

Sunset Riders FAQ/Walkthrough

by Super Slash

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This walkthrough was originally written for Sunset Riders on the SNES, but the walkthrough is still applicable to the GENESIS version of the game.

Sunset Riders
FAQ/Walkthrough
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VERSION HISTORY
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- v 1.0 - Submitted the guide
- v 1.1 - Updated some stuff that I missed
on the guide
- v 1.2 - Revamped some of the guide
- v 1.3 - Added something to the Copyrights
section of the guide
- v 1.4 - Truly revamped the guide this time;
no more walls of text

NOTE: To find what you're looking for, hold Ctrl and press F, and type in, for example "III. Walkthrough", without the quotations. Do this for any section you may be looking for.

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I. Introduction
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Sunset Riders is an Arcade game that was brought to the Super Nintendo. It introduces a total of eight levels, four characters, and two modes. Each of the eight levels have a boss at the end. When you defeat it, you get the amount of money shown on the paper before the level begins. However, if you're playing 2-Player Mode, the person with the highest Damaging Ratio (the player that got the most hits and such at the boss battle) gets the reward instead of both players. The four characters are: Steve, Billy, Bob, and Cormano.

Steve and Billy wield pistols, while Bob and Cormano wield shotguns. There is a 1-Player and a 2-Player Mode (obviously) that you can also play. Also, in the Options menu, you can change some of the games controls, change the difficulty, amount of lives and continues, etc.

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II. Controls
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"A" Button: If the D-Pad is held down-right, or down-left, press this button to do a slide.

"B" Button: Jumps.

"X" Button: Does nothing.

"Y" Button: Fires your gun, picks up a dynamite (press again to throw it).

"L" Button: Does nothing.

"R" Button: Does nothing.

"Start" Button: Pauses the game.

"Select" Button: Does nothing.

D-Pad: Moves character left and right, and also gets character up on top of objects and such, if the B button is pressed. Also enters doors. Also aims your gun in a certain direction.

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III. Walkthrough
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NOTE: This walkthrough was made while playing under the Easy difficulty. Also, I suggest using Bob or Cormano while playing this game, since they're the best choice for the levels (although Steve and Billy are the best choice for boss battles).

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Level #1 - Simon Greedwell
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Reward: \$10,000

When the first level begins, feel free to familiarize yourself with the controls and such before moving on. When you're ready, proceed to the east. There'll be one guard on the bottom, and two on the top, so get ready to take them out. Enter the nearby door to get a silver badge (which gives you double guns). Jump up to the ledge above, and take out the nearby guard below, by shooting the barrels. Enter the next door to get a golden badge (which makes your gun enter rapid-fire mode). Also, if you get hit one time and lose a life, you also lose your gun powerups, so be careful! Now, proceed, and you will see a guard right in front of you.

Kill him, and you will see another one hiding behind the platform. Take him out, then get ready to take out one that will come from behind. There is also one standing on the platform. Take him out, and proceed to the east. Along the way, grab the plate of turkey, and what appears to be some type of money. Also, kill the guard that is by the item on the ground. There'll be a couple of other guards that will come out, along with one that will drop a dynamite when you kill him. After taking out the said guards, hide on the west side of the screen until the dynamite explodes.

Now, jump on the hay bed, and kill the two guards that will emerge from the hay. You'll see another guard hop onto the structure above you, so shoot him down, and get on the structure. Take the two gun powerups, and proceed. Kill the guard on the ground, and take out the three guards that'll hop onto the next structure. After they're dead, stand on top of the structure. You will hear chickens, then you'll see them run away. A ton of bulls will then roam around the area, so either run on their backs until they are gone, or just stand on the structure until they are gone.

When they are gone, proceed to the east. Get ready to kill a guard from behind, then kill the guard on the bridge. It'll drop a dynamite, so quickly take out the one that will hop on the bridge, and the one to the east. Get away from the dynamite, and once it explodes, proceed. There will be three more guards on the bridge, and one of them will drop a dynamite. Kill them, then kill one that will come behind you. Avoid the dynamite's explosion, and continue. Kill the two guards that will come out, then the two behind the pole. There will be two more that will also appear (another dynamite will be dropped by one of them yet again). Avoid the dynamite explosion, and continue on.

