so big, touching it at its lowest point is harmless. Wait until the fire goes out and then extinguishes itself before you jump up and over the afterburner. Run right and repeat the process with this afterburner. Once on the other side, wait for a minute. There's another afterburner here, but you can't touch it. Wait for its fire to go out, and run and jump over the afterburner. On the other side, take out a Lopar that comes out from behind the dorsal wing. Climb down the ladder and move to the other side of the two doors. Smell a rat?

Two Scuzzes will come out from behind the doors. These are fighting rats. I use rat jokes too much. Turn around and whip them. They're normal enemies. Beat them down one at a time (or whoever is closer). Once one has been defeated, another Scuzz will drop down from above you. Once another Scuzz has gone to that big swiss cheese hole in the sky, a fourth Scuzz will join the party. After you have defeated all four Scuzzes, climb up the ladder. There is a dorsal wing up here. You know what that means. A Lopar will come out from behind it. Kill him and move right. Smash open the Bonus Pod to get some health. Climb down the ladder and move right. Two Scuzzes will exit the door. Kill them both off and enter the door to have a boss fight!

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BOSS: GENERAL SLAUGHTER

General Slaughter is a lot like Abobo and is good practice for the Shadow Boss fight in stage 6-1. He likes to charge hit you. He's using your moves against you! That's no fair. He also will beat you into oblivion. Yeouch!

You have a few options. You can charge hit him too but it's risky. If you charge hit at his charge hit, he'll hurt you. The best thing to do is to position yourself slightly above him and beat on him. Once you do a smash hit, run off. Repeat this process until General Slaughter is knocked away.

If he tries to charge hit you, jump away. Sometimes he'll stop short, but just in case he decides to pull through, you'll be out of the way.

Be sure to use the health in the Bonus Pod in this room to your advantage. This room is tight, so use every bit to help you.

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Once outside, climb up the ladder to your right. Smash the Bonus Pod to receive 5000 points. To the right of the Bonus Pod is a ladder. Descend the ladder and move right to find mini-afterburners. These things go in and out a lot faster and hurt just as much. In the real world, of course, big afterburners hurt more. Depends on your style. The afterburners start at the bottom and go up the ladder. So you have to climb the ladder while avoiding the afterburners. The first side is simple enough. Wait for the first afterburner to leave your side and work on the second ladder. That's your cue to get onto the ladder. When the second afterburner attacks the right ladder, move up some more. When the final afterburner goes for the right ladder, move to the top of the ladder. Of course, now you have to move right and go down this ladder. It's slightly more difficult. Wait for the bottom-left afterburner to activate. Now you start descending the ladder, waiting at the top afterburner. Wait for the afterburner cycle to get to the top-left afterburner. At that point, move down to the second afterburner. Wait for the middle-left afterburner to start up, and then climb down off the ladder and move right.

Climb up this ladder and move over to the dorsal wing. This isn't good. Two Lopars will obviously come your way. Start by running to the right of the wing. The first Lopar will come from here. Beat him up, and run left. Jump over the shuriken that the left Lopar has thrown and beat him down. Now you face a relative of an old enemy: the Windowman of Doom! He throws dynamite out of his window down in the middle of the rocket. The first Windowman is on the left window. When he throws a stick of dynamite up, grab it and run towards the left wall. Throw the dynamite at the wall. It will bounce down into the Windowman's window and kill him. Just one hit too. Now a Windowman will come out of the right window. Grab some dynamite and stand so that one foot is on the left red stripe and one is on the blue part. Throw the dynamite right to destroy this Windowman. The final Windowman of Doom comes from the middle. Grab some dynamite and stand above the left window. Toss the dynamite right to destroy this Windowman.

Now move right. There's another afterburner here. Wait for it to dissipate, and then jump over it. Move right, jump over this afterburner, climb down the ladder, walk left, and enter the door to find out what happened to General Slaughter.

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BOSS: GENERAL SLAUGHTER

General Slaughter is a lot like Abobo and is good practice for the Shadow Boss fight in stage 6-1. He likes to charge hit you. He's using your moves against

you! That's no fair. He also will beat you into oblivion. Yeouch!

You have a few options. You can charge hit him too but it's risky. If you charge hit at his charge hit, he'll hurt you. The best thing to do is to position yourself slightly above him and beat on him. Once you do a smash hit, run off. Repeat this process until General Slaughter is knocked away.

If he tries to charge hit you, jump away. Sometimes he'll stop short, but just in case he decides to pull through, you'll be out of the way.

In this fight, you have a longer battlefield. About halfway through is a Bonus Pod with a lup in it. Be sure to use this when you need it. If you want, you can charge hit the General to the other side, but I'd recommend just using the space as needed. Also, there are boxes that you can jump on. While he cannot charge hit you up here, he can still punch your lights out. Use this to dodge his charge hits.

