Starforce FAQ Final

by FFMrebirth Updated on Jun 23, 2004

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Reading mail happens to be a hobby of mine. I like to hear from my fans or lack of. If you're too lazy to send me an E-mail, drop me by a message on AIM. I also shoot the wind for long time, so talk with caution. If you have any problems with this guide and IT'S URGENT then contact me via AIM. Let me repeat: I will not answer game related questions. LET ME REPEAT AGAIN: I WILL NOT ANSWER GAME R-E-L-A-T-E-D questions. Don't IM me asking questions that are in this guide. Thanks.

E-mail: swtzwondrboy20 [at] yahoo [dot] com Public AIM: Same as above ຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌຌ "In the year 2010 of Dimension Almanac, there was a mysterious planet named Gordess which was moving in the darkness of the cosmos for the purpose of mass murder and plunder. Everyone gave up fighting against Gordess because of its awesome power. One day a brave soldier riding a space patroller challenged Gordess to fight. People called this space patroller 'Final Star', wishing to be saved. You must bring an end to the murders which have been committed for the past 2,000 years." You'll have to fly through 24 areas and defeat each monster "Final Star" that inhabits that area. Each area progressively gets harder and you'll probably have a hay-day getting past the last ten stages. Star Force doesn't use anything original in its composition; in fact, the opposite can be said, it's a dull, lame game that just repeats itself. One day I'll get writing a review on the game. == Controls are as follows == - A Button - Allows one to fire out a "Star Beam". The Star Beam will be weak and slow when you first start the game. Later, when you acquire another ship to add on to your current one, the bullets will fire out 2X as rapidly. - B Button - Same as above. - Select - Invalid. - Start - Pauses the game. - Control Pad - Moves ship around on the screen. 1. Never get stuck in a corner. In later levels, they monsters will try and inundate you with bullets. Two or three sets of monsters will fly on the screen at once and strike. They'll coerce you into a corner than kill you. I've had this happen to me many times and it sucks. 2. All the bosses are basically the same. There is nothing hard about any one of them. Every one of them take around eight shots to destroy and they just fly around without shooting. However, the boss does have some

3. The ship moves extra languidly. I mean, this thing moves very, very slowly

tricks up his sleeve. Like once the battle begins, he'll have to little guns perched on an outlook firing at you. They're easy to dodge and you

should still have no problem with each stage's boss.

when compared to other shooters of today. The game also doesn't allow you speed-ups, which makes things ever harder. You'll have nothing but shooter skill and dodging ability to help you through. Good luck.

- 4. Each stage has a regular "mini-boss" that you can fight. If you manage to destroy him before he totally forms, you'll get an extra 50,000 points added onto your score. That's a pretty good amount for this game. If you don't manage to destroy him, then just shoot a few bullets at him and he'll blow apart.
- 5. Make sure to get another Purser while playing through the game. This will allow you to fire twice as many bullets before at twice the speed. You can acquire one of them at the beginning of Stage 2.
- 6. Some monsters will come from the bottom of the screen. It's rather rare but it can happen. There is only really one monster that does this, it's the little square guys that come in packs. You won't confront these baddies till later in the game anyway.
- 7. Monsters that come from the middle of the screen usually shot one bullet then leave. Some that come from the side of the screen will usually move and shoot multiple bullets.
- 8. Make sure you always keep your eye on your ship. When things get intense people have a habit of getting their eyes to go elsewhere. The end result is you being distracted and a lone bullet hitting you. That's why you always keep your eye your ship, so you can see everything that comes for it. Combine this with tip #1 and you won't die as much.

it. Combine this with tip #1 and you won't die as much. =---+=---+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+=--=+ - E1. Boss List Stage 1: Alpha Stage 2: Beta Stage 3: Gamma Stage 4: Delta Stage 5: Epsilon Stage 6: Zeta Stage 7: Eta Stage 8: Theta Stage 9: Iota Stage 10: Kappa Stage 11: Lambda Stage 12: Mu Stage 13: Nu Stage 14: Xi Stage 15: Omicron Stage 16: Pi Stage 17: Rho Stage 18: Sigma Stage 19: Tau Stage 20: Upsilon

Stage 21: Phi Stage 22: Chi Stage 23: Psi Stage 24: Omega

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- E2. Monster List

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- GALLI

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Points: 100

Intercepter fighters which appear on the opposite side against Final star over the center line on the display. They fly in zigzag directions in formation. Moving Final star to right and left, fire upon them immediately.

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- TITTA

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Points: 200

High-speed fighting vessel which makes a straight advance and then after passing Final star changes its direction at a high speed to make a direct frontal attack. Fire upon it at your first opportunity.

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- ETTORI

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Points: 100

Vintage unmanned fighting plane allowed to change its direction at a right angle. As it is an old-type fighter, it stops for a short period of time for directional change. Fire upon it when it pauses.

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- ZOFF

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Points: 100

Fighter-bomber which appears at any place from upper zone of the display and flies in zigzag directions.

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- FAILLAR

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Points: 100

Heavy bomber which shoots a bullet while making a straight advance.

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- MEEUWS

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Points: 300

Ultra-magnetic torpedo boat destroyer coming up to the side of Final star and then turns at right angle to attack him. Shoot it before it nears Final star.

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- OBSESS

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Points: 500

Automatic guided space mine. As far as you run away without attacking it, you will be chased indefinitely. Shoot it now.

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- LOPE

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Points: 100

New type unmanned fighting plane which appears in the same way as Galli and flies slowly in large or small circles on the right hand and the left hand alternately.

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- QUIRI

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Points: 100

Heavy bomber which is an improvement upon Falliar and makes a straight advance prior to turning to attack Final star. Destroy it by successive shooting in the lower zone.

