弾丸GB2

DANGAN.2

S T O R Y

To maintain a sense of security, the **Dangan Empire** decided to downplay the importance of the **Eshus** incident. **Allie** the pilot and **Tally** the technician were quietly promoted and reassigned to the **Ganuka** system, deep within **Dangan** space. Due to their expertise they were tasked to oversee the Empire's own dreadnought project.

These unmanned war machines are controlled by a super computer called the **ALL-CONSTRUCT**. The hope is that the dreadnoughts under its control will turn the tide and finally put an end to the prolonged conflict between the **Dangan Empire** and **Houdan Confederation**.
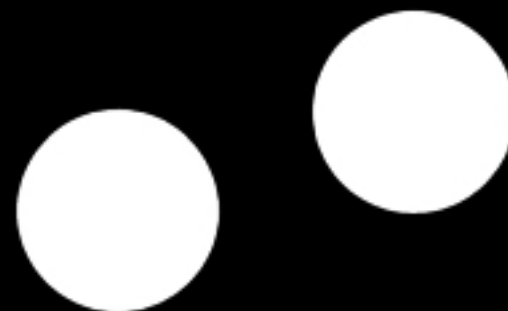
A few months pass. **Allie** and **Tally** are out on the edge of the **Ganuka** system when they receive a message from the dreadnought base:

ALL-CONSTRUCT. SENTIENT. HOUDAN-INFLUENCE.

All communication is lost after that. Fearing the worst, the two decide immediately to return to base.
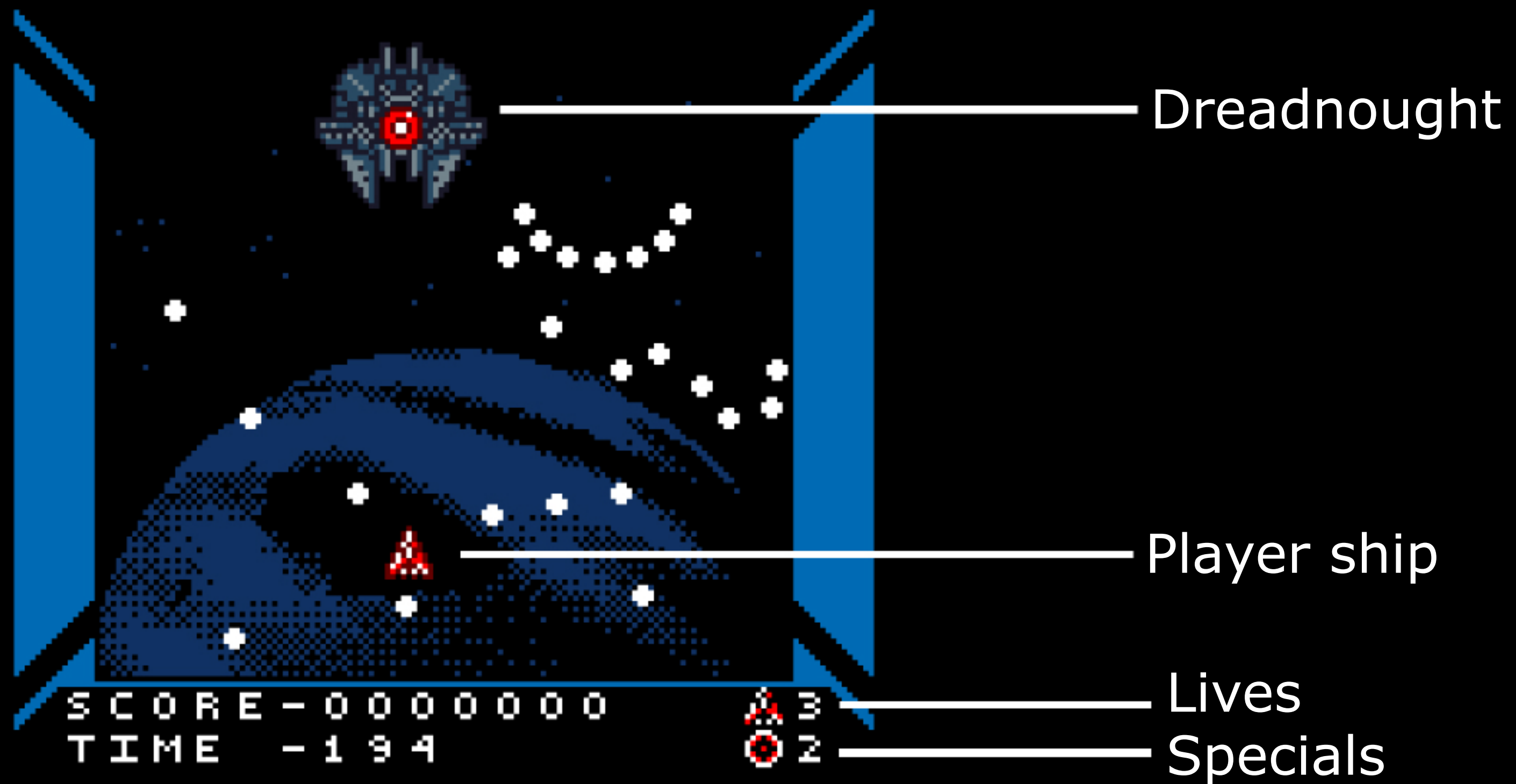
CONTROLS

