

Ultimate Stuntman FAQ/Walkthrough

by EntropicLobo

Updated to v1.0 on Apr 4, 2006

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Ultimate Stuntman - Nintendo Entertainment System

Version 1.0 (04/4/2006)

Version History:

1.0: Basic Guide Complete - (04/4/2006)

-Guide written for the NES FAQ Completion project: faqs.retronintendo.com

Legality:

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- www.GameFAQS.com
- www.neoseeker.com
- faqs.IGN.com
- www.1up.com

Game by Camerica/CodeMasters

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Ultimate Stuntman is rated "A" for "Android." It contains scenes of giant slugs and robotic rage. Player discretion is advised.

U1: Intro

The night I finally got Ultimate Stuntman to work on my NES I knew I'd be writing a guide for it. It was impressive, with an excellent variety to the levels and colourful enemies and bosses. While I feel maybe Ultimate Stuntman isn't polished on the individual level, it certainly feels great as a whole.

The game is odd in the sense that the middle game is much easier than the first three stages. But then 7 and 8 are pretty challenging. Overall, I think I have vindicated myself of the frustration I felt trying to get this cart to work in writing a guide.

Hey, at least if you go ballistic getting the darn thing to work yourself, you'll have some help if you need it.

U2: Gamelay

Ultimate Stuntman must fight through 8 worlds with 4 stages each (3 in 8) to face the villainous Dr. Evil. After each third stage, you will fight one of his Androids, with the final boss being Evil himself.

Ultimate Stuntman is largely an action game, with the bomb disposal being a puzzle game. It's really varied in that sense - there are multiple varieties of play so I will list the controls separate from each other.

You start with three lives, and you can continue a level if you die. The game seems to choose checkpoints at important sections of the level. There's no indication when you've passed one, however.

If you lose all of your lives, you can Continue. However, this takes you to the first stage of the World. For instance, if you lose all lives in 7-4 and choose to continue, you will start over on 7-1.

Controls:

All:

Start Button: Pause the game.

Bomb Disposal:

See the section on bomb disposal (U6) for detailed information. The control pad moves your cursor.

Car/Boat/Dune Buggy:

Button A: Speed Boosts when available.

Button B: Fires shots.

Up: Accelerate forward.

Down: Reverse.

Left/Right: Turn.

Note: Turbos are tracked in the upper right corner.

Climbing:

Button B/A: Shoot

Button B/A + Direction: Aim

Direction: Climb in input direction.

Glider (horizontal scrolling):

Control Pad: Move around the screen.

Button B: Fire

Button A: Drop bombs (2 at most on the screen at once).

Glider (vertical scrolling):

Up/Down: Change altitude.

B: Fire

Left/Right: Steer.

On Foot:

A: Jump

B: Shoot

Up: Aim up

Left/Right: Move

Hold up + press A: Big jump

Hold down + press A: Jump down from a platform.

Note: Keys remaining are tracked in the upper right corner.

=====
| U3: Power-Ups |
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lup: A thin, spade-like item (thinner than the spinner item). Pause the game to get a handle for what it looks like. It'll give you an extra life.

Bomb: A rare item for the car stages that bounces off of walls to attack enemies.

Health-Up: Sort of looks like an asterix, this item restores two health pellets to the Ultimate Stuntman.

Key: Collect all of them to be able to exit Foot missions.

Shield: Only in climbing stages. Increases defense and speed temporarily. The

effects are very short-lived, so have a plan before you pick it up.

Spinner: This weapon for driving stages shoots forward, spinning, before it comes back to you. Seems to be limited.

Turbo: A "T". It is only available to use in driving stages. It gives your vehicle a sudden boost of speed. Necessary for a lot of jumps late in the game.

Weapon Power-Up: You can stack this twice. The first time gives you a two-way spread gun. The second give syou a three-way spread.

U4: Walkthrough

Ultimate stuntman plays out in a predictable fashion - an overhead stage, a side-scrolling stage, a climbing stage with the Android boss, and then a bomb disposal.

However, there is some variety thrown into these that do make them a challenge despite what you already know is coming up.

USS1: Stage 1

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

The Car stage may prove kind of tricky for your first time because you boost so quickly with the A button from the start. Always fire ahead, there will be barrels and enemies in your way the whole time.

Swerve immediately left from the get-go. You will pick up a /T\ Item which is a new turbo boost. Don't use it yet, swerve into the centre of the aisle as you exit for a weapon upgrade.

With a two-way spread, you will be much more adequately equipped to deal with the obstacles coming from above. You may need to position slightly aside of the coming enemies, however, so they aren't between your shots.

Between the next fork is a health item, if you need it. It doesn't matter which road you take down the fork.

Centre yourself to jump over the river using the ramp, then drive through the next. Take a left at the next fork for a weapon upgrade. Keep towards the centre of the road to earn a lup. Keep on straight ahead for spinner. This temporary weapon spins forward when you shoot, thn comes back. It provides good coverage and destructive ability, since it lingers on a target longer than a shot.

Keep going. After you pick up the clock hit the centre of the road for a turbo. Activate this at once to jump the ramp over the large river/bridge. Otherwise you will die. Keep straight forward and you'll earn a health up. A little way down the road, you will cross a wide bridge, and then come to a river.

You'll pick up a turbo, hit it and jump the ramp. Keep heading forward near the centre of the road to pick up a weapon upgrade and finally engage the boss.

******BOSS******

The truck releases barrels at you from the back, while taking a shot every now and then. Blitz the truck as fast as possible because the shots are really hard to dodge. If you see one coming, try to dodge off to the side. They are sudden and fast, however. The barrels can be destroyed with shots, but concentrate most fire on the boss.

****Stage 1-2****

It is essential you master the big jump for this level. It will allow you to jump much higher than the standard jump allows. Luckily, this just means you just have to hold up and press jump.

What our task is, is to collect all of the keys and then exit to the far right of the stage.

Head right, you will see a key on top of a building. Aim up/right and shoot the Orange robot before jumping up yourself. Jump up, grab the key. Shoot the robot in the window and if a weapon upgrade appears, jump up and get it.

Head right and leap over the spikes on the ground. Keep firing as you do this to take out any Pink robots. Make sure to keep an eye on your back so one does not sneak up on you, either.

Approaching the building, aim up to shoot the blue robot, then turn left to shoot the pink. Jump up, get the key. Drop off to the right and shoot that walking blue robot on the diagonal. Continue right, jump up the lowest platform and shoot the blue robot up there, at a diagonal if possible. Now, from that robot's platform immediately right, shoot that small treaded robot so it won't hit you as you pass above it. From the blue robot's platform take a big jump up for the next key and then jump right.

Take a big jump onto the next building. Jump down to the right of the clock (just barely) and collect it. Shoot the blue soldier in the window and continue down and right for a weapon upgrade. Shoot the next blue soldier in the window for a clock.

Jump up to the health upgrade further right, then up onto the building. Either shoot the blue window robot as you fall or if you have an upgraded weapon, just blast it before dropping down and right.

Continue right, jump up to the health-up on the treadmill then jump right making sure to catch the key towards the arc of your jump. Shoot the blue robot at a diagonal if you have an upgraded weapon, otherwise drop down to the clock, shoot and jump back up. Get the clock and continue to the right.

Keep to the top of the screen and jump across the conveyers. Keep it up and you will earn the next key on top of a stack of crates.

Drop down and right firing. Destroy the window robot then the spider. Now use the large jump to get on the conveyers and make it to the right, beyond the spikes. Before the next conveyer, shoot the walking blue robot, it may give an extra life.

Jump from the next conveyer to the weapon upgrade and clock. Fire the spread gun to destroy that pink robot, then head right on top of that building. Drop off the building, jump up the platforms for a health-up and shoot that little tank. Jump right to the conveyers. Collect the key as you jump across these belts to the right. Jump onto the platform, then the building.

