

Dragon Fighter FAQ/Walkthrough

by Seraph 0

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Genre: Action/Adventure
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1. Introduction

I was looking through the Game FAQs website, when I saw that one of my favorite Nintendo games had no walkthroughs. So, I decided to be the first to make a walkthrough for a classic game. Just so you know, I'm not too sure what the story is, and I tried researching it, but I've learned that there is no story. So, I made one up.

2. Story

The evil wizard, Magus, has stolen the five Dragon Staffs from the Kingdom of Dragonia. Magus gives the staffs to his loyal minions and sends them out to conquer the world. You are a Dragon Fighter, a magical knight with the power to transform into a dragon, and only you can stop the terror of Magus.

3. Controls

D Pad - Move Dragon Fighter
Start - Pause
Select - /
B - Attack
A - Jump

- Hold B for about three seconds, {or until you flash quickly}, and release for projectile attack.
- Hold Up when you jump to morph into a dragon. Note your dragon meter must be at least half full, before you can morph.
- Each kill with your sword gives you Dragon Energy, which is needed to morph.
- Hold Down to crouch. This is the only way to attack small enemies.

 4. Items

In the world of Dragon Fighter, you will come across items that will help you in your quest.

- Small Blue Potion - Replenishes Two Health Bars
- Large Blue Potion - Replenishes Eight Health Bars
- Dragon Head - Replenishes Eight Dragon Bars
- Dragon Ring - Destroys all Enemies on Screen
- G {Green} Dragon Orb - Turns you into Green Dragon Fighter
- R {Red} Dragon Orb - Turns you into Red Dragon Fighter
- B {Blue} Dragon Orb - Turns you into Blue Dragon Fighter

 5. Dragon Orbs

In Dragon Fighter, you will come across three blue orbs with letters on them, each giving you different abilities. Note that when using the Fighter abilities, you cannot gain Dragon Energy after each kill.

Green Dragon Fighter

- Fighter: Energy Orb - The Fighter fires a short ranged green orb that travels straight until impact and does 5x the damage of a regular attack.

- Dragon: Wildfire - The Dragon fires a spread shot. Three small blue fireballs will disperse in a cone shape and will do 1.5x the damage.

Red Dragon Fighter

- Fighter: Recoil Orbs - The Fighter fires three red orbs in the air that bounce around when it hits the floor. Impact is regular damage.

- Dragon: Napalm - The Dragon fires a Napalm bomb which, on impact, causes a wall of blue fire. The wall will change direction depending on the surface, { it will go up a wall, etc}. Impact is regular damage.

Blue Dragon Fighter

- Fighter: Homing Orb - The Fighter releases an blue orb which homes on the closest enemy and circles the enemy until destroyed or despites. Impact does half regular damage.

- Dragon: Heat-Seeker - The Dragon fires a blue fireball that homes on nearest target. Impact causes regular damage.

White Dragon Fighter

Fighter: /

Dragon: Aura Bolt - This Dragon can fire fast, bolts of white fire, that travel vertically. Because you don't play as the Fighter they strength can't be determined.

6. Enemies

The world of Dragon Fighter has many monsters. Each with there own skills on how to kill you.

Level 1 - Ice Field

Ogre - These green brutes are the first monsters you will meet. They can attack in four ways: they can charge you, throw snowballs at you, pounce on you, and/or claw you. Most just need one regular attack to kill them, but some need two. They pose no real threat.

Snowflake - "Death from above". These falling projectiles seem to have minor intelligence. As they fall, they stop for a moment and then continue moving, but in your direction and continue following you until you destroy them. These creatures can get annoying when dodging Ogres. One hit will finish them.

Level 2 - The Living Cave

Maggot - These insects ascend from the floors in a coil. They uncoil themselves and will go after you in the opposite direction of which you are going. If there is a platform in front of them, they will coil themselves and launch themselves on top of the platform. Also, they sometimes coil themselves and disappear into the ground if there is a lower platform. They take two regular hits to kill, or just jump over them. Maggots are no real threat.

Fly - These little insects will try to attack you from the air. You can dodge them, but they keep on circling you until you kill them. One hit should do it for these weaklings.

Centipede - These creatures are stationary and do not attack you. Instead, they make it hard for you to pass. They are indestructible and the only thing you can do is hit them. By doing this, they retract back into their hole a bit, making it easier to jump over them. Be careful though, they ascend quickly back.

Spore Plant - These plants fire spores vertically, making it impossible to jump over it, with out getting hurt. So you must crouch and hit it three times before you can pass.

