

SAMURAI GUNN 2

How to Play

THE BASICS

JUMP



- Hold down the button to jump higher
- You can jump up walls

SLASH



- You can slash in 4 directions (up, down, left, right)
- Slashing moves you in that direction
- You can deflect bullets

SHOOT



- You have 3 bullets per life
- You can shoot in 4 directions

DASH



- Consumes a bullet
- You can dash in 8 directions
- Swords can't hurt you while dashing

COMBINATIONS



SWORD JUMP (JUMP THEN SLASH)

- ✎ Slash immediately after jumping
- ✎ Don't let go of the jump button



WOBBLE BULLET (SHOOT THEN SLASH)

- ✎ Slash immediately after shooting
- ✎ 1/2 the speed of a regular bullet



SUPER BULLET (SHOOT WHILE DASHING)

- ✎ Twice the speed of a regular bullet
- ✎ Opponents tumble if they deflect it
- ✎ Tears through destructibles



SUPER SLASH (DASH + SLASH)

- ✎ Super deflecting a regular bullet creates a super bullet
- ✎ Super deflect a super bullet to avoid tumbling





EMPTY GARBAGE (SHOOT)

- 🔫 Toss 3 pieces of trash
- 🔫 One ammo left? Toss a diamond!



EJECT (DASH)

- 🔫 Zero-G float in peace



VENT INSTALL (PRESS AGAINST SURFACE + DASH)

- 🔫 Install 2 then travel by hitting one
- 🔫 Trash and bullets can also vent!

TASK COMPLETE (SLASH) + PRESS DIRECTIONS)

- 🔫 Swipe a terminal with your ID and press the corresponding directions



MUTATE (COMPLETE 3 TASKS THEN DASH)

- 🔫 If you wriggle, you're ready...

Impostor



IMPALESTER (SHOOT)

- 🔪 Unlimited uses!
- 🔪 Attacks in 8 directions



BACKSTABBY (SLASH)

- 🔪 Knife as fast as you can mash
- 🔪 Deflected bullets turn into super bullets!



CAMOUFLAGE (DOWN)

- 🔪 Where'd it go?





PALM FIRE (SHOOT)

- Her bullet creates a fire where it hits the ground

SPEED BOOST (PASSIVE)

- Speed boost for a short time after spawning
- Beheading an opponent triggers the speed boost again (KO an opponent with a horizontal slash while slightly above them to behead)







ECHO FLOAT (JUMP WHILE IN THE AIR)



 Airborne mix-ups

DISAPPEAR (DASH)



-  Turns invisible for a short time after dashing
-  Will reappear if you slash

GHOST BULLETS (SHOOT WHILE INVISIBLE)



 Invisible Ghost = invisible bullets



WALL CLIMB (JUMP TOWARDS WALL + UP)

Scrambles up walls until he gets tired



WOLF SPEED (PASSIVE)

Accelerates significantly when running on the ground





KUNAI (SHOOT)

-  Kunai stick to walls, and can be picked up to regain ammo
-  Slug only gets two kunai



TILT SHOT (UP OR DOWN AFTER SHOOTING)

