Gunbird 2 FAQ

by winnie the poop   Updated to vFinal on Aug 28, 2003

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               Gunbird 2 (Dreamcast) FAQ version Final (8/12/03)
               Copyright Martin Dale-Hench 2003 (hockeyfox@ameritech.net)


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                          G U N B I R D   2
                          (D R E A M C A S T)
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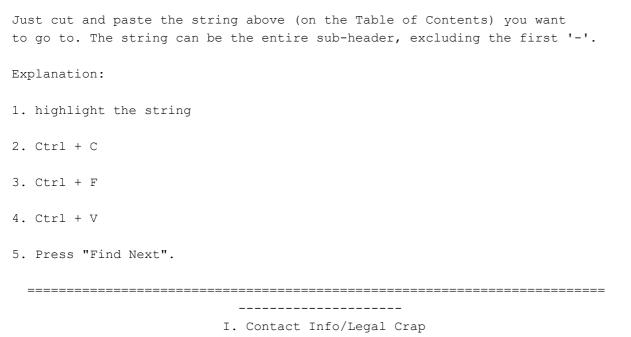
*The ASCII might be too bloated and too big for a file of this size, but
I'm still proud of it because I did it with my own hands (fingers, whatever).
No FIGlet, no ASCII program or whatever. Entirely by my hands, honest to god.
I AM TEH JUZES. PH33R M3*


```
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Just cut and paste the string above (on the Table of Contents) you want
to go to. The string can be the entire sub-header, excluding the first '-'.

Explanation:

1. highlight the string

2. Ctrl + C

3. Ctrl + F

4. Ctrl + V

5. Press "Find Next".

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===============================================================================
                          --------------------
                          I. Contact Info/Legal Crap
                          --------------------
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```

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this FAQ are faqs.ign.com, www.gamefaqs.com, and www.neoseeker.com. Don't even
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You cannot change this guide in any way, shape, or form that would discredit
me. You cannot distribute this guide for profit. Simple enough.

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                          II. Basics
                          --------------------
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```
===============
A. Introduction
===============
```

Gunbird 2? Any good? Nah, it's just another shooter produced by Capcom. One
thing that this game proved: Capcom should just stick to its MegaMan series
and, hell, its Onimusha series, which I love so dearly. But it's a good,
cheap Dreamcast pick-up for you and your friends to enjoy. It's short and
sweet and nothing else. Literally. I just wrote this game because there were
no FAQs up there so... Don't think I'm like the MASTER of this game. In fact,
I kinda suck at this game. I excel in Ikaruga, Mars Matrix, and even Zero
Gunner 2 (maybe not Ikaruga, but eh) but Gunbird 2 never got my attention to
play it long enough to 'know every nook and cranny' and I doubt it will
interest you. But WHO CARES?!

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B. Controls
===========
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Don't have a manual? Here you go.

Regular Controller

```
   -----------------
 _____
| D-pad            |     Move ship                                       |
| A                |     Menu Confirm/Shoot (Fire)                       |
| A (hold)         |     Charge Shot                                     |
| B                |     Cancel Selection/Bomb Shot                      |
| X                |     Close Attack/Physical Attack                    |
| Y                |     Allow other player to join (2 player)           |
| R (hold)         |     Rapid Fire (regular shots)                      |
| L                |     None                                            |
| R + L            |     Open Pause Menu                                 |
| Control Stick    |     None                                            |
| Start            |     Start Game/Pause/Resume/Join as the second player |
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 Arcade Stick
 ------------

 _____
| Joystick         |     Move ship                                       |
| A                |     Menu Confirm/Shoot (Fire)                       |
| A (hold)         |     Charge Shot                                     |
| B                |     Cancel Selection/Bomb Shot                      |
| C (hold)         |     Rapid Fire                                      |
| X                |     Close Attack                                    |
| Y                |     Start Character 2                               |
| Z                |     None                                            |
| Z + C            |     Open Pause Menu                                 |
| Start            |     Start Game/Pause/Resume/Join as the second player |
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   C. Game Screen
   =============


 ----------------------------------------------------
| 1P:          43500         1-2         2P:    32340 |
|(duh)        (score)    (Lap-Stage)                  |
|                                                     |
|                                                     |
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|                                                     |
|               G A M E   S C R E E N                 |
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|                                                     |
|                                                     |
|                                                     |
|                                                     |
|             (# of BOMBS)                            |
| LV2              3              LV3             5    |
```

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  ------------------------------------------------------
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  ||||||||||||||||
  LV of your POWER GAUGE



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  D. Main Menu
  ===========
  ----------
 Original 1
  ----------
Oh, it's just the Dreamcast version of Gunbird 2. Since you're using the TV
as the displayer, not the arcade, the proportions have changed. You can see the
entire field without scrolling up or down.


