

Predator Walkthrough

by AdamL

Updated to v1.4 on Sep 8, 2004

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PREDATOR™
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Game Guide/Walkthrough

V1.4 - Completed 9/8/04

Written and maintained by Adam Lamontagne

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Dedicated to my expecting wife Amy and the heartbeats inside of her.

[Update] On May 19, 2004, those little heartbeats became Aidan and Ava. May they never know the hardships of being tracked down by the Predator.

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I. REVISION HISTORY

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FUTURE UPDATES: Since I completed walkthroughs for every Stage in this game, future updates will consist of information I receive from anyone emailing me. I do not plan to add anything of my own, but any information contributions will gladly be added.

9/8/04: v1.4

-Added an alternate (easier) Stage 9 strategy.

-Added a Miscellaneous section.

-Updated the Dedication.

1/5/04: v1.3

-Completed the final 3 Stages, 21-23, in the walkthrough.

11/13/03: v1.2

-Completed Stages 14-18 and Big Mode 4 in the Walkthrough.

11/12/03: v1.1

-Added the Stage Tree.

-Added to the Game Enhancement section.

11/8/03: v1.0

-Completed the Walkthrough.

-Added more Game Play Hints.

-First version submitted online.

11/7/03: v0.6

-Completed through Stage 20 in Walkthrough.

11/6/03: v0.5

-Completed through Stage 13 in Walkthrough.

-Added a Game Play Hints section.

11/2/03: v0.45

-Added Game Enhancements section.

11/1/03: v0.4

-Completed through Stage 8 in Walkthrough.

10/31/03: v0.3

-Completed through Stage 6 in Walkthrough.

10/30/03: v0.1

-Broke ground on the guide.

-Added Introduction.

-Added Story.

-Added Disclaimer.

-Added Controls.

-Started Walkthrough.

[NOTE: All of my revisions up to 1.0 are based roughly on about what percentage of the FAQ/Walkthrough I think is completed. When I finish all the sections and consider the FAQ/Walkthrough complete, that will be version 1.0. Any small updates after that will raise the version 0.1 points and any major update that really shakes things up will raise the version 1.0 points.]

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II. INTRODUCTION

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Predator. Every time someone tries describing a movie to me and cannot remember the name, my first response is always, "Predator?" Those who know me laugh it off. Those who don't know me well are probably wondering why in the world I think the romantic comedy they just described to me starring Hugh Grant and Julia Roberts might be Predator.

Predator is not just a movie...it's a lifestyle. How many of you wish you could just cover yourself in mud to avoid those nagging people in your life that demand too much of your time? How many of you have used the lines "I ain't got time to bleed" and "He's dug in like an Alabama tick" more than once in your lives? Alright, perhaps it's just me.

Predator stars the current governor of California, Arnold Schwarzenegger. Jesse "The Body" Ventura, another politico and ex-WWF star, had a supporting role, as did Carl Weathers. Kevin Peter Hall, the man who was in the Predator costume, actually died of AIDS in 1991. As far as I know, he is the only character in an NES game who has died of AIDS. I could be wrong though.

I believe the programmers missed the boat on actual gameplay. It would have been cool to be able to control several different characters, especially "The Body", but instead the game takes place after everyone has been killed off. It took over 3/4 of the movie before Arnold was left to his own devices against the Predator, but for some reason this game takes liberties and spreads Arnie's solo battle out over 30 mundane levels of jungle fighting. I don't seem to remember any animated rocks giving 'Dutch' a hard time in the film. You don't even get to cover yourself with mud in this game.

The reason I am writing this guide is not because it happens to be the most

requested NES FAQ currently at gamefaqs. It's not because I know this game inside and out, because I don't (but soon will). This might be the only FAQ ever written simply because of my use of the Predator as an inside joke. A stupid reason, yes. However, this will probably be my last game guide, at least for a long while. After 4 years of trying everything, including 4 IVF cycles, the wife is finally pregnant. Not only is she pregnant with a baby, she is pregnant with 2 babies!! Yep, twins. I've always enjoyed writing game guides for obscure NES games and since my very near future will be quite occupied, I wanted to bang out a final one before submitting to life as a father.

So, whether this is my swan song or not, I hope you enjoy all things Predator and the next time someone can't think of the name of a movie, you know what to chime in with...

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III. STORY
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"The Hunt Will Soon Begin."

The ominous subtitle sets the tone for the game. The story from the in-game text states the following (complete with misspellings): Major "Dutch" Schaefer and his commandos fly deep into the jungle to rescue their allies, who are being held captive by guerillas. They find the guerillas' hideout, fight a fierce battle and finally destroy the hideout. But on the way home they are killed, one after another, by an unknown creature. Only Major Schaefer survives and ends up fighting the unknown creature, alone.

That is the text you get when starting up a game. The following comes from the manual, which gives you a better idea of exactly what you are up against: The Predator would like nothing better than to skin you alive and add your skull to his collection. The Predator knows no pain - and shows no mercy. He's already destroyed all the men of your crack commando unit. Blow him away once and he'll just come back - just for fun and just for you. Soon you'll wonder which one of you is the hunter and which is the hunted. When you're dropped into the jungle, you'll get to battle guerillas hand-to-hand while dodging scorpions, deadly rolling rocks, and the Predator's pets. Survive all that and you get to meet the Predator - again and again. In Predator, just staying alive through all the stages of raw combat action is winning.

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IV. CONTROLS
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CONTROLLER

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|                                     |  
|      +                             |  
|    +++++  SE ST  (*)  (*)  |  
|      +                             |  
|          B      A               |  
|      D                             |  
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D: The Directional pad moves Dutch Left, Right, Down to Crouch and Up to enter cave doors.

A: Jump (hold A to jump higher)

B: Use Weapon

SE: NA

ST: Pause

You can also self-destruct in case you find yourself in a hopeless situation. Do this by pausing the game, then pressing A or B.

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V. GAME PLAY HINTS

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-You CANNOT Punch enemies while you are ducking. You can use the Laser and Machine Gun while ducking. You can use Grenades while ducking, but it will drop the Grenade straight down, so get out of the way quickly as the blast WILL hurt you.

-Always try to take the top path. You will have to play the same amount of stages no matter which path you take, so it doesn't make that much difference, but at least it feels like you are moving along faster.

-The Predator in the Jungle Modes can only be beaten with the Laser. Grenades, Machine Guns and especially your Fists do ABSOLUTELY NO DAMAGE to the Predator. Each Predator in Jungle Mode has the same exact attack pattern. It changes color late in the game, but that is the only thing about it that changes.

-When making difficult jumps, always make sure there are no enemies on the platforms or levels above you. If you bump your head into them it will throw off your jump and most of the time send you into the pits to your death.

-If you get stuck in a situation, there is usually a way out if you keep looking. However, if you are in a spot that seems like you are stuck, like trapped behind a rock wall where you accidentally blew out parts of the wall that you couldn't, just pause the game and hit A or B to blow yourself up.

-Some Scorpions can be used as platforms, while others cannot. You can step on or hitch a ride on the Green ones or the flashing Green ones. Stay away from the Red ones. A lot of other enemies, including the moving rocks and the gray blobs can be used as stepping stones to get to a higher area.

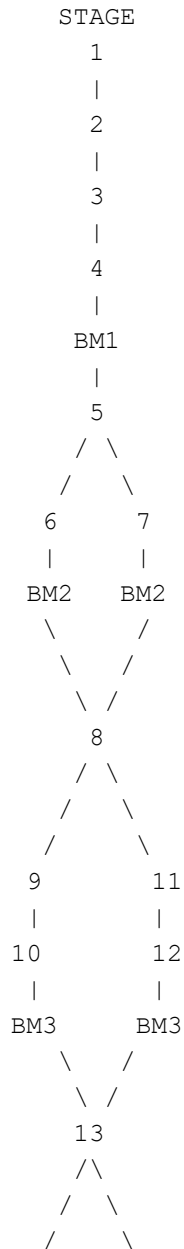
-Make sure you always land ON TOP of platforms. Sometimes it looks like there is solid ground right next to or right around a platform, but if you let yourself run off a platform thinking your are running into solid rock or will land on solid rock, 9 times out of 10 in this game you will plummet to your doom.

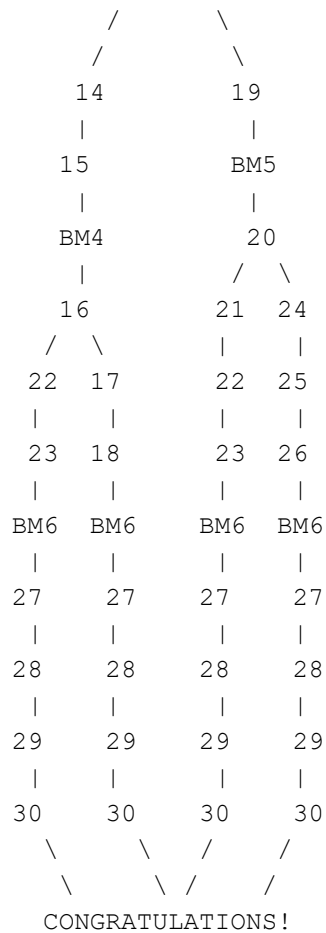
-When using Grenades to blow out sections of rock wall, always blow out the section of rock by your feet LAST. If you blow it out first, then it is impossible to blow out a section of rock wall with a space underneath it. I will explain each rock blasting situation in the Stage walkthroughs.

