Section Z FAQ/Walkthrough

by me frog   Updated to v1.0 on Jul 22, 2006

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|ooooooooooooooooooooo|%%%%     SECTION-Z     %%%%|ooooooooooooooooooooo|
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|                   ~~~~~~~FAQ/Walkthrough~~~~~~~                   |
|                      o----------o                      |
|                      |by me frog|                      |
|---------------------+---------o---------o------+-----------+---------|
|cskull@frogdesign.com | Created on: June 18, 2006   |Version 1.0 |   NES    |
|---------------------+---------o---------o------+-----------+---------|
|      NOT RATED      | Last update: July 22, 2006  |                   |
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|              |%%%%   Table of Contents  %%%%|             |
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+---------------------------------------------------------------------+
|Ch.#| Name of Chapter/Sub-Section|Search | Description              |
+---------------------------------------------------------------------+
|(01)| VERSION HISTORY            | VER.  | I'll describe the updates here|
+---------------------------------------------------------------------+
|(02)| INTRODUCTION (**READ**)    | INTR  | Intro and explination (READ)  |
+---------------------------------------------------------------------+
|(03)| GAME BASICS                | GBASC | Story, controls, gameplay     |
| 3a.| a. Story                   | STORY | Plotline to the game          |
| 3b.| b. Gameplay                | GPLAY | The structure of the game     |
| 3c.| c. Controls                | CONT. | The controls to the game      |
+---------------------------------------------------------------------+
|(04)| UPGRADES/ITEMS             | UP/IT | Various power-ups given        |
+---------------------------------------------------------------------+
|(05)| SECTION MAP (WALKTHROUGH/   | SEMAP | Detailed information on every |
|    | QUICK GUIDE)               |       | section and the fastest way   |
|    |                            |       | through the game              |
+---------------------------------------------------------------------+
|(06)| ENEMIES                    | ENEMY | The various enemies found     |
+---------------------------------------------------------------------+
|(07)| BOSSES                     | BOSS  | The many bosses of the game   |
+---------------------------------------------------------------------+
|(08)| LEGAL INFORMATION          | LEGAL | The legal info for this guide |
+---------------------------------------------------------------------+
|(09)| CONTACT INFORMATION        |CONTACT|The contact info for this guide|
+---------------------------------------------------------------------+
|(10)| CREDITS/CLOSING            | CRCL  | The credits for this guide    |
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|              |%%%%    Version History   %%%%|              VER.    |
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+-----------+---------------+--------------------------------------------------
| Ver. 1.0  | July 22, 2006 | Walkthrough is fully done! Completely formatted,
+-----------+---------------+| all information, blah, blah, blah. I may update
                            | it in the future, but probably only with
                            | corrections, unless I think of any additions to
                            | throw in. It's been fun... very frustrating, but
                            | fun.
                            +--------------------------------------------------


+-----------+---------------+--------------------------------------------------
| Ver. 0.9  | July 21, 2006 | All levels complete! Now the enemy and boss
+-----------+---------------| sections are left, and that will be done tonight
                            | (technically July 22).
                            +--------------------------------------------------


+-----------+---------------+--------------------------------------------------
| Ver. 0.8  | July 20, 2006 | I got so damn frustrated with this game, I put it
+-----------+---------------| aside from a while. Now I'm giving it another
                            | shot. I'm going all out until I finish the
                            | walkthrough. I have completed a total of 56
                            | levels now, the rest will come in the next
                            | update.
                            +--------------------------------------------------


+-----------+---------------+--------------------------------------------------
| Ver. 0.7  | July 10, 2006 | Small update. Eight levels done.
+-----------+---------------|
                            +--------------------------------------------------



+-----------+---------------+--------------------------------------------------
| Ver. 0.6  | July 4, 2006  | Independence Day! Well, after temporarily
+--------------------------| returning my friend's NES, I found myself without
                            | this game. Not to worry, as I'm back in action.
                            | Currently, 39 levels have been completed, and the
                            | legal information has been changed from my
                            | previous FAQs. More to come!
                            +--------------------------------------------------


+-----------+---------------+--------------------------------------------------
| Ver. 0.5  | June 21, 2006 | I finished another six or seven levels, added the
+-----------+---------------| upgrades section, and began the enemies chapter.
                            | More to come.
                            +--------------------------------------------------



+-----------+---------------+--------------------------------------------------
| Ver. 0.3  | June 18, 2006 | My friend lent me his NES along with Final
+--------------------------| Fantasy, SMB, Zeldla, and this. With no FAQs for
                            | this game, I decided that it would be best to do
                            | a walkthrough for this complicated game.
                            | Currently, I have completed the Game Basics
                            | section as well as about twenty levels. More
                            | updates to come.
                            +--------------------------------------------------
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|                    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                         |
|                    |%%%%%    Introduction    %%%%%|           INTR          |
|                    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                         |
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Hello everyone. Welcome to me frog's Section-Z walkthrough, a guide for one of
the most tedious and frustrating NES games ever created (though quite fun when
you get good at it)! There's quite a bit you should know before proceeding,
ESPECIALLY if you plan to follow this guide from start to finish. There's a few
things that I need to let you know...