Jump down and right. You will find the last key on a stack of crates to the right. Collect it. There is also a clock to the left of the bottom of the stack.

Moving right, over the stack, just follow the platforms up and right. Head off the right side of the screen to clear the board.

****Stage 1-3****

This is a shorter area. Get used to aiming immediately. As you hold A or B to fire, you can move the control pad to aim your shots.

As you climb, aim up and left to get the blue spider which appears. Afterwards, continue climbing up the middle of the building - the grey section. Aim down/left to prepare for the balloon that comes, blast it. Up and right now for the next spider.

When you come to a cannon shooting bolts, stop. Aim at that pink mouse and kill it. Now wait for the cannon to fire and quickly scurry past its range. As you approach the next ridge, take out the two mice and then realign your cursor in front of you to take any debris out as you continue your ascent.

The next spider will probably be coming from the top, centre. If not, it's from the top anyways.

The building will presently become much more narrow, you're forced onto this point so you may as well take it. Grab the shield item and scurry past the laser - a bird will come from the upper right but you may not be able to react. Anyways, climb up between the two window enemies. The next spider is from the upper right. Take it out then continue to the top.

******TECHNO BEAST******

Techno Beast has a very set pattern - but he also hits for at least two of your life pellets, so be careful. If you have an upgraded weapon, he goes down fast. If not, you have to play it smart.

He starts by running forward and jumping. Run under him. He will jump backwards at you, so run under him again. Now, head to the far left. Jump the eye laser, then the shot he sends bouncing across the ground, then another like this. If you can perform successive jumps you should clear these. Be careful though, after he moves a little again he will fire another eye laser. Jump this.

Of course, you've been firing the whole time. Techno Beast is a large target and he'll be taking a pounding as you do this, certainly. He repeats the described pattern, but he should be down before too long if you keep your fire constantly trained on him.

****Stage 1-4****

To diffuse this bomb, take these Steps:

Right, Down, Left, Left, Right, Down, Down, Right, Left, Right, Left, Left, Down, Down, Left, Right, Right, Left, Down, Down, Left, Down.

You should be in the bottom left corner. Now:

Right, Left, Right, Right, Right, Right.

You should be on a 3.

Right, Right, Left, Left, Up, Down, Up, Up, Right, Up, Up.

You Should be on a 2.

Right, Left, Up, Right, Up.

You should be on a 3.

Left, Right, Right, Left, Up, Up.

You should be on a 2.

Left, Right, Right, Right, Down.

Finish.

USS2: Stage 2

Stage 2-1

Learn to control altitude. Up and down change your position in the air, left and right steer the glider.

Lower yourself to the ground and keep more or less on a straight path. Fire on the jetpack characters moving back and forth, making sure to dodge their shots.

Steer around the large columns of rock, keeping a more or less rectilinear path and you will find a weapon upgrade.

Now, head right. Do not touch a Zeppelin or you will be destroyed. Take a right over the water, keep firing to blast any birds that come from above. The volcanoes will erupt. Your spread shot should keep the rocks away from you.

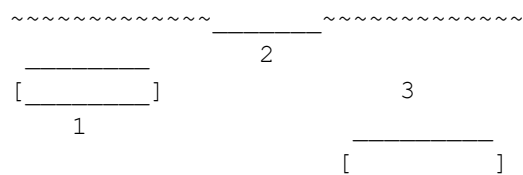
Head a bit left, but more or less straight, to grab a clock. You will likely need to increase your altitude in the coming swarm of jetpacks.

Heading a bit right from the clock and shooting birds as you go, you should come upon another weapon upgrade. Pick it up.

Alright, you'd cross a river with missile launchers and a volcano. Swing away from the volcano and stay clear of the bubbles in the river lest you get hit with a missile.

Back on land, jetpacks will mix it up with the missile launchers. You may need to adjust you altitude here, to avoid ramming the jetpacks.

Up ahead is a cliff. Alight yourself according to the height of the opening. For instance:



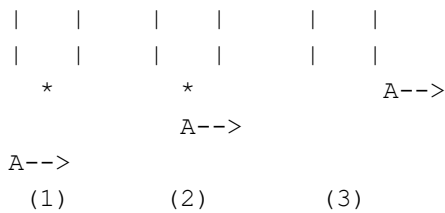
1: A medium altitude is necessary, you can pass it, then dive for any item afterwards.

- 2: A high altitude is necessary.
- 3: A low altitude is necessary, hug the ground.

The thing is, you have no choice but to ammend your position because once you see the cliff face, you cannot swing lef tor right very astutely to another opening. So just take what you can get.

Ont he mountain there may be this enemy moving back and forth firing. This train-like foe is only a threat in a head-on clash. Nevermind it if it's off to the side somewhere.

Don't get greedy for items following the cliff. Some are placed close to a column of rock.



You will need to swing across the base of the column. Start from as close to the item as possible, in (1). Grab it with your nose in (2) and keep moving to dodge the column at step (3). It's easy to get the items, but if you try this from too far, you will cost yourself a life.

After the cliff, you will again mix it up with the jetpacks. Again, changing your altitude may be necessary - with as many columns as there are here, left and right dodging may not be the most prudent choice.

Up next are the Zepplins, they're no problem to pass. After the next river with volcano, you'll notice a load of birds coming down. Shoot them as they come. Up soon is the boss.

****BOSS****

The giant bird is probably more difficult than it should be. It moves to many places on the screen spraying bullets.

Probably the best method of attack is to clip its wings with your shots while standing just at the extremes of its wingspan. That is, move with the bird as it dodges and flies, and raise your altitude while turning away only when it comes in close.

If you try to change altitude while you are fighting this bird normally, then the shots will still hit you, so don't bother. A spread shot really, really helps in this fight.

If you have to pass in front of it, try to weave between its shots. But only do this when it is far away. You can stay relativey safe at the extremes.

Stage 2-2

This is a horizontal hang-glider stage. The control pad controls the glider's movement, A drops bombs, and B fires the standard shot.

Shoot down the copters and duck down the tunnel. Drop bombs on that truck you see, while staying out of range of its missiles.

Now in a scene very reminiscent of the game Scramble. As you fly up, shoot the

turrets and the missiles. The missiles are well enough hit with the standard shot, you may need to bomb the turret.

Keep the bombs firing as you fly up to the clock item, there will be a helicopter flying through the rocks and the bombs will help if it comes up under you. Past a copter, goad the missiles to fire up and shoot them. You will come upon a health-up item.

Fly ahead now and bomb the turret coming up. Shoot/bomb the helicopters and pick up the spread shot. Regardless of if you take a hit, this item will make the stage insurmountable easier as you can stay out of direct range of the helicopter missiles.

As you approach the grey metal building, bomb the lower truck and fire at the second about level with it. Fly up quickly and destroy the turret. Head through the little hole in the wall and destroy the hot air balloon.

Take the lower path coming up. Above takes you over a volcano and may not be the most pleasant trip because of this. Down below, don't let the lava drip on you. Grab the health-up as you emerge. Watch out you don't ram the hot air balloon.

Flying up close to the green metal, shoot the truck head on. Bomb the missile as you pass over the hill, then scurry down into that hole in the wall. Soon enough, there will be a hole with retracting spikes. Wait for them to go into the ceiling/floor and quickly dart through. They're kind of difficult to see so they may get you anyways - in other words don't wait so long you are crushed between the rock and the back of the screen, take the damage if you have to.

Dive down while firing on the hot air balloon to pick up a clock, then head back up to skip over that volcano. In the little valley that follow, take out any helicopters immediately in front of you while bombing the truck.