Kill the guard that will be behind you, and kill the four you'll encounter along the way (one of them is a burglar that will drop a gold badge). More chickens will come, so get ready to jump on the first set of bulls. Run, and when they are gone, one more will come running. Jump on that one, then to the next set of bulls. When they go away, proceed to the east, and get ready for a boss battle. Read the Bosses section to see how to win. When you defeat Simon, Level 2 begins.

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Level #2 - Hawkeye Hank Hatfield

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Reward: \$20,000

For this entire level up until the boss, you're going to be riding a horse. So, you won't have to move, but just shoot. Anyway, when the level begins, there will be a guard riding a horse. Shoot him down, and immediately get prepared to jump over the log that the guard in the wagon will throw at you. There will be yet another guard on the track, so kill him, and get ready to jump over another log. Now, kill the guard that shoots through the wagon, then the guard that is on the horse. Jump over another log, and kill the guy on the horse. There will be another guard that will appear through the wagon, so kill him, then the next guard on another horse.

Now, you will see the wagon explode. Kill the guard that's riding on a horse, and then kill the next guard on the horse. Kill yet another guard that's on yet another horse, and kill the last guard on the horse. Now, a train will pass by, which will have two guards standing on top of a bunch of logs. Kill the next four guards that will appear out of windows, and then you'll pass by another set of windows. Kill the four guards that will pop out of those, as well. Now, from here on, just hold the D-Pad up-left the entire time, while madly tapping the Y button.

You'll kill all of the upcoming guards without being shot, so when the train comes to an end, your character will jump off of the horse, and you'll meet the next boss. Read the Bosses section for help. When you win, a bonus stage will begin.

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Bonus Stage

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Reward: Varies

In the Bonus Stage, there'll be a bunch of guards appearing, and you have to shoot them until the bonus is over. Use the D-Pad to aim, and use Y to shoot. For example, if you wanted to kill an enemy in the top-right corner, you'd want to press up-right on the D-Pad, and then Y. There are a total of 50 enemies that you must shoot down. At the end, you get a certain amount of points, which can gain you extra lives!

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Level #3 - Dark Horse

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Reward: \$30,000

When you begin this level, there will be two guards on the top platform. One will be shooting through the window, so kill both of them. You'll find another guard that will try to kill you. Shoot him down, and enter the door to get a powerup. Now, proceed, and shoot the barrel to squish the guard in front of you, then shoot the one through the window. You will find three other guards that will be through a window, and two in front of you. Shoot them down, and you will find around four more guards. Two which are through windows. Kill them, and then proceed. You'll find a guard in front of you, along with another one that will sneak up behind you.

Once they are gone, shoot the fire lamp and fire will be on the ground (it will dissipate, though). Kill the next couple of guards you will encounter, then another guard will throw a dynamite. Enter the door after it is thrown, and it won't hurt you. Now, kill the next two guards who will ambush you (they'll be behind you). Continue, and you'll find a guard that will try to knife you. Kill him, and three other guards will jump from the roof. Kill them, and you'll see another dynamite. Avoid it, and proceed. You'll see two other guards sneaking behind the door and window.

Kill them, and kill the next guard that will attempt to knife you. Proceed to the east, and then blast the next two guards. Continue, and kill the next four guards you will find; one which is through a window. You will find alot of more guards that'll be on top of the platform and such. One will drop a dynamite. Enter the door, and if the dynamite isn't gone by then, quickly move away from the explosion. Now, proceed, and kill the next five or so guards. One will drop a fire lamp, which blocks your path by fire (obviously). Jump on the rope, and kill the next two guards.

Kill the guard on the building, then the one through the door, then another one on the platform. Now, grab the silver badge on top of the platform, then the item on the ground. Shoot the fire lamp, and kill the guard there. Enter the building, and then kill the next two guards (one will be on the ground, and one will be through a window). Proceed, and then kill the guards in the barrels, along with the guard on the structure roof. Kill the couple of guards through the windows, then kill the next couple of guards, and proceed. Grab the gold badge, and get prepared for a boss battle.

Read the Bosses section for help on winning the battle. When you win, you will see a short cutscene of a girl wanting you to help her. Your character will enter the door, and another 'level' begins.

