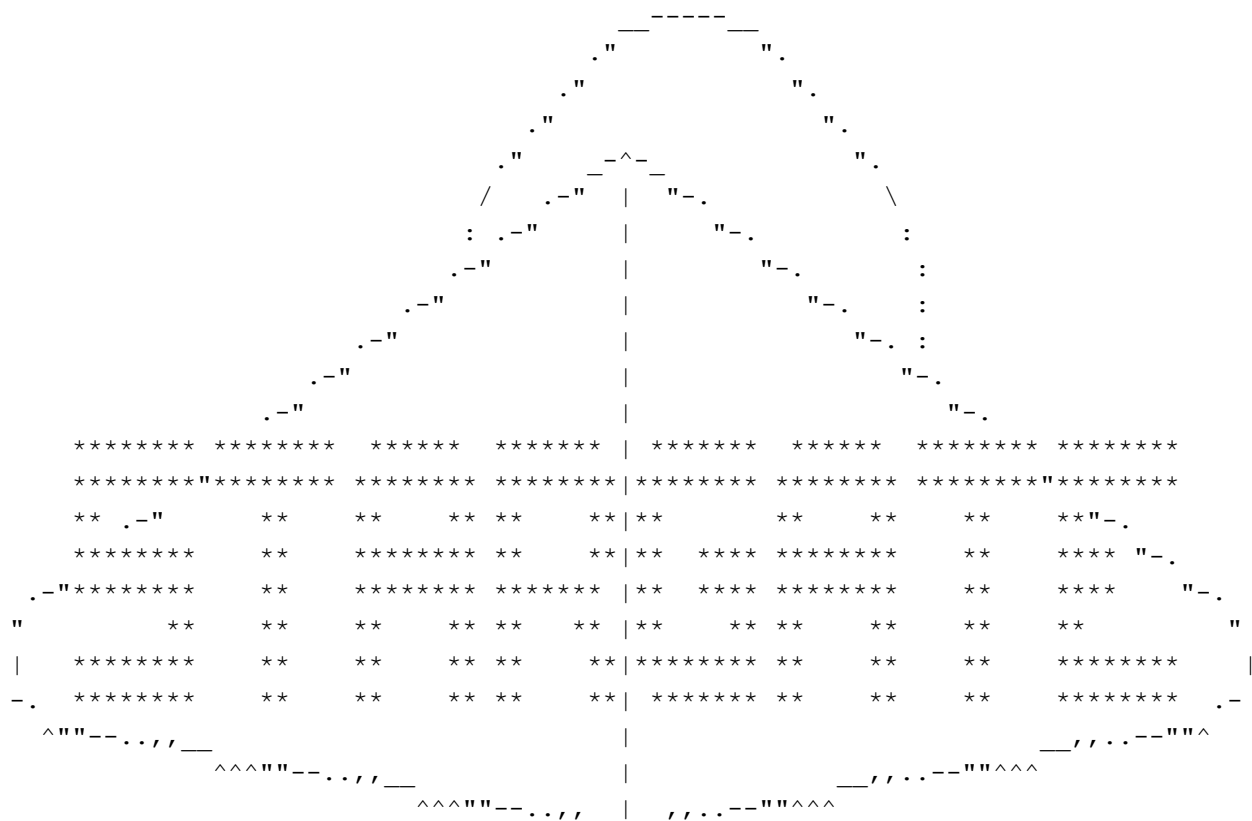


# Stargate FAQ/Walkthrough

by Seth0708

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Stargate  
FAQ/Walkthrough  
by Seth0708  
Version 1.0

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C	I. Introduction		
O	II. Controls		
N	III. Walkthrough		
T	A. Desert Caves	E. Hunt For Skaara	I. Hunt For The Traitors
E	B. Nagada (West)	F. Nagada (East)	J. Armory Assault
N	C. Desert Search	G. Dune Run	K. Palace Of Ra
T	D. Hunt For Sha'uri	H. Death Glider Strike	L. Showdown With Ra
S	IV. Copyrights		

