



GUNBIRD 2
15 PTS.



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WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



A Special Message from CAPCOM ENTERTAINMENT

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

CAPCOM ENTERTAINMENT, INC.

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\$ 1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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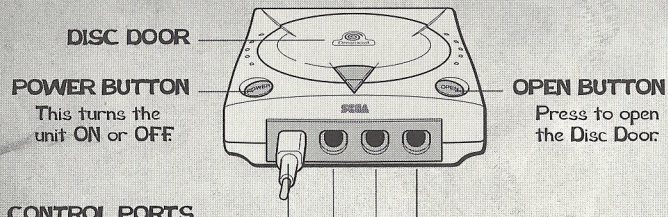
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SEGA DREAMCAST™



CONTROL PORTS

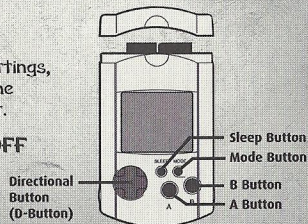
Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. For **GUNBIRD 2**, use Control Ports A and B to connect controllers for players 1 and 2 respectively.

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

VISUAL MEMORY UNIT (VMU)

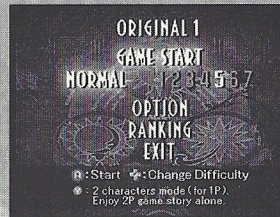
To automatically save score rankings and option settings, insert a Visual Memory Unit (VMU) into slot 1 of the controller **BEFORE** turning on the Sega Dreamcast.

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



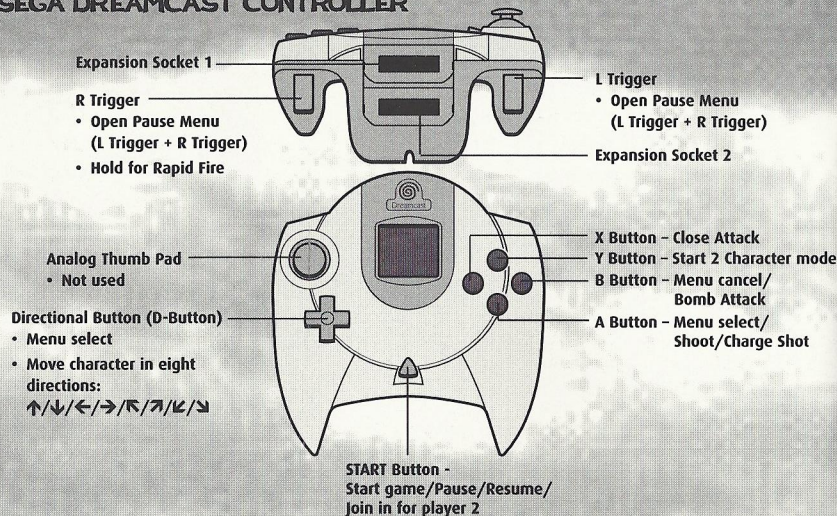
STARTING A GAME

- 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.



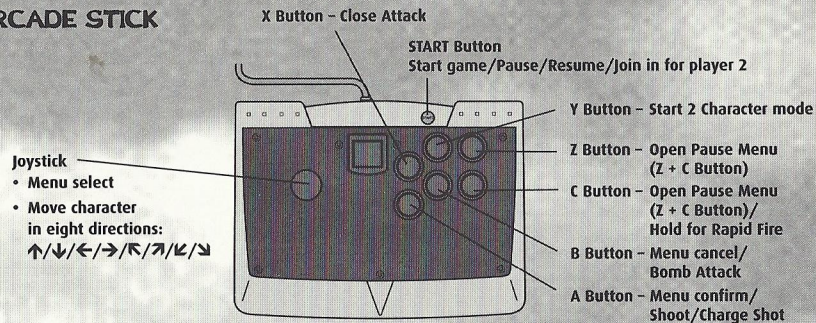
CONTROLS

SEGA DREAMCAST CONTROLLER



Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega 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 Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

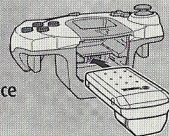
ARCADE STICK



JUMP PACK

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

Note: When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation. The Jump 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 Sega 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 Sega 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



MORRIGAN

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

AINE

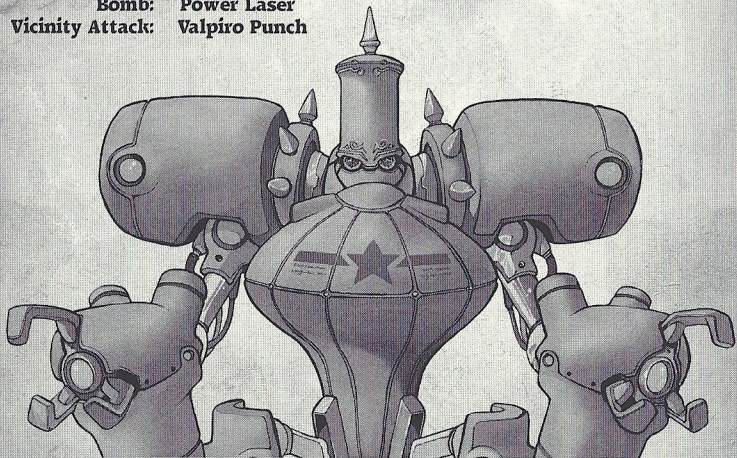
Age: 32
Country: Japan
Sub Weapon: Samurai Arrow
Charge Shot: Samurai Dynamic
Bomb: Dance of Rose
Vicinity Attack: Samurai Flash



