



FIGHTINGTM FORCE 2

TEEN
TM
T
CONTENT RATED BY
ESRB

T-36801N

SEGA[®]

CORE

EIDOS
INTERACTIVE[®]

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

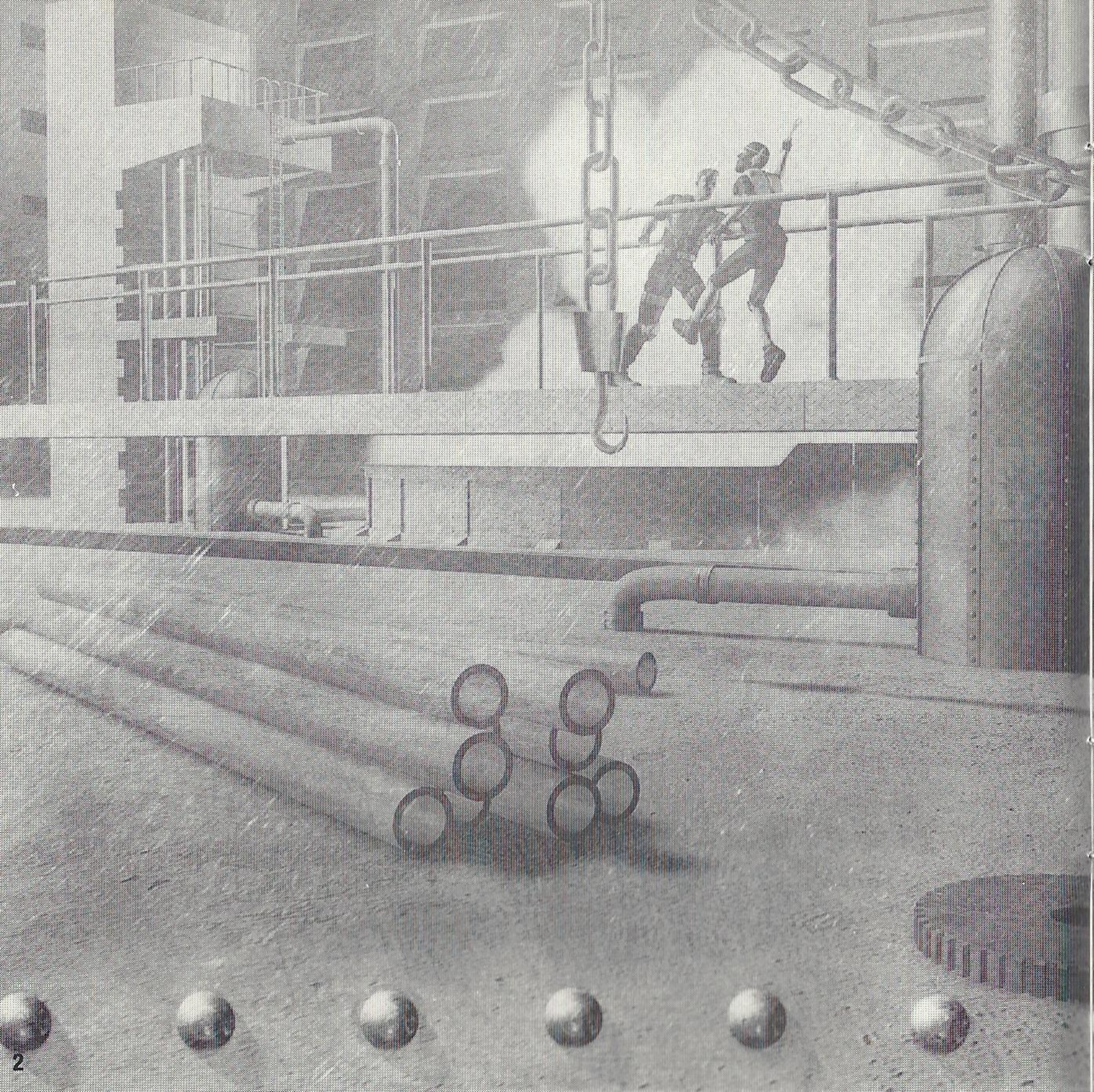
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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.

TABLE OF CONTENTS

Background	3
In-Game Controls	4
Menu Controls	7
Weapon Inventory	7
Starting the Game	7
Main Title Menu	7
Options Screen	8
Saving Your Game	8
Loading a Saved Game	9
In-Game Display	9
Rage Bar	10
Destruction Bonuses / Continues	10
Using Elevators	10
Data Handset	10
Character Profile	11
Hints and Tips	13
Credits	14



BACKGROUND

Formed from the ranks of the CIA, FBI and Interpol, the State Intelligence Police, (SI-COPS) was created to combat the rising tide of international corporate crime.

Human cloning was banned by international treaty at the end of the twentieth century, but the military's dream of a soldier capable of surviving in any environment and fighting without conscience is now fuelling an illegal trade in biotechnology and cloning.

Global giant, the Knackmiche Corporation has just such a project underway. Buying parts and expertise from small companies around the world, they are assembling and testing the prototypes of what will become the world's first artificial life form. A human clone.

SI-COPS has spent many years investigating the activities of the Knackmiche Corporation and now has enough evidence to send in an agent. The mission: to seek out and erase sensitive project data and eliminate key personnel.

Due to the sensitive political nature of the Knackmiche investigation, the mission will be classified under the SI-COPS Black Book funding program and will never be acknowledged or publicly sanctioned by SI-COPS directors.

