



BLUESTINGER™

SURVIVE THE TERROR OF DINOSAUR ISLAND.

Awakening shipwrecked just after a meteor collides with a remote biotech research island, you begin to discover an uncontrollable madness unleashed in the meteor's wake. As one secret uncovers another, you piece together a horrifying revelation that could lead to the end of life on Earth.



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VIGILANTE 8 2ND OFFENSE™

WARNINGS: Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast. In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

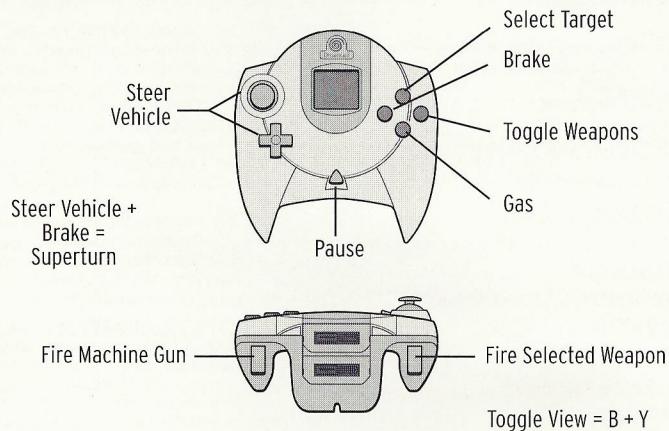
SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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Game Controls



Note: To return to the title screen at any point during the game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will soft-reset the game and display the title screen.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

Main Menu

One Player

Choosing One Player allows you to choose between one-player Arcade Mode, Quest Mode or Survival Mode.

Quest Mode – Quest mode consists of a series of eight levels for each character. To win each level, you must complete the mission objectives and destroy all enemy vehicles. Enemy vehicles are automatically chosen and the number of enemy vehicles as well as each enemy's skill increases with each level successfully passed.

You must fulfill both primary and secondary objectives before destroying all enemies. You can review your objectives at any time during gameplay by pressing the **Start** button to pause the game, and selecting Objectives.

Successfully completing all objectives will lead to "unlocking" additional character/vehicles! If you fail to fulfill any of the mission objectives in Quest Mode, you can replay that level and try again.

Your primary objective usually requires you to find and collect some items (e.g., a few briefcases or gas cans). Occasionally, you will be required to deliver these items to a specific location. Collected items get stored in one of your weapon slots. If your mission objective requires that you deliver an item somewhere on the map, drive to that location, select the item to deliver by using the **Toggle Weapon** button and then eject it by pressing the **Fire Selected Weapon** button. You can only unload your collected items at the required locations.



Arcade Mode – In Arcade mode, you must select an arena, a vehicle and opponents. (You may select up to 12 enemy vehicles per arena.)

Survival Mode – In Survival mode, you must select an arena, a vehicle and opponents. The object is to see how many enemies you can destroy before you are eliminated. You will face unlimited waves of enemies with a maximum of four enemies facing you at any given time. The number of cars you destroy will be displayed as icons on the bottom right of the screen. You will also get a repair wrench power-up each time you total an enemy car.

Two Player

Choosing Two Player allows you to choose between two-player Versus, Cooperative or Quest Mode.

Versus Mode – In the two-player Versus mode, you can battle it out with another opponent. There are no enemy vehicles in Versus mode. The match ends when one player successfully destroys the other. You can then choose replay to begin another battle.

Cooperative – The two-player cooperative mode allows two players to team up against a group of enemies. The enemy vehicles engage both players. Your teammate is indicated by a gray dot on the radar. The game ends when either of the players dies or after you destroy all of the enemies, so be sure to help your buddy!

Quest Mode – The Two Player Quest Mode allows two people to participate in a character's Quest. Player 1 assumes the role of the primary character, while Player 2 assumes the role of a buddy. Your teammate is indicated by a gray dot on the radar. Both players must remain alive in order to complete the Quest. All other aspects are identical to One Player Quest.

