

Shock Troopers: 2nd Squad FAQ Version 0.1
Shock Troopers: 2nd Squad for Neo-Geo/Arcade

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This FAQ can be found at:

GameFAQs www.gamefaqs.com

Part 1: Updates

Version 0.1:
First version

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

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

Pedestrian Controls:

Movement:

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

Defensive Arm Attack (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).

Gun Attack:

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

Jump:

Push C Button. The Jump can be used to dodge gunfire and to jump into a vehicle.

Weapon Attack (Bomb):

Push B 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.

Vehicle Controls:

Movement:

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

Shot Attack:

Just push the A button when not close to the enemy and you'll shoot

Attack Force (in a machine only):

Hold A until it reaches a level and let go

Bail (out of vehicle):

Push C button

Shock Attack:

Push A+B buttons

Part 5: The Characters

5.1: Lion Heart Leon

<u>Name</u>	<u>What it is</u>
Character Name	Leon
Speed	-
Attack	----
Defense	----
Evasion	-
Gun	Spread Shot
Weapon	Power Napalm
Defensive Arm	Combat Knife

When you use his Weapon (bomb attack), all gunfire on the screen is eliminated even though the gunfire doesn't even touch the napalm. It's something to think about.

5.2: Ceramic Arms Angel

<u>Name</u>	<u>What it is</u>
Character Name	Angel
Speed	--
Attack	---
Defense	--

Evasion ---
Gun Front Shot
Weapon Wide Napalm
Defensive Arm Tear Gas

5.3: Lightning Eyes Lulu

Name	What it is
Character Name	Lulu
Speed	----
Attack	-
Defense	-
Evasion	---
Gun	Wide Shot
Weapon	Normal Bomb
Defensive Arm	Revolver

5.4: Ice Brain Toy

Name	What it is
Character Name	Toy
Speed	---
Attack	--
Defense	---
Evasion	--
Gun	Laser Shot
Weapon	Sonic Bomb
Defensive Arm	Stun Gun

The Weapon (bomb attack) makes him invincible while he's doing it (including the bomb), but it only surrounds him.

Part 6: (Mini-) Bosses

Mission 1: Diesel Truck

There are two points to shoot the truck, the driver area and the cargo area. Enemy soldiers will come out from two points in the cargo area until the parts are destroyed. Once the cargo area is destroyed, there will be three targets to replace the one target of the cargo area: each of the new targets can shoot you. It's easy to destroy them. Once the new targets are destroyed and the driver area is left, then it will start shooting bullets that are similar to the Charged Round Gun bullets. Stay as far away as you can while it is shooting those bullets while strafing.

6.1: Austin Air Base

Mission 2: Stealth Bomber

There are four targets to shoot. Two in the center, one at each side. The ones at each side shoot missiles, while there are two machine guns that pop out at each side of the targets in the center and shoot slow, blinking bullets; once those are destroyed, it starts shooting the same bullets from two different locations on the ship, near the targets at each side of the ship. Also, it shoots blue bullets in a spread fashion from the center. The ship will fly up, then rush forward (won't hurt you), then fly back dropping bombs in the area. The ship also flies up, then moves forward slowly shooting a lightning beam from the center of the plane.

Once it becomes critical, it starts shooting the lightning beam in a regular fashion while in normal position. The blue bullets shot from the center continuously shoots, and it starts at two points, then spreads separately.

Mission 3: Train

There are four targets to shoot: O
 O
 O
 O

The "O" represents a target. The targets will be labeled as follows:

1
2
3
4

Above target 3 there is a missile launcher that rises then shoots the missiles at your character.

Above target 4 there is a gun that pops out that consists of three barrels. It shoots three shots simultaneously. At the same time this gun pops out, two circular things pop out from the top of the train and shoot blinking bullets in a spreading fashion.

It switches between the two things described in both paragraphs. After you destroy this part of the train, you will have to destroy another

part. The four targets to shoot are: O O
O
O

Each "O" represents a target. I will label the targets as followed:
1 2
3
4

Two single barrel guns that shoot blinking bullets will pop out (one between targets 1 and 3, the other between targets 3 and 4). They will just shoot at you.

A double barrel gun pops out near target four and shoots two lasers simultaneously a few times.

Four things will pop out (one at target 1, 2, 4, and to the right of target 4). Each thing is a gun and shoots one quick bullet at a time.

A missile launcher will pop out from the top of the tank that shoots missiles and a laser beam.

It switches between the four things in order. Once this part of the train is destroyed, you will have to destroy another part. The four targets to shoot are: O
O O
O

Each "O" represents a target. I'll label the targets as the following: 1
2 3
4

A double barrel gun will pop out near target two that shoots two blinking bullets each time it shoots, and it shoots in a spreading fashion.

