

Midway's Greatest Arcade Hits Volume I FAQ (w/ War Doc)

by winnie the poop

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"Midway's Greatest Arcade Hits Volume 1" FAQ version 1.0 (01/30/2004)

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Copyright Martin Dale-Hench 2004 (hockeyfox@ameritech.net)

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Defender...Joust...Robotron 2084...Bubbles...Sinistar...Defender II

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TABLE OF CONTENTS

=====

I. Introductions/Overview

- Fox's Introduction
- War Doc's Introduction

II. The Menu

III. The Games

1.0 Defender

- 1.1 Controls
- 1.2 Playing Field
- 1.3 Scoring
- 1.4 Game Basics/Tips

2.0 Joust

- 2.1 Controls
- 2.2 Playing Field
- 2.3 Scoring
- 2.4 Wave Setup
- 2.5 Game Basics/Tips

3.0 Robotron 2084

- 3.1 Controls
- 3.2 Playing Field
- 3.3 Scoring
- 3.4 Wave Setup
- 3.5 Game Basics/Tips

4.0 Bubbles

- 4.1 Controls
- 4.2 Playing Field
- 4.3 Scoring
- 4.4 Game Basics
- 4.5 Tips

5.0 Defender II

- 5.1 Controls
- 5.2 Playing Field
- 5.3 Scoring
- 5.4 Changes from the Original Defender
- 5.5 Game Basics/Tips

6.0 Sinistar

- 6.1 Controls
- 6.2 Playing Field
- 6.3 Scoring
- 6.4 Game Basics
- 6.5 Tips

IV. Gameshark Codes

V. History/Disclaimer/Thanks

Find System

Just find the number of the section you want to go and Use Ctrl + F to get there.

1. Find the number. For example, if I want to go to the Controls section of Defender, I would look for it in the ToC and get the number: 5.1
2. Press Ctrl + F
3. Insert the number. For example, I would punch in '5.1' in the blank.
4. Press "Find Next".

I. Introductions/Overview

Fox's Introduction

I asked War Doc if I could use his reliable information from his Arcade FAQs in this FAQ for Dreamcast. He gladly accepted so here it is! I oversaw the entire creation of this FAQ's format, but War Doc did provide me with info for FOUR FAQs. So.. Thanks a million quarters, Kevin!

Williams was a company that existed for a large period of time. They created a plethora of quality, and I mean QUALITY, arcade games. Years later, Williams has out-lived itself and drove into the brink of oblivion. However, its legacy still lives. Midway took the rights of the most heralded games of Williams' time and put together a collection. Think like a 70s junkie when he was a teenager with this collection! Relish and relive the memories!

War Doc's Introduction

As an individual who got to play the original arcade games of the 70's and 80's, I found that although many games tended to have the same theme. There were a few companies that were willing to look "outside the box": Williams was one of those companies. This collection features some of their best games they put out. Some of them went on to make Williams a major force in the arcade business while others became sleeper and cult hits. I hope

that you enjoy playing these games on their resurgence as much as I enjoyed playing them when they originally came out. I also feel very privileged to be co-authoring this guide with an author who does an excellent job on all the FAQ's he has written.

Contacting Us

If you have any comments about this FAQ, you can ask either one of us or... both. If you have any questions about a specific game, ask the guy who wrote it. Kevin (War Doc) did Defender, Joust, Robotron 2084, and Defender II. I (Fox) wrote the other two (Bubbles and Sinistar). I know, I know. I'm in the minority, heh. Anyway, the e-mails are on the top of the FAQ.

II. The Menu

This section will cover the Pause Menus that exist for every game of the six. The options:

Continue

Continue the paused game. It won't start a new game, but to continue the existing game only.

Start 1-P/2-P

Should be obvious. 1-P is a solo play-through. 2-P is a competition set between you and a friend (or not). You two will take turns after every death.

Game Options

- Adjust the number of Lives in your Game
- Adjust the point value/increments for a Bonus Life
- Adjust Difficulty Level
- Determine the amount of letters in the name of the highest score
- Disable/enable auto save.
- Restore original settings

In Robotron, you can choose if you want to play the 'Yellow' version of the game.

In Defender, you can choose the INITIAL and the MAXIMUM difficulty. Also, the number of waves per planet are accessible.

In Defender II, the time to 'Inviso'; the number of men needed to warp; and the last warp allowed on a wave are accessible and changeable.

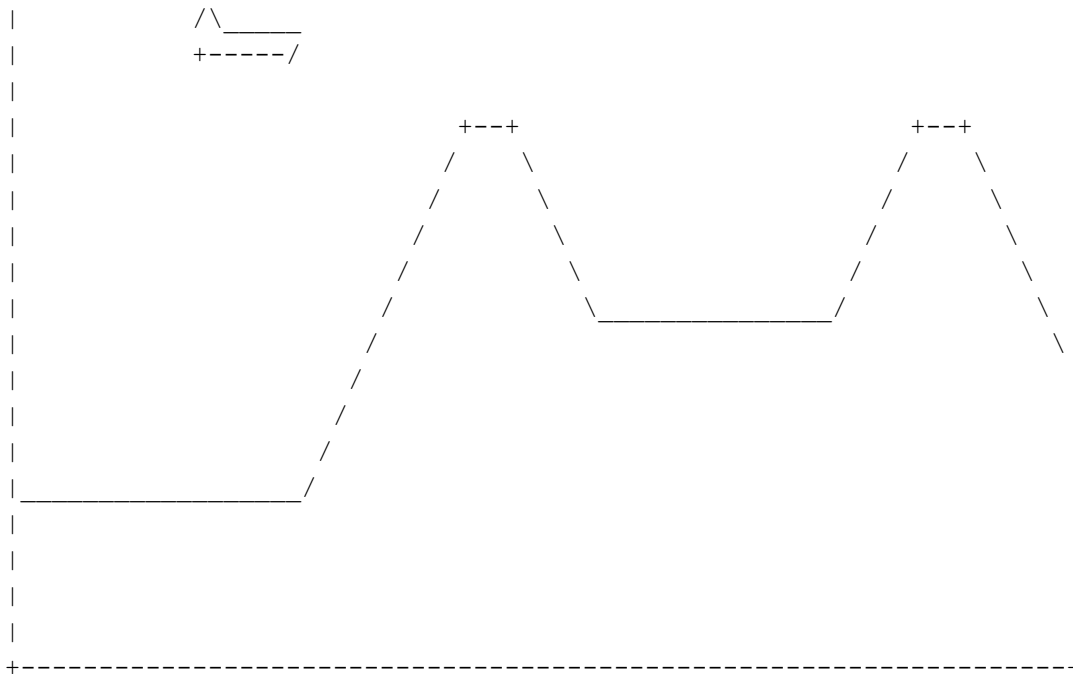
In Sinistar, you can turn 'Continuous Fire' and 'Sideways mode' On/Off.

