

<http://www.replacementdocs.com>

The cover art for the video game Fighting Force 2. It features a large, close-up face of a man with a beard and intense expression on the right side. In the upper left, two soldiers in tactical gear are running on a metal walkway with a railing, set against a background of fire and smoke. Heavy chains hang from the top of the frame. The bottom of the cover shows a futuristic cityscape at night with glowing blue lights and circuitry patterns. The title 'FIGHTING FORCE 2' is prominently displayed in the center in a large, metallic, 3D font. The 'FIGHTING' part is red with a blue outline, while 'FORCE 2' is blue with a silver outline. A small 'TM' symbol is next to the '2'.

# FIGHTING<sup>TM</sup> FORCE 2

SEGA®

CORE

EIDOS  
INTERACTIVE

TEEN  
T  
CONTENT RATED BY  
ESRB  
T-36801N

## **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**

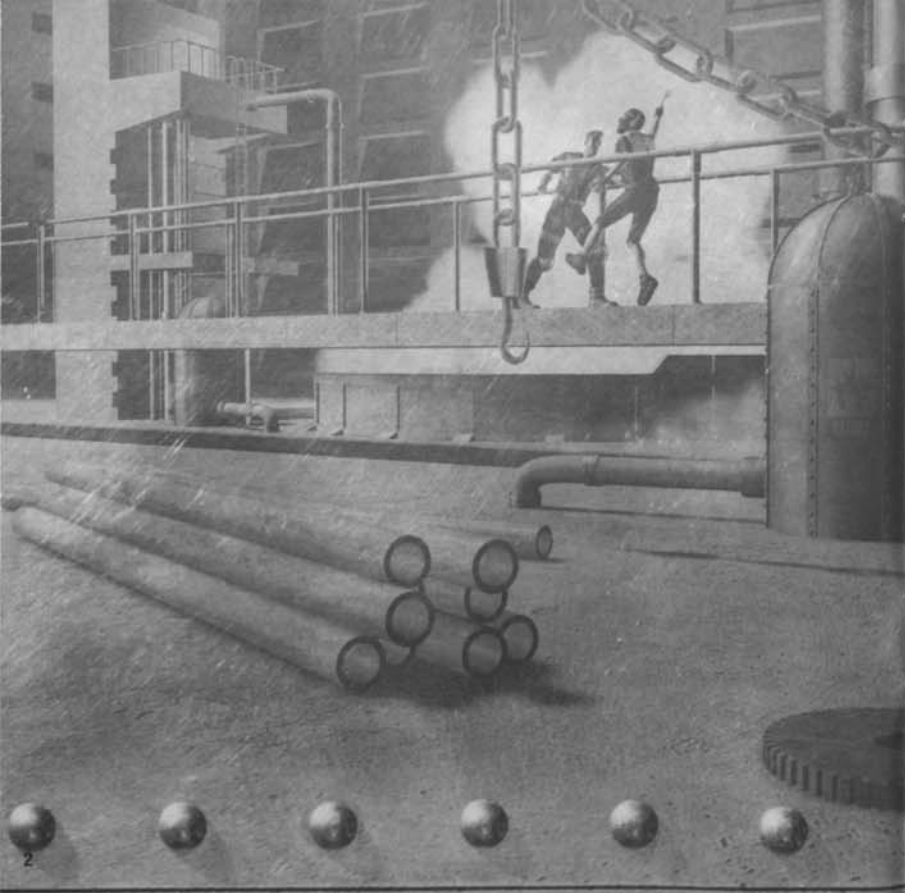
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### **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.

<b>Y Button</b>	Select Weapon
<b>X Button</b>	Jump
<b>B Button</b>	Kick
<b>A Button</b>	Punch

Other movement buttons and combinations:

<b>Left &amp; X</b>	Roll Left
<b>Right &amp; X</b>	Roll Right
<b>Down &amp; X</b>	Back flip
<b>Up &amp; X</b>	Jump Forward
<b>Press any direction on the Directional Button</b>	180° Turn
<b>Left &amp; Right Triggers (simultaneously)</b>	Look Around & Aim

<b>A</b>	Punch
<b>AA</b>	Punch, Punch
<b>AAA</b>	Punch, Punch, Punch
<b>AA X</b>	Punch, Punch, Uppercut
<b>AA B</b>	Punch, Punch, Kick

<b>B</b>	Kick
<b>BB</b>	Kick, Kick
<b>BBB</b>	Kick, Kick, Kick

**BBX**

Kick, Kick, Jump Kick

**BBA**

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:

<b>AA</b>	Overhead Down Punch
<b>BB</b>	Horizontal Spin Kick
<b>BA</b>	Vertical Spin Kick
<b>BY</b>	Jump Thrust Kick
<b>AY</b>	Shoulder Charge

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


**Up & B**

**Up & A**


Use these moves with the Power Glove:

<b>AA X</b>	Punch, Punch, Power Fist Slam
<b>AA B</b>	Punch, Punch, Kick
<b>AA</b>	Jumping Power Slash (Use this with a Sword or Bat)

When you have a grenade or throwable object:

**Left & Right Triggers, Down **  
**(simultaneously)**

Throw object up

**Left & Right Triggers Up **  
**(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.





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  button to select and the  button to go back one step.

## WEAPON INVENTORY

To display the Weapon Inventory on-screen press and hold the  button. Whilst the inventory is on-screen use the Analog Thumb Pad to highlight the weapon you wish to use, releasing the  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:

<b>Vibration</b>	Use Analog Thumb Pad to set level.
<b>CD Audio</b>	Use Analog Thumb Pad to set level.
<b>Sound FX</b>	Use Analog Thumb Pad to set level.
<b>Normal Mode</b>	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.

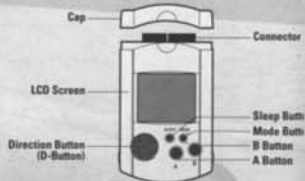
Please note that if you do not have a VMU you will not be able to save your game.

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)



## 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 Allden  
Jon Redington  
Benjamin Twose

#### Music & SFX

#### Producer

#### Executive Producer

#### Special thanks

Ken Lockley  
Jeremy Heath-Smith  
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

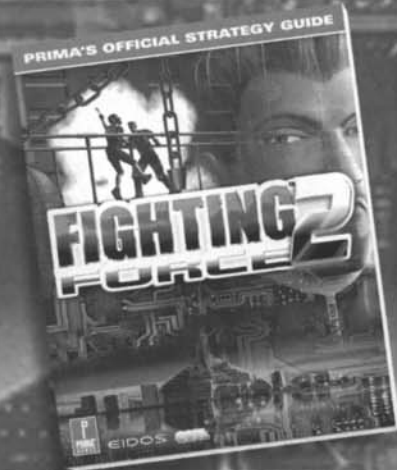
Tamara Williamson

Timothy Moore

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

# FIGHTING FORCE 2

**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](http://www.primagames.com)



**EIDOS**

[www.eidos.com](http://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 7638, 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; 5,677,895; 5,688,173; 4,442,480; 4,454,594; 4,462,076; Re. 35,820; Japanese Patent No.2879538. (Patents pending in U.S. and other countries); Canada Patent No. 1,583,276. The ratings icon is a trademark of the Interactive Digital Software Association.

**SEGA**

# SOUL REAPER

Also on  
Sega Dreamcast.

- ◆ FEED ON THE SOULS OF YOUR ENEMIES
- ◆ EXPLORE THE VAST 3D WORLD OF POSGOOTH 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



**EIDOS**  
INTERACTIVE®  
*eidos.com*

[illegible]