

Robodemons FAQ/Walkthrough

by The Admiral

Updated to v1.0 on Jul 24, 2008

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|           ROBODEMONS
|           Platform: NES
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|           FAQ/WALKTHROUGH
|           Version 1.0 (July 24, 2008)
|
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Introduction

Robodemons is a hybrid shooter/side-scrolling platformer that pits you as the nameless hero who has to descend into the seven levels of hell to defeat the demon king. And the feeling of descending into hell is exactly what you will experience as you play this game. Robodemons is another fine title from Color Dreams, creators of numerous other unlicensed NES games that never received the vaunted "Nintendo Seal of Quality." Well, it's no mystery why once you spend a minute playing the game.

Unlike most of Color Dreams' other games, Robodemons actually has a fairly involved back story. The Demon King Kull has developed a machine that can capture souls. He uses this machine to transplant the souls of demons into war machines that then take over the earth and enslave humanity.

Unfortunately, the thought and creativity end here. The game's graphics contain about 8 colors at most, the sound is better off being muted, the controls are horrible, and the fun is really never there. I do give this game some props for the unintentionally humorous attempt at voice-acting, including the "Wobodemons" introduction and memorable "AAAAAARRRGGGHHH!!!" scream when you die. Those are a guaranteed chuckle every time.

If you get past the game's lack of quality and actually decide to play it, that's where this guide comes in. Whether you're just looking for the basics because the manual is terribly written or you're seeking some advanced strategies for beating a boss, this guide should save you some time and frustration. At the very least it can help you save some time. Time that can better spent playing an enjoyable game...

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D I S C L A I M E R                                     RD00
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S T O R Y A N D O B J E C T I V E

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The demon king Kull has crafted a machine that transplants the souls of demons into machines. With his army of Robodemons, Kull has risen to become the unchallenged ruler of the earth. Kull controls these Robodemons from the seventh level of Hades. One day, a hero known only as "A Most Great Warrior" emerges to challenge Kull. Armed with his magical boomerang, rocket boosters, and quick reflexes, this unnamed hero is the last hope to save earth from the clutches of darkness.

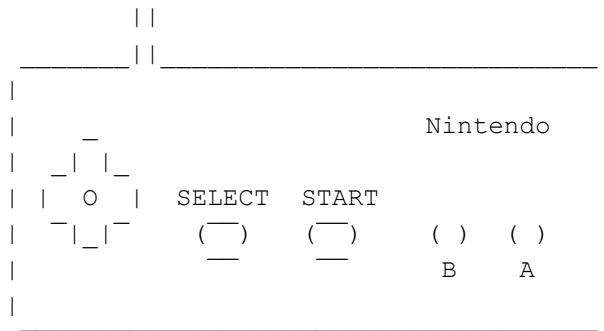
You play as the nameless hero and must descend into the seven levels of Hades to fight Kull. Each level of Hades is separated by a long tunnel, and the hero will fly using his booster rockets in these areas. The main portions of each level must be traversed on foot, and you gain the ability to jump in these sections. Each level has a magical door at the end that is opened either by collecting a hidden key or completing some other stage requirement.

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C O N T R O L S

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The controls in this game are fairly straight-forward. They do differ slightly between flying portion (in the tunnels) and ground portions (in the main levels). These differences are listed below.



UP

- Used to enter locked doors if you have the key
- Walks upward (main level only, 3D layout)
- Flies upward (tunnels only)

DOWN

- Flies downward (tunnels only)
- Walks downward (main level only, 3D layout)

LEFT/RIGHT

- Moves left or right

SELECT

- Brings up the menu screen

START

- Pauses the game
- Starts the game from the title screen

B-BUTTON

- Used to jump (main level only)

A-BUTTON

- Throws the boomerang
- Hold the A button and press Start from the title screen to continue at the last stage after a Game Over

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T H E B A S I C S

RD12

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This section covers the basics of the game. It should be read if you are playing for the first time, especially if you don't have the instruction manual.

GAME OBJECTS

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It is important to understand the following items when playing the game.

HEALTH

Health (or Hit Points/HP) are represented by the row of hearts on the top right side of the screen. Each heart represents four HP, and no more than five hearts will ever appear at one time. You begin with 5 hearts (20 Hp) but can raise your HP

above what is displayed on screen by collecting heart items left by some enemies. Any additional HP are carried between stages. The maximum HP are 255.

LIVES The number of remaining lives are displayed on the menu screen. You lose a life once your HP reach zero or you come in contact with a fatal obstacle. You begin with 3 lives.

CONTINUING After losing all your lives, you can continue from the beginning of the current stage. When back at the title screen, hold the A button and press Start.

SCORE The score is displayed after "Score" on the menu screen. Points are obtained by defeating various enemies. Points have no significance in the game.

ITEMS

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There are only three collectable items in this game.

HEARTS Certain enemies will drops hearts when killed. These drops are not random; they always occur when that specific enemy is defeated. Hearts add four HP to your health or one visible heart to the top right corner of the screen. Your health still increases when you collect hearts after five are visible on the screen, so collect as many as you can.

1-UPS 1-Ups look like small, white smiley faces. They add one additional life to your reserve when collected. They are only found in the tunnels before each level.

KEYS Several levels have locked doors at the end. These require you to find a key before you can proceed. The keys are always found somewhere in the same level.

LEVELS AND LEVEL STRUCTURE

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Robodemons has seven levels, and the current level can be found by looking on the menu screen. Each level has two parts: a tunnel and the main level itself. In the tunnels that connect the levels, you use booster rockets and can fly around in any direction. In the main portion of the level, the rockets are turned off and you walk along the ground. You can jump during this phase.

BOOMERANG

=====

Your primary weapon in this game is the boomerang. The boomerang is thrown in front of you at chest level, then curls upward and returns back in your direction after traveling about half a screen. If you are too close to the screen's edge, the boomerang will fly off and not curl back. You can only throw one boomerang at a time. This weapon takes some getting used to and is

Despite the difficulty caused by poor controls and a horrid weapon range, it is possible to beat Robodemons without continuing or even dying. The tricks below can help make this game much more manageable.

1. COLLECT AS MANY HEARTS AS YOU CAN

The single most useful trick in this game is to collect as many hearts as you can. While this may seem intuitive, the common reaction is to stop collecting them aggressively once the heart display on the screen is maxed. However, your health will continue to increase long after five hearts are displayed. This health also carries over between levels, so it is very helpful to stock up in the earlier stages. If you see a certain type of enemy drop a heart, this type will always drop hearts when defeated. Target these foes for the maximum health boost.

2. USE THE BOOMERANG WISELY

The unique characteristic of the boomerang is its return path. After fired, the boomerang will curl up and head back to you once it's traveled about half the screen. You can often use this return flight to hit enemies higher than you if planned right. In addition, you can position yourself far enough from the enemy so that your boomerang just starts to curve up as it nears the foe. This is very useful for killing enemies that jump up and down.

