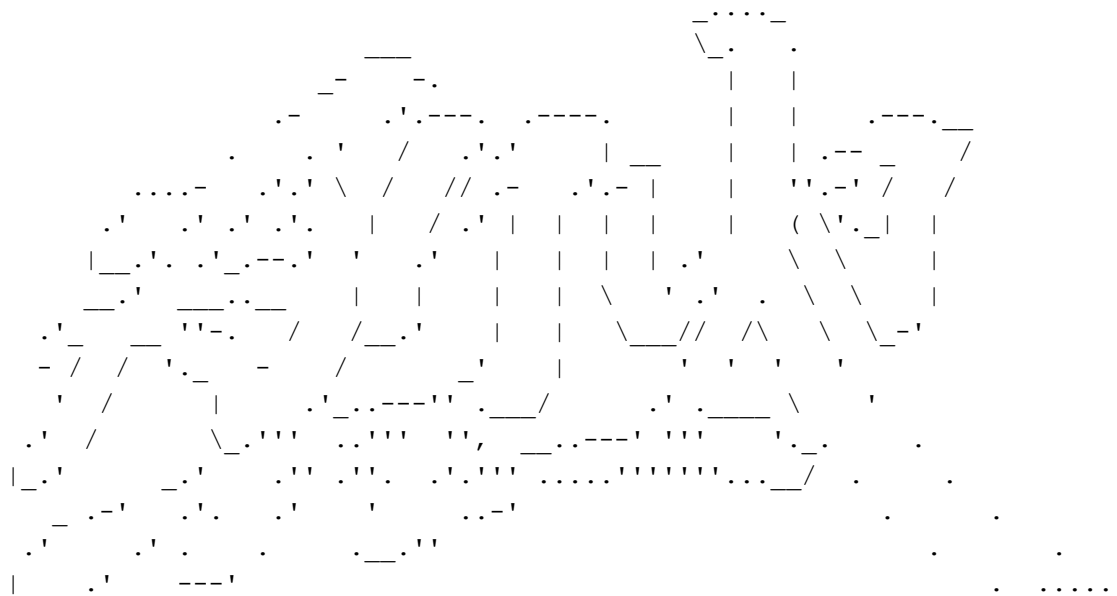


Recca FAQ/Walkthrough

by EntropicLobo

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SUMMER CARNIVAL '92



--RECCA--

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SUMMER CARNIVAL '92 - RECCA

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Game by Naxat Soft

* Table of Contents *

*To jump to a section, hold the Control Key and press F, then type in the section number as it appears (ie type RC1)

- RC1: Intro
- RC2: Gameplay
- RC3: Power-Ups
- RC4: RECCA Normal
 - RC4.1: Stage 1
 - RC4.2: Stage 2
 - RC4.3: Stage 3
 - RC4.4: Stage 4
- RC5: RECCA Arrange - Second Quest
 - RC5.1: Stage 1
 - RC5.2: Stage 2
 - RC5.3: Stage 3
 - RC5.4: Stage 4
 - RC5.5: Stage 5
 - RC5.6: Stage 6
 - RC5.7: Stage 7
- RC6: Credits

Crisis Force is rated "U" for "Unbelievable," it contains scenes of blazing speed and player disbelief. Player discretion is advised.

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| RC1: Intro |
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Recca's one of the true gems of the NES/famicom. A difficult shooter that at times gives some of the more ridiculous shmups of today a run for their money. And the speed and activity - without slowdown - sophisticated use of the hardware to punish the player. Not only that, but there's a a myriad of power ups for your primary and secondary attack that make the game very much so varied. And with a package as tight as that, it joins Crisis Force as one of the most beautiful and competent games on the NES.

Now, Recca was released in '92 which would be the twilight years of the NES's famicom's commercial run (but not the console iteself, as we know that baby lives on strong even today) made Recca scarce. So an official copy of Recca is hard to come by and can run you a decent price.

But it's worth playing, if anything. It's a testament to the potential of the hardware and the breed of game.

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| RC2: Gameplay |
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Recca is an intense game that features waves of enemies, then a miniboss or boss at the end of the stage. There are only four stages, but they aren't slouches by any stretch. After you defeat the final boss of a stage, you progress to the next.

Your ship is fragile, but you restart right into the action if you die, unless you continue.

Besides the Normal Mode, there's Score and Time Attack modes to conquer.

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Normal Mode Time Limit

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Normal Mode has a time limit of 60 minutes. Once this runs out, it's game over.

Note that my guide may differ from your play experience based on your time. A different set of enemies seems to appear depending on how fast you play the game.

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Firing

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Hold A: Primary

Hold B: Secondary Weapon

There are five secondary weapons and five primaries, each one can be upgraded and provide a different degree of firepower. I suggest you pick one power-up and stick with it. This will make you more comfortable with the ins and outs of the weapon.

However, the screen is often plastered with enemies. Know your functions early and be prepared to grab whatever comes your way after getting killed until you can get back on track.

Secondary fire comes in the way of a small canon or canons that surround your ship. These are fired with the B button.

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Bomb

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The bomb function is interesting in Recca. If you do not fire your primary weapon, it will charge. There is an ENERGY meter on your HUD, and when this is full the energy ball is fully formed. Fire your primary weapon to cause a huge explosion.

The ball is also protective, it will consume small shots but it won't stop large attacks like a boss' lasers. That said, charging the bomb ball will be essential to a number of the bosses that spray considerable shots of waves.

The downside, of course, is that the ball takes time to charge. This means it is less useful in the enemy waves but it'll still come in handy. It's situational in terms of level, and you need to adapt it to a pattern with the bosses.

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Select

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The select button changes your speed. This changes your speed meter, and there are a few notches on it. Reduce your speed if you need, or increase it if you are comfortable.

