

Top Gun: Combat Zones FAQ/Walkthrough

by aragornkingofgondor

Updated to vFinal on Feb 12, 2004

This walkthrough was originally written for Top Gun: Combat Zones on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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TOP GUN: COMBAT ZONES
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This is a Walkthrough/FAQ for the game Top Gun: Combat Zones

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Chapter 1- Version History

December 10, 2003 - Version 0.1 - The first version with a couple missions, a fighter, the bonuses, the introductory stuff and the FAQ.

December 11, 2003 - Version 0.11- A minor update with details about using my guide on your website and other little things.

December 13, 2003 - Version 0.12- I got another Academy mission up, added stuff to the "Codes and Secrets" section, and finished the bonuses section.

December 16, 2003 - Version 0.2- This is a slightly larger

update. It includes the final Era 1- Academy Missions and a new tips section.

December 17, 2003 - Version 0.2- Right before I sent this in, I received an email with a typo on the websites- it's cheatcc.com, not cheatscc.com. Sorry about that.

December 30, 2003 - Version 0.21- I have been a little sick over the holidays, so I haven't done much updating. There are additions to the Era 1- Warzone missions and recognition section.

December 31, 2003 - Version 0.22- I keep adding missions one by one. I added a mission to Era 1- Warzone.

February 12, 2004 - FINAL- Sorry to everyone who kept emailing, but my copy of the game is broken and I will be unable to continue the FAQ. Sorry for the inconvenience

Chapter 2- Introduction

Well hello! My name is Zac James, otherwise known as aragornkingofgondor. I wrote this guide because I noticed that this game doesn't seem to have any FAQs for it (I can hardly say I'm surprised- not many people seem to own this game.). Since I happened to own Top Gun: Combat Zones, and it would be a good first guide to try, I decided to do it.

The structure of the campaign in Top Gun: Combat Zones is that there are three eras. You start in Era 1. There are 5-6 Academy missions, or training missions, that you must complete, and then you go to the Warzone missions. These are decidedly more difficult and you must use all the skills you learned in the Academy missions to beat them. Once you complete all the missions in Era 1- Warzone, then you go to Era 2- Academy, and so on and so forth until you beat Era 3- Warzone. You will have then completed the game.

One final note- since this is my first guide, please bear with me.

Chapter 3- Email Instructions/Using This Guide on Your Website

Now if you want to email me about this guide or contribute something, my email address is dzjzman@yahoo.com. BUT- there are rules:

1. You will have a much better chance of me seeing your email if you include in the subject "TOP GUN: COMBAT ZONES". If you don't do that, I might see it, I might not.
2. Please, for goodness sake, be civil. Absolutely no swearing or four- letter words. You will notice that this guide has none of that. If you even put **** or something like that, I will quickly delete the email and block your email address forever.
3. Only stuff about this strategy guide, please.

4. NO SPAMMING ME! If you spam me I will block your email address forever.
5. NO ADS! If you ad me I will block your email address forever.
6. One final thing- no hate mail. Anyone who blasts this guide without a reason will be blocked- HOWEVER, if you explain civilly why you don't like the guide, I probably will answer. If you don't like it and you have to tell me, PLEASE BE CIVIL.

If you follow those rules, I will almost undoubtedly reply ASAP (I have a wacky schedule). If you don't, you won't get an answer, that's for sure.

If you happen to want to use this guide on your website, follow the email rules above and send me an email asking politely about using this guide on your website. Websites currently allowed to post this guide on their websites:

www.gamefaqs.com
www.cheatcc.com
www.faqs.ign.com
www.neoseeker.com

If any other websites are posting this guide that are not on the list, please email me ASAP and I will contact the website about this. Thanks.

Chapter 4- Controls

The controls in Top Gun: Combat Zones are fairly easy to grasp, although they take about 15 minutes to really get used to them:

Basic Controls

Control Stick: Move your fighter. Pressing up pitches you down, and vice versa. Left and right are the same though.

A button: Your cannon, a. k. a. your machine gun. Every fighter carries this weapon, although the rate of fire depends largely on the firepower rating of the fighter.