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| I | Stargate was released for the Super Nintendo along with the release of  
| N | the movie in 1994. The movie was directed by Roland Emmerich and starred  
| T | Kurt Russell and James Spader. It would later inspire a spin-off series  
| R | that continues to air to this day.

| O |  
| D | The basic premise behind both the movie and the game is that a large  
| U | object discovered in the Egyptian desert is found to be a portal device  
| C | that can take humans from Earth to another world, Abydos. That is where  
| T | the game begins.

| I |  
| O | The game itself is a rather linear 2D action-sidescroller common of the  
| N | time in which it was produced.

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| C | The controls for Stargate are rather simple and should pose no problem  
| O | for anyone. Here is the basic layout:  
| N |       Fire (Y-Button)  
| T |       Grenade (x-Button)  
| R |       Jump (B-Button)  
| O |       Run (A-Button)  
| L |       Pause (Start Button)  
| S |       Status Screen (Select Button)

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| W | "A fierce sandstorm has seperated O'Neil from the others. He is alone in  
| A | hostile territory. With the help of Daniel Jackson, the civilian  
| L | archeologist, O'Neil might find his team and return safely to Earth.  
| K | O'Neil also brought a nuclear bomb to seal the Stargate. The bomb is now  
| T | missing."

| H |

| R | Begin the game by journeying east. Kill the animals you encounter with  
| O | your machine gun (Y-Button) and leap over the mines strewn throughout  
| U | the desert. Avoid the caves for now, just keep to the desert. Eventually  
| G | you'll come to Daniel Jackson. Approach him to initiate conversation.

| H |

|   | O'Neil: "Jackson! Where are Kawalsky and my men?"

| D | Jackson: "Am I glad to see you! The team was attacked by Ra, the  
| E |           supernatural master of this world. The Nagadans, Ra's slaves,  
| S |           helped us to escape, but we left our supplies in the caves.  
| E |           Kawalsky has led your men on ahead. Find at least five boxes  
| R |           of supplies for us. They're hidden in the caves. I'll organize  
| T |           the Nagadans. They will rebel and help us defeat Ra."

|   | O'Neil: "Good idea. Let's go to work."

| C |

| A | From here head back west and enter the cave entrance by pressing up. Once  
| V | inside, approach the old man to initiate another conversation.

| E |

| S | O'Neil: "Freeze, old man!"

|   | Kasuf: "I do not oppose you, great warrior! These are the caves Daniel  
|   |           spoke of. Your supplies are here. Collect them and go to Nagada.  
|   |           It is east of here."

|   |

|   | Step forward to collect the first supply box. Drop down and then get a  
|   | running start and leap to grab the edge of the ledge above you and to  
|   | the right. Climb up and continue ahead. A supply box lies just ahead off  
|   | the drop. In the northwest corner is an ammo upgrade. Get it and then  
|   | head along the northeast path. When the path splits, head left to collect  
|   | two supply boxes and some health. The right path takes you to the final  
|   | supply box (in the far northeastern corner). More health and extra supply  
|   | boxes are also to be found in the southeastern corner, but right now they  
|   | are gratis.

|   |

|   | Exit the cave via the way you entered and head east for Nagada. You'll  
|   | pass another cave. Inside is some health and ammo, but the sheer number  
|   | of enemies between you and it is likely to make it not even worth it.  
|   | Just keep going east until you enter the gates of the city.

|   |

| N | "The mysterious city of Nagada where a race transported from ancient  
| A | Egypt to work as slaves live in constant fear of their supernatural  
| G | ruler, Ra."

| A |

| D | Move ahead and talk to Kasuf again.

