Gyrodine (Import) FAQ/Walkthrough

by Games_GameFAQs

Updated to v1.1 on Jul 26, 2012

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Introduction

Welcome to my Twelve Guide without a co-author.

After completing my Geimos guide, I wanted to get another NES game completed for the NES Completion Project. A regular on the FAQ Contributors Board (http://www.gamefaqs.com/boards/gentopic.php?board=2000094) called odino posted a list of shmups games for the NES that did not have a guide. After playing this game for about 10 minutes, I decided that I should attempt this guide. After the long time I have been playing this game, I would consider this my favourite shmups game.

Anyway, I hope you enjoy this guide and the game as much as I enjoyed writing the guide and playing the game.

Contents

To find a section quickly, press "Ctrl"+"F" and copy the string of text in the square brackets.

01)	Controls	[GY01]
02)	Enemies	[GY02]
	02A) Areal Enemies	[GY02A]
	02B) Ground/Sea Enemies	[GY02B]
03)	Walkthrough	[GY03]
04)	FAQs	[GY04]

06) History	[GY05] [GY06] [GY07]	
01)	Controls	[GY01]
D-Pad A Button B Button A+B Buttons	 Moves ship around the screen Fires at ground troops Fires at areal troops Fires a seeking Rocket at the ground trooket will be on the screen at one time 	= =
Start Button ===================================	- Pauses game	 [GY02]

02) Enemies [GY02]

You may be wondering why this section is before the main Walkthrough instead of being after the walkthrough. Well, it is because the Walkthrough will mention when a group of enemies attack, but not how to deal with each type of enemy that you will cross paths with (as that would get repetitive).

This section is split in two parts, one part for Enemies that can only be destroyed by the areal attack and the other part for Enemies where it would be better to use a Rocket to destroy them. Both sections will list the enemies in the order that you encounter them to make the navigation between this section and the Walkthrough section easier.

______ 02A) Areal Enemies [SU04A]

This should come as no surprise that every enemy listed in this section should be destroyed with the "B Button" attack. These enemies are unpredictable and can not have a step-by=step account of approach vector of each ship.

> Grey Helicopters ツツツツツツツツツツツツツツツツ

[Points = 200]

These are the first enemies that you will encounter. Like the name suggests, these are helicopters that are grey. They generally travel towards the bottom of the screen and then move to the side just before they are level with your position from the bottom of the screen, occasionally firing one bullet at you.

Fighter Planes ツツツツツツツツツツツツツツ [Points = 150]

Sometimes fires several bullets at you while it moves from side to side as it reaches the bottom of the screen. Looks like any Fighter Jet if you search Google Images for the keywords "Fighter Jet".

Blimps

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[Points = 150]

These look like grey ovals with red fins and propellers on the back. While the Blimps travel slowly from the top of the screen to the bottom, they will keep firing bullets at you, so you should attempt to take them out as soon as they appear, or you will have a lot of problems quickly.

Blue Helicopters

[Points = 200]

These are blue versions of the Grey Helicopters (encase the name did not tip you off). They move the same way the Grey Helicopters move, but always fire two bullets instead of the occasional one bullet the Grey Helicopter fires as it is moving to one side.

Kamikaze Planes

[Points = 150]

They are completely grey and appear with their wings tucked in (don't ask me how they are flying). They will then extend their wings out to resemble the shape of a plane and fly towards you. You can either attempt to shoot them down or get out of the way.

Red Missiles

[Points = 200]

A missile that is red and white. They appear and disappear in a blink of an eye, so the only real strategy is to let loose lots of bullets and hope that you even get out of the missile's way or you hit it.

Orange Helicopters

[Points = 1,000]

A Orange palette swap of the Grey Helicopter. Unlike the previous types of helicopters, this version will follow you around and fire multiple bullets at you. The only time I encountered this enemy, each time you destroyed one of the helicopters, another one would take it's place. This would keep happening until you reach a certain point where the helicopters will leave (if you do not destroy them first).