We can take out most of the enemies on the grey metal square area by staying close to the ground and firing forward, lifting up when the helicopters near. Grab the clock at the end.

There's another spread-shot up here to get. Take out the missiles and get in there early.

At the next split in paths, go up. Take out the turret and grab the health-up. From the health-up, go further up. Dive down for the clock after the hole following the health-up. Destroy any enemies that are nearby, there'll likely be a nearby helicopter.

Stay high, above the turret and shoot the missiles behind it. Bomb it as you pass and grab the health-up.

You must go down next time. Shoot the blue balls from a distance to disipate them. Make it to the end of the tunnel, go for the clock if you have less than 10 seconds left.

Alright, head up and bomb the frig out of the missiles up ahead. When you see large metal squares, face the truck at a level plane with standard shots. Keep to the right to finish the stage.

****Stage 2-3****

Another climbing stage, Mega Slug is at the top. Head to the right past the holes in the wall. Climb up from here, be sure to take out any debris. The

first spider comes from the top left, shoot it and notice the wasp stop. Shoot the wasp before it dives for you.

-If you don't go all the way right you will need to shoot the balloon behind you so you don't take much damage.-

A little further up, watch out for the bird at the top right. Shoot the mouse and then the red ball. Head left towards the hole being aware of the debris.

Sneak past the laser cannon and continue up, pass the window enemies. As you climb up, a spider will come from the centre, and a wasp from the top right then top left.

Grab the health-up and head towards the laser cannon. Aim up and around it to be in position to shoot the bird.

After sneaking by the cannon, head up towards the next two. Kill the mouse, then grab the shield after the fire. Haul ass pass them and shoot the the spiders and other enemies that are on screen.

Head up between the two columns of holes for the best success. Aim behind you as you approach the lup. A balloon will be coming. Wait for the window enemy to drop its attack, grab the lup then continue up.

When it starts raining it's but a few enemies until the boss. If you have like, six seconds left, that's plenty. Shoot and climb like you never have before!

****MEGA SLUG****

Man, talk about awesome. However, if you don't have a spread gun - talk about frustrating.

Mega Slug throws these tiny slugs at you. He throws them initially in this order: 1, then 2, then 2 with 1 following shortly after. If you can dodge these while firing on him effectively, you have a fighting chance.

You have to hit Mega Slug around the eye, so if you only have a single gun, this becomes difficult. Shoot as you jump and as you come down while dodging the mini slugs it throws to the best your ability. You may want to wait for it actually throw them before you launch an attack, jumping up between them, or ensuring a safe landing.

You want to damage Mega Slug as quickly as possible. If it gets too near the left side of the screen, then you won't be able to dodge its tentacles. You can take minimal abuse from these, and if you're hit by a slug then trapped by the tentacles, you're a goner.

With a spread shot, you can hit the eye more often. At any rate, trying to fire a single shot on the way and way down is more accurate but much slower... Spray the eye and dodge the slugs.

Stage 2-4

Bomb Disposal

Right, Up, Left, Right, Up, Up.

You are on an Up Arrow.

Left, Left, Right, Up, Right, Up, Down, Left, Up.

You are on an Up Arrow.

Up, Right, Left, Left, Left.

You are on a 2.

Down, Down, Left, Left, Down, Up, Up, Up, Right, Right, Up, Up.

You are on a 3.

Right, Left, Left, Right, Right, Up, Left, Right, Right, Right, Right, Right, Right, Right, Left, Right.

You are in the top right corner.

Down, Left, Down, Left, Down

You are on a Down Arrow.

Down, Down, Down, Right, Right, Up, Up, Up, Down, Down, Down, Left, Down, Up, Down, Left.

Finish.

USS3: Stage 3

****Stage 3-1****

Ironically, the domain of "Sand Yeti" begins on the water. The boat is the same deal as the car. Except, water's good for you and the land isn't. If your jump looks to carry you over land, but you won't jump far enough to make - steer towards the water or you will die.

From the start, just hold forward. Don't boost yet. You will pass by a turbo and weapon power-up. Be sure to collect them, they help for the early part of the stage. If you took some damage from those bomber balloons, you can get a health-up just up ahead.

Right, so you'll be seeing balloons dropping bombs - avoid them, and sea serpents which just move towards the top of the screen. These can be shot. The boat is a bit unweildly, so constant shooting is more essential than you might initially think.

The black mines just need to be shot. Stationary targets.

Alright, ramp up ahead. Use your turbo, you should clear another if you keep on the straight. Go under the space to right of the whirlpool and get the next weapon power up. Keep heading forward, if you come to a dead end (probably with a lup) grab the item and back out. Head right and take the ramp.

When you enter the area with stone walls and arches, collect the two clocks as you will be running low on time, and the health-up. If you still have a trubo, use it to jump a ramp. Otherwise, take the one with less distance.

Head up ahead, there will be small islands which you will swerve around. If you keep more or less to the right, you can come across some health and turbo. Make it to left from these and take the ramps.

For the mass of land shaped like this:

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      +-----  
      |  
+-----+
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Aim towards the lefthand side.

****BOSS****

Feel like Cobra Triangle? This large sea serpent.

Stay towards the back of the screen (bottom) and fire up at it - spread really helps here. As you damage it, segments are blown from its neck and the it will shoot its shots more quickly.

It's very hard not to get hit in this fight. Basically, stay to one side of the dragon and fire at it. Wait until its shots pass before trying to pass in front of it. Keep up a relentless assault and it will go down eventually.

The shots will be strung together when it is sufficiently damaged. Watch out for this as getting hit multiple times in a row means a sufficient loss of life points.

Stage 3-2

This mission's on foot, so there's little tricky moves to be pulled here. You need to get six keys, just like in 1-2.

Head tot he right, the bird that is present is none to threatening, it slowly flaps across the sky. The little blob too is very slow, you can duck to shoot this slimy pest after taking a big jump up onto this structure and grabbing the key.

Now you want to drop off the edge. See that blue robot? Shoot it. NEVER jump over it as it will jump up to hit you. Destroying it releases a weapon power-up whoch you should grab without hesitation. Run forward with your spread gun, mowing down the fish that jump up and the birds above. After the next Jumper, big jump up onto the wall.

Now jump up to that platform, and onto the top of the next structure for the next key, and a health-up. Head right until you can see the rat, fire so your bottom stream hits him (assuming you upgraded). Jump over to its building now.

The next rat, wait for it to move away from you before jumping down to its platform. Afterwards, blast it. Drop off to the right. Now jump down from where you land and pick up the weapon power up. Now, jump back up.

Head right, blast the rats on the next platform and grab the clock they drop. Now, get the other clock. From their platform jump off right, avoiding the jumper.

There is a large cannon. Jump under it and use the platforms to go right.

There will be three platforms like this:

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_____  
_____  
_____  
_____
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(A)

(B)

Take a big leap from point A to point B.

At the next platform, you also find the third key. Great. Scroll right until you see the platform and the rat. Shoot the rat then jump over, watch out for the bird's eggs. Aim over at Jumper to the right and destroy it before moving on.

Jump over and immediately dispatch the frog. From the frog, head right. Yes, there's a key there. To be safe, jump over to the platform, then jump down, then receive the key. Head right. Watch out for that odd bouncing green rock. Avoid it before going for the key. It gives a weapon power up, anyways.

Jump up onto the hanging platform near the boat. Now this board is awkward. Make a big jump onto it while holding up and A so you jump as soon as you land. Continue to the right across the hanging metal and drop down. Head right to the platform and big jump up to it. Watch out for the green rock!

Jump up and right, again minding the green rock. Blast it and head right. Go along the path, but jump down at the left end of the of the indented region, near but not absolute to the wall.

Head back up, over the cannon and get the last key on the assembly of platforms to the right.