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Now you have another set of ladders and afterburners. These start at the top. Wait for the bottom-right afterburner to activate before getting on. Wait for the middle-right afterburner to start to move up, and the top-right afterburner to move up to the top. Go right and go back down. It's a little harder this time, simply because of the awkwardness of it. Once the middle-left afterburner starts, begin moving down the ladder. Wait for the bottom-left afterburner to start before hitting the middle part of the ladder and for the top-left afterburner to start before you get off the ladder.

Now run right. This set of afterburners is actually easier. Wait for the bottom afterburner to stop, and then start climbing. Pass the second afterburner when it has dissipated and move up so that you're in the gap between the second and third afterburners. Wait for the third afterburner to quit, and then finish ascending the ladder. Run right to get into Lopar mania! The first Lopar comes at you from the right wing. He jumps at you. You might be able to uppercut him. Once he's dead, a Lopar will come at you from the right side of the left wing. Kill him off. By the way, if you're inclined to jump, make it quick. Grab onto the upper bar, press up to dodge whatever it is you're dodging, and get down. Otherwise, the Lopars will jump kick you and hurt you. The subsequent Lopar comes from the right side of the middle wing. Defeat the loopy Lopar. The fourth Lopar jump kicks out from the left side of the middle wing, so be sure that you're not on the left side of the screen. There is a slight problem. The fifth and final Lopar comes out of the right side of the left wing. He can hurt you if you're not careful. The best thing to do is to let him jump out and then kill the first Lopar. Deal with the last one later. Once all five Lopars have been beaten, continue walking right. Grab the health from the Bonus Pod and you enter...

Level 5-2

Enemies: Lopar, Scuzz, Windowman of Doom, General Slaughter, Robo-Manus

Run right. When you're over the ladder, a Lopar will jump out at you. Jump over his projectile and knock the fire out of him. Climb down the ladder. Run to the right and two Scuzzes will confront you: one from the door and one from the right side of the screen. Stand in front of the door until you see the Scuzz coming from the right. Charge hit him. Now turn around and charge hit the other Scuzz. Once you kill one of them, another Scuzz will jump down from the top of the screen. Dispose of him as well. Start walking right and a Lopar will leap out of the window, breaking it in the same style as dynamite,

Doormen, Windowmen, and everything else that breaks through windows. Leap over his shuriken and kill him off. Continue on to encounter two Scuzzes that come out of the doors. Charge hit the one on the left and then the one on the right. When you kill one, a Scuzz will drop in from the top to replace the deceased. When you kill another one, a Lopar will come in. Take care of him before you finish off the final Scuzz. Once all four foes are defeated, keep on truckin' right.

As you pass the first two windows, a Lopar will jump out of the first one. Annihilate him to cause two Scuzzes to come out from the two doors. As usual, charge hit one of them, turn around, charge hit the other, and repeat until they are both dead. As you kill them, the two windows become occupied with Windowmen of Doom. Deal with the one on the left first. Grab some dynamite, and run to the door on the left. Jump up and throw the dynamite at the peak of your jump. It will go straight through the window and land in there, killing off the Windowman. Grab some more dynamite. Stand in front of the window where the first Windowman was. Jump up and toss the dynamite at the peak of your jump to defeat this Windowman. Continue right. When you're near the orange door, two Scuzzes will jump down to attack you. Deal with them in the usual manner. Once you kill one of them, a Windowman of Doom will occupy the window. After killing the second Scuzz (or, for a more fun and dangerous way, run around until the dynamite kills the Scuzz), pick up the dynamite, and stand in front of the blue door. Jump up and throw the dynamite to kill off this Windowman of Doom. The orange door opens. First, though, climb the ladder and smash the Bonus Pod to receive some health. Now enter the orange door to face, hopefully for the final time, the one (?), the only (?), the...

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BOSS: GENERAL SLAUGHTER

This guy just doesn't give up.

General Slaughter is a lot like Abobo and is good practice for the Shadow Boss fight in stage 6-1. He likes to charge hit you. He's using your moves against you! That's no fair. He also will beat you into oblivion. Yeouch!

You have a few options. You can charge hit him too but it's risky. If you charge hit at his charge hit, he'll hurt you. The best thing to do is to position yourself slightly above him and beat on him. Once you do a smash hit, run off. Repeat this process until General Slaughter is knocked away.

If he tries to charge hit you, jump away. Sometimes he'll stop short, but just in case he decides to pull through, you'll be out of the way.

The second you enter, start moving. He'll be swinging. This room is small and has a box, but that doesn't help you much. Hit when you can. Use the Bonus Pod in the back for health.

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Climb up the ladder on the outside to find a dorsal wing. Uh-oh! The first Lopar will jump kick over you and land near the left dorsal wing. The position is perfect. Start beating on him. Keep punching after he goes away because another Lopar will reveal himself behind that wing and you can knock them out all at once. Descend the ladder and enter the orange door to find...oh no...

BOSS: GENERAL SLAUGHTER

Just kidding.

