

Spriggan Powered (Import) FAQ/Walkthrough

by Damage_dealer

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for Super Nintendo Entertainment System

FAQ/Walkthrough

FAQ/Walkthrough created by Damage_dealer (Igor Sheludko)

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Version: 1.00

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Table of Contents

```
=====  
01. Introduction | INT01 |  
02. Basics | BAS02 |  
03. Controls | CON03 |  
04. Walkthrough | WAL04 |  
05. Credits/Contact Info | CRE05 |  
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01. INTRODUCTION | INT01 |  
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Spriggan Powered is cool-looking scrolling shooter game, released for the SNES console in year 1996. It was never released outside of Japan. It's a fun game that deserves to be FAQ'ed, I thought, and so I wrote this little guide. In comparison to my previous SNES project, Marchen Adventure Cotton 100%, this game is harder. Much harder. Even on easy mode, unexperienced players may have difficulties with dying and restarting a lot. Use the cheat codes, if needed, but hey, let's try to beat the game in a legal way. And that's why I'm here to help! So read this guide and enjoy!

As almost any other shmup game (excluding Robotech series), Spriggan Powered does not have an intelligible plot, furthermore it is in Japanese, so I can't really help you here.

The gameplay is simple, though. You control your robot using the D-Pad of your controller, shoot enemies and avoid bullets, beams, balls and almost every other piece of crap that's being thrown/shot/ejected at you. You just gotta use the shield often (A button), as it helps a lot. Just don't hold the button for too long, as it takes away that precious charge that you'll need in future battles. A little practice, and you'll become unstoppable with your shield. The game contains 6 stages that have cool-looking bosses and various enemies. Before you start your game, in the option menu you can choose the difficulty setting, the sound setting and other think. The easy mode is recommended for novices, but if you're a seasoned shmup veteran, try the normal mode from the very start. You can also unlock the super difficulty and some other things by inserting the needed codes. This GameFAQs page cna help you:

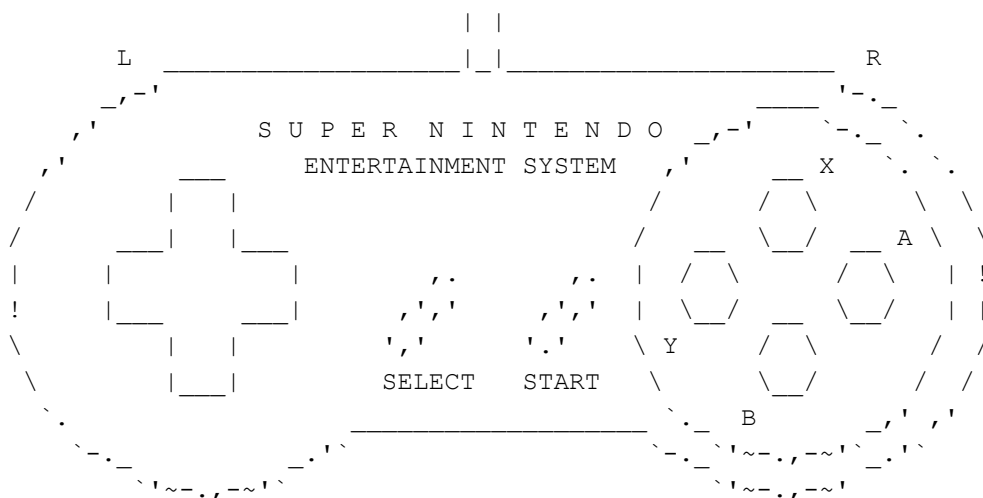
<http://www.gamefaqs.com/console/snes/code/571472.html>

All the credit goes to the people who contributed the codes, as I'm just giving you the link.

Anyway, a couple of things you should know before you start:

1. Pick up green, blue, red and orange orbs, as they give you additional fire.
2. As you kill enemies, your charge meter in the top right corner fills. This meter is used for using your shield or making a super attack.
3. Hold the B button to get a super attack for a short while(it takes 1/3 of your charge). The superattack type depends on the orb you have taken before.
4. Silver orbs contain only score points.
5. Whenever you see a TECH word appear on the screen, it means you have pulled off a risky tech (staying close to enemy fire and evading it, etc.)
6. Some bosses/enemies glow violet when hit. The bosses that have big amounts of health glow in this order: violet - yellow - red (when they're near death).

That's about everything you need to know before starting the game.



- D-Pad - control your robot
- A button - shield
- B button - shot
- START - pause the game

The L and R shifts, the X, Y and the SELECT buttons do not have any distinct use in this game.

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04. WALKTHROUGH
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WAL04

STAGE 1

This stage is not hard at all. Only small enemies here during the first part, then you'll meet some robots that look a lot like your robot, Star Wars-like flying machines, little battleships and some hydra planes firing missiles, but then again, it's not hard at all. Just remember that you must constantly press the B button to shoot (it's not like you can hold it to shoot, like in other games). Try to pick up the green orb if you can, as it's the best orb for this and a couple of other stages.

Mid-Boss 1

It's very easy. All he does is shooting three little balls at you, so avoid them and keep firing at him.

Boss 1

This one is simple too. It's just like the mid-boss, plus he throws two bigger balls at you after firing.

STAGE 2

You'll be flying in the cloudy sky this time. Out of all the enemies you have to worry about, there's only helicopters that throw missiles at you (that you can destroy). Other than that, nothing special awaits you in this level.

