

Smash TV FAQ/Walkthrough

by EntropicLobo

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This walkthrough was originally written for Smash TV on the NES, but the walkthrough is still applicable to the XBOX360 version of the game.

"BIG MONEY! BIG PRIZES! I LOVE IT!"



.....

SMASH TV

Version 1.0 (08/29/2007)

Version History:

1.0: Basic Guide Complete - (09/03/2007)

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Legality:

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Game by ACCLAIM/Williams

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Smash TV is rated "M" for "Mutoid," it contains scenes of tacky game show hosts and dizzying amounts of enemies. Player Discretion is advised.

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|                                     ST1: Intro                               |  
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```

Smash TV is pretty well known for its arcade and super smash tv versions. The NES game may be a littl emore under the radar. It's definitely different in some respects, but it's still fun. The carnage is still there.

Smash TV is a great way to kill some time. It gets absolutely mesmerizing at times with the volume of enemies, but that just adds to the hectic nature of the game. It's the kind of game that is far more based on personal skill and exploitation of enemy patterns than it is to know where things are. The treasure rooms are important, of course, but all of the rooms have one thing in common - swarms of enemies that are there to keep you away from the prize.

There's never been anything wrong with that as long as the game does it well, and Smash TV does.

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|                                     ST2: Gameplay                               |  
-----
```

Smash TV has two controller functions...

One controller:

B - Lock in Place
A - Shoot in walking direction
Control Pad: Move

Two Controllers:

Control pad of one controller moves while the other fires.

If you are able to master teh two controller set-up, then you will be able to

really clean house. This means you will be able to adjust your shots as you walk, or from a standing position. With the first set-up, you have to move and shoot using A to adjust your weapon, and use B to hold it in place. Try the two controller set-up with NES advantages...

The object of Smash TV is to collect money and prizes while fending off wave after wave of enemies. You travel through rooms, the doors open when all enemies have been destroyed.

At the end of a stage is a boss. You must beat this boss to progress to the next level.

On every floor there are treasure rooms. It's worth your time to visit these.

You start every floor with five lives.

=====
| ST3: Items |
=====

There are multiple items in Smash TV. The weapons are some of the most useful. When you have a weapon, let loose, you cannot save them. They have a limited use, so use them up. If you have something powerful, and there is a powerful enemy present in the room, you may want to conserve your ammo to use against these. But otherwise, you should use the weapons you find because they're common.

*Extra Life: Looks like a stick figure, grants you one extra life.

*Fast Feet: Speed increase.

*Missile: Most powerful weapon, travels through enemies. It doesn't have the biggest payload, so use it with care (don't waste shots on empty air). Best against the big enemies.

*Ninja Blades: Blades that surround you, harming enemies. Blades disappear the more you hit, and will not travel with you to the next room. Great item to have in the bigger swarm rooms though.

*Prizes: Money, Gold, and Presents that you collect to increase your score.

*Scatter gun/Three-Way: Shoots slight more powerful shots in three directions. The best crowd control weapon.

*Shield: Temporary protection as long as that circle is around you. BEWARE! You can barely see the circle on green floors, so watch carefully for it to run out.

*Spew Weapon/Grenades: Shoots grenades in a wide wedge burst in front of you. Excellent when you are moving backwards or standing still. If you move forward with it, you have shorter range. Pretty strong.

=====
| ST4: Walkthrough |
=====

This walkthrough is only meant to give you a general idea of each rooms. To be fair, this game requires you to do most of the work. There's strategy involved, but the enemies stay relatively the same throughout.

Treasure rooms on the map are marked with "*". The recommended paths are also layed out before each stage.

STV4.1: Stage 1

Map:

