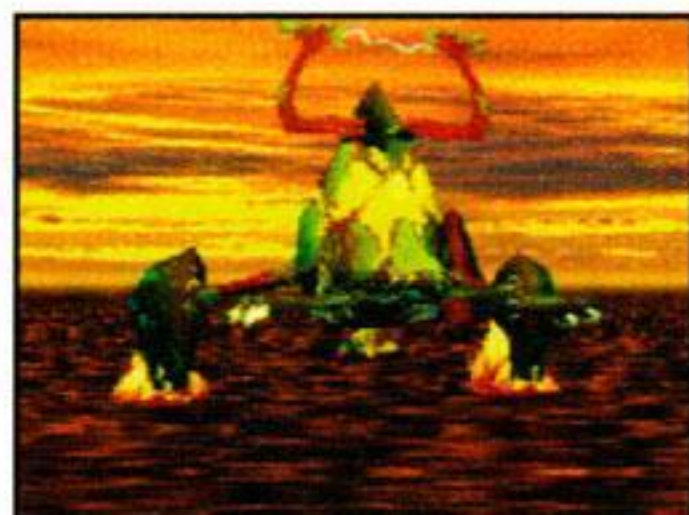
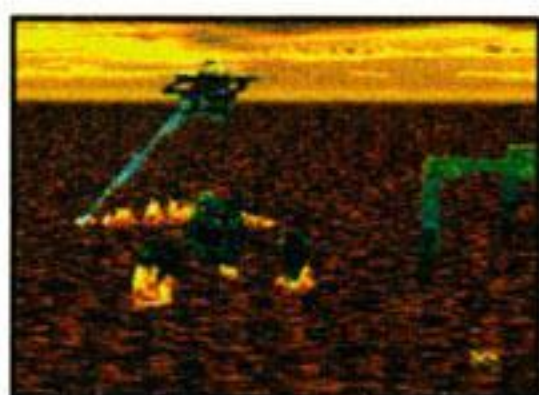


