Rescue: The Embassy Mission FAQ/Walkthrough

by antseezee

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     |[[[[----------     THE EMBASSY MISSION     ----------]]]]|
     |========================================================|
                        FAQ/Walkthrough
>>==<<==>>==<<==>>==<<==>>==<<==>>==<<==>>==<<==>>==<<==>>==<<==>>==
                       For Nintendo NES
                        Version Final
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                     Created: 01/18/04
                   Last Update: 03/10/11
                  Copyright 2011 Chris Zawada
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Author's Note

I'd just like to say that this is one of my favorite (yet fairly short) NES
games that I've played in the past few years. Probably one of the first true
games that inspired the tactical shooting genre. While it may be slightly
outdated, it's one interesting classic that will always pop up in
conversations. Enjoy the guide, and save the hostages!

Contributing/Feedback

If you have any contributions, feedback, or strategies you'd like to have
added to the guide, contact me via e-mail or on GameFAQs. I'll be more than
content to add your segment of information, and will also provide credit. If
you have any questions you'd like added to the Common Questions section, ask.
I simply don't have the time to sit around thinking of questions. Provide me
with what you want to know!

Updates

=03/10/11= vFinal
Final update.

=07/23/04= v1.0
This is the final update to the guide. It's the only FAQ that covers the game,
and I'm proud of that. Hopefully this game will be remembered as one of the
first inspired tactical shooters when players look back into history.

=01/18/04= v1.0
Started the FAQ. It's going to be short mainly due to the lack of content in
the actual game. Regardless, it should be finished within a few days.

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                -     Table of Contents     -
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==========================
- 1) Introduction        -
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Rescue: The Embassy Mission is quite possibly one of the first tactical
shooting games to ever hit a video game system. The game is pretty much based
upon terroristic events that occurred quite commonly during the 80s decade.
Foreign groups would invade embassies, taking over the important officials. In
this case, you play the role of an anti-terrorist group who is fed up with the
negotiations (sounds familiar eh?). It's pretty much the vintage version of a
Rainbow Six. The player must avoid enemy spotlights, navigate to secure sniper
positions, take out enemies, and even rappel down buildings smashing through
windows. Unfortunately, the game is often shot down for being one of the
shortest games ever released for the system. While it may be horrendously
short, it certainly has replay value that goes above and beyond the call of
duty.

Here's a brief excerpt from the official instruction manual (credit to Kemco):

It's been 11 days since the political fanatics occupied the embassy, holding
the ambassador and his staff captive. You've waited patiently while government
negotiators tried in vain to arrive at a peaceful settlement. Now it's up to
you and your band of commandos to get the captives out!

Basically, you're the expert tactical advisors called in to resolve the
situation. You must work as a group, executing assault entries while your
snipers take down spare tangos. Every action must be timed to perfection.
Hostages' lives are at stake!