If you screw up, you are on your own.

IN-GAME CONTROLS

Use the Analog Thumb Pad to move Hawk around the game environments.

Y Button

Select Weapon

X Button

Jump

B Button

Kick

A Button

Punch

Other movement buttons and combinations:

Left & X

Roll Left

Right & X

Roll Right

Down & X

Back flip

Up & X

Jump Forward

**Press any direction
on the Directional Button**

180° Turn

**Left & Right Triggers
(simultaneously)**

Look Around & Aim

A

Punch

AA

Punch, Punch

AAA

Punch, Punch, Punch

AA X

Punch, Punch, Uppercut

AA B

Punch, Punch, Kick

B

Kick

BB

Kick, Kick

BBB

Kick, Kick, Kick

B B X

Kick, Kick, Jump Kick

B B A

Kick, Kick, Side kick

X

Jump Up

Y

Get Weapon Out

Y & **Keep pressed down**

This brings up your inventory

All these moves are used with the Right Trigger held down and Rage Meter Full:

A A

Overhead Down Punch

B B

Horizontal Spin Kick

B A

Vertical Spin Kick

B Y

Jump Thrust Kick

A Y

Shoulder Charge

These moves can be used with the Right Trigger held down:

Up & **B**

Up & **A**

Use these moves with the Power Glove:

A A X

Punch, Punch, Power Fist Slam

A A B

Punch, Punch, Kick

A A

Jumping Power Slash

(Use this with a Sword or Bat)

When you have a grenade or throwable object:

Left & Right Triggers, Down Δ
(simultaneously)

Throw object up

Left & Right Triggers Up Δ
(simultaneously)

Roll object along the floor

Left Trigger & Analog Pad
START button

Strafe

Pause

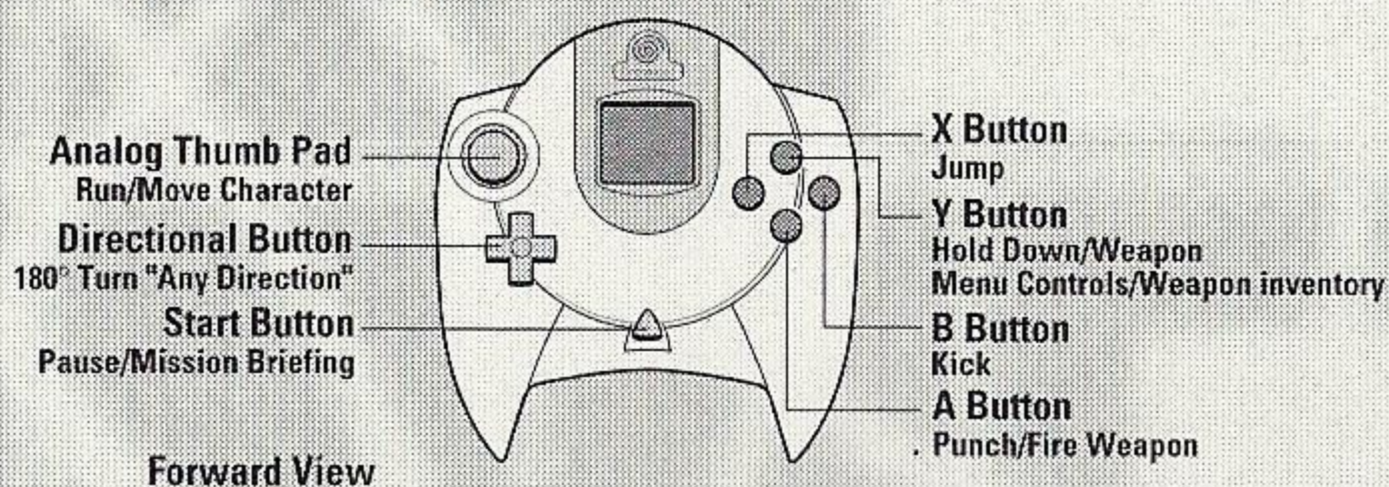
Left Trigger & Right Trigger

Look/First Person Mode

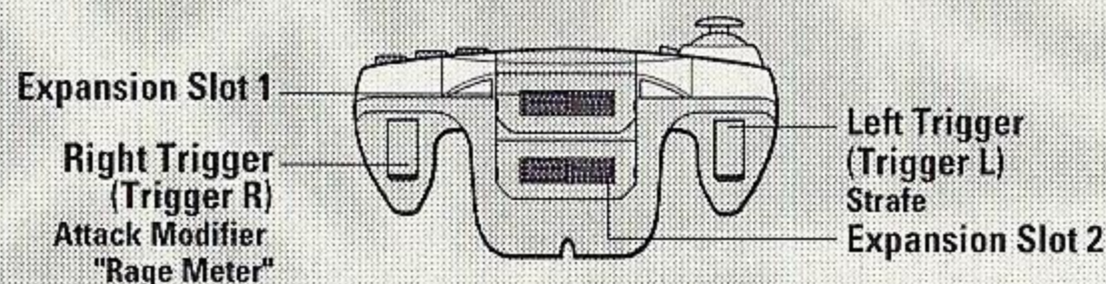
Fighting Force 2 is a 1-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



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.

MENU CONTROLS

Through all menus please use the D-Button to navigate, the **A** button to select and the **B** button to go back one step.

WEAPON INVENTORY

To display the Weapon Inventory on-screen press and hold the **Y** button. Whilst the inventory is on-screen use the Analog Thumb Pad to highlight the weapon you wish to use, releasing the **Y** button will automatically select the highlighted weapon.

