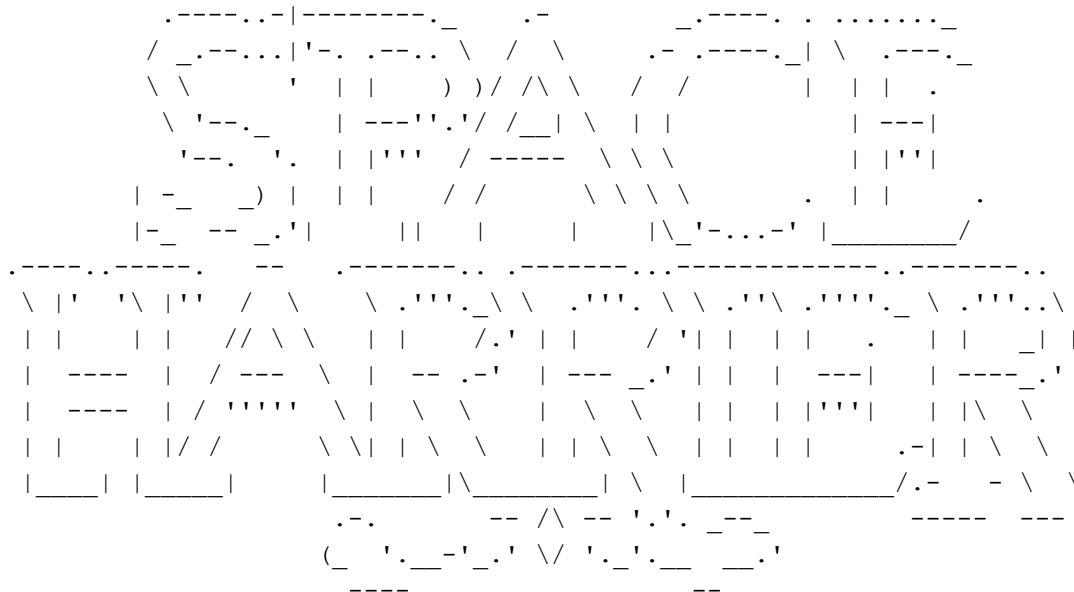


Space Harrier FAQ/Walkthrough

by EntropicLobo

Updated to v1.0 on May 29, 2006

-GET READY!-



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SPACE HARRIER - NES

Version 1.0 (05/29/2006)

Version History:

1.0: Basic Guide Complete - (05/29/2006)

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Legality:

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Game by SEGA/Takara

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Space Harrier is rated "G" for "Get Ready!" It contains scenes of one-eyed mammoths and cross-planet running. Player discretion is advised.

| SH1: Intro |

It's interesting to note how many older games could apply the same principles with a bit of thematic variance and provide a completely new experience. What it comes down to is how they are presented, and how they keep you interested.

Space Harrier is a game that accomplishes this by keeping the action coming and ramping up the difficulty as time goes on. It's a game that will catch you at the start, and keep you playing to see how much farther in you can make it.

Because like many great games, Space Harrier is quick to pick up, but some situations will throw you for a loop. Until you learn to deal with the more advanced problems of the game, it can be difficult. And even when you do, the fun never leaves.

| SH2: Gameplay |

The Gameplay is simple,

A/B: Fire a shot.

Start: Pause

Control Pad: Move around the screen.

Essentially, you are running towards the background and so there are a few planes where an enemy or shot or obstacle can exist. An enemy may fly into the background or out of it, or pull any number of moves involving movement into and out of the background. These are mostly described under "Stages."

You, however, are locked in place. Or rather, locked to one plane on the screen. You never scale bigger or smaller, but you can move around the screen firing.

So what you do is dodge obstacles and shoot enemies for the duration of a stage. At the end of the stage, you will fight some sort of boss encounter.

You can only take one hit, so more often than not you may have to simply avoid the enemy.

It takes your own discretion and consideration on the fly to determine what course of action is best for you. Space Harrier tries to keep you on your toes.

| SH3: Stages |

SH3.01: Stage 1

As we begin, you will approach some bushes coming in from the background. These are not fatal - however they will make you stumble and temporarily lose control of your movements. Not for long, but long enough to be taken out.

You can destroy the rocks and bushes, however. As you do, four ships fly by in the background. While this group does not shoot, it does pass down on a diagonal left and stand a chance of ramming you. Attack them on the right, as they start to close in.

Shortly after this, there are three more Blue-Winged ships in the background, and they bob up and down. They stay on screen long enough that they can get two shots in. When one ship shoots, watch out for the other two. Try to take them out from right -> left or left -> right.

