# Warp Speed FAQ/Walkthrough 



DOCUMENT: Warp Speed Walkthrough/FAQ (SNES)
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CONTROL FUNCTIONS:

| Start | Unpause/Pause |
| :--- | :--- |
| Select | ----------- |
| X Button | Accelerate ship |
| Confirm warp / Warp (after picking destination) |  |
| Y Button | Bring up/cancel map |
| A Button | Decelerate ship (when applicable) |
| B Button | Toggle missile types (when applicable) |
| L Button | Fire missiles (when applicable) |
| R Button | Shoot main cannons |

OTHER NOTABLES:

To warp, you must first:

1) Bring up map selection screen (Y-button)
2) Hold down L-button and use D-pad to pick destination sector
3) Confirm with Y-button (cancels map screen)
4) Hit X-button to ask for warp confirmation
5) Hit $X$-button again to warp to destination sector

To cruise space without warping:

1) Bring up map selection screen
2) Pick your direction using the 'R' on the D-pad ( 45 degrees per)
3) Confirm with Y-button (cancels map)
4) X-button to accelerate
5) Mind your $X$ - and $Y$-coordinates in the upper left-hand screen to make sure you're going in the right direction. Use the D-pad to move left or right, which spins you around.

## DISPLAY FUNCTIONS:

Fuel Gauge How much fuel you have left. Decreases as you warp to sectors; uses up more fuel as you jump longer distances. Maximum: 9999
screen). Shown in boxes of four, with the icons being triangles or squares. If triangle/square is red, it is selected to fire. Toggle with B--button.

Sector/Coords. Displays which sector you are currently in; X/Y-coordinates tell you in which direction you are traveling. They do not change when engaged in battle.

Range/Course Course, as far as I know, doesn't have any bearing on anything. Range displays the nearest locked-on enemy's distance from you at all times, whether on-screen or not. Defaults to 9999 when ship's computer is heavily damaged.

Sonar Panel Displays (in dots) enemy ships, enemy shots fired, and your ship's live ammo. The closer to the center the locked-on enemy ship is, the more it is directly in front of you.

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There's only one training mission to do, but by its name and nature, you know it will be as easy as breathing. If you want an actual test of battle, $I$ suggest playing Pirate Busting first, as this is strictly for beginners.

| MISSION BRIEFING - TRAINING: | $\mid$ STINGER-class Fighter: |  |
| :--- | :--- | :--- |
| In this training mission you | $\mid$ |  |
| must clear a single quadrant | Weight | 10000 |
| of enemies. The enemy ships | Wingspan | 25 meters |
| are slow and easy to destroy. Use | Armor | 15 meters |

Clean house in Quadrant Alpha: that is your assignment. If you browsed the briefing that appared before you launched, you'll know the enemies are dumbed-down and slower than usual, so you'll undoubtedly have an easy time dispatching them (ten in all). The blue ships go down in one shot from your Photon cannons, green ones in about three, and silvery ones in about eight. This is child's play, so just use this to get the feel for the game and learn the controls. When you're finished, you'll get a message saying the quadrant is clear of invading spacecraft and you'll be brought back to the main selection screen.
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II. Pirate Busting
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Ah, the joys of sailing the star-seas! This time 'round, bands of jokers have begun ambushing trade convoys and you're about to give 'em heck for their misdeeds. Like all non-campaign levels, this is a one--level mission, and is your first real taste of combat.

| MISSION BRIEFING - PIRATE BUSTING: | STINGER-class Fighter: |  |
| :---: | :---: | :---: |
| Alien pirate ships have been | Weight | 10000 |
| attacking our convoys in two local | Length | 25 meters |
| quadrants. Intercept and destroy | Wingspan | 15 meters |
| all of the enemy pirate ships and | Armor | Light |
| defeat the pirate leader. | Armament | 2 x Photon |

This level features a few new additions. First, there's a Black Hole present on the map screen. Don't worry, though; it's not something you fight. Use it to warp from quadrant to quadrant. Some of the fighters will be fast-movers, and you'll have to take longer to blow 'em out of the air with your initial cannon equips. Defeat them in basically the same way: lead the target, shoot when they get in close or change direction in front of your Photon cannons, aim for their broad side. If your ship's functions get put into critical condition, head back to base and heal yourself up. Doing this not only restores health and all of your ship's functionality, but you can get upgrades and medals as well.

