

Silkworm FAQ/Walkthrough

by EntropicLobo

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SILKWORM - Nintendo Entertainment System

Version 1.0 (08/05/2009)

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Legality:

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Game by American Sammy

Written for the NES FAQ Completion Project (faqs.retronintendo.com)

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Silkworm is rated "J" for "Jeep." It contains scenes of mighty missiles and helicopter enemies that love to jump. Player discretion is advised.

SW1: Intro

Have you ever played Firepower 2000? Well, before that there was Silkworm. I can't see a company link at a glance but the concept is very similar, right down to the ability to make shields explode.

Whatever the heritage, it's a fine game. The NES has a lot of shooters, but all too often they are relatively plain. But a great chunk of the NES's shmup library also has great control, great theme, or a bit of an original twist. It was so easy to make an original twist on an old formula back then. There weren't so many layers trying to turn a game into some multi-genre conceit.

Silkworm is challenging, and it plays well. There's a learning curve, especially for the Jeep, but it is soon overcome. It is simply an entertaining game to play.

SW2: Gameplay

The gameplay of Silkworm is divided between two distinct vehicles. This makes for two very different experiences using the same layouts.

****SW2.1: Basics****

Silkworm is much like any horizontal shmup. Make your way from point A to point B blasting the blue blazes out of anything that crosses your line of fire. At the end of each level there is a boss encounter, defeat the boss to proceed to the next level.

You can take only one hit before you are destroyed unless you have a temporary shield. You also have a short amount of temp invincibility after you have been destroyed.

Items are typically lost after death unless you've been managing to rank up your emblems.

The game has two distinct player types, the Jeep and the Helicopter. They control as such:

Control	Helicopter	Jeep
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D-Pad left/right	Move left/right	Move left/right
D-Pad up	Move up	Swing turret counter-clockwise.
D-Pad down	Move down	Swing turret clockwise.
A	Point nose down	Jump
Tap B	Fire a shot	Fire a shot
Hold B	Fire continuously	Fire continuously

****SW2.2: Of Jeeps and Choppers****

So you might ask, why use the Jeep when I could use the chopper? Well, it is true that the Jeep is a little more difficult to both learn and to evade shots. But it does have some advantages.

- The jeep is always low to the ground, keeping it safer from silkworm missiles.
- The jeep can fire behind itself.
- The jeep and helicopter have different amounts of times they must hit the bosses.

The helicopter has two cannons but if you really want to attack a structure your more powerful main cannon, just tilt your nose down (hold A).

The Jeep can avoid some obstacles by leaping over them. This also lets it hit some ground structures it normally could not.

SW3: Items

Items are not common in Silkworm, but they are no less important.

****SW3.1: Pick-Ups****

*Bonus Pod: Released from Snakeheads when you already have the TWIN and TURBO. Good for 10000 points.

*Condor Emblem: You can find them in certain boss rooms by shooting blank air. Collecting it yields 500000 points. You need to have a maximum badge for this, however. Replaces the Eagle Emblem.

*Eagle Emblem: You can find them in certain boss rooms by shooting blank air. Collecting it yields 500000 points.

*Shield: Released from a destroyed land mine. A shield will protect you from enemies for a short time. But it holds another secret - if you fire at the shield enough, it will explode and clear the screen of enemies.

*TWIN Sphere: Changes your shot into the twin shot. Useful! Released from the first Snakehead you destroy on a new life.

*TURBO Card: Increases your rate of fire. Super useful! Released from the second Snakehead you destroy on a fresh life.

****SW3.2: Emblems****

You emblems, or badges, are useful. Essentially, when you get an item dropped by a Snakehead enemy, you get one more point towards a badge.

Getting the maximum badge is useful because you won't lose TWIN and TURBO when you die - essential for the final boss.

Bonus pods count toward your badge, of course.

Ensign: Default Badge
Lieutenant: Hold 5-9 Items
Commander: Hold 10-14
Commander: 15+, this is the highest honour.

SW4: Walkthrough

At its heart, Silkworm is a shmup. As with any game of this variety, it requires a significant contribution from the player his or herself. A walkthrough can help, but never guarantee victory. Always stay driven.

SW4.1: Stage 1

Snakeheads: 2

If you are in the helicopter, stay low. You will be coming up on some hills. Attack the turret near the trees as priority - attack the green helicopters as well but focus on turrets. If you are using the jeep, swing your turret up and to the right. This will allow you to attack copters and turrets at a safe distance and this kind of tactic should be assumed for the rest of the game.

Just ahead will be two small green helicopters - green dogs. They will fly down toward you while firing so destroy them with extreme prejudice. Once they are down, focus on the turrets and eventually the shielded silo you'll come to. The silo opens up to lob missiles at you. It is weakest when open so keep firing.

As you leave the scenic hills, some Mad Dogs, small green and compact copters will come down from the sky. Stay low so as they don't run into you, and blast them down for some easy points. Some of the Ravens (the green copters from the first) will appear after them, so meet them with your shots.

When you see some ground, get ready for some small white copters from the upper right. These are White Dogs. Try to hit them, but dodge them if you miss them by the time they reach the halfway point of the screen. Next focus on the tank you come upon as the MH Ravens fly by overhead. Destroy it as it rushes back.

You will be coming up on some land mines. Now, if you are in the jeep you must jump if you plan to shoot them. And I suggests you do - destroying a land mine will yield a shield! And you may find a use for such an item just ahead...

The four small copters that appear will turn into an MH Snakehead. This large multi-weapon will then stay to one side, firing at you. It is imperative that you focus on this enemy! they are the sole source of lasting power-ups in this game. If you face it you should be able to pepper it with shots while eliminating most of its return fire. What you can't eliminate, you dodge. Keep it up and the Snakehead will be destroyed releasing a power-up - probably a twin shot on your second kill.

