

# Sunset Riders FAQ/Walkthrough

by Koritheman

Updated to v1.1 on Feb 12, 2008

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

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Sunset Riders FAQ/Walkthrough (SNES)
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| 1. Introduction |
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Sunset Riders is a classic arcade game that remains, to this day, one of my favorite games of all time. This is a really fun game, and the game itself is a western game (cowboy game). You control one of four sunset riders (you can control up to two sunset riders via multiplayer), which are namely, Steve, Billy, Bob, and Cormano. Each of these sunset riders have their own weapons. Also, this game is a fairly short game, but that still does not take away from the fun of the game at all, trust me. Your objective is to fight your way through each stage until you reach the main boss, Sir Richard Rose. This game is overall a huge success on the SNES console, and I definitely suggest you try it out.

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| 2. Version History |  
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Version 1.0 / Completed the guide.

Version 1.1 / Corrected a minor error on the Damage Ratio part in the Game Basics section of the FAQ. Also, added some more information about the Flame Thrower enemy.

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| 3. Characters |  
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Steve: Steve is a cowboy with a red and yellow outfit. He also wears a hat. He also wears a purple tie.

- Weapon #1: Pistol
  - Weapon #2: Double Pistol (obtained via silver badges)
  - Weapon #3: Double Pistol With Rapid Fire (obtained via a silver badge and a gold badge)
- Range: Average

Billy: Billy is another cowboy-looking guy with a blue outfit. He, like Steve, also wears a hat.

- Weapon #1: Pistol
  - Weapon #2: Double Pistol (obtained via silver badges)
  - Weapon #3: Double Pistol With Rapid Fire (obtained via a silver badge and a gold badge)
- Range: Average

Bob: Bob is more of a guy who looks like a guy who goes hunting (in other words, he's an outdoorsman), rather than a cowboy.

- Weapon #1: Rifle
  - Weapon #2: Double Rifle (obtained via silver badges)
  - Weapon #3: Double Rifle With Rapid Fire (obtained via a silver badge and a gold badge)
- Range: Very Good

Cormano: Cormano is a mexican guy with a sombrero on his head. He also wears a purple and pink outfit with red pants, and his sombrero is also purple.

- Weapon #1: Shotgun
  - Weapon #2: Double Shotgun (obtained via silver badges)
  - Weapon #3: Double Shotgun With Rapid Fire (obtained via a silver badge and a gold bage)
- Range: Good

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| 4. Storyline |  
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The storyline in Sunset Riders is pretty much straight-foward. You collect a certain amount of money by killing each of the most wanted criminals in the west. You keep killing each of the most wanted criminals for money until you reach Sir Richard Rose, the final most wanted criminal in the game. You kill these most wanted criminals in single player or in multiplayer as one of the

four (or in the case of multiplayer, two) sunset riders. Each sunset rider has his own weapon which he can use to kill the criminals. Basically, the story in a nutshell is this: you go around and kill each criminal and then Sir Richard Rose for the final criminal, and you also kill the enemies in each stage before you get to the criminal.

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| 5. Controls |  
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A Button: Hold the D-Pad down and right or down and left, and press A at the same time when you hold down and right or down and left on the D-Pad to perform a slide

B Button: Jump, confirm selected actions, also if you hold up on the D-Pad and press B, you can jump up to areas that you can't normally jump to, and also if you hold Down on the D-Pad and then press B, you can do a sort of a stomp (it has no uses but still) on the ground and also, you can get off ropes using that technique

Y Button: Fire your gun; if you have a machine gun feature on your gun or guns after getting a gold badge, you can just hold Y to constantly fire until you die and lose your machine gun power-up, also press Y to pick up dynamite and throw it

X Button: At the title screen, press X to cause the square that says 1 Player, 2 Players, and Option to disappear

L Button: Does nothing

R Button: Does nothing

Start: Pauses the game, confirm elected actions

Select: Does nothing

D-Pad: Moves character, moves cursor, also if you hold up on the D-Pad, you can enter cabins/doors, also if you hold up on the D-Pad and press B, you can jump up to areas that you can't normally jump to

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| 6. Game Basics |  
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Silver Badges: These are the silver badges you encounter often in each stage in the game. These badges give you money, as well as give you a whole other gun to work with. Collect them. They do not have an effect on your weapons if you already have two guns.

Gold Badges: These are rarer badges than the silver badges you usually come across. When you collect one, they don't give you another weapon, but instead they make it where the weapon or weapons that you currently have develop a rapid fire feature. Basically, they turn your weapon or weapons into a machine gun. These are extremely useful badges, so collect them. They also give you money like the silver badges.

Money: Money is displayed at the top left and top middle part of the screen

during gameplay. Money is given everytime you kill an enemy, pick up a badge, or any other item. Money doesn't do much except give you an extra life if you get \$50,000. Money is basically the substitute for score. The top left part of the screen where the money is displayed actually is what goes up as you get score, and the top middle money area that is displayed onscreen is what calculates your money as you get it. Also, for every enemy you kill, you gain \$100 in money, and for everytime you hit a boss (not kill), you get \$10.

**Dynamite:** Some enemies throw dynamite at you, which, after a "!" symbol appears above the dynamite, it'll explode shortly after. Before that ! symbol can even appear, it is recommended that you throw the dynamite some place, then move to an area where the explosion can't harm you. Dynamites are annoying, but can be used effectively against enemies if used correctly. If an enemy manages to throw the dynamite at you, it'll explode and make you lose a life. If they do not throw it but instead you kill them, the dynamite will drop and explode shortly after that ! symbol appears above it, so quickly throw it somewhere, then run away from it until it explodes.

**Bombs:** Some enemies throw bombs at you, just like they do dynamite. The bombs will drop you kill the enemy before they can throw it, and you can't throw bombs, they just explode immediately after they are thrown by the enemy, so be VERY careful when you encounter an enemy who throws bombs.

**Flames:** Some enemies throw flames at you, just like they do dynamite. The flames will drop and stick to the ground if you kill the enemies before they can throw it, but if they can throw it, be careful, as you can lose a life if they hit you. You can't throw flames, either.