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- RIVA

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Points: 200

Fighting plane which appears in the same way as Galli. It does not scroll out downward, but turns in a circle while going backwards.

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- SPLITTA

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Points: 500

Hard reflecting plate mine. Each time a bullet is shot, Splitta is subject to fission. After three times of fission, shooting it again causes it to explode. Failure to shoot it allows it to chase Final star.

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- GADOHA

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Points: 500

Unmanned scout plane which flies in waves in an unexpected manner and stops in the center of the display. After pausing for a few moments, it flies away shooting bullets. Shoot it before being shot.

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- GIRARD

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Points: 1,000

Floating mine which moves in zigzag directions to the right and left. At least eight bullets should be shot to destroy Gigard. Your success in destroying it leads to the explosion of all the enemies displayed.

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- AMARA

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Points: 100

High-speed bomber which flies down to a point just below Final star in a slanted direction and then flies up. Move Final star to the right and left quickly to shoot bullets successively.

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- NEIRA

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Points: 500

New-type fighting plane appearing at a point-symmetrical place against Final Star. (If Final star is in the lower corner on the right hand side, Neira appears in the upper corner on the left hand side and starts to attack him.)

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- TOPPER

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Points: 1,000

Barrier-type fighting plane. Despite its three-layer barriers, shooting four bullets destroys it. Each hit causes it to move wider horizontally.

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- SULTAN

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Points: 100

Magnetic fighting planes which appear on the opposite side against Final star over the center line on the display. They fly in a slanted direction and stop for a short period of time for directional change.

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- SUPER SONIC

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Points: 300

Small magnetic weapon making a straight and high-speed advance.

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- ZMUDA

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Points: 1,000

An object on the surface used as an energy storage station. Shooting it four times destroys it.

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- BIGO

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Points: 100

An object on the surface serving as an energy station and an entrance/exit leading to and from an underground world.

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- GUILER

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Points: 1,000

Huge airplane carrier which flies up from the lower part of the display, drawing waves.

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- BIGORRA

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Points: 300

Fortresses on the surface. There are airplane sheds, control systems, power sources and weapons, and also powder magazines. In the inner area, idols for GODS and demons are deified. What an unearthly sight it is.

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== Saving Purser to be combined into one Fighter ==

After the combined floating fortress named Lalois is destroyed, the prison convoy "Calderon" appears. Purser your ally is imprisoned in Calderon. Final Star can be combined with Purser into one by destroying Calderon and saving Purser. thus making the speeds of Final Star and star beam 1.5 times faster.

== Side attack to destroy an enemy beside Final Star ==

Final star cannot be destroyed through the light touch of the wings. So it is best for him to near an enemy sideways and upon light contact, shoot a bullet at the enemy. the destruction of an enemy beside Final Star is feasible. This technique is effective to attack Obsess.

- E4. Seven Mysteries

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- Hidden (H)

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Points: 2,000

Hidden in the underground invisible to the naked eye. Shooting a bullet causes Hidden to appear and shooting four bullets causes its destruction.

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- Bonus target

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Points: 500 - 10,000 if all of them are destroyed.

There are bonus targets in certain areas. You can obtain the bonus of 10,000 points by destroying all the bonus targets (B) (b) in each area.

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- Magikka (happy face)

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Points: ??????

? mark on the surface. Shooting four bullets causes it to be overturned and then two pictures will appear. If one of the two pictures is "Kera", additional Final stars will be stored. Kera is liable to appear at any place each time.

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- Alpha target

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Points: None

Computer-control command ship appears at the end of each area to hinder Final Star. You cannot clear an area without destroying it. Shooting eight bullets causes Alpha Target to be destroyed. It moves to the right or left.

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- Larios

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Points: 1000 or 50,000

Super-magnetic combined floating fortress. First, a blinking red core appears and allows eight fortresses to be combined into a huge fortress. Shooting eight bullets destroys Larios after the fortress formation. In this case, you can get no more than 1,000 points. But before the fortress formation, the destruction of Larios by shooting eight bullets allows you to get the bonus of 50,000 points. In this case, you must shoot bullets after the center of the core is illuminated. If you shoot them before the illumination of the core, the number of the bullets you shot is added to eight and you will have to shoot that many times at Larios to destroy it.

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- Zmuda Stegui

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Points: 80,000

Zmudas are standing in a double line. This place is called Zmuda Stegui. Shooting Zmudas at random and destroying all of them will give you a high score. On the other hand, you can get the bonus of 80,000 points by shooting 10 Zmudas which stand on one side successively. But failure to shoot one or shooting the other line by mistake requires a restart.

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- Solving the Picture

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Points: ???

A mysterious picture is hidden deep in an area. It is said to provide clues for unmasking Gordess. Your final mission is to locate this picture to debunk Gordess. You can find the place where Clopatra is hidden by solving the mystery of this picture. A bonus of one million points will be yours if you succeed in making Clopatra appear and destroy it.

Thanks goes to the following:

- http://www.physlink.com/Reference/GreekAlphabet.cfm

For the Greek Alphabet. I happened to forget some of it.

- http://www.atarihq.com/tsr/manuals/

For the original transcript of the manual. - Webmaster Yes, he always gets thanked. This walkthrough can only be hosted by the following site: www.Gamefaqs.com The newest version of this FAQ can be found on the following site: www.Gamefaqs.com If you need if for any other reason just e-mail me. I respond within 24 hours every time, so you're guaranteed a quick response. If I let you host my documents in the past, you STILL have to e-mail me about using this one. I don't know who all has these things anymore and I don't want to think about it. If you wish to steal this, be prepared for the consequences. This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other

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- EoF -

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