



humans can look at a now destructful and wasteful planet.

Vectorman has just returned after delivering a load of sludge to the sun. Realizing what's up, and the only one not hindered by mind control, he must save planet earth from certain doom.

## 2. Controls

NOTE: Controls are at their default setting.

Control Pad-Move

A or B- Fire

C- Jump

C, then C again in midair- air jump

## 3. Items

Health point- This tiny green ball fills in a missing piece of health.

Full Health- Fills in all of your health.

Max Health- Refills all of your health and adds a another health ball.

1up- Extra life.

Checkpoints- marked by a blue V, lets you continue from a certain point after you die.

Extra time- Adds about 2 more minutes to the clock.

Photons- Collect these for points.

TVs- Destroy these for what's inside.

Sheild controller Disables shield around the satellite dish.

Satellite dish Destroy these to go to the bonus round.

Mutilpliers- depending on which one you have so far, they'll times the score values, health, and 1-ups by 2, 3, 5, or 10.

## 4. Weapons

Rapid Fire Gun- Fires shots very fast and can ricohet off walls.

Wave Gun- It fires in a 5-way spread and can go through walls.

Bolo Gun- It fires slowly, but can go through enemy orbots and other enemies.

Nucleus sheild- Protects Vectorman for a while.

Orb- Fires a powerful shot that kills all enemies on screen. The brightness may hurt your eyes when you first see this.

## 5. Transformations

Drill- In can break through certain floors.

Fish- Has Vectorman move more quickly in water.

Missile- This can burst through ceilings.

Buggy- It can have him break through walls.

Bomb- It can wipe out enemies and destroy floors, walls, and ceilings.

Jet- You can fly anywhere in this form.

Parachute- This slows down your fall.

## 7. Walkthrough

NOTE: Bosses take more hits on harder difficulty settings.

### Day 1: Terraport

Shoot the TV above you for some photons, then jfire at the orbot and duck under it's shots. Jump on top of the platform and shoot it for the wave (Spread) gun and drop down. Go foward, killing enemies until you reach a ledge. After killing off the mosquitoes, drop down and jump in midair when you see an area on the left you can reach. It's tricky to reach for first timers, however.

Once your there, down collecting the photons. Go to the right first and shoot the orbot, then the TV above you for a checkpoint. go back and shoot the TV above you and you'll turn into a bomb. Here, blow up the wall on the left next to you. Jump on the platforms and shoot the TV above you for the Nucleus shield. Jump on the invisible platforms (The pair of photons are obvious tipoffs) and work up on the left side (The right side holds nothing special). You should be at an area with 3 TVs. The ones on the side contain 1-ups, the one in the middle holds a jet. Get both 1-ups first, then the jet.

Fly to the right until you see a TV in midair. After you're back to normal, shoot it for the bolo gun. This place can also be reached by the invisible platforms (Hence the pair of photons). Here, go right and shoot the TV ahead for the drill and keep right until you go across a weak floor. Here, you'll eventually fall, go to the left for full health if you wish. Go back up on the right side, and see where the TV is? Shoot it, and a health ball will be there. Go up futher by jumping through the floors, though, and you'll have a 1-up after shooting the TV!

Go right and you'll fall down. Shoot the TV to your left for a rapid fire gun, and the one to the right for a checkpoint. Go up the floor and shoot the TV, you'll become another bomb. Stay where you are and blow up the wall on the left, then go through the passage you just made. Here, you'll eventually get to a TV, shoot that and you'll have MAX HEALTH! Go down and up the slope, shooting any TVs you see. One of them will have clock for extra time. Go up and shoot the TV for another checkpoint. Jump across and kill the orbot and get the photons. Fall down and enter the alcove on the right first. Just a health and some photons is all you get here. Now, jump to the left, and use a boost jump if possible, because inside a TV is a bolo gun. Pick it up and drop down for your first boss.

