

# Famicom Wars (Import) FAQ/Walkthrough

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Famicom Wars

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## 1. Introduction

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Famicom Wars is a 1-2 player turn based strategy game for the Nintendo Entertainment System. It is the father of other games like Advance Wars. It features soldiers trying to capture bases and eventually take over the enemy Headquarters. It also boasts one of the most comical and entertaining intros in the NES library. While not actually having a plot, the game does have a series of 15 levels. All the levels are unlocked when you first start playing, so this guide will teach you how to beat each level as both teams. If you have any questions or corrections, e-mail me at [firstninja@gmail.com](mailto:firstninja@gmail.com).

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## 2. Controls

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Control Pad- Up is up. Down is down. Left is left and, wait for it, right is right.

A- Selects options in the menu. Click while over a unit to bring up detailed stats.

B- Brings up the in game menu, and selects certain menu choices, also cancels if you're moving a unit as long as the unit hasn't ended their turn.

Select- Changes selection in certain menus, and brings cursor back to HQ

Start- Starts game and confirms in certain menus, has no function in-game.

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## 3. Menu Navigation/Translation

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The first screen has two options. They are:

- Continue Game
- New Game

Select continue game to continue playing your previous game! Otherwise, select New Game to start a new game. The next screen translates to this:

(Orange Star) (Blue Moon)

(Player \*) (Player)  
(Computer) (Computer\*)

(Animations) (Background Music)

On\* (Type A\*)  
Off (Type B )

(Computer Difficulty) (Confirm Settings)

IQ 200  
IQ 100\*

\*Default Settings

After confirming the settings, you are brought to map selection screen.

Here are their names in Advance Wars (They can be found in the Special/Classic folder.)

1. Bean Island
2. Crater Isle
3. Triangles
4. Ball Islands
5. Coral Lagoon
6. Puzzle Trio
7. Fist Peninsula
8. Deer Harbor
9. Alara Range
10. Lost River
11. Volcano Isle
12. Turtle Atoll
13. Squash Island
14. Cube Keys
15. Mirror Islands

When you select a map, you'll be brought to the game screen.

To access the menu, press B.

From left to right the commands are:

(Build)

Use this command on a base, airport, seaport, or on certain cities to produce units.

(Units)

A list of your units showing their HP, Fuel, and ammunition.

(Status)

Shows various info such as income, and units built or destroyed

(Supply Units)

Supplies all of your units. Air units can only be supplied on airports, naval units on seaports, and land units on bases, HQs, or cities. It costs money to use this command, so if you're planning on building a unit, either don't use this command or use after building your units.

(End Turn)

Ends your turn and starts the opposing side's turn.

(Options)

Brings you into a sub-menu with the following options (Again, from left to right)

(Settings)

Allows you to change the animation and music settings.

(Save/Load)

Allow you to save or load a previous game. The top, red option is save, and the bottom, blue option is cancel.

(Yield)

When you choose this option, you forfeit and the other country wins, I hope you don't push this by accident.....

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4. Characters  
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There are no named character in Famicom Wars. However, there are two teams on every map. The first team is Orange Star. Obviously, Orange Star's troops wear orange. The other team is Blue Moon. They wear blue. Neither team is good or evil in this game. If you really want to think of one as good, then you should know that Orange Star is good in Advance Wars and Blue Moon is the initial "bad" army.

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5. Units  
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SRC543 has done a very excellent and exhaustive job of describing the units in his Unit Guide. Anyone who reads this guide should also read his because he put a lot of effort into it and you might learn something that will make you a better fighter! I will briefly talk about the units anyway.

Infantry

Cost-1000G

Ammunition-9

Fuel-99

Movement-3

The grunts of Famicom Wars. They can capture cities and do reasonable damage in groups.

Mech

Cost-2000G

Ammunition-3

Fuel-70

Movement-2

Slower than infantry with less ammunition. There is no reason to buy them.