Multiplayer

Choosing Multiplayer allows you to choose between Brawl, Team or Smear modes.

Brawl (3-4 Players) – In the Multiplayer Brawl mode, you can battle it out with up to three other human opponents. The match ends when one player successfully destroys all the other players. There are no enemy vehicles in Brawl mode.

After the arena is selected, all players can select a vehicle. All players must select a vehicle to start the match.

Team (3-4 Players) – In the Multiplayer Team mode, you and a teammate can battle it out with two other human opponents. The match ends when one team successfully destroys the other team. There are no enemy vehicles in Team mode.

In Team mode, any player can select the arena. After the arena is selected, all players must select a vehicle. Players 1 & 2 are Team 1 and players 3 & 4 are Team 2. Your teammate is the gray dot on the radar.

Smear (3-4 Players) – In the Multiplayer Smear mode, it is player one versus up to three human opponents. The match ends when the team successfully destroys player one or vice versa. There are no enemy vehicles in Smear mode.

Your teammates are the gray dots on the radar.

Options Screen

Game Status – Shows the status of all unlocked/available characters for players 1 through 4.

Visual Memory Unit – Allows the player to load, save and delete games. Any vehicle upgrades acquired during gameplay are saved when a game is saved.

NOTE: Vigilante 8: 2nd Offense does not support third party VMUs and third party fat VMU.

Visual Memory Unit only saves one player's data. VMU #1 saves only Player 1 data, VMU #2 saves only Player 2 data, VMU #3 saves only Player 3 data and VMU #4 saves only Player 4 data. This allows players to use their customized vehicles in two-player/multi-player modes regardless of whether or not their vehicles are on the same unit.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

Difficulty – This section allows players to adjust difficulty and weapons damage. First select the player(s) difficulty you want to adjust, then select difficulty levels (87 easy, 89 med, 92 hard).

Here you can also adjust weapon damage settings for each player, which will affect the amount of damage objects and vehicles can sustain before being destroyed. A low damage setting will typically result in lengthy battles, and vice versa. Select the player(s) you want to adjust damage for and then select a weapons damage setting (1 bullet – low damage, 2 bullets – medium damage, 3 bullets – high damage.)

Each player is able to set his difficulty and damage settings separately, thus allowing them to set a handicap for any given player. In Two-Player Cooperative Mode, the enemies use the same difficulty and damage settings as Player 1.

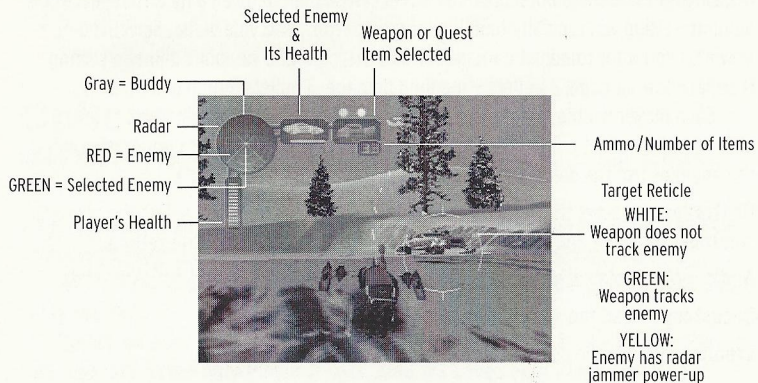
Controllers – Allows the player to configure the controllers. First, select the player's controller to adjust and then use the analog thumb pad to adjust the settings.

Audio – Allows player to adjust music and track settings.

Backstory – Read the story behind *Vigilante 8: Second Offense*.

Credits – The people behind the scenes.

