Read This First

Before using this SEGA PC CD-ROM

WARNING

Safety Precautions

* 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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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.

* When using this software, make sure the room is well lit and keep an adequate distance from the monitor. For your own health, take a rest of 10 to 20 minutes every hour and don't use this software when you are tired or short of sleep.

WARNING

Caring for the Disc

Do not damage or soil disc:
Be careful not to scratch the disc or allow it to become dirty. Do not bend the disk or alter the size of the center hole.

Do not write on the disc:
Do not write on or attach stickers to the disc.

Exercise care when cleaning:
When cleaning becomes necessary, use a soft cloth such as a lens-cleaning cloth and wipe gently in a straight line from the center to the edge. Do not use thinners, benzene or other petroleum-based products.

Store properly:
When storing, put the disc back in its original case and keep it away from places of high temperature or high humidity.

* The duplication or rental of this software without the express written consent of Sega Enterprises, Ltd is strictly prohibited.

WARNING
Please read any Readme documents present on the disc. The documents contain important information.

WARNING
The graphics contained in this Help file are taken from development versions of the game, and may differ from graphics appearing in the final version.

WARNING
This software automatically saves gameplay data to your PC's hard drive during play. Switching off or resetting your PC during gameplay may cause the loss or corruption of game data.

Starting Up

* Starting the Game

Press the [Space bar] from the Title screen to bring up the Mode Select screen.

* Mode Select

Scroll through the mode names in Mode Select, and press the [Space bar] again to select.

Choose from the following modes:

ARCADE GAME
A PC version of the arcade hit. There are three stages to choose from, and you can start play from any stage. You can also play Multiplayer Games over a network connection in this mode.

PROVING GROUND
This is a PC-original combat training stage. Multiplayer Game play is also possible. Click **here** for details on Proving Ground mode.

MULTIPLAYER MODE
Access this mode to play ARCADE or PROVING GROUND mode games over a network connection. When you select Multiplayer, the game restarts in network-active mode, allowing you to play over a LAN, modem or serial cable connection.

WARNING

Proving Ground
Combat Training Mode

In a city plagued by crime, it isn't unusual for the Virtua Squad to find themselves facing down crowds of gun-wielding thugs single-handed. To keep their skills honed to a razor edge, the Virtua City PD has developed a combat training simulator, known as the "
.Proving Ground.- This training environment is still in its developmental stages, but it is already capable of confronting a trainee with a variety of life-threatening "situations." Each Proving Ground stage is designed to simulate a hostile urban environment thronging with gun-crazy punks. The goal of each stage is to blast through the crowd of flunkies while hunting down and taking out your rival player. Don't worry about getting wounded in the crossfire though - every trainee gets body armor, and the guns fire paint pellets.

Click **here** for details on how to play Proving Ground.

WARNING

Proving Ground
How to Play Proving Ground

1) First select the simulator zone to hold your training in.

2) Next, pick a Point of Entry to start from. Select one of the points that appears on the Proving Ground zone image map by shooting it. The available Points of Entry start disappearing one by one, so you have to think fast. If you don't make a decision within three seconds, the CPU automatically assigns you a Point of Entry.

3) All the badguys appear at once, and the shootout begins. Somewhere out in the zone, your rival awaits. The stage ends when your rival's Life (or yours) is reduced to zero.

4) Not only do you have to keep your eyes peeled for your main foe, but you've gotta keep out of the line of fire of all the other little fish in the tank. If you get hit by somebody other than your opponent, you don't lose any Life but your gun sight freezes up for a moment, leaving you a sitting duck.

5) When you're caught in your opponent's sights, a warning indicator flashes in the four corners of the simulator screen. And when your opponent comes onscreen, a marker appears showing you who to shoot.

6) When one of you loses a Life point, or three seconds have passed, the action stops, and you get to take a quick breather and re-assemble your wits. But don't get too comfortable - be ready to pick another Point of Entry quickly and re-enter the firefight. Try to get a feel for the zone, and pick a good location that gives you cover and a clear field of fire.

7) Just like in real combat, you need to re-load when your Proving Ground weapon runs out of paintballs. And, like in Arcade Mode you lose a Life point if you shoot a hostage or innocent bystander. Hostages appear at an equal rate for both players, but do not appear when a player has only one Life point remaining.