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 VI. STAGE TREE
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There are a total of 36 Stages in this game, consisting of 30 Jungle Mode Stages and 6 Big Mode Stages. There are various paths to take, enabling you to skip certain levels, but no matter which path you take, you will have to play through 24 Stages total. Different paths allow you to skip past certain Stages that you would have had to play through taking a different path. You must play the first 6 Stages (Stage 1-4, Big Mode 1, Stage 5) before you get to your first path decision. You also play the last 5 Stages (Big Mode 6, 27-30), as each path meets up at Big Mode 6.

Below is a Stage Tree which shows where the various path leads. The paths that you choose, when presented at the end of certain Stages, consist of an upper and a lower door. Since this Stage Tree is presented vertically rather than horizontally, please note that the UPPER PATH will be the path that branches to the RIGHT. Obviously, the LOWER PATH is the path that branches to the LEFT:





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 VII. WALKTHROUGH
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Before we get started, a few things you should know. If you want to skip the intro screens, press Continue to start right into the game. Also, if you die during gameplay and have made it past Stage 5, selecting Continue will start you at Stage 5. This isn't that helpful, especially if you made it all the way to the end of the game and died.

There are a total of 30 Stages. In certain stages there will be 2 doors you can enter, usually one on the upper part of a stage, which is harder to reach, or one on the lower part of the stage. The upper door will allow you to skip the next stage(s). However, contrary to popular belief, if you take the bottom door, you will simply go on to the next stage, BUT you will skip a stage or some stages eventually down the line, so it really isn't a true warp, as you will be skipping a stage or stages no matter which door you choose. You will probably want to skip the stage which is more difficult though, so I will try to let you know which door I think you should take, though difficulty can be subjective.

The walkthrough will almost resemble a "Choose Your Own Adventure" book, as I will make a walkthrough for each level even though you will be skipping past some of these during gameplay, so I will try and let the reader know that they can skip the next section or jump ahead a section and so forth. Warping through certain doors will also affect when you get to certain Big Modes. For instance, at the end of Stage 20 you can choose the upper door to warp to Stage 24 or the lower door to go on to Stage 21. If you chose Stage 24, you will then have to go through Stages 25 and 26, then you will enter Big Mode 6. However, if you chose the bottom door and went to Stage 21, you will have

to go through Stages 22 and 23, then you will enter Big Mode 6. In either case, Stage 27 follows Big Mode 6, so you have the same number of levels to complete, you can just take a different path to get there.

Whichever path you decide, it always tells you which Stage you are at when starting a Stage, so if for some reason the walkthrough tells you to go on to the next stage, say hypothetically Stage 15, but you notice the next Stage is actually Stage 19, you probably took an alternate route, so just skip ahead to Stage 19 in the walkthrough. The stage number will always correspond to the correct stage, nothing changes that.

So, happy hunting and good luck in making the Predator your Prey.

Stage 1

You start off next to a tree, between a white rock and a tan rock. You can see a Machine Gun Icon in the left corner of the screen. Jump onto the white rock and grab it. Now move towards the tan rock, but be careful. When you get close enough to it, it starts moving towards you. If it touches you it takes away 2 Life Points. You can jump on top of it though and hitch a ride if you like (this will come in handy in some other levels).

Continue right, ignoring the Grenade Icon on the bottom of the screen, and keep to the high road, shooting a scorpion along the way. You will then have to come down to the floor level and will reach a white rock. Before going past the rock, stand to the left of it and quickly fire 2 shots to the right of the screen and quickly run past the rock to the right. This will take care of a guerrilla soldier before he has a chance to shoot at you. Continue right and you will see a door at the top of the screen. You can't reach it yet. Before dropping down to the bottom of the screen where the gap in the floor is, be prepared to fire off 2 shots at another guerrilla. If he gets a shot off at you, just jump over it. Move on all the way to the right where there will be 2 white rocks. Use these as stepping stones up to the top level, while carefully eliminating the red guerrilla with a couple shots. Now take the top path back to the left, killing a couple scorpions, and enter the door at the end.

STAGE 2

This stage will require a lot of jumping. As always, you start off the level with just your fists (gotta wonder how Dutch always loses his weapons between stages). Take the upper level until you get to some white rocks. There will be 2 scorpions and a brown guerrilla at the top of the screen between 2 of the rocks. Since you only have your fists, the best bet to get past this scenario is to time a jump over the guerrilla's head to the right. You can actually land on the scorpions without taking damage. Get past this and fall down to the platform with the tan rock on it. Jump to the tiny platform to the right. Before jumping over to solid ground, know that a green soldier will be coming at you. I usually let him shoot at me once. Jump over the bullet then punch him out.

Punch out the red soldier then climb up and knock out the green soldier. Now make your way to the right on the top level over platforms and eventually 4

white rocks. Jump down off the last white rock and stand just one space away from the ledge until the green soldier on the upper right platform jumps down at you. Time it just right and knock him out as he drops before he can get in a shot at you. Now work your way up to the door.

STAGE 3

You are now in a blue colored stage which looks like some kind of cave. Work your way up the steps, making sure not to fall off the right side of the steps to your doom (the background is deceiving, as it looks like solid rock). Now go down the steps and continue to the floor, dodging the fireballs spewing from above. Moving slowly to the right you will have to jump over what look like 4 flying piranhas. Now jump up onto the gray rocks where you will see an orange square. This is actually a Life Icon, which will give you back one unit of Life. Right after this you have to get past a Sea Horse creature and a couple of floating things that look like an amoeba and a metroid. These can both be punched or avoided if you get through quickly. There will be a Laser Icon after these. Grab it. Now shoot out the bottom 4 rocks out of the rock cluster while avoiding the fireballs from above. The enemy moving up and down next to the rock cluster cannot be killed, so run under him when you can, but be careful not to run off the ledge.

Slowly continue to the right, monitoring the enemies and killing or jumping over any of the enemies coming at you. There will finally be a couple fire spewing enemies that you can shoot with your laser. When you get all the way to the right you will see a rock cluster and a Fist Icon above you. Only shoot out the upper left rock, so you can jump on top of the cluster, then jump up and to the left over to the platform. It looks like you are forced into grabbing the Fist Icon, since it is right in your way, but can actually run under it and jump at the last second to get up to the next level. Now grab the L Icon, which will restore ALL of your Life Points, and continue left, blasting the flying piranhas on your way. Get in close to the 2 fire spewing enemies and blast them with your laser. Now jump over a couple platforms to the door.

STAGE 4

This level starts you at the top of a descending level where you must work your way downwards. Most of the enemies are small, meaning you cannot kill them easily by kneeling down (since you don't have the gun here), and since you have to zig-zag your way down through tight spaces, you will have to lure the creatures out of your way. You can get the first crawling enemy to hop up a level by waiting at the far left of the screen until it is directly below you, then running quickly all the way to the right, grabbing the Grenade as you go by it. Now run back to the left and the enemy will jump again, up to the top level where you are, where you can simply jump over it and move down a couple levels to the next enemy. Now that you have the Grenades you can take out the gray enemy below with a well placed lob. To get that last blue enemy out of your way, lure it off the right side platform that it is on from the platform above by simply running to the right. It will walk right off the platform and off the screen. Now get down to the bottom and simply allow yourself to fall straight down off the ledge to the screen below.

On this next screen, you can just lure the enemies to where you want them, as they "follow" your movements from below. You can lure that small winged enemy right into a grenade explosion, while luring the Scorpion downward or even off the screen. You have more room to move around here than you did on the screen above. That last gray enemy can simply be taken out with a grenade. Now lightly fall straight down off the ledge into the screen below. Make sure to fall straight down off the side of the ledge, otherwise you might miss the platform on the screen below and plunge to your doom.

On this next screen, run to the left and onto the platform against the left side of the screen. The flying enemy should fly right off the screen. Now drop down to the blue floor below. From here, drop straight down off the ledge into the screen below. You will see a Laser Icon. The easiest way to get it is by dropping straight down off the red ledge to the lowermost platform, then jumping over to the left. Now work your way all the way to the right over the small platforms and then up to the area with the scorpion and the blue and gray creatures. Be careful if that tiny winged creature appears, as it will fire shots at you. Climb up the platforms on the right side and up into the next screen.

Use your laser here to knock out the flying creatures before working your way up the platforms. When you get to the top of the screen jump onto the highest platform into the next screen. Again, dispatch the flying creature immediately then grab the Life Box to gain a Life Point. Now before you climb up into the next screen, be warned...the Predator is waiting for you.

When you enter the next screen he is there. You will see how there is a ground level and a slightly higher level, which is where the Predator is. If you stand on the ground level and blast away at the Predator, you stand a better chance of beating him without any damage. He is actually quite easy. He will jump straight up into the air, spinning into a ball. When he lands, he bounces for a split second before standing up. Don't shoot until the second he bounces. If you shoot right before he lands, the shot will go through him. If you let him bounce for a brief second, then shoot, you will nail him right as he stands up, eliminating any chance for him to rush at you. He takes about 15 shots to beat.