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Level #4 - The Smith Bros.
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Reward: \$40,000

Not too much of a 'level', considering you'll immediately encounter two bosses at once that you must defeat. As always, read the Bosses section for some help.

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Level #5 - El Greco
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Reward: \$50,000

At the start, go to the east and kill the two guards standing on the boxes. Grab the gold badge, then kill the next two enemies on the boxes. One carries a bomb, so watch out. Now, proceed, and shoot down the guard there. Three will come on the log, so shoot them down, then shoot the one that will come from behind. Now, kill the next few guards (one will hop on the log), and then kill the guard that will come from behind. Proceed, and kill the guard standing on the log, then kill the next four or so guards on the boxes. You will find two more standing on the boxes, then a brown pole will go across the screen.

Get ready to jump over it. If it hits you, then you'll lose a life! Kill the next four guards that you'll find on the boxes, then jump on the train and kill the few guards there (some are through the windows). Kill the next two guards

(one will be on the roof of the train, and the other one will shoot through the window). Kill the guard that will sneak from the wall of the train, then drop down and collect the silver badge. Jump on the train roof, and kill the next six or so guards (but be prepared to jump over the brown pole coming up). Grab the gold badge, and jump on the roof of the train.

Kill the two guards that will shoot through the windows, then proceed to the boss. Read the Bosses section if you need help on winning. When you win, another Bonus Stage begins.

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Bonus Stage
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Reward: Varies

In the Bonus Stage, there'll be a bunch of guards appearing, and you have to shoot them until the bonus is over. Use the D-Pad to aim, and use Y to shoot. For example, if you wanted to kill an enemy in the top-right corner, you'd want to press up-right on the D-Pad, and then Y. There are a total of 50 enemies that you must shoot down. At the end, you get a certain amount of points, which can gain you extra lives! Also, this Bonus Stage is slightly faster than the first one.

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Level #6 - Chief Wigwam
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Reward: \$60,000

Get prepared for a very hard boss battle in this stage. When you start, there will be two rocks that will come down. Jump over those, then proceed. Kill the guard on the platform below you, then kill the guard in front of you. Be careful, because there is a bomb-throwing goon by the rock there. The rock makes it hard to kill him. Shoot him down (try not to lose any lives!), and jump up on the next ledge. Go up the hill, and shoot the next three guards. Avoid the bombs the two guards will throw, then jump and shoot them. Jump up on the next ledge, and go right. Kill the two guards below you, then the next three guards to the right (one will drop a bomb).

Proceed, and kill the next guard that will go behind you. Shoot the next two or so ahead (one can be squished by a rock you can shoot), then shoot another one behind you. Proceed while shooting three or so more guards, including two more that will sneak from behind you. Now, shoot the burglar, and the next three or so guards that will be on the bridge (one will jump onto the bridge). There will be about two or so more guards that'll come from behind, however. Proceed, and kill the guard below you, then the next two. One will drop a bomb. Three rolling rocks will come down, so get prepared to jump over all of them.

Proceed, and don't forget to grab the silver badge nearby. Kill the next five guards (as usual, one will drop a bomb), then shoot the guard that will be behind you. Climb the rope, then shoot the guard on the ledge there. Continue, and shoot the guard on the ledge. Get the 1-Up, then shoot the guard standing on the rock. Proceed, and grab the silver badge. Grab the gold badge ahead, and shoot down the next guard. Proceed, and get ready for one of the hardest boss battles in the game! Read the Bosses section to see how to defeat him. When you defeat him, time to move onto the next level!

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Level #7 - Paco Loco
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Reward: \$70,000

Much like the second level, you start on a horse. Eventually, though, you play on foot. Anyways, you'll come to a guard on a horse in the bottom-left corner. Shoot him, then kill the next guard coming up on a horse. A wagon will come by, so shoot the guard riding it, and quickly jump over the log. Shoot the guy on the horse. Now, shoot the next guard in the wagon, and then shoot the guard on the horse coming up. There will be yet another guard on a horse. Shoot him, then a guard in the wagon will throw a log. Jump over it, and then shoot the next two guards that will appear (one will be in the wagon, and the other one will be on a horse).

