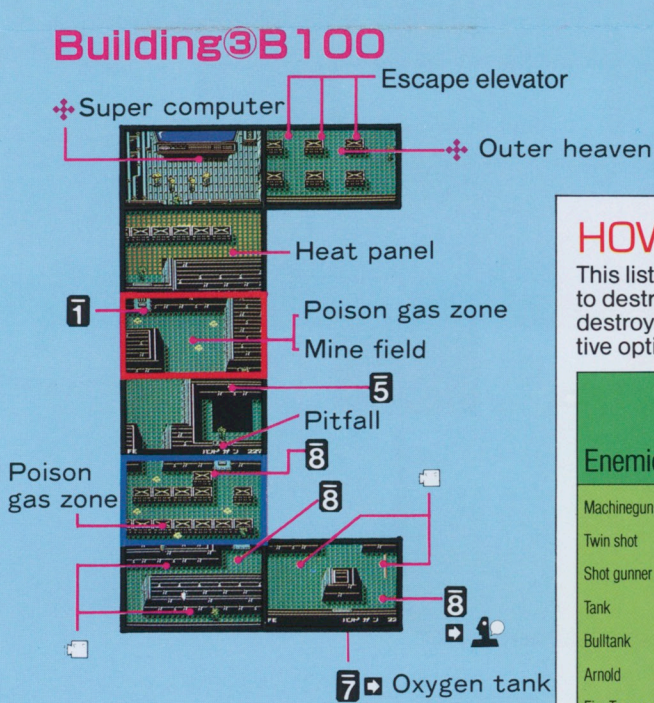
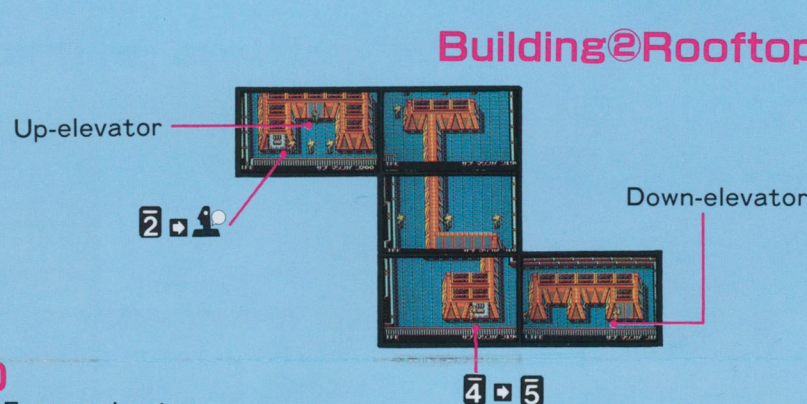
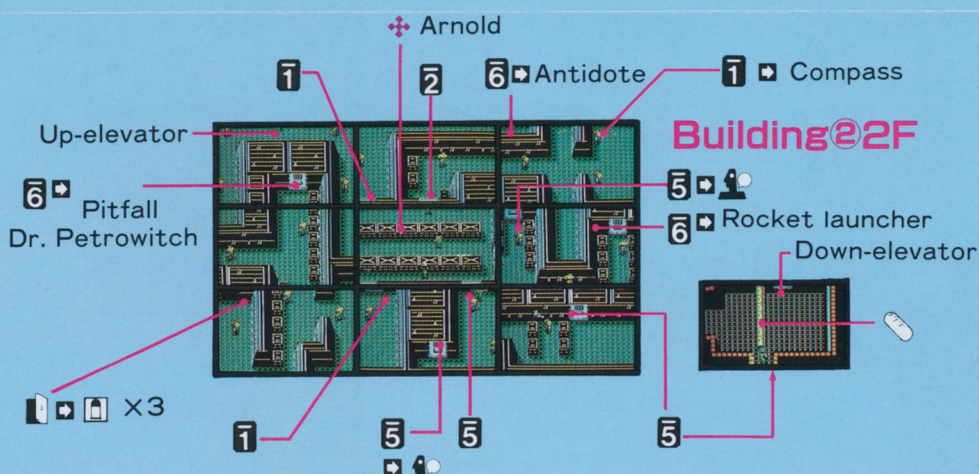
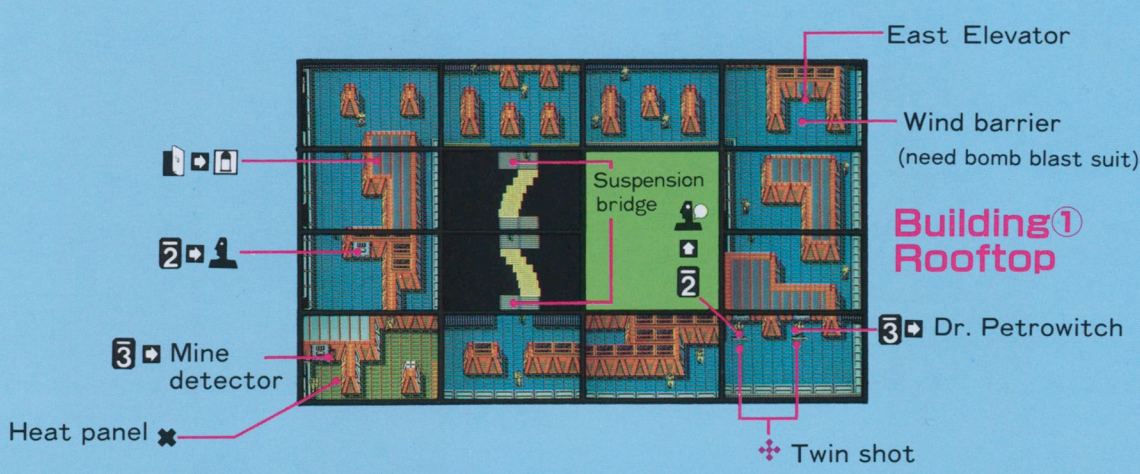
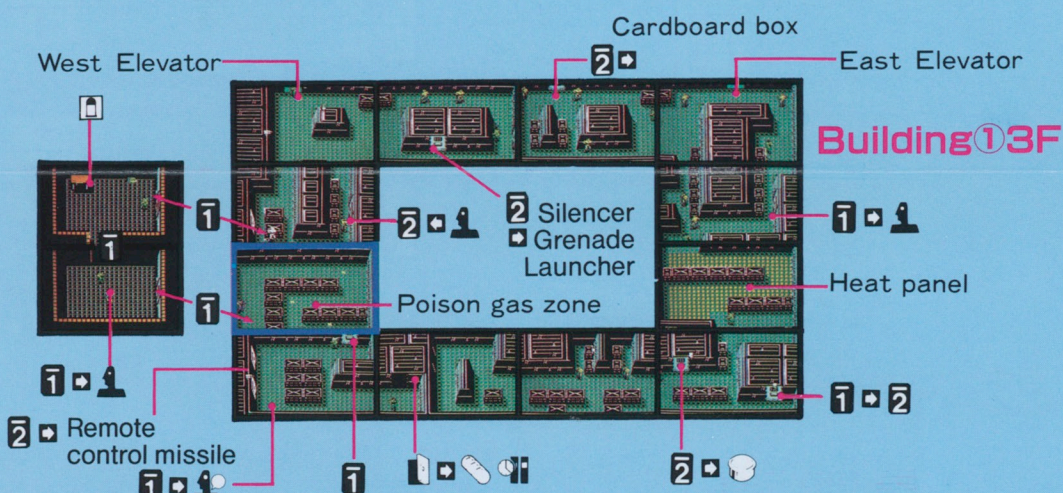
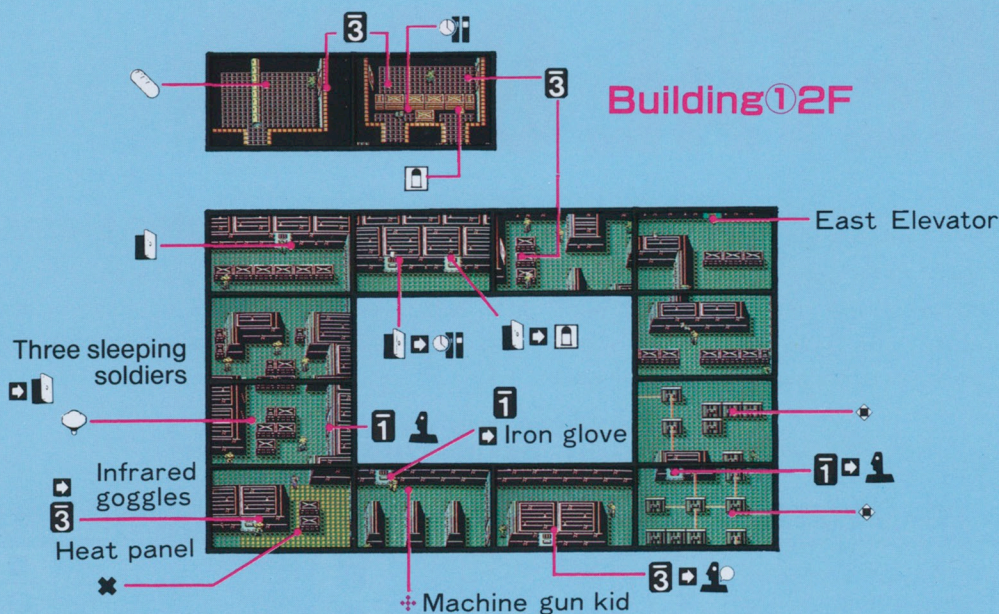


You'll need specific cards to open each of eight special doors you encounter. After you've passed through each door, accumulate the ammo, equipment and clues you find. Use each wisely, and be careful, as you'll experience many obstacles throughout your mission.

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HOW TO DESTROY THE ENEMY:

This list displays the number of shots required for a weapon to destroy an enemy. For example: it takes 8 grenades to destroy a Bulltank. Circled numbers are your most effective option. Zero means the weapon is powerless.

Enemies	Strength	Weapons Needed						
		Hand gun	Machine gun	Grenade	Rocket launcher	Remote control missile	Plastic explosive	Mine
Machinegun kid	20	10	10	4	2	4	4	4
Twin shot	50	0	0	10	0	0	0	0
Shot gunner	20	10	10	4	2	4	4	4
Tank	55	0	0	0	0	0	0	11
Bulltank	40	0	0	8	0	0	0	0
Arnold	40	0	0	0	4	0	0	0
Fire Trooper	30	15	15	6	3	6	6	6
Coward duck	20	10	10	4	2	4	4	4
Super Computer	80	0	0	0	0	0	16	0
Outer heaven	100	0	0	0	10	0	0	0