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NOTE: I've added a Search Engine into all my FAQs now. To use this, if there's something you wish to find instantly in my FAQ, in the above table, on the left is the name of a section or sub-section. To the right is a weird code, like GOK5.1. Basically, if you wish to go to the section where I tell you about Goku under The Playable Characters Of The Story, on your Keyboard, hold Ctrl and then hit F and a window will open. Type in GOK5.1 and hit Find Next. It'll bring you to that section instantly. The code to reach the Table Of Contents is just that: Table Of Contents. I hope this makes browsing my FAQs easier for you. Enjoy!

= I. Introduction [INTR1] =

Hey, there and welcome to yet another guide by me, Kain Stryder. This time, I'm FAQing a long neglected game, Argus, a Scrolling Shooter type game. Although not the best game out there, it's simple enough that it's long overdue for a guide. Anyway, this guide is to NOT be on ANY other site, except for GameFAQs. I do NOT want to see this ANYWHERE else, unless I say so. Please do not edit or claim this guide in any way, shape or form, because I worked hard on it and I hate to see people claim things that aren't theirs to begin with and say they created them. Please just use this as a source and nothing more. Now, with that said, let's get on with the guide. Enjoy!

= II. Current Updates [CURUP2] =

5/15/07 - I've completed the walkthrough and everything else as much as I possibly can and marked it as the Final version. If I ever need to update it again with corrections or reader submitted information, I'll do so, but until then, it's complete. So, enjoy!

= III. FAQ (Frequently Asked Questions.) [FAQ3] =

There are none...yet. If I get any, I'll add some up, so start E-Mailing me so I can add to this area!

= IV. How To Play [HOTOP4] =

- A. Controls [CONTR4.1]-

Well, here's the controls for the game. Thankfully they're as basic as you can get.

D-Pad - Moves your ship in whatever direction you wish. You can move left, right, up and down freely, even diagonally.

Select - Does nothing.

Start - Pauses the game.

B Button - Fires your main gun. Rapidly pressing it fires your gun at a faster speed, however holding the B Button down fires it at a slower pace.

A Button - Drops Bombs onto targets below. Only used to hit Power Ups and the Boss.

- B. Moving Around [MOAR4.2]-

Alright, like any Side Scrolling game, basically the screen constantly is moving upwards and you have to move your ship to avoid objects and enemies. The screen only stops moving once you reach the Boss of each level. If you run into any solid object, not including areas that Power Ups surround, you will die immediately. Crashing into an enemy or being hit by enemy fire instantly kills you. This is all very basic and all you need to know if you've never played a Side Scroller before.

However, one thing. The only difference in this game is in the lower right hand corner is a constantly blinking B0 and P0. This stands for Bomb and Power. They'll be explained in the next section. In the upper left hand corner of the screen is either a 1P or 2P with a bunch of numbers below that. This represents if Player 1 or 2 is playing at the moment, along with your current score.

Note: There's a constant scope in the center of the screen. I'm assuming this game is compatible with a Gun Controller or the like, however it's fully compatible with your typical Famicom Controller.

- C. Power Ups & Objects [POUOB4.3] -

Alright, here's the overview of all the Power Ups and types of objects you'll encounter in the game.

[P] - If you successfully land a Bomb on this, your P0 will raise to P1 in the lower right hand corner of your screen. Hitting another raises it to P2 and if you hit a third, your gun either becomes a Triple Laser or a Bubble Laser, depending on the Level you're on. (Odd Level=Triple, Even Level=Bubble.) Clearing a Level with the gun still intact lets you keep it for the next Level, however it'll alternate to the other one.

[B] - If you successfully land a Bomb on this, your B0 will raise to B1 in the lower right hand corner of your screen. Hitting another raises it to B2 and if you hit a third, your ship acquires a Defense Shield that lets you run into enemies, objects, etc and not take any damage. During the effect, different music will play and when it begins to wear, the stage's music will come back on, giving you a few seconds to position yourself so you don't hit something in your joy ride.

[L] - If you successfully land a Bomb on this, you'll get an extra Life.

[+] - It sort of looks like an +, basically it's a target that when hit, gives you 100 Points.

Laser - Your basic weapon. You start with this and if you die, you're

reduced to using this.

Triple Laser - Fires a bigger, wider shot from your gun. Useful, but not as good as the Bubble Laser.

Bubble Laser #1 - Fires 3 circle shots, one Northwest, one North and one Northeast, when you spam fire it. These can also bounce off solid walls, making them perfect to hit evasive enemies.

Bubble Laser #2 - Fires 6 circle shots, two Northwest, two North and two Northeast, when you spam fire it. These can also bounce off solid walls, making them perfect to hit evasive enemies. (Note: If you die using this, you'll start back off with Bubble Laser #1.)

Debris - Structures in your path. If you hit them, you die. When hit by your gun, they break apart, opening space to travel. Each block earns you 100 Points when destroyed.

200 - A structure that when hit, will reward you 200 Points.

500 - A structure that when hit, will reward you 500 Points.

- D. Tips & Tricks [TITR4.4]-

- A good tactic is to constantly scroll to the left or the right. Most enemies have a tendency to come straight at you, and strafing helps a LOT. This also helps to avoid enemy fire, as once fired, it can only go in one direction, so it's easy to avoid doing this method.

- Your back engine's exhaust is a weapon. If you can CAREFULLY get your ship above an enemy and they pass by it or you carefully run into them, this'll destroy them. Tricky, but if done right, can take out a wave of enemies from behind you in the bat of an eye.

- Don't really try for [B] or [P] too much. Once you score a better weapon, there's no reason to even try hitting [P] anymore. [B] is nice, but in the process of aiming, you could get yourself killed. [L] is always a nice thing to try for, but don't focus too much on it. It's better to just get past the Level and press on. Trust me, focusing on these will make you end up dead.