Leaving the battle with the Snakehead, destroy a mine or two and collect a shield. Focus now on the tricannon up ahead. Just stay level with it and dodge any shot it squeezes through. Destroy it, then take out any copters that fly down. Focus next on destroying the tank near the missile tube. These missiles are large but can be destroyed in a single shot. Destroy them and move on before the next missile.

Stay just to the right of the launch site. An MH1 AV will be parachuted down

from above... focus on the enemies around it but don't shoot the parachute. If it drops to the ground, it rushes forward. If it floats to the ground it rushes away. But be prepared for either eventuality. For the next AV plows, you can shoot them down because the flat end faces toward you, they will rush towards you if they land. But be prepared to dodge/jump them if they rush you anyways. Always be aware of the missiles.

Another Snakehead is up ahead. But there are missiles still launching!? Yeah, we'll have to focus on dodging missiles as well. Luckily for us they fly straight up and don't vary from this path. Stay near to the Snakehead and above the hills until the silkworm missile passes by. This is very fast and you will not be able to destroy it. So stay close to the snakehead and move up/down to pepper it while getting around its missiles. Collect the power-up.

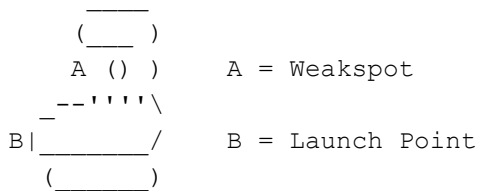
Once the Snakehead is down, focus singularly on the turrets. There will be long green helicopters up ahead. they fly up and down - easy targets. MH Vultures. Take them out and focus on the silo.

Stay low, there will be two silkworm missiles screaming across the screen.

Presently, the screen will flash.

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*****
                          BOSS 1 the DESTRUCTOR
*****
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Resistance:
As Helicopter: 20
As Jeep: 10
2-Player: 35



The Destructor is a large tank marking the end of the first wave of Silkworm. It has a large turret which it uses to periodically fire silkworm missiles. You cannot destroy silkworms, so do not line up with this turret. If you are the jeep, stay as far away as possible so that you can accurately avoid them.

Its other, more mundane attacks are focused on smaller ordinance. its small shots are fired straight ahead - just avoid them. Its small missiles slope toward you - these can and should be destroyed.

As the helicopet, blitz the weak point below the upper turret. As a jeep, you'll have to jump and fire - but at least it's much quicker!

SW4.2: Stage 2

Snakeheads: 2

The first enemies you will encounter will be MH Hawks. They fly forward and can launch two shots at once. So you will want to destroy them asap as soon as they

appear.

When you see a land mine, there will be white dogs nearby too. Destroy them as they appear but focus on the mines as well. Especially if you're in the jeep. Shortly afterwards, you'll be introduced to the red dogs. They fly forward, then loop back. They are slow and worth 400 points apiece so take them out.

Focus now on low MH Hawks and the landmines - take out the tank that you come to. Afterwards, keep an eye on the land mines but you will notice a small helicopter "hopping forward." Its movement is very regular so destroy the meandering menace before it gets close.

There will be plenty of MH Hawks from the upper right now. Take out as many as possible.

A Snakehead will form soon. Fire on it from below and move down firing on it until it gets destroyed. The problem is, that hill up ahead has turrets and silos so it is safest to fight the snakehead below. Also, a silkworm will fly forward from the top of the hill so we want to void that. Once the Snakehead is down, clean up at least the turrets on the lower half of the hill. The hoppers should be no real problem so move toward them firing. This should keep you ahead of the silo missiles as well.

Move forward now. There will be a multigun behind you. You probably cannot destroy it in time, so stay ahead and avoid its shots until it leaves.

For the next hill with silos and turrets, focus on destroying all of these installations. Only after they are gone should you focus on that tank. There are some landmines up ahead, and some hoppers. Focus on the first two landmines and then the hoppers - that tank should set off the other mines. If not, get to work on them.

Another multigun will roll up behind you. Avoid the enemies, but most importantly this gun. It will disappear in time for you to destroy that coming mine - and you should do so because the shield will help out against the Snakehead up ahead.

There are no auxiliary threats here except the mines. Jump over the mines with the jeep and keep your shots trained on the Snakehead. If they are hitting a little off from its cannons it will be downed shortly.

You will want to focus on the white, red and green dogs coming from the upper right. Jump if you are the jeep so you can hit the mines at the same time. A few MH Hawks will arrive shortly after.

BOSS 2 MH HELIDEATH

Resistance:
As Helicopter: 45
As Jeep: 50
2-Player: 65

The helideath is a large helicopter. It has such a high resistance value because if you fire at its front, you are more than likely to damage it.

It fires its missiles forward. You will want to return fire and move up along with it if you are the copter, focus on dodging the missiles while aiming up at the front end of the Helideath.

Using the helicopter you want to stay near its top half. It only launches its silkworms from the lower half. So we want to avoid that because they are very hard to react to.

This target is large so as long as we constantly fire we should be doing enough damage to do it in. The real winning key of this battle is how well you can dodge the Helideath's ammunition. And remember - you can destroy the small missiles, but not the shots or silkworms.

SW4.3: Stage 3

Snakeheads: 2

Fire at the Bombers overhead, but your main focus should be the tricannon up ahead. Take this out, then get ready for the mad dogs - they actually fire now. When they are destroyed, check out the three hoverblades. They take a serious beating but hover in place. As a jeep you will certainly need to take out the lower hoverblade, so focus on that. You can stick to evasion if you're the copter, however.

Stay close to the ground or in the air where the orange horizon meets the tan. A few silkworms will screech past and you don't want to be in the way when they do!

