

1. C O N T R O L S

0001

- A - Fires up torpedo
- B - Fires forward torpedo
- D-Pad - Move
- Start - Pauses game
- Select - EMP

2. W A L K T H R O U G H

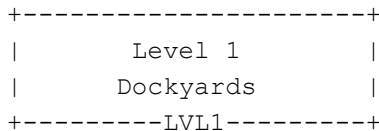
0002

On November 12, 1984 approximately four months before Mikhal Gorbachev took power in the Soviet Union, a Russian TYPHOON class submarine surfaced briefly in the Atlantic just north of Bermuda.

It subsequently sank in deep water after suffering massive radiation leakage, unconfirmed reports indicated some of the crew were rescued.

According to repeated statements by both Soviets and American governments... Nothing of what you are about to see...

EVER HAPPENED.



Two enemy subs will come on screen. Stay at the bottom of the screen and activate your EMP. The missiles the subs shoot will lose target of you and fly off. Blow up or fly above the mines at the bottom of the screen. Once past the two mines a wall will open and close.

Wait for it to close then pass by it and blow up another mine while avoiding some explosives from a ship above. Once past another two mines wait for a wall to close then quickly go by it. The only thing to worry about in the next section is a ship on the surface the drops bombs.

When you reach some pillars wait for them to stop moving and pass through the gap. After the first pillars is a missile upgrade. Grab it and continue to weave through the pillars. Once past all the pillars wait for the wall to close and you will then be out in open sea.

Some enemy subs will come on screen. Activate your EMP so they can't shoot you. In the next section fly in between all of the turrets. Once past all of the turrets you will need to avoid a wall and then some pillars. Fly through the gap in between each pillar.

Continue to weave in between all of the pillars until you reach open sea again. In this section there will be some mines and then turrets at the bottom of the screen. Destroy the mines and turrets and reach the wall. Above it will be a tank.

Avoid the tank's missiles and blast a hole in the wall so you can pass through it. With the hole finally large enough so that you can safely pass through it continue out into the wide open sea. You will have finished the first level and your stats will be displayed.

Message Intercepted. Red October last seen in the Dockyards. Believed heading for the Arctic Zone.

Ambassador Lysenko, the President has asked me to express his concern over the mobilization of the Soviet Navy.

Mister Pelt! There is no cause for alarm! It is a mere exercise. Nothing more!

Ambassador! The Soviet Navy has put to sea in alarming strength. We demand an explanation!

It is an exercise Ambassador! I have told you it is just an exercise!

```
+-----+
|           |
|   Level 2   |
|   Arctic Zone   |
|           |
+-----LVL2-----+
```

This is a very simple level. Just weave in between all of the narrow passages while avoiding enemy subs and rocks that drop from the ceiling. You can also destroy the walls to make more room. At the end of the path destroy the huge sub to complete the level.

Message Intercepted. Red October last seen in the Arctic Zone. Believed heading for the Open Sea.

Ambassador Pelt...my government has placed me in a somewhat embarrassing situation.

You refer to your naval maneuvers, Ambassador?

I was not fully informed on the situation. It seems that one of our submarines is missing. The fleet mobilization is a rescue operation...

Ambassador - The President has asked me to offer the aid of the United States Navy in the search for your missing submarine.

I assure you that we need no aid at present but I shall pass on the President's kind offer...

```
+-----+
|           |
|   Level 3   |
|   The Open Sea   |
|           |
+-----LVL3-----+
```

Another easy level. You are in shallow water so you won't be able to go that deep. I recommend you keep the EMP activated for this level. Every few seconds some jets and submarines will pass by. If you have your EMP shield up they will pass by unaware of your presence. When you reach open sea destroy the sub.

Message Intercepted. Red October last seen in the Open Sea. Believed heading for the Deep Sea Trench.

My government has asked me to request the aid of the United States Navy on a matter of some urgency.

Go ahead - I'm listening.

It seems that once again I was misinformed. One of our submarine commanders is

insane, he intends to close with the mainland of the United States and initiate a nuclear attack.

My God!!!

We need your help Ambassador, we need you to help us sink the Red October.

```
+-----+
|           Level 4           |
|   Deep Sea Trench   |
+-----LVL4-----+
```

Where in the Open Sea level you were in shallow water for the Deep Sea Trench you will be in deep water. Keep your EMP shield up and follow the one path. Along the way there will be enemy subs and missile launchers on the bottom of the trench. At the end in the open area will be a ship.

Before entering the open area will be plenty of pick ups. Grab all of them then head to the bottom to destroy the ship with homing missiles, you will have picked them up if you grabbed all the pick ups. The ship will occasionally send out missiles and subs. Keep your EMP up at all times.

Message Intercepted. Red October last seen in the Deep Sea Trench. Believed heading for the Crystal Zone.

Our ships have failed to find the Red October!

Red October is the most powerful submarine afloat! It could devastate the entire American East coast!

