

SEGA[®]

Master System[™]

ALIEN SYNDROME

Temporary Invincibility:

Collect the question mark boxes from the ships when the counter reads 272, 267, 232, 222, 171, 161, 131, or 121. When you do this, you will be invincible for a short period of time.

Extra Points:

In the ships, there are rooms with Green faces on the floor. If you kill them, you get 500 points. Eventually, they will appear again, and when they appear again, kill them and receive an additional 500 points.

ROUND 1: CALLIOPE - SQUIME BOSS

Using the fireball, aim for the red area below the creatures mouth. As he moves, you should also move. When he is at the top right portion of the screen, shoot diagonally up from the lower corner, while avoiding the fireballs he spits at you.

ROUND 2: CLIO - AARGH BOSS

Shoot at him when the back portion of his body is straight. Using the fireball take out the two gold spiralling objects first. Then, stay at the bottom of the screen and shoot up at the creature.

ROUND 3: ERATO - TACAPY BOSS

Using the fireball, aim for the eyes and the worms that come from them. You can move faster than he can, so use that to your advantage.

ROUND 4: EUTERPE - MASHER BOSS

Using the fireball, aim for his underside where the worms are released. Shoot when his front legs are open. Try moving along the outer perimeter of the screen continuously firing. He spits in sets of three, so watch out!

ROUND 5: MELPOMENE - HAGGAH BOSS

Using the fireball, aim for the spot right below his mouth. Keep firing from the bottom center of the screen. Avoid the fire that comes from his mouth and the three balls that come from the left side of his head.

ROUND 6: THALIA - MINOSAR BOSS

Using the fireball, aim for the green face. The best place to stand is either in the upper or lower right corners. He will shoot three balls at you for a while and then he will spit at you.

ROUND 7: URANIA - MR. MIMI

Using the fireball, shoot at his mouth when it's open. Avoid the spiraling objects coming from his mouth and the balls that come from his ears.

Extra Hints:

Throughout the ships there are green faces on the floors. Shoot the faces until they become white, then they will be safe to walk on.

In Round 3, watch out for the holes in the floor and be careful going along the catwalks. Try to remember where the fireball appears before entering the bosses room. If you have the fireball, when going against the bosses, it will help out greatly.