3. CONTINUE WHEN DEFEATED

Don't have any shame about continuing if you lose all your lives in this game. To do so, simply hold A and press Start when you return to the title screen.

4. DON'T MISS EXTRA 1-UPS

You can find 1-Ups in the tunnel portions of a few stages. They are usually found right near the middle of the screen and are hard to miss. Make sure you go after them as soon as they appear. These 1-Ups are the only source for extra lives in the game.

5. TAKE 'EM DOWN WITH YOU

One of the unique things about this game is that dead enemies stay dead, even after you die. This lack of re-spawning adds a strategic element to the game, especially in near-death situations. If you are surrounded and about to die, focus on killing as many foes as you can first. These enemies will not appear once you restart the level.

6. AVOID CONTACT

The biggest threat you have in this game is contact with enemies. This is because there is no "invincibility" frame after you are hit; you simply keep receiving damage in a continuous stream with each frame. This can result in death within a couple of seconds if you do not move. In general, stay as far away from enemies as you can to avoid damage, even if this means being hit by projectiles. This is especially important against bosses or foes in the later stages.

W A L K T H R O U G H

The following section includes a full walkthrough for all seven stages of the game. Before each stage, there is a description of the objectives, enemies, and enemy stats.

OBJECTIVE: Collect the key and defeat the Bone Dragon.

ENEMIES:

	HIT POINTS	DAMAGE*	POINTS
	-----	-----	-----
Skull Hive	2	4,1	1000
Rolling Skull	1	4	0
Baby Bone Dragon	2	1	Heart
Death	5	1,1	5000
Skeleton Warrior	4	1	1000
Magma Crack	N/A	Fatal	N/A
Floating Teeth	N/A	Fatal	N/A
Bone Dragon	10	4,1	5000

* Damage is 1/4 of a heart. If two values are listed, the first is projectile damage and the second is contact damage.

"Defeat Death to Enter Hades." So begins the nameless hero's descent through the seven levels of hell. As with all stages, the first one begins with a tunnel that leads up to the actual stage. The nameless hero has the ability to fly in the tunnel, and you can control his vertical movement. Once the tunnel is cleared, you enter the main ground portion of the stage and the real action begins.

=====

LEVEL 1 TUNNEL

=====

You begin the game by floating in what appears to be space, although it is really an underground passage. The floor and ceiling are lined with skulls and tombstones (they do not hurt you), and Skull Hives are littered above and below. Your goal in this portion is to survive and defeat the bone creature named Death.

First off, use this time to get used to your character's movement. You move up and down slowly and forward and backward slightly faster. Your weapon is an awkward-moving boomerang. It will move forward and then curve back, returning over your head. It is small, relatively slow moving, and can only be fired one at a time. Controlling the boomerang well enough to attack enemies effectively is the hardest part of the game, so make sure to get some practice now. Note how far the boomerang travels before returning and how high above you the return trajectory will travel. This becomes an important part of strategy later on.

Once the stage starts, you should either ignore the Skull Hives entirely or move to the bottom and only destroy the ones along the floor. After a few seconds, a Rolling Skull enters the middle of the screen and can be destroyed. Just after this, a similar looking smiley face appears. This is a 1-UP. Do not confuse this for an enemy or background object and be sure to collect it. 1-Ups are very rare, and a small chime will signal when you pick it up. The other enemy you will encounter is a Small Bone Dragon. These foes drop hearts whenever killed, so make sure to take them out.

On the subject of hearts, it is very important to understand how they work.

The game only displays 5 hearts at the top of the screen, but it keeps track of your life out to 64 hearts. Furthermore, your life carries over between stages, so you are strongly encouraged to collect as many hearts as you can and build up a nice reserve of health.

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LEVEL 1 MINI-BOSS - DEATH
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After about 15 seconds, you will come to a large, flying bone dragon. This is Death. Death moves slowly and fires red fireballs at you. The best tactic is to move to the right side of Death and attack him while facing left. Death will remain stationary in the middle of the screen and shoot fireballs, which can be destroyed by your boomerang. Fire as rapidly as you can. Death has 5 HP, meaning you must hit him five times. Once Death is defeated, the stage automatically ends and you are taken to the main level.

=====
THE LEVEL OF BONE
=====

The Level of Bone is a giant graveyard occupied by Skull Hives, Skeleton Warriors, and Flying Baby Dragons. You walk along the ground during this portion of the stage, so your rocket boosters are replaced with a jumping ability. The stage is multi-leveled, and you begin at the top, unable to target the enemies below for now (though they can still target you). Before advancing, look directly below your character. Blended against the background is a white KEY, which is hard to spot since it looks like a bone. The key has a slight red outline on the top, so it stands out only slightly. Most players overlook this item and become frustrated, but this is what you must collect before leaving the stage.

Proceed to the right and tackle the slow-moving Skeleton Warriors from afar. They take 4 hits to kill but should not be too difficult. The real annoyance will be the bullets shot from the Skull Hives below you. These are fired at regular intervals, so observe the pattern and time your movement to pass by them. You will also encounter small, Rolling Skulls along the ground. These cannot be destroyed, so just jump over them.

You will soon come to red magma cracks in the ground. As you might guess, these should be avoided; they are fatal if touched. Shortly after, you will come across a set of what looks like floating teeth. These are also fatal if touched (you cannot jump on top of them safely). Pass under the first one as it ascends. The second and third floating teeth are staggered slightly, making for a dangerous encounter. While you can't destroy them, your shots will temporarily pause their movement. You should shoot the teeth a few times until both are aligned and moving at the same interval. Then, it should be easy to pass underneath them. When you arrive at the door just after this point, press the up button to enter.

The door takes you out in the middle portion of the lower level. Head left first. You can now take out the pesky Skull Hives, and the best way to do it is to stand far enough away that your boomerang hits them just as it curves upward. You will need to backtrack slightly to get into this position. Trying to jump and shoot in this game is much too difficult and inconsistent.

Continue heading left and pick up the KEY, then turn around and proceed right. You will pass by several Rolling Skulls and eventually come to an area with a series of magma cracks in a row. At the end of this section, you will stumble upon the boss.

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LEVEL 1 BOSS - BONE DRAGON

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After jumping across the magma cracks, the Bone Dragon emerges and begins firing. Immediately turn around and proceed jumping back across the magma cracks. After two cracks, you should notice that the Bone Dragon has stopped pursuing you. It should be against the far right side of the screen. Inch to the right until your boomerangs can make contact, then fire away. Your boomerangs will destroy any fireballs, so you are relatively safe from the Bone Dragon. The main annoyance will be any residual Rolling Skulls. If you have a few hearts, just ignore them and take the damage. Moving around increases the risk of death from the magma pits and additional damage from the Bone Dragon's fireballs. After 10 hits, the Bone Dragon will be defeated.

Move forward and press the up button at the locked door. If the door does not open, you may not have collected the key. You will need to head to the far left side of the screen and pick it up before returning. None of the defeated enemies (including the boss) will re-spawn, so that trip should be pretty easy if it's required.