HUD



Upgrading/Customizing Vehicles

Upgrading your Vehicle

Within the game, each vehicle has preset values for acceleration, top speed, armor and target avoidance. These are shown in the Select Player screen. However, each vehicle and its default values can be upgraded. Each time the player destroys an enemy, a "salvage points" power-up appears on the map. Salvage point power-ups are worth 2 - 10 salvage points each (depending on the Difficulty/Damage settings) and enhance

the characteristics of the player's vehicle. For example, if the player picks up 10 acceleration salvage points, their car will accelerate more quickly next time around. When the player obtains 50 points of a specific type, their vehicle is upgraded, and a new attachment is added to the chassis. The attachments include wider tires, spoiler wings, antennas, ram bars, etc. When the player obtains a full 100 points in every category, they are rewarded with a completely new chassis for their car.



Customizing Vehicle Color

The player can customize the color of his vehicle by pressing the **Y** button at the Select Player screen.

Propulsion Mechanisms

Throughout the game, the player will be able to transform his vehicle using different propulsion mechanisms. These propulsion mechanisms change the way each vehicle handles, allowing them to perform different maneuvers and travel to different areas of each level. The different propulsion mechanisms can be obtained by picking up the appropriate power-up icons. Once collected, the mechanism will remain attached and functional until a moderate amount of damage is sustained, in which case it will revert to standard wheels or a different mechanism power-up is collected. Any mechanism can be ejected manually by simultaneously pressing the **A** and **Y** Buttons. The following is a list of the propulsion mechanisms available in the game.



Hoverpods

Hoverpods enable each vehicle to hover a few feet off of the ground. This gives each car the ability to travel over virtually any terrain, and the ability to jump much farther than usual. Be careful when using these, however, as the resulting loss in traction can cause the vehicle to slide around more than it usually does on wheels.



Hydrofloaters

Hydrofloaters help a great deal when traveling over water. They transform the player's vehicle into a sea-faring vessel, changing the front tires into flotation devices and the rear ones into propellers. When the player drives back onto land, the hydrofloaters automatically revert to standard tires.



Skis N' Treads

These provide a tremendous advantage on snow levels, as they help maintain traction on slippery surfaces. Using Skis N' Treads turns each vehicle's front wheels into skis, and rear wheels into oversized, treaded tires.

Standard Weapons

MOSQUITO MACHINE GUN



The Mosquito is equally popular with the Coyotes, Vigilantes and Drifters for its cheap price and unlimited ammo! Standard equipment on all cars.

INTERCEPTOR MISSILIES



Guided Missiles

Combo Moves

Cost

UP-UP-DOWN-FIRE MACHINE GUN

2

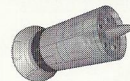
UP-UP-UP-FIRE MACHINE GUN

2

UP-UP-RIGHT-FIRE MACHINE GUN

2 - 4

BULL'S EYE ROCKETS



Dumb Fire Rockets

Combo Moves

Cost

UP-DOWN-DOWN-FIRE MACHINE GUN

2

UP-DOWN-UP-FIRE MACHINE GUN

2 - 5

UP-DOWN-RIGHT-FIRE MACHINE GUN

3

SKY HAMMER MORTAR

Experimental
Auto-Tracking
Mortar



Combo Moves

Cost

DOWN-DOWN-DOWN-FIRE MACHINE GUN

2

DOWN-DOWN-UP-FIRE MACHINE GUN

2 - 5

DOWN-DOWN-RIGHT-FIRE MACHINE GUN

2

BRUISER CANNON



Auto-Targeting Cannon

Combo Moves

Cost

DOWN-UP-DOWN-FIRE MACHINE GUN


2

DOWN-UP-UP-FIRE MACHINE GUN

2 - 6

DOWN-UP-RIGHT-FIRE MACHINE GUN

2

 ROADKILL MINES	Combo Moves	Cost
	LEFT-RIGHT-DOWN-FIRE MACHINE GUN	2
	LEFT-RIGHT-UP-FIRE MACHINE GUN	2 - 6
	LEFT-RIGHT-RIGHT-FIRE MACHINE GUN	2

 BRIMSTONE BURNER	Combo Moves	Cost
	RIGHT-LEFT-UP-FIRE MACHINE GUN	10
	RIGHT-LEFT-DOWN-FIRE MACHINE GUN	2 - 6
RIGHT-LEFT-RIGHT-FIRE MACHINE GUN	5	

In addition to the standard weapons, you will come across two different crates.