This is a useful feature, even situationally.

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|                                     RC3: Power-Ups                                     |
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If you'd asked me my favourite combo of weapons, it's the SSecondary, which

swivel to point at close enemies, and the V main canon, which is a spread shot. There's a big consideration to take when choosing what you want to focus on in Recca for your primary - wide vs homing.

While the straight forward B main canon is powerful and fast, it often puts you in harm's way. The homing H canon has a huge range it can home at and the laser has minimal homing when it's fully stocked.

Homing has one major flaw, however - you don't decide what target it attacks. This means you could have one big ship and many little ones... the shots shatter the little ones but the big guy stays around, costing you time.

This isn't so bad in the first quest, but the second quest is longer and has more big dudes to kill - it costs you a lot of time and once the time counter hits 60:00:00 it's Time Over aka Game Over.

Then V or even F comes in handy as a normal main canon, with H being used in situations that call for it. Remember - once you have fully upgraded a weapon, any new weapon you switch to will also be full. Useful.

PRIMARY WEAPON

Your primary weapon is your more powerful, main shot that you will use to down most enemy waves that come your way. All of them can be upgraded by collecting the same power-up in a row. It seems that a max-upgraded weapon will let you switch to another max-upgrade if you change mid-game. This could be useful in strategizing your attack.

B: Forward Blast

A powerful weapon that fires multiple shots forward. This gives some horizontal coverage but not much. The shots are fast, however, and you can pour many shots into a target in short order.

This means you can take out a wave pretty easily but there's not much coverage elsewhere. In Recca, this could be an issue if you have to get away from the bottom of the screen.

I'd suggest that you take this if you are comfortable with moving around the screen in Recca, but other weapons offer you better coverage both out of the gate and later on.

Upgrades:

-Shots increase in speed and more shots.

F: Forward and Back

This rapid shot is very much spread out - excellent cover though the cone is large and there are only three lines of fire so you may miss a few enemies with the very wide shot. But the coverage is great in that the enemies could get close but you'll hit them on the way past anyways.

F is a great power-up if you like to play the centre of screen, because when it upgrades you also get a backwards spray.

Upgrades:

-Back shots.

H: Homing

The homing shot sprays shots forward that veer into the enemy. This is not necessarily the strongest weapon in the game but it will gain effectiveness as you gain more upgrades.

The homing capabilities are not supreme - I would suggest the forward three-way shot as being a better choice of weapon overall. However, this can catch the odd enemy that gets close to you so it may be worth considering.

After a few upgrades the weapon really shines, however, as the homing shots will travel below your ship and down even larger enemies in a few hits. It's a decent weapon if you can keep up with the upgrades.

Upgrades:

-Shots become larger and seem to increase homing capacity.

****L: Laser****

The laser is perhaps the worst out of the gate as it is very thin - almost no coverage. It's powerful, but until you upgrade it, it's hard to use it correctly.

The lasers will become larger and gain minimal homing capacity. This makes the laser a force to be reckoned with but only if you get it upgraded.

If you're going to focus on a homing weapon, I'd say "H" is a little more worth your time because it has a much larger degree of seeking capability.

Upgrades:

-Longer lasers and homing capacity.

****V: Spread****

V's spread is so condensed that you'll quickly deal a lot of damage to large targets and create a blocking cone in front of the ship. It's probably the best power-up right out of the box but not so much when you're talking about fully stocked.

The upgrades aren't incredible, but they will help. V is a solid choice, I'd recommend it over B in most situations.

Upgrades:

-Additional lines of fire.

SECONDARY WEAPON

Red power-ups give you a secondary "option" canon that positions itself around your ship in some way. While not as destructive as your main canon, everything helps.

****B: Backwards****

The canon(s) will point backwards at diagonals. This may be considered if you have a primary that is almost exclusively forward.

****C: Circling****

The canon(s) swivel to point in the direction opposite of that you are moving. Not bad in some cases, but you'll be moving so much the use will be limited.

****F: Forward****

The canon(s) will point forward at diagonals. Not bad depending on the weapon you have, but less useful when you're powered up.

****R: Rotate****

The canon will rapidly rotate around the ship. This gives great coverage but is not as reliable as some other secondaries until you've got the upgrade into it for two canons.

****S: Seeker****

These canons stay mainly forward but tilt towards the enemies as they pass by. S is extremely useful when you have a low-powered laser or are focusing on a power-up like B.

| RC4: RECCA Normal |

Recca is an intense game with blazing fast enemy waves. It is impossible to write a "walkthrough" for a game like this as much of what you do relies on your own reaction time. However, trouble spots and bosses can indeed be taken care of. Things such as large enemies, or changing environment can be documented and help for a game like this.

As such, the guide is written in a more bullet-point list to accomodate the game's style of play.

CF4.1: Stage 1

- From the start, release the fire button and charge the ball as you launch. Use it on the first wave and start collecting power-ups.
- Stay toward the bottom centre of the screen. This way, when the cones of blue bullets stream toward you, you can get out of the way.
- The (relatively) large ship that will arrive fires missiles, you can shoot these so try and concentrate your fire on this enemy.
- The amoebas that arrive will stop, then move towards you. They can persist on screen so they take priority over the normal waves.
- Some medium sized ships (slightly larger than normal) will stop at the bottom of the screen. They fire straight forward so take them out either from the side or while they're at the top of the screen.
- The grey ships that stop at the top of the screen should be attacked from the side.

Stage 1 Boss 1

When the screen shifts, stop firing and let your bomb ball charge. The boss will move back and forth firing blue shots, consume them with the bomb ball being used as a shield. When it stops, it will fire lasers straight forward - get away from it and go to the opposite bottom corner of the screen. It will then unleash a wave of blue shots, consume them all with the bomb ball. Then fly up to the centre of the boss, explode your bomb, and repeat the pattern from the start.

