

A or B- Fire

C- Jump

C again in midair- boost jump.

3. Items

Powersacks- replacing the TVs are these. Shoot these and see what's in them.

Photons- Collect these for points. This is similar to the prequel.

Health ball- Refills some of your health.

Full Health- Refills all of your health.

Max Health- Refills all of your health and gives you an extra health ball.

DNA ball- Appearing in the form of a red ball with a letter A, this lets you mimic the certain trait of an enemy. They are seen after you kill a certain enemy in a certain stage.

4. Weapons

Pulse beam- Fires small bursts of static pulse (My name of the projectile).

Lazer beam- Self-explanatory, but it fires several lasers instead of a huge laser beam.

Energy Shot- Fires powerful lasers.

Super shot- Similar to the energy shot, it fires shots that rebound of the walls.

Overkill- Fires a shot so powerful all enemies on screen die.

5. Transformations

Shield- It protects Vectorman for about 30 seconds. If you have any weapon upgrades, they are gone. The shield disappears if you also get another weapon.

Scorpion Tail- Vectorman uses his tail to whip enemies and can walk across lava safely.

Tick Punch- Vectorman throws powerful punches at his enemies.

Rhino Charge- Vectorman literally runs over his enemies. Hold the attack button to dash.

Tornado- Vectorman becomes a small tornado who destroys enemies and blocks in his path. Unlike the other transformations, it's found in powersacks in a certain stage.

Tank- Near the end of the game, you'll become this awesome machine for two stages. A turns you around left or right, B fires, and C jumps. Down and up either raises or lowers the cannon.

6. Walkthrough

NOTES: Bosses take more damage on harder difficulty levels. Also, you can only have a certain amount of health for the game. For example, in easy, you can only hold 10 health balls, more than that on higher difficulty settings. I suggest you play on the hardest difficulty, since you'll have more health near the end.

Scene 1: Geronimo

This is too easy. Just float down, collect the photons, and shoot any bugs in your way. Keep in mind that C allows you to hover for a while.

Scene 2: Night in the Swamp

NOTE: Just about all of the powersacks are on the bottom level, because on the top level, there's nothing but photons and enemies. This walkthrough assumes that you're down there the whole time (Unless otherwise noted).

Go forward and you'll fall down a hole which is hard to see. Go to the left and blast the rocky barrier, then kill the snail. Jump on top of the mushrooms and shoot the powersack for a laser beam (Hit with your head via a boost jump if you can't seem to hit it). Go forward and shoot the next powersack for more time. Keep going right, shooting the powersacks you encounter. Eventually you'll see a path going up to the left.

Keep going left until you see a giant mushroom. Jump on it and shoot the powersacks for the pulse beam and more time to add to the clock. Go all the way to the right until you can't go any further. You'll eventually see an elevator. Go up and jump to the alcove on the left first, you'll find a powersack with a energy shot inside. Go up and jump to reach the top.

Go the right, shooting bugs, until you encounter a another hole. Fall down and go through the linear path until you come across two paths—one going to the left, and another to the right. Go to the left and shoot the powersack for an overkill, then going to the right. Jump on the mushrooms and keep right until you encounter a powersack with some health inside at the top. Below that area is another powersack with a clock to add more time.

Go on the mushrooms again and go to the right, and blast away the rocky barrier. Shoot the powersack for a 1-up! You'll have to go to the right, though, as it's a dead end. Shoot the powersack for health and go up on the elevator. Go to the right and you're done!

Scene 3: Bog Jam

Shoot the Powersack on your left for photons, then the next one ahead for a 2x multiplier. Watch out for paintball bugs, apart from hurting you, they'll douse you with a new color, which doesn't affect you in any way, thankfully. You'll have to go up the entire stage, making it annoying. The best place to start the climb is at the area where you shot the powersack for a 2x multiplier. Go up and shoot the powersack above you for the energy shot. Jump to the left branch and shoot the next one of health.

From there, jump to the right again and go up and shoot the powersack for a checkpoint! Drop down a bit and go to the left, being sure to jump on the branch you see. Go up, then to the right. You should eventually come across a powersack with a supershot. Jump along branches to the right once again until you come across a powersack with health inside. Be sure to watch out for those annoying paintball bugs!

You'll have to jump back to the left and go up a few branches, 'cause it's

too far to reach the next branch to the right. Go up and destroy the powersack with photons, the centipede on the log connecting the trees, and the bug blocking your attacks for a shield. Go to the right and jump on the branch. Fire upwards at the powersack for a clock to add more time, and go up some more. The next one has a checkpoint. Shoot the next two shielded bugs for a shield powerup (You should be running low by then).

