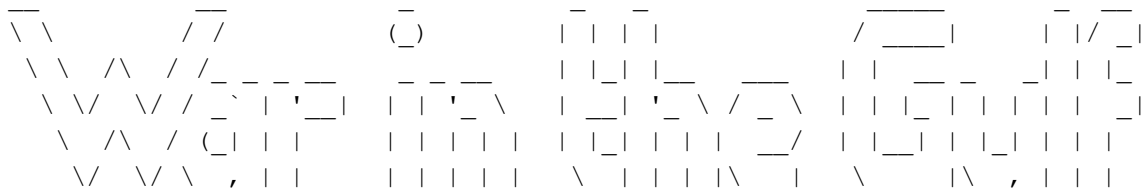


War in the Gulf FAQ/Walkthrough

by Da Hui

Updated to v1.0 on Jan 10, 2011

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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:

<http://faqs.retronintendo.com>

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*Please Note - This entire FAQ/Walkthrough has been designed for easy access. This means that you can use your browser's search function to find any section immediately. Just bring it up by pressing ctrl+f and search for either the section name or the code to the right. You will go right to that section.

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- 1. - Controls WG1

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- D-Pad - Move
- A - No Use
- B - Attack
- Start - Pause
- Select - No Use

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- 2. - Walkthrough WG2

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STAGE 1 - Attack At Dawn

The first stage will begin with a couple of jets at a time. The jets will fly in a straight line and shoot you. After a few jets, you will see a helicopter float up from the bottom of the screen, these will shoot in all directions so be careful. After a couple more of the big helicopters, you will see smaller helicopters that will only shoot in a half circle formation instead of a full

circle. They are still very dangerous so be careful.

From here on out, they will start flying out in bigger groups stay back and shoot as many as possible. After a long pause between enemies, a large wave of very fast jets will attack you. Just stay to the far left and float up and down a little bit while destroying as many jets as possible. After a lot of jets from the right, they will fly from the bottom to the upper left. After these waves of jets, you will complete the first stage.

STAGE 2 - Encounter on the Ocean

This stage will begin with a few low flying planes. They don't just fly in straight lines so be careful. Some will fly in a straight line while others will change their direction and speed. There will then be a battleship that shoots several different cannons in all directions so be careful. Just try to stay above it and drop bombs on the cannons that aim to the sky.

There will be a few of those smaller helicopters from the first stage along with jets again. Kill the enemies that attack you while also destroying any anti-air cannons on ships. After a long ship that launches small helicopters will be a ton of missiles shooting from the bottom of the screen to the upper left corner.

The boss in this stage is a giant ship with a lot of cannons on it. You have to destroy all of the cannons on the ship. The only two that are tough to destroy are the large two. There's one large one on the left side that will aim either to the left or up with two cannons on it, you have to destroy both. The other is on the far right end of the ship. The left half is easy to deal with because all of the smaller cannons aim to the left so you could destroy them easily. Just be carefully with the right half of the ship since they shoot to the sky.

STAGE 3 - Fight on the Desert

The first thing you will notice about this stage is there is land beneath you and plenty of tanks and anti-air cannons shooting at you. They will pose a major threat in this stage so be very careful. Kill a few helicopters and jets when you see them. The large helicopter will move around more than the other large helicopters. When you begin seeing large rock formations on the ground, move to the middle of the screen because missiles will appear from the left. After the rock formation will be a couple of oil tanks along the ground.

After a couple of these tanks will be another missile strike from the left so stay around the middle when you reach the oil tanks until you see the missiles. After a while you will reach a desert. A few seconds into the desert is yet another missile attack from the left so stay in the middle of the screen. Be careful of several more jets, helicopters, and tanks while you fight until one last missile strike from the left until you reach the boss.

The boss in this stage is a giant tank which for some reason seems to be 10-20x larger than your fighter helicopter. Regardless, it will move back and forth. Try not to stay to the left of it because it will hit you when it moves all the way to the left if you are low enough. You will see three cannons on the tank and you have to destroy all of them in order to beat it. There will be one aiming at the sky, one below it that shoots in a half circle towards you, and one large one that will shoot to the left.

STAGE 4 - Attack at the Airport

This stage will begin with a couple of jets flying in groups. After that, there will be quick moving planes that won't shoot but will change directions a lot. After a few more of those quicker planes will be a few jets that will do barrel rolls in the middle of the screen, try to stay in the lower left corner for those to avoid them with ease.

You should actually try to stay in the lower left corner for most of the stage from here on out because of the lack of ground enemies and the large amount of jets that will come from the upper left. Stay low and after a while, you will see planes basically falling from the sky. Just avoid them while aiming up when you can.

The boss in this stage is a giant helicopter, also 10-20x larger than your fighter helicopter for some reason. It will move up and down on the right half of the screen and when it reaches the top or bottom, it will shift to the left but not far enough to hit you if you are as far to the left as you can be. The orb on top will shoot a half circle of bullets towards you, a cannon on the front will shoot to the left and it will also shoot missiles to the left from beneath it. All you have to do is destroy the large orb on top and the cannon on the front to blow it up.

STAGE 5 - Underground Palace

The first thing you will notice in this stage are boxes and a ceiling. Don't fly too high or you will take damage and don't fly into the boxes. If you are to the left of the boxes when they go off screen, you will die. There will be a couple of jets and helicopters at the beginning along with some anti-air cannons on the ground in between the boxes. After the boxes, fly low and just above the ground to avoid a ton of missiles from the right.

Stay low along the ground to avoid the quick enemies and kill everything in your way. When you start seeing tanks on higher platforms, fly high to avoid the platforms. After the platforms, you will see large bars moving up and down quickly. You have to avoid these, you unfortunately can't destroy them so do your best. Kill the ground enemies through this tight corridor and avoid a few more of those moving bars. Don't worry if they look fast, they will slow down as they move to the left.

This boss in this stage is a bit of a pain if you do it in the wrong order. You have to destroy the four tubes that are spawning jets and the four cannons to the far right. The easiest way to do this is to destroy all of the tubes that will be spawning planes. Just make sure to avoid the shots coming from the planes. When they are all destroyed, you only have to deal with the cannon in the back. Stay low and hold left so your helicopter will be tilted backwards. Just keep shooting at the cannons one by one until they are all gone. If you don't destroy the pipes first, your shots are mostly going to just hit the planes that spawn so destroy the pipes first.

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There is no boss in Stage 1 - Attack At Dawn.

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