

Gun Nac (Import) Walkthrough

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Nintendo
Entertainment
System

Intro:

-Just like my other guide (Superman: Returns [PS2]), I did this because I saw it on the FAQ bounty page, and hopefully this time I'll get paid....but if not, no worries. Don't pass up on this short, but not-too-shallow uber fun shooter.

Updates:

-1.0: Started and finished the guide.

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==Weapons== [WPNS]

Bombs

Yes, I made the names up myself.

F-Fire Circle: Drop a bomb that makes a ring of fire spots, not impervious when you're inside, but a decent defensive move.

W-Water Bomb: You fire 4 HUGE water drops upward, which rain down onto the screen randomly.

B-Blistering Tornado: You drop a bomb that turns into a very long, not thick, tornado that goes back and forth across the screen.

T-Tricky lightning: You drop a bomb that turns into a small bolt that fires around the screen at an angle.

Upgrades

1-Triple Angled shot: just adds 2 lines of fire with your normal shot that go out at a 45 degree angle, to your left and right. Fully upgraded creates 5 angles of bullets with 2 lines angled to your rear.

2-Firing spheres: you fire spheres (or balls) of energy that also fire regular bullets at a reverse angle. Fully upgraded the sphere is much larger.

3-Homing Crescents: Fires a few boomerang-looking crescents that fly around targetting baddies. Fully upgraded they fly faster and you fire more. They are fired out in the same pattern as #1.

4-Fire towers: your attack becomes a giant flamethrower, as you can simply hold the fire button down and it creates a tower of fire (hence the name) that will damage and go through any enemy. Fully upgraded and the towers are further apart, thicker, and go further down range.

5-Lasers: parallel thick lasers that go straight, they also go through enemies they kill. Fully upgraded gives you 5 (rather than 2) lasers that angle slightly away from your ship.

P-This little object will upgrade your attacks without upgrading your ship.

Ship upgrade-(this looks like a version of your ship, but it glows red) This will do 2 things (besides make you more beefy and sexy looking). 1) increase your defense so 1 hit doesn't kill you and 2) gives another layer to your attacks, increasing their output amount (ie with no upgrades your lvl 5 lasers are 2 parallel lines, once you upgrade your ship that'll increase to 3 and then 4).

There's no way I can give a play-by-play of every level, that's just insane, and you'd hate to read it. So I'll give out noteworthy tips for the level, and details of the boss battles.

==General Tips==[GNTP]

-Move. It sounds simple but most enemies, especially later on, to some degree

home in on you and are hard to hit, if you're moving it easier to dodge without even trying much and easier to hit as your spammed attacks go flying.

-Shoot. I know it's crazy, but just hold down your attack button and fire away. Unless you just beat the boss and are tired of the soundFX don't let go because that's your best defense against baddies.

-Bombs are nice, but be careful they leave you open to an attack as they disable your weapon upgrades temporarily. So, when the bomb is out doing it's thing, you're sitting back with your default, generic gun.

-When you 'continue' you start from the beginning of the level, so don't worry about trying different stuff.

==Level 1==[WTL1]

-Shoot the craters on the ground until they fill with a face.

Mini Boss: Floating planet-thingie

--Basiclaly this thing flys, slowly, after you, while perodically tossing out bombs that resemble something out of 'Contra'. The bombs go in a half circle sort of arc, the farther you are away the easier it is to dodge. Basically all you need to do is lure it to the top of the screen, run around to the bottom of the screen and as it makes it way towards you just light it up. You attack will damage it and destory the bombs that would threaten your position, so it's cake sitting down her firing away. 2 rounds of this and it'll go down.

Boss: Giant Mech Bunny

--(Yes 'Rabbit' could sound more menecing, but this is more fun) He's not alone unfortunately. He brings his other bunny friends (the same ones from the stage) to join in. He, and them, all relentlessly toss death-filled carrots at you (no, I'm not making this up). You'll simply need to work on dodging and attacking the mini-bunnies, until the Giant Mech Bunny opens it's eyes. That's when you attack it. Once 1 of it's eyes X's out it's nearly the end. And it also means that all of those spawning bunnies and carrot missles will only come out of the 'alive' side. Making things much easier. The key is to make your rounds of back and forthery and make sure that when you're in the middle actually firing at the giant one that it's eyes are open. Doing that will some dodging and you'll be good to go. It probably is a longer fight that what you'd expect.

