



NTSC U/C

PlayStation®



SLUS-00934



# FIGHTING FORCE 2™



EIDOS INTERACTIVE®

## **WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE:**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

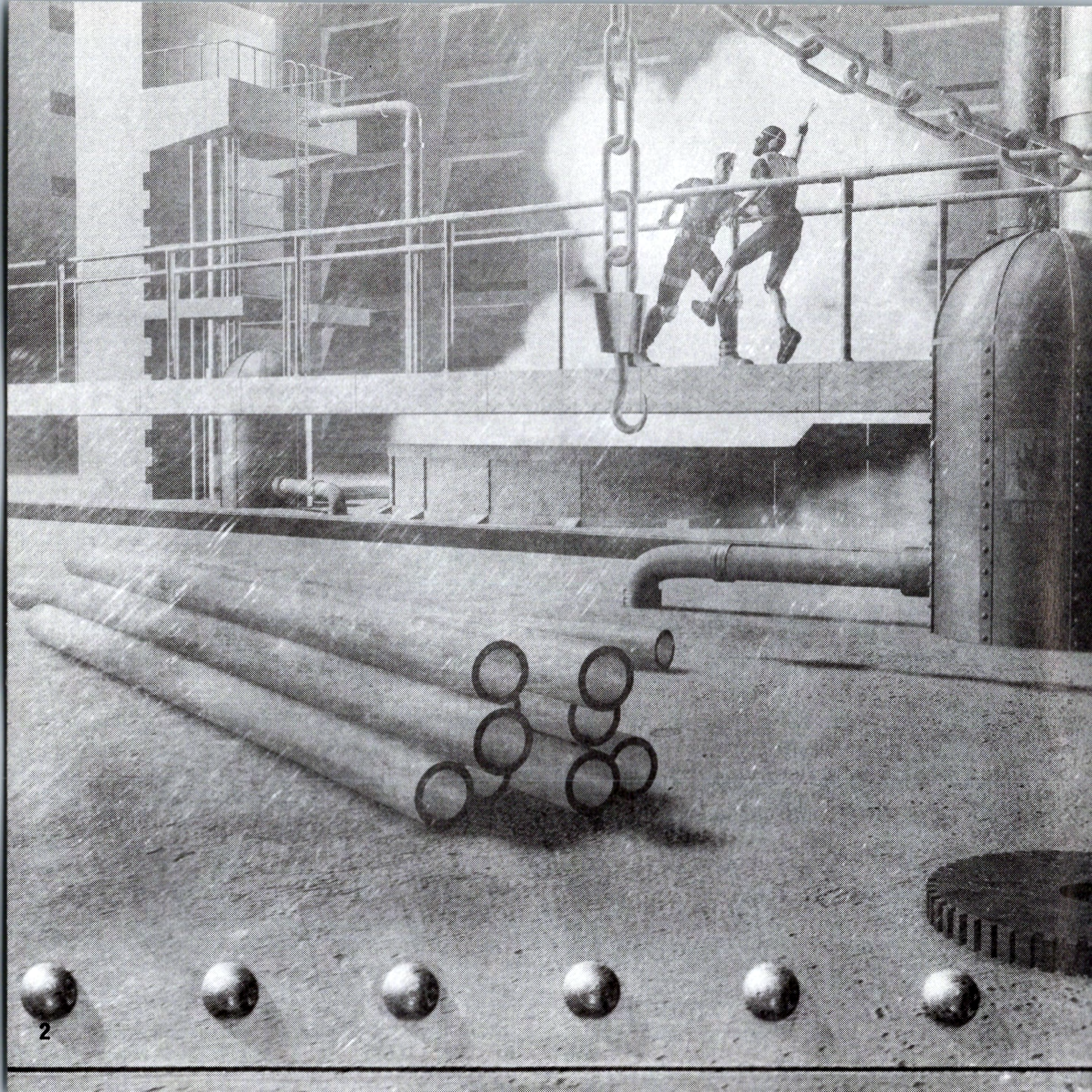
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **HANDLING YOUR PlayStation® DISC:**

- This compact disc is for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# TABLE OF CONTENTS

Background	3
In-Game Controls	4
Quitting the Game	8
Analog Mode	8
Menu Controls	9
Weapon Inventory	9
Starting the Game	9
Main Title Menu	10
Options Screen	10
Saving Your Game	11
Loading a Saved Game	11
In-Game Display	12
Data Handset	12
Rage Bar	13
Continues/Destruction Bonuses	13
Character Profile	14
Hints and Tips	16
Credits	17



## 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.

A Global giant, the Knackamiche 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 Knackamiche 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 Knackamiche 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.