A group will fly in from the front of the screen on the right hand side, firing off a few shots. Try to get them as they appear but look out for their shots. The next group is from the bottom left, and again you can get them as they appear. They seem to fire off a shot just as they hit the centre of the screen.

There will be a short period of more bushes and rocks, and then a blue orb will appear on screen. Three of these orbs take a triangular formation:

0
0 0

They can only be destroyed when they open, and they will only open three times. After that, they fly away. Keep in mind - they do shoot when they open. So, what you can do is hit one just as they appear, then dodge the shots from the other two. Then, line up with the next - take it out when it opens and dodge the shot from the final orb. If you have been effective, you'd have gotten them all. If you want, shoot them when they are closed to focus your aim for when the orb does open. Left to right, or right to left seems effective.

About this time, large trees will begin to appear. Please be warned that these will kill you. They can be shot down, however.

Shortly after these trees begin to appear, a group of Blue Wings appears from the bottom left, firing. They will head up/left, then head left, then down/right for another pass and more shooting. If you miss some on the first pass, just be aware that they will be coming back.

They will then come from the bottom right and left corner. You can try getting one group, but I don't suggest positioning yourself where they cross because you do put yourself in danger that way.

After this group passes, another set of blue orbs appears. Deal with these as you did the previous group. Watch out for the tall trees.

****BOSS****

The Boss dives up and down through the sky moving in and out of the foreground. Aim for the dragon's head and fire away at it as it draws its arcs through the sky. When the dragon is flying into the foreground, it will shoot fire at you. Dodge the fire as it approaches.

As you attack the dragon effectively, it changes colour. When the dragon is red it is almost dead.

This boss is very simple, but the room you have to dodge the fireballs can be tight. So keep your wits about you and the boss will fall.

SH3.02: Stage 2

Shortly after the city shifts into the background, a few Blue Winged ships fly out from the bottom left. Beware, these will loop back. But the thing to be most careful of here are the Moai heads littering the ground as you try to deal with the ships. These large, statue heads fly upwards when you approach. The Ground Moai then are a danger mostly to the airborne Harrier - but you can shoot a path through them on the ground.

After a brief shift to some floating rocks, you'll notice some enemies dart across the sky in the background. Some Pink Moths will fly down from the top right, weave up and down as they pass to the left, and leave the screen via the upper left. These lead directly into another group of Ground Moai.

Get ready after the change back to rocks again for the Spinning Moai enemy, which is three spinning Moai heads, firing shots at you as they do. Watch out for the tall columns that appear at this time, they will kill you. Focus on the spinning Moai heads. Follow them around in circles and take them out quickly.

From the left, some Pink Moths will fly in and circle around. They fly out after they circle. their shots seem to go to a point centred in the middle of their path, but keep your eye out. Do not try to stay between them.

After a few Ground Moai and floating rocks, the columns return and some Spinning Moai fly onscreen. Take these out quick. You can not destroy the columns and they are fatal. You want to destroy the Spinnign Moai as this section starts so you do not have to worry about dodging right into a column.

For the remainder of the columns, stay above them. A little while after the columns stop, you will face upwards of four spinning Moai Heads. Take them out as quickly as possible so too many are not on the screen at once.

****BOSS****

This boss can be a test if you're green to the game. The blue Moai spin around a central mask which constantly spouts fire. Not only can the fireballs kill you, but connecting with the Moai will too.

There are actually three Moai spinning around the mask, and they can hit you when they are closest to the screen. When they are midway around teh spin and are coming in from the background is the ideal time to strike. Try to take out the three Moai heads before engaging the mask.

Theoretical:

FAR FAR

Mask

MID MID <-- You want to strike the Spinning heads at around this position.

CLOSE

Destroying teh three heads gives you room to move. Keep in mind you can pass

over the boss at any time it is in the background, so use that to set up your shot on the Moais, then dodge the fire.

For the Mask itself. Well, you really just need a few good shots at it to take it out. As it is coming in from the background, strafe across it. The fireballs should reach the foreground you leave, and you may connect with it as you pass. As harrowing as it may be, you will need to pass over the mask in order to destroy it.

SH3.03: Stage 3

The stage will begin when the world turns pink and the buildings materialize as the background.

It starts out rapid, there are some mushrooms zooming in along the ground - these small obstacles are fatal. There are also these pods bobbing up and down. They stay on one horizontal position, but they bob up and down. You will hear a distinctive noise associated with these. Either didge them, or hit them before they get to you.

Stay towards the right. A group of blue-winged ships will appear from the bottom left firing rapidly. You will have to start in the bottom right and lead the shots around the screen until you are clear. Watch out for the Palm Tree type trees (though their leaves aren't fanned out, this is the best description I have). They are fatal and cannot be shot.