  ----------
 Original 2
  ----------
The arcade version in the horizontal form. Since the TV cannot fit the entire
game screen into the monitor, you have to manually scroll up or down if you
want see what's there. Recommended for experts.


  ------
 Arcade
  ------
It's just like the actual thing, the arcade. But... you will view it in the
vertical form. Feels kinda weird but you will get used to it if you play with
this mode for a while.


  -------
 Gallery
  -------
Bah. Just pictures to tide you over from hating this game. The entire list is
in the Section well titled as 'Gallery'.


  ----------
 Game Start (Found in Original/Arcade menus)
  ----------
While highlighting this sub-header, you can select the difficulty that you
want to endure for the course of your present play-through. The difficulties
are:

Baby---Child---Very Easy---Easy---Normal---Hard---Very Hard
 1       2         3          4       5       6        7

So, what's the difference? Besides the increase in the number of enemies and
their tendency to attack, you receive more bullets to dodge. For a standard
shooter, that's sufficient. However, if you select the Easy difficulty or
higher (4, 5, 6, or 7) AND clear the game without any continues used, you
will receive a second world to play through. That's it, I guess.


  -------
 Options (Found in Original/Arcade menus)
  -------
      Fighters --- Select the number of lives you have for each credit.

       Extend  --- You get a 1-Up after every 600,000 points OR 800,000 points.
                   Take your pick.
```

```
          Audio --- Stereo or Mono.


  Button Config. --- Change the controls to whatever you desire.



     =================================
     E. How to Play - The Actual Basics
     =================================
     ---------------
     Basic Knowledge
     ---------------
  Shooting - Common sense. This is the method that you will use the most to
             decimate your opponent into bits. However, by the default control
             setup, A is just a Fire button. If you press it, the bullets will
             come out sparingly, at best. Instead, use the R button to fire
             your cannons like double Tommy Guns. Kick ass. So... why is the A
             button _even_ there if it is useless? Well, if you hold down A,
             you can perform a CHARGE SHOT, a far more powerful type of attack.
             My recommendation is that you use it when the level of your
             POWER GAUGE (as seen on the bottom of your screen) is at least
             LV 2 since this shot uses the gauge up.


  Bombing - OMG, this one owns your mommy! Throughout the course of your game,
             you find some packages left by the enemies that have a 'B' on it.
             As you pick it up, a Bomb is added to your inventory. To use it,
             press B (as in Bomb, heh) whenever you have one (as seen just next
             of your Power Gauge). It will get ride of ALL of the present bullets
             fired by your foes. What's more, some of your characters will be
             able to use it to DAMAGE stuff massively. For example, Alucard has
             a vertical and a horizontal attack: 'Bloody Drill' (or something
             o_O). However, Marion's 'Sweet Carnival' just transforms all of the
             bullets into candies, giving you unbelievable amounts of bonus points
             if you use it wisely. Every characters has their own unique motif
             for the bomb usage.


  Close Attacks - This one, like the Charge Shots, uses your Power Gauge as its
                   fuel. So what's it all about? Once you press X (and have
                   sufficient power in the gauge), you can use your character's
                   'Vicinity Attack' which will attack opponents at close-
                   quarters. Therefore, you have to be close to your opponents
                   while its function to extend its potential. The damage?
                   Pretty good, actually!


  Dodging - Bah, you know what to do. Move around the bullets, you know. If it
             gets too hectic, just use up a Bomb to clear the bullets out. If
             you don't have anything, you're screwed... just try your best to
             dodge them all. :)


  Power Gauges - To increase it for the ability to use Close Attacks and Charge
                  Shots, you have to shoot at the enemies, basically. That's it.
                  If your fighter die or uses up the Close Attack or a Charge
                  Shot, the gauge will decrease. There are three levels, so when
                  you fill it up, the level goes up and you start with another
                  empty set of lines to fill up.


