

Wings of Wor Boss FAQ Final

by FFMrebirth

Updated on Apr 5, 2004

```
{__
{__ {__
{__ {__ {__ {__ {__ {__ {__ {__
{__ {__ {__ {__ {__ {__ {__ {__
{__ {__ {__ {__ {__ {__ {__ {__
{__ {__ {__ {__ {__ {__ {__ {__
{__ {__ {__ {__ {__ {__ {__ {__
{__ {__ {__ {__ {__ {__ {__ {__
```

Gyroug (Wings of Wor) Boss FAQ

Written By: Scott Clemmons

Size in Kb: 22.9

Version: Final

Genre: Shooting (Genesis)

- Table of Contents -

- A1. Contact Me
- A2. What is Gyroug?
- A3. Rudiments
- A4. Boss Strategies

- » Stage 1
- » Stage 2
- » Stage 3
- » Stage 4
- » Stage 5
- » Stage 6

A5.

A6. Disclaimer/Thanks

- A1 Contact Me -

Reading mail happens to be a hobby of mine. I like to hear from my fans or lack of. If you're too lazy to send me mail, drop me by a message on AIM. My name is: swtzwondrboy20. This is public screen name for my writing, since I got tired of people contacting me on my other one.

swtzwondrboy20@yahoo.com

That's the public e-mail that takes cares of my reviews and FAQs. Use that please. Thanks

- A2. What is Gyroug? -

Gyroug is yet another shooter that I have managed to get my hands on to write for. NCR published it, and they've published some other Games such as "Langrisser" and some "Macross" games.

It's really different since you're an angelic statute that awakes And kicks incomprehensible amounts of ass. The weapon system featured in Gyroug is a tad odd when juxtaposed with other shooters of the time. You're able to level up your weapon, change the fire that you fire your weapon, and even call in help from angels to aide your weapons; it's a pretty nice idea. Also, there's no need for those pesky checkpoints here, and you're not harshly penalized for dying once; you get to start exactly where you died, isn't that nice of the developers? I thought it was myself.

Directly from the manual:

Welcome to Iccus, planet of the flying men. You are Wor, a winged battle master with the power to hurl bolts of energy and control the magical forces of nature.

Your planet has been taken over by an evil virus that has mutated into a collection of the grossest creatures ever to slime a tunnel. They are the Mutants of Iccus, led by the terrible Destroyer. Many have taken on the mutants before you...and failed. Now it's your turn. From the deepest caverns of [sic] Iccus to the belly of the beast itself, you must fly and fight for the life of your planet! It won't be easy...but then the best battles never are! Destroy the Destroyer and Iccus will be saved, and its skies free once again. But fail and your wings will be cipped [sic] forever!

OBJECT:

The object of Gynoug is to defeat the mutants that have taken over Iccus. In addition to a couple of hundred minor creatures...each of which can destroy you with a touch...there is a mid-round and end-of-round large mutant you must beat to win the game. There are six rounds in all. If you win, Iccus is saved. Fail, and the planet is doomed to an eternity of rule by some pretty disgusting monsters!

- A3. Rudiments -

=====
- Spells:
=====

If you collect the same spell twice and then use it, it becomes a lot more powerful. Also note that this doesn't affect Wild Fire. Gynoug has quite a nice selection of magic given that fact that the game is only six stages long.

L = Lightning Bolts - Little angel comes and can attack all monster on the screen a total of five times. Great for clearing all the monsters on the screen.

G = Ground Attack - Four cyan balls fly both up and down, and they'll stick to the ground and move forward. Great for taking out monsters in little burrows that are

found on stage 4.

O = Angle Helper - Gives you flying angels that circle around you and shoot out bolts of lightening at guys.

S = Aura Shield - Give you an aura shield for 10 seconds. Nothing can damage you in this period. These thing don't show up very often during play.

H = Magic Arrows. - Magic arrows are pretty weak in terms of attack power. When you use them, two little "arrows" come out of you and home in after a random monster on the screen.

E = Energy Balls - Fires out four balls of energy that spread up and down. I wasn't able to find a part in the game where these would be very useful.

T = Thunder bolt - Allows Wor to shoot a little bolt of lighting that inflicts a pretty good amount of damage on whatever monster it comes in contact with.

w = Wild Fire - Wild fire is just as it sounds, it's pretty damn wild. Your regular attack becomes a bunch of orbs that do a tad bit more damage and they have a larger hitting area. You get 999 of this item and it never runs out. Too bad you only run across it once in the entire game.

=====

- Weapon Modes

=====

The following weapons can be charged up by collecting red orbs or collecting another little token. Make sure the token that you collect is the corresponds with the weapon you have now, or your weapon mode will change.

Blue - The blue weapon mode is probably the one you'll be using the most while playing the game. All your attacks go in front of you and they spread out. There's a total of five levels to this attack, to make the attack stronger, collect red orbs

Red - Somewhat like the blue mode, but the attack is more focused. You're also able to attack right above you and right below you. This adds a little bit of a defense element to the attack. However, you won't have as huge of a range a the blue mode of attack.