D-PAD: Steer ship

A: Fire
B: Special

START: Pause

Hold **START+SELECT+A+B** during a stage to reset the game.

GAME SCREEN

Dreadnought

Player ship

SCORE-0000000   3 Lives
TIME -194   2 Specials

DIFFICULTY

EASY:
LIVES: **5**
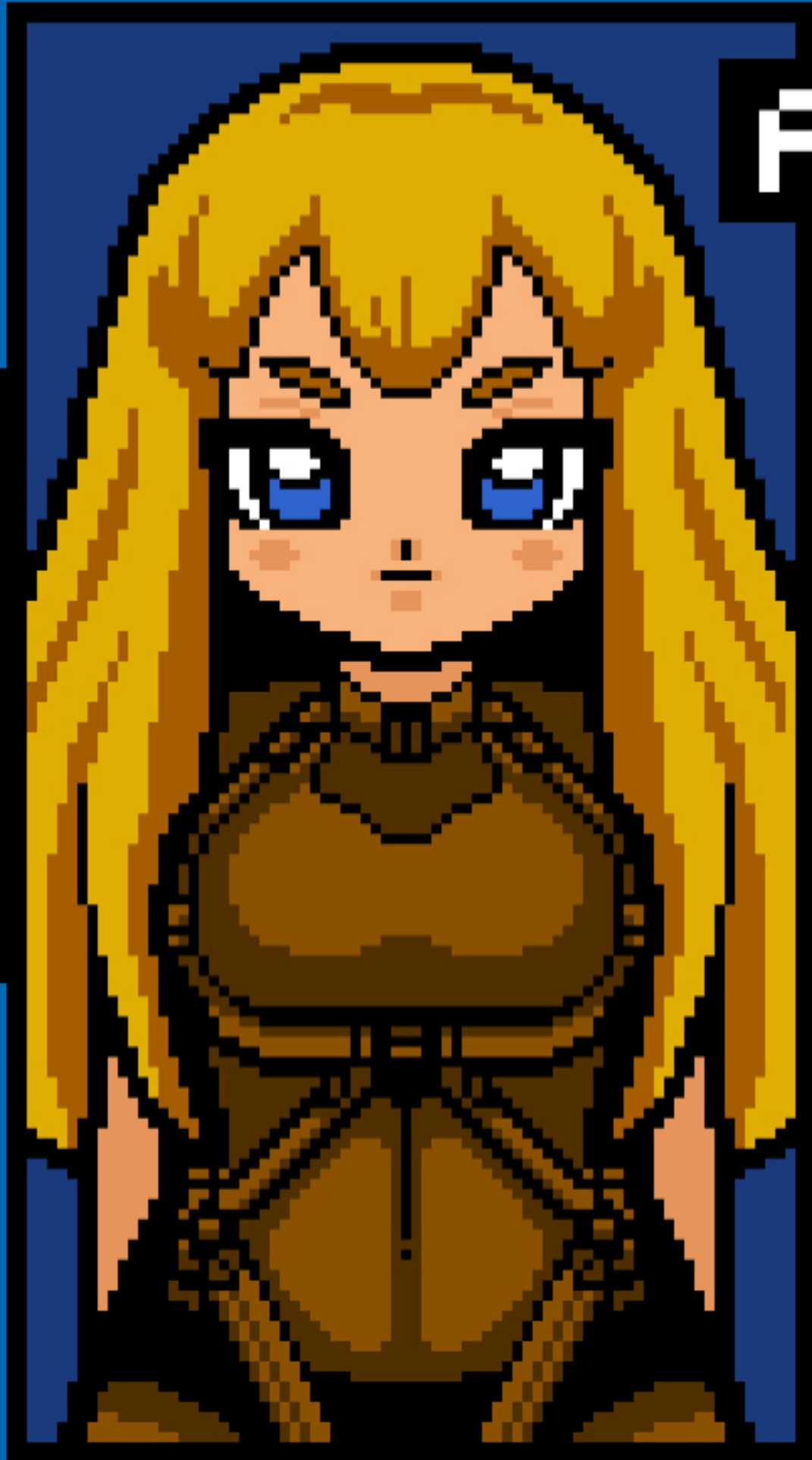SPECIALS: **3** (per stage)
CONTINUES: **YES**