**Lives:** Your lives at the top left of the screen where the money is displayed. You can adjust the amount of lives you start with on the options menu at the title screen. If you lose all your lives, you'll have to use up a continue, so try and avoid losing all of your lives if at all possible. For every \$50,000 you earn, you gain an extra life, but you will never gain another continue.

**Continues:** You start off with more than one continue (don't know the exact number), but if you lose all of your lives, you must use up one of your continues and unlike 1-Ups that you sometimes find, there are no items that give you more continues, so be careful not to lose "too" many continues.

**Damage Ratio:** At the end of each boss, there will be a damage ratio that is displayed for each player. If you played one player mode, the ratio will be displayed only for you, whereas if you played two player mode, the ratio will be displayed for both players. What the damage ratio does is calculate how much percent each player (you'll get all the damage yourself in one player mode, and you will always be at 100% at the end of each boss on one player) damaged the boss. Whoever has the most percent of damage done to the boss at the end of that battle gains all of the money. Basically, if one player has 70% damage ratio at the end of the fight, and the other player has a 30% damage ratio to the boss at the end of the fight, the one who has the 70% damage ratio will gain all the money, and the player who has the 30% damage ratio gains no money at all. Also, if both players get a damage ratio, of say, 50%, they both get the same amount of money.

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| 7. Walkthrough |
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Here is a complete walkthrough for each stage in this game from beginning to end.

IMPORTANT TIP: If you are playing multiplayer, it is wise not to hog all of the items/badges, but instead, collect them as each player needs them. Basically, if the first player desperately needs 1-Ups, let him/her have the 1-Up, and vice versa.

IMPORTANT NOTE: This walkthrough is going by the Normal difficulty setting, so please be aware of that. Also, it is going by 1 Player mode, and not 2 Player mode in any way except for the boss strategies, so be aware of that as well.

The game will start off at the title screen, where you can choose from 1 Player mode, 2 Player mode, or where you can change the options. After you are done with the title screen, you will have to select a character (or two characters if you chose 2 Player mode). After selecting the character or characters, you will play in stage 1.

Stage 1: Simon Greedwell  
Reward: \$10,000  
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When you begin the level. head east and eliminate the nearby guard (one shot will kill that guard, as well as each guard in the game, excluding the bosses). After you kill the first guard, enter the nearby cabin to get a silver badge. Once you have that, you will have two guns instead of one (be careful not to die, otherwise you'll lose this power-up). After you have acquired the silver badge, shoot the guards above the door, then jump up to the upper area where the guards were before you killed them. Once there, enter the nearby cabin like you did the first one to get a gold badge! This power-up allows your gun or guns (depending on which you have) to become machine guns (your guns have a rapid fire feature with the gold badge) to have a rapid fire feature; basically, they become machine guns! After you get the gold badge, head east across the path, killing all of the enemies along the way. At the end of the long blue platform (be sure to collect the items along the way), you'll come across an area with a huge bed of hay. On the hay bed is some more enemies, so dispose of them (Be careful of the enemy in the red shirt who throws dynamite out, as when the dynamite blows, which is inevitable, the explosion could hit you if you are too close. A good way to avoid the dynamite is to pick it up and then throw it somewhere and then hide from the explosion).

Once those enemies on the hay bed are taken care of, jump up to the upper ledge and collect the silver and gold badges (be sure to collect the other items in the area as well). After that, continue heading to the east and kill the next two soldiers you come across at the end of the hay bed. Once they are killed, kill the next two enemies you come across, then jump up to the upper platform where the two enemies were. Once you are up there, you'll hear the sound of chickens, and you'll see chickens running away from a stampede of bulls. You can either stand atop the bulls and keep running to the east to the end of the screen (basically, run as far to the east as you can before the screen stops you from going any further, or you can stay on the upper ledge and wait for the bulls to pass. Once they pass, regardless of how you got past

them, head east into the watery area (be sure to kill the guard that comes from behind before you reach the watery area). In that area, kill the first three guards you come across (be sure to avoid the explosion of the dynamite, preferably by throwing it somewhere), then continue east and kill the rest of the guards in the area, then once they are all gone (be sure to avoid the explosion of the dynamite, as usual), collect the gold badge in the area.

Once all the enemies are cleared out in the area and you have the gold badge, continue heading east and kill all of the enemies in the area, being sure to avoid the dynamite (there are two enemies with dynamite in the area). Once all of the enemies in the area are out of the way, get the nearby silver badge on the ground, then continue heading east and get the next gold badge you come across, especially if you lost a life already. Also, kill all the enemies within the area. After the gold badge, head east and you'll see and hear more chickens running away from another stampede of bulls. This time, since there is no upper ledge for you to go on, you have to stand atop the bulls and run to the east until the screen won't let you run any further. Also, instead of there being only one stampede of bulls, there's three. After you pass the first stampede, jump to the ground, then pay close attention to the next stampede, as this stampede only contains one bull, and if you are on the ground for too long, you can get ran over by it and lose a life, so avoid that at all costs. Anyway, once the lone bull comes, jump on it and then the final stampede of bulls will come. This stampede consists of more than one bull, thankfully, so jump atop this last stampede and then run east, as usual, until the bulls pass.

Once you are off of the bulls, head to the east, to the boss of this stage. Read the Bosses section of the FAQ to see how to beat Simon Greedwell, the first most wanted criminal in the west. Once you defeat Simon, you get rewarded with \$10,000 and you also complete the stage!

Stage 2: Hawkeye Hank Hatfield

Reward: \$20,000

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When you arrive here, you'll notice that you are on a horse, rather than on foot. As you might've already guessed, this course is played on a horse, rather than on foot. The only time you are on foot in this course is when you reach the boss, Hawkeye Hank Hatfield. Also, if you managed to survive the first stage without losing one life, and have the machine gun/double weapon power-up (heck, even a machine gun minus the double weapons will do), you will start the level with that power-up! If you do start with that power-up, be very careful not to lose it, but it might be hard, because this level is kind of hard. Anyway, at the start of the level, you'll be in an area with a wagon and some guards on horses. The guards on the horses come from three different directions: from the left, the east, and up above the railroad. Also, there is a wagon in the area with guards in it that shoot you, and that drop logs. If you hit a log, you lose a life, so jump over a log to avoid one. Keep killing all the enemies until the wagon explodes and there are no more enemies left to kill. Once that area is cleared, a huge train will start riding across the railroad. Kill the next two soldiers (these aren't on horses, but on foot) atop the logs on the train, then kill the next four guards that come out of the windows of the train.