Two Scuzzes greet you in this small cabin. You only know that because of the window. Beat on the one to your right first and then the one on the left should be taken care of. Continue walking right. Two more Scuzzes will surround you from the left and from the right. Attack the one on the right first, followed by the Scuzz on the left. Continue running through the missile hallway. There are two more Scuzzes here. You can't see him, but there is one on the right. Dispose of him first. Now kick the rear of the one on the left with your big bad foot. The door is now open. Exit the door to find one more set of afterburners. These are easy to handle. Wait for the first flame to go away, and start climbing the ladder. Wait for the second flame to extinguish, and then go halfway up. When the third flame dissipates, finish climbing the ladder to be greeted by a huge afterburner. When it stops afterburning, jump over it and keep going right. Now you're at the cockpit of the missile. Run over the cockpit to engage the boss fight.

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BOSS: ROBO-MANUS

This is the hardest boss fight in the game.

With those words of encouragement, let's look at Robo-Manus' attacks. He has a head that can move around. It will fire a laser. He will jump around.

There is an extraordinarily pathetic and fun way to do this. It's hard to pull off. You keep his body in the air. Hit him, and he'll go flying. Hit him again before he hits the ground. Keep this up and he'll die. This gets harder as the fight goes on, but it is really, REALLY fun. Remember, though, that one of his moves is to jump on you. Make sure you hit him at an angle. You don't even have to have him in the air the whole time. If he lands far away (or at all in the later parts), wait for him to fire some lasers before you knock him up again.

Otherwise, wait for him to stop firing lasers and give him the ol' charge hit or a smash hit.

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T. Bird continues to banter (again, kinda funny). Robo-Manus brings up a really good point. You just killed the pilot of a destructive missile that was headed towards the Earth. It's still gonna hit it.

Now it's time to bring this baby home!

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| 3.06: Shadow-Boss Showdown |
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Shadow Boss is waiting for ya!

Level 6-1

Enemies: Guido, Walker, Shadow Boss, Sparkbolt

You fall a long ways down into the Shadow Boss' lair. Start by going right. A crucial part of this short stage is the lamps. You can hang on them. That is how you defeat the Shadow Boss. Anyway, start by defeating the two Guidos. Continue right. WHOA! There's a shadow following you! Keep an eye out for him. When you enter the next area, a Guido awaits you. Knock it away, and then turn around to confront the Walker that has come up from behind you.

Don't take its leg. It doesn't help you much and slows you down. You need all the speed you can get. You're fighting ninjas, remember? Once he has been knocked out, continue right, followed by the mysterious shadow ninja. The next area involves two Walkers coming at you from both sides. Charge hit one, turn around, charge hit the other Walker, and repeat until they both have fallen.

The next area involves three stubborn Guidos. A good sitcom title? Perhaps, but right now we have to defeat them. The charge hit technique works here. It's kinda hard to do. Charge hit one of the two coming from the right. Now turn around and charge hit one coming from the left. Turn around and charge hit another one coming from the right. Turn around, and charge hit the left wall. You'll still hit the Guido here even though you can't see him. Repeat this until all three Guidos have been terminated. Continue moving. Now it's time for SUPER HAPPY GUIDO FUN TIME. A seemingly endless amount of Guidos come in. Charge hits are almost futile, but they're pretty much the only way to make progress. The Guidos might hit themselves sometimes. Don't hang on the ceiling. They can jump kick you there. You can kick the lamp off. DON'T. You'll need it soon. Once all of the Guidos have been eliminated, it's time for final showdown #1...

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BOSS: SHADOW BOSS

That shadow running behind you reveals itself to be the Shadow Boss. He fights like General Slaughter. Like I said. The difference is that he likes to beat you and it will hurt when he does. Another difference is that he can't hurt you at all when you are hanging on the lamp. He does massive charge hits that will HURT.

The easiest way to do this is to hang on the lamp, drop down, beat on him a few times, and then jump back up. If you want to play it safe, take one or two hits before jumping back up. After a few hits, only his head will be left. This is your cue to jump back onto the lamp. He'll rematerialize soon. Hit the B button extra fast when you see the Shadow Boss extend his arm. He's about to get a choke on your character and beat him down. Hold towards him while pressing B for a more effective hit to avoid the choke. Anyway, a general rule of thumb is to jump back onto the light when you do a smash hit.

When his health gets low, he'll start doing charge hit combos. He does a charge hit three times back and forth, bouncing off the walls. This is tough to avoid, so just remain on the lamp. Since you can easily avoid it by getting onto the light, his charge hits are a good sign. Just keep this fighting up to finish off the Shadow Boss.

Something is weird. Half the time, you can actually hit the Shadow Boss' charge hit with one of your own and hurt him instead of vice-versa. It's not something I'd risk, though; those charge hits hurt.

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After the Shadow Boss shrinks and disappears, go right. This stage still has some Sparkbolts for you to deal with. Only three. Wait for the Sparkbolts to be on the lamp and run through. After you get through all three, exit through the door.