One, while this FAQ has an in-depth guide towards enemies and bosses, as well
as descriptions for levels, don't think that you'll be coasting through the
stages any easier. A game like this requires PRACTICE, and no FAQ can give that
to you. While there are tips against the enemies, you must recognize the fact
that the difficulty of this game is certainly up there, and it still may be a
while before you're able to complete it.

Second, if you're having trouble locating something in this guide (shouldn't be
a problem, since it's so small) then I suggest using your Control+F "Find"
function to type in a keyphrase (such as the keyphrases at the Table of
Contents).

Third, before you contact me, PLEASE read my contact info. That is all.

And finally, I hope you enjoy this guide, and I hope it helps you in whatever
way it can. Understand that it is mainly meant to get you to the end by means
of the fastest route possible, and soothe any difficulties you encounter with
bosses or enemies.

Now, with that all said, enjoy!

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|                    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                         |
|                    |%%%%%    Game Basics    %%%%%|           GBASC          |
|                    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                         |
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+=============================================================================+
|                              STORY                          STORY           |
+=============================================================================+
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Like essestally all NES games, the only way you're going to find out the story
is if you read the manual. And since no one can put it better, here is the
plotline taken directly from the manuel itself... ooooh. By the way the
[brackets] are my commentary.

"It is now the 21st Century ['tis indeed]. High frequency radio and television
communications between PLANET EARTH and space-exploring Saturn Space Station
blast warnings of approaching invaders, then abruptly cease [isn't that kinda
like in Aliens... except without the warnings].

YOU shed your earthly identity to become one of remaining astronaut in space
[wait... that part confuses me... e-mail with answer]. YOU unite with freedom-
fighter CAPTAIN COMMANDO [no comment] to enter the outer regions of space.
Concealed in a special solar-energized, jet-propelled supersonic spacesuit, and
armed with multi-directional weaponry [not true, your starter weapon is uber-
lame], you depart EARTH's surface on a death-defying mission [you won't be
defying them any time soon].

You and CAPTAIN COMMANDO [what... are there two people in this game...
confusing] must maneuver safely through four (4) levels [um... there's only
three] of adventurous battle scenes, penetratingi the defenses established by
the SPACE SOLDIERS OF BALANGOOL [can we take any alien race seriously with a
name like that?]. You are challenged as you fight through Sections A to SECTION
Z [oh, how cute, they know our alphabet] - where "L-BRAIN," BALANGOOL'S MASTER
CONTROL [uh... Metroid, anyone?], programs domination of the universe [Yeah,
definitely Metroid].

Your goal: penetration SECTION Z [they have the TM symbol in the instruction
booklet... I found that hilarious], destroy L-BRAIN MASTER CONTROL, defeat the
evil SPACE SOLIDERS OF BALANGOOL, and save PLANET EARTH."

And our epic adventure begins...

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+====---------------------------------------------------------------====+
|                          GAMEPLAY                         GPLAY     |
+====---------------------------------------------------------------====+
```

At first glance, Section-Z looks like any other shooter game for the NES/Arcade
platform. You travel through a sidescrolling level, shooting enemies in your
path. However, a twist is thrown in, one that make the game interesting/a lot
worse.

~~~~~~
                              LEVEL DESIGN
~~~~~~

Aside from a few color changes, the levels all looks the same and all of their
goals are the same: get to the end. There are a total of 60 levels in the game,
Sectors 00-59. You begin on the far left side of the stage and the stage will
scroll to the right at a set speed (low, medium, fast, or very fast). At boss
levels, the sector will not scroll. You must blast the enemies, the turets, and
the missles that are in your way, along with grabbing power-ups and avoiding
walls. Once you get to the end of the level, you have the option to choose
which level you go to next. This leads me to the next section, which is...

~~~~~~
                                 WARPS
~~~~~~

There are two types of Warps - End of Level and Secret.

At the end of every Sector, you'll find a branching path. There will either be
a yellow or red line. Yellow means it is safe to pass through, red means it
isn't (see GENERATORS and BOSSES for more information on red lines). Depending
on which line you pass through will determine the next sector you go to; there
is no way to tell which sector you are traveling to - it could be a previous
sector, or one that leads to a temporary dead end. Or it could be acess to the
next stage. Because of this, there are many, many paths you can take to the
final boss (see walkthrough for information on each yellow line).

Secret Warps are found by shooting certain areas of a level. They can be found
at the bottom, the middle, or the top of the stage. A Secret Warp can take you
to an enemy room with power-ups, a new sector, or grant you an item. In the
walkthrough, the secret warps and where they lead to are listed.