Once they are disposed of, kill the next four guards that come out of the windows of the train. Once that is done, aim the D-Pad in a northwesterwardly direction, and keep firing bullets and you'll kill all of the guards on the train before they can even shoot you. After you pass the train, you'll arrive at the boss shortly after. Read the Bosses section for help on defeating the

boss.

### Bonus Stage 1

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Here, you'll simply shoot a bunch of people (you don't actually have a character, but rather a cursor to work with) when they appear. There are 50 people in all. In two player mode, it is a lot easier to do this bonus stage, simply because you have two players shooting the soldiers. Doing this stage doesn't do anything but give you some cash, but remember that more cash leads to more extra lives, so be sure to try and get all 50 people.

### Stage 3: Dark Horse

Reward: \$30,000

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At the start of this level, take out the two nearby guards on the upper level, then head east and enter the nearby Six-Gun Hotel to get a silver badge. Then, kill the next two enemies on the upper level (there will only be one on the upper level if you took out the other one before you entered the hotel, then if the barrels are still hanging from the upper level, jump up to the upper level and shoot the barrels to make them hit one of the guards below. Regardless if you use the barrels or not, you must kill the two guards. Anyway, once you kill the two guards near the barrels, head east and kill the next guard. After that, head east and kill the bunch of enemies in the area. Once all of the enemies in the area are killed, continue heading east and to the Tavern, being sure to kill all enemies you come across along the way. When you reach the Tavern, enter it to get \$2000. After you exit the Tavern, you will (if you didn't already) come across an enemy with dynamite. Kill the enemy, then throw the dynamite some place, then back away from it so that the explosion doesn't hurt you. Once the dynamite explodes, head east, as usual, and kill all of the enemies you encounter until you reach an area with lots of crates.

In that area, another enemy holding dynamite will show himself, so dispose of him, then, as always, throw the dynamite somewhere and back away so that the explosion doesn't effect you. After that, head east and kill the enemies in the Stable, then continue east, killing the next few enemies beside the Rustler & Thief building. Once you pass that building, get the gold badge on the ground, then continue east and kill the enemies in the area (there is an enemy with dynamite here also, so keep that in mind; you know how to avoid it by now, and you don't have to throw the dynamite like I always tell you, it's just a habit that I tell you to do that), then enter the nearby Hotel and get the cash from there. After that, continue proceeding east, killing all of the enemies you come across until you reach a rope on the upper level. When you reach that rope, jump up on it, then an enemy dressed in red (like the ones with dynamite) will come and jump up on the rope after lighting a line of fire below the rope! Dispose of the enemy, then continue east, crossing the rope. Be sure NOT to drop down off the rope; you'll land in the fire and lose a life if you do, so avoid that at all costs. Near the end of the rope, you'll come to a guard (take note that it is a bit hard to avoid bullets on a rope, but try your best), so kill him, then keep crossing the rope until you reach the end of it.

Drop off at the end of the rope and kill the four enemies that you come across and once they are defeated, get the nearby \$2000 on the ground, then continue east, but jump up to the upper level and get that silver badge, which I'm sure you already see, as it's at the very beginning of the upper level in this

area. Anyway, after getting the silver badge, kill the enemy below you since you ignored him (at least if you followed this FAQ you did) because you were busy getting the silver badge. After disposing of that weak guard, enter the nearby building to get \$2000. Now, head east but avoid the fire that drops down from the upper level. After you cross the fire, kill the enemies in the barrels and on the rooftop and in the windows, then kill the enemy dressed in purple that comes at you (more fire will also be near the enemy dressed in purple, so keep that in mind). After that, head east and grab the gold badge that you come across, then continue east and you'll encounter the boss of the stage, Dark Horse, so read the Bosses section for help on winning this next fight. Once you win, you'll see a cutscene, then arrive in stage 4!

#### Stage 4: The Smith Bros

Reward: \$40,000

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This isn't really a stage by any means, but rather one area where you fight a boss the moment you step into the stage. In this stage, you are pitted against criminals known as "The Smith Bros". Each Smith Brother carries their own weapon. The one on the left carries bombs, and the one on the right shoots fire at you. Also, the chandelier in the room constantly moves, so be aware of that. Anyway, at the start of the stage, kill the two guards on the chandelier. Once that is done, ignore rescuing the girl right now (she gives a power-up, but I don't recommend getting it because you'll more than likely die and it's stupid to waste the power-up if you are going to die a second later), as you don't need the power-up yet. Anyway, after killing the two guards on the chandelier, jump onto the chandelier yourself, you'll face off against the actual bosses, so read the Bosses section like always, to see how to beat these two goons. Once they are defeated, another cutscene will commence, and you'll be on your way to the last four stages of the game, starting with stage 5.

#### Stage 5: El Greco

Reward: \$50,000

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When you begin this stage, head east and eliminate the first nearby guard that you encounter. After that, take the nearby gold badge. After that, kill the three standard guards, then kill the guard in the red carrying a bomb (don't rush in, just kill them from afar). After that, kill the guard below you that is beside the pile of logs. Once he is killed, head east and kill the next two guards that jump on the logs, then kill the guard with the pink shirt, then kill the next guard that comes from the left. After they are disposed of, kill the next two guards below you (you should be on the pile of logs) beside the next pile of logs, then kill the guard that jumps atop the pile of logs, then kill the next guard that comes from the left. Then, continue heading east and take out the next two guards; one is a standard guard, the other is a guard with a pink shirt. Once they are disposed of, head east and kill the next standard guard. Then, continue east and kill the next three standard guards that you come across. Once that is done, take out the next two guards, then continue heading east (be sure to avoid the pole that comes up, as if you hit the top of it, you'll lose a life; to avoid it, simply jump over it), killing all of the guards you meet until you come to a train.