T. Bird uses what I consider one of the coolest phrases ever ("crusin' for a brusin'"), and the Shadow Boss reminds you that the Dark Queen still wants to play. Now it's time for the final stage!

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| 3.07: Armageddon II - The Rematch |

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This is it! You board the Queen's ship. She calls the Shadow Boss a masked moron (she is really good at insults), and we start the stage. The final stage. The...

Level 7-1

Enemies: Shadow Marine, Retro Blaster, Mechno-Mitt, Dark Queen

The level starts out with you fighting two green Shadow Marines. One charge hit per takes them both out. Continue on. Two more Shadow Marines await you in the next area. Kill them off. The next area has two Retro Blasters. Wait for one of them to become level with you and do the Bam Bam swing to defeat them. This is just like stage one! Continue moving forward. Three Shadow Marines are ready to have fun here. Charge hit them (and they'll hit themselves a few times) until they are dead. Now you enter the final area of the game. At the computer, a Mechno-Mitt comes out. As always, wait for it to drop, and then smash its digits. Four hits does this thing in. There is very little time between the Mechno-Mitt's miss and the time it pulls its hand out of the ground, so be ready! Now you've angered the Dark Queen. It's time to play.

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BOSS: DARK QUEEN

She comes out in a burst of fire, ready to deal with you! MWAHA!

She's pathetic.

For the first half of the battle, you're fine as long as you don't jump when she's not underground. She fires magic above you for the first half. When she's hit, she'll go back underground. There is a fireball above where she is. Jump over it if it gets near you. With each hit, she attacks faster. Halfway through the battle, she'll throw magic at ground level, so you'll have to jump over it.

Your strategy should be the same. Dodge her magic and then attack her. Charge hit her if possible. Jump over her fire as she goes underground, and repeat the process when she reemerges. Remember, though, wait for the magic to pass before you charge hit. Otherwise, you'll still hit it (you fly back after hitting her).

If you need it, the computer spits out Bonus Pods with various powerups in them. You really shouldn't need them for awhile. It's a devious trap by the Dark Queen. She wants to make you scared of nothing! Just like that time when you were scared of the grey toy elephant that made the roaring noises! Seriously, she wants you to jump up to slam it and get hit by her magic. If you really need it, wait until the Queen is underground before you grab the Bonus Pod.

Also, don't assume you know when she's going to emerge or how high she'll be. Look before you leap.

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When she is killed, the Dark Queen sinks into the ground and you've just beaten

IV. Appendices

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| 4.01: Bosses |
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Abobo
Level 1-2

Abobo is big. Really big. That's about all this dumb lug has going for him, though. He is strong, though, and you shouldn't let him get near you. The best way to defeat Abobo is to run around and dodge him until there is a bit of distance between you and there is a horizontal straight line in between you and he. When that happens, run towards him and start beating on him until you do a smash hit. When you do, back off and repeat the process. Do this a lot and he'll die off.

Another strategy that I figured out makes this battle way too easy. The door that Abobo comes out of does not, contrary to its appearance, have depth. As such, if you do a charge hit [run (tap right twice) and hit B when you're a little ways away] when he comes out the door (although it couldn't hurt to allow him a little distance), he'll fall back to the door. He won't be able to maneuver around you. So after you do a charge hit, run back a little ways and do it again. If you do this quickly enough -- and you do have a decent window of time -- he will not be able to escape from this pin, will not be able to counter-attack you, and will die off very quickly. This is the easiest way to defeat Abobo.

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Big Blag
Level 2-3

Big Blag is big and looking at him makes a person say "blag." Not really. That wasn't the first word that came to my mind. More like "ugh." Regardless, Big Blag throws his weight around. He jumps and punches. It's a really simple strategy that works really well. The trick to defeating him lies in timing.

Big Blag is arrogant. He'll jump and punch at the same time. When he lands, he'll grin. At this point, he's defenseless but only for a short time. When he is like this, run towards him and hit him a few times. When you perform a smash hit, back off. Alternatively, you could do a charge hit (run and tackle) on him, but I think you do less damage when you do.

As the battle wears on, Big Blag will jump higher, jump faster, and pause for less time on the ground. If you can't run to him in time, it might be wise to do the charge hit. You'll do less damage, but you'll be safer. Either way, when Big Blag falls back, run off. When Big Blag is really weak, he'll start jumping off screen and coming down on you. Jump kick him on his way down to avoid four (!) damage. Repeat this process until Big Blag says his last blag and dies, falling into the innards of the Colossus and becoming a dirty rat.

On further reflection (i.e. I went and used my strategy), it's probably smarter to use a charge hit. With the charge hit, you can knock Big Blag into a corner (be sure to back off when you get too close) and you can hit him at nearly any-time (regardless of his aerial status). The exception is when he jumps really high. When Big Blag comes back down from a super jump (to crush you), do a charge hit, and you'll ram his feet, knocking him away from you.

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Roper
Level 3-3

This guy is tough. He's got a gun. He's gonna use your rear as target practice.

