

Sparkster Walkthrough

by Psychopulse

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This walkthrough was originally written for Sparkster on the SNES, but the walkthrough is still applicable to the GENESIS version of the game.

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The Full Walkthrough!

For the SNES

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Hello again and welcome to the Sparkster Walkthrough for the SNES. Up until recently, I've never really heard that much stuff about the Rocket Knight Adventures series. This, IMO is the best one along with the original Genesis Rocket Knight game.

Update history

7/29/2008 - First release.

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1. Controls

Control Pad - Controls Sparkster

Start - Pause

Y Button - Attack. Hold down the button to charge your rockets.

Release Y - Spin attack

Release Y plus control pad - Fly in that direction.

B button - Jump

L or R button - Does a rolling attack. L button attacks to the left, R button attacks to the right. If you press it too many times, you'll get dizzy and be unable to move.

2. Items

Gem - Collect 100 of these to get an extra life.

Apple half - refills half a heart of your energy.

Apple - Refills one heart of your energy.

Bananas - Refills four hearts of your energy.

lup - gives you an extra life

lup bubble - If you pop it with an attack, it'll randomly give you an apple, a gem, bananas, or 1, 2, or 3 extra lives.

3. Walkthrough

Level 1

Start things off by heading forward. You can jump up the tree with the branches and collect the various diamonds. Inevitably, you'll start fighting the wolves that come your way. Some have shields, which are best dealt with a rocket thrust attack or killing him from behind. Keep going right until you encounter your first mid-boss, a giant monkey robot. It'll hop around and kick you as well as trying to land on top of you. Note the bunch of bananas it's holding. You can grab them, but don't take too long or they'll disappear. The attacks are easy to dodge, just fly over or under it if it gets too close. It'll take 6 thrust attacks to kill it.

Soon after, you'll board the warship. The turrets on the pole are easy to destroy, and you'll see more of them later on in this level. The giant robots blocking your path will take 4 thrust attacks. After the two robots, you can break through the wall ahead for some fruit. Head up, defeating the wolves and turrets. Break through the boxes and continue on up. There's a box you can bust through for a gem, but don't destroy the box on the ground unless you want wolves endlessly coming out. Head to the right unless you see a pole you can slide down. You can head to the left and break through the wall for 3 apple halves if you need them, and there's one more up above the pole in the corner before the corridor, but you'll need to jump up to get to it. The last section just consists of you fending off more wolves, with some coming out of holes in the ground. You'll see the princess, but Axle Gear will fly away and snatch her before you can.

Boss: Golden Knight

It'll smash its fist through the floor constantly, as well as release grasshopper-like robots at you. The fist doesn't harm you, but it can block you as well as knock you and any of the grasshopper robots onto the ceiling. Once the eye is hit twice, it'll fire lasers from its eye. The best way to avoid it is to stay in the far left corner of the screen, the jump the moment you see the laser is fired. The weak point is the eye, which you'll need to rocket into a few times.

Level 2

There are several ways to get through the first part. The long way involves you moving along poles, destroying the flying machines with your rolling or thrust attacks. You can smash through the white walls. The top area mainly consists of poles you'll need to navigate as well as those flying machines to destroy. At the end, you'll need to head up the pipes and jump over the wall. You can also break the white wall at the bottom at the start of the level for a shortcut. After several more pipes, defeat or avoid the flamethrowers and saw and board the elevator.

Continue forward for more of the same. Again if you hate navigating the pipes and fending off the flying enemies, then move forward and boost upward to reach the top. Avoid getting smashed from the crushers above, or you'll instantly die. Once you head down and to the right, travel up and to the left with the rocket and pipes. Head to the right and defeat the lone wolf on in the cart and work along the conveyor belts. Up ahead is a roller, and if you are dumb enough to walk into one, you'll get smashed and die, so don't fly recklessly.

Jump on top of the rollers and rocket up to the top. Defeat the two wolves and collect the gems. Fly up on to the next conveyor belt, but be careful of the crushers from the ceiling. Drop down, and if you want to, you can break through the wall on the left for some bananas. Now, you'll be in front of a screen. Look up and rocket through the hole in the ceiling. You'll see a lup in a bubble. You can collect it like normal or gamble for it. You'll get 1,2 or 3 extra lives, or you'll get a gem or an apple or some bananas.

