GAME BOY ADVANCE

GUNSTAR SUPER HEROES
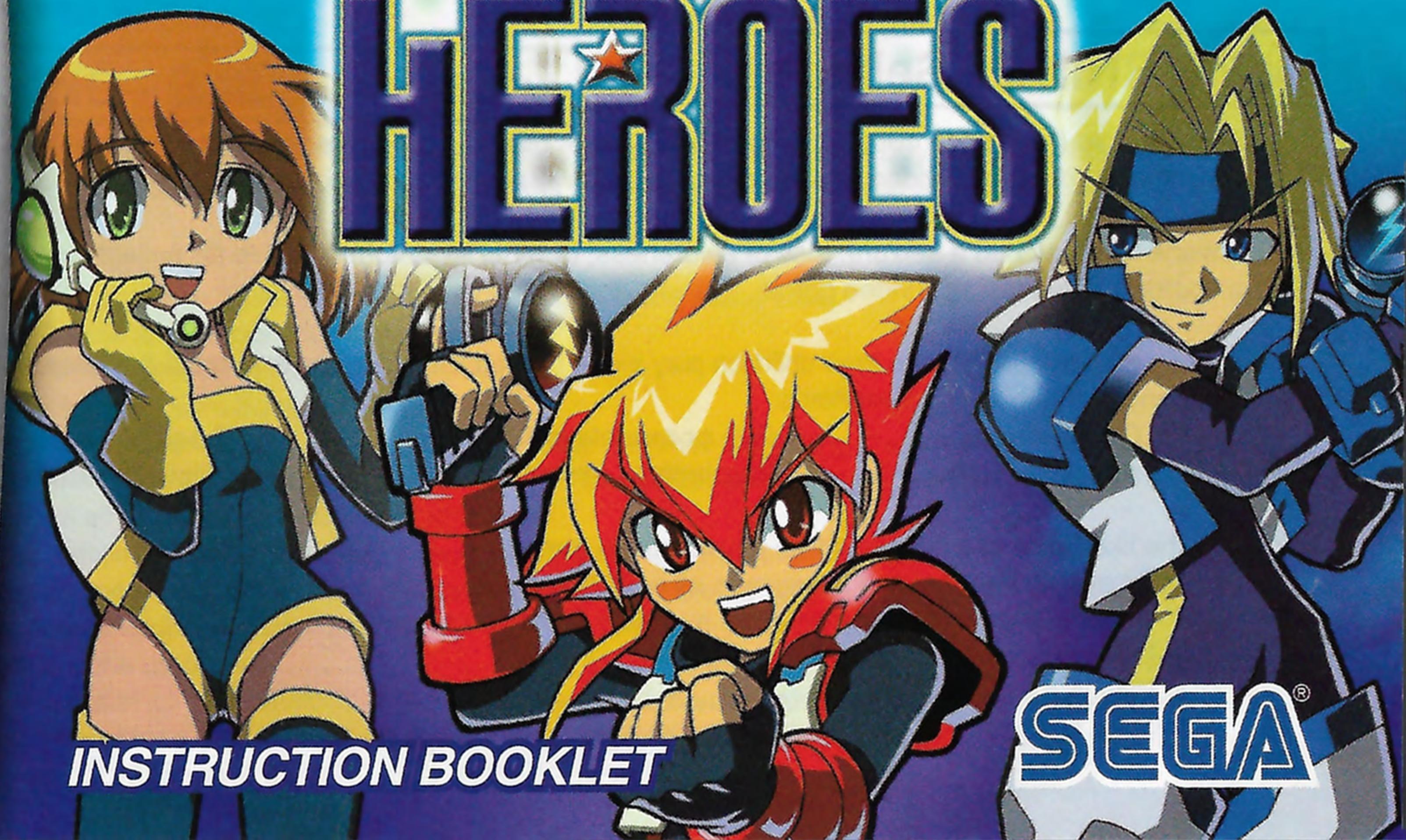
INSTRUCTION BOOKLET

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Thank you for purchasing Gunstar Super Heroes™. Please note that this software is designed for use with the Game Boy® Advance. Be sure to read this instruction booklet thoroughly before you start playing.

GUNSTAR SUPER HEROES™

CONTENTS

STORY

In the past...
Two heroes stood up against the Destructor, the God of Ruin known as Golden Silver.

After a mighty battle, these heroes defeated the God of Ruin at the Moon. However, when the heroes defeated the God of Ruin, it exploded, resulting in the creation of four new moons that eventually began to orbit the Earth.
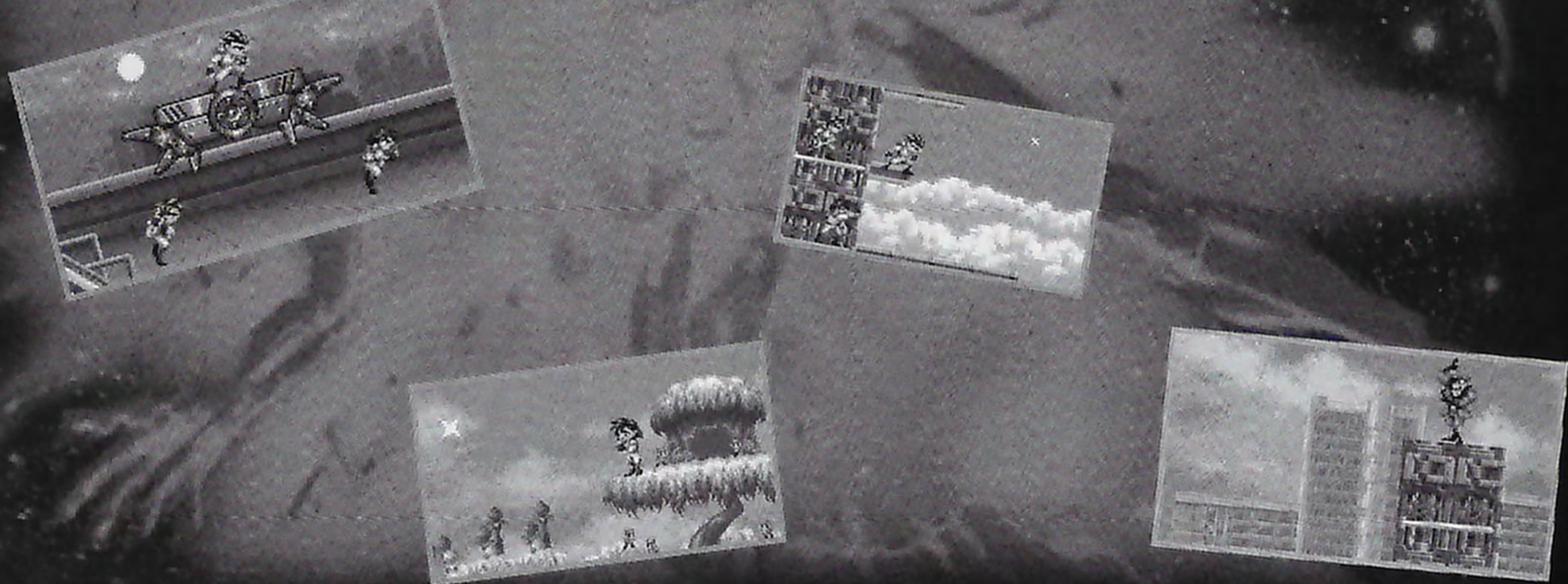
Many years passed, and the moons were colonized. And so began an era of prosperity.

However, a fifth moon has recently emerged. A "machine" moon created by an organization only known as the Empire.

This man-made satellite looms ominously. It is apparently a part of the Empire's master plan to resurrect the God of Ruin once more, its obsession since its discovery of a relic known as the Megalith.

However, the Empire's plan hasn't gone unnoticed. On the Earth, the organization known as "3YE" has secretly created an elite unit to counter the Empire's plan.

In recognition of the past heroes, this elite unit has been given the codename "Gunstar Super Heroes."

STARTING THE GAME

During the Title Screen, press START (or A Button) to display the Main Menu.

● MENU CONTROLS

```
Select Menu Item . . . . . . . . . . . . . + Control Pad
Enter Selected Menu Item . . . . A Button/START
Cancel/Go Back One Step . . . . . . . . . . B Button
```

L Button

R Button

+ Control Pad

A Button

B Button
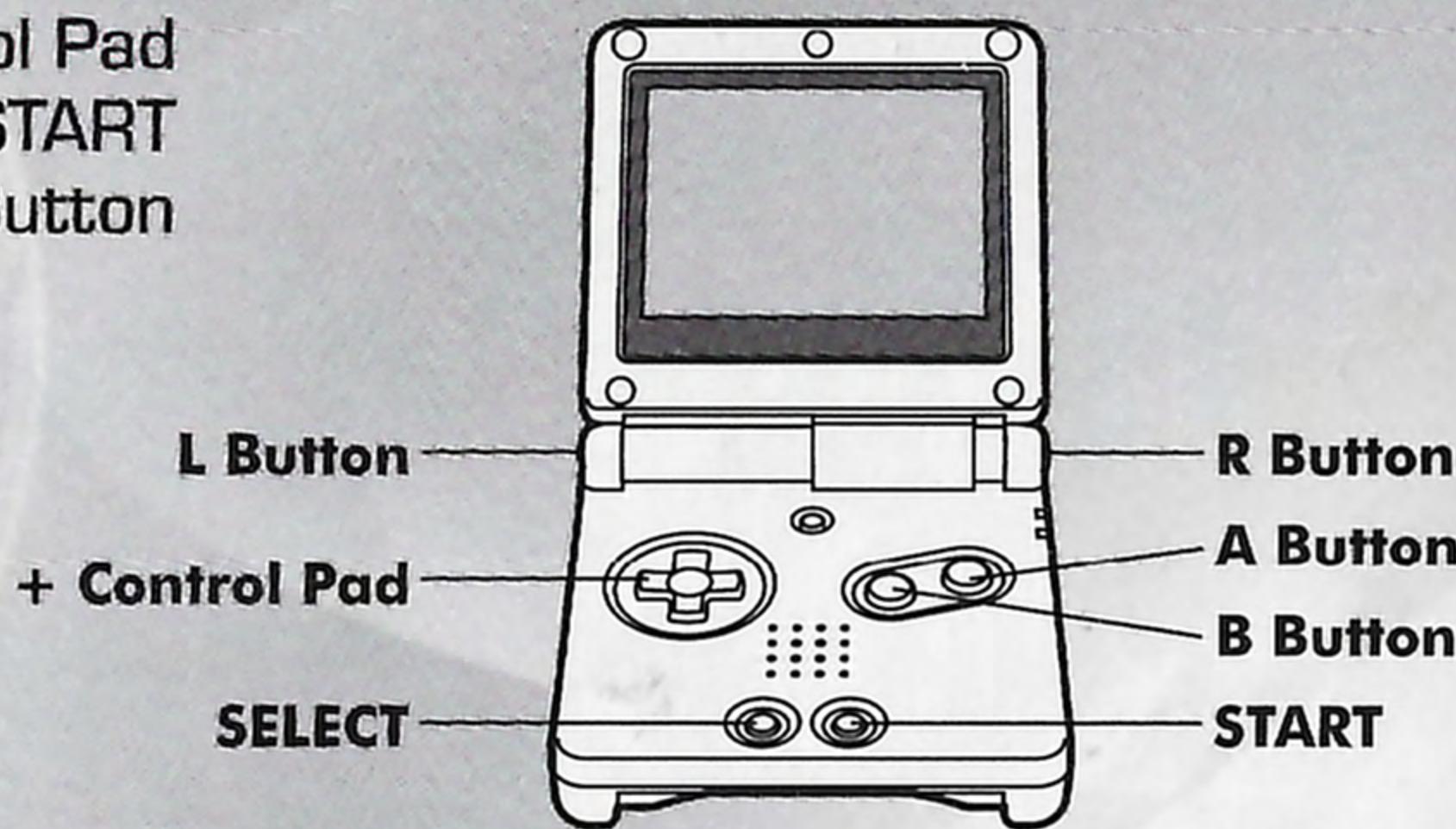
SELECT

START

SOFTWARE RESET

Any time during the game, press the START, SELECT, A and B Buttons simultaneously to reset the game and return to the Title Screen.

