

Super Xevious FAQ

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FAQ/Strategy Guide for Super Xevious.

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Contents

[TOP]

| [W0.1] |

| _____ |

Table of Contents.....	[TOP]	Use the above box to keep the
1: Intro.....	[010]	Search code for your current
2: Legal stuff/Updates.....	[020]	Location in so you can jump
3: Overview.....	[030]	right back to where you were
4: Frequently Asked Questions.....	[040]	in the walkthrough without
5: Units.....	[050]	having to search!
6: Playing the game.....	[060]	You can access any area in
7: Strategies.....	[070]	the table of contents by
Ground - Stationary.....	[S0.1]	Pressing CTRL+F and copy
Ground - Mobile.....	[S0.2]	and pasting the code into
Air - Stationary.....	[S0.3]	the find box and it will
Air - Mobile.....	[S0.4]	take you right to it!
Boss/Choke points/General.....	[S0.5]	
8: Credits.....	[080]	
9: Contact Information.....	[090]	

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1: Intro

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[010]

AHOY THAR MATEY! Me be Captain Josiah Herrington! Terror of the sea and FAQ writer extrordinair! This here be a FAQ/Strategy guide for Super Xevious that I found in a trunk while I be looting cities. I personally beleive in sharing the loot with the less fortunate, such as yourself, and so that is why I am donating this FAQ! That and because it don't sell like me gold and silver, and it don't be good at the chopping part of a pirates life. I thought about using it to soak up spilled grog, but then I thought "AVAST, AHOY, AND ANCHORS AWAY!" After that I realized I'd had too much grog even for a fearsome pirate captain like myself. And devilishly handsome too if I might add. Anyways, here be your share of the loot. Now take it an git, a'fore I be changin my mind.

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2: Legal stuff/Updates

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[020]

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3: Overview
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[030]

Okay here is my Super Xevious Review!

At one point in time, all the world knew was Xevious. The world had plunged into a darkness that not even Xevious could defeat. "Who?", they cried in agony, "Who will save us, if not Xevious? Who will entertain us? Surely these are the end of days, and the apocolypse is nigh!" But then, when the world was at it's darkest and all hope was lost, came a beakon of light that illuminated the dark, twisted, world. "XEVIIOUS REBORN!" the people shouted in exultation! The ran from their hiding places, where they cowered from the darkness, and they rallied together in the light of super Xevious! Together they battled, and together they defeated the darkness and liberated the world. And thus a mighty monument was set up to Super Xevious, so that all the future generations could know the darkness that had once threatened, and the game which brought light back into their miserable lives.

Gameplay: 10/10

Yet again, Namco hath brought upon the NES, a kickin' game! The gameplay is by no means a deep engaging RPG, but it sure as heck is a cool 2D rail shooter! It takes all the good elements of Xevious, and removes the bad ones! For instance, you can get shields in Super Xevious that will save you from instant death if anything shoots you! You can upgrade your lasers, bombs, and shilding! These handy upgrades aren't just going to be given to you! No, you actually have to work to get them! First, in a level you will need to find the upgrade dropping ship and liberate it, then you will need to actually manage to get the upgrades it drops, usually in the thick of battle, without dying. This proves to be no easy task, but the rewards, in terms of pointage, make it very worthwhile.

Story: 2/10

The story is simple. Remember them baddies from Xevious? Well they're back and they brought some friends. You blew the crap out of them in Xevious, now you must blow the crap out of them again. Man, they don't learn their lesson do they? Other than that there is no real plot. But hey, in a NES rail shooter, who needs a plot? If you need a story, go play an RPG, because Final Fantasy this a'int.

Graphics: 10/10

The graphics actually happen to be very good for a NES game! The clouds are cloudy, the air is airy, the baddies are baddie-y, and what more could you want? The lasers are still little pulsing colored dots, but there are a whole lot more of them on the screen at once and it doesn't have any slowdown. Now, some would regard this a bad thing, as the difficulty jumped up a notch over the already insanely hard Xevious, but a few are objective enough to realize that this speaks well of the game!

Sound: 8/10

Ahhh, good old NES MIDIs! They are good for nostalgia, and for keeping your

ears occupied in an action packed game! No game knows this better than Xevious! The musical scores in this are top-notch, for a NES game, because they are so quiet, it's almost like they don't exist. I know they must exist somewhere because every game has to have music, right? But, as it turns out, the sounds more than make up for the lack of music. The enemies deaths, lasers, attacks, etc no longer all make the same sound! There is some variation in it that makes it much easier on the ears! That is a quality that was yet to me discovered in the NES days.