Roper has two main attacks. He'll shoot you (and he fires several times, thus playing ping-pong with you) or he will beat you with his gun if you even get close to hit. How do you combat this menace?

He's tall. So duck. Move towards him when he is not shooting at you and keep ducking. When Roper moves towards you, give him a nice uppercut. This requires a lot of timing, though. If you mess up, he'll beat you down with his gun. When the barrel of his gun is just about at your head (or when you think you should), uppercut him. If you've got him cornered, run away. Otherwise, hold your ground. This is about all you can do. If you charge hit him, he'll probably shoot you. You can't really get near him. Continue uppercutting him until he dies.

If you really want to risk a charge hit, run at him. When you are right in front of him, press B. It hurts him more than the uppercut, but it's considerably riskier.

Another piece of information you might be able to incorporate into defeating him is that, right before he shoots, there is a slight pause while he hops. He's weird like that.

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Ratship
Level 4-2

The Ratship goes around in circles.

This battle has a few phases.

Phase 1: The two large machine guns on either "arm" of the Ratship are shooting at you. There are two ways to combat this. The easiest way is to stay on the bottom side of the Ratship. When there is a break in the bullets, jet up and fire a few times at the Ratship's guns. Move back after about three hits. Repeat this until the gun is destroyed, and then move up to confront the other gun. Be sure to be near the top of the screen. The other way to go about this is to wait for a break in the bullets and, while facing the Ratship, fly to the other side of the screen while firing. You hit both guns with one bullet. Regardless, you go to phase two once you've destroyed both guns. And by destroyed, I mean that they no longer fire.

Phase 2: The whiskers of the Ratship fire sparks at you like the Electro Barriers. They are aimed at you, unlike the machine guns were. Fly

in front of the Ratship and fire away at the nose. When it starts to shoot, fly up or down so that you avoid all the sparks and repeat the process until you break the whiskers. Now more machine gun fire occurs. It is very rapid. Wait for a break, move down, fire one shot, and get out of there. Repeat until the guns are broken.

Phase 3: The cannons are back. Like the first phase, your targets are the teal appendages on the side of the Ratship. They fire green blobs straight forward. Again, run back and forth, firing at the cannons. Once you destroy one halfway (it explodes), the aiming is slightly better. They can aim diagonally. Continue the onslaught until one cannon is destroyed. The other cannon will now fire a lot of blobs. Wait for a break and fire away! Once it has been destroyed, both cannons will fire aiming bolts. They are fired two at a time and are decently easy to avoid. Fly in front of the Ratship until both bolts are in space. Now fly so that you're aligned with a cannon and fire at it. Destroy one cannon and the other will begin firing four bolts at a time. Find an opening and fire at the cannon until it is destroyed. Don't use homing missiles.

Phase 4: The cannons have been completely destroyed. Now the front of the Ratship is firing at you wherever you go. There's nowhere to hide. The trick is to find the very few openings in the fire and run through them. Your target is the small cannon on the side of the mouth. This is almost pure skill. Good luck. Once you've destroyed the cannon...

Phase 5: Homing missiles! Dodge the missiles while firing at the center of the Ratship. Watch out for the explosions! It's worth noting that, if the missiles hit you, you die regardless of your health. After a few hits, the Ratship will disintegrate to reveal a missile.

You can substitute most of those steps with GET OUT OF THE WAY AND LET THE HOMING MISSILES DO THE WORK.

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General Slaughter

Level 5-1, 5-2

General Slaughter is a lot like Abobo and is good practice for the Shadow Boss fight in stage 6-1. He likes to charge hit you. He's using your moves against you! That's no fair. He also will beat you into oblivion. Yeouch!

You have a few options. You can charge hit him too but it's risky. If you charge hit at his charge hit, he'll hurt you. The best thing to do is to position yourself slightly above him and beat on him. Once you do a smash hit, run off. Repeat this process until General Slaughter is knocked away.

If he tries to charge hit you, jump away. Sometimes he'll stop short, but just in case he decides to pull through, you'll be out of the way.

5-1a: Be sure to use the health in the Bonus Pod in this room to your advantage. This room is tight, so use every bit to help you.

5-1b: In this fight, you have a longer battlefield. About halfway through is a Bonus Pod with a 1up in it. Be sure to use this when you need it. If you want, you can charge hit the General to the other side, but I'd recommend just using the space as needed. Also, there are boxes that you can jump on. While he cannot charge hit you up here, he can still punch your lights out. Use this to dodge his charge hits.

5-2a: The second you enter, start moving. He'll be swinging. This room is small and has a box, but that doesn't help you much. Hit when you can. Use the Bonus Pod in the back for health.

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Robo-Manus
Level 5-2

This is the hardest boss fight in the game.

With those words of encouragement, let's look at Robo-Manus' attacks. He has a head that can move around. It will fire a laser. He will jump around.

