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## 2: Legal stuff/Updates

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[020]

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## 3: Overview

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[030]

Okay here is my Xevious Mini-review!

First, there was nothing...Then there was Pong. The people saw Pong, and they said amongst each-other, "Verily, it is good." Then one day, a man had a vision of the future. And in this vision he saw incredible things. Polygons, 80 Hour+ games, Simultaneous multi-player, and even...flat screen TVs. And then he knew. He knew that he must take the step, that step, the step into video games that changed reality as we knew it. That step...was Xevious. As he thought up the game, he thought of the sweat inducing action, the shooting everywhere, the extraordinary graphics, as you ship sailed above the ground, spewing impressive 2D weaponry, with special effects to dazzle the eye, and content the brain. This was his dream. Now his dream has been ported to the GBA. It is a better dream, designed for you to enjoy. Do not make that effort in vain!

Gameplay: 10/10

This game rocks! What can I say? It owns! A 2D rail shooter, this game pits you, in your ship, against the forces of...umm...the other guys. So yeah, you just blow the ever-loving crap out of them! Then you blow the ever-loving crap out of them, AGAIN! It's great fun! This game has many levels, that are progressively harder, with many different types of enemies!

Story: 2/10

This is kinda...a NES Rail shooter. It has about as much plot as "The Apprentice." Well...maybe a little more. The fact is, you don't know why you are here, blowing the ever-loving crap out of stuff, you just are! And you will keep blowing them up and you will LIKE blowing them up! So yeah, man them guns!

Graphics: 10/10

Ahhh! this game...a spectacle of mad GRAPHIC POWAAAAAAAAHHHH! Okay, maybe not. But it does have nice graphics, for a NES port. Nothing overly flashy, but very good anyways. Your eyes will be hurting within 30 minutes, because this is, after all, a port of a NES Rail-Shooter.

Sound: 7/10

Bing! Bing! Boom! Bing bing! Bing Boom! Ahh! The joys of amazing sounds! This game supports full 8-bit Mono sound has a veritable 8-bit banquet to feat your ears upon! From the sound that plays when any enemy dies, to the sound that plays when you fire your laser, you will not be bored until at least 10 minutes after hearing the first sound! YAY!

Replay value: 7/10

Now this is a good game for replay! Can you beat your highest score? Can you beat your friends' high scores and force them to bow to you and your mad gaming skillz? Heck, you can even play this as a 2 player game with a friend. Which of you will outlast the other? The battle of stamina and speed, skill against skill, man to man (Or woman as the case may be!) unto the death! Who will emerge triumphant?! Tune in next to for the next episode: "Play the game...and find out!"

Summary: 7/10

Good game and all, but not worth the \$20 to get in the NES classic series. If you can find it for like \$5 in a used VG shop, get it, otherwise, get Starfox: Assault, as that game is the same Genre as this, only infinitely better, AND it has this game as an unlockable! What a deal!

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4: Frequently Asked Questions  
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[040]

- Q: I keep freaking dying! What the heck is up with that?  
A: Be careful, don't take risks if you don't have to, kill everything in your path, and you will do much better. You will die anyways...a lot.
- Q: What is the story in this game? why am I killing...whoever I am?  
A: I dunno. IF you read my review, you will know that there is no apparent reason why you should kill all those guys, other than they are trying to kill you. That's a good reason in my book!
- Q: How do you get more lives?  
A: Certain things you can do in the game will net you Extra lives! These are:  
- Bombing the lake in one of the levels will supposedly gain you a 1-up.  
- Scoring 20,000 points will gain you a 1-up. This can be done forever.

- Q: What is the secret to getting a high score?  
A: Well, the answer is kinda a catch 22 thing. To get a high score you need a high score. You need the massive score in order to get extra lives and you will need the extra lives in order to make a massive score. Either way, you know what I mean.

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5: Units  
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[050]

Here I will list the enemy units in the game, their name, a description of them to help you recognize them, whether they are vulnerable to Air attack (Lasers) or ground attack (bombs), their threat level, and the amount of points you get for killing the unit.