● MAIN MENU

RED/BLUE

Select either **RED** or **BLUE** to play the game with the selected character. Next, select the difficulty level of the game (EASY, NORMAL, HARD). Then select one of the following:

NEW DATA . . . . . Available only when you play the selected
Character/Difficulty Level combination for the first time. Select to start the game.

CONTINUE . . . . . Continue the game from any stage you have already completed or entered. Select this to display the Stage Select Screen.

DELETE DATA . . . Delete the game data for the selected Character/Difficulty Level. When confirmed, select **YES** to delete; **NO** (or B Button) to cancel.
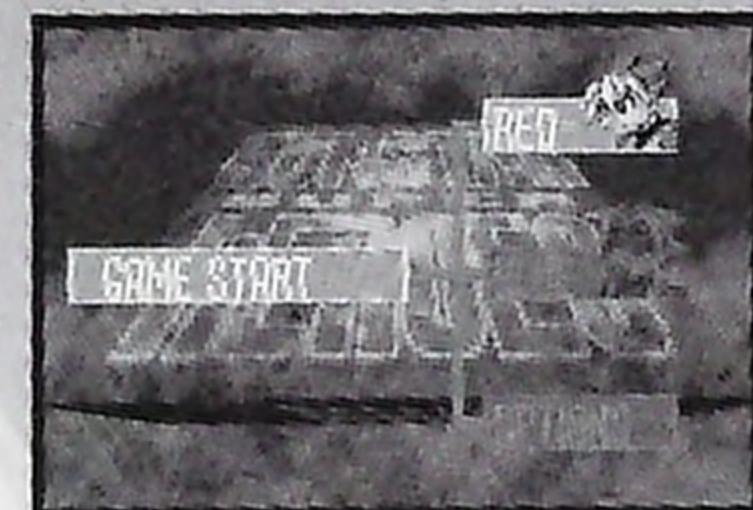
> Game data is created for each Character/Difficulty Level. The game data contains information such as the stages cleared, the top score for the stage completed and amount of life left at certain areas in the stage.

OPTIONS

CONTROL . . . . . . Change the button assignments for the weapon attacks (see p.12).

BRIGHT . . . . Change the brightness level of the screen.
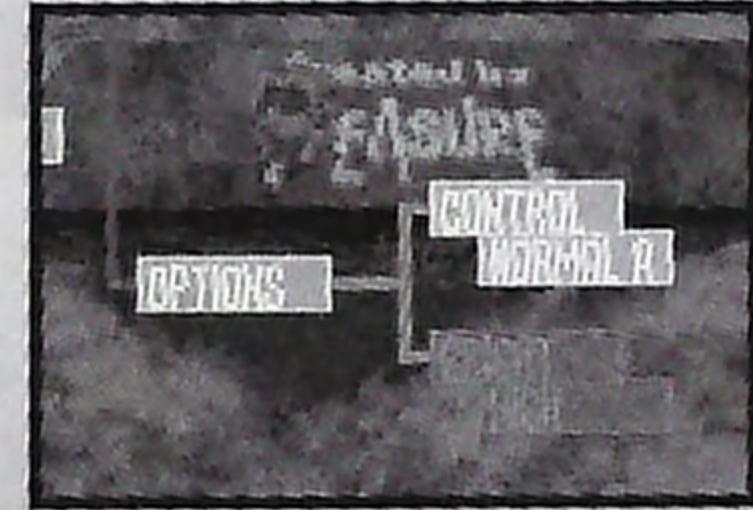
# HOW TO PLAY

● STAGE SELECT

When you **CONTINUE** the game (p.7) or after you complete a stage, the Stage Select Screen will be displayed. You may select and start from any stage available, including the stage you just completed. Each stage consists of a multiple number of areas. If a stage has been played before, partially or completely, you can start from any area you have completed. Use the + Control Pad ⬅➡ to select the stage, and ⬆⬇ to select the area (if available).

If you started with **NEW DATA**, you will automatically start the game from EARTH (first stage).

❶ Selected Stage.
❷ Areas available to start.
❸ Stage/Continue Records.
  Displays the Stage Record when the Area cursor is at 1; otherwise the Continue Record is displayed.
❹ Amount of Life at the start of the Stage/Area.
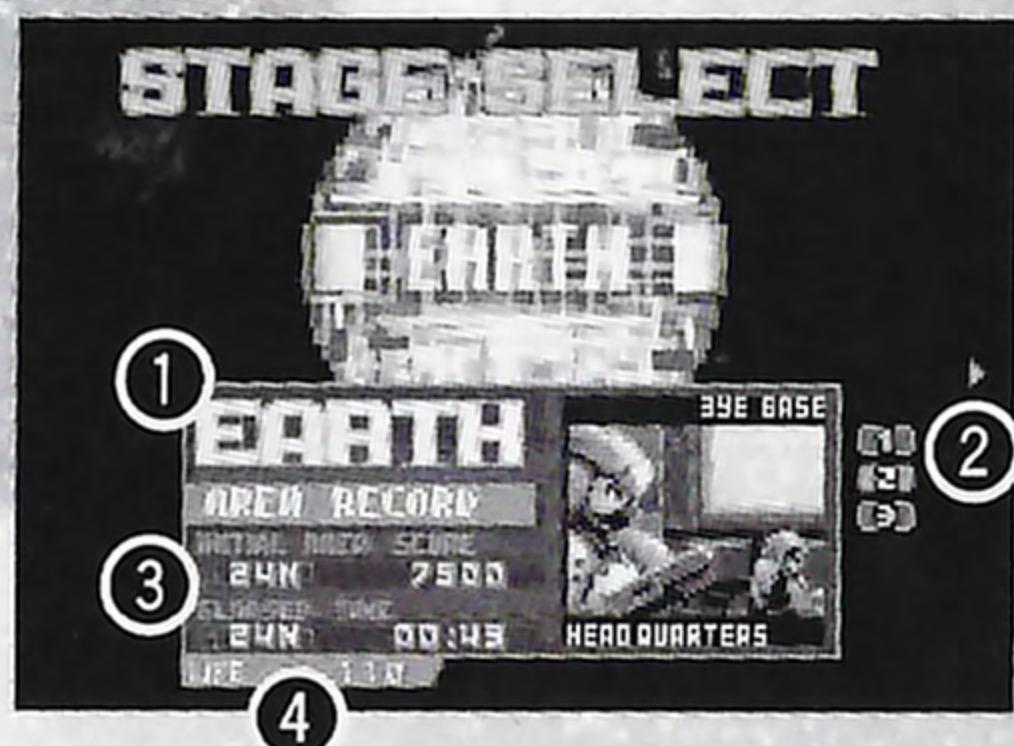
● STAGES — CONTROLS & GAME SCREENS

In Gunstar Super Heroes, the stages consist of 2 to 5 action areas of different types, with different controls. Here, the controls and the screens for each type of action area will be explained separately.

NORMAL ACTION AREAS

These are the basic action areas, moving sideways (and up and down if needed). The majority of this game features this area type.

❶ Player's Life.
 The game will end, if this is reduced to zero.
❷ Weapons.
  Highlighted icon is the weapon currently in use.
❸ Supercharge Gauge (p.11).
❹ Score.
❺ Enemy's Life.
  Displayed when the Stage Boss appears (and also when you shoot at some of the stronger enemies in the area).
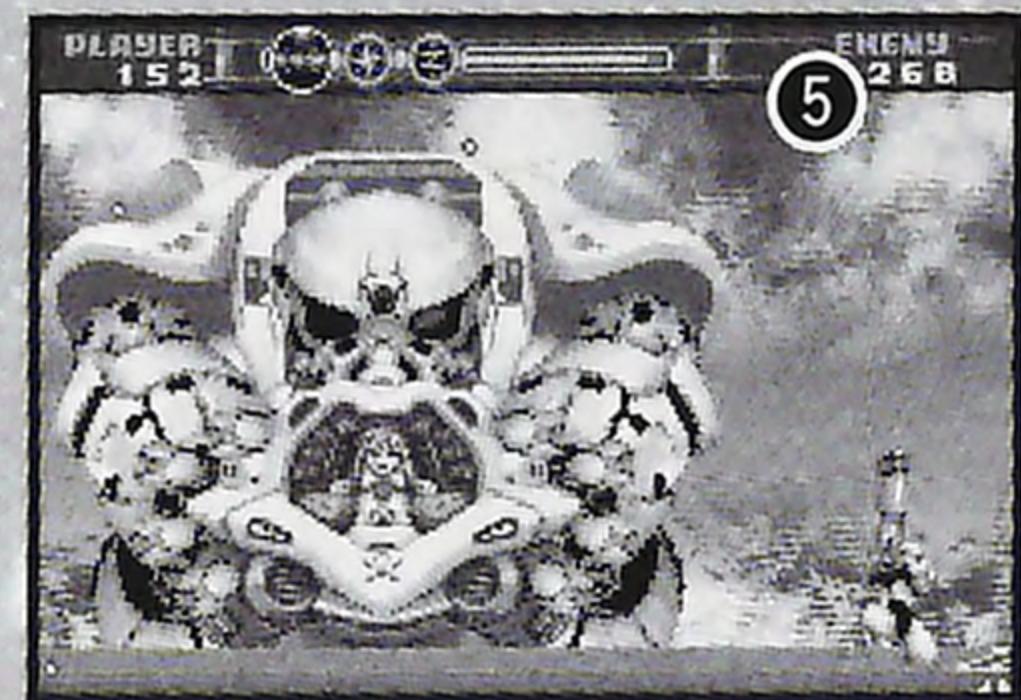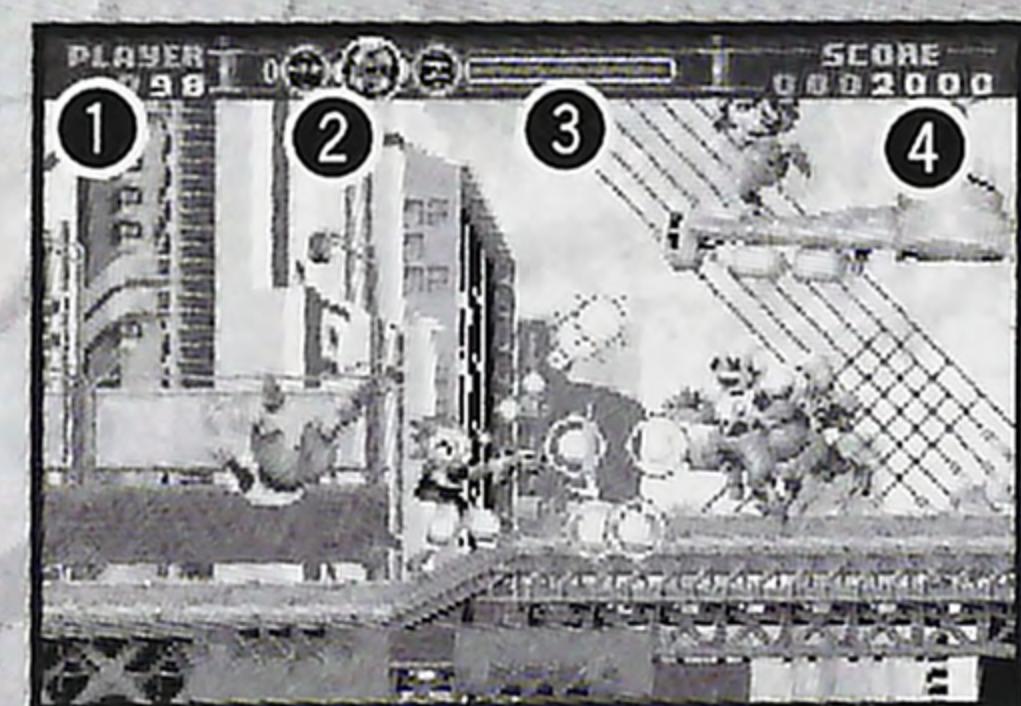
• Controls for Normal Action Areas