Jump to the right and shoot the powersack to get the pulse beam. Go up further and another one will have some photons. Jump as far as you can to the left and you should land on another branch, boost jump if necessary. Shoot the powersack on the left and get the clock for more time, then go up. When you see a powersack on the right, jump to it, inside is a MAX HEALTH!!! Jump along some more branches to the right and shoot the powersack above you for the energy shot.

Jump down to and land on the branch to the right below you. Shoot the powersack for a 3X multiplier, then go forward and shoot the next one for another MAX HEALTH!!!! Just jump the rest of the way upward and you're at the end, since you can't go any further. But before doing that, go to the left side first (Unless you chose to finish the climb on the left side). The farthest powersack to the left holds a 1-up! Finish by going to the right.

Scene 4: In Blackest Night

This bug UFO isn't hard to kill. Just move around and fire at the heads. It's shots are easy to dodge, so I shouldn't worry that much.

Scene 5: Fired

Drop down and shoot the powersack for an overkill, but don't fire it. Jump on the platform and have it carry you across the lava, then fire when you see a scorpion. Shoot it for the scorpion tail powerup and go forward. You can walk across lava, so don't use the platforms. Destroy both powersacks—one for the 3X multiplier, and the other for the energy shot. Go across the lava via the platforms and shoot the scorpion. Get the scorpion tail powerup and go across the lava. Destroy the powersack for the checkpoint.

You know how to get the Scorpion tail powerup, so I won't bother you with that. Once you get it, destroy this for a clock. Go across the lava until you reach land. Don't kill the Scorpion at the top yet—instead, shoot down towards the ruined rubble which'll break apart when you shoot it. NOW kill the scorpion and drop down to where you blasted the rubble. Jump up and hit the hard to reach powersack with your tail. Your prize? Just more time. The one ahead to the left has full health. Just go up and to the right to finish.

Scene 6: Magma P.I.

Jump to the left ledge next to you and shoot the powersack for a pulsebeam. Don't go up yet—jump across the lava pool and destroy the powersack for photons. Jump on the platform and shoot the powersack for the super shot. Go up some more and shoot the bug that blocks your attacks for the shield powerup. Continue the climb up while shooting two powersacks on the way—the first one has a checkpoint and the second one a clock for more time. Go to the right and jump across and shoot the powersack for another checkpoint (Already?) Fall all the way down and go to the left at the bottom for a powersack with a 5X multiplier! Go as far to the right as you can and you'll eventually see a powersack with a 1-up, giving you 5 more lives thanks to the multiplier you collected!

Go back to where you shot the powersack for the 5x, then destroy the powersack above you for the supershot. Use it on the shield bug and get your shield powerup. Go up, destroying powersacks along the way, but you'll have to stay in the middle so can reach any nearby platforms. Go all the way up, then go to the right. Shoot the Powersack ahead for a MAX HEALTH! Drop and blast through the rubble and destroy the powersack for a clock, but you're at the end of the stage anyway.

Scene 7: Turn up the Heat

This lava boss is easy, as well. First, see whether he emerges from the left or right pool of lava, then go to the opposite sides of where he is. Jump to avoid his shots and fire back. He'll go under another pool eventually and repeat the process. That's really it, I'm afraid.

Scene 8: Orbot Express

Enjoy the next few stages, because you're not seeing a boss for a while. You're traveling down a series of tunnels by rollerskating. Keep in mind that you cannot fire downwards, while in midair! You can boost jump, though.

At the start, move forward a little and you'll see a powersack on the ceiling with photons inside. Go forward and jump before you go down the first slope. You'll see three powersacks. Destroy the farthest one for 3X multiplier, the next one for health, and the last one for a 1-up! Drop down and go right until you see another powersack, shoot that for health. You'll come across another one with the same thing inside. Keep going right and shoot the final one for photons. Short, huh? The next few stages are just like that....

Scene 9: Dirty Job

You'll be doing some digging here by blasting through blocks. Shoot the powersack on the ceiling for the overkill, which I will admit is put in a very awkward place in the stage. Blast the through the rocks downward (Don't go all the way down though) and go to the left. Shoot the powersack for a supershot and go all the way down now. The powersacks below just contain photons, in case you're wondering. Go to the right and shoot upwards. When you reach the top, Destroy the Powersack for more photons. Then go all the way to the right while staying on top. Shoot the powersack for a 1-up and blast downward to the middle path (Not the one on the bottom) to exit.