NORMAL:
LIVES: **3**
SPECIALS: **2** (per stage)
CONTINUES: **YES**

HARD:
LIVES: **3**
SPECIALS: **0**
CONTINUES: **NO**
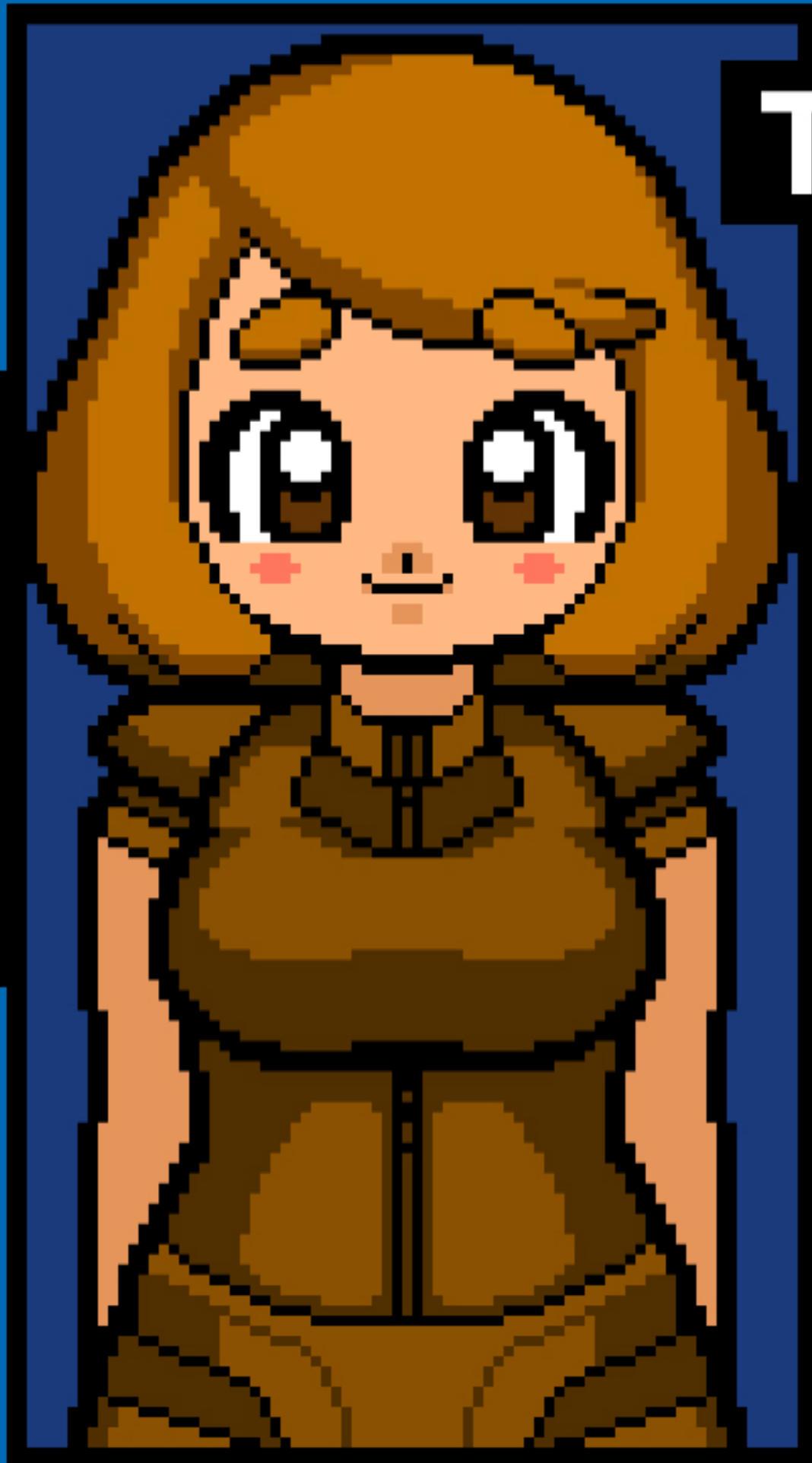
CHARACTERS

ALLIE

PILOT

Age: 28
Blood type: O
Hobbies: Starships
Motorcycles
