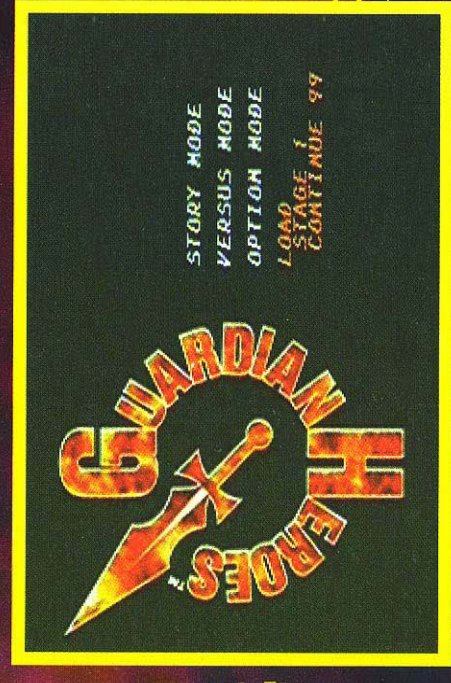


Heroes

ULTIMATE PLAYER TOP TIP

99 Continues
Sound good to you? Well you can achieve these on normal and hard levels by following these steps...
First, select easy mode in the options menu. Then start the game in story mode and allow yourself to die. Now select the third quit option. Then in the options menu select either normal or hard modes. Now you can continue the game with 99 continues!



Boasting a mixture of scrolling, multi-plane levels, impressive special moves and an arena for mega-punch ups, *Guardian Heroes* is a next generation blend of *Final Fight* and *Streets of Rage*. Amazingly you can have up to six players battling it out using the Saturn multi-player adapter – a first for any beat-'em-up! But the excitement doesn't stop there. Each level has an incredible number of enemies on screen at once with minimum slow down, excellent audio, stylised Anime graphics and some kick ass combat action – this is a game set up for some major playing. The only thing that could make *Guardian Heroes* better is a complete guide – and that's exactly what the black belt boys at ULTIMATE PLAYER have come up with!

Info

PUBLISHER: Sega
PRICE: £49.99
"With up to six players fighting at once this is outstanding, if somewhat chaotic at times."

REVIEW SCORE

90%
TIME TO COMPLETE: 2 hours
DIFFICULTY: Average

GENERAL HINTS

- **Secret Serena**
You have a choice of four characters in story mode to start with. Then, when you have completed the game for the first time, you can pick a fifth – Serena.

