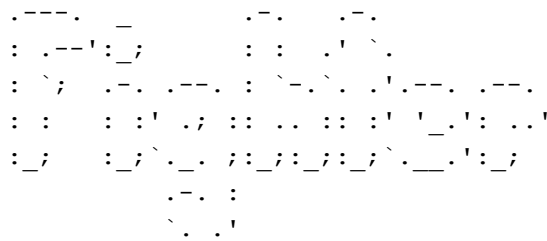
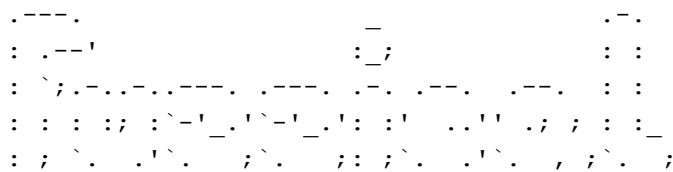


Fuzzical Fighter FAQ/Walkthrough

by merc for hire

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This FAQ/Walkthrough was made for The NES Faq Completion Project. If you'd like to contribute to this completion project, go to Devin Morgan's site to find a NES game in dire need of a FAQ(/Walkthrough):

<http://faqs.retronintendo.com/>

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1. Controls

World Map

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B.....N/A

D-Pad.....Move Character

Start.....N/A

Select.....Ship Status

In-Ship

A.....Use Magic

B.....Shoot

D-Pad.....Move Ship

Start.....Use Item

Select.....Ship Status

2. Gameplay Basics

Towns

Towns are where you go during your down time from fighting. Here you can visit the king of the town, buy new parts for your ship, restock your inventory of goods to restore health or magic power, and visit the inn to restore health and warp to the next stage or, if you have the gold, warp to a later stage in the game.

Combat

From the inns in town you can choose to warp to the stage to fight enemies. Combat is relatively straight forward. You will fly past various landscapes while having to fight monsters until you reach the stage boss. You will have to defeat the boss to move onto the next town. To make each progressing stage easier use parts you bought in town. From killing enemies you can use the gold in the next town to buy parts, items, or use at the inn.

FAPS

FAPS in short is an autopilot. You can set it to be in Attack mode(A) or Defend mode(D). While in Attack mode it will shoot everything in the way while in Defend mode will avoid any enemies along the way.

3. Walkthrough

Stage 1

King: Mark! At last you've come. We need your help. You're our only hope Mark. Use your Fuzzical Fighter to find the Dimensional Stone.. Here's 200 gold. Use it to buy equipment. There's a store here which sells useful items. Here's a Power Wing, use it, and return to the last place visited. You hold our fate in your hands. Please return peace to our land..

Aide: I'll pray for you.

And with that the game begins. You will be in the King's throne room so head to the south, towards the staircase, and press A to enter the village. Here you will have three different stores to visit. In the top right corner is the Item Shop.

The item shop is good for buying items to replenish your ship's shields when they run low from taking a beating or for gaining an extra boost in either magic or attack during the flying sequences. To the south of the Item Shop is the Parts Shop which sells upgrades for your Shot, Engine, and Shield.

Finally, the inn is located to the West of the Parts shop. Here you can recover HP lost in combat. If you have the gold to spend you can warp to other Stages and skip over the current stage you are on. You can also choose to enter into the first stage of the game.

If you wish to buy any extra items I suggest you do it now instead of using the Pow Wing to exit out of the stage. When ready select Stage from the inn. You will be in your fighter outside of a castle. You will encounter your first enemy, the leech.

After several leeches fall from the sky you will encounter a mushroom. Continue to fly past the castle taking out any leeches and the occasional mushroom. After flying past the castle you will enter into a forest background, and mushrooms will make up the majority of the enemies here.

You will reach a ledge with a new enemy at the foot of it, a dragon. Stay low to the ground to avoid the rocks it spits and fire at will at it. Fly up to avoid the ledge though. You will now be in a canyon area. Fly low to the ground to take out any enemies that enter into the lower parts.

Make sure to fly up after killing any enemies, as to avoid crashing into the canyon wall. At the last part of the canyon will be a dragon. Once out of this area you will enter into a deeper canyon. There will be a dragon here facing to the right that there is nothing you can do about, so avoid it.

There will be more leeches and mushrooms to deal with as well as a single ghost. It has no projectile attacks so stay back and fire at it. When you reach some ledges there will be two dragons to deal with. When you reach water you will have a barrage of knives and ghosts to deal with.

