

Lock On FAQ/Walkthrough

by Irving

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Lock On
FAQ/Walkthrough
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Version 1.1

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~~~ 1. Introduction ~~~ [1000]

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I doubt many people have heard of this little gem of a game. Being one of my first SNES cartridges ever, I absolutely LOVE this game. Everything about it is awesome; from the fast-paced gameplay to its superb music score and graphics.

Lock On is a lot less complicated than some other flight simulators. Despite that, it's still pretty difficult. I've tried my best to create a guide that should help you out. Hope you enjoy it!

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Start Button ~

~ Confirm menu items.

L Button ~

~ Speed down.

R Button ~

~ Speed up.

~ Use in conjunction with control pad to barrel roll and/or loop.

A Button ~

~ Fires Missile A.

~ Confirm menu items.

B Button ~

~ Fires Missile B.

X Button ~

~ Ejects a flare.

Y Button ~

~ Fires vulcan cannon.

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~ 4. Plane List ~ [4000]

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~ 4. Plane List ~ [4000]

There are a total of four available planes in Lock On. There is one other used for the last mission.

[-----]

F-14D Super Tomcat ~

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Engine: F-110-6-400

Length: 18.87 m.

Height: 4.88 m.

Weight: 27.87 t.

The F-14D is a high-speed aircraft that can carry a heavy missile load. Its advantage is a long-range strike capability.

FX-X ~

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Engine: F200-PW-100A

Length: 14.52 m.

Height: 5.01 m.

Weight: 16.05 t.

The FS-X can out maneuver other aircraft. Its missiles are computer controlled and are very accurate.

A-10A Thunderbolt II ~

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Engine: TF34-6E-100
Length: 16.26 m.
Height: 4.47 m.
Weight: 20.91 t.

The A-10A bomber has a high mission turn around time. Missile load is limited: but it has a powerful Gatling Cannon.

Tornado IDS ~

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Engine: RBI99-34-R4
Length: 18.06 m.
Height: 5.73 m.
Weight: 23.27 t.

Tornado is a high-speed low-altitude attack plane. There is no vulcan cannon, but it has a large missile payload.

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~~ 5. Walkthrough ~~ [5000]
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Levels are split up into two categories; air-to-air combat or air-to-ground combat. Air-to-air combat basically puts you in a fighter jet (F14 for example) against multiple enemies. You cannot crash into the ground and can only be defeated by getting destroyed or run out of fuel.

Air-to-ground combat puts you a bomber-esque plane such as the A10. Your objectives would be, of course, to destroy a ground target. You CAN crash into the ground if you aren't careful. You'll face AA guns on the ground as well, but no enemy planes.

O-----O
| Stage One |
O-----O

Code Red Emergency. This is Jake Steel, Region 2 commander. The Commander in Chief and members of his staff are wounded. I have assumed command. Pilots will receive their orders directly from me. Here is your first order! A large number of unidentified fighter aircraft have violated our air space and have commenced attack. Satellite reconnaissance indicates... The intruders have attacked our military airfields and are approaching the Commander's aircraft! All Tactical Air Command pilots are to scramble and intercept the intruders! That is all.

- ~ Air-To-Air
- ~ Recommended Aircraft: F-14D Super Tomcat

The first level can be pretty hard. Enemy fighters will usually come in groups of 4-5. The enemy fighters you encounter here have a tough time avoiding missiles. Use them extensively to take your opponents down easily. Although they won't go crazy with missiles, be sure to use flares to avoid missiles. Keep an eye on the radar (missiles appear on white) and make sure one doesn't get too close!

After disposing of about 20 enemies, you will face the flight leader (boss).

Get on his tail by first having him follow you. Then perform a loop to hopefully get behind him. This would be your chance to fire off some missiles. When he leaves a trail of smoke, that pretty much means you've dealt quite a bit of damage to him. Repeat this process with a few more missiles to take him down.

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O-----O
|         Stage Two         |
O-----O
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We have received new data! The unidentified enemy is reported at present to be establishing forward bases off the coast of Indonesia! We are on course for the area at full speed! Land-based pilots are to deploy their aircraft and destroy all enemy communication facilities at the locations indicated by the red lights. Land-based pilots are to fly at low altitudes. But take caution.

~ Air-To-Ground
~ Recommended Aircraft: A-10A Thunderbolt II

Your two targets will be marked by red dots.

This is an easy stage. With the A-10, you can just fire off your vulcan cannon to rip apart your two targets. Use your missiles for some extra damage. Just dive at your target, avoiding the AA guns as best as possible. Once you've made a strafing run, immediately pull up. Circle around the target, picking up altitude as you go, and repeat the process. If you want to, you can destroy the AA guns on the ground, but it isn't recommended.

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O-----O
|         Special Stage         |
O-----O
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Special Order Alert! The enemy has launched ICBM's and targeted the UN headquarters! All FS-X pilots are to fly an intercept course and destroy the missiles before they hit. Missiles have been removed from the FS-X to optimize speed. Use the Vulcan cannon to destroy the enemy missiles.

~ Air-To-Air
~ Recommended Aircraft: FS-X (well, duh!)

This is the first of two special missions you'll be undertaking. Your objective is to destroy the two ICBM missiles coming in. Once you're within firing range, lower your speed and immediately begin engaging the first missile. You should be able to destroy it before the second passes you. If it does, you're in deep trouble. Try to find it again if you lose it and blow it up.

If you mess up, nothing happens. If you win, you gain two lives. Not a bad deal at all.

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O-----O
|         Stage Three         |
O-----O
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The enemy's identity has been confirmed! A dictator in the Middle East has issued a declaration of war on the rest of the world! The enemy air force has attacked the entire

Middle East, and is gaining air superiority in that sector. Attention all units! Proceed immediately to the Middle East and secure the area.

