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Dreamcast™

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(Patents pending in U.S. and other countries) and Canada Patent 1,183,276 and European Patents 0682341, 80244; Publication 0671730, 0553545; Application 98938918.4, 98919599.5

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810-0237-50

Dreamcast™



Dreamcast

GUNBIRD



Virgin INTERACTIVE

CAPCOM

## EPILEPSY WARNING

Please read the manual and particularly this paragraph, before using this video game system or allowing your children to use it. A responsible adult should go through with any minors, the operator instructions of the Dreamcast before allowing play to take place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy, or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

### For your health

- Sit away from the television screen, as far as the length of the Controller cable allows. We advise that you sit a minimum of 6.5 feet (about 2 meters) away from the television screen.
- Preferably, the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

## GETTING STARTED

This GD-ROM can only be used with the Dreamcast System. Do not attempt to play this GD-Rom on any other CD player - doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction manual. Plug in Control pad 1. For 2-4 player games, plug in pads 2-4 also.
2. Place the Dreamcast GD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press A, B, X, Y and Start simultaneously to return to the game title screen. Press A, B, X, Y and Start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the power without inserting a GD, the Dreamcast control panel appears. If you wish to play a game, place the Dreamcast GD-ROM in the unit and the game will automatically boot up.

**Important:** Your Dreamcast GD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

## HANDLING YOUR DREAMCAST GD-ROM

- The Dreamcast GD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the GD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.



## A Special Message from CAPCOM

### ENTERTAINMENT

Thank you for selecting GUNBIRD 2 for your Dreamcast™. We at CAPCOM ENTERTAINMENT are proud to bring you this thrilling new addition to your video game library.

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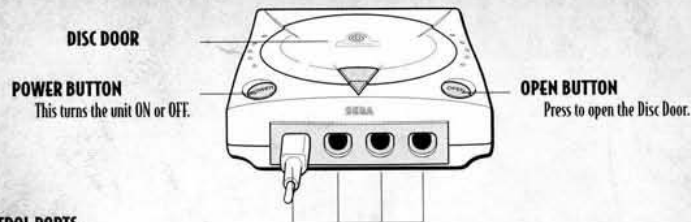
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## DREAMCAST™



### CONTROL PORTS

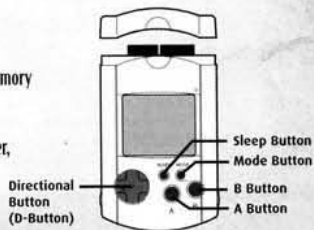
Use these ports to connect the Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. For **GUNBIRD 2**, use Control Ports A and B to connect controllers for players 1 and 2 respectively.

**GUNBIRD 2** is a 1-to-2 player game. Before turning the Dreamcast™ power ON, connect the Dreamcast™ controller(s) or other peripheral equipment into the control ports. Buy additional controllers (sold separately) to play with two people.

### VISUAL MEMORY (VM)

To automatically save score rankings and option settings, insert a Visual Memory (VM) into slot 1 of the controller **BEFORE** turning on the Dreamcast™.

Note: While game data is being saved, never turn OFF the Dreamcast™ power, remove the VM or disconnect the controller.



