



Dreamcast

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(Patents pending in U.S. and other countries) and Canada Patent 1,183,276 and European Patents 0682341 & 80244 Publication 0671730 & 0553545 Application 98938918.4 & 98919599.5

MDK2



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CORP

Manual/Manuale/Manual

Interplay

WARNINGS Read Before Using Your Dreamcast™ Video Game System

CAUTION

Anyone who uses the 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 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 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 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 Dreamcast™ GD-ROM disc is intended for use exclusively on the Dreamcast™ video game system. Do not use this disc in anything other than a 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 centre 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 centre 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.

DREAMCAST™ VIDEO GAME USE

This GD-ROM can only be used with the 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 Dreamcast™ video game system only. Unauthorised 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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PROLOGUE

Kurt Hectic never wanted to be a hero. He would have been content with a normal life, living his years in quiet, dignified anonymity, but it was not to be. Kurt was a loyal employee, and working for eccentric genius Doctor Fluke Hawkins meant occasionally doing the extraordinary. In utter disbelief, Kurt was eventually called upon to leave his beloved Earth, assuming the unlikely title of first janitor in space.

Doctor Hawkins had long suffered ridicule from his fellow scientists. They claimed he was too eccentric, and that his methods were questionable at best. In time Hawkins grew tired of hearing such things, and seeking to work undisturbed he fled the earth into a self-imposed exile. His ship, the 'Jim Dandy,' was launched without fanfare, and he swore not to return until he had vindicated himself in the eyes of his peers. Weeks turned to months and months slowly turned to years.

The greatest of the Doctor's inventions in exile was a six-legged canine named Max, the first successful attempt by Dr. Hawkins to create an artificial intelligence. 'Successful' meant that he never tried to kill the good doctor, and had no plans for global domination. The perfect assistant, Max kept the Doctor grounded in reality, and performed much the same function as the safety-catch on an assault rifle. He was eager to please and adaptable to any task, his gentle soul oddly balanced with an affinity for firepower.

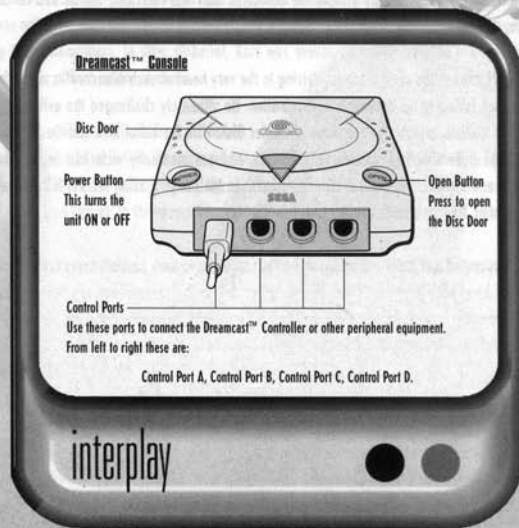
The time for Doctor Hawkins to prove the real merit of his genius came sooner than anyone could have expected. Creatures from a strange dimension attacked the Earth, riding 'energy streams' to the surface and stripping it of all mineral wealth. They landed great machines: 'minecrawlers' that destroyed everything in their path and laid waste to entire cities. The forces of Earth were helpless before the onslaught.

Watching the devastation on Earth, the crew of the 'Jim Dandy' knew they had to act. Kurt was outfitted in the most radical of the Doctor's creations: an untested armoured 'Coil Suit,' with chain-gun and a sniper rifle ordinance that could target enemies a mile away. Leaping from the ship on an unconventional parachute of ribbon, Kurt had to make his way to the pilot of each minecrawler and hopefully disable the machines. Kurt was reluctant, but he had no choice. He was the Earth's last hope.

Kurt valiantly fought through the alien defenses, driving to the very heart of each minecrawler, defeating pilot after pilot after pilot, with each falling to his desperate determination. He ultimately challenged the evil mastermind behind the attack, a grotesque, sadistic creature by the name of Gunter Glut. With the aid of Max and the Doctor's inventions, Kurt was able to take the fight directly to this diabolical beast, and was eventually victorious in the climactic battle. The invasion crumbled and the aliens retreated, their tails between their legs, leaving the Earth battered, despoiled, even ruined, but not beaten. No, not beaten.

Now, with the aliens routed and order restored, our heroes can return to their normal, everyday lives. Or can they? Only time will tell.