Fire into the bombers and white dogs as you continue along to the right. The larger enemies are joined by "Hornets," tiny Helicopters that attack and fire in groups. Blitz them as they appear so that they don't group into a threat. If you can catch one tricannon before the second comes onscreen as a copter - destroy it, and the following cannon. As a copter, if both are onscreen you will probably have to avoid them. They are simply too low to hit with your forward cannon, and the threats around them are greater - such as the mad dogs.

So, some fancy flying later and you will see the components of a Snakehead coming in and a tricannon. Take out the tricannon while the Snakehead forms. So the same for the next. Pull back when it forms and lay into it with your shots. You want it mostly destroyed before the next tricannon. Stay low so the silkworm doesn't hit you, and avoid the tricannon and mad dog.

Once the Snakehead is destroyed and the item collected, focus on the next tricannon. Use the downward shot of the helicopter to hit it, but when you see the robot you will want to fly down in line with it and pepper it with your straight cannon before too long.

You will then want to dodge the remaining tricannons and focus on the mad dogs et al that come from the top portions of the screen. Stay near the hill line to avoid the coming silkworm missiles.

The C2 transport up ahead cannot be destroyed, but it launches the smallest of ships the MH Stingers. You will want to stay above the transport and fire on the little guys before too many appear. You will want to stay near the top of the orange anyways to avoid the next three silkworm missiles. As a jeep, you will be doing all this from below, and avoid the missiles anyways.

You'll want to focus on the hornets and Sharkbites in the coming section. The sharkbites persist onscreen and fire missiles at you. As a jeep you will want to destroy the lumbering Robohead in between Sharkbites. As a copter, avoid

the tricannons and focus on the sharkbites. The robohead will be no threat either.

Get ready for another Snakehead. And by that, I mean destroy any nearby tricannons while it takes the time to form. Once it does, avoid bombers and the tricannons until it is destroyed.

You will come upon a C2 transport. The hoverblades near it are neither in the way nor firing so focus on the stringers the transport releases. Stay away from the top of the screen as three silkworms appear. Boss time.

BOSS 3 C2 TURTLESHELL

Resistance:
As Helicopter: 30
As Jeep: 15
2-Player: 40

The Turtleshell is another tank enemy. It will open up to reveal its glowing red weakspot, but it also fires a silkworm out of this spot. I would count "1 2 3" then get out of the way of the Silkworm, then try to score a few extra hits before the shell closes.

One of the major issues is that the Turtleshell slowly crawls forward. So you need to get as many shots in as you can. Avoid or destroy the small missiles and avoid the small shots. Stay in a position where you can easily get a few good hits in on the core before you have to dodge the Silkworm.

This battle takes an understanding of timing, but once you catch on it is not so bad.

SW4.4: Stage 4

Snakeheads: 2

What a lovely background! Destroy the white dogs that appear right from the start. The large helicopters ahead are barracudas. They fly steadily forward so either drop them from a distance or get out of the way.

If you are in the copter, get down a bit. Some Mad Dogs will appear from the top of a screen in a large, firing, group. Strafe the group with your shots and you should drop most of them.

Focus more on destroying the Hornets up ahead rather than the Hoppers. Both can fire but if you go up and down shooting the Hornets as they appear you will have more room to dodge as well as stand a chance of destroying the Hoppers in the process. Some White Dogs come down from the upper right after this, it's a simple matter to spray that group with shots.

After the third group of white dogs, watch out for the silkworm missiles. As a helicopter, you will want to stay high to dodge the first then move down to avoid the next two.

Your main focus as you approach the wall will be the silo and following

triccannons... but you should take the time to eliminate any Hornets in your way. If you are the helicopter, the mad dogs will be a priority. Shortly following this, you will have to fight an MH Snakehead.

The Snakehead here is easy to clear out because there are no other enemies nearby for a short spell. Just blitz it as much as you can and try to destroy or nearly destroy it before the other copters start to arrive. Be ready for a few white dogs following the Snakehead. Some green dogs will antagonize you before the next wall. Fire rapidly and let them align with you - like lambs to the slaughter.

At the wall, we will once again focus on the silos. If we do this, we will also take out most of the Hoppers. Above, there are Hoverblades but we can avoid them and focus on the lower targets. Their missiles do arc down, however, so take heed! After those hoverblades there will be a few Barracudas above. Stay away from the line that is the top of the wall, however, as that is the line the next silkworm flies past on. Destroy the turret then focus on the big defense wall up ahead.

To destroy this wall, knock away all of the barrel-like 'components' on top of the rectangular base. Next, blitz the base of the wall with your shots to destroy it utterly.

Stay about midscreen to avoid the next few silkworms (if you are in the copter) and open fire on the white dogs and barracudas as they arrive from the upper right. There will be a few lone hornets up next. Defeat them and get ready for the next Snakehead.

The snakehead should be easy to take down. Just keep your guns trained on it and avoid and white or mad dogs that fly onscreen. Take the power-up, and get ready. A few green dogs and mad dogs await you next.

A C2 Hank awaits. It is a heavy tank, so stay back and rip it to shreds. Your greater worries can be seen in the Hornets and White Dogs above. Focus on them but if you are the Jeep, don't let the Hank get too close.

If you are the helicopter, stay near the ground. Multiple silkworms will pass overhead.

The boss is on its way.

BOSS 4 MH SCORPION

Resistance:
As Helicopter: 55
As Jeep: 55
2-Player: 70

*Note that if you fire near the top of the screen and bottom of the screen, you can release some eagle emblems. You can only pick up the higher one with the copter and the lower with the jeep.

Takes a beating, but that weakpoint at its nose is no small target. You can very quickly rack up hits on this boss.

Scorpion fires more frequently and qith quicker shots than previous bosses. However, it is still the standard shot (which can fire diagonally) and missiles so that if you always fire and dodge you should clear out the missiles while

avoiding the regular shots.

As the jeep, you will want to aim your turret up and avoid the missiles and shots as best as possible.

As the helicopter, you want to stay above the Scorpion's nose so that any silkworm missiles it launches can be easily avoided.