==Level 2==[WTL2]

-Upgraded lvl 3 attack makes this level a breeze.

Mini Boss: Heavy Artillery

--It's a big block of a machine who tosses out bombs and keeps those big missles firing. It's not as hard as it sounds. Having upgrades 2 or 3 is your best bet (so I hope you read ahead!) as those will cover the most area and conintually hurt it and keep the missles/bombs from being too dangerous.

Boss: Angry Gnome

--Golem maybe? Eh. If you have upgraded attck #3 you can focus on dodging,

which is crucial. He tosses large energy balls up to the right, and left of him, which explode in a shower of angled bullets. You'll need to stay in the bottom right or left and try to dodge from there, as Mr. Golem continuously dashes forward at the center. He also tosses some bombs just to add variety. When compared to even the miniboss he's a lot easier, and quicker, to down. Attacks 2, 4, and unupgraded 5 will make this battle very tough.

==Level 3==[WTL3]

-The long green boats, are filled with powerups, so shoot the middle out.
-Bubbles are the theme now, the ones that sit in the water are fish who will jump out once you become level with them. (Attack 3 will 'home' in on the bubbles until the fish pops out)

Mini Boss: Water Siren

--Her attack doesn't change, which isn't a good thing. She fires water bubbles (which seem to be the theme on this stage) from both hands, they arc out a little and home back in to you. The easy way to dodge is simply fly up through the middle but then you're facing the Siren herself....litterally. As easy as attacks 2, 4 and 5 will be to hit her, you probably won't be able to drown her before getting hit, if you've got the wing you can take at least a hit if you're willing to go that route. The other, harder, way is by having attacks 1 or 3 and do your best to dodge back and forth until the only safe way is up the middle, hopefully by then you've done enough damage so that you kill her before you run into her.

Boss: McSquidy

--For being a level 3 boss, this is easier than it seems. The bubbles in the water, since they're not brown, indicate where he is. So prepare you're attack. When big ol' McSquidy gets hit he blasts out bullets in a full circle. Those aren't hard to dodge, but if you're too close it can get tricky. When his head disappears, you'll see lots of random bubble spots. Those are his tentacles which will pop up, and fire a single shot. Some of the shots come at you, others are just random. You can destroy the tentacles but it doesn't do you any good unless you can hit them before their attack. The amount of tentacles is random as well, so don't think that just because there's only 3 up, that it's getting easier. As the battle goes on, McSquidy will move faster and begin to initiate attacks rather than just countering. Also the tentacles will begin to fire more than just a single shot.

==Level 4==[WTL4]

-If you don't destroy the blue acorns, they burst into a circle of bullets that target you and are VERY hard to avoid.
-No, it's not just you this level is INSANE!

Mini Boss: Giant Acorn

--This isn't too hard, it lobs bullets from the top that will come around to falling on you, but if you've got an angled attack, it'll be a breeze. If you don't, it's still not hard as they fall slow enough to usually avoid.

Boss: Trent

--I never knew trees could shoot so many bullets, without a single gun. Bullets will randomly fall from him, usually 3, while others are fired out, and still others are pulled out from behind you by his arm. So when his

arm extends to below your ship, when it comes back it's going to be a line of bullets.

==Level 5==[WTL5]

-There are little football-shaped baddies who cannot be harmed until they open up, which happens when they stop moving around.

-Another stage where attack #3, even not upgraded, makes this stage a lot easier.

Mini Boss: Giant Meowth

--This m.b. is DEAD ON with it's name, true story! Anyways, with any upgrades he won't last long, he sits and takes all kinds of hits before doing anything, and when he does, his attack is that he slowly moves somewhere, makes coins appear and then they float towards him. Yes the coins can be destroyed and yes he is this easy.

Boss: Mechanical Aztec

--This guy looks strait outta the ruins...except the wheels on his feet. ??? He fires bullets out of his side which arc and slowly come towards you. The floor tiles also come up, break apart and then fly at you. That's actually the tough part, other than that he's a cinch.

==Level 6==[WTL6]

-Some of those giant arrow head-like things will burst into homing bullets. Very difficult to avoid.

Mini Boss: Alien Baby

--It walks around, not so quickly, and when it stops it fires out a laser that goes up and down the screen, as well as 3 bullets. The bullets aren't TOO fast but are not easily avoided either. It doesn't have much health, here's the kicker though, you can only damage it when it stops moving. A very hard boss, that's not very chaotic at all.

