



## SPACE HARRIER II

### Stage 1 Stuna Area: Three Headed Tortoise

Avoid fireballs while moving in a circular motion. When enemy comes close, shoot at each of the heads.

### Stage 2 Fors Yard: Paranoiazum

Avoid fireballs while moving in a circular motion. Aim for the Psycho balled tentacles and when each tentacles are destroyed, shoot at the center of his face

### Stage 3 Yees Land: Blizzard

Avoid the rings while moving in a circular motion. Keep shooting at enemy until destroyed.

### Stage 4 Zero Polis: Neo-Dom

Be aware of group attacks. Move in a circular motion and shoot. when the Neo-Dom's shots disappear, stay in either of the bottom corners and shoot until destroyed.

### Bonus Stage

Jump onto the plane and shoot at everything. The more you destroy, the more points and extra lives are earned.

### Stage 5 Copper Hill: Mantichora

Shoot at the creature and his wings. When his wings vanish, continuously shoot while moving in the up direction.

### Stage 6 Fallpyram: Wizard

Move in a circular motion and continuously shoot from the center of the screen.

### Stage 7 Craddha: Medusa

Move in a circular motion while continuously shooting at her face.

### Stage 8 Monark: Neo Tmos

Fly through Neo Tmos when his body splits apart. Continuously shoot until destroyed while moving in a circular motion.

### Bonus Stage

Jump onto the plane and shoot at everything. The more you destroy, the more points and extra lives are earned.

### Stage 9 Felcold: Cragon

Continuously aim for the center of the Cragon. When he release Mini-Cragons destroy until they disappear.

### Stage 10 Hope City: Binzbean

Stay at the top of the screen. When he comes close, move to the bottom, then to the center. Continuously shoot when he opens up.

Stage 11 Hell Peak: Rock-Face

Aim for the face. When his face divides into four segments, stay at the bottom left.

Stage 12 Hot Palace: Cthugha

Avoid the rings while moving in a circular motion. Continuously shoot until destroyed.

Stage 13: Dark Harrier

Continuously shoot while moving in a circular motion. When he turns into a flame, stay in a corner and shoot.

Note: Once Stage 12 is completed, you will battle against all of the main bosses again before you reach Stage 13. Use the same techniques in defeating these bosses.