Now climb up the left side of the screen and jump over to the first platform, avoiding the Sea Horse creatures shots. Blast him 6 times and jump over to the door to leave this level.

INTERMISSION

---Major Schaefer soon discovers dead American soldiers hanging upside down from a tree. "I will find whomever did this!" he vows.---

BIG MODE 1

This is your first Ethereal Zone stage. The key here is to either blast or avoid every obstacle obstacle in your path. The key is getting either the Reaction Bullets, which looks almost like an encircled X symbol, or the

Continuous Bullets, which is an encircled ||| symbol. The Reaction Bullets are better because if you hit anything with these, everything else on the screen explodes. These are perfect for the end of the level showdown with the Predator. If you can't manage to get the Reaction Bullets, the Continuous Bullets are good because you can fire more than one bullet at a time, destroying more enemies than your regular gun.

Big Mode is just a side-scrolling stage that throws random orbs at you, so a walkthrough for the stage itself would be useless. However, I will give you a couple pointers. When you destroy an orb and there is a Bullet Icon inside, it will slowly float off the right side of the screen if you do not get it in time. I recommend letting the orbs get rather close to you before shooting them, as you will be able to grab an Icon quicker if it appears. You can also get Boomerang Bullets (looks like an encircled >) and Shotgun Bullets (looks like 4 dots encircled), but I did not find either of these very helpful. Just be sure not to pick up any other Icons if you get the Reaction Bullets or you will regret it.

At the end of the level you fight a large version of the Predator. He will throw 4 rotating Predator skulls at you, which can be destroyed with your gun. You will also have to deal with orbs and other obstacles coming at you, in addition to fighting the Predator himself. The Reaction Bullets are perfect here, as it clears away a lot of the debris coming at you. If you have the Continuous Bullets, you can just keep jumping up and down, avoiding the fireballs on the ground, and blasting everything in site. The Predator will be invisible until you hit it, so just keep shooting. You have to hit the Predator 8 times to do him in.

Stage 5

This is the first Stage with 2 exits. If you travel along the upper path you will reach the exit to Stage 7. If you decide to take the bottom path (or accidentally fall while on the upper path) you will find the door to Stage 6. It really doesn't matter which path you take. If you go to Stage 6, it will be followed by Big Mode 2 and you will automatically skip Stage 7 and go to Stage 8. If you take the Warp to Stage 7, you will still have to play through Stage 7, then Big Mode 2, then on to Stage 8. So basically, you are skipping Stage 6 by taking the warp, or skipping Stage 8 by taking the lower path. I would actually recommend taking the warp to Stage 7, as it seems a bit easier than Stage 6. However, I will propose both scenarios here.

To get to the upper door (Stage 7):

Climb the platform and white rocks to reach the area with the red soldier, and punch him out. Cross the bridge (you will see a Machine Gun Icon below it), knocking out a brown soldier, and stand on the edge of the ledge you get to. You will see a scorpion on a small platform at the bottom of the screen. Jump to that platform (the scorpion moves out of your way when you jump). Now work your way to the left along the bottom path, making sure not to fall down to the screen below, and you will get the Machine Gun Icon. Now go back to the right, making sure to jump up and shoot the red soldier in the feet twice to kill him, then shoot the scorpion on the small platform. Jump to that platform, then to the next small one. You will see a couple more scorpions on platforms to the right. You can jump and shoot one of them. Jump over to that set of platforms, being careful the other scorpion doesn't

drop down on you. Work your way to the top of the screen and blast the 2 scorpions that are on the white rocks. Now, before jumping over to those white rocks, know that if you miss your jump, you will have to fall down to the next screen and take the Stage 6 exit. Carefully jump over the white rocks and to the door to Stage 7. [If you took this route, skip the Stage 6 segment of the walkthrough and go directly to Stage 7.]

To get to the lower door (Stage 6):

This is the easier route of the 2. You can pretty much drop down to the screen below at any time and just continue all the way to the right for the exit, but there are a couple items of interest you will want to collect. Start by climbing the white rocks and up to the bridge, where you will have to punch out a red and brown soldier. Go over the bridge and jump down to the platform the scorpion is on (he will move). Down to your immediate left you will see a small square of green platform, the lowest platform on the screen. Jump down to that, then fall straight down off of the left of that platform to the screen below. You will find one of the game's few 1-UPS! Now drop down to the bottom and grab the Laser Icon. Go to the right and jump over 2 platforms where you will find the L Icon, which will replenish all your life points. Carefully jump your way to the right, shooting 2 soldiers, before entering the door to Stage 6.

If you chose the top door, skip to Stage 6 in this Walkthrough.

If you chose the bottom door, move on to Stage 7 in this Walkthrough.

STAGE 6

Right at the start you see a Laser Icon behind a rock wall that looks inaccessible. Quickly drop down to the area below and jump on top of one of the scorpions as it is walking to the left. Right before the scorpion falls over the edge, jump up and into the area where the Laser Icon is. Now you will be able to blast all the gray rocks in the area. Move to the right, climbing up some platforms, and blast away the gray wall. Kill the 2 scorpions and then the 2 fire-spewing enemies. Then you will have to shoot several of the floating green amoeba enemies. Work your way right, avoiding the Grenade Icon you see, and grab the orange Life Icon to restore 1 Life Point. Right after grabbing the Icon, drop down 1 space to the walkway below and walk to the edge of it. You will see an enemy moving up and down on the right side of the screen. You are safe from it here and you can shoot at it (while ducking down) until you kill it.

Now climb up and you will have to face a shooting Sea Horse creature. Time your jumps just right so you jump over its shots, then fire a couple quick shots before jumping again. After dispatching it, you get to the tricky part of the level. You must move to the right, killing the fire-spewing enemies, but must stay on the upper part of the screen. If you fall down to a section below, you will take a lot more damage and will most likely be knocked off the screen to your death. Just grab the L Icon (you will need it) to restore all your life and quickly and carefully jump past the 2 enemies, quickly kill the Sea Horse, then jump over to another platform where you must kill another Sea Horse. After killing the 2nd Sea Horse, do not jump over to the platform where it was. Instead, drop down to the blue platform at the bottom of the screen. Kill the fire-spewing creature then jump over to its platform. Now

there will be 2 of those enemies that bounce up and down. Study its movements and jump up and fire a shot at them when you have a chance. They each take several shots to kill. Now continue right and you will face another Predator.

The Predator's in the Jungle Stages are all the same. Like the one you fought previously, it jumps straight up and then bounces when it lands. Again, wait a split second after it lands to shoot it. If you wait too long it will either shoot at you or charge you. This guy takes 15 shots from the Laser. After killing it, enter the door to the next stage.

Because you chose to play through Stage 6 instead of warping ahead to Stage 7, you actually get to skip Stage 7 entirely. So, skip past the next section and continue on at the BIG MODE 2 section.

STAGE 7

So, you took the high road in Stage 5 and got to skip Stage 6 entirely by taking the upper door. You probably made the wise choice, as this stage is a bit easier than Stage 6. To start, head to the right, using the lower path. The upper path consists of gray rock columns that need to be broken into. However, you don't need to bother with that. Moving along the bottom, slowly work your way right, punching out the green creatures that float toward you. You will see a Laser Icon on the upper part of the screen. Ignore it. Keep going right until you reach the Grenade Icon, but DO NOT get it. You need to be able to punch the creatures attacking you and the grenade will be next to useless against them. There is also an L Icon above you, but don't bother trying to get there, as you still need your fists and they cannot break through rock.

After passing by the Grenade Icon, kill a few more creatures and carefully work your way over the tiny platforms. Keep moving right and you will reach 2 scorpions. Hop on one of them and use them as a step to jump up to the next level. Now move right and you will see a few platforms in the air and a crouching Predator on the floor below them. Carefully climb across the platforms and over to the Laser Icon. You cannot go in the door unless the Predator has been defeated, but now you have the Laser to take him out. That's why you didn't waste time getting the earlier Laser Icon in the level, as this one is far easier to acquire. Once you have the Laser, drop straight down off the platform with the door and immediately fire on the Predator when you land. Use the same method of shooting at him right after he bounces when he lands. 15 shots knock him off the screen. Now climb up to the door and enter Big Mode 2.

BIG MODE 2

Another Ethereal Zone level to slog through. This is much like the 1st Big Mode, except the Predator at the end stays visible and does not hurl skulls at you. Make sure you got either the Reaction or Continuous Bullets and this guy should not be much of a problem. I stationed myself in the left corner of the screen and ducked down, while firing like crazy. Most of the objects in the room passed overhead and the Predator only got close enough to do

damage a couple of times. If he gets close enough to the left side of the screen he will appear back over on the right side of the screen, sometimes right before he would have landed on you. So, hang in that left corner while crouching and just blast away. As usual, 8 shots will do the trick. Be careful after you kill him, as you can still get hit for a few seconds by the orbs floating around in the room.