When you come to the train, take out the nearby four guards on the train; two are atop the train, the other two are sticking out the windows of the train. Once they are taken care of, continue heading east and kill the next guard that comes out of the window of the train, being sure to avoid the pole that



comes up, just like you did the previous one. Once you pass the pole, head east and kill the next guard that is below you where the silver badge is. When that guard is killed, drop down to where he was and take the silver badge. Then, kill the next two guards; one comes out of the window, the other one is atop the train. Once they are killed, get atop the train and continue heading east, killing the next three guards you encounter (be sure to avoid the pole that comes up). Keep going east even after killing the guards until you come across a gold badge; grab it when you do. After that, kill the next two guards you come across while heading east, to the boss. Read the Bosses section for help on winning the fight against El Greco. Once El Greco is defeated, you are off to stage 6.

#### Bonus Stage 2

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This bonus stage is the same thing as the first one was, except the players go faster, so you'll have to move faster. There are still 50 in all to kill, just like in the previous bonus stage. Also, if you are on two players, whoever kills the most people gets the most money.

#### Stage 6: Chief Wigwam

Reward: \$60,000

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When you arrive here, there will be two boulders rolling towards you. Wait until they get basically at the bottom of the hill, then jump over them. Once you jump over the boulders, head east and shoot the guard standing on the platform below the hill you are on. Once he is killed, continue east and shoot the next guard that you encounter. After that, head east a slight bit and you will see a guard in a red shirt; this guard carries a bomb, so kill him, then when the bomb drops, run left to avoid its explosion. Once the bomb has gone off, head east and jump over the pile of rocks where the guard you just killed was. Once you jump over that pile, jump to the area above you, then head west and kill the next guard you come across. After that, continue heading west and kill the next guard on the platform below the rock pile, then kill the guard on top of the hilly area above you, then kill the guard in the red shirt that throws bombs, being sure to avoid the explosion of the bomb after he drops it. Once those three guards are disposed of and the coast is clear, jump up to the area above, then head east and kill the next two guards on the platform below you, then kill the other guard on the platform that you are on. Once those three guards are disposed of, continue heading east and take out the guard in the red shirt, who throws a bomb, being sure to avoid the explosion if you happen to wander close to it.

That guard may also kill the guard in green next to him with that explosion, but just incase he doesn't, also dispose of that guard. Anyway, once those two guards are gone, continue heading east and a guard will come from the left side of the screen to attack you, so kill him, then continue east kill the nearby guard on the area that you are on, then quickly take out the one on the platform below you, being sure to avoid the bullet he may have already shot at you while you were taking care of that first guard. Also, there is another guard that comes in from the west to attack you, so dispose of him as well. Once you take care of those three guards, continue east and kill the guard by the rock, then another guard will come from the west, so dispose of him. Now, head east towards the rock, but don't go past it. Instead, shoot the rock to knock it down (be sure you arent below it when you shoot it; otherwise, you'll lose a life). Once that is done, head east past where the rock was, and get on the bridge with the waterfall (you'll have to kill two guards in pink, who

carry knives, as you already know, and another guard from the west before you can get on the bridge, so do so). Once you are on that bridge, kill the nearby fat guard that comes at you, being sure to grab the badge he drops. Then, kill the next two guards after heading east slightly.

Once they are disposed of, get off the bridge and continue your track towards the east (another guard will come from the west before you can get off the bridge, so kill him too), killing the three guards you come across (one is a bomb guard, so avoid the bomb that he throws as best you can). Once that is done, head east a bit and take out the guard on the platform below you, then continue your track eastward, and you'll come to a silver badge, as well as three boulders rolling towards you. Avoid those boulders and grab the silver badge, then continue east up the hill, and take out the guard at the top of the hill. Once that guard is killed, kill the next one on the platform to the east of you, being sure to avoid his bullet. After that guard is done, continue heading east and take out the knife guard that comes at you. Then, head east some more and take out the bomb-wielding guard, being sure to avoid the explosion of the bomb at all costs. After that is done, head east some more (don't you think I've said that enough? :P), and take out the next guard you come across. Once that is done, get on the rope (before you can get on it, another guard comes from the west, so kill him), then head east along the rope until you come across a guard standing on a piece of the mountain below the rope, kill him (be sure to do your best to avoid his bullets).

Once that guard is taken care of, head along the rope some more and take out the next two guards on the pieces of mountain below you, being sure to avoid their bullets. Once they are disposed of, drop onto the bigger piece of mountain where the 1-Up is, and grab it, as you'll probably need it by now. Then, continue heading east across the rope, being sure to grab the silver badge on the huge piece of mountain near the end of the rope. Once you get that silver badge, jump back up on the rope and continue heading east along it until you come across another guard; dispose of him. Once that guard is done, continue heading east and get off the rope when you reach the gold badge. Get the badge, then continue east to the boss of the stage, Chief Wigwam. Read the Bosses section for help on winning against this chief. After Wigwam has been dealt with, you'll reach the semi-final stage in the game, stage 7 (after a cutscene, of course).

Stage 7: Paco Loco

Reward: \$70,000

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When you start the stage, you'll be on a horse, like you were in the second stage of the game (don't fret, because you get to go on foot in this stage in just about a minute or two). At the start of the stage, a guard will come from the west, so quickly dispose of him, then a guard will come from the east, so kill him. Then, a wagon will come where the guards inside drop logs, or shoot at you, so avoid them like you did in the second stage of the game. Also, you will have to kill enemies on horses coming from the west, the east, the northwest, and the northeast while you kill the guards in the wagon. Once you pass the wagon segment, you'll be on foot. On foot, a guard will come from the west, so take him out, then head east and kill the fat guard, as well as the other guard you come across. After that, grab the silver badge that the fat guard dropped, then shoot the two regular guards above you. Then, head east a bit and kill the knife guard. Once that is done, head east kill the next guard you come across, then grab the nearby turkey to get \$1000. After that, kill the guard that comes from the west, then take out the dynamite guard that comes from the east (be sure to avoid the explosion of dynamite, even though you may be overwhelmed by the guards, still try). Then, kill the next guard

that comes from the west. then kill the guard above you that hides behind the tree.