Green Crate
Contains a
Special Weapon



Brown Crate
Surprise: May contain
any standard weapon
or a Special Weapon

Power-Ups



Shield (Green) – Special force-field protects the vehicle from being damaged for a limited time.



Radar Jammer (Yellow) – Confuses enemy radar and homing devices for a limited time.



Weapon Upgrade (Blue) – Doubles the damage factor of any standard weapon fired for a limited time.



Repair Wrench – Partial damage repair.

RULES OF ENGAGEMENT



Weapons



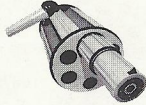






- In addition to your machine gun, you can carry up to three other weapons at a time. If you pick up more, your currently selected weapon will be discarded, so plan ahead! Discarded standard weapons can be collected again but you better act quickly, before they disintegrate.
- Your weapons systems are prone to overheating, so their firing rates have been set for optimal performance at the factory. If you attempt to fire faster than allowed, you will hear a buzzer and the weapon won't fire. Likewise, if you keep firing your machine gun continuously, it will slow down to a crawl. So, learn the timing or give it a breather!

Targeting

- By default, your radar is set to auto-targeting mode; it will attempt to target the enemy directly ahead of you, regardless of its distance.
- You can override the selected target at any time by pressing the **Select Target** button which targets the enemy closest to you. Pressing the button repeatedly allows you to cycle through all enemies. Once the override is engaged, it will remain locked onto its new target. When a new weapon is selected, or the selected enemy is destroyed, the radar will revert to auto-targeting mode.

Characters, Vehicles and Special Weapons

VIGILANTES: CONVOY (Locked)		
	Vehicle	Special Weapon
 <p>Convoy, the newly married Vigilante trucker, and his wife, Houston, were on the road when they spotted three unusual vehicles approaching from the opposite direction. Before Convoy could react, the vehicles opened fire...</p>	Livingston Truck	Rolling Thunder
	CLASSIFIED	CLASSIFIED
HOUSTON (Locked)		
	Vehicle	Special Weapon
 <p>After freeing herself of OMAR's mind-control device, Houston slowly recovered. She married ex-Vigilante Convoy. However, her dark past continued to haunt her – she still suffers from amnesia and nightmares. She knew OMAR would be back.</p>	Samson Tow Truck	Tow Hook
	CLASSIFIED	CLASSIFIED

JOHN TORQUE		
 <p>Horrified when he found his friends Convoy and Houston missing, J.T. unearthed a couple of old Mosquitoes from Convoy's backyard and set out on a search for his friends...</p>	Vehicle Thunderbolt 	Special Weapon Wheel O'Fortune 
SHEILA		
 <p>Convoy's niece put her academic studies on hold when she received an alarming call from John Torque. Apparently, the Coyotes had resurfaced, led by a mysterious new leader, and both her uncle and Houston were missing!</p>	Vehicle Wonderwagon 	Special Weapon Tantrum Gun 
ALL-STAR TRIO		
 <p>Tomey, Romey and Leilah began touring at the age of 14 and their incredible stunt shows soon captivated audiences nationwide. In 1977, they set out for the Southwest in search of their missing sister.</p>	Vehicle Dakota Stunt Cycle 	Special Weapon Soaring Glory 

COYOTES: LORD CLYDE (Locked)

2017: Ex-Vigilante Slick Clyde turned OMAR leader. In his most desperate move yet, he acquired a time-travel device to send himself back to the days when OMAR still had a chance of putting America out of business—the '70s.