~~~~~~
                                 HEALTH

~~~~~~

Health is one of the more interesting sections of the game. You begin the game
with twenty energy (although you can increase this to a max of 99 energy),
found at the top of your screen. Every time you get hit by a projectile (such
as a turret blast or enemy fire, excluding missiles), you will lose a single
energy point. When you hit an enemy, you will lose a life.

Yes, you have a certian amount of lives in this game, but they do not mean
anything. Seriously, just forget about them. For every life you lose, you will
lose five energy. So if you get hit by two projectiles, and then die, you will
have lost seven energy total.

Another way to lose energy is to activate shells (see the power-ups section).
For every shell you activate, you will lose four energy points.

It is possible to increase your max energy by grabbing a power-up after you
destroy the Generators (see GENERATORS and BOSSES). You can also find small
energy canisters that give you three hit points back. However, once your energy
is all gone - when you're hit zero - you are immediately sent back to the
beginning of your area. And if you're at the area boss, that can be FAR (each
Area has 20 levels, so if you're on level thirty-nine, you'll be sent to level
twenty). This is what makes the game so frustrating; if you don't know where
you're going, you can easily end up dead and have to start your area over
again.

~~~~~~
                       GENERATORS and BOSSES
~~~~~~

As you progress through the game, you will find various RED LINES that block
access to key sectors required to get through the game. A Generator is powering
these sectors, and you need to travel through the area until you find and
defeat the Generator. Generators are kinda like mini-bosses; they are all the
same, quite easy, and leave a special power-up behind (which increase your max
health by eight). Once you defeat a Generator, you may return to the red line
to find that it is no longer blocking you. Note that if you hit a red line, you
will immediately die (minus five energy).

Bosses are a different matter. There are four bosses in the game, and they are
played in sectors that are rapidly scrolling. When you hit the twentieth level
of an area (in other words, the end of an area) you will have to fight a boss
(with the exception of Area Three, which contains two bosses). At first, they
are quite simple, but in Area Three, they definitely toughen up. Bosses also
carry a Power Capsule which increases your maximum energy.

+===+
| CONTROLS   CONT. |
+===+

~Control Pad~
The control pad is, obviously, your way of movement. Unlike other scrolling
shooters, you have the ablity to land on the ground and walk, or move forward
or backward. Basically, you can move in any direction by means of the pad.

The Control Pad is also used for cycling through weapons, in combination with
the Select Button.

~A Button~
The A Button allows you to fire your weapon to the right. Simple, no? Rapidly

tap A to fire, as holding A will get you nowhere.

The A Button is also used for firing super-weapons.

~B Button~
A new twist on the scrolling shooter, the B Button will allow you to fire your
weapon to the left. As with the A Button, rapidly tap B to fire.

The B Button is also used for firing super-weapons.

~A+B Button~
These buttons allow you to cycle through your sooper-dooper weapons. Press A+B
once to activate the first super-weapon, making it appear in front of you. Once
you grab the weapon, press A or B to fire it.

You can press A+B multiple times if you want to scroll through super-weapons.
Simplys top at the one you've selected.

~Start Button~
Pause the game. No pause screen, everything just freezes.

~Select Button~
After using the Control Pad to scroll through your weapons, press Select to
activate the power-up. Repeat the process if you wish to switch weapons.

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|                       ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                              |
|                       |%%%%%   Upgrades/Items   %%%%%|          UP/IT     |
|                       ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                              |
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```

There are eleven power-ups/upgrades that you can receive in this game. They
range from being quite common, to some that only appear at specific points in
the game. Most of them are weapons, though some are simply useful aides that
you'll want to pick up. They are grouped here by Weapons, Shells, and Misc.

In order to activate weapons/shells, use the combination of the Control Pad,
A/B buttons, and the Select button. Check the Controls section of the Game
Basics chapter (right above this chapter, you can probably see it) to find out
more information on activating these weapons.

Weapons

Laser - The Laser is your default weapon. It is expressed by a basic "L" at the
top
        of the screen. It fires in a straight line, and is fairly weak.

Megasmasher - The Megasmasher definitely lives up to its name. It is quick
thick and
              can blast through enemies, making it an ideal choice to wipe out
all
              enemies on the screen. It is expressed by a basic "M" at the top
of
              the screen.

Flash Burster - A "meh" weapon, the Flash Burster can fire in three different
                directions; however, the range is short. I'd pick it up only to
get

the Megasmasher. The Flash Burster is labeled with an "F" at
the top
                   of the screen.

Barrier - Save these for the Generators and for the big, bad boss battles. The
          Barrier, when activated, will protect Captain Commando against a
whopping
          32 shots! HOWEVER, there is a catch - it only guards one side and
enemies
          can still run into you. The Barrier is labeled with a "B" at the top
of
          the screen.

Mega Burster - A special weapon, and definitely the best weapon in the game.
Equip a
               Megasmasher when you have both a Megasmasher and a Flash Burster
to
               use the weapon of ultimate badassness.

Shells

Shells are, in my opinion, too much trouble. They take away hit points and
while wiping out large amounts of enemies, they definitely don't have enough
power to be wasted with four hit points. Avoid them, in my opinion.

Megamissile - You start the game with the Megamissile. When you fire this, a
              gigantic, slow moving missile will emerge and deal four points of
              damage to all enemies in its path.

Flash Bomb - The most pointless of the Shells, the Flash Bomb will... cause a
flash
             and deal a point of damage to all visible enemies.

Crush Ball - Probably the most useful of the usless Shells, the Crush Ball will
spin
             around Commando for a limited time and damage everything it
touches.
             Yay?

Misc.

Energy Tank - These are dropped by all enemies, and have an orange symbol in a
blue
              capsule. Grab all that you see, for they restore three points of
              energy.

Speed Tank - These are dropped by all enemies, and have an "S" in a blue
capsule.
             They increase the speed of your character, but be careful; a
Commando
             that's moves too fast becomes hard to control. I suggest you stop
             collecting after you grab three Speed Tanks, just to be safe.

Power Capusle - When defeating a boss, they will drop a Power Capsule. These
super-
                cool items will increase your max energy by eight. USEFUL!