-To deal with the waves here, they in the centre of the screen about 1/4 of a

screen above the bottom.

- You will see large grey ships fly down - they fire a laser and then fly back off of the top of the screen. Avoid lining up with them if possible. You may need to pull back a little.
- The next you have to contend with stop at the upper left and right sides of the screen and fire small shots out and a long laser forward. Stay between them - don't get too close. If you have a wide-area weapon it will be helpful.
- Very soon there are large ships that fly in, stop, and fire a long laser forward. If you don't destroy them before they stop, get out of the way.

Stage 1 Boss 2

As soon as the scenery shifts, start charging a bomb. Release it and charge another while you head off to the right side of the screen to avoid the boss' lasers. The missiles should be destroyed by the explosions or the secondary canon of your ship (S Canon works extremely well). The charged bomb should block the shots of the boss so when it stops, drop one on its centre and move out of the way. Keep dodging/shooting the missiles and bombing the boss and it shouldn't take too long.

You COULD also try to stay in between the lasers of the boss but this is somewhat unpredictable so try it only if you want the risk. Of course, your primary weapon destroys the missiles so a longer, hit and run technique on the boss could benefit you. Just don't dally when it stops to fire.

CF4.2: Stage 2

- Stage 2 starts instantly after the previous boss so charge a shot.
- Enemies that linger on the sides will zoom out to meet you, shoot them first.
- Small grey ships that stop in the centre spray a radial laser assault. Make them priority.
- Red ships that come up from below shoot three-way shots, albeit slow. Fire at them or get out of the way.
- Long grabbing claw arms are vulnerable at the ball joints.
- White ships that open up wings launch missiles. Fall back to the bottom of the screen and defend yourself against the missiles.
- When individual ships fly in from the sides they stop to ram you. You should always be firing so they shouldn't be an issue.
- Large spinning fan enemies will expand - shoot them in the blue centre.
- When the path narrows, long blue snakes may arrive. Shoot them in the head to destroy them. If you do not they will VERY quickly chase you down and ram you.
- Stay to the bottom of the screen unless dodging shots, the reason being a large yellow ship will very quickly fly to the centre of the screen and shoot a laser - dodge to the side.
- Large ships here will fire a laser and retreat. Fire and move to the side.
- Charge a bomb when enemies are stationary in the centre of the tunnel, it will consume blue shots from the sides. When ships arrive to shoot cones of blue shots, detonate and fire at the large ship shooting lasers at the top of the screen. Stay towards the bottom yourself.

Stage 2 Boss 1

When the screen starts warping, head to the bottom right quadrant. A large silver snake will emerge from the top. Fire at its head to damage it. If it

starts to coil around you - it will make a fairly wide circle and you can stay inside of this pulverising it. However, it will eventually move back out to come in for another pass - always be ready.

When it is destroyed, a number of waves will attack you and the screen will begin to scroll backwards.

-To deal with waves and firing ships going backwards, a good tailgun like Full F, or the homing Full H will be extremely helpful. Stay below the halfway mark of the screen. Walls will not hit you so don't concern yourself with dodging them.

-Keep firing to destroy incoming missiles and the like.

-When you encounter the large yellow enemy coming up from the bottom, charge a bomb and stay to the bottom centre (to dodge enemies). Detonate the bomb on the big guy and clean up with your primary.

-A ship like stage 1 will stop in the centre of the screen and fire shots and a long laser. Again, attack it from the side.

Stage 2 Boss 2

The screen will scroll extremely rapidly before phasing to the boss. This is a long blue snake. As before fire at its head. But do not let it coil around you. Instead, dodge it in one of the bottom corners. When it stops and looks at you, it will charge at you. Go to the opposite top corner and dodge it as it charges for you. It's imperative that if you need to dodge him more than once you don't get stuck in a small space between body segments.

The stage will begin to move forward again.

-The ship that arrives will fire straight forward, take it out from the side. Or dodge it and charge a bomb for the second ship that arrives - it fires spread shots and is much more dangerous.

-The large ship with two orbs at the back will launch a whip like device forward. Laser canons fire straight forward and are spread out away from the enemy. Charge a bomb, head forward and bomb it when the whip is swiped to a side.

Stage 2 Boss 3

Charge a bomb as the screen phases and goes black. The boss swings two whips back and forth while firing blue shots. Now, your bomb will consume blue shots and you can get close to the boss so that the whip cannot hurt you. For instance, they cannot reach you in the uppermost corner areas. When the boss' whips retract, look out because they could charge right back out. Stay near the bottom and dodge them.

Now you have to get as close to the red orb of the boss as possible. Wait until the nearest arm swings in toward the boss, follow it in and drop the bomb. Retreat, recharge, repeat.

CF4.3: Stage 3

-The enemy ships come extremely quickly. The paired ships will get a few shots in so shoot and move. The waves come at odd angles so stay in the centre and

- a bit above the bottom so as to allow the greatest degree of movement.
- For some time there will be a number of the ships that fly onto screen, stop and fire. Shoot and move, hitting them from the side if possible. Stay toward the back of the screen so as to not get stricken.
- When you find the large green structure, there will be the ship that fires a straight laser and small shots and a small ship that fires a radial laser spray. The small guy is actually more dangerous, make it a priority target.
- Head to the centre of the screen and keep firing as missiles come down the centre and two ships continuously fire forward in the top corners. There will be another section like this.
- With the mix of amoeba and reaching hands, take out maybe two joints of the arm and then focus your fire on the amoebae.
- After the amoebae, head to the right and destroy the laser canons before they can aim at you. Watch out as fast ships will jump onscreen and fire lasers. Do not stay in front of them, the laser canons probably cost you the reaction time needed to destroy them all, so play defensively if you have to.
- There will be some more amoebae. Afterwards stay off of the green pipe as the ships arrive and shoot straight forward. Take them out, but radial laser sprayers will also arrive and they will take priority.
- More laser turrets up and to the right. You'll want to stay to the right of the screen even as the large forward laser ships arrive, as more laser turrets are only a short spell ahead.
- Stay on the right and charge a ball/keep firing at the pink missile ship that appears. Take a few shots at the reaching arm closest to you and wait the other missile and arm out.