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2. LEVEL OF FLESH

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RD22

OBJECTIVE: Collect the key and defeat the Green Dragon.

ENEMIES:

	HIT POINTS	DAMAGE*	POINTS
	-----	-----	-----
Green Eye	1	1	Heart
Small Flame Dragon	2	1,1	2000
Yellow Gel	1	1	500
Green Dragon	10	4,1	5000

* Damage is 1/4 of a heart. If two values are listed, the first is projectile damage and the second is contact damage.

The second stage passes closer to the netherworld, taking you from the desecrated graveyards to the semi-living halls made of pure flesh. As in all stages, a short tunnel separates these levels.

=====

LEVEL 2 TUNNEL

=====

The second level tunnel is much easier than the first. It is occupied by Green Eyes, Yellow Gels, and Small Flame Dragons. The real prize here is the Green Eyes. They take only 1 hit and drop hearts when killed. If you target them exclusively, you can easily accumulate a dozen or so extra hearts. These hearts will make the next stage or two a lot easier. The tunnel eventually ends once you have traveled far enough.

=====

THE LEVEL OF FLESH

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As soon as you enter this portion of the stage, do not move. Your eyes may hurt from the colors, and it is extremely hard to tell what is in the

background and what is in the foreground. Take a look at the yellow, brainy platform you are standing on. These are the only solid structures in the stage. The ground is acid bile that kills you instantly, and everything else is background decorations. It will take some time to get comfortable here. The other thing to notice is the egg-like pods. There is one just to the right of the starting position and another on the far right side. These are doors that lead to other parts of the stage. Unfortunately, most of these doors just dump you into the bile and waste your time (and lives). Avoid taking these doors until you come to dead-ends (or keep reading below).

The enemies themselves are the same as the ones in the tunnel and are fairly easy. It's best to kill whatever is on screen before advancing to a new platform. The Yellow Gels can be somewhat annoying given their random movement, so just be patient. Head to the right and jump from platform to platform. Ignore every door you see. It can be easy to over-jump the platforms, especially when jumping onto ones that are lower down. Tap the B button and move slowly. Keep progressing until you spot the KEY on a low platform just above the bile. Be careful when moving to collect the key; simply tap the right button until you fall off the platform above, as it is easy to end up in the bile.

Collect the key and head back left. Enter the first door you come to (should be visible on the screen when you collect the key). The door will take you out at a section to the right. Jump over a few more platforms and enter another door (only place you can go from there). This is a one-way passage that should dump you out right on top of another platform. Enter the door just to the right of this. It will take you out right in front of the boss, a giant green dragon.

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LEVEL 2 BOSS - GREEN DRAGON
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After entering the door in front of the Green Dragon, immediately walk to the left and fall onto the lower platform. Move left until the screen starts to cut off the Green Dragon's body, then edge back right. Position yourself on the lower platform so that your boomerang just starts to hit the Green Dragon as it curves upward. The dragon is very nimble and will dodge most of the straight on shots, but this method is assured. There is some danger from its projectiles, but hopefully you have enough of a heart reserve to survive 1-2 shots. After 10 hits, the Green Dragon is defeated.

Move back to the left and enter the door again. This time, jump to the right and press the up button to enter the locked door. If you don't have the key, you're screwed. You will need to die and restart the stage.

=====
3. LEVEL OF FIRE RD23
=====

OBJECTIVE: Collect the key and proceed to the stage exit.

ENEMIES:

	HIT POINTS	DAMAGE*	POINTS
	-----	-----	-----
Small Flame Dragon 2	1	1,1	500
Flying Green Lizard	2	1,1	Heart
Fire Man	3	1,1	1000
Small Dragon Platform	N/A	1	N/A

* Damage is 1/4 of a heart. If two values are listed, the first is projectile damage and the second is contact damage.

Things get a little toastier now. Your journey takes you from the putrid flesh caverns into the burning fire and brimstone dungeons.

=====
LEVEL 3 TUNNEL
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The third tunnel houses only two enemies: Small Flame Dragons and Flying Green Lizards. The Flame Dragons take a single hit and are relatively easy to defeat. Keep in mind that you can destroy their green projectiles with your boomerang. The Flying Lizards take two hits and are a bit trickier. While they do leave hearts, you cannot kill them reliably. The best strategy may be to ignore them or to fly to the right of them and take them out after passing by. This tunnel contains a 1-UP near the middle, so be sure to collect it. You advance to the main stage once you have flown far enough.

=====
THE LEVEL OF FIRE
=====

You enter the stage in what appears to be a dungeon with lava pits on the floor. Overall, not much fire here, but things heat up quickly. You are immediately attacked by two Fire Men and a Small Flame Dragon. Immediately begin firing and you should take out one Fire Man. The second, who comes down from the platforms above you, will be much more difficult. You can avoid damage with some fast button pressing, but you will need three hits to defeat the foe. It may be easier to jump to the first platform and attempt to kill it from there.

Once the first attack wave is finished and you have a second to think, you should notice a large, Red Demon directly above the starting location (next to a KEY). This foe is very tough, but you are invincible to it from your location now and can use this time to safely defeat it. Move forward to the third platform from the start. Stand on the left-side edge, turn around, and begin firing. Most of your shots will hit the Red Demon as it curves upward. The demon will jump around a bit, but be patient and wait for its demise. It will take 10 hits to kill. You will be able to collect the key a bit later.

For the duration of the stage, move right and try to remain on the top level with the platforms. If you fall down, you will need to return all the way left (to the starting point) and try again. In case you do fall, try to take out as many enemies as you can. Remember, even if you die, enemies do not revive. At least this will make future trips through the stage a bit easier.

As you progress, you will be attacked by more Fire Men, Small Flame Dragons, and Flying Lizards. Given the vertical height at which some of these foes appear, you may need to backtrack or move between platforms to get off a clear shot, especially if the enemy spawns below you. You will also encounter Floating Dragon Platforms. While these small dragons are enemies (who will damage you if touched in the front), you can jump on top of them safely to cross the gaps. When you dismount them, jump straight up first, then press the directional pad right. Trying to jump off at an angle will cause damage.

When you come to the far right end of the stage, you will see a door and Flying Dragon Platform. Board the platform and take it to the top portion of the stage. From here, walk all the way back left until you return near the

starting point and can collect the KEY. After picking it up, head all the way back right again and pass through the door. Unless you count the Red Demons, this stage has no boss.

=====
4. LEVEL OF CONDEMNED SOULS RD24
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OBJECTIVE: Release the 13 condemned souls.

ENEMIES:

	HIT POINTS	DAMAGE*	POINTS
	-----	-----	-----
Albatross	1	1	Heart
Flying Red Devil	2	1	1000
Executioner	2	1,1	1000
Hades Knight	8	4,1	5000

* Damage is 1/4 of a heart. If two values are listed, the first is projectile damage and the second is contact damage.

The fourth stage is an eternal prison level where the souls of humanity's ancestors are tortured. Before advancing, you must free all the trapped souls and allow them to rest in peace.