```
+---+---+---+
| 4 | 5 |*6*|
+---+---+---+---+---+---+
| 1 | 2 | 3 | 7 | 8 |End|
+---+---+---+---+---+---+
| 9 | 10|
+---+---+
```

Recommended: 1, 2, 3, 4, 5, 6, 8, End

---1---

This is the tv station, and the start of the game. There are no enemies to fight, and you'll go to map tile 2 right away.

---2---

There's only really Hulk Clubbers in this room - no problem, yes? It's worth it to collect a lot of presents over the course of this area as you will be too distracted later on to get them all.

I like to lock my gun in position and strafe along a wall, always going for new items. You don't want to get between two groups of hulk clubbers, but they're pretty easy otherwise.

---3---

This particular phase introduces the shrapnel bombs. They are rather tough so the amount of hulk clubbers on screen may make it difficult to take them out with your normal weapon. If you're stuck with the standard gun, just stay a screen opposite of the bombs.

If you can get something like the missiles then you can take these out rather quickly, and it's advised then. The hulk clubbers will persist in this area for a much longer time than the shrapnel bombs.

I recommend going UP when you beat this area, for the treasure/key room.

---4---

There is a wall gunner in the upper left. He is absolutely a priority target - aim your weapon toward him and dodge the shrapnel bombs and the hulks through evasion. Of course you need to kill the hulks and grab power-ups, but your true focus needs to be killing the wall gunner.

There are many, many hulks in this room, so just keep moving and firing.

---5---

There are TWO wall gunners in here. Take them out ASAP. GRab either an early power-up or use one you carried over from the previous room. Take out one, get some hits in before he starts to move. Removing one with great expediency is useful because it gives you room to move and focus on one from a greater distance, and dodge the many shrapnel bombs.

It should be a simple matter to deal with the hulk clubbers that appear now. When the path opens again, take the EAST (right) door.

---6---

The treasure room, grab the vast piles of loot that appear while fending off the hulk clubbers. Many waves of the hulks and bombs will be arriving, so stay to the centre for easier crowd control.

---7---

Grab any power-ups as the stage begins and take out the red orbs. Destroying these before the shrapnel bombs start exploding is paramount. After this, you will want to train your sights on the wall gunner. Hulk clubbers will start to appear, but the wall gunner is priority for sure.

Just lock your aim to the wall gunner's position and circle around the hulks until the turret is destroyed.

When the grey robots start appearing, stay towards the centre. Missiles work much better than grenades on these robots. You should aim for them and walk around the hulks. They need to be killed too, but the robots are priority.

---8---

There are two wall-gunners, and a grey robot tank right from the start. You should destroy one of the wall turrets ASAP. Grab a decent weapon and take it out.

From here, you destroy the robot tank, then focus on the wall-turret. There are multiple tanks, so you focus on the gunner until another tank appears.

When the shrapnel bombs appear, stay toward the centre of the screen. Things get kind of hairy when those are blowing up close to you.

---9---

There are numerous red orbs in this room. Destroy them quickly with missiles or grenades (if possible) because shrapnel bombs will start pouring into the room. This particular array of orbs is fairly easy, just stay a half-length of room away from it and fire, with a special weapon if possible.

Once the orbs are destroyed, it will be an assortment of hulks and bombs. Use any special weapons on the bombs, then focus on the hulks. This is very much like room 3, which you just came from.

---10---

This is largely an assault of hulk clubbers and a constant procession of shrapnel bombs. Stay toward the middle of the screen, walking around groups and training your sights in on them.

When you are almost through, some red orbs will appear. Pull away from them and blast them out of the sky.

---END---

The Mutoid Man. The Mutoid Man starts off pretty simply. Stay a full screen away from him because he will try to ram you. Grab any power ups you see and pump him full of it.

Mainly if you line up with him, he will move towards you. You have to line up to hit him, but do it from a good distance, this way you have plenty of time to evade.

You will eventually remove his arms and head, but keep firing. When the body blows up you will reveal a second head. Fire at the head but keep moving because he shoots lasers now. These will reach you across the room, so you NEED to move.

Try to entice him down to the bottom of the screen, then loop around him. You can actually keep ahead of the lasers if you make short circles around him, but this is only useful if you are good at aiming. Otherwise, the margin for error is too great.

STV4.2: Stage 2