Replay value: 7/10

This actually has very good replay value! Not only was it designed as an arcade game, meaning it is to be played over and over again, but you can actually compete with your friends, or enemies, in it! Now you can battle to your hearts content, score after score, till the opposition gives and you emerge a victor!

Summary: 8/10

This is a good game! Not worth spending more than \$10 on, as it is an old game, but if you can find it at your local used video-game store in the bargain bin, it is definitely a good investment. You can store it in your closet for those boring rainy days where you can't make it to work or college!

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4: Frequently Asked Questions
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[040]

Q: I keep freaking dying! What the heck is up with that?

A: Be careful, don't take risks if you don't have to, kill everything in your path, and you will do much better. You will die anyways...a lot.

Q: What is the story in this game? why am I killing...whoever I am?

A: I dunno. IF you read my review, you will know that there is no apparent reason why you should kill all those guys, other than they are trying to kill you. That's a good reason in my book!

Q: How do you get more lives?

A: Certain things you can do in the game will net you Extra lives! These are:
- Bombing the lake in one of the levels will supposedly gain you a 1-up.
- Scoring 100,000 points will gain you a 1-up. This can be done forever.

Q: What is the secret to getting a high score?

A: Well, the answer is kinda a catch 22 thing. To get a high score you need a high score. You need the massive score in order to get extra lives and you will need the extra lives in order to make a massive score. Either way, you know what I mean.

Q: That ship keeps dropping off little supply eggs at me. Which of the three upgrades should I attempt to get?

A: Well, if you happen to be way on the left side and can only get the left one, then don't go for the center or right one, but the order of priority in which you collect upgrades is vital to a high score. First and foremost you want to go for the black one, which gives you the shields. This powerup is better than getting a 1-up. Why? Because normally you die in one hit, period. With the shields you can take a hit and be unharmed. Sweet huh! So it's basically the same as a 1-up except when your shields die you don't have to restart the current level! Secondly go for the blue one, which is hyper lasers. That makes your lasers fire extremely rapidly and it shoots two lasers in front of you and two behind! VERY handy! Last priority is the orange one which gives you mega-bombs. They have a wider blast radius. They

are useless in my opinion. There will very rarely be a time when you will ever need them.

Q: I cannot seem to stay alive in the later levels, even with sheilds, your advice, and prayers! What am I doing wrong?

A: The answer is nothing. On the later levels you are EXPECTED to die. This game gets really really hard and you WILL die A LOT! The sooner you accept that, the less frustrated you will be. You aren't doing anything wrong.

Q: Are there any kinds of special power or ships in this game? Unlockables?

A: I'm afraid not. The only special things are the afformentioned upgrades, but you have to remember that this is a NES game. It is a very simple game in terms of the ability of skill you need to grasp it. There are no unlockable ships, no super powers, no nothing.

Q: Where can I get the ROM for this game. Can you send it to me?

A: This is a serious Question. I don't want to see anybody E-mail me this question. EVER! If you do I will block you and not respond. My Xevious FAQ has generated requests for the ROM of the game and I will tell you right now, I don't have it, and if I did, I wouldn't give it to you. Now leave!

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5: Units

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[050]

Here I will list the enemy units in the game, their name, a description of them to help you recognize them, whether they are vulnerable to Air attack (Lasers) or ground attack (bombs), their threat level, and the amount of points you get for killing the unit. This has all the nice units from Xevious 1, but also has some extras!

Unit Name	Unit description, Threat level.	Unit Elevation	Unit Points
Diskin	This is the generic, flying saucer type enemy. TH lvl: Low	Elevation: Air	30 Points
Diskin II	This is the generic, flying saucer type enemy. TH lvl: Low	Elevation: Air	50 Points
Diskin III	This is the generic, flying saucer type enemy. TH lvl: Med	Elevation: Air	50 Points
Ro-bit	This is the first, enemy ship type enemy. TH lvl: Low	Elevation: Air	50 Points
Tent	This is the square, weaponless building enemy. TH lvl: Low	Elevation: Ground	100 Points
Bunker	This is the round, armed building enemy. TH lvl: Low	Elevation: Ground	200 Points
Generator	This is the square, weaponless lit building enemy. TH lvl: Low	Elevation: Ground	400 Points
Robo-Bunker	This is the square, moving building enemy. TH lvl: Low	Elevation: Ground	800 Points

