

# Xevious 3D/G+ Strategy Guide

by Faididi

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Xevious 3D/G+ (PS)

Hints by F. (faididi@yahoo.com)

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Area 1 is very easy. The enemies here are not difficult at all, including the boss.

Area 2 is slightly tougher than the first. Watch out for orbital beams near the end.

Area 3 has multiple paths. The route taken depends on various factors, like whether certain enemies are defeated.

Area 4 contains wide open spaces again, but now there are many more ground forces.

Area 5 is fairly challenging. The enemies are numerous both in the air and on the ground, and quickly defeating them is important.

Area 6 has no ground. If the bombs miss, they will have to disappear off the screen before more can be launched.

Area 7 is quite difficult. It contains many narrow corridors in the early part and large amounts of enemies in the later part.

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