## BOSS: STATIC CONDUCTOR

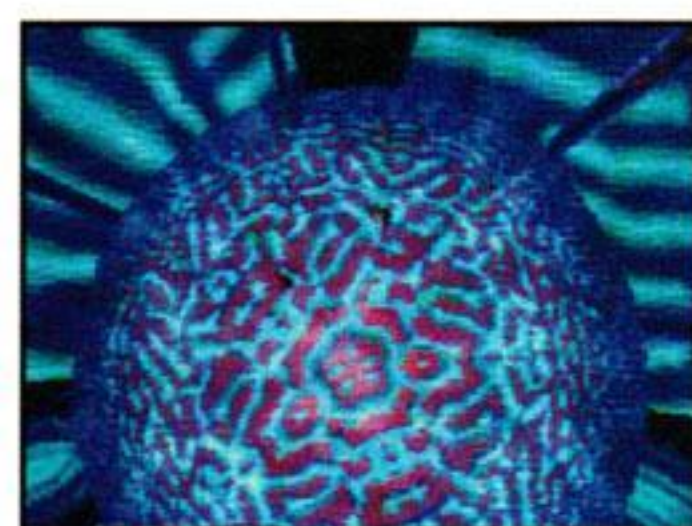
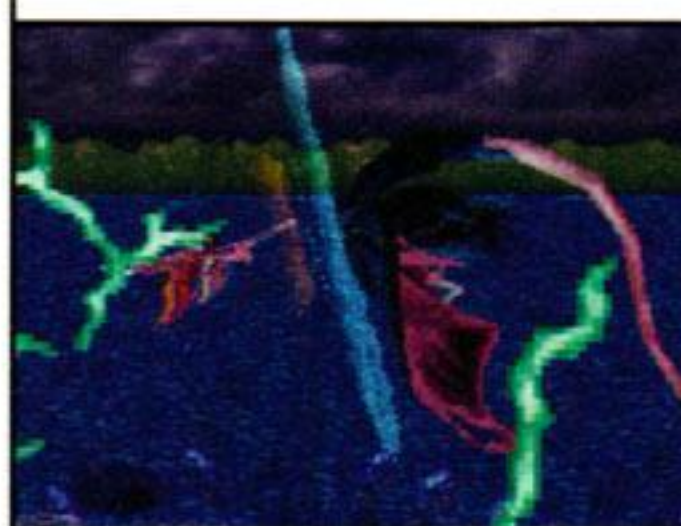
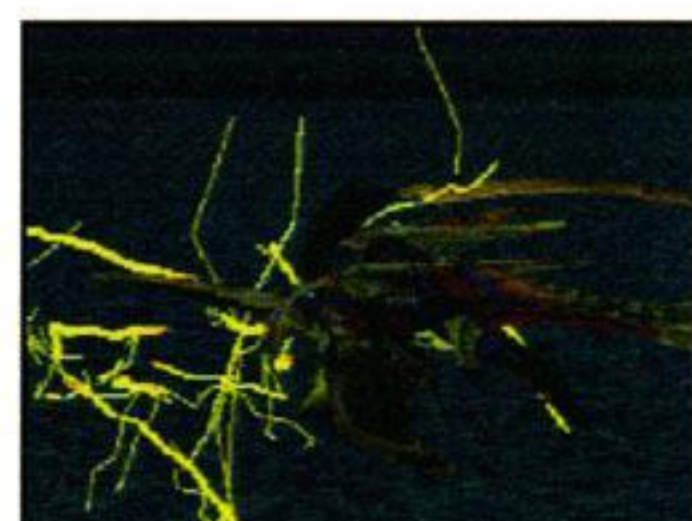
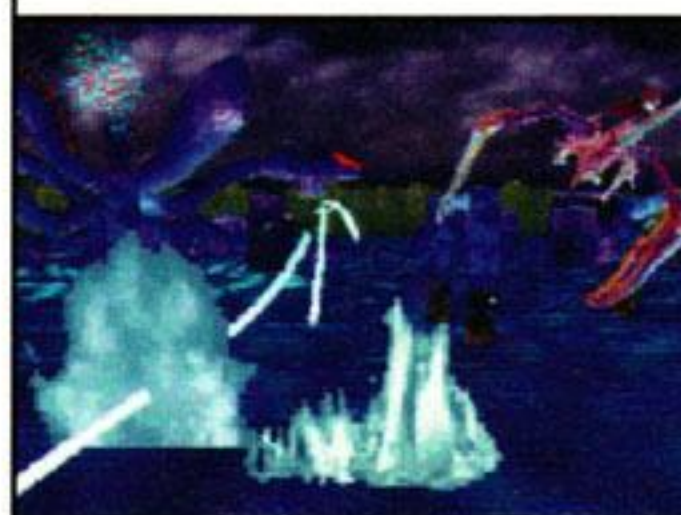
One of the toughest bosses you'll have encountered to date, this monster conducts massive amounts of electricity. His aim is simply to immobilise you and then let you have it with 20,000 volts! Suffice to say that a huuge amount of damage is inflicted every time this guy gets in a massive electric strikes on you. You can't really avoid his immobilising bolts... but what you can do is get frozen in front of his weak spot, fire up a shield and then just concentrate your fire. Sounds easy eh? Nope! This boss is so utterly hard it defies belief.

You can't help but get hit by this boss's immobilisation ray. The key is to choose the spot where you get frozen... and then let rip!



## RETURN OF THE DARK RIDER

Azel's back atop her enormous dragoon which somehow manages to look even nastier than it did last time. That's probably because it is. Luckily, despite a vastly more powerful berserker attack and extra lasers built into its flanks, the same tactics used last time (with some small variations) work pretty well this time. Once defeated, the two dragoons square off and prepare for ramming speed. Just before their two heads collide, a strange mystical energy is given off, resulting in an enormous bang... this sends both riders falling down into the abyss!