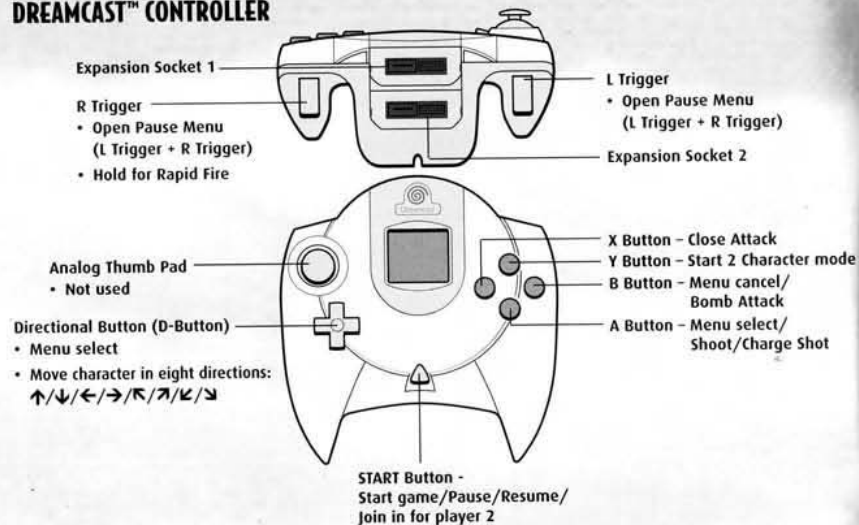
## STARTING A GAME

- 1 Press **START** at the Title Screen. To select game modes, options and characters on the following screens, use the Directional Button or Joystick to highlight and press the **A** Button to confirm.
- 2 On the Main Menu, select a game mode. (Mode descriptions start on page 12.)
- 3 Once you select a game mode, highlight **GAME START**. Then:
  - Choose a difficulty level. Move the Directional Button or Joystick  $\leftarrow/\rightarrow$  to choose a number from 1 (Baby) to 7 (Very Hard).
  - Press the **A** Button to select a 1 or 2 player game, where each player controls one character.
  - Press the **Y** Button to select 2 Character mode, where one player controls two different characters. (This mode is 1 player only.)
4. Select a character. (Character descriptions start on page 7.) Highlight **?** (Random) and press the **A** Button to select a character at random.
- To adjust game options in Option mode, see page 13.
- To check game Rankings, see page 17.



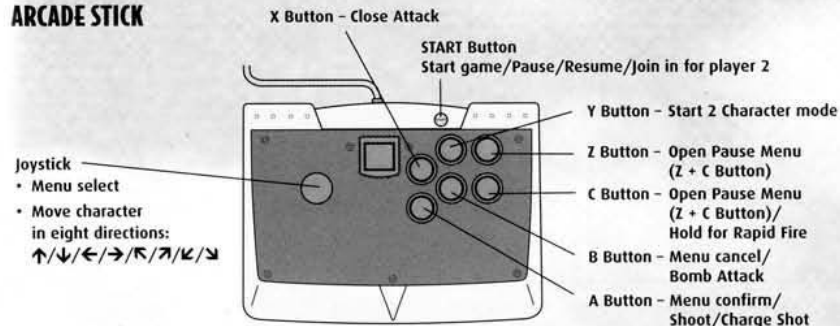
# CONTROLS

## DREAMCAST™ CONTROLLER



Never touch the Analog Thumb Pad or L/R Triggers while turning the Dreamcast™ power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Dreamcast™ power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

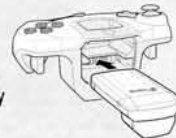
## ARCADE STICK



## VIBRATION PACK

GUNBIRD 2 supports the Vibration Pack peripheral. When inserted into the Expansion Socket of a Dreamcast™ controller or other compatible peripheral equipment, the Vibration Pack provides a vibration effect that can considerably enhance the game play experience.

Note: When the Vibration Pack is inserted into Expansion Socket 1 of the Dreamcast™ controller, the Vibration Pack connects, but does not lock. If the controller is jarred, the Vibration Pack may fall out during game play or otherwise inhibit game operation. The Vibration Pack cannot be used with the Arcade Stick.



- GUNBIRD 2 is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning on the Dreamcast™.
- For all controllers, to return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Dreamcast™ to soft-reset the software.
- For both the controller and Arcade Stick, you can change the default button assignments in Option mode. See page 13.



## AN ALMIGHTY ADVENTURE BEGINS!

The legendary Almighty Potion beckons to all adventurers of the world. Seven warriors accept a challenge to head out on a quest to find the three powerful Elements of Sun, Moon and Stars.

The Potion God awaits in his underground temple. Whoever brings him the elements will be rewarded with the Almighty Potion –and all its magical powers!

The route to victory is mined with dangers! Battles must be won, and huge enemies defeated! Worst of all, the notorious Queen Pirates lie in wait to ambush the stalwart champions.

Can the airborne heroes find the three Elements and acquire the Almighty Potion before the pirates get it?

The race is on!



## HEROES

### ALUCARD

Age: 300  
Country: Romania  
Sub Weapon: Bat Bullets  
Charge Shot: Bat Missile  
Bomb: Bloody Cross  
Vicinity Attack: Bat Drill



### MARION

Age: 9 (mentally 17)  
Country: England  
Sub Weapon: Shooting Star  
Charge Shot: Neo Fire Rabbit  
Bomb: Sweet Carnival  
Vicinity Attack: Rabbit Yoyo

## HEI-COB

Age: 18  
Country: Arabia  
Sub Weapon: Arabian Sword  
Charge Shot: Arabian Magic  
Bomb: Dancing Genie  
Vicinity Attack: Fat Grenade