As a cover story, you and your control team will be working as members of the hard-line environmentalist terror group known as ECO. The group has a history of assassination, hijacking and violent publicity stunts against biotechnology research centers and scientists that specialize in the field. No one will suspect the involvement of SI-COPS personnel.

## IN-GAME CONTROLS

Directional buttons:

<b>Left</b>	Turn Left
<b>Right</b>	Turn Right
<b>Up</b>	Run Forward
<b>Down</b>	Step Backwards

<b>△ Button</b>	Select/Equip Weapon
<b>□ Button</b>	Jump
<b>○ Button</b>	Kick
<b>× Button</b>	Punch/Fire Weapon/Climb Ladders


Note: When Hawk is descending a ladder, pressing the **○ Button** will make him slide down.

<b>R2 + △</b>	Discards object Hawk is currently holding. Can be used to hurl items at your enemies as well!
---------------	---

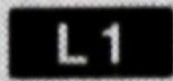
Note: Hawk can also grab onto monkey bars in some areas by using the **× Button**.

Other movement buttons and combinations:

<b>Left &amp; □</b>	Roll Left
<b>Right &amp; □</b>	Roll Right
<b>Down &amp; □</b>	Back flip

**Up & ** Jump Forward

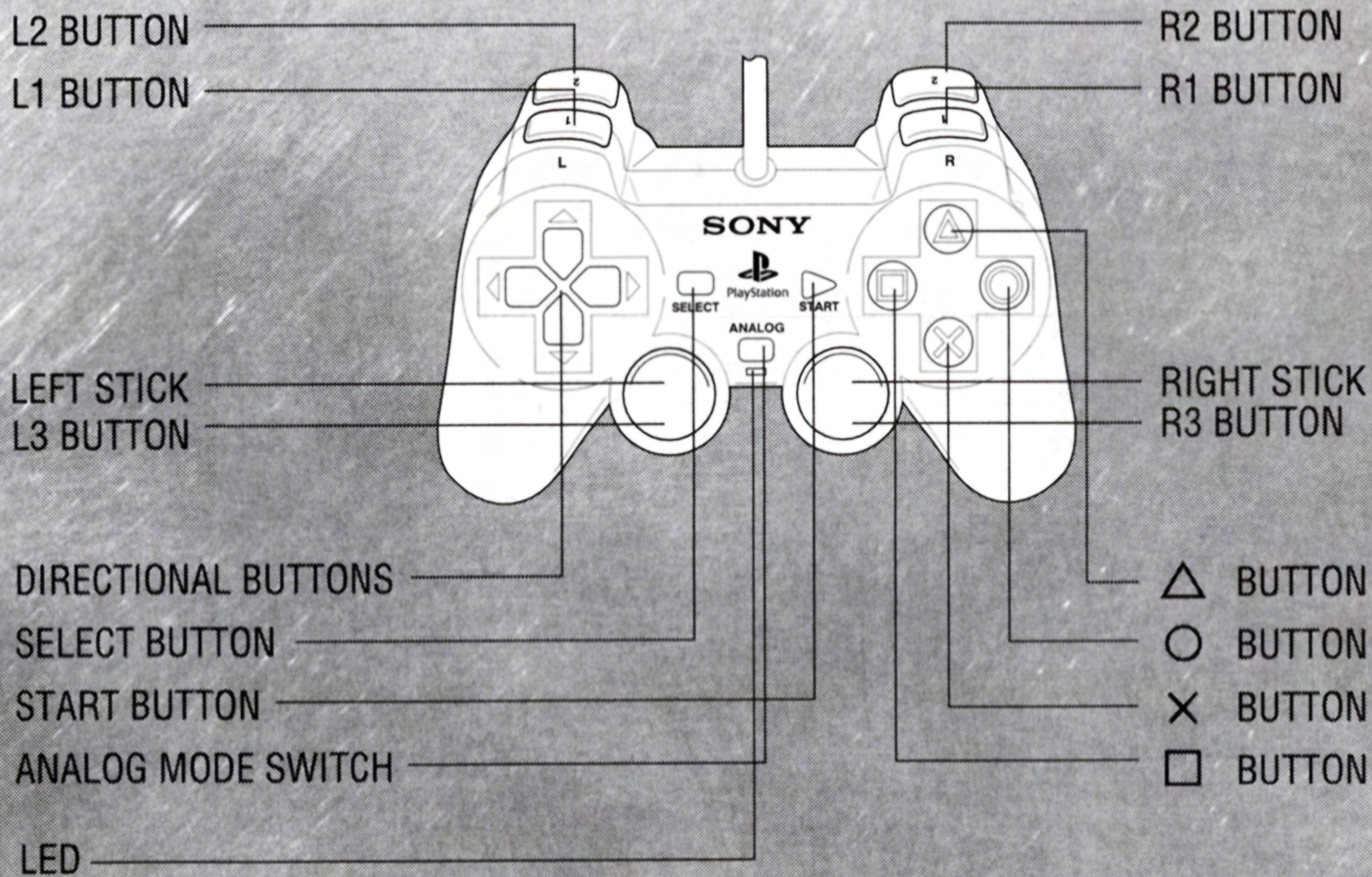
** & Up** Walk Forward

** & Down** Walk Backwards

**Down, Down** 180° Turn

** +** Strafe

**Directional  
Buttons**



**R1**

Look Around & Aim (when used with Directional Buttons)

⊗ Punch  
⊗⊗ Punch, Punch  
⊗⊗⊗ Punch, Punch, Punch  
⊗⊗□ Punch, Punch, Uppercut  
⊗⊗⊙ Punch, Punch, Kick

⊙ Kick  
⊙⊙ Kick, Kick  
⊙⊙⊙ Kick, Kick, Kick  
⊙⊙□ Kick, Kick, Jump Kick  
⊙⊙⊗ Kick, Kick, Side kick


□ Jump Up  
△ Get Weapon Out  
△ View inventory

All these moves are used with **R2** held down:


⊗⊗ Overhead Down Punch  
⊙⊙ Horizontal Spin Kick  
⊙⊗ Vertical Spin Kick  
⊗□ Shoulder Charge

Note: The above moves are only available with the Rage Meter active.



**Up** & 

Sliding Kick

**Up** + 

Forward Roll



Use these moves with the Power Glove:

Punch, Punch, Power Fist Slam


Punch, Punch, Kick

Jumping Power Slash (Use this with a Sword or Bat)

When you have a grenade or throwable object:

