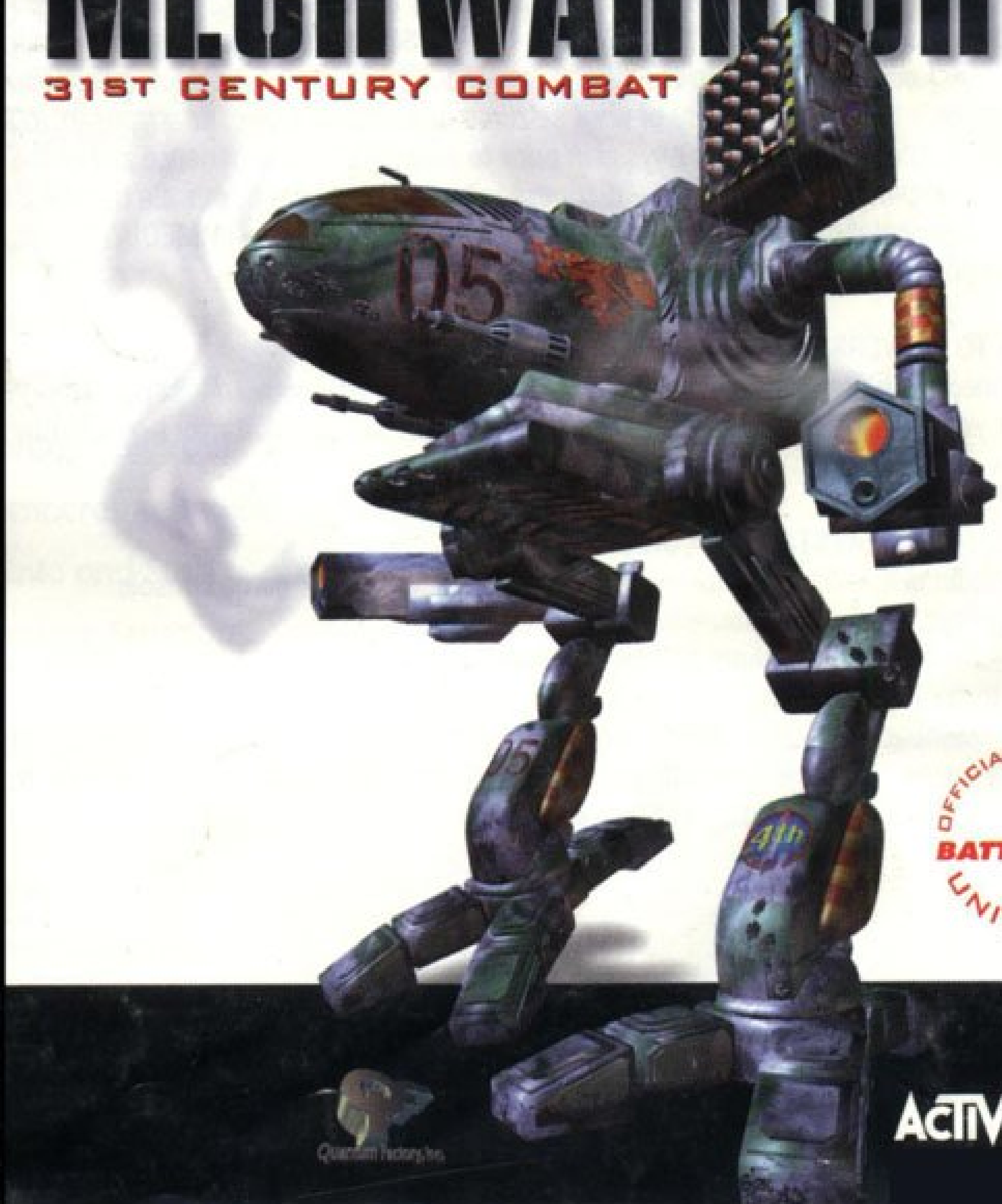
ARCADE COMBAT EDITION

MECHWARRIOR® 2

31ST CENTURY COMBAT



OFFICIAL PRODUCT
BATTLETECH® UNIVERSE

ACTIVISION.