Transport

Cost-4200G

Ammunition-4

Fuel-70

Movement-6

These can carry infantry into battle AND attack. Good buy when you need a speedy capture.

Tank B

Cost-6000G

Ammunition-4

Fuel-50

Movement-5

Less Ammunition than its big brother Tank A but cheaper. A good choice when funds are a problem.

Tank A

Cost-16000G

Ammunition-6

Fuel-70

Movement-6

The big bad Tank A will own any other land vehicle head to head. Once you start pumping these out every turn, the game is almost over.

Artillery B

Cost-5500G

Ammunition-3

Fuel-30

Movement-5

Cheaper and less powerful than Artillery A. Useful for short distance attacks.

Artillery A

Cost-13000G

Ammunition-5

Fuel-50

Movement-4

Good amount of reach and good damage. Cluster these behind tanks for overwhelming firepower.

Anti-Air Tank

Cost-5500G

Ammunition-4  
Fuel-50  
Movement-5

Can attack planes. Your go to choice for plane demolition with a land vehicle.

Anti-Air Missles  
Cost 11000G  
Ammunition-2  
Fuel-40  
Movement-4

Attacks planes from range. Low ammunition makes this impractical away from supply trucks or cities.

Supply Truck  
cost-3000G  
Ammunition-0 (Can't attack)  
Fuel-60  
Movement-5

Supplies land units. You will need one or more of these to keep your troops firing away from your bases.

Helicopter  
Cost-4000G  
Ammunition-4  
Fuel-60  
Movement-6

A cheap air vehicle. Carries one infantry.

Fighter B  
Cost-15000G  
Ammunition-4  
Fuel-99  
Movement-10

Fast little jet. Good for clearing areas for your planes to drop men.

Fighter A  
Cost-22000G  
Ammunition-5  
Fuel-99  
Movement-10

More expensive than Bs but also more useful. Use them to do everything a Fighter B can do better.

Bomber  
Cost-20000G  
Ammunition-5  
Fuel-99  
Movement-8

Does great damage against land and naval units. Watch out for enemy aircraft as they will cut you down.

Destroyer/Lander

Cost-18500G  
Ammunition-6  
Fuel-99  
Movement-5

The transports of the sea. They can carry two land units and attack all units.

Battleship  
Cost-28800G  
Ammunition-6  
Fuel-99  
Movement-6

Ranged ship. Use it to soften up the enemy before your tanks roll in.

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## 6. General Tips and Strategies

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Save when you are winning! Sounds simple but some good matches have ended when a power cord was tripped on.

To keep the enemy from spawning more troops at their bases, park one of your units on the base. This is especially useful when no infantry are in the area to capture the base or when you have destroyed most of the enemy troops and are capturing the HQ.

You will do more damage attacking than defending. An effective strategy is to rain down artillery fire and then attack the weakened enemy with your tanks.

Always protect your artillery! These units will not last long against a direct assault.

Use the terrain. Mountains have the most defense. Cities offer more protection than woods, Woods are better than plains and beaches. Roads and open sea are the worst defensive positions.

Chokepoints! Try to get your enemies in positions where they can only enter an area 1 at a time. This will allow you to keep your units healed and do lots of indirect damage with your ranged units.

Memorize which units can attack different kinds of enemies effectively  
Block paths with units that can't be damaged by your enemies to prevent them from attacking or retreating. (Place aircraft around your grounds troops to prevent a Bomber from attacking.)

Your bases will heal your units if they are on the base at the end of the turn. If you have a damaged unit, withdraw to heal. A damaged unit is cheaper to fix than buying a new one.

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## 7. Maps and Map specific strategies

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Famicom Wars has 15 maps. They start with fairly balanced maps and then progress to maps that start the enemy with more bases than you. You win by either capturing the enemy HQ or destroying all of his units.

\*\*\*\*\*1. Bean Island\*\*\*\*\*

A simple little "bean" shaped map. Both teams start out with 11 bases. 3 of those are factories and another is an HQ. There are neutral cities in the middle of the map.