GETTING STARTED



MDK2 is a single player game designed for use with the Dreamcast™. You will need a VM (Visual Memory) if you wish to save game status and action replays.

To play MDK2:

- 1) With the Dreamcast™ power off, insert the MDK2 Disc into the Dreamcast™.
- 2) Plug in your Dreamcast™ controller.
- 3) Insert your VM (if you have one).
- 4) Press the power button to activate your Dreamcast™.

After pressing the Start Button on the Title Screen, the game will enter the Game Start and Option Screen. If you don't press the Start Button during the Title Screen, MDK2 will enter an automatic demo mode that will playback snippets of MDK2 gameplay.

The Game Start and Option Screen is screen from which a new game can be started. Game options can also be set from this screen.

New Game

Choosing the new game option will start a new game of MDK2. The intro movie will begin following a short loading period.

Load Game

A VM (Visual Memory) can be used to store MDK2 save games. Choosing the load game option will allow you to continue your game from a previously save location. Save games are automatically generated during gameplay and stored on the VM.

Options

The options menu offers a number of gameplay options. There are three main option categories - Game Options, Control Options and Audio Options.

Game Options

These options modify basic game functionality.

Display Movie Text

This feature toggles the display of text during movie playback.

Toggle 50Hz/60Hz

This option is only available to European audiences. It allows for toggling of the video signal for MDK2 between 50Hz and 60Hz.



Control Submenu

Members of this submenu modify features related to the game controls.

Reverse Normal Up/Down

This option reverses the Vertical (Up/Down) axis of movement for the Analog Thumb Stick during gameplay.

Reverse Sniper Up/Down

This option reverses the Vertical (Up/Down) axis of movement for the Analog Thumb Stick during Kurt's sniper mode.

Analog Sensitivity

This controls the sensitivity of the Analog Thumb Stick. Increasing the bar makes the stick more sensitive.

Analog Deadzone

Deadzone represents a buffer-zone in which movement of the Analog Thumb Stick doesn't move the game camera. Increasing the bar increases the deadzone, making the stick less touchy.

Vibration Pack Support

MDK2 supports the vibration features of the Vibration Pack. This option toggles support for the Vibration Pack.

Reverse Triggers

Default assignment of the Left Trigger (Jump) and Right Trigger (Fire/Use) can be reversed with this option.



Audio Submenu

Members of this submenu modify features related to the sound and music in MDK2.

Stereo or Mono toggle

This option toggles between stereo and mono audio output.

Effects Volume

The options controls the volume for sound effects in MDK2.

Music Volume

This option controls music volume.

Voice Volume

This option controls voice volume.

Play Movies

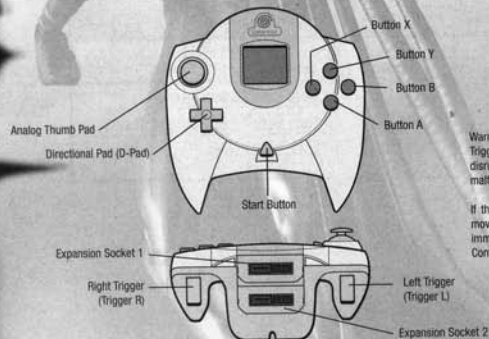
The play movies options is not available until the player meets certain mysterious conditions. This menu option will allow the player to plan movies independent of gameplay.

In-Game Menu

There is an in-game menu that can be accessed during gameplay by hitting the Start button. This menu has the following options - Continue (returns to the game), Load game (this reloads from a saved checkpoint), Options (this accesses the option screen) and Quit (this quits the game and returns to the Game Start and Option screen).

CONTROLS

There are three main characters in MDK2 - Kurt Hectic, Max and Doctor Fluke Hawkins. Each character has both a common and a unique set of controls.



Warning: Never touch the Analog Thumb Pad or Left / Right Triggers while turning the Dreamcast power ON. Doing so may disrupt the Controller initialisation procedure and result in malfunction.

If the Analog Thumb Pad or Left / Right Triggers are accidentally moved while turning the Dreamcast power ON, turn the power OFF immediately and then ON again, making sure not to touch the Controller.

