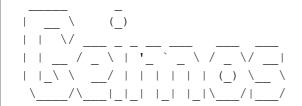
Geimos (Import) FAQ

by Games_GameFAQs

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Introduction

Welcome to my tenth guide without a co-author.

The main reason for me to write for this scrolling shooter game was to help the NES Completion Project. However, I had to enjoy the game to write a FAQ for it or I would think that the quality of the document would be poor. Anyway, I hope you enjoy this game as much as I did and this FAQ helps you out with playing the game.

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Gameplay

D-Pad - Moves ship around the screen

A Button - Fires at ground troops
B Button - Fires at areal troops

Start Button - Pauses game

Menu """"

Start Button - Starts the highlighted option

Select Button - Movers between the Player 1 and 2 options (up/down)

B Button - Moves between the different Modes (left/right)

02) Mode Differences [GS02]

Mode A has the camera in a fixed position and the ship moves within the confines of the screen. Mode B has the camera move around to keep the ship in the middle of the screen. Mode B also has a red outline of a square that shows where a ground attack will hit when fired, which Mode A does not have.

All the rounds are the same in both Modes, so choose whichever Mode you are more comfortable with. I prefer Mode A myself, but neither Mode is better than the other Mode.

03) How many levels the game has [GS03]

Credit to adaml's "NES Game Endings FAQ" for the information in this section. http://www.gamefaqs.com/console/nes/file/916386/26831 - the NES Endings FAQ.

There is NO game ending for this game. This game will continue in a loop until you loose all your lives. However, there are 260 rounds that you will switch between until you get back to round 1. Here is how the rounds are labelled:

1-99, A0-A9 (carries on to P5), 0 and repeat. 0 is considered to be the easiest round within the game.

The score also resets once you reach a score of 999,990 points.

04) Strategies [GS04]

The most important strategy that can be provided for this game is to press both the A and B button together. This will allow you to attack both air and ground enemies at the same time.

Destroy as many Towers, Ships and Tanks as possible for more points. The more

points you get, the more extra lives you get. I am unsure how many points you need for an extra life, because I could not find an in-game indication and you only find out how many lives you get when you die.

Try to stay close to the middle portion of the screen, especially at later rounds, because large amounts of ships will bombard you with bullets and corner you. However, some enemies will also appear in both the upper and lower portions, so you could try to pick a few of them off.

Whenever some ships are rising from the ground, head to the bottom-left of the screen. When they fire a bullet, keep firing and move to the left of the screen to pick them all off (and hopefully avoid the bullets they fired).

When the "V" ships are moving to the other side from which they started from, your main aim is to avoid the bullets. They will be very hard to hit now. However, they are generally a different colour to the other ships, so you should be able to see them coming and deal with them from afar.

When you destroy an Anti-aircraft Tower in the earlier stages, you are nearing the Boss of the level. Get to the centre of the screen and, if possible, remain there and fire until the Boss appears. In later levels, you should try to take out the ships that will still be on the screen when the Boss appears instead of trying to get a couple of cheap shots at the small dot in the middle of the Boss to destroy it.

05) Boss Strategy [GS05]

This is the first game that I have seen the Boss on each level with the only change being the colour scheme. I do not like it, as I prefer to be challenged with harder set-ups and Bosses throughout these types of games.

Anyway, the Boss is a big ship that appears out of thin air. In latter rounds, the big ship will appear while smaller ships are still on the screen, so watch out for them. When the Boss appears on the screen, you do not need to worry about any ground enemies, as they will all disappear.

To kill the Boss, try to hit the red (or green) dot in the middle of its hull. When the ship is appearing, fly to the middle of the screen and keep firing until it appears, hopefully having a couple of bullets hit it. Fly near the centre of the screen with guns blazing while dodging the bullets to attempt to get a few more hits at the dot to destroy the ship. To hit the dot, you need to aim at the position the dot will be when the bullet reaches the position of the ship, which is harder to do with the bullets aimed at you.

After a while, the ship will disappear. If the background colour changes, you have managed to destroy it. If the background colour remains the same, you need to redo the level again.

06) Enemies [GS06]

The enemies in the section are named after what they look like. These are not the actual names of each enemies, but just a way to indentify between the

different enemies.

Anti-aircraft Tower

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Generally appearing near the end of the level to flood the screen with bullets. They look like a giant ant climbing out of the ground, facing up. Kill them as soon as possible to prevent them from killing you.

Normal Towers

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These towers are destroyed by the ground attacks (button A). Although they do not pose any danger, you should try to destroy them for the 200 points they offer

Tanks

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These are on the ground and move from one side to the other. They will fire at you, but not as consistently as the Anti-aircraft Towers. You should attempt to destroy them, but the air enemies take priority.

White Blood Cell Ship

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These ships will fly towards you in an attempt to destroy your ship, while also firing a bullet at you. They have a white outline. It is better to attack them when they are far away, as they are harder to attack close up.

"M" Ship

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The ship shape looks like a wide "M" with a couple of arms at the bottom of the ends of the "M". They will follow you around and attempt to fly into you, until they are close to you. They fire a bullet at you, which can easily be dodged. Try to attack them before the get too close, as they seem to follow you around while keeping out of your target range.

Traditional Spaceship

Looks like a normal flying saucer. Launches from the ground and flies straight ahead when it gets in level with you. They also fire a bullet in front of them to attempt to hit you. When approaching a set of these, head near the bottom of the screen and in front of the left ship. Fire when it is level with you and continue firing while you move to the right side.

"V" Ship

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Named because of a "V" on the ship that is a different colour from the rest of the ship. It is quite flat and, in the first round, is mainly coloured green with a brown "V". Its colours will change throughout the different background colours, but will retain the same shape. They are very hard to hit when they move to the opposite side of the screen before flying behind you, so try to hit them when they are far away. While they are moving from one side to the other, they will fire several bullets at your position, so will have to dodge both the bullets at the ships that will fly behind you on both sides.

07) Contact Details [GS07]

publect. Get	mos Guide
-	"[at]" with "@" and "[dot]" with "." to make the E-Mail address a Mail address where I will receive your message.
	E-Mail me if you can not write in English or you want to ask a has already been answered in the guide.
08)	History [GS08]
Version 1.0	First copy of this FAQ
Version 1.01	Added links to a guide that helped the creation of this FAQ, suggested by selmiak. Corrected a spelling mistake, thanks to odino.
Version 1.1	Changed the layout and added Contact Details
Version 1.2	Moved "Contact Details" and "History" to near the end of the Guide
09)	Credits [GS09]
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