

Seicross FAQ/Walkthrough

by FFMrebirth

Updated to v2.0 on Jun 19, 2004

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Seicross FAQ/Walkthrough
Version: 2.0
Written by: Scott Clemmons
Last Updated: June 19th, 2004
E-mail Address: swtzwondrboy20@yahoo.com
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Table of Contents

- A1. What's New
- B1. Contact Me
- C1. Storyline
- D1. Basics
- E1. Walkthrough

- F1. Stage 1
- F2. Stage 2
- F3. Stage 3
- F4. Stage 4
- F5. Stage 5
- F6. Stage 6

- G1. Appendix
- I1. Codes
- J1. Thanks
- K1. Disclaimer

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- A1. What's New . . . . . -

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- May 29, 2004 - Version 1.0

Started this FAQ because of the NES compilation topic on the FAQ board. Figured I'd go ahead and pitch in a few FAQs of my own to Gamefaqs. I've gotten all the monsters and such down. Sent in the half-complete version and I still need to work on the actual meat of the FAQ, the walkthrough.

- June 17, 2004 - Version 1.5

Worked a little bit on the guide, finishing up a few more levels. Still not completely done, however.

This guide is very laborious and the amount of detail per each 1 minute level is killing me. Up to stage 3 now. Hopefully I'll get this done sometime in the future.

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- B1. Contact Me. -

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Reading mail happens to be a hobby of mine. I like to hear from my fans or lack of. If you're too lazy to send me an E-mail, drop me by a message on AIM. I also shoot the wind for long time, so talk with caution. If you have any problems with this guide and IT'S URGENT. Then contact me via AIM. Let me repeat: I will not answer game related questions. LET ME REPEAT AGAIN: I WILL NOT ANSWER GAME R-E-L-A-T-E-D questions. Plus, this is nothing more than a simple item list so there's no need to contact me about Breath of Fire anyway.

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- C1. Storyline -

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Seicross starts off with a bang. You池 a guy who痴 dressed in 100% blue and you池 riding a 'bike' that greatly resembles a scooter. The screen is scrolling quickly to the right and fellow scooter riders are coming at you from all directions, and they池 mean! So are those tall towers and ground-ridden plants that are shooting small fireballs your way. These enemies, along with other things such as palm trees (what are these doing here?), sturdy rock and stone landmarks, and lifeless beds of what look to be fossilized sea creatures, are cluttering the ground on which you ride on. Seicross is one of those special few that still manages to provide the gamer with an everlasting amount of fun and replay value.

Ok, so that part wasn't out of the instruction manual, but the following part is:

Here on the planet Colura lived two different tribes. One was the Petras, a highly civilized tribe. Another was the Basrah, a vicious tribe. The larger Basrah all of a sudden declared war on the Petras. The Petras were very civilized, and were pacifists who did not possess enough arms and weapons to protect themselves against the Basrah's attack. They were quickly driven underground without much resistance. A handful of the Petras were left and a few ex-captives who barely escaped from the Basrah were waiting to be rescued. Finally the Petras developed a mini-size rescue bike which they called Gilgitt Petras. They blasted off on Gilgitt Petras from their secret hideout to rescue the Petras who still remained behind.

Race your bike along thrilling backgrounds [SIC] as you battle alien enemies. The serenity of the space city is broken as players blast off into space from the gate in order to save their people who are left in the battlefield.

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- D1. Basics. -

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- F1. Stage 1 -

Number of Petras: 25
Number of Pilpul aliens: 5 (25000 Points Total)
Number of Energy Tanks: 26

Let's get this out of the way: you're going to die a lot because it'll take you a while to get used to this game. If you start dying on stage 1, don't take it was an insult to your personal gamer skill, just think of it as another way to improve your game.