8) When the winner of the stage has been decided, you have the option to continue Proving Ground play.

9) Find out just how good you are. Prove yourself on the Proving ground.

`WARNING`

How to Play

The Rules
As an elite Virtua Squad, your mission is to clean the streets of Virtua City of all the filith and crime. And while you're at it , try not to get shot.

* Shoot'em Up!
The Virtua Squad's preferred firearm is the "Guardian" Virtua Gun, a top-flight weapon armed with non-lethal stun-bullets and stopping power capable of knocking enemy projectiles out of commission. Use the Guardian to blast buildings and other likely hiding places to uncover the special weapons, items and other surprises hidden throughout Virtua City.

* Reloading
When you've emptied your weapon, the message "RELOAD" appears onscreen. Reload quickly or face the music with an empty gun. But be prepared - some special weapons can't be reloaded.

* Path Select
Midway through each stage, you're confronted with the crucial decision of which course to take for the second half of the stage. When a Path Select message appears, shoot the name of the course you want to pursue to the end of the stage.

* Continue
When you lose your last Life point, the Continue? prompt appears. Press the Start button before the timer hits zero to continue the game.

* Game Over
When you run out of Lifes and have no Continues remaining, the game is over. Better luck next time.

* Scoring
The faster you shoot a badguy, the higher your score for the arrest. There are two scoring calculation systems: V1 (from the original Virtua Squad game) and V2 (developed especially for Virtua Squad 2).

* Ranking
When the game ends, you receive a comprehensive evaluation of your mission performance based on factors such as shots fired and accuracy. Will your marksmanship and valor be applauded, or greeted with scorn?

* Name Entry
When you achieve one of the top ten scores, you can enter your name into the ranks of the Virtua City all-time heroes.

*¦ High scores are automatically saved onto your PC's hard disk after Name Entry is completed.

WARNING

Starting a Network Game

Select [Multiplayer Mode] from the Mode Select screen, or press the keyboard shortcut [F9] to enter the Network Game mode.

Click **here** for details on playing over a network connection.

During network play, you can send and receive messages with the other player using the Chat message window. Click **here** for details.

WARNING

Chat

The Chat window lets you communicate with your partner during network play.

[A2]:Hello!!

Press [F8] during a network game to pause the action and bring up the Chat message window. Enter text in the message box, and press [Enter] to send the message. Press [Esc] again to quit the Chat window and resume the game.

The Game Screen

1. Ammo
The number of rounds per clip or magazine depends on the type of weapon you're currently using. The standard Virtua Gun holds 6 rounds. When the Ammo counter reaches zero, you have to reload before firing again. Some special weapons can't be reloaded. When you run out of ammo, your weapon returns to the standard-issue Virtua Gun.

2. Life Points
You lose Life Points when you get hit by enemy fire, or shoot a civilian.

3. Lock-on Sight
The lock-on sighting system lets you know how much time you have before a crook is ready to fire. The sight changes in color from green to red as your status goes from relative safety to imminent danger.

4. Continues
Shows the number of times you can continue the current game.

5. Score
The score is calculated when you clear the stage or your game is over.

6. Points
Shows the number of points for the most recent shot (or special shot combo).

*Changing the Play Mode
You can choose from two different modes of Virtua Squad 2 play. In VC1, the scoring and lock-on sighting systems are exactly the same as they were in the original Virtua Squad PC game. What? You haven't played Virtua Squad?! Get down to the software store right away and check it out. That's an order, flatfoot!

1. Score
2. Meter
This meter rises when you take out crooks without taking any damage yourself.
3. Points
4. Multiplier
Every time you fill up the meter (above), this score multiplier increases by one. When you take damage, it drops by two levels.

The Controls

The following controller types can be used for Virtua Squad 2 play:

Keyboard
PC Mouse
PC Gamepad
Microsoft Sidewinder Gamepad

Click on the controller name for details on button functions for that control type.

*¦ Key and button configurations can be changed in Device Settings in the game menu bar.

