

# Fire Hawk FAQ/Walkthrough

by EntropicLobo

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FIRE HAWK - NES

Version 1.0 (03/11/2008)

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Legality:

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Game by Camerica

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Fire Hawk is rated U for "Unlicensed." It contains scenes of dangling ropes and evil drug barons. Player discretion is advised.

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| FH1: Intro |

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Unlicensed games get a raw deal by their very nature. There is the common

opinion that unlicensed games are automatically poor. Totally not the case. Yes there are many bad games that fit the bill, but what is the Nintendo Seal of Quality? A symbol of control. And there are plenty of games bearing the seal that are just as poor as their unlicensed brethern.

Fire Hawk is a real treat, like a top-down choplifter. The gameplay is solid, very similar in ways to the "\_\_\_ Strike" games. The actual rescue scenes are fraught with action as well. Overall, it's a solid entry.

If someone asks me to recommend an unlicensed game, Fire Hawk is on the list. It is better than most unlicensed titles and many legit titles. It is not lazy. It is not glitchy. It's solid, and at the very least you have to appreciate the design.

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| FH2: Gameplay |  
-----

Control Pad left/right: Swivel copter  
Control Pad up: Move forward in direction of faces.  
Control Pad down:

A: Bombs  
B: Gun

Select: switch between Para crosshair and Carrier crosshair  
Start: Pause

Fire Hawk is a game of rescue, and a game of survival. Each mission is outlined to you at the start. Most involve rescuing a given amount of paratroopers, what the game calls Paras. Some differ.

There are 7 stages. If you die in a stage, you will have to restart. This is why it is important to practice specific hit and run tactics.

Your helicopter always has a crosshair. This crosshair will tell you the direction to the next Para or the direction to the Carrier. You can change it with select.

The carrier is your "home base." You can drop in for minimal refueling. If you take a Para here you get more supplies. If you take a full load of four, you will be fully restored.

To pick up a Para you need to hover over him. To land on the carrier, you need to hover over its helipad.

When you pick up a Para, you are taken to an action scene. In this scene you press A or B, or Left or Right to shoot the helicopters as they approach your two crosshairs. You can hit select to abort if you run out of ammo or are low on health or fuel.

It's best to fire just as a helicopter is entering your crosshairs, so it flies into the shot. It takes a bit of practice, but you'll soon get the hang of it.

Actual overhead combat takes place with respect to your crosshair. The bomb, which is powerful and can easily destroy buildings in one shot can only hit in the crosshair. Your gun has much more range, but is weaker. However, you can upgrade it.

On later levels, the gun even trumps the bomb because there are so many enemies

firing at you that you HAVE to stay away.

You can carry up to 16 bombs, and 8 magazine sof bullets (multiple shots each).

It's best to use them wisely.

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| FH3: Items |  
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Items are typically gained by destroying buildings. They will either benefit the stamina, stocks, or firepower of your copter.

Circle with Cross: Restore one unit of health.

Cog: Increases the rate of fire for your helicopter.

Five Circles: Increase bullet size.

Rectangle with Six Lines: Triple shot.

Rhombus with Cross: Two fuel, Two bullets, two bombs.

Square with four Arrows: Speed-up.

You can stack some of these, and they stack two to three times. But don't go out of your way to stack them ad infinitum or you'll likely get smashed.

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| FH4: Stages |  
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The walkthrough assumes a more steady method of playing. If you want to run in blast away rapidly - this won't help. But I will warn you, this game is more easily won at a steady rate.

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-----FH4.1: Stage 1-----  
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MISSION ONE: THE AMERICAN SECRET AGENT, NEXUS, HAS BEEN TRAPPED BEHIND ENEMY LINES AND NEEDS RESCUING!

Rescues: 1 (1 NW of Carrier)

Exciting premise, let's get going.

West of Carrier:  
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Approach from the east and bomb the green truck. Back away after you bomb so you can anticipate its shots and dodge them. Bomb the orange bunker.

There's an orange silo to the left. Destroy this froma far for two Rhmobi with Crosses, then take on the tanks (from a distance). These tanks will keep coming out of the silo until you destroy it.

There are two orange bunker-turrets to the southwest but they have no items so only destroy them if you want the points.

North of Carrier:

-----

Head north and destroy the orange shed you come to. Inch north a little and destroy the orange turret. Swing your crosshair right and destroy the green truck. Before you grab the ammo rhombus it releases, destroy the grey silo before any tanks inch out.

Bombing this will destroy the bridge to the left. Grab the five circle item it releases to increase the size of your bullets.

Destroy the grey turret near the destroyed silo before heading left - just in case you back away from an enemy and hit it.

Northwest of Carrier:

-----

Heading left, shoot the orange turret near the bridge we blew up. Head straight left and destroy the orange turret for a cog. This cog increases your rate of fire.

By now, some tanks will have emerged from the silo. Destroy the silo, backing away from the shots. Destroy the tanks. It could do you well to use your new rapid fire here to destroy tanks and silo alike. Take the rhobus that emerges.

Now, destoy the orange turret to the silo's right. This will release a circle with a cross, which will restore a health pellet. Take it.

The buildings to its south will fire at you. There are three of them. Either use your cannon or bomb and retreat (north) until you are victorious. Each will release an ammo rhombus so grab them all.

Destroy the grey sheds to the left for another rhombus.

Move up the left coast. Ignore Nexus for now and fire at the buildings. The small orange bunker at the top has a circle, take it and bomb the orange large turret above as it fires more frequently at you.

Destroy the small paddle boat for a speed-up.

Destroy the turret to the left, then head down to find another turret. Destroy it for another cog, more gun speed ahoy!

Destroy the bridge to the south if you need a circle, then head over to our secret agent. Wait on top of him as the bars close in.

Rescue:

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Helicopters come in from the left and right. Remember! Tap the button as they approach the corsshair and don't hold it in. You can use the left and right arrow keys if you prefer.

Secret Agent Nexus will run and jump to the rope and you are taken back to the top-down section.

Carrier:

-----

With the agent rescued, stay over the carrier until you land. Remeber, hover

over the landing pad.

-----FH4.2: Stage 2-----

MISSION TWO: YOUR PARA'S HAVE BEEN SENT TO RETRIEVE INFORMATION AND ARE READY TO BE AIRLIFTED TO SAFETY

Rescues: 3

Notes:

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Avoid the airplanes that start to appear. They appear suddenly and can fire. It is always at the edge of a screen unless there is a specific airplane producing structure nearby.

South of Carrier:  
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First of all, swing around and destroy the green hovercraft beneath the carrier so he doesn't surprise you later. Use bullets.

The seem indefinite further down, but get the one just below the carrier.

Northwest of Carrier:  
-----

Head up west and north from the carrier. Beneath the two orange sheds, destroy brown paddle boat. It kind of blends in, but you don't want to be damaged by it so spot it and destroy it.

Destroy the two orange sheds. Head west, destroy the lower orange shed. Shoot or fly away from the green ship approaching from below. Head northwest from here and destroy the large orange bunker.

Destroy the small building west next to the Para, then keep heading west. Destroy the turret on the lower left coast, then head up. Destroy the two orange buildings here for a cog and circle of health.

Head back to the para and initiate rescue.

Rescue 1:  
-----

Again, tap the left.right controls. Helicopters fly high and low, but the commands are the same. Start firing before they reach the crosshairs.

