

before it explodes. This last part is done by rocketing up to one of the top screens and escaping off the top into space.

In writing this guide I utilized the maps by ReyVGM on GameFAQs. These maps can also be accessed in-game, but his are more useful in that he labels what is in each door. Many doors on the planets contain power-ups of one variety or another. While useful, these are not generally required to complete a planet. I have provided crude ASCII versions of them in this guide as well to aid anyone trying to make their way through.

```
_____
| Zorbaria | _____
| _____
|
| ][ ][ ][W][ ][ ][ ][ ] D - Door
| ][ ][ ][D][ ][D][ ][D] W - White Crystal
| ][ ][ ][ ][ ][ ][ ][D] U - Blue Crystal
|D][ ][ ][ ][ ][ ][ ][ ] R - Red Crystal
| ][ ][ ][ ][ ][ ][ ][ ] B - Boss (Shadow)
| ][D][ ][D][B][U][ ][R]
|D][ ][D][ ][ ][D][ ][D]
| ][ ][ ][ ][ ][ ][ ][ ][ ]
```

This is the leftmost planet on the screen and is the easiest. There are a couple of ways to approach this, but the quickest I found is to fly four screens to the right. Drop down until you have to go left, do so, then drop down until you see the floor and an opening below. Go left here instead of through the opening, then go up to the top left opening. Enter the cave here to face the boss.

Shadow, the boss, will send knives at you from its sides, but if you plant your bombs quick enough to hit him he will be momentarily stunned after each hit. Use this time to place another bomb and keep him in a loop until he dies.

With the boss defeated, fly back out and up to the atmosphere the same way you came down before the timer counts down.

```
_____
| Furekisd | _____
| _____
|
| ][D][ ][ ][ ][D][ ][D] D - Door
|D][ ][D][D][E][ ][ ][ ] E - Ear Muffs
| ][ ][ ][ ][ ][D][D][D] S - Swim Fins
|S][ ][D][ ][ ][ ][ ][ ] B - Boss (Faiarekkusu)
| ][ ][ ][ ][ ][D][ ][ ]
|D][ ][ ][B][ ][ ][ ][ ]
| ][D][ ][ ][ ][ ][ ][ ]
|D][ ][ ][ ][ ][ ][D][D]
```

This is the red top-left planet. This planet has a lot of doors and almost all of them don't seem to serve any purpose but to confuse you. The swim fins might be required later on for the planet Aquanet, but I'm not totally sure. It might be easier to grab them just in case.

To get to the boss, you need to get all the way over to the left side and drop all the way to the bottom. There is a tiny path you can move through here to the boss door. It is the only way to get to the boss.

Faiarekkusu, a red fire worm boss, spends the entire battle running back and forth along the top of the screen shooting single fireballs down at you. You can shoot him as he passes from the bottom of the screen and move out of the way of his fireballs if he sends one in your path.

[D][][D][D][][][][]
[][][][D][D][D][][D]
[][D][D][][D][][][B]
[][D][C][D][][D][][]

This machine planet appears once all six previous planets are destroyed. That spot marked credits will show you a staff roll. Interestingly you won't see one when you beat the game normally.

From the second screen from the far right, drop down three screens. You will see an opening to the left. Take it, then drop down two more screens. (There is kind of a hodge podge of paths here, so make sure you go the right number of screens down.) Take a right at this point and drop all the way to the bottom. Go right one more screen (placing you along the far right wall) and go up a screen to find the final boss room.

De Gaulle is marginally unique in that he will teleport to a spot in the room and fire shots horizontally from himself. This actually makes him easier than many of the previous bosses. Hit him when he appears.

Escape back the way you came. When you reach the surface, the planet will explode and you will see "The End" superimposed over the Earth.

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