

Exed Exes (Import) FAQ/Walkthrough

by IceQueenZero

Updated to v1.0 on Mar 4, 2008

----- [EXED EXES FAQ/WALKTHROUGH]-----
-----[by Ice Queen Zero]-----
-----[Nintendo Entertainment System]-----

o-----o INTRODUCTION

o-----o

Just got my first FAQ (Folklore Beastiary/Karma Release FAQ) accepted and it is posted, go me ^v^. There is a NES Completion Project going on where the goal is to try to get a complete FAQ for every NES game in the GameFAQ library. I have decided to join in the fun and the first FAQ I am going to do for the project is the NES version of Exed Exes. Yeah it sucks compared to the Arcade but for a project, I'm willing to sacrifice my time FAQing this piece of crap.

o-----o OVERVIEW

o-----o

The planet called NEG-NIN is being taken over by insect-type creatures called Exes and it's up to Colonel Issue and Seargent Issue to drive back their forces and free the planet from imminent doom.

o-----o DISCLAIMER

o-----o

Exed Exes and its characters are trademarks of Capcom and all copyrights belong to them.

This FAQ/Walkthrough is the sole copyright of Ice Queen Zero and cannot be put on other sites or posted without given permission nor can it be reproduced w/o proper consent.

o-----o CONTROLS

o-----o

D-pad moves your plane in whatever direction you hold in including diagonally. The Start button is used to pause the game. The B button is used to shoot. The A button functions as a frag that destroys all on-screen bullets.

o-----o ENEMIES

o-----o

Yashici - Capcom's favorite icon. Just like in Vulgus before it, it is really an enemy in the game that tries to collide into you.

Exes - This is the giant gun machine you fight at the end of most levels. Other times you might fight a more advanced version of it. More on these in

the bosses area.

Bees - Appears from the top and flies towards the bottom and shoots two bullets in two directions.

Dragonflies - They come from the bottom and try to gang up on you when they are in a swarm. Occasionally they shoot bullets in three directions.

Beetles - Behaves similar to bees and dragonflies except they try to crash into you multiple times but at least they don't shoot.

Flies - Before the boss battle they appear. They curve in then curve out.

Stingrays - appear in a series of 8 in a line and dives at you.

Skulls - appears during Hi-Point Areas. Takes numerous shots to kill.

Skull Coins - same as Skulls but in later levels and take more shots.

Cannon - these are located on the ground and tend to shoot occasionally. They come in different forms.

Landmarks - they serve as just something to accidentally collide into or take a shot for other enemies. They will not shoot.

Desura - they only materialize in a group of eight in cross formation.

Big Bugs - giant versions of various insects that drop bombs at you.

o-----o
 BOSSES
o-----o

Note: These bosses are described based on the arcade version. With the memory issue on the NES, the descriptions are the same but the targets may change.

When fighting the exes, there are four types of things to destroy on it to beat the Exes. Skulls take five hits, guns take 10 hits, black guns take 25 hits and the radars take 5 hits. The first three are required to kill the Exes but if a radar is left standing, the boss might get away and you will receive no bonus at the end of the level.

Hepcon - This is the first of the many Exes that you will encounter in the game and it is shaped like an H. It has a skull on each of its four corners as well as a gun in the middle and two radars.

Twin Cross - Shaped like two cross connected to each other. Contains six skulls along with three guns and two radars.

Triple Cross - Of course it looks like three conjoining crosses. There are two radars, five skulls, and seven guns to destroy on it.

EXED1 - The first in line of the Exed series. Has a radar in the middle. It is shaped like an octagon and has four skulls up front and two more skulls in the back and two guns also in the back.

EXED2 - Hexagon shaped Exed with two radars in the middle and has a gun on the outer corners and a skull on the top and bottom wings.

EXED3 - Looks like EXED2 turned sideways so the radars are showed in top and bottom formation. Has 2 guns on the wings and two skulls and two guns on both the top and bottom segments.

Super EXES - Now things are tougher. This guy has a gun on each wing. Skulls on the corners, a black gun in the middle and four radars around it.

Prototype EXES - No skulls this time around but there are twelve guns in an X formation with three a piece coming from each corner and it also has four radars in a cross formation.

EXED EXES - The ultimate EXES in the game. This guy is going to give you hell because the guns from Prototype Exes are replaced with black guns.

o-----o

SMALL NOTES

o-----o

-If the player runs out of lives then pressing the A button and the B button at the same time will continue the game but the score will reset itself back to 0.

-There are a number of differences from the arcade version of the game and the NES version of the game.