_____
GAME INFO
//////////|\\\\\\\\\\
Players: 1
Cartridge Color: Gray
Developer: Kemco-Seika
Rarity: C to a C+
Special Features: None, no internal battery
Licensed: Nintendo (official game)
Cover Art on cartridge:
- Shows tactical officer bursting through a window with a scared masked
```

terrorist

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===========================
- 2) Game Basics   -
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Most of the controls inside Rescue are quite simple. However, controls differ
since there are primarily four different game modes you'll interact with
through the entire game. It's important that you know how each mode is
controlled, and what button controls what aspect.

_____
/Evasion Controls/
---------------------------
Left/Right control pad - moves your commando in that direction
Up control pad - hides in a doorway/obstacle, enters a sniper point
Down control pad - places you in the crawling position, left/right to crawl
A / B - performs a forward roll with your character
A / B (when hidden in a safe zone) - views map with your current position
START - pauses game

_____
/Sniper Controls/
---------------------------
Left/Right/Up/Down control pad - moves crosshairs in respective direction
A - fires bullet wherever crosshair is
B (held down) - allows for faster scrolling of crosshair
SELECT - goes to menu to switch to another character
START - pauses

_____
/Rappel Controls/
---------------------------
Down/Up control pad - moves up or down the wall with your rope cord
A - jumps, used for making entry through windows
B - exits to switch character screen
START - pauses

_____
/Assault Controls/
---------------------------
Left/Right/Up/Down control pad - moves your commando in that direction
A - fires your weapon, (semi-automatic, so press continually)
B - nothing
START - pauses
SELECT - goes to character switch screen

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- 3) Walkthrough   -
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The following is a complete walkthrough of what Rescue: The Embassy Mission is
all about. I'll try to provide as much detailed information as possible on how
to pass each part, and the most efficient methods of saving the hostages.

_____
/Mission Settings/
---------------------------
Before you can actually engage in the operation to assault the embassy, you

must first select key settings that will determine the difficulty of the
mission. These settings will determine everything ranging from enemy reaction
speeds, to the amount of time you have to complete the mission. Press START or
A on the main menu to initiate a new game.

///\\\Select your rank:///\\\

- LIEUTENANT -
>> Pretty much the easiest way to complete the game. Most searchlights move
fairly slow, you tend to take "numerous" bullets, and enemy reaction speeds
are slower.

- CAPTAIN -
>> The ideal difficulty level for the average gamer. Everything is still
organized as before, but a tidbit faster.

- COMMANDER -
>> Overwhelmingly hard. Searchlights move faster than your own speed. Reaction
speeds from enemies are very fast (although not impossible), plus you have to
deal with not shooting hostages, and less enemy dots appearing on your map.

"Rank is pretty much the difficulty setting for the game. I'd recommend you
test out lieutenant first. You may not get a good or full ending to the game
if you test out the easiest settings."

///\\\Select your mission:///\\\

::::: TRAINING :::::
- 20:00 minute time limit to complete mission.
- Very basic, no ending cutscene when game is complete.

::::: TARGET :::::
- 16:00 minute time limit.
- Fairly harder. New search light patterns, yet still average difficulty.

::::: ULTIMATUM :::::
- 14:00 minute time limit.
- Decently hard. Hostages also start to appear.

::::: TRIGGER :::::
- 12:00 minute time limit.
- Dangerous, numerous hostages, and fast moving search lights.

::::: JUPITER :::::
- 10:00 minute time limit.
- Must be fast, efficient before time runs out.
- Fast patterns, reaction speeds, hardest difficulty.

"This is actually a big misconception when you select your mission in Rescue.
One of the biggest flaws that Kemco made was that the missions were really
nothing more than difficulty settings. You're not actually picking a different
mission. All maps, and floors have the same blueprints. It's just that there
are new variables, and extra additions added on to make it more challenging.
Not to mention that your time limit is also reduced."

***On certain difficulties, a game ending will be shown. If you play on a
easier difficulty, sometimes the end of the game will just tell you to Press
START, and try a harder mission.***

 _____

/Evasion Mode/
--------------------------
After you've selected your settings, the first phase of the operation is
executed. In Evasion Mode, you must avoid bright circular searchlights that
scroll across the screen in set patterns. Whenever you cross these light
