

# Strike Gunner S.T.G FAQ/Walkthrough

by Raithwall

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STRIKE GUNNER S.T.G (FAQ WALKTHROUGH 2018)

By Raithwall (Steven Traverso)

## INTRODUCTION:

Earth has been invaded by an army of alien forces, along with military support from countries who have accepted their alien rulership. Pilots Jane and Mark lead the resistance with new state of the art space capable fighter planes, along with the best weapon systems Earth has to offer. Destroy the enemy countries airforce, army, and navy then eliminate their alien masters in space and at the Moon. Destroy the mothership.

Strike Gunner is an overhead shooter where you pick your special weapon for each stage, and can't use the same one again. The Options menu allows you stage select up to stage 4 and set the number of lives from 3-9. There are 4 levels of difficulty, which hinder your normal fire and enemies will be faster. You also get 5 credit continues, but in Strike Gunner you tend to either never die and keep weapon upgrades or always die. When you die, your normal weapon goes back to it's minimum level.

WEAPON SYSTEMS	Class	Energy	Range	Power	Speed	Effect / Other info
Plasma Shield	1st	Low	Negates all enemy fire enemies and obstacles			
Comrade Fighter	2nd	High	2 Adjacent Fighters - triple normal shot			
Homing Missile	3rd	Low	Single	Weak	Slow	prioritizes missiles
Atomic Missile	1st	Medium	Single	Extreme	Slow	destroys enemy fire
Spray Missile	2nd	Low 2	Wide	Weak	Slow	Rapid Fire. Wide Arc
Laser Cannon	1st	Low	Single	High	Medium	Rapid fire. Strong
MegaBeam Cannon	1st	ALL	Medium	Extreme	Fast	Moves with you 3 sec.
Anti Air Mine	3rd	Low 6	Short	Weak	Slow	Close range. 4 Second
Adhesive Bomb	3rd	Low 4	Single	Weak	Medium	Delayed weak explosive
Heat Arrow	2nd	Low 3	Omni	Weak	Average	Rapidfire All Angles
Photon Torpedo	3rd	Low	Wide 4	Weak	Medium	Difficult to aim/use
Sonic Wave	1st	Medium	All	Weak	Instant	Destroys enemy fire
Sonic Shooter	2nd	Low	Single	Weak	Average	Destroys enemy fire
Heavy Vulcan	3rd	Low 3	Single	Weak	Average	same as normal weapon
Auto Aim Vulcan	2nd	Low 2	Any	Weak	Medium	Rapid fire on enemies

\* Numbers next to Low indicate number of uses per charge of energy. Medium Energy weapons can be used 12 times. Comrade Fighters can be summoned 8 times.

There are five 1st, 2nd, and 3rd class weapons. 3rd class weapons are not recommended. The worst weapon is Heavy Vulcan. There is no advantage to using

it in ANY situation. It's the same as having one extra stream of red fire power. Photon Torpedos are a wide blast of 4 deployed in the opposite of whatever direction you are moving in. These are tricky to use, weak, and inferior compared to Heat Arrow and Sonic Wave.

Anti-Air mines are useful for controlling both sides of the screen, but their range is short, making them hard to deploy at the top of the screen. Homing Missiles are slow and prioritize enemy missiles above enemies. They are bad against bosses, and useful for destroying enemies on the sides and rear, but not as useful as other weapons.

Sonic Wave and Sonic Shooter destroy most types of enemy weapon fire. Sonic Shooter is the only good weapon choice for the final boss if you have already used atomic missiles, unfortunately it is not rapid fire, and really needs to be.

Plasma Shield is good, but it leaves you with normal fire as your only weapon. This is the default choice if you run out of time selecting a weapon, or if you accidentally select it when advancing from the previous screen. Try to save it for the last stage.

#### BEST WEAPONS

#### ALTERNATIVE WEAPONS

Stage 1 Spray Missile	Anti-Air Mine Photons Homing
Stage 2 Heat Arrow	Comrade Fighter
Stage 3 Auto-Aim Vulcan	Homing Missile Heat Arrow
Stage 4 Sonic Wave	Heat Arrow Auto-Aim Vulcan
Stage 5 Atomic Missile or Megabeam Cannon	Sonic Shooter
Stage 6 Laser Cannon	Comrade Fighter
Stage 7 Megabeam Cannon or Atomic Missile	Sonic Shooter
Stage 8 Plasma Shield	Plasma Shield

#### STAGE 1            Master Fighter Plane

Best Weapon:        Spray Missile

Alternatives:      Sonic Wave, Anti Air-Mine, Homing Missile, Photon Torpedo

Spray Missile is the best choice for wide control over the screen. Its low energy cost makes it useful for destroying weak enemies. It's also very effective against the boss which is a giant plane. You need to take out 3 guns and the missile tubes on the left and right side, and then finish it off at the cockpit.

There are times when long fast missiles will descend single file from the top of the screen. DO NOT move around when this happens. Stay in one spot and keep firing, or fire your special weapon if you want to raise the high score.

You really need to get through this level without dying. If you are dying, reset and try again until you get better. At level 1 you will reach maximum fire power in this stage, but the bosses are harder to destroy. In other levels you won't get maxxed out until stage 5. In this game you either never die or always die.

If you're still having trouble, try Sonic Wave which destroys all enemies and enemy fire on the screen. When using sonic wave against the boss, use it sparingly to destroy missiles and enemy fire. Keep firing at the two main missile bays and you will win.

Photon Torpedos are also effective against the boss, but are less helpful than spray missile and there are no enemies that harass you at the bottom. Homing Missiles are better on stages 3 and 4, and less useful than spray missile.