This is too easy, but than again, it's only Stage 1...it'll fly back and forth above you, stay in the center to avoid getting hit by the spiked balls hanging by chains on the wings. It'll occasionally open its hatch and drop bombs-this is when you fire at it. The bombs are easy to avoid, and as long as you follow the plane's movements, it's a piece of chocolate cake with a cherry on top.

## Day 2: Metalhead

Cute! You're a train! You can move fast or slow, and you can fire left, right, or straight ahead. See that gray robot on the tracks? You must shoot at its hands holding onto the tracks so it'll let go. It'll eventually grab hold again, repeat. Shoot on the side every once in while, as pods will fire at you. On the easiest difficulty setting (Lame), you must shoot at it 3 times, more than that on the harder difficulty settings. If you're getting to close to hands, or if a shot will hit you, jump.

## Day 3: Tidal Surge

You'll pretty much get everything here, as this stage is linear. Here, shoot the turret and go into the water, and go left. You can jump through the pole in the water, in case you're wondering. Shoot the TV for Full Health and go to the right. Jump on the floating platform on the water after killing the turret and fire at the TV. Your reward? Several photons. When you reach the third platform, though, jump on it and fire at the TV for a 5X multiplier!

Go forward and jump on the next floating platform, and destroy the TV for the Bolo Gun. Drop down into the water until you see another platform, you know what to do. After becoming a bomb, go to the left and blow up the wall to the underwater passage. Ahead is a TV that'll allow you to become a fish after you destroy it for the Icon. It's not much, though. Go forward, and destroy the TV for the checkpoint.

Go underwater and to the left again, you'll find a TV, destroy it to become a fish again. After being a fishie, keep going until you see another TV. Shoot it to add more time to the clock, then shoot the next one to become a bomb. Go to the right a little then detonate it and another underwater passage. Ahead is the orb, but it's in an awkward area and isn't really useful as the enemies are easy.

Go forward, kill the turret, and jump on the platform. Fire at the TV for a 10X multiplier! Go back to where the first checkpoint was, quickly. Hop into the water and go through the underwater passage, you'll see a TV. Shoot it and a 1-up will appear, and thanks to the 10X item, you'll have earned 10 lives!!!

Work your way back and shoot the TV on your left, you're (Once again) a fish. Swim to the checkpoint and keep going. When you reach the final platform on the water, jump up on top and fire at the TV for full health, and jump into the water below for the next stage.

## Day 4: Absolute Zero

You're underwater for almost the entire stage until the end. Go forward and jump from platform to platform and in the middle, shoot the TV to become a fish. Go to the left and up into the secret passage and enter it from the bottom (Just a little to the left from the TV you shot for the fish transformation). Work up from the top and shoot the TV on the left for the Rapid Fire Gun. Exit the secret room from the top.

Go up farther, looking to shoot any TV's you see on either sides of the stage (They mainly hold nothing useful). The next secret room is on the right. Shoot the TV a little to the right to become a fish, and go up a little more and to the right. Keep in mind that you DO NOT have to be a fish to enter these passages. Inside the lone TV is a nucleus shield. Go down and exit the secret room.

Shortly after leaving, you'll see secret room on the left side. Enter it, and inside the TV is a MAX Health! Look at your timer-you should be around 2:00 by this point, so we need to leave fast. Jump from platform to platform all the way up, shooting TV's along the way. One of them ahead has a wave gun. There are two ways to exit:

1. Go all the way up via the platforms, and shoot the TV to become a rocket. Boom! You're out of here.

2. Go to the right shortly after getting the wave gun, and you'll be in a secret passage. Go up, the route is linear.

However, either way you slice the pie, you must face the boss, but it's not tough. Shoot the TV for the checkpoint to start the battle. You'll see a bird appearing in the sky, follow it and fire at it, that's all it does, really. After that easy form, you must fight a polar bear. It walks while firing shots at you and occasionally stands up and a fires shots in a 3-way spread. Again, nothing too difficult.