     -------------------------------
     Power-ups and Energy Tanks Info
     -------------------------------
```

```
<P> *Power Up* --- If you played a old school shooter like say, 1945, you
                   you would what this apparatus would do, vaguely. Picking
                   one of those up will enlarge your blast radius of your
                   Primary Weapon, and turn you into a more effective killing
                   machine. If you pick another Power Up (the same ship still
                   intact from the previous power-up), the power of the ship
                   goes up yet another notch.

<B> *Bomb* ------- Common sense. Come on people. Pick this up and you have one
                   more Bomb to use.

<O> *Coin* ------- Pretty tricky. Basically, they are used to get you more
                   points. 600,000 or 800,000 points (depends on which one you
                   chose) will yield you another life. Now, one coin equals a
                   measly 200 points... but you can get a LOT more points.
                   How? You see how the coin flashes sometimes, when it turns
                   around? Well, if you grab it when it's doing that, you can
                   perform a CHAIN if you continue doing so (grabbing the next
                   one when it's flashing and so on). The next coin would give
                   you 1000 points and even more if you don't break the
                   streak!


   =============
   F. The Heroes
   =============
```

(Statistics from the instruction manual.)

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

A very versatile fighter, he can move around fairly quickly while assaulting
the enemies with a bite from his comrades, the bats. The son of Dracula
himself, he sends bats flying with his Charge Attack. His most lethal blood-
sucker: the Bloody Cross. Like a Cross, it goes up and down and left and
right, making it unstoppable. Great for everyone.

```
MARION
------
             Age: 9
         Country: England
      Sub Weapon: Shooting Star
     Charge Shot: Neo Fire Rabbit
            Bomb: Sweet Carnival
Vicinity Attack: Rabbit Yoyo
```

For beginners or in 2-players mode only. Sure, you can use it otherwise, but
it's not as effective. Experts will bore themselves out. This character starts
off slow, with only one liner as its primary weapon but as it gets more
upgrades, it kicks ass with its homing missiles (Shooting Star), which
allows you to just worry about oncoming bullets and let the Stars home on to
the enemies. The Vicinity is alright, I guess. Just her Rabbit popping out

o_O. The bomb does next to NOTHING damage but it allows you to get more
points by transforming the bullets into candies. Candies = bonus points.
Remember, beginners should use her.

HEI-COB

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

Eh, he kinda sucks. The only good things about him is his Close Attack, which
probably does the MOST damage of all Close Attacks. The other good thing is
his Genie's looks that comes out from his bombs. Eh, I'm going to get bashed
and disliked for my comments on him. Gah.

TAVIA

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

Amazing. While her Bomb is so-so, the Primary and Sub Weapons are simply
stellar and swift. The female mirror of Alucard, if you will. Massive damage
are released via her Primary Weapon so use it often. As for the Close Attack,
the Sabel, it's actually pretty good. A great fighter all around.

VALPIRO

              Age: ???
          Country: Russia
       Sub Weapon: Valpiro Cutter
      Charge Shot: Atomic Punch
             Bomb: Power Laser
Vicinity Attack: Valpiro Punch

He gets a big WHOA! from me! When upgraded several times, his Primary Shots
gets so BIG that you don't have to worry about targeting! His Sub Weapon is
the BEST in the game, with the razors cutting into the enemy AND STAYGIN with
it until the razors are too dull to continue! Simply amazing. The Bomb is
omnipotent, goes all around, finishing with the linear shot. The Vicinity
is average, at least. You want him...

MORRIGAN

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

To access her, press up at the question mark (random icon).

Bah. Pretty girl (cleavage!!! :D), but almost nothing else. While her
Primary one is alright, her Sub Weapon is extremely weak, cannot destroy
anything by itself fast enough. The Bomb is the only thing that's superior
in her arsenal. Worth it? Nah.

AINE

              Age: 32
          Country: Japan
       Sub Weapon: Samurai Arrow
      Charge Shot: Samurai Dynamic
             Bomb: Dance of Rose
Vicinity Attack: Samurai Flash
To access him, press down at the question mark (random icon).

O_o Just look at his bomb. 'Nuff said. His Primary Attack is lame, only
one line of fire! Sucks ass. Bomb? Gah. Just transforms the bullets into...
ROSES! Yay. Girls unite! I could ramble on and on but I think I've made my
point.

RANKINGS
----
1. Alucard
2. Valpiro
3. Tavia
4. Marion
5. Aine
6. Morrigan
7. Hei-Cob

  ===================
  G. Tips and Hints!
  ===================

-- You want more lives? Just keep getting coins when they're flashing (for
   a split-second only, so be quick!). After every 600K or 800K points, you
   are, deservingly, awarded with a brand-new life.

-- Utilitize your character's prowess. Either if it is Alucard or Hei-Cob,
   use their Bombs, Charge Attacks, Secondary Weapons, and even the Close
   Attacks. They all are extremely useful to your success.

-- Bombs away! If you get trapped in a perilous position, use a bomb to clear
   all of the bullets away, potentially saving a life. Therefore, don't waste
   a bomb that you can easily destroy without one.

-- 2-player! Makes it fun and easy! It seems as if this game is MADE for two
   commandeers! Really, I mean it!

-- Close Attack! It is, perhaps, the strongest attack in the game.

-- Know the levels. Like every shooter, it takes time to master.

-- Be better after level 5. If you lose all of your lives in a continue during