Robo-Bunker II	This is the square, moving building enemy. TH lvl: Low	Elevation: Ground	800 Points
Large Bunker	This is the big, square, armed building enemy. TH lvl: Med	Elevation: Ground	1500 Points
Plate	This is the square, moving tile enemy. TH lvl: Med	Elevation: Air	--- Points
Huge Tent	This is the square, very large tent enemy. TH lvl: Low	Elevation: Ground	300 Points
Main Base	This is the Massive, square fort building. TH lvl: High	Elevation: Ground	500 Points
Blackin	This is the small, black, dot flying enemy. TH lvl: High	Elevation: Air	20 Points
Blackin II	This is the small, black, dot flying enemy. TH lvl: High	Elevation: Air	70 Points
Turret	This is the Large, Mini-Main Base building. TH lvl: High	Elevation: Ground	500 Points
Ferry	This is the small, boat like, unarmed unit. TH lvl: Low	Elevation: Ground	100 Points
Mega-Turret	This is the Large, Mini-Main Base building. TH lvl: High	Elevation: Ground	500 Points
Interceptor	This is the small, fighter, flying enemy. TH lvl: High	Elevation: Air	100 Points
Bomber	This is the small, bomber flying enemy. TH lvl: High	Elevation: Air	150 Points
Mini-turret	This is the small, Bunker-type turret enemy. TH lvl: High	Elevation: Air	100 Points
Rez-bit	This is the small, multi-color flying enemy. TH lvl: Med	Elevation: Air	10 Points
Sawblade	This is the round, slow, saw flying enemy. TH lvl: Med	Elevation: Air	30 Points
Main Base II	This is the Massive, square fort building. TH lvl: Uber	Elevation: Ground	600 Points
Missile	This is the small, silver flying enemy. TH lvl: High	Elevation: Air	10 Points
New Units	These, below, are the units that are new with this game	Elevation: Nation	Pointy Points
Tribit	This is the generic, flying triangle enemy. TH lvl: Low	Elevation: Air	10 Points

Split-bit	This is the enemy fighter that splits in two. TH lvl: Low	Elevation: Air	100 x2 Points
Plate-let	This is the enemy disk that barely moves. TH lvl: Low	Elevation: Air	100 Points
Face-Plate	This is the enemy shaped like a tiki-face TH lvl: Low	Elevation: Air	150 Points
F-16 Jet	This is the fighter jet shaped plane enemy TH lvl: MED	Elevation: Air	200 Points

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6: Playing the game

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[060]

The object of the game is to kill as much stuff as you can before you lose all your lives. It starts out easy, but it gets VERY VERY VEEEEEERY hard! The control scheme is simple and easy to remember.

D-Pad Up	Move Up
D-Pad Down	Move Down
D-Pad Left	Move Left
D-Pad Right	Move Right
"A" Button	Fire Bomb
"B" Button:	Fire Lasers
Select Button:	Nothing
Start Button:	Pause the Game

If you get hit by anything in thisgame, you die. No shields, no armor, no HP. One hit = You die. The same goes for the enemies but there are thousands of them and only one of you. So get what you can while the getting is good because only the best players will last more than five minutes on the higher levels.

Powerups:

Note You need to collect the ship in a level to get powerups!

Black Egg: Gives one continue. This protects you from losing your place if you get hit, once. Instead of you dying and starting over when you crash a tank, it dies and you get a new ship instantly, right where you crashed the tank. If you crash a wall, it protects you.

Orange Egg: Gives you super bombs! These nice little bombs have a huge blast radius instead of your normal bombs and are slightly faster firing.

Blue Egg: Gives you super rapid firing lasers that shoot both out the front and back of your ship!

1-up: Found very rarely in the game and by gaining 100,000 points.

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7: Strategies

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[070]

Here you will find the strategies for the Single Player mode of the game.

(Ground > Stationary)

[S0.1]

Ground based and stationary units can be the easiest, or the hardest units in the game. If it is a tent, unarmed and alone, it's not very threatening, but doesn't give you many points. However you will come across many main bases, turrets, megaturrets, mini-turrets, and other buildings of death that will utterly slay you 90% of the time. These give many points, but are difficult to combat. Lets cover those classifications individually.

The unarmed buildings:

These don't take much of a strategy to fight, as they are imobile and unarmed. Fodder for your bombs basically. They only have one purpose; to distract you from shooting nearby targets that matter. These are small and can be hard to bomb, but that is noting compared to your time when you are a mere 500 points behind the world record and you get distracted by one and go after it, only to realize, all too late, that you should have gone after the nearby dangerous enemy. Ignore them if there is any threat near you.

