



STRIDER

Round 1 - Kazafu:

Move all the way to the right. When you get to the chasm, jump and somersault over it. Continue to the right, and when you reach the next chasm, jump in to be faced with the first boss, Strobaya.

Strobaya:

To defeat him, stand directly under the platform, and continuously swing your sword. When he jumps to the right, move right a little and continuously hit him.

After defeating him, stand under the platform, so you won't get "burned". Then, jump up twice, and continue to the right, to the peak. Once you reach the peak, wait for the flying creatures to appear, then get the container. Take out all of the flying creatures, pick up the containers they drop, then continue to the right. When you reach a dead end, swing your sword to the left, to make the wall disappear. Walk to the left, and wait for Novo to appear.

Novo:

To defeat it, duck down just to the right of the creature, and continuously swing your sword at it.

Once it explodes, move to the right, and you will fall down a ledge. While you are falling, be sure to swing the sword to the left, and take out the creature firing at you. Continue down the pathway, until it dead ends. Jump up and grab the ledge above you, then continue to the right (after you're on top of the ledge), to be faced with Urobolos.

Urobolos:

To defeat him, wait for him to appear, then jump and hit him in the head. If you miss, or he doesn't die, jump over his head to get on top of his body. Once there, continuously hit his head until he is defeated. If you have any robots with you when you face him, he will be much easier!

Round 2 - Siberia:

Move to the right and pick up the item containers. Continue right, and right before the wall closes, do the sliding attack under it (if you don't make it, either wait for your sword to return to it's normal size, or stand back from the wall, and hit it until it explodes and slide under it). Once past the wall, you will be faced with Mecha Pon.

Mecha Pon:

To defeat it, jump to the ceiling (if you have the long sword), and continuously hit him. If you don't have the long sword, stand in front of him, and swing your sword as fast as you can. Eventually, he will explode!

Once he is defeated, jump up onto the ceiling, and make your way to the right and up. Look out for the Creepers along the wall, destroy them before they do the same to you. Once you reach the top, take out any Snipers, and move to the left. When you see a teeter totter, get on top, and shoot towards the right. You will find that you can hit the containers on the spinning gears. Once you hit one, drop down to pick it up, then get back on top of the teeter totter again. Repeat this until you have gotten all the containers. Once all the containers are gone, jump up to the left, and hang from the stairs. Take them all the way to the top, then wait for a gear to come around, drop on it, then stand on top of it and immediately jump up to the ledge above you. Jump up again, and you will be on the peak of a mountain. To defeat the guy there, jump and at the last possible second, swing your sword to hit him. Don't swing too soon, because he will move, and you won't have hit him. He is actually pretty hard to beat, so keep trying. Once he is defeated, RUN down the side of the mountain (don't jump, or stop), and when you reach the bottom, jump across the chasm to the other side. Then, continue to the right, until you see a ledge that you can go up on. Memorize this area. Be careful not to get hit by lightning when the screen turns black. There's an extra life on the far left side of screen. The exit is at the top, right above one of those bird-like creatures. Stand there, and wait for a transport to appear. Jump up on the transport, take out the enemy, and pick up the container. Do this two-three more times, and it will lead you to a ship in the sky. Jump up, right next to the giant fan, and jump to the left, over the little fans (perfect timing will get you over them, with no damage). Then, when you reach the ledge that goes up and down, jump up to the ledge above you and hang there. Move to the right, and take out the gun, and wait for the Kuniang Martial Arts Thugs to attack.

Kuniang Martial Arts Thugs:

Continue hanging where you took out the gun, swinging your sword, and you will eventually take out all of the thugs (they run into your sword)!. Then, make your way to the right, and take out the door and the thug behind the door.

Round 3 - Ballog:

Move to the right, destroying the Eliminators. When you get to the top of the hill, do the sliding attack to avoid being hit by the cannon bullets. Then, hit the wall to the right, to make a hole appear. Then, drop down to the area with moving platforms, and continue down and to the right. When you see a hole in the ship, jump on the platform and take it all the way to the right. Then, take the platforms up, to the top of the screen. Look out for the laser shooters towards the top of the screen. Once at the top of the screen, jump up and you will be above the ledge, facing a bird-like creature. Kill the creature, and immediately jump up on the wall that is pushing you. Go all the way up to the top, and continue to hold up on the Control Pad. Eventually, a hole in the roof will open, allowing you to climb the wall. When the wall gets close enough to jump, jump left and right, until you reach the top. Once at the top, you will be faced with Slingshot. Kill him, and continue to the right. When you reach the wall, hit it and it will disappear, and you will be in the Chamber of Horrors. Continue to the right, and you will reach the Inversion Chamber. Avoid the grenades, while continuing to the right. At the end of the Inversion Chamber, you will climb down a hole, and be faced with Ballog's Secret Device.

