

# Isolated Warriors FAQ/Walkthrough

by Damage\_dealer

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for Nintendo Entertainment System

## General FAQ

FAQ made by Damage\_dealer (Igor Sheludko)

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| Welcome to Damage\_dealer's guide for Isolated Warrior (NES)! |  
| Isolated Warrior is a high-speed, uniquely developed game based on a 3-D |  
| concept that features over 40 types of enemy creatures, realistic graphics |  
| and explosive sound effects! Become Max Maverick, a lone warrior, who must |  
| defeat the awesome creatures that attack his highly civilized planet! |  
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## 1. BASICS

### -Gameplay Basics

The game is a straightforward shooter. You basically just shoot the hell out of the enemies. Take note that the screen moves forward all the time, and you have to be pretty quick in taking care of things. Some levels involve riding a motorcycle. The motorcycle levels are pretty intense and fast and, IMO, harder than the regular, "shooting" levels. You can do a wheelie on a bike, while pressing Down on the D-Pad and A simultaneously. You will crush the enemies like flies in that condition but be aware that you still have to look out for bullets aimed towards you. Look for warp holes all over the stages, as they contain some goodies such as extra lives, weapon upgrades and energy refills. But be sure to move quickly to get this stuff, as sometimes you may get stuck in the wall, thus losing the game. Taking the bonuses or not is up to you.

## -Bonuses

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W-Bonus - focusing laser weapon upgrade (1 level)

L-Bonus - spreading beam weapon upgrade (1 level)

B-Bonus - bomb power increase

O-Bonus - energy increase

!-Bonus - 1000 points

Bullet - increases bomb capacity by one

Speed-Up - increases speed of you character

Shield - a shield which will deflect the hits on your character for 5 times

## -Weapons

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There are basically three types of weapons you can have at your disposal. They are focusing laser (shoots forward), spreading beam (shoots all around Max) and bombs. You take W-Bonuses to upgrade your focusing laser, L-Bonuses to upgrade your spreading beam and B-Bonuses to upgrade your bombs. The max upgrade level is 5. Sometimes you can find instant max-level upgrades in the warp holes of the stages. Be sure to remember that once you've used a 5-level bomb, it'll go back to level 4, and you'll have to get an upgrade to level it up again. Use 5-level bombs only in extreme situations, i.e. boss battles. The focusing laser shooting method is the most useful, IMO, as on higher levels, it'll come in handy because it can shoot its beams backwards. All in all, feel free to use any weapon you like, but stick with the focusing laser most of the time, simply because it speeds things up.

## 2.CONTROLS

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D-Pad - move around

A button - jump

A button (twice) - throw bombs

A button (hold) - somersault

B button - shoot

SELECT - change the shooting method

START - pause/resume the game

## 3.THE WALKTHROUGH

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~ Max Maverick, our hero

in this story fights with alien creatures

that have invaded his planet

from an unknown world.

Let's get the party started by choosing "New Game" on the main screen.

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|Scene 01|

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You start out by shooting green flies that charge at you. Simply go to sides, shooting them with B button. Next, destroy the green boots and some other flying menaces. Jump if needed. Note that you can get some good bonuses in the holes on the left and right sides of the levels. I won't be putting all exact locations of them here, but be sure to check all the places for hidden stuff, as well as moving rather quickly. Killing the purple hedgehogs will net you some energy which you might need later. Pick up all the W/L weapon upgrades, as well as bullets here and there. The purple !'s give you 1000 additional points. At about a 2/3 of the stage you'll run into purple ball-crawling things charging at you from the sides. Kill the green blobs, don't forget to jump over the holes. The flying saucers throw red balls at you, so it's better to leave them be and stick to the sides. Kill off the mini-boss by staying close to him, so his circling spits of magma won't affect you at all. Jump over the gap to continue. Now try to destroy as much enemies as possible so that they'll net you a lot of W/L upgrades. Big purple bugs should be a "no problem" to you, if your weapon is strong enough. Throw the bombs at the house in the alley to get to a warp hole on the left. Get a 5-level upgrade for your weapon. You'll face hedgehogs and boots again, crawling to you from the holes. It's better to walk past the holes rather than jump over them cause it's kinda easy to fall in one of them. Avoid the heads of the snakish things by running left and right. The cracks in the floor get bigger. Be very careful. Notice the music change soon after? It's boss time!

The first boss is not too hard. Think of it as regular enemy, but a little faster. Change your shooting method to focusing laser with SELECT and shoot the boss's head. Notice the screen flickering? It's a sign of boss taking damage, although it's pretty uncomfortable. When the boss starts to explode, his body parts will be launched at you. Jump or you may die. After the boss dies, he leaves an extra life for you. To get it, stand on place where the boss was.