#### Day 5: Arctic Ridge

Go foward and fire at the mosquitoes that come from the top. Take care here, you'll get several more of these annoyances in here and other stages. After shooting the next squad of Mosquitoes, jump across and shoot the TV for a checkpoint and drop down. Then, go left and shoot the TV for photons. The next one ahead has a Rapid Fire Gun. You'll eventually go back up via the platforms, and if you haven't shot the TV for the checkpoint, do it.

You now have one of two choices: You can either go up or down, and if you want to, you can go the other path if nesscessary. However, I usually go down. After falling, shoot the two-legged robot and then the TV for the orb, but even with enemies, it'll be used up quickly. Go right, going about your usual business, and after going down, jump into the left wall. Inside is the TV is full health. Exit by jumping straight up.

Next, go all the way up, but go to the left and shoot the TV to become a drill. Go to the left through the weak floor and kill the turret. The TV inside holds a bolo gun. Go right, shoot the robot, and fall down (The TV just holds a health ball ignore it unless you're near death). Next, go the right, jump up, then go to the left and jump inside the wall for TV. Inside is a nucleus sheild. Exit from the way you came in, but it can be pretty tough to get out.

Go up and shoot the TV to become a drill, and go to the left to destroy the weak floor below you. The TV below you holds full health. Keep going right and shoot the gray robot, and fire at the next TV for a checkpoint. Go up and blast the TV for the wave gun. Go to the right abd up via the platforms for full health. A huge robot blocks your path. To get past it, jump (Be sure to jump again in midair), and it'll jump with you. Quickly run past it before it comes down. You can only shoot it from behind. Go up and hug the wall on the right as you fall. Boost jump inside and shoot the TV ahead for the 1-up.

To exit, drop down and leave the area.

Getting to the bonus round:

At the very end of the stage, fall down and jump through the left wall. Here, go left blasting everything in sight, including the reciver sheild. The

satellite isn't too far, so blast it.

#### Day 6: Bamboo Mill

Go right, as always, and shoot the orbos ahead. Ride the bamboo carriers that are going up. You'll eventually have to jump off, then go left to find another one. Get off of it at the very top and shoot the TV ahead to become a drill. Go right and you'll come across a weak floor to use it on. After falling, shoot the TV for full health. You'll have to go right, ride a bamboo carrier up, then go up and to the left. Shoot the TV for a Rapid Fire gun.

Go all the way back down, then go to the right. Go up the very last bamboo carrier on the right side. Shoot the TV to turn into a bomb, then detonate right away to reveal a secret passage. Shoot the TV for the Bolo gun, but DO NOT GO DOWN. Trust me, don't. Go back to the left. In order to get there, jump then boost jump again to reach the ledge.

Take the farthest bamboo carrier on the left that goes up, then go to the right. Shoot the TV for a checkpoint. THIS NEXT PART IS IMPORTANT!!! Jump to the right, then boost jump. If done correctly, you'll reach a platform with a TV, shoot it for a MAX HEALTH!!! That should be your third one. Go down, then boost jump to the right again. You'll get a wave gun. Now come on down, it's time for another boss!

This giant Robot isn't hard. Shoot at its head, and it'll unleash bombs on you which is fired upwards from its head. Stay on the far side of the screen and repeat after he does the bomb attack. If he gets close, boost jump over him and go to the other side. Remember that your boost jump can take out enemies below you, so use it to your advantage.

#### Day 7: Rock and Roller

This is weird. You're on a treadmill of sorts with a maze inside. Here, two rocks in the form of fists will try to smash you from above. At the same time, the treadmill maze (My name for it) will constantly be scrolling, and there are arrows. LISTEN UP!!! The green ones pointing upward will keep it at a slow pace, the purple ones pointing downward speeds it up. And we want to keep the treadmill at a slow pace so you can react to the obstacles ahead and whether or not the rocks will fall. You're also dead if you fall off the treadmill, so be sure to check where you are.

To defeat the rocks, simply shoot them. Be sure to watch for their shadows so you're not smashed. It doesn't matter which rock either, they both die, even if most of the firepower is on one rock.

