

-----Ghost Pilots NEO,  
NGCD-----

Aug. 05, 2010

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PILOTS

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WALKTHROUGH  
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[WLK]

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Note:

The order in which I selected the levels were left, right, then the level with the question mark. The order doesn't matter, so you can skip ahead to certain parts of the guide if you wish.

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STARTING OUT  
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Alright, when you start up the game, select your weapon choice. I stuck with the one to the left, but it doesn't really matter too much. After a few seconds from your starting point, you'll be airborne. There will be other aircraft coming towards you. They are easily taken out with your primary shots, but they can do damage if they crash into you.

Move from right to left, firing to take them out quickly before they fire off a shot, and you'll have that to dodge. You don't have to shoot all of them, so shoot those that you can, and dodge the ones you can't take out, along with their projectile fire. Take the boats out as well before they get a chance to fire back at you. More varieties of planes will come your way, along with canons.

Grab the power ups you come across to make your firing capabilities a little better. Patiently move from right to left, and avoid all enemy fire. If you take your time, you should be able to take on the enemies without even getting hit. Eventually you'll continue the bout on land.

Keep spraying the enemies in a pattern of left and right. Don't forget to pick up the power ups as you make your way across the bridge. Focus your movement to be directly related to the direction of the blueish glowing projectiles. Eventually you'll come across a large tanker.

Stick to the front of it and keep firing, while avoiding the flame attack it spews. Don't get touched by its projectiles and you'll be fine. There will be numerous green airplanes right after. If you continuously shift left and right while spraying with a wide spray bullet power up, you'll be able to take them out before they reach more than halfway across the screen.

After gaining numerous power ups, try your hardest not to get hit, because the help greatly in completing the mission, and taking out bosses without unnecessary frustration. The little silver clouds can impede your vision, but just know that there won't be any silver enemies coming at you.

Large purple planes fly over head you later on, and should be taken out when they drop. Keep moving and you'll head over white clouds now. Take out the large aircraft, and keep moving to be done with the stage.

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The next stage to the left:  
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There will be another power up for you to obtain; the one to the far right. I recommend selecting it, though it's not 100% necessary. You'll be over water again, and as such, will have to fight planes as well as boats.

The planes start to move diagonally as well, so take them out, or anticipate their movements so that you don't get caught off guard. Head past the bridge, and take out the ground borne tanks. The quick red airplanes can prove problematic if you let them get too close.

Prevention is better that cure, so you'll want to take them out quickly before they start to cause problems for you in the long run. keep the steady approach moving, and watch for the enemy projectiles. The red planes start to zigzag when you get to the dock area with the tanks.

There will be a lot of stuff on screen, so you'll want to hang back for the most part, and fire away. Staying to the bottom of the screen makes it easier for you to avoid some of the fire that's coming at you.

Eventually you'll come across another large tank. It shouldn't be a problem to take out, but it's large and takes up some degree of screen space. Take your time, and you'll soon be on to the next segment.

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Next stage (1)

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You're doing good so far. The stage will start off with numerous green planes coming at you. Take them on, and then you'll start to fly over head a rail road. This may make things harder for you, as it may not always be easy to see what's what, but not too much harder.

The majority of the enemies are green, blue, and red planes, so if you can focus your eyes on them from a distance you should be able to take them out without being caught off guard. There will be some tanks

in the distance. Things to remember are: the red planes move quick, and zig zag. The blue planes are fairly steady, but they almost always turn at the last minute. A different variety of green plane will come at you. They appear from high up, and then shift to your altitude, so keep note.

If you've got a wide spread power up, most of what you'll really have to do is just avoid enemy fire. Your shots will handle the rest. Get on the offensive when you get to the large hover craft. Head to the right or left wing of this enemy while avoiding taking fire and start attacking.

When one is destroyed, head for the other, and then this baddy will go down like nothing. You'll proceed to the next stage.

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Next stage (2)

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Now in the forest, you'll have a lot of red planes to take on. Don't take any unnecessary risks; if the enemy is too close to you, let it pass by and shift to the side. Don't try going out of your way to hit it, and risk getting hit by either it, or other enemies. Keep shifting from right to left.

The enemies you'll face are predominantly tanks and regular planes. Eventually, you'll move over a different ground, and will have to take out larger tanks. Take them out from a distance, as it only takes a few more shots. Keep heading through and grab the power ups along the way.

Some larger blue planes will come your way. The enemies will now start to attack in a circling manner. After the large barrage, there will be a short pause.

Two large tanks will fuse together, and start attacking you. Watch for their flame thrower attack and keep shooting at them. They'll eventually go down, and you'll be done with the stage.

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Next stage(3)

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head through shooting, and take note of the pattern the enemy ships will use against you. They use this pattern for the majority of the level. There will occasionally be red planes that come from behind you, so watch yourself.