STARTING THE GAME

You will be presented with the Eidos/Core introduction followed by a brief game introduction before being taken to the Title Screen, pressing the Start button will access the Main Title Menu.

MAIN TITLE MENU

Here you will be able to select the following options:

Start Game

Select to begin New Game. You will be asked to choose which Visual Memory Unit (VMU) you wish to use.

Load Game

Select to take you to the Load Game Screen

Options

Select to take you to the Options Screen.

OPTIONS SCREEN

Here you will be able to select your in-game options, use the Analog Thumb Pad to highlight, and where necessary, change the options, pressing the **A** Button will apply your options and return you to the Main Menu Screen.

The options available to you are:

Vibration	Use Analog Thumb Pad to set level.
CD Audio	Use Analog Thumb Pad to set level.
Sound FX	Use Analog Thumb Pad to set level.
Normal Mode	Here you may also select Expert Mode by using the Analog Thumb Pad.

SAVING YOUR GAME

Make sure that there are at least 6 free blocks on your VMU before commencing play.

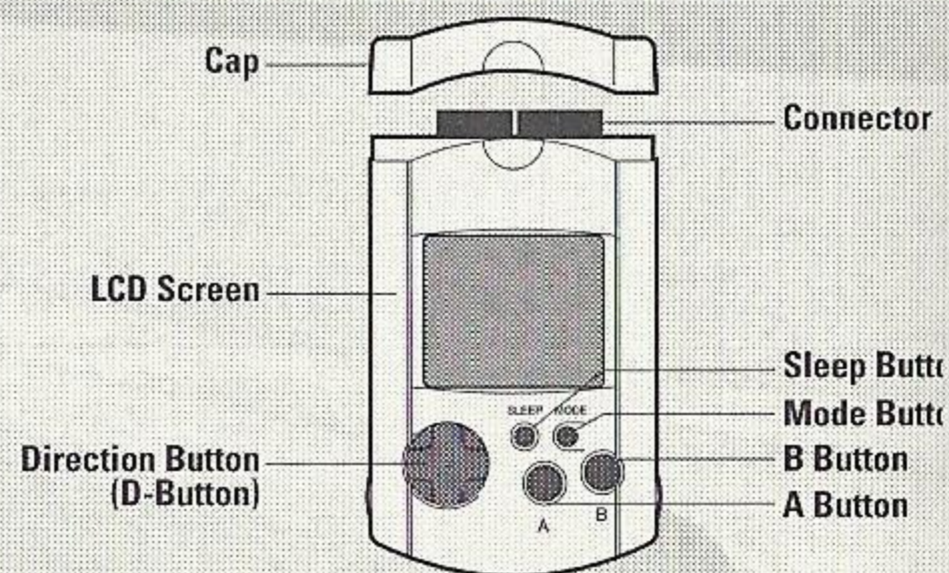
Please note that if you do not have a VMU you will not be able to save your game.

At certain points in the game you will be prompted to decide whether or not to save your game to VMU. If you wish to do so highlight and select YES, if you do not wish to save your game highlight and select NO. After making your selection you will be returned to the point of the game from which you were prompted.

Your full game configuration will be saved within the save game.

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

VISUAL MEMORY UNIT (VMU)



Fighting Force™ 2

Game
will be
from

Name _____
Address _____
City _____ State _____
Phone (____) _____ E-mail _____

Is this your first Eidos purchase?
 Yes No

How did you hear about this game?

- | | |
|---------------------------------------|--------------------------------------|
| <input type="checkbox"/> Friend | <input type="checkbox"/> Sales Clerk |
| <input type="checkbox"/> Magazine ad | <input type="checkbox"/> TV ad |
| <input type="checkbox"/> Game Review | <input type="checkbox"/> Internet |
| <input type="checkbox"/> Demo Disc | <input type="checkbox"/> Rental |
| <input type="checkbox"/> Saw on Shelf | <input type="checkbox"/> Other _____ |

If ye

regu

__ e

__ v

__ s

__ I

Tell us about yourself:

Gender M F

Date of Birth M____ D____ Y____

Which publications do you regularly read?

- | | |
|---|-------------------------------------|
| <input type="checkbox"/> Official Sega Dreamcast Magazine | |
| <input type="checkbox"/> EGM | <input type="checkbox"/> Spin |
| <input type="checkbox"/> Game Fan | <input type="checkbox"/> Game Pro |
| <input type="checkbox"/> Next Generation | <input type="checkbox"/> PS Extreme |
| <input type="checkbox"/> Marvel Comics | <input type="checkbox"/> DC Comics |
| <input type="checkbox"/> Incite | <input type="checkbox"/> Details |
| | <input type="checkbox"/> Maxim |

Wha

this

__ M

__ P

__ T

__ S

__ F

__ C

What type of games do you prefer?

- | | |
|-------------------------------------|---------------------------------------|
| <input type="checkbox"/> Adventure | <input type="checkbox"/> Action |
| <input type="checkbox"/> Fighting | <input type="checkbox"/> Role Playing |
| <input type="checkbox"/> Simulation | <input type="checkbox"/> Sports |
| <input type="checkbox"/> Racing | |

Did you rent this game before purchasing it? Yes No

Which systems do you own?

- | | |
|--|--------------------------------------|
| <input type="checkbox"/> PlayStation® game console | |
| <input type="checkbox"/> Sega Dreamcast™ | <input type="checkbox"/> Pentium PC |
| <input type="checkbox"/> Gameboy Color | <input type="checkbox"/> Nintendo 64 |

How

__ A

Where did you purchase this game?