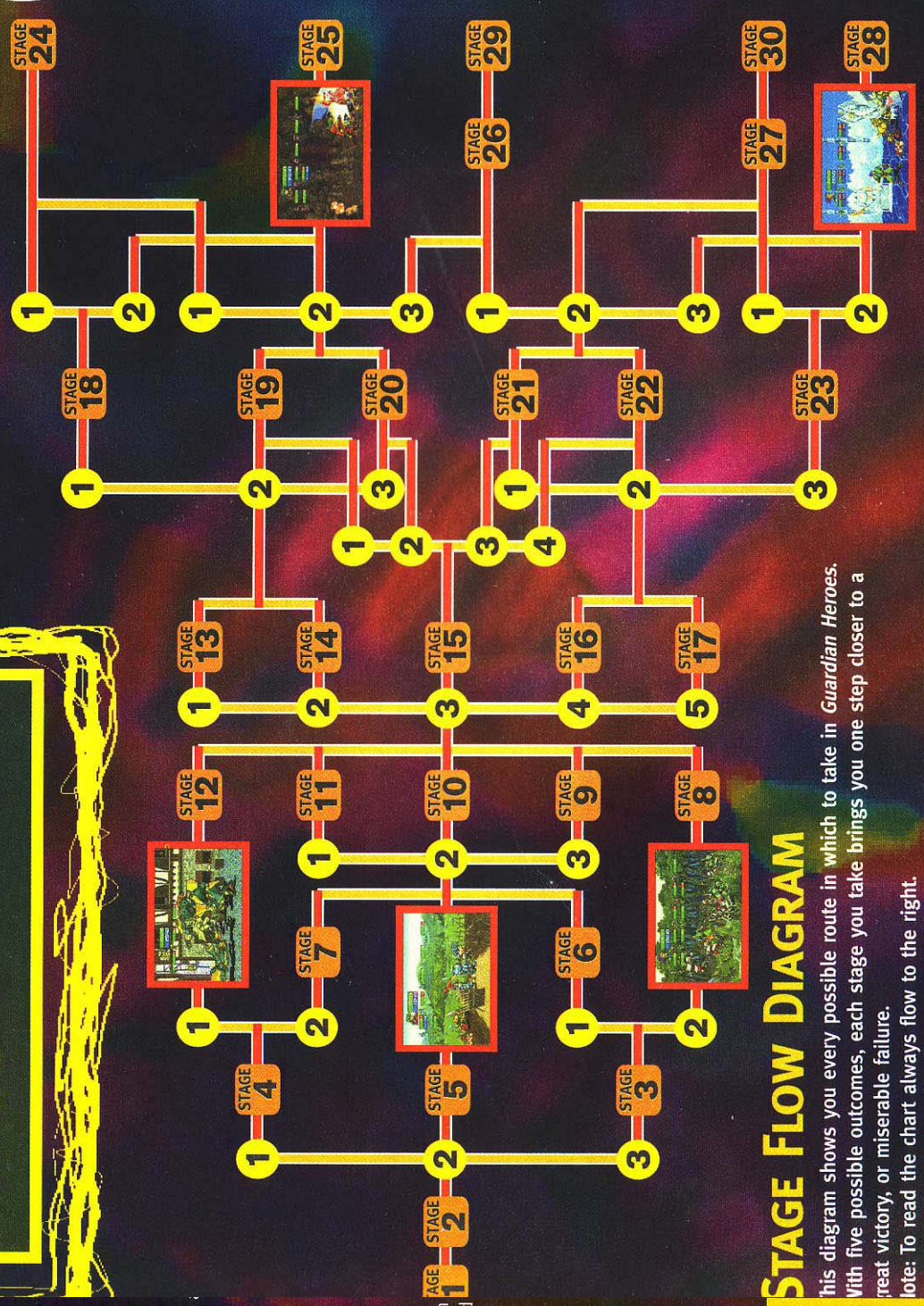
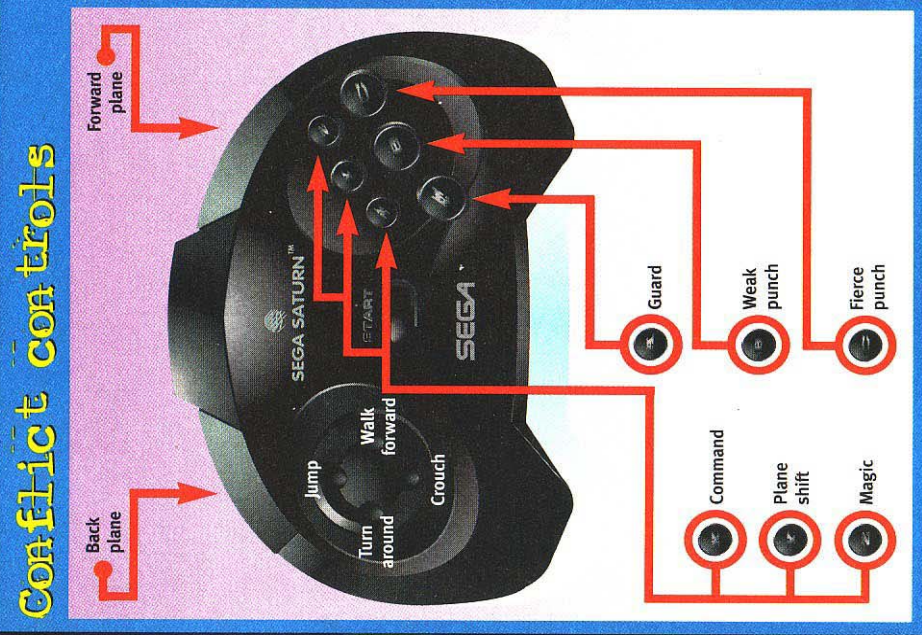
- **Super Han**
Stage eight is the place to go if you want Super Han. He can't fly, has no X-ray vision and can't jump buildings in single bounce, but he does have a lot more experience and more points to fiddle about with. Once you've beaten One-Armed Undead he will drop his sword which turns you into Super Han.