Another group of Blue Winged ships comes in from the bottom left. After they pass, some more will come along from the background. Head to the left side of the screen and shoot them as they bob up and down approaching the foreground. Move when they shoot, but you can probably get most of them. The Mushrooms start along the ground again.

Dash over to the right side of the screen. A group of three Blue Wings, just like the previous one (bobbing up and down, coming in) will approach. Take care of them as you did so for the previous group. A few Yellow pods will now appear before another group of Blue Wings comes out of the bottom left corner. You can take these out as they arrive, but be careful of the group that immediately follows, out of the bottom right.

A Blue Bird with orange wings appears, this enemy fires a few shots and then flies away. Don't be surprised if it gets away.

As the Yellow Pods begin again, look out for the group of blue wings coming from the lower right. Two Blue Birds follow this group, and you will then hear the Yellow Pods' approach once more.

When the palm trees show up, look out as the Blue Bird arrives. It may be best to destroy these before they stop and fire. But if one is on the other side of the screen - this can be a risky move.

Some new bushes will be on the ground as the Yellow Pods approach. These will not make you stumble. These bushes kill. After the pods pass, look out for the Palm Trees.

****BOSS****

Kind of a Moai rush I suppose. Two Moai heads will fly on screen spewing fire at you, cycling around. They will only stay around for a short time - then they

will retreat.

Each head takes one shot, and there are at least four groups. Try to strafe them as they appear and take them out before they start spinning.

If you can't take them out immediately, try to circle with them and keep firing in an effort to have them cycle into your shots.

SH3.04: Stage 4

The stage darkens, and the theme changes. For the first time, a ceiling is drawn over you...

Alright, well what you're going to get are a bunch of towers and metal chunks that are fatal and cannot be destroyed. Try to dodge these for a little while. Eventually, some Blue Winged appear from the bottom left. There will be a few a brief pause, then two more arrive - so be careful!

Another group of ships appear on the left. They will stay on the left side and bob into the distance. A similar group then appears on the right side. There are some blue winged ships coming in to loop now. First from the right corner and then the bottom left. They are going kind of fast, so watch out for their shots.

The normal theme resumes as the ceiling gives away... but it won't last, as a theme change signals an enemy fight. Short stage, yes, but dangerous.

****BOSS****

This is another sort of boss rush. The robots fly onscreen, fire a fireball and move. They will fire a couple before leaving. Try to destroy them as they show up or after they fire the fireball. You do not want them to crowd you.

When they are all destroyed or leave, Stage 5 begins...

SH3.05: Stage 5

You won't have control of yourself for a moment. This is a Bonus Stage, and a white creature will approach from the background. You will leap onto this and ride it.

Bonus stages in Space Harrier are very simple. Basically, you are riding on a creature that is arcing up and down. You can ram bushes and trees to destroy them. The more obstacles you clear out, the higher your bonus at the end of the bonus round.

You can only hit bushes when you are low to the ground, and you can miss trees if you are too high. Just fly into the trees as they appear from the background and if you're good you'll get a nice bonus out of this.

SH3.06: Stage 6

Get ready for action when the Ruins-like background appears.

New looking towers will appear as you spot some enemies in the background toward the top of the screen. These ships will fire off a large shot when they reach the foreground and immediately fly away. If you can't take them out as they are arriving then they can be a risky target.

A small triangular object will be darting around the ground. This robot fires off the same large shot at you, sometimes twice, as it approaches the foreground. Like the prior ships, take these out from a distance if at all possible. Be careful flying above the ground as well, you won't be safe from them up there.

After these two enemies introduce themselves, you'll notice some floating rocks. A group of large shot ships appear right behind them. Three Ground Robots will follow these, firing once and moving fast.

Now what you have is a quick repeat of the start. A group of three large shots from left to right and a Ground Robot.

However, after this next group of rocks, they mix it up a bit. A group of large shot ships arrive one by one in this formation: right, middle, left, middle, middle, middle. Take them out before they can fire. Four Ground Robots will arrive after these.

After these, some ground rocks will appear. You can destroy these bush-sized rocks, but keep in mind they are fatal to touch. A group of large shots appear in the formation: left, middle, middle, right. Five Ground Robots follow.

****BOSS****

These green objects fly in from the background - you can hit them as they arrive. They wobble and fire shots as they spin around in a circle. After they have travelled their circle a few times, they will leave.

If you miss them as they arrive, you can mimic their path, maybe a little ahead of them trying to lead them into your shots. Their shots are just the most basic enemy shots and should not be difficult to avoid.