With that out of the way, you'll begin the game busting out of two double doors. You'll start to speed up and enemies on bikes will start to chase you. Keep in the middle because a Petra (1) and an energy tank (1) will be there waiting for you. Weave through the two obstacles that come up and continue until you see a little, green tower. Blast it apart to reveal a star. Grab the star, now your attacks will be a lot stronger. There is also another Petra (2) right after you get this star. After you collect him, go straight down to get another Petra (3) and blast apart another green tower. Now your weapon will shoot incessantly. Now go right about 3/4 of the screen and there will be another energy tank (2). Head back up to the top of the stage and wait till another Petra (4) shows up. Grab him if you wish. Subsequently following him is another energy tank (3).

Keep going straight and you'll see another green tower, blast it open for a star. Keep at the top of the screen until there are two gray electric-producing edifices there. Crush either one and the dinosaur bones that lay right behind them. After the bones are destroyed a The Pilpul alien (1) will fly out. Make sure you shoot this guy, as he gives you 5000 points.

After you destroy The Pilpul alien, you can choose to stay at the top of the screen. There is another green tower and a star that'll give you 1000 points, but you don't need it. Either way, get back in the middle of the screen as there is another set of dinosaur bones coming up. There is one in the middle, crush them and abolish The Pilpul alien(2) that comes out, go down and obliterate the other The Pilpul alien (3). Hastily flying up will allow you to grab another Petra (5) and another star if you so desire.

Move to the bottom of the screen again and collect two more energy tanks (4/5) There will be another star in the middle of the level again just half a second after getting these. Now, here comes a part where you have to decide what you want. You can either get four Petras (6,7,8,9) or two energy tanks (6,7). Once you decide what you want, you'll face a new monster at the top of the screen. He'll shoot out five fire balls at you but you can just dodge them. Right after him is another Petra (10) if you so desire.

Make your way back to the top of the screen and collect another energy tank (8) and another Petra (11). You'll have about a one second break here before anything else drastic shows up on the screen. Well, there will be another energy tank (9) before you know it and another chance at a star. Here comes the part that a lot of people will enjoy; it's pretty laid back and easy to do. Just stay in the middle and shoot out any green towers that you see and collect the stars. While slaying everything in the middle you'll run across energy tanks (10,11). But, wait, there are two dinosaur

skeletons that you're going to have to destroy. Make sure you kill The Pilpul aliens(4,5) for another 10000 points. Keep going straight and collect an energy tank (12) and another Petra (12) if you wish.

Continue going straight for a few seconds until there are three more energy tanks right in front of you (12,13,14) and collect as many as possible. Then there will be another Petra (13) in the middle of the stage right after the energy tanks. Slide to the top and destroy the dinosaur bones and proceed. Next is another energy tank (15) and another Petra (14) for you to collect. Keep going straight for a few seconds and even more energy tanks (16) and more Petra (15,16,17,18,19,20) will appear. This is basically the final area of this stage. You're not able to collect all the Petras but you can try if you wish. Right after the plethora of Petras, there will be a myriad of energy tanks (17,18,19) to collect.

Uh oh, now there are a bunch of swampy areas that you'll have to deal with. While you're riding on the swampy ground, your traction is REALLY decreased to barely anything. There are a total of six energy tanks here (20,21,22,23, 24,25,26) and five Petras (21,22,23,24,25). There are also a bunch of little mushroom-esque guys that you'll meet in the center of the stage that you can kill and they'll leave a stop-watch. This stop watch gives you 3000 points. There is also a speed boot that'll give you 3000 points located by a guy in the center.

Now, finally, you'll be done with the first stage. You'll simply stop, gather your points and proceed onto the next level without any real break.

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- F2. Stage 2 -
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Number of Petras: 25
Number of Pilpul aliens: 3
Number of Energy Tanks: 22

So you've finally made your way past the first stage, good job. Most people start to get angry at the game around stage two and three, so hopefully this guide will help you get past that.

