

Flight of the Intruder FAQ/Walkthrough

by EntropicLobo

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Flight of the Intruder for NES
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Version 1.0 (10/3/2005)

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-3/27/2006, added lup as a host.

1.0: Basic Guide Complete - (10/3/2005)

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Legality:

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Flight of the Intruder by Stephen Coonts

Game by Midscape

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Flight of the Intruder is rated "A" for "Airplane." It contains scenes of brief landing gear. Player discretion is advised.

| FI1: Intro |

No, it;s not Intruder from Life Force, but rather a game with ties to a book by Stephen Coonts. Now, having never read that I can't comment on the connection but I can assure you this is a good game. Although titled Flight of the intruder, the F4 Phantom levels are more technically impressive than the A6 Intruder levels. However, both are enjoyable.

| FI2: Gameplay |

FIG1: Take Off

The mission begins with take off. All you really need to do is hold forward to bring your thrust up to 100%. You can press A/B to adjust your landing gear and arrestor hook, but the game will bring them in when you are off.

FIG2: Dogfight

Dogfigthing takes place in your F4 Phantom. You have to shoot down the Mig 21s of the enemy. You can do this with a missile or gun, and you can switch between weapons with the select button. I recommend using missiles on the Migs. You will always have at least one more missile than there are Migs.

When you are in missile mode, a reticule will follow the enemy. Let it beep and then fire the missile. If the enemy was far enough away the missile should connect.

For enemy missiles, they can be destroyed with your gun. Don't use the gun for too long or it will overheat.

You can bank left by holding left or bank right by holding right. Where you release this will determine how sharp the phantom will be banking. In the bottom left of your instruments you will see how the plane is leveled. Level the wingspan of the plane to make a green hemisphere to even your plane out.

Also note that if you press up you will drop in altitude and if you press down you will rise. This is just pointing your nose in the direction you want to go. You can only go so high and if you go too low you will crash. You will need to employ these if you are trying to dodge a missile, however. You can also pull a u-turn if you continue to hold up/down in but it is quite slow.

You can judge the position and amount of Migs based on your radar. Always try to keep track of their positions.

You have a fuel limit, if you take too long you will crash from lack of fuel.

On the right side of the equipment you will get messages, including notices of enemy threat, low fuel, and more.

Enemy missiles: Dodge or shoot them.

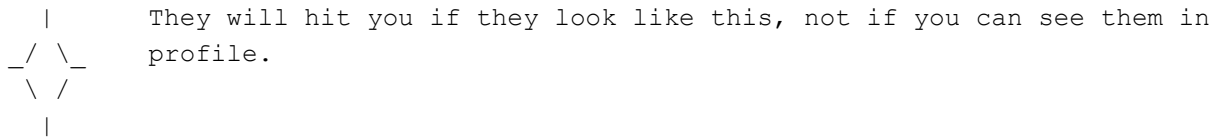


FIG3: Bombing

The A6 Intruder mission, bombing takes place from a behind the bomber view.

The Intruder has guns, missiles, and bombs. The number of missiles is tracked in the upper right corner.

You can tilt the Intruder's nose up/down to fire at enemies farther/closer away from you. The missiles are kept limited but you can launch many bombs.

If you are dodging missiles, you may need to duck across the screen. You can also tilt the intruder up to get a little extra space.

This part isn't as technical as the Phantom, but it requires more raw skill on your part.

FIG4: Landing

Truly the hardest thing to get used to in the game. Press left/right to adjust your thrust and A/B to release the landing gear and arrestor hook.

There are two things you must keep track of: Thrust, Altitude, Distance, and Vertical Velocity.

Thrust: At 50% you fly even, greater makes the plane rise and lower makes it drop.

Altitude: How far you are above seawater. The landing takes place at 70.

Distance: How far away the ship is.

Vertical VELOCITY: How fast you are rising/dropping. It must be less than 10 but greater than -10 (ie -1) in order for you not to crash.

Okay, to start drop your thrust to 45. Raise it to 55 or 56 when you approach an altitude of 250. If you start to rise around 80-140, great. Even your plane out. Now, get your landing gear out. As the distance counts down, start to drop the plane slowly but not so that you are exceeding 10 on the vertical velocity. Touch down on the deck and deploy your arrestor hook.

Now, there are four lines, you bust get hooked on one. The game recommends you go for the third, as it has the most points. So, deploy your hook so it hitches the third. If you miss the lines you will need to try again.

