

Kagaku Ninjatai Gatchaman: The Shooting (Import) FAQ/Walkthrough

by hushicho

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Kagaku Ninjatai Gatchaman - The Shooting
PSX FAQ

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version 1.0

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Version 1.0 -

This is it! The final version of the work that went into this. If you have anything to add, feel free to send it to the above address with a subject line of 'Re: Gatchaman FAQ' and I'll be happy to add it. Enjoy!

i - Introduction

In the future, an organization known as Galactor comes to power and begins to threaten Earth with its advanced scientific knowledge, chiefly applied to destructive and maniacal acts. Leader of the International Science Organization, Dr Nambu, assembles five teenagers as a team of secret warriors. The secret ninja team fight against Galactor and its wicked general Berg Katse, who is still only an underling following the orders of the terrible and mysterious Sosaix.

This game takes the familiar Gatchaman characters and puts them into an equally familiar situation of infiltration and battle against the evils of Galactor. Consider this a condensed version of the series!

1 - The Characters

Eagle Ken

Leader of the team and a very capable fighter, Ken's motif is the eagle. He is fast and well-balanced, and a good choice for beginners. When he gets powered up enough, he has homing missiles that can be used, extending his range.

Condor Joe

While Ken may be leader, Joe is arguably the toughest. While he is reckless and often clashes with Ken, he has the power to back it up. He is strong, but his absence of the ability to shoot both in front of and behind himself is a weakness in some cases.

Swan Jun

Jun is a technical expert and fights using the yo-yo, which was actually originally invented as a weapon. She's a very independent woman and always tries to do her best. Although it's a change from the first two, Jun is actually very capable and powerful, especially once you power her up. She has incredible range.

Swallow Jinpei

Jinpei is the kid of the bunch, but he's actually very proficient at explosives. Yes, naturally he's keen on blowing things up. But he's generally agreeable and probably closest to Ryu; they sometimes get in trouble for their similar sense of humor. Jinpei's range is frankly awful at the start, although it does get better as you power him up...and you will want to!

Owl Ryu

Ryu is the main pilot of the God Phoenix, the most powerful of the team's vehicles, which requires all five team members to be present in order for it to function at an optimal level. As such, Ryu only appears in the final level and not throughout the game otherwise.

Dr Nambu

Nambu is the team's mentor and advisor, and he is the one that directs the team and gives them their assignments. While Ken may be leader, he still is answerable to Nambu. Nambu is a scientist who is not afraid to fight for what he believes in, which is why he created the Gatchaman team. He appears between levels to give you your missions and interact with the team.

Berg Katse

The main villain of the piece, Katse is actually a kind of mutant that was engineered into a being that can shift gender at will. A loyal and passionate servant of SosaiX, Katse despises the Gatchaman and will go to any lengths to destroy them.

SosaiX

A hostile alien invader, SosaiX controls Galactor behind the scenes and wishes to dominate and control Earth. While some maintain he does not look like a giant psychedelic chicken...I can't quite say that he has no resemblance to the barnyard fowl. Nonetheless, he is a terrifying and cruel tyrant who is anathema to everything the Gatchaman stand for.

2 - The Controls

Directional Pad - Moves your character around on the screen.

X button - Uses a Bomb attack/cancel on menu screen.

O button - Fires your characters' weapon/confirm on menu screen.

Start - Pauses the game.

At the menu you'll probably want to select the first option, to start playing the game. You'll be able to choose between four of the team to begin with, and each one has his or her own stage.

You will have to hit the O button repeatedly as there seems to be no repeat-fire in this. Don't worry though, once you power up it'll be much easier to take out masses of foes.

You have only a certain number of Bomb attacks, which will clear the screen of projectiles and take out all the enemies on the screen, or damage them in the case of a boss or midboss. The number you have is represented by icons underneath your health bar, and when you get to five, you'll see that the number 5 on an icon replaces the ones you have; numbers over this are added to that display accordingly.

Over your bombs is your life bar and, over that, your score. You will gather power-ups during the course of a level, but you lose a level of power every time you take a hit.

3 - Walkthrough

As noted, each member of the Gatchaman team has his or her own stage and bosses. In the first half of the stage, he or she must infiltrate the Galactor base and fight a midboss. In the second half of the stage, he or she boards his or her personal vehicle and fights through another level full of enemies before fighting the final boss of the stage.

While your health is totally restored after you defeat the midboss and deploy in your vehicle, your Bombs are carried over. After the end of a stage, your extra Bombs give you a bonus to your score but are not carried over to the next character's stage. So the name of the game is knowing when to use them!

And since the midbosses aren't given on-screen names, I took the liberty of naming them. So they're not official names, but they're good enough for me.

