

Airwolf (Import) FAQ/Walkthrough Final

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Darkstar Ripclaw Presents...

AIRWOLF

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BASICS

BSCS

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WEAPONS
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When going through each stage, you will be allowed a single air weapon and a single ground weapon. When you hit the B Button, it will fire both the air and ground weapon at the same time, so effectively you get to double wield, and in two different directions at once. Here is a description of each weapon, as well as their overall relative usefulness.

AIR WEAPONS

Each weapon will fire at least one bullet per shot. For the Chain Guns and the Falcon, all the ammo from the previous shot needs to either be used up in killing an enemy or spend a certain amount of time on-screen before you can fire again.

Chain Guns - The Chain Guns fires two bullets: one straight forward, and one at a 45 degree angle northeast of you. Overall, the Chain Guns is the lowest-quality air weapon because of the firing rate of the gun: the gun shoots at a very slow rate, about once every two seconds

Falcon - The Falcon shoots out missiles that are fairly long, providing more opportunity to hit something, but only fires straight forward. However, the Falcon shoots missiles at a much faster speed than the Chain Guns will. Additionally, because the Falcon only shoots ONE missile at once, one can get in front of a line of enemies and achieve a rapidfire effect; as soon as your missile is destroyed in taking out an enemy, you can immediately fire again

Cannon - Easily the most useful Air weapon, the Cannon can be fired four times at once. Additionally, the Cannon has a tall height, meaning that your enemies are less likely to avoid a hit by a sliver. If you start firing in front of a row of enemies, you can take them out in no time at all through the use of rapidfire

GROUND WEAPONS

The name isn't very descriptive here; what each ground weapon does is send a bullet or missile going down from your plane, as opposed to straight forward or up. Fortunately, ground weapons don't delay you from shooting your air weapons repeatedly, and you can usually double-shoot them.

Red-Eye - Drops a projectile straight down from your position, at a decently fast speed.

Copperhead - Shoots a missile that goes down-right thirty degrees below your x-axis. The missile goes at a fairly quick speed, making it decently useful. However, talented usage of it will take some practice to make the most out of it.

Hellfire - Shoots a bullet down-right forty-five degrees below your x-axis, mirroring the upper bullet of the Chain Guns. Overall, the Hellfire suffers from the same flaws as the Chain Guns.

My personal recommendation is to use a combination of the Cannon and Copperhead, as both are relatively quick and you can spam them easily and destroy a row of enemies in short order.

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OTHER
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FUEL - In every level, you can hit the A Button, and go into a state of temporary invincibility, in which the screen goes slightly faster than usual and your ship destroys anything that is in its path automatically. However, this state can only last as long as you have fuel (indicated by the fuel bars at the top of the screen), and you can exit out of the fuel state by hitting the A button again, and reenter it later. The fuel resets and replenishes itself in between every stage, so don't be afraid to use it to get out of a tight bind!

Bonuses - Occasionally the enemy will leave behind a symbol that reads like "POW". This will give you a score bonus.

POW - 300 Extra Points

Helmet-Like Object - 3000 Points

Star - Destroys all enemies on screen and adds the score you would normally get to your high score

1-Up - Adds another life to your total

'Special Enemies' - In some of the stages, there will be an enemy that will take multiple hits to down, and will go off the left end, only to come straight back on. These enemies must be destroyed before the end of the level, or else it is game over for you.

WALKTHROUGH

WLKT

Overview

Airwolf (not to be confused with the American NES game of the same name) is a horizontally-scrolling shoot'em'up game, with six levels. Unlike some games of the same genre, Airwolf does NOT have any powerups. Curiously, the bosses of each level with the exception of the final boss are fought using an entirely different engine - as opposed to fighting them in a horizontal scroller, you are instead given a static target that will shoot out the occasional missiles, and you have to shoot the static target repeatedly until it is destroyed. In the scrolling levels, the closest that passes for bosses are special enemies that need to be shot multiple times to be destroyed.

Probably the greatest design about Airwolf are its enemies - they can pop up from the top or the bottom of the screen, or from the left end, sometimes they pop up from the background, squadrons of enemy planes can curve around in a circle or double-back, providing for a refreshing NES-era shmup.