Scene 10: Vectorman 1 2 3

Here's another rollerblading stage for you. Go forward until you fall of the slope and go to the left and fire at the powersack to collect the 3X multiplier. Go forward and as you go up the slope, you'll see another one with photons after you blast it. And the next powersack ahead has a 1-up. You'll get to a point where the paths split, go to the left first. The first powersack you see will contain photons, but the next one has a 1-up at the end! Now go right this time and blow up the last powersack for photons then continue to the right.

Scene 11: I Can Dig It

Go straight down blasting the block when you start this stage off. Go to the right and blast the powersack for photons. Go to the right and you'll see a powersack enclosed in rocks. Blast those and the powersack to get a 10X multiplier! IMMEDIATELY go ALL THE WAY UP and to the right, and you'll get to an area where you see two powersacks. One holds a bunch of photons, but the other holds a 1-up! And with the 10X item, you've now earned 10 lives!

There are two powersacks we've missed-one with photons and another one with a 2X multiplier, they are also enclosed in a circle of rocks like the 10X multiplier. If you've wanted the 10X multiplier, just go a little more to the left and see it.

Scene 12: Rollerderby

Yawn...another rollerblading stage. Nothing to worry about, as this is the last one of it's kind. Go to the right and fall down. Go to the left and shoot the powersack for a 5X multiplier. Go to the right and jump at the top of the "Hill" and you'll see 5 powersacks. One has a full health, the other two photons, and the last one has a 1-up! You should get the 1-up before the 5X expires. Just continue right and you're done.

Wow, that was short...

Scene 13: Mist Chances

Go forward and you'll see breakable rocks below you. Shoot those and fire at the powersack ahead (You're going to the left, by the way) for a pulsebeam. Go to the right some more and kill the giant tick for a Tick Punch. Go down and you'll see more breakable rocks on the surface, shoot those and shoot the powersack on the right for health. GO up via the platforms and shoot the powersack on the right along way for photons.

Go to the right again and jump up on the platforms and shoot upward at the rocks. Here, you'll get a laserbeam. This is a dead end, so go left and look for platforms leading upward. Go to the right up and shoot the giant tick for another tick punch. You should see a powersack on the ceiling, but DON'T SHOOT IT YET. Go forward destroying the rocks and taking the platforms going up. Shoot the powersack for a 5X multiplier and fire at the powersack to the right and get the clock for more time. Go to the left and look for another trail of platforms leading up, but don't go all the way up. See that powersack on the left? Shoot it for the 10X multiplier!

Go back to where you got the powersack with the clock and blast at the breakable rocks below. Go left to the spot where you destroyed the rick for the tick punch and you'll see the powersack I told you to ignore that's hanging on the ceiling (You'll have to look up for this one.). Inside is a 1-up and you'll have 10 lives thanks to the 10X multiplier. Keep going left and shoot the powersack for a checkpoint. Go up, and when you see a ledge on the left, jump there, you'll encounter a powersack with the energy shot. Get that and go up the next trail of platforms. Go to the left first and shoot the powersack for health, then go to the right to finish.

Scene 14: Cave Fear

Blast the rocks to your left for a secret passageway and get the powersack with the 3X multiplier inside. Fall down and jump to the ledge on the right and shoot the rocks. Inside the next powersack is a 1-up! Jump back to the ledge on the right and continue forward, blasting the rocks (Again). Fall down a secret passage and shoot the rocks to exit. Go left and jump, shoot the rocks to uncover a passageway and fall down, blasting the rocks and getting the health inside that powersack.

Go to the right and shoot the powersack for a checkpoint. Blast the rocks on the wall and fall down. The powersack above you only has photons. Shoot at the rocks below you and go to the left. After blowing up the small set of rocks on the wall, fire up at the rocks and the powersack for photons, then fall down. Upon exiting, jump up on the ledges going up on the wall

on the left side. Shoot at the rocks above you and get shoot the powersack for health. Go up and to the right and kill the rhino for the rhino charge.

Go down, then shoot the powersack (After you're normal) above you for the checkpoint (You'll have to either hit it with your head or jump and and shoot at it from a distance where you can see it). Go left and you'll fall, surrounded by two rhinos. Jump to the ledge on the left and shoot the powersack after blasting the rocks for the laserbeam. Kill the, rhinos and pick up the rhino charge. Go to the right and destory the powersack for a clock for more time.

Go to the left and down, then go up. After destroying the powersack for photons, get the rhino charge (You know what to do. Go to the right and fall, then while going to the left, jump across the gap (It's best not to dash during this time), then shoot the rocks when you're back to normal. Fire at the rocks upwards and shoot the powersack for a 1-up! Drop down and shoot the rocks and go to the left. Blast the enemies and the rocks and get the final powersack for some photons.