```
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|                  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                      |
|                  |%%%% Section Map (Walkthrough %%%%|       SEMAP         |
|                  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                      |
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```

Welcome to the bulk of the guide. Before proceeding, I highly recommend you
read the "set-up" Sector I've set up, so you can know how to read each sector.
In addition to the "set-up," I have listed the quickest path to get through the
game, so if you're starting from beginning to end, then I suggest you take a
look at that. With that, on with the walkthrough!

Sector (XX)

~Upper Path: XX   - the sector you are warped to when taking the upper right
                     path

~Lower Path: XX   - the sector you are warped to when taking the lower right
                     path

~Items: _____   - Items found in the level; they do NOT include Energy and
                     Speed Boosts, as those are found randomly

~Warps: ____ Warp - the location of the warp (Low, Middle, High) and what it
                     leads to

~Sector Speed: XX - the speed at which the screen scrolls; if the screen does
                     not scroll, you have hit a boss and the boss's name is
                     displayed

```
+============--------------------------------------------------------------====+
|                            QUICK WALKTHROUGH                                 |
+============--------------------------------------------------------------====+
```

(00) - Down
(01) - Down
(03) - Up
(06) - Up
(05) - Up
(07) - Down
(11) - Up
(09) - Up/Down
(06) - Down
(12) - Up
(13) - Up
(16) - Down
(18) - Up
(17) - Up/Down
(19) - Up/Down
(20) - Down
(21) - Up
(24) - Down
(25) - Up
(28) - Up
(29) - Down
(20) - Down
(21) - Down
(30) - Down
(31) - Up/Down

```
(32) - Up/Down
(33) - Up/Down
(34) - Down
(20) - Up
(22) - Down
(35) - Up
(36) - Up
(38) - Up/Down
(39) - Up/Down
(40) - Down
(41) - Up
(44) - Up/Down
(45) - Up/Down
(46) - Up
(50) - Down
(47) - High Warp
(49) - Up
(41) - Down
(43) - Down
(51) - Up/Down
(52) - Up/Down
(53) - Up
(54) - High Warp
(56) - Down
(57) - Down
(58) - Up/Down
(59) - End
```