Kurt:

Generic Commands		Kurt Commands	
Y Button	Move Forward	L Trigger	Jump
A Button	Move Backward		Press and Hold for Parachute
X Button	Strafe Left	R Trigger	Shoot Chain Gun
B Button	Strafe Right	D-Pad Down	Enter Sniper Mode
		D-Pad Left	Move Item/Weapon Selector Left
		D-Pad Right	Move Item/Weapon Selector Right
		D-Pad Up	Use Item
Sniper Mode			
Y Button	Zoom In	R Trigger	Shoot
A Button	Zoom Out	D-Pad Left	Move Item/Weapon Selector Up
X Button	Strafe Left	D-Pad Right	Move Item/Weapon Selector Down
B Button	Strafe Right	D-Pad Down	Leave Sniper Mode

Max:

Generic Commands		Max Commands	
Y Button	Move Forward	L Trigger	Jump
A Button	Move Backward		Press and Hold for Jetpack
X Button	Strafe Left	R Trigger	Shoot Equipped Weapon(s)
B Button	Strafe Right	D-Pad Left	Move Item/Weapon Selector Left
		D-Pad Right	Move Item/Weapon Selector Right
		D-Pad Up	Toggle Weapon ON
		D-Pad Down	Toggle Weapon OFF

Generic Commands		Doc Commands	
Y Button	Move Forward	L Trigger	Jump
A Button	Move Backward	R Trigger	Combine Items in Both Hands
X Button	Strafe Left	D-Pad Up	Move Item/Weapon Selector Up
B Button	Strafe Right	D-Pad Down	Move Item/Weapon Selector Down
		D-Pad Right	Hold Item in Right Hand Pressing Twice uses Item in Right Hand
		D-Pad Left	Hold Item in Left Hand Pressing Twice used Item in Left Hand

THE CHARACTERS

MDK2 allows you to take control of three completely different characters during the course of the game. Each character has a number of unique characteristics and abilities that set him apart from his comrades.

General Info

Kurt Hectic, the lead character from the original MDK, is a reluctant hero, cursed by circumstance. Once a simple janitor for Doctor Fluke Hawkins, Kurt was chosen to wear the famed 'Coil Suit' to defend the Earth against the invasion of the evil Streamriding Aliens. The 'Coil Suit' was designed by Doctor Hawkins both as a powerful weapon and an alternative to classy evening wear. The 'Coil Suit' gives Kurt a number of special abilities including: a Sniper Scope that he can use to shoot enemies a mile away, a Ribbon Chute that can silently carry Kurt a great distance while floating through the air, and a devastating Chain Gun. Kurt reluctantly uses these tools to defend the Earth.



Movement

Pressing any of the Movement buttons (A,B,X,Y) causes Kurt to run in the direction of the button that is pressed. Combinations of keys will cause Kurt to run in diagonal directions.

Kurt can jump into the air by using the Left Trigger. He can also grab ledges and pull himself up to surfaces that he might otherwise be unable to reach by jumping toward them and holding the Left Trigger.

Chain Gun

Kurt has a Chain Gun mounted on his right hand. Pressing the Right Trigger causes the Chain Gun to fire. The Chain Gun has unlimited ammo, never overheats, and can be used continuously, should the situation require it. There are upgrades that Kurt can find for the Chain Gun that change both its firing characteristics and damage.

Sniper Scope

Pressing Down on the D-Pad causes Kurt to enter Sniper Mode. A new Graphical User Interface appears when Kurt enters Sniper Mode. This GUI features a zooming viewport that Kurt controls with the Y button (Zoom In) and the A Button (Zoom Out), a camera view that shows either Kurt or the bullet he most recently fired, and an array of the ammunition currently available.

Kurt can change his sniper bullet with the D-Pad by pressing either Left or Right to move the selector up or down. Pressing the Right Trigger causes Kurt to fire a single sniper shot. Be careful with your ammunition because all shots, with the exception of the default sniper bullet, have limited ammunition.

Also note that Kurt can strafe while in Sniper Mode by using the X and B buttons.

Ribbon Chute

While falling or jumping, Kurt's ribbon chute can be activated by pressing and holding the Left Trigger. While activated, the ribbon chute allows Kurt to glide around his environment. Movement keys can be used in combination with the ribbon chute to explore the environment.

Also, if the ribbon chute is opened in an updraft Kurt will rise up into the air.

Inventory

Kurt has a limited inventory of items that he can use during his mission. Kurt's inventory is always active; the current active item can be changed by pressing either Left or Right on the Direction Pad. Pushing up on the Direction Pad uses the currently selected inventory item.