After he is taken care of, head east and shoot the two guards in red; one carries a bomb, while the other carries some dyanmite. Avoid both. After they are taken care of, kill the guard above you that hides behind the tree, then head east and take out the next guard, then two more guards will come from the west, so kill them (also, be sure to avoid the dynamite that is probably about to explode at this point). Then, wait for the dynamite to explode, then continue heading east, killing all the guards both above you and where you are (One of the guards is a bomb guard, so be sure to do your best to avoid the explosion of his bombs. Also, there is another fat guard, so kill him and take his gold badge). Once you get the gold badge from the guard, continue heading east and kill all of the guards along the way (there are two bomb guards that you will come across, so avoid the bombs as best you can), and keep going east until you reach another gold badge; take it at this point. After you get the gold badge, head east and kill the bomb guard, as well as the knife guard, being sure to avoid the explosion of the bomb at all costs. Then, kill the guard above you where the tree is.

After that, continue east and you'll reach the boss, Paco Loco. Read the Bosses section of the FAQ for information on beating him. Once he is killed, you'll see a cutscene where your sunset rider blows up the wall with dyanmite, then you'll be off to the final stage of the game, stage 8.

Stage 8: Sir Richard Rose

Reward: \$100,000

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This is it, the final stage of the game. Ready? Starting off, kill the two regular guards, then kill the one in the purple on the wooden platform above you (be sure to avoid the bullets, as they go fairly fast). Once those three guards are killed, head east and kill the two normal guards and the two guards in purple, then grab the gold badge on the wooden platform. After that, continue heading east and take out the regular guard, the knife guard, and the guard that comes from the west. Once they are killed, continue going east (be sure to grab the silver badge), and another guard will come from the west, so kill him, as well as the next regular guard. Once they are both killed, get on the wooden platform nearby, then take out the two nearby guards. Once that is done, jump up on the wooden crate the guard was standing on before you killed him, then another guard will come from the west, so kill him, then jump up to the rope above you. On that rope, head east and take out the three guards, which consist of a bomb guard, a dynamite guard, and a regular guard. You do not even have to avoid the dynamite, just the bomb. Once the bomb explodes, continue east across the rope, and just run right past the dynamite. Once you reach the end of the rope, there will be some guards, so kill them, then drop down from the rope and head east and kill the rest of the guards in this area (be sure to avoid the bombs of the bomb guards).

Once you kill all the enemies in the area, head east and another guard will come from the west, so take him out, then a knife guard will come from the east, so take him out as well. After that is done, head east and kill the fat guard there, then take the gold badge he dropped, then kill the next guard that is on the nearby crate. After that is taken care of, a guard dressed in red will come and set the wood below the rope on fire, so kill that guard, then jump up on the rope via the crate. On the rope, head east and along it and when you reach a guard, kill him. Then, head east and kill the next two guards. Once they are dead, drop down from the rope after you pass the fire, then take out the regular guard and the bomb guard, being sure to avoid the

explosion of the bomb. Once those two guards are gone, continue east and kill all the guards in the area (one guard is a bomb guard, so avoid his bomb, as usual). Once you kill all the guards in the area, jump up to the wooden platform above you, and enter the door leading to the next area of the stage. In that area, head east and kill the nearby guard, and take the gold badge after the guard is killed. Then, jump up to the area above where the guard was, then continue heading east, killing all of the guards in the area (one guard is a bomb guard, so avoid the bomb).

Eventually, you'll reach a 1-Up, so get it, then head continue heading east and kill all of the enemies along the way (the fat one at the end gives you a gold badge, so take it after it is dropped). Once you get the gold badge from that last guard, head east to Sir Richard Rose, the final boss of the game. Check the Bosses section for help on winning this tough battle. After you have beaten Sir Richard Rose, you've beaten Sunset Riders! Congratulations! Also, if you beat the game on Hard mode, you get to see the game credits roll, and get to actually see an ending, so keep that in mind.

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|=====|  
| 8. Bosses |  
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|           Boss Battle :           |  
|           Simon Greedwell         |  
|           Location: Stage 1       |  
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Opening Quote: "It's time to pay."

Closing Quote: "Bury me with my money."

1 Player Strategy: This is an extremely easy boss fight when you get used to it, though at first it is kinda hard. First off, be sure to kill the guards if the bullets get too overwhelming. Simon has a limited supply of guards, though I find it not necessary, as the boss can easily be defeated without depleting the guards. Anyway, the actual strategy to defeat Simon is rather simple; shoot the two barrels guarding him until they fall (be careful not to stand directly below them when they are about to fall, as you'll get hurt and lose a life if that happens). After the two barrels that were guarding Simon are gone, focus all of your attacks on Simon himself, ignoring the guards unless the bullets get too overwhelming. Keep shooting and do your best to avoid the bullets and after about a minute of shooting him, Simon should fall. This battle is extremely easy if you have a machine gun power-up, and a double gun power-up.

2 Player Strategy: Defeating Simon in multiplayer is even easier than doing it in one player. One player should focus on shooting all of the guards until they are depleted, or just focus some on the guards and some on Simon (I recommend the first strategy here). The other player should focus all attacks on Simon and let the other player handle the guards. If you deplete the guards, this boss fight is much easier.

NOTE: Avoiding the barrage of bullets in this fight is easy if you perform a slide (see the Controls section of the FAQ for that information).