Ballog's Secret Device:

To defeat this enemy, jump and get a few "free" hits in, and wait for it to suck you in. Continue hitting it, while you are orbiting around this huge creature. Eventually, it will throw you against the wall. At this time, pick up the container at the bottom of the screen, which contains a "Hi-symbol" (fills Life gauge by 1). Then, wait for the creature to come around again, and jump and hit it until it explodes. It takes approximately 14 hits to defeat. This guy takes a lot of practice, so don't give up!

Once he is defeated, drop down to the bottom of the chamber, and there will now be a hole. Run down and to the right, and at the last possible second, jump and land on the ledge. Then, jump up and hang from the bottom of the ship, and continue to the right. When you see enemies above you, get up there, destroy them, and jump on the moving platform (like the ones in Round 2), with Captain Beard on it. Destroy him, and you will have completed this round!

Round 4 - The Amazon:

Run to the right and continue to run over the bridge. Then, continue right and jump onto the vine you see. Continue all the way right, picking up as many container boxes as possible. Climb the wall on the far right, and then continue left to the platform that looks like a vine. Jump up and go all the way to the right. When you reach the down side of a mountain, run down it, and about half way down, jump onto the vine. Then, go all the way to the right, and when you reach the end of the vine, jump and somersault onto the tail of a dinosaur. Walk to the right on the dino's back, and when you reach his head, jump and somersault to the next dinosaur. Walk about half way across the dinosaur, and it will disappear, and you will be faced with Lago.

Lago:

To defeat Lago, stand right in front of him. Right before he spikes you, jump and hit him in the head. Do this two times, and he should be finished.

Round 5 - The Third Moon:

Start off by killing the bird-like creature. Continue all the way right, killing everything. When you see white vines, take out the creatures and continue right. Eventually, jump and grab the ceiling and you will turn upside down. Continue right, and take out the spiders. Walk on the spear, and jump and grab the ceiling. Then, avoid the spears coming from the ceiling, while moving right. When you reach the end of the ceiling, you will be faced with Ballog (Part 2).

Ballog (Part 2):

Basically, use the same technique as you did with the first Ballog. It might be a good idea to walk around the perimeter, and take out the spiders first. Then, go after Ballog. It takes 20-25 shots to destroy.

Once destroyed, drop down the hole (where the container was before), and hold right on the Control Pad. You will land on a ledge, with a container on it. Pick up the container and walk to the left. Drop down and pick up the long sword container. Stand with Hiryu's left foot on the first grey pillar, duck down and continuously shoot at Nono II. Continue to the right, taking out the bird-like creatures. Then, you will be faced with a creature like the one in round 2 (at the top of the mountains). Take him out as quickly as possible, then continue right. Take out the bird-like creature, and continue right. You will then be faced with a dinosaur, and Mecha Pon (Part II).

Mecha Pon (Part 2):

Rush him, while constantly swinging your sword at him. He will hit you every once in a while, so the faster you destroy him, the less damage he will inflict. Ignore the dinosaur!

Once they are destroyed, there will be a lightning bolt over you. Be sure to pick up the long sword to the right, then wait for Lago (Part II) to appear.

Lago (Part 2):

To destroy Lago (Part 2), jump and hit him in the front or the back of the head until he disappears.

Once he is defeated, another lightning bolt will appear. Wait for Urobolos to appear. When he appears, jump on his back, and take him for a ride! The more you jump around on him, the less you will fall. When he turns around on himself, jump and grab the portion of his body above you to stop from falling. This can sometimes be tricky, so keep practicing! Once you reach the second ledge with a red spike, kill Urobolos with carefully placed blows to the head. Then, you will be ready to face the final boss, Grand Master Meio.

Grand Master Meio:

To defeat him, jump up and go to the left. You will find a long sword in a container box there. Duck down, and with the long sword, swing at him. He will hit you a few times, but if you are fast with the buttons, you will defeat him, before he hits you.