patterns, gun bullets are shot at you (by the terrorists). Thus, I call it
evasion mode since you have to avoid these searchlights, but your main
objective is to reach 3 different doorways positioned around the embassy.
These three doorways will give you the perfect sniping points to hit the
terrorists in the embassy.

= GOAL: Reach 3 marked points on your map by entering the doorways. =

Here's what the overview map looks like:

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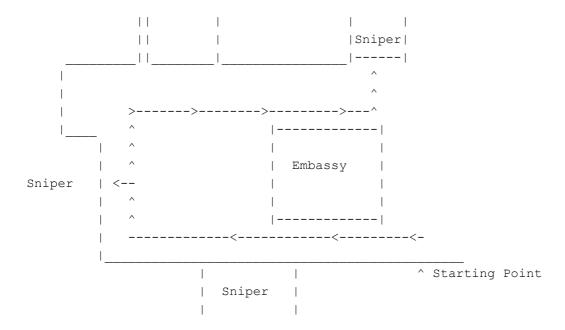                     ||          |                    |       |
                     ||          |                    |Sniper|
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               |     ^                 |   Embassy  |
    Sniper     | <--                   |            |
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               |_____
                         |            |          ^ Starting Point
                         |  Sniper    |
                         |            |
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- Basically, the idea is to get men from the starting point to the 3 sniper
points around the embassy. That way, you can knock off any exposed terrorists
from all 3 sides. When you actually enter evasion mode, you must go towards
the right side of the screen. The three doorways to enter the sniper spots are
usually bigger than the traditional ones, and are very black. Press UP to
enter one.

- WATCH OUT for the random searchlights that will scan the screen. They are
usually white circles, and move in set patterns. As far as I know, most light
patterns move in the shapes of V's, horizontal lines, diagonals, and slow
underground patterns.

- Use the roll move (A or B) to quickly go under a small opening. For example,
if a light is coming towards you, run towards it, then ROLL under it. Rolling
allows you to be mobile, yet lower your height for a temporary moment. Crawl
whenever you find a search light that hovers in the medium range. Crawling is
very slow, and makes you easily exposed to fast moving lights.

- Whatever you do, get at LEAST 1 commando in one of the sniper locations. If
all three men die, it will be game over. You're assigned 3 men - basically
three lives to complete this phase of the operation. Their names are Mike,
Steve, and Jumbo.

- Use the background pictures to your advantage. If you see a half-sized wall,
small doorway, or broken window, press UP to jump in. You will not be spotted
by searchlights when hidden in an opening. Press DOWN to leave the opening
once you're ready. Press A or B to view the overview map, and how far you are

from a sniper spot. The mode will end once all 3 men are in position/dead/et
cetera.

_____
/Sniper Mode/

Once you've completed the first stage of the mission, the next stage takes
place depending on how many snipers you got into position. A cutscene will
show a helicopter arriving, and dropping three commandos on the roof of the
embassy. From here on, I'd recommend you immediately enter sniper mode to take
out any exposed targets. A new screen will pop up showing a few names in the
left corner. Press A on one of the top names (they're usually your snipers).
You'll now enter sniper mode.

= GOAL: Take out any terrorists using your mounted sniper rifle. =

Once you enter sniper mode, the screen shows a man with a rifle mounted in a
window. You'll also see a zoomed in view of your sniper scope. This is what
you use to aim. Move the crosshair around, and the dot is precisely what
you're going to hit.

- The sniper scope always starts in the upper left window. There are
approximately 9 windows on each side of the embassy, in a 3 x 3 grid pattern.
It's sort of like tic tac toe, except you're shooting evil terrorists. Not so
bad.

- To fire the rifle, press A. You have unlimited ammunition. To kill
terrorists, move your cursor over a window. If you see the following pattern
appear in the backlighting of the window:

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Fire your rifle immediately. Try to get the center dot on the black target.
Note that terrorists do move around, so be quick with your actions. If you
miss, you'll cause for a shattered glass pane to occur. Terrorists always stay
on the same floor in sniper mode, so I'd recommend scrolling horizontally
(left to right). Hold down the B button to scroll faster.

- You can only hit anyone on one side of the building in sniper mode. If you
have any other snipers ready to fire, press SELECT, and change the dot to a
new character. If done correctly, you can wipe out nearly half the terrorists
by getting snipers on all 3 sides of the building. Your sniper cursor wobbles
from nervousness, so use some interpretation when firing.

_____
/Rappel Mode/

Once the chopper has dropped off your commandos, you may immediately storm the
building via the roof. However, there's no roof entrance, so you must make
your own entry by smashing through the glass windows along the embassy. You