Flight of the Intruder plays out over twelve missions.

FIM01: Mission 1

****Take Off and Dogfight****

Alright, you're going to be starting the game in the phantom. Increase your thrust to 100% and retract all of your gear. You'll be taken into the cockpit view and you'll be immediately alerted to the fact that there's enemies around.

So we get ready to commence our first dogfight. The radar should display a dot near the top left. Bank left until the dot is at the top of your radar. While doing this press select to turn on your targeting reticule, another dot will appear near the first. Fire off some missiles at the enemies and change your altitude if you notice a missile firing towards you. In the event you miss one of the Mig-21's on your first pass, level the phantom out, then turn back towards the foe.

It will likely get out of range of your radar so pay attention! It will likely appear again towards the top of the radar if it were banking towards you. So, get ready to strike it as soon as you see it. Clear two Mig-21's and you'll proceed to the next waypoint.

****Bombing and Landing****

You're in the A-6 Intruder now. Pressing the B and A buttons will launch your assault on the boats. At first, you can do a simple left/right firing pattern on the boats as that's the pattern they'll appear in. However, towards the end they tend to group towards one side. This may get a little more difficult for you to contend with as they will be launching missiles at you. Keep your fire rapid at this point and be prepared to duck out if the going gets rough. Once you are finished, and it finishes without you destroying everything - you will need to land the Intruder.

FIM02: Mission 2

****Take Off and Dogfight****

Again, take off and you'll be in control of the Phantom. The Migs are to the left on the radar but lower than in the previous dogfight. You can probably only get one on your first go, they are close but spaced enough that one will slip by while you destroy the next one. Be careful, the next encounter you have with a Mig will involve a missile being fired at you! Basically, clear out the next Mig while dodging its missile. You'll likely be banking when you go in for the second assault so don't waste time trying to level before you dodge.

****Primary Target****

You're flying the Intruder over a grassland, start from the right and destroy the tanks right-to-left for the first two waves. Use your rapid fire. The third wave goes left to right to left. Then, you'll hear a beeping noise. Employ your heavy firepower here. Blast the four SAMs then revert to rapid fire for the houses. Waypoint clear.

****Gunboats****

Still in the Intruder, except back out over the water. Use rapid fire on the first two targets then use your missiles on the next two (when you hear the beeping). The next enemies will appear in lines and you can basically rely on your rapid fire as you strafe them. You'll hear some more beeping, most of these can be taken out with rapid, save your missiles for the next beeping after this one. If you run out of missiles use your bombs.

Now, land your plane.

FIM03: Mission 3

****Take Off and Dogfight****

This mission's at night, doesn't your Phantom look nifty? Right, take off. This can be a tricky time to fight, for one thing it is more difficult to see your foes but it is much easier to see their missiles. Start banking left from the start but not too severely. Turn on your missile reticule and attempt to get that first Phantom with a homed shot. You'll notice two more are around, if one is too close to you spray your gun until you can fire another missile. Let them pass then take them on one at a time. If you need to use your gun at the end, and chances are you will, give the Migs a good spray and remember to shoot the missiles if you're able. But, mke each of your missiles count and you will make your life a lot easier.

Gun Boats

Alright, you're in the Intruder. The enemies start from the left, you can see how they come even in this darkness, it's a lot clearer than the Phantom's mission. Use your rapid fire for now. Use your heavier weapons to take out the oil platforms more easily. Towards the end of the stage, concentrate on dodging the enemy assault while returning their fire. Their shots home in on you so you need to dodge at the last second.

Primary Target

The first line of tanks can be taken out with a right-left strafe with the rapid fire. The same can be said about the radar towers but you will have more luck with a heavy weapon. Afterwards, there's plenty of tanks but they all arrive in the centre of the screen. It's a simple matter to destroy them and to dodge the shots. Use your rapid fire on the tanks and when you get to the next set of radars use a heavy weapon. Their shots will tack you so be careful. Use your bombs for the houses and targets afterwards.

Dogfight

Yep, another one. You're back in the Phantom and it's lighter out. The first Mig can probably be attacked head on without any initial banking. However, if you begin banking right from the get go it is possible to get all three in one pass with missiles. Keep in mind that this is a dangerous tactic and depending on how they fire their missiles at you, you may have to let one by. They each appear shortly after another each new one slightly more right on the radar. So if you're feeling dangerous, try the one fell swoop!