—
—

From here, you see two platforms place as such. Big jump right and land on top of the cannon.

Jump on over right and enter 3-3...

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

Another climbing stage.

Start climbing and keep your crosshair trained upwards. There will be a balloon from beneath you, but it should be a non-issue if you started climbing right away. The first spider is right above you, shoot it and move on. Look out for falling rocks and debris near the first shield item.

Grab the shield as you head left and up (to the left of the window, and up past the two cannons). Nevermind the mouse, and the cannons won't terribly damage you anyways.

Climb a bit further up, shoot the mouse and spider that appear. Climb a bit more, take out the next mouse and the bird from the left, then below.

The rest of the stage is pretty simple, but you will be pressed for time. Grab that health-up if you need it then wildly climb to the top, up the very thing area, weaving around the ledges.

Alright, so:

\o/ [] Say this is you climbing, with a closed window on top next to you, and / \ [X] an open window below. Despite the fact you normally cannot cross open windows, you can move across this. So don't waste time going back.

****SAND YETI****

Sand Yeti is a difficult enemy in that he is hard to predict. He is in fact easier to hit than Mega Slug, and far easier to avoid.

From the start, stay to the left and let him rise. Aim up at his head and blast it, then get out of the way of the rocks he releases, and away from his body as he submerges into the sand. He will rise next on the right then left.

You can pump a lot of damage into him from up close. Sometimes he rises and moves across the sand, othertimes he covers a lot more ground while moving. The best course of action to play it safe would be to make a big jump when he's rising and submerging.

He'll go down easily if you play it safe.

Stage 3-4

Bomb Disposal

Right, Right, Right, Left, Left, Down, Down, Left, Right, Right.

You should be on a right arrow.

Right, Up, Up, Right, Right, Down, Right, Up.

You should be on a 3.

Left, Right, Down, Up, Right, Right, Down, Down, Left, Down, Down, Up, Up, Right, Right, Down.

You should be on a down arrow.

Down, Down, Down, Up, Left, Left, Left.

You should be on a left arrow.

Left, Down, Down, Up, Up, Left, Left, Left, Left, Right, Right, Left, Down.

You should be on a 2.

Right, Left, Down, Down, Right, Right, Up, Right, Right.

You should be on a 2, near the finish.

Down, Up, Right, Down.

You should be on a down arrow.

Down, Left, Right, Right.

Finish.

USS4: Stage 4

Stage 4-1

The domain of Techno Beast MK2 starts with a glider vertical scrolling stage.

This stage starts out very rough, actually. With spinning birds and jetpacks covering the skies, not to mention missile silos early on. Anyways, head a bit to the right because a large cliff is soon. By heading right, you align yourself with a hole in the centre which you can pass. Keep going with a bit of a rightward bias and you should find a weapon power-up - extremely helpful in this level.

Cross the large body of water with at least three rows of volcanoes. This is no different than crossing one thin river. Just watch out for the Zeppelins.

If you stay more or less on the straight path, you will come to a clock item. Pick it up if you can, then hug the ground to slip under the cliff.

You will cross another river full of volcanoes - steer away from them. Soon after is the boss.

****BOSS****

It's the same bird boss from level 2. What a drag!

It moves to many places on the screen spraying bullets.

Probably the best method of attack is to clip its wings with your shots while standing just at the extremes of its wingspan. That is, move with the bird as it dodges and flies, and raise your altitude while turning away only when it comes in close.

If you try to change altitude while you are fighting this bird normally, then the shots will still hit you, so don't bother. A spread shot really, really helps in this fight.

If you have to pass in front of it, try to weave between its shots. But only do this when it is far away. You can stay relativey safe at the extremes.

Stage 4-2

Another horizontal scrolling glider stage. Scramble!

Follow the path along, estroying the few scattered missiles. Fly through the openings in the wall. After the second, shoot down the hot air balloon and bomb the missiles if possible.

There is a helicopter after the third, shoot it down before you enter the passage. There will be three missile trucks coming up, mixed in with a health-up. Alright, these are for sure best taken on from head on because there are too many to stay safely above the missiles. Take them all out and grab that health item as you climb upwards.

Bomb the missile in the little valley, and get ready to shoot another missile truck. Afterwards, you will see a split, and a turret. Down below has spikes and lava drips, up above has the usual volcano fireballs. The top route is probably the safest in this case. Bomb like a madman and scoot across the top.

Bomb the turret below you, and shoot the truck head-on. Dive down for the health and clock that are coming up but beware because a turret will be firing missiles down at you.

Head down into the tunnel, shoot the blue balls and dodge the lava. Follow the path down. If you keep on the lower path, you will earn a weapon power-up, but

the helicopters and turrets will make it hairy for you. Destroy the turret near the end and emerge from the tunnel.

Shoot down the hot air balloon as you emerge, then fly through the opening. Keep the copters below you and fire/bomb down on them. Fly down the passage, but be careful of missiles firing up.

You will come to a passage with retractable spikes. Get through it asap and take either the clock or the weapon upgrade. Whichever suits you more, the upgrade is probably more useful though.

Head up from here and take out the truck. You must go down when the path splits. You can try for the clock item, but the turret may give you trouble. Continue down the path.

After the first dripping lava, you've got a turret. Wait for it the fre then fly over it. When the path splits again, the safest route is upwards.

After the complex of tunnels, there will be two volcanic peaks. Let them fire, then zoom over them dropping bombs. The end of the stage is very near.

****Stage 4-3****

You guessed it, a climbing stage.

If you go right or left, it makes a difference. Right leads to a lup, Left progresses the stage. Remember, you are timed. So choose wisely.

-Right-

Head up, with your cursor up. Take out the bird as it appears, then the wasp and mouse. Pass through the opening.

As you climb up the thin section, avoid the window enemy and shoot the wasp. Then swing your cursor left to take out the bird that comes. If you miss it, prepare for it to come from below. Take out the few wasps as you climb up. Grab the extra life then hurry back down. Take the left path.

-Left-

You will need to wait out a laser cannon before making it up here. It goes on farther than the right path. Climb up, shooting any wasps until you come to a shield item. Wait for the laser cannon to fire, grab it and go.

You will notice a health-up here. Take it if you need it and shoot the wasp that may have been coming from below. Head straight up the left. Take out the spider, then the red ball. Wait for the window enemy to drop its attack and rush up/right past it.

The next spider comes from the upper right, and it is followed soon by one from the upper left.

******TECHNO BEAST MK2******

Honestly? This guy is a complete joke. You never have to leave the far left.

Perhaps because he enters the battle by charging you, you may get hurt. However if you do a big jump he will miss you, and you will land after he retreats.

His jumps will never reach the far left. Big jump straight up if you're

nervous, but he won't hit you.

All of his eye lasers and bouncing shots can be avoided by staying at the left and big jumping over them.

And that's really all there is to it. Techno Beast Mark II will go down fast even if you don't have a spread weapon.

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

Bomb disposal.

Right, Down, Left, Down, Down, Right, Right, Up, Up, Left, Left, Left.

You should be on a left arrow.

Left, Up, Down, Up, Left, Left, Right, Down, Right, Down.

You should be on a down arrow.

Down, Right, Right, Down, Down, Down, Up, Left, Left, Down.

You should be on a down arrow.

Down, Right, Right, Up, Right, Right, Down, Down, Down, Up, Left, Left, Up, Left, Left, Down, Up, Left, Left.

You should be on a 3.

Up, Down, Down, Up, Down, Down, Up, Left, Left.

You should be on a left arrow.

Left, Up, Up, Up, Up, Down, Down, Right, Right.

You should be on a right arrow.

Right, Up, Up, Left.

You should be on a left arrow.

Left, Left, Up, Up, Down, Up, Right, Right, Left, Left, Up, Up.