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|           Boss Battle :           |  
|           Hawkeye Hank Hatfield   |  
|           Location: Stage 2       |  
|-----|
```

Opening Quote: "Draw pilgrim!"

Closing Quote: "You got me!"

1 Player Strategy: This boss is hard, but there is an easy way to beat him. Kill off all his guards (he has a limited supply) first, while avoiding the bullets as best you can, then once the guards are out of the way, focus all of your attacks on Hank. After you shoot him enough, he will drop down to the area you are at, then he will kneel down to the ground and start shooting at you. Hank also rolls around a lot in this part, so be aware of that. If you get too close to Hank, move back a bit then keep shooting at him. Once you shoot him enough, this fight is over.

2 Player Strategy: One player should focus on all of the guards (be sure to avoid the barrage of bullets) until they are all defeated, while the other player focuses all attacks on Hank. After the guards are completely gone, the player that was attacking the guards can now focus all his/her attacks on Hank himself. After Hank has taken enough damage, he'll drop down to the lower area where you and the other player are. Just constantly shoot him when he first comes down, and you should kill him before he can shoot you if you do it fast enough. If he does manage to get a bullet out before you kill him, you'll have to avoid them as best you can.

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|           Boss Battle :           |  
|           Dark Horse              |  
|           Location: Stage 3       |  
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```

Opening Quote: "You in heap big trouble!"

Closing Quote: "Me in heap big trouble."

1 Player Strategy: This boss may be a bit tough to defeat, quite honestly. The best method I found to use is to go up to the upper level where his guards are, then kill all of the guards until there are no more guards. Be sure that while you are killing the guards that you avoid the barrage of bullets that will come from basically almost everywhere it seems. Anyway, after you kill all of the guards, focus all of your attacks on Dark Horse, being sure to avoid the bullets he fires at you as best you can. Keep shooting the Dark Horse until you kill him. The key to this battle is that you do your absolute best not to lose a life, so that you don't

lose your silver/gold badge power-ups you got while going through the level.

2 Player Strategy: The strategy in 2 player mode is basically the same as the one in 1 player mode. Basically, have one player kill off all the guards while the other plays attacks Dark Horse. Once the guards are gone, Dark Horse should be damaged a good bit, so have both players focus all their attacks on Dark Horse after all the guards are gone, and avoid his bullets to the best of your ability, and this boss will most likely die very, very shortly.

NOTE: On both 1 player and 2 player, it's wise to attack him when he gallops (after he gets done shooting), as that's your perfect opportunity to get your shots in.

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|           Boss Battle :           |  
|           The Smith Bros         |  
|           Location: Stage 4      |  
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Opening Quote: "We're gonna blow you away!"

Closing Quote: "That was a bang!"

1 Player Strategy: This battle is extremely tough, easily being the hardest fight you've been through in the game thus far. You are up against The Smith Bros, and the brother in the green shirt is the most dangerous one, as he carries unlimited bombs and throws them at you every couple of seconds, and the other brother, the one in the blue, carries unlimited fires that he can throw at you, and also throws them every couple seconds. With the very limited amount of space you have in this battle, this makes it VERY difficult to avoid the bomb /fire combination. Anyway, the actual strategy to defeating The Smith Bros is quite easy, to be honest. To start off, kill the two guards on the chandelier (note that the chandelier constantly moves, as I said in the walkthrough for the level), but ignore the girl for now (she gives you either a double weapon power-up, or a rapid fire power-up, depending on which power-up you already have, but you don't need that power up yet, because you'll more than likely, unless you are an expert, die). Instead of going for the girl, hop on the chandelier. On the chandelier is where you can get all your shots in. Aim for the left brother first, as he is easily the most dangerous. Keep shooting him, and eventually, you will break his "Tavern" sign that is pretty much protecting him (if you stand on the chandelier and shoot him, you can hit him without breaking the Tavern sign, so keep that in mind).

Keep shooting that brother, be it on the ground or on the chandelier (retreat to the ground if the bomb/fire combo overwhelms you while you are on the chandelier, and vice versa), until he dies. Once the brother in the blue has died, aim all your attacks on the only remaining one, which is the one that throws fire at you, and he is easily less dangerous, though he can still overwhelm because he throws

a ton of them in about five seconds. Anyway, kill that last brother the same way you did the first one, and if standing atop the chandelier gets too overwhelming due to the fire being thrown at you, then revert to ground shooting, and vice versa. Note that after the first brother is damaged a lot, you might want to get that power-up from the girl, as it'll help a lot if that first brother is almost dead, because then you might not die now that you've damaged him almost to the point of death. Also, sliding is a very good tactic to avoid their attacks, just dont slide into the fire that sticks to the ground, and it is not wise to slide on the chandelier, as you have very limited room.

2 Player Strategy: This boss fight is still hard, but it is easier in two player mode. Kill the guards atop the chandelier, then both of you aim all your attacks on the left brother (have one shoot from the ground, and the other one from the chandelier) until you kill him. Then, focus all your attacks on the brother on the right. Avoid their attacks the same exact way you did in one player mode, only don't slide on the chandelier, and don't slide into the fire that may be sticking to the ground, and just watch your step. Also, grab the power-up whenever you like, as there's no way you'll both lose all your lives unless of course you are both below average players (no offense).

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|           Boss Battle :           |  
|           El Greco               |  
|           Location: Stage 5       |  
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```

Opening Quote: "Adios amigo!"

Closing Quote: "Adios amigo!"

1 Player Strategy: The fight against El Greco, despite him being one of Sir Richard Rose's sidekicks, is a very easy boss. To defeat him, simply jump around the area and keep shooting at him, but be sure to avoid his whip, because if you get too close to him, he'll use it on you, and likely hit you, thus making you lose a life. Anyway, the actual strategy may sound corny, but it's actually the easy way to beat the boss. Keep jumping around and shooting him when you are far away from him, just don't get up close to him. This fight is even easier with a rapid fire gun and double weapons, so I sure hope you have them. If you do, be careful not to lose them.

2 Player Strategy: This is even easier in 2 player mode, as you probably already know, since every battle is easier in two player mode, except for the battles against, say Chief Wigwam or Sir Richard Rose. Anyway, this fight is the exact same way it is done in 1 player mode. To win, simply have both of you jump around, while constantly firing at El Greco (be sure not to get too close to him, otherwise he'll use his whip). Keep doing this while distancing yourself from El Greco so that he cannot use whip, and this battle should be over within a minute or less. Also, if both of you have