- | |
|--|
| <input type="checkbox"/> Mass merchant (i.e. Walmart, Target) |
| <input type="checkbox"/> Software specialty (i.e. EB, Babbage's) |
| <input type="checkbox"/> Mail Order |
| <input type="checkbox"/> Toy Store |
| <input type="checkbox"/> Internet (i.e. EToys) |
| <input type="checkbox"/> Eidosstore.com |

Do you have access to the internet?

- Yes No

Che

RIS

start

OPTIC

Here y
highlig
apply y

The op

Zip

s, check the websites below that you
larly visit.

idos.com

ideogames.com CNET.com

ega.com Other _____

GN.com

SAVIN

Make it was the main reason you purchased
play. game?

Magazine Review Played Demo

Print Advertising Packaging

Please TV Advertising Price

At cer sales clerk recommended

save y recommended by friend

wish t other _____

will be would you rate this game?

Your f B C D

save c ck the box below to receive your 2

While K FREE issues of GameFan and

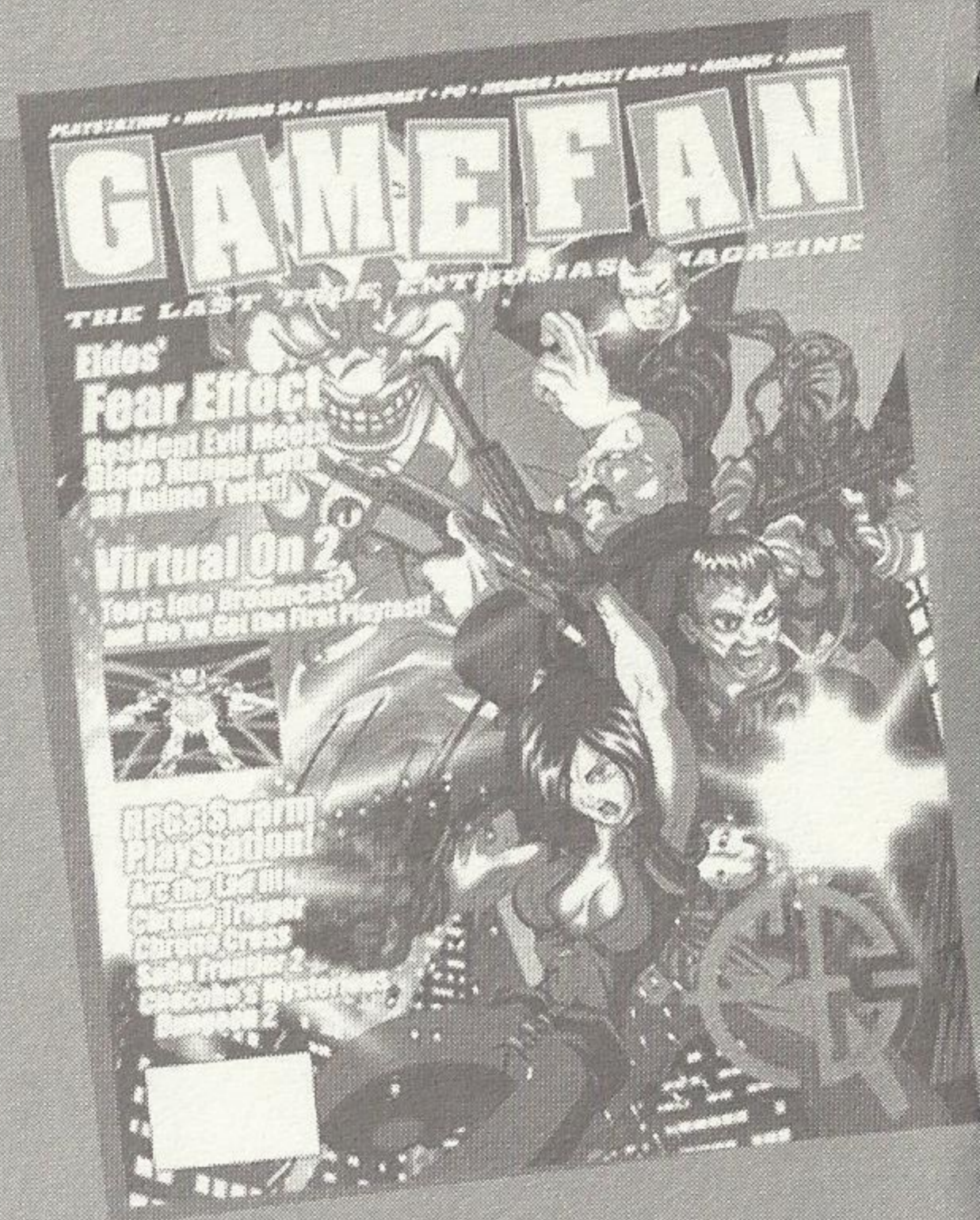
Drean a trial subscription

discon

2 FREE ISSUES!

GAMEFAN

THE LAST TRUE ENTHUSIAST MAGAZINE



Send me
2 Free Issues
of GameFan Magazine
and start my trial subscription!

