

GENESIS™

GUNSTAR HEROES



SEGA™

EPILEPSY WARNING

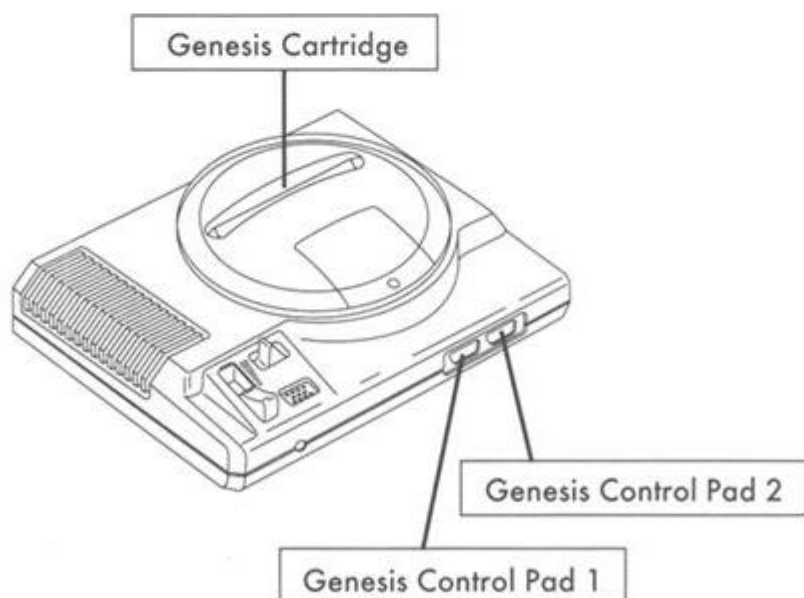
WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power switch is OFF. Then insert the *Gunstar Heroes* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is firmly inserted in the console. Then turn the power switch ON again.
5. Press the Start Button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



**For Game Play Assistance, call
1-415-591-PLAY.**

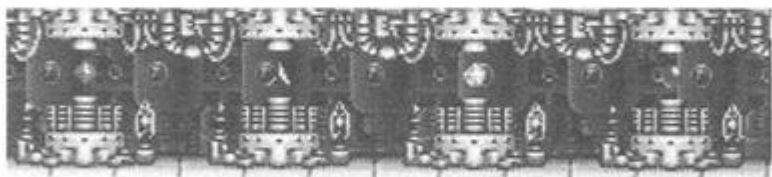
Is There a Hero in the House?

Sometime in the future, somewhere not too far from where you live, an amazing adventure takes place....

The Gunstar family has been the protector of the planet Gunstar 9 (G-9) for generations. Professor White Gunstar, in his youth, defeated the robot Golden Silver, a machine that traveled millions of miles to suck G-9 dry of all its resources. Professor White was able to extract the four famous Mystical Gems (the robot's power source), and imprisoned the robot on one of G-9's moons.

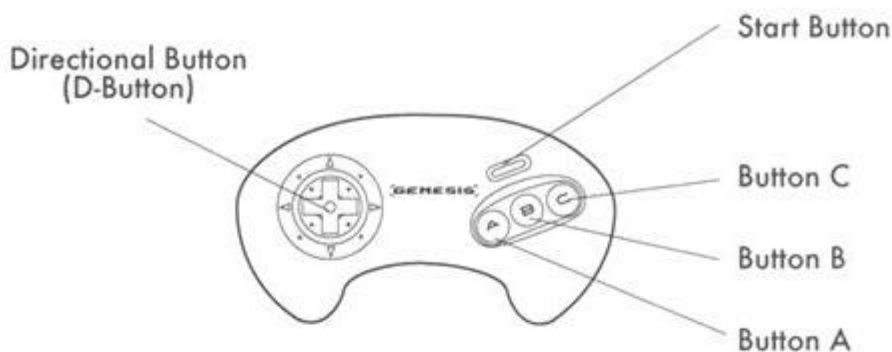


But now, years later, a new menace has arisen. Colonel Red, a vicious dictator (and a very bad dresser), found out that the Gunstars knew the location of the Mystical Gems. One day, The Colonel kidnapped the Gunstar twins' older brother Green and used a mind control machine to make Green obey his orders.



With Green's help, Colonel Red has amassed all four Mystical Gems, has turned Gunstar 9's peaceful worker 'droids into deadly menaces, and is now preparing to leave for Gunstar 9's moon to reactivate Golden Silver. As one of the Gunstar twins, you must fight your way past Colonel Red's Empire Army and retrieve the Mystical gems, or Golden Silver, the Destructor will rise again and destroy your world! Are you heroic enough for the task?