USS5: Stage 5

****Stage 5-1****

Oh dear. You saw that eh? Mega Slug MKII. Well, swallow hard and press on. The first stage is a buggy, it controls the same as the car. However, touch deep water and you will die.

Don't boost here or you will perish. Save boosts for jumps. Drive forward and take a right each time. The large barges in front of you are best avoided, and the beach plants are a stationary target. When the sand moves, don't touch it or you'll be set back a bit. The green enemies in the water are scuba people shooting at you. You should be moving too fast for them to be a real problem...

Sticking to the right, you will come across a jump. Take the right path when

you jump and you will find a weapon power up.

Keep down this path and you'll get a health-up, then start down a bridge. Use a turbo when you come to the jump or you will die. The turbo should carry you over the next jump. You will need to use another to make the next two. You'll likely pick up a spinner weapon and another upgrade.

After the jumps, head up the thin strip and the two large dunes. Get the clock, even if it means driving backwards.

Now just drive along ignoring any obstructions the best your ability. It's just a flat-out dash to the boss.

****BOSS****

Surprisingly easy for one of the overhead bosses, this is a Giant Ant. The ant moves back and forth periodically spewing eggs which hatch into destructable little ants.

Fire at it, and stay away from its head when it comes near. It shouldn't be a major issue to rack up damage and to avoid the slow moving tiny ants.

Stage 5-2

You're on foot again. This time, you need 8 keys.

Head right, destroy the pink robot, and jump up onto the building. Destroy the next robot, take the weapon power up and the key. Jump up onto the next building.

Scroll right, take out the small tank before jumping over, then duck in front of the blue robot and blast it. Jump down to the next platform, then on top of the next building. You can jump down for the health-up if you need it.

Jump down into the clock from the health-up, run forward destroying the pink robot for another clock, and pick up the key. A robot will likely be coming from behind with possibly another clock.

Jump onto the platform, then back up onto the building. Shoot the spider to the right and jump onto the conveyer. Make it across to the next building, then shoot the next robot.

Destroy the window robot with your spread - it will release a health-up. Jump up to the next platform, destroy the robot and collect the health-up as it floats upwards. Drop down from the platform into the weapon upgrade.

Make it back up to the platform, then jump right onto a conveyer belt. Wait for the small tank to move to one side, then position yourself beside it and shoot it. Big jump to the next building. Drop down onto the health-up at the crates. Drop to the left to get the key, then make it back up onto the building.

You will need to take big jumps at the collective of conveyers. Spray the spiders with shots and jump into the health-up and key. At the end of this, when you big jump onto the building, you will soon find another health-up.

Drop off the right side of the smaller grey building, clear the conveyer of the spider. Jump to the conveyer, then big jump onto the next building. Drop off to the right of this building, then head back left for a health-up and a key.

Head right, and grab the weapon power up if you need it. Then, head back and

jump up onto the building. From point A:

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-----+
      |  A
      +-----+
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Jump up onto the next platform after shooting the blue robot. Jump onto the grey building firing to take care of the pink robot. You can probably land to the right of it with a big jump. Grab the clock.

Jump up onto the next platform, then onto the building. Drop down in the middle of the building onto some crates. drop of left and get the clock. Take out the spider on the upper conveyer and then get back up onto the building. This time, when you jump onto the crates, drop off the right for a key and a health-up.

Get back up on the building. Scroll the next conveyer on screen, and destroy the spider before you attempt to jump onto it. This spider will likely release a weapon power-up. Jump across to the next belt, get the key. The next spider down below is nigh impossible to hit... jump so that you land beside it and as soon as you land have A held down so you jump again. Jump off to the right, firing to land at the base of the next building.

Clear the spider from the conveyer, and catch the window robot after it fires. Jump up, take out the next window robot before you jump to the small grey structure.

Jump up next to that odd small tank with the eyeball, and jump to the ledge to the right after destroying it. Duck down and hit the next small tank with your spread before jumping down onto the platform. Drop off right, then head to the left of the small grey building for the last key.

Take the highest route to reach the end.

****Stage 4-3****

Ah, the familiar climb before the boss!

Head up and take the right path at the split. Scroll the spider onscreen, destroy it, a bit farther up and you will face a bird from the upper right. A spider will also be seen coming in from the right.

Grab the shield and use it to get past the cannons and red ball. If you take any damage in your bad dash, it will be minimal.

If you continue up the right side of the building, keeping an eye on debris, you should avoid the balloon altogether. A spider will come from the upper left however, so destroy it.

When you see the laser cannon, beware of a bird from the upper left. Unless you absolutely need that health-up, skip it. Go up towards the next cannon.

Go up past it and hug the left of the opening. Shoot the bird that appears, get out of the opening and to the left and shoot the spider. Head on up, when the building thins out, crawl right first to get the lup, then head up the thin part of the building. After the cannon, you will fight the boss.

*****MEGA SLUG MKII*****

Mark II is much easier than the first time around. It still moves back and

forth and spews mini slugs, but it stays to the right for a longer period of time and that makes _all_ of the difference in this fight.

Avoid the slugs either by jumping over them or between them. Wait until they are fired before you move. Again, spraying Mega Slug's eye will be more than effective enough to end this quickly.

Stay away from its tentacles, and since it stays away from you... this is just a very simple matter of dodging and firing.

****Stage 5-4****

Bomb Disposal

Left, Up, Up, Left, Left, Down, Down, Right, Right, Up, Right.

You should be on a right arrow.

Right, Right, Right, Left, Down, Down.

You should be on a down arrow.

Down, Down, Up, Left, Left, Left, Up, Down, Down, Right, Right, Right, Right.

You should be on a 3

Left, Right, Right, Up, Up, Up, Up, Down, Down, Down, Down, Left, Down, Down.

You should be on a 2.

Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Up, Right.

Finish.

USS6: Stage 6

****Stage 6-1****

The domain of Sand Yeti Mark II starts with a vertical hang glider.

As you start out, move around that volcano and stick to an essentially straight path. The jetpack enemies may get close, so adjust your elevation to find them. Sticking on the straight run, you will come to a health-up soon after leaving the body of water with the volcanoes. Grab the item, shoot the birds and get ready for a cliff.

You can slip through a hole in the cliff about halfway up it, start left after the health to find this. After the coming Zeppelins, the screen will get thick with jetpack enemies. Birds as well appear soon. You will see a turbo item, but it's there for points so don't risk yourself getting it.

You'll fly over a bridge with a tank train and soon pass another river with volcanoes. There is a weapon upgrade between this river and the next. You will need to turn towards the right a bit to find it. The birds will spin after you here, so get them while they're far.

Keep more or less straight and you will find a clock item sometime after more birds, jetpacks, and missiles. After the clock, get ready to slip through the

middle of another cliff. The opening is very wide, so it should be easy to find.

The cliff is similar, with the opening down towards the bottom. There's a weapon power-up near the cliff after you pass. If you can grab it, it helps against the boss.

****BOSS****

Would you believe it? Our old friend the bird. Here's that strategy again:

It moves to many places on the screen spraying bullets.

Probably the best method of attack is to clip its wings with your shots while standing just at the extremes of its wingspan. That is, move with the bird as it dodges and flies, and raise your altitude while turning away only when it comes in close.

If you try to change altitude while you are fighting this bird normally, then the shots will still hit you, so don't bother. A spread shot really, really helps in this fight.

If you have to pass in front of it, try to weave between its shots. But only do this when it is far away. You can stay relatively safe at the extremes.

Stage 6-2

Following rote, it's a horizontal hang glider stage.

Pull up from the start, firing. You will hopefully catch the hot air balloon with a few shots, and finish it off with bombs. Maybe bomb the copter too. This should give you room to squeeze down through the passage and through the hole in the wall.

