

Double Strike FAQ/Walkthrough

by merc for hire

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Table of Content
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- 1. - Controls
- 2. - Walkthrough
 - 2.1 - Round 1 (Sky)
 - 2.2 - Round 2 (Jungle)
 - 2.3 - Round 3 (Ocean)
 - 2.4 - Round 4 (Jungle 2)
 - 2.5 - Round 5 (Ocean 2)
 - 2.6 - Round 6 (Sky 2)
 - 2.7 - Round 7 (Ocean 3)
 - 2.8 - Round 8 (Sky 3)
 - 2.9 - Round 9 (Jungle 3)
- 3. - Enemies
- 4. - Power-Ups
- 5. - Contact
- 6. - Disclaimer

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1. - Controls
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- D-Pad - Moves your ship up, down, left, and right
- A - Fires your gun
- B - Drops bombs if you pick up the bomb power-up
- Start - Pauses game and displays number of lives left
- Select - Moves cursor between 1 player and 2 player in main menu.

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Round 1 (Sky)
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You instantly start up in the sky. With no other option but right. Continue on. You will come across the first (and easiest) enemy in the game. One shot at them is enough to kill them. But be careful to dodge them because they will come flying at you so be ready to dodge and continue blasting through. Eventually you will come across pink planes that usually will be found near the bottom of the screen in the clouds. Upon blowing these planes up they will drop power-up. Make sure to pick those up because they are extremely helpful.

After a while they're will be no other planes on your screen. But dont get too lazy because another wave of planes appears now with a new type of plane. The

new plane is gray and is stronger but is also slower than the first wave of all green planes. So just plow through them collecting power-ups along the way. Like before there will be a quick rest where there are no other planes in the sky. Same as last time a new enemy is introduced. A jet appears from the top left of the screen and it is the only one of its type on the screen. Just keep blasting away at it and the other planes on the screen and collect power-ups and you should be okay. I found it helpful to use the bombs and stay up above the jet and just throw bombs at it.

After a little while you will come again to an empty sky then the game feels like it sped up. The only major threat now are the random green planes that will come flying in from the bottom and top of almost none will shoot at you. They're intent is crashing into you. After this you will again reach an enemy free zone and then will enter the next part where it gets a bit more tricky. As last time with your first encounter with the jet it happens again but this time once you destroy the jet a new one takes its place. If you're having trouble taking the jets out just stay near the top of the screen and throw bombs. After destroying both jets all you'll have to deal with are the gray and green planes no big deal.

But after a while, a third jet will come so go blow it up. If you're having trouble just rely on above tactics. After that fight another one of the sped up parts happens but instead of green planes you now face the grey planes. Just keep dodging and shooting and you'll be ok. There will also be some green planes but not many. After the sped up part you'll face another two jets. Destroy them and continue on.

Now for the first boss fight in the game! The enemy is a huge jet that has turrets on it. All you have to do is weave in between the shots from the turret and destroy all the turrets. It takes a lot of shots to take out a turret so be patient and the camera will move forward and backwards along the planes so you can take out all the turrets. If you have any on the shot upgrades it helps this battle a lot. After destroying the last of the turrets you win the fight.

Round 2 (Jungle)

You meet your first enemy instantly again. This time it's a car with a turret (I'll refer to these vehicles as turret mobiles later on). Just fly down low and blast away or if you have bombs just toss them. After a bit you'll come to an enemy free zone and then a new threat. Now those turret mobiles are accompanied by our good friend green plane and a new enemy a jeep that shoots at you with turret and is slightly faster than the turret mobile. Now after a while fighting with those enemies, we again reach an enemy free zone only to encounter a new enemy, a tank.

The ground will fill up with tanks. After taking them all out you'll just have to fight with turret mobiles and a few tanks. Same tactics used on jeeps and turret mobiles will work which is to fly low and just blast away or you can fly high and bomb them away. After that ordeal, you have to fight against a wave of tanks again, just blast away at them. After a while, there will be a lot less tanks and you'll have to fight jeeps and green planes now as well. After that you'll face this round's boss.

Much like Round 1, all you have to do is destroy all the turrets that are on the castle. This battle will be really easy if you have any of the shot upgrades. Just keep dodging the shots and blast away. Also when you first come on to the screen with the boss center yourself to the middle screen and just keep shooting if you're fast enough you should be able to destroy a turret that's

on the far left of the castle. If you had not destroyed this turret take out all the other turrets first and once the area is cleared of all but that one turret you're gonna have to quickly go in front of that turret and shoot at it as much as you can before the camera pushes you forward into the turret. After taking out all the turrets on the castle the fight is over.

Round 3 (Ocean)

You'll meet a barrage of enemies as soon as you start so be ready to move. Also note that the red planes that drop power-ups are very rare in this level so be extra careful. You meet your first two new enemies to this round in the first three seconds. There are missile type objects that have an identical attack pattern as the green planes they just shoot at you and will swerve. The second type of enemy is a boat. The boat is like the turret mobile of the jungle round so just swoop down and blast away. After awhile the green planes will show up so just avoid or destroy those along with the boats and missiles.

After taking down all the green planes, boats, and missiles, two more new enemies will appear, subs and a large boat that has many turrets on it. The subs are the same as the jeeps from the jungle so just swoop down and blast or bomb away. The large boat will require a lot more strategy. You'll have to weave in between its blasts and throw bombs at it or you'll have to swoop down and attack while dodging its blasts. After the large boats are taken care of, a new wave of the boats and missile objects appear. Next to appear are waves of all the enemies for this level, just dodge and blast your way through. You'll eventually reach the boss of this round.

