

Thunder Warrior FAQ/Walkthrough

by EntropicLobo

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Thunder Warrior - Nintendo Entertainment System

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To contact me: entropiclobo(at)yahoo(dot)ca or chaos(dot)wolf(at)gmail(dot)com

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Game by Micro Genius

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Thunder Warrior is rated "U" for "Unstable." It contains scenes of giant eyeballs and high jumping urchins. Player discretion is advised.

| TW1: Intro |

Unlicensed games on the NES get the cold shoulder too often. An interesting argument arose in a NES message board recently, what was the Nintendo Seal of Quality for anyways? Strict control of what was released on the console, really.

Now, there are a fair few unlicensed games that deserve their reputation. Some like Camerica are really good, others like Active are not so much. Thunder Warrior from Micro Genius is somewhere in between. It's unstable at times but also a fairly competent platformer. The controls are very jerky, but it has some interesting gameplay elements (that seem heavily inspired by Super Mario Land at times).

It's not a great game by any measure, but it's one that's possible to enjoy.

It does have a learning curve, however, and some very frustrating segments. Still, it's worth a shot.

| TW2: Gameplay |

The gameplay in Thunder Warrior is simple, though requires some practice.

---*TW2.1: Basics*---

Control Pad Left/Right: Run
Control Pad Down: Duck (From a full stop)
Control Pad Up: Thunderbolt

A: Jump
A (After Jump): Double Jump
B: Standard Attack

Essentially you run and jump from one end of the stage to the other, attacking enemies that might get in the way.

It should be noted that your running is kind of jerky. That is, it has some considerable start-up and stop time as you accelerate and decelerate. This is frustrating when you try to dodge an attack or when you can't duck because you have to wait for him to stop running.

Essentially, if you want to be successful at this game, you need to learn to predict enemies, preempt their patterns rather than react to them midway through it.

Jumping will kill your deceleration by the way, if you are having trouble keeping in edges a short hop might help.

So that in mind, you travel from one end of the stage to the other. You will jump or double jump over pits, collect power-ups for your weapon, and destroy

enemies in your way.

Note that you cannot attack again until your first attack is offscreen.

There are a few bosses to destroy, and when you clear all nine levels the game is over.

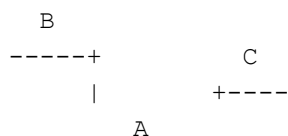
So in other words, a pretty typical NES platformer.

You -do- get a fullscreen bomb of sorts in this game. It is a thunderbolt that relates to that white meter at the top of the screen. You can use it four times per level, so choose wisely.

---*TW2.2: About Jumping*---

Jumping is extraordinarily important in this game. I should mention a few techniques regarding double jumping.

1. Item retrieval:



Say you are at point B and want item A. Jump down onto item A, hit the double jump to make it to item C. Simple.

2. Double air jump.

Think of the double jump as a counter of 2. When it is reset, it is "2." Every time you jump it decreases by "1." When it is "0" you can not jump again until you hit solid ground.

If you run off a cliff, you do not use any of the counters. So you can take two jumps in midair. Two jumps.

This is very important for item retrieval in many cases, and will help you with some standard jumps too.

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| TW3: Items and Abilities |
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Items and abilities are very important to your victory. Though I guess that's the most profoundly obvious statement I've ever made.

---*TW3.1: Items*---

Items are hidden in green boxes. Crack them open to get the item.

1up: Gives you an extra life. Automatic.

Points: Worth points. Automatic.

Red Pot: Restores health. Must collect it.

Weapon: Confers a certain ability. Must collect it.

---*TW3.2: Abilities*---

Abilities are your weapons. Each has three levels, increasing their potency or behaviour.

You gain a level by collecting the same weapon you already have. You lose a level by getting hit.

*Blue Orb:

A large, slow attack with a lot of power. Its levels seem more dedicated to different paths of attacks.

1. Goes out and in like the boomerang, except actually useful with more range.
2. Fires downwards at an angle.
3. Fires mostly straight but has a little loop in the middle of the path.

Great in a handful of levels with multi-hit enemies, but with multiple single hit enemies it might be far too slow.

*Boomerang:

The boomerang is terrible. Lousy range and slow. It adds extra boomerangs when it levels up, and can hit things JUST below it or JUST above it but the width of attack is never very great. Stay away from the boomerang.

*Red Orb:

This orb fires straight ahead, the length of the screen. Highly useful against bosses. The extra levels add extra width to the attack.

The main failing is that they cannot hit enemies above or below the line of attack.

*Rock:

Your basic weapon that flies in everyone's favourite parabolic arc. Seriously, can players just not aim in these games? I kid, the rock is pretty hateful until you upgrade it.