Quantum Factory, Inc.

PlayStation™

NTSC U/C

PlayStation 2

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

SCUS-94702
94702

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.

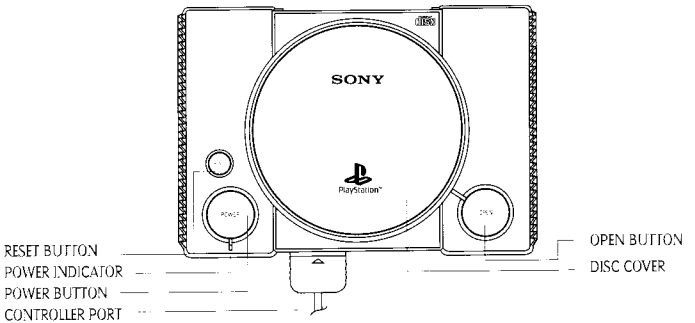
HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended 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

Starting Up 2
Game Controls 2
Game Reset 3
Soft Reset 4
Instructions 4
The Title Screen 4
The Main Menu 4
Configuring Your 'Mech 7
Temperature Indicator 8
Game Info and Stats 8
Ranking Structure 8
Scoring 9
Power-Ups 9
Weapons 11
Mech Info 12
Customer Support 24
Activision Limited 90-Day Warranty 25

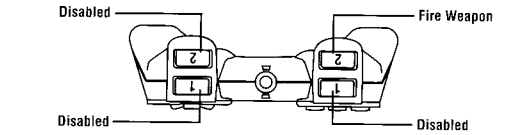
STARTING UP

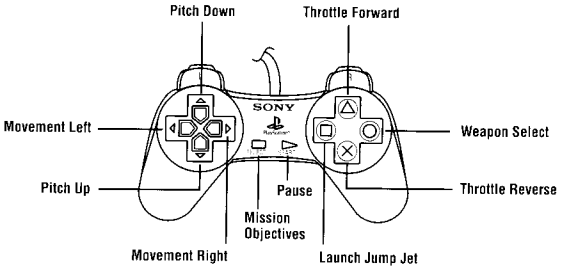


- Set up your PlayStation™ game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the MECHWARRIOR® 2 disc and close the disc cover.
- Insert game controllers and turn on the PlayStation game console.
- Follow on-screen instructions to start a game.

GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual will refer to the default controller configuration. You can change the controller configuration in the Options screen accessed from the Clan Menu screen.





To select menu options, use the D-Pad up/down to navigate through the menu options, highlight the option you want to select and hit the ¥ button to accept. Screens without menus will have button press options listed on the bottom of the screen.

Note: MechWarrior 2 supports Sony analog controllers. When using an analog controller, if the switch on the controller is set to **Analog**, the buttons will NOT map correctly to the Control Setup in the Game Options screen.

GAME RESET

To abort a mission in progress, press the **Start** button to pause the game and then press the **Select** button to access the in-game reset menu. Choose **Quit** from the menu to return to the Mission Briefing screen.

Soft Reset

To reset the game and return to the title screen, press the **Start** and **Select** buttons simultaneously for two seconds.

INSTRUCTIONS

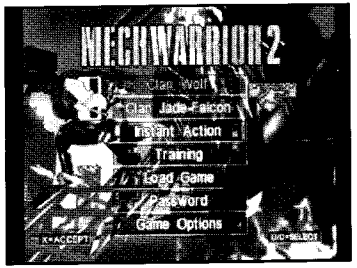
When you turn on the PlayStation game console, you will see an introductory sequence, which can be interrupted by pressing the **Start** button. Whether you interrupt the introductory sequence or not, you will eventually come to...

The Title Screen

Press the **Start** button to go to the main menu.