**R1**, **Down** &  Throw object up

**R1**, **Up** &  Roll object along the floor

**START button** Pause

**SELECT button** N/A

## QUITTING THE GAME

While playing the game you can return to the Title Screen by holding down the SELECT Button and then pressing and holding the START Button for 2 seconds.

## ANALOG MODE



This game is designed to work with the DUAL SHOCK™ Analog Controller in Analog mode. To activate the Analog mode, press the Analog mode switch. When activated the LED Display will turn RED.

If you are using the DUAL SHOCK™ Analog Controller the vibration function can be turned off within the Controller – control configuration options.




<b>L3 Button</b>	Depress to make Hawk perform a 180° turn.
<b>R3 Button</b>	N/A
<b>LEFT STICK</b>	Control character
<b>RIGHT STICK</b>	N/A

All other functions remain the same as above.

## MENU CONTROLS

Through all menus please use the Directional buttons to navigate, the  Button to select and the  Button to go back one step.

## WEAPON INVENTORY

To display the Weapon Inventory on-screen, press and hold the  Button. While the inventory is on-screen, use the Up and Down Directional buttons to highlight the weapon you wish to use. Releasing the  Button will automatically select the highlighted weapon. You may also use L2 and R2 while holding down the  Button to cycle through the weapon inventory.

## STARTING THE GAME

It is advised that you do not insert or remove peripherals or Memory Cards once the power has been switched on.


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:

- |                   |   |
|-------------------|---|
| <b>Start Game</b> | Select to begin New Game.                   |
| <b>Load Game</b>  | Select to take you to the Load Game Screen. |
| <b>Options</b>    | Select to take you to the Options Screen.   |

## OPTIONS SCREEN

Here you will be able to select your in-game options. Use the Directional Buttons to highlight, and where necessary, change the options. Press the  Button to apply your options and return to the Main Menu Screen.

