

# Gigavolt - The Chase

This entire stage is just a chase after the boss. You have to shoot Gigavolt enough to trigger the boss fight.

You do have a time limit - if you don't get him within 2 "laps", you take a death. Going up and over the very tall building is a good marker for the lap (it's about 90% of the way through)

Your goal time should be somewhere around the tunnel.

This stage is **extremely** laggy on PS2, and has a high chance of failure your first few attempts. If Gigavolt gets too far ahead of you, it is often faster to just quit and restart the stage.

## Bike Controls

The bike boosts using your weapon energy. That's why there are many Weapon Energy drops throughout the stage. Collecting them gives you a boost back. This stage largely requires memorizing the locations to be successful.

Also note both characters have their own weapon ammo gauges, so you can swap to use the other's boost.

If you are not doing this stage first, you can also purchase weapon energy upgrades at the shop, or a Weapon Bottle, to help out.

You can't move faster other than boosting. You also lose a lot of distance every time you get hit, so be judicious with your boosts and keep firing shots.

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