

Fantasy Zone 2 FAQ/Walkthrough

by Thunderbird8

Updated on Sep 10, 2004

Fantasy Zone 2 FAQ/Walkthrough

Version 0.5 9/10/04

Written by Thunderbird

Copyright Notice

This FAQ is copyright (c) 2004 by Sean Taylor

This FAQ is merely intended to assist you, the reader, with tips for playing Fantasy Zone 2 for the Nintendo Entertainment System. You may not post it elsewhere without first asking for permission. You may not modify this FAQ and then post it as your original work. You may not use this FAQ for money-making purposes (this includes running ads on the same page as this FAQ). If this FAQ is posted on your site (with permission), it may not be placed in an area that requires a special membership (paid or otherwise) to access. If you would like to ask permission to post this FAQ on your site, please email me at sscthunderbird@yahoo.com and I'll probably allow you to do so, provided that the above conditions are met.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

Copyright Notice

Table of Contents

1. Introduction
2. Items
 - 2a. Starting Items
 - 2b. Shop Items
3. Levels
 - 3a. Pastaria
4. Bosses
5. Obtaining Money (who drops what)
6. Secret Shop Locations
7. Version Information
8. Conclusion

1. Introduction

Welcome to my FAQ for Fantasy Zone 2. This FAQ is designed to assist you, the reader, through the game (after all, that's why you're reading this, right?).

2. Shop Items

2a. Starting Items

Small Wings

Quite slow, you start with this item for propulsion. It is recommended to get a bigger propulsion item soon.

Twin Shot

Default primary weapon. Effective for small enemies, less effective against the bigger ones.

Bomb

Default secondary weapon. Decent for attacking the main enemy structures that exist in stages. Only one can be on screen at a time.

2b. Shop Items

Some items increase in price for subsequent purchases. For these, the initial cost of the item is provided, as well as how much the price increases if you lose it (by dying or having the weapon expire, or simply by buying more, in case of ships).

Big Wings

Cost: \$800

Slightly increased propulsion.

Normal Engine

Cost: \$2000

Increases your speed higher than the Big Wings.

Jet Engine

Cost: \$5000

Another increase in speed.

Turbo Engine

Cost: \$10000

More speed. Starting to become rather difficult to control.

Rocket Engine

Cost: \$30000

Fastest engine in the game. Be careful with that speed though, it's easy to hit things.

Wide Beam

First Use Cost: \$2000

Incremental Cost: \$2000

Time limited. Fires a wide beam.

Laser Beam

First Use Cost: \$1600

Incremental Cost: \$1000

Time limited. Fires a fast, concentrated beam.

Big Shot

Cost: \$5000

Shots are bigger and do slightly more damage.

3Way Shot

First Use Cost: \$2500

Incremental Cost: \$2500

Shots fire in 3 directions, directly forward, and 30 degrees up and down. Handy for taking down wide-swaths of enemies.

7Way Shot

First Use Cost: \$4000

Incremental Cost: \$4000

Fires shots in 7 directions in a forward arc in front of your ship. VERY useful in clearing groups of enemies quickly.

Fire Ball

First Use Cost: \$5000

Incremental Cost: \$4000

Expensive, but it packs a serious wallop. One shot from this will obliterate enemy structures. It fires a slow moving fireball (hence the name. Time limited, with half the normal time, due to its heavy power.

Auto Beam

Cost: \$60000

Not too sure on what this one does. It's not a separate weapon.

Twin Bomb

First Item Cost: \$1200

Incremental Cost: \$500

Upgrades your bombs so that two can be on the screen at once.

Big Bomb

First Item Cost: \$2000

Incremental Cost: \$1000

Upgrades your bombs to do more damage. Only one on the screen at a time.

Twin BigBomb

First Item Cost: \$4800

Incremental Cost: \$2000

Gives the benefits of both the Twin Bombs and the Big Bombs. Two on the screen at once, and they pack a punch.

Smart Bomb

First Item Cost: \$2000

Incremental Cost: \$1000

Detonate it to cause a screen wide effect. Weak enemies will be destroyed, but structures only take some damage.

Heavy Bomb

First Item Cost: \$3000

Incremental Cost: \$1000

Hasn't changed from its Fantasy Zone 1 appearance. Just falls through where you drop it, obliterating anything in its path (except for you of

course).

Extra Ship

First Item Cost: \$5000

Second Item Cost: \$20000

Special Shop Cost: \$100

Extra lives. You start with two, and can have a maximum of 5. Secret shops will only sell one of these per shop.