#### Day 8: Death Alley

Blast that Fire extinguisher with jaws and go forward. Drop down and go through the right and shoot the TV for a nucleus shield. Keep going right and down until you reach the TV, shoot it to turn into a buggy. Go forward and plow through the wall. Shoot the TV for the Bolo gun. Go up, then back down and shoot the TV for the Checkpoint.

Go up and the hill and shoot the TV for the Drill. See that floor on the left side? Drill it. Your reward for this is a TV with full health inside. Go up and to the right and drop down one more time to finish. That was pretty darn short...

You're halfway done with Vectorman by this point.

Getting to the bonus round:

It's easy to locate the shield receiver, it's the satellite that's another story. Look for a pair of photons indicating an invisible platform. If you've picked them up, stand under the flags next to the TV on the left side. Jump up on one invisible platform after another and jump through the wall. You're there.

Day 9: Hydroponic Lab

Go forward, killing enemies until you see a platform. Jump on it, then look up-another one to your left is there. Jump and shoot the TV for the bolo gun. Keep going until you're over the area enclosed by long pipes. Here, jump left through the pipes and destroy the TV's for photons and health. Go forward again until you see another TV, destroy it to turn into a drill, and destroy the weak pipe to your left.

Inside the TV is a nucleus shield, and you'll need it. Shoot the TV for a checkpoint and double jump up to the next platform and shoot the TV to be a dune buggy. Go to the right and hit the wall. Shoot the TV above for full health. By now the shield is off, and you'll have passed a TV with protons. Go up on the pipes until you see another platform, jump all the way up to the top and shoot the TV for a lup. Now go all the way right to a sign that says DANGER.

Four blobs who look like they belong in a Gumby cartoon is your next boss. The first shape they'll change into is a slinky-like creature that goes up and down in an arch pattern (You'll recognize it), then it'll crawl along the ground. In both cases, jump. After that, it'll take the shape of a man that walks back and forth. Jump over it and let loose. The pattern repeats from there. They can't be damaged when they are not combined into a form, so wait until they take shape first.

Day 10: Superstructure

I like this music! Go forward and up, but don't jump yet-mosquitoes will ambush you from above. Wait 'til there and gone and continue. Shoot the TV for the Wave gun and go down through the linear path, then head right up the slope, destroying TV with photons (They're not hard to reach. You'll soon get to another TV, shoot it for a Rapid Fire Gun. Drop down and shoot the next one for the checkpoint, and the other one for a buggy transformation. Here, smash the left wall and destroy the TV for full health.

Shoot the next TV and turn into a jet. Go down and to the right a little, then all the way up. Go left and you'll pass through a fake wall. Drop down and destroy the TV for your fourth MAX HEALTH!!! Go all the way to the right and up to finish!

Getting to the bonus round:

You've seen the satellite dish, but where's the shield? Simple. Shortly after passing it, you'll drop, jump through the wall on the left, and Bingo! To get back to the satellite, use the ledge.

Day 11: Stayin' Alive

This is SO messed up. Here, you're spinning on a disco floor with several tornadoes. The enemy of the stage is the center. You'll see some sort of hole you can shoot through to hit him, and he fires laser bolts at you. After that, it rotates in a clockwise direction. The tornadoes don't harm you,

just knock you around. Shoot at the hole so it'll hit him to kill him.

#### Day 12: Nightscape

Shoot the TV above you for the Rapid Fire gun, then go forward and jump down. Go left, up, then jump down again. Fire upwards at the TV screen and turn into a bomb. Stay there and explode, a weak floor should crumble (It's hard to see due to the nighttime sky). Shoot the TV for a jet, then to the right after leaving the secret area. Go all the way down as far as you can go, then go to the left. Go up and head to the ledge on the right. Shoot the TV for a lup. Fall down (Not all the way though) and go to the right and shoot the TV for a checkpoint. NOW fall all the way down.