Unit Name	Unit description, Threat level.	Unit Elevation	Unit Points
Diskin	This is the generic, flying saucer type enemy. TH lvl: Low	Elevation: Air	30 Points
Diskin II	This is the generic, flying saucer type enemy. TH lvl: Low	Elevation: Air	50 Points
Diskin III	This is the generic, flying saucer type enemy. TH lvl: Med	Elevation: Air	50 Points
Ro-bit	This is the first, enemy ship type enemy. TH lvl: Low	Elevation: Air	50 Points
Tent	This is the square, weaponless building enemy. TH lvl: Low	Elevation: Ground	100 Points
Bunker	This is the round, armed building enemy. TH lvl: Low	Elevation: Ground	200 Points
Generator	This is the square, weaponless lit building enemy. TH lvl: Low	Elevation: Ground	400 Points
Robo-Bunker	This is the square, moving building enemy. TH lvl: Low	Elevation: Ground	800 Points
Robo-Bunker II	This is the square, moving building enemy. TH lvl: Low	Elevation: Ground	800 Points
Large Bunker	This is the big, square, armed building enemy. TH lvl: Med	Elevation: Ground	1500 Points
Plate	This is the square, moving tile enemy. TH lvl: Med	Elevation: Air	--- Points
Huge Tent	This is the square, very large tent enemy. TH lvl: Low	Elevation: Ground	300 Points
Main Base	This is the Massive, square fort building. TH lvl: High	Elevation: Ground	500 Points
Blackin	This is the small, black, dot flying enemy. TH lvl: High	Elevation: Air	20 Points
Blackin II	This is the small, black, dot flying enemy. TH lvl: High	Elevation: Air	70 Points
Turret	This is the Large, Mini-Main Base building. TH lvl: High	Elevation: Ground	500 Points
Ferry	This is the small, boat like, unarmed unit. TH lvl: Low	Elevation: Ground	100 Points
Mega-Turret	This is the Large, Mini-Main Base building. TH lvl: High	Elevation: Ground	500 Points
Interceptor	This is the small, fighter, flying enemy. TH lvl: High	Elevation: Air	100 Points

Bomber	This is the small, bomber flying enemy. TH lvl: High	Elevation: Air	150 Points
Mini-turret	This is the small, Bunker-type turret enemy. TH lvl: High	Elevation: Air	100 Points
Rez-bit	This is the small, multi-color flying enemy. TH lvl: Med	Elevation: Air	10 Points
Sawblade	This is the round, slow, saw flying enemy. TH lvl: Med	Elevation: Air	30 Points
Main Base II	This is the Massive, square fort building. TH lvl: Uber	Elevation: Ground	600 Points
Missile	This is the small, silver flying enemy. TH lvl: High	Elevation: Air	10 Points

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6: Playing the game  
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[060]

The object of the game is to kill as much stuff as you can before you lose all your lives. It starts out easy, but it gets VERY VERY VEEEEEERY hard! The control scheme is simple and easy to remember.

D-Pad Up	Move Up
D-Pad Down	Move Down
D-Pad Left	Move Left
D-Pad Right	Move Right
"A" Button	Fire Bomb
"B" Button:	Fire Lasers
Select Button:	Nothing
Start Button:	Pause the Game

If you get hit by anything in this game, you die. No shields, no armor, no HP. One hit = You die. The same goes for the enemies but there are thousands of them and only one of you. So get what you can while the getting is good because only the best players will last more than five minutes on the higher levels.

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7: Walkthrough  
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[070]

Here you will find the walkthrough for the Single Player mode of the game.

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Level 1:

[W0.1]

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Level one difficulty: Low

Level one enemies: Diskin

Ro-bit

Tent

Bunker

Generator

This level is fairly simple, and none of the enemies pose a real threat to you. Bombs will take out the Tents, the Bunkers, and the Generators. The Diskin and Ro-bits will fall to your twin lasers. The Diskin do not actively attack you, but instead enter the screen, travel a ways, and veer to one side. Make sure they don't veer into you! You will be nearing the end of the level when you see the three generators in a row in the middle of the screen. Take them out with bombs for a nice 1200 points and move on.

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Level 2

[W0.2]

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Level two difficulty: Low

Level two enemies: Diskin

Ro-bit

Tent

Bunker

Robo-Bunker

Heavy-Bunker

This level is much like Level 1, only there are a lot more Bunker and ground type enemies, less Diskins, and you will find Robo-Bunkers and large Bunkers in the level. Keep your Lasers firing non-stop, watch out for crossfire from bunkers on opposing sides, and watch the groups of Robo-bunkers. They can be very deadly, if you get careless. You will note the very end of the level if you find the large Bunker. After you kill that and pass on, it's Level 3!

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Level 3:

[W0.3]

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Level three difficulty: Med

Level three enemies: Plate.

Beware the Plates here. They are invincible and deadly. Not even your bombs can dent them, so don't even try. This level basically throws you against a mess of plates that you have to dodge. Just do so until the large tent. Blow the tent with a bomb and move on.

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Level 4

[W0.4]

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Level four difficulty: Med

Level four enemies: Diskin  
Ro-Bit  
Tent  
Bunker  
Generator  
Robo-Bunker  
Diskin II  
Plate  
Blackin  
Main Enemy Base

The Diskin 2s here are the same as the Diskin, but they are a teeny bit faster and give a few more points. All Diskin enemies can be a Diskin (Common) or a Diskin II. (Rare) It doesn't really matter. Shoot them all the same.