Keyboard

Player 1
UP	[W]
DOWN	[S]
LEFT	[A]
RIGHT	[D]
FIRE	[V]
RELOAD	Quickly press [H] twice
SPEED UP	[G]
START	[Space bar]

Player 2
UP	[Up arrow]
DOWN	[Down arrow]
LEFT	[Left arrow]
RIGHT	[Right arrow]
FIRE	[0] num
RELOAD	Quickly press [3] num twice
SPEED UP	[2] num
START	[Enter]

These default key functions can be changed in Device Settings.

PC Mouse

MOVE SIGHT	Mouse movement
START	1P [Space bar]
	2P [Enter]
FIRE	Left mouse button
RELOAD	Quickly press Right mouse button twice

These default key and button functions can be changed in Device Settings.

PC Gamepad

MOVE SIGHT   Directional pad
START   1P [Space bar]
                                       2P [Enter]
FIRE   Button 1
RELOAD   Quickly press Button 2 twice
SPEED UP   Hold Button 2 while pressing the directional pad

These default key and button functions can be changed in Device Settings.

Microsoft SideWinder Gamepad

MOVE SIGHT   Directional Pad
START/PAUSE   Start Button
FIRE   Button A
RELOAD   Quickly press Button C twice
SPEED UP   Button B

These default functions can be changed in Device Settings.

Menu Bar

Game/**Graphics**/**Settings**/**Help**

Click on any of the menu bar header names for details on their functions.

Game

The [Game] menu include the following functions:

Restart
Pause
Bookkeep
Ranking
Multiplayer Mode
Exit

Click on the menu item names for details on each function.

Restart   [Alt+F2]

Function: Restart resets the Virtua Squad 2 game and returns to the opening Sega logo screen.

Pause [F3]

Shortcut [F3]
Hot Key [P]

Function: Pause temporarily stops the action of the current game. Press again to resume play.

Bookkeep

Function: Bookkeep brings up a dialog box allowing you to view saved game data (such as total time played, etc.).

BookKeep	
Number of games	00000000
Player1 games	00000000
Player2 games	00000000
Total game time	000D 000H 000M 000S
Average game time	000D 00H 00M 00S
Longest game time	000000H 00M 00S
Shortest game time	000000H 00M 00S
	OK

Ranking

Function: Ranking brings up a dialog box showing the score rankings for both V1 and V2 play modes.

Display Ranking

VC2 mode | VC1 mode

No.	Class	Name	Score
1.	Rank4	TAK	00100000
2.	Rank4	IWA	00090000
3.	Rank5	MMM	00080000
4.	Rank5	YUI	00070000
5.	Rank6	SAO	00060000
6.	Rank6	NOR	00050000
7.	Rank7	MIY	00040000
8.	Rank7	SYO	00030000
9.	Rank8	KAS	00020000
10.	Rank8	F.G	00010000

OK

Multiplayer Mode

Function: Brings up the dialog box allowing you to play over a network connection. This dialog box is the same as the one brought up when you select Multiplayer Mode from the Mode Select screen. Two players can participate in Mutliplayer Mode games.
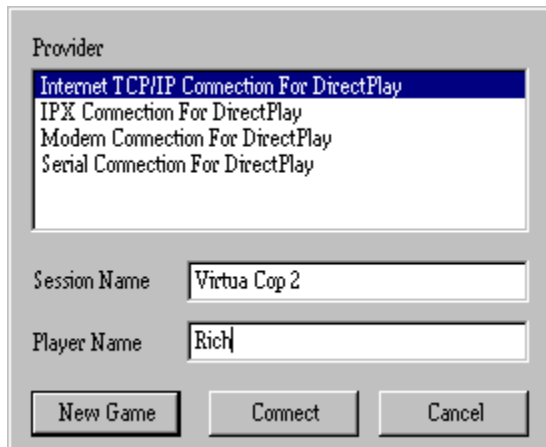
Multiplayer Mode game connections are divided into two types - Host (Waiting for Player) and Guest (Looking for Host). Follow the instructions below for how to begin each of the two game connection types. Both players in a Multiplayer Mode game should agree on and set all game settings before beginning play. The game settings [F6] menu bar for a Multiplayer Mode game are determined by the Host player.