Now you will need to land your Phantom. It shouldn't be any harder than the Intruder.

FIM04: Mission 4

****Take Off and Dogfight****

Daylight again. Alright, your radar can throw you off early. You get a few more missiles in this round since you have to deal with four Migs. I usually start by keeping straight. This way, you can lock onto at least two Migs from missile hittable distance. Get a Mig, two if possible, then get the other two on the next encounters.

****Dogfight****

We start right off into another dogfight. It is possible to get all four in a row with very little banking, however, the second Mig usually launches a fairly accurate missile that I recommend treating as priority. If you have to turn away, no big deal.

****Gun Boats****

Intruder in the daytime. This is a fairly straightforward mission and there's less pattern to how the enemies arrive though you will see lines. You can use your bombs to your heart's content here, no target really calls for special tactics. There's too many platforms for your missiles and they can readily be taken out with your rapid fire or bombs.

****Primary Target****

Intruder over grass. This starts off with three waves of tanks, right to left line style. Then the line becomes wiggly with a few heavier enemies thrown into the mix. When you get to the houses, use heavy weaponry if you want. Following the houses will be a line of tanks up the middle of the screen. After these tanks you'll face many SAMs, use a combination heavy fire/rapid fire. This gets very difficult, try not to let them get in past you or they'll send a missile straight up at your Intruder. In the event head up and at a diagonal away from and missiles. Afterwards, destroy as many of those houses as possible as they also shoot missiles. Then it's landing time.

FIM05: Mission 5

****Take Off and Gun Boats****

Yes, you are actually taking off with an Intruder this time! It is no different than with the phantom, just do it up. The first lines of boats and platforms will be easy enough to down with your rapid fire. When the beeping starts you can continue to use rapid fire but watch out for the missiles as they do track you. That said, when the music changes and the helicopters arrive, still be careful of the missiles, they shoot more often than your previous targets. You will proceed to the next waypoint after the choppers.

****Dogfight****

Well, ah there's only two Migs to take care of here. However, they can launch missiles at you from a greater range than previous (ie, you are scrolling one off the radar and you see a missile coming but not a Mig). Anyways, bank to the right from the get go and eliminate that Mig. If you're good you may get the other to the left shortly afterwards, but it could need another pass.

****Primary Target****

Intruder mission to destroy ammo dumps. The enemies aren't too difficult until the second beeping, where the missiles will track you. There isn't a high incidence of missiles though so you can dodge them fairly easily. After these enemies you will find the ammo dump. Use bombs/rapid fire. There will be a ton of helicopters after this and then some more dumps. Three of them, so hit them with what you've got and then you get to the next waypoint.

****Dogfight****

Huh, could this one be more difficult than the last? Well, not really. Turn your missile reticule on and fly straight. Take out the two Migs and then land your Phantom.

FIM06: Mission 6

Before this mission, I hope you've mastered how to land your plane.

****Take Off and Gun Boats****

Night time Intruder mission, take off and begin. The mission can mostly be won with your rapid fire, take out the boats and platforms as they appear and dodge the missiles. When the music changes, you will want to use heavier weaponry and look out for the tracking missiles which will be coming rapidly.

****Dogfight****

Two Migs again, bank to the right and take out the first then get ready for the second to arrive towards the north. Well, a missile will likely be flying at you so dodge it as you prepare for the second Mig.

****Landing****

Just a special note here, you will need to land the Phantom and then the Intruder. Now, land another Phantom. Next, another Intruder. Alright, now another Phantom. Next up is another Intruder. Next up... the mission summary screen!

FIM07: Mission 7

****Take Off and Dogfight****

Right on, there's only two Migs again but this is a very dangerous mission. You will need to bank hard to the left from the start if you hope to get one of the Migs on the first pass. As you get ready for the second, you will need to dodge multiple missiles. Try to squeeze off a missile at the Mig while's you are evading.

****Gun Boats****

Follow the lines of enemies with your rapid fire until you hear the beeping. Employ your bombs for this part to cope with the tracking missiles messing up your aim. Rapid fire until the next beeping, then throw bombs into the mix again. When the music changes, you will fight the helicopters again. Dodge them to the best of your ability and then you'll progress to the next waypoint.