The Mega-buildings-of-death:

These buildings are no laughing matter. they will spew tons of lasers at you, with no mercy. They are formidable by themselves, but are rarely found as such. Usually they are surrounded by clusters of small, weak, chaff units that try to kill you and distract you. NEVER stop moving when facing one EVER. If you stop, you will die in a split second. Always keep moving and try to move in close while strafing. Hit the middle with a bomb and the whole building, no matter what type it is, will die.

(Ground > Mobile)

[S0.2]

The moile ground units are not a terrible threat, as there are not many of them usually at a time, and they don't have an overly large amount of firepower. That is not to say you should ignore them. By no means do that; They can be fatal. Always keep moving and attempt to straf your targeting rectical over them in a backwards-left or backwards-right motion, squeezing off the bomb at the right moment. That will get the building once you get good at it and is also very helpful for getting groups of mobile ground enemies that are in a line or close together. If enemies are grouped together in one of these formations:

```
OO  O   OO  OOOO  O
    O   OO           OO
```

Or such, you can aim for the middle-point and the bomb should destroy all of them, except in the case of the line, where you should straf back and left/right, bombing them in groups of two to get them all.

(Air > Stationary)

[S0.3]

Stationary air units are very rare, but far more commonly, deadly. The few of the enemies that hover all seem to kill me a lot. Usually they will hover and shoot lasers on an intercept course with you. This means you must not stay still and you must not move in the same direction for more than a half a second. Other than that, just mash that B-Button and spew out the lasers. Usually these units are heavily armored and take several hits to kill, or come in swarms.

A lot of the time you will see them in formations such as the following:

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00000 0 0 0 0 000 0 0
00000 0 0 0 0 0 00 00000
00000 0 0 0 000 0 0
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Most of the time the idea is that they will come into the picture at a time when you are distracted with other units, and they will hit you because you won't have time to react to them.

(Air > Mobile)

[S0.4]

The majority of air units are mobile, and the majority of the mobile ones are very fast and very deadly. While the most formidable, their formidability comes from their sheer speed. To counter this, mash your lasers and make a wave of lasers that kills them because they can't dodge it. Most air units, if you can avoid them, will go off screen very fast, which is just as good as killing 'em, except you don't get the points.

They often come at you from the following locations on the screen, usually at a very high speed with the intent to overwhelm you before you can react, or distract you from an obstacle.

1 - 3:

These are the most common entry points for these fast, aggressive, type of units. They are relatively easy to deal with, but tend to swerve off to the side and then back at you, so as to throw you off guard.

4 - 9:

These have slightly less frequency of enemy entries, but they tend to be much harder to deal with. Often you will have about three come from 4, for example, and another three will come from five, and they will both swarm you.

10 - 15:

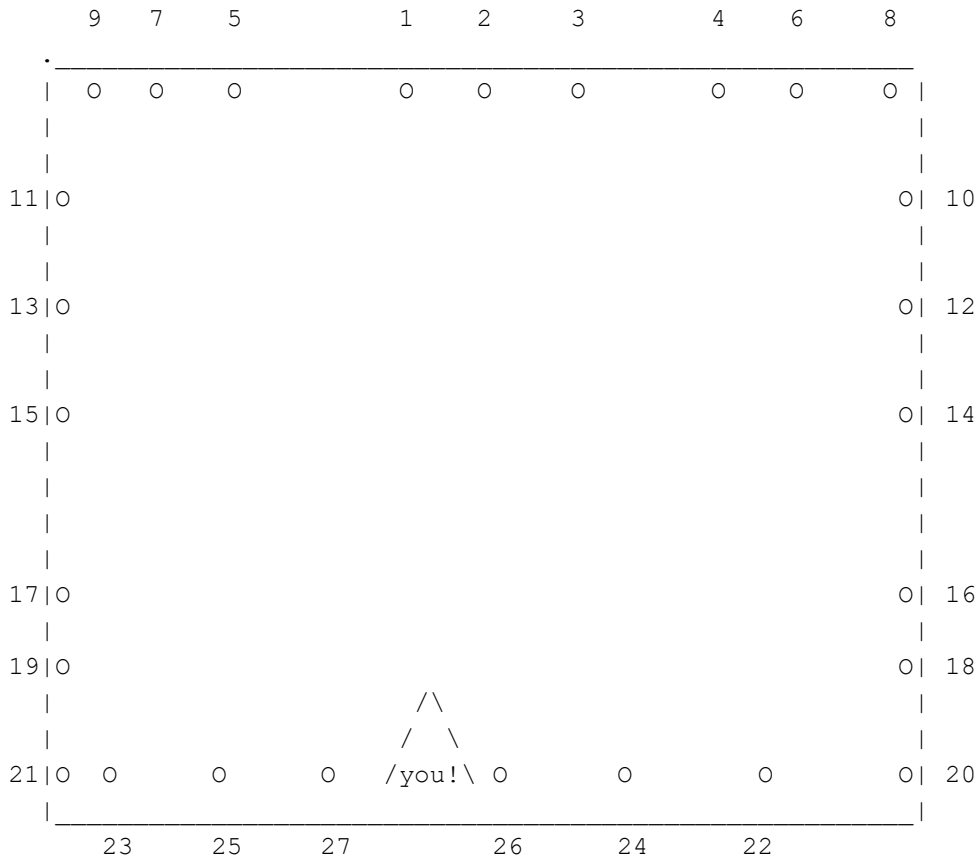
This is also a fairly common spawn point for enemies on the later levels. There is not much to be said about it other than you will have to brake and fall back if you want to get enough time to shoot them in large numbers.

