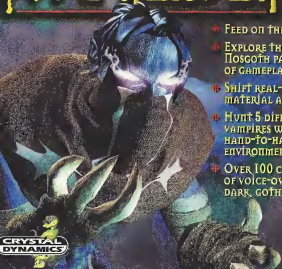


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SOUL REAVER

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Sega Dreamcast.



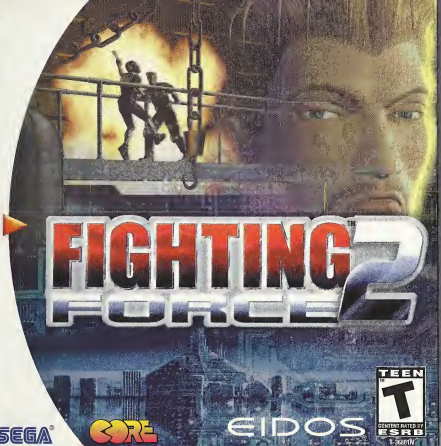
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CORE

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

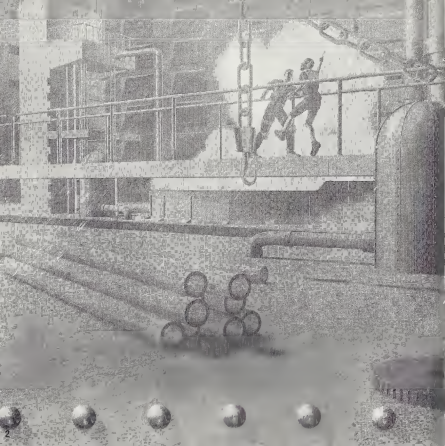
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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.

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BACKGROUND

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

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

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

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

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

If you screw up, you are on your own.

IN-GAME CONTROLS

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

Y Button	Select Weapon
X Button	Jump
B Button	Kick
A Button	Punch

Other movement buttons and combinations:

Left & X	Roll Left
Right & X	Roll Right
Down & X	Back flip
Up & X	Jump Forward
Press any direction on the Directional Button	180° Turn
Left & Right Triggers (simultaneously)	Look Around & Aim
A	Punch
AA	Punch, Punch
AAA	Punch, Punch, Punch
AA X	Punch, Punch, Uppercut
AA B	Punch, Punch, Kick
B	Kick
BB	Kick, Kick
BBB	Kick, Kick, Kick

BB X	Kick, Kick, Jump Kick
BB A	Kick, Kick, Side kick
X	Jump Up
Y	Get Weapon Out
Y & Keep pressed down	This brings up your inventory

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

A A	Overhead Down Punch
B B	Horizontal Spin Kick
B A	Vertical Spin Kick
B Y	Jump Thrust Kick
A Y	Shoulder Charge

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

Up & B

Up & A

Use these moves with the Power Glove:

A A X	Punch, Punch, Power Fist Slam
A A B	Punch, Punch, Kick
A A	Jumping Power Slash (Use this with a Sword or Bat)

When you have a grenade or throwable object:

Left & Right Triggers, Down Δ (simultaneously)	Throw object up
Left & Right Triggers Up Δ (simultaneously)	Roll object along the floor
Left Trigger & Analog Pad	Strafe
START button	Pause
Left Trigger & Right Trigger	Look/First Person Mode

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

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

MENU CONTROLS

Through all menus please use the D-Button to navigate, the Δ button to select and the \square button to go back one step.

WEAPON INVENTORY

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

STARTING THE GAME

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

MAIN TITLE MENU

Here you will be able to select the following options:

Start Game	Select to begin New Game. You will be asked to choose which Visual Memory Unit (VMU) you wish to use.
Load Game	Select to take you to the Load Game Screen
Options	Select to take you to the Options Screen.

OPTIONS SCREEN

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

The options available to you are:

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

SAVING YOUR GAME

Make sure that there are at least 8 free blocks on your VMU before commencing play.

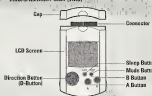
Please note that if you do not have a VMU you will not be able to save your game.

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

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

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

VISUAL MEMORY UNIT (VMU)



Fighting Force™ 2

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

Is this your first Eidos purchase?

Yes No

How did you hear about this game?

Friend Sales Clerk
 Magazine ad TV ad
 Game Review Internet
 Demo Disc Rental
 Saw on Shelf Other _____

Tell us about yourself:

Gender M F

Date of Birth M ____ D ____ Y ____

What type of games do you prefer?

Adventure Action
 Fighting Role Playing
 Simulation Sports
 Racing

Did you rent this game before purchasing it?

Yes No

Where did you purchase this game?

Mass merchant (i.e. Walmart, Target)
 Software specialty (i.e. EB, Babbage's)
 Mail Order
 Toy Store
 Internet (i.e. EToys)
 Eidosstore.com

Which publications do you regularly read?

Official Sega Dreamcast Magazine
 EGM Spin
 Game Fan Game Pro
 Next Generation PS Extreme
 Marvel Comics DC Comics
 Incite Details
 Maxim

Which systems do you own?

PlayStation® game console
 Sega Dreamcast Pentium PC
 Gameboy Color Nintendo 64

Do you have access to the internet?

Yes No

Game
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OPTIC

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aga.com Other _____

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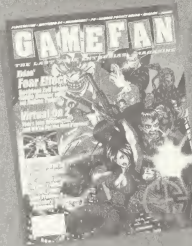
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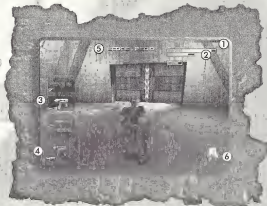
More details on back.

LOADING A SAVED GAME

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

IN-GAME DISPLAY

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



RAGE BAR

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

DESTRUCTION BONUS / 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.

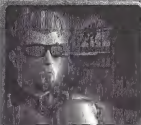
DATA HANDSET

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	= 157

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.

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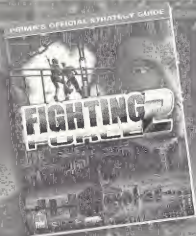
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ESRB RATING

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.

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