When you have two or three rocks, this is actually a pretty excellent weapon for standard level play.

The main flaw is that you can't hit enemies above you and it sometimes takes a while to attack again if your rock is bouncing around.

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| TW4: Walkthrough |
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-Each level is followed by a scene where it says "Push 'A' Key." Just jump on the springboard until the picture piece inserts itself.

-This is followed by a Mario Land-esque random bonus selection. You can get either 1000 points, 5000 points, 1up or 2up. The extra men are clearly better.

-When that urn picture is complete, you will have completed the game.

Your default weapon has an arced path, so keep that in mind. Learn the trajectory now, rather than later.

Run to the right and break open the two boxes, there likely are no contents. We need to cross that hole. Remember - you have a -double- jump. Tap the jump button while in the air for a brief double jump.

However, when you approach the hole a bat will arrive. It's probably best to jump over it, you can try to hit it but if you miss you must jump. There are three more bats just ahead and after the hole, so step lightly.

Alright, so double jump past the hole. If you want the green box we just passed you will have to turn around and throw your rocks at it. Throw rocks at the blue circle to reveal a rock power-up. You can toss two rocks at once until you get hit now.

How do you get it though? You need to reach it with your first jump then use your double to get back up on the ledge. If it's too risky for you, then ignore it. But it can be a benefit to an otherwise inaccurate weapon.

Either way, jump back across the hole, then destroy the bat. Jump across the next hole, deal with the next bat. Climb to the top of the stairs-like structure and toss rocks at the green hand. Now, it is flinging projectiles into the air so stay at a distance here and put the rocks to it. Staying at a distance also helps you dodge, but due to the jerky controls of your character you may get hit once or twice.

Before jumping over the hole, jump up and destroy the bat at the ceiling. That done, pass the hole. Double jump to the next ledge, then head down the stairs. Take it slowly here. You only want one bat onscreen at any one time. Just slowly scroll them onscreen and destroy them as they appear. For the bat at the end, you may have to jump and strike him. If you miss, you may have to run down the tunnel a bit and turn to meet him.

Following the next "staircase" there is a green big hand. Stay at the base of the stairs and the whole hand will be onscreen and it won't attack. Jump up and toss rocks at it from here, never scrolling any farther to the right. If it does attack, retreat into the tunnel to dodge the falling globs if you have to.

Now, scroll right until you get the next hand onscreen. Again, just get it onscreen and attack it from a distance and it should not return fire. Destroy it before scrolling right. You should be standing on the small rise right before the pit of the previous hand when you take this one on.

Come to the staircase, then double jump up and toss rocks at the bats. Leap over the next pit, dodge or kill the next bat. Jump up and toss rocks at the hand you can see, it shouldn't be far enough onscreen to return fire. Then, go a little bit further and double jump and kill the bat near it. The hand could reappear, so destroy it again.

For the green box, you will have to duck and toss your rocks. A boomerang will appear. It doesn't have the range of the rock, but it's a more straight flying attack. It's actually kind of an immediate disadvantage, though not bad in the long run. Still, I think an upgraded rock is much superior, and the boomerang makes this level needlessly frustrating.

Anyways, if you want it run off the edge to collect it then use both of your

jumps to get back up.

Double jump across the hole to the right. Double jump and destroy the three bats and across the gap. Jump across.

Destroy the bat in the tunnel, then move forward to see the big hand. This is where the boomerang is a disadvantage, you have to get too close to the hand. Hit him six times with the boomerang then run back to the ledge and double jump up before it reaches you - it will CHASE you. The rock's longer trajectory and ability to hit foes beneath you make this an easier fight. If you use the boomerang you will have to get to the left side of the ledge, duck down and try to hit the hand this way.

Either way, pass the tunnel when it's defeated. Watch out for the bat at the end. Destroy the big hand in the pit. You may want to press Up and hit it with Lightning if you are using the boomerang. Kill the bat near the hand before passing the pit.

There is a hp restoration in the box over the pit. Take it and continue right. Hit that hand five times then use the thunder strike. Continue right through the tunnel killing bats.

Destroy the next hand in the pit and kill the bat before crossing. In these three boxes, you will discover a rock (in the top) and health (in the lower right). If you want to pass without getting the rock, then simply reveal the blue circles and pass them.

Destroy the next box for 200 points, you will see some white boxes. Double jump to the highest boxes, then double jump across the gap before they fall into the pit. Head off the right side of the screen to reach the next area.

TW4.2 Stage 2

Jump over the bat that attacks you the instant the level starts. Destroy the green boxes you start near for points, health, and a rock power-up. The rock is farthest to the right if you are trying to avoid it.

