

SEGA OF AMERICA

573 Forbes Blvd., P.O.Box 2167, So. San Francisco, CA. 94080 800-USA-SEGA

HELPFUL HINTS: ALIEN SYNDROME

Throughout all the ships there are green faces flush with the floors. Shoot the face until it turns white. When the faces are green they spit deadly balls at you, but you can pass over them when they are white.

Round One - Calliope: Squime Boss - Using the Fire Ball (FE) aim for the red portion below the creature's mouth, then shoot towards his face. As Squime moves, you should move also. When he is at the top right portion of the screen, shoot diagonally from the bottom. Squime's bullets come in sets of three, you are able to fit between these shots, so use this to your advantage. His pattern of shots are six balls, then he spits fire, he keeps repeating this sequence.

Round Two - Clio: Aargh Boss - Shoot at Aargh when the back portion of his body is straight, not when he is crunched up. The Fire Ball is a must in this round. When you first start out, watch for the two gold spiralling objects that are to the left and right of Aargh. Take these out quickly, you can be sure, these guys will return! Stay at the bottom of the screen and shoot up towards the creature. He will shoot in sets of three, as he shoots they come from the front as well as from the left side.

Round Three - Erato: Tacapy Boss - Once again, be sure to have your Fire Ball. His weakness is his blue eyes. Aim for his eyes and for the worms that come from them. You are able to move faster than Tacapy, so use this to your advantage. Just keep moving all around him and aim for his eyes.

When you are on the ship watch out for the holes in the floor and be careful going along the catwalks, one false move and you are dead! Pattern off the ship one section at a time. Remember where the FE appears before you enter the Boss Door. Go into each section systematically, this way you will not miss any of the hostages.

Round Four - Euterpe: Masher Boss - His weakness is his underside, where the worms are released. Shoot using the Fire Ball when his two front legs are open. When his legs are open he spits in sets of three, so be careful. Your best strategy is to move along the outer perimeter of the screen and keep firing. You can be sure he will come after you, keep firing.

Round Five - Melpomene: Haggah Boss - His weakness lies, below his mouth. His mouth looks like a vertical slit. Keep firing from the bottom center of the screen, at his mouth, using your Fire Ball. He fires from his mouth and from his left side. He shoots fire from his mouth, and from his side he shoots balls in sets of three.

Round Six - Thalia: Minosar Boss - Aim at his green face, using the Fire Ball. He shoots three balls for awhile, then stretches his neck out and spits at you. A good place to be is at the bottom or top right corners of the screen. Just keep firing at his green face.

When you have taken care of Minosar, you will only have a few seconds before you're faced with round seven. There are no hostages to rescue in this round, just an ugly boss to tackle, so get ready!

Round Seven - Urania: Mr. MiMi's weakness is his mouth. Shoot at the mouth when it is open. His mouth fires three spiralling objects and the ears shoot two balls. The shots keep alternating from ears to mouth. His ears are very special, they have eyes inside as well as weapons and are able to stretch around. Don't think he is easy, because his eyes are closed, this guy is really equipped!