Movies

Special: BOMB
Press the B button to activate a screen clearing bomb.

CHARACTERS

TALLY

TECHNICIAN

Age: 20
Blood type: A
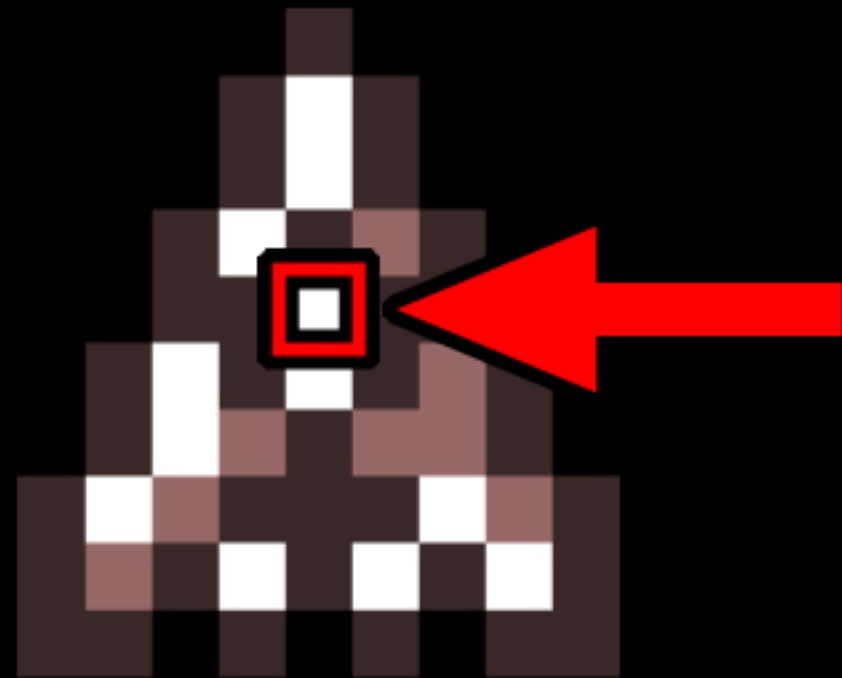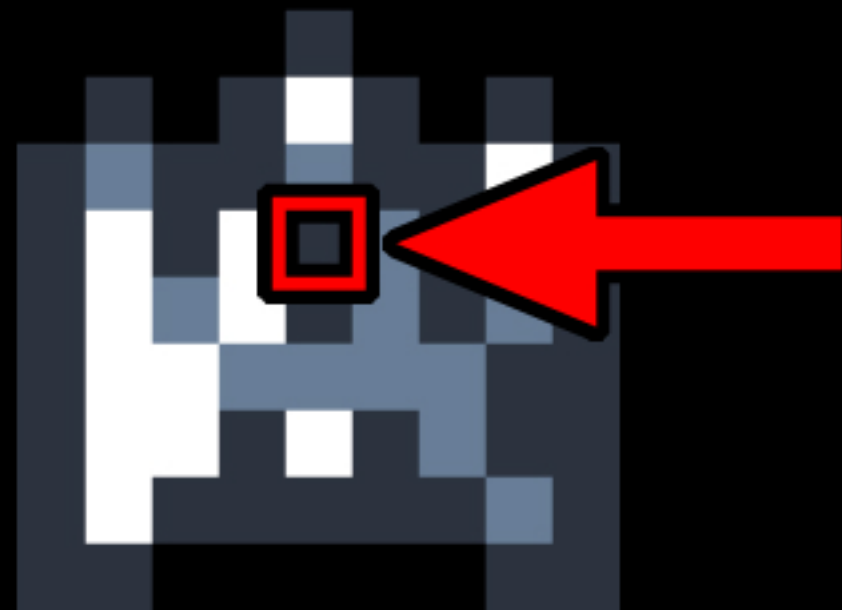Hobbies: Statistics
Dogs
Famicom

