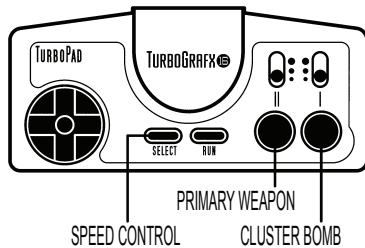


Blazing Lasers (J-Gunhed)

Hey, some secrets just take a quarter-century to resolve! :)

TITLE: BLAZING LAZERS
DISTRIBUTOR: HUDSON SOFT
DEVELOPER: HUDSON SOFT
YEAR: 1990
PLATFORM: TURBOGRAFX-16
GENRE: AERIAL SHOOTER

Start the game with 5 continues.
 Complete Normal Dog Mode and get the Sound Test code.



FIREPOWER

- (I) PHOTON BLASTER
- (II) POWER WAVE
- (III) FIELD THUNDER
- (IV) RING BLASTER
- (V) POWER GEL

POWER-UPS

- (M) MULTI-BODY
- (S) SHIELD
- (H) HOMING MISSILE
- (F) FULL FIRE

AREAS

- Ideal Weapon
- (M-III) 1 - TRICLOPS
 - (-) 2 - GATLING GUN & BIG BORG
 - (-) 3 - TARAX THE GREAT
 - (-II) 4 - SPACE PROWLER
 - (-IV) 5 - ROCK DRAGON
 - (-) 6 - SPACE PARASITE
 - (-) 7 - BATTLE TANK
 - (-) 8 - SKULLDOR
 - (-) 9a - BIG BORG
 - (-) 9b - GATLING GUN
 - (M-III) 9c - SPACE PARASITE
 - (M-III) 9d - BATTLE TANK
 - (-) 9e - TRICLOPS
 - (M-III) 9f - MASTER COMPUTER
 - (M-III) 9g - SPACE SIREN
 - (-) 9h - DARK EMPEROR

WEAPON LEVELS / GELS	
0-1	/ 1
1-2	/ 2
2-3	/ 4
3-4	/ 8
4-5	/ 12
5-6	/ 16

- Multi-Bodies turn green when at full power. Get a Bomb for each Multi-Body collected, while at full power.
- When you have 6 or more extra ships, you enable 'Checkpoint' mode, this is indicated by a gold Gunhed icon.
- Don't kill TriClops and get 10 Ships and 20 Bombs. Works in Area's 1 and 9.
- GLOWING GUNHED STAR FIGHTER!
 When you have no Bombs and collect 30 (32?) Gels in a row, a glowing Gunhed will float down from the top of the screen. Collect it. You get the fully upgraded Photon Blaster, and when you lose all Shield you regenerate the full Photon Blaster again. Don't collect other upgrades. The Gel count will carryover from a previous level. It's easiest to do this in Areas 2, 3, 4, and 6.
 Special thanks to Brett "TurboGrafxAce1984" Billings.

- IMPORTANT SAVES:
- Normal Dog - Approach to Master Computer
 - God of Game - Dark Emperor



GAME PAD CODES

power on > mode select:GG > debug: area select+30 continues > clear area 0.

My High Score:
27,623,860