 Stage 3 Boss 1

Charge a shot as soon as the screen goes black. The boss appears in an explosion of blue shots. Wait until it stops firing and fires a bomb of its own. Move away from the blast area of its bomb and drop yours directly onto it. Now, retreat and charge another bomb of your own and repeat until it is destroyed. It will use the blue shot burst before throwing a bomb so charging your own is imperative.

 Stage 3 Boss 2

The next boss occurs immediately after the previous, so charge a shot right away - even as the other is blowing up. There are sprays of blue and red shots - the ball shield takes care of both of these. The main canon fires lasers - stay to the side. Charge bombs and drop them on the turrets. Keep destroying turrets and work your way to the main canon - it's the safest method.

It fires lasers much more quickly when four turrets have been destroyed. Wait for it to go to one side of the screen and lay a bomb on the other side of it. It should move right into the blast. Go from side to side until it's finished.

 CF4.4: Stage 4

- Destroy as many waves as possible, collecting items. Stay in the centre of the screen as some will come from the bottom corners.

 Stage 4 Boss 1

Yep, you'll be fighting some old bosses.

As soon as the scenery shifts, start charging a bomb. Release it and charge another while you head off to the right side of the screen to avoid the boss' lasers. The missiles should be destroyed by the explosions or the secondary canon of your ship (S Canon works extremely well). The charged bomb should block the shots of the boss so when it stops, drop one on its centre and move out of the way. Keep dodging/shooting the missiles and bombing the boss and it shouldn't take too long.

-There's a few waves of enemies, then another boss.

Stage 4 Boss 2

Start charging immediately and head to the opposite end of the screen as the boss. When it is closed it fires radial bursts of blue bullets but when it opens, it fires many lasers open. If you are forced to, get between the lasers, but try not to be in front of it when it opens. Instead, consume bullets with your bomb and explode it on the boss - running away from it when it opens.

-A few more waves, then a boss.

Stage 4 Boss 3

The very first boss! Let your bomb ball start charging right away. The boss will move back and forth firing blue shots, consume them with the bomb ball being used as a shield. When it stops, it will fire lasers straight forward - get away from it and go to the opposite bottom corner of the screen. It will then unleash a wave of blue shots, consume them all with the bomb ball. Then fly up to the centre of the boss, explode your bomb, and repeat the pattern from the start.

-Again, waves and a boss.

Stage 4 Boss 4

Boss of Stage 2.

Charge a bomb as the screen phases and goes black. The boss swings two whips back and forth while firing blue shots. Now, your bomb will consume blue shots and you can get close to the boss so that the whip cannot hurt you. For instance, they cannot reach you in the uppermost corner areas. When the boss' whips retract, look out because they could charge right back out. Stay near the bottom and dodge them.

Now you have to get as close to the red orb of the boss as possible. Wait until the nearest arm swings in toward the boss, follow it in and drop the bomb. Retreat, recharge, repeat.

-Yep more waves then a new boss.

Stage 4 Boss 5

As usual, charge your shot asap. Get behind the boss so it doesn't trap you. When it stops, it fires four huge lasers forward. It fires lasers in spread shots while it moves, but it's easy to move between them. Drop a bomb near its red core then charge again or shoot the missiles that the boss unleashed. Use a bomb on the missiles, or use your primary.

A little more risky but much more effective is to wait for it to fire its lasers, fly in and bomb the core directly. The explosion should take care of some missiles as well.

-It's not over yet. Stay in the centre about a quarter of a screen up. These waves seem to go near the bottom a lot. Also, amoebas toward the end. A boss will greet you afterwards.

Stage 4 Boss 6

This boss will phase in and out and launch huge fireballs. Your bomb will NOT absorb them so get far away to dodge. Lay a bomb on the boss when it appears and then get out of there.

The boss also fires lines of blue balls and pink seeker lasers. Your bomb should consume them in its blast, but if any get through, dodge them at the farthest point from the boss.

-Fight off some more waves before facing off against an old friend... er fiend.

Stage 4 Boss 7

The final boss of Stage 3 says hi. There are sprays of blue and red shots - the ball shield takes care of both of these. The main canon fires lasers - stay to the side. Charge bombs and drop them on the turrets. Keep destroying turrets and work your way to the main canon - it's the safest method.

It fires lasers much more quickly when four turrets have been destroyed. Wait for it to go to one side of the screen and lay a bomb on the other side of it. It should move right into the blast. Go from side to side until it's finished.

-Some more waves, another boss.

Stage 4 Boss 8

This large boss has five laser turrets that first spark green before launching a huge laser forward. If you can help it, stay away from the boss and rush in for covert bombing. If you have to go under it, stay near the centre and move under a non-sparking canon - but it has to be instantly.

It CAN fire five lasers forward, but you CAN survive by going between canons. Maybe try this if you are really gutsy.

It takes a while but covert homing shots also work. Stay away and at the back and strafe across it when it moves.

-More waves, another boss :).

Stage 4 Boss 9

This guy's awesome. He will shoot straight lasers, don't line up with his red cockpit. He fires spreads of red bullets but you can consume them with the bomb ball. He will also launch vortexes which suck you in - dangerous - you have to hold the control pad away from them. Stay at the bottom of the screen to dodge lasers and his ram attack - he goes nearly to the bottom of the screen.