The arrows indicate the directions of the + Control Pad entered.

Movement/Aim for shots . . . . + Control Pad
Jump . . . . A Button
Weapon Attacks . . . . See the chart on p.12
Change Weapon . . . . L Button
Pick Up an Item . . . . ↓ and B Button
Sliding Attack . . . . ↙/↘ and A Button
Jumping Uppercut . . . . ↑ and A Button
Side Kick . . . . While in air, ←/→ and A Button
Drill Kick . . . . While in air, ↙/↘ and A Button
Drop Kick . . . . While in air, ↓ and A Button
Triangle Kick . . . . . . While in air, press the + Control Pad towards the wall and A Button
Descend floor (hang down) . . . . Above the floor you can go through, ↓ and A Button
Somersault Kick . . . . While hanging down, ↑ and A Button

Note: Except for the Triangle Kicks, you may kick while airborne only once.

• Moving with a Force Mecha

In FORCE CANYON, you cannot jump. Instead, change your position on the screen by pressing the A Button. There are 3 positions you can move among, regardless of whether you're moving horizontally or vertically. You can control the position you move to from the center position by using the + Control Pad simultaneously with the A Button.
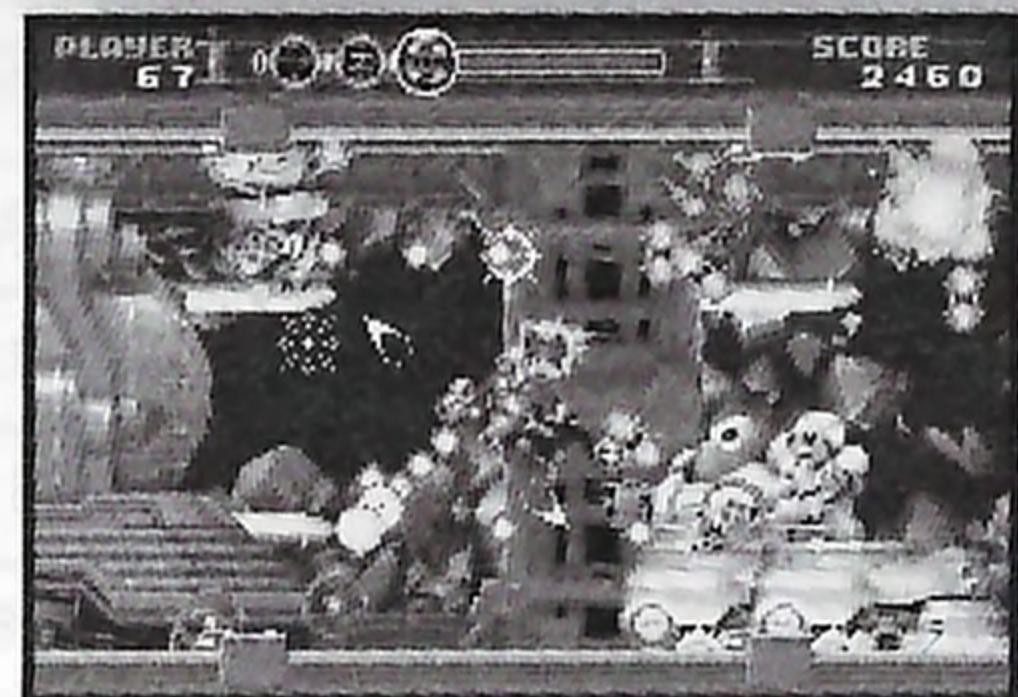
• Weapon Attacks

Each character has 3 kinds of weapons, which you can change with the L Button. All weapons can be shot in succession for rapid firing (the rate varies with the type of weapon). You can also attack with a sword for a close range attack. See the next page for button assignments.

Attacking the enemies will also charge the Supercharge Gauge. Fire your Supercharge when the gauge flashes. The characteristics of the Supercharge are tied directly to the weapon in use, so a Chaser Supercharge tracks enemies, just like a Chaser weapon does. Each Supercharge has its own gauge that must be filled adequately in order to use. Note also that the amount of charge on each gauge will carry over to the next Stage/Area.
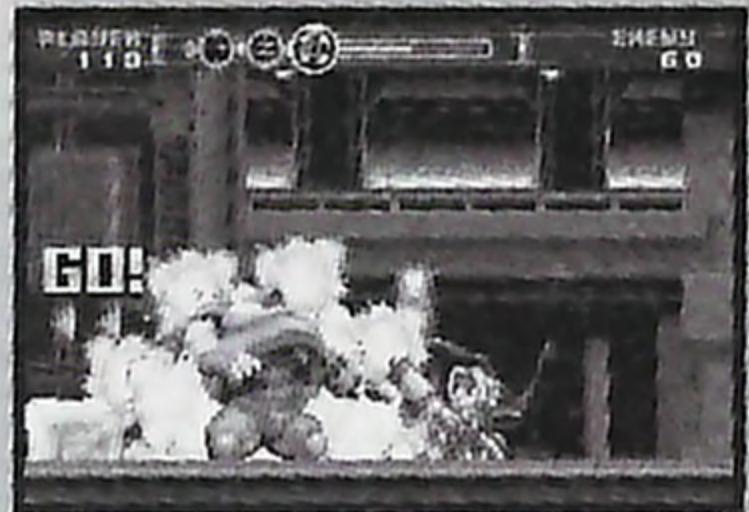
• Button Assignments for Weapon Attacks

The button assignments for Weapon Attacks can be selected in the OPTIONS menu (p.7).

	NORMAL A	NORMAL B	SIMPLE A	SIMPLE B
Normal Shot*1	B Button	B Button	—	—
Begin Rapid Fire*1	Hold B Button	Hold B Button	B Button	B Button
Stop Rapid Fire*1	Release B Button	Release B Button	B Button and R Button	B Button Twice
Shoot at Fixed Direction*2	Hold B Button and R Button	Hold R Button	Hold B Button	Hold B Button
Shoot from Fixed Location*3	Hold R Button	Hold B Button and R Button	Hold B Button and R Button	B Button twice and Hold
Sword Attack	Tap B Button	Tap B Button	Tap B Button	R Button
Supercharge	R Button Twice	R Button Twice	R Button	B Button and R Button

*1 You shoot and move (if possible) in the same direction the + Control Pad is entered.

*2 You continue to shoot in the direction of the + Control Pad when this button (combination) is pressed, regardless of the + Control Pad direction entered afterwards, until released. You will move in the direction of the + Control Pad entered.

*3 You will stand still at the location and shoot in the direction of the + Control Pad entered.

COBIT VILLAGE/SAVE THE CHICKS

The objective in this area is to rescue the chicks scattered throughout the area, and guide them all to the EXIT. Touch a chick to make it follow you. If you take damage from an enemy, all the chick(s) following you will go back to their original location. The more chicks you can lead at one time to the EXIT, the higher your score will be.

❶ Number of Chicks Remaining
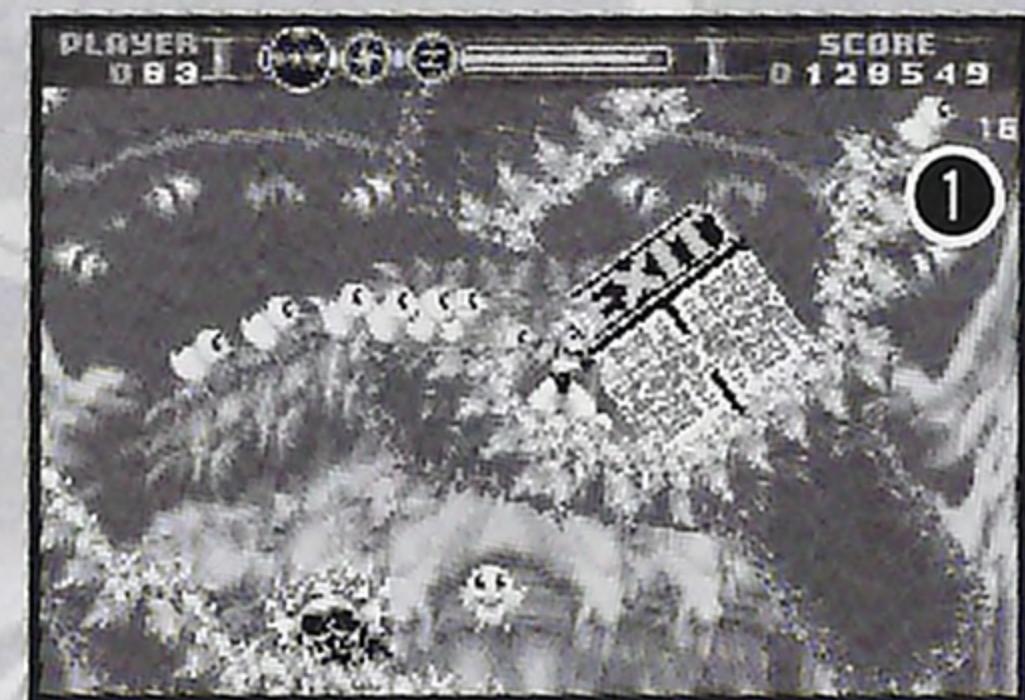
SKY ROAD/AIR DRIFT and IMPERIAL MOON/SIGN OF RUIN