| A |  
| | Kasuf: It is true! The great warrior comes to lead us against Ra!"  
| W | O'Neil: "If helping you people gets my men back alive I'll do it."  
| E | Kasuf: "And we will help you if you can find our four elders in Nagada.  
| S |           They are lost to us after our battle with Ra's Horus Guards."  
| T | O'Neil: "What's in it for me?"  
| | Kasuf: "One of our elders can open Nagada's east gate for you. Your  
| |           warriors left that way."  
| |  
| | Head east into the city. Shoot down any doors you come to to open them.  
| | You'll run into the scarabs and gnats of the desert in the city, but more  
| | importantly you'll run into the Horus Guard for the first time. These  
| | enemies are human, wearing a metal mask akin to the Egyptian god Horus.  
| | They can fire bursts of energy from the staffs they carry either dead  
| | ahead or in a four-way 'x' and can teleport. It takes a good number of  
| | hits to kill one.  
| |  
| | The doors in the city take you into small rooms akin the those you saw in  
| | the desert. These contain enemies and health. There are two of them here,  
| | but the only one you should worry about is the one farther east. This one  
| | has one of the elders at the bottom. The other three elders are out in  
| | the light and should be easy to spot. Once you have saved all four of  
| | them, head for the locked door in the far southeastern corner.  
| |  
| D | O'Neil: "OK chief... Now what?"  
| E | Kasuf: "Well done oh great warrior! Now you will lead us in our struggle  
| S |           for freedom!"  
| E | O'Neil: "Not so fast, pal. Your revolution is going to have to wait until  
| R |           I find my men. I'll be back when I know they're safe."  
| T |  
| | Exit the city through the now open door and cross the desert to Jackson.  
| S |  
| E | Jackson: "O'Neill! We thought you were dead!"  
| A | O'Neil: "Sure feels like it! You wouldn't believe the day I'm having!"  
| R | Jackson: "It's about to get worse. I think Kawalsky is dead. The Marines  
| C |           are scattered in the caves. They need the boxes you found."  
| H | O'Neil: "Piece of cake."  
| | Jackson: "Wait... There's more... Ra's men have pieces of the bomb you  
| |           brought along. If Ra discovers what it is..."  
| | O'Neil: "I'm on my way."  
| |  
| | Continue through the desert. The first cave you pass has some health in  
| | it, but little more. The second cave you come to, however, you need to  
| | enter. Pick up the rapid fire power-up and then journey downwards until  
| | you come to Kawalsky at the bottom.  
| |  
| | O'Neil: "Daniel said you were dead!"  
| | Kawalsky: "Daniel should stick to archaeology, not medicine!"  
| | O'Neil: "Where are the other guys?"  
| | Kawalsky: "Up ahead on point. Can you find them? They need supplies.  
| |           Also, Daniel's lost... again!"  
| | O'Neil: "Have no fear! Haven't you heard? I'm the great warrior now."  
| | Kawalsky: "Well great warrior there's another problem. A native boy named  
| |           Skaara can help you find the bomb... but he's missing too!"  
| |  
| | Climb back out of the cave and continue eastward. With the rapid fire you  
| | should be able to make short work of the desert creatures from here on  
| | out. Eventually you'll come to a third cave. Enter here and search the  
| | place. You will find three Marines and a piece of the nuclear bomb. Once  
| | you have them, just keep heading east until you leave the cave.

You'll come out in some burial ruins. The other two Marines (there's actually three, but you only need five total) are here. Once you have them, head for the far eastern end. There you'll find some stairs you need to take.

H You'll enter a blue-stoned building. Make your way up until you find  
U Daniel.

N

T O'Neil: "You're lucky I found you, you can thank Kawalsky."

Jackson: "Kawalsky's alive?"

F O'Neil: "Of course. We're professionals."

O Jackson: "Another professional wants to meet you. His name is Anubis.

R He's Ra's greatest warrior."

O'Neil: "That's a meeting I'll make sure I miss!"

S Jackson: "Don't miss it! Anubis is after a rebel leader named Sha'uri.

H If he finds her before her before you do the rebellion is

A finished and we'll be stuck here!"

'

U There's a door near Daniel that will take you into a new section of  
R Nagada. Enter it and make your way forward. When you can first head  
I upwards, do so. Follow this path west, up, and then east along the top  
of the screen. Eventually you will drop back down. Follow the path  
until you come to an isolated door. Enter this to face Anubis.