=====
LEVEL 4 TUNNEL
=====

The fourth stage tunnel is the easiest in the game. The sole occupants are slow moving Albatrosses that drop hearts when killed. Try to kill them all and use this as an opportunity to stockpile as many hearts as you can. There is also another 1-UP near the middle of the stage. Before leaving, you should have picked up at least 5-6 hearts and be in good shape for the next portion.

=====
LEVEL OF CONDEMNED SOULS
=====

The stage looks like a large demon castle. The souls you must free are the brownish, humanlike creatures with blue hair. They do blend in with the background, so make sure you learn how to spot them. To free a soul, simply touch it (you will also collect 5000 points).

At the start of the stage, there is a door directly above you. This leads to the top portion of the stage, which you should clear first to save time. The first soul you free will be one burning in a caldron of fire (although it just look like he's taking a bath). Proceed to the right and enter each door as you come to it, as it takes you to the next room over. When appearing in a new room, you will often be faced with an enemy immediately. The two foes in this stage are Flying Red Devils and Executioners. Flying Red Devil can fly around the stage and are very annoying if not killed right away. It's best to kill these foes as soon as they appear. Executioners are slower moving thugs that fire fast projectiles as you. It is wise to create some distance before attacking them, but you can just as easily kill them by attacking rapidly as soon as they appear. Keep in mind that you can destroy both enemies' projectiles with your boomerang.

At the end of the stage's top portion, you come to a door that leads to another dungeon cell. The cell contains two souls at the bottom guarded by a Hades Knight and Executioner. In addition, this room will spawn an infinite number of Red Demons. The goal is to get out quickly. First, kill the Flying Red Devil that approaches you from the right corner. Next, drop down next the Executioner (be careful not to land on top of him), and dispatch him as quickly as possible. Try to stay near the left side of the screen and attack the Hades Knight. The Hades Knight is a giant, lumbering foe with a powerful projectile and 8 hit points. The optimal strategy is to hit The Hades Knight with your boomerang just as it curves upward, as the Hades Knight will often jump to dodge it. Once defeated, quickly free the two souls on the bottom of the screen. Before beginning the climb back up, make sure to defeat the Flying Red Devil. Stop to defeat any other Flying Red Devils that spawn, as they can knock you down and waste considerable time and health.

When back in the main portion of the stage, head over to the left and travel back down to the bottom area. Now, head right and collect all the remaining souls, defeating any Flying Red Devils and Executioners on the way. The locked door at the end of the stage can be opened only if you collected all 13 souls. If you cannot enter when pressing up, that means you missed a soul somewhere and will need to backtrack. There is no boss in this stage.

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5. LEVEL OF DEMONS RD25

=====

OBJECTIVE: Collect the key and proceed to the stage exit.

ENEMIES:

	HIT POINTS	DAMAGE*	POINTS
	-----	-----	-----
Flying Red Devil	2	1	1000
Flying Executioner	2	1,1	Heart
Executioner	2	1,1	1000
Red Devil	3	1,1	2000
Hades Knight	8	4,1	5000

* Damage is 1/4 of a heart. If two values are listed, the first is projectile damage and the second is contact damage.

The fifth stage is supposedly a demon paradise of sorts. This is the place where they all seem to dwell when not engaging in acts of evil. Filled with burning cauldrons and demonic idols, the level has attracted difficult demons of all varieties.

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LEVEL 5 TUNNEL

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The stage 5 tunnel is inhabited by Flying Red Devils and Flying Executioners. The stage scrolls very slowly, so there is ample time to kill the enemies. The Flying Executioners leave hearts when killed, so be sure to target them. There is another 1-UP about midway through the stage. You should be able to pass through without too much difficulty.

=====
As soon as the stage begins you are attacked by a Flying Red Devil, Flying Executioner, and Executioner (regular type). Start firing as soon as you can and take out the Red Devil. Move forward and jump to avoid the Flying Executioner when it drops near the ground, then focus quickly on the Executioner. Finally, turn around and take out the Flying Executioner.

With some quiet time, a look around the stage reveals a KEY on the floor directly above you. You will need to return to that point, but simply start heading to the right at this point. You will soon come across a Red Devil (walking type) who immediately begins heading towards you and firing long blades. The Red Devils are difficult because they jump whenever you fire your boomerang, often causing your shots to miss. You can either stand far enough back that your boomerang hits them as it turns upward, or jump and fire as you fall. The jump method is more effective in this case. Later on, when the Red Devil remains at the far end of the screen, the first method is preferred.

Continue heading right, but do so slowly. This will usually limit the number of enemies and make things a lot easier. If you see an enemy appear on the level above you, you can kill it by jumping and firing the boomerang when at the peak of your jump. Although it may take some time, this is completely safe and can save you some frustration later.

After many Red Devils and Executioners, you will come to the far right end of the stage. At the top corner is the exit door, but you will need to collect the key before leaving. Climb the platforms up to the top level and begin heading back left.

Almost as soon as you begin moving left, a Hades Knight will appear. Quickly move back to the right until you are out of its firing range. The Hades Knight has a bad habit of jumping when you fire, making shots difficult to land. Inch forward and wait until you are close enough so that your boomerang hits the Hades Knight on its upward motion. Use the same tactic on the Red Devils and other Hades Knight you will encounter near the key.

Once you have the key, head all the way back to the right side of the stage and exit through the door. Your return trip should be enemy-free, except for an Executioner or two and a Red Devil right at the end below the door. Once again, this stage has no special boss.

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6. THE DEMON FACTORY RD26
=====

OBJECTIVE: Destroy the five pylons that power the factory as well as the four Orange Robots.

ENEMIES:

	HIT POINTS	DAMAGE*	POINTS
	-----	-----	-----
Hell Bat	2	1	500
Red Dragon	6	4,1	5000
Orange Robot	3	1,1	1000
Samurai Warrior	3	1	Heart
Sensor	3	1	5000
Pylon	3	1	5000
Red Dragon 2	10	4,1	5000

* Damage is 1/4 of a heart. If two values are listed, the first is projectile damage and the second is contact damage.

The Demon Factory is where the Robodemons are manufactured. By destroying this facility, Kull will be unable to transplant the souls of his demons into machines, which will strike a crushing blow to his domination of earth.

=====
LEVEL 6 TUNNEL
=====

The Stage 6 tunnel, which leads to Kull's prized Demon Factory, is guarded by the powerful Red Dragon. The Red Dragon appears shortly after the stage begins and is accompanied by Hell Bats. If you kill this foe, the stage will end immediately. However, you may wish to drag the fight on for a bit. After about 20 seconds, the stage will scroll far enough that you should see a 1-UP near the top. If you have enough health to survive this long, it's worth the risk to pick up the extra life. After this, you can either kill the Red Dragon or continue avoiding it for a while longer; eventually, the stage will stop scrolling and you will enter the factory whether the Red Dragon is defeated or not.

=====
LEVEL 6 MINI-BOSS - RED DRAGON
=====

The Red Dragon hovers up and down and shoots projectiles at rapid speeds. A good strategy is to fly past it and attack while facing left, preferably near the bottom of the screen. This foe requires six hits to kill.

