Dynowarz: The Destruction of Spondylus FAQ/Strategy Guide

by EntropicLobo

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DYNOWARZ: THE DESTRUCTION OF SPONDYLUS Guide
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Version 1.0     8/29/04
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Version History:

-3/27/2006, added 1up as a host.
1.0 (8/29/04): Basic guide is complete


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***Section 1)Introduction:

Dynowarz: Destruction of Spondylus is a fun little game in which
you can take control of your massive carnasaur-themed Robosaur,
Cyborasaurus, and fight against the other robotic dinosaurs. You
will also jump out of the cockpit to infiltrate and destroy the
computers of the Artificial Intelligence Compounds (AICs).

The game's only seven levels - rather short, but it's great to
just pick up and play from any level (via password) as the
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difficulty doesn't change very much as the game progresses.

The levels don't warrant a description in the ranks of absolute
minutia, they're all very similar, so this guide will more or
less focus on help with the game.

***Section 2)Story

Taken straight from the manual:

"Something was terribly wrong in the distant ma-made Spondylus Solar
System. One by one the planets' central life support computers had been
infected with a life threatening virus while the planet surfaces had been
overrun with giant computerized dinosaurs known as Robosaurs. Under
attack in his laboratory ion Alpha Planet, Professor Proteus, the
mastermind of the Spondylus System and founder of the Robosaur
project suddenly that this deadly sabotage could only be the work of his
former partner, the deranged Dr. Brainius. Years earlier, the doctor had fled
Alpha Planet after Professor Proteus had exposed him for performing forbidden
robotic experiments on human subjects. At last, he had returned to seek his
 revenge using the Professor's own creations! But, little did he realize that
 Proteus had been hard at work for the past few years perfecting the
ultimate robosaur, Cyborasaurus.

There was only one hope to save the Spondylus System.
Cyborasaurus must be released! The DYNOWARZ must begin!"

Furthermore: The levels have a little story:

The game begins on Planet Alpha, where Professor Proteus (the character
you control) fights his way through his laboratory past the Flying Hounds
of Destruction to reach Cyborasaurus. He then enters the AIC of Planet
Alpha, where he deactivates the infected Life-Support Computer (LSC) in
an effort to return the environment to its normal state.

He then boards a Molecular Transporter in his Cyborasaurus and teleports to
the next planet.

Proteus will travel through the next 6 planets battling his way to the AIC in
Cyborasaurus, entering it, destroying the LSC, and then proceeding to the
next planet via Molecular Transporter.

***Section 3)Control

Just as the game itself is very straightforward, so are the controls.

A Button: Jump
B Button: Attack
Control Pad Left or Right: Move character
Control Pad Down: Crouch
Down+A Simultaneously: Jump down (from platforms, etc)
-Controls are the same for Proteus and Cyborasaurus

Furthermore, on the first screen of Dinosaur Mode, pressing
select will activate the Satellite Defence System, destroying

all enemies on the screen.

***Section 4)The Game

With the exception of Planet Alpha, the game progresses like this:

Dinosaur Mode -> Infiltrate AIC -> Escape AIC -> Progress to Next Planet

*When you boot up the game, you'll be given two choices:
To begin a new Game or to Enter a Password. Most Pass Words take you
to a different planet.

You have two "health bars" in this game: Energy and Barrier. A capsule with
E on it will replenish Energy, your primary hp. A capsule with a B on it will
give you a barrier, a secondary hit meter. Barrier will be replenished with
B capsules as well.

If your energy reaches 0, you're taken back to the title screen. There will
be a new option there: Continue. This will continue you from the segment
you lost in if in Dinosaur mode, or the beginning of the AIC in Man Mode. A
password is specifically engineered to take you to the very beginning of a
stage, however.

When you defeat a boss in Dinosaur Mode, you'll be given a key to the AIC.
When you escape an AIC, there will be a platform (this is the Molecular
Transporter). Jump on it to progress to the next planet. Each planet has a
different environment, but the game play remains the same throughout the
Spondylus System.