the double weapon/rapid fire power-ups, this boss fight is 2x easier and 2x faster than if you don't. If you both have them, be careful not to lose them.

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|           Boss Battle :           |  
|           Chief Wigwam           |  
|           Location: Stage 6       |  
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Opening Quote: "Get ready for a pow-wow!"

Closing Quote: "I'm pow-wowed out."

1 Player Strategy: Simply put, this is the second hardest boss in the game, in my opinion. This boss is extremely tough, and I am almost positive that you are going to lose a continue when you fight this boss on your first try, or even your eighth try. Anyway, Chief Wigwam attacks by jumping across the area, and by throwing knives after he jumps. If he jumps in a northeastwardly direction, he will throw knives to the southwest. If he jumps in a northwestwardly direction, he will throw knives to the southeast. Finally, if he jumps straight up, he will throw the knives straight down, so remember this pattern; you'll definitely need to. Anyway, the actual strategy to beating Chief Wigwam is just to fire at him while he's in the air, then do your best to avoid the knives he throws at you (he throws about four, so watch out). When the chief steps on the ground, he's going to slice you with a knife, so be ready to jump away from him to avoid that. You shouldn't shoot him when he is on the ground, but only in the air. Keep doing this while doing your best (good luck) to avoid his attacks until you beat Chief Wigwam.

2 Player Strategy: Fighting Chief Wigwam even on 2 players is hard, and you'll still have to be VERY careful not to lose all your lives, because it is indeed possible. Anyway, the chief attacks the same way as he does in 1 player mode, which is by throwing knives at three directions (see the 1 player strategy for the information of where he throws them), and also by slicing at you with his knife when he is on the ground. Don't attack the chief while he is on the ground, but attack him only when he is in the air. Also, to avoid his slice, simply jump away, and to avoid his knives, do like you did in 1 player mode and stand in between them. Keep shooting him when he's in the air, and avoid his attacks until you win. This boss requires patience and a lot of practice, so don't get discouraged.

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|           Boss Battle :           |  
|           Paco Loco              |  
|           Location: Stage 7       |  
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Opening Quote: "Aye Chihuahua!"



Closing Quote: "Asta la! Bye-bye!"

1 Player Strategy: Paco Loco is actually quite a tough boss, though he is not NEAR as hard as Chief Wigwam was. First off, you should know that Paco Loco has a total of nine guards with him, the first one of which is on the ground by you when you start the fight. Dispose of the first guard, then kill the guard in the tree above you (each of the guards in the tree throw out bombs, so be very careful, because you don't want to lose all your lives here), then once that guard is killed, start shooting Paco Loco by jumping up and shooting at him. When another guard comes out of the tree, kill him quickly before he can throw the bomb, then quickly jump up and start shooting at Paco Loco again. Repeat this process of guard killing/Paco Loco shooting, while avoiding the bullets/bombs to the best of your ability, until you win.

2 Player Strategy: Paco Loco is fairly easy on 2 player mode, though he still remains a slight challenge. Have one player focus on the guards in the tree after taking out the first guard, and have the other player focus on shooting Paco Loco (don't be reckless when shooting Paco Loco, mind you; avoid his attacks, as well as the guards' attacks while you shoot him). Once the player focusing on the guards disposes of all nine guards, both of you focus all your fire on Paco Loco, being sure to do your best to avoid his attacks. This fight is overall pretty easy on 2 player mode, though this fight can still prove to be a challenge at times, just be careful and don't be too reckless.

NOTE: An alternate method is to kill off all the guards, approach the fence, get as close as you can to it, and aim upwards and keep shooting Paco Loco until he dies. His bullets won't you shoot this way. Note that this does not work unless you have a double weapon/rapid fire power-up, so keep that in mind. If you prefer less of a challenge, then this is the method for you. If not, try the harder method.

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|           Boss Battle :           |  
|           Sir Richard Rose       |  
|           Location: Stage 8      |  
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Opening Quote: "Cherrio old chap!"

Closing Quote: "I say, bit of bad luck."

1 Player Strategy: The fight against the final boss of the game, Sir Richard Rose, is quite a tough one, actually. This is easily the hardest fight in the game (Chief Wigwam being the second hardest). For the first part of the fight, Richard has a balcony protecting him while he shoots at you from basically everywhere. Also, he has a few guards, but not much, and each time, four guards are sent out, and they shoot pretty much rapidly, and it's very hard not to die. Anyway, for the first part, try (try is the keyword here) to avoid his bullets and his guards' bullets as best you can, while shooting the balcony protecting him. Once the balcony is destroyed, you can actually hit him now, so

shoot him and the guards, while avoiding the bullets as best you can (be sure to avoid the slide kicks that he does, as that'll make you lose a life). Once Sir Richard Rose is knocked to the ground, don't think you've won, because you haven't; he's only fooling you. He'll let you know this by taking off his bulletproof plate. After this, this is the second part of the fight, and it is definitely the easiest part of the fight. In this part of the fight, all of Sir Richard Rose's guards are gone, so it's just you and him.

To win this second part of the fight, simply keep shooting Sir Richard Rose while avoiding his bullets and his slide kick the best you can. I'm almost positive, however, that you are going to lose a continue against this guy, even on easy. After you beat Sir Richard Rose, congratulations on beating Sunset Riders!

2 Player Strategy: This fight is only slightly, and I do mean slightly, easier on 2 player mode. To start off, have one player focus on the guards while the other player breaks the balcony that is protecting Sir Richard Rose. After the balcony is broke, have that one player that went after the guards previously continue to go after the guards, while the other player goes after Sir Richard Rose. Be careful to avoid the bullets of the guards, as well as Richard's bullets, and avoid his slide kick, as he can easily take both of you out with a slide kick. After Sir Richard Rose is defeated on the first part, he'll take off his bulletproof plate and the last part of the fight begins. In this part, have both of you constantly shoot Richard, since there are no more guards. Be sure to avoid the slide kick he does, and also his bullets. Also, have one player stand on the upper area and shoot him, while the other shoots him from the ground. Also, it's not a good idea to take out all his guards in the first part of the fight, cause it's not at all worth it.

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| 9. Enemies |
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There are a few enemies in this game, though not too many. I'll list them all here, as well as all the information I know about them, etc. NOTE: Each enemy you hit gives you 100 score, and each time you hit a boss (though I won't list bosses here, I'll put this here anyway), they give you 10 points.

#### Bomb Thrower

Location: Stage 3, Stage 6, Stage 7, Stage 8

Description: These are red-shirted enemies that throw bombs at you. They are deadly.