=====
THE DEMON FACTORY
=====

Upon entering the factory, you are immediately assaulted by Orange Robots, Katana Warriors, and a Hell Bat. The enemies in this stage will kill you extremely quickly if you make physical contact. Unless you have at least four hearts, immediately head to the top of the screen and jump over the enemies, then head right to give yourself some breathing room. You may hit the Hell Bat, but that damage is miniscule compared to the robot or warrior. Once you have some distance, move to the bottom of the screen and dispatch the foes. The Orange Robots are the harder of the two, requiring three hits to kill and also featuring a projectile attack. The Katana Warriors also take three hits, but they drop hearts.

After the initial onslaught, it's time to begin dismantling the factory. Your goal is to destroy all of the orange pylons near the top of the screen that power the factory. These pylons have small electrical currents on top of them. You will eventually come to a door that leads you to the upper level where the pylons are planted, but you can save a lot of time by destroying them from the bottom level. To do this, you will need to throw the boomerang from the highest part of your jump and position yourself so that the boomerang makes contact after it curves upward. It will take a little time to get the alignment right. Usually you want the pylon to be on the far right side of the screen with your character positioned just left of center screen.

Near the middle of the stage is a small green object on top of a computer terminal. This is a Sensor. It will cause damage if you touch it but is harmless otherwise. Destroy it for 5000 points. There is nothing else special about this enemy.

In total, there are five orange pylons and four Orange Robots that must be destroyed. Once you have eliminated them all, head all the way to the right to exit the stage.

=====
LEVEL 6 BOSS - RED DRAGON 2
=====

The factory boss is another Red Dragon. This one now has jumping abilities and requires 10 hits to kill. As with most jumping foes, this boss is programmed to jump when you press the A button. Stay near the bottom of the screen and position yourself just far enough away that your boomerang hits the Red Dragon as it starts to curve up.

Once the Dragon is killed, you can pass through the exit door. If you have destroyed all five pylons and killed all the robots, you will advance to the next stage. If you haven't, you are sent back to the beginning (don't worry, any defeated enemies remain defeated) and will need to take them all down before moving on.

=====
7. KING KULL ' S C H A M B E R RD27
=====

OBJECTIVE: Destroy King Kull.

ENEMIES:

	HIT POINTS	DAMAGE*	POINTS
	-----	-----	-----
Ghost	1	1	0
Red Devil	3	1,1	2000
Gold Gargoyle	10	1	5000
Hell Rod	1	1,1	100
Kull Bats	1	4	2000
King Kull	10(x3)	4,1	15000

* Damage is 1/4 of a heart. If two values are listed, the first is projectile damage and the second is contact damage.

At long last, you approach the chamber of King Kull. The tunnel adjoining Kull's lair is filled with ghosts of fallen humans that still haunt the lower reaches of Hades. Once inside his chamber, you will see that Kull guards himself with the toughest foes in the game. Be ready for some difficult fights ahead, and take solace in knowing that the end is near.

=====
LEVEL 7 TUNNEL
=====

The final tunnel before King Kull's chamber is rather uneventful, occupied solely by Ghosts. Avoid moving and the Ghosts can be taken down quite easily. Try to save as much life as you can for the final stretch.

=====
KING KULL'S CHAMBER
=====

Lord Kull's palace consists of four rooms. The rooms themselves are only a single screen, but the enemies are brutal. The Gold Gargoyle is the toughest

enemy in the entire game, and the real danger comes from the Hell Rods it unleashes. If you can take this foe down in a single life, consider that a victory. The walkthrough below has more specific tips.

In addition, maps for a couple of the more difficult rooms are shown below.

Room 1

```
| O      _  O |
|         _   |
| _  X     |
|         A |
|         |
|         |
```

The first room is occupied by a Gold Gargoyle and Red Devil, both of whom begin attacking as soon as you enter. Immediately start heading to the spot denoted with an A in the picture above (this is also as high up on the screen as you can walk). Once you reach A, the Gold Gargoyle will almost always be caught at location X. Take this time to fire three quick shots at the Red Devil to kill it, then focus entirely on the Gold Gargoyle. From location A, your boomerang shots should hit the Gargoyle just as they turn upward. At this time, the Gargoyle will begin unleashing a trio or quartet of Hell Rods. From your position, you should be able to destroy these rods as they near, though you may take some damage. However, this should minimize the greatest source of damage, which is physical contact with the Hell Rods. Being overwhelmed by those foes will kill you faster than anything else in this game. If you can clear the first room without dying, consider it a victory. Keep in mind that all killed enemies will remain dead until you have a Game Over.

The second room is much easier. It consists only of a Red Devil and Ghosts. The Red Devil begins on the far side of the room from the entrance and can be killed before it ever nears you. The Ghosts will spawn infinitely from the pipes on the top left and right sides of the screen. Just kill one and advance to the door in between spawns. You should be relatively safe if you use a bit of caution.

Room 3

```
| O      _  O |
|      X  _  A |
|         _   |
|         _   |
|         |
|         |
```

The third is the most difficult. It houses a Gold Gargoyle, Red Devil, and Ghosts. Unlike the first room, there is no place in which you can safely pin the Gold Gargoyle. This makes it much more dangerous and much harder to hit.

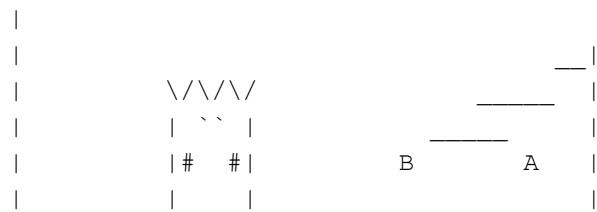
The best strategy is to try to get to location A as quickly as possible. This entails jumping over the Red Devil on the way, which will cause 1-2 HP in damage. However, from location A, you will have a clear shot of the Gold Gargoyle, who will hover around location X. Also, the Hell Rods will typically be fired at the same level on which you shoot your boomerang, making them much easier to kill. If you get stuck and are taking contact damage from a Hell Rod or Ghost, jump and move slightly to spring free. Once the Gold

Gargoyle is defeated, you can safely take out the Red Devil below. Exit the room only when it is clear of enemies.

The fourth and final room offers a reprieve. It is occupied by a Red Devil and a pair of Ghosts. Quickly take out the Red Devil as soon as you enter the room. Try to stay still as the Ghosts circle and take them both out. These Ghosts do re-spawn, but you should be able to make it to the door if you jump quickly. Make your way there and prepare for the final battle with Kull.

=====
FINAL BOSS - KING KULL
=====

At long last, you come face to face with Kull, the Demon King. Kull sits upon a throne and spews Kull Bats at you to do his bidding. Kull's weak spots are hit two serpent hands and his head. His chamber is laid out as in the diagram below.