SW4.5: Stage 5

Snakeheads: 1

Ah, the ocean coast! Stay toward the left of the screen. White planes, C2 Streakers will be arriving on the scene. They move fast and in large numbers so sticking toward the back will let you strike them before they get too near that you can't handle the group.

There are some missile tunnels up ahead. Stay just to the right of the missile tunnel and take out the Sharkbites and White Dogs that are on their way.

Get to the right of the next missile tunnel. Stay low and attack the shark bites, this also gives you time to respond to the few that sometimes appear from behind. Fall back if Mad Dogs appear, rip them to shreds.

Destroy the shielded silo up next and if you are the copter stay at the midpoint of the screen so that you can respond to the volley of silkworm missiles headed your way.

There are multiple missile tunnels lined up here. Stay to the left until you can see the ground after the third tunnel. At this point, blast your way past the tunnels and stay just to the right of them as you destroy the green dogs.

There will be a few Streakers after these tunnels so stick to the left side of the screen. The Jackal helicopters are like Mad Dogs, but slower. Destroy them and the mad dogs that follow. Stay shielded by destroying land mines and take out the few more Jackals that appear.

After the Jackals, there will be some Sharkbites. Focus on destroying the mines if you are the jeep, but keep your turret firing up and right while you do so. As a chopper, get a shield from the land mines and avoid the Streakers. Head up and destroy the Jackals while shielded you should take out a few Raven copters in the process.

You will come to a silo. Destroy it. If you are a copter, stay in the middle of the screen and dodge the silkworms if you have to. Move to the right of the missile tunnels and stay at that right edge. A snakehead will appear over the next Silo. It might be too crowded to get a re-emptive win on it, so if you let it form you should destroy the Silo first. Then, avoid mad dogs and white dogs as you lay into it.

In the event of Jackals/Mad Dogs and Streakers, dodging is priority 1.

We are going to be passing a few missile tunnels now. We want to stay to the left of the tunnels fighting the sharkbites until the AV plows pass on by. Remember that if you shoot the chutes, they rush straight forward. As a jeep, you may want to make them fall and move past so that they hit the ground and keep going. You could also try to destroy them in midair (dangerous). But

whatever the case, be prepared for the charge.

Crossing that second set of missile tunnels with AVs, if you are the Helicopter you will want to stay at the top of the sea line so you can quickly avoid the silkworm missiles.

BOSS 5 MH Clamshell

Resistance:
As Helicopter: 45
As Jeep: 25
2-Player: 55

The Clamshell fight is like a faster Turtleshell fight. You should approach it in the same way. You will open fire on its red weakspot when it opens up. Count "1..2..3" and dodge the silkworm missile that fires forward.

As a helicopter you can further attack the core by aiming down when you dodge up.

You can sneak a few more shots in after it fires the silkworm.

For the rest of the battle, dodge the bullets, shoot the missiles. Just focus on evasion until it opens up. It's stronger, and faster, but play it safe and it shouldn't be too bad.

SW4.6: Stage 6

Snakeheads: 1

How dramatic this lighting is! Attack the mad dogs as they appear. Focus on the silos while either avoiding or destroying the plow on its way. Take the time to deal with it before you continue with the silos.

Once you pass the silos there are some antigrav mines. They take a beating so just avoid them and take out the mad dogs and white dogs. There are a few MH Ravens following this so you can easily clean up on them.

There are some roboheads up ahead. Unlike the previous appearance, these ones fire. So stay down and take them out. You will see some more antigrav mines. Well, stay low and take out the landmines and silo, then the antigravs if you have time. Otherwise, avoid them. Blasting the land mines will probably cause a chain reaction anyways.

When you see the plow chuting down, stay low. You can evade or destroy it then stay low to avoid the silkworm missiles.

The sky is going to be full of mad dogs. Down below - there is a strange vehicle with a Swatter. The MH Snapper should only be destroyed if you are using the Jeep. The chopper is better used to fight mad dogs. The land mines following the Swatter should be destroyed for some shields.

There are a few turrets on the ground lobbing missiles at you up ahead. But an MH Snakehead will be forming. It's pretty clear if you want to get a pre-form

kill on it. Otherwise, destroy the turrets while it forms and then rip into it with your cannons.

Some mad dogs and white dogs join the turrets and mines to the right. You should fire on a released shield until it explodes, its chain reaction will remove the threat.

There are a few plows ahead. Because there are so many, focus on destroying them as the jeep. Go for the land mines again after this. Get a shield. Stay low to avoid the silkworm missiles.

Destroy the few copters up ahead then make sure you stay low to avoid a second volley of silkworm missiles. There are some roboheads appearing to the east. Destroy them as they appear so as to minimize shot evasion.

Focus on the antigrav mines that show up. They are in no way a threat but the points don't lie. Either switch your attention to the other enemies when they show up or simply evade them.

Green Dogs, White Dogs, and Mad Dogs are up ahead. Take them out as they appear but always focus your attentions first on the turrets.

There are lots of antigrav mines up ahead with some green copters interspersed. Fire on them but stay low as you approach the second set to avoid a volley of silkworm mines.

BOSS 6 C2 Bumblebee

Resistance:
As Helicopter: 25
As Jeep: 25
2-Player: 45

*Note that if you fire near the top of the screen and bottom of the screen, you can release some eagle emblems. You can only pick up the higher one with the copter and the lower with the jeep.

Really the hardest fight yet. It's like a flying turtle/clamshell enemy. Like all previous bosses, it lets loose a volley of shots and missiles. They are fast and extremely frequent so you -must- destroy the missiles and always be dodging the shots.

When it opens, fire at the core. Count "1..2..3" and get ready for a silkworm missile. Avoid this and try to get another shot or two in.