Orange - You will only get to use this one a few times in the entire game because it's pretty obscure. What it'll do it allow you to fire from both the front and back equally. There are some stages where this will come in handy since there will be more monsters coming from the back than front.

- A4. Boss Strategies -

=====

» Stage 1 Mini-Boss:

=====

To be honest about this boss is easy, he's nothing more than a really huge turtle that just fires out a plethora of fireballs at you. Sounds hard? He's not at all because they're so easy to dodge. Just stay to the far left of the screen and fire at his neck. Once you hit the lower part of his neck enough, he'll die. Yeah, there's not much to this guy at all.

=====

» Stage 1 Boss:

=====

A massive machine sitting on 12 wheels that moves fo' and from in an attempt to kill you. On top of that, he has two rotating machines in the back the fire around in circles and fire out bullets the whole battle. The bullets spread across the whole screen and come in waves. They're also extremely easy to dodge since this is the first boss in the entire game. First, the weak point, and that's his head, so make sure you just go nuts on his head whenever you get the chance to. If for some reason you have to retreat to the bottom of the screen, be warned he has a contraption that pops out sometimes and will crush you. Just keep firing at the face and this guy will go down in no time.

=====

» Stage 2 Mini-Boss:

=====

A giant seashell, what a pleasant surprise. Because when I think big, daunting boss, I think an oversized seashell.

Moving along, this is probably the most vicious seashell you'll ever fight in your entire life (if you ever meet a vicious seashell that is.) He'll seem stagnate and just float around, but he'll unleash an attack composed of around 60 little fireballs that spread out at you shortly thereafter. You can also only hit the pink quick in the middle of him, and since this is a small target, it could take a while before he falls. He also likes to spew his guts at you as well, but this attack is able to be negated by nothing more than firing your weapon at it. Other times he'll make a combination of two attacks. He'll fire out three miniature shells and lots of fireballs at you, just dodge, that's all the real advice I can give you on this one.

Sometimes he'll float across to the other side of the screen, just get yourself out of his way and wait for him to float back to the right hand side of the screen. If you die one or two times during this fight, it's nothing big. Once he dies, he'll explode and you'll proceed further into the level.

=====

» Stage 2 Boss:

=====

First, you'll be up against just one little pirate face that's located on the front of a ship (you know, like where the Nike statue would be on European ships.) Anyway, first, he'll shot a lone bullet that you can EASILY dodge, then he'll begin to open his mouth and

fire out lots of bullets in an up-down motion. Again, very easy to dodge. The whole time he'd doing this just blast away at his face.

Of course, things aren't as easy as they first seem. The ship will raise up and a new face will appear. I know, you must be scared, all these ugly faces, but never fear timorous gamer, press forward and defeat this beast.

What I did was get level with his nose and just keep firing at him while that little hole above his head kept firing out fireballs at me. Then, then his mouth opened and he began to just unleash, I sat there and dodged, this worked well for me, it should work well for you, too. When he's done shooting from his mouth, go up there and just blow everything you got at him. It might take a while for him to die, though, so keep the pressure on.

=====

» Stage 3 Mini-Boss:

=====

A giant, golden serpent is all this guy is (with an ugly face.) He doesn't even attack you with any projectiles, and that's a great thing! The only thing he does it just fly around the screen at a mind-boggling speed, so you're basically going to have to dodge him when he randomly zooms across the screen and disappears again. You can only hurt him by attacking his face with your regular attack, as he moves too fast to get him with much else. After around 2 minutes, he'll die and you'll be trusted further into this level.

=====

» Stage 3 Boss:

=====

A huge train thing that's composed of a funny looking face. Another one of these strange bosses, but oh well. Moving along, he'll open his jaw, and then you go in and attack before his starts to shoot smoke out of his nose. When he starts to do this, run up to the top left hand side of the screen; it makes it a lot easier to dodge all his stupid smoke attacks. Also note that a huge piece pipe comes out of his mouth and a torrid fire will spew forth. This is extremely easy to avoid, just stay up in the corner.

This might sounds like a lot of attacks, but there is one more that he does. Between his eyes is a little hole, he'll shoot a spread shot at you once in a while, adding to the total amount of attacks you'll have to dodge. Stay in the upper-left hand corner and this stuff should be easier to avoid. Once his peace pipe goes back into his mouth, move down there and open fire on him, this battle could take a while. If you're playing on higher difficulties, prepare for it to take a long time.

=====

» Stage 4 Mini-Boss:

=====

Four monkey faces and a enormous, sky ship is all this mini-boss is composed of. The faces just fire round after round after round of fireball at you. They fire three of them at a time

and they spread, which sucks. They'll be pretty easy to dodge. Don't think that the game would let you off so EASILY, as the sky ship attacks you with three torpedoes as well. He'll only attack you if you get directly in front in from of him. So, steer clear of the sky ship and you'll be out of dangers way.