As soon as you enter the room, walk to the far bottom of the screen, ignoring Kull entirely, and move up and into location A above. This is the spot below the three platforms. This spot is extremely advantageous because it prevents Kull from firing projectiles from his head or hands. He will only attack with Kull Bats at that spot.

At this point, Kull will begin unleashing up to two Kull Bats at a time. From location A, you should be in position to kill the bats without much trouble. If one gets by you and stays along the right edge of the screen, just ignore it. Due to a bug, it will just remain their ignoring you so long as you stand still. In fact, all of Kull's bats may pause and cease pursuing you in a similar way if you're lucky. From location A, you have a clear shot of Kull's right hand. Fire away until it's destroyed, which will take 10 hits.

Once the right hand is defeated, move to location B. At this point, any idle bats along the right side of the screen may begin pursuing you. Take a moment to kill them along with any new bats that Kull releases. From location B, you will have a clear shot at Kull's left hand. You should also be able to kill any bats without too much trouble. Fire quickly and the left hand will be destroyed, again after 10 hits.

The final target is Kull's head. You should be able to hit it without moving from location B. With two arms missing, Kull will now unleash up to 4 bats at once. However, you should still be in a good position to destroy them. Just keep firing and Kull will fall soon enough, once again after 10 hits. Using this strategy, you should be able to defeat Kull with just 2-3 hearts, if not less.

Congratulations! You have defeated the Demon King and saved humanity. And for that you receive... the title screen? Yep, that's it. There is no ending sequence or credits to this game, so you shouldn't think you did something wrong just because the title appears right away. That's Color Dreams' quality, and you should be content knowing you had the patience to make it this far.

The following section contains a detailed list of all enemies with strategies for defeating each one. These enemies are listed in order of appearance in the game. The categories mentioned below include the following:

NAME: Name given to the enemy. Almost all of these names are unofficial.

STAGES: The stage or stages in which this enemy appears.

HP: The enemy's hit points (HP). One attack from your boomerang takes away one HP from the enemy.

DAMAGE: Amount of damage the enemy's attack will do to you. Keep in mind that each heart on screen represents four HP. An enemy doing two damage will take away half a heart, four damage will take away one heart, etc.

POINTS: The number of points you receive for killing the enemy. This line will also mention if the enemy drops a heart when killed.

NAME: Skull Hive

STAGES: 1

HP: 2

DAMAGE: 4 (projectile); 1 (contact)

POINTS: 1000

Skull Hives are stationary turrets that fire electric projectiles at you at fixed intervals. They are probably the most dangerous foe in the first stage, as they require two hits to kill and inflict a lot of damage with each hit. During the tunnel portion of stage 1, you should avoid these hives as best you can. During the ground portion, you will need to dodge the shots while you are on the upper platform and wait until you are on the lower one to take these foes out. Since they are usually elevated, stand far enough back that your boomerang hits them just as it starts to curve up.

NAME: Rolling Skull

STAGES: 1

HP: 1

DAMAGE: 4

POINTS: 0

The Rolling Skull is an odd foe. You will encounter one of them in the stage 1 tunnel, and it can be defeated with a single shot or by making contact with it (one of the only enemies defeated this way). It is simple enough to kill or avoid. During the ground portion of the stage, this foe because impossible to kill, as your boomerang cannot travel low enough to reach it. In these cases, you will need to jump over them (but watch for the magma cracks).

NAME: Baby Bone Dragon

STAGES: 1

HP: 2

DAMAGE: 1 (projectile); 1 (contact)

POINTS: Drops Heart

Baby Bone Dragons fly around slowly and pursue you. They can fire quick-moving projectiles, but these do not do much damage. Overall, these enemies are incredibly useful since they drop hearts. Go out of your way to kill them and stock up on hearts.

NAME: Death

STAGES: 1

HP: 5

DAMAGE: 1 (projectile); 1 (contact)

POINTS: 5000

Death is the giant bone dragon that guards the level 1 tunnel. He moves relatively slowly and shoots flaming projectiles at you. The best method for dealing with this foe is to pass by it until Death is against the left side of the screen. The real danger from Death comes in making contact. While it technically only deals one HP of damage from contact, it deals this damage in a rapid, continuous stream, meaning a slight touch will probably cost you 3-4 HP at a minimum. Once against the left side of the screen, fire your boomerang as fast as you can. Don't worry about Death's projectiles, but make sure you dodge the ones from the Skull Hives. Death takes 10 hits to kill before it goes down. You can actually advance without killing Death, but this involves letting the stage scroll for another minute or so while you try to stay alive. It's much easier to just destroy this enemy and be done with it.

NAME: Skeleton Warrior

STAGES: 1

HP: 4

DAMAGE: 1

POINTS: 1000

Skeleton Warriors lumber around in almost a dance-like pattern. They can take quite a wallop before they go down, but are relatively harmless. As you fight them, just make sure you continue to evade any shots from Skull Hives.

NAME: Magma Crack

STAGES: 1

HP: Indestructible

DAMAGE: Death

POINTS: N/A

Magma Cracks are small, glowing fissures in the ground of the stage 1 cemetery. They are fatal if touched, so jump over them. Try to edge the screen forward as much as possible before making a jump to be sure you aren't landing on other enemies.

NAME: Floating Teeth

STAGES: 1
HP: Indestructible
DAMAGE: Death
POINTS: N/A

Floating Teeth hover up and down on the top platform of the first stage. They are indestructible and will kill you immediately upon contact, so your only strategy is to pass underneath them when they are at their apex. One useful thing to keep in mind is that you can temporarily stop them by hitting them boomerang. Use this to buy time so you can move past safely.

NAME: Bone Dragon (Boss)

STAGES: 1
HP: 10
DAMAGE: 4 (projectile); 1 (contact)
POINTS: 5000

The Bone Dragon literally appears out of nowhere as you near the bottom platform of level 1. Once you get to the part with numerous magma cracks, get ready for the dragon. Inch to the right as slowly as you can in hopes to trigger the dragon a little earlier. Once the Bone Dragon does appear, immediately turn around and jump back over the magma cracks. The Bone Dragon will not move past the second crack. Jump over a few more to create some space, then turn around and begin firing. Ideally, you'd like to be just far enough away so your boomerang starts to hit the dragon as it curves upward. This will allow you to hit the dragon when it jumps. The Bone Dragon's projectiles take away a full heart, but they can be destroyed. If you stay on the ground and fire as quickly as you can, the dragon should be killed quite safely.

NAME: Green Eye

STAGES: 2
HP: 1
DAMAGE: 1
POINTS: Drops Heart

Green Eyes are swift-moving green blobs that have a giant eye and rapid moving teeth. These enemies appear on the screen and move straight forward, almost ignoring you completely unless you are in their path. You should go out of your way to defeat them, as they are once of the best sources of hearts in the game. Target them during the tunnel portion of level 2 to accumulate as much extra health as you can.

NAME: Small Flame Dragon

STAGES: 2
HP: 2
DAMAGE: 1 (projectile); 1 (contact)
POINTS: 2000

Small Flame Dragons can fly around the screen and shoot small, green projectiles at you. They are not overly aggressive and will typically fly off the screen after passing. It is usually easier to avoid them and let them be on their way.