Spider - Other then a boss, this insect has the most health yet. It takes six regular hits to kill. The Spider lowers itself and quickly ascends, only to release three stingers vertically. The only way to hit it is when it lowers itself.

Mimic - This odd creature looks like a spike floor, but when you get closer to it, it will jump and become a spiked, armored insect. When it jumps it fires three needles vertically, so try not to get under it. Two regular hits will finish it.

Trite - These are predictable creatures. They are blue armored orbs that are indestructible. They move counter-clockwise and depend on the ceilings and walls. For example, if it hits the floor, it moves left until it hits another wall, in which it will then move up, etc. Just jump over them when there is an opening.

Level 3 - Water Palace

Flounder - These finless fish seem to move slowly on their bellies. They attack by jumping high in the air and spitting water bubbles at you. They only need one hit.

Veil - These flying creatures look like upside-down flowers, but after a while, they open up and a face starts shooting energy rings vertically. One hit takes care of them.

Crayfish - This pink creatures jump up and down. After a hit, their jump height reduces, until destroyed. It takes four regular hits.

Ringer - It's easier just to avoid these creatures, because they won't attack, unless provoked. If you attack or get too close, they open up and these one-eyed creatures fire two rings that circle its body. As they do this, they sound an alarm, though it does nothing. Four hits will take care of it, but after it destroyed, the rings go in the direction they were moving. So, if try not to get in the rings way.

Merman - Mermen's are armed with tridents and have high jumping ability. They can get annoying, because their tridents are longer then your sword. So, the best tactic is to use projectiles. Two hits will kill it.

Dangler - Similar to the Crayfish, these creatures bounce up and down. The difference is they open up if you get closer to them, and will latch on to the ceiling with their tail. From the ceiling they will fire water bubbles at you. You have to back off, so it falls down, and hit it 5x to keep it down

Level 4 - The Factory

Grunt - These mechanical beasts jump from motion. If you get too close, they jump away from you. Their attacks require a little steam power, before launching their energy bullet. Because of the their lack of courage, you can easily kill them with three hits.

Air Grunt - The counter-part and stronger of the two Grunts. Wings for arms and jets for legs, it fly's by bobbing up and down. It won't attack unless you attack. Its attack fires a indestructible wheel, which hugs the surface. Which means it travels up and down the platforms. The Air grunt takes four hits to dispatch.

Traitor - These men are traitors to your kingdom and are trying to kill you, {of course}. Using a strange machine, they drive a spiked wall. You cannot hit their front, so you have to stab them in the back five times.

Vertica - These strange machines go up and down. When they hit either surface, they fire a spread shot of five energy bullets.

It's easy to dodge them, but if you must, hit them two times.

Level 5 - Castle of the Undead

- Skeleton - These re-animated warriors arise from the ground, so watch your self. They only move in the direction to get you and have no attacks. Because of their lack of speed, they are no real threat and only need twos hits.
- Bone Hand - A giant humanoid skeleton hand. If they can't grab you, they fire energy bullets at you. You should test how far they can grab you, so you can best use your attacks. Three hits will finish it off.
- Bone Head - A flying humanoid skull. This decapitated head moves back and forth in a horseshoe pattern. It fires red homing fireballs each time it hits the side. Another of the strongest enemies, it takes six regular hits to put it back where it belongs.
- Bone Foot - A giant humanoid skeleton foot. This appendage try's to stomp you. Don't try to run away, it runs after you. The best tactic is to predict where it's going to land, dodge it's attack and quickly hit it two times.
- Turret - A odd creature this one is. It's basically a four-fingered hand that fires three red fireballs at a fast rate. This creature makes the third strongest enemy, because it takes six hits to kill.

Level 6 - Tainted Sky

- Razors - These bat-like creatures will stop for a moment and turn themselves into missiles. It's best to wait for them to stop and kill them with two Aura Bolts.
- Sorceress - Magus's strongest warriors. These women first start as cocoons and open up to fire four energy bullets in an X formation from her self. They move at three altitudes, top, middle, and bottom. Like I said, they start moving to the right as cocoons, pauses to open up and fire their energy bullets, and then repeats. The strongest enemy in the game takes ten Aura Bolts to kill.
- Warhawk - These people have special helmets that are eagles with flapping wings on the back. They track you and fire laser beams. Wait for them to fire and the beam to pass, then attack. The second strongest enemies in the game take nine Aura Bolts.
- Gliders - The humans have special capes to allow them to ascend and descend. They have no real attack, but they track you. Six Aura Bolts to destroy them.

7. Bosses

Here is the list of bosses, straight from the walkthrough.

