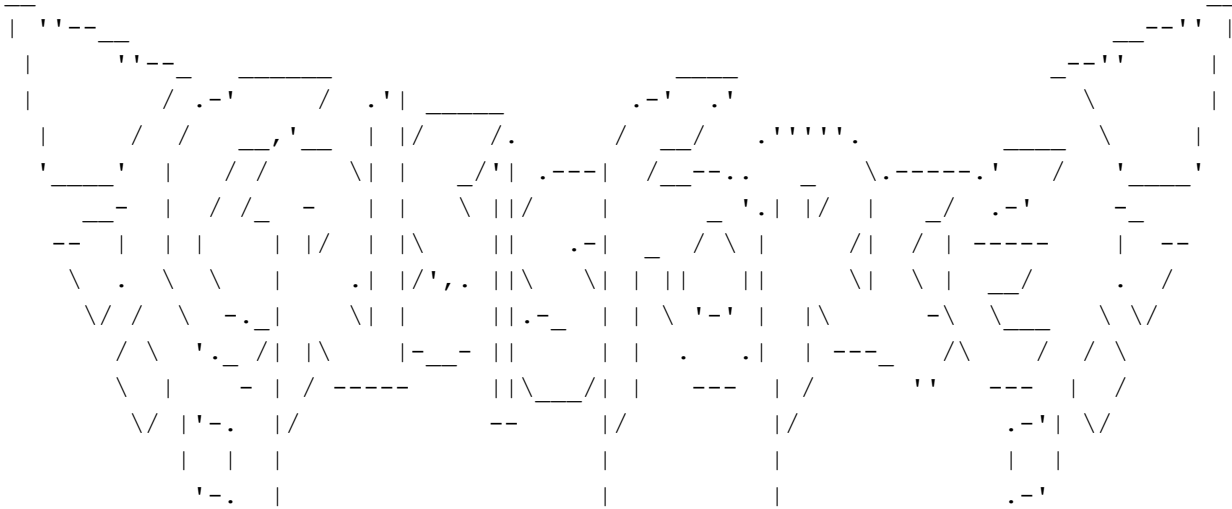


Crisis Force FAQ/Walkthrough

by EntropicLobo

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CRISIS FORCE

Version 1.0 (07/12/2007)

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Legality:

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Game by Konami

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Crisis Force is rated "X" for "199X," it contains scenes of transforming ships and brutal bots. Player discretion is advised.

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|                               CF1: Intro                               |  
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Perhaps the most gorgeous game of its kind on this hardware, Crisis Force is a true gem. Besides being breathtaking, it's entertainment value shines through on a console that is literally permeated with shmups. But Crisis Force remains fresh. Large and inventive enemies, a transformable ship for finding just the right combo for the situation or your play in general, and it's no slouch with what it tosses at you.

Crisis Force unfortunately did not make it outside of Japan, perhaps due to its release proximity to the NES-SNES transition. It's a shame, so if you get the opportunity to play this game you should take.

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|                               CF2: Gameplay                               |  
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Crisis Force is an overhead shooter divided into 7 stages with an end boss each. Fly through each stage, defeat teh boss, and proceed to the end. Pretty straight forward.

You can change teh difficulty and control scheme in the options.

You have two main functions:

Fire: The button assigned to fire your weapon.
Change: The button assigned to change your ship.

Change means that you alter the shape of your ship. You collect red and blue power-ups and as you stay on one type (ie, stick with red) your weapon becomes more powerful. The weapon is used in different ways depending on what form the ship takes.

Colelcting teh gold power-ups with a blue centre of them, five of them will transform you into a large ship with vast destructive power. It has a time limit with time also deducted when you take hits.

Unlike other shmups, if you are powered up you can take a hit. This just takes you down in power though the next hit may be fatal.

To launch a Bomb, you need to hold fire and press change.