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4.1: Dinosaur Mode
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Pilot Cyborasaurus past enemy Robosaurs to the AIC of the Planet. The
sequence begins in an outside area. In the air, there will be a satellite. You
may call upon this ONCE by pressing the select button - it will destroy every
enemy on the screen. The second portion is an "inside area" (like a cave). In
both these segments you battle though waves of Robosaurs, jump over spiked
pits, Pyramid Projectile Launchers, pits, and Thumper Mines. The satellite is
not available in portion 2.

The last portion is a fight against a boss Robosaur. The satellite is
not visible here.
The bosses are:
Level 1: Huge Theropod
Level 2: Huge Pterodactyl
Level 3: Huge Theropod
Level 4: Huge Pterodactyl
Level 5: Huge Pterodactyl
Level 6: Sauropod
Level 7: Sauropod

Many of the larger/more advanced enemies drop weapon upgrades.

The weapons are:

**Punch
Your standard attack. Cyborasaurus punches the weapon. It will use

this when you start a new game or after you die (INCLUDING if
you die in an AIC)

**Launch Fist:
Cyborasaurus launches his fist forward as a projectile. At the end of the
trajectory, the fist will fly up a small distance and travel back to
Cyborasaurus. The rate of fire is slow, you can't fire again until your fist
returns.
-General Upgrade Trend: Increased Range
-Upgrade 1: Faster fist
-Upgrade 2: More power

**Fire Ball
Cyborasaurus shoots a fireball forward. This is a ranged projectile
which packs a fair bit of punch.
-General Upgrade Trend: The fireballs become bigger.
-On the first upgrade: One fireball shoots diagonally up and
forward along with the forward ball.
-On the second upgrade, another fireball will join these two and
travel diagonally down and forward.

**Bomb
Cyborasaurus lobs a bomb in an arc above its head. Beware: enemies
within your trajectory will cause major problems, as they'll be hard
to dispose of. -General Upgrade Trend: Increased Blast Radius as the
amount of "lob missiles" increases (2 then 3).

**Beam
This is what I consider the most superior weapon in the game.
Cyborasaurus shoots a laser forwards. Unlike the other attacks, the
beams will travel through enemies and solid objects, making it extremely
useful. It's pretty weak against low-to-the ground enemies until the third
upgrade, however.
-General Upgrade Trend: The beam becomes thicker.
-On the first upgrade, a fireball will join the beam and travel diagonally
up and forward.
-On the second upgrade, a fireball will travel diagonally down
and forward.

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Some general tips:
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-Pterodactyls often have a barrier or energy capsule to give you, if you're
hurting, make sure to destroy any you come to.
-Thumper mines are often placed close to an edge of a pit. Landing on
it has a chance of knocking you to your death.
-If an unwanted item is near a thumper mine that is potentially life
threatening (as in, it may knock you down a pit), opt for the item
unless you're absolutely sure you can clear both. -Loss of life in
Dinosaur mode will compromise any power-ups you had in Man Mode.
-If an enemy you predict has a power up is near an edge,
try to kill it before it reaches the edge. It will make avoiding unwanted
weapons easier.
-If you start a planet with only your fist, use your satellite defence system
to destroy item-bearing Robosaurs so you may have a better chance
of survival.
-Don't be intimidated of bosses if you only have punch. It's
still possible to destroy them, it only takes longer.
-Crouching is a very important skill to get the hang of. It will help

you evade a lot of damage.

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Man Mode
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Fight your way past the Flying Hounds of Destruction and over the
Platforms of Deception (you really have to love the naming in this game)
to reach the LSC. Do battle with it to deactivate it, and then travel
back to your Cyborasaurus.

This is much more platform oriented than the Dinosaur mode. In fact,
there are those "Platforms of Deception" in each AIC!

Your weapon here is "GUN" which fires like Fireball 3. Upgrades for
the Gun, (P) capsules, allow you to fire it more than one spread at a
time. (ie Press B twice with GUN 2 to fire two spreads).

The Platforms of Deception are just that - platforms. The platforms
in this game are in three types:
1) Those that move on a horizontal plane.
2) Those that move on a vertical plane.
3) Those that fall away when you land on them.

The platforms are suspended over bottomless "black abysses"
and spikes. The spikes will harm you, but not instantly kill you.
Pits will kill you instantly.