Ogre King

Level 1 - Ice Field

The first boss you will encounter. This blue skinned Ogre first starts out by

jumping over and leaving an Ogre in its place. Then it runs to the other side of the screen and begins his act again. You can hit him about two times before he jumps, then kill the Ogre and follow the King. After about thirteen regular hits, the Ogre King will change his tactics. He will begin rolling himself into a snowball, getting bigger and bigger until he hits the other side. He will then explode and three snowballs will quickly descend, {actually it's six, but three of them go off the screen}. Just jump over him when he begins to roll and follow him. Stay close to him, so you can dodge his attack. He should be destroyed in about nine regular hits. After the Orge King's destruction, he will receive the first Dragon Staff and the staff adds four more health bars to your health.

Centipede Queen

Level 2 - Living Cave

This orange centipede fly's about in an unpredictable pattern, but can follow your movement. After flying about for a while, it will go underground and pop up after a few seconds. Be careful where you are when this happens because the Centipede Queen can cause 2x damage. The Blue Dragon Fighter in Dragon form is good because of its Heat-Seeker. It will die at thirty-seven regular hits. Retrieve the staff to continue with four more health bars.

Turtle God

Level 3 - Water Palace

This boss may have five heads, but you only have to hit its center head. You have to wait for the head to descend and open its mouth, before you can hurt it. The far left and right heads fire energy rings at you. They travel vertical to the altitude you are on, and then travels horizontally. When the head descends, the three middle heads will each fire a spread shot of three water bubbles. You can hit it about four to five times before the middle head ascends. After about eighteen regular hits, the Turtle God will die. Another staff, another four health bars, and your quest continue.

Machine Emperor

Level 4 - The Factory

The Machine Emperor will send out its minions after you, four to be exact. Each can take three hits before falling. Then it's your chance to attack. The best way to attack, is to morph into a dragon and get close enough, so you can fire more quickly. The Emperor will ascend with its minions. The minions will disappear and will be repaired. Watch out for the minions, because they cause 3x the damage to you. Continue the cycle and the Machine Emperor will fall quickly. With the fourth staff recovered and your final health upgrade, its time to get the last staff.

Bone Lord

Level 5 - Castle of the Dead

Hits -

Two Bone Hands, two Bone Feet, and a Bone Head surround a Heart. The parts still have their original attack, except for the Bone Hands who lost their energy bullets, but are much stronger. The Feet will try to stomp you, the Hands will try to grab you, and the Head now fires three red homing fireballs. It's best to use the Dragon form to attack its Heart, unless you're the Red Dragon Fighter, then use your Recoil Orbs to attack. Like the Machine Emperor, just close in with your Dragon form and let him have it. It should die shortly after and the last staff is yours. Now the final battle begins.

Magus

Level 6 - Tainted Sky

Magus has a lot of attacks to kill you with. The snakes on its back, fire large energy rings at you. The large hand fires copies of his hand on fire. His head that is protected with an arm, fires energy needles in a ninety-degree fashion, {starts at 0, ends at 90}. Blow off his hand first, just to get it out of the way. Dodge any attacks until his head is exposed. After taken multiple hits, it's mask breaks off and his true head is exposed. His attack now becomes a spread shot, but at least the snakes stop attacking. Whenever he stops firing, just do as many hits as you can and fly away. he fires two spread shots then gets closer to you, so at one point you may have to circle him, so you can attack him again. Take your time and sooner or later, he will fall.

----- 8. Walkthrough -----

There are six levels in the world of Dragon Fighter, spanning from the Ice Fields, to high mountains.

Level 1 - Ice Field

Enemies - Ogre
 Snowflake

Your quest begins in the Ice Field. This level is pretty straightforward. Travel right, killing any Ogres and Snowflakes that come in your way. Be careful though, at one point two Ogres will charge you from both sides. Continues right until you reach the opening to the Crystal Cave. This area can be annoying, because you constantly fall in pits and then jumping out of them. Watch yourself, some of the Ogres will rather wait for you to fall on them, or they will jump at you. Also, make sure you can dodge the snowflakes, because they can easily trap you in the pits. Continue until the opening of the cave. When you exit, you will enter a area where the aura borealis is appearing. Continue right, until the music begins to dim down. Now you will face the boss of the Ice Field.

Ogre King - The first boss you will encounter. This blue skinned Ogre first starts out by jumping over and leaving an Ogre in its place. Then it runs to the other side of the screen and begins his act again. You can hit him about two times before he jumps, then kill the Ogre and follow the King. After about thirteen regular hits, the Ogre King will change his tactics. He will begin rolling himself into a snowball, getting bigger and bigger until he hits the other side. He will then explode and three snowballs will quickly descend, {actually it' six, but three of them go off the screen}. Just jump over him when he begins to roll and follow him. Stay close to him, so you can dodge his attack. He should be destroyed in about nine regular hits. After the King's destruction, he will receive the first Dragon Staff and the staff adds four more health bars to your health.