As you go further in, past the first blue turret and volcano, you will see the paths start to split. Stay on the upper route until the second path down with the weapon upgrade. Take this one down.

Destroy the truck. Head right, look out for the dripping lava. Take the bottom path here for a health-up. Destroy the blue ball, then you will be at a point with a lava drop and retractable spike. Nasty, but wait until the spike retracts and the lava isn't dropping to go through. At the very worst, let the spike retract first. Shoot the green turret you come to, it will be highly damaging if you let it get close enough to hit you.

Keep on going. Taking the bottommost path will earn you a clock item.

Get past the spike, follow this zig zaggy area around (grey metal). The blue turret probably won't hit you. Get through the next retractable spike and follow the path to the outside. Pass the green turret and the stage ends. That was exceptionally short for one of these stages.

Stage 6-3

We're climbing to meet that dastardly Sand Yeti!

Climb up. Let's go right. Shoot the mouse, climb up past its platform and blast the spider coming from the top left.

At the laser cannon - stop. Take out the wasp and the mouse. Then let the

cannon fire. Head up, collect the shield - it will protect you from the window enemy. Travel a bit farther up and shoot the mouse, climb out to get the lup.

Shoot the spider that's coming and then position the cursor behind you to get the balloon when it comes. Climb north from the lup and shoot the balloon. Then swing the crosshair up to connect with the spider and shoot it down. Slip past the next two laser cannons.

Head over to the thin section of the climb. This final climb is dangerous and need to be done quickly. Destroy the red ball, take the health-up, and start the climb.

The first spider comes from the north, and a bird will come from the upper right. Destroy them both and head up past the platform. As you pass the platform aim toward the left to get the next bird. One more spider awaits, and then a bird from the upper right.

****SAND YETI MK II****

Again, like the two other Mark II's, Sand Yeti isn't so bad. The major problem you face in this fight, however, is getting enough hits in before he submerges. He is quicker than the first time around.

You can get a lot of shots in on him if you dodge at the right, left, left and right again. Take a big jump when he is going to emerge.

Run up under his armpit and blast his face rapidly until you are in danger of the rocks - you'll probably be far enough away that you'll either shoot them or avoid them altogether, however.

If you get in a few good faceloads on him, he'll go down pretty quickly.

Stage 6-4

Bomb Disposal

Up, Left, Down, Down, Right.

You should be on a right arrow.

Right, Down, Down, Down, Right, Right, Up, Up, Up, Left, Left, Right, Right, Up, Right.

You should be on a right arrow.

Right, Down, Down, Left, Left, Right, Down, Down, Left, Left, Up, Left, Left, Left, Down, Up, Right, Down, Down, Left.

You should be on a left arrow.

Left, Up, Right, Left, Left, Up, Up, Up, Right, Up, Up, Right.

You should be on a 2.

Up, Down, Right, Right, Up, Right, Right, Right, Up.

Finish.

****Stage 7-1****

Just like old times, eh? Techno Beast Mark III's domain begins with a car stage, just like 1-1. There are odd wall turrets in this stage, they're large and orange and often in intersections. Avoid them.

Take either a left or right, it doesn't matter. However, you must jump the rap that you come to. Get the Turbo as you jump. Avoid the mines and jump off the next ramp at a diagonal right. You should pick up the clock (you don't have much time so do try and get this item).

As you approach the next river (regardless of split) take a right into it to pick up the bomb item, which bounces diagonally off walls to hit enemies. As you don't have a spread shot yet, this is good.

Take a left after this river for a turbo. This is important.

There are a few turns coming up, but it doesn't matter which way you go. Eventually you will kill the enemies behind the blue blockades. After these foot soldiers have been destroyed, slow down a bit. Get the weapon upgrade to the left of the ramp (don't touch the cliff), then line yourself up with the health-up and use a turbo to jump the ramp. Hold left or right as you pick the health item up to land on either side. If you don't, you will die.

Hit the ground and keep firing to destroy the mines. It helps to have a turbo for the next ramp coming up. You will earn a weapon-power up from this jump and there is a health up soon after.

Now, there will be a complex of paths, just drive on to the boss. Depending on which path you took, you may find a lup. Don't go looking for this if you are not going directly for it when you enter the assemblage of paths, and if you get it, back up immediately. You are probably running out of time, if you pick up a turbo, be sure to use it.

******BOSS******

This is the Stage 1-1 Boss sped up. Essentially, you are again dodging shots and shooting barrels, but the barrels come much faster now so watch out.

You need to pulverise the truck from either side. It helps to stay on the screen side opposite of the truck, so that you have time to react to the shots.

Just don't get hit by barrels and the boss becomes more or less an attempt to take it out before its very fast shots do you in.

****Stage 7-2****

On foot on docks. If you remember from the last time you were on the docks, water kills. You only have to worry about five keys in this level, however your time limit is low.

Run forward and leap up onto the first raised platform. Duck down and kill the rat for a weapon power up. Let the cannon fire, then big jump up under the key after the shot passes. Then jump over the cannon and continue right.

Take this lower route because there is a jumper here to destroy. Destroy the jumper bot then head right. Shot the rat, then jump over for the key.

Take a big jump over to the next building. After the third board, jump down to get the clock and take out the jumper robot. Continue right.

Destroy the blob (it may leave a clock), drop down for the health-up and take out the jumper. Destroy the blob on the hangar and big jump up there. Hold in up and jump and jump to the wooden platform. Shoot as you do to take out any dock birds.

After two wooden platforms, land near the rat and immediately dispatch it. Get past the next wooden board in a similar fashion. Drop to the next hanging platform. Jump off right and head right.

Let the cannon fire, then take the weapon power-up. Take a few big jumps up to get the clock. Be careful jumping down due to green rocks and a jumper. Jump down between the two blobs, then into the pit to the right for a key and a health power-up.

Big jump to the right for another key (Yes, jump through the cliff to the next dip). Then big jump up to that platform.

To the right, take out the jumper for a lup. Continue right. There will be a wooden platform. Again, hold the jump button as you land on it to immediately jump again. Continue right until you are off of the darker brown platforms.

Big jump immediately over the cannon. You will see a key - wait for the fish to jump first then grab it. It is the last key.

Just to the right is the exit.

****Stage 7-3****

Ah, just like our climb to the first two Techno Beasts. Will MKIII prove to be a challenge?

The only thing to the right is a health-up. This is useless at the start of the stage. So head up the ledge above you, and move left over the bottom ledge. Head up once you pass the open window.

Head up and left until you see the mouse. Your aim should be trained up in case of debris. Shoot the mouse. Head up.

When you see the laser cannon, be prepared for a bird from the upper right corner. Take it out, then pass the cannon in the usual fashion.

As you climb up, there will be a spider. Take it out, then train your crosshair to the upper left for the next bird. Head flush with the building's left side to avoid the window enemy, and keep on up.

When you see the mouse, shoot it but be aware a bird will come from a similar location as you continue climbing.

Get the health-up and head up at the far right. As you pass this next laser cannon, a bird will appear from the left. Head up the thin section of building after you take it out.

From here, it's a straight on climb up the thin section. Just position your aim behind you to get the balloon that will be coming.

******TECHNO BEAST MARK III******

I suppose it is the more difficult of the three, but it is still easy.

Stay in the left corner and his jump will not hurt you. However, you must big jump as soon as he lands so you avoid the eye lasers.

Tecno Beast will jump back, then fire lasers again. Jump over these.

He will walk forward, take a big jump straight up when he is near you.

He will ove back and fire a bouncing shot, again jump over it.

He will jump back and fire lasers.

Basically, even Mark III is highly predictable, and he shouldn't repeat his pattern even three times if you've been shooting him with a standard gun.

****Stage 7-4****

Bomb Disposal

Left, Left, Right, Left, Right, Down.

