

Shock Troopers FAQ Version 0.1
Shock Troopers for Neo-Geo/Arcade

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When Made: 11/06/99 10:05 PM PT
Last Updated: 11/06/99 10:05 PM PT
Document Information: 21 K (21, 794) bytes
Designed for, at least, IE 3 or NN 3 at 640x480
Resolution and Courier New font enabled
21, 794 characters (letters, numbers, etc.)

Shock Troopers was...
Created by: Saurus
Licensed by: SNK
Published by: SNK(?)
Released: 1997

Okay, if you have any comments, questions, corrections, or any other things you can add to this, E-mail them to <LB Dan GC@aol.com>

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Version 0.1:
First version

Part 2: What's Shock Troopers (General Details about Shock Troopers)

Shock Troopers is an action game that is really fun. There are six stages, and three different routes to choose from. There are a lot of Power Boost Items to aid you in your mission to stop Bloody Scorpion. With different things to choose from, this is a great game. Try it out for yourself.

Part 3: Legend

Controls:

UL	U	UR	Up-Left	Up	Up-Right		
	\				/		
L	--	N	--	R	Left	Neutral	Right
	/		\				
DL	D	DR	Down-Left	Down	Down-Right		

Button Setup:

A B C D

Part 4: Basics

Modes:

Lonely Wolf:

You only choose one character.

Team Battle Mode:

You get to choose three characters and switch between them. They all share the same life bar, but each have their own individual Special Attacks. But the number of Special Attacks each character has is five less than if you played on Lonely Wolf, it's still much more than if you played on Lonely Wolf though.

Controls:

Movement:

Just use the joystick or D-Pad to move up, left, down, or right

Close Range Attack:

When close to an enemy, push the A button. If they die by a Close Range Attack, you will get a random Power Boost Item (usually a Blue Diamond).

Long Range Attack:

Just push the A button when not close to the enemy and you will shoot.

Evasive Maneuver (roll, crouch, or jump):

Push B button (can use direction+B to roll in a certain direction). If you are on land as a pedestrian, you will roll; if you're climbing a ladder, then you will jump; if you're on a motorcycle, then you will crouch.

Use Special Attack:

Push C button

Switch Characters (if playing on Team Battle Mode):

Push D button

Strafe:

Hold A and move around, the direction you were facing when holding A is the direction you'll stay in if you keep holding A. While strafing, the B and C buttons are operational.

Part 5: The Characters

5.1: Jackal

<u>Name</u>	<u>What it is</u>
Character Name	Jackal
Close Range Attack	Knife
Long Range Attack	Standard M-16
Special Attack	Grenade

5.2: Milky

<u>Name</u>	<u>What it is</u>
Character Name	Milky

Close Range Attack	Handgun
Long Range Attack	Standard M-16
Special Attack	Pipe Bomb(?)

5.3: Loki

<u>Name</u>	<u>What it is</u>
Character Name	Loki
Close Range Attack	Knife
Long Range Attack	Standard M-16
Special Attack	Grenade Launcher

5.4: Southern Cross

<u>Name</u>	<u>What it is</u>
Character Name	Southern Cross
Close Range Attack	Punch
Long Range Attack	Double barrel M-16
Special Attack	Boomerang (explodes upon contact)

5.5: Marie Bee

<u>Name</u>	<u>What it is</u>
Character Name	Marie Bee
Close Range Attack	Knife
Long Range Attack	Standard M-16
Special Attack	Rocket Launcher

5.6: Rio

<u>Name</u>	<u>What it is</u>
Character Name	Rio
Close Range Attack	Smashing Fist
Long Range Attack	Standard M-16
Special Attack	Bow and Arrow

5.7: Maru

<u>Name</u>	<u>What it is</u>
Character Name	Maru
Close Range Attack	Knife
Long Range Attack	Double barrel M-16
Special Attack	Poison Gas

5.8: Big Mama

<u>Name</u>	<u>What it is</u>
Character Name	Big Mama
Close Range Attack	Punch
Long Range Attack	Double barrel M-16
Special Attack	Rocket Launcher

Part 6: (Mini-) Bosses

6.1: Jungle Route

Stage 1 Mini-Boss: Helicopter and Tanks

One tank appears at opposite sides of the screen. They just shoot at you, then a helicopter appears and only shoots using its main gun. Destroy the tanks first, then the helicopter, it's much easier.

Stage 1 Boss: Tank

The Tank is actually really easy. It shoots quite a lot, but the bullets are slow. It also charges up once in a while and shoots. To dodge the shooting, just roll around and shoot him. No need to use a lot of Special Attacks, unless you want to. It can shoot missiles into the air from the back.

Stage 2 Mini-Boss: Jungle Tank

Well, there are five guns on this tank and they all shoot the small, slow, blinking bullets. After losing a certain amount of power, it will start shooting concentrated balls that break apart into four stars in different directions once it comes in contact with the ground.