Level 2 - The Living Cave

Enemies - Maggot
 Fly
 Centipede
 Spore Plant
 Spider
 Mimic

The second level is a living cave of insects and plants. Go right, killing any Maggots that attack from under you and Fly's that try to air strike. After a while you will come across a blue insect called a Centipede. Just hit him once, crouch, hit him again and jump over him quickly before it ascends. Continue right, passing another Centipede until you reach the Spore Plants. These creatures won't let you pass, {there are actually two, but you can't see the other, because there in sequence}. Kill them by crouching and continue through the opening. A Spider will descend to make it's first appearance. You must wait until it bobs down to attack. Then move forward, but watch out. When you reach another Centipede, four Fly's will attack. Dispatch them and move forward. Watch the ceiling, because there will be a little opening where another four Fly's will attack you. Sooner or later, the cave starts to turn into vines. Soon who will have to do a little platform jumping. Watch out for a Mimic near the end of the platforms. Grab the Red Dragon Orb if you wish. Continue right, and you will encounter the Trites. Just wait until there is an opening and jump. Continue right, passing another group of Trites, and watch out for the Mimics and Spider. You can pick up the Blue Dragon Orb and continue right until you reach a plant area where the Boss awaits and so does a Green Dragon Orb if you wish.

Centipede Queen - This orange centipede fly's about in an unpredictable pattern, but can follow your movement. After flying about for a while, it will go underground and pop up after a few seconds. Be careful where you are when this happens because the Centipede Queen can cause 2x damage. The Blue Dragon Fighter in Dragon form is good because of it's Heat-Seeker. It will die at thirty-seven regular hits. Retrieve the staff to continue with four more health bars.

Level 3 - Water Palace

Enemies - Flounder
Veil
Crayfish
Ringer
Mermen
Dangler

The water palace contains some annoying monsters and waterfall that push you, so beware. Go right killing and dodging Flounders and Veils, until you meet your first Crayfish. You can go under them, but it just easier to take your time to kill them. Continue right, passing and killing more Crayfish, Flounders, and Veils until. When you get to the point where there is a Red Dragon Orb, {take it if you want}, bubbles will start to ascend, but don't worry, they cannot hurt you. At this point waterfalls will push you, so make sure they don't push you into enemies. Passing the two Crayfish, you encounter an Ringer and soon after, Mermen. It's easier just to leave Ringers alone, and use projectile attacks on Mermen. After passing a few Mermen and Ringers, keep moving right until you reach an opening. Here you will encounter Danglers. It's easier to walk by them, when their on the ceiling. After a while Ringers that travel vertically will attack you from the floor. Continue right and you will encounter the third boss.

Turtle God - This boss may have five heads, but you only have to hit it's center head. You have to wait for the head to descend and open it's mouth, before you can hurt it. The far left and right heads fire energy rings at you. They travel vertical to the level you are on, and then horizontally. When the head descends,

the three middle heads will each fire a spread shot of three water bubbles. You can hit it about four to five times before the middle head ascends. After about eighteen regular hits, the Turtle God will die. Another staff, another four health bars, and your quest continues.

Level 4 - The Factory

Enemies - Grunt
Air Grunt
Traitors
Verticas

"It is not our place to question why". Keep telling this to yourself when you ask yourself, "Why does a fantasy world have machines?". The first enemy you encounter in this level is the Grunt, who are easily dispatch with three hits. Continue right and you meet its counter-part, the Air Grunt. Dispatch them and the Traitors. Continue right, but be careful of the traitor who appears behind you. Soon you will have to do a little wheel dogging and running throw spike chains. Watch out for the triple spike chain and time it carefully. You will encounter floating platforms. Some lower themselves all they way to the flame, so be careful. After dodging the Air Grunt, the next set of platforms are slightly different. Some move vertically, and one only descends when you put your weight on it. After passing all the platforms and Grunts, you will come across Verticas. It's easier just to dodge them, so continue on dodging incoming wheels as well. Continue on, defeating Grunts on the way and Verticas later on. Soon you will arrive in an area with the boss hanging from the ceiling.

Machine Emperor - The Machine Emperor will send out its minions on you, four to be exact. Each can take three hits before falling. Then it's your chance to attack. The best way to attack, is to morph into a dragon and get close enough, so you can fire more quickly. The Emperor will ascend with its minions. The minions will disappear and will be repaired. Watch out for the minions, because they cause 3x the damage to you. Continue the cycle and he will fall quickly. With the forth staff recovered and your final health upgrade, its time to get the last staff.