In these areas, you will be on top of a spacecraft. You will not be able to move or jump. However, you can control the rotation of the spacecraft you're on by using the + Control Pad ←→. Controls are otherwise the same as the normal action areas.
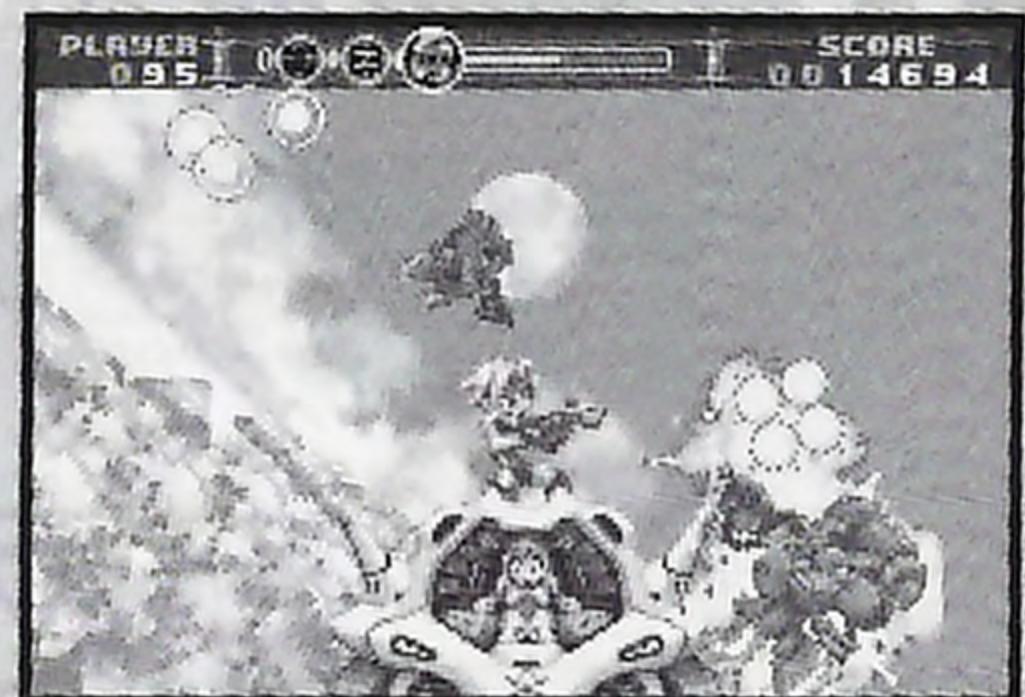
UNBLINKING CITY/LIGHTNING STRIKE and G-ARC/SPACE STRIKE

In these areas, you guide your spacecraft in a top/down or side view.
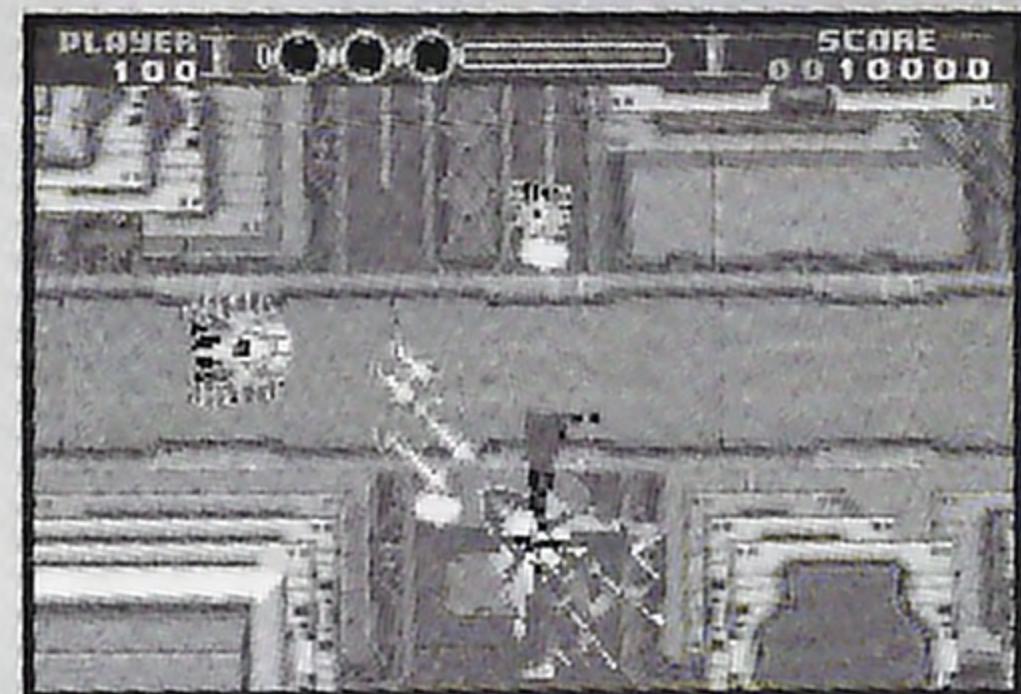
Movement	+ Control Pad
Rotate Spacecraft	L Button/R Button
Missiles (Lightning Strike area only; shoot at ground enemies)	A Button
Shoot	B Button

EVENT SCENES

During the game, there are event scenes with story and dialogue. Press the A Button (or ↓ on the + Control Pad) to read the next lines. Press START to skip.

Ha ha ha ha! I'm sure we'll meet again, Gunstars!

● PAUSE MENU

Any time during the game (except during between-the-stages event screens), press START to pause the game and display the Pause Menu. Select **CONTINUE GAME** (or simply press START) to resume the game. Select **EXIT GAME** to quit the game (select **YES** to confirm your action).
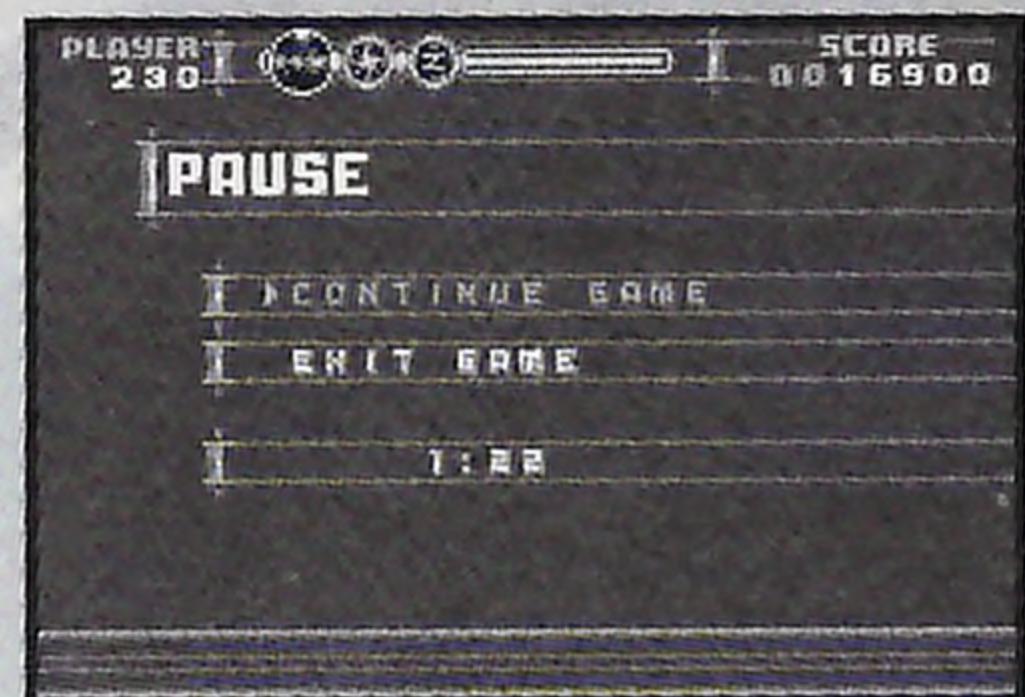
● ITEMS IN THE GAME

During the game, if you destroy certain objects or enemies, an item may appear. There are two kinds of items. Note that these appear only in the normal action areas.

LIFE ITEM: Increases the amount of your Life by 10.

SUPERCHARGE ITEM: Increase the Supercharge Gauge.
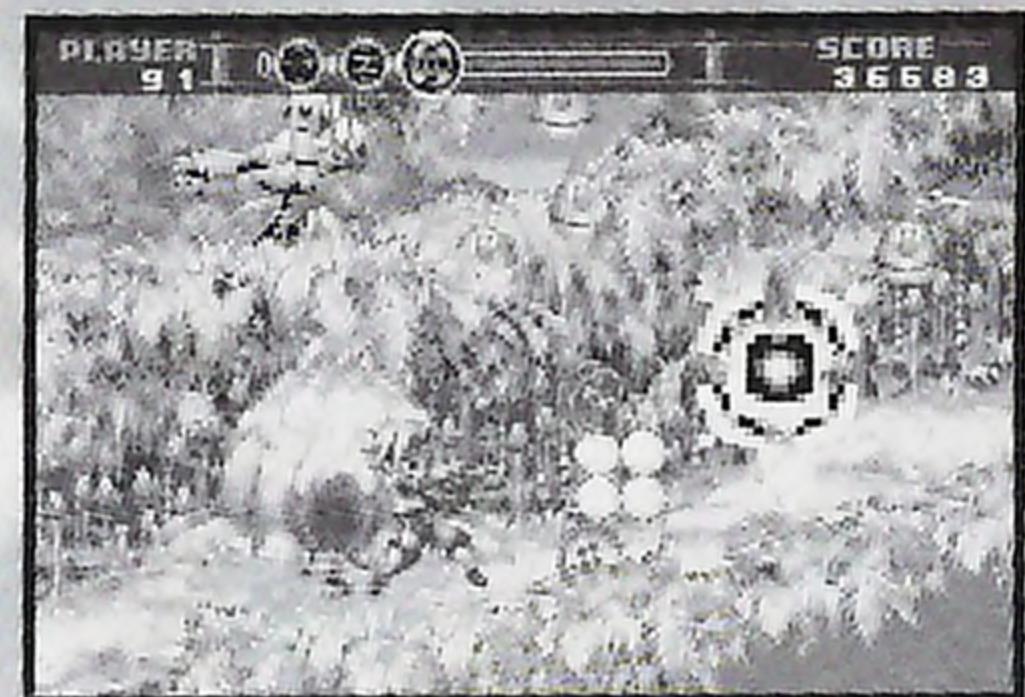
NOTE ON LIFE

By collecting Life Items, you may have more life than when you started the stage. However, regardless of the amount of life left at the end of the stage, when you begin a new stage, your life will be reset to the standard life for the difficulty level you're in. Note also that there is an upper limit to the amount of Life.

