



During each level, your health bar is represented by hearts in the top left of the screen. Don't get hit by an enemy too often or you will run out and lose a life. The number of lives appears in the top right still.

Hint: Jump often. Jumping will help you evade enemy attacks and will give your attacks more priority.

#### Level One: Hopping the Border

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\*1st Note = All types of enemies have been given names for purposes of this FAQ based on their ridiculous sprites. 50% of the time I'm not even sure what they are supposed to be.

You start off by fighting a robed Cutter. Finish him and jump to the top segment of the middle pipe to obtain Daggers. You have a limited amount of them so use sparingly. Proceed to the next screen to fight a Belligerent Nudist (BN). He does a lot of jumping so counter that with random jumping of your own. Show him up with your mad hops.

Continue ahead to fight a BN and a Cutter. Take out the Cutter first.

Your next encounter will be with two Cutters. Move from one side of the screen to the other and get a few punches in while you jump. A BN will appear when they are defeated.

#### BOSS FIGHT: Eagle

I think something got lost in translation here. Why would an American soldier want to destroy the symbol of freedom? Oh well. It moves from one side of the screen to another, swooping down to wherever you are on its way. Jump over it and then wait for it to land. Jump up to it, get a couple kicks in and then run away. Repeat to win.

#### Level Two: I'm an Oil Man!

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To the oil fields we go. Take out the Armed Mustache Advocate (AMA) to begin. You need to engage in close combat with this guy because his projectiles home in on you from a distance.

Next take out the AMA and the Steroid Junkie (SJ). They will stand next to each other so you can punch them both at the same time. Pick up the Daggers and take out two more AMA.

Next you will fight two SJ and one AMA. Then you will attack three AMA, your hardest fight yet. Pick up more Daggers. Defeat a few more AMAs and then proceed to the boss.

#### BOSS FIGHT: Crazy Camel Rider

This guy will jump all over the place. Follow him! When he lands, he will turn around and jump to the other side. Take this opportunity to kick him in the face. There's really no way to dodge his projectiles so you're going to need a lot of health.

#### Level Three: Stereotypical 8-Bit Middle Eastern Town

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Your first encounter will be with a Nude Executioner (NE). He will try to ram his shoulder into you (or fart on you if you are behind him). He's easy enough to take out. Proceed to the next screen to fight two more.

Continue ahead but avoid the spikes. Fight another NE and try to push him onto

the spikes if you can. Fight two more of these guys then grab the Daggers. Climb up the platforms to find the boss.

#### BOSS FIGHT: Magic Carpet Guy

Grab the grenade here and press select to throw it. I think it damages all enemies on the screen. Follow him around and avoid the pixie dust he shoots out of his mouth(?). He's way easier than Crazy Camel Rider. There are more Daggers in the bottom right corner of the screen.

#### Level Four: Black Gold

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This level takes place on an oil rig. The first enemy is apparently an Italian Kendo Artist (IKA). He's hiding behind a pole. He has a Kendo Stick but he's easy. Kick him in his big nose to send him flying. Watch his greasy hair sway in the wind as he soars.

Go past the not-so-well hidden Bio-Chemical Weapon silo to find Satan(?) waiting on you.

#### MINI BOSS FIGHT: Satan

You can't just walk up to him or he will claw you away. Get some aerial kicks in while dodging the falling boulders that he summons. There are Two Grenades and a set of Daggers for you to use. Grab the two hearts when you are done.

Next you will fight two more IKA. Save a Grenade for later if you still have it. You will find two more and a heart when you defeat the next IKA.

#### MINI BOSS FIGHT: Green Satan

Use the same technique as before. Daggers work extremely well. Grab two more hearts and a set of Daggers when you are done.

