Super Xevious FAQ/Walkthrough Final

by ReyVGM Updated on Oct 28, 2009

Super Xevious: Gamp no Nazo
by
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//_/ 1 - A Little Reading _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/ This is mainly a start to end walkthrough. I will not go into details about the enemies or the story. If anyone decides to make a serious FAQ, they have my permission to use this one as a base if they so choose too. Giving due credit of course.
//_/_ 2 - Overview _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
In this NES exclusive sequel to Xevious (not the same one as the Arcade Super Xevious), your mission is to fulfill certain conditions on each stage in order to advance to the next level. If you don't fulfill the conditions, the levels will repeat forever or you will get killed.
It took me a long time to figure out some of the objectives in each level back a few years ago when there were no English guides for this game. So I hope this guide will help you with this nice Xevious game.
//_/_/ 3 - Powerups _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
While playing, a white ship will appear and drop off 3 colored spheres:
Black: A protective barrier will circle your ship.
Yellow: Your bomb target will get larger.
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There's also a secret powerup in level 10 which allows you to destroy those

Level 1

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Fly, shoot and avoid enemies until you start seeing some clouds. Just fly into one of the clouds (it's random) and if you picked the correct one, you'll see the screen fade out. If you weren't able to find the correct cloud or spot in the cloud, then just loop through the level until you reach that point again.

Level 2

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To pass this level, wait until you see a white ship appear with two small black spheres on the side. Destroy these spheres and then touch the ship to connect with it. You only get 3 chances to do this. Once you are connected, the ship will stay with you until the 3rd level begins and from now on, the ship will drop powerups for you.

Level 3

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Reach the end of the stage and destroy the boss' core with your bombs.

Level 4

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Inside this level, there are 4 types of ground targets, which glow red. You need to destroy all the ground targets, but only the ones that don't attack you. Just destroy any target that doesn't look like a tank/cannon or a circle.

Level 5

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To pass this level, destroy all the small square ground targets. Some might be hiding under the trees, so pay attention.

Level 6

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This cave level can be a little tricky.

You'll start on the right side of the cave. Fly forward until you see some sort of target on top of the middle rock wall that divides the left side from the right side. But don't bomb the target, instead, bomb the wall right below it to make an opening to the left side. Once on the left side, you'll start to see some rocks on the ground. Destroy them until you find one that's hiding a suspicious item. Once you find it, keep flying forward until you see again the crack you made on the middle wall. Move to the right and keep flying forward until you see the exit.

Level 7

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Fly until you see a diamond shaped enemy that tries to trap you. Let him do it and you'll be able to advance to the next level.

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Get to the end of the stage and destroy all the ground targets once the screen stops moving.

Level 9

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Fly through this narrow level and once you see a gray structure on the floor, bomb it 5 times to open it and enter the next level.

Level 10

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This level has two exits, but first...

Bomb the pyramid tips poking through the floor to reveal the full pyramid. Then bomb them two more times to destroy them. Once you destroy them all, you will come across the exit (a yellow hatch). Take this exit to continue to the normal Level 11 or skip this exit and take the next one to go to the alternative Level 11. I suggest you take the alternative exit.

Level 11 (Normal)

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Just fly until you see the exit.

Level 11 (Alternative)

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In this alternative level, you will find a secret powerup that will allow you to destroy those nasty enemy monolith wall things.

Simply fly through the stage until you see a square-ish white ship pass through the level. Crash into it and if done right, it will merge with you. Your ship's sprite will also change.

To exit the level, keep flying until a hatch opens up on the floor. Enter it and on this new area, keep flying until you see the exit on the floor.

Level 13

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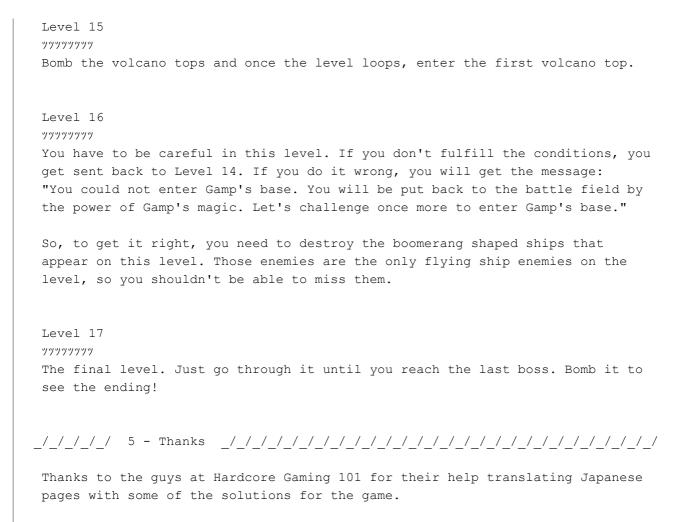
On this level you'll see some ground targets with symbols and some without symbols. You need to destroy ONLY the ground targets with symbols.

Level 14

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Fly through the stage until you encounter a set of 5 ground targets on the left side of the screen. Quickly destroy them and that diamond shaped enemy that tries to trap you will appear. Let him trap you to move on with the second part of the stage. If it doesn't appear, just loop through the level until you see it again. If he still doesn't appear, then destroy all the ground targets.

Now, once the diamond shaped enemy has trapped you, it will eventually break off into a bunch of... things that circle your ship. You will lose them if you get near the edge of the screen and if you do, the level will reset. So try to stay near the middle of the screen. Eventually the things circling your ship will go away and you'll reach the boss. Destroy the core to move to the next level.



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