- **Skill Points**
All the heroes begin with set abilities and they each need to strengthen different skills to be successful. Keep an eye on your characters as they fight and concentrate on their weaknesses when giving new Skill Points.

- **Magic Points**
Magic is a very powerful weapon to have, but each character has a set amount of Magic Points. Don't rely heavily on your magic for victory or you might just find yourself up a creek without a paddle! Performing special moves recharges your magic meter.

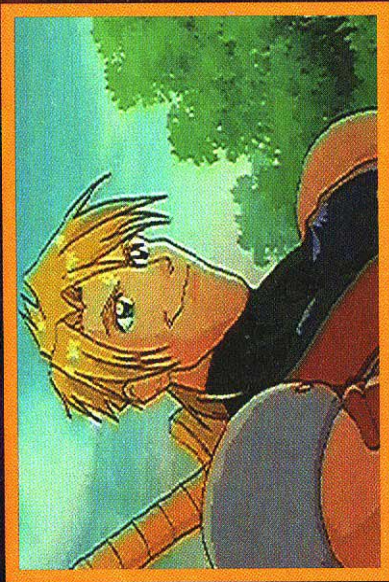


- **The Undead Hero**
This Golden Warrior joins your collection of characters once you've collected everybody else.



STAGE FLOW DIAGRAM

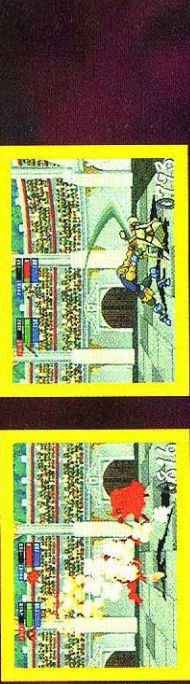
This diagram shows you every possible route in which to take in *Guardian Heroes*. With five possible outcomes, each stage you take brings you one step closer to a great victory, or miserable failure.
Note: To read the chart always flow to the right.



Samuel Han

Originally a member of the Royal Knights Blue Team, Han's hits do a truly superb amount of damage and he has an unmatched reach with his sword. You start the game with the sword of the Gold Armour Skeleton Warrior and are at 10th level with some really high calibre statistics, making Han the best choice for beginners.

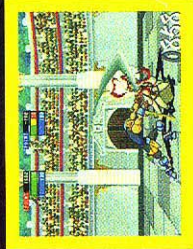
When playing with Han, concentrate on improving his physical statistics such as STR, VIT, and AGL as he is limited to one spell. Although Han has backwards hits, he can only do them once he's been hit from behind.



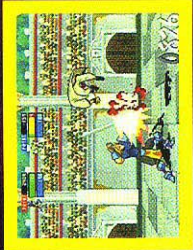
Han Maximum
Jump, Dn, Dn + (B or C)



Han Dynamite
Dn, Dn/Fd, Fd + (B or C)



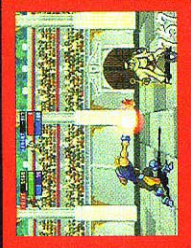
Han Special
B



Han Miracle
Hold B



Han Hyper/Victory
C



Han Burnings
Dn, Dn/Fd, Fd + Z

Han Final
Dn, Dn

KEY

All moves for the characters are shown as if performing the attack to the right. When attacking the enemy from the left mirror the controls.

B - Weak Punch
C - Fierce Punch
Z - Magic

Special Moves

Magic Moves

Randy M Green



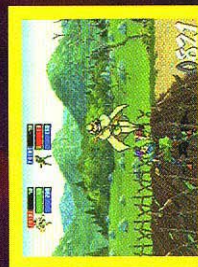
Dancing Wind Staff
Dn, Dn + (B or C)



Wall of Wind Staff
Dn, Dn/Fd, Fd + B



Hellstaff Combination
B (repeatedly)



Triple Skull Stomp
Dn, Up + (B or C)



E-Max
B + C



Super Magic Fireball
Dn, Fd + Z



Super Magic Firewall
Dn, Up + Z



Super Magic Thunderbolt
Fd, Dn, Dn/Fd + Z



Super Magic Ice World
Dn, Dn + Z



Super Magic Tornado
Fd, Bk, Dn, Up + Z



Super Magic Fire Blaster
Fd, Dn, Bk, Fd + Z



When it comes to magic skills, Randy's your man. His magic is by far the greatest in the bunch and he can cause some serious damage with these powers. Physically he's not all that impressive, his shots do not inflict that much damage but his ability to string a large number of hits together is second only to Ginjiro.