STAGE 8

You are now in Stage 8 because you just completed BIG MODE 2. Whether you skipped Stage 6 or Stage 7, you will eventually end up at Stage 8 here. You start the Stage in a cramped little section, boxed in by some nasty little creature. There is not much you can do to get out of this section without taking damage from it, but there is an L Icon ahead, so just run through him and jump up to the next platform. Avoid the blue creatures and collect the L Icon as you run through the next platform. Now before you jump across the small platforms to your right, I'd advise you to knock out the butterfly enemies before you jump to the platforms, that way they can't knock you off the screen to your doom. Jump across a couple platforms and you will see a path on the bottom and a path in the middle of the screen. Jump to the middle platform then QUICKLY jump again while moving to the right and you will jump over one of those small winged creatures. Quickly climb to the top level where the scorpion is, walk to the the right against the wall made up of 4 rocks (so the screen is scrolled as far right as it goes), then walk back left to the edge (walking all the way right first prevents other enemies from appearing when you walk back to the left ledge). Standing on the left edge, the winged creature that you jumped over earlier will drop down to the bottom level, clearing him out of your way. Jump back down to the middle path or even the bottom path and continue right.

Go right, avoiding these deadly scorpions, then climb up the screen to those 4 solo blue blocks at the top. Once you get to them you can move to the left and acquire the Laser Icon. Once you have the laser, blast your way out of the area where you got it. Now, going back to the right you will have an upper, middle and lower path to choose from. If you are low on Life Points, take the top path to an L Icon and a dead end. If your Life Points are fine, take the middle path, immediately ducking to blast the small winged creature that comes at you. Proceed through this corridor slowly. There are a couple small enemies that come at you, so it would be wise to duck and fire a couple lasers as you are running through, hopefully clearing out the enemies before they fire at you.

Now you will be able to take the top path to the door which warps you to Stage 11 or the bottom path, which takes you to the door leading to Stage 9. The bottom door is easy to get to. If you want the top door, climb to the top and you will see a Laser Icon. You already have the Laser, but in order to jump over to the door you will need to jump from that platform where the Icon is. You also have to take a hit from the blue creatures projectiles. Quickly jump down to the platform where the Laser Icon is, take the blow, then run and jump from the platform at the last second, leaping up to the platform above the blue creature. If you don't think you can make the jump, fire your Laser right before you jump to destroy the block over on the right, though you might get hit again from taking the time to stop and fire. Once over on the other side, drop down and enter the door.

Whichever door you decide on, you will face hard challenges either way.

Stage 9 was thought to be impossible to complete, but I found a cheapo way to get past it which requires you taking a lot of damage. [*UPDATE*: Reader Robert Hines discovered a totally easier way to make it through Stage 9...read on to find out how]. Stage 11 is filled with rocks that need to be blasted away with your Grenades, which make it hard to beat some of the enemies that come at you, as they are hard to hit with the Grenade. I would probably suggest going to Stage 9 because you will end up at Stage 10, which is not that hard and you will also find a 1-UP there. The choice is yours.

If you chose the top door, skip to Stage 11 in this Walkthrough.

If you chose the bottom door, move on to Stage 9 in this Walkthrough.

STAGE 9

[UPDATE: I will leave the original description of how to get through this level intact. My lack of foresight lead me to find what can be considered a glitch to get to the door in this level. For the best way through the level and what is more than likely the way the programmers meant for you to play through this stage, I will add on Robert Hines'(endymion@qx.net) method, which he graciously submitted and which reminded me that sometimes I miss the most obvious things]

This is the stage that gave me a headache for years. Even when I decided to write this FAQ I thought I would be getting off cheap by telling the reader to take the warp in Stage 8 to avoid this stage. However, I decided that there HAD to be a way to get through it. See, there is this door half-way through the stage that is located in the middle of the level. You cannot jump up to the door because it is on a platform just out of reach. You cannot get there from either side, because it is surrounded by a barrier on the right and left, as well as a gap in the floor to the left of it. There is only one way to the door (if ANYONE finds another way to it, please email me ASAP!).

From the start, move right until you encounter 2 floating green enemies. Standing on the highest platform, the first enemy should float off the screen but the second enemy will go just above you and then come back down. When it is just above you, continue quickly to the right. You can turn around and punch the enemy to get him out of your way. Just after this is a fire-spewing enemy. You can take the easy way out and drop down to the bottom level to avoid the fire, but don't. Approach it with caution and time your jump in between the fire. Go right and you will see a Sea Horse, but beware of his shots. It looks like you cannot jump over him, and you can't, but you can quickly land on his head without taking damage and jump from it.

Here's the crux of the level. After jumping over the Sea Horse there will be 2 of those wandering green enemies. You DON'T want to kill them. They will prove helpful in a second. Grab the Machine Gun Icon, shoot the fire-spewer to your right, then jump onto the platform where the spewer was and stand on the right side of it so you are up against the next platform, right above the door below. The next part is hard to pull off and you will take damage (in fact, you have to). There will be another fire-spewer over to the right. You will be standing right where the fire is coming down. Hopefully you lured one of the green enemies onto the screen from the left. If not, go back until one appears, then return to your station right above the door.

the platforms and avoid the butterfly that comes at you when you clear them. Grab the L Icon to restore your life, then jump onto the round rock that is on the edge of the ledge. Now try to walk over the heads of the 3 enemies that are blocking your path, run to the right, under the wall made up of 4 round rocks, then jump up to the very top path. Go right, avoiding the enemies, until you get to a column of 6 round rocks. You will see a 1-UP down on the bottom of the screen. Carefully drop down to acquire the 1-UP. Now jump over to the left (NOT the right) and work your way straight up to the top of the screen where you were. Now jump across the platforms to the right where you will get the Laser Icon, which you will need to kill the Predator on the screen below you. You CANNOT destroy a Predator with your Machine Gun. Drop down and blast him 15 times, using the same methods you used to fight the other Predators in the Jungle Modes, then exit through the door.

The door will bring you to BIG MODE 3. Since you took the bottom door in Stage 8 you will be skipping the next 2 sections (STAGES 11 and 12), so continue on to the BIG MODE 3 section.

STAGE 11

You will start in this Stage if you took the upper door at the end of Stage 8. Move right, taking the top path, and continue past the scorpion and fire-spewing enemy. You will come to an area with 3 or 4 scorpions in it. Move through the middle of this area, then avoid the 2 flying piranhas and grab the Grenade Icon. This next area is a major pain. Unless you need the Life Points badly, avoid the L Icon for now. Climb the 2 blue steps and into the rock wall opening, then drop down into the opening. You will now have to skillfully use your grenades to get through while trying not to get hit by the floating green enemies. Face the rock wall to your right and while standing, throw a grenade, then run to the left to avoid the blast. The grenade should get "stuck" in the wall and blow out a section that is level with your chest (if possible, try to time your grenade placement when your enemies are coming near you, which will not only blow a hole in the wall but will take out your enemy as well). Now stand next to the piece of the wall under the section you just blew out, duck down and place a grenade (and quickly get out of the way of the blast). This will blow the section near your legs so you can fit yourself into the section you just blasted out.

Continue blasting through the wall, taking the piece of wall that is level with your chest out first, then ducking and putting the grenade near the lower section until you make an opening to the other side. Throw a grenade out to destroy the Sea Horse. If you are low on energy now, go back and grenade through the left side to get that L Icon you passed up earlier. Now go back and grenade through the last couple sections of rock so you can get out of this area. Take the upper path and you will come to a rock wall dead end. There will be a Laser Icon down in the bottom section near 2 Sea Horses. You will need that Laser, as there is a Predator at the end of this level. Stand on the rocks directly over the Laser Icon, then duck and place a Grenade. Don't just go straight down though. Take out some to the right and the left of the path straight down. You want to make it so that when you eventually get down to the Laser Icon, you can drop down, pick it up, then climb back out of the area before the Sea Horses fire at you. Whatever you do, do not explode yourself with a grenade, as this causes 2 Life Points of damage. If you screwed up blowing up rocks or just tunneled straight down, then grab the Laser Icon and blast the 2 Sea Horses quickly. They only take

1 Life Point from you anyway, but you need to kill them fast before they shoot at you again.

Once you get by the Sea Horses, there will be a couple green enemies to take out. You will then see 3 blue platforms. Jump on these, making sure not to fall off of them. The blue underneath them looks like a platform, but it is not. While on the 3rd blue platform you will see the Predator to the right. From the edge of the blue platform, just keep firing on him. He cannot touch you there. However, if you miss him with a shot, he might move closer to the right side of the screen and will crouch down until you jump over to his platform to attack. If you can, jump onto his platform and then off of it to the right. He cannot attack you on that side either, so you can jump up and shoot at him as you will. At any rate, this Predator is like all the others. Blast him 15 times then blast through the rock to the door to move on to Stage 12.

STAGE 12

This stage starts by moving upwards. Carefully move up the platforms and collect the valuable 1-UP along the way. When you get to the upper right of this screen where you have to jump up out of the screen to the next level, be careful that you land on the gray platform, as your momentum could carry you up to the next screen, then back down to the screen you were just at if you are reckless.