Dart up and explode your bomb so he moves his cockpit into the blast. Return immediately to the bottom.

-Waves, boss.

Stage 4 Boss 10

This large boss has four arms, the ends of each arm aims toward you and shoots a laser. Move back and forth across the bottom of the screen, staying out of the aim of the lasers. Move into the centre of the boss when the arms clear out away from it. Drop a bomb and retreat to the bottom of the screen. This should damage the boss and destroy some of its laser arms (takes a few bombs).

-It's not over yet. Destroy the waves but stay about 1/3 screen away from the bottom as almost half of the waves come from the bottom. Another boss awaits you after quite a few waves.

Stage 4 Boss 11

This boss is pretty intense, and it's the last one. It flies around rapidly firing lasers, missiles, blue shots, and larger lasers. All of these can be quelled with a bomb blast.

It's a match of reflex, really. The best strategy you have is to charge and blast, charge and blast, always staying quite a distance from the boss. The "S" secondary works quite well.

*NOTE! Reset after "To Be Continued" appears for the balls to the walls second quest!

| RC5: RECCA Arrange - Second Quest |

A new challenge awaits those who conquer the main game of Recca. By resetting after beating the normal game, you will get an opportunity to play a whole new arrangement of Recca.

Super Hard Shooting Game Recca? You ain't seen nothing yet.

While not as ludicrous as some later shmups, this mode promises to deliver.

CF5.1: Stage 1

- Charge a shot right from the start and use it to destroy the first two waves.
- Waves will litter the screen, often going in a circle formation. Stay in the middle and blast 'em.
- The first shots will be fired when you enter the cave area. Spread shots. You can't stay at the bottom because of the looping waves, but they loop wide enough to stay inside the circle and still come out on top.
- The winged ships that arrive lob missiles - don't let four stay on the screen at once. Stay toward the middle and take them out. The missiles can be shot, of course, so don't let the waves hit you as you try to dodge missiles - take the more direct route.
- As you leave the cave area, fast ships will arrive, fire a laser, and leave. Stay near the back and fire and move. As the cave ends, two blue snakes will appear so try and shoot them in the face as you're ready for them.
- There are more snakes up ahead. Stay near the bottom and pick a side. There are orbs that hold items. Reap one side and dodge the blue shots from central waves and move to kill the blue snakes. Periodically move to the other side in order to keep things clear.
- After a few waves, the screen starts flashing. Two ships arrive and start firing missiles - hit the left or right and destroy them from the sides.
- After the amoebae, stick to one side and destroy the red ships incoming. Afterwards, head to the centre to accommodate those coming in from the side.
- After many waves, there's be two missile ships. Destroy them for the side then pull back to meet the waves and waves amoebae.
- Stick to the back, waves that charge you, and blue snakes are straight ahead. A spread or homing weapon is very useful.
- Two missileer ships will attack, be ready after you destroy them because many of those fast ships that shoot and retreat. Stay to the back, shoot and move. You will NEED to destroy a few before they fire, or else you probably can't dodge.
- There's more amoebae and few, slower ships that stop and fire and retreat. Stick towards the back until the boss arrives.

Stage 1 Boss 1

As usual, charge your shot asap. Get behind the boss so it doesn't trap you. When it stops, it fires four huge lasers forward. It fires lasers in spread shots while it moves, but it's easy to move between them. Drop a bomb near its red core then charge again or shoot the missiles that the boss unleashed. Use a bomb on the missiles, or use your primary.

A little more risky but much more effective is to wait for it to fire its lasers, fly in and bomb the core directly. The explosion should take care of some missiles as well.

CF5.2: Stage 2

- There's going to be many, many waves. Hang back at the bottom and reap the power-ups.
- It finally gets mixed up when the ships arrive that fire lasers and retreat. This is the slower variety and come in pairs. Nothing too intense yet...
- When they start appearing in the centre, get between them and pulverise them as they arrive. When the ships with the blue bullets appear, dodge around the screen as best you can. A spread shot helps here - to dominate the coming

ships.

- More of the laser ships keep coming, but they're pretty spread out. Eventually two ships that fire bullets and large straight lasers arrive. get beside them and destroy them from the side. NOT between, because more retreaters appear but this is a faster variety.
- More fast laser ships appear all over the place. Stay towards the middle, but at the back of the screen so as to also deal with the waves if you have to dodge.
- Two more of the small shot + long laser ships appear, at the sides of the screen. Shortly after, two appear in the centre of the screen. Make sure you take them all out.
- More fast laser retreaters + waves. Stay near the back.
- Waves get really thick now, but don't get tripped up and miss the blue bullet shooter ships.
- More small shot + long laser ships appear in the centre, followed by more fast retreaters and two more of the small shots + long laser ships in the upper corners.
- More fast retreaters now and blue shot ships line the side of the screen. A spread weapon helps.
- Slower retreaters now. About four small shot + long laser ships will end this wave. You will need to go in the centre. You may want to charge a bomb ball during the slow retreaters to drop on these four ships (ie, one of the first).
- Fast retreaters and blow shot ships now. Very difficult section, but stay in the centre of the screen 1/3 from the bottom. Fire like crazy and weave through any blue shots that come your way. Charging a bomb during the last section helps. When the blue shot ships are gone, stick to the bottom of the screen on one side dodging the ships.
- There'll be a few waves with slow laser retreaters. Stay towards the bottom of the screen.

Stage 2 Boss 1

Start charging immediately and head to the opposite end of the screen as the boss. When it is closed it fires radial bursts of blue bullets but when it opens, it fires many lasers open. If you are forced to, get between the lasers, but try not to be in front of it when it opens. Instead, consume bullets with your bomb and explode it on the boss - running away from it when it opens.