When they have all been destroyed, or leave, the stage ends and Stage 7 begins.

SH3.07: Stage 7

The background here is one you've seen but the orange skies lends it a different look.

Soon after starting the stage, you'll be introduced to the famous cyclopean mammoths that seem to dominate title screens for space harrier. These are a stationary enemy and can be destroyed.

The wide, Red Ships that soon come from the upper right are not stationary however. they are more like an upgrade to the Blue Winged ships, and fire a similar shot.

The stalagmites that begin to appear after these enemies are basically columns, towers, whatever. They are tall obstacles which cannot be destroyed. Avoid them but watch out for the red ships coming in.

The Red Ships literally swarm you here, they come in from various spots on the screen - most of them from the background but the last from the bottom left.

Now, just try to shoot these as they arrive and dodge their shots until the screen clears out. Please keep in mind that the ground is still dotted with mammoths and stalagmites.

For quite some time now, there will be a slower swarming. These are easier to deal with, but be warned that if you go to one side of the screen to deal with some arrivals, multiple may appear on the other side. So always have your eyes open for shots from the other side.

This stage will go to the boss after the extended swarming.

****BOSS****

This is almost a repeat of the Stage 6 boss, except the shots fire much more rapidly and it is easier to hit these yellow orbs as they arrive than it was to hit the green boss of Stage 6.

They appear from the top of the screen, centred. When they open, they will begin to fire shots. Please note that even though you can shoot them before they open and fire - they arrive a couple at a time so a few stray shots may get sent your way.

Failing this, the yellow orbs will open and begin to spin in a circle, rapidly spraying a standard enemy shot. Alright, you can again follow this boss around. Do so. Follow it around in its circle path and keep firing, move out to regroup if the shots get to thick.

Each orb takes one shot, and when all are destroyed Stage 8 can begin.

SH3.08: Stage 8

Alright, the action starts as soon as the mountains appear in the background.

Your familiar floating rocks line the background, and a group of blue winged ships fly in from the bottom left. These loop around, so be careful. When they leave, you'll notice the ground is populated by Ground Moai. Remember, they fly up when you approach them so shoot them if possible.

After a section of Ground Moai, a group of blue winged ships fly in from the bottom right. They will loop back, so be careful. When you see some columns appearing, get ready for the Spinning Moai to arrive, two of them.

Now, Red Orbs will appear. These are the same as blue orbs - they can only be hit when they open, and fire when they do. Take them out one at a time, starting from one side and working your way to the other. Please note that there are Ground Moai here...

The ground Moai here don't seem to be lifting off, but I won't take that as definitive. When the columns start again, you will be faced with Spinning Moai - and they are spewing their shots rather rapidly. Try to take them out, because there are around four total. You may need to strafe them.

This short stage shifts to the boss after a short section of Ground Moai. And please be aware that these ones do lift off.

****BOSS****

This Rock Face is very similar to the Mask in Stage 2. However, it can change

its position, and its barrier spins differently.

FAR

MID <--- Where "Mid" also denotes the Rock Face's position.

NEAR

The orbit of its barrier is on a slant like this, they can hit you towards the near and mid - but to be honest this makes the barrier easier to eliminate. There are only two objects flying around the face, and you can easily hit them on the mid to far. So, dodge the fireballs and take a few shots at the barrier. When it is destroyed, it's time for the head.

As with the mask, it is decent strategy to move across the boss firing. The fireballs come rapidly, yes, but I find you can lead them across the ground while the boss is in the background, then loop into the entre of the screen as it approaches. Then you can move across teh boss firing, and the shots will normally connect.

SH3.09: Stage 9

The theme changes, and a ceiling is drawn in... the towers and Metal Chunks start to come almost instantly.

Teh first group of blue wing ships comes from the bottom right. They will not loop back, and don't fire very rapidly. It might be safest to try and shoot them after they fire and start to pass.

The next group of blue wings will start from the left side of the screen, and and bob their way into the background. If there is a shortage of towers on the left, these are easy targets. A similar group (less bobbing) will then appear at the right side of the screen.

A group of blue wings appear from the bottom right, then bottom left. Both of these groups will loop back. It is around now that the theme normally changes back to normal. But again, this short stage changes themes once more as you approach the boss.

****BOSS****

This is essentially the Stage 4 boss all over again. Basically, the Robots fly in and shoot some large shots at you, move a bit, maybe fire again, then leave. They come two at a time, and there are eight total.

Try to shoot them as they arrive. Failing this, they will probably get away. Dodge the large shots then try to take out the next group that arrives.

The stage ends when they have all been destroyed, or have left.