02B) Ground/Sea Enemies

[SU04B]

This section lists all enemies that should be destroyed with either the Rockets or the "A Button" attack. I recommend the Rockets as you will have a better chance of dealing with the ground/sea enemies and it has the superior range. These enemies, unlike the areal enemies, are predictable

Turrets

[Points = 370]

Looks like a big, grey gun barrel connected to a grey circle. Generally fires at you with a single bullet at regular intervals, but one of the 2 Turrents on

a big ship will fire several bullets in different directions at the same time.

Blue Trucks

The Blue Trucks are shaped as a rectangle. The rectangle is split in to two squares, with the front of the Blue Truck coloured in a darker blue than the back of the Blue Truck. These vehicles will not fire at you.

Domes

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[Points = 370]

Domes look like a dark green and brown beach ball. They will not attack you.

Tanks

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[Points = 280]

Looks like a moving, small Turret. It also acts like most Turrets by firing a single bullet at you at regular intervals.

Blue Buildings

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[Points = 30]

Blue Buildings will not attack you. These buildings have four black slots that are located in the middle of two rectangles. The bottom rectangle is a lighter blue than the top rectangle and both form to make the building square.

Red Trucks

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[Points = 220]

The Red Trucks are shaped as a rectangle. The rectangle is split in to two squares, with the front of the Red Truck coloured in red, while the back of the Red Truck is coloured in white. These vehicles will not fire at you.

Speedboats

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[Points = 280]

A floating orange boat. Travels in one direction and fire bullets at you as frequently as a Blimp.

Submarines

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[Points = 370]

These are hard to describe, but they look like a black distortion in the middle of the water they occupy. Unlike most Ground/Sea Enemies, these enemies are unpredictable in their location. They fire 1 or 2 bullets at you, which makes them easier to spot than if they fired when you are next to them.

Minigun Turrets

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[Points = 1,000]

They look like normal Turrets, but they fire bullets in different directions

and with a rapid speed. The bullets can be used as cannon fodder for the missiles, thus making these Minigun Turrets harder to hit. I recommend either dodging the bullets instead of trying to take them out or using your normal ground attack to clear the bullets out of your way and destroy the Turret (when you reach it).

Sorry about the name, but I could not describe what they are. Generally seen in the forest areas, they will appear on the screen and start firing a bullet at you every two or three seconds. Try to take them out, unless you have to deal with Areal support.

Sidestep Tanks
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[Points = 370]

They look (to me) like grey mugs. They first appear on a brown area with orange dots. They fire a bullet at you every 1 or 2 seconds. They are named (by me) Sidestep Tanks because they move from side to side, but stay in the same sort of area. You want to focus on the first ones that appear on the screen so you only need to focus on bullets ahead of you, not bullets ahead and behind you.

03) Walkthrough [GY03

NOTE: All SECRET sections require you to use ground bullets to get the prize.

After a couple of seconds playing the game, you will be attacked by a group of Grey Helicopters. Once they are dealt with, an island in the middle of the lake will house two Turrets, one appearing on the screen before the other.

Deploy some Rockets to deal with the Turrets and wait until you see 4 Blue Trucks in the middle of a bridge, with 2 Trucks moving to the left and the other 2 moving in the opposite direction. Destroy the Blue Trucks and then the next wave of Grey Helicopters. During the wave of Grey Helicopters, you should notice some Domes in the middle of the screen that you can destroy with Rockets.

After passing a grassy area before reaching another sandy area, the wave of Grey Helicopters should have finished and a Tank should have appeared on the right side of the screen. Destroy it and then take care of another Tank on the left. Another Tank on the right appears quickly after the left Tank, so move

across the screen and deal with this Tank, then head to the middle and wait for another Tank to appear. After the middle Tank appears, head to the right and destroy the two Tanks that appear on the right side of the screen, then head to the left to destroy three Tanks that appear sequentially from the left to the middle of the screen.