Eagle Ken - 1

The stage is fundamentally pretty much the same for each of the four, so start noticing where things are now. If you destroy the two larger robots at the beginning, you will be able to pick up two power-ups, making things a great deal easier. Be sure to learn at this point how to strafe, moving back and forth while shooting constantly. You'll be able to defeat enemies before they even get a chance to shoot at you, and you're likely to uncover G symbols, which are counted in your score at the end of the stage. Be sure to collect Bombs, and if you're quick and attentive you should not have to use them.

Ken's Midboss

Terrorbeetles

These guys are so easy. Just avoid their attack; they move around in a circle with each other, then fire downwards. You should be able, if you keep switching sides and concentrating your fire when they stop, to blow them each up in short order. Should you narrow it down to one first, the remaining one will start simply positioning itself and firing. Dodge its blasts and defeat it. I would advise not using a Bomb against this

very simple midboss.

The second half of the stage is just as easy really, just make sure you destroy everything on the screen so that you can get more of those G signs. Be careful of some things on screen that you can't just run over, you'll need to go around for some. Be sure to remember your strafing, and this will save you a great deal of time and a big headache.

Ken's Final Villain

Turtle King

He's not so difficult, so you really shouldn't even have to use a single Bomb on him. Reserve your Bombs just in case you get into a tough spot or are cornered by shots you can't possibly dodge. His pattern is to fire off a huge amount of shots from his hands, but you should be able to destroy both of those pretty quickly. Otherwise he shoots smaller shots from his head. When he goes off-screen and returns, he'll try to swoop down on you, then when his chest unit opens up, prepare to dodge; there will be larger projectiles in a wide arc, but they're not so hard to get past. After a little while he'll return to his pretty placid other side and is very easy to defeat.

Condor Joe - 2

More of the same, although Joe's pretty straightforward on both his shooting and his power. Make sure you get powered up as soon as you can, although he can really function pretty well even at a relatively low power level. Be sure to use the same techniques as you did with Ken, and try to save your bombs if you can too.

Joe's Midboss

Mechapede

As long as you keep your eyes open, this midboss isn't too tough. Just avoid it when it runs across the screen; if you can, try to position yourself under it since Joe can only fire ahead. If you can't, just avoid it. If you can get under it, fire away; eventually it will split into sections and fire off blasts at you, but these are easily avoided by being quick and attentive. Keep destroying the segments when it splits up and eventually it will be reduced to a smaller and smaller size. Then it's not long until you will be victorious!

The second half of the stage is more of the same, except this time you're in Joe's vehicle! Collect Bombs and G signs as always, remember to strafe!

Joe's Final Villain

Heavy Cobra

Sort of a play on words, at least almost; unfortunately he's not as clever as his name and more or less sort of swoops around the screen firing off little shots at you. Occasionally he will stop and fire larger ones, but these are pretty easy to avoid. Use a Bomb if you really have to, but this is a boss that shouldn't cause you too much trouble.

Swan Jun - 3

Jun takes some getting used to because her range at first isn't as good as it will be later, and she uses a different weapon than the others if you've played them by the numbers. Be sure to upgrade her as soon as possible, because once she's powered up she is as powerful as the others if not moreso. Her multiple yo-yo attacks do massive amounts of damage and allow you to strike from far away. Other than weapons differences, take the first half as normal.

Jun's Midboss

Construction Destructor

The midboss itself isn't all that powerful, but its area of confrontation is deadly! The various panels will raise up and extend cannons, then fire either in the cardinal directions (basically a plus sign) or in a diagonal cross (an X). You can stop them by doing enough damage before they fire, but be sure to position yourself where you will not be hit by their beams! If you have Jun powered up to the maximum this will be easiest since she has a huge range and is quite powerful, but even if you don't you can still manage it. Just be sure not to let yourself get hit by the midboss's arms or by his blasts. When he seems to lock on you and moves instantly with you, he's about to thrust his hands forward, so position yourself between them or beyond their reach. Once the panels are destroyed, you can concentrate on the midboss and destroy him. You shouldn't have to use a Bomb to do this, but if you get in a tight spot you might want to spare one to get you out of it.

The second half is pretty much an easy go, especially if you've powered up Jun; she has homing missile capability, and this really helps. Keep using the same techniques as with the others, and be sure to collect all the Bombs you see in preparation for the boss.

Jun's Final Villain

Snake 828

This, in my opinion, is the hardest boss in the entire game. First of all, avoid the dragons popping out of it and keep firing constantly. Try to destroy the dragons as quick as they pop up, which will mean less to dodge. Dodge the shots as they fly, and the larger shots which will also occasionally be deployed, and be very careful to avoid the front of Snake 828 when you see a glow around his eyes. He's about to fire intense beams, which will do serious damage. You can avoid them by positioning yourself between the eyes, but this is risky. You may wish to use your Bombs to clear off the screen of projectiles whenever you want to switch sides of the screen, or when you get caught in a tough spot, but be sure to save them in case of emergency. He's tough!