Always be firing, focus on the front centre of the Bumblebee. This is really an exercise in dodging - concentrate on staying alive and eventually the Bumblebee will have taken so much damage that it will crumble.

SW4.7: Stage 7

Snakeheads: 1

Back to the coast with some lovely weather. Some bombers will be coming in - deal with them but your main focus should be the silo and roboheads.

Things will get hairy. The jeep should focus on the silos and tanks but the helicopter needs to focus on the red dogs, mad dogs, white dogs, and shark bites. Make sure you fire down at the earthborn targets as well to clear the air a little.

Take out the tank and robohead up next and avoid the mad dogs.

Stay low and take out the silos. Let the missiles streak overhead. Destroy a few of the airborne enemies then duck down below the silkworm missiles once more.

Following this, the helicopter should focus on the various helicopters coming in to attack. The jeep should blast any tanks ahead then swing its turret up to meet the aircrafts.

Take out the two silos that appear. Destroy the bombers coming in but then swing in to destroy the two roboheads as they appear. They are a paramount target for the tank. Even the helicopter should stay low here because a few silkworms will screech by.

Take out the sharkbites, then silos. The helicopter will attack mad dog helicopters rather than silos. Destroy the tank coming up on the rocky coast. Stay low as a volley of Silkworm missiles pass overhead.

Start attacking the red dogs as soon as they appear. they should be eliminated before the white dogs come onto the scene. Take em' out baby.

Over the next silos, a snakehead will try to form. It's clear enough to destroy it before it forms but if you want to take out the silos first, destroy them as they form.

Stay low to avoid the silkworm missile. Destroy the silos as they appear. When you see a missile tunnel destroy the robohead just past it before you move across. Take out a few bombers then re-concentrate on the silos to the east.

Stay low after the next missile tunnel so as to avoid the large volley of silkworms headed your way. Boss is just ahead!

BOSS 7 C2 BATTLE CRUISER

Resistance:
As Helicopter: 35
As Jeep: 45
2-Player: 55

Alright, the Battle Cruiser. This is much like the bumblebee - a dodge party. You must wait for the battle cruiser to open its front cannon. After a reasonable count of three it launches a silkworm missile. The key, of course, is to get a few hits in and dodge away.

As a helicopter, you can stay roughly in front of it destroying the missiles and dodging the shot.

The Jeep can always stay aimed at the core and continually fire as it moves back and forth with some jumps to avoid fire.

Snakeheads: 1

Stage 8 seems to take place in a mechanical base. This is not a pleasant vacation, so buckle up mes amis!

The C2 Arrows up ahead are very similar to the MH Ravens. They are big targets, a little faster. Just wipe them out as they appear onscreen.

After this first wave of enemies, stay low to avoid the silkworm missiles.

This next section is hairy. As the jeep, focus on the C2 lasershines. They are mobile turrets. As the helicopter, fire above the lasershines to hit some stealthships, then arc your shots down into the lasershines. The turrets up ahead are C2 turrets, as either vehicle clear out the bottom two from a distance. If you can't, stay low to avoid the silkworm missile and dodge on past. Watch out for their bullet assault on the other side.

On the other side, there will be the introduction of the C2 Fish Hook. It is similar to the MH Sharkbite. It stays on the right side of the screen moving up and down, firing. Destroy it with extreme prejudice. 3 Steel Heads will fly onscreen now. Rip them up then prepare for the turrets.

Shoot the turrets then focus on the C2 Greysnakes just afterwards. They are like the White Dogs before them. They fly down through the screen in a curving motion. They will be interspersed with C2 Metalsnakes, which fly down, then offscreen while firing. Destroy them as they appear and if you are the copter default to the midpoint of the screen between each wave.

The C2 Bounders to the east are just like MH Hoppers. If you are a jeep, you will focus on that lasershine anyways and probably destroy the bounders in the process. The helicopter should aim down at the lasershine and destroy some of the bounders in the process. Stay low as some silkworms will streak across the sky. They seem to launch smaller missiles at you so be on your guard.

3 Fish Hooks appear on the right. Spray the lot of them as soon as they appear. Some arrows and steel heads appear next. Destroy them then stay low to avoid the silkworms and do not stay in one place as they launch a payload of missiles themselves.

Some enemies will follow - components of the new Snakehead - C2 Snakehead. The actual Snakehead is not much different from the MH... the arena is tough, however. Concentrate on those greysnakes when they appear then re-focus on the Snakehead. Stay far left and midscreen if you are a helicopter because there are a lot of silkworm missiles in this scene. Remember - they fire now too!

It's best to drop to the top or bottom when the missiles scream by, then move along the surface to avoid their own shots.

If you can manage to take out the Snakehead (ie, you didn't have to dodge too far away and he was hit by your stream enough) grab the pick-up.

After the volleys of missiles, there will be some stealthships. Now, just look for where the shots originate and fire there. This will stop them before they can reveal themselves.

There are some turrets and a lasershine up ahead. The lasershine is the easier target. Take it out, then meet the coming greysnakes with some shots as well. After the metal snakes, watch out for the silkworm missiles. Dodge as best you

can as a jeep, as a copter stay in the centre for more elbow room. The jeep should start on one end and inch its way to the other, keeping the shots to one side of it.

Phew. Following this, there will be some metal snakes and metal heads. Sometimes C2 arrows will come from behind - be ready. There are some hoppers to the right. Destroy them then loop to the spots on the wall that are firing. Take out these stealthships.

Just after them, there will be three silkworm missiles. They take up the whole centre of the screen so as a copter - stay at the top, as a jeep - don't jump. There will be a second volley along with those hoppers and you should stay low for this one.

Focus on destroying the next stealthship, but stay low if it appears because multiple silkworms will arrive once more, and you would be advised to focus on dodging at that point.

The boss of the area is just ahead.

BOSS 8: MHC2

Resistance: Read on.