After you get your points, destroy the monster that's blocking your way in the middle of the gate. There are two energy tanks (1,2) and a Petra (1) located down, get them if you wish. There will be a line of mountains in your way that you'll have to make your way up to collect another energy tank (3). Make sure to destroy the dinosaur bones to release a Pilpul Alien (1) for 5000 points. Also, there will be two monsters at the top of the screen firing at you while you do this. Go ahead and dodge them. You'll now come up on two Petras (2,3) and two monsters that can't be defeated. If you decide to attack them, they'll turn into stone. After this two watch towers will be in your way, destroy them for some quick points. In the middle of a rock island there will be one more tower, but ignore it.

Now you'll make it to another little "Gate" area with one Petra (4) in the middle of it. Keep going and you'll run into a wall of monsters, about five of them to tell you the truth. Just start at the top and keep shooting downwards until they're all destroyed. Almost immediately afterwards two energy tanks will appear (4,5). Make sure to grab these, as no doubt you're low on energy as of now. THIS PART IS IMPORTANT: There will be a little gray, circular object going up and down the screen that you ALMOST have to get, it'll make your attack much stronger. Once you get it, proceed

through another "Gate". There will be two Petras (4,5) at the top of the screen for you to get. You'll have to dodge a lot of enemy fire to get to them, though. Either way, make your way to the bottom of the screen and wait till there is a little white, triangle monster there shooting at you. Kill him and destroy ALL the circular white balls that come out, you'll be rewarded 10000!!! points per each. That's 40000 points total. You'll have to miss a Petra (6) to get these points, though.

You're probably low on energy now so make sure to pick up the energy tank (6) that'll appear. It'll keep you going for a little it longer. Make your way through the next "gate" and proceed further into the level. A Petra (7) will be the first thing you spot. Afterward will be two energy tanks that you should grab (7,8). Keep moving past the monster that fire out three bullets at once to another energy tank (9). Another energy tank (10) comes up seconds later at the top of the screen. Three Petras (8,9,10) will appear shortly thereafter. One of them is in the little mountain, so you might have trouble getting him. Three monsters are going to be up soon and they'll start shooting at you, keep an eye on the energy tank (11) and make sure to grab it. The monster at the top has a 3000 point speed boot with him as well.

Keep going, there will be two more Petras (11,12) that you can pick up. Make your way to the dinosaur bones and destroy the Pilpul Alien (2) inside if you wish. This part coming up is difficult, so I'll make an ASCII MAP

X = Barricade
P = Petra
D = Dinosaur Bones
E = Energy Tank
| = Monster blocking path

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=====
                XX      E      E X      XX      XXXXX
                   X  P  XX      |X      P      X  X
X                X  B   XX      XX      ||  P  X      GATE
X                X      XXX      X      X
X                X      XX      D   XX      X      X  X
X  P             XX  E   XXX      XXX      XXXXX
=====

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Make your way to the gate, but be cautious of the monsters that'll fire at you the whole time. I had trouble with the line of monsters that blocks the way to the gate myself. Make sure to pick up any Petras (13,14,15,16) that you might like. Also, getting the energy tanks (12,13) will prove helpful later down the road. There is a Pilpul Alien (3) here as well.

After you've made it through the gate, the game makes sure to give you an energy tank (14) for your hard work. Also, Petra (17,18) will be here waiting for help. Next comes four monsters that must be dealt with in an orderly fashion. They shoot at you pretty fast, so make sure you dodge them. With your improved weapon, they should be no match and fall rather quickly. Boogy your ass to the top of the screen and destroy another one of those triangle white monsters that give 40000 pounds. The game incessantly barrages us with more Petras (19,20) that we can collect if we wish. Two upcoming energy tanks (14,15) make a wanted appearance for us to collect as well.

