

Zero Gunner 2 (Import) FAQ/Walkthrough

by winnie the poop

Updated to v1.0 on May 22, 2003

Zero Gunner 2 (Dreamcast) FAQ/Walkthrough version 1.0 (5/21/03)

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Z E R O G U N N E R 2
(D R E A M C A S T)

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Just cut and paste the string above (on the Table of Contents) you want to go to. The string can be the entire sub-header, excluding the first '-'.

Explanation:

1. highlight the string
2. Ctrl + C
3. Ctrl + F
4. Ctrl + V

*To use the B/X button efficiently, hold it down and the cursor will appear. Your ship will be unable to move vertically or horizontally during this time. Instead, it is used to move your ship's DIRECTION! Yes, your direction. You can move your ship around 360 degrees. To do this, just press the direction you want to go on your D-pad. You can fire while turning, so learn to press B/X and A at the same time. An useful skill, indeed.

NOTE: There are alternate controls (below) but I recommend you to use the controls above since it is the best and easiest to use.

TYPE A

D-pad		Move ship	
A		Fire	
B (hold)		Turn Marker	
X (hold)		Turn Marker	
Y		Special Attack	
R		Special Attack	
L		None	
Control Stick		None	
Shot + Turn Marker		Off	

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TYPE B

D-pad		Move ship	
A		Fire	
B (hold)		Turn Marker	
X (hold)		Turn Marker	
Y		Special Attack	
R		Special Attack	
L		None	
Control Stick		None	
Shot + Turn Marker		Off	

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TYPE C

D-pad		Move ship	
A (hold)		Turn Marker	
B		Special Attack	
X		Fire	
Y		Special Attack	
R		Special Attack	
L		None	
Control Stick		None	
Shot + Turn Marker		On	

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TYPE D

D-pad		Move ship	
A (hold)		Turn Marker	
B		Special Attack	
X		Fire	
Y		Special Attack	

Option

<Button Config.> Leads to the controls section. Choose from 4 types of controls. See the Controls section above.

<Sound> Stereo or Mono. Your pick.

<Vibration> You must have a Jump Pack/Puru Puru Pack to have it functional. If so, highlight 'Yes' to have the rumble on.

Ranking

See your high scores here. Press left and right to see the high scores by the difficulty.

Replay Mode

After you've beaten the game ONCE, you can use this function... To see how the pros pick the levels apart. The guys here never die in any level and they show you how. This way, you can train to get stellar high scores.

How to Play

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Basic Knowledge

In this game, you have access to the entire screen/field, and you WILL use the entire thing. Most of the shooters has enemies coming from the top of the screen, all ready for your fire. This time, the enemies will come from top... and left, right, and below. No worries, mate. You can turn your ship by pressing X/B. This way, you can turn your helicopter to the desired direction and blast the enemies to hell.

Alright, now you know how to shoot and move around... How to die? Simple. A shot will take you down. ANY SHOT. There's no HP meter or anything. Bumping into enemies... it will depend. Small enemies will not kill you, but SOMETIMES large enemies can touch you and destroy you, but it's a rarity. You can kill enemies physically by releasing your Fire button and come up to the lesser enemies and they will perish.

Next, there are mini-bosses and bosses all over the game. As usual, your objective will and always will be to destroy them. They will throw you an array of attacks AND move around. That's when the rotation of the helicopter comes in handy. If you don't turn around, you will die often as you dodge the crossfire helplessly.

There is a special attack that is unique to each helicopter, but you have to charge your meter by collecting the Energy Tanks (explanations in the second section below) and filling up your meter. When the meter is high enough, you can use the special attack. The special attacks use up the energy so it is very limited so don't over-use it.

Bottom line: Rotate quickly and fire quickly and effectively.

The Helicopters

There are three helicopters to choose from. If you're playing with someone else, you two cannot have the same helicopter. The helicopters differ in speed, the power, the range of the attacks, the size, and the special attack. Here they are:

COMANCHE (Blue)

Speed: Medium

Size: Medium

Special Attack: Deploy a ship which will fire powerful blasts in the direction where you put it.