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

VALPIRO

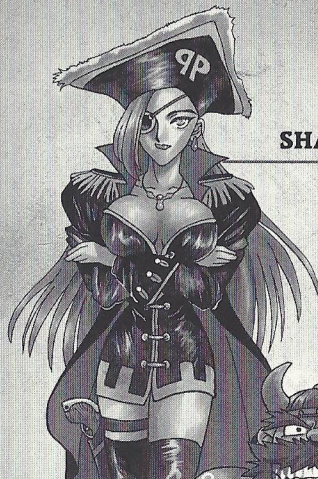
Age: Anybody's Guess
Country: Russia
Sub Weapon: Valpiro Cutter
Charge Shot: Atomic Punch
Bomb: Power Laser
Vicinity Attack: Valpiro Punch



Tell us about yourself:

1. Who purchased this game?
☐ Male ☐ Female ☐ Age _____
2. Who plays this game the most?
☐ Male ☐ Female ☐ Age _____
3. Which systems do you own?
☐ PlayStation® game console
☐ Nintendo® 64 ☐ Sega Dreamcast™
☐ Sega Saturn™ ☐ Sega Genesis™ ☐ Super® NES
☐ PC CD-ROM ☐ Mac CD-ROM
4. Did you rent this game before purchasing it?
☐ Yes ☐ No
5. Where did you purchase this game?
☐ Toy Store ☐ Mass Merchant ☐ Mail Order
☐ Software Specialty ☐ Online
6. How did you hear about this game?
☐ Friend ☐ Sales Person ☐ Magazine Ad ☐ TV ☐ Game Review
☐ Newspaper ☐ Internet ☐ Demo ☐ Packaging ☐ Rental ☐ Other _____
7. Which publications do you read regularly?
☐ EGM ☐ Game Fan ☐ Game Pro ☐ Next Generation ☐ PSExtrane
☐ E3™ ☐ Game Boy Advance Magazine ☐ PSM ☐ Game Player
☐ Games Republic ☐ Nintendo Power ☐ Tips & Tricks ☐ Other _____
8. Do you have access to the online services or the Internet?
☐ Yes ☐ No ☐ AOL ☐ Compuserve ☐ Other _____
9. If yes, are you familiar with Capcom's Web Page?
☐ Yes ☐ No <http://www.capcom.com>
10. What was the main reason(s) player purchased the game?
☐ Gameplay ☐ Box Design ☐ Graphics ☐ Recommended ☐ Demo
☐ Gift ☐ Played Before ☐ Price ☐ Screen Shots ☐ Other _____
11. Would you like for us to send you information on upcoming products?
☐ Yes ☐ No

THE QUEEN PIRATES



SHARK

BLADE



GIMMICK



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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 Sega Dreamcast.

ORIGINAL 2

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

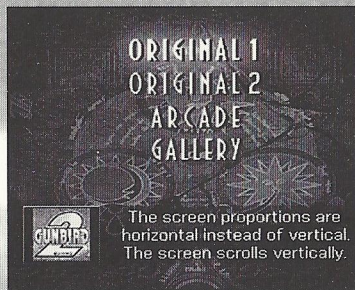
ARCADE

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

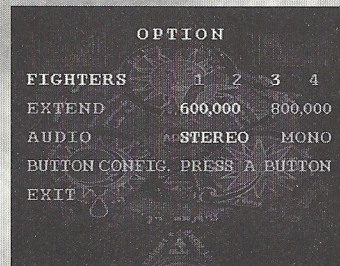
View artwork and character descriptions.



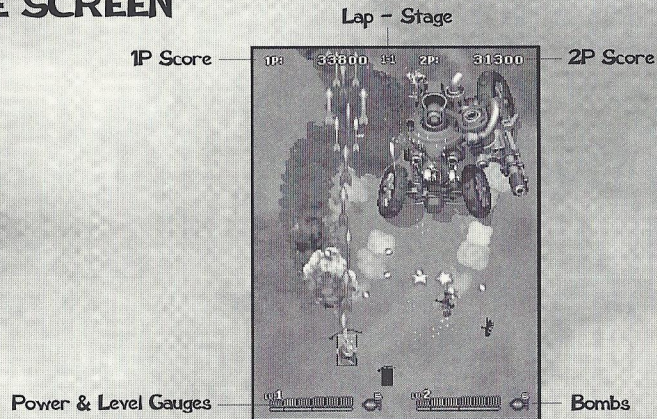
OPTION MENU

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 Jump Pack vibration **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

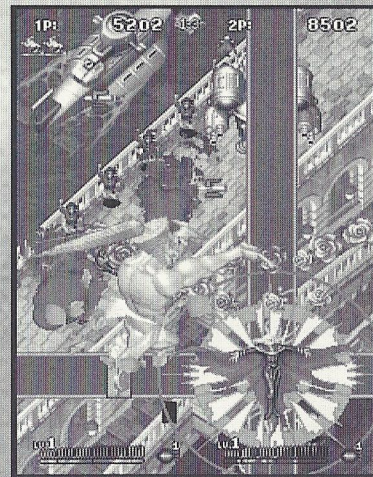
Perform a Charge shot by holding down the A Button for a short time, then releasing. The higher the Level Gauge is, the more powerful the charge shot is. The Level 3 Charge shot is the most powerful.

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.

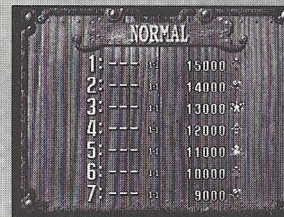
From this menu you can:

- ♦ **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 **←/→** to change the difficulty level displayed.



SAVE/LOAD

GUNBIRD 2 saves and loads score rankings and option settings automatically when an optional **VMU** 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 **Sega Dreamcast** or disconnect the **VMU** or other peripherals while saving.

NOTES



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