Move up this screen, avoiding the enemies at the top. When you go to jump up to the next screen above, make sure you are at the very right side of the screen before jumping up, or you will run into a scorpion on the next screen.

Before climbing up this screen, I recommend killing the pink butterfly as soon as possible. This pest will try and knock you off the small platforms. If you are feeling daring, just go for it, but killing the butterfly first could save your life. You will see a Laser Icon on this screen. You can only get it by falling onto it from the screens above, but I don't recommend going for it as it is not necessary. Climb up into the next screen.

There will be 2 butterflies and a bird dropping...fireballs on you. The bird dropping the fire will fly off the screen, but be sure not to get hit. Either kill the butterflies or quickly jump up the platforms to the next screen.

On this screen, if you really wanted that laser you can jump across the platforms at the bottom level, then fall down 2 screens to get the Laser. I wouldn't bother though. Work your way up the screen, grabbing the much needed L Icon along the way. Exit through the top to the next area.

You will be assaulted by enemies right away here. Run to the rock on the left (don't jump on the red scorpion!) and continue up the platforms, eliminating the blue enemy along the way. Jump up to the left to jump into the next screen.

This screen is pretty basic. Just climb the platforms and jump up into the next area.

This is the last screen of the level. There will be a Sea Horse at the top. The Laser would have been nice to drop him, but you can actually jump onto

its head and then over to the exit door. Enter to Big Mode 3.

BIG MODE 3

This plays out like all the other Big Mode/Ethereal Zone Stages. Carefully work through it, hoping to pick up a Reaction Bullet or Continuous Bullet Icon along the way. When you get to the Predator, stay in the bottom left corner and duck while shooting the orbs that come at you. The Predator sends a rotating 3-Sphere object at you. If one of the spheres touches you, quickly move the directional pad around quickly and fire your weapon to shake it off. Stay in the corner and stand up every once in awhile to fire your weapon at the Predator. Try not to jump, as the Predator will fire a stream of blue orbs at you. After hitting the Predator 8 times you will move on to Stage 13.

STAGE 13

This is one of the easier levels. You start next to a rock wall with a Laser Icon behind it. Don't worry about it, there is another Laser Icon in this level. Jump over the platforms to the right and you will see the Grenade Icon on the bottom of the screen. Avoid the enemies and jump down the platforms to get the Grenade. Now work your way to the right. There will be several enemies to look out for and eventually you will end up at an area where there is a Laser Icon trapped on the bottom of the screen between some rock walls. You will want to enter through the left wall. Simply kneel down and place grenades to blow through the wall, then grab the Laser Icon. Blast your way out to the right. Now continue along the path, trying to stay towards the top of the screen. Just keep moving and eventually you will get to a set of doors, one at the top and one at the bottom.

If you chose the top door, skip to Stage 19 in this Walkthrough.

If you chose the bottom door, move on to Stage 14 in this Walkthrough.

It really doesn't matter which door you choose, as you will eventually skip some stages by taking the bottom path and will have to complete the same amount of levels to get to the final stage.

STAGE 14

This is the only stage in the game where you start from the right side of the stage and have to work your way to the left. It is also fairly easy. At the start, head down the steps and grab the Grenade Icon. Blast through the wall, taking out the piece of wall chest-high first, then crouching to take out the bottom part last. Keep walking left, under a Sea Horse creature and there will be another Sea Horse on a step to the left. Stand 3 spaces from the first step then jump up and throw a grenade to take out that Sea Horse. Now climb up the steps to grab the Laser Icon. Blast away the 2 upper rocks

to your right and continue along the path.

Keep moving left, along the bottom path and you will get to an area where you have to make a couple jumps to 2 small platforms and over to the other side. Be aware of the enemies in this area, blasting them with your Laser. Continue left, where you will be greeted by some scorpions and the Predator. You can use a green scorpion as a step to jump up to the platform where the Predator is, but don't bother. Clear out all the scorpions, then just jump up and shoot at the Predator's feet. If you are carefully you can beat him without even getting hit once. Hit him 15 times to defeat him, then enter the door to the next stage.

STAGE 15

The stage starts you off under some small platforms with a bird above you dropping firey poop-bombs on you. Walk to the right until you hit the round rock, then hop onto the platforms and head back to the left to grab the Machine Gun Icon and the 1-UP. As soon as you grab these, quickly shoot the bird that is coming at you from the right side and hop onto the floating ghost to take a ride. When another floating ghost appears from the right, hop onto it, then when it brings you to the platform that is at the very top of the screen, jump up onto that, into the next screen up.

Immediately upon entering this screen, jump onto the first floating ghost to your left, then quickly jump over to the next floating ghost coming from the left and ride that one to the right. Ride it and jump off when you get to the round rock platform. Wait on this rock until the next floating ghost comes from the left, then ride that ghost over to the right and jump off of it onto the top of the red bricks.

Run to the right. When you get to the end you have to drop down to the next level, but there is a Sea Horse creature in your way. Just drop down and blast the hell out of it with your machine gun. You will probably take a hit or two, but it is the only way. Now work your way to the left, down to the next level, and to the right, taking out all the enemies as soon as you see them. When you get to the ledge, drop straight down into the next screen. Enter the door to move on to Big Mode 4.

BIG MODE 4

Do what you do in all the other Big Modes. Avoid orbs, shoot orbs, avoid rocks, shoot rocks. Try to collect either a Continuous or Reaction Bullet Icon. The Predator at the end is not too difficult. Stay crouched in the lower left corner, shooting the orbs coming at you and eventually take a few shots at him. He doesn't shoot anything at you this time, but floats around the screen with a force-field rotating around him. Make sure you shoot away at him, as his force-field will probably block a lot of your shots. When you hit him he will move a little faster for a couple seconds, then return to normal speed. Also, be sure to dodge the fireballs that randomly fall from above. Hit the Predator 8 times and move on to Stage 16.

STAGE 16

There are 2 exits in this stage. The upper door leads to Stage 17. The lower door leads to Stage 22.

TO GET TO THE UPPER DOOR:

The stage starts with 3 scorpions heading your way. You can't jump over them all, so try to land in between 2 of them then quickly jump again. Chances are you will get hit, but oh well. Go to the right and stand at the ledge. Now make a jump as far as you can to land on the patch of grass at the bottom of the screen. Now climb up the white rocks to grab the Grenade Icon. If your Life Points are fine, then head all the way to the right, taking damage along the way, then drop down to the next level and work your way right to the door, blasting the rocks out of your way. If you were low on energy when you got the Grenade and don't want to risk running past those soldiers and taking damage, you can get a laser on this level. After getting the Grenade, jump left over to the white rock then jump over to the area where you started this stage. Before running back to the start of the stage, let only 2 scorpions get on the screen, jump over them, then jump over the remaining scorpion. Now stand on the very right side of the bridge. Duck down and place a grenade to blow a hole in the bridge. Fall through the hole and down into the next screen. When you land, quickly grab the Laser Icon and blast the soldier. See those small platforms on the left side of the screen? Climb up those, back into the screen above. Now return to the spot where you got the Grenade and move right, blasting the soldiers in your way, then drop down to the middle level (making sure not to fall down to the bottom level...you will have to climb back up to the top) and go left to the door behind the rock walls and onto Stage 17.

TO GET TO THE LOWER DOOR:

The stage starts with 3 scorpions heading your way. You can't jump over them all, so try to land in between 2 of them then quickly jump again. Chances are you will get hit, but oh well. Go to the right and stand at the ledge. Now make a jump as far as you can to land on the patch of grass at the bottom of the screen. Now climb up the white rocks to grab the Grenade Icon. After getting the Grenade, jump left over to the white rock then jump over to the area where you started this stage. Before running back to the start of the stage, let only 2 scorpions get on the screen, jump over them, then jump over the remaining scorpion. Now stand on the very right side of the bridge. Duck down and place a grenade to blow a hole in the bridge. Fall through the hole and down into the next screen. When you land, quickly grab the Laser Icon and blast the soldier. Now just work your way all the way to the right until you get to a rock wall, then blast through it, wax the scorpions and enter the door to Stage 22.

If you chose the top door, skip to Stage 17 in this Walkthrough.

If you chose the bottom door, move on to Stage 22 in this Walkthrough.

STAGE 17

In this stage you have to work your way up. Before going up, there is a 1-UP all the way to the right side of the bottom level. Carefully jump up to the small area where the first scorpion is, then stand on the white rock to its right. From this white rock, make a running jump up and to the right to land on the small grass platform to the left of the red soldier. Now make a small jump to the small grassy platform to your left, then a long jump up and to the right, to the white rock. Now jump over the red soldier to the right to land on another white rock, then hop up the platforms to the 1-UP. Now jump up to the small grassy platform to your left and into the next screen up.

Hop onto the white rock and to the platform to your left, then work your way left, making sure not to bump your head into the soldiers above you when you jump (you might have to wait a little while for them to move to give you a clear jump). You will end up at 3 white rocks, standing on the leftmost one. Now you must make a blind jump. Jump as far to the left as you can, falling into the next screen down, where you will land on a green scorpion, then IMMEDIATELY jump off the scorpion onto the small green platform back into the screen above. Work your way straight up the small platforms and then up into the next screen above this one.