Bombs of course are a larger area attack. They can even destroy some shots that your normal weapon can't. You have only a limited stock, of course.

| CF3: Power-Ups |

Yellow/Gold with a Blue Centre:

-Collect five of these to transform your ship into the large ship. If you have two players, both become one. At any rate, this ship will eventually revert back to normal with hits and time. The shots it fires cover a huge area so reap the destruction while you can.

One thing you might consider is getting only 3 or 4 of these power-ups so that you can transform based on situation. Such as a hard section of a level, or a boss enemy.

Collecting more of them will increase the time limit of the transformation.

Red Power-Up Path:

-Red has special functions:

- Feature 1: A wave beam fired straight forward. Two shots arc in and out so it may miss enemies but it's quite strong.
- Feature 2: A weak shot forward but a shield around your ship.
- Feature 3: Shots fired to the side of the ship, which seek the enemy. They fly out, line up with an enemy and fly straight ahead.

Red is more powerful than blue, in my experience, but not always as reliable. The seeker for instance may line up with a boss' shots rather than a boss itself.

Blue Power-Up Path:

-Blue is a little more mundane but still functional.

- Feature 1: Straight-forward shot.
- Feature 2: Front and Tail Guns. Covers a wide area behind you.
- Feature 3: Front and Side (both) guns.

Blue is a more rapid fire oriented power-up path. There's decent coverage if this is the kind you like.

Bomb:

The bomb gives you more bomb uses. The bomb's function depends on formation.

- Feature 1: A circular blast array that spreads out. Useful.
- Feature 2: A more centralized blast. Useful.
- Feature 3: Teleports your ship, doing damage with your afterimage. Avoid.

Flashing:

A flashing S, get it to restore some lost power when you die.

S:

Speed up if blue, speed down if red.

| CF4: Walkthrough |

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Crisis Force is divided into 7 discrete stages, each with an end boss and perhaps some minibosses interspersed throughout the stage.

While your raw ability is much more important with a shmup, it does help to know how to handle or something, or what you have to handle in the first place. This guide is written with the normal difficulty in mind.

CF4.1: Stage 1

You're going to enter the level over some grass. This is an opportunity to pick your power-up and switch ship mode into the one you desire. Once you pick a power-up type, you should mostly stick with it unless you feel a boss or situation demands change.

Once you enter the city area, fire at the enemies cascading in from the top in sinewave formation. There will be plenty of power-ups and the yellow ships mainly just enter from the top - you should be able to take these out as they appear. The small red circles moving across the ground take a couple of shots, so mind them. Their shots are pretty slow, however.

By the time you reach open water and a road, you should have powered up into the large ship. If you have, reap the rewards while you can. I won't mention this transformation again in my guide, since you may miss power-ups, or collect those that I miss, getting it at different times than I would. You may want to hold off on them until you are right before the boss of a level, however.

The streets are clogged with red orb enemies, stay towards the back and take care of them. When three ships burst out of the water, yellow winged ships will arrive. These are dangerous, once they reach the bottom, they will fire lasers then fly back up. So even if you do not manage to shoot them down as they pass, keep your guard up.

Stay toward the bottom of the screen during the section where lasers ravage the city. Larger yellow ships will appear that shoot three lasers straight forward. They can loop the screen by going off the left or right side, so it's best to stay away and scrap them. These will be mixed in with those red orbs for a good stretch now as the screen sways back and forth.

When the ground opens up, you'll be fighting the small yellow ships again, so it's a short reprieve. When the ground brightens up to reveal the chasm, some large red ships will arrive. Now these fire either slow moving balls or missiles before they move and take a few hits to down. Just stay to the bottom of the screen shooting them down and you'll be fine.

After a number of small yellows (destroy them and you'll likely get enough power-ups to transform) some yellow wings will come in from the bottom. If you are in the centre of the left-right axis you won't get creamed. Some yellow ships will then fly out from the chasm, they're easily destroyed but don't get too close because these ones WILL shoot you.

STAGE 1 BOSS

If you transformed in the last section before the boss, you'll have a great advantage at first. But either way, this guy isn't that hard.