North of Rescue 1:  
-----

We're still west of the railroad.

Head northwest from the Para where you clobbered two buildings. Head up to another two, destroy them quickly for a circle. Destroy the turret to their north for a triple shot. Head back to the two sheds we destroyed.

To their right, move in and bomb the bunkers near the rail road. Pull back when

they fire. There is a rhombus and circle here, so get refilled, head back to the west coast.

Head up. Destroy the long silo with a bomb.

There is a turret with a rapid fire item just above it. You may want to use your triple shot on it to destroy the tanks as well.

Destroy the tanks, head up and bomb the silo. Pull back. Then head back up and destroy the turrets here. Get the rhombus and pull back.

Head right past the railroad, destroy the bunker then pull back.

Head back up, destroy the turret on the left first, then the right starting from below and working your way up. Take out the truck then pull back while collecting the circle and bullet size increaser.

There is a large brown bunker up here. Destroy it and its little buddy then pull back.

There is a bridge up above it. Destroy it and the turret. The bridge will release a triple shot, bullet-size up, and healing circle. So stock up.

North of the Railroad:

-----

Head left from the bridge and destroy the bunkers here. There is a speed up here. Head north to find a large ship.

Destroy it and head right. Destroy the turret to the right of the road. Head up and use your triple shot to destroy the big turret and two trucks at once. Pull back then head up to destroy the truck to their north. You should get a bullet size increaser throughout this effort.

Blow up the bunker to the left, then head up and left. Destroy the turret, silo and finally bunker as you head northwest. This will culminate in an ammo rhombus - great because you're probably low on fuel and bombs.

Destroy the silo to the right then pull back.

Head back up and right and destroy the sheds and the orange bunker. Pull back.

Head right destroying the small turrets south of the orange bunker. You should be able to hit the rightmost turret (holds a health circle) and bunker at the same time with triple shot.

There is a boat to the northeast. Destroy it for a supply rhombus. Alright, head southwest back to land.

Head to the left coast and follow the arrow to the next para.

Initiate rescue scene.

Rescue 2:

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The copters are a little faster here. Again, shoot before they enter the cross-hair.

## After Rescue 2:

-----

Head right until you see an orange shed. Destroy the boat near it, then the shed itself.

Head northeast to the aircraft carrier. The items here are rapid fire upgrades. Destroy the line of planes, the launching zone for planes, and the main structure.

Head back southwest to where we destroyed the shed.

Head south and destroy the two northmost orange turrets around the compound here. Take the speed up then destroy the central building for a supply rhombus. Take it and pull back.

Take out the two lower turrets, again you can get a speed up (right) and supply rhombus (left). Take out the large bunker to the left as you approach the rhombus.

Destroy the silo to the south, take the supply rhombus and pull back. Destroy the small turret that was near to the large bunker we just scrapped.

Destroy the two small turrets at the northend of the complex to the south. This is near the railway. Pull back, and destroy the road bridge for a circle and rhombus. This will destroy the nearby structure as well.

Head back to the complex. Destroy the central buildings then take some shots at the orange bunkers at the lower left corner. You will get a shot size increaser and a health circle. Pull back, then come back in and destroy the turrets in the lower right corner.

## Railroad:

-----

Head south onto the railroad.

Fire at the tracks flanked with metal plates. This will release a supply item and a rate of fire increaser. Swing your turret right and destroy the bunker to the right of the track for another supply rhombus.

Follow the track left, down, right. You will come upon a bunker. Destroy it. Head up into the complex. Destroy the two silos first, the small orange turret second, then clean up the other buildings here.

As long as they're below that northern turret, you will get two circles and three rhombi. Health and ammo.

Pull back. When any shots have passed, head up and fire at the truck, then the turret and its complex. It releases a Rate of Fire increaser. Pull back and avoid the shots from the next trucks.

Head back to the north.

Destroy the bunker for a triple shot and pull back. Use this to destroy both trucks to the north at once - they release supplies. Head north firing to destroy the bunker above them, grab the ammo, and head back south.

## Bridge North of the Railroad:

-----

Destroy the bridge and the trucks near it for a triple shot, circle of health, supply rhombus, and speed-up. Pull back.

Approach the air field. Destroy the trucks at the north end. Then the turrets for a triple shot and a bullet size-up. Head down to the left side of the field and destroy the planes for a supply rhombus.

Next, destroy the launching point for the planes, then the planes on the right for a size-up. take out the big structures to its lower right for two ammo items and pull back. Head back in and destroy the three turrets to the right.

Head right and destroy the small building, then up and crush the two bunkers.

Destroy the small turret above them for some ammo, then head left and start rescue three.

Rescue 3:

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Handle it as always.

After Rescue 3:

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Destroy the boat immediately above you, then head right to the road bridge. The boat probably had a bullet size item btw.

Destroy the turrets near the bridge, then the bridge itself (size-up). Take out the large boat to the right for supplies. Pull back. Head up along the bridge destroy the turrets and truck from right to left. Then blow up the silo for two supply rhombi. Pull back.

Head back up and destroy the more northerly turret. Take the ammo. Destroy the bridge for a triple shot and size-up.

Head up and fire at the bunker, then the small building to the right. Take the health circle then pull back to safety.

Head back up, destroy the two silos. Then the truck (releases ammo). Take out the bunker at the far north. Another size-up.

Clean up the rest of the buildings - be careful, they shoot.

Far South:

-----

Head south until you see a large orange ship. Destroy it, then look to the bunker to the southwest. Take it out for a supply rhombus. Take out the shed and turret above the next bunker.

Pull back then head back in for this bunker. Take its ammo, then destroy the sheds left for a health circle.

Destroy the buildings at the low end of this island.

Carrier:

-----

Follow the arrow back to the carrier and land.



-----FH4.3: Stage 3-----

MISSION THREE: YOUR FIGHT HAS MOVED TO THE FACTORY AND PROCESSING PLANTS AND YOUR TEAM NEEDS ASSISTANCE

Rescues: 8

East of Carrier:  
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We're sticking to the east, as the map showed us the carrier to the right of all available land mass.

Move slowly right and you will see a grey turret. Destroy it and the small orange turret turret beneath it. These both release supply rhombi but you can destroy the silo just ahead before collecting one. It should bring you back to full with just one item.

Pull back, fire at the small building that was near the silo.

Head up from the coast and destroy the orange bunker and silo. The bunker releases ammo. Take it and destroy the sheds to the right, then the turret to the south east, and finally the building to the northeast of the turret. The long orange shed releases health and a copter speed-up.

Head south, destroy the rucks and the buildings just to their left. Take the supplies that are released.

From he trucks, head up and right and shoot the helipads. The helicopters they release will fly towards you... so you want to scrap the helipads first and foremost.

Destroy the buildings and trucks all around the helipads for supplies and health. Stop at the railroad and head back west.

Head southwest down the coast and destroy the bunkers. Get the speed-up then head east.

Destroy the grey turret and orange turret, take the supplies from each. Turn around and fire on the silo and any tanks that are nearby. But before the tanks destroy the orange bunker. Take the supplies from the silo, then destroy the silo to the east and the grey bunker for a health circle.

Destroy the small grey turret to the southwest of the silo. Get the weapon speed power-up and pull back.

