

Starforce FAQ/Walkthrough

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STARF*RCE

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INTRODUCTION

Congratulations on purchasing or downloading your copy of Starforce by Tecmo for the Nintendo Entertainment System.

Starforce is an excellent game for those who enjoy button smashers and screens that can give you epileptic seizures. You are in for hours of mind blowing fun or mind blowing agony. This particular game will make you feel an amazing amount of feelings such as: Anger, Frustration, Enjoyment, Excitement and maybe even a little pride. But enough about that, Let's get onto the GAME! You are the pilot of some futuristic space craft sent from.....oh let's say earth.... to vanquish the enemies of the outer space galaxies. Are yah steamin yet??? Your space ship is equipped with 2 lazers on either side of the ship and amazing weaving abilities. Your journey will be long and dangerous and you may suffer sever nintendo thumb. I hope you find this Walkthrough/FAQ usefull.....Get It On!!!!!!!

CONTROLS

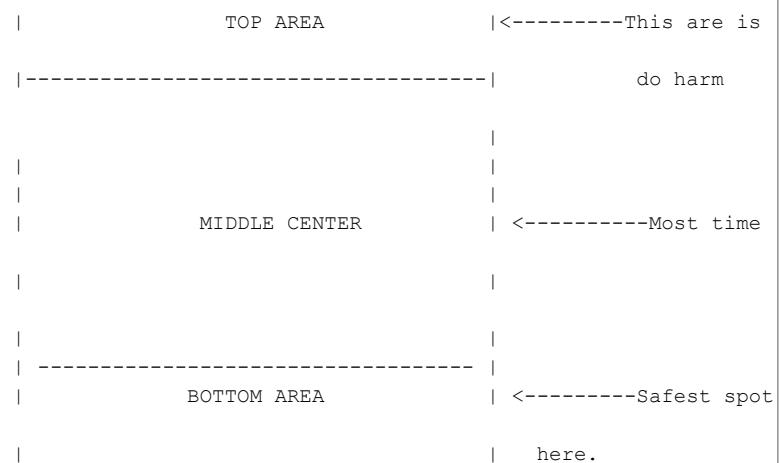
These controls are simple. I don't know why I put this section in but if you couldn't figure it out, these are the controls.

ANALOGUE PAD =Moves Space craft
A =Fire Lasers
B =Fire Lasers
START =Pauses Game
SELECT = N\A

SCREEN LAYOUT

Just so there is no confusion on where I'm Talking about on the screen I have drawn up a shot of what the screen will look for crushing the enemies before they can like.
WHEELS

will be spent here



at most times. Defensive procedures are taken

THE BAD GUYS

Now it is time for you to get to know your bad guys and how they move. The most important part of this game is not how fast you can pump the buttons, not how loud you can scream in anger and disgust but to study the movements and actions of your foes. I will list the bad guys in order as they appear in the game. ***NOTE*** Sometimes, the game will get ahead of itself and

that are supposed

bad guys will appear in earlier levels

up. They may not be in

to be in later levels. Just a heads

chronological order.

These Names are not the "OFFICIAL" names of the bad guys. They are names I have given to them because of what they look like or what they do

Difficulty rating is on a scale from 1-5

KEYS

MOVEMENT- Keys move in a diagonal sweep across the screen starting from either top-left or top-right

STRATEGY - Follow the head key across the screen and fire rapidly at the following keys. No sweat!

DIFFICULTY - 1

LEVEL - Appears in every level of the game

COOKIES

MOVEMENT - They come onto the screen in a cluster and will jump up towards the top of the screen at amazing speeds.

STRATEGY - Force the cookies to the top of the screen! If you make quick jabbing motions with your craft towards the top of the screen, these

Cookies will follow like lemmings. Can cause problems later in game

DIFFICULTY - 3

LEVEL - Appears in every level of the game

HORSE SHOES

MOVEMENT- Come in a straight line down the middle of the screen. Weave back in forth at different speeds.

STRATEGY - Stay at the bottom of the screen and pump like mad. They are harmless if you get them all at the top of the screen but it is dangerous

to let them get by because you will be trapped at the bottom of the screen. Take charge!

DIFFICULTY - 2

LEVEL - Appears in every level of the game.

SHAPE-SHIFTERS

MOVEMENT - These guys have the most unpredictable movement in the game. They will go forward and shoot than shift left or right than shoot than forward again....

Enough said.....These little orange bastards will cause you problems in later levels because their speed increases and the amount of shots fired off.