The Main Menu

The Main Menu screen has seven menu options which you can highlight and select:



Wolf

When you select the Wolf Clan, you will see an introductory movie for the Wolf Clan and then be taken to the Wolf Clan Hall. In the Wolf Clan Hall, you can select one of three campaigns: Trial of Refusal (16 missions), Wolf's Dragoons (four missions), or Freebirth Trials (four missions). You can D-Pad left/right to select the 'Mech you want to pilot in the first mission. Trial of Refusal is the standard campaign from the original MechWarrior 2 game. Wolf's Dragoons and Freebirth Trials are new bonus mini-campaigns created exclusively for the MechWarrior 2 Arcade Combat Edition.

Falcon

When you select the Jade-Falcon Clan, you will see an introductory movie for the Jade-Falcon Clan and then be taken to the Jade-Falcon Clan Hall. In the Jade-Falcon Clan Hall, you can select one of three campaigns: Trial of Refusal (16 missions), Crusader Trials (4 missions), or Inner Sphere Trials (four missions). You can D-Pad left/right to select the 'Mech you want to pilot in the first mission. Trial of Refusal is the standard campaign from the original MechWarrior 2 game. Crusader Trials and Inner Sphere Trials are new bonus mini-campaigns created exclusively for the MechWarrior 2 Arcade Combat Edition.

Instant Action

For those of you who just can't wait to jump into the action, Instant Action mode is for you. At the Instant Action menu screen, D-Pad left/right to select the 'Mech you want to pilot in combat, D-Pad up/down to choose a planet for battle, and press the × button to go to the 'Mech configuration screen. At the 'Mech configuration screen, you can choose a different 'Mech, choose a different weapon variant, or group your weapons. Pressing the × button again will take you directly into combat.

TRAINING

When you select Training, you will be taken to the Training Main menu. At the Training Main menu, you have six menu options to help you hone your skills: Objectives, 'Mech Handling, Weapon Usage, Hunting, Inspection, and Trial Test. In each case, you will enter a mission with a trainer who will help you improve your combat skills and get a feel for handling a 'Mech. To successfully complete the training missions, you may want to select a controller configuration with torso twist and targeting from the Options menu.

LOAD GAME

At the Load Game menu, press up/down on the D-Pad to highlight a previously saved game and press the × button to select. To play an old mission from a previously saved game, highlight the game file and press the O button. D-Pad up/down to select the mission you want to play and press the × button to accept. Remember, your game is automatically saved upon successful completion of a mission if a memory card is present.

PASSWORD

Upon successfully completing a mission, a Password is displayed at the top of the debriefing screen. If you do not have a memory card, the password can be used to access previously completed missions. To enter your Password in the Password screen, select the position of the cursor by pressing right/left on the D-Pad. D-Pad up/down to select the letter for each position. When you have correctly entered the complete Password, press the × button.

GAME OPTIONS

From the Game Options menu, you can customize the setup of your game. Press up/down on the D-Pad to select an option and left/right to change the selected option. Control Setup will allow you to choose either the default controller configuration or one of the additional seven configurations. The Difficulty setting lets you change the performance of the game's enemy 'Mechs to an easy, medium, or hard level. You can also set volume levels for music, sound effects, and voices from this screen. When you are done configuring your game, highlight and select the "Accept All Options" button to return to the previous screen.

CONFIGURING YOUR 'MECH

To change or configure your 'Mech for the current mission, select "Change Mech" by pressing the □ button from the Mission Briefing screen. To select a different 'Mech, press up/down on the D-Pad until the desired 'Mech is displayed. Each mission has a maximum weight limit associated with it. If a 'Mech is overweight for the current mission, "MECH OVERWEIGHT" will flash on the screen and you will not be able to use that 'Mech.

Once you have selected a 'Mech, press left/right on the D-Pad to choose a weapons variant for that 'Mech. 'Mechs come equipped with multiple weapons variants, each providing a different and unique combat experience. After selecting a weapons variant, you may want to group some of your 'Mech's weapons together in up to three different groups. This will allow you to fire all weapons in a group simultaneously. To place a weapon in a particular group, press the O button, press up/down on the D-Pad to select the weapon, and then press left/right on the D-Pad to select the desired group (A, B, C or none). Repeat this process for other weapons, then press the × button to accept your grouping choices. WARNING: Grouping too many weapons may cause your 'Mech to overheat. Press the × button again to accept all changes, or press the △ button to abort changes and revert to your original configuration.