This level isn't too different from Training besides the inclusion of the new fighters and the black hole, so it won't rank as troublesome to play, really. If you're aiming for bonuses, you can get challenged by an enemy pilot to appear in a sector and the beautiful Dr. Hunter will ask for you assistance in curing an outbreak of Arcturan fever, in which you simply show up at the specified coordinates and reap the bonus. These aren't necessary to do, but if you're aiming for a high score, there's no reason to pass 'em up.

Carrier! I hardly know her! =p

| MISSION BRIEFING - CARRIER WARS: | $\mid$ STINGER-class Fighter: |  |
| :--- | :--- | :--- |
|  | $\mid$ |  |
| A new threat, enemy carriers, has | Weight | 10000 |
| appeared in four quadrants. These | Length | 25 meters |
| large ships launch swarms of | $\mid$ Wingspan | 15 meters |
| deadly fighters. Seek and destroy | Armor | Light |
| these carriers! | $\mid$ Armament | 2 x Photon |

You should be a seasoned vet by now if you've played through the last two, and this level is only a bigger step forward in that there is now four quadrants in which to rub out the sixty-three enemies. A larger amount of enemies are now the faster-type that comes in silver, black, red, and green, so you might be healing back at the base a little more than usual. Don't think of it as cowardly, though -- if you've been taking out a good-sized amount, you can ship upgrades for you trouble, like the STRIKER-class fighter (Weight 15000, Length 30 meters, Wingspan 20 meters, Medium Armor, 2 x Blaster, 4 x Wasp Missile) or the third upgrade, a STALKER-class fighter (Weight 25000, Length 35 meters, Wingspan 25 meters, Heavy Armor, 2 x Neutron, 4 x Wasp Missile and 4 x Hawk Missile).

This level also marks two new types of enemy ships. The first is odd and elongated, with wings shaped like boomerangs...these suckers are fast, so use your missile upgrades to take 'em out when they fly right in front of you (they dodge if you shoot at 'em too far out). The second is enemy carriers, which appear as red slow-moving rectangles in the distance and never physically attack you. They release enemies every so often, so they aren't to be taken lightly. If you fire a steady stream from your cannons, you can often blast them while you're fighting other enemies. They have a tendency to fly in square-shaped patterns and take 90-degree angles, so they don't have very noticable evasion maneuvers. You'll have to take them out from afar.

After clearing a quadrant and then some, Admiral Sharpe will contact you and tell you to destroy an enemy carrier before it gets to the base. Clearing this nets you 2000 bonus points, and since it's not exactly out of your way, you should consider doing it.
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IV. No Haven
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As the name implies, your "havens" -- the bases -- are being turned into space dust by enemy attacks. Defend them at all costs, and maybe Dr. Hunter will reward you with some...hehe. Just kidding...she's not into pilots. =(

| MISSION BRIEFING - NO HAVEN: | $\mid$ STINGER-class Fighter: |  |
| :--- | :--- | :--- |
| The enemy has destroyed all but | $\mid$ Weight | 10000 |

two of our bases in these six quadrants. Save the remaining bases and destroy the enemy in all| Armor of these quadrants!
| Length
| Wingspan
| Armament
25 meters 15 meters
Light
2 x Photon

You heard the man: six quadrants. This'll be tedious and lengthy due to having to beat all enemies individually (of which there are 77), but don't despair. Basically, the enemies have been overhauled a bit to be more tougher, but the best advice is just to stick with it and use the base when you think you're getting into a mean firefight.