His hands will alternate between sections of lasers and red balls. When he fires three red balls, you can stay pretty well lined up with him. Your shots will destroy these balls and also injure him and his hands.

When the hands fire lasers, pull to the bottom of the screen and stay away from their line of fire. The lasers are quicker than the balls and cannot be blocked or stopped by your firepower.

You can destroy his hands, but you should focus mostly on the main body. A wide shot or something that will hit him from a different direction (like the seeker laser of the red path) helps a lot here. Do not try to fly up beside him unless he is to the far left or right, he swings his arms around independent from his body so you could get smoked for your efforts.

If both arms are destroyed, the main body starts firing fairly rapidly. I'd switch to a more forward, strong attack. It will be able to penetrate the red balls and damage him rapidly enough not to drag the increased threat on.

When his main body is destroyed, you can blast off to stage two.

CF4.2: Stage 2

You'll enter over a field. There's plenty of power-ups here, but ships will begin to arrive almost immediately. Shoot them for the transformation power-ups but stay near the bottom of the screen if possible, in preparation for the next section.

The spiders here shoot webs that will explode into spiked balls. The spiders are large and take multiple hits themselves. Try to stay around the centre of the screen if possible, and use a weapon that can hit to your sides, as much for defense as for offense.

Leaving the spiders, the paired ships will fire, then retreat offscreen, destroy them as you see them, if possible, but don't get close unless you just plan to sweep past firing at them.

The spiders will arrive again, but be much more sparse, mainly paired along the right and left of the screen, if you can't take them out as they arrive, a shot that goes to the sides is recommended.

After the small yellow ships, three spiders then some more ships that pull back greet you. A side shot should be kept on, some of the statues to your left and right are actually enemies and will become much more frequent as you enter the temple area.

The temple area has these statues and the pull-back ships in greater number. Eventually you'll find enemies that look like a pharaoh's death mask. They transform to shoot, and leave, so try and take them out beforehand. Some ships will appear at the bottom of the screen, so head more towards the centre to contend with them.

You'll come to an area full of slabs that can be destroyed. Those that are a more solid colour with a circle hold powerups. The walking enemies here take a few hits and should be avoided if they get too close. There's plenty of statues here too. If you can't get a clear shot at all of them, pick one side and keep to it.

When you reach open water again, more death mask robots will arrive. There are about four total, coming in pairs. However, there are statues here too so the bottom of the screen is not completely safe, the centre will do.

When you re-enter the temple area, the boss is nigh.

STAGE 2 BOSS

The large head is beneath a broken floor. Stay to one side of it as it moves around. It fires a three-way spread shot that should be pretty obvious. Switch to a powerful forward shot, like the wave shot of the red mode and blast the tiles away as quickly as possible.

When they're blasted, he won't be able to hide nearly as well, blast him in the chops with whatever weapon is most comfortable for you. Stay to the bottom of the screen.

Eventually, his face will change. At this point he sprays a radial array of diamond shaped shots. You will want to be at the bottom of the screen and the opposite side as him. This way, a space wide enough to fly through should have open before the shots hit you. There is a brief pause between these attacks, but not long enough to get close to him.

The face will change again. It opens its mouth a fires a large number of shots forward. These can be destroyed and hebreaks it off just as he reaches the other side of his strafe. So, you should stay somewhat lined up with him, firing, and moving just a bit ahead of him so as not to get hit by the shots you don't manage to destroy.

Once its death mask blows up, it's not over. The true head here fires a fireball, which split into four smaller balls, stay away and weave over them while paying mind to the three-way shot the head assails you with. So, let the fireballs pass under you and don't get too close to the head or you can't dodge the three-way (and I'll refrain from a salacious joke here). Keep firing. A wider shot, or the seeker laser is helpful if you don't fancy lining up with the head.

That's the last phase.

CF4.3: Stage 3

While there are power-ups here, don't get too excited. There are plenty of walls in your path that can either take you by surprise or completely waste a transformed ship. It's maybe too big for acute weaving so you'll possibly hit more walls and drain it before you get any real use out of it.