Controllers

Adjust the control setup.

Audio/Video

Adjust the Volume setup and the screen.



You control your fighter through this screen.

 1.3 Scoring

Scoring in this game is relatively simple.

Lander : 150 points
 Mutant : 150 points
 Bomber : 250 points
 Pod : 1000 points
 Baiter : 200 points
 Swarmer: 150 points

500 points for saving a human from a Lander.

Bonus at the end of each wave of Humans Left X 100.

You get a bonus ship and smart bomb every 10,000 points.

 1.4 Game Basics/Tips

You start the game in the middle of the screen. You can look at your radar to see where the various enemies are. Get to learn the sounds of the game because they are an important clue as to what is going on out of your viewing range.

- First of all, learn how to use the buttons with proficiency. You don't want to be hunting around for the smart bomb or thrust button when you are in the middle of a firefight. Practice is what will make you proficient.
- Learn to use your radar screen and after a while you will only look at the viewable area briefly to take care of business. Each enemy has a unique color on the radar so you should be able to easily identify what they are. In addition, you will also learn how each enemy moves around. This will definitely become a great benefit in the later waves.
- As I've already mentioned, listen to the sounds of the game. When you hear

a high-pitched chatter, that means a Lander has picked up a human in order to create a mutant. Use your radar and look for the green shape going straight up; that's the lander. Try to get over there as quickly as possible. Just shoot the Lander, not the human it has taken. When you hear what sound like something being put together, that means a Lander has become a Mutant.

- Once you shoot the Lander, your job isn't over yet. If the height is too great, the human will fall and die on impact. Fortunately, your fighter is equipped for such emergencies. All you have to do is fly over the human and your fighter will pick them up. Anytime you scrape against the ground, you will set the human down. Some players continuously ride around with a human like this to prevent the planet from exploding.
- The planet will only explode when all ten humans are dead. They you will have to go through five waves of nothing but mutants and the other regular enemies until you are back to a planet again. Mutants are very dangerous to deal with because they not only tend to swarm, they also fire a lot of shots toward your fighter. Of course, real good players just shoot all the humans so they can have the challenge of going through these "mutant" waves.
- If you take too long on a wave, a saucer shaped enemy called a Briter will appear. The Briter is much quicker then your fighter and it has the tendency to fire pretty accurate shots. Try to clear waves as fast as possible.
- Use your smart bombs only when your viewing area is crowded with enemies. A lot of players like to get all the Pods into their viewing screen then touch off the smart bomb. A quick way to get a few thousand points. Another use is to break open the pods so that Swarmers are all over then touch off the smart bomb. Again, more points.
- Speaking of Swarmers, they can outrun your fighter. One of the tactics to "throw" them off is to reverse quickly a couple of times. This disorients briefly and may even give you a chance to pick off a few of them.
- Use hyperspace only when you are in a totally desperate situation (like getting swarmed by Mutants or Swarmers). More times then not, the hyperspace will put you somewhere else but destroy your fighter in the process.
- Watch out for the bombers. Although they travel slowly, they have a bad habit of leaving strings of bombs. If you are not paying attention, you may become another statistic if you attempt to fly through them.
- You can fly through and under the terrain. Use this to your advantage when maneuvering around.
- Since you "wrap-around" the screen, this gives you a little more maneuvering room. However, keep looking at your radar because the enemy that disappears off the left side will show up on the right side. Also, shots do not wrap around the edge.
- Since you get a free fighter and smart bomb at 10,000 points, that should be your constant goal. As the waves get higher, though, things move a lot faster making even getting 10,000 points a challenge.

jjt_defender@yahoo.com states:

- The most free fighters you can have is 255 displayed and smart bombs are at 254. If you roll over these two value, you will end up with only the

fighter you are using and no smart bombs in the inventory.

- The highest score you can have is 999,999. After that, it will roll over to 0 again. You don't get any more ships or smartbombs after one million points until you get to a certain WAVE depending on the gamming setup. You will then you start getting fighters and smart bombs again.

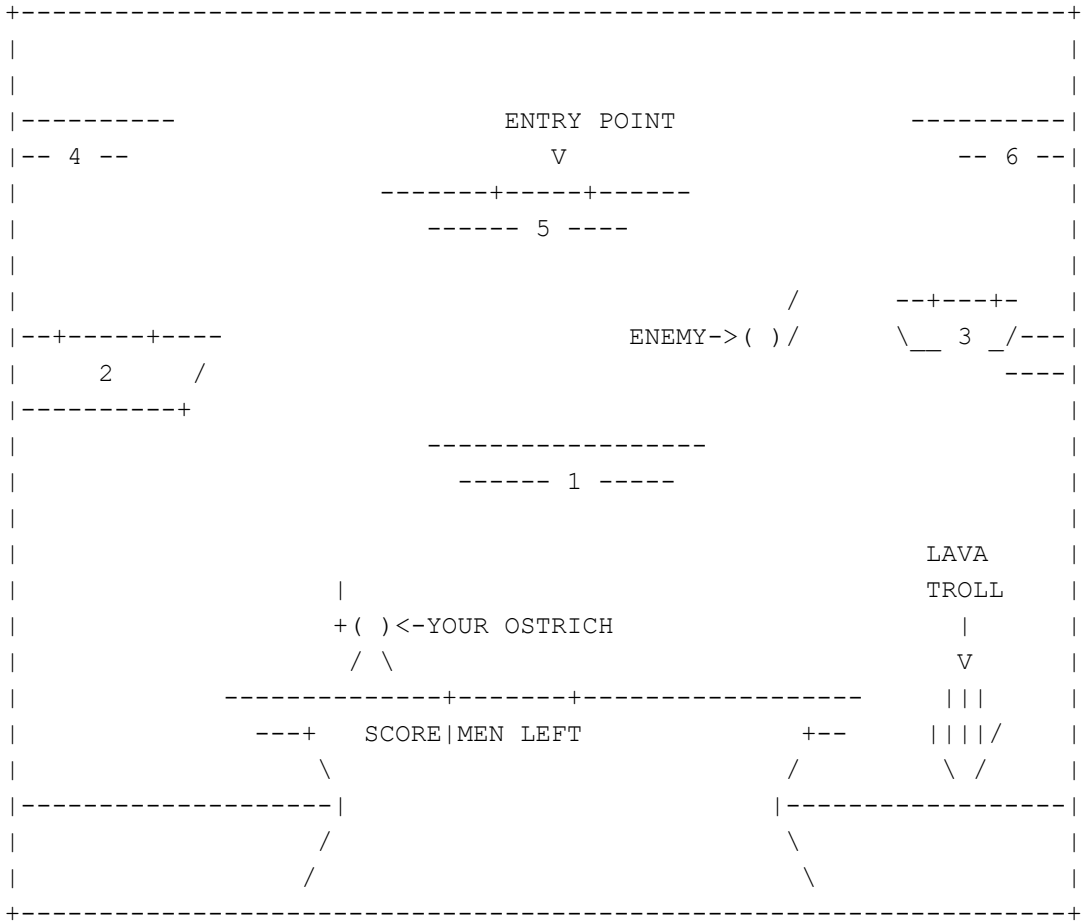
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2.0 JOUST (written by War Doc)
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2.1 Controls