So we're to our last gate in the entire level, finally. This one will lead to the swamp section of the stage. You'll notice there is another Petra (21) and another energy tank (16) right off the bat here. What is this? A boss will appear to attack us. After he appears, grab the energy tank (17) in

the middle of the stage and just start firing at him. There will be five energy tanks (18,19,20,21,22) and four Petras (22,23,24,25) here to grab before the entire stage ends.

=====
- F3. Stage 3 -
=====

Number of Petras: 21
Number of Pilpul aliens: 7
Number of Energy Tanks: 39

First off, this level goes 2X as fast as the other levels. You'll notice the landscaped flying by at a pretty fast pace and trying to get all the items and people will prove very difficult.

Once you're out of the gate there will be a Petra (1) and an energy tank to pick up. Go a quarter of a second later into the stage and pick up another Petra (2) and dodge the bikers that attack you. There will be an enemy tower up ahead, just don't worry about it till you get to the upcoming three energy tanks (1,2,3). You probably won't be able to maneuver fast enough to capture all three, so just get what you can and leave. Moving only half a second will make even more stuff appear on the screen. At the bottom is another Petra (3) and another energy tank (4). Two more of these energy tanks (5,6) are going to be in the middle of the stage in about half a second anyway, so there is no real need to collect this one.

Once you collect the last two mentioned energy tanks, moves towards the top of the screen some and wait till you see a dinosaur skeleton. You'll have to skip an energy tank (7) for now, but the 5000 points is well worth it. Kill the Pilpul Alien(1) that comes out and move on.

A Petra (4) will appear in the middle of the screen shortly thereafter. Get him if you wish and go to the bottom of the screen to collect another energy tank (8). Collecting this one means you'll miss energy tank (9), which is no big loss. The next round of two energy tanks (9,10) will come with a Pilpul Alien (2) as well. Go to the bottom of the screen and await their arrival then collect all you wish.

You get a pretty long break here with nothing to collect. Anyway, after the short hiatus is over with you're back to collecting little men in blue. There will be another Petra (5) in the middle of the screen waiting for you. Pick him up and keep going straight. Here comes another split in the path, you can either get the top energy tank (11) or the bottom energy tank (12). The choice is yours. Personally, I'd go with the bottom one since there are two more energy tanks (13,14) at the bottom of the screen pretty soon. Anyway, be sure to collect those and go straight again.

After another hiatus, you'll be treated to four Petras (6,7,8,9) that'll be awaiting your arrival. You can either pick them up or get ANOTHER energy tank (15). Either way, make your way back into the middle of the screen to destroy another Pilpul Alien (3). After collecting that, stay at the top of the screen to collect more energy tanks (16,17,18) but we'll have to leave energy tank (19) alone, since you can't get them all. We can, however get two more Petras (10,11) that are coming up along with another tank (20).

If you've somehow died during our ski-riding escapades, make sure to blow apart the container that holds the weapon power up. There is another one coming up. If you already have it, make your way to the top of the screen

to get yet another tank (21). Right after this is another Petra (12) and THREE more tanks (22,23,24,25). This is nuts, too many tanks to deal with on this level for how fast everything is moving across the screen.

Go towards the top of the screen and anxiously await the arrival of not one, but two Pilpul Aliens! (4,5). The first one will be located between two little mountains and the second one will be right above it. Jump to the bottom of the screen now to get another Petra (12) with another tank (26). Now come a part where there are about SIX tanks (27,28,29,30,31,32) in about half a second. Just grab as many as you can is my advice. Petra (13) will make his grand entry onto the screen shortly thereafter. Afterwards, position yourself in the middle again for a Pilpul Alien (6). After that, go upwards again to find another Pilpul Alien (7) then go down a ways and get another tank (33). Stay in the middle and collect more tanks (34,35) then get the Petra (13) if you wish. Following this is a barrage of Petras (14,15,16,17) and two more tanks (34,35). THEN A GATE

Thankfully, we're at the last area of this fast-paced level. Right off the bat there will be two tanks (36,37) ready for you to pick up and two Petras (18,19) ready for liftoff. Also, right in front of the Petras are some monsters that, when defeated, leave a long sword that's worth 3000 points. The finale of the stage will leave you trying to gather the last five Petras (18,19,20,21) and two more tanks (38,39). This stage is now complete. There is no boss to fight this time.