SH3.10: Stage 10

Get ready as soon as the background shows up. Yellow Pods will arrive, and mushrooms dot the screen. A group of blue wing ships will appear on the left side of the screen - bobbing into the background. These are prime targets.

As the palm trees start to arrive, a group of blue winged ships fly out from the bottom left. They will not loop back. However, a group will bob in from the left side now. They are easy to hit, but do fire somewhat rapidly, so be aware. A similar group will then arrive from the right side of the screen. Following these, the Yellow Pods start their approach once more.

Blue wing ships will come from the bottom left, then bottom right. Both groups will loop back at you. Follow these, out friends the blue birds return. Remember, try to shoot them as they arrive. Don't rush towards them as they will shoot and leave.

There will be another section of Yellow Pods, then blue winged ships from the bottom right. These do not loop back. At least three blue birds will arrive now before the next section of Yellow Pods.

After the palm trees return, three blue birds will attack. Following these, the fatal version of the bush returns with the Yellow Pods.

These are followed still by blue winged ships from the left corner. They make one arc up and then down as they fly into the distance. They fire rapidly, so watch out. As they leave, a group of blue winged ships fly out to the background from the bottom right corner. These do not loop back.

****BOSS****

This one's interesting. You will have fought Blue and Red orbs in regular stages up to this point. Well, this boss is a series of black orbs. The floating rocks here as well are black.

Basically, one (not three as usual) orb flies in from the distance and opens up to fire off three or so shots. It then closes and flies away.

What you do is line yourself up with the black orb, fire as it opens and then dodge the shots that follow. If you're accurate you will have destroyed the orb. If not, it will close and fly away.

The stage ends when all have been destroyed or have flown away. Be careful of the flying rocks in this battle. While they are easy to destroy - they could catch you by surprise. So avoid the rocks, shoot the boss.

SH3.11: Stage 11

The stage starts off with some Ground Robots darting in from the background. Recall that these shoot large shots as you approach the background. Take them out to the best of your ability. The battle will carry into a field of blue rocks. Either shoot these or avoid them.

As towers appear, the Ground Robots are remixed a little. Air Robots can get airborne, and fire large shots. The first group will fly straight up, and out when they reach near the foreground of the right side of the stage.

These lead into another group of Ground Robots, but the last two are Air Robots - one for the left followed by one on the right.

After a few blue rocks, you will get an Air Robot coming in from the left, and another from the right. The robot that will soon follow kind of jumps to the left and continues along the ground.

Note that you will see some enemies in the distance at the top of the screen and centred. These are three Air Robots that will fly down firing, then loop up past the top of the screen. Try to take these out at a distance.

You'll have two robots along the ground next, one will jump to the right. Two Air Robots follow them, they loop onto the screen, stop, fire, and leave. They appear from the right side of the screen. If you can't get these as they appear then they will likely escape.

****BOSS****

If you know how to deal with Air Robots, then this should be fine. The Boss Encounter is a fleet of Air Robots. They do glide across the ground at first, but will fly up into the sky as they arrive. They fire their large shots and leave.

Try to take these out as they appear, or dodge their shots when they arrive. It can get fairly tight if you don't take any out, however.

The stage ends when all are destroyed or have left.

SH3.12: Stage 12

Notice that you can't fire, this is a bonus stage. Again, you have to ram the obstacles that appear. This time around they are rocks and Tower 2's. They are the same dimensions, for all intents and purposes, as the bushes and trees were in Stage 5.

SH3.13: Stage 13

This stage has red and blue versions of the Large Shot Ships and the Robots, but there is no behaviour differences. It's the same with the towers. They are no different than Towers you have previously encountered.

Some red Ground Robots dash in as the stage begins. The Towers will start in the middle of this. Red Large Shot Ships appear as the robots continue their advance as well, in the following formation: Middle, Middle, Middle. You'll notice that some of the robots passing by after the ships are jumping Air Robots.

The ground is now covered in towers, you may have to fly up. We'll get another helping of Ground Robots as the Towers become sparse, then some large shot ships in the formation middle, middle, middle. Three Air Robots appear like so:

A A

A <--- With the bottom of the formation appearing first.

Take these out as they arrive, start with the bottom as it appears first.

Following a few more towers, Large Shot Ships appear in this formation: Left, Middle, Right. You will then have two Air Robots appear, one along the left and another around the right. They will loop back when they approach the foreground and will then be much more difficult to hit (as they will be firing).

Large Shot Ships then arrive in this formation: Left, Middle, Right, Left,

Middle.

****BOSS****

Large blue objects which circle around and fire. They materialize out of thin air, but always in the same place - so you will know where to go after fighting them at any rate. It appears to be the centre of the screen on the horizontal and a little more than one body's height down from the top. If you can get them as they materialize, then great - there's no work to this.