CF5.3: Stage 3

- Some of the first waves shoot blue bullets, watch out.
- Plenty of the retreaters ships here - those that fly in, fire a laser, and then fly out. Different varieties. Stay near the bottom.
- Laser+ small shot ship joins a radial laser sprayer when you start to travel over the green structure. The small sprayer is priority.
- Get to the side as the centre is filled with missiles. Missiler ships will also appear, fight them to the best of your ability though the central missiles may block shots to one of them.
- Laser canons to the up and right, take them out before they can aim at you.
- You have enough time to knock lengths of these reaching arms, so go for it. Afterwards, get to the side for a repeat of the missiles plus missilers.
- The other kind of reaching arm appears now, with the ball joints. If you have to pick a side, take the right side because of upcoming laser canons. After the canons, there'll be a few retreaters and blue shot ships. Don't get taken by surprise - fall back after the last laser canon.
- Stay away from the sides during the amoebae because missiles will rocket down

the sides after their wave. Some missilers will also join the fray.

- The large yellow ship that arrives from the bottom is a priority target. The waves should become a little more easy to dodge at this point so charge a bomb and cream it. You may get a few of the laser canons coming up in the act. If not, fall back and take out the laser canons as they arrive.
- Charge a shot when the last laser canon is destroyed and stay on the right side of the screen. When the small shot + long laser ships arrive, drop a bomb on the ship in the upper right. Hopefully, this will blast some of the next set of laser canons. If not, those laser canons should be destroyed before taking on the other ship.
- The pink missilers fire cones of missiles, you have to get more than halfway up the screen and between them to be safe - you'll know when you see the spread. A spread or homing shot is helpful here.
- After a few waves are some ships that stop and fire three shot bursts, easy to avoid. You may want to instead charge a bomb ball for the upcoming boss.

Stage 3 Boss 1

Charge a shot as soon as the screen goes black. The boss appears in an explosion of blue shots. Wait until it stops firing and fires a bomb of its own. Move away from the blast area of its bomb and drop yours directly onto it. Now, retreat and charge another bomb of your own and repeat until it is destroyed. It will use the blue shot burst before throwing a bomb so charging your own is imperative.

Stage 3 Boss 2

The next boss occurs immediately after the previous, so charge a shot right away - even as the other is blowing up. There are sprays of blue and red shots - the ball shield takes care of both of these. The main canon fires lasers - stay to the side. Charge bombs and drop them on the turrets. Keep destroying turrets and work your way to the main canon - it's the safest method.

It fires lasers much more quickly when four turrets have been destroyed. Wait for it to go to one side of the screen and lay a bomb on the other side of it. It should move right into the blast. Go from side to side until it's finished.

CF5.4: Stage 4

- There will be many, many normal waves. Power-up if you're not already.
- When the pink ship waves that take 90 degree turns appear be ready for fast retreaters. Stay near the centre about 1/4 from the bottom to accomodate the nice variety of enemies.
- There'll be mor elaser retreaters after the swarm of missiles. But to deal with the missiles, stay in the centre and fire until the missiles travel down the centre, then move out of the way.
- Head into the centre of the screen after the misisles - there are the ships that will come from the bottom and make large circular loops around the screen so a central position is much desired.
- Stay in the centre when the missiles start, these will not close in on you so the centre remains safest.
- More ships that fire and retreat, different kinds of them. Stay near the bottom as the enemy waves are mostly fromt he top of the screen now too.
- Stay in the centre when the missiles start. Keep firing. When they reach the

- centre, fly to the side. When they leave the centre, enter it yourself. Then leave once more when they come back the second time.
- Get to the centre of screen. Retreaters and waves from all sides make this a very difficult part. If you can switch to the F weapon, do so.
- Stay in the centre during the next missile swarm.
- Stay to the right or left during the very next one. B main gun helps defend against the waves that will come down after you.
- Slower retreaters attack now, but all in the same place. So if you stay in the middle of the screen they can't hit you. Missiles will start as well, from the sides and moving into the centre. Stay where you are, firing, until all four streams are at the centre then move off to the side.
- Move back to the centre as the missiles spread back out.
- Stay to the bottom of the screen during the next waves, it'll give you time to avoid blue shots.
- Move to the centre when the retreating ships arrive, as some waves will now come from the bottom.

 Stage 4 Boss 1

Charge a bomb as the screen phases and goes black. The boss swings two whips back and forth while firing blue shots. Now, your bomb will consume blue shots and you can get close to the boss so that the whip cannot hurt you. For instance, they cannot reach you in the uppermost corner areas. When the boss' whips retract, look out because they could charge right back out. Stay near the bottom and dodge them.

Now you have to get as close to the red orb of the boss as possible. Wait until the nearest arm swings in toward the boss, follow it in and drop the bomb. Retreat, recharge, repeat.

 CF5.5: Stage 5

Yeah, second quest Recca has more levels than the normal mode.

- For a long while, there's fairly normal enemy waves.
- Ships that fire straight lasers will begin to head down the screen. Get between them and keep firing. Between the lasers that is, there's an awful big space there!
- Stick toward the centre when the missile ships come around. Don't get too close to the pink waves that explode into damaging shrapnel and pump as many shots into the missilery before they open as possible.
- Two big yellow ships will arrive - charge a bomb. Dodge the lasers fired at you and drop the bomb on both yellow ships.
- Some ships will top on the screen and continuously shoot lasers. These are the least of your concerns - stay near the back to destroy the blue snakes that arrive. When the pink missile ships arrive, get up close to them so the missiles don't hit you and take them out from the side. If laser retreater ships appear instead (if some continuous laser ships materialize in the top centre, just dodge 'em).
- Laser retreaters come in fours, stay near the bottom.
- Hit the radial fan enemy in the blue centre. Some continuous laser ships will start to arrive with missile ships in tow. The lasers are priority.
- A grabbing arm, retreaters, and more continuous lasers + missilery.
- After many waves, some of which steer toward you, you will encounter the boss.