A missile launcher pops out below target two that shoots a few large, fast missiles into the air that will come crashing down on you if you don't move out of the way.

A missile launcher pops out from the back of the train and moves to target 4. It shoots a line of missiles that cover the whole screen vertically and move left slowly.

A flame thrower pops out between targets 1 and 3. It shoots flames (not a stream of flame) at you.

A missile launcher pops out at target 1. It shoots a few very small and quick missiles.

The tank switches between all five things. This is the last part of the train.

Mission 4: DIO International Corp. Building

Well, the whole building is the target, and there are targets all over it. There are four bushes, when they pop out of the ground, they will shoot three blinking bullets simultaneously in a spread fashion. From two different points on the building, blue Round bullets will be shot. Near the center of the building, blinking bullets will be shot. After that, green oval-shaped bullets will be shot in a circular fashion. At each side of the building, huge missiles will be shot. There will also be two guns at each side of the center of the building that pop out and shoot three bullets simultaneously in a spreading fashion.

Once the shield of the center is destroyed, then there will be a giant gun that shoots lightning beams (one really huge one and small ones that are by-products). The giant gun is the main target and once it is destroyed, the whole building is destroyed. You will have to jump around on this boss.

Final Mission: Rocket

There are a lot of targets: there are cargo boxes (or whatever they are) that are all over the machine (except the part where the boss is) and the lift where the boss is on that comes down from time to time.

The the whole thing rotates and each thing has individual power. Each time the thing stops and there is no lift, the cargo boxes will open up and will shoot either missiles, lots of bullets, laser beams, Round bullets, sparks of lightning, flames (not a stream of flame), or other stuff. Each box is set to do its own thing.

When the lift comes down, you can shoot the DIO leader. He will either pull the lift you're on closer, throw pipe bombs, or shoot with both of his guns. Once a cargo box is destroyed, a flying machine will come out of it and that machine shoots green lasers that ricochet off the walls. The more guys there are, the more lasers there are. The machines can be destroyed.

6.2: Sommers Bay Naval Base

Mission 2: Water Vehicle

There are five targets: O O
O
O O

Two small guns near the center target shoot small blinking bullets,

once thos are destroyed, the center target gun shoots two blinking bullets simultaneously. There are also two missile launchers at opposite sides of the center target near the top two targets. They shoot missiles, then the water vehicle retreats and there are missiles in a line that are going down slowly. After destroying enough parts of the vehicle, two Vulcans are part of the big center part of the vehicle that pops out. The Vulcans shoot quite a lot. Once this part of the vehicle is destroyed, it goes to the side and starts shooting fireballs. Then it returns back to its normal position and two things open up. it then starts to shoot blinking bullets. It will also sometimes shoot a purple beam. The water vehicle can go to the other side of the screen.

Mission 3: Four Part Machine

First, each part shoots blinking bullets. Then, they come together. They then shoot two things that are residual, while the other parts keep shooting blinking bullets. They then separate and go around in a circle shooting green waves and drills until one part is destroyed. Each part has their own purpose, and when one of them is destroyed, there's always another formation they take. When there's only one part left, it becomes pretty difficult because they become crazier.

Mission 4: DIO International Corp. Building

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Once the shield of the center is destroyed, then there will be a giant gun that shoots lightning beams (one really huge one and small ones that are by-products). The giant gun is the main target and once it is destroyed, the whole building is destroyed. You will have to jump around on this boss.

Final Mission:

There are a lot of targets: there are cargo boxes (or whatever they are) that are all over the machine (except the part where the boss is) and the lift where the boss is on that comes down from time to time.

The the whole thing rotates and each thing has individual power. Each time the thing stops and there is no lift, the cargo boxes will open up and will shoot either missiles, lots of bullets, laser beams, Round bullets, sparks of lightning, flames (not a stream of flame), or other stuff. Each box is set to do its own thing.

When the lift comes down, you can shoot the DIO leader. He will either pull the lift you're on closer, throw pipe bombs, or shoot with both of his guns. Once a cargo box is destroyed, a flying machine will come out of it and that machine shoots green lasers that ricochet off the walls. The more guys there are, the more lasers there are. The machines can be destroyed.

Part 7: Secrets

Haven't found any yet.

Part 8: Basic Strategies and Tips

Well, you should use the jump 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 ton of enemies coming from one direction or some bosses. When fighting against a very difficult boss, use your Weapon (bomb attack) to attack them.

If you play safely, you can beat this game on a few credits, if not one only. While throwing a Weapon (bomb attack), you are invincible.

Part 9: Frequently Asked Questions

None yet.

Part 10: Special Thanks

Saurus:

Making this game

SNK:

Publishing this game

Part 11: Author Information

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