Failing this, they will circle around for a while rapidly firing standard shots at you. You will have to try to lead them into your shots by circling just ahead of their path.

The stage ends when they have been destroyed or have left the screen.

SH3.14: Stage 14

Ah yes, that theme signals a ceiling stage. Tower 4 will arrive soon. It looks like a Yellow Tower 1. Its company is made up of the usual metal chunks.

The first blue winged ship formation to arrive is well spaced, flying out from the bottom left corner, and looping around once they hit the background. After they clear, a group of blue wings will immediately appear on the left and bob out to the background. If you aren't on the left side when they appear, their shots will make a pursuit risky so use your own discretion.

As they leave, a group appears on the right. They make one arc as they travel out into the background. You will probably have time to make it to them, but again - watch their shots.

Due to the spacing of the next two formations, they can be kind of difficult. First from the bottom right, and then from the bottom left: formations of Blue Winged ships appear. Now, they will loop back at you. However, since they are widely spaced, one group will run into the end of another. To be perfectly blunt, I find the biggest threat here actually running into a ship from the first group while you try to dodge shots from the second. Neat.

Around the same time, blue ships will begin to appear from the left and the right. They make one arc before reaching the background. This might make it tight moving as they try to shoot you. If you are really worried about them, maybe only focus on one group. Dashing left and right between the two can be hazardous.

Meanwhile, you'll notice the theme has changed back to the usual Space Harrier theme. This doesn't mean it's going to cut to a boss right away. After the groups described in the previous paragraph, groups will appear from the bottom right and lead into a group from the bottom left. These do loop back, but the situation isn't as severe as earlier.

Now, the ceiling will give away, the colours change a bit and a boss theme begins...

****BOSS****

Our friend the mask is back, but he's taken a few notes from the Rock Face boss you fought in Stage 8.

FAR

MID <--- Where "Mid" also denotes the Mask's position.

NEAR

As you can see, the shield is also the same. Except it is made of Yellow Pods, not the Mask's earlier Moai Heads. Again, you can hit the shield components best at the Mid to Far range and they can hit you best at the Near to Mid range. Keep firing on the shield even as the mask backs into the distance as you may still strike one of the components. The mask ultimately has two Yellow Pods flyign around it and these should drop fast once you can position yourself properly.

Now dealing with the mask can be trick, as it does constantly spout fire, and adjusts it's position every time it approaches. But like Rock Face, you can run across the ground, then fly up to his level, and strafe acropss him firing for the best results. Hit the Mask to destroy it, and proceed.

SH3.15: Stage 15

You'll notice some mountains appear in the distance. As columns begin to appear along the ground, three Blue Orbs will approach from the distance. As per usual you can take these out as they open, one at a time. They are followed by Blue Winged ships at the right, which make an arc and keep going into the distance. A similar group then appears to the left.

Some Air Robots approach now. They're Green and Yellow, but basically the same. Anyways, these Robots jump, so take them out before they arrive. Their company is essentially a few Green and Yellow Ground robots.

After the next section of floating rocks, you'll face two Spinning Moai. Again, you can get these as they arrive or mimic their path (but just a bit ahead) for the best results.

Following this, some Blue Wings fly across teh background then arrive on a down and left diagonal. You can take these out as they start to approach.

These then lead into a small group coming from the lower left which will loop back at you. These further lead into a series of Spinning Moai heads, you will face around five total.

After the next series of floating rocks, soem more green robots will arrive, one of them can jump. It seems these guys like to stick around a little longer than usual so be aware.

****BOSS****

A skeletal dragon, perhaps that which you fought in stage 1 seeking revenge?

But this literally is a repeat of the Stage 1 boss. The skeletal dragon is vulnerable in the head and shoots fire as it arcs toward the foreground. You can fire at it, then dodge the fireballs. The dragon iwll change colour as it takes damage over time.

As with the Stage 1 boss, it is close to destruction when it is red.

SH3.16: Stage 16

When the background appears, as usual the action starts. Now, you fought some large robots as enemy rushes in a couple of boss encounters. these are now a standard enemy, which I will refer to as a "Big Robot." Just like the boss encounters, Big Robots fly onto the screen, start firing, and leave shortly after. They are a little more difficult to deal with now, however, because there are obstacles such as rocks in the way. So try to take these out as they appear to keep the heat off yourself a little bit.

After a few rocks, there will be another two Big Robots. Rinse and repeat, there are a few more rocks and then another Two Robots. Repeat twice more. Following these groups, three Big Robots will arrive. Then two.