The options available to you are:

- |                      |   |
|----------------------|---|
| <b>Vibration</b>     | Use left and right Directional Buttons to set level.<br>Note: If you're using a DUAL SHOCK™ Analog Controller.  |
| <b>CD Audio</b>      | Use right and left Directional Buttons to set level.  |
| <b>Sound FX</b>      | Use right and left Directional Buttons to set level.  |
| <b>Controls</b>      | Select to be presented with 4 pre-set control configurations. Selecting your desired control setting will return you to the Options Screen.   |
| <b>Screen Adjust</b> | Use the Directional Buttons to position the screen as desired, press the  Button to apply and return you to the Main Title Screen. |

## **SAVING YOUR GAME**

Make sure that there are enough free blocks on your Memory Card before commencing play.

Please note that if you do not have a Memory Card 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 the Memory Card. 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.

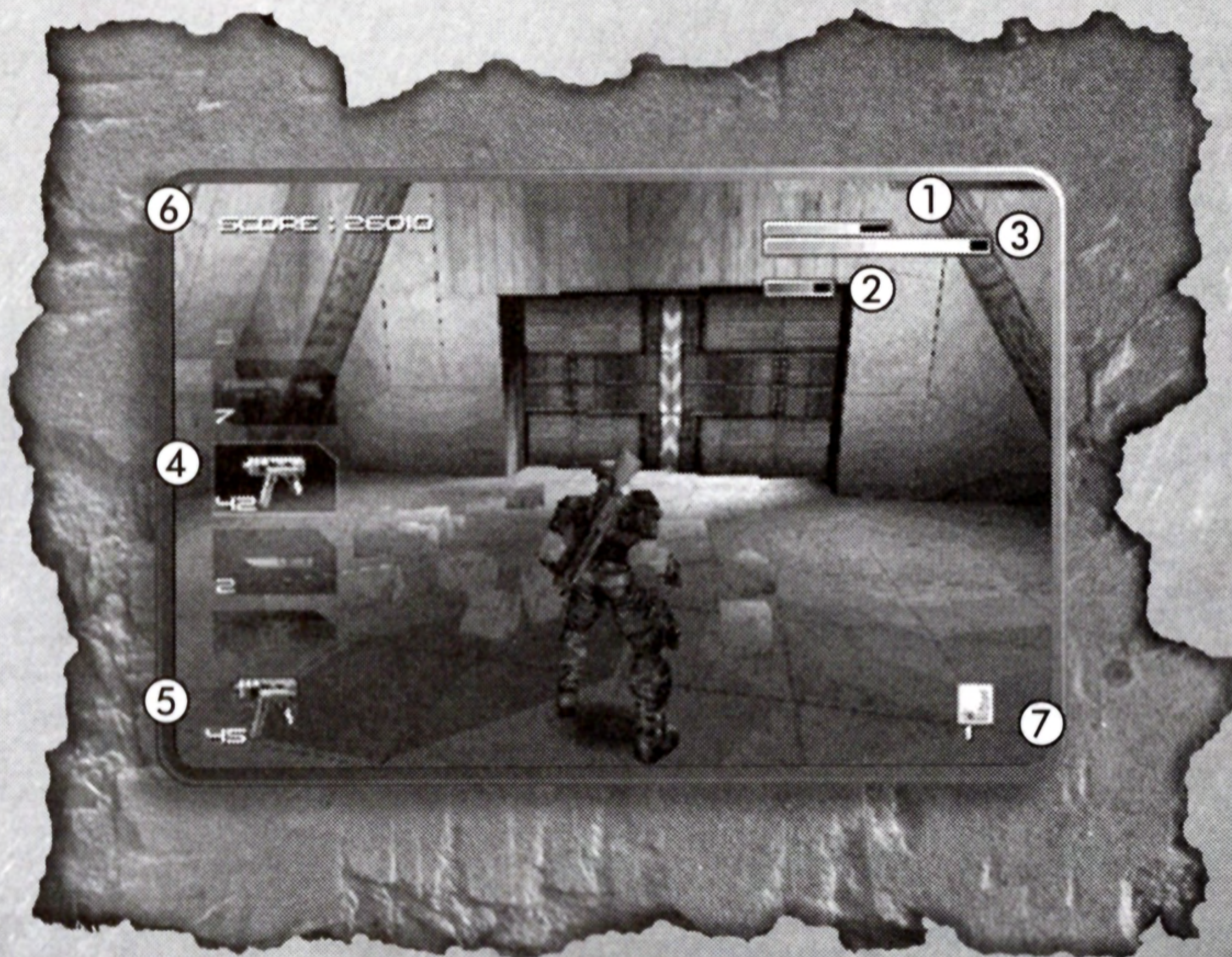
Your full game configuration will be saved within the save game.