● RESULT SCREEN

After the completion of each stage, information pertaining to your performance will be displayed. If you did not complete the stage, the result screen will show information up to your last point. If either the Initial Area Score or the Elapsed Time to start certain areas is better than the previous record, you will be prompted to enter your name (see next page).

Here, use the + Control Pad ↑↓ to scroll the screen. Press the B Button to view the previous record. You can also use the + Control Pad ←→ to view records of other stages. Press the A Button/START to advance.
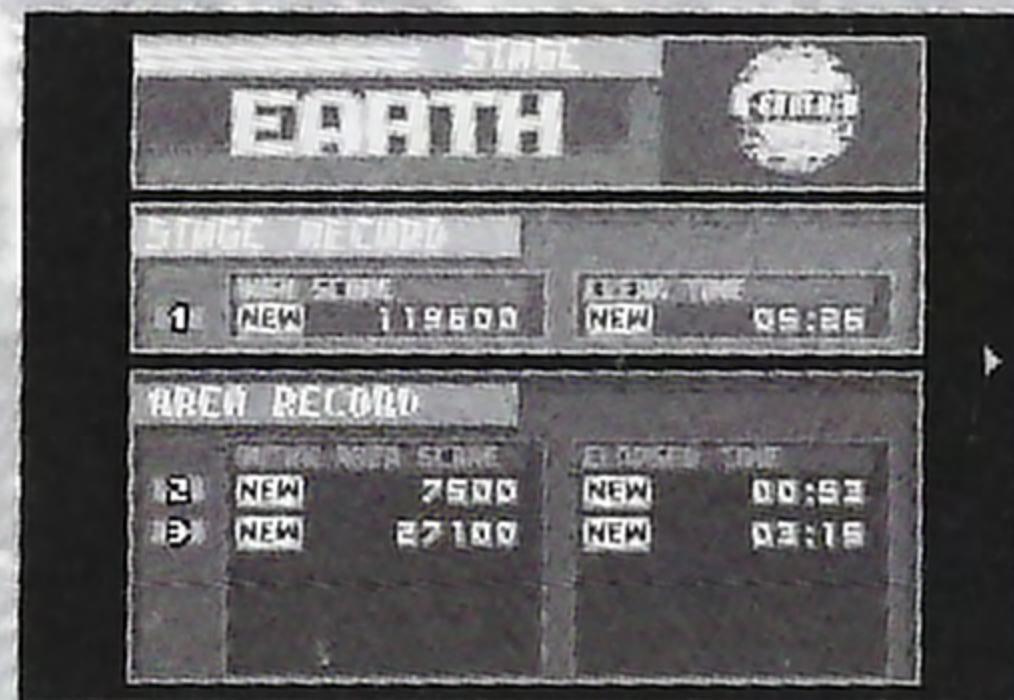
● NAME ENTRY

If you break record(s) in any category, you can enter your initials (up to 3 letters) here.

```
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z . - ! ?
0 1 2 3 4 5 6 7 8 9
```

ENTER YOUR NAME
WHT

When done, select **SAVE** to save your record. If you select **DON'T SAVE**, your new record will not be saved.

WHT

SAVE   DON'T SAVE

NOTE: When your progress is saved, the game saves both the starting area where you last left off and the Life you had remaining at the time. So be careful when saving, otherwise you might be saving your game where you have very little Life.

GRAVITY 1.000G
VAPOR LEVEL 04.004

CHARACTERS

Here are the characters that appear in this game.
The player can only control Red or Blue.

RED

A red-head with a temper, she is an
expert marksman, and relatively
new to 3YE (the 3rd Eye) as an
operative. She's very impulsive, but
optimistic and a little naïve in
nature. She's definitely not afraid
to show her emotions. She lost her
parents when she was just a child,
and upon joining the organization,
has considered Blue as her bigger
brother.

> We won't let the Empire win!

GUNSTAR SUPER HEROES

⊡ FORCE: Shoots a beam of plasma energy.

⊡ FIRE: Shoots a ball of fire that explodes.

⊡ CHASER: Shoots laser darts that seek out and destroy multiple enemies.
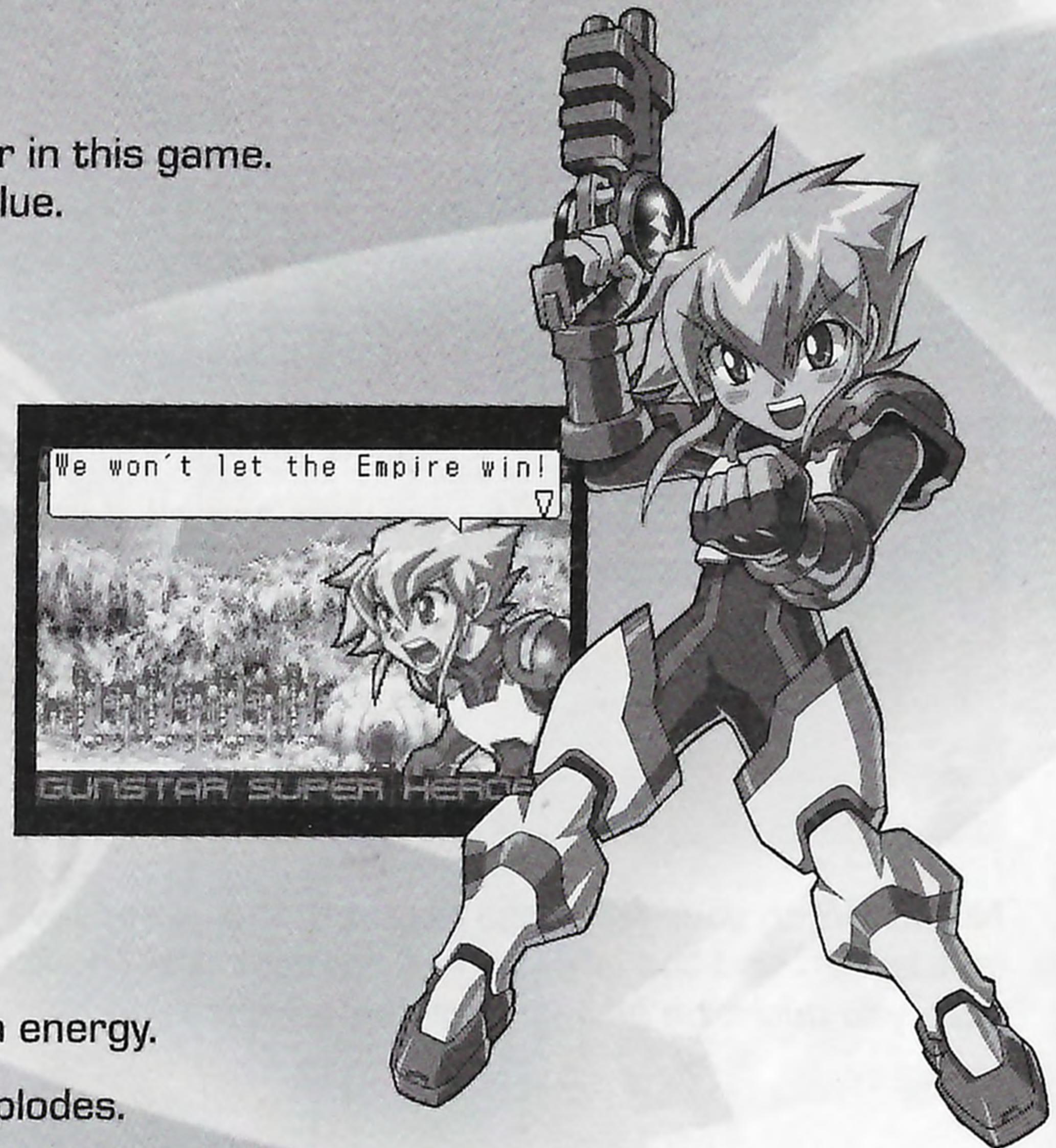
BLUE

Blue is a level-headed Gunstar, who rarely shows much emotion. He tends to be sarcastic about things, although he actually does have a strong sense of responsibility. He likes to alleviate stressful moments by teasing Red, whose personality is quite different from his own. Blue was also an orphan, so he can relate to Red.


you really aren't using your head, are you?