Weave and shoot your way through it until you reach solid ground again, as well as a dragon. Drop down into the canyon, while avoiding and unshootable dragon along the left wall. There will be some ghosts and mushrooms to deal with in this area.

When you reach a second dragon along the cliff wall shoot at it as quickly as possible so that you have time to rise above the wall to avoid crashing. Take out the mushroom at the top as well. You will now enter into a cave area. Avoid any stalactites hanging from the ceiling of the cave.

If you fly under one it will drop from the ceiling. Also be cautious to stay far from fireballs until you destroy them, as they send out debris when destroyed. There will also be some ghosts to avoid in the cave. Towards the end of the cave you will only have to deal with are stalactites and fireballs.

There will be three stalactites at the exit of the cave. Try to destroy one or two or avoid them all together. Exit through the small hole at the top of the screen. Upon exiting the cave you will reach a flat area. There will be a dragon near the cliff wall that you can't reach.

Leeches and knives will come from the sky so stay on the left side of the screen and shoot anything that approaches you. When you reach a ledge there will be another dragon. Avoid some mushrooms around the ledges and then fly off into the sky for the boss fight.

You will have to fight a wizard. He has two main attacks, a ram attack, where he will try to run into you, and an attack where he sends out three blades towards your ship. Avoid his attacks until you have an opening, once he is defeated he will send out bright colors. Onto the second town.

Stage 2

King: Our land was once rich and green, now it's all a desert. Please find the Stone. We all believe you can do it Mark. Don't give up!

Aide: I'll pray for you.

And with that you enter into the second town. You can have the Aide give you

the password for this town. When ready select town from his options. As with the last town, there are three places of interest, the Item Shop, Parts Shop, and the Inn.

After making your purchases, head over to the inn. Heal yourself and get ready for the next stage.

On the first screen you will be flying over a desert type region. A wave of aircrafts will fly on screen and attack. Fly through them and you will reach an area with a waterfall. The aircrafts will cease their attacks on you and will be replaced with ducks.

Continue onwards taking out the ducks and you will reach another desert area. Here you will be attacked by another wave of ducks. Once past them you will encounter an arrangement of walkers and hoverplanes. Stay somewhat high and take out the hoverplanes first then go after the walkers.

After a few waves you will encounter a barrage of hovercrafts and ducks. Once past them you will encounter ducks and dropships. Take down those ships before they drop grasshoppers. The next wave of enemies will consist of hoverplanes. You will then encounter a new enemy which I've named terminator.

Terminators will jump high up and send out a few bullets. Be careful of their shots as you take them out as well as ducks. Soon you will be flying over a snowy region and will have to deal with jets. The jets are fairly easy to take out.

Destroy the jets before they reach the left side of screen or fly out of the way. Once clear of the jets you will fight a few waves of ducks that are in a "V" formation. Shoot your way through them and carry on. You will enter into a blue area to face the level boss.

The boss appears to be some type of airship, as seen in the Final Fantasy series. It has two attacks. The first is that it sends out pellets from several cannons on its hull. The second is that it shoots missiles. The attacks can be easily avoided by moving up and down while continuously firing.

The missiles can be destroyed if you shoot them enough so that you don't have to avoid them. Be careful for some of the pellets that the ship sends out as they are homing. Let them get close then quickly get out of the way. Keep firing and eventually the ship will go down.

Stage 3

King: For some reason, the area around our town looks empty. It was once a green forest but now our country lives in darkness. Well, that's not completely true hah ha, but please save us all.

Aide: I'll pray for you.

You know the drill, heal up and buy any new equipment or items you may need then head to the inn and start up the next stage.

This stage will take place in space. The first enemy you will encounter is the rotating ship. You will face a few waves of these. They are very easy to deal with, fire at them before they can charge you. After facing enough waves the scenery will speed up and you'll then fight a new enemy.

The new enemy, which I will refer to as the very threatening green rotater, will come in from behind you. Shortly after, some more roating ships will appear as well as missile ships. After clearing these threats missiles will begin to merge into the middle of the screen.

They come from all directions, so do your best to avoid them. When they are all close together is your best chance to destroy them all at once. Once past them are more roating ships and missile ships. Plow through to encounter green rotaters and several more rotating ships.

After the rotating ships will be a new enemy to deal with, the war ship. Avoid the beams as best as you can and fire when you get an opening. These ships can take a lot of damage so avoid them as much as you can. After around three waves of the war ships you, there will be more missile ships and rotating ships.