Another guard will throw a log down. Jump over it, then immediately kill the guard on the horse. Kill the next guard that is in the wagon, and then kill the guard that's on the horse. Now, the wagon will blow up, and you'll find another guard on a horse. Kill him. You will come to two more guards on horses, so kill them, and you'll dismount the horse. You're on foot for the rest half of the stage. Now, proceed, and kill the guard that'll come from behind. Kill the burglar, then the four guards (two will be on the ground, and two will be on the ledge above). Now, shoot the guy that will try to knife you, then shoot the guard up ahead. Grab the plate of turkey, and shoot the guard behind you, and the one that shoots from behind the tree.

Kill the dynamite guard, then the guard behind you, and back away from the dynamite explosion. Kill the guard behind the tree, then kill the guard that will drop a bomb, and kill the next guard that will drop a dynamite. Back away from the explosion, and kill the guard behind you, then the one that will be on the platform above you. There'll be another one on the platform above you, so kill him, and the guard behind the tree. Kill the next two guards in front of you (one will drop a bomb), then kill the burglar, and a guard that will come behind you.

Shoot the guard behind the tree, then proceed and shoot the two guards on the platform. Shoot the next guard that will be on the platform, and then shoot the guard behind you. Proceed, and kill the next few guards. Two will drop bombs. Proceed, and kill the next two guards. Shoot the one behind you, then the one running on the top platform, and another one behind a tree. Grab the gold badge, and then kill the next three guards (one drops a bomb...like the usual).

Proceed, and you'll enter a boss fight. Read the Bosses section if you need help on winning. When you win, you'll see a short cutscene where your character will set up a dynamite where it will blow up the fence. Your character will proceed to the final level.

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Level #8 - Sir Richard Rose
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Reward: \$100,000

Getting to Richard isn't nearly as hard as the battle itself. However, at the start of the level, there will be three guards (two'll be on the platform, and one will be on the ground). Shoot them down immediately, before they get

a chance to kill you. Now, kill the next four guards (two will be behind the doors), and grab the gold and silver badge. Proceed, and kill the next four guards (one will be behind you). Another guard will sneak up behind you, so shoot him down. Kill the guard on the box, then the one on the water. Shoot the guard behind you, then shoot the next guard that will drop a bomb.

Kill the next two guards (one has a dynamite), and avoid the dynamite explosion. Now, kill the next guard, and another one that will try to knife you. Shoot down the next guard, then kill the guy with a bomb. Shoot the next guard down, and then kill the next two guards (one will drop a...bomb, as usual). Then, kill the one in front of you and behind you. Shoot the burglar, then the guy on the box. Jump on the rope, and shoot the guard that will drop a fire lamp in the middle. Cross the rope, and shoot the two guards right next to the fire.

Now, proceed, and shoot the next three guards down (watch out for the bomb). Shoot the two guards on the platform, and then shoot the next two guards. You will find another bombing guard, so kill him, and the guards through the window and on the platform. Enter the door. Shoot the guy on the stairs, and get the gold badge. Jump up on the stairs, then proceed. Now, shoot the guard through the window. and then the one on the ledge above. Shoot the guards through the window, and the ones in front of you. Be careful not to get hit by the bomb! Proceed, and shoot down the next few guards.

Grab the 1-Up, and proceed. Shoot down the next two guards, and the burglar. Grab the star the burglar drops, and proceed to the final boss. Read the Bosses section if you need help (and you will). When or if you win, congratulations on beating the game! If you beat it on Hard Mode, you get to see an ending of some sort, but it's not very good.

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IV. Items
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NOTE: After every 50,000 points (\$50,000, in this case), you obtain an extra life (not a continue). Each item in the game gives you a certain amount of points (and some items power up your gun). However, the Dynamite item does nothing but explode.

Silver Badge

Found: Every Stage Except Stage 2

Money Recieved: \$2,000

Description: When you grab this item, you get double guns!

Gold Badge

Found: Every Stage Except Stage 2

Money Recieved: \$2,000

Description: When you grab this item, your gun(s) turns into rapid fire mode!

Money

Found: Stage 1, Stage 3

Money Recieved: \$2,000

Description: This item looks like a yellow chunk or something...I'm not sure if it's money, but that's the only thing I can think of. Email me if my information is incorrect, please.