Shoot the first TV for photons. Go forward and down, then shoot the TV above you for a 5X multiplier. Continue onward through the linear route until you reach another TV for the bolo gun. Fall down and go all the way to the right and jump up. Shoot the silver robot from behind and shoot the TVs for items and photons. Continue the rest of the climb upward and head right to finish.

#### Day 13: Dark Ruins

I love this stage, hopefully, so will you. It's a huge stage with secrets galore! Go to the left and shoot the TV for the wave gun. Go to the right and go up the long pillar with platforms. Shoot the TV for the Drill transformation. Jump to get it, then go a little to the left or right, depending on where you landed. Here, you'll stumble across a fake floor, and you'll fall.

Go to the left, then up. Here, you'll stumble across another TV. Shoot it for some health, then kill the orbot and turret guarding the TV with a 5x multiplier inside. Go back on the main path simply by jumping through the rope. Go up the hill and when you're at the top, look up. There should be a TV with a bomb transformation. Once you become one, detonate and you'll fall into another area below. You can collect the photons up there if you wish, they're not hard to reach. Shoot the first TV for photons, and the second one ahead for more health.

Go up the long pillar and shoot at the turret. Don't jump across yet, finish going to the top of the pillar first. Shoot at the TV for full health if you need it. Then jump to where the turret was and fire upward. You'll get into a drill. Fall on the right side and go a little to the right (Or left if you're near the slope, that's too far) for another breakable floor. Before seeing what's up there, though, jump on the flagpole on the left wall and destroy the TV for Rapid Fire Gun.

Now venture through the area you just destroyed. Apart from a shield receiver, you'll find a TV with a checkpoint. That's pretty much it right there. Go the way you came in, and go up until you see another pillar. This climb is tricky at the end. You have to jump to the left, then QUICKLY to the right to reach the ledge. Above, a TV will be up there containing a max health for your efforts.

Go down and shoot the Next TV. You'll see two pillars next to each other, jump in between the gaps and on the flagpole to reach a TV with some photons. Next, go right and you'll have to go up, destroying the turrets and using the spots where they were to get to the top. Shoot the TV at the end for a nucleus shield. Fall down and jump through the wall on the right and shoot the TV for some photons. Go up and to the right. The 2 TVs have photons, but the one at the very top has a lup!

As far as leaving the area goes, you have to jump through the straight girder where the TV with the lup was hanging from. It's possible, I did it before, but it's tricky. You can shoot the Satellite dish (You should've shot the sheild generator by then) and exit to the bonus round.

Shoot upward at the TV for more photons, then go to the right and drop down. Jump from pillar to pillar until you see a TV, shoot at it for a parachute transformation. Follow the photons and you'll land on a platform, jump to the left and shoot the TV for an orb, fire it, as there are many enemies here. Now jump up over the wall and go through the linear path. You're done.

Reaching the Bonus Round:

In the area where destroyed the floor with the second drill transformation (See fourth paragraph), go a little to the right and shoot the sheild generator. Then, in the final secret area near the end of the stage (The one where you find the lup in the end of the stage, you'll see a satellite.

Day 14: Underground Vault

Make a long jump (Be sure to use the boost to the right and shoot the turret. Fall down and shoot the TV for a bomb transformation, then go to the right and explode when you see a weak floor. The TV on your right has a parachute, float down to collect the photons and shoot the TV for a bolo gun. Run through the wall go left, then shoot the TV in midair for photons and fall down. Go to the right and fall again, shooting another TV full of photons. Fall down some more, but stay on the right side, you'll land on the floor. Do the same thing for the next fall.

Now listen up! The next fall, boost jump to the right and you'll be in another area, go up and shoot the TV for health. Go back and fall down. shoot the TV ahead for the 5X multiplier and fall down. Go to the left and shoot the TV for a wave gun, then fall to the right again. Keep falling until you see a path going up on the right side. Go up and shoot the TV for the checkpoint, then keepp going up until you reach the top. Be sure to shoot any mosquitoes you encounter on the way up.