Left (D-Pad): Turn Left
Right(D-Pad): Turn Right
A Button : Flap Wings

2.2 Playing Field

The playing field consists of your man and ostrich and a whole lot of buzzards with their riders. In addition to the enemy riders, you will also have to deal with prehistoric birds and trolls. I have included an example of what the playing field look like (a little larger then normal):



NOTE: I have put the numbers for the above platforms. These numbers do not appear in the game.

You control the ostrich and rider to avoid the enemy riders, pterodactyl, and the lava troll.

2.3 Scoring

Scoring in this game is pretty easy. You basically get points for everything (even for dying).

Knocking an enemy off their buzzard	:	500 points
Bounder (Red Enemy)	:	500 points
Hunter (Silver/Gray Enemy)	:	750 points
Shadow Lord (Blue Enemy)	:	1500 points
Getting killed	:	50 points
Pterodactyl	:	1000 points
Not getting killed during a Survival Wave	:	3000 points
(Two player only) Not knocking each other off his mount:		3000 points

Eggs: A progression that goes 250, 500, 750, and 1000 points for the next egg and every egg thereafter. The progression starts again if you get killed or you go to the next wave.

You start with three ostriches and get a free one every 20,000 points.

2.4 Wave Setup

The waves (or levels) in Joust are set up in somewhat definite pattern. There are certain waves that specific events occur. I will list these events along with the first 20 waves. Use the game screen to refer to platforms I am talking about.

SURVIVAL WAVE

As the name implies, you must not get knocked off your ostrich during these waves. If you succeed, you will get the points. These occur every 4-6 waves.

EGG WAVE

Instead of enemy riders, you are presented with 12 eggs distributed among the different platforms. The eggs will hatch after a time to give you enemy riders to deal with. These occur every fifth wave.

PTERODACTYL

In addition to the enemy riders, you will have to deal with a pesky pterodactyl or pterodactyls. There are specific ways you can eliminate them. This is discussed in Chapter 7. Occurs every 4-6 waves. You start with one and it progressively moves up to four.

FIRST 20 WAVES

1. Beginning wave, good for training.
2. Survival Wave.
3. Regular Wave, bridge burns out.
4. Hunters appear. Lava Troll appears.
5. Egg Wave.
6. Platform five disappears.
7. Platforms four and six disappear. Survival Wave.
8. Pterodactyl Wave (One Pterodactyl).

9. Platform one disappears.
10. Egg Wave, all platforms restored.
11. Survival Wave, platform 1 disappears.
12. Pterodactyl Wave. Platforms four, five, and six disappear.
13. Regular Wave.
14. Regular Wave.
15. Egg Wave, all platforms restored.
16. Shadow Lords appear.
17. Survival Wave.
18. Pterodactyl Wave (two Pterodactyls).
19. Regular Wave.
20. Egg Wave.

- The above progression occurs roughly along the line although the platforms don't follow a pattern as to when they disappear. The things that change are the enemies get faster and more Pterodactyls appear. After wave 22, it's all Shadow Lords.

- These progressions will continue until you hit wave 255. After that, the waves roll back over to wave 1 and you start the cycle again.

2.5 Game Basics/Tips

When you start the game, your man will be at the entry point at the bottom of the playing field. From the other entry points, enemy riders will appear. It will then be up to you to successfully defeat them.

- Learning to flap your ostrich's wings is the most vital aspect of this game. How fast or slow you flap the wings determines speed and maneuverability. Once you get good, you will be able to glide around and only flap for either altitude or to hit an enemy rider.
- The name of the game is height. Whoever is the higher rider during a joust is the winner. If you and an enemy collide on the same level, the impact will knock you both backwards a little and turn you both around. This can prove to be dangerous if more than one enemy is coming for you since the first one turns you around and the second knocks you off your mount.
- You need to pay particular attention to the screen setup on each wave. Different platforms may collapse forcing you to readjust your strategy accordingly. Using the 20 wave example from Chapter 6.4, I will give you some basic strategies.
 - During the non-pterodactyl waves and platform one is intact, your best bet is to hang out under the right side of platform one. The enemy riders have to drop to get to you. Just a quick press of the flap button should give you altitude over them and the easy kill.
 - If you lose platform one, the next best place is platform five. This forces the enemy riders to rise up to you. If you hover over the left or right edge, you can drop on enemy riders trying to rise up from the areas of platforms two and three. Of course, if any make it to your level, just sit on that entry point. When an enemy rider gets near, rapidly climb and move over toward the enemy to knock them off their mount.
 - When you only have platforms two and three, you will use a modified strategy from the one above. You will hover around the area that plat-

form five was at. This forces the enemy riders to rise up to you, thereby exposing themselves to you dropping down on them.