Turkey

Found: Stage 1, Stage 7

Money Recieved: \$1,000

Description: This item is self-explanatory. It's a plate of turkey that is in the first and seventh stage.

Dynamite

Found: Stage 1, Stage 3, Stage 7, Stage 8

Money Recieved: N/A

Description: The enemies clothed in red throw this item. When thrown, it has a five-second fuse, but you can pick it up and throw it back at the enemy! An "!" will appear above the dynamite when it is about to explode, so back away when you see this!

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V. Bosses

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NOTE: As far as I know, there's no difference between the bosses on any of the difficulties, other than the bosses shoot more bullets, and they go faster. On Normal, I have only gotten as far as El Greco, and he moves faster, and uses his whip more often. If I am incorrect or am missing something, email me. My email is listed at the top of this guide. With that said, read below for the boss strategies. Also, the 2P Strategy is the same as the 1P Strategy, except I'll give you a few tips as of what each player should do to win the fight. So, be sure to read both strategies if you're playing 2-Player Mode! Also, I've made this entire section while playing on the Easy difficulty setting.

Simon Greedwell

Reward: \$10,000

Difficulty: Easy

Starting Quote: It's time to pay.

Ending Quote: Bury me with my money.

1P Strategy: The first boss isn't too hard, but if you're on Normal or Hard, you may have a little trouble. You must first knock down the two barrels guarding Greedwell, then you focus your attacks on him. However, you should have the two gun upgrades for this boss, as it'll make it much easier. Anyway, start off by killing the guards that will appear from all of the windows, while avoiding all of the bullets. After you've killed the guards, they'll come back, but before they do, focus all fire on the barrels guarding the

actual boss. If you have both gun upgrades, you should be able to take out (or almost take out) one barrel before more enemies come out to overwhelm you. After they come out, repeat the above thing until both barrels are taken out. From there, just attack the boss with everything you've got, while avoiding the bullets until you defeat him.

2P Strategy: The 2-Player Strategy isn't too hard to pull off, and you probably won't have much trouble (if any at all) winning the battle. Have one player focus on the guards, while the other player focuses on the barrels/boss. It's simple, really. You may lose one to two lives fighting him, but you should be fine. However, you'll still need to avoid gunshots!

Hawkeye Hank Hatfield

Reward: \$20,000

Difficulty: Easy

Starting Quote: Draw pilgrim!

Ending Quote: You got me.

1P Strategy: Before taking on the actual boss, take out all of his guards that will appear from each corner. The fight will be difficult if you do not do so. So, begin taking out two guards at a time from each corner, while avoiding all gunfire. There are about six to eight guards altogether on each corner, and after they are taken out, they will stop respawning. From there, focus all fire on the boss, and avoid his gunshots. After you shoot him until he is almost dead, he'll jump down to you and start firing. Don't worry, you can touch him, it won't make you lose a life. When he pauses for a second after firing a few shots at you, crouch, and shoot him down. When he fires again, avoid the bullets, crouch and shoot him, and repeat. He will die in no time.

2P Strategy: This boss should be much easier on 2-Player Mode. Just like the first boss battle, have 1P focus on the guards as they continue spawning, and have 2P focus on the boss when he rises. While doing all of this, avoid the gunfire (obviously). When he jumps down to try and kill you before his death, have both players crouch, and tap (or hold, if you have both gun powerups from the last stage) the Y button. You should kill him before he even gets a chance to fire his gun!

Dark Horse

Reward: \$30,000

Difficulty: Easy

Starting Quote: You in heap big trouble!

Ending Quote: Me in heap big trouble!

1P Strategy: The Dark Horse actually is not that hard of a boss, if you do the right thing. First off, it is recommended that you have both gun powerups. If not, you'll have a little more trouble. On Normal and Hard mode, he will shoot more bullets at one time. Start off by immediately jumping onto the platform above you, killing the guards from the windows. You most likely won't even be hit by the

guards, but maybe by the boss. There are only six guards that will come from the windows altogether, so take all of them out first. From that point, this fight will be alot easier. Also, NEVER go on the bottom ground when fighting this boss, as it is much harder to hit the boss (or win, for that matter). Aim down and tap (or hold) Y, directly at the boss. When he fires, move out of the way. His horse will growl, and he'll run to the other side. Use this time to hit him without worrying about him doing anything to you. When he comes back on the other side of the screen, rinse and repeat the above pattern until you win.