The boss of this level is a large ship. I think its the easiest boss in the game because almost all of its turrets are in a straight line if you have the shot power-ups this battle can be quickly won. If you don't just keep firing and dodging the turret blasts and be patient don't go rushing in just look for an opening between the turret blasts then take it.

Round 4 (Jungle 2)

Ah the jungle again. This is a really short level. There are basically no enemy free zones but there are a lot of power-ups. The only two new enemies you will see in this level are the missile type objects from the ocean. They have the same fighting tactic still and these white missiles that will randomly shoot out from the ground. You can just dodge the missiles or if you have bombs keep throwing your bombs and it should take out any missiles before they can even get off the ground.

Once you reach the boss its the castle again from Round 2. Use same tactics listed for round 2. All you have to do is destroy all the turrets that are on the castle. This battle will be really easy if you have any of the shot upgrades. Just keep dodging the shots and blast away. Also when you first come on to the screen with the boss center yourself to the middle screen and just keep shooting if your fast enough you should be able to destroy a turret thats on the far left of the castle. If you had not destroyed this turret take out all the other turrets first and once the area is cleared of all but that one turret you're gonna have to quickly go in front of that turret and shoot at it as much as you can before the camera pushes you forward into the turret. After taking out all the turrets on the castle the fight is over.

Round 5 (Ocean 2)

Nothing new here that wasn't already in Round 3. Except now there are those rockets from Round 4 added so just keep blasting through collecting power-ups along the way. Once you reach the boss its the same as Round 3.

Round 6 (Sky 2)

A wave of green planes meets you at the beggining then after a while you hit an enemy free zone then you meet another new enemy, a helicopter. Fight through the wave of the helicopter and dodge them as they try and crash into you. After a while missles will start shooting up at you from out of the ground so dodge them or throw bombs on the ground before the missles can hit you. After that you then fight another wave of green planes so just plow through them. After the fight through that wave you come acroos the missles agin so just bomb the ground or dodge. After the fight with the helicopter its time for a boss fight. Just use tactics from Round land the battle will be quickly won.

Round 7 (Ocean 3)

Pretty easy just keep dodging the boats shots and take out any green planes in your way. After awhile you'll come across the barges again and now you will have to fight two of them at a time. After fighting your way through you finally hit the boss just follow past tactics from Rounds 3 and 5 and you should be all set.

Round 9 (Jungle 3)

This is exactly like the past Jungle levels so just continue on. You'll come across a wave of tanks and turret mobiles soo blast them apart and keep dodging their attacks. Once you reach the boss take out the turrets. Refer to the other Jungle missions if you get stuck. After destroying the last turret the boss has been defeated. Congradulations you just beat the game!

3. - Enemies

Green Plane - First type of plane you encounter is just a simple green plane that is fast and often attempts to crash into you. Simple to kill just blast away at it. Be careful as to some of these planes drop bombs.

Grey Plane - Second type of plane is a larger grey ship and is a bit more powerful then the first and only moves up and down. Be careful as to some of these planes drop bombs.

Jet - Things get a little harder now with plane number 3. This is a much larger jet that comes on to the screen from behind you and will only shoot backwards. Not to hard just stay between its shots and attack till it blows up. An easy tactic is to stay at top of screen and just throw bombs at it.

Turret Mobile - First type of enemy you meet in the jungle is a car with turret. I'll refer to these as turret mobiles. No big threat just come down to

the ground and blast away or throw a couple of bombs.

Jeeps - A jeep with a machine gun on it is your next threat. The jeep is faster than the car with turret and there are a lot more of them than when you first encountered the turret mobile in the first part of the level.

Tanks - Final new enemy you'll see in this round are tanks. They're very strong and will require a lot more shots to destroy them. They're slower than the turret mobiles but they're stronger.

Green Missles - The first enemy you encounter in a missle looking object. It's not that fast and it attacks the same way as a green plane.

Boats - The boats are much like the turret mobile except that its on the ocean.

Subs - Third enemy you encounter in this stage are the subs. They stay really low to the ground and will shoot up at you so be ready to dodge. They don't require to much fire-power to destroy them so sink down low or you can just throw bombs.

Barge - Last new enemy of this round is a large boat that has many turrets on it so it can shoot out in different directions. I found easier to just fly behind it and keep firing till it explodes.

Green Missiles - A new type of the missle from ocean appears these missles are very fast and will fire at you quickly then swerve out of the way.

Missiles - Only other new threat from this level are the missles that will randomly shoot out from the ground. You can easily dodge them or destroy them with bombs before they can get off the ground.

Helicopter -The helicopter is much like the grey plane only its slightly faster.

4. - Power-ups

Double shot - This upgrade just appears as two bullets and just doubles the shots that you shoot.

Triple shot - Same like double shot but now you've got another set up bullets shooting from your plane.

Eight shot - Your ship now shoots out 6 bullets exploding into different directions.

Bombs - It's a black circle with a d on it that after picking it up you'll shoot out bombs from the bottom of your plane.

Invincible - It's a weird gold icon thats as the name implies makes you invincible for a limited amount of time.

1-Up - Pretty self-explanatory; it gives you an extra life.

5. - Contact

Any tips, hints, secrets, suggestions, advice are all very much appreciated if

you find something I don't have already here or you have a question without an answer already listed here then you can email me at (removed). Any input will be greatly appreciated.

6. - Disclaimer

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