GUNSTAR SUPER HEROES
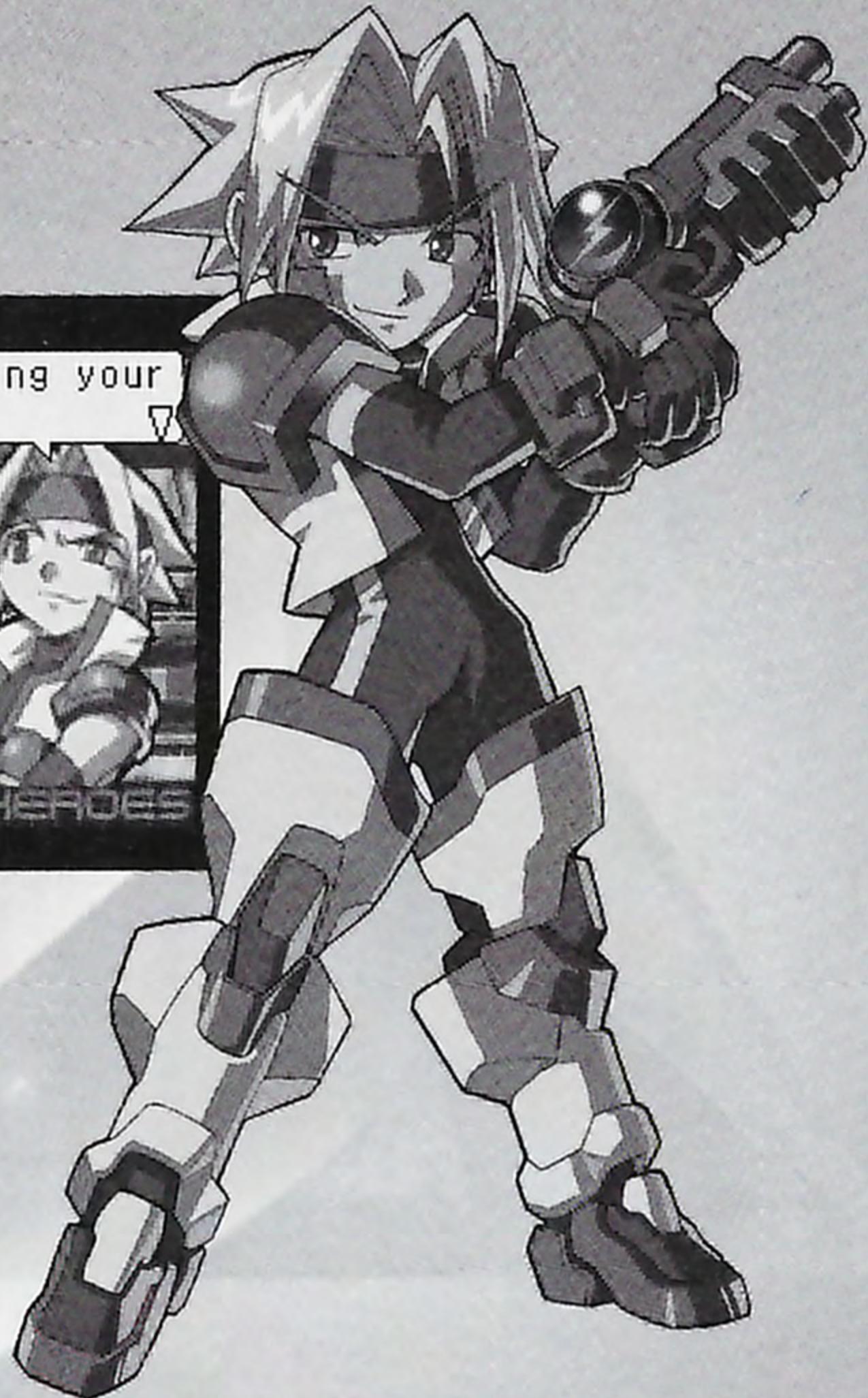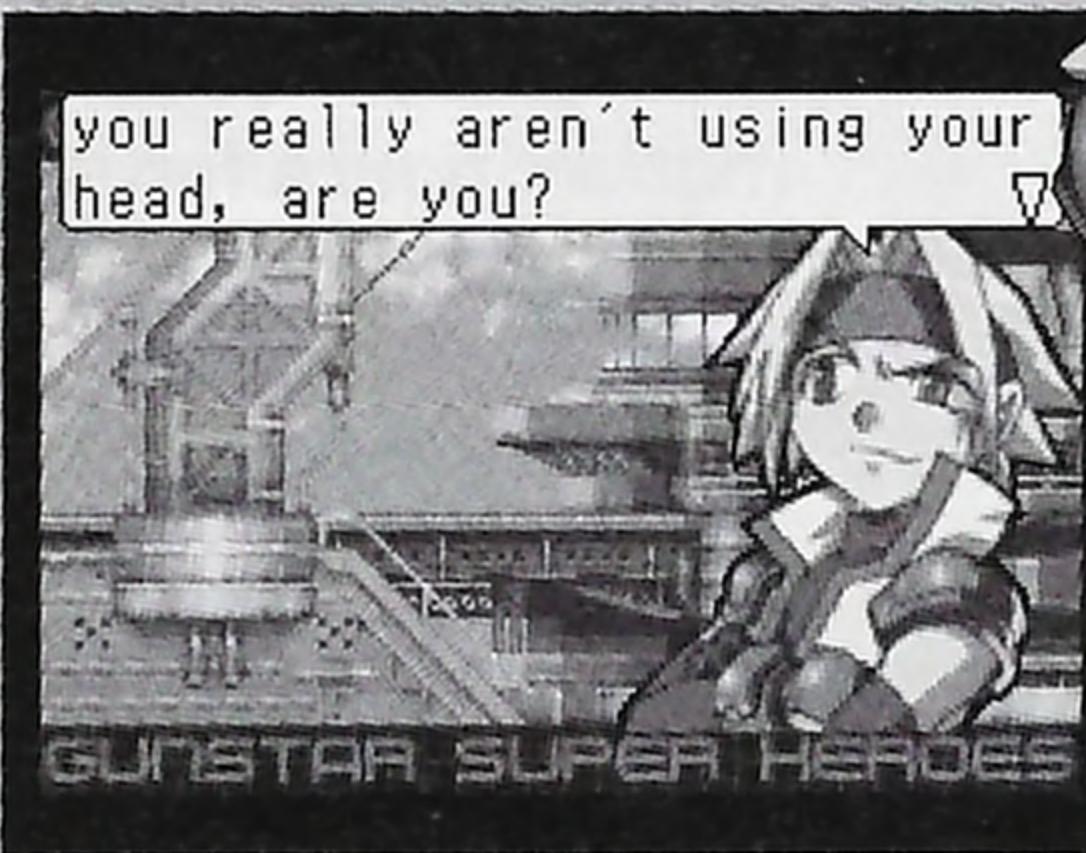
LIGHTNING: Fires a stream of electricity.

CHASER: Shoots laser darts that seek out and destroy multiple enemies.

**FIRE**: Shoots a ball of fire that explodes.

YELLOW

The commander in charge of the Gunstar Super Heroes, she relays the orders of 3YE to Red and Blue. She tends to worry, and thinks of herself as the mother figure for both Red and Blue, despite all of them being of similar age. Her past is shrouded in secrecy, although it's been rumored that she has an older brother.

Move out, Gunstars!

SPOT G

GREEN

A former member of the Gunstar Super Heroes, for reasons unknown, he left and decided to join the Empire. It's said that he holds an ancient relic known as the "Seven Force." He also has a mysterious past that no one seems to know about.
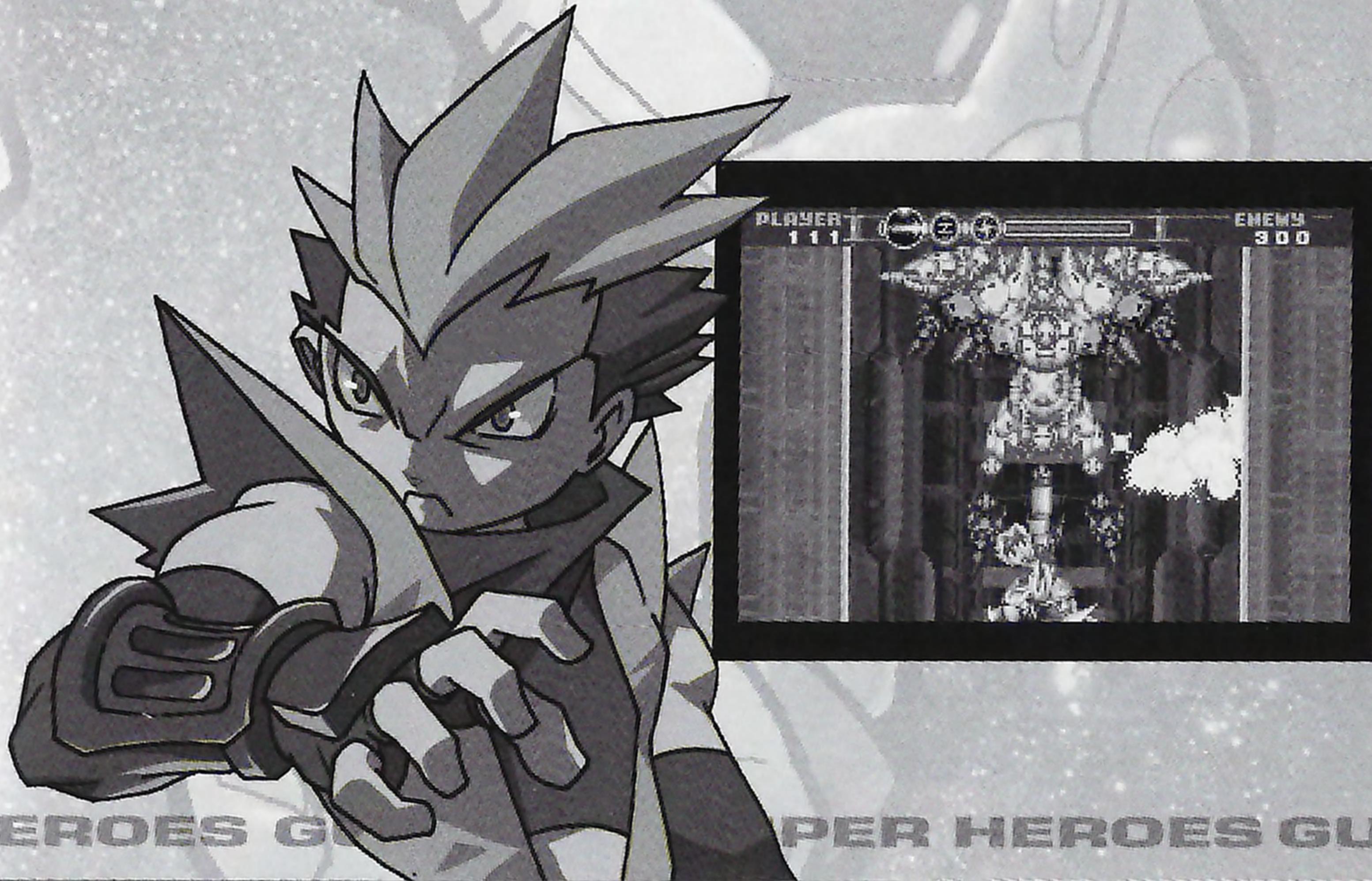
PINK, KAIN, and KOTARO