Anubis: "Ah! Another warrior to kill! You 'warriors' do not live up to  
your reputation!"

O'Neil: "Surprise, dog breath! You haven't killed any yet."

Anubis: "Then you shall be the first!"

Anubis can be tough if you don't know how to handle him. His only line of attack is to teleport about and fire several long lasers at you when he rematerializes. The trick to beating him is to strike as he teleports in. If you hit him as he does so he will retreat and not fire at you. Drop to the bottom floor and move back and forth. If he materializes level with you, shoot him with the machine gun as he does so. If, however, he reappears on the platforms above you, throw a grenade up at him. At about halfway down his health, he'll change tactics. Now when he teleports in he'll throw a ball that bounces around. You can destroy these, but he'll continue to make more. Just keep at him and he'll be begging for mercy in no time. Once you defeat him, jump back up and ride the elevator up to Anubis' defeated form.

Anubis: "You fight well warrior, next time we meet you die!"

O'Neil: "Get out of my way, amateur!"

Exit through the door and back into the city. Head right until you come to Sha'uri.

H Sha'uri: "Thank you for saving me. You must act quickly to find Skaara...  
U Without him the rebellion will be crushed."

N O'Neil: "I can manage without the help of a boy!"

T Sha'uri: "He knows more about the enemy and their plans than anyone. He's  
a professional."

F

O Turn around and go back into Anubis' chamber. Drop to the bottom and use  
R the door there. Inside is a ton of health and power-ups. Grab this and  
then return to where Sha'uri was. Enter the door just beyond where she  
S was previously standing to enter a new set of ruins.

K

| A | Head downwards. Leap across the handhelds when you see them and head up.  
| A | At the top of the screen, head east. Drop down at the next opportunity  
| R | and look for a boy on the left. Follow him through the wall.

| A |  
| | Skaara: "Great warrior! One of these doors leads to a secret cellar in  
| | Nagada. The other leads to the slave mines, but will also get to  
| | the cellar.

| | O'Neil: "So which goes straight to the cellar?"

| | Skaara: "I do not know. Good luck!"

| | Take the door on the door on the left, otherwise you will have to go  
| | through a very difficult jumping and pulley section with a bottomless  
| | pit.

| | If you took the left door, you'll come out in the cellar. Climb to the  
| | top and leave the cellar to get a radio message from Daniel.

| N | Jackson: "Where have you been?"

| A | O'Neil: "Saving Sha'uri, as you asked."

| G | Jackson: "Well now she can save you."

| A | O'Neil: "Good, she can fight Anubis this time."

| D | Jackson: "She can't. She's here in Nagada disguised as an elder. Find  
| A | her. She'll open the gate for you."

| E | You're back in the eastern section of Nagada (where you hunted Anubis).  
| A | Now however you have to explore the bulk of the city looking for Sha'uri.  
| S | She's disguised as an elder and is hiding in a cellar room around the  
| T | center of the city. You have to make your way there dealing with the  
| | usual cretins.

| | While you're doing this, you will have the pleasure of seeing the Osiris  
| | Guard for the first time. These winged terrors fly about and drop  
| | grenades on you. They take a lot more hits than anything else you've  
| | encountered thus far too. Luckily there aren't too many flapping about in  
| | this place.

| | Once you find Sha'uri she'll let you know what's up.

| | Sha'uri: "The desert beyond is occupied by Ra's forces. Daniel and Skaara  
| | are out there. They can help you."

| | O'Neil: "Lady, they haven't helped me yet."

| | Make your way to the far eastern side of the city and head out into the  
| | desert.

| | Sha'uri: "Be careful O'Neil, this desert is more dangerous than the  
| | last."

| | O'Neil: "I'm getting used to it."

| D | The first thing you're sure to notice out in the dunes is that you're  
| U | under constant bombardment by enemy Death Gliders. The bombs they drop  
| N | take a second to explode, giving you a little time to try and dodge their  
| E | deadly cargo. You'll also notice that the Osiris Guard is out in full  
| | force as well.