In this mode there three enemies:
-Wall/Floor Mounted cannons that fire at you. They're downed in two hits
by Gun 1.
-The Flying Hounds of Destruction, which I gather are the flying enemies.
They fly around the room moving in a circular path as they fire shots at you.
-A humanoid, which I gather is an illicit experiment of Dr. Brainius, they
can fire and jump towards you.

-There are also mines like the Dinosaur mode phases, though they're in
much less threatening positions.

When you reach the LSC, you must pelt it until it is destroyed. The LSC
will shoot at you, however. These shots are in bursts, so you can catch
a few breathers during the fight.

-The LSC will often have enemies in the chamber with it. Destroy them
first.
They are the main threats to you in these battles, and because of the
spread property of the gun, you'll likely damage the LSC in the process.
-When you fight an LSC where it has a clear shot of you anywhere in
the room, keep firing, and jump when the shots come towards you. Try
to land between the shots and jump again.
If there is a platform above you, jump to it when the shots come toward
you. Jump down in the next burst. Continue as much as necessary.
-When the LSC shots are blocked by the room's geometry, take your
time and systematically pick it off.
-The difficulty of an LSC does not change throughout the game.
-The seventh LSC is technically the final boss.
-Staying far away from an LSC will help avoid its blasts. There's often
a platform of deception near an LSC - these make it much harder to
dodge shots.
-LEVEL 7 SPOILER:

-During the seventh LSC, it is possible to get a barrier item.

***Help with the Platforms of Deception:
*You MUST land on TOP of the platform. Otherwise, you fly right
through it.

-When two horizontally moving platforms are in the room, time your jump
so that you'll land on the platform approaching you. Best to jump when it is
approaching you, and before the end of the path of the platform you are on.

-Three vertical moving platforms: Jump at the minimum height of the
platform you are riding. The platform ahead of you is likely moving down
at the time, and you want to catch it at its minimum.

-When you have two horizontal platforms next to a dropper, jump from
the first to the dropper. WAIT for the next platform to approach you,
you should still be able to make it even though you're falling.

-When two horizontal platforms surround a vertical: Jump onto the first.
Jump onto the vertical as you approach it and it is low in its path.
Jump onto the next one as it approaches.

-Dropper in the middle of a pit with two ledges: Just jump onto the
dropper and jump immediately.

-Single horizontal platform under a path choked with enemies:
Destroying the enemies is the safest route.

*The escape:
-Even though all the enemies are dead, you can still get hurt - and this will
influence how much energy you start with in the next level's Man Mode.
-If you die now, you'll have to do the entire sequence over again.

General Tips:
-Weapon upgrades help, but they aren't nearly as important as they are
in Dinosaur mode. Don't fuss over missing a P capsule.
-Spikes won't kill you instantly, and they don't take off a severe
amount of life, so if a capsule lands on them, you may want to jump
in and get it (considering your energy is in good condition).
-The Flying Hounds of Destruction are your prime capsule droppers. Try
to destroy them over solid ground.
-Try to take out as many enemies from when you enter the room as possible.
The distance makes it hard to hit them, but also hard to hit you.
-If possible, take out mounted cannons first. They fire at a much more rapid
rate than the Flying Hounds of Destruction.
-There's no rush, so take your time.

Section 5)Enemies

The Robosaurs in Dynowarz come in many different colours, but they
don't make much difference. Your larger Robosaurs are the item
droppers, your smaller are there for annoyance and the slow
depletion of your energy.

In Man Mode, enemies are secondary to the Platforms of Deception,
there are only three varieties with no sub-colours in them.

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5.1: Dinosaur Mode
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NOTE: I'm just naming these enemies as I call them from Dinosaur lore.
-Robosaurs may walk over spikes, but fall into pits.


