

Gourmet Sentai Bara Yarou (Import) Secret Character Guide

by Fragnarok

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Secret Character guide
Version 0.1 as of 8/5/05
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System: SNES
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1. Updates

Version 0.1 (8/5/05) - Guide made

2. Intro

Birume Sentai Barayarou is probably a game you never really heard of, and just decided to play for who knows why. From the start there are 3 rather odd characters you can select from. However, from the same selection screen a handful of enemy characters can be used. Also, the fourth level boss, Gun Jerk, has the strange power to turn you into some of these characters.

This guide is a simple list of moves for each of these secret characters, and a few (Most likely unhelpful) comments.

3. Secret Characters

There are 10 characters you can use, although a lot of them don't have move sets that can really be used by a player. To play as these characters first hold both L and R at the character select screen. While these buttons are pressed you can freely move the selection cursor around the screen. Select a specific part of the screen (Detailed in each character's section) and press Y, X or B to play as the character.

A few notes about the guide/what the heck I mean-

*To play as - How to choose this character

*Color - What color the character is when you press Y, X, or B

*Attacks - List of attacks the character can use

*Movement - Way the character moves. Do they fly, move fast, move slow,
or move at a normal/standard speed

*Defense - Damage the character takes. Standard just means that attacks
do normal damage, while none means that they die in one hit

=====
-Bunny-
=====

::To play as::

Select the first character of Bonjour's name. No name will be
highlighted

::Color::

Y - Red

X - Black

B - Purple

::Attacks::

Y - Round house kick: A slow round house kick

B - Jump attack: Jump and attack with one's butt

Down/Forward or Up/Forward + Y - Energy shield: Surround oneself with
energy. Hits multiple times

::Other stats::

Movement - Standard

Defense - Standard

::Comments::

Bunny is an ok character to play as, but she tends to get boring. Her
round house kick always knocks down the enemy so you can't combo, and
her energy shield is too cheap of a move to be any fun.

=====
-Maoi-
=====

::To play as::

Select the 3rd character of Bonjour's name. Bonjour's name will be
highlighted

::Color::

Y - Green

X - Purple

B - Blue

::Attacks::

Y - Sneeze: Sneeze a short-range laser beam
B - Leap attack: Leap into the air and come crashing down. Use the
direction pad to move while in the air
A - Wink: Some form of taunt. No real use
Tap Forward - Charge bite: Charge into the enemy, bite them, and then
sneeze them away

::Other stats::

Movement - Standard
Defense - Standard

::Comments::

One of the actual fun characters. All of his moves (Well except
winking) are pretty useful.

=====
-Jerk-
=====

::To play as::

Select the 4th character of Bonjour's name. Tres Bien's name will be
highlighted

::Color::

Y - Green
X - Blue
B - Red

::Attacks::

Y - Seizure mode: Shake with pain. Cannot move in this state, but one
can change direction
Y while in Seizure mode - Body Knife: A giant knife comes from one's
body. Suicide attack

::Other stats::

Movement - Standard
Defense - Standard

::Comments::

He only has a suicide move, which makes him pointless and unable to
play as.

=====
-Oh damn-
=====

::To play as::

Select the last character of Bonjour's name. Bonjour' name will be
highlighted

::Color::

Y - White
X - White
B - White

::Attacks::

None

::Other stats::

Movement - Slow
Defense - Standard

::Comments::

He has no attacks. Why would you use him?

=====
-Mr. Phlegm-
=====

::To play as::

Select above the 2nd character of Madame's name. Madame's name will be highlighted

::Color::

Y - Bronze
X - Light Purple
B - Dark Purple

::Attacks::

Y - Fall: Crash down and explode on impact. Suicide attack.

::Other stats::

Movement - Flying
Defense - None

::Comments::

He has the same problem as Jerk, in order to harm the enemy he has to kill himself.

=====
-Hand Knife-
=====

::To play as::

Select above the 3rd character of Madame's name. Tres Bien's name will be highlighted

::Color::

Y - Green
X - Purple

B - Orange

::Attacks::

Y - Charge: Charge forward and damage the enemy on contact
Close to enemy - Sword touch: Damage the enemy just by touching them
with one's sword

::Other stats::

Movement - Standard
Defense - None

::Comments::

A real odd ball character. He can harm the enemy just by making
contact, yet he will die if hit by any attack.

=====
-Swimmer-
=====

::To play as::

Select above the 4th character of Madame's name. No name will be
highlighted

::Color::

Y - Orange
X - Bage
B - Gray

::Attacks::

Y - Swat: Some form of swimmer's move
Hold B - Charge: Charge forward and damage the enemy on contact
A - Sway: Some kind of taunt. No real use

::Other stats::

Movement - Hop
Defense - Standard

::Comments::

His movement is really annoying, and Charge is his only good attack.

=====
-Piko Piko-
=====

::To play as::

Above 5th character of Madame's name. Bonjour highlighted

::Color::

Y - Maroon
X - Red

B - Purple

::Attacks::

Y - Claw stab: Stab foward with one's claw

B - Jump attack: Fly into the air and fall onto the enemy. Hits multiple times

A - Sit: Some kind of Taunt. No real use

::Other stats::

Movement - Standard

Defense - Standard

::Comments::

Another fairly usable character. One problem she has, though, is that her recovery time is so bad, that if she is knocked down she can end up in a sort of "juggle loop" where the enemy can just hit her until she dies.

=====
-Stripe-
=====

::To play as::

First character of Bien's name. No highlight

::Color::

Y - Purple

X - Gray

B - Green

::Attacks::

Y - Claw stab: Stab close with one's claw

::Other stats::

Movement - Standard

Defense - Standard

::Comments::

Pretty boring as he only has one attack.

=====
-Appliance-
=====

::To play as::

2nd character of Bien's name. Bien highlighted

::Color::

Y - White

X - White

B - White

::Attacks::

Y - Shine light: Blink and then turn light bulb on, hitting very close
by enemies

::Other Stats::

Movement - Fast

Defense - None

::Comments::

He dies in one hit, and his attack isn't at all strong.

=====
-Acolyte-
=====

::To play as::

3rd character of Bien's name. No name highlighted

::Colors::

Y - Brown

X- Brown

B - Brown

::Attacks::

Close to enemy - Explode: The mine you're holding explodes. Suicide
attack

::Other Stats::

Movement: Slow

Defense: None

::Comments::

Yet another suicide character. Can't really use him.

4. Credits and legal

Credits:

q 3 - I used his guide for the actual code and the names of the
characters

XV Bones and OMGJeremy.com - Introduced me to the game with their
article about it

Legal:

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