

# F-117A Stealth Fighter FAQ/Walkthrough

by Damage\_dealer

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FFFFF 1 1 7777 AA
F      1 1 7  A  A
FFF    1 1 7  A  A
F      1 1 7  AAAA
F      1 1 7  A  A
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STEALTH FIGHTER
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for Nintendo Entertainment System

General FAQ

FAQ made by Damage\_dealer (Igor Sheludko)

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You are controlling a stealth aircraft here, which is hardly detectable by enemy base radars. The equipment of your plane will be increasing as you play the game, you'll be getting cool weapons such as X-Press missiles for taking down UFOs. The levels of this game include Libya, Israel, Korea, Russia, etc.

Main menu:

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Press START/up and down to navigate.

OPTIONS - lets you choose the game mode (ONE PLAYER, TEAM PLAY where one player controls the aircraft and the other shoots the enemy, COMPETITION - where 2 players can compete against each other, and finally three SAVED options - SAVED ONE PLAYER, SAVED TEAM PLAY, SAVED COMPETITION, where you can resume your game progress by using a password).

THEATER - here you can choose your mission. To get to secret missions, you have to complete each non-secret mission on a certain difficulty level.

ENEMY - difficulty level (GREEN - easy, AVERAGE - medium, VETERAN - hard, and ACE - very hard).

AMMO - here you see your ammo supplies. You start with 5 of them, and you can get 21 at most.

You can also switch music on/off here.

Flight Operation Basics:

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After you've written you pilot name, you can start doing missions. Operation

plan consists of: leaving the base (HOME BASE), defeating the enemy (PRIMARY TARGET) or another target (SECONDARY TARGET), returning to the base. After the mission briefing press START to start mission, SELECT to review it and B to return to main menu.

Controlling your Stealth Fighter:

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The scale that appears on the bottom of your screen indicates the damage dealt to your aircraft. To the left are:

Top-left indicator - altitude (ft.; I don't recommend flying on the altitude of thousand feet or lower).

Middle-left indicator - speed (kt.; to speed up, press SELECT+Up, to speed down, press SELECT+Down).

Bottom-left - course (gr.; 0 or 360 means you're moving up, 90 means you're moving right, 180 means you're moving down and 270 means you're moving left).

The "F" scale shows the remaining fuel. Autopilot is turned on by pressing SELECT+START. The central part of your system board is for navigational equipment. Press SELECT+B to switch map and radar. You can take a full view at the map by pressing SELECT. START button is for closing the map mode.

The right part of your screen indicates the information about remaining missiles and the tech. status of your aircraft. The number in the bottom right shows you the remaining aviacannon ammo. To shoot missiles, press B, to shoot ammo, press A.

In the middle of the left part of the system board is the scale with 2 pointers. The left pointer indicates the enemy's radiolocators, and the right pointer indicates your probability of being found by enemy's satellites. If the LOCK indicator is highlighted, it means that you've been targeted with missile ("R" sign starts blinking if this missile has electromagnetical search system, "I" sign starts blinking if the missile has infra-red search system). If the FIRE indicator is highlighted, it means that your target is confirmed and you can shoot the missile. If you get a "GOOD SHOT" message - the missile have hit the target. In case of missing, you'll get a "TARGET UNDAMAGED TRY ANOTHER SHOT" message.

The right bottom corner of the screen tells you about the remaining chaff (CHAFF) and infra-red (FLARE) cannon-traps. These thingies are the only way to escape being hit by a ...enemy missile. So, basically, if you see the "LOCK" indicator highlighted, press START and fire your cannons!

The walkthrough of the missions is pretty much the same, as you will encounter more and more enemies, with more and more missiles and shots being pointed at you. If you're struggling to beat a certain mission, use the secret password I provided below to help you in fighting those fierce enemies.

Secrets:

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Insert 4093CB1# password and return to main menu. Stop the pointer at THEATER option and press SELECT. Now, pressing Up or Down on the world map will let you choose any mission and moreover it'll give you invulnerability.