STRATEGY - The only real strategy that works is a sweeping technique in which you move in a straight line from left to right

or right to left while pumping the lasers.

DIFFICULTY - 3

LEVEL - Appears in every level of the game.

FALCONARS *EASY*

MOVEMENT- The falconars in the first level are the easiest bad guy in the game. They move in one straight line from the top of the screen to the bottom without

shooting a single shot.

STRATEGY - THESE falconars are easy even for n00bs. Simply shoot at the desired falconars to rack up some extra points. Do not die on these or you will

be open to mockery beyond your wildest nightmares. BUT do not underestimate the power of the falconars in future levels. They will pwn you.

DIFFICULTY- -1

LEVEL - The easy Falconars only appear in level 1 but they evolve into one of the hardest bad guys in the game. They do not appear in GAMMA or ZETA.

Actually they could appear in almost any level if the game get's ahead of itself

COME- BACKERS

MOVEMENT- These have a difficult movement aswell as the shape-shifters. They will travel down the screen in a straight line and when they become perpindicular to your space ship, they will curve upwards at about a 45 degree angle. Cause severe problems in level TETRA.

STRATEGY- Do not try and shoot down every one of these ships. Try to get the ones that are closest to you before others start curving upwards. At this point in time,

head upwards (still pumping because sometimes they will die) and carve sharply down. This techique takes awhile to perfect.

DIFFICULTY - 3

LEVEL - Appear in every level of the game.

MIDDLE BOSS GUY & BOSS GUY

MOVEMENT- Unlike every other game in the world, the semi-bosses and bosses in this game are actually easier than the bad guys. This is kinda a downer for

experienced gamers but a well break for n00bs. The movement is pretty much a slow hover in almost no direction. This is the same for both

Middle and Boss Guy except, for Boss Guy there will always be 2 little turrets that shoot at you.

STRATEGY- Like the Falconars*EASY* do not die or you will experience hurtful laughter from your friends. No strategy, just don't drive into the freaking juggernaut.

DIFFICULTY- -1

LEVEL - I can't really predict when a Middle Boss Guy will appear. They randomly appear every 2 or 3 levels.

NOTE After defeating a Middle Boss Guy, you will be able to get the RAPID FIRE power-up.

WHEELS

MOVEMENT- These red blinking wheels move in exactly a wheel pattern. They start at either top-left or top-right and "wheel" around your space ship while firing.

They only make one revolution.

STRATEGY - Stay in the center of the revolution and only move when necessary. A sweep technique is not useful here. Try to get the wheels early before they can get

a shot off. Move to the far right or the far left (depending on where they are entering)

LEVEL - Every level except Alpha

DIFFICULTY- 4 *** if you don't get rid of them fast enough***

BARRELS

MOVEMENT - These barrels are simple but do not let them stay long on the screen or they can become potential hazards.

They appear in single file at the top-left or top-right of the screen and slowly proceed forward.

STRATEGY - Just shoot them down fast.

DIFFICUKTY - 2

BURSTS

MOVEMENT- They come on to the screen usually scattered and are very slow. They will follow your every move so be careful not to get cornered.

STRATEGY - These will probably be your first real challenge to overcome. When shot, they burst (hence the name) into 4 orange balls. This will get you

into a frenzy of weaving and you will die. You must stay in control when confronting the Bursts. The Sweep technique is a deffiniate must.

Nothing works as good as the sweep on these guys

DIFFICULTY - 5

LEVEL -

BEACH BALLS

MOVEMENT - the beach balls will come from either sides of the top of the screen and gather mid- center in the screen. They don't go anywhere else.

STRATEGY- Use the same strategy as the Horse Shoes. Bottom area and pump like mad.

DIFFICULTY - 2

LEVEL -

FALCONARS *MEDIUM*

MOVEMENT - Just like all falconars, they move in a straight line, but these ones move much faster than the Falconars*EASY*. This will put you to the test.

They move from top to bottom while firing off flares.

STRATEGY - Time to see what kind of weaving skills you have. Do not try to destroy all the Falconars *MEDIUM* it is impossible. If you try you will either be shot down

or you will collide with other space crafts. Try and find a good line and stick to it. Best spots for survival are on the left and right sides of the screen about

mid center. Remember to continue to shoot because you can still make it easier on yourself by shooting down the Falconars.

DIFFICULTY- 5

LEVEL -

JELLS

MOVEMENT - These square jello looking things move horizontally across the screen. They advance at a slow rate but you must shoot them down fast or you will

be trapped. They speed up everytime you hit them.