Health

Kurt starts the game with 100 health points. As he is damaged, his health decreases. Kurt can find items in his environment that can be used to heal his injuries back to a maximum of 100 points.

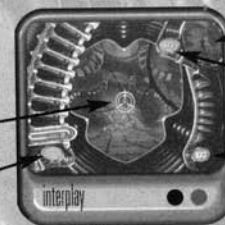
Game Screen



Items

Health Gui

Sniper GUI



Bullet cam

Zoom factor

Health Gui

Sniper reticle

Ammunition

Max

Max is the robotic creation of Doctor Fluke Hawkins. His unusual design (2 legs and 4 arms) allows him to hold up to four weapons simultaneously. Originally quite tame, Max downloaded an action hero personality in order to better help in the defence of the Earth against the Streamriding Aliens.

Movement

Pressing any of the Movement Keys (A,B,X,Y) causes Max to run in the direction of the key that is pressed. Combinations of keys will cause Max to run in diagonal directions.

Max can jump into the air by using the Left Trigger. He can also grab ledges and pull himself up to surfaces that he might otherwise be unable to reach by jumping toward them and holding the Left Trigger.

Weapons

A number of weapons are available to Max, and thanks to his unusual physical enhancements, up to four weapons can be used simultaneously. To select different weapons press either Left or Right on the Direction Pad to move the Selector. When an unequipped weapon is highlighted, press Up on the Direction Pad to activate it. You'll notice that the weapon changes from transparent to solid when equipped. To unequip a weapon press Down on the Direction Pad.

Max is unable to add ammunition to his weapons and thus he will throw empty weapons away without prompting from the player. Don't worry, there are a number of weapons available in his environments.



Jetpack

There are two different jetpacks available for use by Max: the standard jetpack and the atomic jetpack. Both are accessed by pressing and holding the Left Trigger. The jetpacks both use analog control and thus their fuel usage and thrust can be carefully controlled.

The standard jetpack has a limited amount of fuel and must be refueled at specific fuelling stations. The atomic jetpack has an unlimited source of fuel and recharges when not in use.

Health

Because of his robotic construction, Max has more health points than either Kurt or Doctor Hawkins. He starts with 200 health points that can be replenished by specific items found in his environments.

Game Screen



Doctor Fluke Hawkins

General Info

Doctor Fluke Hawkins is the famed irascible genius responsible both for the creation of Max and the development of "the Coil Suit." As a player character, Doctor Hawkins is most unusual in that his physical weakness is more than made up for by his ingenuity.

Movement

Pressing any of the Movement Keys (A,B,X,Y) causes Doctor Hawkins to run in the direction of the key that is pressed. Combinations of keys will cause Doctor Hawkins to run in diagonal directions.

The Doctor can jump into the air by using the Left Trigger. He can also grab ledges by jumping toward them and holding the Left Trigger, but he is too weak to pull himself up!

Inventory

Doctor Hawkins has two, completely independent inventories, one for his left hand, and one for his right. His selection bar is controlled by the D-Pad; pushing Up on the Direction Pad moves the Selector up while pushing Down on the Direction Pad moves it down.

When the selection bar sits over an unequipped item, the Doctor can press the Direction Pad to the direction of the item (left or right) to hold the item in its designated hand. He can of course hold different items simultaneously, one in each hand.

While holding an item in his hand, if he press the Direction Pad either to the Left or Right (toward the hand in which he holds the item) the item is used.



Combining Items

The Doctor's primary power is to combine items. To do this, he must first hold the items he wishes to combine, one in the left hand and the other in the right, and then press the Right Trigger.

One of three outcomes can occur when the doctor attempts to combine items. The first outcome that might occur is... nothing! Not all items can be combined, in fact, many are absolutely incompatible and can cause serious problems when combined. The second potential outcome from combining items is that a new item is created. The name of this new item will be displayed, and the new item will be created in the Doctor's inventory. The third outcome is that an effect might be produced after the combination of items. The effect could lead to either a positive or negative outcome. Don't be afraid to experiment with the Doctor and his items.

Health

Of the three characters, Doctor Hawkins is by far the physically weakest. He only has a total of 60 health points, but fortunately he can create and find items that can replenish his health.