All in all, you'll have to go through at least 52 different stages (although you repeat several stages at certain points) in order to complete the game. Good luck - it's gonna be a long, hard process.

```
Sector (00)
-----------
~Upper Path: None
~Lower Path: 1
~Items: None
~Warps: None
~Sector Speed: Fast


Sector (01)
-----------
~Upper Path: 2
~Lower Path:  3
~Items: None
~Warps: None
~Sector Speed: Medium


Sector (02)
-----------
~Upper Path: 4
~Lower Path: 3
~Items: Megasmasher
~Warps: None
~Sector Speed: Medium


Sector (03)
-----------
~Upper Path: 6
~Lower Path: 4
```

```
~Items: None
~Warps: None
~Sector Speed: Medium

Sector (04)
-----------
~Upper Path: 1
~Lower Path: 2
~Items: Flash Buster
~Warps: None
~Sector Speed: Medium

Sector (05)
-----------
~Upper Path: 7
~Lower Path: 8
~Items: None
~Warps: None
~Sector Speed: Super Fast
-Additional Info: NO ENEMIES

Sector (06)
-----------
~Upper Path: 5
~Lower Path: 12 (RED 11; Destroy generator first)
~Items: None
~Warps: None
~Sector Speed: Medium

Sector (07)
-----------
~Upper Path: 8
~Lower Path: 11
~Items: Flash Buster
~Warps: High Warp - 12 Low Warp - 5 (Barrier)
~Sector Speed: Medium

Sector (08)
-----------
~Upper Path: 5
~Lower Path: 11
~Items: Flash Bomb (Low)
~Warps: None
~Sector Speed: Slow

Sector (09)
-----------
~Upper Path: 6
~Lower Path: 6
~Items: Barrier
~Warps: None
~Sector Speed: Medium

Sector (10)
-----------
~Upper Path: 8
~Lower Path: 9
~Items: Megasmasher
~Warps: None
~Sector Speed: Slow
```

```
Sector (11)
-----------
~Upper Path: 9
~Lower Path: 10
~Items: None
~Warps: None
~Sector Speed: GENERATOR (Boss section)


Sector (12)
-----------
~Upper Path: 14
~Lower Path: 13
~Items: None
~Warps: High Warp - Enemy Room
~Sector Speed: Medium


Sector (13)
-----------
~Upper Path: 16
~Lower Path: 14
~Items: Megasmasher
~Warps: None
~Sector Speed: Very Fast (NO ENEMIES)


Sector (14)
-----------
~Upper Path: 16
~Lower Path: 18
~Items: None
~Warps: High Warp - Energy Room
~Sector Speed: Medium


Sector (15)
-----------
~Upper Path: 18
~Lower Path: 18
~Items: Flash Buster
~Warps: None
~Sector Speed: Fast


Sector (16)
-----------
~Upper Path: 15
~Lower Path: 18
~Items: None
~Warps: None
~Sector Speed: GENERATOR (Boss section)


Sector (17)
-----------
~Upper Path: 19
~Lower Path: 19
~Items: Barrier
~Warps: High Warp - 14 Low Warp - 18
~Sector Speed: Medium


Sector (18)
-----------
~Upper Path: 16
```

```
~Lower Path: 17 (RED 16; destroy Generator first)
~Items: None
~Warps: None
~Sector Speed: Very Fast (NO ENEMIES)


Sector (19)
-----------
~Upper Path: 20
~Lower Path: 20
~Items: None
~Warps: None
~Sector Speed: ZAMUZA (Boss section)


Sector (20)
-----------
~Upper Path: 22
~Lower Path: 21
~Items: Flash Buster
~Warps: None
~Sector Speed: Medium


Sector (21)
-----------
~Upper Path: 24
~Lower Path: 30 (RED 29; destroy Generator first)
~Items: None
~Warps: Low Warp - Crush Ball
~Sector Speed: Medium


Sector (22)
-----------
~Upper Path: 21
~Lower Path: 35 (RED 34; destroy Generator first)
~Items: Barrier
~Warps: None
~Sector Speed: Medium


Sector (23)
-----------
~Upper Path: 25
~Lower Path: 20
~Items: None
~Warps: None
~Sector Speed: Fast


Sector (24)
-----------
~Upper Path: 23
~Lower Path: 25
~Items: Megasmasher
~Warps: None
~Sector Speed: Slow


Sector (25)
-----------
~Upper Path: 28
~Lower Path: 26
~Items: None
~Warps: None
~Sector Speed: Slow
```

```
Sector (26)
-----------
~Upper Path: 27
~Lower Path: 21
~Items: None
~Warps: Middle Warp - Enemy Room Low Warp - 22
~Sector Speed: Slow

Sector (27)
-----------
~Upper Path: 28
~Lower Path: 29
~Items: None
~Warps: None
~Sector Speed: Fast

Sector (28)
-----------
~Upper Path: 29
~Lower Path: 27
~Items: Flash Buster, Megasmasher
~Warps: High Warp - Energy Room
~Sector Speed: Medium

Sector (29)
-----------
~Upper Path: 24
~Lower Path: 20
~Items: None
~Warps: None
~Sector Speed: GENERATOR (Boss section)

Sector (30)
-----------
~Upper Path: 22
~Lower Path: 31
~Items: Barrier
~Warps: None
~Sector Speed: Medium

Sector (31)
-----------
~Upper Path: 32
~Lower Path: 32
~Items: None
~Warps: None
~Sector Speed: Very fast (NO ENEMIES)

Sector (32)
-----------
~Upper Path: 33
~Lower Path: 33
~Items: None
~Warps: None
~Sector Speed: Medium

Sector (33)
-----------
~Upper Path: 34
```

```
~Lower Path: 34
~Items: None
~Warps: None
~Sector Speed: Fast


Sector (34)
-----------
~Upper Path: 23
~Lower Path: 20
~Items: None
~Warps: None
~Sector Speed: GENERATOR (Boss section)


Sector (35)
-----------
~Upper Path: 36
~Lower Path: 37
~Items: Megasmasher
~Warps: Low Warp - 27 Middle Warp - Energy Room
~Sector Speed: Medium


Sector (36)
-----------
~Upper Path: 38
~Lower Path: 35
~Items: None
~Warps: High Warp - Energy Room
~Sector Speed: Slow


Sector (37)
-----------
~Upper Path: 36
~Lower Path: 38
~Items: Flash Buster
~Warps: None
~Sector Speed: Medium


Sector (38)
-----------
~Upper Path: 39
~Lower Path: 39
~Items: None
~Warps: None
~Sector Speed: Medium


Sector (39)
-----------
~Upper Path: 40
~Lower Path: 40
~Items: None
~Warps: None
~Sector Speed: BALBA (See Boss section)


Sector (40)
-----------
~Upper Path: 42
~Lower Path: 44
~Items: None
~Warps: None
~Sector Speed: Medium
```

```
Sector (41)
-----------
~Upper Path: 44
~Lower Path: 43
~Items: Megasmasher
~Warps: Low Warp - Energy Room
~Sector Speed: Medium

Sector (42)
-----------
~Upper Path: 41
~Lower Path: 57
~Items: Barrier
~Warps: None
~Sector Speed: Medium

Sector (43)
-----------
~Upper Path: 42
~Lower Path: 51 (RED 49; destroy Generator first)
~Items: None
~Warps: None
~Sector Speed: Very fast (NO ENEMIES)

Sector (44)
-----------
~Upper Path: 45
~Lower Path: 45
~Items: Flash Buster
~Warps: None
~Sector Speed: Medium

Sector (45)
-----------
~Upper Path: 46
~Lower Path: 46
~Items: None
~Warps: None
~Sector Speed: GALGA (See boss section)

Sector (46)
-----------
~Upper Path: 50
~Lower Path: 48
~Items: Megasmasher
~Warps: None
~Sector Speed: Slow

Sector (47)
-----------
~Upper Path: 46
~Lower Path: 50
~Items: None
~Warps: High Warp - 49
~Sector Speed: Medium

Sector (48)
-----------
~Upper Path: 46
```

```
~Lower Path: 47
~Items: Barrier
~Warps: None
~Sector Speed: Medium


Sector (49)
-----------
~Upper Path: 44
~Lower Path: 57
~Items: None
~Warps: None
~Sector Speed: GENERATOR (See boss section)


Sector (50)
-----------
~Upper Path: 48
~Lower Path: 47
~Items: None
~Warps: None
~Sector Speed: Fast


Sector (51)
-----------
~Upper Path: 52
~Lower Path: 52
~Items: None
~Warps: None
~Sector Speed: Medium


Sector (52)
-----------
~Upper Path: 53
~Lower Path: 53
~Items: None
~Warps: None
~Sector Speed: Medium


Sector (53)
-----------
~Upper Path: 54
~Lower Path: 55
~Items: None
~Warps: High Warp - Energy Room
~Sector Speed: Medium


Sector (54)
-----------
~Upper Path: 53
~Lower Path: 55
~Items: Flash Buster
~Warps: High Warp - 56
~Sector Speed: Medium


Sector (55)
-----------
~Upper Path: 53
~Lower Path: 54
~Items: Barrier
~Warps: None
~Sector Speed: Fast
```

```
Sector (56)
-----------
~Upper Path: 42
~Lower Path: 57
~Items: None
~Warps: None
~Sector Speed: GENERATOR (See boss section)


Sector (57)
-----------
~Upper Path: 43
~Lower Path: 58 (RED 56; destroy Generator first)
~Items: Flash Buster
~Warps: None
~Sector Speed: Slow


Sector (58)
-----------
~Upper Path: 59
~Lower Path: 59
~Items: None
~Warps: None
~Sector Speed: Very fast (NO ENEMIES)


Sector (59)
-----------
~Upper Path: None
~Lower Path: None
~Items: None
~Warps: None
~Sector Speed: L-BRAIN (See boss section)
```

