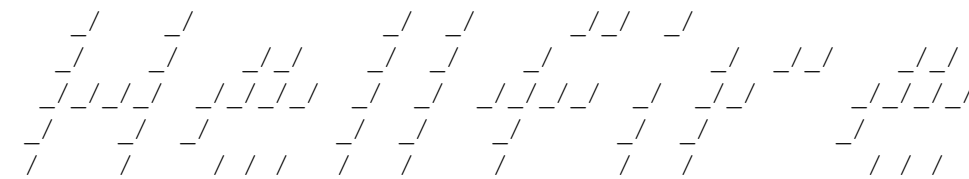


Hellfire (Import) Boss FAQ Final

by FFMrebirth

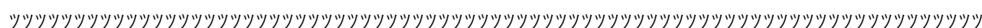
Updated on Apr 5, 2004



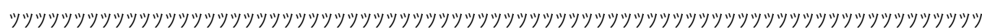
Hellfire Boss FAQ
Written By: Scott Clemmons
Size in Kb: 15.4
Version: Final
Genre: Shooting

- Table of Contents -

- A1. Contact Me
- A2. What is Hellfire?
- A3. Basics
- A4. Boss Strategies
 - ‡ Stage 1
 - ‡ Stage 2
 - ‡ Stage 3
 - ‡ Stage 4
 - ‡ Stage 5
 - ‡ Stage 6
- A5. Disclaimer



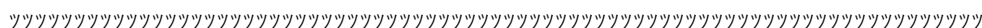
- A1 Contact Me -



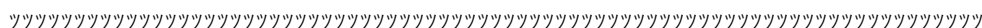
Reading mail happens to be a hobby of mine. I like to hear from my fans or lack of. If you're too lazy to send me mail, drop me by a message on AIM. My name is: swtzwondrboy20. This is public screen name for my writing, since I got tired of people contacting me on my other one.

swtzwondrboy20@yahoo.com

That's the public e-mail that takes cares of my reviews and FAQs. Use that please. Thanks



- A2 What is Hellfire? -



Pushed back in the dusty, vacuous regions of an old school arcade is where you'll find this much-overlooked classic. Much to every hardcore

shooter fans' dismay, Hellfire wasn't released in the United States. Wait, we never get any of these shooters anyway.

While Hellfire is a port from the Arcade, the Genesis successfully emulates it. The premise is basically self-explanatory, you're forced to eliminate a "bad guy". Unfortunately, every single shooter's story line is banal and trite. You won't find anything different here in the way of storytelling, but what you will find is some of the greatest action to ever grace the Genesis. In Hellfire, you're able to change into four different types of ships during play, each with their idiosyncrasies; in fact, to conquer the game, you'll have to have complete mastery of all four ships.

~~~~~

- A3. Basics. . . . . -

~~~~~

There's six levels and four ships to aid you. Each ship gets stronger as you collect a "P" icon. Collecting enough "B" icons will get you an extra life, as they give lots of points. You can also switch between each ship as your discretion. Aiding you ever further is something called the "Hellfire". It allows you to shoot a blast about the same size as your ship at any enemies in your path. This is great for clearing house. You can also collect little icons "(-)" that give you a force field, so you're able to take one extra bullet before dying

On top of knowing all this, you should know how strong each ship is at each "level." I have this chart to where a level is gained each time you collect a "P" icon.