There is an extraordinarily pathetic and fun way to do this. It's hard to pull off. You keep his body in the air. Hit him, and he'll go flying. Hit him again before he hits the ground. Keep this up and he'll die. This gets harder as the fight goes on, but it is really, REALLY fun. Remember, though, that one of his moves is to jump on you. Make sure you hit him at an angle. You don't even have to have him in the air the whole time. If he lands far away (or at all in the later parts), wait for him to fire some lasers before you knock him up again.

Otherwise, wait for him to stop firing lasers and give him the ol' charge hit or a smash hit.

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Shadow Boss
Level 6-1

That shadow running behind you reveals itself to be the Shadow Boss. He fights like General Slaughter. Like I said. The difference is that he likes to beat you and it will hurt when he does. Another difference is that he can't hurt you at all when you are hanging on the lamp. He does massive charge hits that will HURT.

The easiest way to do this is to hang on the lamp, drop down, beat on him a few times, and then jump back up. If you want to play it safe, take one or two hits before jumping back up. After a few hits, only his head will be left. This is your cue to jump back onto the lamp. He'll rematerialize soon. Hit the B button extra fast when you see the Shadow Boss extend his arm. He's about to get a choke on your character and beat him down. Hold towards him while pressing B for a more effective hit to avoid the choke. Anyway, a general rule of thumb is to jump back onto the light when you do a smash hit.

When his health gets low, he'll start doing charge hit combos. He does a charge hit three times back and forth, bouncing off the walls. This is tough to avoid, so just remain on the lamp. Since you can easily avoid it by getting onto the light, his charge hits are a good sign. Just keep this fighting up to finish off the Shadow Boss.

Something is weird. Half the time, you can actually hit the Shadow Boss' charge hit with one of your own and hurt him instead of vice-versa. It's not something I'd risk, though; those charge hits hurt.

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Dark Queen
Level 7-1

She comes out in a burst of fire, ready to deal with you! MWAHA!

She's pathetic.

For the first half of the battle, you're fine as long as you don't jump when she's not underground. She fires magic above you for the first half. When she's hit, she'll go back underground. There is a fireball above where she is. Jump over it if it gets near you. With each hit, she attacks faster. Halfway through the battle, she'll throw magic at ground level, so you'll have to jump over it.

Your strategy should be the same. Dodge her magic and then attack her. Charge hit her if possible. Jump over her fire as she goes underground, and repeat the process when she reemerges. Remember, though, wait for the magic to pass before you charge hit. Otherwise, you'll still hit it (you fly back after hitting her).

If you need it, the computer spits out Bonus Pods with various powerups in them. You really shouldn't need them for awhile. It's a devious trap by the Dark Queen. She wants to make you scared of nothing! Just like that time when you were scared of the grey toy elephant that made the roaring noises! Seriously, she wants you to jump up to slam it and get hit by her magic. If you really need it, wait until the Queen is underground before you grab the Bonus Pod.

Also, don't assume you know when she's going to emerge or how high she'll be. Look before you leap.

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| 4.02: Enemies |
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These are listed in alphabetical order. I originally had a 'how to defeat' part, but really, all you do is attack. For the special circumstances, a 'notes' part was added.

Enemy : Astro Boulder
Location : 4-1
Description: An asteroid. When it is destroyed, it breaks into little pieces that you have to destroy.
Notes : Just like the arcade game!

--

Enemy : Buzz Disc
Location : 3-1
Description: An electric disc that tries to cut you into pieces. It patrols the walls of the Colossus.
Notes : You can't win. Just jump over it.

--

Enemy : Crusha
Location : 3-1, 3-2, 3-3
Description: It's a piston tryin' to crush you.
Notes : Run under it. You can't hurt it.

--

Enemy : Doorman of Doom
Location : 2-1, 2-2
Description: A guy that hides behind a door. He tosses dynamite at you.
Notes : Pick up the dynamite, and throw it back into the door.

--

Enemy : Electro Barrier
Location : 3-1, 3-2, 3-3
Description: An electric barrier. With the exception of 3-3, it shoots off bolts to try and hurt you.
Notes : With the exception of 3-3, deactivate it with a lever. In 3-3, just avoid it.

--

Enemy : Golbot
Location : 1-1
Description: A golden robot. Hence his name.
Notes : None

--

Enemy : Guido
Location : 2-1, 2-2, 6-1
Description: A tough enemy with a tough attitude. Try not to be in the air when fighting him.
Notes : None

--

Enemy : Linda Lash
Location : 3-1, 3-2
Description: Seriously, who named her? She's a whip-wielding woman who will hurt you if you even get close.
Notes : Charge hits are your friend.

--

Enemy : Lopar
Location : 5-1, 5-2
Description: An enemy of the Dragons. He throws a shuriken, cartwheels, and then jump kicks. He is weak defensively but can kick your rear if unattended.
Notes : In a group of foes, fight the Lopar first.

--

Enemy : Mechno-Mitt
Location : 1-1, 1-2, 7-1
Description: A mechanical hand. It tries to hand your rear to you by crushing you.
Notes : Smack its fingers while the hand is stuck in the ground after it misses you.

