

# CrossFire FAQ/Walkthrough

by Damage\_dealer

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for Nintendo Entertainment System

## General FAQ

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Buttons:

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A + Up/Down - climb ladders, stairs, chains

B + Up - throw grenades

If you've lost you're weapon and you have only fists, press B + Up (you can find a grenade in your pocket!).

Walkthrough:

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Round 1: Vietnam

You play as a specnaz soldier Eric, who bravely fights for justice in the whole world. Let's get started, shall we?

In the beginning of the game, run to the nearest lying stones, and jump over them. Hit the the top right rock. You'll get a shotgun. Note that you should always check such places for hidden secrets and bonuses. Beware of the falling rocks at some points of the level. Enemies from the brick walls throw grenades here, so jump often. After you kill first the gunbot, check the nearest crates for a shotgun.

The "prizes" you get increase your fire rate and replenish your life energy. Your life bar is shown in the top left corner of the screen. Max amount of life you can have is 8.

You can kill the Helicopter boss using two methods: try to avoid as much of his shots as possible and then shoot his cannons, or go straight for the kill. You can actually get lucky and destroy the boss in under a minute. Stand in the middle of the screen, so the cannons will are to your left and your right, and smoke the hell outta him!

Also take note that when you're fighting the boss, you're on a bridge, and some tiles of this bridge are destroyable, so be careful not to fail your

mission by falling down.

After destroying the Helicopter, you encounter tanks which are defeatable by jumping on them and shooting their core.

#### Round 2: Praha

In this level, you'll get a choice: either you say goodbye to the shotgun prizes and, therefore, life bonuses, or you take the prizes, but lose the ability to fire missiles for a certain period of time. I advice to pick the first option, if you're not feeling confident in your art of surviving. When you'll get to the white ship area, things will get a little bit harder, so stay on your guard.

To defeat the Submarine, always move and shoot its tower and little red bulbs. After that, a white heli will come and take out of that stinking underground.

#### Round 3: Vladivo

You should use three-way fire here (or at least two-way), so that the enemies will die A LOT faster. Some barrels are falling here once in a while, so I'll repeat this again - ALWAYS move. You will also encounter some flying (paragliding?) enemies here (who are taken down fast, if you firing all the time).

The boss of Vladivostok (third level) is a tankette in the underground tunnel. Shoot its biggest part of the body and it'll be gone in no time. Hide from it in the floor holes. When you'll resume fighting your way further, take a good bonus lying not far from the boss. You'll find yourself outside eventually. Shoot the shipcannons and go further. You'll run into aeroplanes at the end of the level. Shoot them from a distance, it's much easier this way.

#### Round 4: Colombia

You'll find yourself riding on the top of the train. This level can be a pain due to the masses of enemies trying to kill you. Three-way fire should help. Check the wagons with wooden piles to earn some nifty bonuses. Finish off flying enemies ASAP, or they'll give you even more trouble.

The boss of this level is again a Helicopter, but this time he throws fire balls at you, and moreover, enemies come out of it. To destroy it fast, just shoot its front and its cabin. If you have missiles, it'll be a piece of cake.

#### Round 5: Afghan

Pretty much the same as the fourth round, you won't find anything completely new here, just more enemies aiming at you from all holes. When you'll start ascending the ladder, first things first kill the terrorisis in the windows, THEN ascend. Note that they reappear after a while, so stay alert. Eventually you'll get to a castle-like building. Buddha statues damage you with their soundwaves, so don't get near them.

You'll find yourself in a big dark room with a Green Buddha floating in the air. Aim the circles that appear above Buddha's head. And destroy them. This boss has a rather nasty attack when he throws light balls at you which is pretty hard to dodge. Again, running under his shadow should help a little.

#### Round 6: Shatol

In this Metroid-like level you need to climb ladders to get to higher areas for easier enemy kills. There are jumping red robots all around, so take them out from afar. You'll encounter tanks and a whole barrage of soldiers at the end of the level, so three-way shooting is a must. When you'll see you're in a purple hall, brace yourself for the final battle.

The final boss is a Mega-Shuttle with two large missile-launch panels. Shoot these panels with your own missiles, and they'll become inactive soon enough. Then go straight for his two little red radars. When they're gone, the boss will die. Congrats, you've beaten Cross Fire!

"The battle is over. But as long as evil exist...  
in the world, there is no end to Eric's battle.

The End."

Codes and Secrets:

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Remember that pressing the SELECT button a certain number of times will start the game from the corresponding level. For example, if you hit the SELECT button four times, you'll start from the fourth level.

To add yourself some free life energy, just press SELECT with all four other buttons on your controller. Or you can try pause the game and press SELECT + A, or SELECT + B.

If you press SELECT + A/B, you'll get ten free lives. Simple, eh?

Anyway, happy gaming!

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