

The only way to avoid it is to quickly move up/down in a scatter pattern hoping he'll lag behind you and miss you. When he hits the ground, quickly counter-strike and knock him to the ground. He has a blunt punch/kick move, but use your special to interfere. Finally, he has a grapple technique which should be avoided. Be quick to strike first. He's not that bad if you have Haggar, but the other characters will struggle in dealing with him. Yes, he can be powerslammed, the 400 lb behemoth. You can also toss the basic thugs at him to lower his life bar.

*All three of our heroes learn that Mad Gear's base of operations has moved to Europe. Rena and her father have been taken there, which is told by Won Won, the beaten-up 400 pounder. Anyhow, it's off to France for some au revoirness."

/Stage 2: France/

Difficulty: ***

Boss: Freddie

- You'll start off on the sunsetting walkway of a local restaurant. Move to the right, engaging about four series of basic thugs. Your stiff competition won't come until you reach a metal link fence on the right hand side. Watch for an ambush by a character called Andore. This large thug will bullcharge you when you're far away, or quickly strike when you're close. Do what you can to get the basic thugs off your back, and combo punch him down. Move vertically up while in close proximity to grapple slam. Your character will bust through the fence once this area is cleared.

- At the construction zone, move right, and engage the two gangs. Then, bust through the fence, and engage a few more series of street thugs. This second fence zone will be more tough. Andore Jr. will hit you from behind, along with the electric katars guy. Watch for a bullcharge by both of these characters, but their life bars are short (meaning they're easy to disable). Just use blunt strikes, or jump kicks when they charge you. Bust through the next fence. You'll have one more ambush to deal with. Great Andore, and two electric katar guys will hit you from behind. Make use of the weapon provided inside the barrel, and start meeleing them. Be weary for the shock charge as it does great damage. Focus on getting Great Andore out of the way, then move to disable the other two. Bust through the fence.

- You're now at the base of the airport. You'll have 2-3 series of basic thugs from both sides attacking you. I recommend grabbing a weapon out of the nearby barrel, and using it to melee these guys quickly and painlessly. Bust your way out via the right fence. This last segment will have a few thugs hitting you from both sides, nothing you didn't deal with before. The boss, Freddie, will pop out of a top carrier garage. He's another souped-up thug with superior height. This thug is more difficult than Won Won, mainly because he has a wide variety of attacks to use against you. His first and most primary attack is a bullcharge which makes your jump attacks useless. So don't bother jump kicking him. Secondly, he also has a grapple move, and an aggressive blunt striking attack. The best strategy is to get above/below him, then quickly blunt strike as you move down/up towards him. Get him stunned, move in for a grapple, and repeat. You can also combo him down. Just don't jump strike him. If you have a powerful character, make use of the basic thugs by throwing them into him, or slamming them towards him. This saves your health bar and prevents a ton of agony.

It's a dead lead in France as nothing is revealed. Let's go to Holland to find out more.

/Stage 3: Holland/

Difficulty: ***

 Boss: Bratken

- You'll start off in an abandoned field. Seems like we're pretty much screwed. Right off the bat, you're going to notice three dots to your right. These are land mines. Jump over them to save some health. Engage the two series of gangsters ahead, and you can even lure the gangsters into the mines to do damage. Look for the one area where the two column of mines have a gap in the middle. Leap to the center gap, let the oncoming enemies rush into them, and just stand there making sure they step on all mines. This saves you a ton of punching effort. Move to the right, leaping over the series of mines until you see the aquaduct tunnel. Don't step in the doorway as Andore will rush out. Use the entrance as a way to ambush him, and then seek shelter in the doorway while fighting off the rest of the thugs. Head on through. Grab the food in the box. Watch for a minor ambush, then your character will board the elevator. When you reach the top, quickly hold down the control pad to avoid the ambush by the agile tall fighters. Nail them down as there are quite a few, and watch for Great Andore to bullcharge. Use the fighters to toss them into him. Now, move right. Grab whatever weapon is inside the container, and use it against the thugs. You'll have an electric katars guy, along with Andore Jr. to deal with, but both are futile to the power of the blunt object. Head out the door when finished.