All that differentiates this level from the rest are the inclusion of a new type of battlefield (mine field), which is like an asteroid belt but filled with mines. You get a bonus for clearing it, by the way (and Dr. Hunter sends you there to clear it as a mission). The last two bases are in ALPHA and DELTA quadrants, so make sure you know their locations because the black holes may confuse you a bit (there are quite a few now).

Professor Quark, a characer you haven't heard from yet, will task you to find a mysterious "object of power" in some sector as a type of fetch quest, and I HIGHLY RECOMMEND YOU DO THIS. It's optional, but this thing you pick up turns out to be a weapon and Quark'll install it on your ship and your regular blasters will get a nice pick-me-up.

Besides that, there is a new type of enemy (that only appears once) that is cuts across space like a jet and fires powerful cannons that look like purple swirls (!?). To counteract this threat, use Quark's upgrade or kill enough enemies to upgrade to the (new) SLASHER-class fighter (Weight 30000, Length 40 meters, Wingspan 35 meters, Heavy Armor, 2 x Shock Cannons, 4 x Wasp Missile, 4 x Hawk Missile, $4 \times$ Nova Missile). You should easily be able to reach Admiral rank by clearing out all these people. Turns out the enemy had no haven instead of you, eh? ; p

Get, set, annoyed!


The briefing downplayed it: with the exception of bases and wormholes, NOTHING shows up on your map. Technical difficulty, much? To find the enemies, you need to move within one sector of them (horizontally or diagonally, it doesn't matter). They'll show up for that brief time and you can ambush them then; move out of sight, and they'll disappear from your vision. There is one rule you need to remember on this:

The $8 x 8$ map means there is sixty-four sectors per quadrant, and there are five quadrants in this level. If possible, you can get a good look at each quadrant within nine moves, like so:
 |_|1|_|_|4|_|_|7| holes get in your way sometimes, but that's $\left.\left.\left.\left.\left.I_{\sim} I_{-}\right|_{-}\right|_{-}\right|_{-}\right|_{-}\right|_{-} \mid$the basic gist of it. If you don't do this in |_|_|_|_|_|_|_|_| a systematic fashion, you are going to regret |_|2|_|_|5|_|_|8| it GUARANTEED. Know why? Because the longer you |_l_|_|_l_l_l_|_| slack off, the more degree for error you are |_|3|_|_|6|_|_|9| making and that means you'll have to backtrack I_I_|_I_I_I_|_l_l like no tomorrow if you keep it up. Even if you are being thorough you can make mistakes, too, which is why you should double-check your progress before you leave each quadrant and don't get mixed up by the missions Dr. Hunter or Admiral Sharpe give you -- leaving quadrants before they're completely cleared can mix you up. I cannot stress enough how useful being meticulous in this case is. Without it, you're going to be drifting along like a piece of space debris. There are about 70 enemies in this level, so do your best and hopefully you'll succeed without going over space once trodden.
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VI. Space Maze
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Not quite the disadvantage you were faced with in Skirmish, but it'll leave you feeling annoyed regardless.