- The player moves faster and thus can manuever around shots much easier.
- The enemy bullets move much slower.
- The music and the graphics have been blanded down badly.
- The game does not have a 16-stage completion reward like the arcade does.
- Also missing is the 10 million point reward which in the arcade is considered beating the game. When the score reaches a certain number then it will reset to 0.
- You only fight the cross formation of Desura.
- There are four code words to achieve based on how big your score is. See the codeword section for how to get them.
- The regular gun is not in the game. Only the black one.
- You only fight Hepcon, Twin Cross, EXED2, and Super EXES in this game.
- Big Bugs and Radars don't change color when hit.
- Bosses try to escape when there are only black guns instead of only the radars left.
- In stage 16, you refight some of the bosses you fought earlier in the stage.

o-----o

GAMEPLAY

o-----o

++++
+++ ROUND 01 +++
++++

The game starts off with waves of 4 bees appearing from the sides and from the top spitting two bullets each. The number of bee waves depends on how fast you get rid of or avoid the previous wave as a new wave will spawn the exact moment the bees from the previous wave are gone. This sequence continues until you get to some landmarks. Fight off a few more bees then you will go against a Desura. After the Desura will be some dragonflies coming from below and more landmarks. You will face a couple big bugs and there is a yellow Pow for a double wave beam upgrade. You will enter a Hi-Point Area. During this time, another Big Bug will appear. Leave it alive long enough to get the flashing Pow and turn it into a large strawberry and as well as turning the skills in the area into strawberries themselves. Get through this area and fight out beetles, cannons and some Yashichis. Flies will swoop in and out before you face the Hepcon. Use your fraggers as much as necessary and destroy all the targets on the Hepcon to beat this level.

```
+++++  
+++ ROUND 02 +++  
+++++
```

The round begins with one wave of Stingrays coming down, followed by a short series of bee waves. After taking out a few landmarks, dragonflies will make their own series of waves. Skulls appear and they move in a ringed formation while shooting bullets at you. It's best to destroy as many as you can as they approach then retreat to the top to avoid the dragonfly waves. There are some cannons and landmarks to destroy while avoiding the bullets. Flies will appear along with a couple big bugs. Survive this assault to face a few waves of beetles and more cannons and landmarks. All is calm until more Yashichis appear. When they are all taken care of, you face an EXED 2 with Skulls and Radars on it only. Use whatever frags you got and take out the skulls. Now all you got to do is destroy the radars without any resistance and off to...

```
+++++  
+++ ROUND 03 +++  
+++++
```

Once again you are greeted by the stingrays followed by three waves of bees. Now you going against a variety of Big Bugs, sometimes two at the same time. This is a good way to make points. Dragonflies and flies may join the fray occasionally, but concentrate only on the Big Bugs. You'll enter a hi-point area soon. Shoot as many flies and skulls as you can as well as the strawberry bonuses you get from the flashing Pows. Beetles appear towards the end of the high point area. Clear out the beetles, landmarks, and cannons for a little bit of calm time before the usual, Yashichi assault. You will face a Hepcon with a black gun in the center. Take care of the skulls first to lessen the fire and destroy it when it's the only one left.

```
+++++  
+++ ROUND 04 +++  
+++++
```

As usual, the stingrays appear for one wave. Now the bees waves consists of a swarm of five. There are a few moving cannons at the beginning too. After the third bee wave, you fight a ring of skulls. You'll go through three rings then fight some dragonflies. A Pow with a Yellow Circle appears. It gives you triple wave beams. You will be dealing with lots of Big Bugs for a moment followed by moving cannons. Kill the flipping cannons and avoid that backwards Pow at all costs. You fight the Yashichis for three waves and then you fight a EXED2 with

a black gun on top. It's not over yet after the battle. Defeat more Yashichis and fight a Twin Cross. This is a tough ass battle. Hopefully you have some of your frags from the previous battle. This guy has two black guns.

++++
+++ ROUND 05 +++
++++

The stingray wave comes first then comes the multiple waves of bees. After a few rounds of this, dragonflies will come in and wreak more havoc on you. Now you have to fight numerous Big Bugs at the same time. If that is not enough, the stingrays finally appear during the middle of the stage too. Defeat two cannons and it is Hi-Point Area time. There are four Big Bugs at the start so that means four large strawberries to get. Defeat the skulls, stingrays and flies that are in this area. There was only one flashing Pow this time. After the hi-point area is a series of Yashichis. During the EXED2 fight, Yashichis will occasionally get in the way.

++++
+++ ROUND 06 +++
++++

The normal intro which you already know by now. Only two waves of bees appear at the beginning. Next, you fight numerous cannons for a little while before some more bee waves show up. Now you got Big Bugs and Desura to deal with. The beetles and cannons will come into play too. Many bullets to dodge. Good thing there are unlimited continues. The beetles also come in waves of five just like the bees. Dispatch of the many pairs of Big Bugs and some flies and cannons. Yashichis appear just before the TwinCross arrives. This is the first boss that will try to escape. Well, it is the first one to escape me at least.

