

Super Spy Hunter FAQ/Walkthrough

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Super Spy Hunter FAQ/Walkthrough
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NES (Nintendo Entertainment System)
By Enzan
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Introduction
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Welcome to my first NES guide for Super Spy Hunter, part of the NES Completion Project! As you know, this is the sequel to the highly addictive NES classic "Spy Hunter". This is a difficult yet enjoyable game. This FAQ will tell you everything you need to know about Super Spy Hunter. It's developed by Sunsoft and published by Nintendo of America in 1991.

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Controls
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Directional Button - Maneuvers vehicle in all directions
Select Button - Nothing
Start Button - Pause game

-Car-
A Button - Change Cannon direction
B Button - Shoot

-Boat-
A Button - Change cannon direction
B Button - Shoot

-Plane-
B Button - Shoots bullets

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Game Info/Tips

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Everything here was taken from the Instruction Manual.

"The year is 2525. The United Nations are the target for a major covert attack by terrorists. Their devious intentions are to destabilize defense systems and to overthrow the allied governments. This covert action is the evil demise of the international terrorist known as "X".

The CIA has just received information which indicates that "X" is near completion of an ultimate war weapon which will enable him to begin his attack. The CIA has sent out their best agents in order to undermine his criminal espionage but all have failed. Finally, they call upon rookie agent Rachel (Code HE03) who has been specially trained in international espionage. Much time passes and she has not yet returned. For fear that "X" has her in his evil grasp, the CIA calls on an unofficial agent in a last desperate attempt to save the world from utter chaos. This agent's code name is SSH "Super Spy Hunter".

Car Stages

There are two types of weapons vehicles: Blue and Red. Red weapon vehicles supply power. Blue weapon vehicles supply special attack items. Weapon vehicles will appear on the screen periodically throughout the levels. To obtain an item from the weapon vehicle, shoot at it until it is destroyed. Once the weapon vehicle is destroyed, it will release a weapon capsule and the player must pick up the capsule in order to obtain the item and use it to defeat the enemy.

Boat Stages

You must rely only on your bullets, skill and wit to defeat your enemies. No weapon vehicles are available during these stages.

Plane Stages

Only Red weapon items (power) will be available.

Weapon Items

Blue Items

O Oil Slick - Destroys everything behind you.

T Tire Slasher - Destroys enemies on both sides of you.

G Cannon Attack - Cannon detaches from vehicle and hovers around the screen destroying everything in its path.

B Super Bomb - Blows up everything on the screen.

1 1 Up - Increases number of lives by one.

L Life Refill - Fills up life gauge by 4 increments at a time.

The bottom left corner of your screen indicated what item you have collected. Any item you collect will replace the item previously collected.

To activate Blue item, press A Button (except 1 Up and Life Gauge; they will occur automatically).

Red Items

- P Power Up - Will power up your vehicle (up to 5 times normal power for car and 6 times normal power for plane).
- R Rapid Shooting - Increases shot speed (up to 3 times normal speed in car stages and up to 4 times normal speed for plane stages).
- C Cannon Control - Changes cannons on top of car to automatic or manual.
 - Changes missile in plane to super missile or homing missile.
- L Life Gauge - Increases size of life gauge by 4 increments. Maximum power at 12 increments.

Red items are activated automatically.

Power ups can only be obtained in the Car and Plane stages.

Car (Up to 5 times normal power)

- increases the size of the car
- increases the size of shots fired
- increases ease of handling

Plane (Up to 6 times normal power)

- increases shots fired

Missiles

In the Plane stages only you may use two kinds of missiles.

Super Missile - Very powerful but only moves forward to destroy.

Homing Missile - Not as powerful but will chase enemies all over the screen.

To change from one to the other you must pick up the Cannon Control from the Red weapon vehicle.

Warning signs

Warning signs will appear on the top of your screen to indicate what is coming up ahead.

Road Dividing
Left Curve
Right Curve
Caution - Danger Zone
Road Narrowing
Jump
Stop

On Screen Display

Life Gauge
Warning Sign
Special Weapon

At the start of each game you are equipped with 5 power lives. When the life gauge is empty or you drive off your course, you lose one of your power lives. When all 5 power lives are lost the game is over.