B button: Your secondary weapon. You carry up to four different secondary weapons depending on the mission. They are the Air-2-Air Fire and Forget missiles, the Air-2-Ground Fire and Forget missiles, the dumb-fired rockets, and the Area-of-Effect bombs.

Y button: Switch targets. This is very useful when you want to destroy a particular target with a missile or view the target's current health.

X button: Switch secondary weapons. You will go from A2A-A2G-RKTS-BMBS- A2A. Each time, you press it, it moves to the next secondary weapon.

L button: Brake. Use this a lot- for making bombing easier and to have more time to a group of targets. Also use this to turn extremely sharp in a dogfight.

R button: Afterburner. Different fighters have different afterburner capacities (how long you can boost). Also use this a lot.

Z button: Special maneuvers:

Z + Control Stick left or right- Half Roll

Z + Control Stick tap left; hold right,
or vice versa- Barrel Roll

Z - Jink

Z + Control Stick tap up, hold down- Airbrake Maneuver

C Stick: Camera control. Use the C Stick to look in all directions around you.

Chapter 5- The HUD

Understanding the HUD (Heads-Up Display) is crucial to learning how to play Top Gun. From the top left corner clockwise around the screen- at the top left corner, you will see a timer- that is your mission time left to complete it. Above that is the number of mission objectives you must destroy. Next to that is the number of bonus objectives.

On the top right corner, you will see the damage meter- that's how much damage you have taken. At 100% you die. Below that is the In-Mission Score, and below that is the bonus scores- for a short time when you get a bonus, it will show it there.

At the bottom right corner is the readout for your secondary weapons, your A2A, A2G, RKTs, and BMBs. At the bottom is the direction you are facing, with the red dots meaning in what direction the enemies are- VERY useful.

At the bottom left is your radar. Red dots are ground targets, red arrows are air targets. Blue dots are your allies, which means you usually need to protect them (grrr...). Yellow dots are neutral buildings. If you destroy these, you usually fail the mission.

In the middle of the screen are your speed, thrust, altitude, and afterburner meters.

Chapter 6- Fighters

There are 7 fighters in the game. Each era you unlock another plane. Once you beat all missions, you get another fighter. As you get all bronze, silver, and gold ratings on the missions, each plateau unlocks another craft.

Meanings of stats:

Firepower- How fast this plane can fire cannon rounds.

Weight- Affects the handling and inertia of the plane you

will have. A high thrust rating will usually offset this.
Thrust- Affects handling and responsiveness of plane.
Top Speed- Fastest achievable speed at full throttle.
Pitch Rate- How fast you pitch up and down.
Roll Rate- How fast you roll left and right.

My rating system is as follows:

1-2 = Awful
2-3 = Below Average
4-6 = Average
7-8 = Nice
9-10 = Excellent

Fighters:

Tomcat

How to Unlock: Unlocked at beginning of game

Firepower: Average (6)

Weight: Average (4)

Thrust: Average (5)

Top Speed: Nice (8)

Pitch Rate: Average (6)

Roll Rate: Average (6)

My Description: An only average fighter in almost all respects. As your first ship, it does what it's supposed to do, but once you hit the Hornet you'll never turn back. The Firepower seems nice until you climb into the Hornet, as the Hornet has better ratings in all respects. The only really good thing about this fighter is the top speed, but with an only average thrust rating and a slightly heavy craft, it isn't that useful.

Chapter 7- Bonuses

Every mission has a rating that it gives you after you complete the mission, which determines your mission rating- red, bronze, silver, or gold. There are two types of bonuses- In-Mission Bonuses and Post-Mission Bonuses.

In-Mission Bonuses

1. Flying. As long as you keep flying, you'll gain points. The faster you go, the quicker you get them.
2. Flying low. If you fly below a certain altitude, you will gain a small bonus. The longer you remain below that altitude, the bigger the bonus.
3. Doing special maneuvers. Doing these will give you a small bonus.
4. Hitting an enemy several times in a row with the cannon. If you do this you gain a decent bonus along with a better score than you would have gotten if you used a homing missile.
5. Using rockets. If you get a bullseye with a rocket, you will get a slight bonus and get more points than you would have if you had used a homing missile, but not quite as much as if you had used the cannon.

