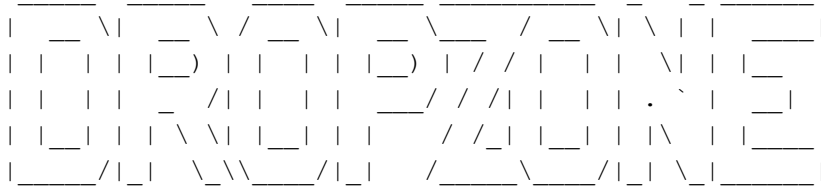


Dropzone FAQ

by Da Hui

Updated to v1.0 on Jan 24, 2017

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:

<http://faqs.retronintendo.com>

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*Please Note - This entire FAQ/Walkthrough has been designed for easy access. This means that you can use your browser's search function to find any section immediately. Just bring it up by pressing ctrl+f and search for either the section name or the code to the right. You will go right to that section.

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- 1. - Controls DZ0001

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- D-Pad.....Move
- A.....Shoot
- B.....Bomb
- Start.....Pause
- Select.....Cloak

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- 2. - How to Play DZ0002

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Dropzone was released in Europe only for the Nintendo Entertainment System and Game Boy. The only real difference other than the obvious color showing in NES rather than Game Boy is the fact that the Game Boy version shows less on the screen at any given moment. This makes the Game Boy version significantly harder. The Game Boy version also has a smaller HUD. It forces the cloak meter in the top right corner instead of the bottom right corner. For more information about the cloak, continue reading this section and the strategies

section.

Dropzone plays very similarly to the more popular Defender II. It's a side scroller shooter but instead of being an autoscroller that scrolls to the right or straight up, the players can go either left or right. The maps is looping so if you fly in one direction long enough, you will just end up where you started. The map itself is actually quite small and it won't take you long to loop back to the same spot.

The goal is to save the scientists and return them to the base. The base has a little helipad with a plus sign and a couple small buildings. The scientists will always be on the ground. Aliens will sometimes pick them up, you should try to shoot the alien ships and catch the scientists when they fall to return them to the base. If you don't save any, after a while, you just won't be able to progress through the game any further. Always make sure to save as many scientists as you can.

Your character has a few ways to defend himself. First off, is the regular laser you shoot by pressing A. You have unlimited ammo this way and the faster you press the button, the faster you will fire. You also get a bomb which you can use by pressing B. This will kill everything on the screen at once. The ammo indicator for these is in the bottom right. It can only show up to three, but you can have more than three. There's no way to truly know how many you have until you have less than three. I suggest just always using these only when you need to. The final form of defense is the cloak. The cloak is a bar in the bottom right that will slowly drain as you use it. You can still attack but you will be invincible while using it.

A really tough aspect about this game is that there are volcanos around this game. You will see rocks shoot out of them and they will reach the top of the screen. Touching a single one will kill you. You want to avoid volcanoes as much as you can. I recommend only going near them if you have to kill an enemy to complete a wave.

3. - Enemies DZ0003

To get a visual representation of what the enemies will look like throughout the game, you can just sit on the main menu for a few seconds. It will change to each enemy with a name, picture, and the scores they give when killing them. This section is to give you an idea of what each enemy will do.

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|-----------------|--|
| ANTI-MATTER | Anti Matters look like little red footballs. They just bounce around on the ground and will bounce pretty high in the air. They can change directions so don't think they will bounce right past you. |
| SPORE | The spore bombers float around and are quite a bit larger and blue. Once you shoot them, they will explode into four smaller ships. You will have to destroy all four of those ships. |
| TRAILER | Trailers are the little blue enemies that explode from spores, mentioned above. |
| BLUNDER STORMER | Blunder storms look like little blue cars. They do not move up or down on the screen and will slowly move in one direction either left or right. They will either keep dropping water below or periodically shoot a lightning bolt |

below. Regardless, you don't want to be under them.

SHOOTER	Shooters will float around slowly and just shoot a couple shots in your direction.
PLANTER	Some enemies just float slowly around the map. These are only really seen early in the game.
NEMESITE	Nemesites are just like Planters except they will also shoot at you periodically.
MEYE	Meyes are similar shape and size as stormers but move a lot quick and will shoot two shots at you. These can be very dangerous, focus on them when you can.