When the vehicle is hit by a bullet, missile or road obstacle, life increments

are lost. By picking up a Blue special weapon, "Life Refill", you can refill your life gauge 4 increments at a time. By picking up the Red special weapon, "Life Gauge", you can build up your life gauge up to 12 increments, 4 increments at a time and also fill up the entire life gauge.

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Walkthrough
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STAGE 1
AQUAPOLIS

As you start you'll have to gun down the helicopters with your weapon. Avoid the walls and keep going straight. Follow the arrow as it tells you where to go, for instance, if it points left, it means that there is a left curve coming up. Anyway, keep going. Further up, a blue car will whiz by you. You aren't going to take any of that, are you!? NO! Gun down the fool and take the Power-Up, and use it however you can. It's random, remember! Further up are more helicopters and a somewhat annoying firetruck. Gun him down and keep going. Remember, there is no need to race past each Stage. Take it easy. If you're going too fast, press
Down to slow down.

Further up, you will encounter two red things that are perched atop the sides of the highway. Simply slow down, then go fast when they stop shooting! You will also encounter a fire truck, destroy it for red container. You will be on the broken highway now, so stay at the left side and be careful with the red things. Soon, you will have to merge right. There will be trailers/trucks here, so make sure to blast them for goodies! Eventually, you'll end up with a fork in the road.

Both rights are the same except the opposite pattern and different boats.

You'll leap over a gap and end up in ocean! The boat patrol will launch missiles at you, so make sure to speed up here when necessary. NOTE: Missiles CANNOT be destroyed, so don't bother! Be careful with the deep spots... Why? Deep Spot = Instant Death. Eventually a helicopter will pop in and do the usual...They don't leave you alone, do they? Anyway, keep surfing up if you can make it alive. Eventually, you'll reach dry land. Head for the center, and the music will change!

OH NOES!!! You'll go over a bridge that looks similar to that of the Golden Gate bridge. It's very straightforward from here, just go forward avoiding your new blue buddies, the helicopters and the drill-cars. Stay forward, then, go to the side and drop back, then fill their things with lead.

After the whole bridge sequence, it will take a turn yet again, and do what it says: Stop! Go very slowly here, because you must drive over a ton of truck tops.

Afterwards...BOSS FIGHT!!!!

BOSS 1: ARMORED TRANSPORT

This can be a very tricky boss if you are not careful! He first lets off a blue airplane off of his truck, then he will be vulnerable to your attacks. Aim for the truck WHILE shooting the plane at the same time, you know, killing two birds

with
one stone. He will slam the brakes, when he does this, slam to the left or
right,
speed up and go left around him. He'll go back up, giving you an advantage to
knock
him off! Be careful though: If he gets you caught between the rails, you're a
goner.
After you damage him, his back will blow up, revealing two more jets. They will
fly
out and start shooting you again. Just keep firing away at him to get to his
front
part only. He shoots at four-corner directions WITH missiles, so it's a
EXTREMELY
difficult to dodge him. Go to the side of his front while dodging the bullet and
head up, and then go around and behind him and blast him like nuts. Careful with
the missiles, though! Perfect timing = Instant win. Afterwards, destroy the
firetruck
with the power-up to gain it. I'd pick L, personally.

STAGE 2
DESERT OF DOOM

w00t! After that battle, you'll now end up in a desert with a blueish vehicle!
This stage is very straightforwad, and much harder than the first. From the
getgo,
you'll have to deal with THREE drill-cars, but hopefully your power-up will take
them out quickly. Keep blastin the vehicles behind, next to and in front of you,
and the helicopters. Once you go further, you'll pass shifting sand, which is
simple to go by, just make sure you're going fast. Further up are tons of more
baddies shooting you. Just keep going further past all the quicksand. Avoid
the rocky walls.

