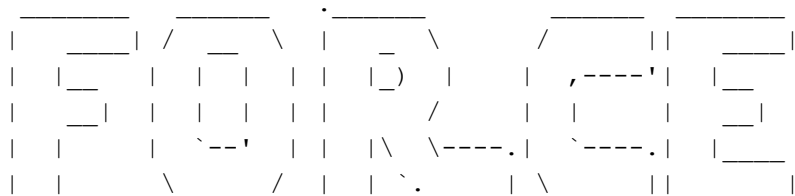
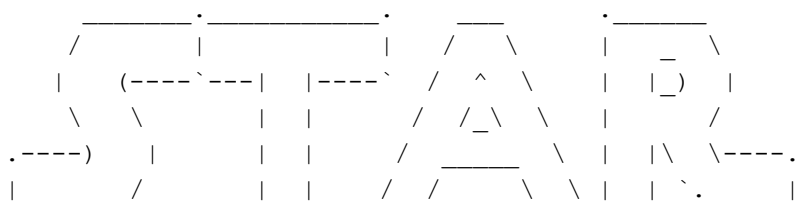


Starforce FAQ Final

by FFMrebirth

Updated on Jun 23, 2004



NES Completion FAQ #2

Star Force Walkthrough/FAQ

Version: Final

Written by: Scott Clemmons

Last Updated: June 22nd, 2004

Kilobyte Size:

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- A1. Contact Me. . . . . -

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Reading mail happens to be a hobby of mine. I like to hear from my fans or lack of. If you're too lazy to send me an E-mail, drop me by a message on AIM. I also shoot the wind for long time, so talk with caution. If you have any problems with this guide and IT'S URGENT then contact me via AIM. Let me repeat: I will not answer game related questions. LET ME REPEAT AGAIN: I WILL NOT ANSWER GAME R-E-L-A-T-E-D questions. Don't IM me asking questions that are in this guide. Thanks.

E-mail: swtzwondrboy20 [at] yahoo [dot] com
Public AIM: Same as above

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- B1. Basics. . . . . -

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"In the year 2010 of Dimension Almanac, there was a mysterious planet named Gordess which was moving in the darkness of the cosmos for the purpose of mass murder and plunder. Everyone gave up fighting against Gordess because of its awesome power. One day a brave soldier riding a space patroller challenged Gordess to fight. People called this space patroller 'Final Star', wishing to be saved. You must bring an end to the murders which have been committed for the past 2,000 years."

You'll have to fly through 24 areas and defeat each monster "Final Star" that inhabits that area. Each area progressively gets harder and you'll probably have a hay-day getting past the last ten stages. Star Force doesn't use anything original in its composition; in fact, the opposite can be said, it's a dull, lame game that just repeats itself. One day I'll get writing a review on the game.

== Controls are as follows ==

- A Button - Allows one to fire out a "Star Beam". The Star Beam will be weak and slow when you first start the game. Later, when you acquire another ship to add on to your current one, the bullets will fire out 2X as rapidly.
- B Button - Same as above.
- Select - Invalid.
- Start - Pauses the game.
- Control Pad - Moves ship around on the screen.

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- C1. Tips. . . . . -

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1. Never get stuck in a corner. In later levels, they monsters will try and inundate you with bullets. Two or three sets of monsters will fly on the screen at once and strike. They'll coerce you into a corner than kill you. I've had this happen to me many times and it sucks.
2. All the bosses are basically the same. There is nothing hard about any one of them. Every one of them take around eight shots to destroy and they just fly around without shooting. However, the boss does have some tricks up his sleeve. Like once the battle begins, he'll have to little guns perched on an outlook firing at you. They're easy to dodge and you should still have no problem with each stage's boss.
3. The ship moves extra languidly. I mean, this thing moves very, very slowly

Stage 23: Psi
Stage 24: Omega

- E2. Monster List -

- GALLI

Points: 100

Interceptor fighters which appear on the opposite side against Final star over the center line on the display. They fly in zigzag directions in formation. Moving Final star to right and left, fire upon them immediately.