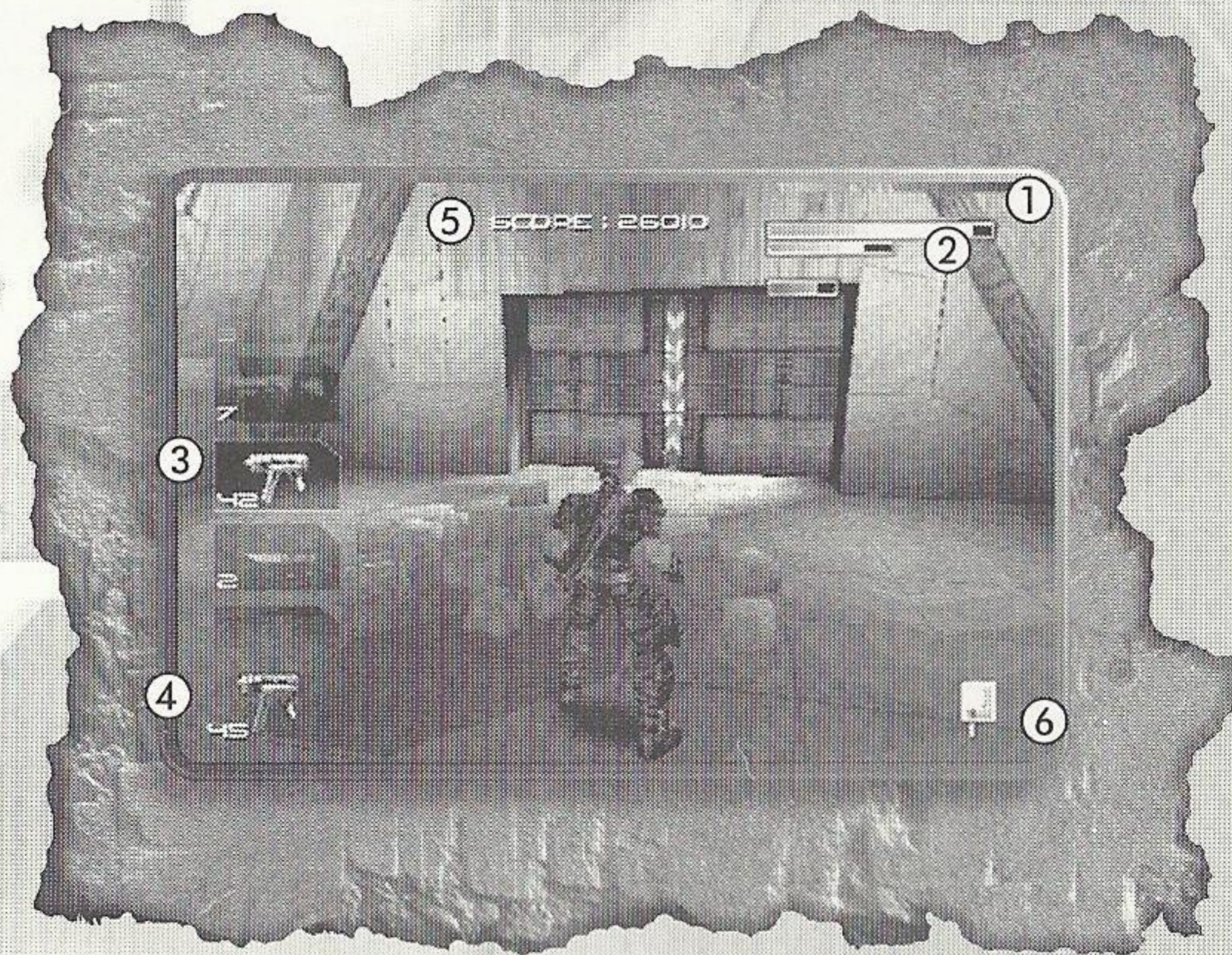
More details on back...

LOADING A SAVED GAME

From the Main Menu Screen selecting Load Game will take you to the Load Game Screen. You will be asked to choose which VMU you wish to use. Here you will be able to load from VMU your saved game, select YES to commence your game from the save game point. Selecting NO will return you to the Main Menu Screen.

IN-GAME DISPLAY

- ① **Life Bar**
- ② **Rage bar**
- ③ **Weapon ring**
- ④ **Current Weapon**
(Including Ammo)
- ⑤ **Score**
(Dollars)
- ⑥ **Keycard**



RAGE BAR

Prolonged combat will increase your rage level, using a special move whilst the Rage Bar is active will increase the damage inflicted to your enemies.

DESTRUCTION BONUSES / CONTINUES

Hawk's score is displayed in Dollars and shows the value of the Knackmiche Corporation property he has destroyed.

Hawk begins the game with three continues. As an extra destruction bonus additional continues are awarded for set levels of cash.

USING ELEVATORS

When standing on an elevator, pressing and holding Right Trigger allows Hawk to access the controls. Use the Analog Thumb Pad to move between floors.