The large main system that looms ahead is the last part of this stage. It does not have much life, but it has many defenses. You will see it start shuttling turrets forward. Stay low until the last volley of silkworms has passed. The turrets may be too far left now to take on. This is fine, focus on dodging their shots as you attack the electrified centre of that big core.

If you CAN get the jump on the turrets then you should focus on keeping them down.

The fight is just that. Focus on the central core until it explodes as you fight off an endless stream of turrets and dodge silkworm missiles that appear at random heights. If you are destroyed, use the sudden invincibility to get some solid shots in on the core.

The silkworms are the biggest problem. Unless you learn to listen for their soundeffect, you may not be able to react in time. As soon as you see the flash of white, get out of the way.

SW4.9: Stage 9

Snakeheads: 0

After a short scene, the final encounter begins...

FINAL BOSS

The final boss is a large purple dude who rapidly fires missiles and shots at you. His hide is extremely tough and deflects bullets. Make no mistake - the blue shots coming off of him are your shots being deflected and they cannot harm you.

He can fire a silkworm missile from his outstretched hand. You can only count "1...2..." before he fires this missile. When his arm goes up you can hit him in the guts to score some damage. Get out of the way of the missile then try to get him again. Attacking him on a diagonal will eliminate most of the danger of the silkworm missile.

Though I suggest counting 1..2.., this is a very fast count. It is probably best for the copter to attack on the diagonal and then swoop down after the big missile fires.

I prefer move back and forth. As a helicopter, move from one side of him to the other, passing overhead. As a jeep, you will be moving back and forth switching your turret's aim.

As always, focus mostly on surviving. He is quick, but at least there's more room to dodge than in the previous battle.

If you die, don't lose heart. While you flash he will not attack, so get a few solid hits in on his chest. The wilkworm shouldn't hurt you with your temp. invincibility.

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|                               SW5: Enemies                               |  
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Enemies are a fact of shmup life. They're just oozing with them!

****SW5.1: Snakeheads****

There are 1 to 2 Snakeheads in every stage except the ninth. They are akin to minibosses. When four small aircraft fly in and combine, a snakehead is born.

There are two varieties: MH and C2. MH appears in 1-7 and C2 appears only in 8. MH requires 8 shots until Wave 5, at which point it requires 12. C2 always requires 12.

It is usually the environment that causes more trouble than the Snakehead, or rather the other enemies that keep attacking.

The best way to attack them is to stay slightly off-centre and fire rapidly. This will let you destroy or avoid their missiles. The Jeep has it a little easier actually fighting a snakehead. It has no choice but to be offcentre. The snakehead will have more trouble hitting the Jeep.

But the Helicopter has one marked advantage over the Jeep. It is easier to destroy a Snakehead before it forms with a chopper. When the four copters fly in, only the second in line is vulnerable. If you hit this enough, you can drop the Snakehead before the fight ever really begins in earnest.

The Jeep CAN do this, but even its TWIN is so spread out and on such an angle that it's hard to get enough hits in.

Now, Snakeheads are desirable targets because they drop power-ups when destroyed. They float down for Jeeps and UP for Copters. Don't miss out. If you destroy the Snakehead before it forms, you will earn TWO bonus items instead of one. Might be difficult until you have TWIN and TURBO though.

****SW5.2: Standard Enemies****

Resistance refers to the amount of hits it usually takes to destroy this target with your shots.

*Antigrav Mine:

Points: 500

Resistance: 10

Floats in the air. Takes a pounding - best to just avoid them.

*Arrow "C2 Arrow"

Points: 200

Resistance: 1

Bulky grey ships.

It's flight is simple and forward. Large targets, wipe them out. They have some vertical motion and they do fire a lot because they are a stage 8 enemy, but they are not the highest priority.

*Barracuda "MH Barracuda"

Points: 200

Resistance: 1

The barracuda is a large helicopter with a 'ribbed' tail. It flies straight forward so it is best to shoot them as they appear.

*Bomber "C12 Bomber"

Points: 200

Resistance: 1

Moves slowly forward to drop its payload. Priority if you have to go beneath.

*C2 Bounder:

Points: 200

Resistance: 1

Leaps forward constantly firing. If they are far away, try to spray them and another target at once.

*C2 Fish Hook:

Points: 400

Resistance: 1

Persists on the righthand side of the screen, moving up and down while firing. A priority target when there are no turret installations.

*C2 Greysnake:

Points: 100

Resistance: 1

Easy triangular ship. It's motion is to slope across the screen in groups. Easy to down, they can fire but are lower priority than some.

*C2 Hank

Points: 100

Resistance: 6

Stationary tank. Takes a beating, so hang back and destroy it at max distance.

*C2 Lasershine

Points: 100

Resistance: 4, I think

Moves across the ground firing at you. A mobile turret, often priority.

*C2 Metal Snake

Points: 100

Resistance: 1

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| > An oddly shaped enemy.

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Flies down while firing, then offscreen. Dangerous, but easy to avoid if you know they are coming, and another target will probably be priority.

*C2 Stealthship

Points: 400

Resistance: 1

An invisible turret until they get about halfway across the screen, then they reveal the saucer shape and rush forward. Look for shots coming from nowhere. Fire at these spots to get them before it's too late.

*C2 Steel Head

Points: 100

Resistance: 1

Flies onscreen, then towards you a little, then offscreen. Low priority.

*C2 Transport:

Invincible and immobile, fly around it. It releases Stingers.

*C2 Turret:

Points: 200

Resistance: 8

A transparent turret that can take a pounding. You often have to destroy one to make elbow room. Stationary targetm easy to destroy.

*Compact Green Copter "MH Mad Dog"

Points: 100

Resistance: 1

Kind of has a rounded bottom to the front of its cockpit. This does not fire, just moves onscreen then flies away. Lowest priority, but watch out for their arrival.

By Wave 3 they will have shots, so the priority increases.