Stick to the back of the screen for the most part when you're shooting the enemies, and moving from right to left should prove effective for avoiding most of the enemy's fire. Move up and around to avoid any other stray bullets. Soon you'll come across a large vehicle of sorts. Take it out by letting loose with bullets, and you'll be done with the level.

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Next stage (4)

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You'll be in another naval battle. Take out the ships, as they don't move around much, and then fire on the flying plane enemies. Head up and move round taking out the enemies. Aside from the regular assortment of bullets, the homing missiles may take a little moving around to shake off.

Take out the tanks as you move towards the air hangar. In a few minutes you'll come across the boss. It takes up a lot of room on the top of the screen. This makes it an easy target. Keep taking it out by shooting. Its limbs will fall apart, and the boss altogether will do the same.

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Next stage(5)  
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Now flying overhead a forest like area, start shooting the enemies. There will be slightly less enemies on the screen than you're used to, but there are larger planes. Take on the enemies; the larger planes will come from the top, so you should get a head start on when they're coming.

The littler enemies should be shot and the bullets should be watched for. You should quickly move around to avoid taking fire while shooting. The boss will be a large green plane that you should shoot to high hell. Watch for it's fire, and you should be good and ready for the next level.

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Next stage(6)  
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Head on and get ready for the next batch. There will be numerous B upgrades, so make good use of it. This area will have a whole bunch of planes flying up and about, and as such their patterns may be a little difficult to discern. For the large planes, you should be able to hit them fairly easily, but when there are numerous little planes on the screen, and the planes that dash towards you, you'll want to spend more time moving quickly to the right and left, and dodge them than fire.

You'll come across the boss of this section; a large blimp. This boss shoots dozens of projectiles at you, so it can be a problem if you don't take care to dodge them. Hang back and fire at it up close or from a distance. After enough bullets of education, the blimp will get schooled, and will blow the hell up.

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Next stage(7)  
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Move on and take on the flying planes. The red planes will come from the sides, and will try to sneak up on you from behind. There will also be other enemies that try to come up from behind, like the larger planes. Take the missiles as well as the planes. Shift from the sides and shoot.

You should have gained enough upgrades to shoot out a lot of bullets. It should have a fairly decent bullet arm span. The boss shouldn't be too hard to take out, as it's just a large plane. Fire at it like no one's business, and you should be good to go.

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Next stage(8)  
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Shift from right to left and take on the incoming batch of orange planes. They'll come for a while before some red and then green planes come to crash the party. Purple planes with missiles will also come into the fray. Keep with the shifting action and you should be able to get most of the enemies.

Moving up and down to avoid the bullets should be done as the situation arises, but for the most part, hang back. There will be a large plane with projectile bullets coming at you in a few. It's the boss, and it's parts will chip off if you fire at it enough. So do so, and the little bugger will go down to head on to the next stage.

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Next stage(9)  
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Now over the ocean again, take on the oncoming green planes. Later on, to the sides, red planes will come, along with larger plane enemies. Orange enemies will come your way as well, so watch where you're spaced. Now you'll have numerous purple planes coming at you.

Be sure to quickly take out the missiles as they shoot them out, for they move through diagonally, and can sometimes be hard to take out. Moving orange planes and red planes. The side to side pattern is still very effective here. The boss of this level is two planes put together.

Will all the planes you've been shooting down so far, it's only fitting that

you have a string of plane bosses. They break up into two when you've done enough damage, so watch out. But since there aren't a lot of other planes in the area, it should be easy to focus your attacks on the boss.

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Next stage (10)  
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The level will start off with green and red planes. There will be a large assortment of brown large planes to take out along with the little ones. A large green plane will show up soon. It's a large target, and it only takes couple more shots to take down. There will be numerous amounts of flying planes, so feel free to drop a bomb or two if things are getting a little hectic. It also starts to appear like the planes are actually moving faster.

The side to side shift is still very effective, though. Keep alternating between quick long side to side shifts, and short halfway shifts as the situation arises. A large green plane will come by you. Don't be fooled by it's initial appearance, it's really big. This isn't necessarily a bad thing, as that makes it a large target. Watch for the projectiles and take out the first plane.

Another will follow. When the planes have been taken out, you'll move over the ocean again and will get back to good ol fashioned plane shooting. There would be large tankers on the ground that you should take out along with the planes. Take out the little tanks along with the other planes. It will be slightly reminiscent of the first stages, the environment that is.

The enemies will be spaced out fairly similarly as well, however there will be more of them. Use some of the bombers if you're in trouble, but if you can save some up, that would be recommended. Take on the green and blue planes. You'll soon come across the boss. Yeah, he's packing alright.

This large enemy shoots projectiles as well as flames at you. While firing, dodge both of them, and take out the cannons up top. As you move along the boss' surface, there would be two flame cannons that shift from side to side. They can be slightly difficult to take out.

Drop out some bombs if you'd like. Slowly head along, watching for the bullets and flames, and keep firing at the boss. When you finally get to the end of the boss' structure, the boss will go down, symbolizing the end of the game. Good job, pilot!

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