NAME: Yellow Gel

STAGES: 2
HP: 1
DAMAGE: 1
POINTS: 500

Yellow Gels are fast moving blobs that zip around the screen in a circular manner. They will usually attempt to fly in an orbital pattern around you, which is typically safe if you remain still. Just time your shot well and kill them as they pass. During the ground portion of level 2, these foes are a bit more annoying as they can lift you up and carry you around the screen if you are hit from below. Be mindful of their position and jump off quickly if this happens to you.

NAME: Green Dragon

STAGES: 2
HP: 10
DAMAGE: 4 (projectile); 1 (contact)
POINTS: 5000

The Green Dragon is the level 2 boss. Much like the first boss, this one also appears almost out of nowhere after passing through a door. As soon as this happens, quickly jump down to your left and off the platform. The Green Dragon will continue to hover up and down, firing projectiles at you occasionally. Try to move as far away as you can so your shots just barely reach the dragon. From here, simply fire as fast as you can. You are relatively safe from everything except a stray projectile. If you are the adventurous type, you can initially trigger the dragon without passing through the final door by edging forward enough. This involves jumping out over the acid floor and then jumping back to safety, so it is only recommended for the brave.

NAME: Small Flame Dragon 2

STAGES: 3
HP: 1
DAMAGE: 1 (projectile); 1 (damage)
POINTS: 500

While identical in appearance to the flame dragons in level 2, this variety is easier to kill (only one HP), gives fewer points, and is less aggressive. During the tunnel portion, it appears on the screen and moves from right, sometimes disappearing when it reaches the edge of the screen. It fires projectiles occasionally but can be avoided for the most part. If it decides to loop back around and target you, take it out with a single shot.

NAME: Flying Green Lizard

STAGES: 3
HP: 2
DAMAGE: 1 (projectile); 1 (contact)
POINTS: Drops heart

Flying Green Lizards occupy the tunnel section of level 3. They move slowly and shoot fireballs at you when you are within range. They tend to appear in large numbers and try to swarm you, so you will need to be fast to avoid being overwhelmed. Fortunately, these foes drop hearts, so they are definitely worth taking out when you can.

NAME: Fire Man

STAGES: 3

HP: 3

DAMAGE: 1 (projectile); 1 (contact)

POINTS: 1000

Fire Men are slow-moving beings consumed with flame. They fire fast, green projectiles and take a decent amount of damage before being defeated. They are akin to a slightly more dangerous version of the Skeleton Warrior from the first stage. Simply take these foes out by firing quickly, before they can reach you. Your boomerang will destroy their projectiles as well.

NAME: Small Dragon Platform

STAGES: 3

HP: Indestructible

DAMAGE: 1

POINTS: N/A

The Small Dragon Platform flies back around between short, fixed intervals. They make no effort to attack you and are actually quite helpful, as you can ride atop them to cross pits. Avoid touching them in any place other than on top and you should be fine.

NAME: Red Demon

STAGES: 3

HP: 10

DAMAGE: 4 (projectile); 1 (contact)

POINTS: 5000

The Red Demon is a mid-sized creature with a dragon's body and sharp, bird's beak. The demon serves as a mini-boss of sorts in level 3, requiring 10 hits to defeat. Its fiery projectiles are quite deadly, inflicting a full heart of damage. The Red Demon is also very nimble, jumping every time you shoot in an attempt to avoid your boomerang. Fortunately, your terrain gives you an advantage. The first red Demon you encounter resides on a platform above you and can be killed without any risk of damage to you. The second one appears between two lava pits, allowing you ample room to hang back and fire boomerangs in relative safety. This second Red Demon can also be skipped.

NAME: Albatross

STAGES: 4

HP: 1

DAMAGE: 1

POINTS: Drops heart

Albatrosses are probably the easiest foes in the game. They fly in a slow,

circular motion and do not actively target you. Their only method of attack is contact. These enemies take only one hit to defeat and drop hearts, making it worth your while to defeat them whenever you can.

NAME: Flying Red Devil

STAGES: 4, 5
HP: 2
DAMAGE: 1
POINTS: 1000

Flying Red Devils are eerily familiar to the foes of the same name from Ghosts and Goblins. These demons swoop down and attempt to hit you. Fortunately, they are considerably easier than their counterparts from the other game. When the Flying Red Devils make contact, they will freeze and attempt to land as many hits as possible. Immediately move away to safe firing distance and you can avoid considerable damage. If the Flying Red Devil attacks from below, try jumping a few times to bring it back to your level so your boomerang can strike it.

NAME: Executioner

STAGES: 4, 5
HP: 2
DAMAGE: 1 (projectile); 1 (contact)
POINTS: 1000

The Executioner is a hooded foe who skulks around looking to end your life. Executioners throw stones that inflict 1 damage from afar, but switch to melee combat when nearby. Melee combat is brutal. While it technically only causes 1 damage per frame, you will almost certainly be hit 3-4 times with each pass. If you get cornered, this spells easy death. Try to keep the Executioners as far away as possible at all times.

NAME: Hades Knight

STAGES: 4, 5
HP: 8
DAMAGE: 4 (projectile); 1 (contact)
POINTS: 5000

The Hades Knight is another mini-boss type enemy that is meant to halt your progress in its tracks. This foe sports a horned helmet and massive sword, which can be used to fire phantom projectiles at you. These projectiles inflict an entire heart's worth of damage but can be destroyed with a shot from the boomerang. The Hades Knights feature the annoying AI characteristic of jumping whenever you fire your boomerang. For this reason, the optimal strategy is to move just far enough away that your boomerang hits the knight just as it starts to curve upward. In many cases, the Hades Knight will freeze in place if you stop moving as soon as it appears on the screen. Use this to your advantage by quickly retreating and setting an attack position.

NAME: Flying Executioner

STAGES: 5
HP: 2

DAMAGE: 1 (projectile); 1 (contact)
POINTS: Drops heart

The Flying Executioners hover around in clay pot and throw spark-like projectiles at you. Overall, these foes are not too difficult. Their shots only inflict one point of damage, they are relatively slow-moving, and they drop a heart when defeated. Take the time to kill these foes when they appear.

NAME: Red Devil

STAGES: 5, 7
HP: 3
DAMAGE: 1 (projectile); 1 (contact)
POINTS: 2000

The Red Devils are large, demonic foes that look much tougher than they are. The Red Devil's main form of attack is a giant, knife-like projectile. This knife inflicts only one point of damage and can be destroyed with a well-timed boomerang shot. The Red Devil has the same annoying AI pattern as the Hades Knight and other large foes: it jumps every time you fire a boomerang shot. As with all enemies using this tactic, retreat far enough away so that your boomerang shots hit the Red Devil as they start to curve upward. Also, it is a good idea to stop moving as soon as Red Devils appear on the screen. This will often freeze them in place, making your attacks much easier than if they are mobile.