Stay towards the back of the screen and dodge into the openings as you see them. Stayingt back here is recommended unless you're confident enough in your reaction time to venture further.

Once you come to a more open straightaway, enemies will come up from the trenches. Hit them as they arrive, they don't really move but they do fire. You should be able to kill them before they fire, however. What's more, you can see the red dots below so you about where they will arrive. They'll move after they fire so clean up quickly!

Head more towards the centre of the screen if possible because some waves will come from the bottom. These small grey ships leave transformation power-ups if you destroy their wave (I believe the wave is only paired ships though).

Pull back to the bottom of the screen as the yellow ships arrive. Large yellow ships will arrive from the top, fire and fly forward. Shoot them down if possible. Staying towards the bottom gives you plenty of room to move out of the way otherwise. However, if you don't clear a few the air will get wicked thick. After a few more small ships, a miniboss will arrive...

STAGE 3 MINIBOSS

You should know what ship formation can hit behind you and what's good for hitting ahead of you. The miniboss occasionally fires a few straight lasers forward, either go between them (plenty of room) or stay to one side of the boss. He constantly launches a three-way shot, so stay away from him.

Stay toward the bottom of the screen while he's at the top so you don't smack a wall, and the centre when he goes to the bottom (room to dodge shots as well as room to evade the coming walls).

Back to the stage, don't get too close to the crawling yellow bots that arrive. They fire a short-range fireball. Get your shots in, but don't go right up in front of them. The grey discs that will join them aren't a huge concern if you miss them, but they do persist on screen for a short time firing.

This is a fairly extensive section, but eventually you'll come to some grey orbs. These fire lasers in a clockwise formation. They take a few hits so get rid of them before the yellow snakes arrive. These snakes persist on screen. Alone, they aren't too bad but when there's more than one your room to move is severely compromised. Hit them in the face and get ready for more grey orbs when they arrive - stay below the middle of the screen. Not the bottom, however, as snakes can arrive from the bottom.

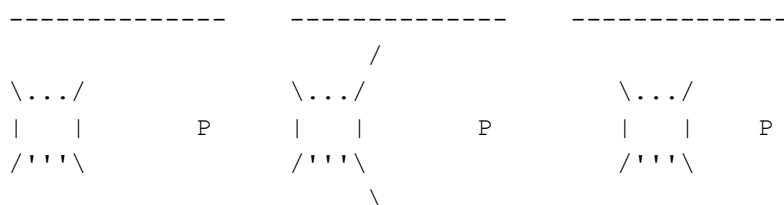
Watch out as the path narrows, take care of the stationary targets and watch closely as yellow ships phase in. If you're coming to a dead end, pull back and wait for a portal to open. Eventually you'll come to the boss. Stay near the wall as you see the path ending though, so as not to get snuck attack by sudden yellow ships.

STAGE 3 BOSS

The boss is a large face, and the weak spots are the eyeballs. The boss attacks by firing fireballs from its eyes and launching small ships which take to the bottom/top of the screen and fire small shots at you.

When you see the boss' spikes glow blue it will launch two spiked lengths and pull itself toward you.

For instance...



A) Boss and B) Boss fires C) Boss moves
 Player spikes. closer.

So what are you to do? Switch to a side shot. Let him get 3/4 across the screen before moving to the other side. Shot the eyes when you get to either side, be sure to take note of the little ships. You can break the fireballs so you'll more than likely hit those anyways.

The boss is quickly destroyed in this fashion. You can shoot it fromt he front, but I find the sides safer.

CF4.4: Stage 4

Starting over a scenic sea of lava, you won't get too many power-ups before the stage starts for real. The volcanoes ahead spew rocks at you - you can either switch to a multiple shot for the sake of defense or you can take a powerful forward shot to destroy the volcanoes. Hit the spot of lava on them and when it goes black the volcano will go dormant.

You'll enter a section now of fireballs (they can be destroyed but dodge if they get too close) and spinning ships. That is, the waves of ships spin in a tight circle firing multiple shots. It's in your best interest to crush them asap.