*Defense Wall:

Points: 5000

Knock off all of the components on top of the wall, the shoot the wall a few times to destroy it. It's worth a lot of points.

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() - Components

() /

[] - Base/Defense Wall

*Land Mine:

Points: 200

Resistance: 2

They look like a large grey container with spinning top in the ground... easy to spot. You should destroy these when you see 'em. They will produce a shield to protect your vehicle.

*Large Light Green Helicopter "Sharkbite"

Points: 400

Resistance: 1

they move up and down at one end of the screen and fire missiles. They persist, so they are a priority target.

*Light Green Helicopter "MH Hawk"

Points: 200

Resistance: 1

A fairly plain copter, it flies forward and can launch two shots at once. A big target, and fragile, so be sure to take them out.

*Long Green Helicopter "MH Vulture"

Points: 400

Resistance: 1

These long copters fly up and down - easy points. Big targets, so don't ignore them for risk of running into them. But you can take them out quickly and focus on more pressing matters.

*Grey Turret "C2 AA Cannon"

Points: 200

Resistance: 3

This stationary enemy will fire at your vehicle. It is priority when most other enemies can be easily dodged. This is the turret that looks like this:

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They often fire sloping missiles so the odd trajectory can be confusing. This makes them priority.

*Hopping Helicopter "MH Hopper"

Points: 200

Resistance: 1

A slow-moving helicopter that moves forward in a sinusoid. Not the biggest priority, it should be destroyed by your shots as you focus on other targets.

*Hoverblade "MH Hoverblade"

Points: 400

Resistance: 8

A strong, stationary vehicle which will fire at you. It's best to focus first on those that might block your path.

*Hornet "MH Hornet"

Points: 200

Resistance: 1

Tiny helicopter sthat often attack in groups. They fire at you so take heed. Destroy most of their group with a good strafe.

*Jackal "MH Jackal"

Points: 100

Resistance: 1

They lower from the top of the screen like mad dogs, but more slowly. Take advantage of this and shred them before they make it too far down the screen.

*Multigun "MH Multigun"

Points: 500

Resistance: 8

When you can hit it, it's a top priority. It will fire a five-way spread shot. Avoid the shots and return fire. If it comes up behind you, you will want to simply focus on avoiding its shots.

*Plow "MH1 AV"

Points: 300

Resistance: 6

Often parachuted down to the ground, they will rush forward when they hit the ground, or backwards when their chute is destroyed. It's best to avoid them if possible (jump with jeep).

The 'front' is the flat side of the vehicle.

*Red Helicopter "MH Red Dog"

Points: 400

Resistance: 1

A slow helicopter that flies forward then loops back to fly forward again. Easy target, easy points.

*Robot "C2 Robohead"

Points: 700

Resistance: 6

This robot lumbers forward. Often best avoided for juicier targets as the copter, but required reading for the jeep.

*Shielded Silo

Points: 100

Resistance: 6 or 1 when open

Opens up to lob missiles at our intrepid vehicle. High priority in the face of less than aggressive enemies but focus on it when open.

*Small Green Copter "MH Green Dog"

Points: 100

Resistance: 3

A small green copter with a rounded cockpit. The Green Dog flies toward you

and will take a couple of shots to be destroyed. When they appear, they are often going to be priority due to their aggressive movements.

*Small White Copter "MH White Dog"

Points: 100

Resistance: 1

A small craft that will fly down to meet you at a pretty brisk speed. Fire at them, but dodge them if you miss them at the first part of their journey across the screen.

*Stingers "MH Stingers"

Points: 100

Resistance: 1

Tiny copters released from C2 Transports. They are frail but you want to destroy them as they appear to keep their numbers down.

*Swatter "MH Snapper"

Points: 200

Resistance: 6

Moves forward swatting with a giant flyswatter-like appendage. It should be a priority target for the jeep.

*Tank "MH1 Tank"

Points: 200

Resistance: 6

Moves back while aligning its turret toward you. Keep your distance and pulverise it with impunity.

*Tricannon "C2 Tricannon"

Points: 100

Resistance: 3

A turret with increased range of fire. Destroy them as priority targets when you first see them.

*Weak Green Copter "MH Raven"

Points: 200

Resistance: 1

The ravens fly with their noses pointed down. One shot will put them away, though they are fast. Their less aggressive attack patterns puts them at a low priority, however.

*White Plane "C2 Streaker"

Points: 400

Resistance: 1

These whites planes fly on a horizontal (sometimes a slight diagonal). They are very fast so when you know they're coming you should hit the lefthand wall so you can respond to them with room to spare.

=====
| SW6: Bosses |
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All of the bosses are collected here for quick convenience.

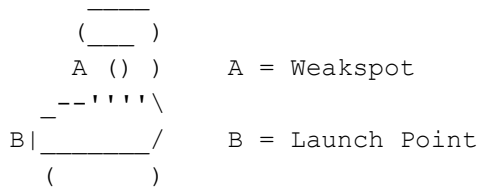
BOSS 1 the DESTRUCTOR

Resistance:

As Helicopter: 20

As Jeep: 10

2-Player: 35



The Destructor is a large tank marking the end of the first wave of Silkworm. It has a large turret which it uses to periodically fire silkworm missiles. You cannot destroy silkworms, so do not line up with this turret. If you are the jeep, stay as far away as possible so that you can accurately avoid them.

Its other, more mundane attacks are focused on smaller ordinance. its small shots are fired straight ahead - just avoid them. Its small missiles slope toward you - these can and should be destroyed.

As the helicopet, blitz the weak point below the upper turret. As a jeep, you'll have to jump and fire - but at least it's much quicker!

BOSS 2 MH HELIDEATH

Resistance:

As Helicopter: 45

As Jeep: 50

2-Player: 65

The helideath is a large helicopter. It has such a high resistance value because if you fire at its front, you are more than likely to damage it.