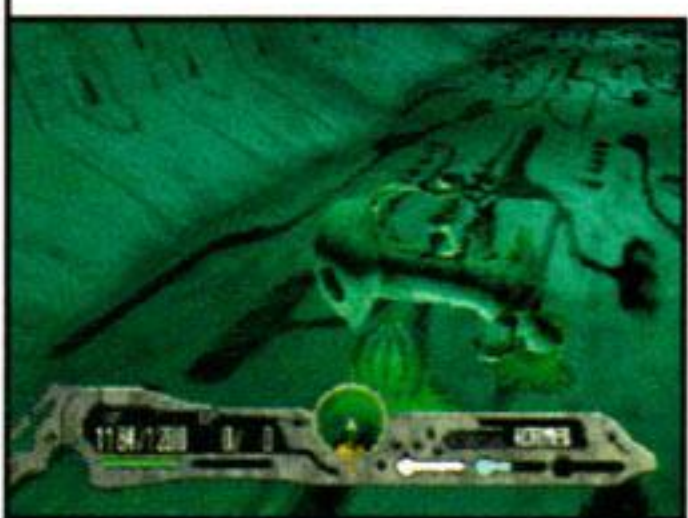
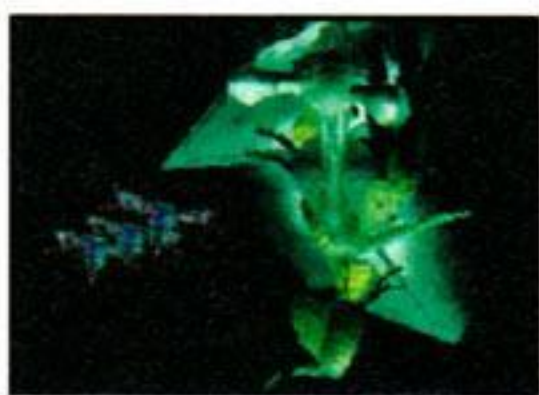
## THE CAVE SYSTEM

Our hero and Azel awake in a dark, dank cave. Yes, the sworn enemies need to work together to beat this latest challenge - only teamwork can take both riders from the depths and back into the real world! Luckily, a bizarre scooter style object is found in the cave with them allowing access into the depths of the underworld cave system.

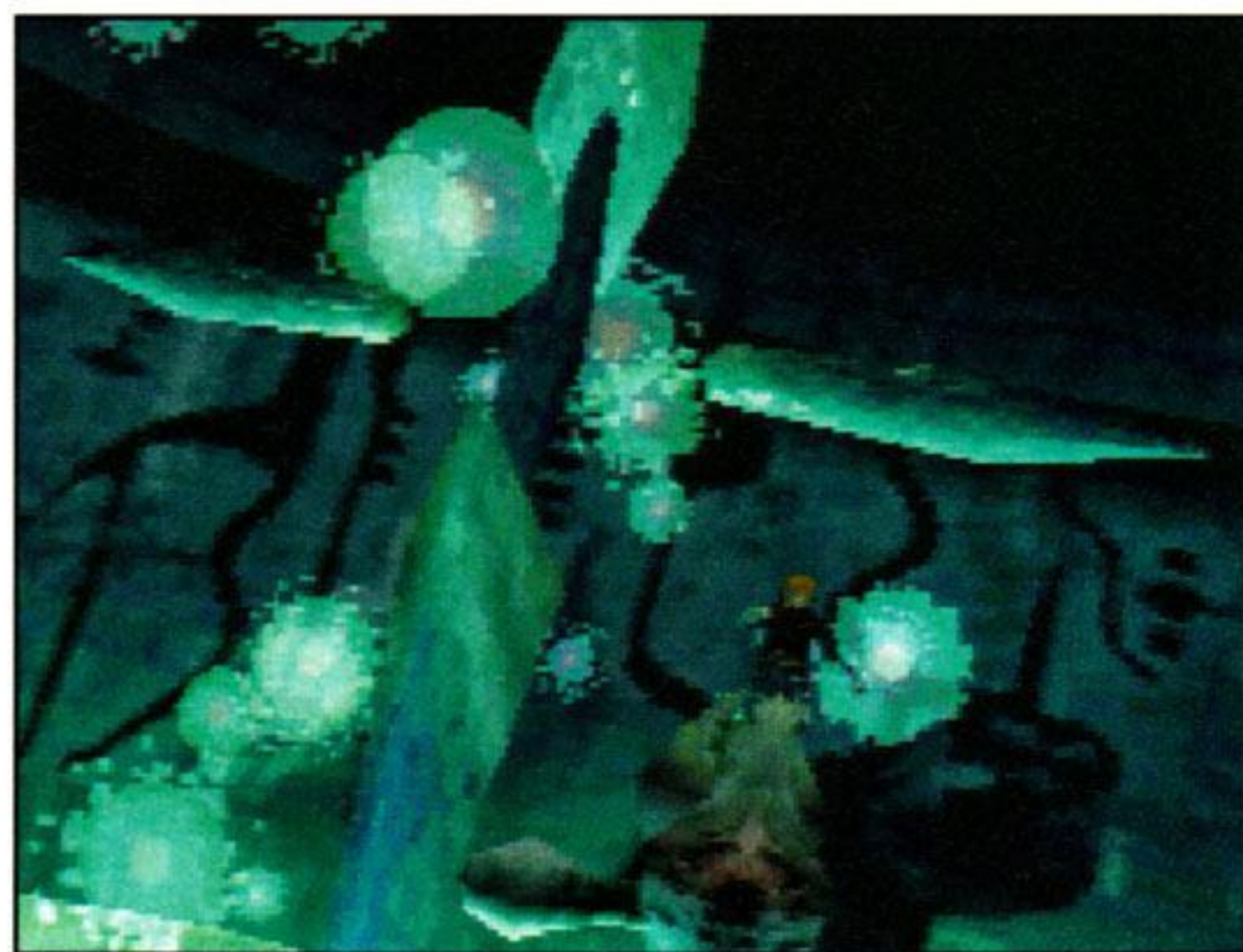
Of course, the primary aim here is to locate the exit that takes you out of here, reuniting you with your faithful dragoon... but this task in itself is fairly daunting. There are at least five different main stages to the cave system, packed to the walls with creatures that leap out to ambush you. These meanies are tough: some are vulnerable to your cannons, some to your lock-on lasers. The catch is that if you hit them with the wrong weapon, they grow stronger! And then there are the shot-