```
      +---+---+
      | 10|*11|
+---+---+---+---+
| 6 | 7 | 8 | 9 |
+---+---+---+---+---+
| 1 | 2 | 3 | 4 | 5 |End|
+---+---+---+---+---+
| 12|*13| 14| 15|
+---+---+---+---+
      | 16| 17|
      +---+---+
```

Path splits at 2. The mid and bottom paths both have treasure rooms, but this is unless you want to take the lower impact 3 and 4 before going 8, 10, 11, 9, 5, End. This is because 4 only splits up and down, preventing you from making a swift run for the exit.

You can go up in 8 if you take the path from 4 and up. This may actually be a less intensive path.

3 also splits in 3 ways.

---1---

Again, just the tv studio.

---2---

Orbs! When these stop, look at the direction they are pointing. They will fire from the two pointed ends. Do not line up with this fire or you'll be killed. Instead, keep your distance and fire at these orbs until they drop and blow up.

There are three possible exits here. You will want to work your way toward one of the treasure rooms.

---3---

This is largely a group of yellow flying robots, which swarm you. Work your way around the group like you did the hulks in stage 1. These are just faster variants. For the few shrapnel bombs that appear, avoid them and watch where they stop so you can avoid the explosion. The swarm of robots is priority.

---4---

Red orb swarms will scatter when you shoot them enough, and blade snakes need to be hit near the leading blade orb for any real damage to be dealt. Most of these big targets appear one at a time. A lot of flying robots will also appear, the big targets are priority but if you work your way around the group firing at the big threats, you'll toast a lot of the robots too.

---5---

The room before the boss, "Lazer Death Zone." This room starts with grey tank robots and blade orbs. The tanks are your main target. Avoid the orbs, and shoot at the tanks. Avoid both if you're having trouble with the normal gun, and return when you pick up a weapon. Either way, focus your attention on the tanks and orbs are surely going to be destroyed in the meantime.

When the tanks stop, blue orbs take over. Blade orbs should be shot if they get too close to you, but blues become priority. Try to stay a good distance away from them so you can respond to their lasers.

Once the blades are all gone, however, it's just a bunch of blues to the end. So if you're careful to stay clear of the blues, this room isn't so bad at all.

---6---

Worm like formations of bladed orbs make up the main threat of this level. These blade worms are best handled by shooting out the leading orb, and working your way down the line. Grenades and missiles do this job extremely quickly. For the first portion of the level, these worms are one at a time, but are eventually joined by flying robots.

These robots swarm you like the hulk clubbers did in stage 1. Move away from them while aiming at the blade worms. You should clear out a lot of robots in the process.

---7---

Vacuum clean? Well, let's clean house. There are some swarms of red balls right from the start. Stay at least half a room away and shoot until they scatter. They are soon joined by flying robots, which you will need to avoid for now. Concentrate fire on the red orbs, and they'll soon stop.

When it's just you and the robots, walk around them and fire into the group to cause the most damage you can. There will be quite a few of these robots to destroy before you can proceed.

---8---

There are lots of blade orbs around, but take out the red balls first. Then, focus your attention on staying clear of the blade orbs while you fire at them.

The trouble really picks up when the flying robots appear. Just get to a clear area and face a group, mix of robots and blade orbs, and fire. The blade orbs are so spread out in this room that focusing on just them is no different than making it general.

If you DO get grenades, or missiles, you can deviate from this plan and go after the blade orbs until the weapon runs out. Eventually the blade orbs will run out and it will be a simple matter of starfing groups of robots.

If you enter this room from below, you can go _up_.

---9---

This area starts with red ball swarms and blade orbs. The red ball swarms are priority targets, get away from them and fire in. The turns the orbs make are obvious enough that you can dodge them.

When shrapnel bombs begin arriving, focus on shooting blade orbs and dodging shrapnel.

This leads into flying robots + shrapnel bombs. Avoid the shrapnel and work your way around the group destroying the robots as you did in the previous room.

---10---