--

Enemy : Mine

Location : 4-1

Description: It's mine. There are three types. The similarity is that they all blow up. The first excretes needles up, down, left, and right. The second launches needles diagonally. The third just blows up.

Notes : You CAN shoot them, but don't.

--

Enemy : Raven

Location : 3-1, 3-2, 3-3

Description: A raven. They fly at you if you get too close. They're really hard to defeat if they start moving.

Notes : Kick them while they're perched.

--

Enemy : Retro Blaster

Location : 1-1, 7-1

Description: A blue thing that swoops up and down. It fires a few times at you.

Notes : The easiest way to defeat it is when it is level with you.

--

Enemy : Ryder

Location : 2-3

Description: A Psyko-Pig riding a speeder bike. He's in a biking gang.

Notes : Kick him off his ride.

--

Enemy : Scuzz

Location : 5-1, 5-2

Description: A rat. A FIGHTING rat. These pop up everywhere. They're hardly different from Shadow Marines.

Notes : None

--

Enemy : Securi-Cam

Location : 3-1, 3-2, 3-3

Description: A security camera that fires bullets at you. It can be wall-mounted or ceiling mounted and can move back and forth.

Notes : Wrecking Ball Smashes work so well.

--

Enemy : Shadow Marine

Location : 1-1, 7-1

Description: A minion of the Shadow Boss, he wanders around trying to hurt you. He can be blue or green.

Notes : None

--

Enemy : Sparkbolt

Location : 3-2, 3-3, 6-1

Description: A bolt that patrols corridors by bouncing back and forth.

Notes : Slide past it while it is away from you.

--

Enemy : UFO
Location : 4-1
Description: These things move around a lot and shoot at you. Each color gets faster.
Notes : Follow them. It makes shooting easier.

--

Enemy : Walker
Location : 2-1, 2-2, 5-1
Description: A big walking thing. It has a cockpit and legs.
Notes : It drops a leg that can be used as a weapon.

--

Enemy : Windowman of Doom
Location : 5-1, 5-2
Description: Related to the Doorman. He tosses dynamite from his window. Pick it up and throw it back like a bad fish. Unlike his relative, only one hit is required to defeat him.
Notes : None

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| 4.03: Multiplayer Tips |
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Just so it's clear, the difference between games A and B with the multiplayer is that you can hit your partner in game A. It can be more fun (if they lag behind and won't let the screen move), but it can also be annoying.

- Use your partner to your advantage. Especially in big groups of enemies, your partner should take half of the enemies while you take the other half.
- Have one character be a Dragon. The Dragons have a special Dragon Force technique where he can throw his partner.
- In boss fights, have your partner stand on one side of the room, while you stand on the other. Especially with Robo-Manus and Shadow Boss. You can get into a full-fledged ping-pong game with that. Both partners should hang on a lamp with the Shadow Boss.
- Be sure to communicate with your partner.
- Share the Bonus Pods. Don't be a jerk.
- Stagger yourselves. Have someone fall behind. This helps avoid obstacles and defeat enemies. I'm not sure if there are two pods for stage four; I'd appreciate input regarding that.
- (From Joseph Tek Fox) If you and your partner have turbo controllers, you can overwhelm the sprite limit and cause some enemies that fire light fire (Mines, UFOs, Ratship, etc.) to fail to fire!
- (From Joseph Tek Fox) If you're mean, you can target your partner's Pod (4-1, 4-2) with the homing missiles and destroy them in one shot!
- (From Joseph Tek Fox) You can also kick your partner off the Speeder Bike.

-Have fun! Seriously, this game can be tons of fun. Good times.

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| 4.04: FAQ |
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1Q: What are the benefits to multiplayer?

1A: You can defeat enemies easier (they don't gang up on you) and it's slightly more fun.

--

2Q: Why Battletoads & Double Dragon? Why not Super Mario?

2A: For a few reasons. For starters, the game style was similar. It's also a cool combination and good for buisness. And they're made by the same company.

--

[Double Dragon spoilers]

3Q: Wasn't Shadow Boss -- Jimmy Lee -- killed after Double Dragon 1?

3A: A new Shadow Boss emerged in Double Dragon II.

[End Double Dragon spoilers]

--

4Q: How hard is this game?

4A: It's hard the first time around, but it's worth the effort.

--

(Joseph Tek Fox provided this information that I didn't add to the guide originally)

5Q: Why is the seventh stage called Armageddon II? What was Armageddon I?

5A: Armageddon I was what the final stage was called in the original Battletoads.

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| 4.05: Codes |
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-<Start with 5 lives>-

Hold up, A, and B at the same time on the player selection screen. Pick your character, and then press start.

-<Stage Select>-

Press down, up, up, down, A, B, B, A, and start. You go to a stage select screen and gain ten lives. Note that the ending changes.