Please make any changes to game settings before starting a Multiplayer Mode game.

The game may slow or shut down unexpectedly during Multiplayer Mode play due to connection errors, noise or other problems with your hardware or connection. In the event of a problem, both players should restart the game and reestablish your Multiplayer Mode connection.

Press [F9] to exit a Multiplayer Mode game in progress.

About Connections/Providers
About Hosting a Multiplayer Mode game
About Playing a Multiplayer Mode game as a Guest

Multiplayer Mode games played over a modem connection may slow appreciably. This is not a problem with the game software, but a limitation of the hardware.

Only the following game functions can be accessed during Multiplayer Mode play. Other functions are temporarily disabled while the Multiplayer Mode game is in progress.
You can use:
Pause   [F3]
Exit game   [Alt+F4]
Exit Multiplayer Mode   [F9]
It is recommended that both players agree on all other game settings before beginning a Multiplayer Mode game.

The Game Settings [F6] for a Multiplayer Mode game are based on the settings on the Host player's PC. The settings cannot be changed during play by either player. All settings can be configured prior to the start of a Multiplayer Mode game. The players should agree on and set display and device settings before starting play.

There is a phone charge assessed for games played over a modem connection.

Games played over LAN connections may slow down or unexpectedly quit due to problems with the LAN connection.

Both players in a Multiplayer Mode game must have a copy of the game software in their PCs. Select [Multiplayer Mode] from the Mode Select screen to begin network play.

Host (Waiting for Player)

1) After loading and starting up the game CD, select Multiplayer Mode from the Mode Select screen. The network settings window appears.

(Select CANCEL from this window to return to the normal game mode.)

2) Select one of the following connection types from the Connections/Providers list
    *TCP/IP
    *IPX
    *Modem
    *Serial
Click **here** for information on the various connection and provider types.

3) Enter a name for the game session in Session Name. You don't need to enter anything if you're happy with the name that alrerady appears. The name you enter should be easy to recognize, so that other players looking for your session can find it. Next, enter the name you want to use for yourself in the Player Name box.

4) Click on New Game. (For games played over a modem connection, the modem settings window appears. Highlight and click on the modem type being used. For games played over a serial cable connection, the COM Port settings window appears. The following settings should be selected: Bits per Second: 115200; Stop Bits: 1; Parity: None; Flow Control: RTS/DTS. When the settings are correct, click OK. If the settings on the participating players' PCs are different, you may experience interference, breakdowns or other connection problems during play. If you click OK, and then try to Cancel and return to the COM Port settings window, there is a chance that the window may not reappear. If this happens, you have to restart the game and begin again.)

5) The Waiting dialog box appears while you wait for the other player to join your game.

6) When another player joins your game session, the connection is automatically established, and the game starts.

7) The Host player plays as Player One.

Guest (Looking for Host)

1) After starting up the game CD, select Multiplayer Mode from the Mode Select screen. The network settings window appears.

(Select CANCEL from this window to return to the normal game mode.)

2) Select one of the following connection types from the Provider list
*TCP/IP
*IPX
*Modem
*Serial

Click **here** for information on the various connection types.

3) Enter your name in the Player Name box. The name you use should be unique and easy to identify.

4) Click on Connect.
•For TCP/IP connection games, you need to enter the Host player's IP address   or hostname in the space provided.

•For modem connection games, enter the Host player's telephone number in the dialog box. The number is dialed automatically when you click Connect.

•For games played over a serial cable connection, the COM Port Settings window appears. Select the COM port to use for the game. The following port settings should be selected: Bits per Second: 115200; Stop Bits: 1; Parity: None; Flow Control: RTS/DTS. If the current settings are acceptable, click OK. If the settings on the participating players' PCs are different, you may experience interference or other connection problems during play. If you click OK, and then try to Cancel and return to the COM Port settings window, there is a chance that the window may not reappear. If this happens, you have to restart the game and begin again.

5) A list of all available game sessions appears. (For modem connection games, it may take a while for the list to appear as the telephone connection is made.) Select the session name of the game you want to join and click OK. The Waiting dialog box appears. If the session name of the Host you're looking for does not appear, click Retry.