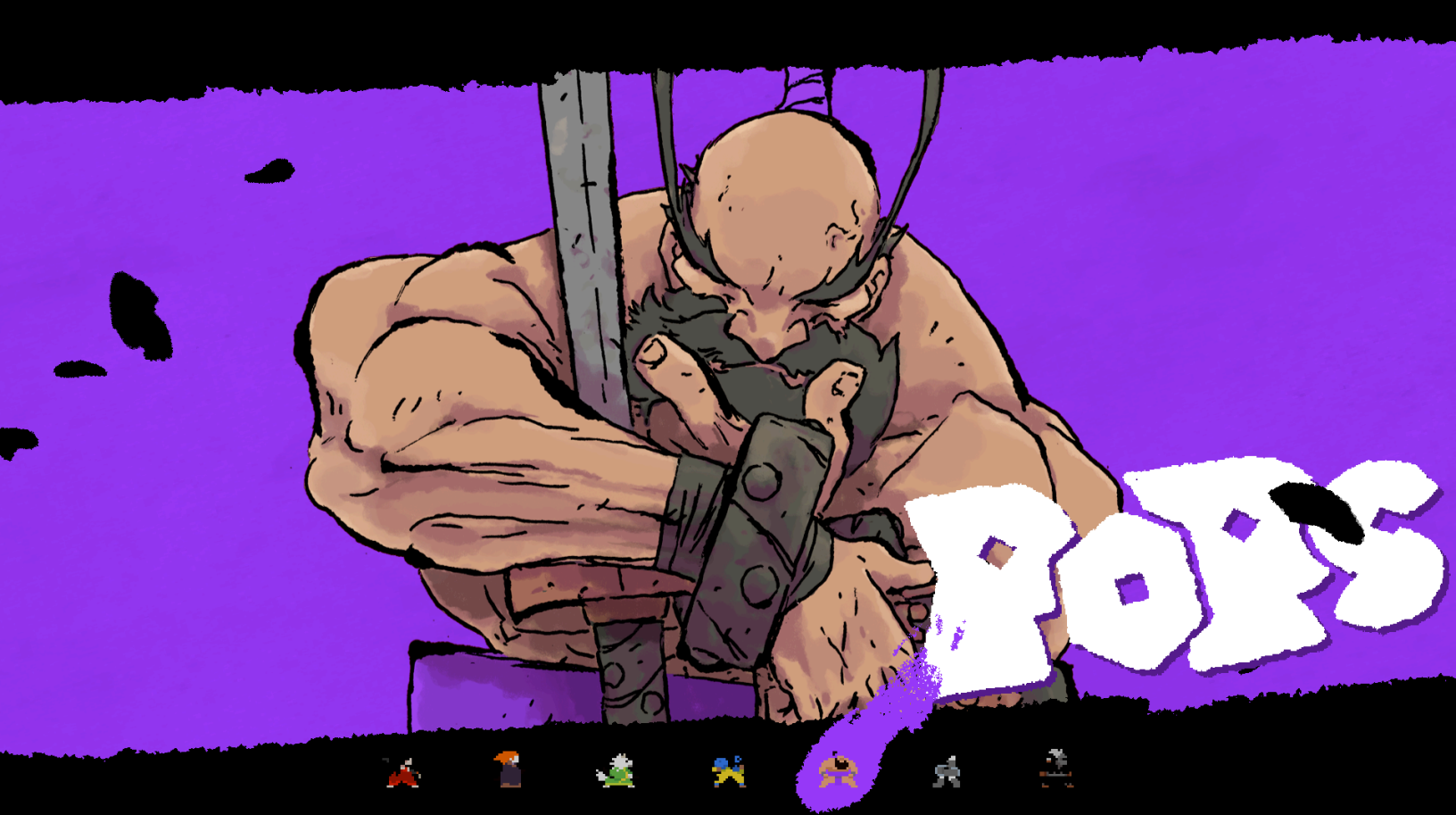
-  Press up or down *immediately* after shooting



FAST FALL (DOWN + JUMP)



STICKY (PRESS AGAINST WALL OR CEILING)



EXPLOSIVE BULLETS (SHOOT)

- His bullets explode KO'ing anyone nearby (including himself!)

