

Twin Eagle FAQ/Walkthrough Final

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Darkstar Ripclaw Presents...

TWIN EAGLE: REVENGE JOE'S BROTHER

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Introduction

I do not believe that there is much here to say. Following my discovery of the NES FAQ Completion Project on the FAQ Contributors Board General on GameFAQs, I had decided to toss something out to help it move along. This, thus, is my own aid to the ambition.

History

Although not a notable game in itself, Twin Eagle has a bit of history behind itself. First published into arcades in the 1980s by Taito, the developers of the original Space Invaders, it was soon afterwards ported onto the NES by Seta Corporation (whom also developed the arcade game), and published by Romstar Games in North America. However, Home Entertainment Supplies in Australia would publish it there as an unlicensed NES game. This would end up in a dispute between HES and Nintendo, the latter of which was trying to curb the piracy and unlicensed game scene at the time, being one of the factors that resulted in hardware revisions.

WALKTHROUGH

WLKT

Overview

Twin Eagles is a top-down scrolling vertical shooter, in the vein of games such as Aleste, Blazing Lasers, and Zanac. It has five levels lasting about five minutes each, with the genre characteristics of enemies swarming at you from every direction and power-ups. Unlike other shmups, however, this game lacks any bosses, so it does end up as mindless shooting.

Because the five levels are basically the same as far as gameplay goes, I will keep to recording individual notes on each level that are specific to

that level.

Level 1

-When reaching the boats, you'll notice that there are some defense cannons with a single rod sticking out (Missile Silos). Although these are an annoyance and you will probably want to take them out anyways, they do not give you any points.

-The only hostages to be found in this stage are on the first big boat you fly over. When on the second stretch of it, blast the top deck to the right to uncover two hostages. Shortly after that, the same structure will come around in the middle of the boat, so destroy that as well.

-Power-Ups: Often dropped by Boats and Missile Silos.

-Bombs: Often dropped by Grey Planes and Boats.

Level 2

-This level is rife with immobile units. Fort Tanks shoot three shots straight down and then have a cool-down period before they fire again, while Infantry can shoot in several directions. Green Tanks, thankfully coming in small numbers, are the most difficult of them all; they can shoot tracking missiles that either blow up after a while or must be eliminated by a bomb.

-At the same time, there are several higher-end artillery units, such as Brown/Black Tanks, Helicopters, and even the occasional Brown Plane, ala glider. When these come on screen, you will have to be extra careful and take them out quickly.

-There are NO hostages in this level, so do not bother trying to destroy the environment in looking for them.

-Power-Ups: Often dropped by Infantry, Fort Tanks, and Green Tanks.

-Bombs: Often dropped by Brown Planes and Helicopters.

Level 3

-Basically every house and building on this level holds a hostage inside, so if you are playing to obtain a lot of hostages, this is the level for you that you really have to be on the ball in destroying the buildings and saving their prisoners.

-This is the level where the shit really hits the fan in terms of enemies going at you. If you've been saving bombs up for the last few levels, I recommend that you use them all up right now if you want to survive, as they WILL come in swarms. This is also true of dodging bullets; if you're placed into a situation where you cannot run out of a bullet's way, using the bomb will destroy it along with enemies. That you don't get points when using a bomb does not matter too much in this level as well, thanks to the high number of hostages to be saved.

-Power-Ups: Often dropped by Infantry, Fort Tanks, and Green Tanks.

-Bombs: Sparingly dropped by Brown Planes.

Level 4

-This is actually a pretty boring level, as nothing new is actually introduced to the level, and it just begins to get more of the same. Ground defense gets a lot stronger, as you'll be choked with Infantry and Fort Tanks every step of the way, backed up by some Green and Black Tanks. The air is a bit easier this time around, but a number of Grey Planes will still show up, along with several Brown Planes and Helicopters.

-Power-Ups: Often dropped by Helicopter, Infantry, and Grey Planes.

-Bombs: Often dropped by Brown Planes.

Level 5

-The first portion of this level involves a basic continuation of the last level, with lots of Infantry and Fort Tanks, backed up by Green, Brown, and Black Tanks, along with various aircraft. Afterwards, you get to civilization, and from here on in, along with all of the enemies you must face, there are several buildings, red-roofed and blue-roofed. While blue-roofed houses are guaranteed to have hostages inside, only some of the houses that have red roofs hold hostages.

-The last portion of the stage is at the enemy fortress itself. Here, various aircraft will come out from the top, but ignore them as they'll fly right past you. Instead, shoot at the middle building (right between the two blue towers), and after you deal enough damage, two panels will blow up. Once each of them have been destroyed, you will then automatically win.

-Power-Ups: Often dropped by Helicopter, Infantry, and Grey Planes.

-Bombs: Often dropped by Brown Planes.

BASICS

BSCS

Controls

A - Restart with three new lives in the mission after you lose all three (maximum of five?)