*The Theropods:
The "beast footed" dinosaurs which group many of the popular carnivores
in the dinosaur world. These are the bipedal, predatory dinosaurs you'll
encounter in your quest to restore Spondylus.
-Small Theropods run at Cyborasaurus and jump into him. They're a hard
target for some weapon and can be relatively annoying. Don't drop items.
-Medium Theropods, are much like small theropods in that they jump into you.
They're much easier to hit, however, and they trade this disadvantage off with
the ability to launch a periodic shot at you and taking longer to destroy.
-Large Theropods are the most like Cyborasaurus. They take longer still to
destroy, and launch shots more often.
-Large Theropod with Bazooka: Or at least what looks like a bazooka. These
Robosaurs are much more prone to jumping and firing than the average large
theropod.
-Huge Theropod: This guy appears as the boss of levels 1 and 3,and also
as a standard enemy.  He takes the longest to destroy out of the theropods,
can fire shots at you, and will give himself a little speed boost as he
approaches you and periodically when shot. They jump backwards when
they walk into a chunk of solid ground. This is a good time to strike.


*The Ceratopsians
Your friendly neighbour hood frilled and horned dinosaurs. They have
good stamina.
-Triceratops: Walks towards you and periodically shoots.
-Cannon Triceratops: A Triceratops with a cannon in its back.
Will jump at you and shoot.
-Big Triceratops:  The most stamina in the family, these will steadily
encroach on you and fire shots.


*The Pterosaurs
Pterosaurs aren't dinosaurs, but they're in this game anyways.
They primarily swoop in on you, and are your source for
energy/barrier capsules.
-Pterodactyl: Swoops in on you and across the screen.
-Huge Pterodactyl: Swoops faster and is much larger - you're
an easy target for it. Has the prestige of being the boss of levels
2, 4, and 5 as well as being a normal enemy.


*The Mammal-like Reptiles
Again, they aren't dinosaurs, but there's one here: Dimetrodon. It's
the little bugger with the sail on back. Exactly like the small
theropod, it will jump around you and be a general nuisance.


*The Stegosaurs
Your good ol' plated dinosaur: Stegosaurus appears in this game. He's
pretty threatening, as well. It will jump towards, shoot, and do the same
little boost the huge theropod does. Added, the bugger has a huge degree
of stamina - it would have made a fine boss.


*The Sauropods:
The giants of the land are in this game and they are the most formidable
Robosaurs set out to destroy you. They take a ton of punishment and fire
towards you as they encroach. They have the honour of being boss of
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levels 6 and 7, and not being a standard enemy. Level 7's sauropod will
also jump towards you. Let him jump OVER you. If you find yourself
stuck using the punch against one, you'll have to jump up and
bludgeon its face.

*Pyramid Projectile Launchers
Launch missiles at your Cyborasaurs. They're hard to hit with some
of the more lower-levelled weapons, and attack at a higher rate
than that of the Robosaurs.

*Thumper Mines:
Explode when you walk on them. They'll knock you back a bit.

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5.2 Man Mode
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*Flying Hounds of Destruction:
They fly around the room, moving in small circular patterns.
They'll fire at Proteus.

*Illicit Humanoid:
Run towards you and fire. they have jumping ability.

*Cannons: Fire profusely at Proteus. The primary -enemy-
threat in an Mode because they're the most difficult
to hit and destroy.

*Mines: Damage Proteus. They're the least of
your worries.

*Life-Support Computer:
The most stamina of all Man Mode enemies, they're the
bosses of the AICs. They fire at Proteus so use some
discretion as you blast away. All other enemies in
the segment are destroyed once the LSC is.

Section 6)Pass Words

Select Pass Word on the title screen. Move the control pad up
or down to change the number.

Most passwords take you to a level, but only the very beginning.
For example, if you decide to stop playing after getting into an
AIC - your password will only take you to the beginning of the
planet in Cyborasaurus.

Level Passwords:
5431 - Level 2
9892 - Level 3
6315 - Level 4
7452 - Level 5
1697 - Level 6
6425 - Level 7

Enemy Viewer: 7777
On the title screen there is a Robosaur opposite Cyborasaurus.
Entering this passwords will allow you to scroll this
with up and down to preview some of the enemies.

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Section 7) Contribute and Credits


If you wish to contribute to this guide - either with new
information or corrections, you
may reach me at entropiclobo@yahoo.ca


I'd like to thank BANDAI for making this game, it's quite fun.


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