No Upgrade: A mere linear and single fire.

1 Upgrade: Two lines of fire, both up the middle. Also, next to the lines of the fire, a pulse cannon will go on and off, piercing the enemy that might come across its path and going THROUGH it. Useful for battles with many enemies.

2 Upgrades: Two lines of fire with 2 cannons each. 4 pulse cannons, two on each side.

APACHE (Green)

Speed: Slow

Size: Small

Special Attack: Several homing planes will lock on to the nearest target and blast it to hell.

No Upgrade: Just a single line of fire.

1 Upgrade: 3 lines of fire, bundled together, combining to make a powerful shot. Sometimes, some missiles will come out from the sides.

2 Upgrades: Just like the previous upgrade, but the lines of fire has 5 cannons.

HOKUM (Yellow)

Speed: Fast

Size: Large

Special Attack: The best in the game... A ship(s)* will be deployed and follows you around the screen and fire whenever you fire. Their fire will destroy virtually anything in one shot.

No Upgrade: Again, just a linear single shot.

1 Upgrade: Two SEPERATED shots, with 4 GUIDED missiles! Pretty good!

2 Upgrades: 3 separated shots, one on the middle and one on each side. FIVE guided missiles will aid you too.

Power-ups and Energy tanks

After killing an enemy or a mini-boss, some green stuff will come out. No, that's not ooze or blood. They are called energy tanks. You will usually see small tanks floating around, and if you grab them, it will increase your meter a bit (each). However, you will usually see some bigger tanks. Those tanks will increase your meter 10x more than the smaller one.

What are those energy tanks for? Special attacks, that's what. Press the

special attack button and your ship will release a POWERFUL attack that releases your wrath upon your helpless enemies.

Next, the power-ups. They are very easily distinguished since they are seen as a 'P' slab floating around. Each ship will only 'accept' 2 upgrades/power-ups, but if you get more, it will give you extra 1000 points. What the upgrades do to a ship is explained in the section above this one.

An important tip: instead of flying over to the tanks, just release your fire button to attract the tanks to you. This way, you can stay in the position or dodge the crossfire while grabbing the tanks.

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III. Mini-Walkthrough

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Listen, I know that this game does not require any Walkthrough since it's extremely linear and pretty easy. But I'll give you some SURIVIAL tips and some hints/tips on the bosses. They might help you out so I guess I'll add them here.

(The levels are explained in the Arcade difficulty but the levels are mostly the same throughout the difficulties. However, if you're playing on the easy mode, shame on you... It's so easy that I could beat it blind-folded with maybe 5 credits...)

IMPORTANT NOTE:

Levels 1-4 are RANDOM in order, so know which level you're talking about and find that level. Alpine Armored Train (level 3 here) could be your FIRST level so don't get mad at me if our levels don't match.

Level 1 - Sea of Cloud

Nothing special here, just warming you up for the harder levels.

- When you get to face some 747s (large planes), concentrate on a plane and destroy it. After that, move on to the next plane. Simple...

- As for the first boss, the Stealth Bomber with 2 mini-Bombers, just shoot and use your Special Attack on the mini-Bombers. When the babies are down, just kick the lone Bomber down.

- The Bomber will evolve into a big mecha, looks kinda like Power Rangers' robots (oh, uh... I didn't watch that.... uhh... I just.. knew about it, that's all... << >>) You will start off facing to the left so be prepared to move around a LOT! ALWAYS face the boss, don't have your back to him, it's harder to turn around while there are bullets all around you. Just kick his ass with Special Attacks and third-level fire. Also, you can knock down missiles (yellow) with your bullets... it helps you a bit.

Level 2 - Submergence City

This level requires a bit more skill than the previous level, of course.

- At the beginning, don't be lazy... The enemies will come from the top, left, right, and bottom. Stay in the middle of the screen and turn to the direction that the enemies are coming. The enemies enter in hordes so stay in that direction until all of them have been destroyed. Then, of course, turn to the next horde.