may want to snipe some terrorists before attempting assault on the embassy.

Rappeling is a simple process, but it takes patience. Rappeling is when a
person uses a cord, and positions their center of gravity against a
perpendicular surface. So, the idea is to bounce your feet off the sides of a
building, while using the cord for support. It's often used by law enforcement
officers to breach hard-to-reach places, or for a surprise entry.

Before you can start the rappel phase, you must pick a soldier to use. You're provided with three different men - Ron, Dick, and Kemco. Press A on one of their names, then pick a side of the building you want to infiltrate. You may select 3 different rows on 3 different sides. Once you found the perfect spot, press A to engage rappel mode.

- Here's how you rappel:

[1] - Tap the down button lightly, then QUICKLY press the up button. Press down, then up. Repeat this process, but due it in a slow manner. If you just press down on the control pad, your commando will lose his slack and fall off the rope. If you perform the task too quickly, you'll move extremely slow. Basically, drop down for 1/2 a second, then press up to catch your feet on the side of the building.

[2] Once you're on top of a yellow window, press the A button to jump. Your officer will leap back, and then smash through the window for entry.

-- You can also rappel down 2 more floors, and make entry on any level of the embassy (one, two, or three). If you want to take a break from that character, simply press B, and pick a new one. This way, you can have a sniper cover for you, or have simultaneous entries.

_____
/Assault Mode/

Now it's time to really kick some hostile butt. Once you've breached entry into the embassy, the game shifts to a first person view. While the NES wasn't capable of amazing special effects (nor an actual first person view), Kemco did a great job in emulating the first person view. The new view presents a linear screen as if you were looking through the face of a commando. The tip of your rifle is visible. The actual style of play is similar to the old AD&D dungeon crawlers (or Shining Force). Basically, you press up, and your character moves one space ahead inside the embassy. You must press up to go foward in that direction, while turning left or right can be executed with ease and the control pad. The A button fires your gun. To represent the enemy, terrorist sprites will sort of "flash" into your view, giving you a limited time to take them out. It pretty much comes down to reaction speed.

There will also be a total count of terrorists on the upper left part of your screen. This tells you how many tangos are left on the current floor. There's also a map in the lower left corner which has a red arrow (you), steps represented with a black arrow, terrorists marked as black dots, and finally hostages marked as blue dots. Basically, the idea is to shoot any terrorist you see on screen before they shoot you. Here's what each level looks like. Any doorway near the edge of the map is a window, otherwise most of it is self explanatory.

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- It's usually best to start your assault on the top floor, then work your way
down. That, or assault the floor where your sniper has taken down most of the
enemies. That way, you won't have to deal with much resistance.

- Once you attempt the higher difficulties (or different missions), blue
hostages will start popping up on maps. They always stay in a stationary
location. DO NOT shoot your gun when you see a hostage. If you do, they will
be injured. To rescue a hostage, simply run in the direction of where his dot
is located on the map. This phase ends when all terrorists have been
eliminated. Use the map to your advantage, but don't stare at it too long.
Terrorists are mobile, and will go from floor to floor, and room to room.

- If you manage to complex the assault phase, you'll be presented with the
GAME CLEAR ending. In certain instances, you will get an ending with
cutscenes, but it usually depends on the difficulty level of the mission. Your
results are also posted, showing your clear time, how many commandos were
knocked out, and if any hostages were killed. As far as I'm aware, there are 4
different endings:

:: GAME OVER ::
:: Operation success, but one of the commandos was lost ::
:: Operation success, but one of the hostages was lost ::
:: Operation success 100%, no fatal deaths (except the terrorists) ::

       As I said before, it's one of the shortest games on the NES.

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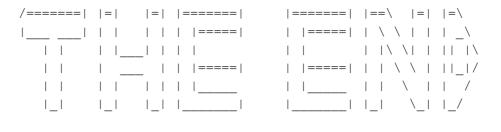       /=======|  |=|     |=|  |=======|     |=======|  |==\   |=|  |=\
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- 4) Hints/Codes/Strategies -
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As far as I know, there are no codes you can use during the gameplay of
Rescue: The Embassy Mission. You cannot put on any god mode to be dodging