Attack Information: These enemies attack by throwing bombs at you. If you kill them before they can manage to throw the bomb, the bomb will simply drop and explode. If they throw them at you before you kill them, you'll have to run away from the bomb very quickly, so that the explosion doesn't hit you.

#### Burglar

Location: Stage 1, Stage 3, Stage 7, Stage 8

Description: These are your typical fat burglars that you encounter in some stages in the game. I refer to them as "fat guards" (lol) in the walkthrough, but they are burglars in truth.

Attack Information: These enemies don't attack at all, go figure.

#### Dynamite Thrower

Location: Stage 1, Stage 3, Stage 7, Stage 8

Description: These are red-shirt enemies that throw dynamite at you. They are dangerous, but the least dangerous out of all the red-shirted enemies.

Attack Information: This enemy attacks by throwing dynamite at you. If they throw dynamite at you, it'll take a few seconds before it explodes. If you can manage to kill them before they throw the dynamite, it'll just drop to the ground and explode after a few seconds, so just back out of the way of the explosion when you confront these enemies. Also, when the "!" symbol appears above the dynamite, that means it is about to explode, so keep that in mind.

#### Flame Thrower

Location: Stage 3, Stage 8

Description: These are red-shirted enemies that throw flames at you. They are not as deadly as the Bomb Throwers, but they still pose a threat.

Attack Information: They attack by throwing flames at you. If you kill them before they can throw it, it just drops and sticks to the ground, so avoid stepping on it if that happens. Also, these enemies attack you with a knife sometimes, so be careful of that as well.

#### Green Guard

Location: Stage 1, Stage 2, Stage 3, Stage 4, Stage 5, Stage 6, Stage 7, Stage 8

Description: These are the typical standard guards you encounter. They are found throughout every stage in the game.

Attack Information: Most of the time these guards attack with one bullet at a time, but when you fight Paco Loco, they throw bombs at you, so do your best to avoid their attacks. Also, they don't attack with strictly bullets on stage 2 and 7, but they also drop logs when you are on your horse to try and make you lose a life, so simply jump over the log to avoid it.

#### Knife Guard

Location: Stage 1, Stage 3, Stage 5, Stage 6, Stage 7, Stage 8

Description: These are pink-shirted guards that appear in some stages. They carry a knife.

Attack Information: These guards attack by slicing you with a knife if they get up close to you, so kill them before they can get up close to you.

#### Purple Guard

Location: Stage 1, Stage 2, Stage 3, Stage 5, Stage 6, Stage 7, Stage 8

Description: These are the guards that wear purple shirts and appear in basically almost every stage of the game.

Attack Information: They attack by shooting one bullet at you at a time when they are on a horse, but when they are on foot, I find they don't attack you.

| 10. Items |

|=====|  
In this section, I will list all of the items in this game, as well as all of the information I know about them, etc. NOTE: I am not going to tell you the location of the items, as there's no point in it. Note also that almost all items except for one item, which is turkey, is worth \$2000. Also, dynamite doesn't give you any money.

Dynamite

Description: These are items thrown by enemies dressed in red. You can throw them back at the enemy by pressing Y to pick them up, and Y to throw them. If the "!" symbol appears above the dynamite, it'll explode very shortly, so move away from it so you won't die by the explosion.

Money Given: N/A

Gold Badge

Description: These are badges that you get from burglars quite often. They give your gun a rapid fire capability, basically enabling them to be like a machine gun. If you already have a rapid fire feature on your gun, the badge has no effect.

Money Given: \$2000

Money Pile

Description: You encounter these throughout the game in hotels and just lying around. They look like a stack of coins, basically. They give you money, hence the name of them.

Money Given: \$2000

Silver Badge

Description: These are silver badges that are more common than the gold badges you encounter. These badges enable you to get double guns. If you already have double guns, the badge has no effect.

Money Given: \$2000

Turkey

Description: In some stages in the game, you'll come across a turkey. These turkeys don't do anything except for give you money.

Money Given: \$1000

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| 11. FAQs |  
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Q: What is the different between the difficulty levels?

A: I think the enemies shoot faster, and have better reaction time. Nothing more.

Q: Is there a gameshark/game genie code to have unlimited lives?

A: Not that I know of, though I'm sure there is. I don't understand why you'd want to cheat though, but whatever.

Q: What exactly can you adjust on the options menu at the title screen?

A: The difficulty level, the number of lives/continues you start with, the sound of the game, etc.

|=====|  
| 12. Codes n' Secrets |  
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Here, I will list some Codes n' Secrets in the game that I know of, as well as information about them, etc.

Extra Continues  
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Code n' Secret #1

How To Do It: Start a game on 1 player mode, then right before you run out of continues (when you have one more life left, and are about to lose your final continue), press Start on the second controller, and you'll be able to play as another character full of lives again!

Play As The Same Character  
-----

Code n' Secret #2

How To Do It: Start a game on 1 player mode, then get killed on purpose. Then, press continue when you get game over with the second controller and then pick the same character that the first player did with player two. Then, when you start the level again, press Start on the first controller and both player one and player two will be playing as the same character! Pretty nifty, eh?

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| 13. Copyright |  
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If you would like this FAQ or any of my other FAQs to be on your site, then e-mail me at [verykoolguy2002@yahoo.com](mailto:verykoolguy2002@yahoo.com). 99.9% of the time I will say yes, so go ahead and e-mail me. The one website that CANNOT use my FAQ without my permission is [www.cheatcc.com](http://www.cheatcc.com). They have ripped me off in the past, and they will never EVER be able to post ANY of my work. Also, they never kept up with my most recent versions on one of my FAQs, so I will not allow them to use any of my FAQs anymore.

|=====|  
| 14. Contact Info |  
|=====|

To contact me, e-mail me at verykoolguy2002[at]gmail[dot]com. Keep in mind that I will not bother to respond to hate mails, threats, or anything of that sort, just so you know (though common sense tells you that anyway, but I will remind you, just so that you are 100% sure what not to send me). I will not respond to spam, either. Only e-mails pertaining to this FAQ or any other FAQ I may have that is not marked version Final will be accepted and responded to. But please, read the FAQ before sending in a question.

It gets very annoying after a while to have to sit here and respond to e-mails about things that are already blatantly answered in this FAQ. So the bottom line is to read my FAQ first and if it doesn't contain the information you are looking for, then go ahead and e-mail me and I'll gladly respond (though I'll usually respond to question already answered in this FAQ anyway, just the way I am, but that doesn't mean I like those e-mails).

|=====|  
| 15. Credits |  
|=====|

Jesus Christ: The Son of God who loves me and died for me. He died for me, so that I may have eternal life and not be condemned. Thanks. :)

Nintendo: For allowing Konami to put this on their system.

Myself: For taking the time to write the guide.

CJayC: For hosting GameFAQs, the best gaming site ever, and for keeping it up and running.