Eventually you will come across more green rotaters. After clearing them the scenery will move by quickly again. The next enemy you meet are soundwave jets. These jets are very fast and very strong. They send out two waves that gradually separate so try to get inbetween them.

Once you're clear of the jets you face flying robots. These robots are relatively weak. They send out three missiles that grow further apart. Over time more and more robots will appear so keep firing in order to destroy their missiles or kill them.

Things will speed up again and you will have to navigate your way through asteroids. As far as I can tell, the asteroids are invincible, so you will have to avoid them. After clearing the asteroids you will face the boss. The boss is a space snake that sends out a string of pellets.

You can destroy the pellets by shooting at them. The snake will continue to move up and down rather quickly so try to keep up and keep blasting away. It won't take too many shots to destroy him so try to keep shooting the entire time.

Stage 4

King: Our country has become a labrynth. Everywhere you go, you'll see the same things. Wonder what that 'W' means in the panel? Look for a way out of the country to save us. Good luck!

Aide: I'll pray for you.

In this stage a series of blocks will drop down from the ceiling. Avoid them so that you are not crushed. There are also many balls that will bounce towards you. Avoid the blocks as best you can until you come to a 'W' panel that the king mentioned.

Touching it will teleport you to another area. In the next zone will be more balls to deal with. Eventually you will come to cannons. Time your movements so that you are able to pass inbetween the canon's shots. You can also destroy the cannons by shooting them.

I spent most of this area flying in the top left corner while firing at any cannons or balls that were in the way. Skip the first 'W' panel you reach. Take the second panel. In the next area you'll only have balls to worry about. Take the first panel you come to.

There will be more balls and cannons to fight against. When you reach another panel inbetween two cannons, take it. In the next area there will be blocks dropping from the ceiling. Stay in the top left corner of the screen and eventually you will be teleported to the boss.

This boss is very difficult. You can not directly damage the boss. Instead, you must wait for a door to open that exposes its weakspot. It sends out blocks that will attempt to smash into you so avoid them as best as you can. When the door opens make sure to fire into the weakspot.

After enough waves of blocks, they will start to come individually. This makes it much easier to attack the weakspot when it is available. If you have an opening for a shot but it means taking damage, try to avoid the damage instead of taking the shot.

Stage 5

King: Ever since the stone was lost, we have been trapped by crystals rising from the earth. If this continues we'll be trapped forever.

Aide: I'll pray for you.

I'll get right to the stage now. For the first part you will fight bubbles that will come from the background. Keep going and you will reach crystals with green globs. The globs shoot out plasm and take many shots to kill. You will encounter more bubbles after several waves of globs.

Shortly after the bubbles will be a tripod monster. Once these are destroyed missles are sent off. You will soon reach more crystals with isotopes. Do not let them expand or they will explode which will damage you no matter how far away you are.

Once clear of the isotopes the screen will speed up and you will have to fight many bubbles. In the next section you'll have to fight more glob monsters and isotopes. Getting rid of the isotopes should be your top priority as you can not avoid their attack.

After this you will reach the boss. This is a rather simple fight. Bubbles will constantly come from the right side of the screen and after a few waves the boss will reveal itself. When it spreads it's spheres attack the red center one to do damage. Be careful as it shoots out darts.

Stage 6

King: This country was filled with artists. The outside of town was full of paints and colors.. If you win the battle, we'll be at peace once again. Fight for us all!

Aide: I'll pray for you.

In the first area salt shakers will spawn in the four corners of the screen. As you progress they will begin to spawn faster. Pencil missles will appear at the top and bottom of the screen in an attempt to injure you. At the narrow parts will be turrets.

You can shoot through their pellets, but be cautious as it sends them out in an arc formation. Immediately following the first turret are more pencil missles. Soon you will reach an open area where rulers will appear and shoot

at you. Once clear of the rulers will be more pencils and slicers.

In this area you will encounter paint tubes. They will leave a trail of paint which will move towards you. The next section will have narrow corridors and rulers will begin to fly onto the screen. Eventually you will fight another few waves of salt shakers and will then reach the boss.

At the beginning of this fight a paint brush will create a barrier between you and the boss. You have to shoot through the walls while avoiding the pellets being shot from the boss. After several waves of pullets it will send out a wave shot. Occasionally the paintbrush will come down and create a new wall.