Strategy: Rush your infantry in transports to the middle and try to take more bases than your enemy. Next, work your way into the enemy HQ area. Sit troops on their factories and HQ to prevent them from sending in more troops. Capture the HQ and you have beaten Bean Island!

In-depth: Use infantry and supply trucks to take the 5 neutral cities in the middle of the map. Reinforce your position with a tank or two and then take the two enemy cities south of the 5 neutral cities. By this point you should have some Tank As or whatever you prefer to fight with. Attack any enemies around the HQ and put an infantry on it to capture. Make a ring around the infantry to protect him and finish capturing. Note: This strategy works for both teams since the map is essentially a reflection of itself.

\*\*\*\*\*2. Crater Isle\*\*\*\*\*

This map looks like a donut. A ring of land surrounds some water. A road runs along the west of the donut from Orange HQ to Blue HQ. A road runs from Orange HQ to Blue HQ on the west side of the donut. Orange starts out with 11 total bases, 3 are factories and one is the HQ. Blue starts out with 4 bases. That's right 3 factories and an HQ. If you are Orange then prepare for a fun match. If you are Blue, prepare to be frustrated and beaten.

Orange Strategy: Rush along the road and try to either A) annihilate Blue and capture their HQ quickly, or B) capture the cities to the West and then destroy Blue while preventing them from capturing cities.

In-depth: Buy 2 transports and 2 infantry. On the second turn, drive down the road and drop the grunts off in positions to capture the city next to the lake and the one 4 below and one to the left of it. On the next turn send the transports back to get more infantry and also make more infantry in all your factories and HQ. Send the transports down with 2 more infantry and capture the 2 neutral cities to the west of the ones you are already capturing. Send the other infantry towards the woods to the East. Capture the 2 neutral cities closest East of your HQ. Once you have both of these fronts adequately defended, begin capturing the cities in the Eastern woods. Note that it is important to use your transports to keep Blue from capturing the cities that form a sideways V West of their HQ. If you have captured all the cities the way I described, you now have 20-11 base advantage over the Blue. Defend your cities while making however many tank As you think you will need to take their HQ. This depends upon what units they spawned and how many you have killed already. Finally, bring your troops from the West and the East to trap the Blue in a pincer. Park strong units on the factories while your infantry captures the HQ. Time to try it as blue.

Blue Strategy: Wow. You were either tricked into playing this map or you think you are the best Famicom Wars player ever. Capture the cities that form a sideways V West of your HQ. Your plan should be to use these cities to form a defensive wall while you push infantry through the East woods into their HQ area and up the road to the West. This map is winnable through a combination of luck, skill, and

over-confidence of your opponent.

In-depth: Spawn infantry at all bases. Keep spawning all infantry until you capture the 4 cities to the West that form a sideways V and the 3 one square North of your North factory to the East. Now spawn some tank Bs. to push North and West depending on where the enemy is moving. You now want to capture the cities in the woods while making sure that Orange doesn't capture the cities to the West. Then, capture the cities to the West and possibly the cities North of the woods. You have now turned the base advantage in your favor. Defend your bases while preparing for a final assault. Bring a sizable force of tank As and at least one loaded transport up the road and eliminate all opposition around the Orange HQ. Guard your infantry while he captures the HQ. Whew! 4 wins down, 26 more to go!

\*\*\*\*\*3. Triangles\*\*\*\*\*

A good even map. Two triangles face each other separated by water. Both teams start with 2 factories, 2 airports, and an HQ. There are 11 neutral cities on each island.

Strategy: Capture all the cities on your island. Build some planes and destroy any enemy attempt to land troops on your island. You can either A) gain a beach head on the enemy island and slowly expand across their island or B) Send a fleet of Fighters and Bombers with a helicopter or two and try to quickly destroy any units around the enemy HQ. Park all planes around the HQ while your infantry hops out and captures it. Risky but if pulled off well it is a quick and fun way to win the match.