```
           that time, you will have to re-start the given level. Be wise.


      ==========
      H. Supports...
      ==========
-Memory Card/VMU (duh)
-Jump pack
-Arcade Stick (Yea, I know O_o)



    ==============================================================================
                            --------------------
                                III. Secrets
                            -------------------
    ==============================================================================


-- Second World

Just beat the original levels without using a continue (tough, I know!) and
you access this neat extra.

--------------------------------------------------------------------------------

-- Morrigan/Aine

Press Up/Down at the question mark in the Character Select menu for Morrigan
and Aine, respectively.

--------------------------------------------------------------------------------

-- Various stories

Every character has its own story and they will comment on their mission/
purpose after every level. If you play with a friend or play on the 2-player
mode, you will be able to see what the duo has to say, they will say something
_DIFFERENT_!


That's all for now.

    ==============================================================================
                            --------------------
                                IV. Gallery
                            -------------------
    ==============================================================================


MARION
------
#1  A Little Great Wizard : Marion
#2  Character : Normal
#3  Character : Joy
#4  Character : Anger
#5  Character : Joyful Tears
#6  Illustrations for Title Demo
#7  Final Artwork
#8  Costumes


ALUCARD
```

```
-------
#1   A Lone Vampire : Alucard
#2   Character : Normal
#3   Character : Anger
#4   Character : Laughing
#5   Character : Thinking
#6   Rough Sketch
#7   Final artwork
#8   Rough flying patterns


TAVIA
-----
#1   A Flying Ace : Tavia
#2   Character : Normal
#3   Character : Joy
#4   Character : Surprised
#5   Character : Crying
#6   Uncle Ash and Tavia
#7   Final artwork
#8   Rough sketch
#9   Additional


VALPIRO
-------
#1   A Military Robot : Valpiro
#2   Character : Normal
#3   Bomb attachment
#4   Rough sketch 1
#5   Rough sketch 2


HEI-COB
-------
#1   A Heavy Arabian : Hei-Cob
#2   Character : Normal
#3   Character : At a Loss
#4   Character : Laughing
#5   Spirit of the Lamp
#6   Rough Sketch 1
#7   Rough sketch 2


AINE
----
#1   Burning Naked Samurai : Aine
#2   Character : Normal
#3   Character : Laughing
#4   Character : Big Laugh
#5   Rough flying patterns


MORRIGAN
--------
#1   Queen of the Night : Morrigan
#2   Character : Laughing
#3   Character : At a Loss
#4   Character : Bored
#5   Character : Joy
```

```
QUEEN PIRATES
-------------
#1  Don of the Queen Pirates : Shark
#2  Character : Joy
#3  Character : Surprised
#4  Mechanic Chief : Gimmick
#5  Character : Surprised
#6  Character : Failed
#7  Combat Chief : Blade



SPECIAL ILLUSTRATION
--------------------
#1  GUNBIRD2 Main illustration
#2  Marion special illustration 1
#3  Marion special illustration 2
#4  Marion special illustration 3
#5  Marion special illustration 4
#6  Marion special illustration 5


   ==========================================================================
                        --------------------
                            V. History
                        ------------------
   ==========================================================================


Version Final-- I suck, I know. This FAQ sucks. I don't play this game that
 (8/12/03)       much but I made this game anyway because there were no FAQs
                 up. If you have something to contribute, PLEASE do e-mail me!


Thanks to:


blah blah blah



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