Stage 7

King: I hear that you're the only one that can save us! Our country was sucked into a television. Watching TV is fun, being in TV is a pain. We can't even play Famicon games..

Aide: I'll pray for you.

The first enemy you will encounter are flying sparkplugs. Shortly after you will come across turrets. You can either avoid their lasers or destroy one of the turrets. Soon you will approach a third enemy, extenders. In the next part there are more spark plugs and turrets.

When you are past the spark plugs, you will have to fight plugs. After the plugs will be turrets that fire straight up and extenders. Soon after it will be just spark plugs and turrets. Keep going to face waves of plugs. When clear of the plugs you will face ufos.

After severak waves of ufos, you will face off against plugs yet again. Another wave of spark plugs will attack followed by a new enemy, jacks. Jacks will attempt to ram you in this part. There will also be extenders and electric charges to deal with here as well.

The next section has a wave of jacks and then you will face the boss. The boss will shoot out a ray from the center and will stick to the wall. It will then follow you and after a period of time will fire from the wall. Make sure that you keep a pace of going up and down to avoid this beam.

From turrets at the top and bottom of the boss are pellets. To injure the boss you're going to have to destroy the two turrets at the top of the screen and the two at the bottom. Keep moving up and down to avoid pellets and the boss's ray. With the turrets gone the middle is exposed. Avoid the blasts and fire.

Stage 8

King: Mark, a huge temple appeared in the sky above the land. The stone must be there. This is your final battle! You are our final hope! Find the Stone and return peace to our Planet..

Aide: I'll pray for you.

The first enemy you encounter is the cloud. It releases smaller clouds above itself so stay low and to destroy it. When you reach a pillar with an opening in the middle, fly through it to proceed. The scene will speed up and you will have to fight two waves of four deaths.

Available : Town - 2,3

Description: Fires out two mace objects while one hovers below and above your ship and eventually shoot forward.

Laser

Available : Town - 3

Description: Fires out a single beam.

Spreader

Available : Town - 3,4

Description: Fires out multiple energy balls in an arc formation.

POW Ball

Available : Town - 3,4

Description: Fires three energy balls in different directions that rejoin further away from the ship.

Boomerng

Available : Town - 4,5

Description: Fires shots infront of your ship that then turn around and go behind your ship.

Wavebeam

Available : Town - 4,5

Description: Sends out a wave of energy balls in a sideways "s" formation.

SrchBeam

Available : Town - 5, 6

Description: Sends out energy balls that go directly to enemies.

Ultra

Available : Town - 5, 6

Description: Shots go above, below, behind, and infront of you.

Echoshot

Available : Town - 6

Description: Sends out three shots that will bounce off walls.

Rev Lser

Available : Town - 6, 7

Description: Sends out two lasers infront of you and two behind you

WV Laser

Available : Town - 7
Description: Fires a wave beam.

Trilaser

Available : Town - 7
Description: Sends out three lasers.

Crshbeam

Available : Town - 7
Description:

Engine

Normal

Available : Default
Description: Your default engine. Helpful for flying.

Jet Eng

Available : Town - 1,2,3,4,5,6,7
Description: Allows you to move faster in all directions.

Atomic

Available : Town - 1,2,3,4,5,6,7
Description: Allows you to move faster in all directions.

Quark

Available : Town - 1,2,3,4,5,6,7
Description: Allows you to move faster in all directions.

Shield

Stne Shd

Available : Default
Description: Your starting shield.

Stl Shd

Available : Town - 1,2,3,4
Description: Gives more protection from stronger attacks.

Titanium

Available : Town - 1,2,3,4,5

Description: Gives more protection from stronger attacks.

Silv Shd

Available : Town - 3,4,5,6,7

Description: Gives more protection from stronger attacks.

Jade Shd

Available : Town - 5,6,7

Description: Gives more protection from stronger attacks.

Lght Shd

Available : Town - 7

Description: Gives more protection from stronger attacks.

5. Items

Ene Pack

Use this to regain 8 HP in your Fuzzical Fighter.

Big Pack

Gives you a large amount of HP while in your Fuzzical Fighter.

Pow Wing

With this you can return to the town for the current stage. You will be returned to the King's throne room.

Power Up

Increases the amount of HP you have. With each level purchased the next becomes more expensive.

Magic Up

Increases the amount of MP you have. With each level purchased the next becomes more expensive.

Fuzzy Up

Level up your Fuzzy Power spot for each level purchase. With each level gained