| R |  
| U | Fight your way forward until you come to an odd-shaped device atop a  
| N | rocky outcropping. Shot this and enter the cave it opens. Inside is the  
| | second piece of the nuclear bomb. Once you have it, exit the cave and  
| | continue through the dunes until you come to Skaara.

| | O'Neil: "Good to see you, kid. Where's Daniel?"  
| | Skaara: "Daniel is Ra's prisoner. He's being held below."  
| |  
| | Shoot the device as before and enter the cave to drop into an Egyptian  
| | prison of some kind. There are a number of guards waiting for you.  
| | Dispatch them and climb up to Daniel. Shoot the box powering the  
| | forcefield to rescue him.  
| |  
| | Jackson: "Thank you for saving me."  
| | O'Neil: "Thank Skaara - he sent me."  
| | Jackson: "Great kid."  
| | O'Neil: "What are you doing here anyway?"  
| | Jackson: "I was trying to steal a glider and was captured."  
| | O'Neil: "How can I steal a glider?"  
| | Jackson: "Try climbing the cliff and jumping in..."  
| |  
| D | Pass Daniel and ride the platform to the stairs. Exit through them and  
| E | jump up unto the rocky outcropping. A glider will swoop low and you'll  
| A | jump inside.  
| T |  
| H | You'll now be flying a Death Glider in a scrolling mode. Controls are a  
| | but different here. To fire the vulcan cannons, hit the Y-Button. To fire  
| G | a bomb, hit the X-Button. To make a hard turn, hit either the L- or the  
| L | R-Button. To decrease speed, hit the B-Button. To increase speed, hit the  
| I | A-Button. goal here is to shoot down twenty enemy gliders. It can take a  
| D | bit of getting used to, but you should be able to get it down in no time  
| E | at all.  
| R |  
| | Once you've shot down twenty Death Gliders you'll find yourself back on  
| S | the top of the rocky crest. Drop down and talk to Skaara.  
| T |  
| R | Skaara: "Daniel said you'd be coming here. I overheard the guards. Some  
| I | of the Nagadans are now siding with Ra. They are traitors and  
| K | will help Ra destroy us. One door leads straight to a Nagadan  
| E | cellar, the other goes there too but takes you through the slave  
| | mines first."  
| | O'Neil: "Sounds familiar!"  
| |  
| H | Take the right door to go straight to Nagada.  
| U |  
| N | Climb out of the cellar and into the city. Your mission now is to hunt  
| T | down and kill the six Nagadan traitors. They're scattered about, but are  
| | not terribly difficult. They're the shirtless guys generating some kind  
| F | of power orb in their hands. They are generally accompanied by members of  
| O | the Horus Guard, who prove to be far more dangerous than their quarry.  
| R |  
| | Once you get six of the traitors head east, but do not leave the area  
| T | just yet. Just west of the exit is a cellar door. Enter it and search the  
| H | room for a piece of the nuclear bomb. It should be all the way at the top  
| E | of the room.  
| |  
| T | Once everything is done, head east and talk to Kasuf.  
| R |  
| A | Kasuf: "Thank you, great warrior for destroying Ra's spies. Take these  
| I | herbs to Daniel. He is hurt."  
| T | O'Neil: "Thanks."  
| O |  
| R | Leave via the exit and approach Daniel on the other side.  
| S |  
| | Jackson: "Anubis has got Sha'uri, I think I'm dying."

| | O'Neil: "If I didn't need you to get us back, I'd let you. Try this..."

| | Jackson: "Thanks, I feel much better..."

| | In this area, there are small switches set into the wall. You need to  
| | shoot these to open the sandy doors you find on the ground level. Search  
| | the ruins and find each of them (I believe there are only two) and shoot  
| | them. Once the doors are open, you can continue on to Anubis.