## **LOADING A SAVED GAME**

From the Main Menu Screen selecting Load Game will take you to the Load Game Screen. Here you will be able to load your saved game from the Memory Card. 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 **Enemy Life Bar**
- ③ **Rage bar**
- ④ **Weapon ring**
- ⑤ **Current Weapon**  
(Including Ammo)
- ⑥ **Score**  
(Money collected)
- ⑦ **Keycard**



## 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.

## **RAGE BAR**

Prolonged combat will increase your rage level. Using a special move while the Rage Bar is active will increase the amount of damage inflicted to your enemies.

## **CONTINUES/DESTRUCTION BONUSES**

Hawk's score is displayed in Dollars and shows the value of the Nakamichi 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.

## CHARACTER PROFILE

### HAWK MANSON



#### Statistics

Age	: 31
Height	: 6'2
Weight	: 196lbs
Hair	: Blonde
Eyes	: Blue
Biceps	: 36"
Chest	: 48"
Neck	: 20"
IQ	: 187

Special: Experienced in projectile weapons and motor vehicles.

Extras: Can hack any computer system.



## CHARACTER BIOGRAPHY

**1987:** Enrolled in U.S. Marines. Saw active 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 which contain useful information. To access the console, walk up to it. Not all consoles will be on-line.
- Experiment with various button 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.

# CREDITS

**Core Design Ltd.**

**Programming**

Mark Avory  
Neil Topham  
Alex Davis  
Dan Scott

**Graphic Artists**

Roberto Cirillo  
Jerry Oldreive  
Gary Tonge  
Adey Smith  
Lee Pullen

**Additional Artwork**

Mark Hazleton  
Dave Ward  
Jason Churchman  
Tiziano Cirillo  
Nick Conolly  
Hayos Fatunmbi  
Paul Field  
Steve Wakeman  
Clint Nembhard  
Neil Allden  
Jon Redington  
Benjamin Twose

**Music & SFX**

Martin Iveson

**Producer**

Ken Lockley

**Executive Producer**

Jeremy Heath-Smith

**Special thanks**

Digital Animations  
Dana Dorian  
Stuart Aitken  
Mark Donald

**Eidos Interactive Associate Producer**

Mike Schmitt

**Product Manager**

Gary Keith

**Associate Product Manager**

Jennifer Fitzsimmons

**VP of Marketing**

Paul Baldwin

**Senior VP of Sales  
& Marketing**

Dave Cox

**Creative Director**

Sutton Trout

**Public Relations**

Greg Rizzer

**Additional Marketing**

Michelle Bravo

Karina Kogan

Antonia Phillips

Randy Stukes

**Packaging and Manual**

Price Design Team

**Special Thanks**

Adrian Smith, Andrew Thompson, Susie Hamilton, Rob Dyer, Jamie Bartolomei, Gary Kinnsch, Jo-Kathryn Reavis, Robert Barrett, Nick Earl, Kevin Weston, Ken Lockley