Two blade worms will appear on screen at once, these are your primary targets. Even after the robots start pouring in, just aim at the worms for the most part and, as usual, many of the robots should get caught in the crossfire. Avoid the robots and make sure to make an attempt at any missiles or grenades that appear as they will very quickly destroy a worm.

---11---

Get the three piles of loot and any useful crowd control weapon that appears. This is a treasure room, and as usual on the third pile that appears, a swarm enemies, flying robots in this case, will appear.

They are joined by shrapnel bombs. Just keep towards the centre of the screen,

dodging shrapnel explosions and working your way around groups of enemies. Go after the bombs only if you get a powerful weapon, the robots appear in such numbers that they take priority.

---12---

The blades that enter the room attempt to ram you. Stay toward the centre of the room, knocking them back. Eventually, flying robots will swarm you, but the blades keep it up so make circles around the room without ever straying too close to the door.

When it becomes apparent that no more blades will appear, you can move around much more freely.

---13---

A prizes room, collect the few stacks of prizes that appear before the robots start swarming in. The blades that appear are like a worm, they have a predictable, bouncing off the wall movement so avoid the robots while you track the worms' motion. Grenades work really well if you pick any up, aim for the leading blade pod.

When the shrapnel bombs appear and blade worms stop, stay towards the middle.

---14---

"Trutles nearby". Destroy the grey tank robot as it appears and then get ready for the orbs. These are the blue ones which stop and fire, so stay at least a half-room length away from them so that you can respond to their laser when they extend it. Try to keep one quadrant clear for relative safety, if you see one stop moving, make note of which way it's pointing.

---15---

This is similar to 17, which you would have played earlier. A few red swarms, take them out at a distance. Instead of worms there are individual blade orbs. Keep your distance and let them have it. Eventually, a ton of flying robots and a steady assemblage of shrapnel bombs will complicate matters. The bombs and orbs are priority targets. Get a grendade, three-way, or missile item and take out as many orbs as you can

You should aim your gun towards your priority target and circle around the group of floating robots. You'll waste quite a few in the process. Eventually, the bombs and orbs will stop and you're left with robots.

---16---

The title of the area speaks thr truth, these are fast. And in great numbers to boot. The floating robots swarm in from all four doors. Stay toward the middle and walk around the groups with your gun blazing. Work your way back into the centre, or if that's out of the question, around the whole group. You need to keep moving and you need to keep generating new space.

---17---

There are mostly the swarms of small red balls here, shoot at them from at the very least half a screen away so you aren't hit when they scatter. After a few swarms, blade worms will begin to appear... Take these on one at a time, but make your primary focus the swarms. Shoot at the swarms (lock your gun if you have to) while you walk out of the way of the worms.

The worms will appear two at a time, and eventually the red balls will stop. If you can fire at a worm as it is coming out of a door, you can knock most of its segments off before it becomes a threat.

This gets really hard to dodge when the flying robots appear. The worms are your priority target this time, however. Shoot the worms and dodge the robots. You will destroy more than one of them in the meantime.

This area is long, so make good use of special weapons.

---END---

Scarface. Scarface's first form is actually kind of easy. Avoid him as he moves around the room, and avoid his shots. He will open his mouth and eyes before he shoots so it's a huge giveaway. Shoot at the grey plates all around his body from at least half a room away. His shots bounce off walls (if they travel far enough) so keep on the move.

It is extremely easy to make your way around scarface, his turns are slow and obvious. Unlike the larger arcade scarface, he's also pretty small so it becomes a simpler task to walk around him.

Once he "explodes" he becomes a skull. He is faster in this form, but he is much the same. His eyes will glow before he shoots, this time two shots (but they land quite close together). Again you have to shoot all around of him, this time denting the boss' body.

After he explodes this time, he's dead.

STV4.3: Stage 3