Stage 5 Boss 1

Again so soon?

Charge a shot as soon as the screen goes black. The boss appears in an explosion of blue shots. Wait until it stops firing and fires a bomb of its own. Move away from the blast area of its bomb and drop yours directly onto it. Now, retreat and charge another bomb of your own and repeat until it is destroyed. It will use the blue shot burst before throwing a bomb so charging your own is imperative.

- Many of the waves here steer toward you, stick to the bottom.
- There'll be many ships that fire and retreat now, stick to the bottom of the screen. Most come in from the sides.
- Many continuous laser shooters and those ships that fire large lasers and small shots will arrive. Get to the top of the screen and destroy as many from the side as they materialize as possible. If they manage to get a foothold, it will be very difficult to contend.
- This will keep up with the ships that keep firing lasers, but different missile ships will start to arrive. Again, don't let them materialize on top of you and destroy new targets before they even become active.
- Fall back to the bottom of the screen. Ships that fire lasers and retreat are straight ahead.
- Blue ships that fire lasers, and the continuous laser turret ships are your new threat. The laser turrets will take up the entire top of the screen. Make sure you clear a space and keep it clear, this will give you room to move to fight the blue ships. If you can manage a bomb, by all means charge and bomb.
- Retreating ships come before missile ships now, take out a few retreaters then move up to both avoid missiles and destroy the ships.
- Charge a bomb immediately. Laser turrets will appear at the top of the screen in two rows. Bomb one group of them as soon as both rows are there so that you aren't obliterated altogether. Stay out of the way of the others as they fly toward the bottom of the screen.
- The ships that arrive now fire shots and missiles. Start charging a bomb after you blow up the previous laser ships. Explode the bomb on these ships, then finish them off from the side.
- Stick to the bottom of the screen for the waves of enemies. Some will head towards you in great numbers. Strafe the screen in this instance.

Stage 5 Boss 2

This boss will phase in and out and launch huge fireballs. Your bomb will NOT absorb them so get far away to dodge. Lay a bomb on the boss when it appears and then get out of there.

The boss also fires lines of blue balls and pink seeker lasers. Your bomb should consume them in its blast, but if any get through, dodge them at the farthest point from the boss.

CF5.6: Stage 6

-Stay about 1/4 for the bottom for the first waves of enemies.

Stage 6 Boss 1

As soon as the scenery shifts, start charging a bomb. Release it and charge another while you head off to the right side of the screen to avoid the boss' lasers. The missiles should be destroyed by the explosions or the secondary canon of your ship (S Canon works extremely well). The charged bomb should block the shots of the boss so when it stops, drop one on its centre and move out of the way. Keep dodging/shooting the missiles and bombing the boss and it shouldn't take too long.

-A lot of the waves here are wide, so make sure you have a wide weapon or fully powered homing.

Stage 6 Boss 2

Start charging immediately and head to the opposite end of the screen as the boss. When it is closed it fires radial bursts of blue bullets but when it opens, it fires many lasers open. If you are forced to, get between the lasers, but try not to be in front of it when it opens. Instead, consume bullets with your bomb and explode it on the boss - running away from it when it opens.

-Stay in the middle, the waves come in from the sides and the bottom.

Stage 6 Boss 3

When the screen shifts, stop firing and let your bomb ball charge. The boss will move back and forth firing blue shots, consume them with the bomb ball being used as a shield. When it stops, it will fire lasers straight forward - get away from it and go to the opposite bottom corner of the screen. It will then unleash a wave of blue shots, consume them all with the bomb ball. Then fly up to the centre of the boss, explode your bomb, and repeat the pattern from the start.

-Most of the waves here come from the top.

Stage 6 Boss 4

Charge a bomb as the screen phases and goes black. The boss swings two whips back and forth while firing blue shots. Now, your bomb will consume blue shots and you can get close to the boss so that the whip cannot hurt you. For instance, they cannot reach you in the uppermost corner areas. When the boss' whips retract, look out because they could charge right back out. Stay near the bottom and dodge them.

-Stay near the bottom, waves come from the sides.

Stage 6 Boss 5

As usual, charge your shot asap. Get behind the boss so it doesn't trap you. When it stops, it fires four huge lasers forward. It fires lasers in spread shots while it moves, but it's easy to move between them. Drop a bomb near its red core then charge again or shoot the missiles that the boss unleashed. Use

a bomb on the missiles, or use your primary.

A little more risky but much more effective is to wait for it to fire its lasers, fly in and bomb the core directly. The explosion should take care of some missiles as well.

-For the waves that charge you, start on one side and strafe the screen. They are followed by the amoeba enemies.

Stage 6 Boss 6

This boss will phase in and out and launch huge fireballs. Your bomb will NOT absorb them so get far away to dodge. Lay a bomb on the boss when it appears and then get out of there.

The boss also fires lines of blue balls and pink seeker lasers. Your bomb should consume them in its blast, but if any get through, dodge them at the farthest point from the boss.

-The waves take up most of the screen, stick to the bottom with a wide weapon or full homing.

Stage 6 Boss 7

The six turret boss returns again. There are sprays of blue and red shots - the ball shield takes care of both of these. The main canon fires lasers - stay to the side. Charge bombs and drop them on the turrets. Keep destroying turrets and work your way to the main canon - it's the safest method.

It fires lasers much more quickly when four turrets have been destroyed. Wait for it to go to one side of the screen and lay a bomb on the other side of it. It should move right into the blast. Go from side to side until it's finished.

-Wide waves from the top. Stick to the bottom with a wide/full homing weapon.

