

Gunbee F-99

COLLABORATORS

	TITLE : Gunbee F-99		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 19, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Gunbee F-99

1.1 Gunbee F-99

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· G · U · N · B · E · E ·      · F · 9 · 9 ·  
  
«« The Kidnapping Of Lady Akiko »»  
  
--*-- DEMO VERSION (15 August '98) --*--  
  
Created by Lobsang Alvites Szaler  
  
To Be Published soon by APC&TCP  
  
Dorfstr.17, D-83236 Uebersee, Germany  
  
email: andreas@highvolt.gun.de / Tel. 0049-8642-899953  
  
--*-- SHORT DOCUMENTATION --*--  
  
Installation      Starting The Game  
The Story...      Introduction  
Playing Gunbee    The Game Rules  
Honey vs. Story?  The Options Screen  
Game Tips         Briefing...  
Development       About The Author
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1.2 Installation

REQUIREMENTS

- AGA chipset, hard disk, 2 Mb of Chip-Ram free
- Memory expansion or accelerator is highly recommended to avoid slowdowns
- A joystick with 2 fire buttons is also recommended for better playability

FLOPPY/CD NOTE (Demo Version)

Files required to run Gunbee F-99 from Floppy or CD:

- LIBS/mathtrans.library
- LIBS/diskfont.library
- FONT/topaz
- FONT/topaz.font

VIDEO TIPS

If your display device supports NTSC video signal, you could try to select it in the F-99 Early Config to get a bigger screen view.

If your computer hasn't an accelerator card and your display device supports PAL signal, then select it to avoid possible slowdowns.

PROBLEMS...

Make sure you have installed the original "mathtrans.library" file (supplied with your Workbench 3.x installation disks) otherwise the game will crash.

1.3 Introduction

THE STORY...

For many years, Valstyx was a peaceful planet in the Universe. Five Magic Crystals owned by Lady Akiko, the princess of Valstyx, guaranteed the power and stability of the whole planet.

But one day things changed. Strange beasts and bizarre machines suddenly invaded the planet. It was being taken over by Lord Khenmir's evil forces.

In a surprisedly attack, the Soldiers were unable to defend the Royal Palace. And while the chaos involved the kingdom, Lord Khenmir took possession of the Five Magic Crystals... and kidnapped princess Akiko.

Designed with the very best of Valstyx technology, you, as Kiara McGuire, will pilot the GUNBEE F-99, a mobile suit developed by the Royal Engineers with the hope to defeat Lord Khenmir big guardians, to recover the Five Magic Crystals and succeed in the save of the beautiful Lady Akiko.

Good luck!

1.4 Playing Gunbee F-99

01.- THE CONTROLS

You control Gunbee F-99 with the joystick in port 2:

Move toward any direction to fly.
Press Fire 1 quickly to shoot.
Press Fire 1 longer to shoot a Firebeam.
Press Fire 2 to throw a bomb.

The 'space key' can be used as 2nd. fire button.

Alternatively you can use the Keyboard:

Cursors Keys to fly.
Left AMIGA quickly to shoot.
Left AMIGA longer to launch a Firebeam.
Left ALT to throw a bomb.

In-Game Keys:

Press "P" to pause the game, again to resume.
Press "ESC" to exit current game and return to menu.

02.- GUNBEE F-99 WEAPONS

THE STANDARD WEAPONS... (upgradeable by collecting more Power-Up Bells)

THE FIREBEAM...

THE BOMB...

THE MACHINE-GUN... (available for Gunbee F-99P Planetary Type)

03.- THE BELLS

Bells are one of the most important items in the game. These are hidden below some Smiling Clouds. Shoot the clouds to release gold bells, and shoot quickly the bells to change its colour.