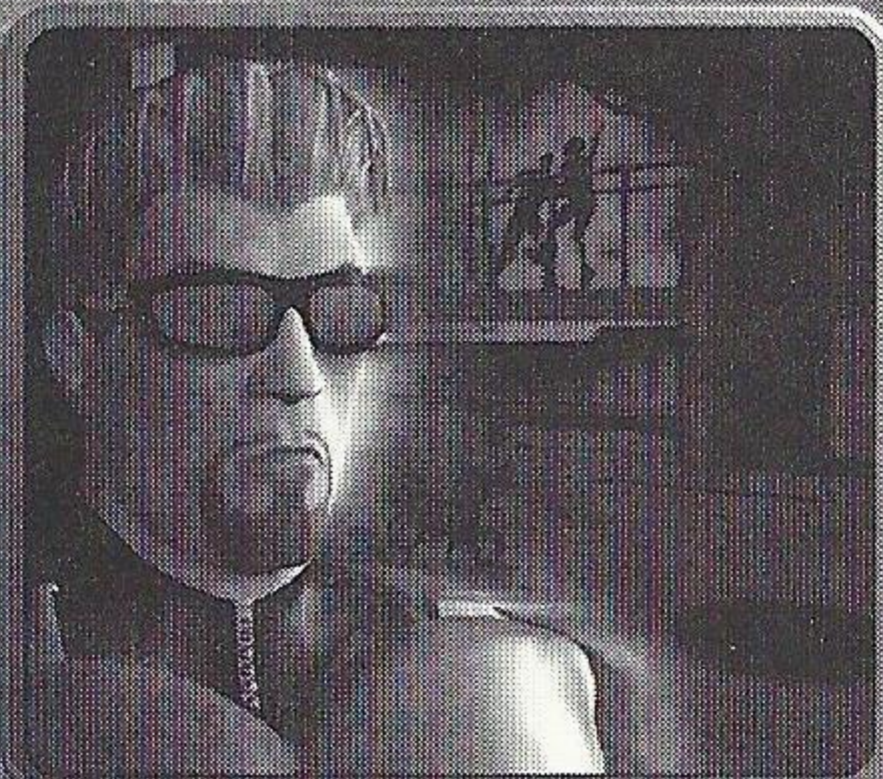
DATA HANDSET

At various stages of your mission you will receive vital information via the Sci-Cops Data Handset. Pay close attention to the information as it will prove indispensable to the completion of the missions.

You will be able to refer back to this information at any point during the game; the Data Handset can be accessed by pressing the START button.

CHARACTER PROFILE

HAWK MANSON



Statistics

Age : 31
Height : 6'2
Weight : 196lbs
Hair : Blonde
Eyes : Blue
Biceps : 36"
Chest : 48"
Neck : 20"
IQ : 187

Special: Experienced in projectile weapons and motor vehicles.

Extras: Can hack any computer system.

CHARACTER BIOGRAPHY

1987: Enrolled in U.S. Marines. Saw combat duty in Panama, Grenada and the Middle East.

Served one year in the elite Navy Seals unit.

1995: Injured and discharged on medical grounds.

1996-1999: Freelance security advisor for local law enforcement agencies in the United States and Europe.

Police records cannot prove any links to vigilante activity but Manson is suspected of strong-arm law enforcement and has been seen at paramilitary training camps in Texas and Nevada.

2000: Part of the team that uncovered and stopped Dr. Zeng from wiping out the population of planet earth at the turn of the century.

2001: Specialist advisor to the United Nations.
(Analyzing global terrorist threats and illegal weapons procurement programs.)

2003: SI-COPS agency recruit Hawk Manson into their covert operations program.

* Any further information is classified material and therefore unavailable for general release.

HINTS AND TIPS

STAY ALIVE!

- Throughout the levels you will discover numerous consoles, many of these contain useful information. To access the console, walk up to it, not all consoles will be on-line.
- Experiment with various key combinations to discover new and special moves.
- Be aware that just because you can defeat one adversary one way, does not mean you can defeat them all the same way.
- Be mindful of your surroundings and do not let them distract you from your chosen path.
- Use your ammunition sparingly, you never know when you will find more.

EIDOS HINT LINE
1-900-773-4367

**Cost of Call \$0.95/minute. Must be 18 years or have
Parent's permission. Touch-Tone Phone required.**

CREDITS

Core Design Ltd.

Programming

Mark Avory
Neil Topham
Alex Davis
Dan Scott

Graphic Artists

Roberto Cirillo
Jerry Oldreive
Gary Tonge
Adey Smith
Lee Pullen

Additional Artwork

Mark Hazleton
Dave Ward
Jason Churchman
Tiziano Cirillo
Nick Conolly
Hayos Fatunmbi
Paul Field
Steve Wakeman
Clint Nembhard
Neil Alden
Jon Redington
Benjamin Twose

Music & SFX

Martin Iveson

Producer

Ken Lockley

Executive Producer

Jeremy Heath-Smith

Special thanks

Digital Animations
Dana Dorian
Stuart Aitken
Mark Donald

Eidos Interactive **Associate Producer**
Product Manager
Associate Product Manager
VP of Marketing
Senior VP of Sales
& Marketing
Creative Director
Public Relations
Additional Marketing

Packaging and Manual
Special Thanks

Quality Assurance

Mike Schmitt
Gary Keith
Jennifer Fitzsimmons
Paul Baldwin

Dave Cox
Sutton Trout
Greg Rizzer
Michelle Bravo
Karina Kogan
Antonia Phillips
Randy Stukes