On this screen you will do the same, jumping up the platforms along the left side of the screen and entering into the next screen above. Now you are on the top level. Jump up to the top path and go right. Jump over the soldier that runs at you and continue right until you see the door. Fall down to the bottom level and jump over to the small platforms, then climb up to the door and enter for Stage 18.

STAGE 18

At the start of this stage you will see a Laser Icon at the top of the screen. It will take some fancy footwork to get to it. Move to the right and you will see a gray blob enemy. You have to do the following really quickly: punch the butterfly that comes at you, hop onto the gray blob, then jump up onto the floating ghost coming at you. Now ride it all the way to the left and when you are under the Laser Icon, jump up to grab it. If you screw up, you can run back to the starting point and return to the gray blob, as long as it doesn't follow you back to the start. If it does, lure it all the way to the left, run back to where it was (it will be gone), go BACK to the starting point, then head back to where the blob was and it should be there again.

After getting the Laser, simply work your way all the way to the right, blasting all the vermin that get in your way. The stage is pretty straightforward here. Just keep going, shooting enemies and eventually you will get to the highest point on the screen and have to jump down to the right where the exit door is. A funny thing happens when you land. You are supposed to fight the Predator here, but when he falls into the screen he actually falls straight into a pit, thus enabling you to simply enter the door and go on to Big Mode 6.

[Note: Since you took a warp earlier, instead of moving on to Stage 19 in this Walkthrough, skip directly to the Big Mode 6 part of the Walkthrough]

STAGE 19

This level can be difficult if you don't know exactly which path to take. If you are confident in your jumping skills, this level is a breeze. You begin by a tree, with a Machine Gun Icon up on the ledge to your right. Jump up to grab the Machine Gun Icon, but instead of continuing right, drop back down to the middle path. Jump across the 5 small platforms and stop when you land on the 5th. Now fall off the right side of the platform and land on the small platform on the lowest level. Now you will have to hop across a bunch of small platforms. After making your 10th jump, stop for a bit, as there will be a scorpion on the level above you. You do not want to hit the scorpion with your head, as he will knock you off the screen. Either wait for it to pass or jump up and fire a shot at it. As you continue hopping the platform, look out above for another scorpion and then some guerrilla soldiers. Again, either jump up and shoot them or wait for a clear overhead so you can jump to the next platform. Some of the soldiers, especially the green one, will zig and zag overhead, so be extra careful not to jump into him.

When you finally reach the last small platform there will be a wall of 9 green levels in front of you. You want to lightly jump to the right so you land on the very bottom path. Now run across this path until you reach the end of it. Jump right to the small platform, then jump again to the next one, but stop there. If you try to jump to the next one you will probably jump up to the next level, which you DO NOT want to do. Instead of jumping, drop down and to the right to the platform on the bottom of the screen. Now just jump over the last couple platforms and you will reach the door at the bottom right of this stage.

BIG MODE 5

As with all other Ethereal Zone stages, work your way through and try to get the Reaction or Continuous Bullets. Try to let the orbs get close to you before you shoot them so you can collect the icon before it disappears off the screen. When you finally get to the Predator there will be orbs coming at you chest high and at your feet. You can duck down to blast the ones at your feet, but the Predator attacks by throwing 4 orbs in the air and having them come down on top of you, so if you duck you will have to quickly get up to get in between the orbs as they fall on you. If you have a clearing where there are no orbs, it is wise to jump up and fire at the Predator, especially if you got the Continuous Fire Bullets. Just try to hit him 8 times before he wastes all your Life Points and you will be able to move on to the next stage.

STAGE 20

This is a very quick stage if you choose the right path. You will see a hand in the upper right corner of the screen pointing down, meaning that you should go down to the next level to proceed. However, there are 2 paths to take. You can take the upper door, which will lead you to Stage 24 or you can drop down to the screen below and enter the door to go to Stage 21. I

will present both scenarios:

TO GET TO THE UPPER DOOR:

Start by quickly walking to the edge of the ledge. The enemies on the opposite ledge will walk off their platforms and fall out of your way to the path below. Now jump over towards the blue creature until he starts moving towards you. Slowly walk back to the left, baiting him to follow you, then jump back to the stage's starting point, and he will drop down to where the other 2 enemies fell. Now you have a clear upper path. Take it, jumping over a scorpion, and you will get to a fork where you can choose from 4 different paths. Take the next path up from the bottom and you will find the Laser Icon. Now walk back to the fork, blasting the enemy, and take the bottom path to the right where you will encounter the Predator. If you just stand under the 4 small blue platforms to the left of where the Predator is, you can just fire away without taking any damage. Hit him 15 times and then you have to deal with a Sea Horse that is in the way. Stand so the Sea Horse is on the far right of the screen, then jump up and take shots at him so you are at a safe distance away to avoid his shots. After taking it out, climb the platforms up to the door that will take you to Stage 24.

TO GET TO THE LOWER DOOR:

From the starting point, quickly drop down to the lower path and run to the right. When you reach the gap in the floor, drop straight down through it. Fall down to the very bottom of the screen, then quickly run to the left. You will see a tiny raised platform. Use it as a step so you can jump up to the platform above the Laser Icon. Before jumping up to the next level, try and lure the winged enemy down off the top level so you can get the Grenade Icon easier at the top of the screen. Once you have the Grenade, stand on top of the rock wall that is keeping you from the Laser Icon and duck down to place grenades directly on top of the wall. Work your way into the room, trying to knock out the scorpion with one of your grenades, then grab the Laser Icon. Now with the Laser, go to the right, blasting whatever gets in your way, and grab the L Icon to restore your Life Points. Hop across the small platform/steps, taking the upper path and over to where the Predator is (now you know why you had to grab the Laser). He will not jump off of the yellow platform he is on, so you can pretty much waste him at will. Blast him 15 times and enter the door to Stage 21.

If you chose the top door, skip to Stage 24 in this Walkthrough.

If you chose the bottom door, move on to Stage 21 in this Walkthrough.

STAGE 21

This stage is short and straight-forward. Start by climbing up the gray platforms, avoiding the Sea Horse enemies at the bottom. Continue along the platforms, avoiding the green enemies that appear. When you get to the L Icon, do not grab it right away. Wait until the enemies clear out of your way to the right, then grab the L Icon to refill your life meter, and hightail it to the right, up the platforms.

Continue past the Grenade Icon, as you have no real use for it in this stage. Keep moving to the right, avoiding all the enemies that come at you,

and you will reach the Laser Icon. Definitely grab it. Now you can blast the floating green enemies that come at you.

A little ways after getting the Laser you will get to an orange Life Box Icon. Grab that to restore a unit of life. Just to the right of this awaits the Predator. You will fight him as you usually do, but there is an added wrinkle to this battle: a green enemy is tossing fireballs down onto you from above. The best place to stand is in the black of the doorway. The fireballs will not touch you and even if the Predator hits you, you will not get pushed into the gap in the floor. Also, DO NOT jump over to the area on the right side of the screen. It looks solid, but it is actually just background designs. Now finish off the Predator and continue on to Stage 22.

STAGE 22

This stage is quite odd. As usual, you start off with just your fists. You will encounter an L Icon, a Laser Icon and a 1-UP along your way, but they are enclosed by blocks. You will not even encounter a Grenade Icon until you reach the absolute far right of the stage. I am guessing the Icons are all there for bait to get you to go back and risk death. Feel free to go back for them, but I will just present the way to the exit.

Start by moving right and jumping up to the middle level. You will reach a Sea Horse enemy up on a platform. Get to the platform just under him and to the right. Now jump over to the right on top of the area where the Laser Icon is (you cannot get to it). Now head to the right, avoiding the slew of enemies that come at you. You will see the 1-UP Icon below you, which you cannot get to because of a lack of weaponry.

Keep going right and you will eventually reach a mountain of grey bricks with an L Icon buried beneath them. Since you cannot blast your way to it, continue right. Keep going all the way right, avoiding more enemies, until you reach the far end of the screen. Drop down to the bottom level, and go left until you reach the Grenade Icon. Now if you are feeling daring, you can return back to the Laser Icon, then to the 1-UP and L Icons. If you just want to move on, simply grenade your way through the wall in front of the exit, remembering to take out the block at chest level before the block at feet level. Blow through the wall and move on to Stage 23.

STAGE 23

You start on a ledge with a Laser Icon visible on the opposite ledge. You cannot leap to it. You will see an L Icon on the screen below you. Here is what you will have to do in this stage. You are on the upper screen of the level, while there is a lower screen. You will be dropping into the screen below, but DO NOT get the L Icon just yet. Make sure to hug the wall as you fall to the screen below. When you land you should land on an invisible ledge, then quickly jump over the enemies to your right and continue that way. Even if you get hit you will be getting relief in a bit.

Go right and grab the Machine Gun Icon that you find. Continue all the way right, blasting all the enemies you encounter, including the spark-like enemy

that is moving up and down under the gray rock. Now get up to the gray rocks and carefully climb them up into the upper screen, jumping straight up from the last gray rock.