Vehicle

Excelsior Stretch Limo
CLASSIFIED

Special Weapon

Chain Lightning
CLASSIFIED

OBAKE (Locked)

Lord Clyde's favorite pupil, Obaque, was adopted by OMAR as a small child and trained as a special operative for the company. She was requested to accompany Clyde on his latest mission to the past.

Vehicle

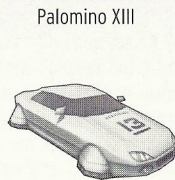
Tsunami
CLASSIFIED

Special Weapon

Rift Blade
CLASSIFIED

DALLAS 13

2017: Dallas 13 was the latest and most advanced 'biobot' in OMAR's long line of cybernetic henchmen. Dallas was created specifically for Lord Clyde's Mission '70's.

Vehicle

Palomino XIII

Special Weapon

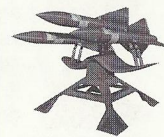
Mega Collider

NINA LOCO

A master smuggler and dealmaker, Nina managed to stockpile most of the classified weaponry that was originally stolen from the military by the Coyotes. Wanted by the FBI and Mexican mob, she gladly signed up with Clyde.

Vehicle

El Guerrero

Special Weapon

Lemming Missile

MOLO

Disillusioned after the Coyotes' defeat, Molo began burglarizing gas stations and trailer parks. He was eventually caught and sent to "Juvie" hall. He rejoined the Coyotes after Clyde busted him out during a prison transport.

Vehicle

Blue Burro Bus

Special Weapon

Smog Check

DRIFTERS: CHASSEY BLUE (Locked)


After joining the FBI, the agency wanted Chassey to investigate reports of renewed Coyote activity in Arizona, and its possible connection to local time disparities and abnormal weather patterns.




Vehicle


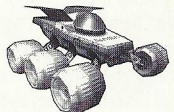
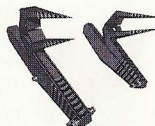
Vertigo
CLASSIFIED



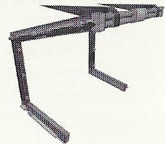
Special Weapon

Star Power
CLASSIFIED

PADRE DESTINO (Locked)	Vehicle	Special Weapon
 <p>This traveling preacher was busy spreading the word, however, not by singing gospel. Instead, he was promoting the idea of an impending Armageddon. To this effect, he liked to follow each of his sermons with a good dose of destruction...</p>	<p>Goliath Halftrack</p> <p>CLASSIFIED</p>	<p>Hades Gate</p> <p>CLASSIFIED</p>

AGENT R. CHASE	Vehicle	Special Weapon
 <p>2017: Agent Chase—one of the CIA's best detectives—had been following OMAR and its enigmatic leader, Lord Clyde, for years. Following the discovery of Clyde's time warp, Agent Chase volunteered to travel to the '70s, to apprehend Clyde and bring him back.</p>	<p>Chrono Stinger</p> 	<p>Hard Time</p> 

ASTRONAUT BOB O.	Vehicle	Special Weapon
 <p>No one ever heard the astronaut speak, or saw his face, which was always hidden behind a helmet. He was simply known as Bob O. When new auto skirmishes began in the fall of 1977, Bob's rover was often reported seen amidst the action.</p>	<p>Moon Trekker</p> 	<p>Collector</p> 

GARBAGE MAN	Vehicle	Special Weapon
 <p>He was first spotted in 1976 near Nevada, rummaging through a landfill. He's been seen as far as Florida and Oregon but didn't appear to be associated with any trash company. No one knew what he did with the stolen refuse...</p>	<p>Grubb Dual Loader</p> 	<p>Compactor</p> 

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ISBN 1-58416-022-5



0 47875 10881 3

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SPECIAL THANKS

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Cigliano, Brian Clarke, Todd Jefferson, Michael
Hand, Jim Riordan, George Rose, Dave Stohl,
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