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|Scene 02|

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Seems like you are the only survivor... Anyway, start off by rushing to the sides and spreading the bullets on the enemy. The green enemies come in rows, so it shouldn't be too difficult to take them out. About 25 seconds later, some alien-looking monsters will start to fly at you from behind, so be on your guard. Right after you see the first enemies from behind appear, throw a bomb or two, and if you're lucky enough, you can uncover a warp hole here. You'll see even more alien-lloking creatures materialize from just nowhere. Just keep moving so they won't be able to touch you, and destroy the ones that are ahead of you. You'll see that they disappear quickly. You'll come to a narrow path after a bit of flying, but there's just green blobs which should not be a challenge to you. Smoothly kill off the rows of green and blue bugs, and keep on surviving the onslaught. What I do not like about these levels is that they're pretty fast-paced, so it's kinda hard to keep up with the enemies sometimes.

OK, the second boss is a freak. It has a human face (an old man's face, to be precise), some bazooka-launching pods instead of hands, and moreover, he has three dark-blue snakes coming out of his shoulders and stomach. This is rather weird. First, if you have a 5-level bomb, throw it at the boss, so he'll stop tossing rocks at you for a while. Then, shoot his head, and when the snakes will start to come out, aim at them. After a certain time, and a good pressure they should be dying one by one. When they're all gone, you may congratulate

yourself on beating this not-so-difficult boss and take that extra life he left. Onwards to scene 3.

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|Scene 03|  
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Start the stage by spreading fire on the green bugs and green boots. There is red magma all over the place and some green blobs are situated in the center of these cracks. Jump over the holes and eliminate all the enemies quickly. The green flower-plants are pretty slow, so they can be killed with ease. Some times these enemies leave an extra life after they're defeated. Don't jump on the purple bubbles. The next part of the level consists of a bombardment by the green alien-looking monsters and flies. Rush to the sides, jump and kill them. You'll see a green "beating heart"-like creature in the center of the cracks. I suggest you not destroying it or it will divide into two pieces that create a large explosion that may hit you lethally. Navigate over the blue platforms, subsequently smashing the green freaks. The seeds that move in zig-zag are best defeated with focusing laser. Another ordeal - two snakes from the left and three hearts from the right. Hit the bastards with spreading beam and bombs. There's a secret warp hole to the left just between the places where the snakes were. Continue by defeating the hordes of flying enemies on the bridge. The bridge will start to move soon but it's okay. Two green freaks up next - one of them will jump on you from behind. Yet another section of cracks and green monsters. The shields you've may taken before will surely come in handy. Be sure to leave some for the upcoming boss.

Wow, the boss of this level is surely awesome. Shoot his head with focusing laser to hurt the brain. Watch out for the balls it spits out of the mouth, dodge them by moving to the sides all the time. The brain will divide itself in eight parts that'll charge at you one by one. Bomb them. The parts come back after a while and form a big brain again. Keep repeating the process for three or four times more, making sure to evade everything he throws at you and shoot all the time. AFAIR, this boss took me the most time to defeat. It was quite a fun, though.

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|Scene 04|  
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Time to rescue the city. I consider this level quite hard, simply because of its speed. Rush to the sides and don't forget about using the wheelie that'll practically make you invincible. All you have to look for are bullets. Some enemies can be killed by riding on them with a wheelie. Try to get some W and L bonuses as well as some shields to help you out later. When you see a lot of enemies flying over you, use don't be afraid to use a 5-level bomb. The next section consists mainly of cracks in the road and the tempo is pretty much fast-paced too, so be careful not to fall in one of the pits. Jumping skills are essential here. The rest of the level is repetitive and boring, you just jump over cracks and shoot the aerial enemies. The purple flying things can be nasty if you don't evade their bullets.

The boss of this level looks like a regular enemy, but it's hard because you always need to look out for the pits in the road and his green bombs. Jump to the sides while changing to spreading beam shooting method. Or if you want it to end faster, you can try focusing laser. And don't forget to bring out some bombs when you're near the boss. They're sure to do some massive damage.

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|Scene 05|  
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Scene Five takes place on a space station. Destroy the green boots as usual and watch out for the purple enemies that pop out of the walls. You can't kill the machine-looking things that stick out of the walls, so don't bother. When the path gets narrow, use focusing laser only. Don't forget to grab all the bonuses, and when the curving blue snakes appear, jump over them while shooting other enemies as well as the snakes. At some point after this section stick to the grey wall on your right to uncover a hidden warp hole. You'll definitely need those bonuses right now. Some blue freaks will start jumping at you, so keep moving back time to time, so they will explode in front of you. Destroy the row of the green boots. Another bunch of jumping guys to your left. Keep retreating and jump. You will arrive at the moving platform. I suggest you jump over to the north side and kill the enemies that come from the holes right there. The bonuses that are generously lying over there should help you. Next, avoid the jumping guys and defeat the boots and insects. When the screen goes black, prepare yourself for the next boss.

It's kinda frustrating at first, but you'll get used to it. You will be pulled to some blue thing which is apparently the boss's vulnerable spot. Then, you will be pushed back. This process will be repeating until you defeat the boss. Ok, so don't try to kill off those 2 red things in the beginning, instead wait until you get to the blue thing and shoot at it with the focusing laser. Don't forget to jump and evade the bullets and other stuff that's being thrown at you. This is some serious stuff, but you \*should\* be able to make it through.