- If any of the above have Shadow Lords in them, you will have to be prepared to move around quickly since Shadow Lords are very fast and they tend to bounce off the top of the game screen.
- There are a couple of ways to kill off the pterodactyl during the pterodactyl waves:
 - First of all, you must be facing the pterodactyl in order to kill it.
 - If platform one still exists, then just wait for the pterodactyl and be ready for it to choke itself on your lance. If there are multiple pterodactyls, they usually come from opposite sides so the first one will have you turned around to meet the second one.
 - If platform one is gone, they use platform two to do your prehistoric hunting. If there are multiple pterodactyls, then you will have to move around until the second and subsequent pterodactyls are coming at your rider head on while you sit atop platform two.
 - If you are real good (and I mean real good), you can kill the pterodactyls off in the air. You just have to make sure that your lance is evenly aligned with the pterodactyls mouth.
 - Pterodactyls also show up if you take too long on a wave. These can't be killed using the platform method. The only way is either in the air or to lose a man.
 - Some players take out all the enemy riders but one. Then they lead this rider toward the lava so the Lava Troll can grab them. The player then sits and hunts pterodactyls. This is a long process that is definitely loaded with peril.
 - If you get killed before killing the pterodactyl, it is very hard to get in position to kill the pterodactyl since it does involve a sort of rhythm. Also keep in mind that the enemy riders will still be trying to dismount you as you are hunting.
- The Lava Troll hazard isn't too major unless you fly too close to the surface of the lava. If you do happen to get grabbed, flap rapidly to escape. It is also easy to hit enemies immobilized by the troll.
- After you hit an enemy rider, they become an egg. After a few seconds, the egg will hatch to the next hardest enemy rider. For example, a Boulder becomes a Hunter; a Hunter becomes a Shadow Lord. After that, it will always be a Shadow Lord. Some players leave one egg and then hover over it. When the enemy buzzard comes to pick up the rider, you knock him off the saddle again and collect the points. Again, the pterodactyl will show up soon to end this fun.
- Make sure you don't knock too many enemy riders off at once or there will be eggs scattered all over the place. This makes it hard to keep the enemy population down to a dull roar.
- Whenever your rider gets killed, he will appear at the entrance point all shimmery. If you let the sequence go, it will take up to five seconds for your rider to appear. During that time, he is immune to all attacks. Your rider will enter at the point there is the least amount of enemies. This is

usually the very bottom platform. Keep in mind, the enemies also enter at these points.

- The game does reach a point where there are so many enemy riders running around, they are constantly bumping into one another. This, in effect, creates a wall which is very difficult and hazardous to navigate through. This means you have to split up the enemy
- If you die during a wave, try quickly to get your bearings so that you can get in position to continue depleting the enemy forces.
- The above tips are as valid for the two-player game as they are for the one-player game. In the two-player game, though, you and the other player can cover each other to make it more difficult for the enemy to knock you off your mounts.

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3.0 ROBOTRON 2084 (written by War Doc)
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Robotron 2084 is a two-dimensional shooter. You control your man to wreak as much havoc on the robots as possible. Of course, the robots are trying equally as hard to make it so you won't have a nice day. Survival of the fittest is the motto of this game.

3.1 Controls

D-Pad : Move Your Robot
A Button : Fire Down
B Button : Fire Right
X Button : Fire Left
Y Button : Fire Up

3.2 Playing Field

The playing field consists of your man and a whole lot of robots to deal with. In addition, you have human families that you also need to rescue from the robot menace. I have included an example of what the playing field look like (a little larger then normal):



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You control the man to avoid robots and their bullets.

3.3 Scoring

Scoring in this game is actually a little harder. The reason it is harder is that there are a lot of things that will earn you points. Plus, there are a lot of different enemies on the screen. Here it the breakdown using this format:

Score:
Missile Type:
Characteristic:

GRUNT (GROUND ROVING UNIT NETWORK TERMINATOR) ROBOTRONS

Score: 100 points
Missile Type: NONE
Characteristic: These are the red robots. Although they don't fire, they overwhelm your man by sheer numbers.

HULK ROBOTRONS

Score: N/A
Missile Type: NONE
Characteristic: They are the big green robots. They are indestructible and their main purpose is to kill the humans.

BRAIN

Score: 500 points
Missile Type: "Snake-like" homing missile worth 25 points
Characteristic: These are the robots that are blue and have really large heads. They "re-program" the humans into evil Progs who home in on your character. The Progs are worth 100 points.

SPHEROID

Score: 1000 points
Missile Type: NONE
Characteristic: These are the red circles that travel around the game screen. They are the transports for the Enforcer robots.

ENFORCER

Score: 150 points
Missile Type: A semi-guided mine that looks like a six-point star worth 25 points

Characteristic: These are the blue, "Robby the Robot" looking robots. They tend to congregate in the corners of the game field.

QUARK

Score: 1000 points

Missile Type: NONE

Characteristic: The white boxes with an "X" in the middle that travel around the game screen. They are the transports for the Tanks.

TANK

Score: 200 points

Missile Type: Bouncing bomb worth 25 points

Characteristic: These are the red robots that have tracked wheels underneath them hence making them look like tanks.

FAMILY MEMBERS

You get 1000 for the first human rescued. Then it will progress at 2000, 3000, 4000, then 5000 for every human rescued after that. This will last the entire wave or until you get killed. If you get killed or go to a new wave, then the progression starts at 1000 again.

You start the game with 3 men and receive an additional man for every 25,000 points you get.

3.4 Wave Setup

The waves (or levels) in Robotron 2084 are set up in a definite pattern. Once you understand that pattern, you will be better prepared to deal with the enemies that the game throws at you. Here is how the waves are set up.

- The SPHEROIDS make their appearance on the 2nd wave and every wave thereafter.
- Starting at the 5th wave and every 5 waves thereafter (i.e. 5, 10, 15, 20, etc.) is a BRAIN robot wave. These are also the waves you can amass a large amount of points due to all the humans you have to rescue.
- Starting at the 7th wave and every 5 waves thereafter (i.e. 7, 12, 17, 22, etc.) the TANKS will make their appearance.
- Starting at the 9th wave and every 5 waves thereafter (i.e. 9, 14, 19, 24, etc.) you will have one of three alternating enemies to deal with.
 - On the 9th wave and every 10 waves thereafter (i.e. 9, 19, 29, 39, etc.) you will have the "GRUNT" waves. These waves put you right in the middle of a large number of GRUNT robots. In addition, the lit side edges are removed to make the field look bigger.
 - On the 14th wave and every 20 waves thereafter (i.e. 14, 34, 54, etc.) you will have the HULK waves. These waves put you right in the middle of a large number of HULK robots.
 - On the 24th wave and every 20 waves thereafter (i.e. 24, 44, 64, etc.) you will have a combination TANK/ENFORCER wave. These waves have you in the middle of large numbers of SPHEROIDS and QUARKS before they deposit their ENFORCER and TANK robots.