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MISSION BRIEFING - SPACE MAZE: | STRIKER-class Fighter:
Alien forces invaded the area of
space known as "The Maze." Find
the hidden route to all eight
quadrants and battle the powerful
enemy ships wherever you find | Armamen
them. |
\begin{tabular}{ll} 
| STRIKER-class & Fighter: \\
| & \\
| Weight & 15000 \\
| Length & 30 meters \\
| Wingspan & 20 meters \\
| Armor & Medium \\
| Armament & \(2 \times\) Blaster \\
| & \(4 \times\) Wasp Missile
\end{tabular}
```

Ahh, it finally feels good to start out with some missiles, eh? They must have thrown you a bone because you'll probably need 'em. The setup this time around is for you to go to all eight quadrants and dispose of the enemy ships that are lazing around there. Just a few problems...

For one, the horrible enemies that you can kill in a few shots from your cannons are the fleet minority -- prepare for fight the movers and shakers that will really bring the heat on you. Most of the strife is caused from the enemies that are in the background, shooting their weaponry and putting out a bunch of floating shots. This becomes very apparent when you fight any four-man group. Be careful with how you manage in this and use some missiles if you have to. It's possible to be decently healed and then have three shots suddenly appear out of many directions and destroy you. Did I mention that these clusters are
very frequent in the sectors? Well, they are.

Second, there are now 'red herring' wormholes. What are those, you ask? Well, in about the fourth quadrant you come to, there will be three black holes for you to choose from: the one you came in through, the one you need to go in to advance, and one that warps you back to a previous quadrant. Hopefully your memorization skills are up to par.

With this new threat, you will probably be running back to base every so often, and what with your fuel being consumed by backtracking from empty quadrants, it'll be a big part of your success. Bases aren't in all quadrants, though, so, again, hopefully your memorization skills can carry you.

I counted 104 enemies this time (you should get a Star Cluster medal for sure!), so since you're at a biting disadvantage, the least you can do is return the screw, so to speak. ;)



For the final battle, it sure is samey, huh? Basically, this is the culmination of everything and the final test for your battle skills. All of the Black Holes link to Quadrant Alpha and all of the other quadrants are jam-packed with enemies and this time, there isn't a bunch of sissy fighters ready for you to shoot 'em up -- this is the *core*, man, and 99\% of these fighters are going to be toughies. There isn't much more to say besides the fact that you start off with some missile capabilities and there are over 100+ enemies again. This time, the only disadvantage you're in is that it's another long and boring fight, but at least it gives you a chance to augment your high score if you're going for one.

I don't even need to tell you to stop off at the bases this time, but if you've been playing through from Training to now, remember to note the amount of continues you have left so you don't end up wasting your high score.


## ,

This mission is composed of parts, so you'll get some passwords after completing each portion. Make sure to write 'em down now, so you
don't waste time backtracking!


This is the first in a four-segment, and as expected, it's not a very hard one (remember: this can be selected any time). A motley crew of fighters is spread throughout but it's nothing you haven't dealt with before; in fact, it almost qualifies as remedial training. There isn't much to detail here, except that Quark will send you on a mission to find a probe, so make sure to do this one at all costs. It nets you a high-powered deflection shield and, since it carries over into the next missions and those will make you grind your teeth, don't hesitate to do this one. The payoff is well worth it.

There are forty-nine less enemies when you've completed and you'll get your password. Mine is: M7L 28H BG1, with 31200 points, a Gold Nova, and a Star Cluster. Medals don't mean much, but it's nice to show your laurels, y'know?

| MISSION BRIEFING - II: BATTLE GROUND | STALKER- | Fighter: |
| :---: | :---: | :---: |
| The enemy has launched a major | Weight | 25000 |
| offensive against our bases. They are | Length | 35 meters |
| using large well-armed ships which | Wingspan | 25 meters |
| travel in packs. Halt their advance | Armor | Heavy |
| before our bases are destroyed. | Armament | 2 x Blaster |
|  |  | 4 x Wasp Missile |
|  |  | 4 x Hawk Missile |

Finally, a great upgrade! Combine your heavy-duty armor with the high--powered shield you could have found in the last mission and this will be a breeze. The enemy ranks number in the sixties, but the mission is fairly straightforward besides. Also of note: the last quadrant you come to has two bases in it! Okay, that wasn't very interesting, but this offers nothing new... Think of this level as a summarization of all the battles you're _supposed_ to be able to handle. ;)