Near the end of the onslaught of the Tanks, you will receive a wave of Fighter Planes to fight against. During the Fighter Plane attack, there will be some Domes that are next to the lake on the left. I would ignore these and just continue on with the Fighter Planes. After the Fighter Planes have finished, move to the left of the screen to attack 4 Blue Buildings on some grass area before some Grey Helicopters arrive.

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I and the second	
When you reach the first river, head to the right. The left section	
of water on the screen that changes back to trees last is where the	
Grey Mermaid is.	
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This Mermaid is worth 1,000 points.	
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After clearing a wooded area, there will be 4 Blue Trucks on the move during the Grey Helicopter attack. The first one will be a bit to the left and each Truck afterwards will begin further to the left. The Grey Helicopters will stop attacking shortly after, where you should head to the right to take care of a lone Tank heading to the left. After the lone Tank, another couple of Tanks will appear closer to the left of the screen, followed shortly by 3 Blue Buildings.

After the Blue Buildings, a Tank and 2 Blue Trucks will begin at the left of the screen and head to the right. A bridge will follow them, so position your helicopter in the right lane. This will allow you to avoid the bullets from 3 Tanks that will be coming down the left lane, while your missles will hit them with ease. After a couple of seconds, 3 Red Trucks will appear on the right lane, guarded by a few Blimps. You will get a couple of seconds to relax before more Blimps appear.

Near the end of the second, stronger Blimp attack, a Turret will appear on the left side of the screen when you come to a green grassy field. Fighter Planes will begin an attack shortly after you arrive to the grass area.

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	SECRET 03	
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	Shoot the grey animal walking across the screen to start the Infantary	
	secret. You have to kill the Infantary and grey animal with a ground,	
	non-missile attack.	
	Killing every member of the Infantary is worth 10,000 points.	
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After the Fighter Plane run, you will encounter a fleet of Blue Helicopters after passing a lake on the right.

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The Mermaid appears just before the start of the river on the right of	
the screen. You will not encounter any Blue Helicopters or Fighter	
Planes during this time.	
This Mermaid is worth 10,000 points.	
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In the middle of the river.	
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This Mermaid is worth 1,000 points and limited invincibility.	
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Reaching a river that separates the woods will be the start of another Blue Helicopter attack. Once the second run of Blue Helicopters has ended, 3 Blue Trucks will appear near the centre of the screen, then head to the left side of the screen.

Destroy 3 parked Blue Trucks and then focus on removing the left set of turrets that will appear shortly. You should pass 3 sets of 2 Turrets (1 on each side of the screen) before running into 3 Tanks. Stay on the left side, as you will have 3 sets of 2 Turrets to deal with. After these sets are finished, attack the 2 Turrets on the left and ignore the right Turrent and then destroy the next 2 Turrets on the left. You can either deal with a Turret on the right or start attacking the incoming Grey Helicopters as you start going over some water.

While over the water with the Grey Helicopter attack, you will encounter 3 Speedboats, the first and last one is on the left side and the middle one is on the right. All 3 Speedboats will head in to the other side of the screen. The third Speedboat will be followed by a Turret in an island in the water. When this island is in the middle of the screen, the Grey Helicopter attack will finish.

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SECRET 06	
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To the right of the island with the Turret on it. The location is	
near the back part of the island, NOT inline with the Turret.	
This Mermaid is worth 10,000 points.	
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After the 1 Turret island, you will encounter a grouping of Submarines, closely followed by a team of Kamikaze Planes. The Kamikaze Planes will end and be replaced with Red Missiles.

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On the left side of a small, wooded island.	
This Mushroom is worth 5,000 points.	

After the Red Missle attack, an island with a Turret will appear in the middle of the screen as well as a new wave of Fighter Planes. During this wave, a couple of huge ships will appear slightly to the left with 2 Minigun Turrets on them. I have found the best chance to pass these ships is to attempt to dodge the bullets and the planes by heading to the right side of the screen.