6) When the connection has been completed, the game starts automatically. The Guest player plays as Player Two. In the event the connection is refused by the Host player, the game returns to normal play mode.

Connections/Providers

*TCP/IP   Select this connection type to play over an Internet or TCP/IP connection. (Requires an Internet TCP/IP-compatible LAN. You should decide on a start time with the other player before play.)
*IPX   Select this type to play over an IPX-compatible LAN. (Requires an IPX-compatible LAN.)
*Modem   Select this to play over a modem connection. Requires a phone line and a Windows 95-compatible modem [minimum speed: 28800 bps, recommended speed: 33600 bps]. Your PC's modem settings should be configured before play. You should decide on a start time with the other player before play.)
*Serial   Select this type to play by directly connecting the COM Ports of two PCs using a serial cable. (Requires a serial [cross] cable.)

There is a phone line charge for games played over a modem connection.

Serial connection games require a serial (cross) cable type RS232C.

Games played over a TCP/IP or IPX connection require the appropriate LAN environment.

Exit [Alt+F4]

Shortcut   [Alt+F4]
Hot Key   [X]

Function: Quits the Virtua Squad 2 game.

Graphics

Virtua Squad 2 PC can be configured for DirectDraw, Direct3D and a variety of graphics methods and drivers.

A list of graphics settings appears, allowing you to select the graphics type that suits your PC.

Settings

The Settings menu alllows you to choose from:

Display Settings
Game Settings
Device Settings
Key Config

Click on any of the names above for information on the menu items.

Display Settings [F4]

Function: Display Settings allows you to choose a screen resolution, a color mode and other screen settings for Virtua Squad 2 play.

Screen Setting

Display Setting
Color Mode   16bit
Screen Area   640x480

☐ Interlace Mode   OK
☐ Quarto Screen Mode
☐ Arcade Mode   Cancel
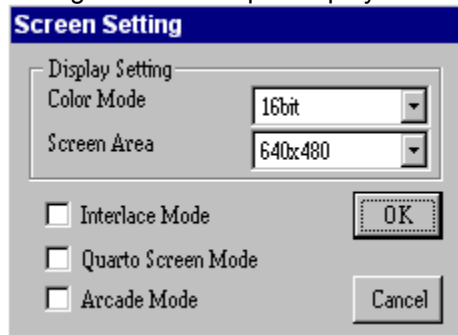
Display Settings
Color Mode: Choose the number of colors displayed.
Screen Area: Set the size of the screen in pixels.

Interlace Mode: Turn the Interlace function on/off.
Quarto Screen: Mode:Make the game screen 1/4 size.
Arcade Mode: Use the display settings from the arcade version.
Full Screen Mode: Turn Full Screen Mode on/off. You can toggle this by pressing Alt+Enter

* Some settings may be incompatible with others, depending on the PC hardware you are using.

*When Interlace Mode is turned on, the number of graphic scanning lines is halved, reducing processing requirements and increasing game speed.
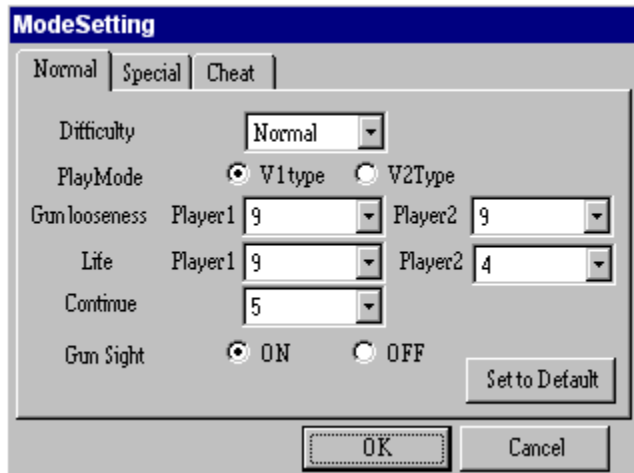
Game Settings [F6]

Function: Game Settings brings up a dialog box that lets you configure the following features:

In-Game Messages: Select whether to have in-game messages appear.
Difficulty: Set the difficulty level of the game.
Play Mode: Choose from Virtua Squad 1 or Virtua Squad 2 modes.
Accuracy: Set the gun accuracy. The higher the number, the easier it is to hit your target.
Life: Set the number of Life points you start the game with.
Continues: Set the number of continues per game.
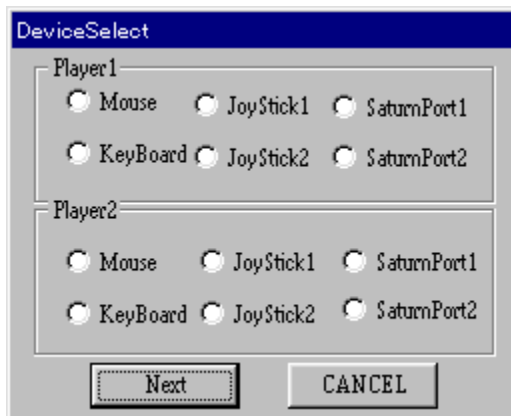Lock-On Sight: Turn the Lock-on Sighting system on/off.

Device Settings [F7]

Function: Device Settings brings up a dialog box letting you select gaming devices for Players One and Two. The names of devices which cannot currently be used appear in light colors, and cannot be selected.

Select the gaming devices for Players One and Two.
The settings are for games played on the source PC only (not for another PC in a Multiplayer Mode game).
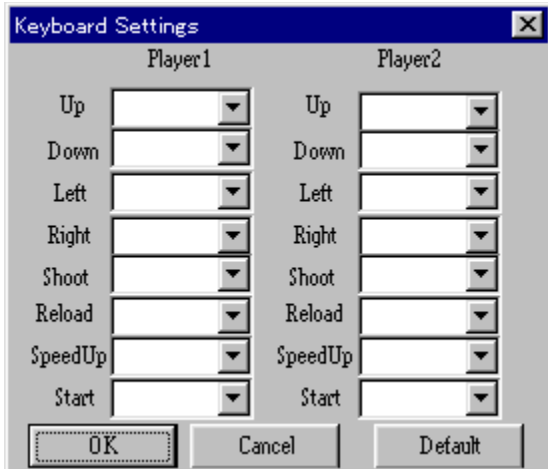Some game devices may not be selectable for some Multiplayer Mode game connection types.

Key Config

Function: Key Config lets you change the default key/button functions.

Enter the desired key or button for each game function.

Help   [F1]

Function: Brings up the Virtua Squad 2 online Help file. When you are playing the game in full screen mode, the game screen or window collapses and the Help window appears. To return to play, quit the Help file and click on Virtua Squad 2 in your Windows 95 taskbar.

Story

Setting: Virtua City in the near future

Last year it looked as though the Virtua Squad had finally put an end to the EVL Syndicate's reign of crime over Virtua City. The gangleaders were all either behind bars, in intensive care, or under 6 feet of dirt. And the Virtua City Police Special Investigations Unit got a new member in the shape of Janet Marshall, an expert in criminal psychology profiling.

Then trouble started brewing in unlikely places.... The vice-president of the Virtua City Bank was killed in shady circumstances that were only officially termed 'accidental.' And the swollen accounts of the now-defunct EVL Syndicate, which he had been suspected of laundering, were emptied overnight. The missing funds amounted to more than the GNP of most small countries.

Meanwhile, on the other side of town, alarms break the quiet and calm of the Virtua City air. A daring daylight raid on the biggest jeweler's in the state! And at the site of the new subway construction, there's been an unusual amount of unexplained activity involving some very suspicious-looking materiel.

Something is up, and the whole town knows it. Virtua Squad - looks like it's time to shut the badguys down again.

Meet the Virtua Squad

Allow us to introduce ourselves - or maybe you've heard of us already - we're known as Rage and Smarty, the slickest guns on the beat, and now we've got a new partner, Det. Janet Marshall. We're the members of the Virtua City Special Investigation Unit. But they call us the Virtua Squad.

RAGE

Full Name: Michael Hardy
Rage has been know to take things a step too far on occasion. He's the troublemaker on the force, and a headache for the captain. But there's nobody you'd rather have on your side in a firefight.