16 - 21:

See above, except a lot rarer, harder to deal with, and you will need to boost ahead of them a lot.

22 - 27:

This is probably the worst place you can get an enemy from, but sadly, they often ambush you from behind. It is really rare in the earlier levels, but in the later ones it's extremely commonplace. It's not easy to deal with them and it really helps to have the laser upgrade.



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*****
Boss/Choke points/General
[S0.5]
*****

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This section is probably the most critical. Okay, to get started:

Boss battles. While there are no named bosses in this game, there are "boss" enemies who are really powerful, that you are forced to fight. These generally spew insane amounts of lasers, or spawn lots of help, or both. The Boss creature is always ground based, and one super bomb will always kill him, but often it's difficult to get in bomb range.

Choke points.

Even though all the levels are the same width and there are no real choke points, per-se, a choke point in this game is where there are lots of buildings, and they are in a position such as to be immune from all being quickly taken out. They will spew lasers in a cross fire making it very difficult, and often impossible, to get past. To get past a "choke point" you will need to always edge sideways, away from the lasers, while using your bombs to punch a hole in the defenses and crawl through, avoiding the lasers. This sounds all too easy on paper, but I promise that when you are stuck at a choke point and lost all of your accumulated lives, you will be pulling your hair out.

General strategy:

NEVER. STOP. MOVING. EVER!

REMEMBER THOSE WORDS!

If you stay still for even a short while, even on the begining levels, you WILL die. That's not too cool. You want points, not deaths! Always strafe and cut your way through.

Never double back on yourself. That may be where you realized you wanted to be, but you don't want to be there anymore. That's where the enemies attack's are now. If you go back you will die. And that pretty much covers it all!

Aye, people, and thank ye fer readin me works! I'll be sure to be a-sparin' you should I ever loot a town ye be in! ARRRRRRRRRRRRRR!

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8: Credits
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[080]

CJayC for the excellent gaming site.

Joshua Bryce Duganne, to whom I owe my life, and is my best friend. They don't make em like you anymore Josh! Except on holidays! Heck, if one of you little people tried to come up and ask for his autograph, he would just look a you and you would realize his full awesomeness and be overwhelmed and die!

Emily May Hern for being so flipping awesome and cool! And for recently graduating from being my cricket in gaming, to being my Mantis-o-doom! One day she might be able to cross the proverbial blades with me, the master!

I love you guys, You rock!

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9: Contact Information
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[090]

Before I give you my E-mail Address:

* FOR THE LOVE OF ALL THAT IS HOLY ON THIS GOOD EARTH *

R E A D T H E F R E A K I N G W A L K T H R O U G H ! ! !

That is what it's here for! I have get several dozen E-mails a week that are promptly deleted because the answer was in the FAQ. I'm Not your private gaming nerd! Read!

Please don't abuse the E-mail and make sure I haven't answered your question in the guide. With that said:

If for some reason or other you wish to E-mail me, My E-mail is:

Kirbyroks @ gmail . com

Also, be sure to put "Walkthrough Question" in the title or it will get deleted

by my spam filter, and be sure to mention which guide it is. I have several guides out and asking me questions about how to do something in "Game X" aren't going to be answered.

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And that wraps up this literary masterpiece. Thanks for reading!

Josh and Emily, you own! I love you guys so much!

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      \^^^/                                \^^^/
\m/(-_-)\m/ GROG AND LOOT AND Pi ARRRRR SQUARED! \m/(-_-)\m/
  ( . )          [Hugs]----<(^_^)>----[Hugs]          ( . )
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