After you pass the two boats in the middle and the Fighter Planes, there will be a boat going from left to right with 4 Minigun Turrets. When the boat is in the middle of screen, you will have a fleet of Fighter Planes to make things harder. When the boat is near the bottom of the screen, you will be attacked by 4 Orange Helicopters (and for each Orange Helicopter you destroy, another will appear) until you get to a beach. The Orange Helicopters can either be destroyed or just leave. Destroy the Dome on the beach.

You should reach a patch of green grass and be attacked by 4 Tanks, followed by some Grey Helicopters and a load of Tanks travelling across the sand. While it may seem a good idea to try and destroy everything, it is a better strategy to focus more on dodging bullets than destroying enemies. The Tank and Helicopter attack will stop when you there is water on the left, but will be replaced by a fleet of Fighter Planes. Two Domes will be on the sand area on the right before you reach a small river going to the right.

The Fighter Planes will stop attacking soon and there will be 3 Tanks to deal with on the right side of the screen. You will then encounter 3 Tanks in a row in the middle of the screen, heading to the bottom, which will be followed by a Tank slightly off the middle of the screen. You will then encounter 5 Tanks in this formation - / - near the middle of the screen. Still in the middle of

the screen with another set of 5 Tanks, they will attack in a "V" formation this time. At the end of this strech of sand, you will encounter 3 Blue Buildings on your right and 2 Turrets on your left, with the Turrets being your main target. In the forest will appear a few Purple Orbs, followed by another fleet of Fighter Planes.

SECRET 10	
<i>"\"\"\"\"\"\"\"\"\"\"\"\"\"\"\"\"\"\"\</i>	
Shoot the grey animal walking across the screen to start the Infantary	
secret. You have to kill the Infantary and grey animal with a ground,	
non-missile attack.	
Killing every member of the Infantary is worth 10,000 points.	
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When the Fighter Planes stop, you will be coming towards the first "Stationary Section" of the game.

Stationary Section 01

Before you get to the actual part that stops the screen moving forward, a fleet of Blue Helicopters will attack. These Blue Helicopters will keep coming while the area following is stationary. There are 7 Turrets, with a group of 2 on both sides and the middle 3 Turrets forming a "/\" shape.

I found this stage very difficult, as you are just swamped with bullets flying at you. However, when you come into this part of the game, head to one side and keep firing missiles whenever possible. Hopefully, you should take out a Turret and that will make your life easier. Dodge all bullets and take any shot at the Turrets when possible, but do not forget to remove the Blue Helicopter threats.

You need to survive for 15 seconds before the screen will start moving again. You can make this go quicker by destroying all Turrets.

The Blue Helicopters will stop coming after the screen moves. Three Blue Trucks will appear travelling towards the bottom of the screen, which should be destroyed if possible. Shortly after the grass area will be 3 sets of 2 Turrets, 1 on each side of the screen. Focus on one side and destroy them with ease via the Missiles.

After these Turrets have been passed, you will face a group of Sidestep Tanks, followed by another group of Sidestep Tanks. A large group of Kamikaze Planes will appear and try to kill you after the second group of Sidestep Tanks have disappeared.

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Somewhere in the muddy area when you can see the Blue Buildings on the	
screen.	

| This Mushroom is worth 5,000 points.

When the Kamikaze Planes have disappeared, you will have 3 Blue Buildings that you can destroy. In the forest behind the Blue Buildings will be a large group of Purple Orbs.

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| ATTIVITY TO THE TOTAL OF THE TIME TO THE THE THE THE THE TIME THE THE THE TIME THE

Once you come to a river the flows across the screen, another group of Purple Orbs will appear, aided by some Red Missiles.

Once you leave the forrest, the Purple Orbs and Red Missiles will disappear and be replaced with another group of Sidestep Tanks. It would be advantagous to start taking out these Sidestep Tanks on the left with the group-troop guns instead of the missiles, as they are very close together, the head to the right and start using the missiles. After you pass through them on the grass area, you get another set on the mud area.