SMARTY

Full Name: James Cools
Level-headed and cool under fire, Smarty is the perfect partner for the wild Rage. His sense of justice is

only matched by his skill with a gun. Rage and Smarty have been a team since they were assigned to Unit, and they've never run into a gang they couldn't handle.

JANET

Full Name: Janet Marshall
The newest member of the Virtua Squad, Janet is a specialist in criminal profiling and hand-to-hand combat. She's got a notorious stubborn streak, but it's justified by her conviction rate. She lost a partner one year ago, and she's sworn never to give up looking for the perpetrators until they're behind bars.

Virtua Squad Equipment

The law enforcement officers of the near future have access to a new level of crime-stopping technology that would be the envy of any police department today. Take a look at some of the high tech at their disposal.
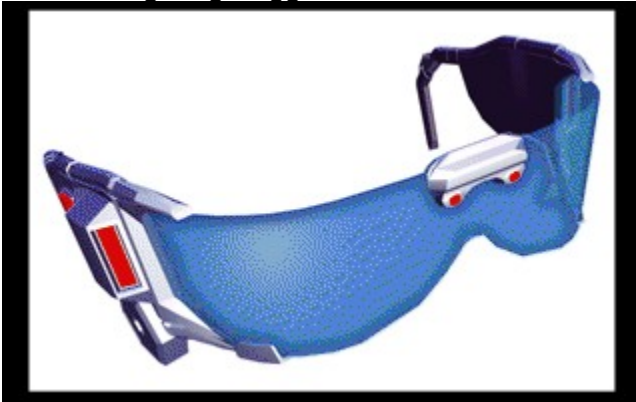
Lock-on Sighting Goggles
Hybrid Body Armor
Virtua Gun
Patrol Car

Lock-On Sighting Goggles

This next-generation detection system scans for all weaponry in the immediate vicinity and flashes a warning indicator when it detects incoming attacks.

Hybrid Body Armor

A combination of titanium alloy armor with high-impact ceramic and rubber fittings, this bullet-proof armor displays unequalled combat protection and shock-absorbency.

Virtua Gun "Guardian"

A built-in AI sensory system allows the Guardian to select mulitple targets and adjust firepower levels, allowing it to blast through inanimate barriers and obstacles, or stun human targets senseless.

Patrol Car

A souped-up version of the standard Virtua City squad car, with better handling for high-speed pursuit and reinforced armor for better protection.

The Bosses

Who are the new crimelords threatening the peace and safety of Virtua City? Can they be allowed to continue their fiendish reign of terror?

Stage 1 Boss

 Bobbie Louise

The leader of the assault on the jewelry store downtown. Bobbie Louise is one big customer, but don't be fooled - he's no slowpoke.

Stage 2 Boss

 Aero-Divers

A paramilitary unit calling the shots in the mission to kidnap the Virtua City mayor. They prefer aerial combat tactics that make full use of the manueverability afforded by their rocket belt packs. They swarm all over their opponents in overwhelming group formations.

Stage 3 Boss

Garse Bradley

The commander of a paramilitary terrorist organization, Bradley has a secret underground base in the bowels of Virtua City. Caution is advised in dealing with this heavily-armored commando.

Garse's favorite tank.

Final Boss

The Mastermind
The man behind the recent chain of events. Nothing much is known about him, except he has a nasty grudge against the Virtua Squad.

Special Items

Shooting certain enemies and objects will uncover special items which the Virtua Squad can acquire by shooting.

Machine Gun (30 rounds) Hold the fire button down to release bursts of automatic fire. Machine guns can't be reloaded.

Rifle (24 rounds) Hold down the fire button to shoot 3 round bursts. Rifles can't be reloaded.

Automatic (15 rounds) The automatic holds 15 rounds in the clip making it easier to take out several enemies at once. It can be reloaded.

Shotgun (6 shells) Shotguns spray pellets over a wide area, making it easier to hit your target. They can be reloaded.

Magnum (6 rounds) The magnum has armor-piercing capabilities letting you shoot through barriers and cover. Magnums can be reloaded.

*If you take damage when using a special weapon, you automatically return to the standard Virtua Gun.

Life This adds one Life point to your stock.