It fires its missiles forward. You will want to return fire and move up along with it if you are the copter, focus on dodging the missiles while aiming up at the front end of the Helideath.

Using the helicopter you want to stay near its top half. It only launches its silkworms from the lower half. So we want to avoid that because they are very hard to react to.

This target is large so as long as we constantly fire we should be doing enough damage to do it in. The real winning key of this battle is how well you can dodge the Helideath's ammunition. And remember - you can destroy the small missiles, but not the shots or silkworms.

BOSS 3 C2 TURTLESHELL

Resistance:
As Helicopter: 30
As Jeep: 15
2-Player: 40

The Turtleshell is another tank enemy. It will open up to reveal its glowing red weakspot, but it also fires a silkworm out of this spot. I would count "1 2 3" then get out of the way of the Silkworm, then try to score a few extra hits before the shell closes.

One of the major issues is that the Turtleshell slowly crawls forward. So you need to get as many shots in as you can. Avoid or destroy the small missiles and avoid the small shots. Stay in a position where you can easily get a few good hits in on the core before you have to dodge the Silkworm.

This battle takes an understanding of timing, but once you catch on it is not so bad.

BOSS 4 MH SCORPION

Resistance:
As Helicopter: 55
As Jeep: 55
2-Player: 70

*Note that if you fire near the top of the screen and bottom of the screen, you can release some eagle emblems. You can only pick up the higher one with the copter and the lower with the jeep.

Takes a beating, but that weakpoint at its nose is no small target. You can very quickly rack up hits on this boss.

Scorpion fires more frequently and with quicker shots than previous bosses. However, it is still the standard shot (which can fire diagonally) and missiles so that if you always fire and dodge you should clear out the missiles while avoiding the regular shots.

As the jeep, you will want to aim your turret up and avoid the missiles and shots as best as possible.

As the helicopter, you want to stay above the Scorpion's nose so that any silkworm missiles it launches can be easily avoided.

BOSS 5 MH Clamshell

Resistance:
As Helicopter: 45
As Jeep: 25
2-Player: 55

The Clamshell fight is like a faster Turtleshell fight. You should approach it in the same way. You will open fire on its red weakspot when it opens up. Count "1..2..3" and dodge the silkworm missile that fires forward.

As a helicopter you can further attack the core by aiming down when you dodge up.

You can sneak a few more shots in after it fires the silkworm.

For the rest of the battle, dodge the bullets, shoot the missiles. Just focus on evasion until it opens up. It's stronger, and faster, but play it safe and it shouldn't be too bad.

BOSS 6 C2 Bumblebee

Resistance:
As Helicopter: 25
As Jeep: 25
2-Player: 45

*Note that if you fire near the top of the screen and bottom of the screen, you can release some eagle emblems. You can only pick up the higher one with the copter and the lower with the jeep.

Really the hardest fight yet. It's like a flying turtle/clamshell enemy. Like all previous bosses, it lets loose a volley of shots and missiles. They are fast and extremely frequent so you -must- destroy the missiles and always be dodging the shots.

When it opens, fire at the core. Count "1..2..3" and get ready for a silkworm missile. Avoid this and try to get another shot or two in.

Always be firing, focus on the front centre of the Bumblebee. This is really an exercise in dodging - concentrate on staying alive and eventually the Bumblebee will have taken so much damage that it will crumble.

BOSS 7 C2 BATTLE CRUISER

Resistance:
As Helicopter: 35
As Jeep: 45
2-Player: 55

Alright, the Battle Cruiser. This is much like the bumblebee - a dodge party. You must wait for the battle cruiser to open its front cannon. After a reasonable count of three it launches a silkworm missile. The key, of course, is to get a few hits in and dodge away.

As a helicopter, you can stay roughly in front of it destroying the missiles and dodging the shot.

The Jeep can always stay aimed at the core and continually fire as it moves back and forth with some jumps to avoid fire.

BOSS 8: MHC2

Resistance: Read on.

The large main system that looms ahead is the last part of this stage. It does not have much life, but it has many defenses. You will see it start shuttling turrets forward. Stay low until the last volley of silkworms has passed. The turrets may be too far left now to take on. This is fine, focus on dodging their shots as you attack the electrified centre of that big core.

If you CAN get the jump on the turrets then you should focus on keeping them down.

The fight is just that. Focus on the central core until it explodes as you fight off an endless stream of turrets and dodge silkworm missiles that appear at random heights. If you are destroyed, use the sudden invincibility to get some solid shots in on the core.

The silkworms are the biggest problem. Unless you learn to listen for their soundeffect, you may not be able to react in time. As soon as you see the flash of white, get out of the way.

FINAL BOSS

The final boss is a large purple dude who rapidly fires missiles and shots at you. His hide is extremely tough and deflects bullets. Make no mistake - the blue shots coming off of him are your shots being deflected and they cannot harm you.

He can fire a silkworm missile from his outstretched hand. You can only count "1...2..." before he fires this missile. When his arm goes up you can hit him in the guts to score some damage. Get out of the way of the missile then try to get him again. Attacking him on a diagonal will eliminate most of the danger of the silkworm missile.

Though I suggest counting 1..2.., this is a very fast count. It is probably best for the copter to attack on the diagonal and then swoop down after the big missile fires.

I prefer move back and forth. As a helicopter, move from one side of him to the other, passing overhead. As a jeep, you will be moving back and forth switching your turret's aim.

As always, focus mostly on surviving. He is quick, but at least there's more room to dodge than in the previous battle.

If you die, don't lose heart. While you flash he will not attack, so get a few solid hits in on his chest. The wilkworm shouldn't hurt you with your temp. invincibility.

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Thanks go out to American Sammy for the game. Tremendous! It's a fun,
challenging game that is often overlooked.

Enemy names were taken from the Manual. Most point and resistance values were
as well.

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

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