2P Strategy: As I've said on the above two bosses, this boss should be no problem with 2-Player Mode. As always, have 1P focus on all of the enemies (make sure both players are on the high platform), and have 2P focus all attacks on the boss. After all of the guards are down, have both players attack the boss. This boss should be dead ten seconds after the guards are down.

The Smith Bros.

Reward: \$40,000

Difficulty: Hard

Starting Quote: We're gonna blow you away!

Ending Quote: That was a bang!

1P Strategy: Okay, you're going to have trouble with this boss, no doubt. Even with 2-Players, it's going to be hard. This fight has two bosses that you must take care of, one on each side. There are also two guards standing on top of the chandalier at the start of the fight, so take them out first. Don't worry, they don't respawn. You're constantly going to be moving during this fight, while attacking at the same time. Each boss has signs guarding them, but you can get the bosses without destroying the signs by standing on the chandalier. The boss on the left will throw bombs at you constantly (THAT is what makes this fight very hard), while the boss on the right will throw fire at you. Take out the boss on the left first, while avoiding the bombs and fire at the same time. The two bosses will not ever stop throwing flames/bombs, so be warned. After the first boss is down, hopefully you will not have lost much (or any) lives to take out the second boss. From there, stand on the right side of the chandalier, and focus all of your attacks on the last boss. Hopefully you will have defeated this boss with not much trouble (that really WAS a bang, huh?).

2P Strategy: Like I said in the 1-Player Strategy, you'll probably have trouble even with another player by your side. Do the same strategy as the one above, except have each player focus on each boss. Don't get carried away, though, as you'll still be on your feet constantly for this battle!

El Greco

Reward: \$50,000

Difficulty: Easy

Starting Quote: Adios amigo!

Ending Quote: Adios amigo!

1P Strategy: This boss is fairly simple. It'll take time to beat him, but time over difficulty, right? Anyway, he'll start on the far right side of the screen, with you on the left. There are no guards in this battle, so worry not. When you start the fight, stay where you are. When he jumps, attack him, and before he lands, move out of the way. If you are close to him when he lands, he will attack with his whip, which cannot be avoided. This is his only attack, so be sure not to activate it. Anyway, after you've hit him and moved away to the other side, he'll pause for a moment, and jump again. Shoot him once more, and move. Repeat the same process, and he will be defeated.

2P Strategy: It was easy enough with 1-Player, right? Well, it'll be 2x easier with two players! Basically preform the same strategy (see above), while avoiding him using his whip. After you unload quite a few shots into him, he will fall off the train (ouch).

Chief Wigwam

Reward: \$60,000

Difficulty: Very Hard

Starting Quote: Get ready for a pow-wow!

Ending Quote: I'm pow-wowed out!

1P Strategy: Let's face it; you'll most likely lose one or more continues while fighting this boss. And, you WILL lose a life, that much is clear. Chief Wigwam starts by jumping, and throwing knives at you. These are very hard to avoid, but they are avoidable. He will then jump to the ground. While he's in the air, shoot him. You won't get very much hits off of him, and you'll probably be here for about three minutes or so. If you're close to him when he lands, he will slice you with his daggers, never stopping until you either get away from him, or until he jumps back in the air and throws more knives. Try and avoid all of his attacks all ALL costs. After alot of tries, you'll win.

2P Strategy: You're gonna have trouble fighting this boss, even with two players. The fight is basically the same as it is with 1P, except you'll lay a few more shots on him than usual. Just do the above strategy, and hopefully you'll win without losing many continues.

Paco Loco

Reward: \$70,000

Difficulty: Medium

Starting Quote: Aye, chihuahua!

Ending Quote: Asta la, bye bye!