When fighting with Randy you should never forget his magic powers. It's his best form of attack as Randy takes damage badly in hand-to-hand combat.



Reverse Mirage Sword
Dn, Dn + (B or C)



Shadowless Kick
Jump, Dn, Dn + B



Thunder Palm
Bk, Dn, Fd + Z



Shadowless Dash
Fd, Fd, Fd, Fd



Firespell
Dn, Dn/Fd, Fd + Z



Thunder Transformation
Dn, Dn + Z



Sky Dance
Dn, Up + (B or C)



Mirage Spin
Surprise Attack
Jump, Fd, Fd + (B or C)



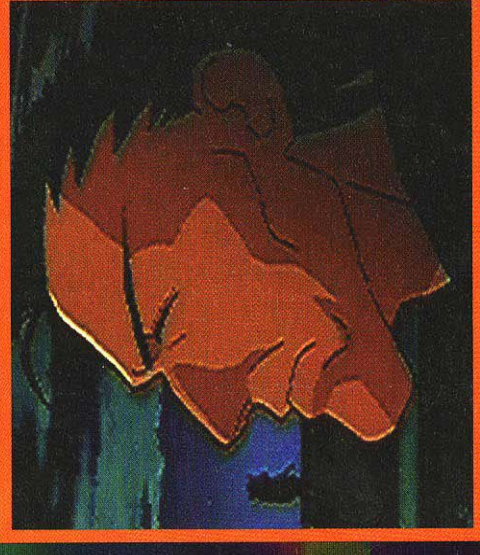
Reverse Thunder Kick
Jump, Dn, Dn + C



Thunderspell
Dn, Up + Z



Mirage Sky Dance
Dn, Up + (B or C)



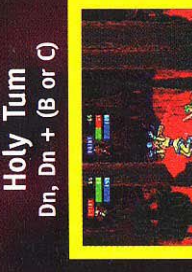
Ginjiro Ibushi

Ginjiro is the best character to use when setting up a large string of hits. Get ready to watch the combo meter skyrocket as your opponents energy sinks. Ginjiro has an impressive array of magical spells and there's no doubting his abilities.

A handy thing to remember is that you can gain experience from hitting dead opponents as well as live ones - plus they can't fight back. The electric palm is one of the best magic moves that Ginjiro has, use it well.



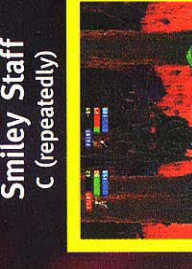
That Hurts!
Dn, Dn/Fd, Fd + C



Holy Tum
Dn, Dn + (B or C)



I'm Mad Now
B + C



Smiley Staff
C (repeatedly)



Rocket Jump
Dn, Up + (B or C)



Fire
Dn, Dn/Fd, Fd + Z



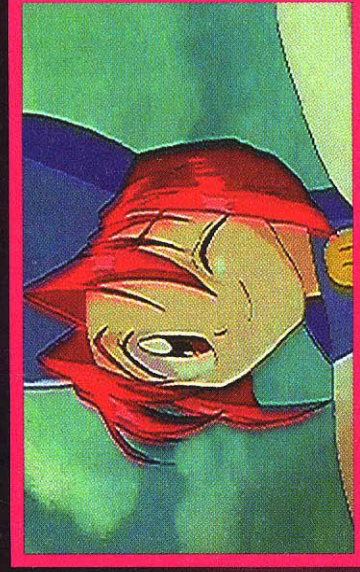
Barrier
Dn, Dn + Z



Healing
Dn, Up + Z



Smiley
Fd, Dn, Dn/Fd + Z



Nicole is physically very weak and not the strongest magically. This makes her sound a bit pathetic, but that's just not true - she's one of the more powerful characters in *Guardian Heroes*. With the combination of her healing magic and barrier magic skills she can be very effective.