Afterwards, destroy the ship with the trailing missiles - or they will fire at you. Destroy the orb in the lava as quickly as possible, as well. It unleashes a radial flame wave. As long as you're at least half a screen away, you should be able to find an opening to weave through the flames unscathed.

The rocks up ahead will open up and begin shooting fireballs at you. If possible, train your shots on them as they open so as to hit them as they open. They do take multiple hits, so get about 1/4 of a scrfeen away from them. No closer as there's a volcano coming and you don't want their shots to hit you.

Passing the volcano, there are fire snakes (shoot their head) that fire fireballs at you, diggers (fires 3 small flames), a volcano, little grey bots that have a three way fireball, and other grey bots that go down the side of the screen firing lasers. There are also the radial flame wave orbs, potent. It can get rough, so retreat to the bottom of the screen. Clear/concentrate on one side of the screen - probably the right. This way you can dodge some shots and clear your path. It thins out around the next volcano.

Some more volcanoes and you'll be assaulted by flaming masks. They take multiple hits and release a lot of small shots. Now, stay clear of, or destroy, the volcano and then concentrate on the masks one at a time. Try to stay at leasta quarter of a screen a way - hitting them multiple times but leaving room to dodge.

After the spinning ships, you'll see large lines of flame coursing down from the top of the screen. Dodge these to the left or right and then immediately go over the space where they were. The reason being, they launch fireballs in their wake and these will not hit you if you are in between them (launched to either side of the line). Towards the end this gets difficult as a few will be on the screen at once. Lure them to one side, then dart to the other side of the screen.

Stay at the bottom of the screen for the next segment. Wait for the ground to burst and the flames to start then move between them, destroying the fire snake along the way. Stay between the flames as you keep going up, and move to safety if ever the ground turns red beneath you.

Some concealed cannons make themselves known after this. Luckily, they are noisy and reveal themselves as soon as they shoot. Take them out. Things will get noisy shortly after, a section of volcanoes, drillers, and ships will approach. Again, stick to one side of the screen and destroy/dodge as much as possible. There's a few power-ups if you get hit once or twice.

When it eases up, there'll mostly be volcanoes and lines of fire. Now, these lines don't seem to give off flames, but be prepared incase it was just me. Those that do, don't seem to fire many. Perhaps its because of the volcanoes? Stay at the centre, picking a side. Move down and away as the fire lines draw near.

After the second group of three volcanoes you'll have to deal with fire masks again. Switch to a forward shot and destroy at least two of them before the masks even appear so that you actually have some breathing room.

STAGE 4 BOSS

There's three volcanoes approaching and then the screen stops on them. This is the first phase of the boss. Pick either the left or right volcano and just work your way across them. You can't hurt them until the stage stops moving so get in position. They do nothing different, they just fire rocks. They do flash red so you can even see them more easily.

Once they are destroyed, the boss reveals itself. The boss is a large circular ship with a face in the middle, and it fires rings of flame that are the same size as its body.

These are not difficult to dodge as long as you are about half a screen away. The timing is very deliberate, you can dodge, pause and shoot, dodge, pause and shoot. The seeker lasers of the red path make this even easier.

CF4.5: Stage 5

Starting out over the water, a few waves of enemies will come in from the top. These grey ones give the power-ups that cause teh transformation into the karge ship - there's enough here certainly to transform if you want to try.

When facing the Egyptian ships, hit the cannons when they open. Stay near the Egyptian ships so that the enemy's attack boats don't just collide with you. Of course, teh second ship has a back-mounted laser and launches small aircraft so don't go over the big boats, just beside. You can scroll the screen left and right just a little.

Move more towards the centre as you come to the black circles on the water. These circles will jump out to reveal either missiles or laser canons so don't go right in front of them. The reason you want to be in the centre is that ships will move across the bottom firing lasers.