In-depth: Spawn 3 infantry and a heli. Capture all the bases on your island. Send the helicopter to harass the enemy infantry. This will slow them down and give you an early advantage in bases. Continue spawning infantry and helicopters until your island is completely captured. If your helicopters did their job then the enemy hasn't completely captured their island. Send over some helicopters with infantry to capture whichever part of their island they haven't made it to. After you establish the initial beachhead, you only want to spawn fighters and bombers. Use these to keep any air force out of the sky and the enemy ground troops from killing your infantry. Once the enemy is appropriately weakened and you have a substantial portion of their bases, put a infantry on their HQ and surround him with helis. Capture the HQ and you are going to level 4! NOTE: This strategy works for both teams since the map is a reflection of itself.

\*\*\*\*\*4. Ball Islands\*\*\*\*\*

A bunch of small islands with two large islands. Both teams start with 2 airports, 2 docks, 5 factories and an HQ. There are 26 neutral cities, 2 airports, and 1 dock.

Strategy: This map is actually pretty straight forward. Capture cities next to your HQ and spread out from there. It is important to get to an island before your enemy so that you can capture some cities or at least gain good ground.

Orange In-depth: Spawn infantry, helis, and transports at the beginning. Send the helis loaded with infantry to the middle and Southern islands in the middle. Ignore the top island for the moment because it does not contain any spawn buildings. Capture all of the starting island, starting with the East seaport and moving back. Once you have all the middle islands captured the begin to spawn good



aircraft. Your main goal is to keep enemies from landing on the middle. Make some tank As and load them on destroyers that you make at your East dock. Send a large force of destroyers loaded with tanks and transports with with infantry in them. Send all your planes in to protect them and soften the enemy ground forces. Land on the beach and move your forces around whichever end of the island is being less heavily guarded. It is important not to go down the middle because of the choke points and also to prevent you from getting flanked. Camp planes on all their spawnable buildings while your infantry captures the HQ.

Blue In-depth: This map is almost a mirror of itself so follow the advice for Orange. The only difference is you do not get a forward dock so you will have to spawn your destroyers behind your HQ.

#### \*\*\*\*\*5. Coral Lagoon\*\*\*\*\*

A relatively balanced map, resembles Crater Isle except both teams start in the South and their HQs are separated by water. Blue has 2 roads coming up from their base which helps them capture cities faster but makes their base harder to defend. Each team starts with 4 factories and an HQ.

Strategy: Follow the same strategy as Bean Island. Move up the island with transports and infantry. Capture cities while trashing enemies. Move in for the kill. Keep your wall of tanks and artillery in front of the infantry so that you don't have to order more grunts from your factories.

In-depth: Spawn infantry and transports. Immediately start capturing the 7 Northernmost cities starting with the ones closest to your base. Spawn more infantry to capture the base close to you. Spawn tank Bs to protect your transports and infantry. Once you have the Northern bases, capture the base closest to your enemy. Wipe out any exposed enemies before you make a move for the HQ. Move all your forces down to the enemy HQ ignoring any enemies except the ones that can get to the HQ in time to stop your capture. Block all the factories while capturing HQ. NOTE: This map is an imperfect reflection of itself so the above strategy works effectively for both teams.

#### \*\*\*\*\*6. Puzzle Trio\*\*\*\*\*

Blue has a clear starting advantage in this string of 3 islands. Orange Star starts out with 7 cities, 2 airports, 3 docks, and 3 factories. Blue starts with 12 cities, 2 airports, 2 docks, and 3 factories. There are 12 cities, 2 airports, and 2 docks that are neutral.

Orange Strategy: Load infantry in some helicopters and go to the closest neutral airport to Blue. Capture it and the cities around it. Use the pass through the mountains next to the airport to prevent enemy from flooding the other half of the middle island. Capture all of the middle island and then flood the enemy island with destroyers until you force your way onto their island and capture the HQ. Use a combination of boats and planes to keep the enemy from retaking the middle island while you prepare your final invasion.