- Once on the outside world, there will be three series of thugs to deal with. For the most part, they're a mix of tall ones, with basic enemies. Near the end, you'll have Andore along with some katar guys to deal with. Just watch for the blocking guys to distract you. Your character should leap into the sewers below. After the first series of basic gangsters, watch for two explosive-tossers to come into the second series. They'll toss the explosives at the last position you were at, so move up/down to avoid them. They may even teamkill their own fellow thugs. You'll notice Bratken, the third boss, at the far right side of this sewer pit. This guy will bust out of a prison door in style. To be honest, Bratken will be the toughest challenge you've had so far, mainly because his attacks rip your life bar to shreds. He'll attack in three ways. His primary is a jump kick which is extremely hard to avoid or counter-attack (he'll do an instant grapple after he hits the ground). I just recommend avoiding this at all costs. Secondly, he'll blunt strike when you're close, or grapple toss when close. Make use of the fellow thugs, and lunge them at him (or slam them into him). Be wary that Bratken's thugs may cause more trouble than Bratken himself. Watch for the enlarged blocking thugs. They'll try to grab you when you're fighting Bratken, or vice versa. Don't overuse your special move in this battle.

 Nothing is expunged from this meeting. Let's check out England, maybe that's where the Mad Gear Gang is.

/Stage 4: England/

Difficulty: ****

 Boss: Philippe

- You'll begin on the base of the English Subway system. Proceed right engaging the three series of gangsters, and make use of any objects you can retrieve out of the containers. The fourth series will seem like an average mix until Andore bullcharges out of the backline. Make use of the fellow thugs, and blunt strike

before he can charge into you. The train will start moving. Your character hops aboard via the last cart.

- Once on top of the trains, you'll have basic series of thugs to deal with. Near the third cart, Andore Jr. will charge you along with our electric katar guys. Make use of adjacent power slams to knock them to the ground. The fourth group of thugs contains an ambush of 4 explosive-tossers. Try grappling one, and slamming him to the ground while the others toss aimlessly on the ground. Avoid the flames though; they eat up your health bar. Your character will leap off the last train cart to the boss's pit below. You'll end up meeting a man named Philippe. He should bust through the wooden door, and attempt to whack you right off the bat. Avoid the attack, and counter with a brute combo. Philippe is exactly the worst boss to face when playing Haggar. The guy is a clown, he's quick, he has a striking object, and has a nasty sweep move which moves horizontally. He'll even try to repeatedly sweep you till you die. Avoid this by leaping when getting up, or moving up/down quickly. Philippe is weak against grapple moves though. Make use of his thugs against him, or better yet, blunt strike him twice, then do a grapple to maximize damage. You'll lose two lives as a minimum against him, even though this level is very easy.

/Stage 5: Italy/

Difficulty: *****

Boss: Rolent

- You'll begin on the cheerio docks of Italy. Move to the right, ensuring to engage three different series of thugs. Watch for the dual couplings of electric katar guys, tall guys, or blocking guys. Drop down to the area below after each section is complete. Once you reach the end of the boat, engage the series of thugs that hit you from behind. Watch out for Andore Jr. in the second series. A good strategy is to lure him to the right side against the boat door, pin him down, and repeatedly combo attack until he dies. Quick, painless, and kind of cheap. Your character will bust through the door when the area is clear.

- On this next boat area, you'll have two tall series of thugs to deal with, and Andore near the end of the boat area. Suddenly, about 4-5 electric katar guys will group together and attack at once. Jump kick to knock them down, and punish a combo on the remaining one. Wash and repeat this strategy till they're all knocked out. Your character will bust through the door, hop onto a small hanging beam, and move right.