Boss: Acient Tower

--The tower moves, it pops up out of the sand in different areas and only stays up long enough to attack. The attack is the spewing of crumbs (or bits of broken towers or whatever it is that it eats) and it fires off a couple of bullets as well. As long as you can fire forward and just dodge the few bullets you'll be fine.

==Level 7==[WTL7]

-Don't be scared, the big flame thing on the side won't kill you, BUT flames shoot out at random and are impossible to inside there, so don't go in there!

-Rightfully so this level is long, and difficult. The flares do get easier toward the boss though.

No Mini Boss

Boss: Moon

--Wow, this guy was cake. With just attack 1 all you have to do is move a little left and right and fire away. That'll destory his shots and damage

him. In no time flat he'll be done. Fun note, the make this boss even easier if you have, if you have attack 3 powered up enough you can litterally sit in the same spot with your finger on the trigger and lay into him.

==Level 8==[WTL8]

- Note that before you started your little store clerk gives you an 'item' that converts \$10 into a bomb, not GREATLY useful, but since this is the final level it's better than nothing.
- The level isn't too hard so hang in there, but be prepared for the mini bossES.

Mini Bosses: Floating Planet, Giant Acorn, Heavy Artillery

- You've encountered all of these before, nothing changes, and you should have an easier time since you're probably better than when you first fought them (right ?). If you need any help....ahh I guess I'll copy and paste the previous guides to them.

Floating Planet:

- Basiclaly this thing flys, slowly, after you, while perodically tossing out bombs that resemble something out of 'Contra'. The bombs go in a half circle sort of arc, the farther you are away the easier it is to dodge. Basically all you need to do is lure it to the top of the screen, run around to the bottom of the screen and as it makes it way towards you just light it up. You attack will damage it and destory the bombs that would threaten your position, so it's cake sitting down her firing away. 2 rounds of this and it'll go down.

Giant Acorn:

- This isn't too hard, it lobs bullets from the top that will come around to falling on you, but if you've got an angled attack, it'll be a breeze. If you don't, it's still not hard as they fall slow enough to usually avoid.

Heavy Artillery:

- It's a big block of a machine who tosses out bombs and keeps those big missles firing. It's not as hard as it sounds. Having upgrades 2 or 3 is your best bet (so I hope you read ahead!) as those will cover the most area and conintually hurt it and keep the missles/bombs from being too dangerous.

Boss: Alien Squid, Alien Head

- This is like a 2 part boss, the squid is really easy. Fire away at the breaking tiles and eventually he'll burst through the ground and fly back and forth from the top left corner to the bottom right corner. There is the typical flying objects and bullets and such, but nothing too bad to worry about here. If the Alien Head that you have to worry about. His attacks: lasers that fire down and stop and then fire inward toward you, random bullets and a giant bubble that you can't break, when it hits the floor it burts into an arc of mini bubbles that are hard to dodge. This boss is no joke, he really is fitting for a final boss. Hopfully you've got some upgraded weapon to use, and use your bombs liberally because this is it folks.

CONGRATS, you've earned it!

==Cheats==[CHTS]

- Level Select: Go to "system config" at the title menu, change the sound to

'5' and then you can change the area to select the level.

[credit gamefaqs.com]

-If you're playing on an emulator or action replay, these addresses and values will grant you various things:

Infinite lives

----018D:99

Infinite bombs

----018F:04

Invincibility

----0400:02

[credit: VisitntX at <http://www.gshi.org/vb/showthread.php?t=2383&page=2>]

==Final Thoughts==[FLTH]

-I'm kind of amazed how short, and fun (and good for it's time!) this game was! If it weren't for the GameFAQs 'FAQ bounty' I never would have bothered with this. I was REALLY surprised at the quality of this little NES gem. It is WAY old but it's better than a LOT of internet games I've played. In case you wanted to know, my final Hi Score was 4,101,470. Do NOT email me with your high score, this is just something for you if you wanted a lil more than the guide.

==Credits==[CRDT]

Once again, and always, I thank my savior Jesus Christ. I thank Him for the freedom to play games, and to be able to even do something with my desire to play. Thanks to my great wife who supports me and keeps me going and even keeps my gaming desire alive. Thanks to GameFAQs and their FAQ bounty and even to a slow night at work that I was able to do this whole guide in >12hrs. Also thx to VisitntX for the cheats, so I could pass them along to you guys.

==Legal==[LEGL]

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