Key:

~~~~~

- Denotes Ship "[ ]"
- Denotes Missile ">"
- Denotes Weak Plasma Blast "~"
- Denotes Strong Plasma Blast "- / |"
- Denotes Mega Plasma Blast "="

Purple Ship

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|---------|---------|---------|---------|---------|---------|
| [ ] ~   | [ ]>    | [ ] ~   | [ ] -   | [ ] -   | [ ] =   |
|         |         |         | γ       | γ       | =       |

Yellow Ship

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|---------|---------|---------|---------|---------|---------|
| ~ [ ]   | < [ ]   | [ ] ~   | [ ] -   | - [ ]   | = [ ]   |
|         |         |         | γ       | γ       | =       |

Blue Ship

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|---------|---------|---------|---------|---------|---------|
| ~ ~     | < >     | ~ ~     | \ /     | \\ //   | == ==   |
| [ ]     | [ ]     | [ ]     | [ ]     | [ ]     | [ ]     |
| ~ ~     | < >     | ~ ~     | / \     | // \\   | == ==   |

Green Ship

| Level 1 | Level 2 | Level 3 | Level 4 | Level 5 | Level 6 |
|---------|---------|---------|---------|---------|---------|
| ~       | <       | ~~      |         |         | ===     |
| []      | []      | []      | []      | []      | []      |
| ~       | <       | ~~      |         |         | ===     |