Temperature Indicator

Firing certain weapons causes your 'Mech to generate heat. Your temperature indicator ("Temp"), located on the bottom/center of the HUD, measures the amount of heat that your 'Mech is currently generating. It tracks heat in three measures: BLUE = Normal Heat; YELLOW = Marginal Heat; and RED = Critical Heat. Your 'Mech will automatically shutdown for five seconds just before overheating. You can override this shutdown period by pressing all of the buttons repeatedly. CAUTION: If your 'Mech overheats, it will explode.

Game Info & Stats

Ranking Structure

A BattleMech® pilot begins his career as a MechWarrior – the lowest-ranking member of the Warrior Caste with the right to command a 'Mech. A MechWarrior's ultimate goal is to become Khan of his Clan. For this highest honor, a MechWarrior must excel throughout his career by achieving each possible rank and surpassing the highest levels of Clan honor before being invited to the last Trial of Position for Galaxy Commander and Khan.

1st Rank – MechWarrior
2nd Rank – Star Commander
3rd Rank – Nova Commander
4th Rank – Star Captain
5th Rank – Nova Captain
6th Rank – Star Colonel
7th Rank – Nova Colonel
8th Rank – Galaxy Commander
Top Rank – Khan

A player has four Trials of Position missions in each original campaign in which he can improve his ranking.

Scoring

Upon successful completion of a mission, you will be given a score according to the number and type of 'Mechs and objects that you destroyed in the mission. The 'Mechs and other objects are scored as follows:

Aerotech Fighters – 15,000
Elemental – 20,000
Firemoth – 25,000
Kit Fox – 30,000
Jenner – 35,000
Nova – 40,000
Storm Crow – 45,000
Mad Dog – 50,000
Hellbringer – 55,000
Summoner – 60,000
Timber Wolf – 70,000
Gargoyle – 80,000
Warhawk – 90,000
Dire Wolf – 100,000
Power-Ups – 100,000
Turrets – 5,000

Objects in missions (walls, vehicles, buildings, etc.) – 1,000 to 50,000
Mission Objectives – 100,000 to 500,000

Power-Ups

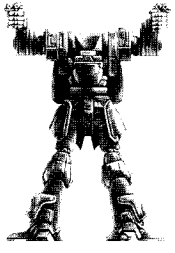
Small rotating objects that appear floating throughout the landscape in the game are power-ups. You can pick one up by simply walking through it. A computer beep lets you know you've received the power up, and the affected area of your 'Mech (speed, weapon, radar, etc.) will turn white on your HUD. There is no limit to the number of power-ups you can pick up at the same time. The duration of each power-up varies.

Power-Up	Description
	**HEAT SINK** – Increases rate at which heat is dissipated through heat sinks on the 'Mech's body. *Indicator:* The word "Temp" on the HUD will turn white. *Duration:* 30 seconds.
	**INVINCIBILITY** – Temporarily makes the player indestructible. *Indicator:* The user 'Mech wire frame will turn white. *Duration:* 30 seconds.
	**STEALTH** – Allows the user to become invisible for a short period of time. *Indicator:* Field of view indicator on the radar will turn white. *Duration:* 30 seconds.
	**JUMP JET**– Replenishes jump jets to maximum. *Indicator:* Jump Jet number will reset to maximum. *Duration:* Restores Jump Jets to maximum amount, 10.
	**HEALTH** – Instantly repairs damaged systems and weapons. Will regenerate lost limbs. *Indicator:* User 'Mech wire frame will return to blue. *Duration:* Will last until the 'Mech sustains damage.
	**FIRE RATE INCREASE** – Decreases the duration for weapons recharge/ reload. *Indicator:* The box around the currently selected weapon will turn white. *Duration:* 30 seconds.
	**WEAPONS RELOAD** – Increases all weapons to full ammo loadout. *Indicator:* Weapons will reload to maximum and weapon name will flash red. *Duration:* Will last until ammo is depleted.
	**SPEED BURST** – Increases the 'Mech's Max Speed by a factor of 100%. *Indicator:* Speed bar will double in size. *Duration:* 30 seconds.