Let the rock head to the right drop and then pass under it. If you want the rock upgrade from the green box, then pass the rock head, duck and toss rocks to the left. When it is open, you will have to drop off the ledge then use both of your jumps to reach the upper left ledge - you'll get hit by the rock head otherwise making you power down. It's very risky.

The bats to the right. If you have rocks, you will need to jump right then angle back left to draw them into a more battle-friendly position. Pass them and head right.

Destroy the green block under the rock head for 100 points, and the next one for another hundred points. Pass under the rock heads as they raise.

Head right, kill the spider when it drops to the ground. They drop like rock heads but can be destroyed. So head right, destroying spiders. After the green column there will be a spinning blade coming in from behind. Jump over it, then continue killing spiders.

Stop when you see rock heads. As always, pass beneath them as they raise back up.

After the two rock heads, there are three green boxes blocking your path. These are points but one has a red ball attack in it. Now, these fire a ball forward. It's way better than the boomerang because it travels the length of the screen. It doesn't hit enemies above or below you, however, so choose carefully. As you get near it, jump over the fast spinning blade that arrives.

Let the next rock head start to raise, then pass on by. Get onto the stairs, there is a horizontal rock head here. Now, they are basically the same crap, different pile. You will want to provoke it into attacking, dodge to the left, then drop into the hole as it recedes.

The green box you passed contains another red ball. Just jump up and open it if you want it, don't jump into the rock head though!

You will come to an assembly of horizontal rock heads. This is tough to pass without damage.

```
| (B<          Jump onto point 1 as Rock Head A (RHA) recedes.
+-----          +-----
                    >A)+      As RHA shakes, double jump right. This will cause
                    +-+'''''   Rock Head B (RHB) to shake and attack. You will
                    |1         be just ahead of RHB and RHA should attack, which
                    -----+   moves it out of the way for your landing. Jump up
                                to the ledge and continue on your merry way.
```

After the assembly, drop down the hole to avoid the next rock head.

Now, the green boxes to the left. They contain points, health, and a rock (low right). Get them if you need them.

The green boxes on the platform to the right. Destroy them before going over there. they are just points.

Run right and jump up to the green boxes you see, dodging the horizontal rock head. Destroy the boxes for points, then continue right.

Jump onto the yellow platform. It goes away, so jump into the lower right tunnel to save yourself.

There are some green boxes to the right, under a bat. Destroy them and jump right... the bat should pass overhead. Turn and destroy the bat. Jump right and the next bat will do the same.

Destroy the three green stacked boxes here. It's all points. Jump the gap and kill the bat you see.

Scroll the screen right slowly, getting only one bat onscreen at a time. Kill them one by one and you will come to the exit.

TW4.3 Stage 3

Clobber that skeleton, and pass it before it gets back up. When you get to the part where ghosts arrive, knock out the skeleton, toss your next attack and it should hit the next skeleton in line. The ghosts are best simply avoided because they spawn infinitely.

The green box up ahead has a blue orb. Take it. It is powerful enough at level C to knock most skeletons down. Otherwise, this stage is a pain in the ass from

skeletons that toss bones at you after being hit. Take the blue and head right, knocking out skeletons and destroying the ghost over the bridges.

The green box on the platform has a rock power.

Continuing to the right, destroy the blocks for some points then knock out the two skeletons as you climb the stairs.

Drop down to the right and take out the two boxes here for health. Continue to the right. Watch out as you head right for the spinning blade. Jump over it.

Knock out the skeletons as you head right, and with the blue orb we -can- take on the ghosts. Just so long as you can hit them with your first shot. Otherwise dodge them and continue right. Jump onto the blue blocks when you see them.

Scroll right, destroying any ghosts, until you see the blade rotating around the red block. Destroy it with the blue orb or simply pass it by. Let the two ghosts pass beneath you.

Scroll the next rotating blade onscreen and hit it with the blue orb again, or just pass it by. Knock out the skeleton and destroy the ghost as you head right.

NOTE

The next part is for use with the blue orb. If you do not have this weapon, you will probably take less damage from the skeletons if you simply jump beside them and jump to avoid them.

These skeletons take multiple hits and toss bones at you after being hit. This means you can knock out one just as another gets up. Not worth it, you will take less damage if you pass them.

The blue orb should drop them in one hit.

END NOTE

Taking that note into consideration, knock out the skeleton across the way. Jump and fire at the next skeleton, then look at that ghost group. Jump to the right as it recedes.

Knock out the skeletons as you head right. When you get to the ghosts, hit the first one then jump over the second. Now, look at the skeleton across the gap.

Crumble this skeleton across the gap, then leap over. Try to leap over the two ghosts. Crumble the next skeleton, jump across, then approach the ghost group up ahead.