This will continue for some time, but eventually you will come to open water, then islands. Stay near the centre and look for the black shadows. These large

craft will loop back from the top and fire lasers at you. Fire at them, then move out of the way of the lasers. Don't ignore the black circles in the water. The boats are less threat than the aircraft, but the missiles and laser canons can cause a problem.

Something like the red path's shield or the blue's side shot is useful here as missiles erupt from all around you.

STAGE 5 BOSS

A side-capable shot is definitely needed for this first phase. There are four missile launchers, they have minimal tracking ability but if you go into one of the bottom corners you can shoot them more easily. However, enemies from the top still can get you, so take care. Basically, side up beside some launchers and move from one side to the other, until all are gone. Maybe duck in and out of the corner, have the missiles fire up, then defend as they go down. Due to the positioning of the boss, you may consider a bomb if you aren't packing a full power-up path.

You'll now zoom down to the other end of the ship to do battle with even more of its machinations. Pick either the right or left flank and destroy the canons here, and then on the other flank. These fire small shots, but since there are four of them, this can cause some complications. Look out for the lasers from the central plate. If you stay to the bottom of the screen, they're easy to destroy. Fire on the central plate after taking out the side canons.

Now you move into the centre of the ship, with its core glaring at you. But there are five turret holes here as well. These shoot teh same missiles as phase 1. Pound on them as quickly as possible. The core will launch some swirling shots, but fly up and around the top of the ship and back down to the bottom to evade them. Stay in a bottom corner when the lasers are fired, and move when one comes towards you. You'll see the spot facing you glow first so it's not hard to see coming. Be careful of the five-way spread gun of the orb, but it's always the same so you should quickly see a way to dodge.

Once the five turrets are destroyed, focus on the sphere, moving away when it glows or the lasers start. Destroy it, and it's over baby.

CF4.6: Stage 6

Take your eyes off the background and take note of the purple enemies. These guys dart back and forth across the screen in wide arcs and so you'll need to stop them as close tot he top as possible. They drop the transforming power-up if you destroy all of the wave. Keep your eye on teh pyramids, those with tops may conceal turrets so don't stray too close.

Stay toward the bottom of the screen as large slabs appear on screen, dodging them as they fly toward you. Try to destroy as many laser pyramids as possible because it's doubtful you'll beat the slabs.

The next slabs are more easily destroyed but they break into a burst of smaller tablets. Euther dodge them or focus your shots on them. Don't forget the pyramids, they're still firing lasers. To destroy the pyramids you probably won't have any choice but to destroy a few slabs.

There are obelisk missiles shortly after this. Stone obelisks fly into the

centre of the screen and explode, launching four smaller shots. These don't come in any small number. You must destroy as many as possible, pick a side if need be, but destroy as many as needed so as to save yourself the hits.

The next set of slabs are indestructible. But the purple diamonds aren't. They will bounce lasers off of the slabs so stay towards the middle and focus your firepower on the diamonds.

After a few purple ships you'll come to a section with indestructible slabs all along the side of the screen. This part is hard. They fly towards you and clamp together before boucong back off the screen. Stay to the bottom until you have no choice but to go up past some. Dart to the top to about a one slab space where there are none and stay in this space until you can do the same for the next section. Repeat until over.

There'll now be a load of walker bots and missiles which fire segments of themselves at you. Just stay to the bottom and keep firing. After a few indestructibles it's boss time.

STAGE 6 BOSS

A large slab that fires bounceable lasers at the smaller slabs is the first phase here. Purple diamonds do the same. Pick one method - either straight forward or side shot and stick with it. Dodge lasers and slab and shoot the big guy when it opens.

The purple diamonds do regenerate so focus on the big guy. Stay at least half a screen away at all times for good measure.

When the big slab is destroyed, the floor falls away. Head to the bottom of the screen because the boss will take up the top.

The boss has multiple attacks. You can shoot its sparks, but not all as that's not practical. Stay just under his chin at all times firing straight up and you will destroy the two closest to you and the others will miss you entirely. Stay away from the tentacles because they can extend down, and fire a laser to the side when they do. So if a tentacle tip is right next to you, change position.