B - Fire at enemies

Start - Select an option on the menu screen, continue into the next mission, pause your game

Shooting

Shooting is a pretty simply gesture, as all you have to do is press A to fire. Your firepower is boosted by the Power-Ups, which are listed below. With that said, it should be noted that when you fire, you shoot three sets of bullets (depending on your current weapon and upgrade), then you have a minimal amount of lag time before you can shoot again.

Bombs

To obtain a bomb in-game, you must first destroy certain enemies (those whom usually drop it are indicated in the notes of each level), and they will drop a blimp-like object. You need to pick it up fast, because after a few seconds, it will speed up and then go off-screen.

Once you have a bomb, you can use it whenever enemies are on-screen by simply pressing the A Button. This will destroy all enemies. However, the uses of it are multi-faceted. Because using a bomb DOES NOT give you any points, if you're a score whore, you will obviously want to minimize uses of bombs. It DOES NOT destroy destructable environments such as the buildings that hostages are usually in.

At the same time, though (listen up those of you whom use emulators and save states), using a bomb will also destroy any enemy fire on-screen (in other words, all bullets and missiles will instantly disappear). As such, if you can't get out of the way of enemy fire quick enough, or there are simply too many enemies to get through safely (Level 3 is especially guilty of this), use the bomb.

Power-Ups

Twin Eagle is a shmup that uses Power-Ups. These items are obtained when certain enemies (again, listed in the notes of each level) are killed off and drop them. The Power-Ups can then be shot at to rotate through a number of different Power-Ups. Lastly, although most of the Power-Ups will upgrade your firepower (or else reset it to a different type of firepower), a few others have different uses. After you die even once, you have to rebuild your arsenal.

Without further ado;

Black S - The first P-Up will result in your three shots going right-left-right at a 45 degree angle from each other, as opposed to going straight through. Once you obtain a second Power-Up, you will be able to fire two bullets at once (six in one rotation) one to the left, one to the right. The third time, you will fire three at a time, one each in the left, center, and right.

Gold S - To a maximum of two, picking this up will allow your aircraft to move a lot faster. Compatible with weapon upgrades.

Black P - For some reason, this is the exact same Power-Up as Black S, to the point where the two are even compatible with each other. So if you can't get a Black S from a Power-Up, use a Black P (or vice versa)

Green W - While the first upgrade only allows you to shoot one bullet at a time going straight forward, the second upgrade allows you to shoot them in pairs. #3 will space out the pair of bullets, while #4 will allow you to shoot three bullets out, one straight and the other at 45 degree angles.

Rocket - While the first upgrade only allows you to shoot one bullet at a time going straight forward, the second upgrade allows you to shoot them in pairs. #3 will space out the pair of bullets, while the fourth one will let you fire three at a time, one to the left, center, and right. To boot, it is with rockets, which easily outclass most of the other weapons, and can slaughter anything except for the final boss in one hit.

Arrow - Obtaining the first Power-Up will allow you to shoot a pea-sized bullet

upwards. However, the second upgrade will let you shoot a bullet behind and ahead of you at the same time, attacking any enemies that might get around you. The third upgrade is where it really gets into the heat, as you can shoot two bullets up and one bullet down. Unfortunately, it cannot go any higher than that (and being able to fire three bullets behind and in front would probably be too much of godmodding).

Scoring

The amount of points that each enemy gives you (and hostages) are listed here. In the case that you have a hard time matching up the unit that I describe with the in-game unit, reference the table of enemies you killed at the end of a mission, as I have them in the exact same order. There are, however, discrepancies between how the enemies look in-game and how they look on your kill screen. Also, a few enemies in the game do not appear to have corresponding status on the kill screen.

Grey Plane = 1800Pts Blue Plane = 800Pts Brown Plane = 2000Pts Infantry = 500Pts

Fort Tank = 1200Pts Grey Tank = 1000Pts Black Tank = 1000Pts Boat = 1000Pts

Green Tank = 1500Pts Missile Silo = 0Pts Helicopter = 1500Pts Hostage = 1000Pts

Pink Plane = 1000 Points

Hyperspeed

At the end of the mission, you will suddenly speed up into a mode that I have deemed "hyperspeed". While in this mode, everything goes much faster (although enemy and allies speed only increases slightly). What is important to know about this mode of travel is that while you are in it, enemy fire behaves differently. If shot to the side, it will down a lot quicker than to the front, and if shot down, it will again travel more quickly.

Two-Player

There isn't that much to be said about two-player mode. All you can do is basically hook in the second controller, find a friend to play, and make it a somewhat easier game by eliminating more enemies. However, if you have an autofire controller, you can hook it up and keep the B Button going to eliminate many of your foes while you yourself make it through.

Need help with something that's not in this FAQ? Got a comment to make? Find something wrong in this FAQ, or else just want to contribute something extra? Email me at darkstar.ripclaw AT gmail DOT com if you need any of these things. Just a warning note; if I recognize a question as something being asked in this FAQ, it's not getting answered.

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