WEAPONS

Weapon TYPE	HEAT	DAMAGE	Range (In Meters)	Targeting TYPE
Inspection Probe	0	0	250	NON-Locking
ER Laser (Lg)	72	12	1019	NON-Locking
ER Laser (Med)	30	7	510	NON-Locking
ER Laser (Sm)	12	5	255	NON-Locking
ER PPC	90	15	746	NON-Locking
Pulse Laser (Lg)	60	10	815	NON-Locking
Pulse Laser (Med)	24	7	408	NON-Locking
Pulse Laser (Sm)	12	3	204	NON-Locking
Gauss Rifle	6	20	1820	NON-Locking
LB 2-X AC	3/bullet	3/bullet	800	NON-Locking
LB 5-X AC	3/bullet	3/bullet	700	NON-Locking
LB 10-X AC	2/bullet	3/bullet	600	NON-Locking
LB 20-X AC	2/bullet	3/bullet	450	NON-Locking
Machine Gun	0	2	175	NON-Locking
Ultra AC/2	3/bullet	3/bullet	700	NON-Locking
Ultra AC/5	3/bullet	3/bullet	600	NON-Locking
Ultra AC/10	2/bullet	3/bullet	500	NON-Locking
Ultra AC/20	2/bullet	3/bullet	400	NON-Locking
SRM-2	6/missile	2/missile	497	NON-Locking
SRM-4	5/missile	2/missile	497	NON-Locking
SRM-6	4/missile	2/missile	497	NON-Locking
Streak SRM-2	6/missile	2/missile	497	Locking
Streak SRM-4	6/missile	2/missile	497	Locking
Streak SRM-6	6/missile	2/missile	497	Locking
LRM-5	2/missile	2/missile	1000	Locking
LRM-10	2/missile	2/missile	1000	Locking
LRM-15	2/missile	2/missile	1000	Locking
LRM-20	2/missile	2/missile	1000	Locking

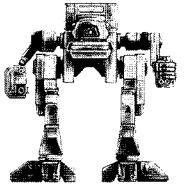
Firemoth



Mech	Weapon	Ammo	Locations	Distance (m)	Group
FIREMOTH	SSRM-4	100	RIGHT ARM	497	
Wt: 20	SSRM-4	100	LEFT ARM	497	
Spd: 162	ER LASER (MED)		RIGHT TORSO	408	A
Class: Lt	ER LASER (MED)		LEFT TORSO	408	A

The Firemoth excels at the "Hit and Run," and can hold its own against any light 'Mech. Its exceptional speed allows it to attack at close range, using its short-range missiles and medium lasers effectively regardless of its opponent's actions. One popular tactic of the Firemoth is to race behind the enemy and cut down opposing 'Mechs, often before they are even aware of its presence. After delivering its deadly payload, the Firemoth can quickly slip back behind friendly lines, leaving any remaining foes far behind.

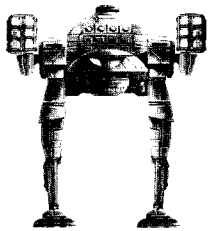
Kit Fox



Mech	Weapon	Ammo	Locations	Distance (m)	Group
KIT FOX	ER LASER (MED)		LEFT ARM	510	A
Wt: 30	PULSE LASER (SM)		LEFT ARM	204	A
Spd: 97	SSRM-4	100	RIGHT ARM	497	
Class: Lt	LB-XAC-2	90	RIGHT ARM	800	

Death comes in small packages. The Kit Fox's arsenal packs awesome weaponry into a small chassis. Primary firepower comes from the LB-XAC-2 Autocannon mounted on the right arm, and the extended-range medium laser in its left. A small pulse laser and streak SSRM-4 missiles round out its punch at short range. Not as quick as the Firemoth, but advanced firepower and stronger armor provides more durability in close combat.