- The Boss of each Level is incredibly annoying and ridiculously hard. Your best bet is to slam the B Button to kill enemies while hitting the A Button to drop Bombs on it. You must also try and dodge enemy fire and enemies, so try and kill the Boss fast.

- The map of each Level, horizontally speaking, is as big as your screen, just it's infinite when you scroll. You'll do a circle very fast, as well as notice once a enemy disappears, say, to the left, they'll appear immediately to the right. Note this, as it's vital in dodging and killing enemies.

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= V. The Walkthrough [THEWA5] =
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Alright, there's not much to tell here, so there'll be no subsections for this, just one solid section, as this game's very, very short.

- Story -

I have no idea. I don't have the manual, as it's a Japanese game and I doubt there's a very strong story. Apparently, you're a pilot who must stop what appears to be an Alien invasion. At the end of each Level, you fight a Mothership by dropping a Bomb into it, so it stops spawning Aliens to attack you. Afterwards, you return home to refuel or something, before moving on to fight another wave.

- Walkthrough -

Basically all the levels in this game repeat after Level 3. All Levels have the same Boss, never changing, ever. After Level 3, you're sent back to Level 1, just with a different color sceme, so actually, this is Level 4. In actuality, there's 9 Levels and after this Level, you're sent back to Level 1, as an infinite loop. On Odd Levels, you can get a Triple Laser upgrade and on Even Levels, a single/double Bubble Laser that shoots Northwest, North and Northeast all at once.

There's nothing I can really FAQ for this, as it's just shoot down the enemies coming at you, reach the Boss and drop a Bomb on it when the hatch is open for a split second. However, I can offer advice on the Boss. The Boss of each Level appears to be a Mothership of sorts. When you see a [B] and [P] right in the open, next to each other sort of, you're about to fight the Boss. When you reach the Boss, new music will play and the screen will stop moving. You must fight a constant, ridiculous amount of enemies always flying/shooting at you, all the while trying to drop a Bomb on the Mothership.

The only way to win is to land a Bomb when the Mothership's Hatch is open, which only happens every few seconds for one second. Once it dies, you'll gain 5,000 Points and all enemies will disappear. You'll then see an arrow pointing in a direction, so follow it to a landing pad. Once near the pad, you'll see a Line Graph. Once the dot that is your ship lines up on the line, hold Down on the D-Pad and hit the B Button to descend. You must hit it repeatedly and the more you do, the faster you land. To ascend, hold Up on the D-Pad and hit the B Button. Try and smooth your ship out, as if you smash the B Button too much, your ship will crash. Although you won't "die", you won't gain Bonus Points for a smooth landing. If you fail to land before reaching the end, the screen stops and lets you attempt an easy land. If you land right at the bottom of the line on the Line Graph, you'll gain Bonus Points. The closer you are, the more you'll receive.

Other than that, you'll basically keep looping this over and over until you run out of Lives, at which point the game ends and puts you back at the Title Screen. If you play 2 Player Mode, when you die as Player 1, Player 2 gets their try, then Player 1, etc. The max amount of Lives you can have is 5 Ships, which are shown at the start of each Level, however this isn't accurate, as you can go over this and if you do, when you die, you'll still have 5 Ships.

- Ending -

Sadly, there isn't one. Oh well, just whenever you feel confident enough the Aliens have had enough, turn the game off and declare you've won.

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= VI. Analyzing The Enemy [ATE6]=

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The majority of enemies in this game either act and/or look the same. They either give 100, 200 or 300 Points when defeated and they ALWAYS come in groups, NEVER alone, unless you're fighting the Mothership. ALL enemies fire the same type of ammo, a purple ball that's easy to avoid, however it can become a problem when there's about seven of them flying at you and you're also trying to dodge the things that are firing them at you. The vast majority of enemies move either diagonally, straight down from the top of the screen and then move left, going off the screen and appearing to the right, (And vice versa.) or appear from the top and slowly come at you, moving side to side, eventually moving off the screen, only to reappear elsewhere. Also, a majority of enemies, after attacking you, will fly away and try to reapproach for another attack or just completely run off. Watch for this and try to destroy them. Sometimes, enemies also just sit still and fire at you, so this can be a danger as well.

It's very hard to describe the different types of enemies in this game, as none of them have a great amount of detail to them. However, there's only about 6-8 different types and they can all be taken down in one shot. The only difference is they all move differently, but none of them have drastic differences and once you see them, you'll easily pick up on it.

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= VII. Secrets [SECR7]=

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None at the moment. If you have any, please send them to ssj4kain@aol.com. Thanks!

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= VIII. Credits [CRED8]=

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Well, here's where I give credit to the ones that helped make this guide possible. Here's the following people I'd like to thank:

Jaleco Entertainment - For making this game...I guess. Good...work! Yeah.

Myself - For writing this guide. Thanks for reading it and I hope it helped you in playing the game.

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= IX. My Words [MYWO9]=

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Thanks for reading my guide, first of all. I sure hope it helped you. If you wish to submit something to this guide, send it to ssj4kain@aol.com and label the subject as "Submit-Argus" and as nothing else please. It isn't too hard and I'm not asking for alot. If you have any questions regarding this game, also send them to me and label the subject as "Question-Argus" please. Again, not asking much here and it isn't hard to understand. Now for the legal stuff.

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other site besides GameFAQs and is not to be edited in ANY way for other use. (Unless I give permission to do so.) I did not create, nor take in participation of creating Argus. I am not affiliated with Jaleco Entertainment, nor the team who made it. I also don't have the rights to it. I am a writer simply giving out information to other gamers of Argus.

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