```
      +---+---+
      | 10|*11|
+---+---+---+---+
| 6 | 7 | 8 | 9 |
+---+---+---+---+---+
| 1 | 2 | 3 | 4 | 5 |End|
+---+---+---+---+---+
| 12|*13| 14| 15|
+---+---+---+---+
      | 16| 17|
      +---+---+
```

Yeah, it has the same layout as stage 2. 3 again has 3 ways to go. 4 goes up and down. I'd recommend 1, 2, 12, 13, 14, 16, 17, 15, 5 or 1, 2, 3, 4, 8, 10, 11, 9, 5 as your path.

---1---

Just the studio again.

---2---

This room should begin with a grey robot entering the arena. Destroy the tanks as they enter the room, and eventually it will be flooded with snakes (from the statue heads). Move away from the wall and attack groups of clubbers that appear and the grey robots (priority). The snakes will not follow you around the room, so get a few of them, but they aren't priority.

Just a note, the snakes do not come out indefinitely. Watch for them to start appearing again and respond in turn. They can also swarm from a door, so don't get careless.

---3---

When snakes come from the top door, you will need to stay to one side, and blast a path through the cubbers if they get too close. This is when the room is most dangerous, because you have very little room to move. There are many clubbers with the occasional rush of snakes in this area.

Grey robot tanks will appear in this area as well. They are a priority target EXCEPT when you are stuck on one side of the screen, cut off by the middle top door spewing snakes.

---4---

Snakes start ASAP in this stage, so get to the right side of the screen, they will probably come from the top middle. For a long time, the main enemies are the clubbers.

Now, this changes when shrapnel bombs and grey tank robots start to appear. If you get boxed in by snakes, then focus on the hulk clubbers - stay in the corner and break through when they get close. Otherwise, concentrate on the grey robot tanks.

---5---

There are blade worms and swarms of red balls. The balls are priority. It's easy enough to dodge the worm while getting enough distance between you and a swarm to safely take it down.

Eventually, hulk clubbers will start pouring in. At this time, only a swarm or a worm will be present. They are priority targets, the hulk clubbers will just get consumed in the crossfire.

This arena is very long, but at least it isn't too crowded.

---6---

Stick to the right side of the screen until the first wave of snakes passes. There are many clubbers here, work your way around teh groups shooting them up.

When snakes come from the top door, you will need to stay to one side, and blast a path through the cubbers if they get too close. This is when the room

is most dangerous, because you have very little room to move.

---7---

Again with the clubbers and snakes, but this time there are two stone heads, so there are no "safe" spots in the room. Again, when they come from the top door, it's most dangerous. Stick to a corner in this instance, and bull your way through the clubbers when they near. Or if you're feeling adventurous, walk between the snakes. Indiana Jones would never try that, but you might.

Shrapnel bombs also make an appearance, but they aren't a crucial target. Just be aware that they're there, and be ready for them.

When the number of clubbers REALLY picks up, you'll need to try and herd them just so you have room to breathe.

---8---

The hulk clubbers are quite spread out in this level, and this situation is further complicated by the presence of two shrapnel bombs on screen at a time. You will need to circle the group - but get back towards the middle asap so you aren't taken by surprise by the shrapnel. Move around the group, concentrate on the hulks moreso than the bombs.

---9---

Many flying robots will begin to pour in after you. Just try to get them toward the middle of the screen then strafe the group. This room is just a swarm of these robots, and even then it's not a lengthy swarm.

---10---

Multiple grey robot tanks will come onscreen. Stay to one corner and focus your attack to a tank. Move to another quadrant if things get choppy. Missiles REALLY help. If you get some missiles, fire them one at a time at tanks to get the most out of your payload.

There are hulk clubbers after the tanks. But if you can kill all of the tanks before the hulks arrive, they won't last very long. A difficult task, made easier with missiles and careful conservation of ammo.

---11---

A treasure room. After the third pile appears, a blade worm will appear. These are joined by hulks, but the worms are priority. They are eventually replaced by red ball swarms, which are also priority. Just make sure you stay a half screen away from them and don't wait next to any doors.

---12---

No turtles allowed? I believe this is referring to the blade worms, which appear amongst the massive groups of clubbers. This is like stage 2, focus on the big guys and the smaller ones will die in the crossfire.

Hulk clubbers are slower than flying robots, so working your way around these groups is an easier task. However, they are much more numerous.

When the Shrapnel Bombs appear, it's time to focus primarily on the hulk clubbers. And one more note - be careful of snakes, the head in the top left will probably spit some before the end of this stage.

---13---

A treasure room, the usual three piles will appear before enemies start to file into the rooms. These are mainly hulk clubbers and shrapnel bombs, take care of the clubbers as your primary target.

---14---

This starts with a load of hulks, but the blade worms soon arrive. They only seem to arrive one at a time, with a decent amount of time between each one. So you do have time to grab new power-ups or clear some clubbers between rounds.

This is a very easy room until the flying robots arrive, but handle them and the clubbers at the same time. They aren't any great change from them and it'll be simplest to group them together.

---15---

There are many flying robots here. Take them out by luring them toward the centre, walking around the group, and shooting. Three-way is the way to go, so if you see one - snack it up. There are also red ball swarms in this room. When they appear, make them priority. Run away, and shoot them down. Then re-focus your efforts on the robots.

This room is pretty long, but patience and rprecision win the day.

---16---