Remember to save your password afterwards. Mine is: M72 KKJ LW5, with 89400 points, 2 Gold Novas, 2 Rigel Crosses, and 2 Star Clusters. See if you can beat my score (starting just at the first campaign level)!

HUGE NOTE: If you've died or had to reset the game from the Resume Campaign option, you'll be able to keep your ship upgrades but will lose any mission-based rewards, like Quark's shield.

A huge cosmic storm has rendered our | Weight Long-Range Scanner useless! We are at| Length the mercy of the enemy unless you can $\mid$ Wingspan find their ships and destroy them. | Armor
| Armament । ।

30000
40 meters
35 meters
Very Heavy
2 x Blaster
4 x Wasp Missile
4 x Hawk Missile
4 x Nova Missile

Consider this Skirmish, Pt. II -- another communication breakdown. A test of patience, just remember to run through each quadrant while doing your eliminating systematically. If you jump all over, it'll only cause you to lose track of where the enemy is at (and they move even when if you can't see them). At maximum, you can see eight grid squares around your vehicle, so make sure to file through. Here's a list of how many enemies $I$ found in each quadrant:

| ALPHA: | 06 |
| :--- | :--- |
| BETA: | 11 |
| GAMMA: | 08 |
| DELTA: | 15 |
| EPSILON: | 09 |
| THETA | 12 |
| PSI: | 03 |
| OMEGA: | 12 |

The total may differ from yours depending on how many ships you let leave the carriers (there are only a handful of them), but the total for me was seventy-six. I was even on my most vigilant and ended up going back to find one lone enemy in PSI, so don't give up hope.

Remember to save your password after you've finished (ESPECIALLY on this level). My password if you want to know is: M?? VTF 4BG (180300 score, 3 of all medals).

HUGE NOTE: If you've died or had to reset the game from the Resume Campaign option, you'll be able to keep your ship upgrades but will lose any mission-based rewards, like Quark's shield.

| MISSION BRIEFING - IV: ARMADA | \| SLASHER-class Fighter: |  |
| :--- | :--- | :--- |
|  | \| Weight | 30000 |
| The enemy has launched a final, all | \| Weighth | 40 meters |
| out attack on our forces. They have | \| Length | 35 meters |
| assembled a huge fleet of well- | \| Wingspan | Very Heavy |
| -armed ships. You must defy the odds | Armor | $2 \times$ Blaster |
| and defeat this strike force. Good | \| Armament | \| |
| Luck! | \| | $4 \times$ Wasp Missile |
|  |  | $4 \times$ Nowk Missile |

If you haven't been missile-reliant up until now, now would be a good time to unload them like they're livewires. There's a large amount of quadrants again, and enemies are whirling dervishes on the spacefield, so much so that the screen may slow down when it shows too much enemy activity, background, and blaster shots aimed at you. When enemies fly towards you, you can almost expect them to land one hit at minimum,
and live shots are floating through the air, which means you might accidentally twist into some. Follow a few of these rules to help you get through the level:

1) Never trail an enemy. The cannon shots will drift right into you, almost like the enemy is jettisoning them right at you. Always go the opposite of the direction the enemy is. If he flies southeast, head northwest until you catch sight of him again.
2) Run back to base often. With all these pieces of ammunition around you can't take any chances of getting railroaded by three or more pieces. If you're even at half health, watch out.
3) Quark will radio you when you get to Quadrant PSI, telling you that there is a secret black hole you need to find. This time, you don't have a choice: the other black hole on the screen will take you back to the first quadrant, and you'll have to make your way back. For once, pay attention to the $X$ - and Y-coordinates on your screen and head down the columns/rows in systematic fashion. Eventually you'll find the secret wormhole and you'll come to the last sector. Defeat the enemies there and you win Campaign mode.

That's all there is to it. If you've succeeded this far, you'll have a hard time losing and...there's always those passwords you've saved if you happen to run out of continues (your score and ship type are saved, but not mission-based upgrades -- there's a reason the shield was put on the first level, I guess...). Anyway, congratulations on your win and I hope you found the game worth it!

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Q: Do medals do anything?
A: Nope. They're just accolades to show the work you've done.
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Q: Why do you keep telling me to conserve my fuel. I have lots.