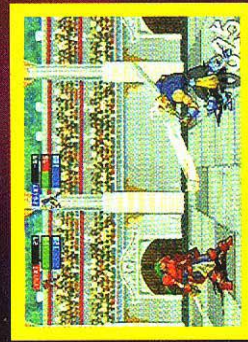
The barrier spell can do immense damage to opponents, especially if you trap the enemy against the edge of the screen. The healing spell restores energy, keeping her alive just that little bit longer.

Nicole Neale

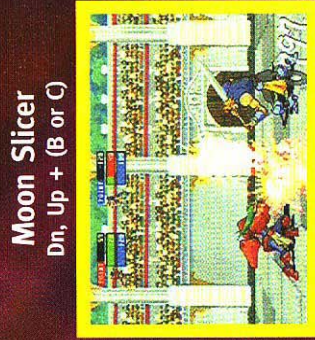
Serena Corsaire

The beautiful Serena is the Commander of the Royal Knights Red Team and fights with you in a one player game at the beginning and in later levels. All her statistics are average to start off with, but she is very easy to play.

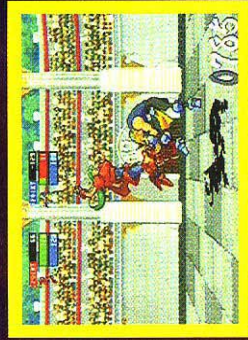
By just hitting B or Towards+B repeatedly you can rack up major combos with Serena. Her sword attacks are nice and strong too, and have to be tried to be appreciated. Get ready for a wide variety of cold related magic. Maybe we should call her the ice-woman?



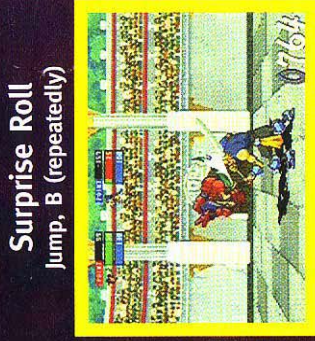
Sonic Boom
Dn, Fd + (B or C)



Moon Slicer
Dn, Up + (B or C)



Justice Blade
Dn, Dn + (B or C)



Surprise Roll
Jump, B (repeatedly)



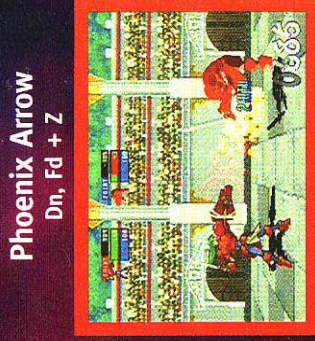
Somersault Kick
Bk/Up + C



Surprise Kick
Jump, Dn, Dn + (B or C)



Counter Nemesis
B + C



Phoenix Arrow
Dn, Fd + Z



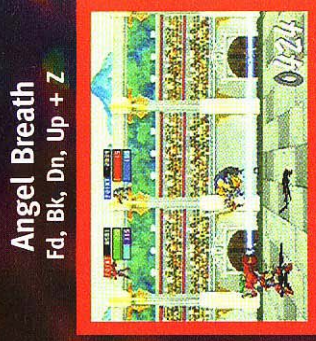
Thor Hammer
Dn, Up + Z



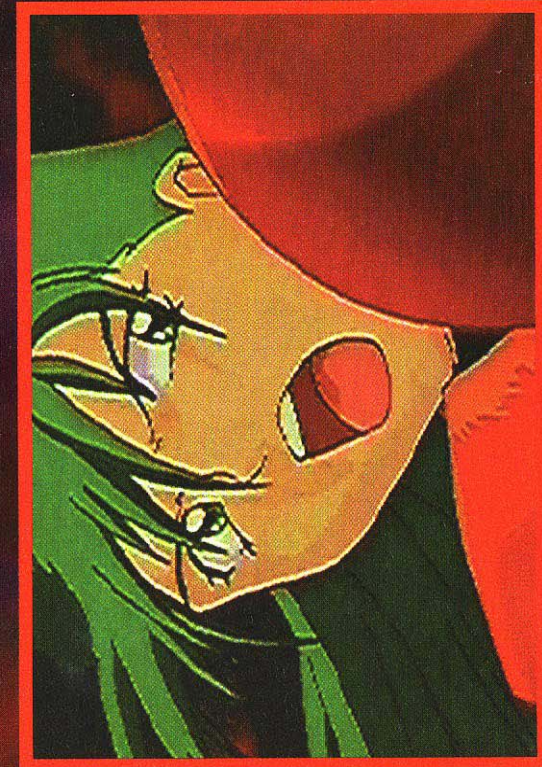
Byakko Fang
Dn, Dn + Z



Valkyrie Javelin
Fd, Dn, Bk, Fd + Z



Angel Breath
Fd, Bk, Dn, Up + Z



Additional Characters

Guardian Heroes is one vast beat-'em-up with all kinds of characters to discover and master. We've looked at the five main ones, but here's a summary of the best of the rest...