Duck and destroy this ghost group, then leap across the gap. Keep heading right for the boss.

BOSS 1

This large, four armed being will appear at the right side of the screen. This can be hard to avoid - unless you are patient. It can take a fair while to beat - but if you are patient it should be without incident.

Basically, she rests at the side for a moment, and then raises up and crashes down. This drops a group of skulls on our intrepid thunder warrior. The group

of skulls drops down and then bounces tot he left. This leftward motion can be countered by leaping over them as they head down or running under as they bounce up.

However, the skulls bounce in smaller bounds the more they bounce, so running under them is not wise.

Instead, consider this: The skulls are dropped at roughly your Thunder Warrior's position. So, what you do is stay near the left side of the screen until you see the skulls drop, then run right. They should hit the ground to the left of you, and bounce left away from you.

Now, while they bounce away, jump up and fire at the boss monster's face. The boss is only vulnerable in the face and will flash grey when hit. You might get two shots in, then run left afterwards - or at least when you see it rise up.

Keep the pattern up. Shoot twice, head left, dodge right. Repeat. If you have the blue orb, this guy can take upwards of a few minutes, depending on which level you have. But that's fine... If you are patient you can do this boss in without ever getting hit.

TW4.4 Stage 4

Jump over the eyeball from the start, and destroy it as it passes to the left.

Run toward the green boxes and destroy them for points. Let the eyeballs pass overhead and then jump up yourself and head to the right.

Drop down and head through the passage. The spiders at the very top cannot drop through the wall after you. However, there are a few down in the tunnel with you as well. Let these spiders drop, then scrub them.

Move quickly past the opening, turn and destroy the eyeball that bounces down yo your left. Again, the spiders at the top cannot get you, but the bats in the tunnel with you can - so destroy them before moving on.

Destroy the next few spiders from the safety of inside your tunnel. Move into their tunnel and scroll the green rotating blade onscreen. Either destroy it outright, or pass it as it moves around the left side. Either way, we're going to continue tot he right as per usual.

To the right is a pit with a moving platform. I suggest you drop down to the lower tunnel here. There are two eyeballs along the upper path and you may not be able to recover from your first attack fast enough to deal with the second. So either take the safe route and attempt to drop down, or go up and dodge the eyeballs.

Moving on.

Scroll the screen slowly to the right and the eyeballs will drop from the ceiling. You want this to happen at only one eyeball at a time, or else things will get really dicey really quickly. So if you are strong enough to destroy them in one hit, destroy them. Otherwise, avoid them.

there is a moving platform over the gap to the right. These move from top to bottom, and disappear into the pit. Double jump up to one that is midway down, and jump across the platforms to the ledge to the right.

Alright, jump onto the platform down at the bottom. This is less difficult than it may seem. The platform moves horizontally left, then right. Of course, you have to jump off at one point and get back on the platform. __TAKE YOUR TIME__.

Concentrate on jumping up onto the first "L" shaped platform you come to, then jump up and wait on the "7" shaped platform. The moving platform will move right past you, then come back left, then back right. You can drop down to it now. If you try this in one pass of the platform, you are likely to die due to the jerky start-up of your character.

At the end, jump to the next "L" then again wait on the "7."

There will be a rotating blade down and to the right. There are multiple blades around the same axis. Now, if you drop down next to the wall they cannot hit you. Then you can time either destroying them or passing them at your leisure.

Heading to the right, you will find a similar set-up. I do recommend destroying these rotating blades if possible. This is due to what's just to the right.

See, there's this spike floor. This is one of the more difficult parts of the game. Destroy the Eyeball that falls down, then get back a bit without scrolling the screen. Run right and jump as you clear the black section around the statue. Make sure you double jump to land on that platform up and over there.

PLEASE NOTE. If you go to the very end of the ground and jump, the spikes WILL get you. This part might take practice, so don't get flustered. The spikes are an instant kill, so it can get frustrating. Believe me, I know. But it is possible to clear this if you run and jump just past the statue, getting your double jump in around the apex of the first and close to the platform.

You can get a ton of points if you continually hit these torches up here, by the way.

On the platform, let the bats fly away. Scroll right and get the bat to fly at you. Destroy it, then jump down (again, the spikes are instant death so watch out). Scroll the screen right very slowly because there are many bats here. We want to deal with them one at a time. So destroy them as they appear.

The end is just to the right.

TW4.5 Stage 5

Now, this reminds me of Super Mario Land's world 3 :). You will see a rock from the start. The wall in front of you will protect you, so sleep easy. Jump up on top of the wall.

Jump past the spike pit, then wait for the rock to head right. Jump on it as it is partly over the spikes, then double jump right immediately. You can stand on them, just like Super Mario Land, but very soon you slip off.