- Your first challenging boss: a yellow-marinated spider. Actually, not even that challenging so forget it. :P Some additional enemies will come in but they're nothing, so don't worry about them. The spider will shoot some patterned shots so dodge them while shooting at the damn tarantula. Try to save your energy so you have some Special Attacks for the final boss of Chapter 2.

- The submarine section after the spider mini-boss can be challenging if you attack it head-on, so don't come up to the sub. Just stick to lower-left corner and fire at the submarine and some flying enemies. Naturally, you will need to dodge some to avoid death. Beware, don't get too over-confident. You may want to use the Special Attacks here.

- The final boss for this level: another evolution... from the submarine. Guess what? It's a spider! Not like the previous one, anyway. An important tip: don't try to dodge the bullets he throws at you, just try to evade them to the side so you don't have to dodge them one by one. Again, use the Energy to release some special wrath on him. When he stumbles down a bit, that means that he's almost dead so use a Special Attack to finish him off.

----- Level 3 - Alpine Armored Train -----

Interesting level... considering that it revolves around the railroad track entirely.

- You will fly over two railroad tracks being crossed by some railcars with gun turrets on the top... so, stay on the bottom of the screen so you can shoot them all without having to turn around so much. If you're not quick enough, you can be overwhelmed by gunfire.

- You will encounter a second set of railcars. They have a yellow-orange hue, but that's not important. Again, stay on the bottom of the screen and release some Special Attacks on finish them off. They will shoot a LOT of gunfire so you have to finish them off quickly if you want some lives left.

- The next mini-boss: yes, on a rail. Pretty easy, but if you're careless, you lives will be on risk. Just pummel the stupid piece of shit with some Special Attacks and revolve around it, causing its head to turn. This way, the head won't hit you because its aim is behind you.

- Finally, an air battle! The final boss for level 3 is no slouch. He looks very similar to the boss of level 1. His attacks: enclosing bullets. For those bullets, try your best to dodge them... I can't really help you on this one. He will also release some 'mines' that swirls and shoots some fire. When he releases those bastards, destroy them immediately! This boss has low HP so you can finish him VERY quickly with a well-aimed Special Attack.

Level 4 - Marine Base

- A combo of boats will come from below and some airplanes will come from above... what to do? You could stay at the bottom and shoot as the boats go up, since they won't immediately shoot at you. On the way, you could shoot distant aircrafts coming from the north... Or you could turn around and around from the left or the right side. Either way, it works.

- You will come upon a group of 4 turrets. They're not tough so take them down quickly with a sweep. However, after the quad, the screen will move up to the next quad turret. They will be placed on the circle and move around. Do your best to destroy a turret and take his position on the circle and shoot at the next turret. Destroy them all using this method and you should be alright. Just don't get close to a turret.

- The mini-boss is extremely tough, tons of gunfire from the mini-boss and its 'assistants'. You won't have time to shoot it from distance because there are too many bullets and moving things. Just use your Special Attacks as soon as possible and stay alive, keeping your level 3 turrets intact.

- The BOSS! Yet another flying mecha here. Bah, where's the originality? Oh well, at least the originality in the 360-degree turning is pure. Anyway, this is a tough boss. You're almost sure to die in this frantic battle. His most lethal weapon: a multiple-splitting chain turrets, or whatever you want to call it. You know what I mean! (if you don't, then obviously you haven't faced this boss) Just dodge through tight spaces to avoid the insanity of the gunfire. The boss will move around a bit, but not too fast. When he goes to the middle, just keep flying around and around the boss because he will try to fire at you, but he won't 'lead' your position. Going around the boss will cause the aim to go off-target. Don't forget... Special Attacks. Good luck.