- On wave 28 and each wave thereafter, you will get a combination of SPHEROIDS and QUARKS depositing their ENFORCER and TANK robots. Before this, it was only the SPEROIDS depositing their ENFORCER robots to make your life miserable.
- These progressions will continue until you hit wave 255. After that, the waves roll back over to wave 1 and you start the cycle again.

 3.5 Game Basics/Tips

When you start the game, your man will be in the middle of the playing field surrounded by various robots. Depending on the wave that you are on will determine exactly what robots are ready to terminate your existence. The game is straight-forward, take out all the robots (except HULKS) to advance to the next wave.

- It is vital for your survival that you learn how to "scoot and shoot". If you don't learn how operate the controls independently and run in one direction while shooting in other directions, you won't survive very long in this game.
- Equally important to "scoot and shoot" is your ability to be able to fire on the diagonal. It's easy firing up, down, left, and right, but it takes a little more mastery to fire in the diagonal directions.
- Learn the different things the enemy robots do. For example, the SPEROIDS have a tendency to congregate in the corners. This works to your advantage since you can blast about 3 or 4 before they discharge their supply of ENFORCER robots.
- Your main objective is to blast a path through the robots and get to the edge of the screen. It doesn't matter what edge, just get to one. The reason is painfully simple: It give the robots one less direction to assault you from, plus, you can lead them around in circles blasting them and also cleaning out the corners from the abovementioned ENFORCERS.
- The only times where you won't want to seek the sides is during the BRAIN and TANK robot waves. The BRAINS fire a homing shot at your man so you need as much room to maneuver as possible so going against the wall would restrict that movement. The same goes for the TANK robots which fire bounce shots. They may miss you initially but you might get hit by the shot as it bounces up. You are safer in the middle area where you have room to maneuver. Just watch out for other enemies (which will be very low in number).
- Try to rescue the humans as long as it doesn't put your man in danger of dying. You can rack up some major points on the BRAIN waves since they are loaded with humans for the BRAIN robots to "re-program". Again, make sure you have an avenue of escape. Doesn't make sense to save a human, get the extra man, then die. You, in essence, gained nothing from that level. You can also shoot the HULK robots to push them away from humans also. On the BRAIN waves, make sure you pick off the BRAIN robots as soon as possible. This prevents them from reprogramming the humans and leaves you more people to get major points with.
- Since you don't have a limit on your shots, you can put up a "wall" of energy in whatever direction you move. This can have a very devastating

effect if applied right.

- Make sure you take a quick look at the wave to assess where the main threats are. You will have from 1 to 2 seconds to get ready for action. If you can survive the initial few seconds as you blast your way toward the edge, your chances of survival will be that much greater. Also be sure to remember what each wave has in store for you, this also will give you a greater chance of getting through the wave.
- If you get tired, you can take a break. That's right, wait for a TANK wave. Eliminate all of the robots except for one. After firing a few shots, the TANK robot will run out. After that, it's just a matter of avoiding the TANK and any other pesky robots.
- ENFORCERS, like their SPHEROID transports, tend to congregate in corners. Use this to your advantage. Every now and then one or two will zip very fast across the field. Their main threat, though, is volume of fire. When you are on the edges, watch out since their shots tend to roll toward your man.
- See all those pretty shapes on the playing field? They are there as a nuisance. They will kill your man if he hits them. They can, however, be shot out of the way but yield no points.

Andrew Schultz shares his thoughts and tips on getting the most out of your Robotron 2084 experience. I am grateful for his input since he is also an "old school" gamer like myself.

- I found electrodes are useful as bunkers. They are the lowest priorities to shoot right away especially as more and more grunts appear. I like to save my shots to fire diagonally into the corner to pick off the SPHEROIDS. Getting rid of those guys are good except when I'm in a brain wave and would rather kill all the brains and leave just one ENFORCER.
- On the GRUNT wave, I found a good strategy was to run at a particularly vulnerable area and retreat and keep firing. In theory, you might, say, run up and then fire up/left, up and up/right. In this case I think the top edges are a bit better to get to than the sides, just because they're closer. After that I usually cycle around the edges for this board.
- Grunts don't quite go straight for you. They kind of zigzag back and forth, and that can often cause you to miss something you thought you shot at. Also as the level goes on they get a bit faster until they're as fast as you. If you have some spare people still to pick up this can be a problem and one of those ENFORCERS is better to have around last than a grunt.
- The edge isn't always a good place to go or stay, if there are ENFORCERS you'll need to leave it a while.
- Because you only get three(or is it four?) shots, you will want to make sure that you use them as rapidly as possible. You should be shooting constantly, but try to run at enemies that are obvious targets and shoot them while you spray bullets. A corollary here--you won't want to fire too often in any one direction as once you've cleared a path that way your shots will go through and take longer to hit the edge.
- Electrodes can be very nasty to shoot. If you go to the edge and fire at one that's near the edge you're on, you can miss it and still be at risk of being killed by it.


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'*' Crumb/Dirt    '@' Ant           'CL' Cleaning Lady      ___
                                     ### Greasie

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@===== Roach              ////
(it's not a wang like it looks like, sorry)      \\\ Razorblade

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4.3 Scoring
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Crumb          : 100 Points
Ants           : 150 Points
Greasie*       : 200 Points
Cleaning Lady** : 500 Points
Roach*         : 1000 Points
Dive Ahead Bonus : x1000 Points per bubble enlargement
Around the Drain : x2 Points (If you get the above items around the drain)

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*Greasie/Roach can be conquered if you collect the Cleaning Lady and gain her sweeping skill to bump it into the drain.