Heading North:  
-----

As you head north you will see a railroad, it's very short. Destroy the shed here, and the bunker and building above for some ammo and weapon shot size-up. Keep to the north. Ignore the buildings to the right for now.

When you see the two trucks, destroy them and pull back. Head back in and destroy the orange turret. From your vantage point swivel left and destroy the orange bunker to the northwest at a comfortable distance.

Destroy the bridge to the north for for some health, pull back.

Head to the left of the bridge. Start with the airplane launch pad on the enemy aircraft carrier. From there, destroy the command deck for a weapon rate speed up and the planes for some ammo and fuel. Destroy the helipad on the carrier for a speed-up, then head back to the bridge.

Destroy the small paddle boat if you have no other structures onscreen. Grab the supplies and pull back. Head back to the north.

Destroy the buildings and turrets along the bottom of this complex. Do NOT rush in for items unless you think it is ABSOLUTELY required for victory.

Attack, pull back. Attack, pull back.

Once the bottom row is vapourized, head north and focus first on the silo in the middle.

Engage in some wholesale destruction, start with the orange bunker to the northeast and the rowboat to its right. Both can release supplies so stock up and pull back.

Once the two of them are neutralized, head to the right of the bridge and destroy the grey turret for a health circle. Head back to the bridge.

Head north. Destroy the buildings north of the Para. Some fire, so pull back after you shoot them down. There are health circles here amongst power-ups, so stock on up.

Destroy the small grey shed (which fires at you) in the northeast of the complex.

Initiate a rescue with the Para.

Rescue 1:

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The only thing that is different here is during the initiation as the crosshair focuses in on the Para. Airplanes will antagonize you so be ready to fend them off as you try to initiate the rescue.

After Rescue 1:

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Head east of the complex and destroy the small orange turret. Continue along the top of the coast to destroy the orange bunker and grey turret. There will be a large grey boat. Take its items - bullet size up and health. Swing your nose to the left.

Destroy the orange turret at the upper right of this complex for a weapon speed cog, then the buildings just left of it for supplies. Pull back.

Head back in and destroy the helipad. Pull back.

Head back in, destroy the remaining orange turrets around the Para in this complex and destroy the sheds just beneath him for two supply rhombi. The turrets themselves will supply a rhombus and a health circle. The boat just off the coast will give a health power-up.

Destroy the orange bunker near the bridge (and the bridge if it is not already collateral damage). Scrap the orange turret and rowboat off the coast to the east. The boat holds a weapon speed cog.

Start rescuing the Para.

Rescue 2:

-----

There should be no planes around here, so it should be a relatively typical rescue - initiation and all.

After Rescue 2:

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Head southwest from here. There will be a long silo here - it holds two supply rhombi so collect them.

Destroy the turret just to the lower left. It has a supply rhombus as well.

Head back to the bridge we destroyed.

Head down, destroy the orange turret and pull back. Take the health circle if you need it.

Destroy the grey buildings to the lower right of the bridge before the silo - they fire at you after all. Take the supplies, then destroy the silo for some more. Scrap the tanks.

Destroy the rest of the grey buildings for a health unit.

Scrap the truck near to the railroad.

Head right. There is an enemy carrier and a boat. Destroy the carrier first - only the planes have a weapon speed cog. Destroy the airplane launch zone first then the helipad.

Head back and destroy the boat beneath the carrier. This has two speed cogs and a health unit. Then, destroy the wooden bridge for a weapon speed cog.

Head to the short railway heading down and destroy the orange sheds. Head to the left and spray these grey buildings. Pull back when they fire at you. They will release some health and a weapon speed cog.

Head southwest. Destroy the orange turret and collect the health. Fall back. Swing southeast and head back down. Blast the orange turret that's here. Head down between the two turrets and destroy the grey turret. Get ammo. Fall back.

Head back in and destroy the bunker to the southwest of that grey turret. Swing right. Destroy the buildings near the Para and the silo just after. Collect shot size increasers. Don't get the Para just yet.

Destroy the two turrets (one grey, one orange) to the right of the Para and collect the supply rhombi they release. Collect it and fall back from the trucks and turret.

Head back in. Destroy the two trucks that are together, then the grey turret. Get the triple shot and health only if you need them. Don't get distracted by the enemies to the north. Fall back to the Para but don't start the rescue just yet.

Destroy the set of buildings just below the Para so you neutralize the helipad. You will gain a weapon speed cog and two supply rhombi so collect them. Let's stay on the concrete for now.

Pull back. Head down the left side destroying the grey building, then the grey turret for a supply rhombus. Swing southeast and destroy the tank silo and anything near it with a spray. It releases some health. Collect it and fall back.

Southwest again, destroy the grey bunker and orange shed for some ammo but do not go past this point. Instead, swing right.

Instead, destroy the bunker and truck to the right and take the powerups. Continue right and spray the airfield and orange bunker. The airfield has destructible planes and a launch zone to destroy. Take them out and take the health.

Swing up and spray the buildings and turrets. Take the power-ups which will have to do with your rate of fire, width of fire, and size of fire, and any ammo. Fall back and do not go after the buildings to the east.

Head northwest and initiate Para rescue.

Rescue 3:

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This is actually a bit easier. Helicopters come at different speeds, so there are some slow ones you can destroy with a single shot.

After Rescue 3:

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Let's head down to the southwest. Destroy the orange bunker you come to and swing your nose to the southeast and scrap the grey turret. Head west and you will see a boat. Blow it out of the water and reap any items it lets loose.

Head north of the large boat and scrap the grey turret. To the west there is a Para between two orange bunkers. Scrap the bunkers by destroying one, falling back, and going in for the next. Take the health restore and ignore the Para for now.

To the west, spray the shed, buildings and helipad. You will gain a supply rhombus and a bullet size increaser.

Destroy the orange bunker and grey turret shed to the west with bombs as you are likely low on shots and we want them for the rescue. There is a weapon speed cog here, so if it appears from the grey turret take it.

Head back and rescue the Para.

Rescue 4:

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As long as you destroyed everything on this small island, this should be easy to initiate. The helicopters are pretty unvarying in speed.

After Rescue 4:

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Head east. East until you see a boat with a helipad. Roast it. Swing north.

Destroy the orange bunker just north of this boat. Head northwest from here and scrap the orange turret. Take the ammo it releases then bomb the tank silo. As always, do NOT go after the Para just yet. Take the silo's health circle after the next step.

Destroy the sheds next to the silo (one will fire at you) before going after the health pellet. Fall back.

Spray the orange bunker and turret on the lower east side of this complex. This will probably destroy the long eastern wall as well releasing a bullet size-up and some ammo. Take them and fall back.

Head up through the middle of the complex. Spray the buildings and helipad near the Para. Swing northwest and destroy the orange turret and truck. Pull back after you grab the health.

Head back up and bomb the silos in the north east. Take the ammo and health and fall back. Head back up, destroy the turret and bunker, fall back.

Now to the northwest. Lay waste to the silos here. Fall back, then head northeast offcoast for a second to destroy the small orange turret. Take the ammo and head back to the carrier.

Carrier:

-----

Mark the position of the Para. The copter can only hold 4 at once. Head back to the carrier to drop them off and get a recharge. Head back to the Para we were just about to free.

Rescue 5:

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Initiation should be no problem just so long as the tanks are scrapped before you start.