Price Design Team

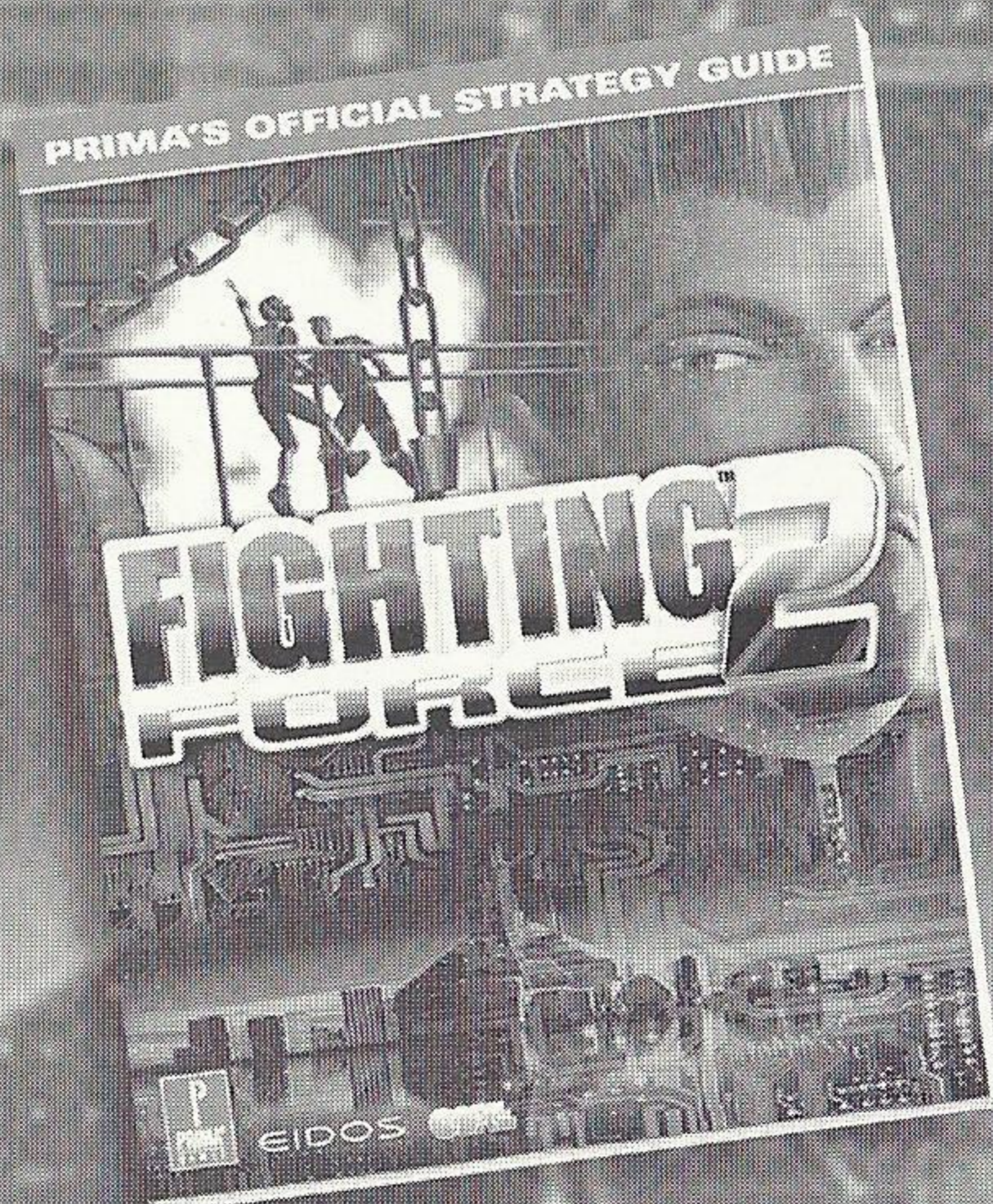
Adrian Smith, Andrew Thompson, Susie Hamilton, Rob
Dyer, Jamie Bartolomei,
Gary Kinnsch, Jo-Kathryn Reavis, Robert Barrett, Nick
Earl, Kevin Weston, Ken Lockley

Mike McHale - QA Manager
Corey Fong - Asst. QA Manager
Lars Bakken - Test Lead
Carlo Delallana - Asst. Lead
Beau Teora
KJell Vistad
Rob Swain
Tamara Williamson
Timothy Moore

You've Got The Game **NOW GET THE GUIDE**

FIGHTING FORCE²

PRIMA'S OFFICIAL STRATEGY GUIDE



Complete mission objectives and walk-throughs



All deadly fighting combinations and moves exposed



Extensive tactical and combat strategies to crush over 50 enemy types including mid-level bosses



Full weapons list and stats

Prima Strategy Guides available where you buy guides and games.

Fighting Force is a trademark of Core Design ©. Eidos Interactive is a registered trademark of Eidos Plc. © 1999 Eidos Plc.



www.primagames.com



EIDOS
INTERACTIVE
www.eidos.com

EIDOS INTERACTIVE LIMITED WARRANTY

Eidos Interactive reserves the right to make improvements in the product described in this manual, at any time without notice. Eidos Interactive makes no warranties expressed or implied, with respect to this manufactured material, its quality, merchantability, or fitness for any particular purpose. If any defect arises during the 90 day limited warranty on the product itself (i.e. not the software program which is provided "as is"), return it in its original condition to the point of purchase. Proof of purchase required to effect the 90-day warranty.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