## TAVIA

Age: 9  
Country: Germany  
Sub Weapon: Ripple Laser  
Charge Shot: Knapsack Missile  
Bomb: Mech Ash Bomber  
Vicinity Attack: Beam Sabel

## AINE



Age: 32  
Country: Japan  
Sub Weapon: Samurai Arrow  
Charge Shot: Samurai Dynamic  
Bomb: Dance of Rose  
Vicinity Attack: Samurai Flash



## MORRIGAN

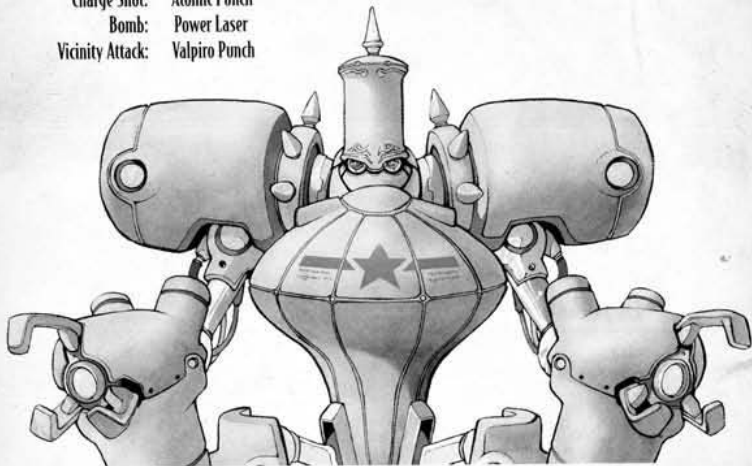
Age: Unknown  
Country: Dark World  
Sub Weapon: Search Spear  
Charge Shot: Succubus Attack  
Bomb: Valkyrie Illusion  
Vicinity Attack: Splash Libido



**Note:** To select Morrigan or Aine as your character, highlight ? (Random) on the Character Select screen, then press  for Morrigan or  for Aine.

## VALPIRO

Age: Anybody's Guess  
Country: Russia  
Sub Weapon: Valpiro Cutter  
Charge Shot: Atomic Punch  
Bomb: Power Laser  
Vicinity Attack: Valpiro Punch



## THE QUEEN PIRATES

SHARK



BLADE



GIMMICK

## GAME MODES

Press START at the Title screen to see the Main Menu. Choose a game mode with the D-Button and press START or the A button to confirm.

### ORIGINAL 1

Features include a wide screen, vertical scroll, and game balance specially designed for the Dreamcast™.

### ORIGINAL 2

Features include a wide screen and vertical scroll, plus the screen scrolls if your aircraft moves up or down.

### ARCADE

A perfect conversion from the arcade version.  
The screen is rotated 90°.

**Important:** Arcade Mode is designed for a TV or monitor that can stand vertically. If you stand a normal display screen vertically, it may damage the equipment. Please make sure that your TV or monitor can be set vertically before playing this mode.

### GALLERY

View artwork and character descriptions.



## OPTION MENU

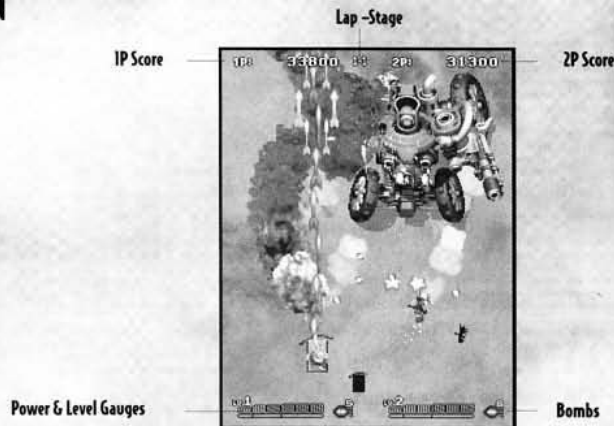
Select OPTION from a game mode screen to use the Option Menu. Choose an option with D-Button ↑/↓, and change the setting with ↑/↓.

- **FIGHTERS** - Set the starting number of fighters you'll have.
- **EXTEND** - Set the score required to receive a 1-Up (extra fighter).
- **AUDIO** - Choose STEREO (dual speakers) or MONAURAL (single speaker).
- **BUTTON CONFIG** - Press the A Button to see a menu for configuring the button assignments. You can also turn the Vibration Pack ON/OFF.
- **EXIT** - Return to the game mode screen.





## GAME SCREEN



### LAP-STAGE

Where you are in the game.

### 1P/2P SCORE

Points you've earned. Player 1 -left; Player 2 -right.