Level 5 - Asian Slum

- Your first REAL level. Yes, your first all-out challenging level in this game... FINALLY! The enemies here has a but more HP than the enemies in the previous levels so you have to shoot them for a longer extent of time to destroy them. The enemies, at first, will come from the top and bottom, but just stay at the bottom and turn around a bit to take down the bottom enemies. There will be a lot of oranges (bullets) flying around so your thumb should be ready by now.

- The level will go right a bit... now it's a side-scrolling shooter. The enemies will come from the left and right this time. The best position: in the middle so you can have the entire thing to you. Turn around when necessary and make them cry for their mommies.

- The mini-mini-boss(es): A trio of red crane-turret thingies. This is a tough one... Immediately use your Special Attack and level 3 turrets to destroy the top one. Take his position and turn to either turret remaining. Use another Special Attack, if you can, to destroy that turret. After destroying the second one, it's easier. Before that, you have to dodge a LOT! You need more than a good luck. Good luck anyway.

- The next mini-boss has a very dangerous weapon that cannot be crossed: a sun-light beam. Well... a YELLOW beam... So what? Heh. Anyway, FIRST: go to the left or right and get of the way of his yellow beam. Shoot some Special Attacks on his ARM. If you don't destroy his arm, both arms will combine to form a even more dangerous weapon. After destroying one arm, you can concentrate on the body, which will finish him off. No need to kill both limbs.

- The boss has only one attack but it's pretty dangerous if you don't know how to prevent it. Well, start off by going to a corner and stay there (fire at the boss while you're doing that, duh) and wait for the boss to release his lone attack: some mini-air-crafts with some electrical contact with the boss. Avoid those electrical lines and shoot at the mini-things, NOT the boss! Try to destroy 3 or more closest to you. Why? Because each surviving item will shoot a circle of bullets... If all (10) thingies are still intact, you're in hell. Shoot the ones closest to you so you have time to dodge the bullets from afar. Gotcha? After that, just shoot at the boss with regular gunfire and Special Attacks to finish him off.

Level 6 - Orbital Elevator

- Ton of enemies will come flying to you as you start this level. Stay in the center and turn around and around to quickly destroy them all. The enemies come from every direction...

- After the exciting opening segment, one more spider comes forth. Maybe a beetle? Who cares... Only one good tip: Keep moving. Don't ever stop and think. Its attacks are very accurate and quick so if you don't move, you're going to get hit. Just keep moving and keep your target on the mini-boss. Don't forget the ever-useful Special Attacks as well.

- After the elevator, you emerge in the open air once again. This is a very difficult part... perhaps the hardest one... rivaled by the last part of level 7. Anyway, the best way to destroy the sides of the large aircraft: stay in the bottom right corner and fire at the passing ships and the turrets on the ship. Do it all of the way until you finally complete the side-of-the-ship run.

- Now, as you enter the middle part of the large aircraft, stay to the left and take down the left turrets with some Special Attacks. After that, kill the right turrets with some plain gunfire. Repeat. Yes, it's very tough but you can do it if you know how to dodge quickly. When you see two BIG artilleries opening up in the back, quickly go to the back of the turrets and shoot them in their asses with your Special Attacks. If you can't destroy them both before they could turn around to face you, just destroy one and dodge the other cannon and finish it off. Toughest part...

- The boss is VERY tough... he moves around like crazy (sort of) and spews out countless bullets... It's impossible for you to survive so don't cringe if you die at least 3 times in this battle. So after your ship's death, use your Special Attack ASAP with your new Energy. The boss' attacks are varied and all of them are liable to kill you. One of the attacks: I might help you. It's similar to one of the previous bosses' attacks: some discs goes out and shoots some random gunfire. Shoot them to avoid their bullets... They're not too tough but the boss is still tough.

Level 7 - Aerial Capital

Alas, the final level.

- The first segment: some ships and usual crap... Destroy them all but you will encounter a tough set of rail-ships... they will shoot a hundred bullets at a time, do a sweep from a side to another to avoid, if you're LUCKY. Don't use the Special Attacks yet, tho.