Well, you'll shortly notice the stage music changing for the boss. The stage was short, but the difficulty came in dodging the Big Robots, I suppose.

****BOSS****

A large ship will appear in the background. Position yourself in the middle of it, slightly down and fire on the Big Robots it releases. If one slips by, you will have to go after it or be shot. Try to keep the amount of Big Robots on the screen to a minimum. When the ship has dropped its payload, it will leave.

SH3.17: Stage 17

Shortly after you begin you will encounter another coloured tower with the same properties of the towers before it. One Spinning Moai will follow the towers. Deal with it as it appears if at all possible.

Another Spinning Moai pops up a short time after. As Towers appear again, some Blue Winged ships can be seen darting across the screen out in the distance. When they reach the right side, they will fly down and left on a diagonal. Try to destroy them just as they start approaching.

Following this group, another group appears in the left of the screen and bobs out to the background. If you aren't ready for them, you probably won't get them. Head now to the right side of the screen and shoot the blue wings as they appear. If they reach the foreground they will fly upwards and fire. As they are in the background, they're an easy target.

A group will then arrive from the bottom left and loop around. Watch the ground for a few jumping green air robots to presently arrive. A few Ground Robots will follow.

After the Ground Robots, three air robots appear in the sky. Take them out as they appear: left, middle, right. Be aware that a Ground Robot and Jumping Air Robot will appear eblow you as you deal with the three Air Robots.

****BOSS****

This guy's kind of strange. These Cat statues to either side of him will spew fireballs at you, and rocks fly in from the background. The fireballs make it seem difficult to get a shot in at the central figure, but it is actually quite easy.

Fly off to the right or left, then around above the boss' central figure. Fly

down across the figure while firing. The fireballs should be falling right behind you, missing their mark.

Well, if you hit the boss with your shots, the screen will flash red. Eventually, he will lose his barrier and begin to change colour. Just keep at it, he will fall eventually.

SH3.18: Stage 18

Yeah! The final lap! The final stage starts out with a boss theme and is a boss rush. Get Ready!

****BOSS 1****

This is the dragon from Stage 1. Remember, shoot its head when it is coming towards you and get out of the way of the fireballs. Keep at it to drop it.

****BOSS 2****

It's your old buddy Rock Face.

FAR

MID <--- Where "Mid" also denotes the Rock Face's position.

NEAR

Try to fire on the barrier (there's two pieces) at the Mid/Far position. When they are destroyed, you can best strafe Rock Face by leading his shots across the ground when he is in the background. As he approaches, get up a little above his level and head towards him. Move down across his face while shooting in an effort to hit and dispatch.

You can hit him in the background, though.

****BOSS 3****

This is a rush of Spinning Moai heads. Their firing is fairly rapid, and it is best if you take them out as they appear. Failing this, follow their path, or rather stay a little ahead of it while firing to lead them into your shots.

****BOSS 4****

For this Mask, follow the same strategy as Rock Face in Boss 2 of this same level. Please note that it does seem a little quicker.

****BOSS 5****

This is the skeletal dragon again. Like the dragon you fought in Stage 1, you should fire on this Dragon as it approaches, then dodge the fireballs. Keep at it and it will drop.

****FINAL BOSS****

These Fire dragons will approach you rapidly, shooting fireballs. If you keep moving then the fireballs probably won't hit you. Please note, the dragons bob around so much that the fireballs may be seemingly launched from nowhere. But they have launched them and moved.

Try to focus one dragon at a time. If you do hit the other, that's fine. You can track the snakes as they change colour from taking damage.

When you are shooting at them, aim for the head. Continue shooting even as they dash into the background.

I do find it easiest to strafe the Dragons after taking a bit of a loop. Keep leading the fireballs and constantly move across the Dragons taking shots.

A dragon will turn red again as it is about to die. When one dragon dies, the other will pick up speed. Just keep it up and you will come out on top.

"The End" will appear on the screen and you will be prompted to enter your name on the High Score table. Cut to the title screen!

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|                               SH4: Enemies and Obstacles                               |  
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Introduced in Stage 1

*Blue Orbs:

They spread out into a triangular formation, and can only be shot when they open. They open once when they appear and form, and twice more after that before leaving. Focus on one at a time, get them when they open and dodge it and its friends' shots. Move onto the next.

*Blue Winged Ship:

Flies into/out of the background in various formations and usually in groups. They most often fire when they are halfway between the fore and background, but can be unpredictable. It is best to deal with them as they appear or after they shoot first.

*Bush:

A plant laying across the ground, low to the ground. This is not a fatal object to run into. However, you will temporarily stumble - and this leaves you open to other enemies. Can be shot.