Stage 2 Boss: Tank

This tank shoots the slow, blinking bullets, but it charges up and shoots either in a straight line method. For the charging up, it shoots either one or three fireballs. This one shoots the concentrated

balls that break apart in four stars.

When the drivers pops his head out of the tank and goes back in, that means he'll shoot missiles. He can also throw pipe bombs.

Stage 3 Mini-Boss: Two

Well, this boss consists of two guys. They each do the same things: claw swipes, shoot slow Heavy machine guns, jump then land spinning on their claws, jump on opposite sides of the screen and one dashes forward with a claw swipe or they both run to the opposite side of the screen. They are really quick and tough.

Stage 3 Boss: Tank

This tank shoots the slow, blinking bullets, but it charges up and shoots either in a straight line method. For the charging up, it shoots either one or three fireballs. This one shoots the concentrated balls that break apart in four stars. This tank can also shoot missiles into the air from its back.

When the drivers pops his head out of the tank and goes back in, that means he'll shoot missiles. He can also throw Poison Gas cans.

After the tank is destroyed, you will fight the tank driver. The driver has a machine gun that shoots slow bullets. Enemy soldiers will also come to aid this tank driver. He also throws three pipe bombs one after another. If the guy cocks the rifle, then that means the next time he shoots, he will shoot in a wide area. He will sometimes throw three pipe bombs simultaneously.

Stage 4 Boss: Helicopter

It starts out using it's main gun shooting a few rounds at you. Just keep moving (strafe) and shoot at it. Eventually, it starts shooting bullets and missiles from it's other guns, as well as shooting you from its main gun. Keep rolling around when it shoots the extra bullets and missiles until it clears a little and keep shooting. Use some of your Special Attacks when it starts this to make it faster.

After the driver is exposed, he will start throwing pipe bombs at you.

Stage 5 Boss: Bulldozer

It's like a bulldozer, but it has a wall of spikes in front of it. Actually, it isn't a bulldozer, but it's one of those big machines that they use to put boxes on it, then it can raise it up in order to put it on a high shelf or something like that. Well, whatever.

If you touch the spikes, you get hurt (duh). It shoots different concentrated balls that when it comes into contact with the ground, it breaks apart into four small stars made up of six triangles. After losing a certain amount of power, the machine will use its Vulcan at the side to shoot. It can also charge back, then charge forward, shooting missiles from behind the machine. It also moves forward slowly and shoots missiles. After the machine is destroyed, you will fight the driver.

The driver shoots big, slow bullets. He will sometimes roll on the ground and shoot at the same time. He also throws three pipe bombs one after another. If the guy cocks the rifle, then that means the next time he shoots, he will shoot in a wide area. He will sometimes throw three pipe bombs simultaneously.

6.2: Mountain Route

Stage 1 Boss: Tank

The Tank is actually really easy. It shoots quite a lot, but the bullets are slow. It also charges up once in a while and shoots. To dodge the shooting, just roll around and shoot him. No need to use a lot of Special Attacks, unless you want to.

Stage 2 Boss: Helicopter

Actually harder than the Tank. First, it starts out using it's main gun shooting a few rounds at you. Just keep moving (strafe) and shoot at it. Eventually, it starts shooting bullets and missiles from it's other guns, as well as shooting you from its main gun. Keep rolling around when it shoots the extra bullets and missiles until it clears a little and keep shooting. Use some of your Special Attacks when it starts this to make it faster.

Stage 3 Boss: Bulldozer

It's like a bulldozer, but it has a wall of spikes in front of it. Actually, it isn't a bulldozer, but it's one of those big machines that they use to put boxes on it, then it can raise it up in order to put it on a high shelf or something like that. Well, whatever.

If you touch the spikes, you get hurt (duh). It shoots different concentrated balls that when it comes into contact with the ground, it breaks apart into four small stars made up of six triangles. After losing a certain amount of power, the machine will use its Vulcan at the side to shoot. It can also charge back, then charge forward, shooting missiles from behind the machine. It also moves forward slowly and shoots missiles. After the machine is destroyed, you will fight the driver.

The driver has a machine gun that shoots slow bullets. He also throws three pipe bombs one after another. If the guy cocks the rifle, then that means the next time he shoots, he will shoot in a wide area. He will

sometimes throw three pipe bombs simultaneously.

Stage 4 Boss: Helicopter

It's the same as in Stage 2, except this one's faster in shooting and control. This one is also stronger, and the driver sometimes throws pipe bombs at you once he's exposed to the air.

Stage 5 Boss: Tank

It's the same as in Stage 1, except this one's faster, stronger, and deadlier. It still shoots the slow bullets, but it charges up and shoots either in a three-way or straight line method. For the charging up, it shoots fireballs. This one also shoots the concentrated balls that the boss in Stage 3 does.