Enjoy the ending of the game, in which Commando blows up the alien ship in a
cool, very short cut-scene (then the game begins again). Aw, did I just spoil
the ending for you? Aw, well, uh, shucks, well, um... aw, shucks!

```
===========================-------------------============================--------------------
|                   ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                        |
|                   |%%%%%     Enemies     %%%%%|          ENEMY           |
|                   ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                        |
--------------------============================----------------------------================
```

There are a total of twenty-one enemies in this game. Usually, when the screen
gets quite hectic and there's tons of little guys and bullets flying around,
it'll be hard to recognize who is who. However, if a specific sector is giving
you trouble, you might want to check out the enemies and compare them to this
handy-dandy ENEMIES guide that I've composed.

Names have been taken from the super-sexy instruction booklet (also a handy
reference, use that if you have it.

```
-------------
Clone Soldier
-------------
Info: While they only take one hit, they will appear in groups and attack you w
      with lasers. Take them out quickly, for they can be a nuisance.


----
```

```
Crab
----
Info: Annoying, obnoxious bastards that move quickly on the floor and ceiling
      and fire a steady stream at you. They take a lot of firepower to take
      out, so make sure to eliminate at least one as quickly as possible. Their
      speed outwits yours though, so be careful.


---------
Crowd Eye
---------
Info: These guys will appear first in Sector 1, usually at the start of the
      stage. When they see you, they will shoot. The last one will always leave
      behind an Energy/Speed tank, so kill the left side first and then the
      right so you can grab the item.


-----
Drone
-----
Info: The Drones will show up, fire a missile, and wait. Kill it before it
      fires the missile, obviously.


---------------
Floating Batari
---------------
Info: These guys appear in pairs, surrounding you. They shoot dual lasers from
      their tips. Taking out one at a time is the best way to go.


-----
Groma
-----
Info: Another easy enemy that will simply charge at you. One shot will take it
      out.


----
Gush
----
Info: Tubes attatched to the ground. They will shoot bullets out from their
      holes. Swoop down and take these guys out if you're not confident you can
      dodge the bullets but be warned - they're well-armored.


-----
Kikka
-----
Info: These creatures will always appear behind you. Whenever you see one, kill
      it as it pauses, before it fires off bullets all over the screen.


-----
Kroga
-----
Info: The Kroga will try to ram and shoot at you at the same time. Stay in the
      center to avoid being rammed, and shoot it with a single shot to
      eliminate the threat.


-----
Leeva
-----
Info: They appear right at the start. The Leevas will be in large groups, and
      zig-zag across the stage. Line up and shoot them all, one by one. Be sure
      to dodge their fire!
```

```
-----
Leago
-----
Info: Similar to Leevas, they will charge at you in a group. Simply get in line
      of sight, and fire away. The last one will give you an Energy/Speed tank.


-----
Mansa
-----
Info: This game is SO a Metroid rip-off. Just look at these guys! Anyway, they
      take quite a few hits to destroy as they spin around and try to run into
      you. The moment you see one, start firing like there's no tomorrow.


----
Mesa
----
Info: These guys like to bounce around the corners of the screen, never going
      to the middle. Obviously, that's where you're going to need to go. Shoot
      them to grab the goodie they leave behind.


-----------
Metal Eater
-----------
Info: The Metal Eaters are found through certain Secret Warps that can grant
      you power-ups. They do nothing but suction themselves to the
      floors/ceilings so kill them as you fly by to get the goodies (however,
      make sure not to touch them!)


-------
Missile
--------
Info: GRAGWHPYEWR! These are the things that'll kill you when you're a
      beginning player. Missiles take a lot of hits, usually come in large
      groups, and explode into a bunch of bullets if you do not take them out.
      Sometimes, you're better off weaaving in an out of them.


------------
Missiledrone
------------
Info: Oh, I hate these guys. They fly forward at a decent speed, and at some
      point their flight, they will fire some missiles at you (causing
      problems). Try to wipe them out quickly, before they fire the missiles.


------
Ripper
------
Info: Rippers show up in front of bosses as a final defense. They will explode
      into a bunch of bullets, similar to missiles, except the bullets will fly
      all over in random directions. Take 'em out before the Rippers explode.


--------------------
Spiral Gun (Anchored)
--------------------
Info: A general annoyance, these guys are mounted onto the floors and ceilings.
      They fire a rapid stream of bullets at you. In hectic situations, always
      try to take at least one out if you can fight bast the bullets.


------------------
Spiral Gun (Flying)
------------------
```

