

# Image Fight FAQ/Walkthrough

by IceQueenZero

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----- [ IMAGE FIGHT FAQ/WALKTHROUGH]-----  
-----[by Ice Queen Zero]-----  
-----[Nintendo Entertainment System ]-----  
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## INTRODUCTION

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I've had the privilege of playing this game for the Arcade some time ago. The US games part of the NES Completion Project is coming to a close and I guess I will use this game to help it further along. You are in a fighter ship and playing through a top-down scrolling area shooting whomever opposes you or gets in your way.

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## STORY

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From the manual:

On a fateful day in 20XX, the Earth's moon exploded into four large fragments and a multitude of meteors. Aliens from afar had succeeded in destroying the West's moon base. One after another, mankind's other military industrial space complexes were being lost. What mankind dreaded had come to pass. Scores of unidentified fighters were in the area. In addition, the moon's main computer, still intact after the explosion, had a strange vegetation coiled around it. Their trademark evil exploits being a dead giveaway, invaders from the Boondoggle Galaxy had arrived to take over the Earth. To counter these evil forces, leading scientists from all over the globe created the "OF-1" Fighter ship. Combat pilots depart the Earth to fend off the invaders and earn everlasting glory.

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## DISCLAIMER

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## CONTROLS

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B button = Fire shots

A button = Change Speeds

Start button = Start Game/Pause/Continue

Select button = Toggle 1 to 2 player at beginning.

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## WEAPONS

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When you collect power-ups or pods you can enhance your fighter.

Red pod = fires opposite of the direction you last moved.

Blue pod = fires straight forward only.

V Cannon - Fires in a V-shaped pattern

Seeking Missile - Homing missiles that home in on nearest enemy.

Seeking Laser - Homes in on nearest enemy ahead of you.

Drilling Laser - Pierces through obstacles and enemies easily

Reflecting Ball - bounces off of surfaces.

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## WALKTHROUGH

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+ LEVEL 1 +

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A turbo controller really helps in this game. Just put your B button on Turbo and you'll progress through most of this game easily because a lot of enemies normally takes forever to defeat. You start off by shooting a wave of miniature planes before the first bigger plane appears. It will go down before it gets a chance to do anything. Your first pod arrives and you can either get a red or a blue one. I suggest getting it red because it changes its firing direction when opposite of how you are moving. Destroy the homing-missile ships that come next followed by two cannon fighters. The laser fighters will try to level up with you and fire a series a rapid lasers then try again one more time before they leave but they'll be dead on arrive with turbo on and so will the fighters that fire heat-seeking fireballs at you. You also have to shoot planes that try to sneak bullets in at you. The next two pods do not really matter. You have to deal with two heat-seekers coming from behind before you fight the boss.

Boss: It fires wierd semi-circle spinning disks at you. If you managed to stay alive while making it here then you should have a red pod on the left side of your ship. Move to the very right and slightly above the middle of the screen and press down-right to aim the red pod to the upper-left and you are safe in that spot for the entire boss fight.

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+ LEVEL 2 +

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Four containers arrive. Make sure you have a red pod on the bottom of your fighter and you can easily destroy the large battleship rising from the left. Now go to the left side and fire at the guns on the wall on the right side. Some of the lesser ships will attempt a kamikaze attack but the attempts are futile. A pod will arrive. Try to have three red ones this time. Two giant airships will rise up from both sides. Pump the ships full of bullets while avoiding their shots. The boss will come from behind.

Boss: He is pretty much dead on arrival with your fighter's set up. Aim all of your pods downward for a short victory.

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+ LEVEL 3 +

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This level is really tricky and takes some precise maneuvering to get through the narrow passages. Shoot the guns along the walls especially the ones that fire lasers. If you manage to take a hit on the nose (which will only destroy your power-up and not you) try to get a homing laser which will definitely be your friend in this level. Combined with all three red pods and Turbo mode. You are virtually covered in all directions. That is if you manage to survive what happens next. The sky is raining rocks everywhere.

Boss: Survive that rock fall for a tough fight. There is a safe spot in this fight but you will end up sacrificing your weapon. It's better your weapon and not you. Move to the very left and slightly above the middle of the screen and aim your red pod at the boss. The lasers will not touch you at all.