You'll soon come across a machine that'll paint Sparkster red. For the record, this does absolutely nothing and it'll "wash off" when you reach the second clear screen. When you get there, fly up to the top in the center of the screen for more gems. Then hop on the conveyor belts and avoid the rollers, and drop down to face the boss. But I suggest falling on the left side so you'll trigger its appearance immediately. If not, it'll take a while to appear on screen.

Boss: Assembly Robot

This machine is pretty easy. You can pass through the arms without taking any damage, but the stuff it picks up can harm you even if it's on the conveyor belt. Depending on what it picks up, it'll fire homing missiles, spin a pole with spiked balls for a few seconds, or fire a laser. Jump on top of it and start attacking it's eye with your normal attack as fast as you can. If you get knocked off, just jump back on and resume spamming your normal attack. Piece of cake! ;)

Stage 3

This is pretty straightforward. You'll ride on a metal ostrich named Stampy-do. Pressing Y while riding it will fire an energy ring. You can use your other attacks, but they're best done by jumping. You'll

move uphill at a blinding fast speed, collecting gems and killing robotic birds. Some carry wolves that fire guns at you. Always aim for the birds, since they'll hassle you to no end if you leave them alone, and any wolves they carry will easily be dropped. After a doing this for a minute or so, Stampy-do will throw you off to another ostrich below running to the left, and then it'll drop you on to another one below running to the right. But if you want some extra health and gems, fly to the right as soon as the first ostrich throws you off. Use rolling attacks if necessary. Both paths will take you to the mid boss, Wolfheim. He'll ride a giant green robot, and attacks by throwing bombs and trying to hit you with its arms. Fly into him 5-6 times to defeat him.

If you flew to the Stampy-do on the right, you'll drop down and collect 4 apples for heal any damage you took. If not, it'll just pass you down to the next one. For a while, you'll move downward back forth, being passed from ostrich to ostrich. Duck down to avoid the spiked balls that lower down towards as you approach them, and avoid or defeat the bats and you move down. You'll soon be heading to the right again. Move to the far right side of the screen and stay there. The bridge you're on will fall apart, and you'll be able to make it across safely. The last part will have robots moving along vines throwing bombs at you. Jump and hit them to defeat them easily.

Boss: Giant Caterpillar

For the first phase, it'll move along the vine and the head will fire cannonballs at you. Sometimes, it'll fire apples you can collect for health, but don't be too dependent on it. You can rocket into it's parts one at a time, or hold up and fire Stampy-do's laser and blast at the parts. When they do come off, crouch and fire at the parts until they're destroyed. Once you've blown off enough parts, it'll move to the second phase where it'll hop around and fire a flamethrower at you. Duck down to avoid getting hurt by the flames. Rocket into it's head a few times, or fire at it from a distance with Stampy-do's laser.

Stage 4

You'll be in a submarine now. Head to the left and go down the poles and destroying the robot snakes. You'll see a big one piloted by a wolf, fly into it four times to kill it. You'll drop down into an area where a laser fires every so often. You'll also encounter wolves hiding in alcoves, ducking to avoid the laser. Kill the wolves and hide in the alcoves when the laser fires, and destroy the giant reflector with a few sword swings. There are a total of three in this room. Rocket up after destroying the third one, collecting the bananas along the way. You'll soon come across a series of bunk beds with wolves sleeping on them. You can deal with them as they wake up, or fly through as fast as you can, since only two wolves will wake up at a time. Regardless, head into the pipe.

You'll travel to the bottom part of the sub where the screws will pop and water will burst from them. Wait for the water to down, before moving on unless you like getting pushed up towards the spiked ceiling. Move and to the left where you'll need to avoid the bursts of steam. When you're on the floor with the wolves pedaling, stop in front of the

first pair and wolves and rocket up to the ceiling where you'll find a lot of gems. Then head up the stairs and go down the poles. You'll soon come to a dead end. Charge your rockets up and as soon as the wall breaks down, jump and boost forward. Water will come your way and you'll need to escape it by passing through the doors. If you're too slow, Sparkster will drown. The path is right, up, left, up, right, up, left, up, right. Remember to use the gems as a guide for where to fly upwards, and use rolling attacks to regain control of Sparkster, and do so in the direction you're going to move. Also, always jump and boost, especially if you're going left, because there's alcoves that can slow you down while you're trying to get away. This will take a few tries to get down.