A: Early on, running all over the map can drain your fuel. The first ship upgrade has poor economy in that sense, and it only takes a while of jumping around to drain, but it's probably the most embarrassing way to lose in the game. Ship upgrades help you to conserve more, and bases refill you to full (9999) whenever you stop by. Still, it's better to be aware.
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Q: What purpose do these enemy challenges serve?
A: They net you bonus points for showing up and fighting. Unless you are aiming to get a high score, you can ignore them all.
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Q: Who are Dr. Hunter, Admiral Sharpe, and Professor Quark?
A: Besides what they say in the game, and what we can discern on
our own, nothing is said about them in-game other than the correspondance by radio. Dr. Hunter is probably the genius girl, Sharpe your commander, and Quark the mad scientist who invented half the galaxy...but that's just my guess. I don't have the booklet for the game.

Q: How should I increase my high score?
A: Take all missions given to you by Sharpe, Hunter, and Quark, and always do the enemy challenges. Don't clear mine fields until Dr. Hunter bids you to or you'll miss out on a few more points for the completion -- she doesn't give you the mission at all if you destroy it first. Like I said before, a high score doesn't matter in the slightest so don't feel the need to make a large one. It's not like many people own this game anyway. ;
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Q: Got any tips for Campaign mode?
A: Only a few. First, whenever Quark asks you to pick up a space probe that's floating out in space, make it your top priority to do so. It's either a shield upgrade WHICH HELPS immensely or it's a weapon upgrade, which is good, too. Second, is to not die because those upgrades are lost. Later on in the last two portions of Campaign mode, when the enemies start to toughen up, having that high-powered shield is incredibly useful. Besides that, your skill carries you.

Q: What are the downsides to having my equipment broken?
A: I haven't been able to test out all cons, because it's so difficult to get pieces of your ship damaged to the right amount when you're in perma-first-person POV. From what I do know, though, is that your range function defaults to 9999 and no enemies show up on your map when your computer gets heavily damaged; when your engines are hurting, your acceleration abilities are halved; when your weapons are damaged to a point, you can only fire one at a time from your main cannons. Other than that, $I$ don't know myself. I suspect your missiles either malfunction or can't be fired when they're put out of commission, though. By the way, you have a gauge in battle and on the right side you can see two-digit numbers next to your specs. '00' is the best, while when you get past 50, your equipment starts to spaz.

Q: I can't find the secret black hole in Campaign IV: Armada!
A: Sorry, but it's location differs from person to person, so you'll have to follow the method I've suggested or waste time sector-hopping sixty-three times.
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Q: Why didn't you provide any maps for us!?
A: Any pertinent information, like the number of ships and
the black hole locations, changes from person to person and every time you shut the power off. Making a map would be a waste of space.

Q: Hey, I found a mistake! Where can I submit it to you?
A: Wow, someone's played the game! Submit it to:
shotgunnova (at) gmail (dot) com

I'll get back to you within a week at maximum, 'cause sometimes I forget to check. I'm absent-minded like that.

Q: Skirmish and Cosmic Storm are so ANNOYING!
A: I completely agree. There isn't any real way to beat them other than by dutiful inspection. As you know by reading the guide (hopefully), you can usually take nine planned moves to inspect all of the quadrant, sans detours to fight the enemies. Cosmic Storm is the reason I provided my password because I'm sure many people don't want to play it at all...once is enough, am I right?

Q: Why does one type of missile do so much and the other do so little? Missiles are missiles, aren't they?

A: Some missiles seem to deal more damage to enemies, even defeating them in one shot. You'd think Nova missiles are the best since you get them on the ultimate upgrades, but I guess not. Hawk missiles seem to be effective when fighting the large real-life fighter jet types, while Wasp are good on those crappy little buggers that only take a few shots to kill (who knew?). Nova seem to be fairly good at the rest, although Nova's probably good at ALL of the rest anyway. If you figure out something, drop me a line.

Q: Will there be anymore updates?
A: Maybe. If people submit information (not likely) or if I happen to be playing and find an error, I might brush up on everything. Some of the figures are a little vague so I can correct that sometime.


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