Here, you will face off against all the enemies that you have before, only in greater numbers. At the end you will find the Main Enemy Base! This base shoots many many lasers at you and is surrounded by many blackins that constantly respawn. Hit the base with a couple bombs in the center to take it out. Much easier said than done.

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Level 5  
[W0.5]

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Level five difficulty: Med  
Level five enemies: Diskin  
Ro-Bit  
Tent  
Bunker  
Generator  
Robo-Bunker  
Diskin II  
Plate  
Turret  
Ferry

Okay, the level will open with a one time rush of Plates (If you die, they won't be there anymore) and after that a surge of Diskins. After the diskin you will find a Turret which is very dangerous. Take it out with a bomb as it enters the screen. Continue on and you will come to an Ocean with boats, and Turrets, along with all the other enemies you have faced. When you come to the Air Base with the Robo-Bunkers, you will have reached the end of the level.

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Level 6  
[W0.6]

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Level Six difficulty: Hard  
Level Six enemies: Diskin  
Ro-Bit  
Tent  
Bunker  
Robo-Bunker  
Diskin II  
Mega-Turret

This is a fairly short, but difficult level, ending just after a mega-turret. It is basically a turret, times five. Five times the firepower, and only one of you. Fortunately, you only have to hit the center once to kill it. This can, and probably will, prove to be very difficult however, as it will be a great challenge to get close enough to hit it with a bomb and still escape the walls of lasers it spews. If you can get close enough, it also is vulnerable in it's laser cannons, which are the red rectangles. If you can hit one of those, 25% of the original firepower will vanish! With each one it becomes MUCH easier as there are many lulls in the laser-fire for you to slip through. Once you have the second gun taken out it's pretty easy and you can easily avoid it's fire, but don't get cocky just yet. Take out the last two while strafing and once they are gone, hit the center with one of your bombs to take it out. That was easy, right? Sure, now lets go on.

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Level 7

[W0.7]

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Level Seven difficulty: UBERTASITCAL HARD

Level Seven enemies: Diskin  
Diskin II  
Ro-bit  
Tent  
Bunker  
Generator  
Robo-Bunker  
Large Bunker  
Plate  
Blackin  
Turret  
Interceptor  
Bomber  
Mini-turret  
Rez-bit  
Sawblade  
Main Base II

This level is a doozy. It has all your generic enemies, and lots more. And believe me, there are no shortages of enemies here. First, you will be charged by Rez-bits at an uber high speed, then you will be assaulted by about three dozen sawblades. As they are attacking you actively, a Turret will be firing at you. Make sure you blow up all the Sawblades before you get near the turret if possible. Don't take the turret out, avoid it. Avoid the bombers that attack you after and kill them if possible. After this a targeting rectical will come and lock onto you. shortly after a huge bomb that spews lasers everywhere will come. All you can do is pray that it explodes on the other side of the screen and doesn't hit you. After that you will be assaulted by HUNDREDS of Blackins, all firing, and a Main Base 2. After you take out the base and bass by, you will be in the next level. You will likely give up the game here, or not ever make it past without losing all your lives many times.

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Level 8

[W0.8]

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Level Eight difficulty: Super Hard

Level Eight enemies: Diskin  
Diskin II



Diskin III  
Ro-bit  
Tent  
Bunker  
Generator  
Robo-Bunker  
Large Bunker  
Plate  
Blackin  
Turret  
Interceptor  
Bomber  
Mini-turret  
Rez-bit  
Sawblade  
Main Base II  
Mega-Turret

First, you will be assaulted by a random type of enemy. It could be Rez-Bits or it could be Interceptors. Hope for a good one. After that you will find your shop over a desert filled with a square of Robo-Bunkers that are expanding and contracting rhythmically. Either try to avoid them, or bomb them when they are close together. After them you will be assaulted with three bombs in a row. IF, and I do stress "if," you survive, you will be greeted by a long empty stretch of desert and then an airfield type place with some bunkers and tents followed by some huge tents. After those you will find four, count 'em, four mini turrets.

--> This is a deadly combination as you have nowhere to go. <-- Your best bet is to blow up two of them and slip through the gaps in the fire that that creates. After that you will be assaulted by Bombers and another enemy that is randomly selected. Soon you will come across a Mega-Turret. Zoom forwards before it opens fire and launch a bomb at it's center to take it out. Kill the few enemies and continue. After that you will have a stretch of being attacked by random enemies of three different types. After that you will come across a Turret and a Robo-Bunker. Ignore the Robo-Bunker and take out the deadly turret before it takes you out. You will soon come across another 4 Mini-turrets. This time, try to take out one, and circle around to the right as slowly as possible so their lasers go behind you but barely. You should sneak around them. After, bomb the tents. At the end here you will come across four more Mini-turrets, in a "stairs" type of formation. Take them out one at a time while strafing to the right. Directly after that will be a turret. Bomb it out. Now you will come to a pair of turrets. Take out the one on the left while circling left and back around right, dodging the fire to bomb the one on the right.

