

Uchuu Keibitai SDF (Import) FAQ/Walkthrough

by Damage_dealer

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for Nintendo Entertainment System

FAQ/Walkthrough

FAQ/Walkthrough created by Damage_dealer (Igor Sheludko)

E-mail: damagedealer@ukr.net

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01. INTRODUCTION | INT01
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objects), be prepared for a rendezvous with a couple of yellow robots. They appear, shoot a beam at you and fly away. They also come in pair, so it's better to kill one of them right away.

BOSS 1

He's simple. He has two attack patterns: 1. he shoots in the bottom corners of the screen, which is easily dodgeable by staying right in front of him; 2. he shoots beams right in front of him, so move to the side to avoid getting hit. After some damage done, he'll go down.

The flying rock pieces may get in your way, so be careful. They might take some time to be destroyed, so better leave them be. The little mechanic holes, however, shoot bullets at you and must be destroyed. Soon, the big rocks will "open" and the inner mechanism will shoot bullets in four directions. Avoid the enemy fire to reach...

BOSS 2

This boss moves close to the bottom of the screen, so stay in the corners to avoid getting hit. Then he fires three beams at you. Again, stay at the sides. Aim at the spot from where the largest beam comes out. Defeating this thing is going to take some time, though.

Large battleships with cannons on top of them will follow. Destroy the cannons right away, as soon as you see them. Then, the little ships will start coming out of the big ones. They're pretty darn fast, and what's worse, they keep following you around until defeated. Next up is missiles, mixed with more little ships. After you've passed this onslaught, welcome the 3rd boss.

BOSS 3

Two side cannons, one center core. The cannons throw pink spheres, while the core sprays 4 bullets. After each part is destroyed, the boss'll die.

Damn robots again. After having approached the gate A, don't touch its white sides. Yellow gunners are hanging on the sides here. Also, some patrolling bots fly around the area. It's better to focus on the gunners, but be careful not to touch the electrified sides of the pathway. When you reach the end, the screen will start moving faster.

BOSS 4

This sucker comes with two blasts of missiles, and two beams. Destroy the damn missiles ASAP, cause you don't want them following you around all the time. After that, the boss is pretty much dead.

The screen will move slower again. Another pathway with yellow gunners and all that crap. Make sure you have the frontal fire here. Destroy the white block in your path. From here on out, the path will be VERY narrow. Blue pipes with red gas and white blocks. The pipes (as well as the gas) can be destroyed, but make sure you do it in time.

BOSS 5

A round platform that shoots missiles in all possible directions. Aim at the center of it and move, move. The boss should die in a matter of seconds.

Red "fishes" circle before you in row. They are easy to kill with constant shooting. The gunners at the sides shoot VERY fast-moving beams, so be ready to literally jump to the sides to avoid them.

BOSS 6

This one is friggin' hard. He has two "phases". First, he moves from side to side, throwing 20 (yes, 20!) bullets at you at a time. Rush left and right to

avoid getting hit (although it's hard not to get hit). Keep in mind that the bullets are destroyable too. The second phase comes when you've depleted his health to a half. He shoots wide waves at you, one after another. Keep quickly moving and shooting and you should be fine.

There will be some wall-crawling spiders with cross attack. Rush through the target zone to avoid getting hit. You'll notice the "fountains" of bullets here and there. They are performed by those orange plasma blobs (or whatever they are) on the black background. Don't waste your time killing them, or you may die instead.

BOSS 7

This boss shoots four beams in horizontal and vertical directions, and then - in the northwest, northeast, southwest and southeast directions. Not too hard if you can move between his beams.

Ok, you're approaching the last part of the game now. You'll see embryos(?) in "reservoirs" on the walls. This time, they don't do anything. The big mouths that "spit out" green enemies should be killed right away. Blue lasers cross the screen. These lasers travel pretty slow, so you can easily avoid them. The missiles start flying along with the lasers. After you see the cannons that shoot these lasers, quickly move to the left to fit yourself in the pathway.

BOSS 8

This little brain keeps shooting mini-bombs like any other boss, but after his cell is broken, he also flies around the screen. Not that hard, I guess.