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| 4.06: Ending |
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Naturally, T. Bird banters with the Dark Queen ("Dark-has-been"). And obviously, the Dark Queen banters back ("Winged weirdo"). She promised to be back. Of course she will. She's a villain in a video game. She'll be back. She drops your character out of her ship and flees. You're informed that the Dark Queen escapes into space, while the Shadow Boss hides in the dark alleyways. Like Michael Jackson... Of course, the 'toads and Dragons go separate ways. They're called the ultimate team. Yay. You get the total time that it took for you to complete the game, and then the game restarts.

--Note--

If you use the warp, Dark Queen calls you a cheater, and the ending goes on normally.

V. Last Words

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| 5.01: Copyright Information |
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911 Codes	http://911codes.com
9 Lives	http://www.9lives.ru/eng/
Bean's PSX Dimension	http://www.bean.dk/psx/index.htm
Cheat Code Central	http://www.cheatcc.com
Cheat Index	http://cheatindex.com
Cheat Matrix	http://cheatmatrix.com
Cheat Search	http://cheatsearch.com
Cheatstop	http://www.panstudio.com/cheatstop/
CNET Gamecenter	http://games.netscape.com/Faqs/
Console Domain	http://www.consoledomain.co.uk
Dirty Little Helper	http://dlh.net
Dark Station	http://www.darkstation.com/
Dreamland	http://kirby.pokep.net
Games Domain	http://www.gamesdomain.com

Game Express <http://www.gameexpress.com>
Games Over <http://www.gamesover.com/>
Mega Games <http://www.megagames.com>
Square Haven <http://www.square-haven.net>
Ultimate System <http://www.flatbedexpress.com>
VideoGaming.net <http://www.videogaming.net/>

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| 5.02: Revision History |
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Version 0.9 (6/2/04) - I completed this entire guide. When I get it, I'll update this guide with ASCII art.

Version 1.1 (8/3/04) - ASCII art added and an unexpected AIM conversation with Joseph Tek Fox revealed a lot of new information.

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| 5.03: Contact Information |
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Before emailing me, please make sure that whatever question you have wasn't addressed here in the guide. If it's not a question (i.e. input, suggestion, correction, etc.), please go ahead and email me. I'm not too picky about grammar, but if I have no idea what you're saying, I might ask for some clarification. I'll take emails in Spanish or English. Doesn't matter to me. No me importa.

I'd appreciate whatever you've got. Questions (again, as long as it's not answered here), inputs about ideas that I've raised, suggestions or corrections for the guide, requests for using parts of the guide, problems in life, jokes (as bad as some of these are in the guide), praise emails (ha!), or whatever else is on your mind.

Email: meowthnum1 [at] meowthnum1 [dot] com

I wasn't too bad about doing the spam thing at first. Now half of my emails are virus emails. Just replace the [at] with @ and the [dot] with ..

You could also use AIM. I'd prefer these be quick questions, but I really can't stop you from long, involved ones. To be honest, I prefer emails. AIM is still here. That's TracesWritingAIM.

By the way, if anyone needs a map section, please tell me. I was going to do it originally, but I cut it out of the final version. If someone needs it, I'll add it back in. It's not a problem.

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| 5.04: Credits |
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-CE - Putting up with me.
-Cool 96.9 - Great oldies music.
(cool969.com)
-Croco - Help with placement and being awesome.
-Meg Delaney - Giving me two great REM CDs and being awesome.
-FAQ Contributors - Putting up with me.
-Joseph Tek Fox - A LOT of information (multiplayer, trivia, character differences, etc.)
-Brett Franklin - Giving me the codes.

- Jittery - Input about placement of items and multiplayer tips.
- Steve McFadden - Help with some enemies.
- LizAnn Nealing - Giving me this great Simon and Garfunkel CD and being an awesome person.

- Nathan Norris - Great fanfiction that kept me entertained.
- Regulator - Input regarding placement of some sections.
- REM - Awesome band.
- scurty234 - ASCII art.
- Simon and Garfunkel - Another great band that helped me through this.
- Brian Sulpher - Helping me out all the time and listening to my rambling. Great guy.

- 102.9 - The Point (1029i.com) - Great 80s music that I listened to while writing.
- David Ware - Doing what little he could to help and pretending to care. Another great guy.

- WrestlingRPGFan - Input about placement on some things.
- World of Nintendo (world-of-nintendo.com) - For their instruction manual, which I referred to a lot.
- VGK - Lots of help and encouragement. Helped with the placement of some sections.

- And you, the reader - Reading this and giving me a reason to make this crazy guide.

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| 5.05: Waydigo, 'toads! |  
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Interestingly enough, that is a quote from Professor T. Bird (or at least one an old issue of Nintendo Power made up for him). I've really enjoyed this. I have not enjoyed writing like this since Super Mario RPG. I hope you've enjoyed this guide and that it has helped you. I'd appreciate any input you have regarding this guide (see the contact section). I know I've missed stuff. I'm not that good. You'll get credit for anything you give me. Enjoy life!

--Trace Jackson