| | Anubis is the same as before, except now he's a whole lot faster and you  
| | have three floors to fight him. The same strategy as before works well  
| | enough here, just be sure to shoot the bouncing balls he will throw if  
| | you don't go after him on the third floor. Once you get his life bar all  
| | the way down, he'll retreat once more.

| | Climb up the rock ladder and talk to Sha'uri.

| A | Sha'uri: "This doorway leads to the armory. There are laser spears kept  
| R | in lockers. I'll find Daniel and have him open the east door.  
| M | You get the weapons to arm the rebels."

| O | O'Neil: "OK. How many do we need?"

| R | Sha'uri: "Eight should be enough!"

| Y | O'Neil: "Alright, just make sure Daniel opens that door!"

| A | Enter the armory and began searching for the laser spears. They're in  
| S | large sarcophagus spread throughout the armory. There's also plenty of  
| S | Horus and Osiris Guardsmen protecting them as well.

| U | Take note of the fact that there are a few places where you need to  
| L | destroy the control cubes generating forcefields in order to get enough  
| T | laser spears to continue on.

| | Once you have all eight laser spears meet up with Daniel in the southeast  
| | corner.

| | Jackson: "Good work! There's a glider attacking the Nagadans in the  
| | desert. If you can take the weapons to the Nagadans, I'll try  
| | and scramble their communications!"

| | O'Neil: "All right, don't screw up."

| | Leave the armory and make your way across yet another desert. You have to  
| | bring all eight laser spears to eight partisans fighting out in the sand.  
| | They're usually surrounded by Horus Guardsmen, so you have to clear them  
| | out as well.

| | There's nothing special in either of the caves in this desert, so don't  
| | even bother with them.

| | Once you've armed all of the Nagadans, contact Skaara in the far east.

| | Skaara: "With these weapons we will destroy Ra! Your Marines have gone  
| | ahead into the desert which surrounds Ra's palace. They need you  
| | there."

| | O'Neil: "OK kid, how do I get to my men?"

| | Skaara: "You can take this glider we recovered. Just remember to get fuel  
| | along the way or you'll never make it."

| | O'Neil: "I'm on it!"

| P | Jump into the glider hovering just past Skaara.

| A |

| L | Controls are the same as before, but your objective has changed. Now

| A | instead of trying to shoot down twenty enemy gliders, you want to just  
| C | keep going dead ahead. Dodge the turrent fire and grab the fuel cells  
| E | floating in the air to keep your fuel from running out.

| O | Once you complete the flying section, you'll touch down beside some of  
| F | O'Neil's men. Approach them to talk to Kawalsky.

| R | O'Neil: "Kawalsky, take these herbs."

| A | Kawalsky: "Thanks I feel much better. Ra's forces are too strong. You'll  
| | have to get to his pyramid and take out his computers. The  
| | elder can help you get in."

| O'Neil: "Daniel's supposed to be doing that! Amateurs!!!"

| | Start fighting your way across the desert, but this time you must go into  
| | the first cave along the way. Inside there are two computers you need to  
| | destroy. Once that is done return to the desert.

| | Enter the second cave and make your way through it. Kasuf is waiting for  
| | you inside with a message.

| | Kasuf: "O'Neil! This is the entrance to the pyramid. Be careful."

| | Enter the door beside Kasuf.

| | "The pyramids are the heart of Ra's kingdom. Destroying Ra's computers  
| | will not be easy! All the consoles look the same!"

| | Just like the first cave, you need to destroy all of the computers in the  
| | area. There is also another piece of the nuclear bomb in here, so be sure  
| | to pick it up.

| | Once you destroy all the computers and make it to the far east door, you  
| | will be contacted via radio by Daniel.

| O'Neil: "Daniel!!! Where've you been?"

| Jackson: "I've been trying to fix Ra's computers. Where are you?"

| O'Neil: "I've fixed them! I'm in the outer chambers!"

| Jackson: "Great. I'm just on the other side of the door!"

| | Enter the door and approach Daniel.

| | Jackson: "Ra will launch a glider attack but if I can get through the  
| | pyramid there's a door that leads out onto the spaceship  
| | exterior."