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STAGE ONE
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Since you survive the first couple of minutes, you should be wary about keeping the Airwolf at the left-hand side of the screen; enemies will start coming in from the back side and will do so for the rest of the game. Once that happens, it is highly recommended that you keep a bit of distance between the Airwolf and the edge of the screen all the time. The same goes for staying away from both the top and bottom of the screen - enemies will come from both extremes there as well.

The missiles and capsule-shaped bombs that drop from above are nothing special; however, they are slow to leave the screen, so you may wish to destroy them fairly quickly to avoid having too many obstacles on screen to dodge.

During the stage, a helicopter will glide across the top of the screen - this helicopter is invincible, so do not bother trying to destroy it. Instead, watch out for the bombs that it drops while on-screen and either avoid or destroy the bombs

About halfway through the stage, you will encounter an above-average sized yellow-gold plane. This plane cannot be destroyed with just one hit; it will take several hits to take it out. During the meantime, once the plane goes to the left end of the screen, it will exit the screen, and then come back right on, either from the left end, the top-left, or the bottom-left; whichever is

closest to where the Airwolf is. As such, when fighting the plane, try not to let yourself be squished in between a squadron of enemy planes and the edge of the screen, lest the plane come back on hit you. Instead, leave yourself a lot of room to work with. When it goes off the right end, it will come back on via the right end.

BATTLE ONE

This is somewhat of a stationary snipe-and-shoot game - just aim your crosshairs at any of the parts of the ship that are shooting out the missiles and continue shooting until each missile launcher section is destroyed.

Each missile will probably take about half a minute or so to reach your ship; if one hits, it is game over. Fortunately, there is a ridiculously easy solution to avoid the missiles - simply scroll the screen over left or right until you can no longer see the missiles. When you scroll back, the missiles will be gone. Yeah. It is that easy.

The bars at the bottom indicate a time limit. Be sure to destroy the ship (some of the missile sections might be a bit obscurely-placed, and you will have to scroll the screen left and right) before you run out of time.

After you win, WRITE DOWN THE CODE YOU ARE GIVEN (you have 60 seconds to write it down). This code is randomized through each playthrough, so I cannot help you here.

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STAGE TWO
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On top of many of the buildings there will either be white poles with red on top of satellite-shaped weapons that will shoot bullets at you. You should be wary when looking at the background, as they can blend in remarkably well. To destroy the white poles, you specifically have to hit them by the red striping.

The big red missiles will start coming out from the left side, so stay on your toes as far as darting around goes.

Shortly after you cross the first bridge in the background, you will come across a green helicopter whose purpose is similar to the yellow airplane from the last stage. The helicopter will be infinitely more annoying, because it will be dropping projectiles straight down as it flies across the screen, all while you still have to fend off normal enemies. Two things make this a bit easier; first of all, the projectiles it drops has parachutes, so there is a larger surface area for you to hit. Secondly, the helicopter will always fly across the top third of the screen, so if you go low when it flies out the left end, you will not have to worry about it running into you.

You will start getting a larger variety of bonuses in this stage. My particular favorite is the Star, which destroys all on-screen enemies.

BATTLE TWO

This time around, you have ten targets - five on each of the FRONT wings of the airplane (there are none on the back wings or on the cockpit). The five

on either wings are the three larger propellers and the two smaller ones close to the cockpit.

the trick of getting rid of the missile still works, so just try to destroy a couple of the propellers on one wing, then scroll over to the opposite wing.

gain, do not forget to write down your password.

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STAGE THREE
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the background for the stage is fairly unique - the top third of the background will be a rocky cavern ceiling. If you run into it, your ship blows up. Furthermore, there are several rock platforms throughout the cave that are also capable of destroying your ship. If you want to take the path of least resistance when it comes to the platforms, I recommend getting as high as you can and putting yourself between the top platforms and the cavern ceiling. You CANNOT use your FUEL run to go through the ceilings, either (but you can still use it to go through bullet sprays without harm).