Similar to 14 in that it's a lot of hulk clubbers and blade worms. The worms are still one at a time, but the intervals between arrivals are much smaller. They are still the priority target over the clubbers.

Unlike 14, this room is shorter and lacks the flying robots. Tres bien.

---17---

Clubbers and blade worms. Move around the clubbers while shooting at the worms, you'll hit a lot of the clubbers at the same time. There are shrapnel bombs as well, but focus more on avoiding them than anything.

When the swarms of red balls appear, try to get some distance and shoot them down. They take priority over blade worms, then blade worms are priority over clubbers.

---END---

To paraphrase Cobra Commander, "Welcome to the Cobra Arena of Sport." This is

not one boss as you may expect, Cobra Boss actually has a twin. This twin will eventually appear onscreen. I deeply recommend you focus on ONE cobra at a time. Never let them line their head up with you, they will shoot you, and stay near to the one you are attacking.

All segments of the cobras are destructible. When a segment explodes, it sends shards horizontally and vertically. You will want to note where they slough off and dodge the explosion.

As they get injured they will actually lay these down by their own volition. Beware.

Move to the other side of the screen when one starts flashing and spinning. It is about to die and explode. Once you are down to one Cobra, it should be a simple matter to kill the other.

STV4.4: Stage 4

Stage 4 is just a continuation of stage 3. Apparently, you need "Keys" to get here, but it seemed to me I never found one key during the game. I still managed to get here though. If they were in the treasure room, then I visited one on every stage so it must have been there.

Part 1:

"Enter Key Room 1"

Short waves of hulks with a grey tank robot will appear on screen. Take out the tanks and the waves quickly, and you will have a brief moment before the next wave. I suggest you collect items.

When the blue laser orbs appear, they become priority. While there are hulks, they are only in very small spurts. Instead, taking out the laser orbs is the best course of action. During this section, destroy any shrapnel bombs that appear on the wall NEAR you.

These last quite a long time, but will eventually stop. It gets much easier when the hulks stop.

Head east.

Part 2:

"Enter Key Room 2"

Two blade worms and a ton of hulks make this arena their home. Destroy the two worms, then you can focus on the huge amount of hulks. Try to herd them toward the middle, then run around the group firing in.

Eventually, you will encounter shrapnel bombers. Keep at the hulks now though. When the red ball swarms arrive, they become the priority target, however. That is, if you can get across the screen to take them out. Charge through the hulks, turn and crush the swarm. Luckily, there aren't many swarms.

This is another very long battle, but eventually the door east opens up.

PART 3: The Host:

The Game Show Host with the Most is very much like Mutoid Man. If you forget how to take on Mutoid Man, remember that he will charge you when he lines up with you on the x axis or on the y axis. He will not attack with projectiles in this stage. Try to stay on the left or right of the screen and ravage him with shots. Getting above him or below him more than necessary is not recommended.

When both arms are gone, he can shoot eyeballs. He seems to open his eyes prior to using this attack. Well, keep on the move regardless. He doesn't always fire the lasers/eyes.

When the head is gone, he will try to attack you more frequently. Stay away from him and just let him have it. His attack is incapacitated for the time being.

When it is just a head on threads, take aim as you did when both of his arms were gone. Avoid his ranged attack by always staying on the move. You may consider the three-way gun or such if it appears, as they will help in power and accuracy. I recommend not getting too close to use grenades though.

And that's it.

| ST5: Enemies |

*Floating/Flying Robot:

500 Points each

Fly after the player, and are a little quicker than hulk clubbers. Try to get them to group together, then spray them as you move around them.

*Hulk Clubber/Spear Men:

500 Points

Run after the player and attempt to hit him. Low range, but appear in great numbers. Move in circles around their groups spraying them. I called both hulks in the walkthrough. Spear men are just a green palette swap.

*Orb Train/"Blade Worm":

850 Points per segment

Just to simplify the enemy, I referred to it as a blade worm. Shoot at the front of these, destroying the segments with multiple hits. They mostly seem to bounce off walls, but don't expect them to. Missiles make them cake, if you have a missile, try to hit multiple segments at once.

*Red Swarms:

375 (followers), 750 (leaders) Points

Swarms of red balls that follow the player and scatter when the leader is shot. Try to get across the screen and shoot these things down. They are a high priority target.

*Shrapnel Bomb:

1055 Points

A large black bomb that spews shrapnel when it explodes. It is best avoided, dodging the shrapnel when it blows. Just make sure you keep an eye on it.

*Single Blue Orb:

650 Points

A bladed orb that attempts to ram you. Priority over clubbers, but not over a lot of the bigger enemies. They make definite turns, so they are easy to predict.

*Snakes:

175 Points

Emerge from the north door or statue mouths, and travel from one side of the room to the other. They are best avoided altogether.

*Tank:

3175 Points

Grey robot tanks that move and spray bullets. They are a high priority target. Keep away from them and fire, using a special weapon if at all possible.

*Wall Gun Man:

4055 Points

Can point in three directions and fire from the top of the screen. These are priority targets. Destroy them above all others.

| ST6: Credits |

Thanks to Midway/Williams for the original games, and ACCLAIM for their hand in the NES translation. Smash TV has always been a lot of fun, and even though the NES game is slightly watered down, it retains all of what's important.

Thanks of course go out to my hosts, as without them you would not be reading this guide.

Websites with permission to use this Guide:

www.GameFAQS.com

www.neoseeker.com

faqs.IGN.com

www.lup.com

www.honestgamer.com

Game by ACCLAIM/Williams