**Quality Assurance**

Mike McHale - QA Manager

Corey Fong - Asst. QA Manager

Lars Bakken - Test Lead

Carlo Delallana - Asst. Lead

Beau Teora

KJell Vistad

Rob Swain

Tamara Williamson

Timothy Moore

# **EIDOS HINT LINE**

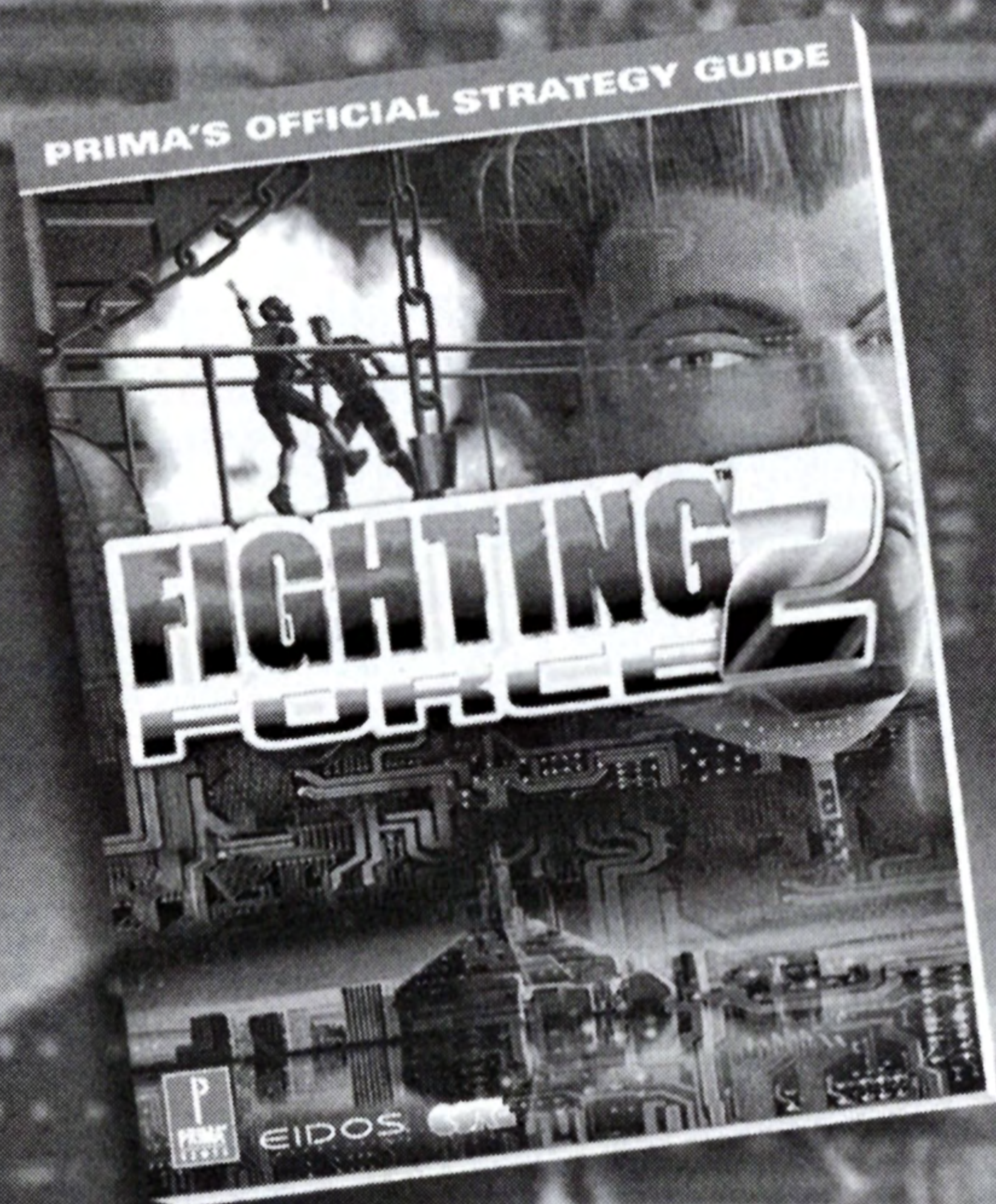
## **1-900-773-4367**

**Cost of Call \$0.95/minute. Must be 18 years or have  
Parent's permission. Touch-Tone Phone required.**

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

# FIGHTING FORCE 2

**PRIMA'S OFFICIAL STRATEGY GUIDE**



Complete mission objectives and walk-throughs



All deadly fighting combinations and moves exposed



Extensive tactical and combat strategies to crush over 50 enemy types including mid-level bosses



Full weapons list and stats

**Prima Strategy Guides available where you buy guides and games.**

Fighting Force is a trademark of Core Design ©. Eidos Interactive is a registered trademark of Eidos Plc. © 1999 Eidos Plc.



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



EIDOS  
INTERACTIVE

[www.eidos.com](http://www.eidos.com)

## **EIDOS INTERACTIVE LIMITED WARRANTY**

Eidos Interactive reserves the right to make improvements in the product described in this manual, at any time without notice. Eidos Interactive makes no warranties expressed or implied, with respect to this manufactured material, its quality, merchantability, or fitness for any particular purpose. If any defect arises during the 90 day limited warranty on the product itself (i.e. not the software program which is provided "as is"), return it in its original condition to the point of purchase. Proof of purchase required to effect the 90-day warranty.

Action Adventure  
from EIDOS

# TOMB RAIDER

## THE LAST REVELATION<sup>®</sup>

**New inventory system**

**Continuous gameplay  
with no loading**

**Highly evolved artificial  
intelligence**



Eidos Interactive, 651 Brannan St., San Francisco, CA 94107 Fighting Force, Tomb Raider: The Last Revelation, Core and the Core logo are trademarks of Core Design Limited. Eidos Interactive and the Eidos Interactive Games With Character Logo are registered trademarks of Eidos Interactive.  
Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

