## Space Hunter (Import) FAQ/Walkthrough

by Seth0708

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| Introduction |
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Space Hunter is an action title for the Nintendo Famicom released September 25, 1986 by Kemco. Like many early games, the box art is more engaging than the actual gameplay. The box depicts a vaguely Leiji Matsumoto-ish heroine wielding a lightsaber. In the background she is fighting an alien of some sort. I assume from the pictures on the back of the box this is one of the game's bosses.

Doing further research on the Japanese Wikipedia I have found that the plot apparently revolves around a robotic revolt led by a robot named De Gaulle. The heroine is named Altiana and is also apparently a robot not down with the rebellion and out to stop this insurrection.

When it comes to the actual game, you control a rocketpack-powered female sprite whom you guide between six different planets. When you land on a planet you will find yourself on a single screen with openings on various sides. Moving off the screen will load a new single screen with further openings and sometimes cave-like doors. Your objective on each planet is to find and defeat the planet's boss, then (presumably) set explosives and escape the planet

before it explodes. This last part is done by rocketing up to one of the top screens and escaping off the top into space.

In writing this guide I utilized the maps by ReyVGM on GameFAQs. These maps can also be accessed in-game, but his are more useful in that he labels what is in each door. Many doors on the planets contain power-ups of one variety or another. While useful, these are not generally required to complete a planet. I have provided crude ASCII versions of them in this guide as well to aid anyone trying to make their way through.

This is the leftmost planet on the screen and is the easiest. There are a couple of ways to approach this, but the quickest I found is to fly four screens to the right. Drop down until you have to go left, do so, then drop down until you see the floor and an opening below. Go left here instead of through the opening, then go up to the top left opening. Enter the cave here to face the boss.

Shadow, the boss, will send knives at you from its sides, but if you plant your bombs quick enough to hit him he will be momentarily stunned after each hit. Use this time to place another bomb and keep him in a loop until he dies.

With the boss defeated, fly back out and up to the atmosphere the same way you came down before the timer counts down.

This is the red top-left planet. This planet has a lot of doors and almost all of them don't seem to serve any purpose but to confuse you. The swim fins might be required later on for the planet Aquanet, but I'm not totally sure. It might be easier to grab them just in case.

To get to the boss, you need to get all the way over to the left side and drop all the way to the bottom. There is a tiny path you can move through here to the boss door. It is the only way to get to the boss.

Faiarekkusu, a red fire worm boss, spends the entire battle running back and forth along the top of the screen shooting single fireballs down at you. You can shoot him as he passes from the bottom of the screen and move out of the way of his fireballs if he sends one in your path.

Once the boss is downed, flee back through the tiny path to the left, then rocket all the way to the top and back into orbit.

This is the bottom-left planet with the grey ring around it. You might not want to do this planet third, but I list it here third because that is how it is divided on the maps here on GameFAQs. Personally I think Semyuf should be done third.

This planet introduces the concept of secret doors in addition to the normal ones. This is one of those things you see in early games where there is a totally unintuitive "secret" you have to find in order to progress. In this case, you need to use your bomb on the lower left area of the screen where the lightsaber is in order to open a door to get it.

From the second to the left screen drop down and go left into the small opening. Follow this path as it winds around (there is only one way) until you come to a drop. Take the immediate left as soon as this drop changes to the next screen. Follow this next path until you come to a + intersection. Go right-up, then right on the next screen to see a door leading to the boss.

Aisuremu is kind of like Faiarekkusu, except his projectiles will be directed to wherever you are standing and he is in the middle of the screen. You can try shooting him head on, but it is probably easier to move along one side of the room and use bombs to hit him. Just go up and down to dodge his shots and drop bombs as you pass parallel to him.

Work your way back down the path you came to the surface to escape.

This is the blueish bottom-right planet. Both the time bomb and the time ring are hidden in secret doors like on the last planet. I am not sure what the ring does, but the bomb upgrade makes it so your bomb blows up vertically as well as horizontally.

From the second screen from the right, drop down three screens and then go to the left one screen. Drop down two screens and loop around to the left and back right, then drop down another two screens. Go left and you'll be able to see the boss door on the left side of the wall. To get to it, loop to the right, down, left a screen, and then go up to it.

Uotakkusu bounces all around his room, firing a projectile not unlike Aisremu

does. With the upgrade you have a better chance of hitting him with your bomb, but if you're good with the projectile that is a viable strategy as well.

You want to follow the same path backwards you used to get here. If the path was confusing enough the first time, please do not hesitate to refer to the maps here on GameFAQs, though I imagine the description of where to go sounds more complex than the path itself.

This is the upper-right planet. The paths here are fairly straightforward. The final arm is an upgrade for your projectile, although it makes the bullet smaller for some reason.

From the far left screen, plummet all the way down (eight screens). Go right one screen, then go up and to the right once more. The boss door is on the ledge above your head.

Gazuzomu is identical in tactics to Uotakkusu, the only difference being that his projectile is bigger. Once you defeat him, do as always and work your way back to the surface the same way you came down.

This is the far right planet. I was unable to find any items on this planet.

From the far right screen drop down three screens and take the (first) left opening. You come out in this room with two right openings, so take note you came from the bottom one. Go up and left. You come to a pit and an opening to the left. Go left and you will see the boss door above you.

Sutomiru is a blue Aisuremu. He also will sometimes move up or down, but it doesn't really change the dynamic of the fight as much as you would think. Use the exact same strategy that worked for you on Aisuremu on him.

Once the boss is down, work your way back and make sure you take the lower right path right before the shaft upwards.

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This machine planet appears once all six previous planets are destroyed. That
spot marked credits will show you a staff roll. Interestingly you won't see
one when you beat the game normally.
From the second screen from the far right, drop down three screens. You will
see an opening to the left. Take it, then drop down two more screens. (There
is kind of a hodge podge of paths here, so make sure you go the right number
of screens down.) Take a right at this point and drop all the way to the
bottom. Go right one more screen (placing you along the far right wall) and
go up a screen to find the final boss room.
De Gaulle is marginally unique in that he will teleport to a spot in the room
and fire shots horizontally from himself. This actually makes him easier than
many of the previous bosses. Hit him when he appears.
Escape back the way you came. When you reach the surface, the planet will
explode and you will see "The End" superimposed over the Earth.
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