- Why save the Special Attacks? Because of this: after the previous segment, TWO big mechas will come out and fight you. The blue one will shoot some bullets at you, and the purple one will come up to you and SLASH at you. Instant kill. Avoid the purple one's range and shoot frantically at him (Special Attack a MUST!) After her (his?) death, fight the blue one. Should be easy, since he just shoots around the place.

- Yes, you will meet some more HARD enemies after the previous mini-bosses. Airplanes here have a LOT of turrets filled with bullets waiting for you... Just move around a lot and kill the airplanes ASAP. You may die here once, if you're lucky.

- After the short but tough segment, here comes yet another mini-boss. No, it's not a spider again... it's a flying SNAKE! It will come from above first and shoot some bullets from its side so be prepared and move when it goes through the screen. Don't forget to shoot! Special Attacks, of course, is a necessity to survival here. You don't have to shoot at the head, you can shoot at the body and still kill it. Remember, move around!

- Now... THE aerial capital. First, shoot to the right to destroy the turret shooting at you. After that, quickly shoot to the LEFT at the 'flower' turret. Try to kill it before it even fires a single shot. Move to the right and aim at the blue oval to the left. Shoot it with the Special Attack and finish it off quickly because it will throw some devastating attacks at you.

- Three more 'flower' turrets will come forth... Use the Special Attacks to destroy some of them before they fire a shot. After that, another orb, but it's purple... its attacks is a bit different from the blue one, but your mission is always the same! Kick some ass! However, there are FIVE more flowers coming up so be prepared...

- The final orb... Go straight to the left of the orb and stay there. When the orb opens up, shoot at it and use your Special Attack to speed up the rate. The beams will close on you so you have to cut down on the time. After a while, you should have destroy the orb... Moving on...

- Going up, after some lame enemies, you will encounter a boss... It's the combo of blue, yellow, and purple orbs, but you can avoid the attacks quite easily. The attacks go in a circle, so follow the rhythm/flow of the 'line' shots while dodging the errand/random shots. Use your Special Attacks like always... (What do you want me to say? 'Don't use the Special Attacks?' or what?????)

- THE FINAL BOSS!!!! This guy is ridiculously easy compared to the other bosses! The first part: some discs will come out and shoot AT you... just move around a bit and shoot AT THE BOSS, not the discs. He will, pathetically, go down. The second part: A bunch of flying boulders will come out. Don't worry, just get behind them and destroy some of the boulders then shoot at the boss with some Special Attacks to complete the game!!!!!!!

**If you're playing on the Arcade difficulty or higher, you will get to the 'second' world with the same levels but with harder enemies and all. Another seven levels? Bah...

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IV. Secrets

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--Absorb Energy and Power-ups

You can absorb them by releasing your fire button. The energy and the power-ups will attract to you and eventually gets to you. If you're playing with someone else, the closest one (fire button not on) will attract the items.

--'Second World'

Just beat the game in Arcade difficulty or higher. You will be faced with a much harder levels, but very similar to the first world.

--Extra Continues

Play through the game repeatedly and the credits will gradually increase. In my game, the credit went up each time I beat the game so I guess it increases every time you play a long game or something. I can't confirm that though. The maximum credits you can get is 9. After that, you will get 'Free Play' meaning unlimited continues. It gets REALLY boring after that...

--Replay Mode

Beat the game once and you can view the experts breeze through the game. Just go to the main menu and choose the last option. They're REALLY good...

--Full Screen while Paused

Just press X and Y at the same time to see the game without any tint while paused. It can be used to cheat, I think.

--Return to Main Menu

Sick of your current game? Just Pause the game and press A+B+X+Y at the same time. Then press Start. There ya go!

That's all for now.

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V. History

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Version 1.0-- Ah, just did them all and looks like I'm done. Whoop! I don't
(05/21/03) know what I might add, but if you have an idea, drop me an
e-mail! Peace out!

Thanks to:

Psikyo- Again, I salute you for your fun and innovative games. We shall miss
the...

Sega- For my beloved Dreamcast.

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