#### Level Five: Things Are Getting Weird

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The first enemy on this level is an odd-looking character whom I have dubbed "Failed Scientific Experiment" (FSE). Daggers are great against him. You will then come across "Botox'd Bruce Lee" (BBL), whose freakish athleticism is made even scarier by his perpetual smile. He flies all over the place, firing his shirkens at you when he gets far enough away. Follow him as best you can. Even if it's Bruce Lee, you have an advantage at close combat.

The next screen is a combination of the first two enemies. I have a philosophy of taking out the most difficult task first (meaning BBL). FSE won't be quick enough to follow you around while you take out BBL.

Next is two BBL. Take them out one at a time. Continue ahead to face two more. After that is over, you will encounter two FSE and two BBL. I would just jump and kick at random. There's really no strategy to it.

The next screen entails three more BBL. You will get sick of these guys very quickly. You fight three more after this. One strategy that I use while fighting multiple BBL is to stay on the high ground. From there, dodge the shirkens and let the BBL come to you. They will either climb the tower you are on or the ones next to you. Attack them when they get to the top, jumping from one tower to the next. Be patient. They'll all die eventually.

Progress slowly so that you only fight a few enemies at a time. There is no boss fight in this level.

#### Level Six: I Can Show You The World

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This level starts off with a few Magic Carpet Ride fights. Don't step on the spikes or you die instantly. These guys aren't hard to beat. Just dodge their pixie dust thing. Grab the grenades as you go. You have to hit the MCR as they land and walk around. Three hits will kill them. When you get to the third MCR, use a grenade to get him off of that roof. Progress slowly so that you only face one of these guys at a time.

You may want to save a couple grenades for the fifth MCR. He's difficult because you have to avoid spikes while fighting him. You will eventually reach a building with three MCR. There is also a pack of grenades here! That will prove to be useful later.

#### Level Seven: Saddam's Palace

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Here you encounter the Bearded Monkies (BM). Jump-kicks can take them out easily. The Undead Albinos (UA) are a little more difficult because they pop out of the ground and wield swords. No projectiles on this level. Thank goodness.

After you defeat one BM and one UA, you will fight a combination of the two. I suggest staying on the top level because the UA won't be able to jump up there, allowing you to finish off the BM first.

Defeat those guys to face three UA. Stay on the top level and hit them as they come up. Pick up that grenade. You then fight two BM. The next screen entails two BM and two UA. Grenades work wonders here. No boss fight.

#### Level Eight: Weapons of Mass Destruction

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This level is return of those annoying Botox'd Bruce Lees. This time around, they carry bombs. The bombs are on a timer so get out of the way quickly. Defeat one BBL and then two more.

Progress slowly or you will have to fight three at once. Take them out one by one and reach the end of the level.

#### Level Nine: Desert Graveyard

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You start by fighting two pairs of Undead Warriors (UW). Use the same technique that you used on the Undead Albinos, but watch out for falling swords. Don't stand under them when they jump!

You fight three of these guys next. I suggest standing on the edge of the screen so that they can't jump over you. Kill three more and then advance.

#### Level Ten: Exit Strategy

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You will need to dodge Saddam's bombs on this level. To do that, keep walking forward. Don't stop! Jump over the Hornets and grab the grenades as you go. The bombs will fly over your head.

You eventually reach the Copter Dude (CD). It is kind of like fighting the Magic Carpet Ride. Don't let him lure you back to where the bombs fall. You can't hit him while he's in the helicopter. In fact, it will hurt you if you try. Just wait until he lands and get a flying kick in. Watch out because he shoots a cloud of poison gas when he lands! You can usually just walk under it if you are close enough to him. Eventually he (and you) will turn black. Not sure why this happens but it means you're close to killing him.

Fight another one of these guys and move to the next one. One technique that I use is to wait on one side of the screen while CD lands. When he does, he will shoot poison gas. The gas arcs up and then dips down. When it dips down, run and jump over it then jump kick CD in the air and repeat.

CONGRATULATIONS! You have liberated Iraq. >\_>

Credits

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The NES Completion Project

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