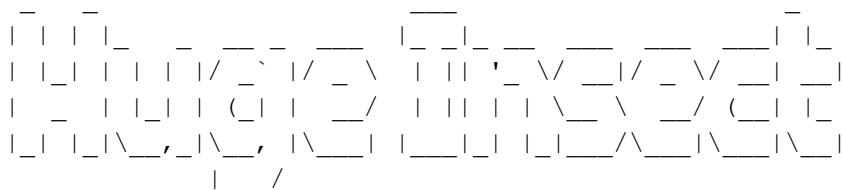


Huge Insect FAQ

by Da Hui

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:

<http://faqs.retronintendo.com>

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| 1. - Introduction | HI1 |
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Huge Insect was the last Sachen title created. For those of you who don't know, Sachen was an old company that made games primarily for the NES that were both pretty cheap and basically a rip off of other classic games. This specific game was a ripoff of Galaga. It's a shooter where the enemies fly down from the top of the screen close to you and then will move back to the top waiting for the rest of their fleet before attacking you. There are five stages in this game with six screens per stage.

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| 2. - Controls | HI2 |
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- D-Pad - Move
- A - Shoot
- B - No Use
- Start - Pause
- Select - No Use

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| 3. - Strategies | HI3 |
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The way to clear through all of the stages is to destroy all of the enemy insects on each screen. They will start off by coming down from the top and make certain movements until they float back to the top. Sometimes they will

come low enough to hit you so be careful. After they all appear on the screen and make their formation along the top of the screen, some will start to dive down and try to attack you. The best way to finish each stage is to kill as many as they come down at you so you don't have to worry about them when they make their formation and attack you from there.

You will notice that you can only make one shot at a time. Once the shot goes off the screen or kills an enemy, you can shoot again. Keep this in mind since you need some pretty good accuracy. When you get more power ups it gets a lot easier. One important note is if you have the double barrel shot and one shot kills an enemy, that side can shoot again right away as the other one is still floating off the screen. Don't sit there trying to time the shots, just keep hitting the shoot button, especially whenever you have the double barrel power up.

You will notice on the second screen of each stage, a small enemy will appear around the middle of the screen. These act as shields for the enemy insects and you can't destroy them. To make things even more tough, your power shots won't go through them either. The third screen will have two shield, fourth will have three, and fifth and sixth will both have four. After you kill all of the enemies in the sixth screen, the four shields will disappear and you will have to fight the boss. Read the next paragraph for info about the bosses.

The sixth screen of each stage will have a boss battle. The stage will start normally but after you clear the screen, you will encounter the boss. These bosses are all the same with just different models. They will float around up and down and side to side. His movements are basically a sin curve if you're good at math. He will spawn small insects along the top of the screen while he's moving along. His attacks will be two regular shots that are aimed where you are when he shoots them and two triangle shots that come down at an angle. If you are directly in front of him when he shoots these, you will end up right in between them. After you kill the huge insect, you will have to finish killing the smaller insects.

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#### 4. - Power-Ups

HI4

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You will notice that as the insects come down from the top of the screen that once in a while you will see a flashing insect. If you kill these while they're flashing, a power up will drop. They won't flash when they reach their position at the top of the screen and won't drop a power up then. However, if they stay alive after all the bugs spawn, they will flash when they come flying down at you. If you really want that power up, remember which bug it was and make sure not to shoot it until it moves again.

Shield (O in the Circle)

The shield will turn your ship from purple to orange. If you get hit by an enemy while you have this, you will flash for a bit and turn purple. In this case, the next time you get hit, you will die.

Double Barrel (Two Small Pink Rectangular Objects)

The double barrel is exactly what you'd expect, a second barrel to shoot from. Instead of one shot out of the middle, two will come out of your ship, one from each side.

Power Shot (P in the Circle)

This is probably the best power up in the game. It will go through enemies so you could kill several enemies with one shot. The only enemies it can't go through are those little shield bugs that float along the bottom of the screen blocking your shots.

Speed (S in the Circle)

This power up is very obvious, it will let you move quicker than usual.

Removal (Skull)

Avoid this one at all times, it will remove all of your power ups so you will be back to your original form from the start of the game.

Extra Life (Your Ship in a Circle)

This obviously gives you an extra life.

5. - Disclaimer

HI5

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