**Cleaning Lady's Point Value will increase as she collects items.

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4.4 Game Basics
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Moving - You just move around with your D-Pad, and you will not have to press ANY buttons. It's THAT simple. The surface of the sink, of course, is extremely slippery so you have to handle/guide your loving bubble through turns AND its braking. You can't expect your bubble to just stop on a dime... Get to know how to maneuver your bubble through tight spots if you want to succeed in this game. Also, as your bubble become bigger, its agility decreases.

Your Bubble's Size - The size of the bubble will vary directly to the number of crumbs/ants you have collected. The more objects you you collect, the bigger it is. Duh. :P However, if your bubble is big enough, it will start to grow/show some facial features. Only then you may execute some actions that a face-less bubbles cannot.

Clearing a Level - There are two ways to successfully clear a level:

- 1) The sink is completely free of the ants and the dirt. AND your bubble have a face (eyes and a full smile). The objects doesn't have to be gobbled up by your bubble... It also can end when a crumb or an ant goes down the drain or got picked up by the cleaning lady.

When this occurs, your size will be 'judged' by the drain if you can move on.

- 2) Going down the drain. You may end the level prematurely if you successfully go down the drain. If you have a pretty, face, and happy face on, you can end the level at any time by going down the drain. If not... you can NOT, period.

How You Lose a Life - 1) You get in contact with one of those if you are not protected somehow:

- a) Giant Ant (a.k.a. Roach)
- b) Razor Blade
- c) Brush
- d) Sponge

2) You fall through the drain when it's not flashing.

3) Your bubble is face-less when every greasie/ant/crumb is gone.

Foes (and how to conquer them)

ROACH It's the big, ugly, bad-breathing wolf! Er, no. It's the biggest animal you will find in BUBBLES. It only comes out of the drain. The game warns you before it even comes out... when the drain is flashing red, it is signaling that a roach is coming. To eliminate it, attain the broom from the Cleaning Lady and spear the broom DIRECTLY into the Roach and he will fall and yield 1000 Points! It has to be DIRECTLY, though.

RAZOR BLADE The shiny blue that just stalls, waiting for you to carelessly bump into it. There's no way to get rid of it, sorry. Just don't touch and you have your problem solved. :)

BRUSH A brown brush... what can I say? If your bubble has a face, you may bump into it and push it away. If you managed to bump it to the direction of the drain, it will fall into oblivion forever! 1000 Points for you!

SPONGE The Orange version of the Brush. Likewise, you can bump it out of the way ONLY if you has a face. Putting it into the drain will yield you some decent points.

Cleaning Lady - Several things that need to be acknowledged... First, she will come out and use her brrom to clean up stuff, stealing some possible dirt/crumb for you to use to port up. Therefore, it is an excellent idea if you would get the Lady ASAP. However, as she sweeps up items, her points also add up (starting from 500).

Also, if you caught her from her broom side, you will gain her "broom" ability. A tiny peck (giggle) will pop up... Use this as a weapon against Roaches. Can be used once only.

4.5 Tips

-Keep moving... You won't attract dirt if you just stand there. :) Also, Roaches are like heat-seeking missiles... they won't aimlessly wander because they WANT you. Delicious fat bubble! Mmmm.

-Go around the circumference/perimeter of the sink first, since they are the easiest to collect. Then work your way inwards.

-Dirt and crumbs will slowly head for the drain so you could spin around the drain, collecting them as they come.

-If the drain is flashing RED, back off! A Giant Ant/Roach is coming your way! Seek and capture the Cleaning Lady's broom (if there is one) to counter this threat.

-Do not try to out-run Roaches, because they are actually faster than your poor, slow-poke Bubble. Instead, out-manuever them. Go in circles around them and pick up materials in the process. Once you have a smile, bid the ugly duckling farewell and head for the drain before you get bitten!

-If there is a low supply of materials abroad and you're not even close to getting a smile on your face... don't get the materials because it would speed your death up. Instead, use the remaining time to wait for the green light and go in! It might take a while. Hell, maybe the light will never come... ;_;

-DON'T BE SELFISH! You might want to try to collect more materials when you have a big, big smile on your face... it's not worth it. Take the safe road and go into the drain before someone kicks your head in.

-Try to collect the items around the drain, you get 2x points that way.

-Once you have a smile on your face, you can make the brushes/sponges bounce off without getting blown up. Try to aim them to the drain to add injury to the insilt! :)

-Not really a tip... but the number of the level you are currently playing is on the top left corner. Once it goes past 99, it comes back to 01.

-Practice!

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5.0 DEFENDER II A.K.A. STARGATE (written by War Doc)

=====

Stargate is a two-dimensional, shooter style game. You have at your fingers the most advanced fighter in the arsenal. With its array of weapons and the ability to maneuver quickly, this fighter is ideal for dealing with the enemy threats. In addition, you can respond quickly to any threats by either going through the warp or quickly reversing your motion and taking the quickest route to deal with said threat. You also can fly continuously in one direction or the other to make yourself a harder target to hit. Be warned, though, that if you lose all ten humans, the planet will explode and you will be out in space against some pretty aggressive enemy units. This is definitely a game of only the fittest survive. To think, you volunteered for this duty.

5.1 Controls

D-Pad : Move Ship
A Button : Fire
B Button : Smart Bomb
X Button : Hyperspace
Y Button : Inviso
R Trigger : Thrust
L Trigger : Reverse

5.2 Playing Field

Stargate involves battling either on the planet or in space if you lose all the humans. The screen itself is a never-ending world since it "wrap-around" so there are no edges. You only see what is within your limited view but you can see everything else via your radar. I have included an example of what the playing screen looks like:

```
+-----+-----+-----+-----+
|\_\_ FIGHTERS LEFT      |  --  | |
||- SMART BOMBS LEFT    |  YOUR VIEW  |
|__ INVISIO LEFT|\      /\      /\_\/\      /\_  _/|
|          250 |  \/\_/_/  \/\_/_/  \/_/  \/\_\_/_/|
|-----|-----|-----|-----|
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|          /\_____
|          +-----/
|
|                                     +-----+
|                                     | +-+ |<-WARP
|                                     | +-+ |
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|   /               \
|  /                 \
| /                   \
|/                     \
|
|-----+-----+-----+-----+
```

You control your fighter through this screen.

5.3 Scoring

Scoring in this game is relatively simple.