Blue Strategy: Destroy the Orange that try to take the middle island and then take their half of the island first. Put lots of troops on the island using your base advantage and then flood their island once you have an overwhelming number of forces.

\*\*\*\*\*7. Fist Penninsula\*\*\*\*\*

The first time I saw this map the unfairness of it all made me laugh. Orange starts with 3 factories and a HQ. Blue starts with 20 cities, 3 factories, and an HQ. However 11 of the blue cities are closer to Orange HQ than Blue, and there are mountains forming a right angle across the middle of the field.

Orange Strategy: Capture bases. If you manage to live past the first few turns then try to keep enemies from pouring through the two holes in the ring of mountains. Once you capture all the bases that are close to you, push into the Blue area and take their HQ!

In-depth: Spawn all infantry the first two turns. Move them to capture the 5 cities South of your HQ and the 2 touching the woods to your East. Move the Southern infantry into the mountains East of their position and take the 2 cities closest to you. Meanwhile, send your other infantry to capture all of the Northern cities along the coast. By now you should be spawning tanks at your base and advancing them through the two openings in the mountains. Capture the bases that ring the Blue HQ. Their economy will now be weak and you will be able to fight your way onto the factories and HQ. Guard your infantry while he captures their HQ.

Blue Strategy: Use your greater income to make lots of quality troops to charge into the Orange area. Prevent them from capturing bases and camp on their factories. Capture their HQ. Just don't feel too proud about it...

In-depth: After the hard earned win in the last match, this will be a easy, almost relaxing match. Spawn a transport, an infantry, and then tank Bs. Pour through the two gaps in the mountains and destroy any enemy infantry trying to feebly capture your cities. Your main goal is to camp on their bases while capturing the HQ however, so ignore any infantry that won't make it back to HQ in time to stop your capture. On to Level 8!

\*\*\*\*\*8. Deer Harbor\*\*\*\*\*

A balanced map. Each team starts with 4 factories, 2 airports, and a dock. Large islands around the edge of the map with a small one in the middle.

Strategy: Capture bases faster than your opponent. Start as far away from your HQ as you can without stretching your defenses too thin and work your way back. The small island in the middle of the map makes a great spot to place many artillery As.

In-depth: Spawn infantry and transports until you capture all the bases on your starting island. Then make helicopters to carry your troops to the middle island and the large Southern island. It is important to capture the airport and dock before your enemies do. You now have more bases than your opponent. Place many artillery on the middle island to insure that the enemy can not easily pass the middle of the map without being destroyed. Fly air raids on the enemy island and look for weaknesses. Wherever the enemy is the weakest land a team of tanks and infantry in transports. Capture some initial bases while landing reinforcements. Use your overwhelming numbers to force the enemy back into their HQ area. Finally, camp on the bases while taking the HQ. NOTE: Strategy works for both teams. Congratulations! You are now over halfway to being a Famicom Wars champion.

\*\*\*\*\*9. Alara Range\*\*\*\*\*

A large map with small passes through the numerous mountains. Both teams start with 4 factories, 2 airports, and an HQ.

Strategy: Send helicopters out to capture cities. Once you have a good amount, use a combination of tanks and artillery to block the passes from ground assault. Use Fighters and Bombers to take out enemies. Use a combination of Fighters, Bombers, and Helicopters to take chunks of cities and then move your Tank/Artillery up to block the passes.

In-depth: Spawn helicopters and infantry. Capture bases starting with the closest to you. After the first few turns, use your helicopters to harass the enemy infantry and keep them from capturing bases. Give airports a higher priority for capture than cities because you will need them to keep your plane armada fueled. Spawn fighters and bombers to annihilate the enemy. A good strategy is to blitz the clump of bases the enemy is weakly guarding with planes and then use the helicopters to transport infantry to capture them. Using this strategy and good field tactics, you will push the enemy back until all they have is their starting corner. They will be making almost no money a turn at this point so crush whatever resistance is left. Either destroy all of the enemy or capture the HQ to win. NOTE: Strategy works for both teams.