- You'll be in a pit area, which happens to be an elevator. As you rise, a series of thugs will drop down from below. Eat the meat, and use the blunt object when you need to. Andore Jr., several tall thugs, and a few meaty ones will drop down occasionally. Your character will breach the door once you reach the top.

- At the rooftop, you'll meet a guy called Rolent, who also appears to be a skilled ninja/swordsman. This has to be the most difficult boss battle in the game, mainly because he has telepathic speed, fierce attacks, and even a fierce grapple. Basically, Rolent warps around at quick speeds and either quick tosses you, jump strikes you, or melee strikes you. The basic strategy works like this. Avoid going near the walls of the arena, because he does an unavoidable wall-bounce kick that knocks you down. Stay near the middle portion of the arena, and hop around trying to jump kick him down. When he gets knocked down, keep jumping until he hops on the top balcony. Now, move out of the way of his drop shadow (where he's going to land), and counter-punch to hit him. Hopefully, you'll get into a combo session with him. Make sure your strikes are

quick, because he will counter in between the combo (don't try for a grapple). Repeat this pattern, but keep hopping. He will quick toss you if you just walk around the middle area of the arena. Once his life bar reaches the default yellow area, Rolent will start tossing grenades around the arena. Move to a far corner, and let him toss the grenades there. When he leaps off the balcony, jump kick him, and repeat this strategy. It'll take patience, because the only way you can even hit him is by jump kicking. Do it till his life bar reaches zero, and voila, you've beaten him.

Before dying, Rolent coughs up some info about Rena and her father's location. His master is in Japan, along with the two kidnapes. He claims his master is the most powerful person in the world. Then, he croaks like a frog.

/Stage 6: Japan/

Difficulty: ***

Boss: Retu

- You'll begin on a rainy dirt road somewhere in northeastern Japan (hey, ya never know). There will be three series of gangsters, but more importantly, 2-3 series of mines on the ground. Use your strategy of luring them into the mines, and disabling the main bad guys. Watch for Andore near the last group of thugs. Your character will head through the pen gate.

- There will be more groups of thugs along this walkway. More importantly, you'll run into a group of electric katarsmen, and Andore yet again. The third group will be a nice mix right where the path of the map cuts upward. Move up. Andore Jr. and a few more specialty thugs will be ready to greet you as you cut the corner to the right. Cut the next corner and head down repeating the same techniques from before. Near the bottom, you'll have to face Andore & Andore Jr. at the same time. Make use of jump kicks and blunt attacks to get them to both go down at the same time. Watch for an ambush of 5-6 tall thugs. They love doing their aerial moves which prove to be a pain to the slower characters. Make use of your power slams, and watch for Great Andore to rush out from the right side. Your character will bust inside the dojo.

- Once inside, watch for the plethora of pipe thugs to rush you. Move right, and you'll run into a grouping of blocking thugs. This one will take some time to fight out, since they have lots of health, and can dish out decent damage. You'll progress to the right until you reach a dark doorway. Engage the ambush from behind. Your character will head up the stairs after the battle is complete.

- You'll now be in the roof of the dojo, where it is thundering outside. A mix of specialty thugs, and then a series of explosive-tossers will be there to greet you. Andore Jr. and a few of his buds will make another eventful appearance. Most of these grouped thugs are fairly easy to overcome, just not the tall groups where they have agile attacks. Move all the way to the right entrance door, then you'll get hit from behind. Both Andore and Great Andore will be grouped together. If you have a turbo button, set it on the Y key, and repeatedly attack towards the left side. Andore and Great Andore will keep running into it, along with any other opponent. You will bust through the right door when ready.

- We end up hitting a center arena area where we see Rena & her father being hanged, while Retu's shadow shines through a shallow dojo door. The largest man in the game will pound through the door. Retu is quite easy for the final boss, and MUCH easier than Rolent from the previous level. Basically, he has three

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