STRATEGY - Now Jells are always followed by a barrage of Bursts. NO MATTER WHAT! So quickly eliminate the 2 jells on the screen than carefully shoot down the

Bursts using the sweep technique. Than another round of Jells and some more Bursts. It does this 3 times. No real technique to shoot these down,
just do it fast.

DIFFICULTY- 2

LEVEL -

GRENADES

MOVEMENT - Come in from the side of the screen and will stop in the middle. Medium speed but don't underestimate them.

STRATEGY - DO NOT LET THEM STOP MOVING. As soon as a grenade stops moving it opens up and fires flare after flare. This

causes a lot of problems and uneccassary stress. Destroy them before they even make it half way down the screen

DIFFICULTY- 3

LEVEL -

WHIPS

MOVEMENT - These guys come in on a slight curve. They are called whips because sometimes they randomly "whip" back from

the bottom of the screen to scare the crap out of you when you leasta expect it.

STRATEGY - Try and pump and eliminate them as fast as possible. Stay stationary because they travel in a straight line.

DIFFICULTY - 2

FALCONARS *HARD*

MOVEMENT - Just like the falconars before, they go in a straight line from top to bottom but these falconars are the hardest

bad guys in the game!! They fly at you with mind boggling speed and you only have fractions of a second
to weave between these bogarts!

STRATEGY - These are not for the timid. If you overcome these than you have potential to make it to TETRA. There is no

strategy. You must pump and weave, pump and weave, pump and weave. Try not to stare at the bad guys but

only the shots they fire. This way you have a better chance of looking for potential oppenings.

DIFFICULTY - 6

LEVEL - These Fast Falconars only appear in the level EPSILON so be sure to have a minmum of 2 lives before even

attempting this. As you get better you will be able to get through on 1 life and maybe even one day

you will get through without a frag?? are you 1337?

CANTEENS

MOVEMENT - these guys seem pretty simple but occaisonally they will cause problems. They move in a diagonal from one

side of the screen and stop at mid center, than move in the opposite diagonal direction and stop at the bottom

of the screen.

STRATEGY- Like the wheels, stay in one spot and try and destroy them before they can shoot off any flares.

DIFFICULTY - 3

LEVEL - I have only seen them in EPSILON although I think they appear again in TETRA or ETA.

RUBIX CUBE

MOVEMENT - Cubes move exactly like the Bursts. They follow your every move. It starts out with only 1 cube on the screen

but they soon divide into multiple cubes until they are completely destroyed.

STRATEGY - no real strategy, just fire those proton lasers as fast as your thumb will let you.

DIFFICULTY - 1

LEVEL - GAMMA and TETRA

SATELLITES

MOVEMENT - move exactly like the keys but slower.

STRATEGY - they take quite a few hits to take down so be sure to get rid of them fast.

DIFFICULTY - 1

LEVEL -

TIE FIGHTERS

MOVEMENT - They will move to wherever you are on the screen. They do not shoot anything all they do is move really quickly

to get you confused and then you run into them.

STRATEGY- Just go to the bottom of the screen and shoot them. They may look tough but they are harmless if you don't

panic.

DIFFICULTY - 2

DIVERS

MOVEMENT - They do exactly what their names says, dive. They look a lot like a falconar but are a little smaller. They come

onto the screen just like the horse shoes.

STRATEGY - Use a fast sweep technique

DIFFICULTY - 3

TORPEDOS

MOVEMENT - Fast as hell! They fly in from top-left or top-right and continue on that diagonal through the screen. They

don't shoot anything but they don't need to. These can also be called "KAMIKAZEES" if you wish.

STRATEGY- Stay away from the middle section of the screen. This is actually a time where you want to take refuge in the

bottom corners of the screen. Keep pumping fast because even though you can't really tell where they will come

out, you can still take them down if they get near your ship.

DIFFICULTY - 5

FALCONARS*SLOW*

MOVEMENT - Unlike falconars before them, they move extremely slow and fire off a lot more flares than any other in the game.

STRATEGY - They are easy to shoot down and yes you can shoot down every single one of them. But do not get cocky because

even though they are slow, they shoot off a lot of flares which can catch you off guard. Use a well maneuvered sweep technique.

DIFFICULTY - 3

POINTS AND POWER-UPS

This game is strictly about how many points can you get. You have to try to kill as many bad guys and obstructions in your path as possible. This is a guide line on where you can get these points.