You will now be on the upper screen on a gray rock. Jump over to the red area to the right. Blast all the enemies, including the Sea Horse, with your Machine Gun, then work your way across the blue platforms. Now climb up the yellowish platforms to get the Laser Icon.

Now you have a couple choices. If you are low on life points, fall down to the left where the L Icon is and grab it, then go down to the lower screen and work your way to the area where the small gray rock platforms are. If you are doing fine on life points, simply go back to the right where the gray rock platform was that you jumped on to enter this upper part of the stage, and fall back down into the lower section, being extremely careful not to fall into the pit.

You know where the exit door is, enclosed behind all those yellowish rocks. Standing on the long blue platform under the gray rock platforms (there are a couple blue enemies you will want to shoot), stand on the very left end of the platform and jump up, shooting to the left. You will want to take out a column of the yellowish bricks 3 bricks high. The first 2 are easy to shoot out, but the 3rd brick up you will have to jump out from the blue platform and shoot while you are in the air, because of the gray rock above your head.

Once you have a space shot out of the yellow brick that is 3 bricks high, go all the way to the right of the screen, and get up to the gray rocks, then come back left and stand on the next to last gray rock (so there is that one gray rock remaining between you and the yellowish bricks blocking the exit. Now jump over that last gray rock and hold to the left, so you will land in the space that you just shot out of the yellowish bricks/rocks. Now simply blast your way to the left and to the exit to Big Mode 6.

[Skip directly to the Big Mode 6 section of this walkthrough, since you took a warp earlier in your game]

STAGE 24

There are a lot of enemies to avoid or take out in this area, so be alert. Start by walking down the platforms towards the Sea Horse. When you are standing on the platform level with his head he will take a shot at you. Avoid the shot and jump towards him, landing on his head, then duck down on the platform to his right to avoid his shots. Now fall down to the bottom level. Carefully jump to the right, avoiding the fire from above, and grab the Laser Icon (don't hold down the jump button here, as you don't want to jump too high or you won't make it in to the small section where the Laser is). After grabbing the Laser, drop straight down off the right side of the platform and fall into the next screen down.

You have the Laser now, so fall down to the area on the bottom where the scorpion is, frying all the enemies as you go, then fall off the left of the ledge to the platform on the bottom of the screen. From this bottom platform, fall off the LEFT side of it and down into the next screen. When you enter the next screen get ready to start shooting enemies. Duck down and shoot to the right to take out a fire-spewer. Move to the right and you will see an L Icon. Grab it to restore your Life Points.

Now from the L Icon, you want to head to the left. There are some rock walls in the way, but there is a path through them through the middle of the screen. Once you are in the middle, fall off the left side of the ledge, straight down into the next screen. You will land on some platform-like steps. Climb up them to the left and you will see a 1-UP below. Fall down to it to collect it, then climb back up the blue platforms to get back to the steps. Now just work your way to the right, taking out the fire-spewing enemy on the bottom of the screen, then blast through the rock wall to get to the exit door.

STAGE 25

You will be avoiding lots of enemies here. Move to the right until you can get up to the middle area, then move back left until you can climb up to the top. Run to the right and jump up onto the round rock at the end of the path. The butterfly coming at you should just float up and out of the screen. Jump right to the small platform. Now you will have to make a precise jump onto the Sea Horse's head, and then over another enemy, running to the right in the process. You will now have to make some tricky jumps up some tiny blue platforms, avoiding the enemies above you so you don't bump your head into them and fall into the pit. If you stand to the left of a blue platform, the enemies above will hover directly above where you are below, so lure them to the left a bit, then run to the right, jumping up the blue platforms until you can jump up to the top part of the level. Get on top of the round rock near the edge. There should be a white ghost-like thing coming at you. What you want to do is leap out to it, land on it, then jump across to the round rock platform that is at the top of the screen. If the ghost-like being comes too close to you and you can't leap out to it, go back to the left a bit (or ride the ghost to the left) and come back to the right and it will reappear further out, so now you can jump over to it and on to the round rock.

You will see an L Icon down on the ground. Unless you REALLY need it, I would avoid jumping down to it, as you will get swarmed by a ton of enemies down there. I think it is just bait to trap you into going down there. Just continue along the top path of round rock platforms until you reach the Laser Icon. After grabbing the Laser you can always run back to the left and grab the L Icon, but you will still get bombarded with enemies when you run back.

After grabbing the Laser, you will notice that there is a large chasm that you cannot jump across to your right. Get back up on the round rock platforms and head back the way you came. When you jump up to the two highest rock platforms, the ghost will reappear, heading towards you. Quickly jump onto it (don't let it bump into you or it will cause damage) and let it carry you all the way to the right and over the chasm, where you will find the door to the next stage. Just be sure that while you are riding the ghost that you either jump over or shoot any enemies that approach you. When you land by the door, don't forget to grab the poorly concealed 1-UP to the right of it.

STAGE 26

This stage is a pain, requiring good jumping skills. Start by going to the right, taking the upper path along the white rocks. You will see a Grenade Icon on the bottom of the screen. Unfortunately, you need to grab it. The safest way to get it is to drop down off the white rocks to the green ledge to the right of the Grenade. Now when you walk to the left edge of the green platform, a ghost will be floating towards you near the grenade. Quickly hop onto the white rock and jump over to the Grenade when the ghost is directly below it, so you land on the ghost, then jump up and left to the next white rock. From there, toss grenades to the left to take out the soldiers. Work your way back left, avoiding the scorpion, then you will have to jump across a gap, making sure to jump out far enough to the white rock on the level above you doesn't collide with your head. There is a HIDDEN STEP directly below the white rock. It looks like there is nothing there, but if you screw up the jump you will most likely land on this invisible step. Once on the other side, climb up to the top level, avoiding the moving tan rock.

Move along the white rocks again and jump over to the green area at the top of the screen. You now have to weave your along the downward path. On your way down to the bottom level, you can actually move so the soldier below you "follows" your movement and cause him to drop down to the bottom level so he will be out of your way. Before you drop down to the very bottom, wait for the soldier to start running back to the right, then drop down. Most of the time he will exit the screen and not come back.

Now move to the right and then up to the area where the Laser Icon is located. Toss a grenade up to take out the soldier, then grenade through the rock, making sure to first take out the section at chest level and then the section near your feet. Blow through and grab the Laser. Before blasting your way out, just shoot out the uppermost rocks on the right side of where you got the Laser, as you will need to jump up onto the rocks to be able to jump up and over to the white rock platforms. Before jumping onto the first white rock, take a shot at the scorpion on the 2nd white rock to get him out of your way. Jump over to the green platform. You will see a white rock to your right but it is too far to jump to, so jump down to the bottom of the level. Go to the right and jump up to the next platform and shoot the 2 soldiers that come running down from above. Now wait for the moving rock to fall down to your level and use it as a stepping stone to jump up to the top level. Work your way to the right, blasting a couple scorpions then shooting through some rocks and you will eventually come to the exit door. You cannot get to this door if you took the bottom path.

BIG MODE 6

You know the drill for the Ethereal Zone. I would almost recommend getting the Continuous Bullets over the Reaction Bullets here, though the Reactions will clear a lot of stuff off of the screen while fighting the Predator. In this round, the Predator will jump around the screen while curled into a ball. Most of the time he will bounce off the sides and top of the screen and land somewhere on the right, but sometimes he will land on top of you, so be prepared to get out of the way. You can hit him when he is curled up in a ball, so this is where it comes in handy to have the Continuous Bullets, as you can just keep pumping bullets towards him. As usual, there are orbs coming at you as well as fire balls at your feet level which cannot be shot at (but can be with the Reaction Bullets). There are also some fire droplets coming down from the top. The key is to outlast the Predator while filling

him with lead every chance you get. This is the last Big Mode stage, which will be a relief for most of you, as these stages are harder to strategize and require quick reflexes and a lot of luck.

STAGE 27

This stage isn't that difficult, except for the enemies that come at you towards the beginning of the stage. Start by moving right, doing your best to avoid the soldiers and scorpions, until you are under the area with all the white rock platforms above you. Carefully jump up the white rocks (you will probably need to punch out the green soldier before jumping) and onto the green platform on the upper left to collect the Machine Gun. Be careful on the platform with the Machine Gun, as there is a dark spot that you can fall through.

Now go back over to the 3 right rocks going down in a diagonal. Stand on the middle one and make a running jump up and to the right to the high white rock (it looks like this jump might be impossible to make, but you can). Now continue right along the upper path for the REST OF THE LEVEL. Just be cautious along the way, like waiting for scorpions to move off platforms. If the scorpions do not move, remember that you can jump onto scorpions that are green or flashing green in color, but if you do jump onto them, quickly jump off so you can stay on the top path of the stage. There are also some on white rocks that will climb down towards you and try to knock you down. Just proceed slowly and shoot the ones that are level with you.

You will reach the last high white rock platform. Jump down to the bottom level, landing on a scorpion and jump over to the right where you will end up at the bottom of an area where a Laser Icon is. Climb up to get it, then drop down to face the Predator! He is a different color this time (brown and green), but he still take the usual 15 shots to knock out and his pattern is exactly the same. Just hit him a split-second AFTER he lands on the ground and he will just keep jumping up in the same spot until you either defeat him or screw up. After beating him, enter the door to Stage 28.