Scene 15: Dreamsnake

Finally, a boss! Two of them, to be precise. They'll start by burrowing underground. Stand in one place for a while, preferably either to the left or right side of the screen, and when they pop up, fire at their heads. it's easier to hit hit that spot when they breathe fire, which is avoided by jumping. The trick to easily killing these two is to have them stick together. But later in the battle, one will hang around longer than the other, and should you be caught in between those two, good luck-you'll need fancy dodging to get through with minor damage. Once both are dead, it's finished.

Scene 16: Recycle or Die

Go to the right, as always, and shoot the first powersack for health. Fall down the tunnel that has sludge pouring down (Which can hurt you by the way) and you'll be at the underground sewer area of the buliding. Go left, and you'll have to cross over pools of toxic waste by jumping from moving platform to the next. The are flying enemies, so take care of them first. When you're safe land, look up for the powersack on the ceiling and fire at it for photons. When you reach the end, you'll get a 1-up. Go to the right and do the same thing, minus the moving platforms. You'll also get a 1-up there. To get out, look for a platform in the pipe in the ceiling (Not the one you fell from, the other one to the right of it). Jump on up and fire at the powersack for a 3X multiplier.

Go to the left and kill the ant for the fireball, then fire at the powersack. Get the clock and go up until you see another one, shoot it for the pulse beam. Drop down and go to the right. Ahead his a powersack with a laser beam inside (Switching weapons are we? Well, the stage isn't long despite the time). Go up into the alcove and fire at the powersack for another clock. There are several ways out, but let's go back to where you got the powersack with the pulse beam and exit from the pipe with the platform inside, shall we?

Jump over the pipe you fell down and go up the next one via the platform. From there, jump a little to the left andboost jump to the right to reach the upper part of the building. Jump over the pools of toxic and get your prizes in the powersacks, which is the super shot and photons. Jump up to the next part of the building and jump over the pipe, that sends you back to the sewers. Drop down a floor and jump over the toxic pools for the laser beam.

Go down and to the right, then fire at the weak bricks (Blue-colored). Destroy the first powersack for photons, as well the second one for the same thing. Don't go any further to the right or you'll exit! Go up and fire at the next set of bricks, then jump to the left and jump straight up. Fire at the powersack for full health. Jump to the left again and (get ready for a tricky jump here) jump to the right, then boost jump. When you finally land on the platform, DO NOT MOVE. Just shoot at the ant and then get the fireball, then fire at the right powersack for a 3X multiplier and the left one for a 1-up! Now you can exit!

Scene 17: The Shadow Nose

Before you fight this guy, you'll break through several layers of brick. Bugs and powersacks can be shot for health. After some of this, you'll fight him. He'll become wavy for a while, then attack. Aim for the mouth during this fight. Every time he attacks, it's in this pattern: He moves back and forth while firing shots at you, while he's moving one direction, you move in the other, this is so you'll have an easier time dodging his shots. The second attack, his mouth will come after you and bite you, he does this twice jump to avoid. Keep firing at his mouth and he'll die, but it will take a while.

Scene 18: Shout and Twist

Go all the way to the right and shoot the powersack for the tornado powerup. Fall all the way down and go to the left. You'll get another tornado inside a powersack ahead. The next one just has photons. Go up and to the right and shoot the powersack to become a tornado, then fall down into the hole. After you're normal again, shoot the powersack for a 1-up. Blast the rocks and go up, then go to the left and up. The next powersack just has photons. You'll go up some more and you're back to where you started.

Now, to get to the next area, you can either fall down, go to where you shot the powersack for the third tornado powerup, and jump on the platform (It's hard though, because the wind currents push you back), or go all the way up, jump to the left and when you see an opening, boost jump to the gap inside. Either way, you'll get to the powersack with a checkpoint inside.

Fall down and go to the right, then up. You'll eventually get to the spot where you'll see two powersacks. The one on the left has a laserbeam, and the other one has health. Once you're at the top, shoot the barrier and fall down. Go to the right and up, then shoot the powersack on the right for health. Go left and destroy the powersack for a clock for more time. Go to the right, and the next powersack has a tornado, which won't be useful, sadly. Go up and to the right and blast through the blocks, then go up again and shoot the powersack to become a tornado. Go to the right and destroy the powersack for a checkpoint. Go to the left and up again. Destroy the powersack for a 1-up and go up by the platforms (Left or right, it doesn't matter). If you want to, you'll find the next tornado powerup inside of a powersack.