If you manage to make it out safely, you can jump up to the left to find a fish. Hit it a few times for some prizes like food and gems, but it'll soon explode once you hit it enough times (Sometimes it'll take just one hit to destroy it). Go right, flying through the spikes and head up. Now that you're on top of the submarine, head left. Don't bother with the wolves in airplanes, just boost past them the moment you see any on screen. You'll soon reach the boss.

Boss: Colonel Wolfheim

You won't face the Colonel just yet, first, defeat the three turrets and you'll soon jump to the other side. Destroy the last turret to trigger the real boss battle. He's not that hard, though. The main section of the robot he's piloting is the part you'll need to hit. He'll swing his arms at you, and sometimes fire the main cannon. Get behind him early on by flying to the right, because he'll move towards the left side of the screen for a little while. He'll jump all the way back to the other side, though, so swap sides and continue using thrust attacks on him until he goes down.

Stage 5

The first part consists of wolves and some piloting robots. I suggest flying past them all ASAP. Once you reach the pyramid, go down and boost to the left. Go to the right because the purple balls will smash you if you move too slow. If you want a shortcut, fly downwards as soon as you see a hole below you to enter another room and avoid the two balls. Now, you'll pass through a set of revolving doors that'll interconnecting the pyramid. It'll swap between a horizontal, diagonal, and a vertical piece. Passing through a revolver door on the opposite side will reverse the order. If you just want the exit, keep passing by the door until you get a diagonal piece, and head down to the exit, which you'll recognize by the design on the wall.

If you want to explore, I'll tell you what's in all of the rooms, and how to exit. When you pass through the first door, it'll go to a horizontal piece. You can enter the room with 3 gems, but your control will be reversed, and the buttons for attack/charge and jump will be swapped until you exit the room. Go through the door until the next piece is diagonal. This will lead you to the next room, where the heads breathe fire. Avoid them while you snatch the apple and banana (Assuming you've taken damage. Go forward until you get the horizontal

piece again and go to the other side. Head through the door until the piece is diagonal and head on up to the top. If you went to the right to see what was in that vase, destroying it would've released a bomb that blows up. Just avoid it.

Now, in the highest room, keep hitting the statue. Usually it'll give you gems, sometimes food, and sometimes, it'll give out bombs. If it starts to give you nothing but bombs (And it will after hitting it for a while), just leave. Go through the door until you get a vertical piece, and drop down. Swap the next piece for a horizontal one, go to the other end, and then swap for a vertical piece. Drop down and head into the right where you'll find a bat and a lup. But once you touch it, fly out of the room as the floor will split away from you and you'll land on the spikes (They don't instantly kill you, though). Finally, change the piece to a diagonal one and go into the left to enter a room with lots of bats and gems. To exit, change the piece to a horizontal one, go to the other side to reach the exit.

The mid-boss is easy. Just fly into its head several times. At first it'll move back and forth trying to hit you, but after 4-5 hits, it'll fly around back and forth. Keep hitting the head from below and it's over for him. In the next room, you'll need to destroy the two flamethrowers that are holding the triangular platform up. Don't be under it when it falls, though. Use the floating platforms to move up as the top of the triangle is spiky. The right side is a dead end, but you can break through the ceiling (Look for four squares that are bunched together) for an apple and an apple half. Go to the left and fly up and do a rolling attack to collect all the gems and a banana.

Hop on the ball that's on the spikes. Then press left on the control pad so you'll roll the ball to the right. Make sure to avoid the spikes retracting from the ceiling. Then fly up and break through the ceiling and fly up to the lup in a bubble. Again, you can just grab it or gamble for possible extra lives. Drop down and jump on the ball. This one will move back and forth on its own, so get around the platforms and work to the other end of the room. Step on the triangular platform, but be wary that it'll change angles very so often. Near the end, charge your rockets and fly to the right to get out of here or it'll push you into the spikes, killing you. The boss is easy to reach from here.