Mid-Boss 2

It has very low health. He shoots four beams at you, so be ready to dodge when needed or you might die.

Boss 2

This one is a little bit nasty. Here's his attack pattern: 1. He throws out five bullets. It's easy to get hit if you're close to him. 2. He fires three green beams at you. 3. He charges a big beam in front of him. That one is easy to avoid. When you deal enough damage to him, he starts to throw some kind of hovercraft at you. When destroyed, they blow up scattering multiple pieces, so beware. When he blinks red, he doubles his green beam attack.

STAGE 3

Ahh, the sunset. That's the most beautiful stage in the whole game, IMO. To be safe, be sure to NOT stay too close to the left edge of the screen, as some enemies tend to jump out from the back of the screen and hit you. Other than that, it's the ordinary shmup routine here. Just keep firing and you'll be good.

Mid-Boss 3

It's actually the same boss which appears two times. For this battle, his one and only destroyable part is his "belly". You'll see it glowing if you hit it. Avoid the missiles, it's easy. When he's small, it means he's far away from you, so you can't reach him. He ejects three bombs at you. Destroy them ASAP. Once you've destroyed the belly, he'll go away.

Boss 3

This thing is back. This time it also shoots five big blue energy spheres (can be destroyed). When it flies away, it ejects five or six bombs. Destroy them in the same manner.

STAGE 4

Now that's a big jump in difficulty. Honestly, this stage is a nightmare. It has the ceiling, the floor and some curving passages that you may want to use if you want to survive. That means one thing - less space to move around. The alien-looking creatures hang on the ceiling, while the clamshells are on the floor. Destroy as fast as possible so they won't hurt you. When you'll see the curving path that goes left, take it. It's the only way out of the level.

Boss 4

This boss is H.A.R.D. He has a crapload of health, plus he fires all sorts of bullets at you. When he drops down to yellow health, he starts shooting green balls in front of its face. They are destroyable, so you have to look out only for the pink balls. Use shield when necessary, as it'll help a lot.

STAGE 5

You are in the open space. The asteroids flying around make it hard to see the real bullets. Be very careful here, although it's gonna be easier when you see the planet in the background.

Mid-Boss 4

This one is the same as the first mid-boss, but has more health and a few new attacks.

Boss 5

It's a large battleship. All you have to do is to shoot parts that shoot you. Those little holes on the sides are actually destroyable. When you hit one side, the missiles will fly at you. Then the next side will come out. Do this one more time, then destroy the green core (use the super attack to do this quickly), and deal with the remaining parts to get the job done.

STAGE 6

The whole stage is narrow pathway. Its enemy layout is similar to Stage 4. Watch out of the upper and lower enemies, and defeat them in time. After you have killed the mid-boss, the stage will try to "squeeze" you, so hide in the opening when you see it comin'.

Mid-Boss 5

Same as the previous mid-boss, but with bigger health.

Boss 6

First it's only the core. It scatters pink balls all over the place along with energy spheres and bullets. It doesn't change its attack pattern even when it loses a half of his health. Once you have destroyed, the real final boss will show its face.

He's not hard at all (for a final boss). Just like the previous mid-bosses, he slowly fires bullets at you. He can also charge at you to fly "out of the screen", but he'll return shortly after. Lastly, he creates silver spheres all around himself to protect him from your bullets. The spheres disappear after a

while. Seriously, he's a joke of a final boss.

Congratulations on beating the game, warrior! If you want more, try the hard (or the super) difficulty mode and survive all the six stages again.

THE END

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05. CREDITS/CONTACT INFO

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CRE05
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Credits go to:

Nintendo - for making SNES
Khaos - for making this game possible
Naxat Soft - for publishing this game
SBallen - for putting my FAQ on GameFAQs

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damagedealer@ukr.net
If you've found a mistake, feel free to e-mail me at any time, though I don't
plan on continuing the work on this guide in the future.

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