To get the bells just fly over it:

Gold Bell - Points : 500 points.
Blue Bell - Speed Up : improves Gunbee flight speed.
Green Bell - Power Up : improves Gunbee fire power, then switch next weapon.
White Bell - Shield : Gunbee Shield aprox. 20 seconds (limited availability).
Red Bell - Firebeam : supply an extra Firebeam.
Black Bell - Damage : these must be avoided as Gunbee will lose its arms
(and ability to throw bombs).

04.- THE FLYING AMBULANCE

05.- THE FLYING BASKET

The Flying Basket is released when an entire enemy wave was shootdown while some Smiling Clouds are yet flying in the sky. The colorful winged Basket does the job of a Bell Collector.

Another use of the bells is to make land them into the Basket by knocking them around the screen with accurate and well timed shoots. Each time you collect 10 Bells of whatever color in the Basket you'll get an Extra-Live.

Check for other objects that may be also put into the Flying Basket.

06.- THE KITTY-KATRANSPORT CLOUD

07.- THE KITTY-KATRANSPORT ITEMS

THE HIGH FIREBEAM

THE MACHINE-GUN AMMO CLIPS

THE GB01/P KIT (GUNBEE F-99P PLANETARY TYPE)

THE MAGIC CRYSTALS

Akiko's Crystals are the most important items in the game. They look of different colour according to the level: blue, red, yellow, green and white.

To recover a Magic Crystal you must put it into the Flying Basket by knocking it around the screen with accurate shoots. Read carefully the "Flying Basket" section to understand how the Basket is released. Some practice and strategy is needed to succeed.

08.- GROUND ATTACK

09.- THE PLAYER WINDOW STATUS

10.- THE HIGH SCORE TABLE

POS..... position rank
SCORE... points
NAME.... name of the player
BELLS... total bells collected in the Flying Basket
WAVE.... total enemy waves destroyed
END..... Happy Smile..... Lady Akiko was saved
 Sad Smile..... Lady Akiko was not saved
 Skull..... player died
 Letter at left... "H"=Honey Mode, "S"=Story Mode
 Number at right.. Level reached.

Note: High-Scores are saved when you QUIT the game.

1.5 Options Screen

THE OPTIONS SCREEN

1.- GAME MODES

Press fire button to switch between Honey or Story mode.

Story Mode

All the rules explained in the manual apply to this mode. The main objective

of this mode is to successfully rescue lovely princess Akiko by recovering all the Five Magic Crystals. The word 'ability' is the main key to survive in this mode because you will have to pay special attention to hardest rules:

Honey Mode

Almost all the rules explained in this manual applies to this mode with the following exceptions:

- you begin with 5 Lives and 5 Firebeams
- Kitty-Katransport Clouds not available
- Magic Crystals not available
- KTC items not available (no GB01/P kit, MG AmmoClip and High Firebeam)
- Gunbee F99P Planetary mode not available
- turbulence not available
- High Firebeam always available
- Extra-lives every 100,000 points
- No Extra-lives when 10 Bells are collected into Flying Basket
- Less enemy attack initiative
- Enemy weird shots not available
- Big Guardians shoots slow and less attack modes.

In this mode you can learn the rules of the game, to plan some strategy and to practice useful tactics for hard situations in the levels. Surviving is easy because you're provided with more initial lives and a faster way to get extra lives. The no need to pay attention to KTC items (like the Crystals) and other rules (like knocking bells into the Baskets) means you can safely fly in the sky without worrying about all that.

Honey Mode also provides a Level Selection, for training purpose.

2.- MUSIC

3.- INTRO

4.- LEVEL SELECTION

1.6 Tips & Tricks

GUNBEE F99 TIPS

- When a level begins, collect immediately useful bells (green and blue) to improve your flight performance. The more powerful is the Gunbee F99, the less performance is lost if you die.
 - Be careful when flying below the Clouds. Slow enemy shots may be there.
 - If your shooting rate is slow, then don't shoot quickly. Use paused and accurate shoots while you power-up.
 - If you die search immediately a Green Bell to try to get back your previous shooting rate. Also pay attention for any extra Firebeam supplied.
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1.7 Development

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