Then pray that we find her, Ambassador, the fate of the world hangs in the balance.

```
+-----+
|           Level 5           |
|   The Crystal Zone   |
+-----LVL5-----+
```

For this level there will be crystals that form from out of the walls. Move out of the way to the right so that you won't get blocked or crushed. Along the floors of the paths are launch pads that shoot out missiles. These are mostly on the top paths.

Along the bottom paths are narrow cracks to squeeze through. On both the top and bottom paths are spikes that will occasionally drop down from the ceiling. Blow them up with up torpedos. When you reach the open area destroy the city by waiting for the force field to disable then attack.

Message Intercepted. Red October last seen in the Crystal Zone. Believed heading for the Tropics.

Soviet naval units report contact with Red October but she still evades us!

The U.S. Navy is closing in, Ambassador. It won't be long now.

I hope so my friend, just think what that madman will do if he comes in range of America!

```
+-----+
|           Level 6           |
+-----+

```

| The Crystal Zone |
+-----LVL6-----+

This level plays out exactly like the Open Sea level where you are in shallow water. You are in shallow water so you won't be able to go that deep. I recommend you keep the EMP activated for this level. Every few seconds some jets and submarines will pass by. Destroy the sub at the end of the level.

SABOTAGE!!

+-----+
| Level 7 |
| Sabotage!! |
+-----LVL7-----+

A plot to sabotage the Red October has been uncovered. Bombs have been set in your weapons bays!

For this level it is a platformer. You will need to disable six bombs and you have six bullets. Run to the right and stand next to the bomb to disable it. Make your way to the bottom of the screen disabling each bomb that flashes. After the last bomb at the bottom climb to the top to disable the last one.

After the last bomb is disabled go through the door on the middle-right side and in the next room will be another six bombs to disable. The first bomb will be on a platform above where you enter the room. The second is on a platform to the right.

The third is above the second as well as the fourth. The fifth is at the bottom and the last is at the very top. With the last disabled go through the door on the right. In the next room the first bomb is below you. The second is at the bottom.

Then climb to the top disabling another bomb then drop to the bottom to disable another bomb. Climb up and disable the last two bombs then go through the door on the right. The first two bombs are at the top of the screen. Once disabled climb down and disable a bomb on the right.

Return to the top of the screen to disable another bomb. The last two bombs are at the bottom of the screen. Go through the door on the right. In the next room disable the bomb to right and then climb down to disable a bomb. Climb up and back down until all the bombs are disabled. Go through the bottom right door.

Well done, men well done. With the Red October in our hands the balance of power is restored. This incident must be kept top secret. None of this Ever Happened...

You have brought the Red October safely to the US. Welcome to the USA.

THE END

3. C H E A T S

0003

Codes

99 Submarines - When you run out of submarines, press Start and perform the Level Skip code.

- Control Scrolling - During gameplay, pause and press Up, Up, Down, Down, Left, Left, Right, Right.
- Double Scoring - During gameplay, pause and press A, B, B, A, Right, Down, Up, Left, Left.
- Full Systems Code - During gameplay, pause the game and press A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, B, A.
- Level Skip - During Gameplay, pause the game, and press A, B, Select, Right, Left, Left, Right, Select, B, A, B, B, A.
- No Inertia - During gameplay, pause then press Up, Down, Left, Right, Select.
- Slow Motion - During gameplay, pause the game, then press Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, A, B, B, A.

 Game Genie Codes

- PEVLYAIA - Start with 1 life
- ZEVLYAIE - Start with 10 lives
- SXEZXZVG - Infinite lives
- SXEUPUVK - Infinite time
- ZANLVKPO - Start with 10 horizontal torpedoes
- ZLNLVKPP - Start with 50 horizontal torpedoes
- LTNLVKPP - Start with 99 horizontal torpedoes
- IANUUKYA - Start with 5 vertical torpedoes
- ZLNUUKYA - Start with 50 vertical torpedoes
- LTNUUKYA - Start with 99 vertical torpedoes
- IEELSKZA - Start with 5 caterpillars
- ZUELSKZA - Start with 50 caterpillars
- LVELSKZA - Start with 99 caterpillars
- IEEUXKZA - Start with 5 ECM's
- ZUEUXKZA - Start with 50 ECM's
- LVEUXKZA - Start with 99 ECM's
- SXUXYSVK - Infinite horizontal torpedoes
- SZUZPVVK - Infinite vertical torpedoes
- OZEUEKOK
- +
- AAEUVGPA - Gain maximum power horizontal torpedoes on pick-up
- OZSLNKOK
- +
- AASUSGPA - Gain maximum power vertical torpedoes on pick-up

4. D I S C L A I M E R

0004

Copyright (c) 2005 to merc for hire. This is the work of merc for hire and International Copyright law protects this FAQ/Walkthrough. You can not sell, change, post on a website as your own. You can post it on your website as long as I receive full credit for it. If you do post it on a website I want an e-mail from you first so I can give you the go ahead. Unless I don't tell you to then you are not allowed to post it on your website. I will only update the FAQ/Walkthroughs I have on <http://www.GameFAQs.com>

This document is copyright merc for hire and hosted by VGM with permission.