Take Control!



Directional Button (D-Button)

- Press to highlight/set various options in the options screen.
- Press to highlight players/weapons in the equip screen.
- Press to highlight Stage choices in the Stage select screen.
- Press to move your Gunstar.
- Press to move the Gunstar spaceship or mining cart.
- Press to aim your weapon.

Start Button (Start)

- Press to make selections in menu screens.
- Press to pause the game; press again to start play.

Button A

- Press to make selections in menu screens.
- Press to switch weapons.

Button B

- Press to fire weapons. Press and hold for rapid-fire shooting.
- Press to throw opponents (and/or the other Gunstar in Two-Player games).

Button C

- Press to make selections in menu screens.
- Press to jump.

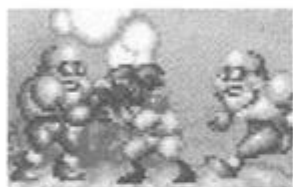
The button functions referred to in this manual are the default settings. If you want to change the button settings, see **CONFIG**, page 9.

Gunstar Special Techniques

You'll need more than a trigger finger to get past Colonel Red's army and retrieve the Mystical Gems. Study the techniques outlined below to increase your chances of saving Gunstar 9!

Gunstar A or B

DEFENSE



- Pressing Buttons B and C at the same time makes your Gunstar assume a defensive pose. This pose will deflect some enemy attacks, but don't rely too much on it!

- Press the D-Button down to crouch/duck.



GRABS



- To grab an item, move your Gunstar over the item, then press the D-Button down and Button B to grab the item or object. The number of Vitality points you've gained (when you pick up a Vitality item), will be displayed after you pick it up.

- To grab an opponent, get close to them and press Button B, then press the D-Button in a direction to throw the opponent in that direction. A well-aimed throw can take out a number of other opponents at the same time!



CLIMBING



- Press and hold Button C and press the D-Button up to jump and grab the ledge above you. Press Button C again to pull yourself up, or press the D-Button left or right to move hand-over-hand. To climb down, press the D-Button down and press Button C. Press Button C again to drop down.

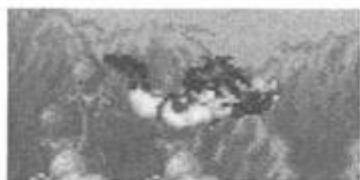
ATTACKS

- Press the D-Button down and to the right or left while pressing and holding Button B to deliver a sliding tackle to an opponent.



Gunstar Red

ATTACKS



- Press Button C twice to make Gunstar Red perform a body slam.

Gunstar Blue

ATTACKS



- Press Button C twice to make Gunstar Blue perform a flying kick.

- Press the D-Button down while pressing Button C twice to make Gunstar Blue deliver a robot-busting drop-kick!



Using Transportation

- Press the D-Button and press Button C twice when using the mining cart in Stage 2 to switch from floor movement to ceiling movement and vice versa.
- In Stage 5, press the D-Button and press Button C at the same time to activate the spaceship's booster engines for a quick burst of speed.

Getting Started



After you turn on your Genesis, the Sega and Treasure logos appear, followed by the story screens and the Gunstar Heroes title screen. After that, the story screens continue, followed by a game demo. Press Start at any time during the story or demo to

return to the title screen, and press Start again to see the game options.



You have a choice of starting a One- or Two-Player game right away with the default settings (the options screen photo shows the game's default settings), or of changing the

game settings in the options screen. Press the D-Button up or down to highlight an option in yellow, then press left or right to change the setting.

Note: If Control Pad 2 isn't connected, you cannot select the Two-Player game.

Options Screen



LEVEL: Choose from **EASY**, **NORMAL**, **HARD** or **EXPERT**.



CONFIG: Change the button controls for Player One and Player Two. Press Button A, B or C to see the configuration screen. Then press the

D-Button left or right to change the buttons' configuration. When you're finished, press Start to return to the options screen.

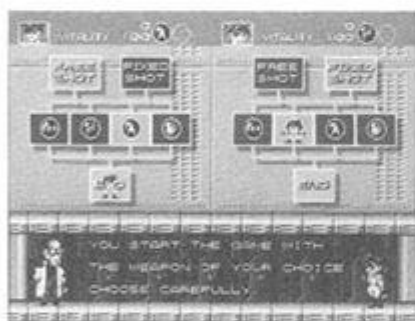
SOUND TEST: Listen to any of the jammin' Gunstar Heroes music tracks! Press the D-Button left or right to change the track, and press Button A or C to start the music. Button B stops the music.