Stages

Stage 1: Beginner

You interrupt a jewelry heist in progress, and follow the thieves in a running car-chase firefight.

Stage 2: Medium

Rescue the mayor of Virtua City from vicious kidnappers. Follow them to their hideout in the yacht harbor, and blast them off the Fiesta Deck.

Stage 3: Expert

Pursue the crooks into the subway system, and even deeper into the heart of the Virtua City underground. Destroy the subterranean terrorist HQ.

And when the smoke clears...

Gameplay Advice

3-Point Shot
Collect bonus points for inflicting maximum damage by hitting one opponent with three shots.

Justice Shot
Get a Justice Shot bonus for shooting the weapon out of an enemy's hands without hitting any vital parts.

Fire Away!
Various special items are concealed in objects, buildings and badguys throughout each stage. Try shooting likely-looking objects to uncover the goodies. Blow up oil drums to take out all the crooks in the blast area. Some objects can be shot just for the fun of watching them break. Give it a try when you've cleared an area of foes.

Don't be fooled by decoys
During a firefight, some badguys just stand around looking pretty without presenting a threat. Don't waste your time and ammo shooting at these dummies when there are more dangerous targets around. You can tell the decoys from the real McCoys becuase the lock-on sighting system won't lock onto a decoy. Decoys like to jump out and shout "Hey!" then disappear quickly, making them a nuisance and distraction but not a danger. Of course, you get points for hitting decoys, and it's nice to see them crumple in heaps on the floor. The question is - will you have the gun control and judgment needed to take out every target without getting plugged yourself?

Special Bonus Info: **Hidden Options**
So you want to know **Where the Special Items are hidden**?

Special Bonus Info: Hidden Options

Weapon Select•Auto Reload...
No confidence in your gun hand? There's hope for you yet. Try out the hidden options like Weapon Select and Auto Reload to give your firepower a boost. When you fulfill certain conditions during gameplay, an extra item appears in the Game Settings menu, letting you switch these options on. But don't expect to rack up high scores using these options. You get ranked down for conduct unbecoming of an officer and not giving the badguys a fighting chance.

How do you get to the hidden options menus?

Normal Difficulty level
Clear all stages. Then access the Game Settings menu. An extra item [Special] appears, allowing you to select the following hidden options:
*Single Click Reload: Reload with a single click of the mouse.
*Random Mode: Opponents come out in random formation.
*Mirror Mode: The game screen appears as a mirror image of the original.
*Big Head Mode: Characters appear with humorously enlarged heads.

Hard Difficulty level
Clear all stages. Then access the Game Settings menu. An extra item [Special] appears, allowing you to select the following hidden options:
*Auto Reload: Weapons automatically reload when you use all the ammo.
*Weapon Select: Allows you to choose any of the special weapons during gameplay.
*Weapon Select (Special): A special version of the Weapon Select option.

Special Items Locations

Stage 1
*Picture frame in the jewelry store>Machine gun
*Dumpster in front of apartment building>Rifle
*Badguy in apartment building>Life
*Dumpster at construction site>Automatic
*Wooden crate at construction site>Machine gun

Stage 2
*Computer on second floor of lobby>Magnum
*Badguy who appears near entrance of cruise ship>Life
*Control Room monitor (right-hand course)>Shotgun
*Badguy in room with painting of Sarah from VF2 (left-hand course)>Automatic

Stage 3
*Badguy who appears after the train pulls in>Machine gun
*Badguy at wicket (right-hand course)>Automatic
*Badguy in underground parking lot>Machine gun
*Badguy in base control room>Shotgun
*Badguy running in background of control room>Life
*Spinning light in control room>Machine gun

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USER SUPPORT

 If you should encounter any problems of this game, refer to the warranty card found within the package, or to the package itself. We cannot respond to any inquires regarding game play, hints or tips.Sega disclaims all the responsibilities in this CD-ROM hardware and contents of the game.

SEGA PC Homepages

Japan
http://www.sega.co.jp/sega/athome/pc

U.S.
http://www.sega.com/segapc

Europe
http://www.sega-europe.com

Please understand that we cannot answer the questions on how to clear   the game stage, etc..

About Virtua Squad 2

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