This is a long sequence, so don't be afraid to spray if you start getting low on health, and pull out if you are almost dead.

After Rescue 5:

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First of all, head west. Head to the bottom of the coast and destroy the rowboat, bunker, and turrets going from bottom to top. There are some items here, but the health is probably what you are looking for.

Swing your nose to the north. Destroy the silo and truck near the rails and collect the ammo. Fall back.

Head back north and rip into that grey turret and buildings. The buildings fire as well so pull back as needed. Get the health and ammo. The orange shed and fortified rails to the north will probably be collateral damage. If they are not, destroy them.

Swing right and destroy the rowboat.

Head west and destroy the grey bunker you will see. Head back to the rails we blasted, and inch your way north. Destroy turret and bunker to the rail

bridge's east. Fall back.

North along the rails again. Destroy the small grey shed and take the ammo. Swing northeast and destroy the grey bunker. It can release a weapon speed cog but that might be a little tricky to grab.

Destroy the rowboat to the left of the small grey shed and fall back.

North along the rails again. Destroy the two orange turrets. One can release a triple shot which is super useful if you don't have one yet. Either way, collect any items then head up the western coast. Destroy the grey turret here, next to the Para. Don't rescue him yet, as per usual we want to destroy his immediate surroundings.

And for him, the only immediate surroundings that are important are the two orange turrets to his north. Leave the sheds for now. Destroy these two turrets and the grey turret to their north. Head back and start the rescue.

Rescue 6:

-----

We are leaving those sheds and such standing for now for convenient supplies after the rescue sequence.

This is an average length scene except the copters move at a variety of speeds. Don't be afraid to rapid fire a little bit. Start before the copter enters your sights.

After Rescue 6:

-----

Lay waste to the sheds to the east. You will get some health, ammo, and possibly a weapon speed cog. Fall back when you see turrets.

Head back in and spray the turret and bunker to the south of the dock. The dock will release ammo and health. Destroy the orange bunker just above it and then collect the loot. Fall back.

Head to the south and destroy the small orange turret that might still be here. Destroy the grey turret to its southeast then the rowboat as you head back to sure for some health.

Back to the north along this eastern coast.

Destroy the small orange sheds because they can fire at you. The top one has some health. Destroy the turret to their northeast (weapon speed cog) and the orange bunker to the far north before you grab this.

Destroy the sheds around this Para, they don't hold anything as far as I can see, and destroy the orange turret and grey turret to his north. get the health and initiate rescue.

Rescue 7:

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In this rescue, one helicopter moves slow and one moves fast. This seems to be the pattern. Aim at the fast helicopter first.

After Rescue 7:

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The arrow points Southwest. Head southwest destroying any building left standing. Star a rescue of the eight Para when you come to him. You may have rescued him already, if that is the case at this point we're homeward bound.

Rescue 8:

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Enemy copter speed seems pretty normal here. Strike them down as you always do.

Carrier:

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Return to the carrier and land. Mission complete.

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-----FH4.4: Stage 4-----  
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A change of environment as snow and ice dominate the landscape!

Some turrets fire missiles now. These home in on you but can be destroyed with your standard gun.

MISSION FOUR: YOUR TEAM HAS BEEN SENT TO COLLECT EVIDENCE TO CONVICT THE BARONS IN U.S. LAW COURTS

Rescues: 5

Notes:

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Helicopters will sometimes fly onscreen. These can persist, so consider destroying them if they seem like they are going to linger.

East of the Carrier:

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Head east until you see a large boat. Destroyit. Move north.

Destroy the buildings on this small island. Destroy any helicopters then you must quickly initiate the rescue of the Para.

Rescue 1:

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This is a test. The poor fool on this frozen island must have really cold legs and hands because he climbs the rope excruciatingly slow.

If the helicopters get a shot in on you, you will have to start leading the shots before they cross your crosshairs.

The copters are fairly moderate in speed, but there are a lot. This will use about half of your bullets but don't be afraid to rapid fire a bit.

After Rescue 1:

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Head back to the ship we best and keep going south. Destroy the silo you see

first. Then destroy the grey bunker. Take the supplies. Pull back a little and swing east to face another boat. Destroy it.

South again.

Destroy the remaining grey buildings above the next para. Collect the ammo rhombi here and pull north.

Get to the northwest corner and destroy the grey shed. Head down the west coast. Destroy the turret and helipad here and take the health and ammo. Pull back. Destroy the rowboat off the west coast.

Head down the coast just east of the Para. Destroy the silo down here. Collect the speed-up and ammo. Destroy the turrets and truck to the south. Take the health.

Lay waste to the silo down here. get the ammo and keep to the west. Spray the buildings. There's a helipad and silo and a number of firing buildings. Get the ammo and pull back.

Head to the southeast corner and destroy the turret and ship. The ship has health and bullet-size items. Bull back to the road and head east.

Head along the southern coast going west while destroying turrets. Take the ammo or bullet-size if you need either. At the far west when all is destroyed, head south to see an enemy aircraft carrier.

Destroy all four spots of it from top to bottom. This one can fire at you so watch out. There are a variety of items here, speed-up and large bullets. Head north after its destroyed.

Head north up the west coast. Destroy the bunkers as you head up. There is a small complex here, and you can get a bullet size item, health circle, and supply rhombus.

Destroy the rowboat at the southwest of the complex. Destroy the large boat to the northwest for supplies and health.

Now, head back to the east and rescue the Para we skipped.

Rescue 2:

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This is much like the first one - kind of slow and long. Just - as always - start firing just before they enter the crosshair.

After Rescue 2:

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Ok! Head southwest to the aircraft carrier we stomped. Head southeast from here and destroy the ship positioned as such: [ >]. Take the supplies.

From this ship, swing East Southeast and destroy the white bunker here. Skip the Para for now.

Swing your nose northeast and destroy these white turrets. Get the three-way shot if you don't already have one.

Destroy the turret and bunker to the right, then the two sheds. Take the bullet size increaser and pull back if the structures to the right fire at you.



Keep heading east. Destroy the truck and turrets immediately next to it. Take the supply rhombus from the truck and fall back.

East again, destroy the white bunker in the lower right. Take the health and keep firing to destroy the silo. Rip into the buildings to the east of it and take the health and weapon speed cog that appears.

Destroy the silo and truck at the eastern coast. Take the speed-up and health then destroy the turrets to their south. Take the cog.

Head north and destroy the boat that is there. Take the cog, then head back to the Para and initiate rescue.

Rescue 3:

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The helicopters are a bit faster so lead your shots so that they fly into them. Thankfully, this also means the whole sequence goes by more quickly.

After Rescue 3:

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Head north a helicopter's length and follow the coast here to the east. Your first target will be the silo, then the bunker and turret right next to it. Fall back.

Head back to the right. Destroy the blue turret on the lower coast. Take the three-way and destroy the turret to its right and the truck just after that. Fall back and blast the road bridge.

Take the supply rhombi as you fire heading up to destroy the long silo and bunker. Fall back.

Destroy the building and truck to the east. By now you should have triple shot but take it if you must. Rip into the grey buildings directly east of the truck. Take the supplies.

Destroy the truck and turret to the right of the airstrip, then destroy the airstrip itself.

Head southeast, destroy the turret near the ship we wrecked, then head north again. Destroy the white brick shed. Take the weapon speed cog and keep north.