6. The NO MERCY bonus. If you shoot down an airplane with your cannon, you will see the plane spiral out until it hits the ground...or you give it a little help. Shoot a spiraling craft to get a slight bonus.

Post-Mission Bonuses

1. The First- Blood Bonus. While it sounds ominous, this simply means you destroyed an enemy first without being hit. This is always a 5000 point bonus.
2. The Cannon Accuracy Bonus. The more rounds you fired the more points you score. If you have a high percentage of accurate shots, this can be a hefty bonus.
3. The Time Bonus. The quicker you completed the level, the more points you get. This is a very crucial bonus for medals.
4. The Damage Avoidance Bonus. There is a maximum at which you can't get a higher bonus- however this set total will decrease depending on what percent of damage you finished with. For example, a 100 beginning bonus with 10% damage would mean a 90 bonus.

Your score will be tallied by combining your In-Mission Score and your Post-Mission bonuses. This will be compared against the requirements for certain medals.

Chapter 8- Tips

- * For points, always use the cannon. For completing a difficult mission, use missiles. There are exceptions to this though.
- * To evade missiles, turn sharply to the right or left and don't slow down and hope you get lucky.
- * From the right angle (about 45-), you can't get hit by an anti aircraft gun.

Chapter 9a- Mission Walkthroughs- Era 1 Academy

Now, we finally get to the mission walkthroughs. When I do these, I will post the walkthrough for each fighter I unlock and then once I get gold, I will post how to get a gold. I will also post my best score for that particular mission

My example for my rating for missions:

Mission 1

Type of Mission: (includes these- A2A, A2G or both)

Terrain Type: (canyon, flat, mountainous, etc.)

Completion Difficulty- 1-2 = Very Easy

2-3 = Easy

4-6 = Average

7-8 = Hard

9-10 = Very Hard

Gold Difficulty- see above

OK, here we go.

Era 1- Academy Mission 1

Type of Mission: A2A

Terrain Type: Canyon

Difficulty: 1

Gold Difficulty: 10

Objective: Destroy 20 target balloons

Types of Secondary Weapons: None

All right, here we go. You cannot leave the canyon you start in because you will not be able to hit the balloons. You only have your cannon for this mission. Use your radar to fly around the canyon and shoot down 20 balloons- they only take one shot, so to get a better score, fire single shots. There are more than 20 balloons, so you shouldn't have any problems. Inexperienced pilots might have trouble negotiating the canyon, but this shouldn't take you long.

Era 1- Academy Mission 2

Type of Mission: A2G

Terrain Type: Flat area with oil rigs and cranes

Difficulty: 3

Gold Difficulty: 5

Objective: Destroy all 20 tanks.

Types of Secondary Weapons: A2G, RKT

This is very different from the last mission because now you're destroying tanks in A2G combat. Be careful- the tanks have a little bite. Now, immediately switch to A2G and use them with cannon rounds. Experienced pilots should use RKT to get more points. Be very careful when flying low- cranes and bridges abound. Around 5000 feet, there is a cloud bank, so go to 4500 feet and then go strafing and pulling up around 800-1000 ft. Inexperienced pilots will go too low and panic when they see a bridge and blow up- I did twice. All in all, you shouldn't have too much trouble.

Era 1- Academy Mission 3

Type of Mission: A2A

Terrain Type: Relatively flat with a few mountains

Difficulty: 2

Gold Difficulty: 6

Objective: Destroy all 5 planes.

Types of Secondary Weapons: A2A

One of your simplest yet and your first A2A mission, this mission calls on you to destroy 5 planes. These planes only carry missiles, and rarely fire on you. If so, the missiles are easily dodged. Definitely use cannons to get a

higher score. There is no need to use A2A. Also, if you shoot an enemy down with the cannon, go for the NO MERCY bonus as well.

Era 1- Academy Mission 4

Type of Mission: A2G

Terrain Type: Flat with few landforms

Difficulty: 5

Gold Difficulty: 6

Objective: Destroy all 10 dummy biological sites.