Boss: Desert Worm

It'll fly around and breathe fire at you. You'll need to fly into his head about 8 times to kill it. If you attack any part other than the head too much, it'll break off and become another snake. But it's easy to tell which one it is as the real one always has a brown head, while the red indicates that they are fake. Destroying a fake head will reform it onto the body. At times, it'll burrow underground and then resurface to get a fix on you. This will be more of a slug fight than anything else, so if you come with full health, you should get him before he gets you.

Stage 6

Note: I'm only going to tell you the best routes to take here so you can get through with as little trouble as possible.

Just keep going to the right collecting gems, and already, you'll meet the mid boss. It's a wolf riding on a robotic elephant in the background and will try to attack you by pounding the keys on the piano and throwing explosive batons. Attack the head 6-7 times to kill it. You'll then bounce along the drums. Use a rolling attack to kill the caterpillar robots in one blow and collecting the gems.

After entering the teleporter, you'll need to choose from the top or bottom horns to enter. I suggest the top route, as it's easier than the bottom, IMO. Now, fly through the wolves coming out of trumpets as fast as you can, then fly along the trumpets collecting gems. The final part will have you navigating cymbal platforms. Getting smashed won't kill you, only damage you. And if you fall into the trumpets, you'll be sent back to the beginning to try this section again. Have your rockets charged up, then jump along until you reach the fifth and sixth cymbal and boost the rest of the way. Use a few rolling attacks if need be and you'll reach the end quickly. Hop into the trumpet to reach the teleporter, and remember to collect the apples and gems before moving on.

Slide down the pole and you'll soon see a 6 trumpets. Enter the third one to get transported to the drum room with those caterpillar robots. Continue into the next horn, and you'll be in another area with wolves coming out of horns. This room is so small you can fly through it easily and not have to fight anyone. The last trumpet will spit you out to the exit. Just collect the two apples and go into the teleporter.

Boss: Axle Gear

He'll play his organ for a little while before the fight starts. He's capable of doing everything Sparkster can, but his energy rings and spinning attacks do a heart and a half of damage, while his drill attack takes off two hearts. His slide kick only does a half of heart of damage. The best way to deal with him is to hit and run. Fly into him, then get away from him as soon as possible. Take note that the room your in is tall, so you can fly and drop down the platforms to avoid any damage. If he gets too close, fly away. If you can keep on your toes, and attack from from diagonal angles, you'll be able to defeat him.

Stage 7

To be honest, this is too straightforward for me to even give you a walkthrough. I'll give you some pointers instead.

For starters, Y still swings your sword while B fires your twin vulcan cannons. Pressing L or R will let Sparkster do barrel rolls, but aside from altering your shots, it doesn't do anything. =/

The small turrets fires shots, the big ones fire either lasers or lightning.

The missiles are easy to destroy, but keep in mind that the wolves riding missiles will try to bump into you.

The green robots always fires lasers, the red ones will either fire lasers or bombs. The red ones that fires lasers will always be with the green ones, while the red ones that fire bombs will be by themselves.

Midway through the level, some strange liquid will come out of the ship. Try to avoid contact it with it, as will it will damage or possibly even kill you.

The mid-boss is a joke. Just attack the main body with your sword. Upon defeat, he'll drop a few apples.

Boss: Axle Gear Robot Battle

You and Axle Gear will now be battling in giant robots. Unlike in the Genesis games, which were fought from the side view, this particular one is fought from a top down view. For the robot fight controls, the L and R buttons punch. Hold both of them to block. The Y Button fires a shot from the mech, and you can hold and release to boost like you would your rockets.

This battle is hard and extremely cheap. His robot takes more damage than yours does, he has an annoying habit of boosting in front of you and punching you, he constantly loves to spam a berserker attack where he where he'll wildly punch back and forth, and he's unpredictable. Winning against him requires more luck than skill in my opinion.