~ Air-To-Air
~ Recommended Aircraft: F-14D Super Tomcat

Your second real air-to-air mission is a step up from before. Enemy fighters will come in larger waves faster and faster. You should immediately destroy most of them before they even get to attack you. Once again, watch out for missiles and use flares whenever it's necessary. Enemy vulcan cannons can deal some damage too, so try not to attack an opponent head-to-head. That's not a very good idea.

After taking down about 25 foes, the boss will come in. Try to get on his tail as often as possible. When you're in a good position, fire off some missiles and just hope that some will hit their mark. Watch out for his missiles as well. Pay attention to your radar. A few missiles will soon destroy him. Getting those missiles to hit is the hard part.

O-----O
| Stage Four |
O-----O

We have received new data! Our reconnaissance satellite data analysts have identified the enemy's airfield. Destroy these facilities and establish air superiority in the region! All ground-based units are to go airborne and destroy the enemy's runways. The runways are heavily protected by anti-aircraft batteries. Proceed with extreme caution!

~ Air-To-Ground
~ Recommended Aircraft: Tornado IDS

Yay! Nighttime missions rule.

As far as I can see, vulcan cannons deal absolutely no damage to the runway. You'll have to rely on missiles, which is where the Tornado comes into play. DO NOT waste them! If you lose all your missiles before destroying the runway, you'll have to sacrifice a life. Maverick missiles are the only projectiles that can actually damage it, so don't count on using napalm. Quite frankly, I don't see how they expect you to destroy the runway with such a small payload (even on the Tornado). If you must, kill yourself so you can respawn with a full missile load. Watch the AA guns too. They're deadly.

O-----O
| Special Stage |
O-----O

The enemy has launched ICBM's again! There are four missiles. We have a Critical Code One situation. Intercept and destroy all missiles! All FS-X pilots are go for immediate launch. Roger. Immediate.

~ Air-To-Air
~ Recommended Aircraft: FS-X

You probably remember the last special mission. Same thing here, except with four missiles! First, start speeding up until you get in firing range of the four missiles. Then slow down and destroy as many of them as possible in one

pass. Chances are, you'll probably miss one or two. Turn around do your best to find it before time runs out. If you manage to destroy all four, you win two more lives. Joy!

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0-----0
|   Stage Five   |
0-----0
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A fix on the missiles trajectory got us a read on the location of their headquarters. We have a heading and are in route at full speed. 30 enemy fighters are also approaching our vessel. Fighter Command pilots prepare for takeoff. This is critical. You will need to take out every enemy fighter! These guys will throw everything they've got at you! Intercept and take them down!

~ Air-To-Air
~ Recommended Aircraft: F-14D Super Tomcat

Don't listen to what the guy said. You don't have to destroy ALL of them... just 30 of them. Keep an eye on your "Enemy" meter to check your progress.

Enemy-wise, if you didn't have trouble with the last few missions, you won't have trouble here. The only problem is fuel-load. Try not to dawdle and make your kills efficiently before running out of fuel. Also, because it's dark, you might find it hard to see opponents. Watch for the white boxes and make sure of where your foes are. (Hint: Use thy radar!)

For the boss, make sure that you outmaneuver him (ie. barrel rolls and loops). By using loops and rolls, you should be able to avoid all of his missiles, therefore leaving you alive. The best strategy I could give here would be to get on his tail. This dogfight might take a while.

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|   Stage Six   |
0-----0
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Way to go men! The enemy's main force has turned back. We will now launch a full-scale attack on the enemy's main base! Ground-based units, we have a go for takeoff! Destroy enemy communication facilities! The red lights indicate the communication facilities. Your cannons will take them out.

~ Air-To-Ground
~ Recommended Aircraft: A-10A Thunderbolt II

For the last air-to-ground mission, this is actually easy. You'll face a multitude of AA guns on the ground, but they won't be too much of a problem. Blast away at both targets with vulcan cannons blazing. Launch your missile payload if you'd like despite the fact that the vulcan cannons will be enough to destroy both. Strafe your target and then circle around. Rinse and repeat. Ta da! No more communication facilities.

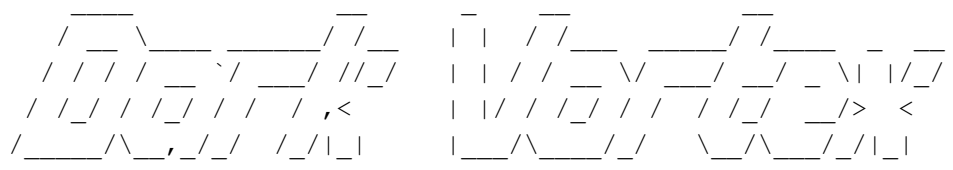
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0-----0
|   Stage Seven  |
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Reconnaissance satellites have located the remnants of the main enemy air force. We will now commence the final search and destroy operation! Fighter Command pilots are to take

The FCSB - They didn't help too much but what can I say, where would I be without a few of them? Major props to these great board members who are also prized FAQ writers. Some examples being; Crazyreyn, Psycho Penguin, Gbness, Karpah, SinirothX, Meowthnum1, Guitarfreak86, Joni Philips, War Doc, Merca, and last but definitely not least, Gobicame11. You all rock!

- All outside sources which have contributed to the making of this guide in some form have been cited in this section. Any sources that have provided any information at all are listed in the credits. I am not taking credit for others hard work and I hope they do the same. Not giving proper credit is plagiarism and it's against the law.

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--Game On Forever--

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