bullets like the next messiah, or being the Rambo of the 1980s. It simply
comes down to the gamer's skill to move onward. There aren't too many
strategies to be employed either as it mostly comes down to personal skill.

Some Key Elements
----
[1] - Always get at least one sniper at one of the marked spots. If you don't,
it's pretty much game over. As a matter of fact, sniping isn't a necessary
phase in the game. It's more of a supportive factor to help knock off some

terrorists before raiding the place.

[2] - The evasion map has a dead end on the right side, so there's no point in
searching for some "secret" window.

[3] - To have the most success, keep your thumb slightly above the A button
when playing. Your gun doesn't have a fast firing rate, and tends to be more
accurate if you give it a light tap, rather than a consecutive hold.

[4] - You can't save your high scores, or fast clearing times. This game was
really just designed for single player fun.

[5] - It's sometimes easier to rappel past the first window you find, and
infiltrate the second or even first floor. Although the advantages aren't too
great, you can clear out the heavier infested levels first. Remember, you only
have 3 men on the assault, so use them sparingly.

#########################
+++ Game Genie Codes +++
#########################
I'd like to give credit to http://www.GScentral.com for these excellent codes.
Check out the credits section for more information:

== Characters are below the game screen line == [TOPEEA]
== Messed up colors == [ZOIKKK]
== Characters enter doors super quick == [KAAAAI]

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- 5) Common Questions   -
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)) Gameplay ((

<< Why does this look so much like Rainbow Six? >>

- Actually, you should be asking the question vice versa. Rescue: The Embassy
Mission was originally released in the late 80s (1988-1989). This was a time
when the concept of anti-terrorism games wasn't even developed. I truly
believe this was the first to incorporate the feeling of a tactical shooter.
Heck, even the first mission in the original Rainbow Six IS an embassy
(although you don't blow it to pieces like in this game). To this day, Rescue
is one of the first true games to bring up the idea of a tactical shooter.

<< Is this the shortest game on the NES? >>

- I use to wonder the same thing myself. As far as I know, it's ONE of the
shortest games on the system, but defintely not "the" shortest. It has its
shortcomings, but makes up for it by providing an experience that can be
replayed for hours and hours each day.

<< Are there any other games similar to this? >>

- Quite frankly, no. Rescue: The Embassy Mission is one of those bluestreak
games that only pops up once in awhile. The developers (Kemco) tried a new
formula, and it was a hit-n-miss to certain players. You will not find another
game on the NES that combines elements of first-person shooting, side-
scrolling evasion, and sniper modes. The closest you can get to the action

might be Contra or Hogan's Alley, but this was the only game that managed to
mesh several elements into one.

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- 6) Copyright/Distribution/Reproduction Guidelines  -
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This FAQ/Strategy Guide/Walkthrough is my own published work, and copyrighted
by Christopher Zawada. Whatever you do, DO NOT edit this FAQ in any way. DO
NOT steal anything from this FAQ. If you want to use some information in your
own guide, simply ask me. If you want to place this guide on your website,
either link to the GameFAQs game page, or download the file and place it on
your own web server. Basically, you can post this on your website as long as
its in ORIGINAL form, and not linking directly to GameFAQs. Aside from that,
all proper credit is due when necessary. Also, don't even think about selling
FAQs. Trying to prosper off of other people's work will get you in big time
trouble (coming from an eBay seller myself).

This is a list of the current known sites that host my FAQs:

- http://www.gamefaqs.com/
- http://www.ign.com/
- https://www.neoseeker.com/
- http://www.cheatcc.com/


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- 7) Proper Credit          -
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I'd like to thank the following people for their help in making this FAQ
possible:

)) CJayC ((for constantly updating GameFAQs, and dedicating his entire life
to it. Takes a lot of effort to keep a site going this long.

)) GSCentral.com ((for having a list of a few useful game genie codes.
They're better than nothing, and at least they're reviving the use of a
classic cheating utility.

)) Nintendo ((for creating one of the most entertaining video game systems
ever. It may not be the best one ever, but it truly brought the industry to a
whole new depth.

"Some people make sacrifices to make other people happy." - Chris Zawada