

GAME BOY ADVANCE

AGB-BHGE-USA

GUNSTAR SUPER HEROES™



INSTRUCTION BOOKLET

SEGA

<http://www.replacementdocs.com>

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



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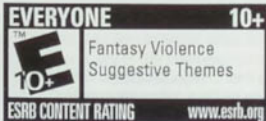
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Thank you for purchasing Gunstar Super Heroes™. Please note that this software is designed for use with the Game Boy® Advance. Be sure to read this instruction booklet thoroughly before you start playing.

GUNSTAR SUPER HEROES™

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• Controls for Normal Action Areas

The arrows indicate the directions of the + Control Pad entered.

Movement/Aim for shots.....	+ Control Pad
Jump.....	A Button
Weapon Attacks.....	See the chart on p.12
Change Weapon.....	L Button
Pick Up an Item.....	↓ and B Button
Sliding Attack.....	↙/↘ and A Button
Jumping Uppercut.....	↑ and A Button
Side Kick.....	While in air; ←/→ and A Button
Drill Kick.....	While in air; ↙/↘ and A Button
Drop Kick.....	While in air; ↓ and A Button
Triangle Kick.....	While in air, press the + Control Pad towards the wall and A Button
Descend floor (hang down).....	Above the floor you can go through, ↓ and A Button
Somersault Kick.....	While hanging down, ↑ and A Button

Note: Except for the Triangle Kicks, you may kick while airborne only once.

• Moving with a Force Mecha

In FORCE CANYON, you cannot jump. Instead, change your position on the screen by pressing the A Button. There are 3 positions you can move among, regardless of whether you're moving horizontally or vertically. You can control the position you move to from the center position by using the + Control Pad simultaneously with the A Button.



• Weapon Attacks

Each character has 3 kinds of weapons, which you can change with the L Button. All weapons can be shot in succession for rapid firing (the rate varies with the type of weapon). You can also attack with a sword for a close range attack. See the next page for button assignments.



Attacking the enemies will also charge the Supercharge Gauge. Fire your Supercharge when the gauge flashes. The characteristics of the Supercharge are tied directly to the weapon in use, so a Chaser Supercharge tracks enemies, just like a Chaser weapon does. Each Supercharge has its own gauge that must be filled adequately in order to use. Note also that the amount of charge on each gauge will carry over to the next Stage/Area.






CHARACTERS

Here are the characters that appear in this game. The player can only control Red or Blue.

RED

A red-head with a temper, she is an expert marksman, and relatively new to 3YE (the 3rd Eye) as an operative. She's very impulsive, but optimistic and a little naive in nature. She's definitely not afraid to show her emotions. She lost her parents when she was just a child, and upon joining the organization, has considered Blue as her bigger brother.




-  **FORCE:** Shoots a beam of plasma energy.
-  **FIRE:** Shoots a ball of fire that explodes.
-  **CHASER:** Shoots laser darts that seek out and destroy multiple enemies.



BLUE

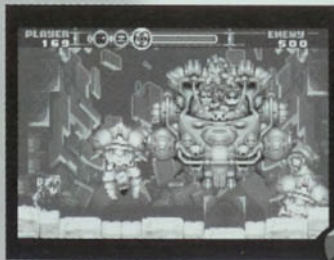
Blue is a level-headed Gunstar, who rarely shows much emotion. He tends to be sarcastic about things, although he actually does have a strong sense of responsibility. He likes to alleviate stressful moments by teasing Red, whose personality is quite different from his own. Blue was also an orphan, so he can relate to Red.



-  **LIGHTNING:** Fires a stream of electricity.
-  **CHASER:** Shoots laser darts that seek out and destroy multiple enemies.
-  **FIRE:** Shoots a ball of fire that explodes.

PINK, KAIN, and KOTARO

Pink (center) is a well known bounty hunter. She rarely goes anywhere without her two minions, Kain (left) and Kotaro (right), who both obey her without question. Recently hired by the Empire, they await the Gunstar Super Heroes at Cobit Village.



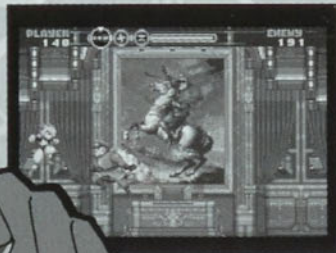
ORANGE

The captain of a huge warship, Orange loves mêlée combat, and is known for his incredible fighting skills and strength.



BLACK

The boss of a casino, Black is a devote follower of the Empire. He awaits the Gunstars at his Fortress, which is filled with many treacherous traps. Not much is known about his past, but it's said to be quite surprising...



SMASH

Not much is known about Colonel Smash except that he obediently follows General Gray. He is eager to face the Gunstars and prove his worth to the general.

GENERAL GRAY

The head of the Empire, not much is known about the General's past. It's only rumored that he plans to resurrect the God of Ruin for unknown reasons and that he's hired Pink, Orange, Green and Black to help him. He has had clashes with 3YE in the past.



CREDITS

The following credits list the staff responsible for the localization and marketing for the North American release of Gunstar Super Heroes. See in-game credits for the complete list of the original development staff.

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