Once the mud area is cleared, a normal Tank will go from the left to the right, so quickly dispose of it. Kamikaze Planes will start attacking while another Tank heads from right to left, and a third Tank going from left to right. Another set of 3 Tanks will appear on another bridge, but with the first and last ones heading from right to left and the middle one heading left to right, all while Kamikaze Planes keep attacking.

The Kamikaze Planes will stop attacking while you have to face a big boat with 4 Minigun Turrets. Quickly head just a little left of the middle and use your

group-troop guns to get rid of 2 Minigun Turrets, then dodge the remaining 2 on the right side. When you are almost past these Turrets, some more Kamikaze Planes will start attacking.

During the Kamikaze Planes attack, you will encounter another left-to-right, right-to-left, left-to-right set of Tanks. The Kamikaze Planes will stop shortly after another big boat appears. All the Minigun Turrets are in the middle of the screen, so your best bet would be to attempt to dodge them, but it is possible to destroy a couple along the way. When the back of the boat is in the middle of the screen, you will start to encounter some Submarines.

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SECRET 15
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Where the beach and the sea meet on the left.
This Mermaid is worth 1,000 points and limited invincibility.
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When you have cleared the Submarines and have reached a grassy area, you will face off against some Sidestep Tanks. They will mainly be grouped slightly to the right on the grass area, but then spread out during the sand area. There will be a few parked Blue Trucks and Blue Buildings after you clear the Sidestep Tanks.

Next, you will encounter a pack of 4 Tanks, with 2 heading to the right and the other 2 heading to the left. Then 3 Tanks will be lined up in the middle, followed shortly by 3 Blue Buildings on the right. When you have cleared the Blue Buildings, a line of 2 Tanks. A Blue Building on either side will follow. Finally, a grouping of 4 Turrets and 1 Tanks will appear before you face off against some Blimps.

Stationary Section 02

Along with the Blimps, you will also face 3 Tanks and 7 Turrets. Just aim for

the Tanks and Turrets while dodging the bullets. I dislike the Blimps and try to get rid of them as quickly as possible, but you do not need to destroy them to advance quickly.

You need to survive for 15 seconds before the screen will start moving again. You can make this advance quicker by destroying the Turrets and Tanks.

The first enemy that you meet will be 3 Red Trucks, which can be dealt with by using a Missle for each target. You will then encounter a fleet of Blimps with Speedboat support, until you come to a road. On the road will be a single Tank that can be easily taken care off with a Missile. You will encounter more Tanks and Blimps while you encounter roads. When the roads disappear, you are only fighting a fleet of Blimps, making your job a bit easier. Once you have passed the Blimps and arrived at a small island, you will have to fend off Red Missiles.

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On the left side of a small, wooded island.	
This Mushroom is worth 5,000 points.	

Shortly after encountering the Red Missiles, you will have to deal with a pair of Minigun Turrets on each of the 3 small boats on your left. You will then encounter a boat in the middle of the screen with 4 Minigun Turrets on it, although you could just use the Purple Light to destroy them all when they are all on the screen.

After the boats have been cleared, you will encounter Orange Helicopters and an island with 2 Turrets lined up on it.

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Just before the start of the island with the 2 Turrets, on the left.
This Mermaid is worth 1,000 points.
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Where the island reaches the water behind the 2 Turrets.
This Mermaid is worth 1,000 points and limited invincibility.

After the island will be 2 Tanks on a bridge across the screen. This will signal the end of the Orange Helicopters and the arrival of Grey Helicopters and a couple of Speedboats.

When you come to some land, you will be facing a Turret on both sides of the screen. After these Turrets are dealt with, you will encounter some Blue Helicopters and 3 sets of Turrets as described earlier. The blue Helicopters will keep coming while you have 2 sets of 3 Turrets to deal with, 2 on the left and 1 on the right. You will encounter a Tank on the small road.

Destory the Tank and then get ready for an onslaught of Red Missiles and Tanks. When the Red Missiles stop, you will be facing Tanks and Orange Helicopters. When you reach land, you will encounter 6 Turrets and a set of Blue Helicopters that should be dealt with easily enough. After the 6 Turrets are destroyed, you will have 4 pairs of Turrets to deal with, along with Blue Helicopters.

