

Moon Ranger FAQ/Walkthrough Final

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Updated on Jul 15, 2007

MOON RANGER

FAQ/Walkthrough

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July 12th, 2006

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Table of Contents

- =====
1. Controls
2. Walkthrough
3. Credits & Legal

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1. Controls

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Fire [A Button]
Boost [B Button]
Pause [Start]
Menu [Select]

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2. Walkthrough

Level 1

Our valiant space hero sets off to rid the universe of obnoxious asteroid debris! Remember that you can only fire one plasma shot at a time, so make it count. Begin by taking down those floating space rocks as you scroll gradually through the far reaches of the galaxy.

The first danger you encounter will be from the little spinning green aliens. The "mother alien" is encased in a bubble and spawns an infinite number of little aliens. Be sure to bring down the bubble as quickly as you can. It takes at least two shots to destroy each little alien.

Soon you will come across the Wave beam. It's no more powerful than your first weapon, but it does have a wider hit radius. Keep an eye out at the bottom of the screen as you progress for a small blue item. This recharges your shields a little bit.

Suddenly, when you least expect it, the boss of the stage appears out of nowhere! It's a relatively small space craft capable of firing single projectiles both forward and backward. Use your speed thrusters to quickly maneuver between his shots as you blast away with your wave cannon.

Level 2

The second stage puts you in control of an extremely awkward spaceman. His jumping movements are so poorly executed that he can easily find himself at the bottom of a spike pit over even the smallest gap. Jump and fire at the pod on the right side of the screen, then collect the health item at the top before going through the door.

In the next room, quickly drop to the bottom and go through the door. Drop onto the left side and proceed through that door to find yourself out in space again. Pick up the box to get a free life. Through the door on the opposite side you'll find a room with some healing items and the Plus weapon. You now have no choice but to go back in the direction you came from.

Take the door on the right side and jump up through the following room. To get across here you need to climb to the top and jump left. The door at the top of this room will return you to your space ship.

Level 3

This stage introduces the powerful metal enemies which fly in all directions to hit you. It shouldn't be too difficult to bring them down if you have the Plus cannon, however the same cannot be said for the mysterious flying bug heads. They'll fire projectile as they weave between asteroids.

Collect the various shield powerups as well as the powerful Lightning wave. Just a little bit beyond here you'll encounter the boss. Encased in some form of space bubble, the boss is another of those bug headed creatures. Don't underestimate his power however, it takes over a dozen hits to destroy him.

Don't bother trying to bring down the enemies he spawns, simply use your boosting thrusters and fly as close as you can while firing like crazy.

Level 4

Drop down and go through the door on the left side. You'll find the part for the Gamma Bomb in this room. Leave here and head for the right side. You may be familiar with some of these completely recycled maps. Continue through this room to reach an outer space area with the Flam weapon.

There are two doors you can take here. Take the bottom one and jump across to the right side not once, but twice. If you can reach the door at the end here with the bomb part then the stage is complete.

Level 5

There are plenty of health pickups in this stage so be sure to keep an eye out for them. The primary enemy you will battle is a coloured ship capable of firing projectiles. You can destroy these projectiles with your own weapons. Navigate between the asteroids and enemies to reach the boss.

The boss of this stage is a little less difficult than the second boss. What you want to do is get as close as possible (not too close) and just rapidfire as much as you can to keep it stationary if possible.

Level 6

A new type of level places you in a small ground-based vehicle scrolling across the surface of a moon. The easiest way to get through this level is to fire and destroy the small enemies, but avoid the larger ships since you'll inevitably be hit in the process.

The boss of this stage is extremely difficult solely because your craft is so poorly maneuverable. What you want to do is keep jumping and aiming primarily for the blue pod, though you're going to keep being hit either way. Just continue a non-stop offense until the boss goes down. Even with state saving this is an obnoxiously difficult task.

Level 7

You'll notice that this is pretty much just a black and white version of a map you've played previously. No matter. Make your way to the door at the upper right corner. Make your way through the next two familiar rooms again.

You will now have your choice of three doors. Going through either of the first two results in your death (as if somehow there were a strategic means to figuring that out). There isn't. It's just blind luck. Take the door on the right to survive.

You'll come to another two doors. Again, random luck kills you if you decide to take the one on the right. Take the only door available when you pop out, then enter the room on the left. Grab the 1-Up and continue through the door.

Since there are no other routes to take, proceed through the following doors until you come to a point where you stand on a lone platform in a room full of spikes. It would seem as though you cannot continue, but if you go through this door you'll end up in a different room than the from from which you came.

Go through the door at the upper right corner. Follow the path until eventually you reach the boss. This giant evil robot is the epitome of all evil. You can tell by the commands he has displayed right on the wall for all to see:

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CMD> MATTER CONVERSION  
CMD> ASTEROID CONVERTED  
CMD> NEXT TARGET  
CMD> THE EARTH
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Fortunately you're here to stop him. The robot spawns tiny little flying creatures that are best ignored. Fire as fast and as quickly as you can, from what may as well be a stationary position given the awkward movements of your character. Once the robot has taken enough hits he will suddenly explode and drop the final piece of the Gamma Bomb.

Our hero places the Gamma Bomb below the command window and valiantly escapes as the station is destroyed. The Earth government congratulates you on a job well done. "Now you can retire with the knowledge of a job over and done...

or can you?" This is the question posed at the end of the game. Considering that it follows this question with an immediate reset to the title screen, one can only assume that the answer is "Yes."

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3. Credits & Legal
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