As you go further up, you'll get back on road. There's sort of a two-way path
again, so choose left or right. There will be about 5 helicopters laying
down everything they've got on you, so blast them back! The road keeps splitting
so keep an eye out. Do not stay in the middle of the white lines, stay either
at the left or the right. You don't want to smash into a wall, do you!? So,
go slow and remember not to rush. After you finish driving and shooting for a
while, you'll go off-road and end up driving on sand. Of course, you'll slow
down.

Trucks and helicopters will go around you, just blast them. There are quicksand
holes scattered around, so remember to avoid them. They'll decrease your life
by one if you come in contact with them. Once you finish the the quicksand
section, you'll be on the asphalt yet again. Some log trucks will attack you,
but
easily take them out, including the helis. Afterwards, it's time for yet another
boss fight.

BOSS 2: TURRET TERMINATOR

This boss is more complex, and slightly more difficult than our other friend. :P
Aim the cannons FORWARD and start firing at the middle of him. He will use the
turrets often to shoot all around, so dodge them carefully. Stay "inside" him
and keep firing. After the two blocks within him are destroyed, aim your cannons
horizontally and start shooting (they have to be aiming a tad up or down). Take
out both cannons, but avoid the turrets. Once both are down, start blasting the
core yet again. Once that's down, it's final form is revealed! The small
white beam thing in the center will move left and right, and ocassionally launch

missiles, and with that small space it will be very difficult to avoid. Gun down the center piece, and try to avoid or destroy the missile if possible. Once that's down, the white thing will destroy along with the boss! Make sure that you do not move while he's blowing up - you'll have to restart all over again! Pick up the bonus by blasting the firetruck again.

STAGE 3
HAZARDOUS DETOUR

This stage is pretty straightforward. The whole stage is all one big highway, with plenty of twists and turns and enemies. Dodge their bullets and the missiles, especially from the planes. The correct pathes you choose are: Left, Right, Right. There are oil tanker trucks that drop barrels of oil, so dodge the falling barrels. There is also another part where the roads make sudden lefts and rights continously while you have harriers dropping missiles at you, so stay under them to avoid contact with the missile.

BOSS 3: LASER CANNON

Believe it or not, he is not exactly as difficult as he may seem to be. He has 7 lasers shooting at you, but what you have to do is avoid one of them and start shooting the one next of you as quick as possible. So aim those guns forward and blast the lasers. Once one laser is gone, move to the other one closest to you. Once all lasers are taken out, you'll have to destroy his inner part, so proceed to do so. He'll have a red eye thing in the center that shoots bullets at you, but it's quite easy to dodge. I recommend leaving the center tile for last so the fire won't get in your way.

STAGE 4
COLLAPSIBLE CANYON

OK...This entire stage is EXTREMELY straightforward, even more so than the previous stage. Half-way through you fly from highway to highway, so make sure you land on the seemingly far white line. Make sure your cannons are aimed top-left and top-right to take down those pesky helicopters at the sides of you. After a long time, you'll end up fighting a boss.

BOSS 4: MAGNETIC DESTROYER

As soon as the battle starts, head forward quickly and aim your cannons backwards, because the boss is behind you. You can move around the center of him. The entire battle you will be moving around him, so dodge those bullets. What you have to do is keep shooting at the top or bottom blue shield around his eye. Once both

are down, aim for his eye. His eye is only vulnerable once he starts shooting, so stay within the spray of bullets and gun down his eye. Afterwards, he'll be finished. Get the bonus from the truck.

STAGE 5

AMPHIBIOUS/AERIAL ASSAULT

NOTE: Take it easy in this level. Do not go too fast or you will crash. And avoid the pine trees later in the stage!

w00T! Our first real water level! Of course, you're a boat here. As soon as you leave the dock two boats are waiting to ambush you. Take them out. Further through the ocean are some robo-bouys who shoot at you, but their fire is easy to dodge. Just keep pressing forward until you encounter the jellyfish of doom! There are swarms of them here, so avoid them. Eventually, a missile-ship will pop in from the left and shoot missile to the right, then the same ship will pop in from the right and start shooting to the left, lather, rinse and repeat.