| O'Neil: "So?"

| Jackson: "If we can destroy the glider bay switches, Ra won't be able to  
| | launch another glider attack. We think there are six switches."

| O'Neil: "So I'd better do it."

| Jackson: "OK. I'll take some Nagadan rebels the other way and meet you  
| | inside the spaceship."

| | The rest of the palace is a maze-like series of passages and doors. You  
| | have to make your way all around this area, destroying the computers as  
| | before. Begin by clearing out this first room of computers. Once that is  
| | done, exit via the southwestern door. (The east door is just a room with  
| | some power-ups and enemies.)

| | In this next room, make your way around the room and destroy the computer  
| | in the middle. After that is done return to the previous room and head  
| | for the northeastern corner. Keep on going ahead until you enter the next



| | room.

| | You finally made it to the room with the glider switches. They're spread  
| | about this room, so you do not have to enter any of the doors sprinkled  
| | about. The glider switches resemble pumps and may be mistaken for simple  
| | background animation at first glance. Shoot them a few times, however,  
| | and they explode dispelling that notion. There are six in this room, so  
| | make sure you get them all. Once you have gotten all of them, exit via  
| | the door in the northwest. You will be called by Daniel when you do.

| S | Jackson: "... O'Neil... Sha'uri is dead. I can revive her in Ra's  
| H | sarcophagus. Can you do something for me?"

| O | O'Neil: "Sure, name it."

| W | Jackson: "Destroy Ra!"

| D | O'Neil: "Just point the way!"

| O | Jackson: "There is a door into the pyramid interior where there are four  
| W | strange teleporting doors, one of them leads into Ra's throne  
| N | room."

| | O'Neil: "No problem!"

| W | Jackson: "One problem! Anubis guards the doors."

| T | Obviously the door you want to go through is the one hardest to get too.  
| H | Fight your way through the room and take the door on the far east edge.  
| | Be sure to grab the nuclear bomb piece as well.

| A | The next room is fairly simple and the way through should be obvious. The  
| | same can be said of the room after that, at least until you reach Anubis.

| | Old Anubis is about the same as the last two times, just now you fight  
| | him in an arena with spiked floors. This can make the battle pretty  
| | interesting. Because of this addition, I recommend hiding in a corner and  
| | hitting him only when he teleports near you. This can be very time  
| | consuming, but it is the only surefire method of success.

| | Once you finish off Anubis for good ride the elevator to the four doors  
| | Daniel mentioned. Grab the nuclear weapon piece and then take the door  
| | in the northeast. You'll then get a call from Daniel.

| | Jackson: "O'Neil! Sha'uri's OK. We're in the pyramid."

| | O'Neil: "Get outta there! I'm gonna take Ra out and I have a feeling it's  
| | going to be messy!"

| | Jackson: "Good luck!"

| | O'Neil: "Thanks, I'm gonna need it!"

| | Immediately run off the right side of the screen. You'll enter a room  
| | filled with grenades. Pick them all up then go back via the stairs. It's  
| | now time for the final fight. Ra teleports between the different ledges  
| | on either side of the room, and sometimes in the middle as well. He only  
| | has two attacks; an eight-direction laser attack and a bouncing energy  
| | ball attack. His speed can make him brutal, but he is not impossible by  
| | any means. The best way to deal with Ra is to get on one of the elevators  
| | and just ride it up and down. When he teleports near you, hit him with a  
| | grenade. If he fires one of his energy balls at you, jump it as it nears  
| | you. His eight-direction laser often will not even come close to hitting  
| | you, so if he uses it feel lucky.

| | Not so lucky for you, however, is that Ra has two forms. Once you kill  
| | his first he'll come back as a lanky human-like creature. He now possess  
| | a whip, while retaining all of his old tricks. If you defeat him in his  
| | second form, then you complete the game and save both Earth and Abydos.

| | Congratulations!

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| C | Stargate is (c) Acclaim Entertainment

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| R |

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