You should be on a 2.

Left, Right, Right, Down, Down, Up, Down, Left, Left, Left, Left, Down, Down.

You should be on a 3 in the bottom left corner.

Up, Down, Right, Left, Right, Right, Right, Right, Up, Up, Left, Left, Left, Left, Up, Up, Up, Up.

You should be on a 3.

Down, Up, Right, Left, Up, Right, Right, Right, Left, Right, Up, Right.

You should be on a right arrow.

Right, Right, Up, Right, Right, Right, Down, Down, Down, Left, Left, Down, Left, Up, Up.

You should be on a 3.

Right, Left, Up, Right, Right, Down, Down, Left, Up, Left, Left.

You should be on a left arrow.

Left, Left, Down, Right, Right, Down, Down.

Finish.

USS8: Stage 8

****Stage 8-1****

HUMAN... DR EVIL AWAITS YOU...

Dr. Evil breaks the tradition of stages alternating with hanggliding/driving by

having another dune buggy beach stage.

From the start, keep firing and pressing ahead. When the path splits - go into the water in the middle to get a turbo. Come out on the left side and jump the deep water with the sand ramp.

Avoid the shifting sands to the best of your ability and take the left path at the split to avoid the tire spikes. Drive through the tunnel and keep going.

You will jump across a couple of dunes, then head for a bridge. Jump from the sand ramp to the right, then left, then straight for a health-up.

Position yourself in the middle and boost over the ramp. You will earn a spinner item. After this, head right for a weapon power up, clock, and a health-up. Head back then go left.

If you have a turbo, jump the dune after the bridge for a lup, otherwise just get the clock through the right passage. NOTE: Do not go over the dune without a turbo - you will die. A cheap way to get two extra turbos here is to die, then start back here with two turbos and get the extra life. Of course, you lose your weapon doing this.

Take a right at the next split and hold towards up and right to make it across the water and get the weapon power-up. A turbo really helps here.

Get the health-up, then jump the wall. A turbo might be necessary.

From here on, avoid the spikes and shifting sands by going into shallow water if you're running low on time. Pick up the weapon power-up and keep heading towards the boss.

****BOSS****

This is the same as the ant boss you fought previously.

The ant moves back and forth periodically spewing eggs which hatch into destructable little ants.

Fire at it, and stay away from its head when it comes near. It shouldn't be a major issue to rack up damage and to avoid the slow moving tiny ants.

This is more difficult than the first time because it seems to produce more eggs. Worry about your own survival if it produces too many offspring.

Stage 8-2

On foot again, we're getting closer to the end. There are eight keys in the level to find, and only 55 seconds.

Jump to the conveyer and destroy the brain tank on the next platform. Jump to this platform and aim up at the blue robot. Destroy it and take the weapon power-up it drops.

Jump up onto the top of the building you are near and drop to the crates. Walk off right for a health-up and a key, and then jump over the next set of crates for the next key. Six to go.

Destroy the spider on the conveyer to the right. Jump up on it, get the weapon power-up up here then to the next belt. Jump from the belt to the wooden platform, still holding up and jump so you immediately jump off to the right.

Jump from the platform to the next building, get the key. Get onto the grey building and head left. Take out the window robot. Drop down for the next key. Four to go.

Head back up onto the roof of that grey building. The pink robots here'll give you a clock each. Jump down to the clock to the right of the building.

This part could be tricky - you need to hold down jump and up and bound across the platforms and conveyers. Nevermind the spider. Jump past the Blue Robot at the end of this section and land beside the building. Aim up and destroy it before proceeding.

Jump up onto the next building - get the key. That's 3 to go. Take out the window robot and drop down to the side of the building. Take out the enemies and jump over the spikes to the right, firing.

Grab the health-up in the crates, then the key to the right of it. Two to go.

Jump on top of the building and head right to the tall stack of crates. Drop down to the right of it. Drop from the platform down, firing. Take out the pink robot and grab the key - just one more.

Take a big jump over the spikes to the right, then grab the clock. Climb on top of this building. Jump up to the platform, then right to the building firing to take out the pink robot.

Take big jumps across the three conveyers to the right. Do not go after the weapon power-up. It is a trap, you will never escape the spike pit.

Destroy the window robot at the end, and keep going right. When getting on to the next building - be careful of pink robots. Keep heading right and you will drop down a bit. When you come to another window robot - it gives a health-up.

A bit right, from the window robot it a health-up, and a wooden platform. This platform moves when you jump on it. Shoot the window robot guarding it, then leap off the platform over the crates to the right.

Drop down to the right of the crates for the last key, then head left. Use that platform to reach the top of the next grey building, shoot the pink robot.

To the right is the exit.

****Stage 8-3****

The last mad climb to Dr. Evil! This one is really packed with enemies.

Start climbing, take out the spider that appears, and the ballon from behind. Just a bit farther up - a bird from the top right. Climb up to the point of the laser cannons and shoot the wasp and mouse.

If you've been going left, don't worry about taking a hit from debris because a health-up is right there. However, a wasp will need to be taken care of, and a bird appears near to the health-up.

Take out the wasp above the next ledge, and the mouse if you can reach it. Climb up and past when the laser cannon fires off.

As you climb up, take the right. A bird will appear from near the next laser cannon. Keep heading up on the right side and you will come to a red ball.

Take it out and start up the thin side, taking care to shoot the bird and spider. Grab the health-up and continue up this section.

When you approach the laser cannon, a bird will appear straight up. Clip its feathers, then sneak on by the cannon.

Mulitple birds and laser cannons stand in your way to the finish, press on up.

****DOCTOR EVIL****

Dr. Evil attacks you in a large vehicle. He is difficult to dodge as he sprays bullets towards you.

As complex as he looks, he is actually relatively simple. Yes, simple - but deadly. You will likely take a few hits in this battle just from the sheer number of shots. Many of these shots can be jumped between, or jumped over completely with your big jump. Nice.

So, spray the turrets on his vehicle with shots. The more you take out - the easier it is to survive. Dodging the bullets is a little more difficult than dodging minislugs. However, the principle is the same here.

Jumping between bullets to get a clear shot at the turrets, or taking a tactical retreat so shots hit the ground before they hit you is often an essential tactic in this fight.

Once all four turrets have been taken out by your repeated jup sprays, Dr. Evil will fire shots from his dome. Most of these go over you, and come in bursts. Concentrate on avoiding these, and aim up at an angle to hit the Dr. if possible. If not, jump and shoot between his bursts of shots.

When his energy is depleted, the game is completed.

POST GAME

The game will restart at stage 8-1.

```
-----  
|                               U5: Bomb Disposal                               |  
-----
```

Bomb disposal takes place as a level fourth stage, after the boss. While my strategies listed in the walkthrough have tested true for me - you may want to do these yourself or I may have erred somewhere. Further, I don't know definitively that they are always the same.

To complete a bomb disposal level, you must clear the screen of the chips.

- [1] = 1 Chip
- [2] = 2 Chip
- [3] = 3 Chip
- [S] = Start Chip
- [F] = Finish
- [>] = Right Arrow
- [<] = Left Arrow
- [^] = Up Arrow
- [V] = Down Arrow

Numerical Chips:

These chips allow you to move off them in any direction. You must move across a chip to reduce its number.

*-->

[1][1] Moving from one chip to the other when that chip is a "1..."

*

[1] Removes that chip from the field.

*----->

[1][1][1][1][F] Remove all chips and land on the goal to finish an area.

However, what about the larger numerical blocks?

*-->

[3][2][1] Move off of the 3 in any direction...

<--*

[2][2][1] To change it into a 2. Move off that 2 in any direction...

*

[2][1][1] To change it into a 1.

How does one then reduce 2 or 3 efficiently?