Info: Similar to a regular gun, except they will eventually break off and fly
      at you, shooting. A single shot will take 'em out.

Spratter

Info: Another enemy that is hated in my book, the Spratters are the large,
      centipede creatures that move across the screen, firing all over the
      place. Go all out on it, especially in a crowded area.

Vito

Info: One of the more annoying enemies, they will attempt to cover the ground
      as they move across the screen. Quickly take them out, because their
      mindless bouncing can be the death of you.


```
==============================---------------------------==========================---------------------
|                   ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                          |
|                   |%%%%%        Bosses        %%%%%|         BOSS           |
|                   ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                          |
--------------------------==============================--------------------------==================
```

While there are a total of ten bosses in the game, one of the bosses is
repeated six times. Therefore, there are only strategies to the five unique
bosses. Since the bosses take a jump in difficulty in the third sector, my
difficulty system will only be on a five/five process instead of my usual
ten/ten one.

Just a note, I've said it many times, and I'll say it again: the bosses are
pretty much pathetic. So these strategies may seem lame and unfinished, but
there's only so much strategy you can give for a boss that requires you to
rapidly tap A.

~~~~~~
                              Generator
~~~~~~
                          Difficulty: 2/5

The Generator is the most consistent boss you will meet throughout your
adventure. There are always on a still-moving Sector. The layout involves the
Generator (with the core - its weakness - in the center) as well as blocks
stationed around the area. These blocks are there for your protection.

The Generator has two attacks. The first one involves simply firing bullets.
Okay, no problem. You simply have to maneuver out of the way of these bullets
and fire back at the Generator. The second attack may pose a bigger problem,
though it should still prove to be nothing but a slight annoyance. The Seeker
Missile will follow you until it hits something - this is where the blocks come
in handy. When the Seeker Missile is fired, quickly hide behind one of the
blocks, and the Seeker Missile will explode. When the missile is gone, pop up
and continue shooter the core of the generator. Repeat this pattern, and
eventually, you'll defeat the generator. The strategy generally stays the same
for all five generator fights, fluctuating in difficulty only very slightly.

~~~~~~
                               Zamuza
~~~~~~
                          Difficulty: 1/5

Zamuza is Area One's boss, and he is even more simple than the pathetic
Generators. Zamuza takes place on a rapid scrolling sector, with you on the
left and Zamuza on the right. As you fly forward, he'll shoot bullets at you.
Just regular bullets. All you have to do is dodge them like you'd normally do.
When Zamuza opens his little crab-like beak, shoot inside to damage him.
Eventually, he'll close it again and the battle will continue. Lather, rinse,
and repeat to have victory handed to you in no time.

~~~~~~
                                    Balba
~~~~~~
                               Difficulty: 1/5

Balba is Area Two's boss fight and is, once again, quite simple. As he flies,
you'll want to keep shooting at the guy. That's it really. He's quite a large
target, so you shouldn't need to worry about anything. Dodge the basic bullets
he throws at you for attacks and victory should be yours without you suffering
a hit.

~~~~~~
                                    Galga
~~~~~~
                               Difficulty: 3/5

Galga is the only "real" boss in the game that you'll fight that isn't at the
end of a Sector. Instead, he appears well into Area Three. Galga is an
interesting boss fight that actually requires a little more maneuvering and
strategy. The actual monster will divide into eight pieces and they will begin
to circle. The thing about this battle that increases the difficulty is that if
you get hit by any one of the eight pieces, you die. On top of that, they can
shoot bullets at you. So at the start of the fight, you're gonna have a lot of
things to dodge. You must wipe out all eight pieces to win.