When the drivers pops his head out of the tank and goes back in, that means he'll shoot missiles. At this point, he will throw poison gas cans and use the flame thrower that in the front area of the tank.

After destroying the tank, you will fight the driver of the tank. Four enemy soldiers drop down to join the tank driver. The driver is similar to the one you fought in Stage 3. He does everything the driver in Stage 3 does and then some more. The driver will shoot using his gun. He shoots big, slow bullets. He will sometimes roll on the ground and shoot at the same time. Enemy soldiers will come from time to time to aid the driver.

Stage 6 Boss: Bloody Scorpion Leader

Well, he starts out shooting a ton of fireballs. He also points his rocket launcher to the sky and shoots, rockets rain down. He fights physically with either his bare fists or sword, and he is really quick when he attacks like this.

When he's critical, he becomes faster.

6.3: Valley Route

Stage 1 Boss: Airplane

This thing is actually those airplanes that can travel on water. It's main gun shoots a pretty big, slow bullet. It's side guns shoot the blinking slow bullets. From time to time, this thing will retreat and drop enemy soldiers on the boat you're on. It will also retreat and drop missiles that explode upon contact.

Stage 2 Boss: Tank

It's the same tank as in Stage 5 of the Mountain Route, except this battle is in side view, so you don't have as much room to dodge the stuff. Also, you don't fight the driver after you destroy the tank and there is no flame thrower. And to add on to that, the driver doesn't shoot a three way spread shot of the fireballs.

Stage 3 Boss: Tank Driver

It's similar to the driver in Stage 3 of the Mountain Route. But this guy is different. When this guy cocks the gun and moves to the top left or top right of the screen, he shoots one bullet of the Heavy machine gun, moves some, then shoots another Heavy machine gun bullet, and keeps doing that (only shoots five times per crossing of screen). If he stays in one place after cocking the rifle, then he'll shoot in a spreading fashion of the regular bullets. He throws three pipe bombs either individually or simultaneously. He also goes to the other side of the screen and starts his stuff over there.

Stage 4 Boss: Tank

Almost exactly like the Tank in Stage 5 of the Mountain Route, except this Tank doesn't have a Flame Thrower.

Stage 5 Mini-boss: Two

Well, this boss consists of two guys. They each do the same things: claw swipes, shoot slow Heavy machine guns, jump then land spinning on their claws, jump on opposite sides of the screen and one dashes forward with a claw swipe or they both run to the opposite side of the screen. They are really quick and tough.

Stage 5 Boss: Tank

Almost exactly like the Stage 5 Tank of the Mountain Route, except this one can has two places where the flame thrower is at and the driver also throws lightning squares that become residual upon contact with the ground.

After destroying the Tank, you fight the tank driver. The tank driver is exactly like the one in Stage 5 of the Mountain Route, except for the fact that soldiers don't drop down to aid the tank driver, this guy shoots more bullets, and rolls and shoots in any direction he wants to.

Stage 6 Boss: Bloody Scorpion Leader

Well, he starts out shooting a ton of fireballs. He also points his rocket launcher to the sky and shoots, rockets rain down. He fights physically with either his bare fists or sword, and he is really quick when he attacks like this.

When he's critical, he becomes faster.

6.4: Route Change

Stage 4 Boss: Driver

Exactly like the Stage 3 Tank Driver of the Valley Route, except that when it shoots the Heavy Machine Gun bullets, the platform it's on is shorter so it still shoots five, but it shoots three then two, and he doesn't hop to the other side of the screen.

Part 7: Power Boost Items

Food:

Restores Life

Life boxes:

Restores Life

Red Diamond:

Destroys everything on screen

Yellow Diamond:

Makes you invincible for a short time

Heavy:

Heavy Machine Gun

Vulcan:

Similar to Heavy Machine Gun, except it's three shots per button push

Flame:

Flame Thrower

3 Way:

Three Way Spreadshot Gun

Buster:

Shoots a speeding flame

Rocket:

Rocket Launcher

Missile:

Missile Launcher

Hyper:

Similar to the Shotgun in the Metal Slug series

Bomb:

Restore all used Special Attacks for character who got the item

Blue Diamond:

Points

Part 8: Secrets

Haven't found any yet.

Part 9: Basic Strategies and Tips

Well, you should use the evasive maneuver a lot, especially when in dire need (tons of firing on the screen or if the character you are using is slow and you need to dodge something). Strafe when against a single enemy boss (such as the helicopter). You should play on Team Battle Mode if you want a lot of Special Attacks. When you fight against a boss, use all your Special Attacks if you want to get rid of them quickly and you don't have a Power Boost weapon item.

If you play safely, you can beat this game on a few credits, if not one only.

Part 10: Frequently Asked Questions

None yet.

Part 11: Special Thanks

Saurus:

Developing the game

SNK:

Publishing the game

Part 12: Author Information

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