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- F4. Stage 4 -
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Number of Petras:
Number of Pilpul aliens:
Number of Energy Tanks:

[Coming Soon]

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- F5. Stage 5 -
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Number of Petras:
Number of Pilpul aliens:
Number of Energy Tanks:

[Coming Soon]

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- F6. Stage 6 -
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Number of Petras:
Number of Pilpul aliens:
Number of Energy Tanks:

[Coming Soon]

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- G1. Appendix. -
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1. Gilgitt Petras -  
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Points: None

He rides on a motor bike and rescues the Petras that remain. He'll zoom around and around and collect his friends from their inevitable fate. This is the man that you'll have to guide through all the levels featured in Seicross. His bike is nothing special... but it has a few powerful blasters that can be leveled up.

=====  
2. Basrah bike -  
=====

Points: 300

It is the enemy's mini-size motor bike. The soldiers are reckless and throw themselves against you. So be careful! You will notice these are the most prominent monsters in the entire game. They will ALWAYS keep attacking you no matter what. There can only be a max of 2-3 of them on the screen at once

=====  
3. The Petras -  
=====

Points: 100

They are the captives of the Basrah and still remain on the ground. If you save them, you will get bonus points. These guys basically allow you to get a crap load of bonus points at the end of each level. The downside? The more you save on your little bike, the more energy they eat from your tank AND the slower you move. Somewhat of a conundrum: get more points or save energy and speed? It's up to you on what you want to do.

=====  
4. Energy pack -  
=====

Points: None

It contains energy to run the player's bike. If your energy runs out, you can't operate the bike. There are energy packs all over each level, so the chances of you running out of power are slim to none (if you collect them). Most of the time they come in packs of two or three, but occasionally you'll find a lonely energy pack in the middle of nowhere.

=====  
5. Warne Stone -  
=====

Points: 300

A huge rock cannon. It attacks everything that gets in its way. If you destroy the Warne Stone, it will change color but remain there for some reason. You can also shoot at the Warne Stone and move it around on the screen after it's deceased. You start to meet these guys around level 2.

=====  
6. Apton -  
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Points: 300

A Vegetal Cannon. If you destroy it once its remain will linger around.

Plus, the monster doesn't give you that many points. This is just like a Warne Stone, they shoot at you a lot and don't really die pre se.

=====  
7. Gabium -  
=====

Points: 200

An energy Cannon. There are a million of these things in the game so I don't see what is different about this one when juxtaposed with others. There are so many energy cannons in this game I don't see why they even label them.

=====  
8. Taron Dome -  
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Points: 200

When the Quartz Energy explodes inside it, the claw opens and fires bullets. Just shoot at the thing once and watch apart. Another easy monster.

=====  
9. Bodgiff -  
=====

Points: 200

C-Level Energy Cannon. Its cannonballs will split into three parts and each part blasts off separately. These guys can be a problem when there are more than two of them on the screen. If you have enough Petras onboard, you'll have trouble just avoiding one.

=====  
10. Triangle Wall -  
=====

Points: 200

B-Level Energy Cannon. A high power cannon. Oh, sounds tough, eh? Well the thing falls rather quickly once you max out your laser beams.

=====  
11. Comsolar -  
=====

Points: 200

A-level Defensive Energy Cannon. This powerful weapon launches shells into 8 different directions at the same time. This makes it hard to avoid if you're moving slowly. These monsters that shoot out a myriad of bullets are harder than the monsters that give more points.

=====  
12. Mirror Lurk -  
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Points: 200

A digging machine for underground energy. If you destroy this machine, your enemy will have trouble getting energy! I guess it's important to destroy these guys then!