\*\*\*\*\*10. Lost River\*\*\*\*\*

A series of small islands connect by bridges. Each team starts with 5 factories and an airport. 26 neutral cities and 2 airports.

Strategy: Capture bases, especially airports. Use artillery and planes to crush the enemy while infantry captures their bases. Be careful not to leave holes in your defense and try to eliminate the enemy air threat.

In-depth: This level actually plays a lot like Alara Range because of the limited paths that ground troops can take and the inclusion of airports. Spawn all infantry the first turn send them to capture bases close to your HQ. On the second turn, send helicopters to harass the enemy infantry. The 7 bases next to the airport are a top priority for both teams. Capture them to give yourself a great amount of money per turn and an extra airport as a bonus. From here, you now have a flanking position on the entire middle of the field. Sweep down using your planes while attacking on the ground with tanks and artillery. Take the middle of the map starting with the land that your starting island is connected to. Use your 3 airports and large amount of income to prepare a large air force, mostly bombers and fighters with some helicopters carrying infantry. Charge straight for the HQ and destroy any opposition. Park your helis on the factories and airport while your infantry captures the HQ. 10 more wins to go! NOTE: Strategy works for both teams.

\*\*\*\*\*11. Volcano Isle\*\*\*\*\*

An island with a large cluster of mountains in the middle with trees on the outside. Each team starts with 3 factories and an airport.

Strategy: Capture some initial bases and then build a force of planes and infantry to rush their HQ. Otherwise, just conquer bases until you finally reach their HQ.

In-depth: Spawn all infantry the first turn. Capture the bases that are farther from your opponent's HQ than yours. Use this extra income

to build some helicopters and then load all your infantry into them. Rush across the mountains with all your troops and eliminate enemies next to their HQ. If you manage to park 4 helicopters on the 4 squares touching the enemy HQ then your infantry will be able to capture the HQ as the enemy tries to break through the helicopter wall.

NOTE: This map is almost a perfect reflection of itself. The strategy works equally well for both teams.

\*\*\*\*\*12. Turtle Atoll\*\*\*\*\*

Orange starts with 6 cities, 2 docks, and 3 factories. Blue starts with 7 cities, and the same number of everything else as Orange except factories. Blue gets 4. There are two horseshoe shaped islands with two smaller islands off to either side.

Strategy: Capture all the bases on your island and then both little islands. You now have the money advantage so build up your defense and then attack whichever part of the enemy island is being defended the least.

In-depth: Start by spawning all infantry. Capture all of the bases on your island. Next turn, spawn a destroyer and send it to capture bases on one of the 2 middle islands. Now, spawn destroyers and tank As. Send this invasion force to the enemy island. I recommend landing most of your destroyers in the enemy docks, because this prevents spawning and also drops your troops off close the enemy HQ. Take over the factories and then use an infantry to capture their HQ. Their forces will probably be spread out across their island when you land and then rapidly surround your units. Ignore casualties as capturing their HQ is all that matters.

\*\*\*\*\*13. Squash Island\*\*\*\*\*

This is a long skinny island. Each team gets 3 factories, 2 airports, and a dock. There are mountains, forests, and various bases between you and your enemy. A road runs the length of the island.

Strategy: Take the middle of the island before those noobs at <insert name of other team here> do! Hold on to the middle while you take the rest of the area in between the middle and your HQ. Use the docks and airport in the middle to help launch a deadly attack that will annihilate your enemy.

In-depth: Spawn a helicopter and infantry. Send the helicopter with grunt to the neutral airport closest to your base. Begin making more helicopters and infantry and capture all the bases West of the airport. Use helicopters that are not ferrying infantry to keep enemy infantry from effectively capturing bases. Once you have most of your half under control send infantry to capture the area around the other neutral dock and airport. If your helicopters have been effectively used then the enemy will not have troops in this area yet. Use a mix of air, land, and sea forces to push the enemy out of that quarter of island. You will now want to make some battleships to hammer away at the enemies forces that are by their HQ. Make sure to block the pass with a tank A and put artillery behind it to ensure that the enemy does not break into your portion of the island. Once your ranged forces have softened the enemy charge in with all your forces. A good tactic for this portion of the match is to land tanks on the North and South shores while Bombers and Helicopters fly overhead and tanks pour through the pass. This blitzkrieg will probably kill all their forces without needing to capture their HQ. Finish mopping up their forces with your troops to move on to level 14. NOTE: This strategy

works for both teams.