Up here, destroy the spiders while watching out for ghosts at top and bottom. The birds that fly on move in sinusoids, just like the bats. However, they seem to be able to go through platforms. So, avoid the birds and let's get going. I would say, stick with the top route, making your move after the ghost passes. Be careful, he's almost invisible against the sky.

As you leap across the platforms at the top, the Spider will -jump- to the left after you. He is on the lower of the two platforms, so be ready to leap over him.

Drop down past that platform and you will be faced with a green block. This has a red orb power in it if you so choose to use it. Take it, then jump up onto the bent platform.

There will be a rock here. Jump out onto it as it hits halfway across the spikes, then jump roght. Use your double jump int his case to avoid the jumping spider and flying bird.

Scroll the next spider onscreen and scroll a little more. Jump over the bird that flies in. Keep to the top. You may have to jump over and back to avoid him but getting hit once is a whole lot less troublesome than falling onto the spikes down below. Remember, they can hit you even if you are on the edge of the ground.

Scroll the next bird onscreen, deal with it. Then jump toward the spider and back to provoke it into jumping and killing itself. Do the same for the next spider and bird.

The three green boxes hold a rock power, points, and a lup. The power-up is in the lower left. Take it or skip it, and get to the high point of its platform over the spikes. Jump up tot he next part.

This part can be hard. Jump onto the rock as it heads right and make double jumps as it bounces right. Land on it each time. The jumping will help you dodge the birds and not fall to your death. Double jump to the platform as soon as you see it, let the rock head back left, then leap down tot he right of that wall.

Carefully jump between the spike floors, and over the rock as you head right. Jump up to the platform in midair.

Drop right and head right until you come to the next spike floor. Alright, the spider over there. If you are feeling brave, you can leap over near that square to make it jump, then use your double jump to get back to where you leapt from. Or, if you don't mind taking the hit, just jump over there. It's up to you. Of course, if you can kill the spider - that's the best possible route.

The next part is hard to do even with tricky jumping. Jump right to scroll all three spiders onscreen, then use your double jump to get back. Use your screen-wide thunder attack to kill them all then jump right.

Stay on this platform and focus on avoiding the birds for now.

Scroll the rock onscreen. When it heads right, double jump onto it, then keep double jumping up and down on it until it reaches safe ground. Jump onto it immediately.

Jump across the longer gap to the right, try to hit your double jump right on level with the platform we are jumping to. Otherwise, you may miss it and have to aim for the lower path. This path is thankfully high enough not to get you killed by the spikes at the edge.

get teh rock onscreen, then get to the higher platform while dodging the bird. As the rock bounces right, again we must make our jumps so that we don't fall to our death as we ride the rock. Get to the high platform it comes to and jump up to it,t he boss is just ahead.

BOSS 2

Harder to dodge, faster to kill than the first boss. This four armed boss moves up and down tossing out bubbles in a predictable pattern.

Essentially, the bubbles are always in a group of four. the first two hit the ground first, the second two converge and hit the ground second. You can jump over the first group, then jump over the second group.

Not only this, but you can destroy the bubbles, so if you hit each group even once, it is significantly easier to dodge bubbles each time.

You only have to hit the boss in his upper region, not an area as small as his face.

Concentrate on dodging. Dodge the bubbles then head back a little left to prepare for the next wave. As long as you are firing all the time, he will eventually drop.

I recommend the red or blue orb for fighting him, so that you don't have to take any special considerations into where you attack from (mostly).

And really, that's it. He has one attack, that may take some practice to master dodging, but he's like a harmless kitten otherwise.

TW4.6 Stage 6

Ah, the required lava stage. From the start you will see a fireball shooting up and down to your right. A tip: You can see them poking out of the lava so our fiery foes won't hide for long.

When it goes down, leap over it. Now this weird pink ground and the yellow platform will continually pull you in toward the left of the screen. Wait for the group of fireballs to drop down, double jump up to the platform. Tap right until the skeleton passes underneath, then kill the spider pass down and right.

Pause to catch your breath at the yellow face. Jump up to the next platform, then back down to the face. This is to lure the bat out. Depending on your weapon, you will probably fire as you land on the platform.

Either way, when the bat is dealt with jump up there and take short hops in place to keep your footing.

Jump over to the next platform and run off the righthand side to dodge the bat. Since you're getting both jumps here, bound onto the blue rock area as you drop down.

You land next to a green box. Destroy it for some points. The green box across the way has a rock power-up, but I really don't recommend trying to get it unless you really, really want it. I would say open at this distance, then get to the upper platform. Run off the righthand side, and double jump when you get the rock. You will want to run off when the fire recedes.