Keep this up and it should fall pretty quickly.

CF4.7: Stage 7

Stage 7 begins with some fairly easy enemy waves that drop the transforming power-up. Some green blades will shoot onto screen but they are mostly harmless if you stay towards the bottom.

STAGE 7 MINIBOSS 1

A large yellow robot will walk up to the top from the bottom of the screen. It will walk up and down the screen - launching missiles at the top and drones at the bottom. The missiles are tightly packed and easy to destroy. The drones are launched to the top of the screen, and spread out. Try to take out at least two while dodging their fireballs and dodge them when they group and fly after you. A strong, forward shot is the best here.

After this, take one path or the other, it doesn't truly matter. The big threat here are side mounted cannons. Destroy them rather than trying to pass them. They are tight to one another (relatively speaking) so you don't want too many on the screen at once. The others in the other corridor aren't any concern except at openings.

STAGE 7 MINIBOSS 2

An eyeball will eventually enter the corridor, or rather a ship with an eye I guess. There will be two at once, alternating between a five-way spread and a red bouncing ball. Stay towards the bottom of the screen and focus on these one at a time. Remember, the other can hit you once an opening appears. For the second you may consider a side shot to hit it in the openings or better still - the seeker laser of the red path.

The corridors up ahead are lines with grey wall turrets, stay near the bottom and take them out with the seeker laser or a side shot.

STAGE 7 MINIBOSS 3

The break is very short lived as an idol statue attacks you. Switch to your forward shot mode for this fight. It fires four lasers on diagonals which bounce off the wall. Get between two contact points to dodge them. Basically get in front of the miniboss, fire like crazy, then dodge the laser. Rinse and repeat.

There's a few grey wall turrets up ahead. deal with them first with a forward shot and then with a side shot.

STAGE 7 MINIBOSS 4

He rockets up from below, and cuts his thruster. His main attack is to fire four shots on diagonals. If you are to the side of him, these will miss you. What you do is stay on the right, pound him with a side shot and dodge the laser, move to the left and repeat, move to the right and repeat, etc. He also fires missiles from the top, take the time to destroy them and continue the pattern.

There's going to be a few wall turrets again, deal with them as before.

STAGE 7 MINIBOSS 5

Appears to be a robotic... Anubis (?) sitting in a throne. Small ships will come onscreen and he will turn them into damaging rubble, steer clear. He also fires lasers that home in on you once, stop, then do it again. So stay in one place blasting, move, and blast again.

As usual, there's a few more wall turrets than a miniboss...

STAGE 7 MINIBOSS 6

This larger ship reminds me of Gradius. It will periodically release large wave lasers forward. Stay slightly off centre with the ship so you can easily dodge the blasts. Fire at it from the bottom of the screen. When it takes damage, it will start to break apart. Shoot the rubble. If you're worried, don't fire at

the boss when it shoots but it's rubble won't mess you up that much.

There will be a few more turrets, and then it's go time.

STAGE 7 BOSS

Phase one is a pheonix. It fires two straight lasers forward and launches some feathers at you. Stay at the bottom of the screen, move away from the lasers and dodge between teh feathers. You may have to move forward if the feathers become too thick in order to find an opening. You can go between the lasers if you want, but don't risk it if you don't have to, full power-up is helpful for the next phase.

This pharoah sits astride four serpent heads. Dodge the small ships it launches and do not stay in front of teh serpent heads, they launch lighting bolts. The boss moves from left to right, so stay on either side of it, firing with a side shot on the closest head.

When the heads are destroyed, head to the bottom of the screen. the boss is now attacking you directly. He will fire three large blasts forward, stand to one side, and then fire a few lasers that will track you, stay on the opposite side of the screen fromt he boss and move up.

It takes a long time, but repeat the pattern and he'll eventually drop.

| CF5: Credits |

Thanks to Konami for the amazing game. This isn't the only game I love from your truly astounding run on the NES, but it definitely stands out as a gem.

Thanks of course go out to my hosts, as without them you would not be reading this guide.

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