Bomb the bunker and turn west over the airstrip again. Swing northwest when you see the complex with the Para, and reduce the silo to rubble. Destroy all grey buildings beneath the rails for two health, ammo, and a weapon speed cog. Pass the rails to the left and destroy the helipad.

From the helipad, destroy both nearby blue turrets. Take out the grey turrets in the northwest and collect the items. Head south from them and destroy the bunker and sheds along the west coast.

Head back to the fourth Para and rescue him.

Rescue 4:

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Since this is our fourth, you may as well use rapid fire since we will have to unload at the carrier anyways.

And besides this, the helicopters seem to rapidly change altitude so semi-rapid fire is almost required to hit them.

After Rescue 4:

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Head back to the carrier. Let's destroy a few boats before we reload at the carrier, yes? Head north and lay waste to the enemy aircraft carrier and boat.

Drop off your load at the carrier, then return here to the destroyed complex to the south of the rails.

Back at the Rails:

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Head up past the grey buildings and destroy the turret and silo. Destroy all of the grey buildings for items, then head north.

Head east, scrap the turret and take the supplies. Head north from here. Destroy the shed, it releases a bullet-size item. Destroy the ship to its right before taking the power-up.

Head west. Bomb the bunker then destroy the blue turrets. Collect the health if you need it. Head south below the rails and destroy the bunker and turrets as you head west. Take the health, stay to the west.

Destroy the truck and turrets at the western coast. Grab the items, and destroy the turret to the south, and the boat to the south of it. Destroy the rowboat to the big boat's south. Take the supplies, swing north.

Head north again along the northern coast. Destroy the truck you see. Only get the speed up if you fire as you go to take out the silo. Either way, destroy the silo and the two turrets. Take the bullet size up.

Head off the western coast and destroy the rowboat here. Head east again and scrap the sheds. Take the supplies, and destroy the bunker and fortified rails to the north.

Head east and destroy the large boat and turret. Take the supplies and head back to the west. Head north at the west coast and north. Destroy the bunker here.

To the north.

Destroy the rowboat and bunker just north of it. Keep north destroying turrets and the airstrip. Grab the supplies and pull back.

Take out the turret and get health. Keep to the east and level the silo, big turret, and fortified railroad. Take the health and weapon cog and pull back.

Destroy the buildings to the far east coast. Fall back, take the items if you need them. Destroy the white turret just above this coast and fall back.

Head northeast. Destroy the big boat here and scrap the large grey building (which fires at you) in the water before taking any weapon speed cogs.

North. Destroy the white turret and grab the health. Swing west and destroy the two turrets immediately to the west. Take the health and swing your turret to the south.

Destroy the grey buildings around the Para and take the health and triple shot. Destroy the turret over the rails, then the grey buildings and turret immediately to the left.

Keep going west to see another boat. Destroy it, grab the swag, and head back to the rescuee.

Rescue 5:

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This is the last rescue of the level. It is long, and the helicopters move very fast. You will use most of your ammo here if you aren't careful. Use semi-rapid fire on the helicopters as they move INTO your crosshairs.

If you are shot, it will take much longer. So do NOT sweat the ammo consumption as it's better to lose ammo than to lose a life.

After Rescue 5:

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Return to the carrier.

-----FH4.5: Stage 5-----

And now for something completely different?

MISSION FIVE: EMERGENCY! YOU'VE ENCOUNTERED A LARGE FLEET OF ENEMY SHIPS. IT'S UP TO YOU TO DESTROY THEM!

Rescues: 0

If you were still dubious about the quality of Fire Hawk, it throws you a non-rescue mission to keep it interesting.

The point of this mission is going to be ammo conservation. Triple shot and big shot is supremely usefeul here.

West of Carrier:

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The closest ship is immediately west of your carrier. Destroy it with a spray of bullets. Move in to grab the ammo while attacking the ship immediately west of this one.

Head northwest from this and destroy the ship in line. It is directly south of two enemy aircraft carriers.

Spray the right carrier with shots. Rememebr, they have four parts each. Take the heart and weapon speed cog. Head west to the next carrier. It's more of a platform. Destroy the helipadm then the buildings. You will get a big shot. This is very useful in this level.

Head east to the long boat. the most useful item you will get from scrapping this is a triple shot. Grab it and fall back.

Head north fromt his ship and scrap the 3 structure platform above. Northwest from this.

Bomb the grey buildings on this huge carrier. It will explode all of the buildings. Destroy the helipad above the structures. Destroy the helipad and launch zone at the bottom. Finish with the airplanes. Grab the supply rhombi.

Head straight west. Destroy the two helipads, the main building, then airplane launch zone. Take the supply rhombi, Scrap the airplanes on deck. Take the speed up and rhombus. Head north.

Destroy the buildings on this carrier first - they can fire at you. Take out the airplane launch zone and helipad next. Clean up with the planes on deck. Grab the bullet size up.

Head east. Destroy the buildings first as they will shoot at you. Take the ammo rhombus and weapon speed cog. Swivel around and destroy the helipad and airplane launch zone. Take the supplies and bullet size item, and level the airplanes on deck.

The northwest is cleared.

After the Northwest:

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Head south until you see a ship that is intact. It should be a long warship. Destroy the vertically aligned warship first and take the health circle. Most important is the triple shot. Head west to the carrier here.

Pepper the grey buildings with bullets (triple shot helps) as they fire at you. Pull back if you have to.

Move in onto the carrier proper. Destroy the helipad at the bottom first and airplane launch zone. Then take out the planes on deck. These will gain you a weapon speed cog and a triple shot. Swill them up, then head to the south end of the carrier.

Move east. Destroy the boat with the helipad from back to front. Grab any items that pop out.

That's it.

Return to the Carrier:

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Return to the aircraft carrier. Use select to change your reticule if you cannot find it. Land on the aircraft carrier.

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-----FH4.6: Stage 6-----  
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MISSION SIX: THE CHASE IS ON AS YOUR PARA'S HUNT FOR THE EVIL DRUG BARONS WHO HAVE GONE INTO HIDING

Rescues: 7

There are two main land masses here. We are going to clear one completely before we move onto the left. We will be going from north to south on the first land mass.

Missiles sometimes appear from off the side of the screen. They are small so

always be aware of their possibility. Shoot them if you see them.

Northwest of Carrier:

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Move to the northwest until the coast evens out to the west. Keep going a short distance after the turret. Swivel around and destroy the gold turret. Grab the speed-up if you need to.

Destroy the boat just below it. Continue down, blast the firing gold shed. Turn left and blast the shed and the grey turret. Keep going and destroy the silo and the lower shed.

Take the big shot and the weapon speed cog. Pull back. Swivel northwest and travel westnorthwest. Destroy the rowboat here before it fires missiles, then swivel around and take out the brown turret.

Duck in to get the supplies but fire if the trucks shoot missiles. Head back to the northern coast and head west. Destroy the bunker, grab the health, and pull back.

Head back into the west. Destroy the small shed which fires and the two trucks. Take the health if you need it. Ignore the Para for now.

Destroy the shed and turret to the left, and take the ammo and health. Head northwest and destroy the rowboat off the coast. Swing southwest from here and destroy the turret down the western coast. Take the weapon speed cog if you need it.

Southeast of that turret, destroy the truck and take the ammo.