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+ LEVEL 4 +  
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There are destructible segments that you must shoot away to maneuver through this level. In addition to this, you got a lot of walking shooters that drop missiles at you. Get any weapon to replace the one you lost in the boss fight earlier. The real danger is avoiding hitting any surfaces while aiming your pod shots. Ignore the V Cannon and get the Drilling Laser instead and set the speed to 2 to avoid going too fast. Near the top, the hoppers will try to sneak in a few bullets so be on your toes. It was tough but you've made it out alive for now.

Boss: Another seemingly tough boss that rains down miniature robots that cannot be destroyed by shots however like the bosses you've faced so far, he has one fatal exploit. When he first appears. Move to the top left or top right and let your red pods do their duty until he gets too close then move downward and you can finish him off immediately.

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+ LEVEL 5 +  
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This is the final level of the normal game dubbed combat simulation so make it count before going into real combat. Do not let the background be a distraction to you. I know it looks wierd but you got a game to beat, right? The nests are invulneable on their backsides so you must hit them directly with your red pods and avoid the insects they spew out. Destroy some eggs and a couple centipedes and the background stops moving and fades to grey.

Boss: To defeat this boss, you got to steer to the top and aim down at it while the pinchers are open. If you manage to lure its two balls outside, you can go inside the opening and destroy it easily without worrying about being hurt and that is that.

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+ REALFIGHT 1 +  
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You lose your previous powerups and got to recollect your gear. There is a pod and a Seeking Missile powerup. Destroy the rising ship on the right and to tell you the truth, every major enemy you faced in previous level are on your ass big time. It will be tricky in this next area because the wrong path will lead to your death. Ignore the pods and go right. A boss fight is approaching.

Boss: The tanks are invincible. You can only destroy the eye of the third thing

for victory. Rapid fire saves the day again.

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+ REALFIGHT 2 +  
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Raining space junk ahoy. Survive this and destroy the waves of ships and major enemies on route to the boss. A new enemy appears too but it's no biggie.

Boss: The boss comes from below. Shoot out the eyes then wait for the bottom half to come down then aim at the eye from a safe spot. It will fire at you if it is under you. Destroy it to destroy the boss.

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+ FINAL AREA +  
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Shoot the guns along the walls. The V Cannon helps a lot in this level. Once you get out of that area. A siren goes off.

Final Boss. Fire at him rapidly but watch out for the magnets on the side. They try to fuck up your coordination as the boss drops bullets on you. However, if you fly up near the boss with your guns ablazing upon his arrival. The boss'll also be destroyed in short time.

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EPILOUGE  
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The moon base defense system malfunction was caused by unidentified vegetation from another planet, taking root in the central computer controlling and deranging it. I immediately attacked and destroyed the target.

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CODE(S)  
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Hold A + B, press Start (on title screen) - Stage Select (select to change and Start to pick)

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GAME GENIE CODES  
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SXSZTPVG	Infinite lives--both players
PAVXLPLA	Start with 1 life--both players
TAVXLPLA	Start with 6 lives--both players
PAVXLPLE	Start with 9 lives--both players
PAVZLPAA	Start at Combat Simulation Stage 2
ZAVZLPAA	Start at Combat Simulation Stage 3
LAVZLPAA	Start at Combat Simulation Stage 4
GAVZLPAA	Start at Combat Simulation Stage 5
IAVZLPAA	Start at Real Combat--1st Target
TAVZLPAA	Start at Real Combat--2nd Target
ATSLTKOZ	Never lose Pods
PAELGGAA	Start with V Cannon
ZAELGGAA	Start with Reflecting Ball
LAELGGAA	Start with Drilling Laser
GAELGGAA	Start with Seeking Missile
IAELGGAA	Start with Seeking Laser

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CREDITS

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Irem for this game.

GameFAQs and SBAllen for hosting my FAQ as well as my reviews.

The readers for reading this FAQ.

Dallas for submitting the Stage Select code.

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CONTACT ME

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I appreciate any feedback or help you can provide. My email is

azulfria[at]hotmail[dot]com

[at] = @ and [dot] = .

Don't want any email bots.

Thank you for reading

-Ice Queen Zero

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