\*\*\*\*\*14. Cube Keys\*\*\*\*\*

A cube shaped island with many small passage ways of land through the lakes in the middle. 4 factories and 2 airports per team.

Strategy: Capture cities. Defend those cities. Capture more cities. So simple yet so addicting. Watch out for airstrikes and any other large groups of baddies.

In-depth: Another map with small land passageways and airports. This map is a loose mirror of itself so once you beat it as Orange you won't have a hard time beating it as Blue. Send a helicopter to the airport in the middle with an infantry inside. Capture the airport while you send more infantry to capture the bases to either side of your base. Once you have your initial bases captured, attack other groups of bases based on how heavily defended they are. Use a combination of air and ground troops to destroy enemy clusters before they have a chance to counter-attack. Using the strategy you have already perfected on Alara Range type maps, work your way until you have the enemy trapped in their starting bases. Send all your troops in at once and kill all the enemy units FOR THE WIN!!!!

\*\*\*\*\*15. Mirror Islands\*\*\*\*\*

One more island to go before you can say you have beaten every island as both teams! Orange starts with 2 factories, 2 airports, and an HQ. Blue starts with 9 cities, 3 factories, and an airport. There are 3 islands connected by bridges.

Orange Strategy: Capture bases and fast. If you are still alive after a couple turns, then start advancing on those Blues. Play this like you would any other cluster of islands. Remember you have the advantage of two airports.

In-depth: Spawn all infantry on turn 1. On turn 2, send the infantry to capture bases starting with the ones closest to you. Create transports and infantry and send them to the East edge of your island to capture the bases there. Send a helicopter to interfere with the Blues attempt to capture bases. Once you have your whole starting island captured, send your forces to capture the bases of the middle island starting with the Northern bases. The reason for starting at the North is to avoid drawing too many reinforcements from the enemy mainland. Once you have the middle island, take a few turns to build up your forces and eliminate any enemies that are away from their main defenses. Lead your forces across the bridge directly towards their HQ. Camp on their bases while capturing their HQ. One more to go!

Blue Strategy: Keep the Orange from capturing any bases. Knock their planes out of the sky and make your way to their HQ.

In-depth: Spawn a heli, infantry, and a transport. Send them both towards Orange island. Capture the cities to the right of the East mountain range. Form a defensive line to block Orange from advancing to your area. Capture all the bases to the East of your Westernmost base. Use your helicopters to prevent the Orange from capturing bases quickly. If you have done this correctly, you are leagues ahead of Orange in terms of bases and troops. Advance on the enemy HQ with your helicopters. You only need 3 to protect your infantry since their HQ is next to the water. Score one for bad placement!

CONGRATULATIONS! You have successfully completed all 15 islands as Orange Star and Blue Moon. Cross it off your list of games to beat and take a break from staring at the tv!

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## 8. Revision History

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v1.5- Added In-depth guides to all the maps.  
Added more to the intro and a Character section.  
Changed level 5 name from Crater Isle to Coral Lagoon.  
Fixed some random grammar mistakes.

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## 9. Credits

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First, I would like to thank Nintendo for making the NES, along with everyone who worked on Famicom Wars. The series spawned by this game is one of my all-time favorite series in videogaming history.

Second, thank you GameFAQs for hosting this Walkthrough and hosting the help files that kept me from breaking numerous games.

Finally, SRC453 deserves a thank you for creating the Units Guide hosted on GameFAQs. He is the one whose menu navigation explanations I used because they were so much better than what I could come up with.

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