Head back to the Para and rescue him.

Rescue 1:

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The helicopters vary wildly in speed. Use rapid fire on the fast copters. they will be hard to predict otherwise.

They usually come in pairs - one fast, one slow.

As always, fire before they enter the crosshairs.

After Rescue 1:

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There's still a long haul here. Head east and then south on the road. Destroy the turret then swivel west and destroy the bunker. Take the ammo then destroy the silo just to the southeast. Retreat northeast after grabbing the bullet size and triple shot, whatever you need.

Destroy any missiles following you.

Southwest again to the turret below the bunker. Destroy the turret and truck. Don't go in for the triple shot unless you currently lack one. Continue your path of destruction with the turret to the left of the truck. Take the supplies and destroy the planes.

Head northeast, then swing left to face the helipad. Destroy it and all of the buildings around it. They can fire at you. so be careful and pull back from any

considerable barrage of fire. Get the two health circles.

Destroy the three turrets to the west, the rowboat to the northwest and rowboat to the south. Nevermind that complex to the south for now. Head west of the turrets. Nevermind the bridge for now, instead we want to scrap that large boat.

Take its items and head back to the east.

When you see the airstripe, destroy the turret to the west of its southern point. Take the ammo, then level the rest of the airstrip, including the launch point and the rows of planes. You'll gain a weapon speed cog and some ammo from this.

Keep east. Destroy the sheds for a weapon speed and triple shot power-up. Use your pullets on the silo but make sure the silo is the lowest point on your screen to avoid shots from the structures south of it.

Take out the turret south of it, the turret beneath the trucks, then the trucks themselves for two health circles. Retreat north, and swing east.

Heading east, destroy the bunker then two turrets (weapon speed and big shot). Start up the eastern coast here. Destroy the next turret and bunker, then swing south. Fly down to meet a large boat.

It fires rapidly so it is best to use your gun rather than bombs. Take the supplies and possible health from its wrecked hull. Destroy the turret to its west, which usually drops a weapon speed cog.

Destroy the two tank silos directly south of this turret and pull back to the ship.

Head back to the wrecked silos and blast the two turrets to the west. Concentrate on the more northern complex for now. Blast the buildings to the north of the road and grab the ammo. Pull back, then come back in and destroy the turret that was near to these buildings (lower west end).

Head north below the trucks and west. Destroy the buildings here and take any ammo primarily. You will see a Para. Don't mind him just yet! Take out the two helipads just south of him. Take the ammo and retreat north.

Head south and destroy any helicopters that managed to launch. Destroy the trucks to the west of the Para, then the orange buildings for some health.

Take out the turrets southeast and southwest of the Para, then initiate a rescue.

Rescue 2:

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The helicopters only sometimes move quickly, but the rescue itself is very long and will drain most of your bullets. Use semi-rapid fire but pace yourself or you will not be able to finish this.

After Rescue 2:

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Head south and destroy the bunker and turret. You will probably be bombing them since you will be low on ammo. Try to avoid retreating to the carrier for now.

Only retreat if your fuel is too low to continue.

Swing southwest and bomb that ship. Take any supplies and health, then destroy that turret. Head east from this turret.

Bomb the bunker near the Para, and then the turret. The supply rhombus is more important to grab than the big shot.

Bomb the bunker to his southeast, then head back and initiate rescue.

Rescue 3:

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This one is a little faster. Which means it is over soon but the helicopters are a little more quick. But as long as you have half a tank of fuel and five magazines of bullets - I find this isn't too bad.

After Rescue 3:

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You are probably very low on health, ammo, and fuel. Well, go back to the carrier and refuel asap. There are still four Paras left and these three will bring you close to a full restore.

After Returning to the Carrier:

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Return to where Para 3 was at the south of the eastern landmass. Head west. Destroy the big shed for health and the bunker at the southern point for ammo. Swing up and destroy the small turret for health and the one above for a big shot. Continue north and destroy the third turret.

Head back south and destroy the turret to the west of the long shed. Then destroy that long building for big shot and triple shot. Very nice. Head north past the bridge and destroy the singular turret. Head back down to the bridge and swing west to face it.

Bomb that bridge for some items, then bomb the bunker just after it. Take care of the turret to the north of the bunker, and then the silo. Take the health if you need it and pull back to the bridge.

Head ins traight along the bridge and wreck the orange buildings you come to. Get the triple shot ONLY if you need it. Otherwise fall back to the bridge.

Swing southwest and destroy the turret here. Continue southwest and destroy the rowboat. Further southwest there is an enemy carrier. Its buildings can fire at you. Destroy the helipad then destroy the buildings. Triple shot and big shot are the common items, take them if you need them. Your next target on the enemy carrier is the airplane launch zone and the panes on deck. Grab the ammo.

Head northeast and you will see a Para.

Destroy the firing buildings to his west. Keep heading up and destroy the bunker here. Destroy the four sheds above the rails and take the supplies, then crush the rowboat off the coast to the east.

Back to the Para. Keep the buildings ot his south alive but destroy the turret a short distance west.

Initiate Rescue 4.

Rescue 4:

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Some helicopters will move very fast, but luckily so does the Para. As always, when a fast and slow approach at the same time the fast one is priority. But don't ignore the slows altogether.

After Rescue 4:

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Destroy the handful of buildings we left to the south. They often have supplies. Once that is done, let's head west.

Bomb the two bunkers to the west of the enemy carrier we destroyed previously and pull back away from the trucks. Fly back in and gun the trucks down. The health and ammo are probably your priority items.

Destroy the "]" shaped building to the west, and take the power-ups. Destroy the bunker to its south. Head north, destroy the small shed.

To the west of the rails, destroy the four turrets - two above and two below. Head southwest and destroy the bunker for some supplies. Keep going and destroy the boat below it for a helicopter speed-up and some supplies. Swing west.

Destroy the dock and the docked boat. Common items include triple shot and weapon speed cog.

Swing north.

Destroy the orange turret. Then the orange shed - this causes a chain reaction to destroy the two trucks above. Destroy the truck to the right of the tracks then collect all the health and supplies. Retreat to the destroyed dock.

See the Para, yes? Destroy the bunker to the northwest of the Para for health and the turret directly to his northeast for supplies. Destroy the turret further north, but leave the sheds for now.

Take out the helipad boat and rowboat off the northwest and return south.

Destroy the silo and turret to the east, then the two trucks. Take any supplies and health.

Head east until you find four grey turrets. Destroy them before we forget about them, then return to the Para. Intiiate Rescue 5.

Rescue 5:

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Moderately long, and quite a variety in speeds. You need to use rapid fire on the fast copters, it's the only way really.

After Rescue 5:

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We left a lot of buildings standing south of the rails. Destroy them all now for some supplies and health.



When all of the nearby buildings are destroyed, head north to the bridge. Destroy the bunker at the north end, then the bridge itself. Collect any items. Destroy the rowboats to the west and east of the bridge. Take their items if you need them.

To the west of the bridge, destroy the bunker and take the health. Destroy the turret above. Note the position of that next Para. We need to do some cleaning before we rescue him.

Eliminate the enemy carrier above him, from top to bottom, and take any power-ups that are released. Set your focus to that turret to the east now. Take the supplies it releases and destroy the nearby rowboat.