The Blue Helicopters will disappear and you will have 3 pairs of Turrets to destory before being plagued by another grouping of Orange Helicopters (wishing that I did not have this many Orange Helicopters to deal with). During this attack from the Orange Helicopters, you will also have the avoid 3 pairs of Turrets, followed by 2 sets of 3 Turrets. You will then encounter another 3 pairs of Turrets.

During the aforementioned pairs of Turrets, the Orange Helicopters will retreat (thankfully) and be replaced by Red Missiles. You will then encounter another 2 sets of 3 Turrets, followed by 3 pairs of Turrets.

Stationary Section 03

Along with the Red Missiles, you will also face 3 Tanks and 7 Minigun Turrets. Just aim for the Tanks and Minigun Turrets while dodging the bullets and Red Missiles. Due to the speed of the Red Missiles and the bullets fired by the Minigun Turrets, this will be a problem to complete.

I would use Missiles to quickly take care of the Tanks (2 comes from the left and 1 comes from the right) before dealing with anything else. You should be able to destroy these Tanks before the screen stops scrolling, thus giving you a certain advantage. Next target should be the pair of Minigun Turrets on both the left and right sides of the screen, being destroyed with a ground attack. Finally, attempt to pick off the remaining Minigun Turrets while dodging the bullets and Red Missiles.

You need to survive for 15 seconds before the screen will start moving again. You can make this advance quicker by destroying the Minigun Turrets and Tanks.

The game will now loop back to the beginning.

04) FAQs [GY04]

- Q) What is the highest score you have got?
- A) I am not sure about my score without cheating, but think it was somewhere within the 40,000 range. Of course I got more via cheats, but that was to research the next question.
- Q) What is the highest possible score?
- A) 999,990.
- Q) Can you get extra lives in this game and how do you get them?
- A) Yes. You get them every 5,000 points once you reach 20,000.
- Q) Is there anything you can pick up in the game?
- A) Yes, and I have them listed below:
 - Grey Light +100 points
 - Purple Light Destroys everything on screen (excluding yourself)
- Q) Have you also experienced some sort of invisible enemy?
- A) I have only encountered them [each time through] during Side-step Tank battles. I have attempted land, air and missile attacks against them and none worked. Just keep an eye out for any shots they will fire.

E-Mail: games ps2 pc[at]yahoo[dot]co[dot]uk

Subject: Gyrodine Guide

NOTE: Replace "[at]" with "@" and "[dot]" with "." to make the E-Mail address a valid E-Mail address where I will receive your message.

Please DO NOT E-Mail me if you can not write in English or you want to ask a question that has already been answered in the guide.

06) History [GY06]

- Version 0.5 First copy of this FAQ
- Version 0.6 Added Enemies to the database. Added the information in the Walkthrough from "After you pass the two boats" to "with ease via the Missiles." (or the first paragraph after the Stationary Section 01).
- Version 0.61 Added Enemies to the database. Added the information in the Walkthrough from "After these Turrets have been passed" to "but then spread out during the sand area".
- Version 0.7 Added "There will be a few parked Blue Trucks" to the complete "Stationary Section 02" subsection.
- Version 0.95 Completed the main Walkthrough (excluding Mermaid locations).

 Added the first Mermaid location within the guide.
- Version 1.0 Decided to use the header "Secret" to identify not only the Mermaid locations, but any other location of secrets. Guide is now officially complete.
- Version 1.1 Moved "Contact Details" and "History" to near the end of the Guide

07) Credits [GY07]

odino - Providing a list of shmups games which included this game.

ReyVGM - Providing the website link below and an Invincibility Cheat that helped me go through the game again to find the secrets.

NES Completion Project/FAQ Contribution Board - Introducing me to this game.

http://www25.atwiki.jp/famicomall/pages/763.html - Mermaid locations, where I have provided a link.

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