

Recca Stage One Walkthrough

by The Lost Gamer

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Recca: Stage One
An In-depth Walkthrough
by The Lost Gamer (ilovecartoonssomuch@yahoo.com)
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001-General Information

This is a walkthrough for the Nintendo Entertainment System (NES) game called Recca. It's one of those games where you fly a plane and try to kill a bunch of attacking enemies. You're either good at those games or you're not. I fall into the latter, so this guide only covers the first stage. You can e-mail me at ilovecartoonssomuch@yahoo.com, but make the subject blank so I don't delete it by accident. If you want to use part of this FAQ for something, ask first.

002-Story

There never really is a good way to come up with a cool story for one of these games. The point is just to kill the bad guys (who heavily outnumber you) and live.

003-Walkthrough

You'll get sent from a cool-looking place out into space. Note what the bottom of the screen has. There's a timer, speedometer, a thing saying how many lives you have left,

a score keeper and an energy reader.

The energy reader tells you how big the blue thing in front of your ship is. If you do nothing, it gets bigger and bigger until it reaches full energy. Then you can fire with B and set it off like a big bomb. It only charges when you don't shoot.

I know this is a coward's way, but here goes. Go into the bottom right hand corner without firing and such. You avoid being hit for a while.

At approximately 36 seconds in, a green ship enters. It fires heat-seeking missiles at you and leaves at 48 seconds. It comes in the very middle of the screen, so you should try taking it down before it launches the missiles. Firing can also take down this missiles, so this is recommended. Otherwise you'll do dodging to get the missiles offscreen.

Once that ship is taken care of, go back to your lower right hand corner. At about 58 seconds, a lot of heat-seeking gray ships enter. Take out as many as you can and dodge the rest. You can then go to your corner and wait until you meet the boss.

The boss is a big nasty ship with four things that look a lot like dentist drills. See the very middle of the ship between two of the drills? You want to fire in that area. Get close and drop off a bomb to do some initial damage.

Keep firing on the middle part. The four drills shoot weak attacks at you, so you may want to look at for that. Eventually, the four drills retract. Get out of the way, as they fire strong lasers below them. Use this time to start up another bomb to use in attack on the boss.

As soon as the boss stops doing the laser things, it does what it did before. This whole pattern repeats. After going through it a few times, the boss dies.

Great, now you're in some sort of weird space. The time is probably off now due to the boss fight. Just get in your lower right corner.

There will be eight snake-like attacks, all of which miss. Then there will be four double-snake attacks. Attack the ones that appear directly above you.

Next is a series of attacks that really hurts if you move. There are around eight of these, but you'll be able to tell when they end, since two ships come in and fire, while many ships do a V formation attack. They exit and do the same thing again. You remain unscathed.

There will be two V attacks now. As soon as it ends, starts firing. Just don't stop firing. Do this and you'll make it to the boss. Stop firing when the screen turns black to charge up a bomb.

This boss is like the last with some differences. It has

four cannons that all face down. It will move left/right while firing the cannons, which is hard to live through. Try being away from the ship when it does this (it fires missiles at you). It will stop for a while, and start up again. Attack when it stops, and then exit before it starts up again. If you're daring, follow it while it moves. Attack in the center. Eventually it dies.

When it dies, you're on stage two. Way to go! Good luck with the rest of the game (I made it to stage two with no lives left and soon died (this happened several times)).

004-Credits

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