Destroy the shed to the southeast, take the health. Destroy the turret due east and take the supplies. Take out the two turrets to the east of this turret and take their items.

Destroy the two tank silos north, past that shed. Grab the health and retreat to the south. Destroy any tanks that emerged.

Destroy the turrets and helipad to the north of the shed and keep going off coast to avoid the shots. Turn west and blast the offshore turret. Grab the supplies and head back to the Para. Initiate rescue.

Rescue 6:

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Alright, the guy seems to grab the rope pretty quickly. But it isn't a super short sequence. The helicopters all move fairly fast so as always, lead your shots as they fly into your crosshairs.

After Rescue 6:

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Head back to that long shed that was beneath the two tank silos we recently destroyed. Scrap it and take any supplies it lets loose.

Now, there will be a number of orange buildings to its right. Destroy them, take any supplies, and then back away from the turrets to their east.

Now, head in for the turrets. Approach from the south heading north. You will see the last Para. Well, you can take him now if you want or you can destroy the rest of the enemy buildings first.

I will presume you are continuing with the destruction, otherwise just skip to the next section.

Destroy the turrets from bottom to top. After the second, destroy the two grey turrets before continuing north. Take any health that appears. Be VERY careful of random missiles in this section. If one appears, pull back and shoot it down rather than get hit. The turrets should be handled in a destroy, fall back, and advance manner anyways.

Destroy the orange turret offshore, then the long boat. There is a speed-up and a supply rhombus.

Head south, look to the bridge. Destroy it and keep going to destroy the tank silo just ahead. Retreat to the bridge and take the items it would have released. Swing back around, destroy the buildings on the brick where the silo

was. Take the supplies.

Destroy the rowboat above the bridge, then the truck and turret to the east. Keep going and obliterate the tank silo. Take the health if you need it, then destroy the turret below the silo we just scrapped.

The grey turret that is, the orange should have been blown up automatically. Pull back to the brick complex, then head eastnortheast.

Destroy the turrets here. The orange then the grey. Grab the supply rhombus and keep going offshore. Swing west and destroy the three turrets here. Move in to the west, destroy the final land turret and then the shed. End with the offshore turret and take the supply rhombus.

Head south and destroy the road bridge (completely, anything surrounded by orange) and take the health and ammo.

Southwest now. Bomb that bunker unless it fires missiles at you, in which case spray it with bullets. Take the weapon speed cog if you need it, and keep to the SW. Bomb the next bunker and pull back.

Head south now and destroy the turret. Head northeast from here and destroy the rail bridge and get the supplies. Blow up the rowboat.

Now, initiate the rescue.

Rescue 7:

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This is fairly standard, moderate length. After about halfway through, there will be a mix of medium speeds and high speeds. The high speeds SEEM to come from the left, but don't quote me on that.

This is your last rescue of the stage, so use rapid fire on the fast copters.

Return to the Carrier:

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Simply follow your radar back to the carrier, land, and end the stage.

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-----FH4.7: Stage 7-----  
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MISSION SEVEN: DESTROY ALL GROUND FORCES READY FOR THE EVIL DRIG BARONS FINAL CAPTURE AND IMPRISONMENT!

Rescues: 1

YEAH! The final lap!

I think it'd be best to hit the small land mass east of the carrier, then we will head west.

IF you rescue the lone dude in this stage, you will STILL have to destroy all of the ground targets. If you return to the carrier you will be forced out until you earn total destruction.

Let's go!

East of Carrier:

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Destroy the boat you come to and take the supplies. Head north and destroy the two sheds and bunker. If a triple shot appears - take it, it will be super useful.

Destroy the rail bridge to the west. Destroy the grey turret to the east. Take out the missile turret above the sheds. Destroy the shed to the east of this missile turret. Take the big shot, swivel south and destroy the truck.

Destroy the grey turret near the truck, then the two long sheds for some supplies.

You are probably getting swarmed by copters right now. Down them, then head north offshore and destroy the helipad ship. Once it is scrapped, bull back and head south again to the rail bridge.

Destroy this rail bridge. Take the health and power-ups, then bomb the bunker near the south end. Destroy the nearby shed, then swing west and destroy the ship. Also blow up the rowboat near to it. Take the health and two supply rhombi.

Swing southwest and destroy that dark grey bunker. To the south are two grey turrets. Blow them up, best with triple shot, and take the two supply rhombi. Bomb the bunker beneath them.

Destroy the long shed to the west. Keep going west and you will see an enemy aircraft carrier. Take out the west buildings first as they fire, then the helipad, then the aircraft launch point, then the onboard ships.

Our carrier is to the northwest. Let's head southwest of it.

Southwest of the Carrier:

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Destroy the red turret you come to. Keep going south from here and you will see a helipad boat. Destroy it utterly and take the supplies. Let's head west.

Bomb the bunker and take the triple shot if you don't already have it. Destroy the grey turret right next to it. Swing north and destroy the small shed north of this turret (the shed can fire too) and take the supplies. Devastate the tank silo then fall back.

Duck back in if the silo releases its two supply packs, then back up again.

Before we get the buildings to the north, we want to destroy the turret to the west. Afterwards, pull back, then back in to destroy the bunker, then the truck. Take the supplies from the truck, turn around and waste the bridge.

Grab any items, then fall back to the east and destroy the two long buildings here. Take any items, then it's back to the east.

Head south of the bridge then west. Destroy the red turret, take the health. Next, bomb the bunker.

Pull back, then back in. Spray the grey turret and truck. Once they're stomped, destroy the buildings just north of them. Take the health and pull back.

Head west off the coast, then north. Destroy the red turret, grab the supplies and back up. Head back in to bomb the bunker. Take the speed up and back out of there.

Head back in and destroy the red turret to the northeast. Again, take the speed-up if you need it. Spray your shots to destroy the nearby grey turret and trucks. Swing northeast and spray the grey turrets on that airstrip and especially the helipad.

Take the supplies, back out, then back in. Destroy the firing buildings and the second helipad. Make sure they are scrapped before grabbing any items. Destroy the rest of the buildings and the launch zone on the air strip.

Take out the two turrets at the north ends of the airstrip, then head back to the middle of it.

Head east, to the large aircraft carrier.

Destroy it from the bottom to top, take any supplies. Pull back and destroy the dock near it. Head north from the carrier. Destroy the grey turret and take the health. Keep north, destroy the long boat. Take the big shots and head back to the enemy carrier.

We are now northwest of our carrier.

Northwest of Our Carrier:

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Head west of the enemy aircraft carrier, then destroy the tank silo we come to. This should destroy a nearby grey turret. Destroy the nearby orange and grey turrets for some supplies, and don't forget that orange bugger off the north-east coast. Take the speed-up and destroy the bridge to the west - usually releases a triple shot.

Destroy the boat to the west of the bridge and red turret to the northwest. Bomb the dark grey bunker, then swing east and destroy the small rowboat. Smash the long building to the north, take the supplies while you destroy the two tank silos above it. Take their supplies, then pull back.

Head on back in and destroy that grey bunker to the northeast. Take the health and aim at the turrets and buildings on the bricks to the northwest. Take the power-ups only if you need them. Otherwise, back up, then come back in to blast that docked ship and its dock. Take any supplies and health as you destroy the turret above the ship.