The key to winning is to try and make him block for as long as possible. Try punching the air to keep him in blocking mode. If he starts punching recklessly, Block and boost to the other side, sneaking in a punch if you can (For instance, if you're moving to the left, punch with you right fist, and vice versa). Don't rely on blocking too much, or one of your arms will be knocked off, making this already hard fight even harder. He'll block after punching recklessly at least once. Then pin him into a corner and try to knock off one of his arms. Keep punching even if you miss, or he'll resume attacking again. If you can knock off one of his arms, it'll be a little more easier, as he won't attack, and his reckless punching won't be as effective. If you can keep him pinned after one of his arms goes off, you might have a chance. Good Luck!

Stage 8

This stage is only playable on normal difficulty or above.

You'll begin inside a tunnel where missiles are launched every few seconds. Kill the wolves and hide and duck in the alcoves in the bottom, or you'll be smashed. You'll know you're entering the base when the missiles stop firing. Fly up to the top and head to left to get some gems and an apple. Continue across the missiles, and at the bottom, you can head to the left under the first missile for some bananas. Continue forward until you reach the mid-boss. The missile will explode and you'll need to move back and forth to dodge the wolf

robot. But it's easy with a few slashes, though.

Afterwards, you'll come across wolves riding Stampy-dos, but they easily go down in one hit. You should now be in a room with lots of poles, with bugs crawling along them. I suggest flying up and down the poles and into the bugs to easily kill them. After the first set of poles, smash through the wall for more gems and a banana bunch. Continue going along the poles and you'll soon work your way to the core, which consists of 4 gems. You can get in a few early hits, but soon a forcefield consisting of rings will surround it. The best way to defeat it is to stand on the far right side of the screen and keep jumping a slashing. Slowly but surely, you'll destroy the forcefield rings, as well as the core.

Now head up and move to the left, and try to get through the reflectors on the ground and ceiling, as well as the laser being fired. It is possible to destroy them, but it's better to fly through and take as little damage as possible. After getting past a couple of more laser security systems, you'll fly up a shaft with wolves on jetpacks firing missiles. Then head to the right, defeating the last set of wolves on ostriches, and through the tunnel until you encounter the Big Boss.

Boss: Generalissimo Lioness

He's not as cheap and hard like the previous boss, but he's no pushover. There's still some luck involved, though. His first attack consists of breathing fire along the ground, which is easily avoided by jumping. The second attack has him throwing a crescent-shaped projectile and having it come back like a boomerang. Avoid it by staying low. The last attack has him firing two energy balls in the air, and then two lighting streams will close in on you. Stay absolutely still so they won't hurt you. He'll also hop every so often, too, since he walks pretty slow.

Start swinging your sword as fast as you can and forget doing anything fancy. Never use your rockets unless he gets too close. Whether you beat him or not will depend on how aggressive he's being during the fight. If he rarely attacks you, you may have a chance. If he's being aggressive, you'll have some problems, because is because he can string several attacks at a time and if he does all three in at least one sequence, you'll be forced to take damage. Keep your distance and keep swinging that sword of yours and hopefully, he'll go down after about a minute or two.

Now, if you beat the game on normal, you'll simply escape the base as it explodes. If you're playing on hard or higher, you'll see him firing a missile heading towards Elhorn before he dies. Sparkster will move the princess into the escape pod while he goes after the missile, which is the real final boss.

Stage 9

This is it. The real final boss. Go forward, killing the wolves until you reach the core. You'll need to destroy the purple glass bulb to destroy the missile. First, it'll send a overwhelming group of fireballs your way. Stay in the corner and swing your sword until it

stops. The second attack will consist of the core firing a laser a couple of times. It'll go back to the fire at first, then drop bombs in a group several times. Then it goes back to firing the laser, then the fire, then the bombs, in that order for the remainder of the fight. Attack the core while a set of bombs drop and while the laser is charging up. Once you get used to the pattern, you'll destroy it in no time.

4. Credits

Konami - For making a great games like these.

Myself - For writing this guide.

CJayC - Former GameFAQs webmaster who got the site started.

SBAllen - The current webmaster of the GameFAQs website.

5. Disclaimer

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Until the next guide, everyone...

PEACE!

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- "And that's the end of that chapter!" -