If you miss the rock, don't push your luck. If you don't want it, then there's

no need to be so reckless.

Otherwise, if you are skipping the rock, just jump down beneath the spider and keep running right until you hit the yellow face. The spiders will all miss you and you can kill them at your leisure.

Start moving right, jumping where the fireballs drop. Fire in line with the blue face to kill the first bat, then take your time to the right and make _sure_ you kill the next two bats.

Passing teh fires near the drop into lava, you need to use your thunderbolt if you want to make it safely. This is due to the sudden appearance of a low ceiling. Land when the last fireball on the pink ground is as it drops and use your screen-wide thunderbolt to kill the bat. Now jump right and double jump to make it all the wya as the fire ahea dof you recedes. The next bat should fly down, but miss you.

Otherwise, if you get hit once just swallow your pride and jump across.

You will land next to some green boxes. The right block yields a health restorer. Dodge the skeleton and head right.

The block up here has a blue orb if you want it, it's helpful against skeletons. Head right skipping skeletons and fireballs. Kill the spider near the end and don't get fooled by the yellow face - there is no ground beneath this one. Double jump right over the fireballs and further right to the next platform. Finish your jumping right to the green boxes.

Destroy the skeleton here. There is health and a boomerang (right). Take what you want, though I sorely advice against the boomerang.

Jump right, skip the first skeleton and scroll the next two onscreen. Smite them with your thunder and continue right, moving over fireballs as they drop below the pink bridge.

Kill the bat before you jump across. Jump across. Dodge the skeletons and the exit is just to the right.

TW4.7 Stage 7

Alright, I actually kind of like this background music, though the stage's openings cared the piss out of me. Your thunder warrior runs onscreen onto a raft which is kind of hard to see unless you are looking for it. So no, he is _not_ killing himself. But jump back tot he left ledge until you get your bearings.

Jump to the very left edge of the first ledge after the raft. Destroy all of the spiders you can from here before moving on.

Destroy what spiders you can near the moving platform and dodge the fish that jumps up. The fish are visible at the surface of the water so you should be able to see them coming.

Destroy the spiders as you ride this right, leap over the fish, and jump up to the next ledge.

Destroy the spider, jump down, and attack the fish that jumps up. Destroy the next fish before jumping out to the moving platform. Destroy the fish that jump

at you hear, then get up to the higher platform. Use your thunderbolt to clear them out.

Land next to the urchin as it moves right. Shoot it, then shoot the next urchin. Jump to the next ledge. The urchin at the ceiling will drop if you get beneath it. Jump up and destroy it, jump to the right.

Keep it up until you get to the tall ledges.

Jump up and kill the first urchin here. Now look between the tall, thin columns to see urchins in the water. These will jump up at you as you pass over or draw near. Just make a simple jump right, kill it as it jumps up then destroy the next few urchins before the drop.

Jump down to the left of the urchin, kill it. Open the green boxes for health and points. Head right.

You will come to many platforms moving in a waterfall. For the fish, destroy it before moving forward. Note the urchin. Land on the platform to the left of it and fire as it jumps up. Either this, or jump over it as it does move in a parabola.

There is a fish after the highest platform. Jump to his platform, then jump back left. Kill the fish from here. Jump to the platform the fish was under, then shoot the urchin as it jumps up. Jump up and kill the urchin in the ceiling before returning to the ground at the lower right.

Entering the save (behind the waterfall I guess) destroy the urchin you see. Jump to the second platform and avoid the fish. Provoke the next fish to jump over the column and dodge it. It should not return. Drop onto the platform as it heads right.

Ride it right. Jump onto the "L" platform, kill the urchin on the "7." Jump onto the "7."

Drop to the next moving platform. Get the points from the green block and continue right.

Kill the spider, and wait beside the rock head. Pass it when it rises and kill the next spider. Do the same for the next spider and two rock heads.

The boss is just ahead.

BOSS 3

This boss can be disorienting if you don't know how to handle it and it can be tricky to dodge even when you do.

Essentially, it tosses four sets of thunderbolts. Dodge them as so:

- 1) The first set can be avoided by hugging the far left of the screen.
- 2) The boss bounces in. Go next to his tentacles to avoid the second set.
- 3) He heads away, head right and double jump up and left between the third set.
- 4) Head back right to avoid the fourth set.

Now of course, you should be firing at the the boss as much as possible. His whole top half is vulnerable, so red and blue orbs are both highly recommended.

After his blitzkrieg, he will pause for a long time. Stay near the left side of the screen if possible, but overall just pound him with attacks. The farther away the better.

When it starts to move again, run back to the left hand side. Rinse and repeat and it should drop in no time.