Lander : 150 points
Mutant : 150 points
Bomber : 250 points

Pod : 1000 points
Baiter : 200 points
Swarmer: 150 points

NEW ENEMIES:

Firebomber : 250 points
Fireball : 100 points
Dynamo : 200 points
Space Hum : 100 points
Yllabian Space Guppy: 200 points
Phred : 200 points
Big Red : 200 points
Munchies : 50 points

5,000 points for saving a human from a Lander.

500 points for safely putting them back on the planets surface.

Bonus at the end of each wave of Humans Left X 100.

2,500 point bonus for getting through the Yllabian Dogfight or Firebomber Show-down waves.

You start with three fighters, smart bombs, and three seconds of Invisio time. You get a bonus ship, smart bomb, and 1 second of Invisio time for every 10,000 points.

5.4 Changes from the Original Defender

Note from Fox: 'Defender II' is actually named 'Stargate' in the arcade realm. As War Doc has bluntly stated it to me, it is due to copyright problems among the producers. Looks like they got the correct alias for this game back. Don't ask me. :/

Anyway, the changes are...

- The addition of eight more enemy units.
- The addition of the warp. Going through the warp allows the player to either:
 - Go to the opposite side of the planet when no humans are being threatened.
 - Arrive at the exact spot if a Lander is abducting a human.
 - In addition, before Wave 10, if you fly through the warp while holding onto four humans, you will go forward three waves. You will get a bonus of 5,000 points for this achievement.
- The Invisio button allows you to cloak your fighter in an anti-matter field. While cloaked, your fighter is indestructible and you can destroy all objects (including humans) just by flying through them. You will see your fighter as a dull shimmer on the screen. Remember, you only have a few seconds of Invisio total.

- There are now bonus waves in the game. After completing these bonus waves, you start again with ten humans on the planets surface. The bonus waves are:
 - Starting at the 5th wave and every 10th wave thereafter, you will go through the Yllabian Dogfight.
 - Starting at the 10th wave and every 10th wave thereafter, you will go through the Firebomber Showdown.
- When you are down to three humans left on the planets surface, the planet will start flashing. This is a hint that there are very few humans left and that planetary explosion is coming soon.
- There is now a timer on the pods located in the lower right of the game screen. If you don't do anything about the pods within that time, they will break open on their own to release their swarmers.

 5.5 Game Basics/Tips

You start the game in the middle of the screen. You can look at your radar to see where the various enemies are. Get to learn the sounds of the game because they are an important clue as to what is going on out of your viewing range.

- First of all, learn how to use the buttons with proficiency. You don't want to be hunting around for the smart bomb or thrust button when you are in the middle of a firefight. Practice is what will make you proficient.
- Learn to use your radar screen and after a while you will only look at the viewable area briefly to take care of business. Each enemy has a unique color on the radar so you should be able to easily identify what they are. In addition, you will also learn how each enemy moves around. This will definitely become a great benefit in the later waves.
- As I've already mentioned, listen to the sounds of the game. When you hear a high-pitched chatter, that means a Lander has picked up a human in order to create a mutant. Use your radar and look for the green shape going straight up; that's the lander. Try to get over there as quickly as possible. Just shoot the Lander, not the human it has taken. When you hear what sound like something being put together, that means a Lander has become a Mutant.
- Once you shoot the Lander, your job isn't over yet. If the height is too great, the human will fall and die on impact. Fortunately, your fighter is equipped for such emergencies. All you have to do is fly over the human and your fighter will pick them up. Anytime you scrape against the ground, you will set the human down. Some players continuously ride around with a human like this to prevent the planet from exploding.
- The planet will only explode when all ten humans are dead. Then you will have to go through waves of nothing but mutants and the other regular enemies until you make it to a bonus wave. After that, you will have 10 humans and a new planet again. Mutants are very dangerous to deal with because they not only tend to swarm, they also fire a lot of shots toward your fighter. Of course, real good players just shoot all the humans so they can have the challenge of going through these "mutant" waves.

- If you take too long on a wave, a saucer shaped enemy called a Baiter will appear. The Baiter is much quicker than your fighter and it has the tendency to fire pretty accurate shots. Try to clear waves as fast as possible. Also, Phred, Big Red, and Munchies will make an appearance to help out the Baiter to ensure your fighter doesn't survive.
- Use your smart bombs only when your viewing area is crowded with enemies. A lot of players like to get all the Pods into their viewing screen then touch off the smart bomb. A quick way to get a few thousand points. Another use is to break open the pods so that Swarmers are all over then touch off the smart bomb. Again, more points.
- Speaking of Swarmers, they can outrun your fighter. One of the tactics to "throw" them off is to reverse quickly a couple of times. This disorients briefly and may even give you a chance to pick off a few of them.
- In addition to smart bombs, use your Invisio sparingly. A good tactic is to find a lot of enemy units bunched up. Fly fast toward them and at the last minute, activate your Invisio until you are clear (should amount to less than a second of time). You can destroy quite a few enemies this way and you conserve your Invisio energy.
- Use hyperspace only when you are in a totally desperate situation (like getting swarmed by Mutants or Swarmers). More times than not, the hyperspace will put you somewhere else but destroy your fighter in the process.
- Watch out for the bombers. Although they travel slowly, they have a bad habit of leaving strings of bombs. If you are not paying attention, you may become another statistic if you attempt to fly through them.
- The firebombers have a tendency to shoot a lot of fireballs at your fighter. Fortunately, you can destroy these fireballs. This can become complicated if there are four or five firebombers firing at the same time. The fireballs don't track your fighter.
- You can fly through and under the terrain (but you cannot exit the screen at the top and come up through the bottom or vice-versa). Use this to your advantage when maneuvering around.
- Since you "wrap-around" the screen, this gives you a little more maneuvering room. However, keep looking at your radar because the enemy that disappears off the left side will show up on the right side. Also, shots do not wrap around the edge.
- In addition to using the "wrap-around", keep in mind that you can also use the warp to your advantage. Some players hang around the warp until a human is abducted. They go through the warp, save the human, and go back to the warp again to await the next rescue. Also, the warp is great if being pursued by a lot of enemies who are intent on vaporizing your fighter since it transports you to the opposite side of the planet.
- Since you get a free fighter, smart bomb, and Invisio time at 10,000 points, that should be your constant goal. As the waves get higher, though, things move a lot faster making even getting 10,000 points a challenge. The most free fighters and smart bombs you can have is 256.