Now jump up to the where the first photon is. You'll land on an invisible platform. Jump to the photon on the left next and you'll land on another invisible platform. Do again for the one on the right, and so forth. As long as you remember the platforms are always close to the walls, it's not hard. Halfway during the climb, you'll have to jump up on the right side twice, then to a visible platform, that means you're nearly there. Be sure to use the boost jump as well. At the top, you'll find a lup. Now fall all the way down.

You'll land in an area with blueprints, this is where you fight the boss. The first blueprint that comes to life comes in the form of a spaceship. It flies around trying to hit you, and it may drop bombs. shoot at it and jump when it comes toward you. The next one that comes alive will look like a fish (A piranha). It walks back and forth, but once you shoot it, it'll go faster than you and hurt you pretty badly. Shoot it at a close distance, then run. Jumping over it can be risky, because it turns pretty quick. Drop down and you'll face the final blueprint, which resembles a monkey. It'll climb along the walls, the drop down and shoot you if you hit it. You'll also get a TV and shoot for health if you lost some (Most likely). After it dies, you're done here!

Day 15: Worldlink Center

Go forward and shoot the TV. You'll have to go up (The left and right paths leading up take you to the same place, it doesn't matter, though the left route takes you slightly more to the left. Go to the left first. Jump on the platform and shoot the TV for the wave gun, then jump on the platforms to the right to continue. You'll run along a line of lights hanging by a wire which goes in the other direction. Jump up onto the platform you were under and shoot the TV for a checkpoint.

Take light carriers down (Similar to the bamboo carriers in the Bamboo Mill) and shoot the nearby TV on the left for a jet transformation. Go to the right some, and go all the way up. You'll be in an inaccessible area you couldn't reach with the jet otherwise. Shoot the TVs for photons and another checkpoint. Jump down on the left side and shoot the TV for a bolo gun. Go to the right and go up on the TV screen, and get the bomb transformation. Stay where you are and blow up, a passage should take you back to the area where you shot the second checkpoint. Shoot the TV in midair and turn into a drill, and go right until you stumble across a hidden floor.

Jump on top of the camera thingy and jump to the left for a lup inside the TV. Now jump on it again and jump to the right, then shoot the TV for full health. The the TV on the right on the bottom floor just contains photons. You can either exit by going through the wall on the far right at the bottom or go back through the path you just made.

If you're going back the way you came, go up the hill and jump on the wire of lights and shoot the TV on the right for a nucleus shield, then go to the left and shoot the next TV for photons. Regardless, go right, then from here on out it's all nothing more than a maze of navigating through lights. To save time, after you go down from the first set of light carriers, stay on the bottom and go far to the right as possible until you see the current light carrier near the end going up. It should be linear from there. And don't worry about secrets, the TV's don't contain anything worth your while, other than a checkpoint.

#### Day 16: Twist and Shout

The stage itself is weird, but the final boss is easy. Here, you'll soar up through a tornado, shoot any junk that gets in your way. Then you'll see Warhead. The rooftops can be used to stand them, and if you fall, you'll be "bumped" back up to the top with no health loss. The target is it's head, and as it gets damaged, it'll fireback and move around, but it's not hard ot dodge the shots and avoid his hands. After he's totalled, Vectorman is completed!

#### 7. Bonus Stage

There's only one kind of bonus stage. You're a nucleus with several particles spinning around you. To fire press the control pad in the direction you're firing your shot. Missiles will fire shots and mines will spin around you and get closer and closer to you. If you survive for 1 minute, you get a 25,000 bonus. If you lose, it's just 5,000. I'd skip it, to be honest.

#### 8. Credits

Sega: For making this game.

Blue Sky software: For those fancy smanchy computer graphics.

Myself: Typed it all up...

CJayC: For [www.gamefaqs.com](http://www.gamefaqs.com)

## 9. Disclaimer

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- "And that's the end of that chapter!" -