TW4.8 Stage 8

This stage is gorgeous, but holy hole in a doughnut! It moves! Some very Marioesque platforms are up ahead. This is kind of scary since your character moves so poorly, but it's possible comrade. Just grin and bear it.

Wait until three platforms are onscreen before jumping right. They will drop slowly when you are on them, so you have a little leeway. It is almost worth it to be lacsadasical so the branch scrolls onscreen. Jump onto the branch and stay near the left.

There will be some eagles here. Jump over them as they meander to the left. Shoot them as they pass to the left.

Alright, there is another dropping platform to the right, but what we are most interested in are the jumping spiders past it. Let four of them scroll onscreen then hit your thunderbolt power. The thunderbolt stops the autoscrolling so do not worry about being pushed to your death. When the spiders are dead, jump to the platform, then the logs.

You can take out the next four spiders more deliberately or just provoke them into killing themselves. Stay on the top path.

Use a double jump to get over the spiders near the boxes to the right. Get the health from the box.

The next spider is a prick. He is at the bottom of the screen and strong to lightning. In order to dodge him, you have to land on the extreme left of the platform, move under him as he arcs toward you, then double jump to avoid him as he swings back in. A prickish enemy in the truest sense, but it may be just as well to take the hit if you aren't confident in your ability to land on the ledge.

OTHERWISE, two thunderbolts WILL kill it. Blah.

Alright, from the ledge we will jump out and back in to cause the next two spiders to kill themselves.

The green boxes to the right have a rock powerup and a health restore. You can land next to them on the branch, but unless you need the rock it may be just as well to pass it by unless you can strike down with your weapon.

Let the two dropping platforms scroll onscreen and a bit of the rock. There are jumpign spiders on this rock platform and the log above it. Land on the leftmost portion of the rock to avoid the first two. All there is now is to get to the top and provoke them into killing themselves.

As this assembly ends, jump over the spider to the log structure. At the end of it, drop in and head left. These green boxes have a blue orb (top), points (middle), and a lup (bottom). Head right and kill the normal spiders here.

Get to the top of their rocky section and let the screen scroll a bit. Jump to the platform, and then to the log. Duck and kill some eagles, then jump the rest of them.

Drop down and wait until the spiders at the thin log with two spiders scrolls onscreen. Then take two thunderbolts to kill, and due to the thin nature of this column I suggest using two here. Jump over to the platform.

Jump from the log to the platform to the grassy ground.

Let three of the next platforms scroll onscreen before you hop. Start jumping across them, a fourth will appear and then some more grassy ground to which you will jump.

EXIT! STAGE RIGHT!

TW4.9 Stage 9

YEAH! THE FINAL LAP!

Alright true believers, this is it! Let the urchins to the right move off of the edge before you head right. Head right and the fish will jump up on land. It will continue to jump toward you so kill it.

For the purple columns to the right with the fish, jump to the column, then jump back left, kill the fish. Do the same for the second column.

Let the next fish jump up on land and go under him, turn and shoot. Destroy the urchins on the purple columns as you head right. There's nothing in the boxes. The eagles here dive and speed forward. Destroy the bottom Eagle and duck the rest of them.

Have the urchin to the right fall off of its perch, then jump across the gap (or alternatively kill the urchin).

There is a platform that stretches in and out up next. Double jump up when it is a single square and you should land on it as it stretches out. Run forward and double jump to the next singular square to avoid both fish and diving eagles.

From your lofty position, note the next few squares. Jump to each one and jump again when you land to dodge the fish. When you land on the rocky column, land on the left side and you will have enough room to shoot the fish here.

Jump to the next stretcher. Jump to the right, use your double jump to head back to the left. This should activate the next fish. Jump to the next block and then jump right again before the fish comes back. When you jump to the rock outcropping, activate your thunderbolt to get rid of fish and eagle alike.

Move slowly right. Activate urchins one at a time. When they jump, dodge left and turn right and shoot. Do this while jumping the gap as well. Jump in and out. For the last urchin, run off the cliff, and use both jumps to get back. The urchin should jump if close enough and a diving eagle will come down - you will easily avoid it. Turn and shoot that urchin so you don't have to do this again.

When all is said and done, make the jump to the platform on the far right. It will be a double jump, make your second when your feet are in line with the

platform you are aiming for.

Let the urchin fall off, then drop down to its column. Double jump right to the next platform and immediately attack the diving eagle that appears. Double jump to the next platform to avoid the next eagle.

Attack the urchins up ahead and lure the fish into attacking. When they do, turn and fire at them. Do this for the two small grassy rock squares.

Heading right, just kill any urchins in your way. The lower path is safer. There will be an "Exit" sign.

This takes patience. Jump back and forth between the ground and the blocks. You want to get the fish to rest near you and away from the urchins. When they do, get them to jump and kill them.