Fortunately, whenever there is a silvery floor, you CAN lower yourself onto the floor background and be safe.

this is about the only stage where you might want to use something other than the recommended Cannon-Copperhead combination; specifically, a Chain Guns/Red-Eye combination or Chain Guns/Hellfire combination, as both will give you a lot more range to work with, which is direly needed in the caverns.

nce you get through the first portion of the cave and get to the part where there is water in the background, give yourself some altitude - missiles will start launching right from the bottom of the screen (and it will always be right underneath where you are) and go straight up. You need to give yourself some flex room to avoid getting hit straight off the bat.

hankfully, there is no 'persistent' enemy that you will have to shoot repeatedly to kill in this stage.

BATTLE THREE

ot much to say about this battle. Just destroy the seven cannons that are located in the cavern wall background. Once you win you've officially completed half the game.

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STAGE FOUR
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lmost immediately into the stage, purple bunkers will open up and shoot out a missile that will split into four bullets, each heading in a cardinal direction. There is no real pattern to the locations of the bunkers, but they are the exact same every time, so emulator users can reload and reload as needed. Later on, the bullets will split to go diagonally.

檢nce you make it over open waters, submarines will also pop out of the water. If you do not destroy them quickly enough, they will shoot five bullets straight up into the air. Thankfully, there is probably about a three second lag in between them appearing and then shooting out bullets, so you can easily destroy it in the given time.

漂ou will get the occasional black plane that will fly across the screen, and drop several loads of bullets straight down. These planes are not repeating enemies and can be destroyed with one hit, but it is recommended you take them out quickly to avoid a headache of dodging.

逼ear the end of the stage you will have to deal with another new missile - one that launches from the bottom of the screen and goes at a 45-degree angle northwest, at a very high speed. Thankfully you will only have to avoid a couple of these in this stage.

BATTLE FOUR

謬he same old sort of fight; this time you will have to sink six submarines. To sink each submarine, you have to shoot at the head of the submarine (the tower).

謬he missiles in this fight are deceptively quick, so make sure to scroll around often to get rid of the missiles.

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STAGE FIVE
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檢verall, many of the enemy planes will tend to randomly accelerate throughout the stage, so don't expect your foes to be going at one speed all the time

柁lmost immediately, you will get some of the quick missiles much like last stage; however, in addition to the ones that launch northwest from the bottom, you will have some that will come in from the top going southeast

柁fter you make it through the first batch of capsule-shaped missiles, you will face this stage's special enemy - a space-shuttle like airplane. The plane doesn't seem to actually do anything beside just glide around back and forth after it initially comes on screen and fires a single bullet after you, so you need not worry about having to avoid bullets from it. However, it is around this time that the screen just fills up with lots of enemies, so you may encounter some slowdown - be wary when this happens, and make sure to focus on taking out the regular enemies first so you don't get caught in between multiple foes.

BATTLE FIVE

疋o not hesitate with this battle - just fire and fire away and scroll as needed to. You have ten tanks that you must destroy, and little time.

謬he five tanks at the back should be your first priority. They can be destroyed much faster than the five up front, and once all five are gone, they can no

longer shoot missiles.

After, shoot the five in front to win the battle.

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STAGE SIX
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This is not really much of a stage. For the first little bit, when outside, you will have four statues that you must shoot at their eyes to destroy them (and you can only destroy one eye at a time). Until you can destroy all four pairs of eyes, the stage will loop through the same four statues.

If you are somebody who cares about getting the highest point total possible, then you should let the stage loop itself over and over until you have little time left and destroy as many enemy airplane squadrons as you can to get more points off of them.

Once you destroy all eight eyes, you will be taken to another stage.

In this stage, you will fight the final boss, but it isn't like any of the special battles previously; instead, this is one of the horizontal-scrolling sections with a single enemy that has a lot of endurance.

Shoot at the helicopter repeatedly. When it moves forward to the left side, move past the helicopter, then when it comes back, move back to the left side and continue to shoot at it. In the meantime, be sure to avoid all the bullet spray the helicopter sends off, as well as the occasional turret.

Once you beat the helicopter, you will be asked to input the codes from the previous stages. Input all five five-digit codes and you will get your ending. Congratulations!

Need help with something that's not in this FAQ? Got a comment to make? Find something wrong in this FAQ, or else just want to contribute something extra? Email me at darkstar.ripclaw AT gmail DOT com if you need any of these things. Just a warning note; if I recognize a question as something being asked in this FAQ, it's not getting answered.

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