Navigate your ship through the wall of blocks. Kill the spiders that are "stuck" in the pathway. The embryos will be coming out of their reservoirs, and god, they're ugly. Fortunately, they're not much of a threat, so kill all of them fast.

BOSS 9

First things first, get rid of the side ships that emit pink waves. Now pay attention. The two upper cells will first eject two enemies, and then "draw" two lines of beams on the screen. This attack is almost impossible to dodge, so you ABSOLUTELY must destroy one of the upper reservoirs as soon as you've destroyed the lower ships. Afterwards, just shoot the eye that floats around to finish the boss off.

The next are reminds of an Egyptian desert. Anyway, shoot the grey platforms and the helmskulls that appear in the sand. Yellow firebirds will be getting in your way, so get rid of them fast. Don't fly on the pyramids, or you are going to die. In the water, you'll see shockfishes crossing your path, and one-eyed worms that stick their bodies out of the water and shoot bullets at you. Fly past the yellow statues. These statues blink when they're ready to attack you, so defeat them before they do that. Grey statues fire bullets and fly quickly. The blue things send bombs at you when defeated.

BOSS 10

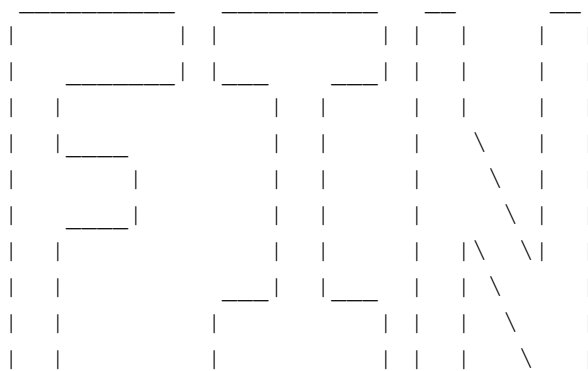
This boss resembles an ancient goddess (I forgot her name). She sends a pair of pink beams, then scatters bullets all over the place. She also teleports from place to place constantly. Move around all the time, and you should be good.

The last part of the game, and it's a goddamn maze. Ugh. Quickly pass the little "gates" or they will close before you know it. You'll enter a passage way with bullets and green icicles. Keep holding the B button to survive. The amount of purple amoebas in the next section disturbs me. They rush from left to right all the time. Don't you bother killing them. The next section looks

like a giant spider webbing with enemies "stuck" in it. To proceed, you must destroy the big red balls that open the path further. To avoid the circling things, stay at the left side of the webbing. Soon enough you'll reach the final boss. The next VERY narrow passageway is one hell of a challenge. There are no enemies here, but you'll see the the path behind you is "closing". And it's moving much faster than you. What you have to do here is to stay at the top of the screen and try to position yourself strictly in the center of the passageway. That way, you won't be touched by the closing path that is chasing you. After you got past that deadly road, one final challenge will arrive. And it's the final boss.

FINAL BOSS

Okay, this fight may seem a bit complicated, but it's actually not that hard. Yet another embryo freak that is locked in a cell and throws blue bubbles at you. The axes that fly at you from the sides move much faster than the bubbles and can get you killed in seconds. To sum it up, DO NOT TOUCH ANYTHING in this battle, cause that means only one thing - instant death. After you've broken that cell, the embryo will keep throwing the bubbles at you until he flies away. It's not over yet, though. You'll be flying in the open space. The embryo will randomly cross the screen in any possible direction. Its flying trajectory can be foreseen by looking at the flash of lightning, that precedes the appearance of the embryo. Seems easy enough to me. Once you deal enough damage to him, he'll finally be destroyed. Congratulations on beating this not-so-easy shooter. Watch the ending credits and a little animated scene.



05. CREDITS/CONTACT INFO

CRE05

Credits go to:

Nintendo - for making NES
Hal - for making this game possible
Telmo - for his quick review
SBallen - for putting my FAQ on GameFAQs

Visit this site to find out more about the NES FAQ Completion Project:
<http://faqs.retronintendo.com>

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damagedealer@ukr.net
If you've found a mistake, feel free to e-mail me at any time, though I don't
plan on continuing the work on this guide in the future.