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Level 9  
[W0.9]

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Level Nine difficulty: Hard  
Level Nine enemies: Diskin  
Diskin II  
Diskin III  
Ro-bit  
Tent  
Bunker  
Generator  
Robo-Bunker  
Large Bunker  
Plate

Blackin  
Turret  
Interceptor  
Bomber  
Mini-turret  
Rez-bit  
Sawblade  
Mega-Turret

Okay, from the start you will be attacked by many Sawblades, then you will fall under attack by some Diskin IIIs. After that you will come up on a dock where there will be five Bunkers and some Diskin IIIs. As the Diskin IIIs are blown up or leave, Sawblade IIs will come in. Sawblade IIs can exit the side of the screen and enter at any other point, so stay way from the edges or YOU WILL DIE! After those are down you will fight your way through a mini-turret and a hoard of Interceptors, Diskin IIIs, and other assorted Enemies. After that happens you will be met by one second of break, immediately followed by 15 seconds of death. You will be swarmed by hundreds of missiles and Rez-Bits at high speed while 4 Robo-Bunker IIs fire on you. After you get past that you will be met by some Diskin IIIs and then some Blackin IIs. These are like your average everyday blacken except they behave like a mini-bomb, blowing shards everywhere. If you get past them, by some miracle or another, you will find the Main Base III. This bad boy is...well...not so bad. It doesn't fire much. Bomb it once you get past the Blacken IIs. After that you will be met with a few more Sawblade IIs and some normal Blackens. After that you will be met by a Turret, four Mini-turrets, A bazillion Missiles, and a lot of death. If you manage to squeak by, you will face a few Diskin IIs and continue on.

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Level 10

[W1.0]

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Level Nine difficulty: It don't get no harder.

Level Nine enemies: All of them.

Okay, here you will immediately be assaulted by countless enemies of all shapes and sizes. Every type Turrets, Mini-turrets, bunkers, Robo-Bunkers, and hundred of them also. It is not possible to stay alive without killing at least some to clear a path in the literal wall of lasers you will be facing. I can't give you any advice save that you should dodge all you can and don't give up. Take out key enemies such as turrets, because they throw out a lot more flak than anything else. You will face many many MANY mini-turrets and at the end there will be some Mega-Turrets, right after a swarm of about 100 Rez-Bits and Missiles. After you breach all of that, if you can, the game loops you back to level seven, with the harder units and slightly more buildings, but the same level Build. Keep it up until you die of frustration or lose all your lives! Congratulations! You just got a high score and "beat" the game, as much as you can "beat" it.

My high score?

415,320. No, I do not have a life, I go to college, work, home, and nothing else much. Yes, that did take me many many hours and days to get.

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8: Credits  
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[080]

CJayC for the excellent gaming site.

Joshua Bryce Duganne, to whom I owe my life, and is my best friend. They don't make em like you anymore Josh! Except on holidays! Heck, if one of you little people tried to come up and ask for his autograph, he would just look a you and you would realize his full awesomeness and be overwhelmed and die!

Emily May Hern for being so flipping awesome and cool and kind that it staggers the mind. Why, if any of you mortals were to see her, you would just do like Gimli did with Galadrial and not be able to do much besides stutter!

I love you guys, You rock!

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9: Contact Information

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[090]

Before I give you my E-mail Address:

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\* FOR THE LOVE OF ALL THAT IS HOLY ON THIS GOOD EARTH \*  
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R E A D T H E F R E A K I N G W A L K T H R O U G H ! ! !

That is what it's here for! I have get several dozen E-mails a week that are promptly deleted because the answer was in the FAQ. I'm Not your private gaming nerd! Read!

Please don't abuse the E-mail and make sure I haven't answered your question in the guide. With that said:

If for some reason or other you wish to E-mail me, My E-mail is:

Kirbyroks @ gmail . com

Also, be sure to put "Walkthrough Question" in the title or it will get deleted by my spam filter, and be sure to mention which guide it is. I have many guides out and asking me questions about how to do something in "Game X" aren't going to be answered.

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And that wraps up this literary masterpiece. Thanks for reading!  
Josh and Emily, you own! I love you guys so much!

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Josh and Emily, you own! I love you guys so much!

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\m/(-\_-)\m/ Peace and love and happiness to all! \m/(-\_-)\m/  
( . ) [Hugs]----<(^\_^)>----[Hugs] ( . )  
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