The urchins should be attacked when there are no fish. Get them to jump up and hit them. If you miss, jump out and back in and the urchin should reset down below for another pass. Again, take your time.

The final boss is just ahead.

BOSS 4

The final boss, like others, is tricky but beatable with patience. This large assembly of skulls on fire will immediately attack. It basically bounds forward and launches fireballs, then bounds away and releases fireballs.

These fireballs can be destroyed. Basically, stay in the lower left corner and attack the fireballs so that there are maybe one or two left. Do this quickly. Take a small jump over the remaining fire to the right, then head left as it leaves.

Jump right over the second wave of fire.

Now, the fireball of skulls should pause briefly. Lay into it with your attacks while it pauses. I'd say get three attacks in then head back to the lefthand side of the screen to repeat the dodging. Less if you have a short range weapon.

That's it. Repeat until dead. You should try to destroy some of the first wave of fire or else your single jump won't be long enough to clear the attack, and your double jump will cause you to bump the boss.

If you have some thunder, then you may just want to cast down a thunderbolt when the boss launches its first wave of the attack each pass until you've exhausted it.

| TW5: Enemies |

None of these enemy names are official. Enemies are listed in the order in which they first appear.

-----*Stage 1*-----

*Bat:

Flies forward in a sinusoid. This is usually a very exaggerated path and it might be best to leap over these bats more often than not. They have a smaller path in tight corridors and it is best to kill them.

*Big Hand:

Stationary at most times. Flings green projectiles into the air which cause damage. Best to stay at a distance for easier evasion. Lay into them with your weapon - it's best to destroy them rather than trying to pass.

Those out in the open that don't fire will chase you after taking a bit of damage (usually 6 hits total).

-----*Stage 2*-----

*Fast Blade:

A spinning blade that come sin from behind without warning. Note where they appear and jump over them when you can.

*Rock Head:

Just like Mario Bros. Thwomps, these heads slam down. They will shake before dropping, pass them as they rise.

Some will move on the horizontal axis instead, again you should pass them as they recede unless the situation proves otherwise.

*Spider:

Move across the ceiling and drop after shaking. They are kind of like rock heads in that respect, but can be killed. Kill them after they drop.

-----*Stage 3*-----

*Ghost:

Drops down then flies forward. Usually spawn infinitely, best avoided. Those that do not drop are not infinitely spawning so just kill these ones.

*Ghost Group:

Regularly stretches out to hit you. Wait for it to recede then jump past it.

You can destroy it by destroying the origin ghost.

*Rotating Blade:

Roates around a certain point. They take a beating but can be destroyed.

*Skeleton:

Soem fire bones after being hit, other do not. They crumble when hit enough times, but will eventually get back up.

-----*Stage 4*-----

*Eyeball:

A large eyeball that bounces and rolls down structures toward you. Attack it, or jump over it and attack it as it passes.

They cause very heavy damage if they hit you.

-----*Stage 5*-----

*Bird:

Flies in a sinusoid like the bats, but seems able to go through most platforms.

*Jumping Spider:

Leaps when you approach. Best to provoke them, then dodge.

*Rock:

Bounces across the ground. You can stand on top of them for a short second. This is useful as a platform to cross spike pits, but don't try to ride them in most cases.

Rocks may roll past you without incident but can crush you if they fall on you.

-----*Stage 6*-----

*Fireball:

Leaps up and down. Avoid them. You can see their top poking above the lava in most cases so if you have a sharp eye they should be no surprise.

*Skeleton - Destructible:

Some of these skeletons are outright destructible.

-----*Stage 7*-----

*Fish:

Wait at the surface of the water for you, and jumps out when you draw near. You should preempt this by jumping when it does or attacking it as it approaches.

*Urchin:

Moves back and forth across a surface. Best to jump down beside it then destroy it asap.

Urchins on the ceiling will drop when you go beneath them, and the move off any edges nearby.

Urchins in the water jump up and down.

-----*Stage 8*-----

*Eagle:

usually flies in groups in a tight horizontal sinusoid path. Jump to the safe parts if you have to cross them, and keep jumping as the troughs become peaks. If you have time to shoot at them, then rip into them with prejudice.

-----*Stage 9*-----

*Diving Eagle:

Dives down the flies forward. Best to duck if posible, shoot otherwise.

*Floundering Fish:

Jumps out onto land and continues to jump forward. Its jump height is usually severe enough that killing it is the best course of action.

| TW6: Credits |

Many thanks to odino for suggesting this game.

Thanks to Micro Genius for the game... I think? Ha ha ha. I enjoyed it dudes.

Thanks of course go out to my hosts, as without them you would not be reading this guide.

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