S.E. TEST: Hear any of the sound effects used in the game. Press the D-Button left or right to change the S.E. track, and press Button A or C to hear the sound. Press Button B to stop it.

EXIT: When you're ready to start the game, select **EXIT** and press Button A, B or C to return to the title screen.

Note: Pressing Start at any time in the options screen returns you to the title screen.

Gearing Up for the Battle

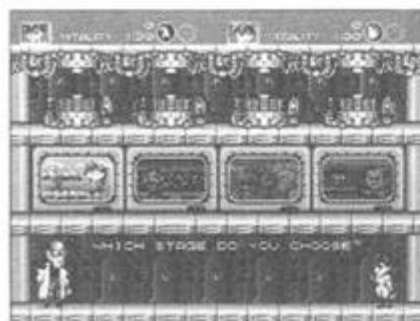


After you select a One- or Two-Player game, the equip screen appears. Player One makes choices using the set of options on the left side of the screen, and Player Two (in Two-Player games) selects from the set of options on the right.

First, choose your player. Gunstar Red (the character on the left) can shoot while moving, while Gunstar Blue (on the right) must stop moving to shoot. Try both players to decide which one is the real you. Press the D-Button left or right to highlight one or the other Gunstar twin and press Button A, C or Start to make your selection.

Next, select the type of weapon you want to start with. Highlight a weapon by pressing the D-Button left or right. A short description of the weapon is given by Professor White at the bottom of the screen. When you decide on the weapon you want to use, press Button A, C or Start to select it. For an

explanation on what each weapon does, see Weapons/Items below.



Finally, you need to pick where to start. You can start from any of the four stages. Highlight a Stage by pressing the D-Button left or right, and press Button A, C or Start to enter the Stage.

Weapons/Items

Think carefully about which weapon to use in each situation. You start the game with only one weapon, but as you go along you will also be able to pick up weapons here and there.

If you are carrying two weapons, you will be able to choose which one to use. Choose by pressing Button A – the weapon that isn't flashing is the weapon that is currently in use.



FORCE: This weapon shoots a beam of plasma energy.



LIGHTNING: This weapon fires a stream of electricity.



CHASER: Laser darts seek out and destroy multiple targets.



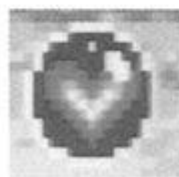
FIRE: This is a flamethrower, very effective against enemies at close range.



You can only carry two weapons at one time, but any two weapons can be used in combination to make a high-powered weapon. To select the high-powered weapon, press Button A until neither weapon is flashing. Here are the possible combinations:

Force	+	Lightning	= Rapid-fire Lightning
Force	+	Chaser	= Chaser Force Beam
Force	+	Fire	= Exploding Fireball
Force	+	Force	= Double Fireball
Fire	+	Chaser	= Chaser Fireball
Fire	+	Lightning	= Lightning Saber
Fire	+	Fire	= Ultra Flamethrower
Chaser	+	Lightning	= Chaser Lightning
Chaser	+	Chaser	= Star Chaser
Lightning	+	Lightning	= Mega-Bolt

Vitality



Each Gunstar starts with 100 points of vitality, which can be increased whenever a Vitality-Up item is found. Each of these items increases your vitality level by a certain amount, and that increased amount is what you start off with at the beginning of each Stage. Vitality-Up items can be collected by shooting boxes, machines, robots, electronic ducks, or sometimes you can find them just lying around. Don't let a chance to increase your vitality pass you by! Grab that vitality!

Brothers Unite!

Gameplay in the Two-Player mode is basically the same as the One-Player mode, with the following exceptions:

- If one player is defeated and rejoins the fight, one-half of the remaining Gunstar brother's Vitality is transferred over to him. Keep both brothers' Vitality up... just in case. To rejoin, press Start.
- One Gunstar brother can grab the other and toss him without either brother losing vitality. Practice this valuable fighting technique and bowl over your enemies!

Continuing the Fight/Giving Up

You start the game with a vitality reading of 100, which can increase by picking up Vitality Up items as you fight your way through each area. Once the Vitality meter reads less than 50, your Character Stats begin to flash.

When your vitality level is reduced to zero, the Continue screen appears. Move the Gunstar icon to YES if you want to continue the game, or NO if you want to quit, and press any button to enter your choice. In Two-Player games, if a Gunstar twin's vitality level is reduced to zero, he disappears from the screen. If you want to play again, press Start.

You can continue the game as many times as you want to, so there's no excuse for giving up before you've foiled Colonel Red's plan. None except an army of robots, monsters and various deadly machines...

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: 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.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: **1-800-USA-SEGA**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

For use with NTSC Genesis systems.

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