++++
+++ ROUND 07 +++
++++

You got two waves of stingrays here and the usual flies and cannons. The Big Bugs appear early and they come in pairs. Cannons will fire at will and the dragonflies try to sneak up on you. Near the Hi-Point area, Skull Coins make their debut. They come down in a zigzag pattern. There is a downgrade Pow in this area too. If you are already at your default weapon, go ahead and take it for extra points. Destroy the cannons at the end and deal with the Yashichis and of course you know, it's boss time. This time you take on the Super Exes. Can't really give you a perfect strategy here but all I got to say is you must bring your "A" game if you want to survive this fight.

++++
+++ ROUND 08 +++
++++

A wave of stingrays and this time, landmarks show up without the bees. Beetles will come in on you in waves of six and the Big Bugs appear in sets of three. Sometimes six Big Bugs will be onscreen. Dragonflies appear next and they also appear in waves of six. The Big Bug trio along with the dragonflies are really going to keep you on your toes. Same with the Desura and beetles. The creators really threw a lot of shit at you in this level. When the flies and Yashichis arrive, consider it your salvation for the time being. You fight and EXED2. As with Round 4, the round don't end with EXED2's defeat. Next you have to fight the Super EXES.

++++

+++ ROUND 09 +++
+++++

Stingrays appear followed by many waves of six bees. While you are dealing with them, you face many waves of Big Bug trios. Landmarks and cannons will also get in the way. A Hi-Point Area will come soon. This is a good chance to get three big strawberries and more smaller strawberries. While fighting the skulls, the dragonflies will appear but will not shoot at you nor will the cannons until you reach the end of the area. Immediately after the screen comes back, you'll fight a Hepcon while the Yashichis and dragonflies are in the area. Next, you will fight more Yashichis then a EXED2.

+++++
+++ ROUND 10 +++
+++++

You fight three waves of stingrays at the start. Then you take on the fly waves and moving cannons, landmarks and Big Bug trios. Skulls will also come in and add more hell. One Desura later and you got dragonflies on your ass and some flies. You face a Hepcon, then a TwinCross.

+++++
+++ ROUND 11 +++
+++++

Ah yes, the stingrays and the fly waves and the Big Bug trio sometimes coming in a set of six. A couple cannons later and here comes some Skull Coins that are swerving at you. In the Hi-point area, all kinds of enemy are coming at you but that is big points to get there. You fight a EXED2 and a Super EXES. I get the feeling that next round is a triple boss battle.

+++++
+++ ROUND 12 +++
+++++

The stingray wave and then some cannons. The flies come out in waves of seven now. Big Bugs now come out in waves of four and eight can be on the screen at once. Dragonflies come out in waves of seven also. You fight a Hepcon first. A Desura appears as well as the returning Beetles who had been absent for a while. Next you fight a Twin Cross then a Super EXES. I was right about the triple boss battle. LOL!

+++++
+++ ROUND 13 +++
+++++

Fuck this shit! From Round 13-16, I'll just give you the changes to look out for. A flash Pow appears for the first time outside of the Hi-Point area. In fact there is no Hi-Point area this round as opposed to the odd-numbered rounds before it. You fight a Twin Cross and a Super EXES here. Stingrays will join in the fight.

+++++
+++ ROUND 14 +++
+++++

You fight an EXED2 and a Super EXES.

+++++
+++ ROUND 15 +++

+++++

The Skull ring appears early. As with Round 13, no Hi-Point area. Yashichis do appear in the middle of the stage. Your fight is against a Twin Cross and a Super EXES.

+++++

+++ ROUND 16 +++

+++++

Round 16 is a boss-a-thon. You fight a Hepcon, then a EXED2. Smaller enemies will attack in between bosses. You will fight another Hepcon. The bees waves appear in waves of eight. You fight a Twin Cross and a EXED2 next. You fight another Twin Cross then a Super EXES. This super EXES is tough since it has all black gun targets. The game keeps going after this but this is where I'll stop.

o-----o

CODEWORDS

o-----o

Reach a certain amount of points for these codewords

BABYBOY - 500 thousand to less than 2 million points.

TOUCHME - 2 million points to less than 5 million points

KICKPOP - 5 million points to less than 9 million points

RAPYTUA - 9 million to max points

o-----o

CREDITS

o-----o

Capcom for this game.

GameFAQs and SBAllen for hosting my FAQ as well as my reviews.

AdamL - his NES Ending FAQ gave me an idea where to stop FAQing the game and he is also the one who submitted the codewords to GameFAQs.

The readers for reading this FAQ.

o-----o

CONTACT ME

o-----o

I appreciate any feedback or help you can provide. My email is

azulfria[at]hotmail[dot]com

[at] = @ and [dot] = .

Don't want any email bots.

Thank you for reading

-Ice Queen Zero