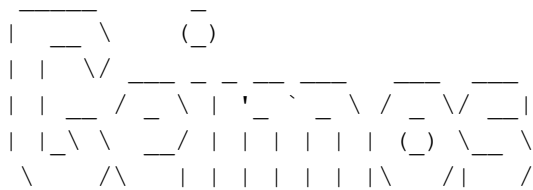


Geimos (Import) FAQ

by Games_GameFAQs

Updated to v1.2 on Jul 26, 2012



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Introduction

Welcome to my tenth guide without a co-author.

The main reason for me to write for this scrolling shooter game was to help the NES Completion Project. However, I had to enjoy the game to write a FAQ for it or I would think that the quality of the document would be poor. Anyway, I hope you enjoy this game as much as I did and this FAQ helps you out with playing the game.

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Gameplay

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- D-Pad - Moves ship around the screen
- A Button - Fires at ground troops
- B Button - Fires at areal troops
- Start Button - Pauses game

Menu

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- Start Button - Starts the highlighted option
- Select Button - Movers between the Player 1 and 2 options (up/down)
- B Button - Moves between the different Modes (left/right)

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02) Mode Differences [GS02]

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Mode A has the camera in a fixed position and the ship moves within the confines of the screen. Mode B has the camera move around to keep the ship in the middle of the screen. Mode B also has a red outline of a square that shows where a ground attack will hit when fired, which Mode A does not have.

All the rounds are the same in both Modes, so choose whichever Mode you are more comfortable with. I prefer Mode A myself, but neither Mode is better than the other Mode.

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03) How many levels the game has [GS03]

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Credit to adaml's "NES Game Endings FAQ" for the information in this section.
<http://www.gamefaqs.com/console/nes/file/916386/26831> - the NES Endings FAQ.

There is NO game ending for this game. This game will continue in a loop until you loose all your lives. However, there are 260 rounds that you will switch between until you get back to round 1. Here is how the rounds are labelled:

1-99, A0-A9 (carries on to P5), 0 and repeat. 0 is considered to be the easiest round within the game.

The score also resets once you reach a score of 999,990 points.

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04) Strategies [GS04]

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The most important strategy that can be provided for this game is to press both the A and B button together. This will allow you to attack both air and ground enemies at the same time.

Destroy as many Towers, Ships and Tanks as possible for more points. The more

different enemies.

Anti-aircraft Tower

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Generally appearing near the end of the level to flood the screen with bullets. They look like a giant ant climbing out of the ground, facing up. Kill them as soon as possible to prevent them from killing you.

#### Normal Towers

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These towers are destroyed by the ground attacks (button A). Although they do not pose any danger, you should try to destroy them for the 200 points they offer.

Tanks

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These are on the ground and move from one side to the other. They will fire at you, but not as consistently as the Anti-aircraft Towers. You should attempt to destroy them, but the air enemies take priority.

#### White Blood Cell Ship

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These ships will fly towards you in an attempt to destroy your ship, while also firing a bullet at you. They have a white outline. It is better to attack them when they are far away, as they are harder to attack close up.

"M" Ship

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The ship shape looks like a wide "M" with a couple of arms at the bottom of the ends of the "M". They will follow you around and attempt to fly into you, until they are close to you. They fire a bullet at you, which can easily be dodged. Try to attack them before they get too close, as they seem to follow you around while keeping out of your target range.

#### Traditional Spaceship

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Looks like a normal flying saucer. Launches from the ground and flies straight ahead when it gets in level with you. They also fire a bullet in front of them to attempt to hit you. When approaching a set of these, head near the bottom of the screen and in front of the left ship. Fire when it is level with you and continue firing while you move to the right side.

"V" Ship

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Named because of a "V" on the ship that is a different colour from the rest of the ship. It is quite flat and, in the first round, is mainly coloured green with a brown "V". Its colours will change throughout the different background colours, but will retain the same shape. They are very hard to hit when they move to the opposite side of the screen before flying behind you, so try to hit them when they are far away. While they are moving from one side to the other, they will fire several bullets at your position, so will have to dodge both the bullets at the ships that will fly behind you on both sides.

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07) Contact Details [GS07]

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E-Mail: games\_ps2\_pc[at]yahoo[dot]co[dot]uk

Subject: Geimos Guide

NOTE: Replace "[at]" with "@" and "[dot]" with "." to make the E-Mail address a valid E-Mail address where I will receive your message.

Please DO NOT E-Mail me if you can not write in English or you want to ask a question that has already been answered in the guide.

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08) History [GS08]  
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- Version 1.0 First copy of this FAQ
- Version 1.01 Added links to a guide that helped the creation of this FAQ, suggested by selmiak. Corrected a spelling mistake, thanks to odino.
- Version 1.1 Changed the layout and added Contact Details
- Version 1.2 Moved "Contact Details" and "History" to near the end of the Guide

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09) Credits [GS09]  
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- Da Hui - Advice and examples on how to write this guide.
- odino - Correcting a spelling mistake.
- selmiak - Suggesting that I add a link to adaml's guide that helped this FAQ.
- adaml - Information about the amount of round this game has for the link below.
- <http://www.gamefaqs.com/console/nes/file/916386/26831> - the NES Endings FAQ.
- NES Completion Project/FAQ Contribution Board - Motivation to write this FAQ