Bunny
Homing Flame
B + C

Kanon 'G'
Repelling Circle
Dn, Up + C, Hold C
C or Td + C

Call Lightning or Running Lightning
Td, Dn, Dn/Td + Z

Lightning Curtain
Td, Bk, Dn, Up + Z

Float, Td, Bk, Dn, Up + Z
Guided Laser

Valgar
Single/Double Vortex
Dn, Dn/Td, Td + (B or C)

Short/Long Ninja Slash
Dn, Dn + (B or C)

High/Low Rising Sword Knee
Dn, Dn/Td, Td + Z

Static Ball



Katie
Slow/Fast Vortex
Dn, Up + (B or C)

Normal/Flamestrike Windmill Sword
Dn, Dn + (B or C)

High/Low Rising Spin Sword
Jump, Dn, Dn + (B or C)

Up/Bk + C
Slashing Flip

Defensive Retaliation
Td, Dn, Bk, Td + Z

Cold Beam
Dn, Dn/Td, Td + Z

Fireball
Dn, Up + Z

Call Lightning
Dn, Dn + Z

Ice Spray
Td, Bk, Dn, Up + Z

Snow Storm
Dn, Dn/Td, Td + (B or C)

Td + C
Huge Sword Strike
Dn, Dn/Td, Td + Z

Super Zuul
Dn, Dn/Td, Td + (B or C)

High/Low Rising Knee Glide
B + C

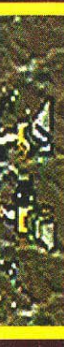
I'm Batman!
Dn, Dn + (B or C)

High/Low Rising Sword Spin
Dn + B

Crouching Stab
Dn, Up + A + C

Teleport
Td, Dn, Bk, Td + Z

Crotch Death Beam



P-Silver
Shadow/Teleport Punch
Dn, Td + (B or C)

Rising Shoulder/Rocket Charge
Td, Dn, Dn/Td + (B or C)

Ground Claw
Dn, Up + (A, B or C)

Light Sword Charge
Bk, Dn, Td + (B or C)

Might of God
Dn, Up + Z

G-Silver
Dn, Td + (B or C)

Shadow/Teleport Punch
Td, Dn, Dn/Td + (B or C)

Rising Shoulder/Rocket Charge
Dn, Up + (B or C)

Ground Claw
Bk, Dn, Td + (B or C)

Light Sword Charge
Dn, Up + Z

Might of God
Bk, Td, Td + B + C

Steel Mountain

Soldier
Dn, Dn/Td, Td + (B or C)

Double/Quadruple Axe Spin
Bk/Up + C



Knight
Dn, Up + (B or C)

Ice Ball Freeze
Bk, Td, Td + B + C

Cleric
Dn, Dn/Td, Td + (B or C)

Standing/Charging Mace Blows
Dn, Up + Z

Healing Circle
Dn, Dn + Z



Mecha
Td, Dn, Bk, Td + Z

Death Beam
Td, Dn, Bk, Td + Z



Bowling Ball Robot
Tracking Death Beam

Skeleton
Flame Steel Mountain
Bk, Td, Td + B + C



Roper
Dn, Td/Dn, Td + (B or C)

Short/Long Drill
Dn, Up + (B or C)

Copy Teleport
Td, Dn, Dn/Td + (B or C)

Low/High Puffer

Gargoyle
Dn, Td/Dn, Td + (B or C)

Slow/Fast Vortex

Zombie
Flame Steel Mountain
Bk, Td, Td + B + C

Lightning
Staff Hit

Grungy Wizard
Dn, Dn/Td, Td + (B or C)

Call Lightning
Dn, Up + Z

Lightning
Staff Hit