[1] You need to exploit the nearby chips. Say you enter from the
[1][3][1] bottom here. The following commands would clear this complex:
[1] Left, Right, Up, Down, Right.

That is, assuming the exit is on the right.

First: [1] Entering from the bottom will have taken out that 1. Now,
[1][3][1] head to the left from the 3.
<--*

Now: [1] The 3 has been reduced to 2. Move from the 1 to the 2.
[1][2][1]
*-->

Now: ^* [1]
*V [2][1] If you now move up, then down...

Now: *--> You will further reduce the chip to 1. Moving to the right
[1][1] will remove the chip as usual.

How about something more complex?

[Continues->

[1][1][1][2]
[1] [2]
[1] [2]
[1][3][1][1][2]
[1] [S]

Well, what you'd have to do here is head up from the start, turning all the 2's to 1's. Now, head left from that last 2 to take out the top row of 1's. Head down to 3, and use the left and bottom 1's to reduce it before heading right,

then back up the column you first covered.

You need to think of the chips in the sense of the whole, not individually.

Directional Chips

These chips force you to go in one direction. They are destroyed as per the "1" chip.

[>] Forces you right.

[<] Forces you left.

[V] Forces you down.

[^] Forces you up.

Further, you can only enter them from a certain direction...

[>] Enter left.

[<] Enter right.

[V] Enter from above.

[^] Enter from below.

This means...

[1][S][<] That if a directional chip is near the Start, you cannot jump on to it unless it meets the normal criteria. For example:

[1][S][>] You can enter from the left right off the bat.

Directional chips more than anything dictate how you should go about taking out the numbers. For instance, in this case:

```
[1][1][>][1]
[1][2][1]
```

If you take the arrow first, you will miss out on a chip (the "1" below it). These stages are timed with a fuse, but be careful of what you do.

One instance in the game was similar this:

```
[1][>][1][1]
[2][>][1][1]
[1][1][2][1]
[1]  [1]
*
```

The fact that there are two arrows makes you need to think about how you will complete this section. Because you can, in theory just clear all the 1's in a single pass. But that would cut you off from taking out one of the right arrows.

In this instance, you had to take the top arrow and the outside path (the top 1's and far right 1's), then the inside path to complete it.

Again, the most important thing about Bomb Disposal is to know your environment. While one move seems good at the time, you need to consider its consequences downstream as well.

Other Notes:

Pressing A will restart the stage, but not cost you a life. If you let the fuse run out, you will lose a life.

| U6: Enemies |

None of the enemies listed use an official name, just descriptive terms made up for the purposes of the FAQ. They are listed in sequence, based on what level they were introduced in.

Stage 1-1:

-Barrels-

Roll downwards on the screen, towards you. Shoot them as they come.

-Blockade-

Stationary targets which must be shot or you will take damage running into them. Appear as blue humanoids behind a barrier.

-Cars-

Drive upwards, shoot them to get them out of the way.

-Motorbike-

Drive upward, shoot them to get them out of the way.

Stage 1-2:

-Blue Robot-

Walks back and forth shooting on a horizontal. It is not quick, so either blast it as soon as you see it or get it at a diagonal.

-Blue Window Robot-

Fires at you from a window. However, only shoots in one direction so it is easily avoidable.

-Pink Robot-

Walks back and forth. Often appears suddenly. If you head away and then back to their spawn point when you've destroyed them, they will probably be back.

-Small Tank Robot-

Shoots straight up. Destroy it before attempting to pass. It also comes in a horizontal firing design. There is also two non firing versions - one has an

eye and the other has a brain in place of a turret.

-Spider (On Foot)-

Small, hard to hit enemy moving back and forth. Destroy it before you try to pass. Most often found on conveyer belts.

Stage 1-3:

-Balloon-

Runs into you at higher speed than spider. Immediate priority if it's coming for you. You can sidestep it, but it is quick. Shoot it down.

-Bird (Climbing Stages)-

Dives at you. A dangerous enemy that will take two pellets of life from you. Destroy it right away. If it misses you, it will come back from below like some heinous boomerang of feathery death.

-Blue Spider-

Crawls toward you. They are slow to move so if there is a faster enemy, take it out first. Large enemy and easy to hit and spot.

-Debris-

Drops on you. Fire at it to destroy it. This can be anything from rocks to TVs.

-Laser Cannon-

Fires off a shot at given intervals. Move after it shoots.

-Mouse-

Runs and jumps when you are level with it, shoot it before you come to it.

-Window Enemy-

Drops shots out of the window, avoid it.

Stage 2-1:

-Hang Glider Stage Bird-

Flies down from above. Sometimes, they stop then spin wildly down towards the bottom of the screen. If you see a bird stop abruptly, watch out for its spin. If possible, train your shots on this primarily...

-Jetpack-

A robot/humanoid which flies across the screen laterally and fires a shot. If you are running into trouble, shift altitude to get away.

-Missile Launcher-

Either as a white structure on land or bubbles in the water. fires a missile straight up. Swerve around the structures. Maybe try to goad a missile to fire

early if this is not possible.

-Volcano-

Erupts balls of fire to either side. These can be shot down.

-Zeppelin-

Low rate of movement, but fatal to run into.

Stage 2-2:

-Blue Ball-

Moves up and down. Just an obstacle, shoot it from a distance if possible, as it is small enough to be mildly tricky to hit.

-Helicopter-

Fires missiles forward at you. Standard shot works best, though you can bomb them if you're above.

-Hot Air Balloon-

Large obstruction. Fire at it until it goes down.

-Missile (Horizontal Glider)-

Fires straight up. Can usually be hit with a standard shot from the side, but you may have to bomb it.

-Missile Truck-

Mires missiles up and then they level out. They don't go too high. Stay out of reach and drop bombs on it.

-Turret-

Aims and fires missiles. Probably best to bomb this.

Stage 2-3:

-Red Ball-

Moves back and forth. Just shoot it and move on.

-Wasp-

Stops for a moment before flying at you. Aim while you have the chance.

Stage 3-1:

-Bomber Balloon-

Flies around dropping bombs. Best avoided altogether.

-Mine-

Stationary enemy which can be easily blown up. Shoot them as you come to them.

-Sea Serpent-

Moves towards the top of the screen, shoot them down as they appear.

Stage 3-2

-Blob-

Slowly crawls across the ground. Duck and shoot it.

-Dock Bird-

Flaps forward. Aim up at a diagonal shoot it, if it's above you. Some drop eggs to damage you.

-Dock Rat-

Scurries back and forth. Have to hit em' low!

-Fish-

Jumps out of the water in an arc. You will want to be firing often to catch these, and jump over them if a Jumper is not nearby.

-Frog-

Jumps at you. A small target - take it out from as far as possible before it makes itself a difficult target.

-Jumper-

Shoot them before you try to pass them. They leap up after you if you try going over them.

Stage 5-1

-Barge-

Large enemy that drives forward across the beach. Best avoided.

-Beach Plant-

A stationary enemy. If you're constantly firing it will be a non-issue.

-Glider-

Drops bombs at you as it zooms past. Just don't drive directly under it...

-Scuba-

Lays in the water firing at you. You should be moving too fast to be hit.

-Shifting Sand-

Halts your progress briefly. Avoid them as time is a premium.

Stage 7-1

-Wall Turret-

Sprays bullets from a stationary position, keep away from them and just drive on by.

U7: Credits

Thanks to my hosts, without them you wouldn't be reading this.

Thanks to Camerica/CodeMasters for the game. I get the sense that Ultimate Stuntman could be more polished, and have a greater variety of boss enemies. However, it is still a great game with plenty of variety.

Websites with permission to use this Guide:

www.GameFAQS.com

www.neoseeker.com

faqs.IGN.com

www.lup.com

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