- TITTA

Points: 200

High-speed fighting vessel which makes a straight advance and then after passing Final star changes its direction at a high speed to make a direct frontal attack. Fire upon it at your first opportunity.

- ETTORI

Points: 100

Vintage unmanned fighting plane allowed to change its direction at a right angle. As it is an old-type fighter, it stops for a short period of time for directional change. Fire upon it when it pauses.

- ZOFF

Points: 100

Fighter-bomber which appears at any place from upper zone of the display and flies in zigzag directions.

- FAILLAR

Points: 100

Heavy bomber which shoots a bullet while making a straight advance.

- MEEUWS

Points: 300

Ultra-magnetic torpedo boat destroyer coming up to the side of Final star and then turns at right angle to attack him. Shoot it before it nears Final star.

- OBSESS

Points: 500

Automatic guided space mine. As far as you run away without attacking it, you will be chased indefinitely. Shoot it now.

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- LOPE

=====

Points: 100

New type unmanned fighting plane which appears in the same way as Galli and flies slowly in large or small circles on the right hand and the left hand alternately.

=====

- QUIRI

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Points: 100

Heavy bomber which is an improvement upon Falliar and makes a straight advance prior to turning to attack Final star. Destroy it by successive shooting in the lower zone.

=====

- RIVA

=====

Points: 200

Fighting plane which appears in the same way as Galli. It does not scroll out downward, but turns in a circle while going backwards.

=====

- SPLITTA

=====

Points: 500

Hard reflecting plate mine. Each time a bullet is shot, Splitta is subject to fission. After three times of fission, shooting it again causes it to explode. Failure to shoot it allows it to chase Final star.

=====

- GADOHA

=====

Points: 500

Unmanned scout plane which flies in waves in an unexpected manner and stops in the center of the display. After pausing for a few moments, it flies away shooting bullets. Shoot it before being shot.

=====

- GIRARD

=====

Points: 1,000

Floating mine which moves in zigzag directions to the right and left. At least eight bullets should be shot to destroy Gigard. Your success in destroying it leads to the explosion of all the enemies displayed.

=====

- AMARA

=====

Points: 100

High-speed bomber which flies down to a point just below Final star in a slanted direction and then flies up. Move Final star to the right and left quickly to shoot bullets successively.

=====

- NEIRA

=====

Points: 500

New-type fighting plane appearing at a point-symmetrical place against Final Star. (If Final star is in the lower corner on the right hand side, Neira appears in the upper corner on the left hand side and starts to attack him.)

=====

- TOPPER

=====

Points: 1,000

Barrier-type fighting plane. Despite its three-layer barriers, shooting four bullets destroys it. Each hit causes it to move wider horizontally.

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- SULTAN

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Points: 100

Magnetic fighting planes which appear on the opposite side against Final star over the center line on the display. They fly in a slanted direction and stop for a short period of time for directional change.

=====

- SUPER SONIC

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Points: 300

Small magnetic weapon making a straight and high-speed advance.

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- ZMUDA

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Points: 1,000

An object on the surface used as an energy storage station. Shooting it four times destroys it.

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- BIGO

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Points: 100

An object on the surface serving as an energy station and an entrance/exit leading to and from an underground world.

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- GUILER

=====

Points: 1,000

For the original transcript of the manual.

- Webmaster

Yes, he always gets thanked.

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- G1. Disclaimer. . . . . -

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This walkthrough can only be hosted by the following site:

www.Gamefaqs.com

The newest version of this FAQ can be found on the following site:

www.Gamefaqs.com

If you need if for any other reason just e-mail me. I respond within 24 hours every time, so you're guaranteed a quick response. If I let you host my documents in the past, you STILL have to e-mail me about using this one. I don't know who all has these things anymore and I don't want to think about it. If you wish to steal this, be prepared for the consequences.

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