*Tall Tree:

A large stationary tree that will kill you if it connects. Can be shot.

*Rock (Floating)

Stationary rocks floating in midair. Will kill you if they connect, and they may be shot.

Introduced in Stage 2

*Column:

A tall, fatal to the touch structure which cannot be destroyed.

*Ground Moai:

Large statue heads which fly up when you approach, and often appear in large groups. Mostly a danger when you're airborne dealing with other enemies. You can try to clear a path through them on the ground when you get a chance.

*Pink Moth:

A large insect, around the same size as the standard blue winged ships. It seems to be a little faster.

*Spinning Moai:

Spinning Moai Heads, firing shots at you as they spin. Try to trace a path around them similar to theirs as you fire on them. Take them out quickly or they can dominate the screen.

Introduced in Stage 3

*Blue Bird, Orange Wings:

A beaked enemy that flies on screen and fires off a couple of shots. After it has fired at you, it tends to fly away.

*Bush 2:

This one won't make you stumble, it will kill you. Shoot it or fly over it.

*Mushroom:

A small obstacle lining the ground, which can be shot. This one is fatal.

*Palm Tree:

A tall obstacle which is fatal to touch. Cannot be shot.

*Yellow Pod:

Bounces up and down as it approaches the background, it has a distinctive sound. Try to take it out when it is afar, and dodge when it gets close.

Introduced in Stage 4

*Metal Chunk:

A small piece of metal that will kill you if it hits. Stationary, can be in the air or on the ground. Cannot be shot.

*Tower:

This is essentially the Column and the Palm Tree again, it is a tall obstacle which you cannot destroy. Avoid it.

Introduced in Stage 5

No new enemies, Bonus Stage.

Introduced in Stage 6

*Large Shot Ship:

When they reach the foreground, they launch a large shot at you, then fly away. Take them out as they arrive, don't go after them after they've fired.

*Ground Robot:

Glides across the ground, and launches a large shot at you when it gets close to the foreground. Destroy it at a distance, and watch out for them when you are flying above the ground.

*Ground Rock:

A rock about the size of a bush, which will kill you if you run into it. Shoot it as you see it.

*Tower 2:

Just a different looking tower.

Introduced in Stage 7

*Cyclopean Mammoth:

Stationary enemy that can be destroyed as they approach you. Of course, they are fatal to the touch.

*Red Ship:

A different variant of the blue winged ship, the Red Ship fires the same shots and also tends to arrive in formations. Treat them the same way you would a Blue Winged ship. They can "swarm" however - it often happens to be that red ships will appear from multiple places in the sky. In this event, shoot them as they come and avoid their shots until you have some room to breathe.

*Stalagmite:

A large pillar of rock sticking out of the ground. It can't be destroyed, so avoid it.

Introduced in Stage 8

*Red Orb:

Not precisely a new enemy, Red Orbs are the same as the blue orbs you fought in Stage 1. Note that in Stage 8, however, they may have Ground Moai nearby, so watch your flying!

Introduced in Stage 9

No new enemies.

Introduced in Stage 10

No new enemies.

Introduced in Stage 11

*Air Robot:

A ground robot that can get airborne. They have a number of patterns, they are essentially a "ship" version of the Ground Robot. You normally have to shoot these as they approach, because once they're airborne it is usually pretty difficult to destroy them.

*Blue Rock:

Another rock laying on the ground. It can be shot, and it is of course fatal to the touch.

Introduced in Stage 12

No new enemies introduced. Bonus Stage.

Introduced in Stage 13

*Red Air Robot

A red and blue variant on the Air Robot.

*Red Ground Robot

A red and blue variant on the Ground Robot.

*Red Large Shot Ship:

A red and blue variant on the large shot ship.

*Tower 3:

A red and blue variant on Tower 2.

Introduced in Stage 14

*Tower 4:

A yellow variant on Tower 1.

Introduced in Stage 15

*Green Air Robot:

A green and yellow variant on the Air Robot.

*Green Ground Robot:

A green and yellow variant on the Ground Robot.

Introduced in Stage 16

*Big Robot:

You've fought these in boss encounters before. They fire large shots and persist on the screen for a short time. You do not want the screen to fill up with these guys, destroy them as they appear.

Introduced in Stage 17

*Tower 5:

A green and yellow variant on Tower 2.

Introduced in Stage 18

No new enemies.

| SH5: Credits |

Thanks to SEGA and Takara for the game. It is truly fun.

Thanks go out to my hosts for letting you see the guide.

Websites with permission to use this Guide:

www.GameFAQS.com

www.neoseeker.com

faqs.IGN.com

www.lup.com

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