Now, to take him out, you're going to have to target the faces ONLY. The ship itself cannot be harmed by your pathetic little bullets because it's a giant, steel contraption. Once you attack the faces enough, sky ship will start to break down and fall from the screen in a burning pile of rubble.

=====
» Stage 4 Boss:
=====

You're in a fight with a macabre, ghoulish corpse that's missing legs and have a penchant for firing oversized red blood cells at you...

Yeah...

Hands down, the Stage 5 boss is probably the one that'll require the most attention to detail. The nadir of his spine dispels large amounts of red blood cells that float upwards towards you, and his mouth body dispels some that descend on you, so you're basically getting double teamed here by blood cells. Then, to top it all off, the guy's heart just floats around him in an odd manner; it'll fly one way, then go behind his main body so you can't even hit the silly thing. It'll come back, you'll be able to get your few attack in right before it flies back behind the huge, ghastly corpse. When he's about to die, he'll start shooting out more and more of these red blood cells at you, making you have to use those scrupulous shooter skills. The thing to do here is just wait for the heart to come flying around and attack it, then move up a little bit so that dodging the blood cells is easier. Rinse and repeat until he falls.

=====
» Stage 5 Mini-Boss:
=====

This stage has the coolest background in the whole game hands down. Look at it, it's a shifting, blob of neurons and plasma.

The boss, however, isn't so cool. He sits there and throws rocks at you. I know, rocks, "What can rocks do" you probably ask yourself with incredulity. What they can do is make you have to dodge a lot more projectiles when he's already shooting these little blue balls that spread apart in midair. He'll shot these little balls and about half way to you, they explode into many smaller, less proportioned balls. Yeah, I know, all this balls talk is enough to make a man sick, but let's face it, you'll have to dodge these balls or die. To make a long story short, keep firing at him, use any spells that you have on you at the time to take him out. He'll fall in about 15 seconds of keeping the pressure on. Good luck!

=====
» Stage 5 Boss:
=====

If you've ever fought Death on the series "Castlevania" then some of this boss' tactics should look familiar to you. He summons in little, swirling blade of fire that home in on you no matter what. However, unlike Death, these are able to be destroyed. Make sure you start this battle with the blue weapon mode so you're able to destroy these swirling blades that are above and below you. He'll also fire out small red balls that home in on you as well. Stay to the very left-middle side of the screen and move accordingly. The blue weapon mode will be able to take out all the swirling blades that fabricate out of nowhere and you should be able to get a good amount of hits in on his head as well. Easy as cake.

=====
» Stage 6 Mini-Boss:
=====

There is none, they simply make you fight the Stage 4 boss again.

=====
» Stage 6 Boss:
=====

Fianl boss of the game looks like some kind of alien in a bottle. He just floats in the same spot the whole battle and has only one weakness on his whole body. His weakness is an eye that's located in his center. I know, the weak point is always in the center somewhere, but this one isn't always accessible. The eye remains closed for three seconds, then opens back up again then closes for another three. You're only going to be able to get a two shots in max in the duration that his eye is exposed.

The boss only has one attack, too, and that's an annoying one at that. He'll sit there and fire out around 15+ eggs at you, and they home in. Once they go off the screen, sometimes they'll come back and home in on you again, but that's not the hard part, you'll have to dodge that and another patch of eggs that are fired at you. So, basically you're going to have to dodge around 30+ eggs at one time, count the time it takes for the eye to open again, get in there, shot, get out, dodge, and then somehow not die. Sound hard? It is. Now, what I did was just stay in the middle of the battle field and wait for his attacks to come to me, dodge, then attack and move around after I attacked; it took me around 2 minutes total to make this boss fall using these tactics.

The ending portrays you going back down on your pedestal and turning back into a stone statue, yay!.

- A5 Cheats -

Thanks goes to

Easy Mode:
Highlight the ''Game Level'' section on the options screen, then hold A + B + C and press Start.

Level Select:
Highlight the ''Control'' section on the options screen, then hold A for around ten seconds.

Unlimited Credits:

Hold Left + A + C when the ''Game Over'' screen appears. Hold the buttons until the continue screen is displayed to continue game play without using any credits.

- A6 Disclaimer/Thanks -

Thanks goes to:

- Yatesy for checking this thing over for me to make sure I didn't miss anything. Thanks, bloke! Check out his work at:
<http://www.gamefaqs.com/features/recognition/9220.html>
- Vengeance for having the cheats posted on Gamefaqs:
<http://www.gamefaqs.com/features/recognition/10574.html>
- <http://www.uvlist.com/> for the manual.

This walkthrough can only be hosted by the following site(s):

www.gamefaqs.com
www.honestgamers.com

This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright. This guide was created by one man, that's me, Scott Clemmons (FFMrebirth.) I also don't own the rights to this game. They're owned by whoever created it. I just wrote a guide for the bosses.

In honor of Gyroug's HORRIBLE ending:

"Coagulations, you are a terrific guy. Produced by:"

- End of File -