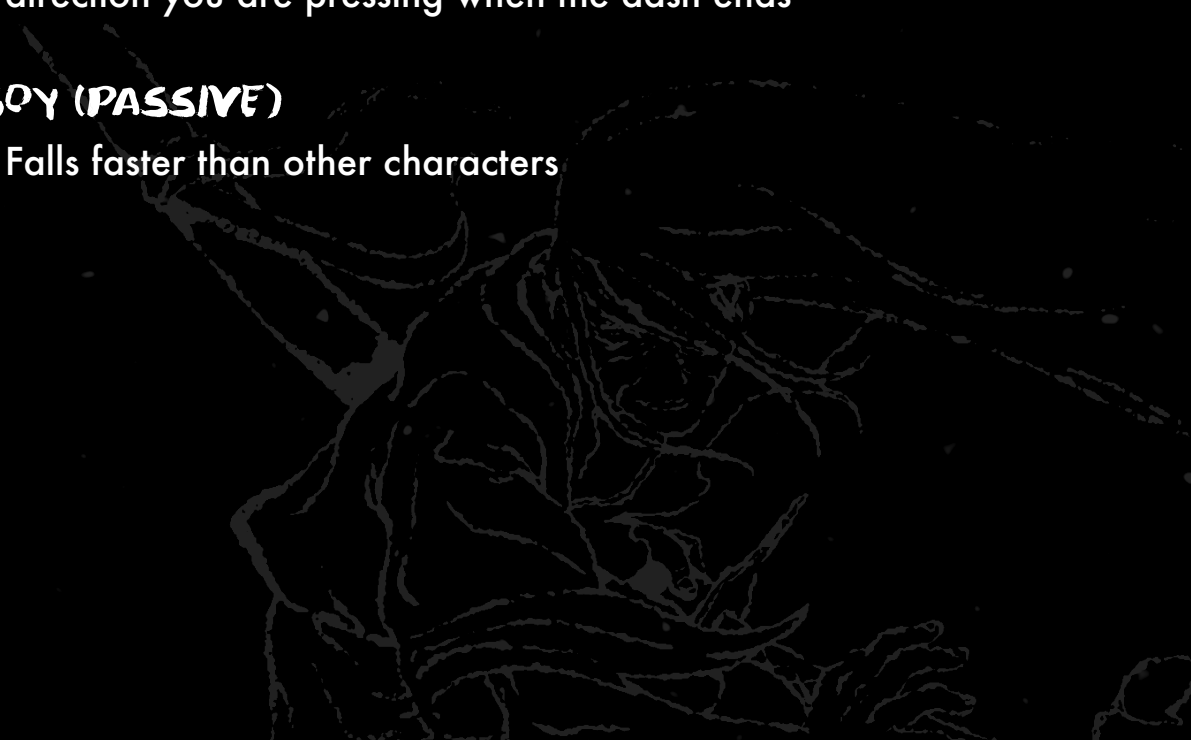


SUMO TOSS (DASH)

- If he dashes through an opponent, Pops will toss them in the direction you are pressing when the dash ends

BIG BOY (PASSIVE)

- Falls faster than other characters





KNUCKLE BULLETS (SHOOT)

☞ Golem's bullets will destroy other bullets (including his own)

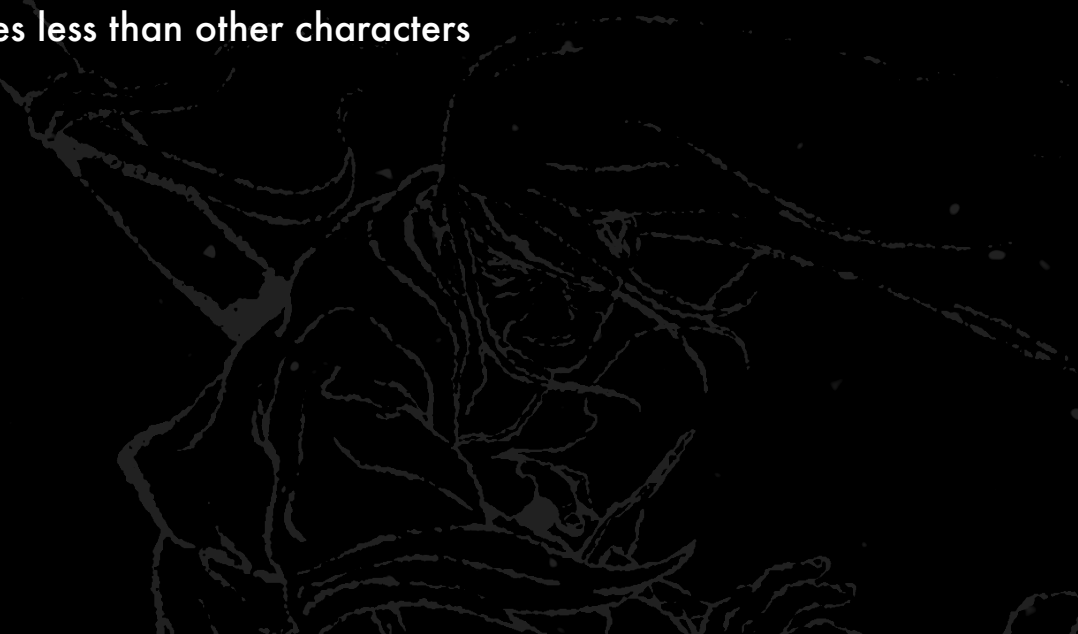


SLOWPOKE (SHOOT + SLASH)

☞ Golem's wobble bullet is super-powered


STONE STANCE (PASSIVE)

☞ Tumbles less than other characters







GUNN GRIND

-  Grind on the ground (press down) or walls (press left or right) while moving to generate ammo

BULLET STOMP (JUMP)

-  Press jump while in the air to stomp and deflect bullets
-  Tilt the deflect by pressing left or right

ONE IN THE CHAMBER (PASSIVE)

-  Spawns with only one bullet



SWORD TOSS (SHOOT)

- ✎ Minit tosses their sword instead of shooting
- ✎ This doesn't use ammo


CURSED SWORD (PASSIVE)

- ✎ Minit dies after 60 seconds






BOMBS (SHOOT)

 Bombs can be picked up (press down) and thrown (press slash) by any character



ROPE (UP + SHOOT)

 Only Ana can climb ropes



JETPACK (DASH)

 Hold the jump button to fire the engines



CRAWL (DOWN + LEFT/RIGHT)

 Ana can crawl under most bullets

LEDGE HANG (PASSIVE)

 Press down to let go