Level 5 - Castle of the Undead

Enemies - Skeleton
Bone Hand
Bone Head
Bone Foot
Turret

This Castle of the Undead is long, but pretty straightforward. Go right killing the weak Skeletons and some-what annoying Bone Hands. Continue right until you meet the Bone Head. Take you time with this one, dodging its attacks. Continue right and a Bone Foot will appear. Kill it and continue right, killing any demons on the way. Watch your back, after the two Bone Hands. Not only does two Bone Feet attack from in front, but also from behind. When the pillars turn yellow, watch out for the Bone Head. Pick up the Red Dragon Orb if you like and continue right. Soon you will encounter a pair of Bone Hands, a Bone Head from the left and right. Continue right and you will encounter your first Turret. Just get under them enough, so they fire diagonally down and attack. Continue right, a Bone Head and turret will appear. Kill the turret first. Slowly go right because there will be two Turrets and a least one will have a good chance

of hitting you. Just kill the bottom one and continue right, killing a Bone Head, and another set of Turrets appear. Be careful, there is another set of Turrets right after. Continue right, and you will go down a level where another set of Turrets will appear. You have to crouch to dodge the bottom Turret. Use projectiles for this one. Shortly after another set of Turrets. Continue right and you'll enter a dark hallway, where the next boss awaits.

Bone Lord - Two Bone Hands, Two Bone Feet, and a Bone Head surround a Heart. The parts still have their original attack, except for the Bone Hands, who lost their energy bullets, but are much stronger. The Feet will try to stomp you, the Hands will try to grab you, and the Head now fires three red homing fireballs. It's best to use the Dragon form to attack it's Heart, unless you the Red Dragon Fighter, then use you're Recoil Orbs to attack. Like the Machine Emperor, just close in with your Dragon form and let him have it. It should die shortly after and the last staff is yours. Now the final battle begins.

Level 6 - Tainted Sky

Enemies - Razors
Sorceress
Warhawk
Glider

This level is pretty straightforward. With the power of the five Dragon Staffs, you morph into the White Dragon Fighter. You will automatically jump and morph into the Dragon form, you will notice you have no limit with this Dragon. Like Gradius, the screen moves automatically to the right. Take care of the Razors, but watch out for the Sorceress from behind. Continuing right you will encounter another set of Razors and two Warhawks. Dodge and destroy them to continue on. You'll encounter Gliders and two Sorceresses from behind. Because you can easily dodge the Sorceresses, kill the gliders first. Continuing, you'll later on encounter two sets of Razors, using a different tactic. They will try to attack from above and below you by tracking. Watch out from behind, after the Razors, three Sorceresses will attack. After the battle with the Sorceresses and Warhawks, Razors will yet again try a different tactic. They will surround you and attack in pairs. After these Razors, the sky turn pitch black and the final battle with Magus begins.

Magus - Magus has a lot of attacks to kill you with. The snakes on its back, fire large energy rings at you. The large hand fires copies of his hand on fire. His head that is protected with an arm, fires energy needles in a ninety-degree fashion, {starts at 0, ends at 90}. Blow off his hand first, just to get it out of the way. Dodge any attacks until his head is exposed. After taken multiple hits, it's mask breaks off and his true head is exposed. His attack now becomes a spread shot, but at least the snakes stop attacking. Whenever he stops firing, just do as many hits as you can and fly away. He fires two spread shots then gets closer to you, so at one point you may have to circle him, so you can attack him again. Take your time and sooner or later, he will fall.

Ending

After the destruction of Magus, you fly to the nearest cliff to watch the sunset, thinking about your far away home. With all the evil destroyed, you decide it's time to return home. From out of the sunset, you fly as a dragon, returning to the Kingdom of Dragonia.

9. Cheats/Secrets

Hard Mode

At the "Press Start" title screen press - AAAABBBBBABABABAB

The text will turn red to confirm. This will cause the game to be more difficult. For example, if you kill an enemy with a dragon attack, the enemy will fire a projectile at you, just as it dies.

10. Review

Graphics = 4/5

Sound/Music = 4/5

Gameplay = 4/5

Overall = 4/5

Like I said before, this is one of my favorite Nintendo games. The Graphics are good, but I would have liked the dragons to be more detailed and different from each other. The Sound/Music is good, but I would have liked it to be more dramatic. My only complaint for Gameplay is that there should have one more dragon or two. Overall a good game worth trying out.

11. Copyright

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