~~~~~

- A4. Boss Strategies -

~~~~~

=====

‡ Stage 1 Mini-Boss:

=====

First, make sure you enter this battle as the purple ship. The boss will wade back and forth and has four weak points. When the are in the front opens up, blast it till it breaks, then change to the green ship. There will be two more weak points located at the top and bottom of the boss. Go there and destroy both of these then change to the yellow ship. Here's the only hard thing about this boss, he'll shoot a lot of shots at you at once. You'll be forced to dodge these and try to get your shots in at the same time. Take it slowly and he'll fall in a few minutes.

=====

‡ Stage 1 Boss:

=====

This thing will look like a flying roadway with a lot of guns. The guns will all shoot at you while you fly around trying to hit the purple ball located in the center. Use the Green ship to take out the two guns located at the top and bottom of the boss. Use the yellow to take out the right side and the purple to take out the left. You'll have to switch between all four ship to hit the little purple ball on the inside of boss. If you're attacking the ball from the top, use the green ship. If you're attack from the right, you'll have to use the yellow and blue ships. Attack from the front will make you have to utilize the purple ship. Watch out, though, the boss can bounce around and kill you if you're not scrupulous enough about timing your attacks.

=====

‡ Stage 2 Boss:

=====

You'll be against a flying pharaoh on this stage, and he's a tough one too. When you approach him, you'll notice that there's a blinking ball where his heart should be. If you have a helper with you, he'll begin to attack the ball right off the bat. The top of the coffin will rise up from the bottom and begin to fly around, shooting a stream of projectiles. Once this happens, you'll have to maneuver your way around the other guns at the bottom of the coffin. Make your way to the purple ball and let lose on it until you have to retreat again. The top of the coffin will land back down, and you're able to attack it again. Once the top part of the coffin lifts up again, make your way down there and attack it (this should be enough to kill the boss.)

=====

‡ Stage 3 Mini-Boss:

=====

Ok, for a Mini-boss, this guy is very damn tough. Make sure you go into this battle as the green ship. You'll see him and he'll look like this:

() () () {X} () () ()

Hit the area that looks like a "{X}" until he begins to change, he'll disperse his body parts around the screen, while shooting at you. Change into the blue ship and attack him with all the lasers until he changes back into this:

()  
()  
()  
{X}  
()  
()  
()

Then change to the yellow ship and just let loose on his weak point. Keep in mind that you'll have to be dodging around eight bullets per second so you have to make it quick. After you do this a few times he'll blow apart and you'll proceed to the next section of the level.

If you die a lot trying to beat him, don't get angry, since he it does take a while to get the hang of things. It took me about nine times before I beat him without even getting hit once.

=====  
‡ Stage 3 Mini-Boss 2:  
=====

Another one of these little ball guys, my god. Anyway, there will be three of them this time, and they're even more annoying than last time. They'll look like this:

() {X} () () {X} () () {X} ()

Make sure you go into this battle as the yellow ship so you can attack them from behind and you'll also have the most time to react to their shots since you're the furthest away. They'll make a line of three and go to the top of the screen, make sure that you're located on the right hand side so you don't get crushed to death when they make their ascent. They'll break apart and start to fly around the scene some more. Switch between the yellow ship and the purple ship to defeat this mini boss. The only problem is he fires so many little things at you, it's hard to dodge sometimes, this is why you should always keep moving no matter what. Use a hellfire if need be, they'll fall one at a time and you'll win!

=====  
‡ Stage 3 Boss:  
=====

Flying through the deepest regions of some cavern is where you'll find this boss. He looks like two gun turrets strapped together and in the middle is weak point (purple ball). He'll fire a lot of fireballs at you while flying through the cave area, so you'll have to dodge these. He scrolls up and down the screen so his fireballs are pretty predictable. The top and bottom of the boss will have a gun that fires out spread shots each and every way. If you don't kill him in in time, he'll slowly make

his way over to the left hand side of the screen.

So, how do you take him out? Well, make sure you're the purple ship and time your attacks. Don't go up there and just let loose, as you'll probably end up getting hit by a fireball. What you'll have to do it make a dash through the fireballs, get a few shots in then wait a few seconds and redo. If he happens to make his way to the left side of the screen, then turn into the yellow ship and repeat the same process as before. The main reason why people die on this boss is because they get cocky and run into the middle of his fire thinking they can dodge it all, but they can't. He'll fall then you'll be on your way to level four.

=====  
‡ Stage 4 Boss:  
=====

Probably the easiest boss in the entire game. You'll see two monster heads pop from the top of the screen, once this happens, make the change to the yellow ship. Target the bottom one on the right. Just let loose on the thing and it'll be destroyed. Two more heads will descend now. Now aim your attack at the one on the bottom left. Keep attack him and dodge the bullets that start to get fired at you. He'll die before you know it. The last heads will start to circumambulate around the screen. Just keep firing at them; if they manage to make their way to the right hand side of the screen, they'll shoot out a purple ball of power that can kill you. Also, you should use your Hellfire if they get to the right side of the screen.

Overall, probably the easiest boss in the entire game. However, that can't be said for the rest of them.

=====  
‡ Stage 5 Boss:  
=====

All right, I don't really consider this guy a boss, but he's the denouement of Stage 5, so there.

The boss if nothing more than a wall of gans that are lined up. This boss is pretty easy, but you can get killed if you don't know what you're doing. First thing, start attacking the wall before the whole thing appears on the screen. In fact, you can probably destroy the entire thing before the battle "really begins." Make sure you're the purple ship and just let loose on him. Make sure to use Hellfire when you see fit and he'll go down without a fight. Don't go descend into the maze of bullets or you'll die. That's about all you have to do.

=====  
‡ Stage 6 Boss:  
=====

This has to be the crappiest final boss in any shooter, how anticlimactic. He's a tiny dude on a monstrous, gray tank that is equipped with a lance and shield to deflect your attacks. His lance will extend out and fire around twenty shots each direction that you'll have to evade. The bottom and top parts of his body will fire out missiles to make quick work of you. Surely you'll be over-encumbered by the sheer amount of projectiles swarming across the screen like bees! No, you won't, just wait till he descends to the bottom of the screen, transform to the green ship, then lay it to his face. Make sure NOT to focus the whole attack on his head,

as there will be missiles coming at you that you'll have to destroy. I'd say have one of the three beams (max power) hit his head while the other two clear missiles that come out at you. After doing repeating this step about four or five times, he'll fall and you'll be the victor!

Then we get the ending movie. I know, we've never seen this kind of cinematic sequence before, but the world blows up and everyone lives happily ever after!

---

~~~~~

- A5 Disclaimer -

~~~~~

This walkthrough can only be hosted by the following site(s):

- [www.gamefaqs.com](http://www.gamefaqs.com)
- [www.honestgamers.com](http://www.honestgamers.com)

This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright. This guide was created by one man, that's me, Scott Clemmons (FFMrebirth.) I also don't own the rights to this game. They're owned by whoever created it. I just wrote a guide for the bosses.

In honor of Hellfire's atrocious translation:

"Try to next colony free. Good Luck!"

- End of File -