STAGE 28

This stage is an oddity. You can acquire all 4 weapons on this stage, including a Fist Icon, but you only really need the Machine Gun to make it through. You start by a tree. Drop down to the bottom level, taking out or avoiding a red soldier, then jump left to a small platform and left again to the platform against the left edge of the screen. Now drop straight down into the next screen (making sure to hug the left wall on your way down) and you should land on the Machine Gun.

Work your way right, along the bottom, until you reach a white rock. Stand on the rock and make a running jump to the right and onto the grassy platform. You have to jump at the last second from the white rock in order to make it up to the grassy area. You will see some soldiers in the area above you (if they haven't already dropped down). I suggest jumping up and shooting their feet to kill them because you have to make a couple jumps to the left and they will try to knock you down. Make the jumps to your left

(avoiding a moving rock along the way) then jump up on a step to jump to the next level up. Now walk right to the white rock, jump up to the next grassy level and back up to the screen above.

Jump up the 4 platforms then jump up to shoot at the feet of the soldiers on the level above you. When it is clear, leap over to the platform on the left then over to the white rock. Hop up to the highest level but ignore the Grenade Icon to your left. Move along to the right, taking it slow, making sure to blast all the soldiers and scorpions as you cross over a bridge. You will see a Laser Icon below you. Ignore it (if you really want it, go back and grab the Grenade, then use the Grenade to blast through the bridge to get over to the Laser...yes, the Grenade actually destroys sections of the bridge). When you cross the bridge, drop down into the next screen, hugging the right wall as you fall, and you will land by the exit door. Quickly turn to the left to blast the soldier if he comes at you. Enter the door for Stage 29.

STAGE 29

This stage really isn't that difficult, other than the swarm of enemies that ambushes you at the beginning. Start by leaping over the enemy horde that comes at you and run to the right. You will probably take some damage, but just keep running, as your fists won't be enough against the pack. You will see a Laser Icon on the top of the screen...you will be able to get to it in a minute. Keep running until you see a hut on the top of the screen. There will be 2 moving rocks in the area. Standing on the level beneath the hut, wait until the rock drops down from that top level, avoiding a brown soldier in the process, then jump on top of it and use it to jump up and to the area on the upper left so you can run over and collect the Laser Icon.

Head back to the right, blasting soldiers along the way, and keep going until the grassy area ends and you enter an area with tan colored bricks. Blast a couple soldiers then blast the enemy that is going up and down with several shots from your laser. After shooting it, take the upper path, looking out for a soldier, then collect the 1-UP that you find. Now blast the wall after the 1-UP and continue right, over 2 grassy platforms and on to some more tan brick, where the Predator awaits.

If you don't know what to do by now, you never will. This Predator battle is only different in that a mangy looking bird flies overhead dropping fire bombs on you (it must have eaten Mexican). Just avoid the fire and blast away at the Predator the requisite 15 times. This is the last time you will be fighting this form of the Predator, so enjoy it, as the next time you fight him it will be the real deal.

STAGE 30

So, you've made it to the last stage. Boy have we got a treat for you! Go right, avoiding the firey bird poop and grabbing the Machine Gun. Continue right, blasting everything that gets in your way, then drop down to the next level and go left, jumping over everything that gets in your way, until you get to this energy ball moving up and down in your path. Get to the area in

front of it, between the white rocks, and duck down. Now stand up every now and then and pump bullets into it. It will take around 8 bullets to knock this thing out of your way. Once past it, jump down to the screen below.

Shoot the blue enemy out of your way and move in the only direction you can, right. Jump across the white rocks, noticing the blue skulls in the background, and pick up the well-placed Laser Icon. Once across the platforms, you will notice an L Icon. Unless you are about to die, leave it for now, as the Giant Predator Head is about to attack you (if it hasn't already).

FINAL BATTLE

As I just stated, do not grab the L Icon yet. Stay to the left of the L Icon and do not move any further ahead or the Predator will attack. Here is the best strategy I have discovered to defeat the Predator for the final time:

Avoiding the firey poops from the bird above, use your laser to blast out the 12 rocks in front of you. You would think they were there for strategy purposes, but they just get in the way. Remember, do not grab the L Icon, as you will be saving it for if you need later in the fight. Once all the rocks have been cleared, sprint all the way to the right and against the screen, avoiding the Predator head that comes at you. You should be able to safely run under it to get to the right side.

Now, your main focus should be on avoiding its shots. Most of the shots will go over your head. The shots coming in at head level can be ducked. However, sometimes his shots will come at chest level. These you will have to jump over and hope he doesn't have another shot right behind it to hit you in the air. While you are concentrating on avoiding the shots, keep firing away. If you shoot while you are jumping over a shot, you are more likely to hit him. If you just shoot while you are standing you will hit him sometimes, but less since he is only at ground level with you for a split second. Also, if you get down to 2 Life Points, I suggest running to the right to grab that L Icon to restore your energy, then running all the way back to the right to resume your Predator hunting. After you hit him about 18 times, his face mask comes off revealing that ugly mug, complete with stylish Predatory dreads:

"You are one ugly mother*#\$er!" -Dutch Schaefer

Now you have to hit him some more, right into his mouth. Some of the shots that seemed to hit him with his mask on will go right through him. Right between his red lips are his weak point. He is also faster without his burdensome mask on. Blast him in the maw about 15 times and he fades away, leaving you on the screen with a warning sound. Enter the door to see the dramatic epilogue:

[SPOILER ALERT: DO NOT READ THE FOLLOWING IF YOU DO NOT WANT TO KNOW THE ENDING]

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--Removing his mask, the Predator reveals his hideous face to Schaefer.--

--"You are one ugly beast," Schaefer says.-- [Not exactly the same line used in the movie :)]

--Even though the alien hunts men for sport, Schaefer uses his intelligence and strength to defeat the deadliest creature ever seen on earth.--

--The Predator laughs out loud, thinking he has defeated Schaefer.--

Predator self-destructs

--The huge explosion shakes the ground and lights up the sky. In the middle of the smoke and debris stands Major Schaefer.--

--Congratulations. You have survived.--

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VIII. GAME ENHANCEMENT
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A game should be enjoyed as the programmers intended it to be, without any cheating. However, some games are harder than others and Predator is no walk in the park. Below are 2 sets of codes. The first set are Game Genie codes. You must have the Game Genie device to be able to input these codes. The second set of codes are addresses in the game's RAM memory, which you can input into certain emulators (FCE Ultra, NESTen and a couple others) to alter the game.

GAME GENIE CODES:

Unlimited lives in jungle mode:
SZNGGXVK

Unlimited lives in big mode:
SXXGZOVK

Start with double lives:
AAVKGPGE

Start each life with laser rifle:
LASEOELA
XLSEUEVX

Unlimited life points in jungle mode:
AVUGVGS

Super-jumps in jungle mode:
AEOETOPE

Keep lives when falling down holes:

NTEENEGE

ATOAEEOZ

EMULATOR ADDRESSES:

The 2 emulators I am familiar with that support the altering of HEX addresses are FCE Ultra and NESTen. Each of these has a "Cheat Mode" where, after loading the game, you can go to a screen and enter a 4-digit address as well as a value (up to 255) for the address. Enter the following addresses in the emulator's cheat mode for the desired effect:

\$000C: Freeze this at 10 for Infinite Life Points in Jungle Mode

\$038C: Freeze this at 8 for Infinite Life Points in Big Mode.

\$0010: Freeze this at 82 for Invincibility (you walk right through enemies, so you will not be able to ride on scorpions with this code).

\$07BA: This address controls what weapon you carry in Jungle Mode. Freeze the value at the following number for the weapon you desire:

0: PUNCH (Your Fists)

1: MC.GUN (Machine Gun)

2: PINE (Grenade)

3: LASER (Laser Rifle)

If you freeze this value at any number other than 0,1,2 or 3, the game will freeze up.

\$05E8: ONE HIT PREDATOR! This address controls the amount of times you need to hit the Predator in the Jungle Mode. When you get to a Predator, set it at 128. After you set it, unfreeze this value. Now you will only need one shot from the Laser to knock the Predator off the screen. It only works on some of the Predators for some reason, not all of them. However, this address also determines how many times you hit the Predator during the FINAL BATTLE! If you get the Predator head on the screen, set this value at 128, go back to the game for a brief moment so the number registers, then go back to the value and unfreeze it. Now 1 hit will take out the Predator! You won't even have to fight his 2nd form!

\$0396: SELF-DESTRUCTING PREDATOR! Freeze this address at 0. This makes it so the Predator automatically self-destructs at the end of every single Big Mode Stage. When you get to him at the end of each Big Mode he just blows up!

[If anybody can find the address that controls which type of bullets you have in Big Mode, please send me an email]

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IX. MISCELLANEOUS
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A very special thanks to Robert Hines (endymion@qx.net) who emailed me the information on escaping Stage 9 the correct way. I knew there must have been another way and Robert's thinking outside the box found it.

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X. DISCLAIMER
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Predator

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