Pink (center) is a well known bounty hunter. She rarely goes anywhere without her two minions, Kain (left) and Kotaro (right), who both obey her without question. Recently hired by the Empire, they await the Gunstar Super Heroes at Cobit Village.
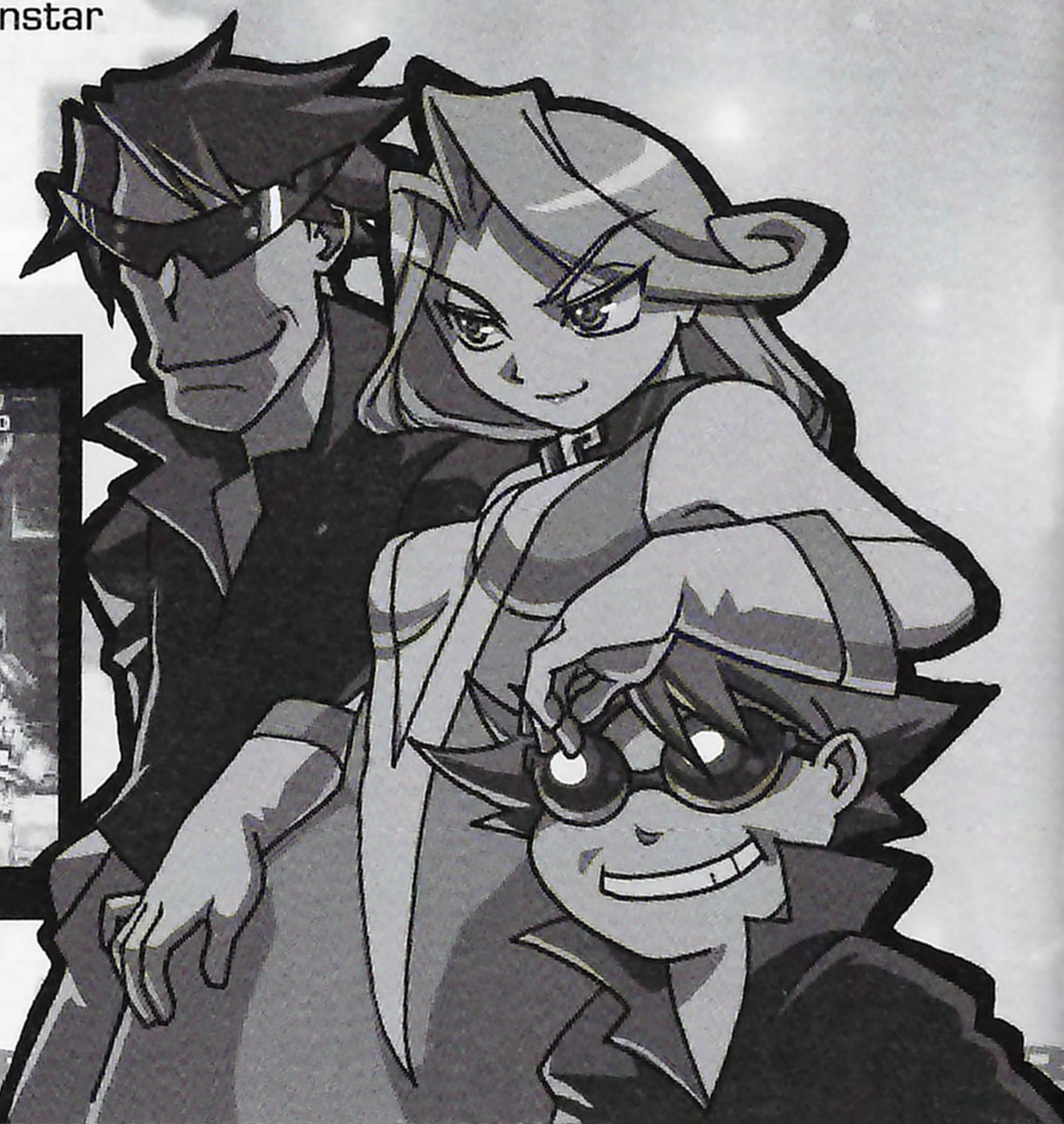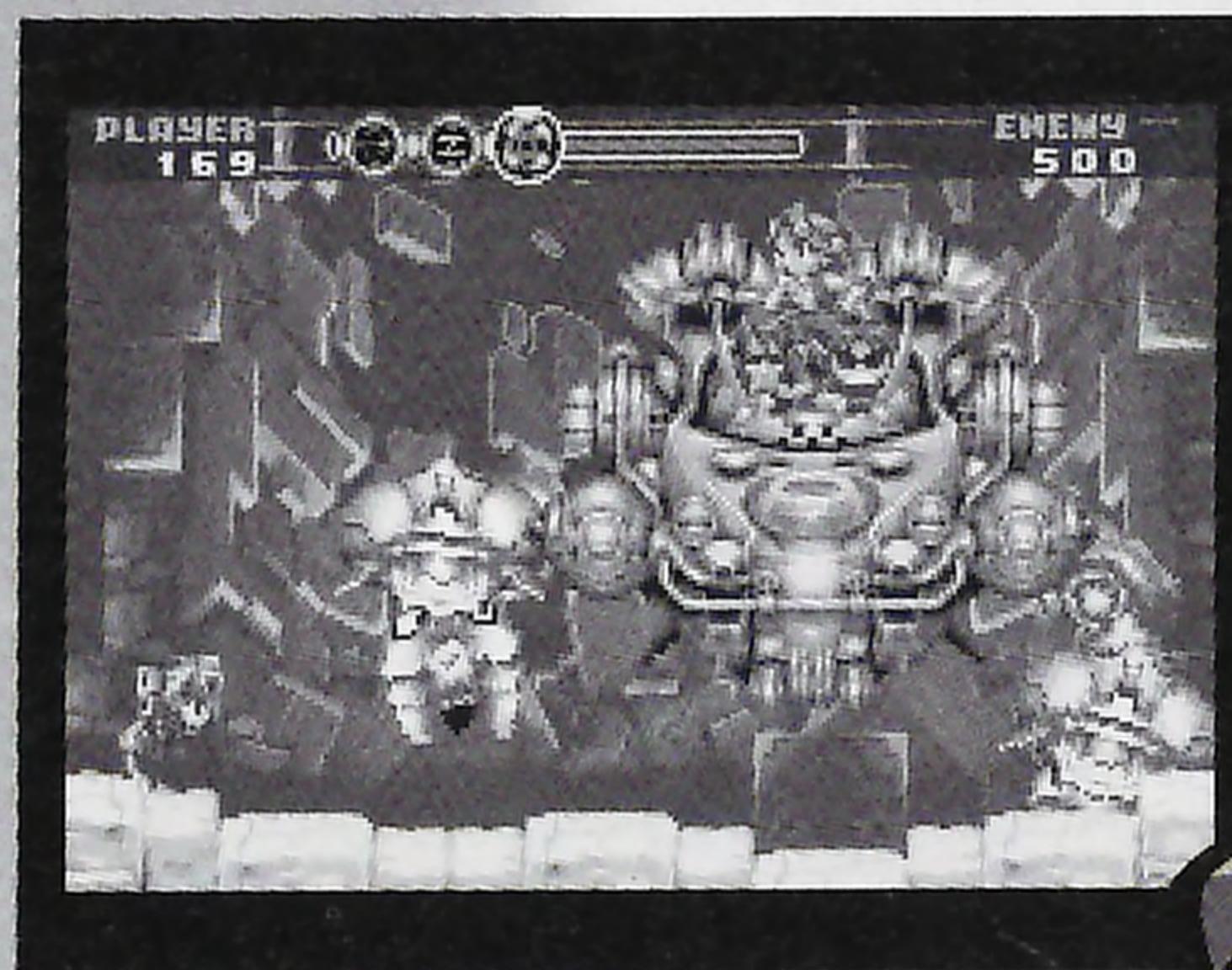
ORANGE

The captain of a huge warship, Orange loves mêlée combat, and is known for his incredible fighting skills and strength.
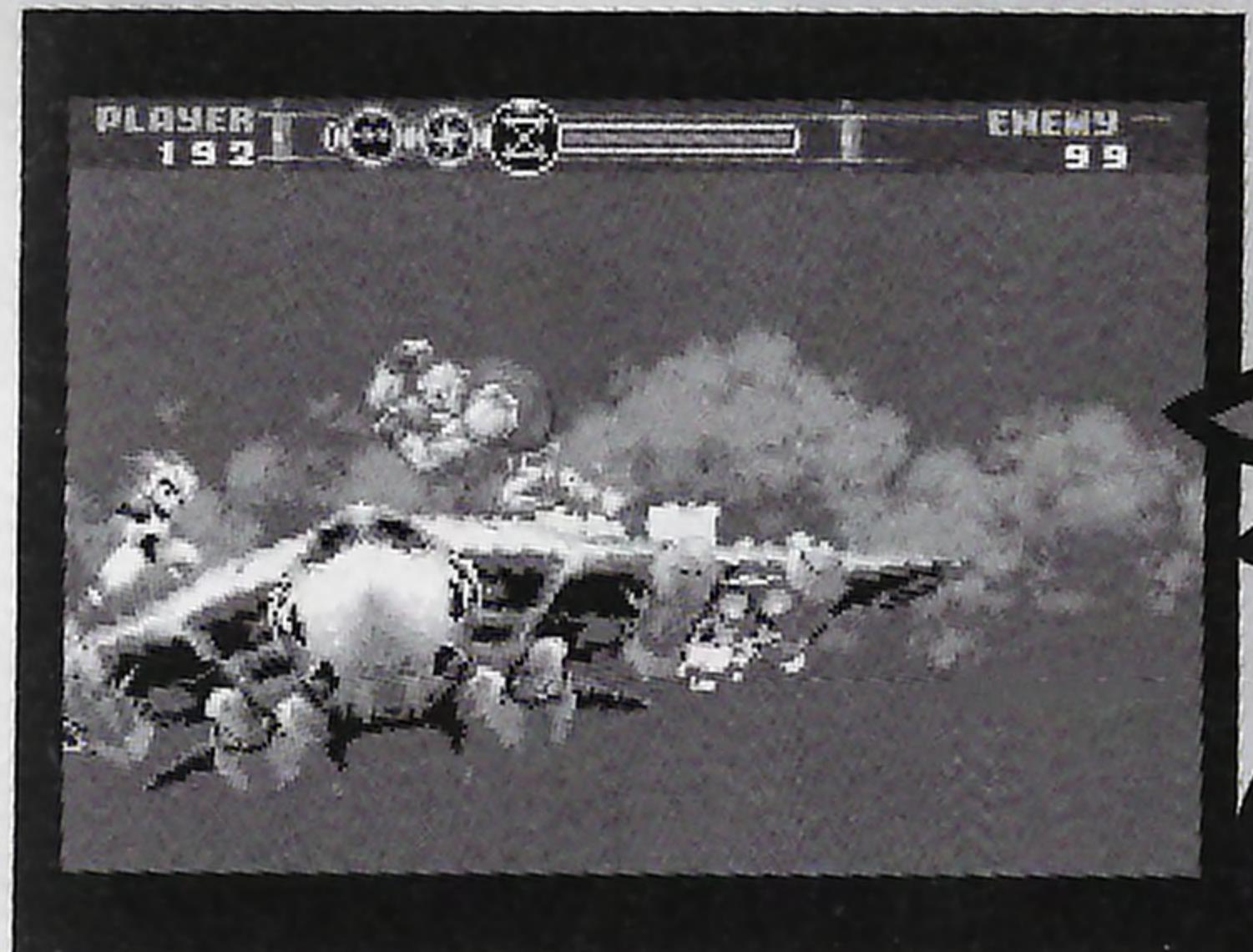
BLACK