## STAGE 2            Master Helicopter

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Best Weapon:      Heat Arrow

Alternatives:    Comrade, Photon Torpedo, Sonic Wave, or Auto Aim Vulcan

This stage is ideal for two players. One should pick a strong weapon and the other an omni directional weapon. For one player its harder, because you really need both. You need a strong weapon for the two bosses, and an omni directional weapon for the tanks that appear at the lower left and right sides towards the end of the stage.

Comrade Fighter is a good choice on level 1, or if you have full firepower. You can destroy some of the tanks that appear on the lower left and right by staying at the bottom and parking your comrade fighters on top of them.

Heat Arrow is the best weapon. In this case, the tanks, weak enemies, and the stage itself will be easier, but the bosses will be harder. The first mini boss is a giant plane. Fire normal shot and use heat arrow when it forces you to move left, right, and above it. Then go back under and finish it off with normal fire.

The boss is a colossal helicopter with an endless supply of spray missiles. Use rapid fire normal shot AND rapid fire Heat arrow to attack and destroy the missiles. It will close in, forcing you to move to the right side and around it before attacking again. It will not attack unless you're beneath. Do not waste heat arrow when this happens, use it with Rapid Fire against the missiles. It should go down after that.

## STAGE 3            Master Tank

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Best Weapon:      Auto-Aim Vulcan

Alternatives:    Homing Missile Sonic Shooter Photons Heat Arrow or Comrades

This stage is full of tanks, and more will appear at the lower right and left side of the screen than in the last stage. If there are two players, one of them should use Sonic Shooter. This combination gives you full control of the stage.

Auto-Aim Vulcan is better than other smart weapons for this stage. All of it will unload against the boss instead of heat arrow which flies all over.

The colossal tank features triple center cannons you need to watch out for. Start off by attacking from the side with your special weapon. Watch the turrets move, and attack the cannons with normal fire when its aim is diagonal. Do this several times to win.

If you have Sonic Shooter, you can use it to eliminate the blasts fired by the three cannons so that you don't even have to move. While the tank will be destroyed more quickly this way, the downside to Sonic Shooter is that you won't have rapid fire.

## STAGE 4            Master Battleship

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Best Weapon:     Sonic Wave  
Alternatives:    Homing Missile Heat Arrow Auto-Aim vulcan Photon Torpedo

You face the enemies Navy. Ships will often appear at the bottom of the screen. An Omni directional weapon or smart weapon is recommended. To conserve sonic Wave try to wait until the other enemies appear before using it to destroy the ships at the bottom.

The boss is a giant Battleship. You begin above it, and will be lowered down before it starts attacking, but you can destroy some of its guns during this time. When the real battle starts, missiles will fire from enemies off screen to the left and right and enemy fire will come from the center and whatever guns remain.

Sonic Wave is useful to quickly destroy enemy fire and missiles. Heat Arrow should be used on rapid fire. Homing Missiles and Photons are less effective.

STAGE 5            Satelite Laser

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Best Weapon:     Atomic Missile  
Alternatives:    MegaBeam Cannon, Sonic Shooter

This stage is where everything changes. It's not a hard level, but the boss is VERY hard. You can easily beat this stage without any special weapons, but Atomic Missiles or Megabeam Cannon are the only good options so that you destroy the boss quickly.

The boss is a Satelite that fires a laser beam and bounces it off of small satelites that roam around at the bottom of the screen. You need to fire at the laser cannon, but your area of movement is small and you'll probably die.

Sonic Shooter will eliminate the laser beam, but you don't have rapid fire and the battle will take a while. If you have been getting through every stage without dying on level 2 or higher, the boss will die quicker then on level 1 difficulty.

STAGE 6            Alien Warship

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Best Weapon:     Laser Cannon  
Alternatives:    Comrade Fighter

This stage is full of asteroids and new enemies, but they are all coming from the top of the screen. Comrade fighter is the best choice for clearing the stage if you have maximum fire power and don't die. Laser Cannon is slightly better then even this at destroying the boss quickly. It mainly attacks with a swarm of large photon torpedos.

STAGE 7            Master Warship

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Best Weapon:     MegaBeam Cannon  
Alternatives:    Atomic Missile, Sonic Shooter, Plasma Shield

In this level you fight a tough mini boss while flying over the moon. The main boss is ridiculously hard and will unleash constant weapon fire nearly everywhere on the screen. It will occassionally leave and attack you with specific sections of itself.

Megabeam Cannon should destroy it with one blast, it certainly does at level 2, but the stage is harder to get through as you can only use it once per reload of energy. If you used Megabeam Cannon on stage 5, then you need to use Atomic Missiles in this stage, which will make it easier. You will likely die once or twice, but we're at the end anyway so it doesn't matter.

If you were foolish enough to have used both of these weapons earlier, then you must rely on Sonic Shooter or Plasma Shield. Any other weapon and you can expect to die upwards of 6-8 times fighting the final boss.

If you're using Sonic Shooter, you will need to follow the same strategy. Unload all of your energy, die, and then do it again, along with rapid fire of your normal weapon. Your fingers will get tired, because Sonic Shooter doesn't work on Rapid Fire and you need to fire it a ridiculous number of times to survive and destroy this warship.

STAGE 8            The MotherShip

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Best Weapon:      Plasma Shield  
Alternatives:     Spray Missile, Sonic Wave

There are a few enemies at the beginning of this stage, but most of it will be spent inside of the mothership where you will be flying very fast while attempting to dodge walls and obstacles. Keep pressing Plasma Shield and you wont die. Without Plasma Shield you will probably die many times. The boss is a core that's destroyed with one shot.

\* This guide was designed for Difficulty Levels 1 and 2.  
Difficulty Levels 3 and 4 may introduce new problems,  
but the overall strategies should remain the same.