6.1 Controls

D-Pad : Move Ship
A Button : Fire
B Button : Bomb

6.2 Playing Field

```
+-----+
| # OF BOMBS          \\\|         |///| |
|         SCORE      \\\|         |///|
| BONUS AT XXXX      \\\|         MAP |///|
|         LIVES       \\\|         |///|
|                    \\|         |//|
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|
|           GAME SCREEN
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|          /\
|         /\
|        YOUR SHIP
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6.3 Scoring

Planetoids : 5 Points
Workers : 150 Points
Crystals : 200 Points
Warriors : 500 Points
Sinistar Pieces : 500 Points
Sinistar : 15000 Points

6.4 Game Basics

Objective of the Game - Your heroic mission is to destroy the Sinistar before it can do too much. You have to collect rare Materials stored within the Planetoids to create bombs that will blow the michevius Sinistar away. However, there are Workers and Warriors that will try to avert this fate.

Controlling Your Ship - Really simple. You just use the D-Pad to move (WOW!) and use A to fire. Pick up enough Materials and you can use bombs (B button). The world in Sinistar is spherical so there is no borders... if you go one way, you will eventually return to the same position, though you probably won't notice it.

Materials - Like I said, the Materials are hidden within the Planetoids (floating boulders). Shoot them with your standard fire and one or two will pop way, shimmering. Fly into it to collect it. You should stock up about 15~20 bombs before facing Sinistar. A Material yields a bomb, which I adamantly believe.

Enemies - WORKERS, the red 'miners', will scully around, amongst themselves, and attempt to bump into you. Will they kill your ship? Nah. Instead, they will STEAL your bombs! As long you keep moving and firing, you shouldn't have any trouble with them.

WARRIORS, the flying tanks, are drones that fire a single missile at a time. They are the only ones that may destroy your ship other than Sinistar. Handle them at once.

Sinistar - Sinistar are constantly on the 'revive' mode, if you know what I mean. His Workers are always repairing him into the behemoth as you see him. At the start of the level, he has zero pieces on him. His workers, as you search among the Planetoids for the bombs, are building him up from zero to 20. There are 13 'sections', so you have to use 13 bombs to destroy him. To those who are wondering, 7 pieces makes a face, which is one section. When his construction is complete, he will head directly for you. He can be seen as the large yellow dot on the map if he's nearby.

Waves - There are 4 waves in all and they repeat. They are:

WORKER ZONE: Higher population of the workers swarm here.

WARRIOR ZONE: Higher population of the warriors swarm here.

PLANETOID ZONE: More Planetoids!

VOID ZONE: Planetoid are rare here, easily making this the hardest level.

6.5 Tips

-Concentrate on collecting the Materials instead of the heavily-populated Workers. Except if there's a Warrior nearby, then you should take care of it first.

-Do not fire continuously against the planetoids... Destroying them only gives you 5 points and it won't break loose any Materials. Instead, tap the fire button to release scarce fire so the planetoid won't break open. That way, you will get more Materials out from a Planetoid.

-Don't let any of the Workers stick to you. Bumping them out will work, you won't lose any bombs that way.

-Listen to this when you're playing as a clue: "BEWARE, I LIVE!". This signals as the completion of Sinistar's production. Therefore, he will begin heading for you. Collect the final Materials and get ready!

-You should have at least 13 bombs in all, because that's how many bombs

a Sinistar needs to be 'felled'.

-The bombs will home itself to Sinistar so there is no need for 'aiming'. However, if a bomb hits something else (Worker/Warrior/Planetoid), it will fail its objective. A message saying "Sinibomb Intercepted" will be on the top left corner, just below your lives and score. To prevent this from happening, release bombs when the Sinistar is in the playing screen.

-DO NOT try to out-run Sinistar! It is absolutely useless, because he is way more faster than you are. Instead, use your agility to out-manuever him. Go around him in large ovals and drop off bombs as you pass him.

-If you successfully completed a Zone, you will appear in the next Zone with Sinistar resting in just 2 screen widths north of you. You could use this as an advantage and destory him before his Workers revives him completely.

-If you run out of bombs, Sinistar will retreat and re-build as you collect more bombs.

-Keep moving! Good luck, my friend!

IV. Gameshark Codes

~Credit goes out to www.gameshark.com~

Sinistar Inf. Lives	5A7748CB00000003
Defender 2 Inf. Smart Bombs P2	9B30356300000301
Defender 2 Inf. Smart Bombs P1	520748C300001E03
Defender 2 Inf. Lives P1	52FF48C300000102
Defender 2 Inf. Lives P2	670B54D500000200
Robotron 2084 Inf. Lives P1	3BE11BD300000102
Robotron 2084 Inf. Lives P2	25675CD100000102
Defender Inf. Lives P1	9A68356C00000200
Defender Inf. Lives P2	DB50BC4400000102
Defender Inf. Smart Bombs P1	C5D3D86300000301
Defender Inf. Smart Bombs P2	DB68BC4400000A03
Joust Inf. Lives P1	9C08356C00000400
Joust Inf. Lives P2	54EF48CC00000400

For DREAMCAST only. Won't work on PLAYSTATION.

V. History/Disclaimer/Thanks

History

Version 1.0 --- All games completed!
(01/30/2004)

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If you see this guide on any other site then the one listed above, please e-mail us. If you wish to ask questions or give input to this guide, please e-mail us. Just have MIDWAY: GAHV1 as the subject so we know it isn't another kooky vendor trying to sell us hair gel or another XXX site telling us we have new friends.

Thanks To...

War Doc for allowing me (Fox) to use some of his unique and outstanding Arcade FAQs on this FAQ. Check out his CRP for more 'products' of War Doc!
CRP: <http://www.gamefaqs.com/features/recognition/32691.html>

Midway I think I have to thank them, I guess. Never played most of the games before I bought this collection.

The following websites for valuable information
~<http://www.geocities.com/TimesSquare/Stadium/5406/> (Bubbles)
~<http://www.klov.com/B/Bubbles.html> (Bubbles)
~<http://www.sinistar.com/>
~<http://www.klov.com/S/Sinistar.html> (Sinistar)
~www.gameshark.com

CJayC You know who and why. :)

You for reading this!

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