Stage 4 Boss 8

This large boss has five laser turrets that first spark green before launching a huge laser forward. If you can help it, stay away from the boss and rush in for covert bombing. If you have to go under it, stay near the centre and move under a non-sparking canon - but it has to be instantly.

It CAN fire five lasers forward, but you CAN survive by going between canons. Maybe try this if you are really gutsy.

It takes a while but covert homing shots also work. Stay away and at the back and strafe across it when it moves.

-The first waves here are pink shrapnel ships. Stay away from them as you shoot.

-Next up, missile streams. Get out of the way.

Stage 6 Boss 9

The vortex boss. He will shoot straight lasers, don't line up with his red cockpit. He fires spreads of red bullets but you can consume them with the bomb ball. He will also launch vortexes which suck you in - dangerous - you have to hold the control pad away from them. Stay at the bottom of the screen to dodge lasers and his ram attack - he goes nearly to the bottom of the screen.

Dart up and explode your bomb so he moves his cockpit into the blast. Return immediately to the bottom.

- Stay about 1/3 a screen up from the bottom. Waves come from all sides and in great numbers.
- Strafe the screen when the seeking waves come.
- Fall back to clean up the amoebae.-More waves, mostly from above.
- Missiles, taking up most of the screen. Try to weave but they'll probably get you if you have a homing weapon... straight forward weapon like B means you stay put and fire like crazy.

Stage 6 Boss 10

This large boss has four arms, the ends of each arm aims toward you and shoots a laser. Move back and forth across the bottom of the screen, staying out of the aim of the lasers. Move into the centre of the boss when the arms clear out away from it. Drop a bomb and retreat to the bottom of the screen. This should damage the boss and destroy some of its laser arms (takes a few bombs).

CF5.7: Stage 7

Not even the boss rush ends this version of Recca! Get ready!

- There's many waves, some that fire blue shots. Stick to the bottom except when dodging.
- When you see radial bursts of blue shots, charge a bomb. This will protect you except from collisions with blue ball shooting ships. Keep your bomb for the next section.
- Stay near the middle. These ships have a three-way shot. Beat most of them with a bomb blast.
- There'll be more blue shot ships up next if you can charge the bomb ball. After these, fall abck and assault the waves with a wide weapon.
- Yellow ships go down the sides spraying bullets. Chareg a bomb ball to absorb the shots.
- Detonate the bomb on the large yellow ships that arrive. Keep charging and detonating. Stay away from the bottom.

Stage 7 Boss 1

Get ready as soon as the other enemies are destroyed for a boss. A large silver snake will emerge from the top. Fire at its head to damage it. If it starts to coil around you - it will make a fairly wide circle and you can stay inside of this pulverising it. However, it will eventually move back out to come in for another pass - always be ready.

- Start charging a shot asap, there are many blue shots as the screen scrolls

backwards. Charge and blast, charge and blast.

- Stick near the bottom as the ships charge down. Recharge some power on the wave that appears and shoot the three-way shooters. Return to about 1/3 up from the bottom.
- Charge a bomb and dodge the waves. Use your secondary on them.
- As you go between the ships, charge and explode, charge and explode. This pattern should also catch the blue snakes.
- When the screen rapidly warps, normal waves will start coming.
- Get in a bottom corner and charge a bomb to avoid the blue shot ships.
- When the screen stops moving, some will come from above. Keep your bomb charged and go into the bottom middle. Wait until the center columns are almost on top of you and blow your bomb. Clean up with your primary weapon.

Stage 7 Boss 2

Once those waves are fought off, it will be time to fight a boss. This is a long blue snake. As before fire at its head. But do not let it coil around you. Instead, dodge it in one of the bottom corners. When it stops and looks at you, it will charge at you. Go to the opposite top corner and dodge it as it charges for you. It's imperative that if you need do dodge him more than once you don't get stuck in a small space between body segments.

- Charge a bomb immediately and go into the bottom centre. This will absorb blue bullets. Blow it up when the centre column arrives and is near you.
- Watch out for laser turrets as the screen scrolls up again. V is very helpful. The canons are on the right and left sides in pairs.
- Full H works well once the Blue snakes arrive. Stay towards the bottom. You will have to shoot the snakes in the head while dodging lasers. A wide canon or homing will allow you to take out the canons and snakes at the same time.
- When the screen speeds up, waves that fire blue bullets will arrive. These only fire when they are at the turning juncture of their path so it is possible to destroy them and prevent too many shots onscreen. Three-way shooters will start to arrive too. Destroy them before they fire. There are many of them, so maybe pick a side of the screen to concentrate on.
- After a while you may want to charge a shot for the yellow ships coming. They take up much of the screen so charge/explode/charge/explode. Follow the open spaces in between the ships to the right side of the screen then dart left.
- A few ships will coat the sides of the screen and a big guy will fire lasers from above. If you have a bomb, bomb some side guys. Either way, shoot out the side guys, then the top middle, then the other guy. Charge a bomb for the next section.
- Charge a bomb and stay at the bottom of the screen firing your secondary. The bomb will absorb the blue shots, but you will need to charge/explode/etc to take care of the coming blue shot waves.
- There will be a variety of waves, many of which have blue shots. They don't come in any great number so at the very least you have room to dodge.

Stage 7 Boss 3

This boss is pretty intense, and it's the last one. It flies around rapidly firing lasers, missiles, blue shots, and larger lasers. All of these can be quelled with a bomb blast.

It's a match of reflex, really. The best strategy you have is to charge and blast, charge and blast, always staying quite a distance from the boss. The "S" secondary works quite well.

| RC6: Credits |

Thanks to Naxat Soft for the game. Recca is an astounding testament to the NES/famicom in terms of power and playability. It takes no prisoners, except for admiration.

Thanks of course go out to my hosts, as without them you would not be reading this guide.

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