Each portion requires multiple rounds of fire. Galga will occasionally
disappear and reappear in a different location. Use that time to get situated,
maybe change weapons if you forgot to before the fight. When he reappears,
continue shooting. One by one, you'll eliminate the segments. Eventually, when
all eight pieces are gone, Galga will be finished.

~~~~~~
                                   L-Brain
~~~~~~
                               Difficulty: 4/5

And the "L" stands for... Loser Mother Brain rip-off? Anyway, the L-Brain is
definitely the hardest boss you'll fight in this game. The layout is somewhat
similar to your Generator battles. There are four turrets, two on the ceiling,
and two below you. They are the L-Brain's only method of offense, and they're
REALLLLLY annoying. The L-Brian has a shiled covering it, and you cannot damage
the L-Brain until the shiled is removed.

The first thing to do is take out the turrets. However, you're going to have to
be quick. I hope you have practice in this game because the turrets will
consistently regenerate, and no, we ain't talking "regeneration every sixty
seconds" here. These turrets are back on their feet quickly, so you'll want to
take out all four immediately. When they are gone, turn your attention on the
shield. See the dots at the top and bottom of the shield? Shoot them to bring
the shield down, then shoot inside the L-Brain.

The shield, as well as the turrets, will continue to come back. This makes the battle long and difficult. If you're a real daredevil, you can try to avoid the turrets as you take out the shield, but I'd advise against it. The L-Brain itself won't attack you, but it takes a lot of firepower to bring it down. As with all bosses in this game, repeat the turret/shield/attack strategy. And make sure NOT to touch any of them, as they all have the ability to kill you with a touch. And believe me, you do NOT want to die here.

If you have a Barrier, I highly suggest sticking to the back of the arena and concentrating on the shield only, at least until the Barrier begins to run out. It will work briefly, although the turret fire will quickly take the Barrier out.

This battle mainly requires pure skill so there's not much else I can do to help you. Good luck!

```
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|                    |%%%%%       Contact        %%%%%|           CONTACT     |
|                    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                                |
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```

~~~~~~~~~~~~~~~~~~~~~
E-mail contact rules
~~~~~~~~~~~~~~~~~~~~~~

My e-mail address is cskull@frogdesign.com. There are a few things that you can e-mail me about, and few things that you can't. First the things that are okay.

Information on the game. No this does NOT mean full world guides, because if it isn't there I haven't gotten to them yet but I will. It means additional TIPS on beating a world or correcting information that I messed up. Secrets are _TOTALLY_ accepted.

Praise mail. I used to be against this, but now I realize how rare praise really

is. Just don't send me things like, "Yer faq is kewl, lol!!!"

Suggestions for the FAQ. Something like, "Why don't you add such and
such in your FAQ. NOT "Why don't you totally re-do your FAQ because it
sucks!" That is just plain rude and annoying. If you don't like my
FAQ, tell me things to make it better!

The things that you CAN'T e-mail me about are...

Spam. This is the NUMBER ONE thing that you must not send. I get at least
twenty
spam e-mails a day and I don't need yours it doesn't help. Please don't send
any.

Asking permission to use this FAQ. No, you can't, so don't bother. Only four
sites, which I have listed at the top of the guide, can use this FAQ.

Hate mail. No I don't appreciate it if you send me an e-mail saying, "Your FAQ
is the biggest piece of **** ever created! It sucks!" That just
fills up my inbox and it really annoys me. If you have a problem with the FAQ,
or do like it, you can e-mail me with your problem and I can try to fix it.

Spelling/Grammar mistakes. I used to get about ten e-mails a day
saying, "You spelled these two words wrong." or something like, "You
used inappropriate grammar in this chapter." Please people! I can find
those on my own!

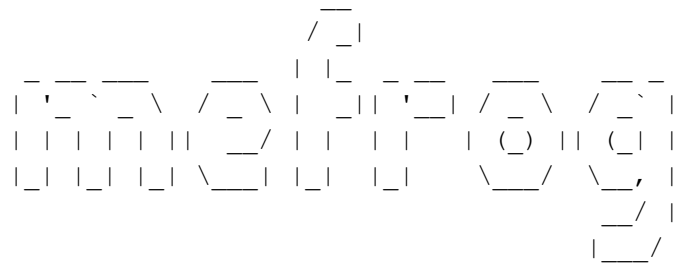And that wraps up the contact. Once again my e-mail is:
cskull@frogdesign.com

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|                    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                    |
|                   |%%%%%   Credits/Closing   %%%%%|          CRCL        |
|                    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~                    |
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```

CJayC: His awesome game site, and for posting this guide on it.

My good friend Josh, for lending me his NES and this game. Of course, I lent
him my N64, and I want it back, but I'll wait a bit...

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You can check out all of my other work at:

http://www.gamefaqs.com/features/recognition/11408.html

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