NAME: Hell Bat

STAGES: 6
HP: 2
DAMAGE: 1
POINTS: 500

Hell Bats occupy the level 6 tunnel and serve largely as an annoyance and distraction. They are not very dangerous, but they do move very quickly and are hard to kill. They also take your attention away from the red Dragon mini-boss, which is a deadly mistake. In general, ignore these foes in the tunnel unless you have a very easy shot. Inside the factory, these enemies should be your lowest priority does after the robots.

NAME: Red Dragon

STAGES: 6
HP: 6
DAMAGE: 4 (projectile); 1 (contact)
POINTS: 5000

The Red Dragon is the massive, likely mechanized guardian of the demon factory. This foe occupies the level 6 tunnel and tries hard to end your adventure. As soon as this foe appears, try to fly past him so that you are to the right of it. As the screen scrolls, the Red Dragon will eventually stay against the far left side of the screen. When in this position, move to the very bottom of the screen. Move far enough away so that your boomerangs curve upward and hit the dragon right at the end of the screen. This tactic causes the Red Dragon to seemingly "hop" and makes you relatively safe from its projectiles. As an alternative, if you simply survive long enough and allow the screen to scroll for 30 seconds or so, you can bypass this foe

without defeating it. That tactic is not recommended, however.

NAME: Orange Robot

STAGES: 6

HP: 3

DAMAGE: 1 (projectile); 1 (contact)

POINTS: 1000

The Orange Robot is one of the deadliest type of enemy in the game. They move around relatively slowly, but inflict massive and sustained damage when they make contact. This robot also sports a projectile attack, but it is only a minor nuisance. The key strategy is to stay as far away from this foe as you can when attacking. The most difficult encounter is right when you enter the demon factory. Try to jump over this foe and head right as quickly as possible.

NAME: Samurai Warrior

STAGES: 6

HP: 3

DAMAGE: 1

POINTS: Drops heart

These are cyborg warriors that help protect the demon factory. Like the Orange Robots, the Samurai Warriors are equally vicious when they make contact. Once again, move away as quickly as you can. These foes are the easier than the robot opponents since they do not have a projectile attack and leave hearts when killed.

NAME: Sensor

STAGES: 6

HP: 3

DAMAGE: 1

POINTS: 5000

The Sensor is one of the oddest foes in the game. It appears as a tiny, green instrument on one of the computers in the demon factory and blends into the background. It does not target you, but can be killed for 5000 points. This enemy can also be ignored with no penalty, so it is very strange. Simply destroy it when you have the chance.

NAME: Pylon

STAGES: 6

HP: 3

DAMAGE: 1

POINTS: 5000

The demon factory is powered by five orange pylons that must be destroyed. These pylons are inanimate and have no direct attack, so simply target them once the screen is cleared of other foes. It is best to do this from the bottom level of the stage by jumping and striking them with a well-positioned boomerang attack. This saves you the time and health involved with traveling to the top level and activating a new group of enemies.

NAME: Red Dragon 2

STAGES: 6
HP: 10
DAMAGE: 4 (projectile); 1 (contact)
POINTS: 5000

Another Red Dragon guards the interior of the demon factory. This dragon looks the same as its tunnel counterpart, but it sports 10 HP instead of 6. Otherwise, its tactics and your strategy remain the same. Stay near the bottom of the screen and position yourself just far enough away that your boomerangs hit the dragon as they curve upward. This will cause the dragon to "hop," so it will rarely ever fire projectiles at you. Alternatively, you can simply walk past this foes and exit the stage (as you can with most bosses), but this is probably more dangerous than a smart fight.

NAME: Ghost

STAGES: 7
HP: 1
DAMAGE: 1
POINTS: 0

Ghosts guard the final tunnel before King Kull's chamber. These phantasms fly around in circular pattern, usually orbiting you. They only take a single hit to defeat and are relatively simply once you recognize their pattern. Avoid moving to give yourself a better shot.

NAME: Gold Gargoyle

STAGES: 7
HP: 10
DAMAGE: 1
POINTS: 5000

The Gold Gargoyle is arguably the hardest enemy in the game, bosses included. The Gargoyle itself does little, but it unleashes 3-4 Hell Rods that make your life miserable. The best way to defeat the Gargoyle is to find a position where you can hit this foe consistently, without needing to worry about its movement. There are only two Gold gargoyles in the game, and detailed tips for defeated them are found in the walkthrough.

NAME: Hell Rod

STAGES: 7
HP: 1
DAMAGE: 1 (projectile); 1 (contact)
POINTS: 100

Hell Rods are the projectiles fired by the Gold Gargoyles. Unlike typical projectiles, Hell Rods are a separate enemy and even fire projectiles of their own. These Rods move quickly, are very tough to target, and have a nasty habit of swarming you. This swarming is what makes them so dangerous. Try to find location where the Hell Rods can only approach from one angle, as this greatly minimizes their danger. Some useful diagrams for accomplishing this

are found in the walkthrough.

NAME: Kull Bats

STAGES: 7
HP: 1
DAMAGE: 4
POINTS: 2000

Kull Bats are unleashed by Kull. These foes move similar to Ghosts, and will often circle you for a while without hitting you. They also have a bad (but useful) habit of freezing in place instead of pursuing you. Try to position yourself so that these bats can be taken down without needing to move. Also, Kull Bats are one of the rare enemies that are destroyed when you make contact.

NAME: Lord Kull

STAGES: 7
HP: 10 (each part)
DAMAGE: 4 (projectile); 1 (contact)
POINTS: 5000 (each part)

Lord Kull is the final boss of the game. He is composed of three parts: two serpent hands and a head. See the walkthrough for a complete strategy on defeating him. Note that only the head needs to be killed to defeat this boss, but this is much more difficult to do than taking the hands out first.

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C O N T A C T I N F O R M A T I O N RD03
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Thank you for taking the time to read through this guide. I hope you found it informative and useful in your adventures through Robodemons. If you have any comments on the guide, whether they be corrections, suggestions for future revisions, spelling/grammar mistakes, formatting problems, additional strategies, or any other type of feedback, please let me know. Anything contributed will be credited in detail to the sender.

I can be reached regularly at the following email address:
Admiral1018@yahoo.com. Please include "Robodemons" or something along those lines in the email subject heading if you can, so I don't accidentally delete the email.

=====
R E V I S I O N H I S T O R Y RD04
=====

Version 0.99 - July 23, 2008
- Preview Version

Version 1.0 - July 24, 2008
- Initial Release

This FAQ/Walkthrough was completed as part of the NES Completion Project, an ongoing effort to make sure every Nintendo game ever created has a useful guide. Big thanks to everyone at the FAQ General Board at GameFAQs.com for starting this initiative, without which this guide would not exist.

Particular thanks to the following:

- The Robodemons manual: For providing the background story and some other useful pieces of information about this game.
- <http://www.nintendoage.com>: For hosting the manual for this game.
- Everyone else who has taken an interest in this project or sent me any comments or feedback. Your help is always appreciated

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=====END OF GUIDE=====

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