Types of Secondary Weapons: A2G, RKT, BMB

This can prove to be a very annoying mission for some. You are supposed to destroy approximately 10 dummy biological plant sites. Each one consists of a building surrounded by 4 chemical tanks. Destroying all four of these tanks destroys the building. Attacking the building with the cannon, while it gives points, is useless in terms of the mission objectives- the buildings cannot be harmed by cannons, but they can by missiles.

When you start out, destroy all the anti aircraft guns. After this, start on the sites. Beginners should definitely use missiles, while experienced players should use RKT and the cannon. But move quickly- the clock is most definitely an issue if you use the cannon. By destroying everything with the cannon, I had 30 seconds left at best. If you need points, attack the buildings with the cannon. Time is your biggest issue on this one.

Era 1- Academy Mission 5

Type of Mission: A2A

Terrain Type: Flat with few mountains

Difficulty: 2

Gold Difficulty: 4

Objective: Destroy both instructors.

Secondary Weapons: None

This sounds a lot difficult than it is- all you have to do is shoot down 2 better fighters who have a huge load of missiles. No really, it's a piece of cake. Just get behind them and shoot them to death. The only slightly difficult part is getting to where you can fire on them.

Chapter 9b- Era 1- Warzone (Based on Vietnam)

Era 1- Warzone Mission 1

Type of Mission: A2A, A2G

Terrain Type: Base of a mountain range

Difficulty: 2

Gold Difficulty: 10

Objective: Destroy all enemy choppers and bombers, and then take out the base.

Secondary Weapons: A2A, A2G, RKT, BMB

All right, this mission starts with twelve choppers pinning down the allied base that they are trying to evacuate from. Once you destroy 10 of the choppers, twelve bombers appear on radar. Finish off the choppers and head for the bombers. To avoid damage from the bombers, attack them from the front or sides, but not directly behind. You should use your cannon on everything because you get more points- there's no reason to use missiles. A good player will finish with 0% damage.

Era 1- Warzone Mission 2

Type of Mission: A2A, A2G

Terrain Type: Flat plain with river running through it.

Difficulty: 3

Gold Difficulty: 10

Objective: Destroy all the choppers, then destroy the bases.

Secondary Weapons: A2A, A2G, RKT, BMB

This mission starts you rocketing down the river. This river has teeth, namely six gunboats. Destroy them quickly and move to the choppers pinning down the bases. There are allied choppers moving in so don't go too slow. After all the choppers are cleared out, more come. After a set period of time, the "minor" base needs to be destroyed. Shortly after the "major" base will show on your radar as red. Be careful! If you haven't gotten much sleep, you might accidentally destroy parts of the wrong base. Only destroy objects on your radar that are red. Once the bases are gone, you complete the mission.

Chapter 10- Quick Start Missions

Chapter 11- Codes and Secrets

To unlock fighters:

The Tomcat you start out with in Era 1
To get the Hornet, complete all missions in Era 1

To unlock types of quick start missions:

To get A2A, create a new game file.
To get A2G, finish all Era 1 Academy missions.
To get A2A + A2G, complete all Era 1 missions.

Chapter 12- FAQ

Q: How do you unlock the Hornet?

A: Complete all Era 1 missions, Academy and Warzone.

Q: What weapons should I use to complete levels?

A: Beginners should use homing missiles

Q: What about getting golds?

A: Definitely use the cannon- some rockets, but the cannon gives the most.

Chapter 13- What's Coming

Coming next:

Chapter 14- Recognition

Thanks to my Lord and Savior, Jesus Christ.
Thanks to CJayC for posting this on GameFAQs.

Chapter 15- Contributions

If you want to contribute something to this guide, email me at the aforementioned email address. If you send something that I post, I will give you full recognition in this guide. If you sent something and it didn't get posted, I'm sorry. If you follow the above email rules and ask me why, I will email you back with the answer. If something got posted and I didn't recognize you in the Recognition chapter, tell me and I'll quickly correct that ASAP.
Thanks.

Chapter 16- Outroduction

Well, thanks for reading this. I hope that you have enjoyed this guide. Keep looking to see if it is updated.
Thanks. Bye!

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