****Primary Target****

After a few easy waves of tanks, you should hear some beeping. This means some SAMs will be thrown into the mix and their missiles are tracking. When you get to the houses employ bombs to assist in hitting them - they will fire a missile at you if they get offscreen. Do not let the line of tanks up next get offscreen for the same reason. When the music changes you'll face many SAMs. To be honest, this can amount to dodging from the left to right, from right to left. Use bombs and missiles if you have them. Remember, they fire a missile as they leave the screen too. If you have to dodge four missiles at once, stay on one side of the screen then dodge to the other. After this, there are a couple of houses that are easy enough to hit with rapid fire, then you move onto the next waypoint.

****Dogfight****

Another dogfight with two Migs. Banking to the right at the start will get you in position to destroy one of them. The other will likely be on the next pass but again be prepared as it will fire many missiles. You only have three missiles so use them wisely, you don't want to use the gun now if you can help it. After destroying both, land the Phantom.

FIM08: Mission 8

****Take Off and Dogfight****

Well, it's in the night so at least the missiles are easier to see. The first guy can be gotten pretty much flying straight ahead. The second is a lot more trick and will be firing a multitude of missiles your way. Make sure you can hit him before firing your missile.

****Dogfight****

Three Mig21s. You can fly straight and take out at least two from the get go. However, any survivors will be acting as they have these last few missions. Make sure not to waste any missiles.

****Primary Target****

Night Intruder mission. Starts with some simple and easy lines of tanks. However, these lines are soon mixed up with houses and radar dishes. These will fire tracking missiles and should be your priority. You'll soon find a few radar towers which are easy enough to take out with rapid fire as these don't really attack you. When the music changes, there are some very rapid tracker missile firing houses. Use ebombs if you need to. Afterwards, there are a few radar towers. They'll fire missiles if they go offscreen. After these you'll go to the next waypoint.

****Dogfight****

Similar to what you've been doing. There is a Mig right in front of you from the start but don't fire at it yet. This Mig seems to have uncanny missile dodging abilities on the first pass. Instead, get them as they come afterwards, they'll be more steady. Destroy the three Migs and you can land the Phantom.

FIM09: Mission 9

****Take Off and Dogfight****

Back to daylight. There's four Migs to destroy. Bank hard right to begin and destroy a Mig. Level out, you may be able to get another very soon, and maybe a third. Don't fret otherwise as you can get them on another pass andf the missiles don't really get heavy until there's only one left.

****Gun Boats****

There are a few helicopters soon after starting so be ready to dodge the missiles. The boats and platforms afterwards shoot homing missiles as well but they are eays to hit with rapid fire. The helicopters afterwards guard some boats that can be eliminated with some well placed rapid fire. There's various enemies up next but none shooting tracking missiles until the beeping begins again. There will then be plenty of helicopters - use bombs if you must.

****Dogfight****

Another dogfight out over the grass, a rare thing. Alright, so a Mig should be coming for you if you just head straight. Destroy it. Keep heading straight despite the migs on the radar, one should jump into your field of view. Destroy it. Get the next two on future passes.

****Primary Target****

This starts with a couple of simple tank waves. When the beeping starts, there will be a few SAMs. Next up, there are a few houses easily destroyable with the rapid fire. A straight line of tanks, then SAMs. Bomb these next houses if you need to, they will launch missiles as they go offscreen. Afterwards, the next waypoint is reached.

****Dogfight****

Interesting, dogfight over the desert. Bank slightly to the left then even out to get the Mig in your sights, and take it out. You may get another afterwards. The remaining three, get on the next passes. The last one, you may need to turn around and go after personally. The good thing is, missiles have a hrder time finding their mark when you're turning. Take out all five (and there are five so do not waste a single shot) and land the Phantom.

FIM10: Mission 10

****Take Off and Dogfight****

Nighttime Phantom mission. There are five Migs. You can get at least the first by flying straight forward. Then, a missile may be coming that you will need to dodge, most often I need to head down. Any you don't get are no different than previous missions, just remember that the missiles come often.

****Gun Boats***

The first line of enemies is just straight up the middle. You don't need to worry about homing shots until the beeping, but even then you can stick to the rapid fire. Now, try not to let enemies go offscreen as they will be firing missiles at you - even when they don't from a distance. When the music changes employ bombs if you have any. These ships fire very rapidly, and it will most likely degrade into a back and forth dogdefest.

****Dogfight****

I believe there are six Migs here, but really it isn't too difficult. You can get up to five by flying straight and taking measures to dodge missiles. If any are left they will loop the radar, just don't waste any missiles if you can help it.