=====  
13. Dinosaur Fossil -

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Points: 500

A fossil of a dinosaur that the ancient Petras used to keep as their pet. Sometimes the alien Pilpul hides inside it. These Pilpul are worth about 5000 points, too.

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14. Radar Buoy -

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Points: 200

The enemy's radar control system. Unless you destroy this, your enemy's attack gets stronger. There is the hint: make sure you destroy this thing as soon as possible. If you don't, well, you might be in for a real hurt.

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15. Powarmon -

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Points: 200

A special booby trap that radiates electric-energy magnetic waves. It is devised to block Gilgitt's way.

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16. Sharking -

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Points: 200

A small surveillance base. If it detects Gilgitt, it attacks him. These guys are found frequently and are very easily defeated. Seicross if inundated with regular monsters that die within one hit.

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17. Chenobalm -

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Points: None

A gigantic plant that has absorbed the Basrah's energy. It doesn't attack but just likes to get in your way. Another monster that's a complete waste of space.

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18. Merameshra -

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Points: 100

A Gigantic plant. It does not attack, either. They also don't give a lot of points considering they're huge. Another monster the game could've done without.

=====

19. King Merameshra -

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Points: 100

Larger version of Merameshra. It does not attack, either. Why this monster doesn't attack is beyond me. It only gives 100 points anyway, so you can just pass it up.

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20. Pigoran -

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Points: 500

The Pigoran is under the Basrah's control. It attacks Gilgitt and gives an acceptable amount of points if you manage to destroy it.

=====

21. BalTank -

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Points: 500

It is the most powerful weapon of the Basrah. This Dinosaur Tank blocks Gilgitt and is harder to kill than most every other enemy in the entire game. Also, BalTank gives some good amount of points.

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22. The Pilpul alien -

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Points: 5000

An alien hired by the Basrah for the battle. They hide and try to attack Gilgitt. These guys actually hide in dinosaur bones and you can kill them for a lot of points. They're VERY fast and hard to hit so be careful. When they die, they leave a HUGE amount of points behind for you to collect. You will be able to gain a lot of extra lives off these guys if you can find them.

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23. Brain -

=====

Points: 10000

This is an alien object that never comes out. It does not attack. You can find them flying away from some destroyed monsters. They come out in packs and you're able to get around 40000+ points from one herd. That's enough for an extra life.

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- I1. Codes -

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- Stage Selecting -

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If you own a second controller then you're able to input this code. First, take your second controller and press A,B, and select at once then, on controller one, input:

- Stage 1: Start here automatically
- Stage 2: Press A then Start
- Stage 3: Press B then Start
- Stage 4: Press A followed by B then Start.
- Stage 5: Press B followed by B then Start
- Stage 6: Press B followed by B then A and then Start

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- Continue your Game -  
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Once you've run out of lives and the game returns to the main screen, Hold A then press start.

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- Invincibility -

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At the title screen, hold Left, A, and B on Controller 2. Press Up, Up, Down, Down, and Start on Controller 1.

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- Invisible Bikes -

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At the title screen, hold A, B and left to get invisible bikes. You'll no longer be able to see the enemy and it becomes A LOT harder.

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- J1. Thanks. -

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Thanks goes to the following:

- Myself.
- Retro, Dallas and Alex Cross for having codes posted on Gamefaqs. They provided the base codes, I simply reworded them. Also, another thanks goes out to Retro for letting me use small parts of his review in here.
- <http://sardius.fefea.org/manuals/> for having a typed version of the manual available. I sure don't own the actual manual for this game. They had the actual document available.
- The actual document that a lot of the monsters/basics/etc were extracted from can be found here: <http://sardius.fefea.org/manuals/seicross.txt>
- The current webmaster that is hosting this document

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- K1. Disclaimer. -

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[www.Gamefaqs.com](http://www.Gamefaqs.com)

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