Special: SHIELD
Press the B button to activate a shield that protects her ship from all damage for three seconds.
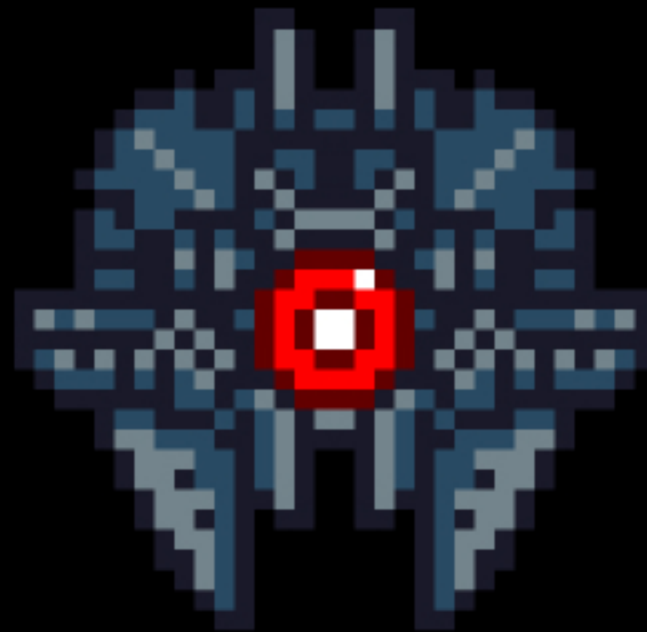
HITBOX

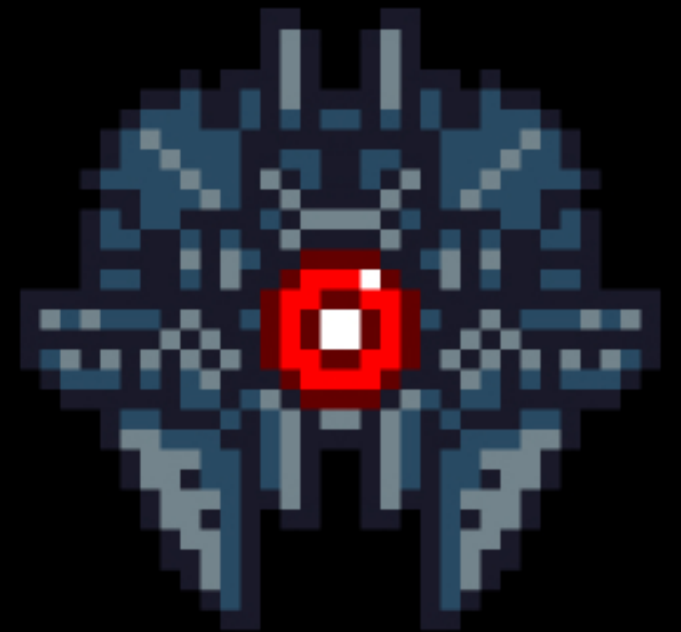A life will only be lost if the cockpit is hit.

SCORING

The closer the player is to a dreadnought, the more points a hit is worth.

+100

+300

BONUS SCORE

After each stage the player stands to earn bonus points based on accuracy, time remaining and if they managed to complete the stage without losing a life.

Extra lives will be awarded here for every 100.000 points.

ACCURACY
088% 08800

TIME BONUS
14300

NO MISS
10000

TOTAL
0066783

HIGH SCORE

The game keeps track of the eight highest scores achieved, as well as which character was used, for each difficulty level.

The high score tables are battery backed up and will retain their information even if the game is powered off.

To clear all the tables, hold the B-button together with the SELECT button for two seconds on the title screen.

```
HI-SCORE          NORMAL


1ST:    0671882
2ND:    0351412
3RD:    0350253
4TH:    0242663
5TH:    0184843
6TH:    0158310
7TH:    0147860
8TH:    0146002
```

DANGAN.GB2

Tools used in the creation of this software

Carillon Player
FX Hammer
RGBASM
BGB
GBTD
GBMB

Credits

Code, Graphics and Design: **snorpung**
Music and Testing: **David Couzelis**

Thanks and greetings to

Aleksi Eeben, Alessandro Grussu, ARTRAG, Dalton, Paul S. Courtney

Special Thanks to **nordloef**