How to avoid them? Easy! Go to whichever side the ship is on to avoid them. The jellyfish are there, so make sure you don't come in contact with them too close. After awhile, you'll see grass. This means go to the center to get on the road! As you start, some helicopters will appear as well as a firetruck carrying a power-up. Blast them all! Mwahaha! Some more trucks and your favorite drill cars will come up behind you and start attacking you like nuts. You know what to do! Aim your cannons backwards and launch an attack on them! Keep going further up, and then you will be in a plane! From here on out to the boss it's chaos. Tons of planes firing at you. It's also UBER long from here to the boss. Just stay in there. Some harrier jets will come out periodically and start spraying bullets all over the place. Hopefully you've grabbed a power-up

(power-ups are missiles in Plane mode). At least your bullets do twice the damage and cover a very wide area. After a looooooong time of shooting, you'll enter a boss.

BOSS 5: TURBO-PROP SPACE CRUISER

Strange thing is, as the boss battle begins, it's just some green orbs flying around. Destroy them and the flying firetruck (what the...) for the power-ups. After another long time of flying and shooting, a cruiser will inch towards you. He's the toughest boss so far. He has missile and bullets firing around you like nuts. Anyway, you have to wait until the back and front of the ship are separated, revealing the glowing spot in the center. Fire all you have at it and avoid the attacks. Try not to get hit, because it's a long fight, so make sure you dodge accordingly and attack the weak spot. If you are to the side of it, go next to it and start firing, since you cannot change your cannon angle. Just keep blasting the weak spot to take him down.

STAGE 6

WEAPONS FACTORY

Well, this is it! The final level. For a final stage it's again, very straightforward. You have to keep driving while avoiding the usual bad guys in helicopters/cars. After awhile, it'll tell you to STOP! Do so, and wait until the second piece of the highway is placed. Then start driving again! More helis and your ever-so-favorite drill cars will come out behind

and you. Aim backwards and blast them to bits. What stage is compete with harrier jets bombing missiles at you? Hopefully you've learned how to avoid them by now. Anyway...Keep going forward and eventually you'll come in contact with a gap. Slam the acceleration and jump over the thing.

Similar to Stage 4, you'll have to keep jumping. Problem is, the helicopters keep interfering and shooting you at the sides, increasing the difficulty by...100%. :\
Anyway, this is where the stage gets crazy hard. After some more chaos of the same stuff, there will be gapng holes around the narrow highway. Even worse, the parts without holes have giant spikes. Sunsoft suddenly uped the ante, hmph...Anyway, keep going forward and don't go too fast unless the game tells you to JUMP. Eventually, you will encounter a jump.

After the jump, skid to the left side and jump over the ramp. Lava time. Here is very difficult, because you can't go too fast or you will slow down, but you can't go too slow or you won't make the jump. Once the jets start dropping bombs at you like mad again, is the worst part of this stage. You will have to go left, make a quick right and another quick left and so on without colliding with the missiles or the lava. Ouchie. If you manage to make it across to the next part, congrats and you're almost there!

The home stretch, and also the easiest part. Go slow here after the jets leave, because if you collide with the eye on the floor, it will activate an instant-death laser. It will go away if you wait a bit. Some blue cars will come out and try and ram you, but they're easy to take out. Start speeding up after it says JUMp to encounter the final boss!

BOSS 6: ?

As you start out here, there are THREE firetrucks power-ups. Get them all. NOW. Must be a hard battle, eh? No. But get ready anyhow! This guy is almost an exact copy of the Turret Terminator. Exact same strategy here. Except he's blue and his bullet fire is more intense and covers a slightly wider area, and his torpedo attack has more torpedos, try like 5 more and more health...Anyway, once he gets to using the missiles, I recommend to go directly under the center light thingy, then start shooting him. This way, you can slow down or speed up when the missiles come at you. Once he starts to explode, he's finished! Congrats, you've won Super Spy Hunter!

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Cheats

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From GameFAQs Code page, credit to them!

Pong

At the Continue screen, press "A" eight times and then press Select and Start to continue.

Maximum Power

Pause the game and then press Up(x2) B, right(x2), B, down, B, down, B, left, A and then Start.

Random Extra Lives

When the title screen starts up, hold A + B + Select and Start.

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Legal Stuff

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