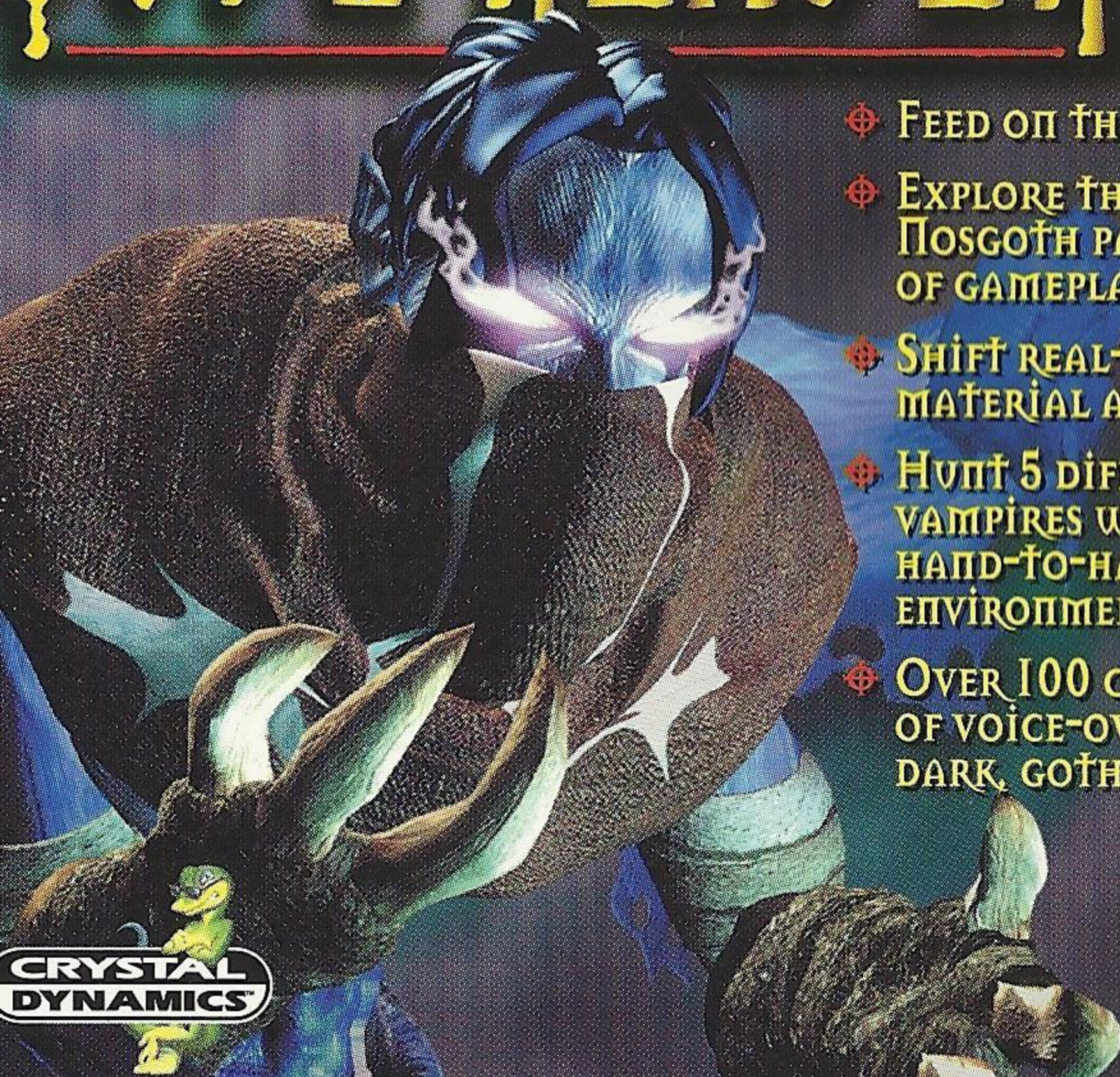
SEGA[®]

Action Adventure from EIDOS

LEGACY of KAIN™

SOUL REAVER

Also on
Sega Dreamcast™



- ◆ FEED ON THE SOULS OF YOUR ENEMIES
- ◆ EXPLORE THE VAST 3D WORLD OF POSGOth PACKED WITH 60 HOURS OF GAMEPLAY
- ◆ SHIFT REAL-TIME BETWEEN THE MATERIAL AND SPECTRAL PLANES
- ◆ HUNT 5 DIFFERENT TRIBES OF MURDEROUS VAMPIRES WITH AN ARSENAL OF DEADLY HAND-TO-HAND, PROJECTILE, AND ENVIRONMENTAL WEAPONS
- ◆ OVER 100 CINEMATICS WITH 45 MINUTES OF VOICE-OVER DELIVERING A DARK, GOTHIC STORY

CRYSTAL
DYNAMICS

MATURE
™
M
CONTENT RATED BY
ESRB

EIDOS
INTERACTIVE
eidos.com

Eidos Interactive, 651 Brannan St., San Francisco, CA 94107. Crystal Dynamics, Legacy of Kain: Soul Reaver and the related characters are trademarks of Crystal Dynamics. © 1999 Crystal Dynamics. Crystal Dynamics is a wholly owned subsidiary of Eidos Interactive. Eidos Interactive is a registered trademark of EIDOS, Plc. © 1999 Eidos. All rights reserved. EIDOS, EIDOS INTERACTIVE, and the EIDOS INTERACTIVE LOGO are all registered trademarks of Eidos Interactive, Inc. Core, Core Design, the Core logo, and Fighting Force are trademarks of Core Design, Ltd. © 1999 Core Design, Ltd. Sega is a registered trademark of Sega Enterprises, Ltd. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of SEGA Enterprises, Ltd. © SEGA ENTERPRISES, LTD., 1999. All Rights Reserved. This game is licensed for use with the Sega Dreamcast system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North America, P.O. Box 7639, San Francisco, CA 94120. Will not operate with any other televisions, or Sega Dreamcast systems. Product covered under one or more of U.S. Patents No.'s: 5,460,374; 5,627,895; 5,688,173; 4,42,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2870538 (Patents pending in U.S. and other countries); Canadian Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

SEGA®