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|Scene 06|  
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Okay, two more levels and we're home free. Start off by killing the guy with the moving hand from afar. Take care of the insects too. Repeat the process until all the rows of these creatures are gone and don't forget to jump when needed. Be careful not to step on the yellow portions of the floor. When you will see masses of green enemies along with the yellow floor, better use a bomb to quickly get rid of them. The green enemies that materialize shouldn't be a problem too. When the camera starts moving again, reposition yourself to the right and jump immediately to avoid another barrage of bullets. Don't bother killing the enemies that fly above the pit, just jump all the time. Jump over the gaps, but again, be careful not to step on the yellow pieces of the floor. Don't try to kill the green boots, and when the pit ends, quickly get to the middle. The upcoming mini-boss is the same from scene 1. Stick close to it and shoot. Take the B-Bonus that it leaves. So floor is almost totally yellow now, so navigate with carefulness. It's better to hug the left side and ignore the boots. Another mini-boss. Treat it like the previous one. Another set of blue guys, insects and green boots. Jump across the last yellow part to get to the boss.

Now this one is hard. Don't bother using bombs here, as they won't reach him. See the white dot under his head? Aim there. Just use regular focusing laser method and jump, jump, jump. This chimera throws all sorts of surprises at you, so you'll have to be pretty evasive to dodge everything. I can't say anything more than there is to it, just focus on his "chest" and you should emerge victorious.

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|Scene 07|  
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This level opens up if you didn't die in the previous six, otherwise you've already beaten the game. Switch from one platform to another to kill the green mechs. Quickly dispose of the red ones too. If you the screen flickering, get the hell out of the floor ASAP. Walk through the middle door. The enemies here are basically the same, only changed their color. Try to stick to the back all

time, or you may die from the hordes of grey insects that charge at you all time. Yeah, it's a living hell here. The green insects have become very fast somehow, so kill the bastards from afar. One you'll get to the pit, stick to the right side and kill the snakes and flying idiots as needed. The final boss awaits.

This boss looks like a Gundam freak. Avoid his star barrage the same as you avoided the previous boss's attacks. Don't hold back, use everything you've got. Get near him and smash him with your bombs. When the giant white rockets start flying towards you, stay on one spot and jump over them. The second launch is easy enough to avoid. Keep repeating the process until you see him dying.

Congrats on beating the game. Watch the ending scene.

My first assignment  
after I joined  
the special force  
was to fight against  
these alien creatures.

I was  
the sole survivor  
on the force.

I could have easily  
escaped from  
the planet.

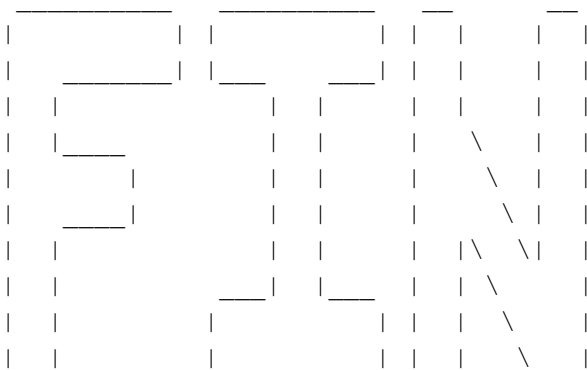
But  
I chose not to.

I realized that  
the most important  
thing  
for me to do  
was to not lose hope.

I defeated the aliens  
and searched for  
any survivors.

I came across some  
very strange people.

The incident  
will remain  
a haunting memory.



#### 4.CHEATS

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Select password in the main menu, and insert these numbers:

- 5963 - Level 2
- 8920 - Level 3
- 0705 - Level 4
- 5826 - Level 5
- 2687 - Level 6
- 3279 - Level 7
- 6502 - Begin the game with full health and full bombs
- 6285 - Begin the game with max power for both focusing laser and spreading beam
- 6666 - Begin the game with only 1 hit point

#### 5.FAQ

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1. Why does the screen flicker in boss fights? Is my game glitched?  
- No, it's a sign that boss takes damage.
2. How to do a wheelie when you're on a motorcycle?  
- Down on D-Pad + A button.
3. How to get the good ending?  
- Don't die in the first 6 scenes of the game.
4. What are these warp holes for?  
- Most of the time you can get an extra life, a weapon upgrade or some energy out of them
5. I'm having difficulty with a certain boss? WTF?  
- Check the walkthrough section. I won't be able to help you more than I did.
6. I liked this game very much. Are there others like this one?  
- Try Metroid, if you haven't already.

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| Contact Info & Credits |  
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Credits go to:

- Nintendo - for making NES
- Kid - for making this game
- Vap Inc. - for publishing it
- pietjepuk - for some of his info regarding bonuses and weapons
- Hermit\_crab - for some passwords
- SBallen - for putting it on GameFAQs

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If you've found a mistake, feel free to e-mail me at any time, though I don't

plan on continuing the work on this guide in the future.

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