The boss of a casino, Black is a devote follower of the Empire. He awaits the Gunstars at his Fortress, which is filled with many treacherous traps. Not much is known about his past, but it's said to be quite surprising...
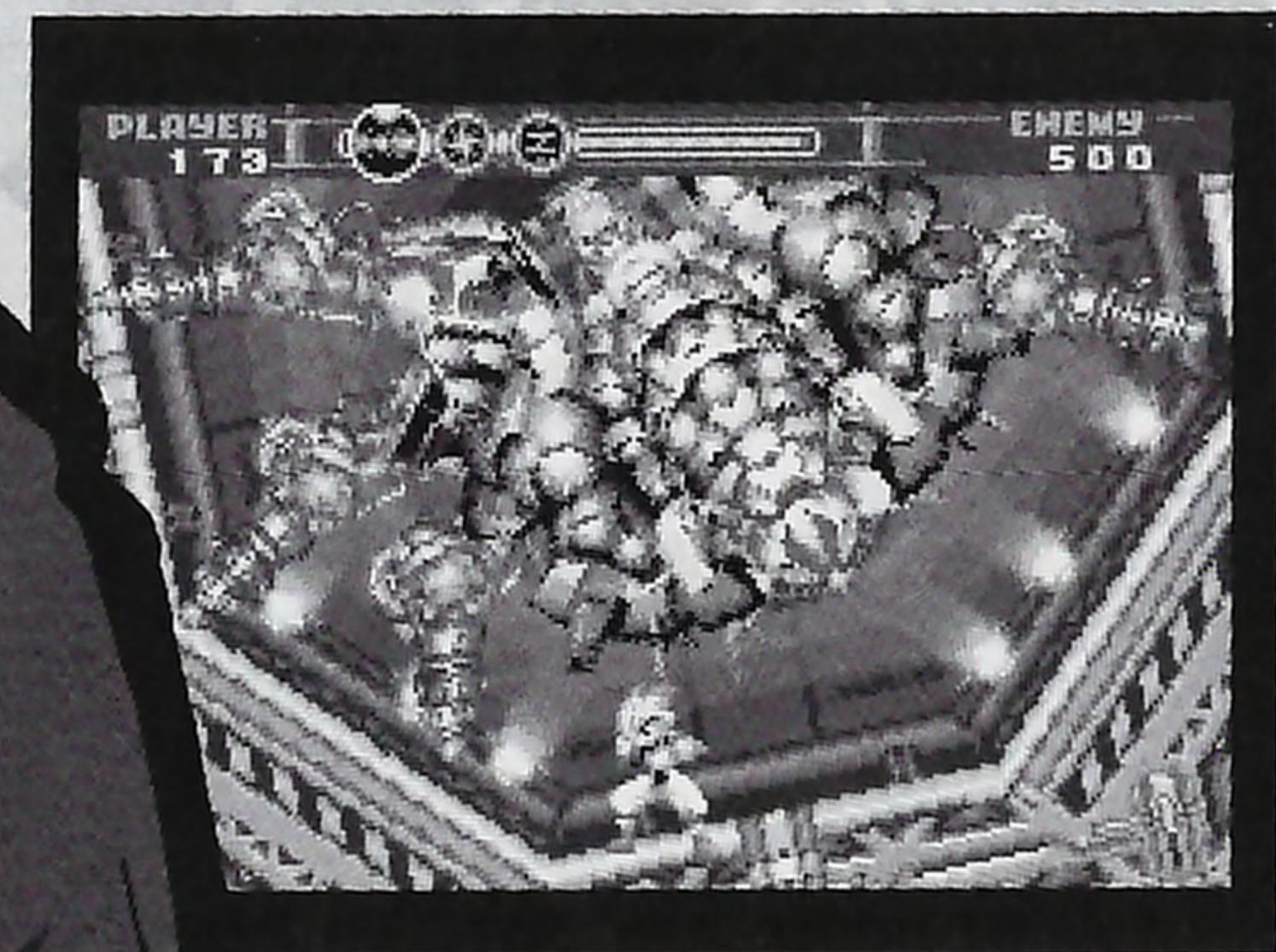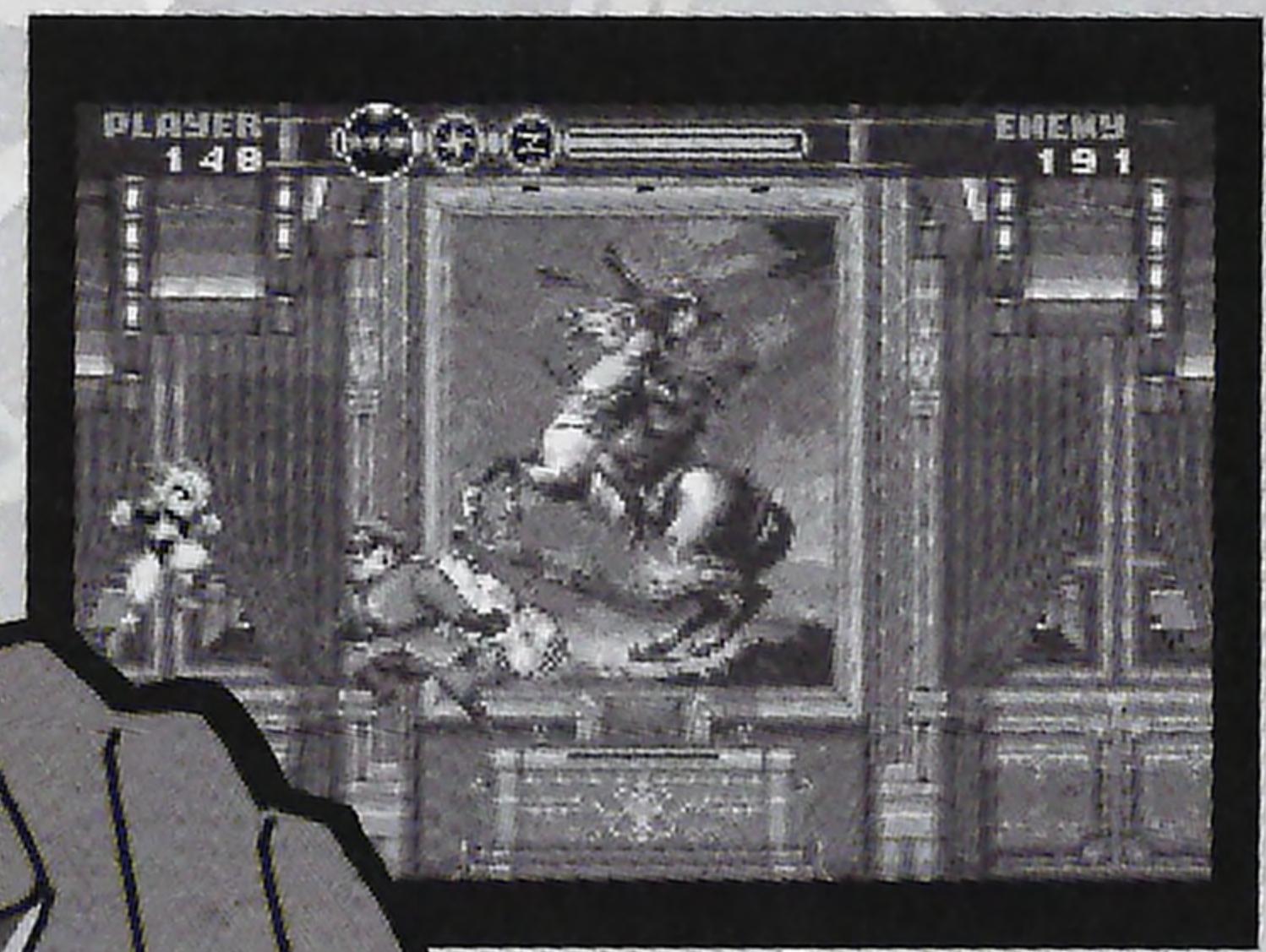
SMASH

Not much is known about Colonel Smash except that he obediently follows General Gray. He is eager to face the Gunstars and prove his worth to the general.

GENERAL GRAY

The head of the Empire, not much is known about the General's past. It's only rumored that he plans to resurrect the God of Ruin for unknown reasons and that he's hired Pink, Orange, Green and Black to help him. He has had clashes with 3YE in the past.
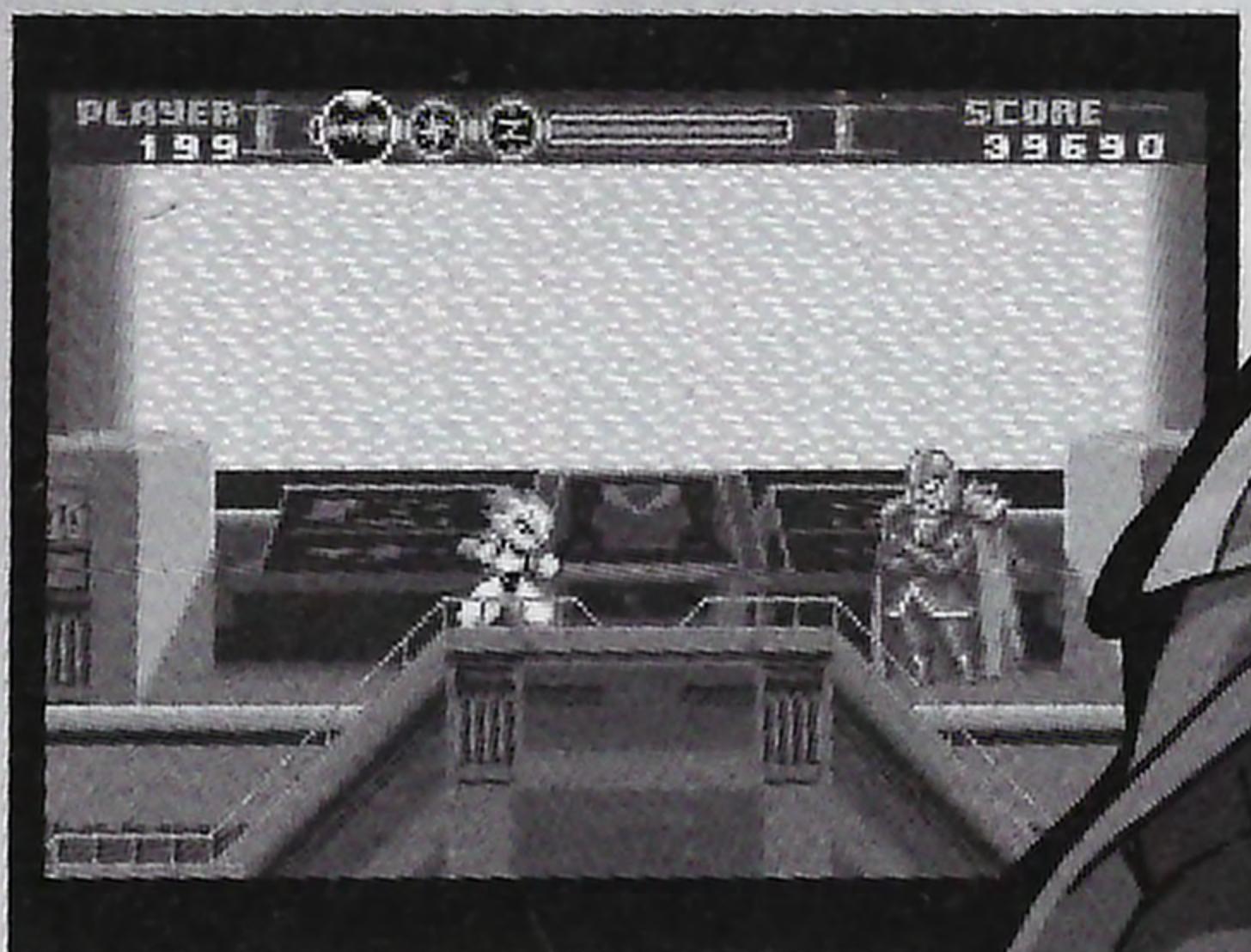
GUNSTAR SUPER

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