Swallow Jinpei - 4

Jinpei is by far the most difficult one to play with initially, and he takes a good bit of powering up before he's even remotely smooth to deal with. You'll be dodging a lot, but pick up the two power-ups at the start at all costs. Even if you get hit and lose their power, at least you'll have it for a little while. The more power you can get Jinpei, the easier it will be to play him. If you get him to his best level, he can fire several at once both forward and behind himself, so this is in your best interests. As usual collect Bombs and G signs, and strafe, strafe, strafe!!

Jinpei's Midboss

Roulette Twister

This isn't too tough a midboss really, just avoid the midboss itself and avoid the whirlwinds it throws at you. At first it will only produce one, but as it weakens it will produce two. However, it will only ever produce a maximum of two at a time, so don't worry too much. If Jinpei can fire forward and behind, simply keep firing as you dodge and you will do damage; even if he can't, keep firing as much as you can just in case you can get in a lucky shot as you go. Dodging the projectiles isn't too hard, and neither is dodging the twisters or the midboss. Just be patient and keep trying. You shouldn't have to use a Bomb at all for this one.

The second half is the same as the others really, but with Jinpei you will notice very quickly that he puts out explosives that soon after detonate. Keep constantly firing these explosives all over the screen, as usual adapting the 'strafe' strategy to the unique vehicle's own qualities. You shouldn't have much of a problem.

Jinpei's Final Villain

Magnecheck

Once you reach the chessboard floor, you'll know you're there. This boss isn't terribly tough, but you will have to use a little bit of caution if you get surrounded or muscled into a certain position. Don't try to engage any of them if they have you pinned against the bottom of the board, and instead go above them and avoid their shots. If you have Jinpei powered up, he should be able to do some damage even firing back at them, so keep doing this. If one of the bosses goes to the top right, as one usually does, you can concentrate on that one and get him out of the way. The other two should be easy as they move, just concentrate on one and then the other. Don't be afraid to use Bombs if you need to, but save them until you really need them, in case you're pinned down by the blasts and can't possibly dodge them all.

Gatchaman Team Final Stage

Now the team will assemble, complete with Owl Ryu! The God Phoenix will be mobilized, and you'll be in the psychedelic grasp of SosaiX. This stage is a little confusing, but it's still pretty straightforward, and there's little here to face that you haven't already in the other stages. There isn't a midboss to speak of, but there is a huge battleship that Galactor will send against you. It's not very hard at this point, so just dodge its attacks and send out some of your own. Be sure to power up the God Phoenix so that it can use its homing missiles, as this will greatly simplify your battle.

Team's final boss

SosaiX/Katse

This circular craft may be somewhat small-looking, but it nonetheless packs major firepower! Its attacks are pretty standard though, sending off large clusters of shots at you, then streaking back across the screen with smaller shots. The large clusters are easy to avoid if you keep moving, and the smaller ones typically have one or two large gaps that you may easily steer through. Then it will come to rest occasionally and fire off a huge stream of missiles that will try to go in your general direction. By this point however, if you focus on the main ship and keep firing, you should be able to demolish all of the missiles at the source. Keep going, and only use your Bombs if you absolutely can't avoid being hit.

Once you do enough damage, the ship's ultimate attack will be used and Galactor will, at last, be defeated. Congratulations! You've beaten Gatchaman - The Shooting! All the pictures in the Gallery should be unlocked, a nice reward for beating the game, which displays all of the in-game art (even if you didn't see it, like the Game Over screens) for you to enjoy.

4 - Helpful Hints

Always strafe as much as possible, because this will greatly reduce shots you will have to dodge. It's best to do this in the upper half of the screen so that you'll drastically reduce oncoming foes.

If you're in a tough situation and see a power-up, try to get through the situation before getting the power-up. For example, if you think you'll surely be hit by a volley of shots, try to dodge the shots first. If you're hit and then get the power-up, you won't have lost anything.

When you fight midbosses and bosses, occasionally extra Bombs and power-ups will float down. Don't endanger yourself to grab it immediately unless it's out of the way of the line of fire. Do try to grab any that you can, though, and do so when it's in a reasonably safe position.

Try to acclimatize yourself to everyone's strengths and weaknesses. If you have to play the stage twice, so be it. But learn from your mistakes!

Don't give up, even if you're down to low health. You can still win even with a small sliver of live left. Never give up!

When dodging, take projectiles as they come. Dodge the ones closest to you, and don't try to account for the others until they get close enough to worry about. You'll get overwhelmed if you try to follow every single shot on the screen, so just concentrate on getting out of the immediate line of fire.

5 - Credits and Thanks

Thanks to Tatsunoko Productions for giving us Gatchaman.

Thanks to all the fans for keeping it alive!

Thanks to the community at <http://www.captainn.net>, who are the best and most wonderful community anywhere online.

Thanks to you, the readers.

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