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#### 4. - Strategies

DZ0004

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* Keep Moving!

Don't stay still for too long. Some enemies could move quickly and surprise you, especially the Meyes and Anti Matters. Staying at the far top of the screen will keep you safe from any enemy except for Meyes and Trailers so you can use that for safety. Just be cautious around volcanoes because they could reach you up there.

* Save Your Special Abilities

Using the bomb and cloak at the right time will save your life. However, you only have limited uses of both. Don't use them just to try to complete a level faster. Wait until you get put into a tight situation and pop them quickly. If you use the cloak, only use it for when it's needed and quickly turn it off when you're done.

* Use the Map

The map at the bottom of the screen is very useful. It will show you where enemies are which will be very useful. You complete a wave after killing all the enemies and this will show you where to go to complete a wave. In addition, it will let you know when an enemy is about to appear on screen. This can give you time to adjust which gives you a much safer plan of attack.

* Use the HUD

In addition to using the map, use the rest of the HUD as well. The extra lives are in the bottom left and your bombs are in the bottom right. The cloak timer is above the bomb counter. You can actually have more than three lives and bombs but the game will not show it. Above the middle of the map also says how many people are out that need to be saved and how many have been saved. The arrow will point whichever direction is closest to the base to return them to.

* Score

The goal of the game is to get the highest score possible. There is no end. You can get up to wave 99 and from there, it will revert back to wave 95. Then you will keep just cycling through those waves. However, not much really changes between waves. It's always the same amount of aliens to kill so your focus is to score as high of a score as possible.

* Shoot Off-Screen

Your guns will actually go a little offscreen, it won't be by much but if there is an alien just off screen, you can kill them with your lasers. This

can definitely be useful, it benefits you to stay as far away from enemies as possible. When you see them on the map, use this strategy to try to kill them before you even see them.

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## 5. - Passwords

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There isn't a password input section, but if you enter the following initials in the high score sections, you will get the benefit next to each one. These passwords only work for the NES version:

Password:	Effect:
KEN	Accelerate Faster
LOB	Accelerate Slower
HDB	Cancels Cheat Codes
RRP	Double Cloak Time
MPS	Glamour Mode
BAZ	Higher Gravity
INR	No Interference from Volcano
FHO	Start on Wave 10
CZN	Start on Wave 5
WOW	Start on Wave 75

You can also input the following code in the adversarie's screen to start on wave 5. This code will work for both the NES and Game Boy versions:

Down, Left, Up, Down, Up, Down, Up, Left

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## 6. - Contact

DZ0006

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Do you have any suggestions, comments, critiques, or just a simple thanks to me? Well you could e-mail me at FrankTheTank3388@gmail.com and tell me what you think! You could tell me whatever you'd like about the game whether it's a tip not listed in this guide that you think would help a lot of people, a mistake I made, or just a simple thanks. I will try to get back to you as quickly as possible answering any questions you may have. Just make sure to include something about Dropzone in the subject of the e-mail or I will delete it. Please don't send any attachments or I will immediately delete the e-mail without opening it. I have recently received a virus through an e-mail and was forced to reformat and I'm not going to go through that again.

Things/How to E-Mail me about:

- What you think about this guide.
- If you need any additional help or clarification.
- Some tips for maps or strategies that aren't in this guide.
- Anything you think would be a good addition to this guide.
- Make sure your subject indicates you're trying to contact me about this game.
- Just a simple thanks!

Things/How NOT to E-Mail me about:

- Things that don't have anything to do with the game.
- Anything that is already clearly discussed in this guide.
- Any file attachments.
- With really bad grammar! I understand that for some people, English isn't their first language but that doesn't mean you should send me something completely unreadable because you're too lazy to use punctuations or spaces. If I can't understand what you're trying to say, your e-mail will be ignored.

***Also, I would greatly appreciate it if you liked the guide, to also click on the "Would you recommend this FAQ?" "Yes" button at the top of the page!

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7. - Disclaimer

DZ0007

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