The key to this stage is an enormous green room, inhabited by a ceiling-dwelling boss... If you can figure out how to defeat it, the level is yours!

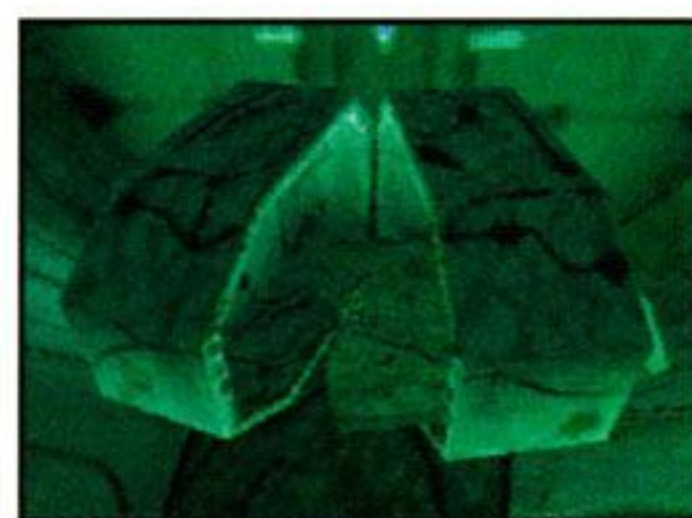
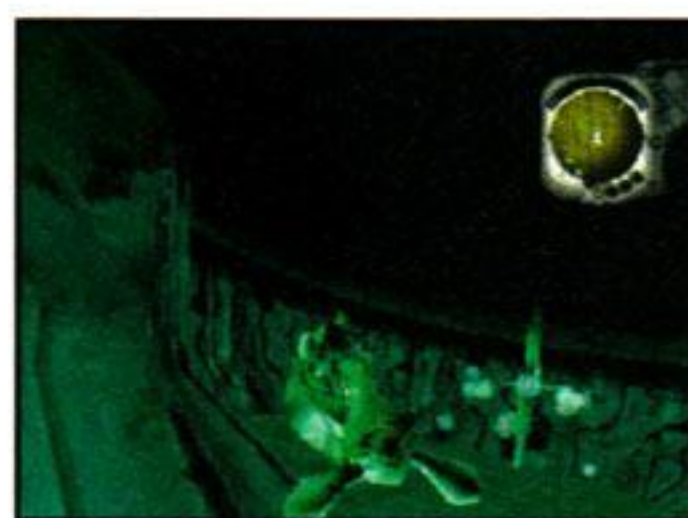
The key to this level is exploration. Find every last room and raid them mercilessly for the power-ups you need!



Eggs, fire-spitting flowers, insects and flies infest the cave system.



▲ Setting these enormous dynamos into action opens the doors.



The pic (right) shows one of the lifts that transports you between levels.