Go right and blast through the barrier and fall down. You'll land on a branch. A powersack is hanging below it, and it has the energy shot. To get it, slip off the branch, then boost back up to destroy the powersack. Fall down and you'll land on another branch with a powersack, inside are photons. Use the same tactic to get it. Fall down, shoot the rock barrier, and collect the 10X multiplier inside the powersack! To get out, jump up several branches on the left side, then jump to the branch on the right, then back to the left on a higher branch. Keep jumping up on the left side until you're as high as you can reach. Jump into the gap and fall down.

Fall down and keep right until you see a powersack on a branch. Shoot at it and get the tornado powerup. Destroy the rocks blocking the way up and take the left path. You'll get a powersack with a clock for more time. Go to the right and up, and go left after the climb. You'll see two paths, one going up, and the other going to the left. Go to the one on the right side and shoot the powersack for a 1-up! You'll eventually drop down and take the left path. After going up, go to the right and shoot the rocky barrier and you're done!

Scene 19: Tank You

(NOTE: At the transformations section, you'll see how to drive this baby.)

Cool! You're a tank. Go forward, blasting anything and everything in your sight. This, however, is too linear. The only secret I'm mentioning to you is at the end, blow away the rocks at the top, and destroy the powersack for a 1-up. Most of the powersacks can be found anyway with little effort.

Scene 20: Tank Patrol

As before, it's too linear for me to write a walkthrough. All the powersacks are easy to reach anyway. There's a powersack with a 1-up in the beginning of the stage. Just be sure to jump over pools of acid you'll encounter along way.

Scene 21: Bad Eggs

This is also a little linear, you have to climb up to the top of the queen lair while collecting photons. From time to time, green eggs bouncing will appear, shoot one and an enemy will appear. The enemy that comes out of the eggs is random, so it's better to run away or past it instead of picking a fight. Once you reach the top, the final battle commences....

Scene 22: Queen for a Day

The queen, though only having two attacks, can actually be tough if you don't know how to kill her. First off, her weak point is the brain-like substance on her. There are two platforms on the side, but don't jump on them, she'll just knock you off. One moves up while the other moves down, and vice versa. Move back and forth to avoid her shots while firing at her. After several hits, she'll groan and the platform on the left will be gone. You'll get some health as well (It's might be hard to find as the background is green). Go to the left and jump to avoid her shots while firing at her. Eventually, the second platform will be gone (She'll do a more menacing groan). Also, some health will be given to you. Keep jumping to avoid her shots and you're done with her! Vectorman 2 is now complete!

7. Bonus Stages

To access Bonus Stages, you must get a majority on powersacks and photons (About 85% of them in both areas). The first game appears in the first part of the game (Stages 2-6), the second one in the second part of the game (7-13) and the third game in the final part of the game. On all three games, you die if time runs out of if you lose all of your health. Along the way, you'll collect clocks and other powerups.

Game 1: Tubluar

You fly through a tube shooting bugs along the way. It'll eventually speed

up as you go farther.

Game 2: Orbot Orbit

You're flying at a spaceship, shooting at bugs and metoers from meteor showers. What you have to do it collect the items encircling the planets. The entire stage is non-linear.

Game 3: Plan 9

Fire at Bugs and metors to protect yourself. You're on a plane throughout the stage.

8. Credits

Sega: For making this game.

Blue Sky software: For those fancy smanchy computer graphics.

Myself: Typed it all up...

9. Disclaimer

FOR THE WEBMASTERS:

This guide is copyrighted by Cedric Cooks/Oda (Cedoda). I have nothing to do with Nintendo, Blue Sky Software, or any other parties involved in the making of this game. It can be printed out, but not for money. Also, make sure you give me credit if you wish to put this one your site. If you say this is yours you will be in serious trouble (Not to mention the CJayC (Gamefaqs webmaster) will send out powerful lawyers afterwards. The latest verison of the guide is always at www.gamefaqs.com, and I'd appreciate it if you update it when I update it, unless you like the previous one better.

FOR THE COMMONFOLK (Normal people)

So you want to print this guide out? Well, first you need my permission, and you must promise not to sell it. You will the guide as the thing it's intended to be-a guide> Either that, or out of entertainment (Reading it just for fun). If you must send me E-mail, send me informative E-mail, which includes hints, secrets, and thank oyu's for the guide. Don't send me idiotic E-mail, which includes job applications for the site, complaints, insults, stuff already mentioned in the guide, etc. Trust me, it won't make it.

Both of you people must follow these rules. Failure to do this will result in you not using the guide altogether.

Until the next guide, everyone...

PEACE!!!!!!!

Copyright 2002 by Cedric Cooks/Oda
All rights reserved

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