Grab that turret's supply rhombus if it appears, then swing southeast. Destroy the sheds and collect the swag. Destroy the boat offshore to their east. Take its items then destroy the rowboat - which often drops a triple shot. Very useful to grab if you've somehow lost yours.

Bomb the bunker to the ship's east. Then the truck and turret. Collect the swag, then take out the turret east of that long building. Get the supplies, retreat, and destroy the long building. Take the power-ups.

Head right and bomb the bunker, then blast the nearby turret. Bomb the next bunker to the east, and take the health if you need it.

Blast the two tank silos to the south of this bunker. Then blast the long grey building to their west. The small turret near the silo (blow it up) has a supply rhombus and the long building has health.

Pull back, head back in and destroy the helipad that was near the silos. Blast the buildings to its southwest for health and ammo. Don't go nuts here, but instead we will go northeast briefly. Destroy all of the turrets and bunkers at the northeastern coast - BEWARE of missiles from offscreen. Turn and shoot them ASAP.

We will continue to the east to meet an enemy aircraft carrier. Be careful, the building will fire. But just take it out from top to bottom, grab the health and ammo, and return west to shore.

We are now going to be mostly northeast of our carrier.

Northeast of Our Carrier:

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We're kind of hovering back and forth between NNW, N, NNE here on this brick ground complex.

Move from north to south along this complex, destroying the grey buildings. They can fire at you, so dodge back if they do. Stop when you see turrets. Get any items, and return north until you see a west-east aligned bridge. Destroy it.

Destroy the two turrets just after the bridge for supplies. Get them and loop back to the bridge.

Destroy the bunker to the west of the turrets we just scrapped. Destroy the rowboats to the northwest and southwest of this bunker. Now, destroy the road bridge to the south of it.

Take the supplies, bull back away from the shots the trucks fire. Move back in and destroy those trucks. Take out the huge building near them, grab the supplies, and bomb the bunker.

Take the health and swing northwest again. Destroy the buildings in the middle of the complex we just disarmed. Take any swag, and head back southeast.

Destroy the bunker and turret beneath the fortified rails. Take the supplies. Head east of the fortified rails to find an airstrip. Destroy the turrets near the airstrips southwest corner. Destroy the rest of it as you destroy the plane launch zone.

Back away from the north end. Head back in and destroy the northern turrets with impunity. You will see the Rescue guy -is- here. We won't be picking him up just yet. Grab the supplies, then toast the fortified rails.

Take the weapon speed cog, and destroy the rowboat north of the rails for a triple shot. Swing east again.

Destroy the two turrets to the immediate north of the lone Para. Take out the truck, and the next turret to the north. Collect the health circle.

head southeast of here and destroy the turret to the south of the road. Swing south of here and destroy the shed. This is very near to the island we destroyed at the start of the stage.

Swing west and destroy the next shed and the two military silos. Pull back to avoid the shots.

Swing northwest to destroy the lone orange turret. Then retreat to the old destroyed bridge we took out at the start. Destroy the bunker to its southwest with a well placed bomb if possible. Take out the two bunkers to its west for some health.

Destroy any remaining buildings here.

Head back to the road and head east. Destroy the turret north of the road. Then the four tanks silos. You may want to take out two, grab the supplies, retreat back, and come back in for another round.

Take out all turrets and trucks north above the road using the hit and pull back tactic.

Ok, north or south? The ship port we half hit at the start is south. Destroy the big grey building (be careful, it shoots) for some ammo. Destroy the turret in the centre. Be careful - it seems to fire even after it is destroyed? Take care of the light grey turret near the edge and head north.

Destroy the grey sheds then the turrets above it. Take the health and it's rescue time, baby.

You may have to refuel at the carrier before you start the rescue. Remember - it will only refuel about a quarter of it. You might lose a life due to being overextended...let's hope not.

You can really make this rescue whenever you feel your supplies are going to do it for you, so if any earlier rescue is your cup of tea - be my guest.

The Final Rescue:

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This one is not extremely difficult. It's your possible lack of resources that is the kicker here.

I did this with two magazines. If you have more, you are sitting pretty. As you did the whole game, lead your shots so the copters fly INTO them.

Try not to get hit. Yeah, that's a dumb thing to say but listen - if you are low on fuel, getting to the carrier can be the end of your mission.

Return to the Carrier:

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If you have a few pellets of life, make a dash to the carrier. There will be a green boat nearby and that thing can ruin the entire mission on you. Seriously. If you have a few pellets of life, just land on the carrier.

You do NOT want to start this mission over at this point. Major bummer, thummer down!

If you have any shots or bombs, then yes attack it but keep moving toward the ship.

If you are in the flashing danger state then you better PRAY you have some bullets left to take this thing out from a distance.

If you pull this off - congratulations. You've conquered Fire Hawk.

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\*Dizzy Demo:

After the ending, a demmo of the Fantastic Adventures of Dizzy will play. Now, I said this is one of the best unlicensed games on the NES? Well Fantastic Dizzy is the best unlicensed on the NES imo.

Now, this is merely the title screen of game. Kind of like the ads in Blades of Steel only with less BLAM!

If you don't get it, try DIZZY as your name or getting the top score.

\*Good Guys:

You will get a different name, Good Guys! if you type Camerica as your name.

FH6: Enemies and Buildings

The language I use in this guid emight be a bit confusing if you jump in at a later stage. Really, what I am using here is approximations, nothing official. But these are the enemy's forces.

\*Aircraft Carrier:

A large boat that usually holds several planes, launch zones, and buildings.

\*Aircraft Launch Zone:

An upside-down "Y" that planes launch from.

\*Airplanes:

Fly at you firing. Have a poor turn radius.

\*Building:

A generic building that covers a lot of bases less specific. Some can fire, but most don't. Usually drop quickly and hold items.

\*Bunker:

A large square building twice as big as a turret with slots for troops to fire out of.

\*Dock/Bridge:

Destructible wooden bridge or dock. Get items from it.

\*Fortified Rails:

A railway with armor. Surprisingly, the unarmored variety is indestructible! Often seen a s abridge, often holds items.

\*Green Boat:

Small aquatic enemy. Fires often and has a tight turn radius.

\*Helicopter:

Flies at you firing. Has a tight turn radius and often persists.

\*Helipad:

Capable of launching helicopters. Destroy immediately.

\*Long Boat:

A large ship that can fire at you. Sometimes holds a helipad.

\*Missile:

A small white shaft that explodes on contact with your helicopter. You can shoot it down - and it is recommended to do so. At later stages, they can appear off the side of the screen.

\*Road Bridge:

A bridge over troubled waters for sure! Blow it up for items. You can tell the difference between normal roads as this has thick walls.

\*Rowboat:

A small wooden boat that is always stationary. Can fire at you.

\*Shed:

Well, not really. But the buildings with a pitched roof remind me of them. The smallest ones can act as turrets.

\*Tank:

A small, highly mobile ground-based enemy. Use bullets.

\*Tank Silo:

A long, ribbed bunker that houses tanks. It will generate tanks infinitely until destroyed. Priority target.

\*Turret:

Small 1x1 building that fires at you constantly. At later stages they will gain a missile that is used now and then.

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| FH7: Credits |  
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Thanks to Camerica. This is a truly great game, and shows that you don't need some seal to be quality. This is a gem.

Thanks of course go out to my hosts, as without them you would not be reading this guide.

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Game by Camerica

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