BAD GUYS ---> Your main source of pointage. They give you points from 100 to 1000. Kill as many as possible

B's and b's ---> There are Big B's and there are Small b's in this game. I'm not sure what they stand for (possibly bytes?)

----- but they are an excellent source of points. At the end of each level, depending on how many "b,B" you get

will determine how many bonus points you get. So Get those B, b's!!!

H's ---> H's are probably the best point source when you need just a couple thousand more to get that extra life. H's
---- are worth 1000 points when destroyed. These H tiles are hidden until one of your lasers passes over it to reveal it.

ARROWS ---> Arrows look like this There will always be a whole row of them. There are no individual arrows. When you want to rack up extra points and you can do so
---- <---> Safely, take the arrows on. They take a lot of shots to destroy but are worth 1000 a piece. Pump till your fingers bleed.

????? ---> Question marked boxes are where you can pick up extra lives. These are in the same format as the arrow boxes
---- and take the same amount of hits so you have to pump like mad. When destroyed the "?" will either turn into a happy smiling face or a frowning sad face. The frownign sad face gives you nothing but the happy smiling face
will give you 1up !! There is only 1 smily face out of all the "?" so pump fast and hang in there.
if you can't tell the difference between the happy and smiling face, you retard, a delightful noise will be heard signifying your collection of 1up

BUILDINGS AND OBSTRUCTIONS ---> You see these everywhere in the game. They are just buildings that get in the way and cause
----- problems when you're in a really tight situation. They are only worth minimal points but an
easy way to earn some bonus points for later.

RAPID FIRE ---> This is the only power-up in the game. You receive one everytime you defeat a Middle Boss Guy. An orange
----- space craft will appear and that is your rapid fire. Drive into the little space craft thingy and equip the ultimate destroying device. You no longer have to pump furiously you can just sit back and hold the A button and watch the chaos....WRONG. Do not get cocky with the rapid fire because not only do your lasers speed up but the game itself speeds up as well. Weave away my friends.

II. 10.HINTS AND TIPS

- @ Try not to look too long in one spot on the screen. Keep your eyes moving so you can see all obstructions heading your way. The faster you see it, the faster you can maneuver around it
- @ Make sure you are always pumping either the B or the A button for maximum destruction probability. The more lasers you fire off the better the chance of killing something you have. There are no accuracy points in this game.
- @ Kill as many bad guys as possible. Don't let easy ones fly by because you need those points. Free men occur at 50,000 100,000 200,000 and 500,000.
- @ Attempt to get the ? boxes everytime because any lives will help you in this game.
- @ Know your enemy. Once you can anticipate the movements and shots you will have no problem. This requires intense gaming. Hahaha....I'm nerd.

- @ Do not panic! Panic leads to hasty decisions, hasty decisions leads to death, death leads to controller whipping
 - controller whipping leads to a trip to the local hobby shop.
- @ There is always an H right in front of the first building of the game.
- @ Wait for the rapid fire power up to come to you. Even if it goes passed you it will come back for a second run.
- @ Don't get frustrated. As a gamer myself, this comment alone makes me laugh because as you all know, This game WILL piss you off. But seriously, you will only suck more if your angry at the game.

11. INTERESTING THINGS

- @ Special shot - sometimes when your in a tight jam and there are no ways out, try the special shot. I don't know
 - if this is a glitch or what but this is how it works. Try and get the enemy as close as possible to the back end of the space ship and when it comes close pump very fast. sometimes the blasters will destroy a ship that is close to your back. This is very affective on BURSTS when they follow you around too long.
- @ Weird Noises - occaisonally you'll hear a weird "whooop!!" or "Peeeeewww!!" when you fire a laser. Don't ask
 - why but it sounds cool. It will make you laugh and remember why you got into this game in the first place.
- @ This isn't really cool or anything just some info, all the levels are Greek Letters of the Alphabet.
- @ If you sit really close to the screen you can see pretty colours and experience a head rush.

12. LEGAL STUFF

I hope this was of some use. The only other info I can give you is don't give up. This game will piss you off, cause you anguish and cause your friends to laugh at your misfortunes but once you beat it you will feel good again. Happy Gaming.

This FAQ/Walkthrough was created by skeletor_00. A client of www.neoseeker.com. This is to prove that I own all rights to this piece of work. Please don't steal it but if you do I won't care. It was finished on June the 10 2004. Again this FAQ/Walkthrough was created and written by skeletor_00.

Good By
J05# /\3\/\/\4\//