Game Screen



Inventory

Health Gui

THE ITEMS

The following are a sampling of a few of the items that can be used by Kurt Hectic.

Grenade



Kurt can throw the basic grenade at his enemies to create concussive damage. The distance the grenade is thrown depends on the upward angle at the time of launch. Be careful because Kurt can be damaged by his own grenades.

Dummy Decoy



Kurt can throw the Dummy Decoy into the battlefield in order to confuse his enemies. Being of slightly dim intelligence, the Aliens aren't able to tell the difference between Kurt and his decoy. In fact, they prefer to shoot the decoy, because of its satisfying response to their attacks.

Cloak



One of Kurt's more effective items is the Cloak. The Cloak renders Kurt invisible to alien eyes and allows him to run unscathed through their defenses. Beware, as the Cloak has a limited duration of effect.

Sniper Bullets and Items

The following Sniper Bullets and Items can be loaded into the Sniper scope and shot with different effect!

Sniper Bullet



The basic sniper bullet travels straight to its target, causing damage with its impact.

Homing Bullet



The homing bullet tracks its target.

Sniper Mortar



The sniper mortar follows an arcing path to its target. Its arcing trajectory can be used to bomb those difficult to reach spots.

Sniper Grenade



The sniper grenade follows a direct path and explodes on contact.

Bouncing Bullet



The bouncing bullet ricochets off multiple walls on the way to its target.

Sniper Shield



The sniper shield absorbs damage from alien weaponry for a limited period of time.

The following are a sampling of a few of the items can be used by Max.

Magnum



The Magnum is a basic, non-automatic weapon. Max has a special Magnum that never runs out of ammunition.

Uzi



The Uzi is a basic, automatic weapon.

Shotgun



The Shotgun is a powerful, non-automatic weapon.

GatGun



The GatGun is a powerful, automatic weapon.

The following are only a few of the items used by Doctor Fluke Hawkins. They completely defy description.



Toaster



Lighter



Loaf



A Pile of Dirty Towels



Pipes



An Electrical Cord

Remember — experiment with the Doctor's items to discover new combinations!

THE ENEMIES

Here is a very small sampling of the enemies that our faithful heroes will face in MDK2.

Conehead

Coneheads make up the working class of the Streamriding Alien society. They appear to be harmless until provoked. Once angered, Coneheads lash out with a powerful psychic attack that can pass through physical barriers.

Bif

Bif functions as an imperial guard for the Streamriding Aliens elite. Large and tremendously powerful, Bif possesses a fearsome lightning staff that can discharge electrical attacks that can track the player.

Bottrocks

Bottrocks make up the bulk of the Streamriding Alien shock troops. Extremely mobile and agile, Bottrocks can attack with either their energy cannon or by throwing concussive grenades.

Birdbrain

Birdbrains function primarily as sentries for the Streamriding Aliens. Their ability to fly affords them tremendous maneuverability and their wicked temper makes them a tenacious enemy.

HINTS

Most of the enemies are extremely dangerous if you get too close to them. Keep your distance except if you mysteriously develop a hand to hand attack.

Make use of Kurt's Ribbon Chute to fully explore his environments. You'll never know what you might find.

When possible, use Kurt's sniper mode. It's much more powerful than his standard chain gun.

Don't be afraid to use Kurt's special items when you get into a bind, they can be most helpful.

Remember that Max has four arms, that means 4 guns!

Max can destroy considerable parts of his environments. Don't be afraid to shoot out windows, walls and anything else that catches your fancy.

Be very careful with Max and the jetpack. There is usually barely enough fuel for the maneuvers you are required to pull off. Max is tough but he still takes damage from falling long distances.

Keep the Doctor out of direct combat unless you have a couple of healing items at your disposal.

Don't be afraid to explore strange combinations of items with the Doctor, you might be pleasantly surprised with what you find.

TECHNICAL SUPPORT

Thank you for purchasing MDK™ 2. If you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we are unable to give gameplay hints through our Technical Support number.

Technical Support : +44 (0) 207 551 4266
Fax : +44 (0) 207 551 4267
Internet : customer_support@vie.co.uk (please use the game title as your subject heading)
World Wide Web: www.vie.co.uk and www.interplay.com
Address : Customer Services Department
Virgin Interactive Entertainment Europe Ltd.
74a Charlotte Street
London
W1P 1LR

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When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.

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Once again, Welcome!"
Brian Fargo