1P Strategy: Defeating Paco Loco can be tough if you aren't careful. He stands on a high platform behind the fence, but you can still hit him by aiming diagonally and shooting. The tree in the fight will have guards that will randomly pop out and throw a bomb down. When you see one of the said guards, shoot him before he can toss a bomb, then shoot Paco Loco (if he's firing near you, avoid him, then fire). Paco Loco will shoot two bullets from the top to bottom,

or from the bottom to top. He is really weak, but it is his guards and gunshots that makes him a bit hard. After killing about six guards, they will quit respawning. From there, continue shooting Paco Loco until he's gone.

2P Strategy: Killing this boss isn't as hard as 1-Player Mode, but it can still be hard. Before the guards appear, have both players attack Paco Loco with everything you've got. When the guards do appear, have one player kill it before it throws a bomb, while the other player attacks Paco Loco. After all the guards are gone, continue firing at the boss until you win.

Sir Richard Rose

Reward: \$100,000

Difficulty: Very Hard

Starting Quote: Cherrio, old chap!

Ending Quote: I say, bit of bad luck!

1P Strategy: You're going to have trouble (more trouble than you had with Wigwam, probably) with the final boss, and you are going to lose a continue, probably. The fight starts off with Richard Rose on a balcony, with tons of guards shooting from each window/door. You can jump on top of the platform(s) right next to Richard Rose, and I highly recommend doing that first. Kill the guard that is on the platform, then jump up on it, and tap/hold Y. Richard will probably kill you after you lay some fire on his statue guarding him, but you should risk at least one life during this fight. Also, Richard Rose will shoot from ALL possible sides and angles, plus his guards will shoot directly at you. Kill the guards (don't worry about all of them; there are at least fifty; they will stop respawning at a certain point anyway), then shoot the long statue guarding Richard. After it is destroyed, Richard will jump around the area on every possible platform, and the ground. In the process of doing this, he'll still shoot at you, AND you'll still have guards to worry about. After you shoot down Richard finally, you've won...or have you? He will get back up, laugh at you, and reveal his bulletproof vest. It will pop off, and Round #2 of the fight begins. From here on, there are no guards; just you and Richard Rose. Repeat the same strategy as above, and when you shoot him down, it is finally over! That was very hard, huh?

2P Strategy: This fight is still insane with 2-Players, but then again, with 1-Player Mode, I don't think I've EVER won against this boss. Anyway, in this fight, there are really no restrictions or requirements; just go mad, shooting all of the guards, and the statue guarding Richard Rose. Yes, you will die a few times, but you must go all out to defeat him. After the statue is destroyed, just continue the above pattern for both parts, and you'll do it!

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VI. Enemies
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In this section, I will list all of the enemies in the game, along with a description about them and such.

Green Guard

Description: These guards are the normal guards. They wield a gun that shoots a bullet at your character. They are the easiest to avoid, but can be rough if there are many around you! These guards are also with some of the bosses.

Purple Guard

Description: This guard doesn't do much at all. When you see this guard, it'll come up from behind you, doing nothing. Just shoot him down while he's running. However, these DO attack you in levels where you are on a horse (they are on horses, too).

Pink Guard

Description: These type of guards will walk up to you and try to knife you, but they can easily be stopped by being shot down before they can get close to you.

Red Guard #1

Description: These will throw dynamites, then sit down like a coward. Even if you shoot them down before they throw it, the dynamite will still drop. Run away from the explosion!

Red Guard #2

Description: These guards will throw bombs until you shoot them down. They will throw one, pause for a moment, and begin throwing them again. Be careful when around these guys.

Red Guard #3

Description: These enemies carry a lamp, and they will drop it onto the ground below them, causing a line of fire to appear. These are always dropped under ropes, so you can still get past the fire! Also, after the guard drops the lamp, it will come up to you and attempt to knife you.

Burglar Guard

Description: All these do is run around with a bag. Shoot them down, and they will drop a Gold Badge.

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VII. Email Info

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If you wish to email me about this guide, whether it be about comment or a typo, or even a big error in the guide, then email me at my email listed at the top of this guide. For those who are lazy, my email is:

ganonpuppet@yahoo.com

Email me there, and I'll add whatever it is I missed, or fix whatever it is I messed up on as soon as possible.

VIII. Credits

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Credits go to you for reading this guide.

Credits go to me for making this guide.

Credits go to Konami for making such a great and fun game.

IX. Copyrights

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