Red Bottle

First Item Cost: \$12000

Incremental Cost: \$12000

Increases your maximum power by two units. However, it DOES NOT fill these new spaces. Buy it before the Blue bottle. Only found in secret shops (or hidden away in some areas). Can only buy one per secret shop.

Blue Bottle

First Item Cost: \$10000

Incremental Cost: \$20000

Refills your power. Can only buy one per secret shop.

After you've made a run in the Shop, you will be taken to the Parts Select screen. The best item of each category will already be selected, but if you want to make changes (such as switching off of a time-limited weapon), you can use Up and Down to navigate the three boxes, while using Left and Right to change the item.

Time limited weapons have a number next to them in the Weapons section of your status bar. This is the amount of time in seconds that the weapon will last before it expires. After the time limit expires, you will automatically switch back to the Twin Shot. Most time-limited weapons have a 20 second time limit. (The Fire Ball has a 10 second limit).

Ammo-limited weapons (the various Bombs apart from Normal and Big) display their ammo next to their name in the Weapons section. Use them up and you'll revert to a normal Bomb, even if you have another type available (including the other infinite-use types). Head to a Shop (don't need to buy anything) in order to switch types.

3. The Levels

This portion of the FAQ will provide explanations on how to get through each level. Each level is split into multiple areas, accessible by warps, which appear after destroying certain enemy structures. Each level also contains a boss warp, which appears as a red diamond, rather than a clear square. Boss warps cannot be accessed until all structures in the level are destroyed.

3a. Pastaria

You start between two enemy structures. The one on the left hides a warp. The structure to the left of it has the other warp, which leads to the Shop of this level. The structure just above the shop hides the warp that leads to the 3rd area of this level, which hides the boss warp.

3b. Sarcand

You start with three structures in the vicinity. The one underneath you houses a warp to the shop.

3c. Hiyarkia

No information at this time.

3d. Bow Bow

No information at this time.

3e. Chaprun

All structures on the first screen are on the ground. Easy pickings, since you can stay still while on the ground.

3f. Fuwareak

Shop is available in the starting area.

4. Bosses

Note that the boss names are made up by me, for the most part.

4a. Pastaria: Tree Log

Shoot the eye, and avoid the mini-logs that are all over. The boss slowly changes color as it takes damage. First white, then a yellowish color, then a dark-reddish color before it dies completely. Easy first boss battle.

4b. Sarcand: Block Tower

Each of the 5 sections is vulnerable. Its head is not, and it's the one spraying hammer-like objects at you. As each section is eliminated, it drops away, causing all sections above it to drop into place (so it gets smaller and smaller each time). Recommendation is to get each section to purple (just before it goes away), and then take them out bit by bit. Shouldn't be too difficult.

4c. Hiyarkia: Living Ice

Just hit the ice with any weapons. It will start to crack and look worse as the boss takes damage. Just make sure it doesn't hit you with its body, or the ice projectiles that it is launching. Its projectiles are indestructible, so just dodge them.

4d. Bow Bow: Dragon

Hit it in the head. Bombs are likely to miss (except the SmartBomb with its screen-wide effect). Avoid the fireballs. Not much more to say for this critter.

4e. Chaprun: Blow-Up Doll

It is only vulnerable when it is at its biggest size. However, it will not hurt you until it is at its biggest size either, so flying through it before then will not cause your ship to take damage.

5. Obtaining Money (who drops what)

Enemy structures that do not hide a warp will drop a dollar-bill like item, which is worth \$500. The enemies they release drop small coins, worth \$50 each. Enemy groups drop a big coin after all enemies in the group are destroyed. Grab it for \$200. Bosses will drop a number of various sized coins and dollar bills.

Note that each item's value is multiplied by the number of the level you are on.

6. Secret Shop Locations

Fuwareak: Upon starting, head right and destroy the first structure that is at the top of the screen. Take the warp behind it. Near the other warp in this area, the shop is hidden (a little underneath). Fire at it (your shots will disappear into it, letting you know something is there). After a bit of constant shooting, the Shop will reveal itself. This one contains a Laser Beam, one of each Bottle (Red and Blue), a 7Way Shot, an Auto Beam, and an Extra Ship for only \$100 (cheap).

7. Version Information

0.5 Written 9/11/04

Small bits of the walkthrough written. Main focus is on the rest of the FAQ.

8. Conclusion

If you wish to email me about this FAQ, please include FAQ in the subject (and since I have several available, it might be a good idea to indicate what game the question is for). Requests to host the FAQ are excluded from the requirement. The following sites can host this FAQ without advance permission:

<http://www.gamefaqs.com>

<http://faqs.ign.com>

<https://www.neoseeker.com>

Others, please ask first.