### FIGHTERS

Number of reserve aircraft you have. This number appears below your score.

### POWER & LEVEL GAUGES

The Power Gauge increases as you shoot enemies. It decreases when you use a Charge Shot or Vicinity (Close) Attack, or your fighter is destroyed by enemy fire. The Level Gauge increases and decreases along with the Power Gauge. (See page 15 for more.)

### BOMBS

Number of bombs available for Bomb Attacks.

## HOW TO ATTACK

### CHARGE SHOT

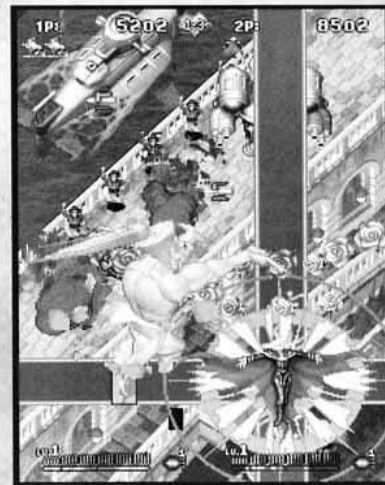
Perform a Charge shot by holding down the A Button for a short time, then releasing. The higher the Level Gauge is, the more powerful the charge shot is. The Level 3 Charge shot is the most powerful.

### BOMB

Perform a Bomb attack by pressing the B Button. A Bomb attack clears enemies' bullets on the screen. Each character's bomb attack has a different effect. Try them all!

### VICINITY ATTACK

To perform a Vicinity Attack, press the X Button when you have a Level 1 or higher Level Gauge charged. Though it is risky to get too close to an enemy, the Vicinity Attack is very powerful. Each Vicinity Attack uses one level on the Level Gauge.



## GAME SYSTEM

### POWER UP

Your fighter's attack power is increased every time you collect a power-up. If you take three power-ups, your fighter's attack power is maxed. You can also take up to nine Bomb items.

### POWER DOWN

If your fighter hits an enemy, its attack power lessens.

### BONUS

Collect coin shaped bonus items to add bonus points to your score. Taking a flashing bonus item gains the maximum bonus points. If you take flashing bonus items successively, you will also get a chain bonus!

### HIDDEN ITEM

Each stage has a hidden item that looks like a jar. Shoot it to release a gem shaped bonus item. Surprise!

Hint: There is a lot more items to find!

### GAME OVER

If your fighter hits enemy bullets, you lose one fighter. If you lose all your fighters, your game is over.

### CONTINUE

If your game is over, you can continue as many times as you want during the first lap (total seven stages). If you choose difficulty level 4 (Easy) or higher, and complete all seven stages without using a continue, the second lap will start.

## PAUSE MENU

Press the START button during gameplay to pause the game. Then Press the L and R Triggers at the same time (Z and C Buttons for the Arcade Stick) to open the Pause Menu. From this menu you can:

- RETURN to the game.
- Turn ROTATE ON/OFF (Arcade Mode only). When ON, the Directional Button settings are rotated 90 degrees for the Arcade Mode.
- EXIT to the Main Menu where you can choose another game mode.



## RANKING SCREEN

Choose RANKING from a game mode screen to check the score ranking for each game mode and difficulty level. Press the D-Button or Joystick  $\leftarrow/\rightarrow$  to change the difficulty level displayed.



## SAVE/LOAD

**GUNBIRD 2** saves and loads score rankings and option settings automatically when an optional VM is used (see page 2). If the game cannot save or load, it will display a message.

Saving occurs when you exit Option Mode and after you input your name for the Ranking screen.

- This game requires 9 blocks to save scores and settings.
- Do not turn off your Dreamcast™ or disconnect the VM or other peripherals while saving.

## TECHNICAL SUPPORT

Thank you for purchasing **Gunbird 2** for the Dreamcast™. If you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we are unable to give gameplay hints through our Technical Support number. Our Technical support lines are open between the hours of 10am and 5pm.

Technical Support : 0207 551 4266  
Fax : 0207 551 4267  
WorldWide Web : <http://www.vie.co.uk>  
Address : Customer Services Department  
Virgin Interactive Entertainment Europe Ltd.  
74a Charlotte Street  
London  
W1T 4QN

In the unlikely event of a software fault please return the complete package, with your receipt, to the original place of purchase and request a replacement.

If you do need to telephone us, please provide us with as much information as possible concerning your system.

When contacting us by post, ensure you include the Title & Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive.

If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.

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