****Gun Boats****

Starting with another relativey straight line, homing missiles get thrown into the mix fairly quickly though most enemies remain simple. Until the music changes, this is just one big, somewhat random mix of mediums. Always be aware of enemies shooting missiles as they pass. When the music changes, the ships from he last area return. Most definitely use bombs.

****Gun Boats****

Yes, another. This plays out similar to the last two. Again, when the music changes be ready for the boats.

****Gun Boats****

Yes, I know what you're thinking and yes this is superfluous. However, this can be played the same way as the past three gun boat waypoints. There seems to be many more missile firing enemies, but it ends with the same boats again.

****Dogfight****

Wow, no let up eh? Anyways, it might be best to pass the Migs. The only way you are hitting the first one is if you get it as it appears onscreen, so it may be most prudent to line up a better shot. There's only two Migs, it's just a breather really.

****Gun Boats****

For real, it's another. Ha, well it is very short and has only a few of those boats. This really isn't a problem. When the music changes, use missiles and bombs in addition to your rapid fire to take out the missile boats. Then land your Intruder at last.

FIM11: Mission 11

****Take Off and Dogfight****

Daylight Phantom. There are only teo Migs, let the first one pass as it will be very difficult to hit at this point. Instead, try and get the second Mig on the first pass and the first Mig later.

****Dogfight****

You will probably need to point down from the start to hit the first, then just get ready for the other two.

****Gun Boats****

Oi, here we go again. There's helicopters in the mix from the start. Just use rapid fire for the time being. The last line is of helicopters. After this is the next waypoint.

****Enemy Target****

Yes, a new title. Look out first for tanks and then for copters. When you get to the grey cylinders, destroy them and possibly throw some bombs into the mix. You will do this twice and then the area ends with helicopters.

****Primary Target****

It starts off with SAMs, get ready for em. When the houses start appearing it's best to play it safe because getting hit will make you spin out of control. You will come to this big line of tanks which aren't spaced very far apart. Okay, try and shoot/bomb these but don't get hit by shots or missiles. The music will change and there will be SAMs, use missiles and bombs. Afterwards, bomb the houses.

****Gun Boats****

Starts off pretty early with the helicopters. For the most part you can stick to your rapid fire but use missiles/bombs when the music changes. This area is pretty short.

****Dogfight****

This is easy. You can keep straight and hit one Mig, the others may need another pass. There's three in total, destroy them then land.

FIM12: Mission 12

YEAH! THE FINAL LAP!

****Take Off and Dogfight****

Nighttime with the Phantom. Bank left until the dot on your radar is at the top, then even out. You should be able to get at least two Migs on your first pass this way. Get the other two to win the fight but take care as the missiles come quickly and with increased accuracy.

****Gun Boats****

Alright, nothing too different from what you're used to. There are a lot of boats near the end which rapid fire missiles at you. I recommend bombing constantly because you're going to be doing a lot of dodging.

****Dogfight****

Try to take out a couple on your first go, you don't have to bank much in either direction. You will have better luck turning to face your enemies but please note that missiles will be quite deadly here and dodging should be priority.

****Primary Target****

There's a couple of lines of basic tanks to start it off. Employ your rapid fire. When you see the radar towers, the houses and radar dishes take the time to shoot or bomb them as they can get to be quite dangerous foes. The latter two will fire missiles at you and they will all fire missiles at you as they pass. When the music changes, houses will come firing missiles at you quite rapidly. Alright, they're in one line so the missiles they fire as they leave

the screen can be easily predicted. Bomb them. The radar towers are more spaced but they don't shoot until they leave, take out as many as possible. Use missiles on the tanks if you want.

****Gun Boats****

Nope, she ain't over yet. This is similar to the last one, again don't let many enemies pass you. There's missile boats at the end, use missiles then bombs.

****Dogfight****

Just keep your cool. There's five Migs and if you die now: Major bummer, thummer down! So bank a bit to the left and take out the Mig that should come into your sights. Destroy any that continue to get in your way and employ the gun if you must on any missiles that cannot be evaded. You may need to turn to get the enemy. Land your phantom and you're done.

"Flight of the Intruder? On the Nintendo Entertainment System? I conquered it."

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| FI4: Credits |
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Thanks to Mindscape for the game and Coonts for the material.

Thanks to the hosts for letting you see this guide.

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Flight of the Intruder by Stephen Coonts
Game by Mindscape