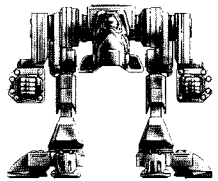
Jenner



Mech	Weapon	Ammo	Locations	Distance (m)	Group
JENNER	SSRM-6	90	RIGHT ARM	497	
Wt: 35	SSRM-6	90	LEFT ARM	497	
Spd: 151	SSRM-4	100	RIGHT TORSO	497	A
Class: Lt	LB-5X AC	100	LEFT TORSO	700	A
	ER LASER (MED)		CENTER TORSO	408	

A flying kill machine, the Jenner II-C's speed has been exploited to make one of the fastest and most maneuverable 'Mechs in existence. Designers have reinforced its center torso and leg armor for increased survivability, and its powerful jump jets bring new meaning to the phrase "Death From Above."

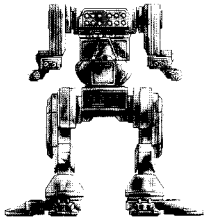
Nova



Mech	Weapon	Ammo	Locations	Distance (m)	Group
NOVA	ER LASER (MED)		LEFT ARM	510	A
Wt: 50	PULSE LASER (MED)		LEFT ARM	408	A
Spd: 86	PULSE LASER (MED)		LEFT ARM	408	B
Class: Med	MACHINE GUN	200	LEFT ARM	175	
	ER LASER (MED)		RIGHT ARM	510	A
	PULSE LASER (MED)		RIGHT ARM	408	B
	PULSE LASER (MED)		RIGHT ARM	408	
	LB-10X AC	100	RIGHT ARM	600	

The Nova has an unusual appearance and fearsome capabilities. Hexagonal weapons pods on each arm boast six medium lasers that provide exceptional firepower but generate too much heat for sustained firing. The Nova mounts four additional double heat sinks to allow the pilot more freedom to use his weapons; nevertheless, a pilot who fires all lasers in one salvo risks immediate shutdown.

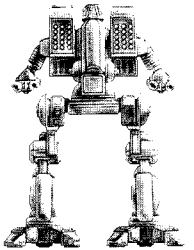
Storm Crow



Mech	Weapon	Ammo	Locations	Distance (m)	Group
STORM CROW	ER LASER (MED)		RIGHT ARM	510	A
Wt: 55	ER LASER (MED)		RIGHT ARM	510	B
Spd: 97	ER LASER (MED)		LEFT ARM	510	A
Class: Med	ER LASER (MED)		LEFT ARM	510	B
	ULTRA AC/5	100	LEFT TORSO	600	
	PULSE LASER (SM)		CENTER TORSO	204	A
	ULTRA AC/5	100	CENTER TORSO	600	

The Inner Sphere was totally unprepared for a 'Mech equipped with double-barreled lasers on each arm and the heat sinks that allow the pilot to use them. The configuration of the Storm Crow could devastate a foe in moments. The speed and firepower of this version of the Storm Crow commands the respect of any military force.

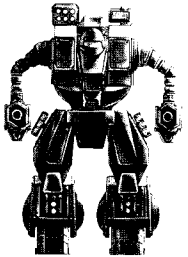
Mad Dog



Mech	Weapon	Ammo	Locations	Distance (m)	Group
MAD DOG	PULSE LASER (MED)		RIGHT ARM	408	A
Wt: 60	PULSE LASER (MED)		LEFT ARM	408	A
Spd: 86	PULSE LASER (LRG)		RIGHT ARM	815	
Class: Med	PULSE LASER (LRG)		LEFT ARM	815	
	LRM-10	120	RIGHT TORSO	1000	
	LRM-10	120	LEFT TORSO	1000	

The Mad Dog serves mostly as a fire-support 'Mech. As its name implies, the Mad Dog's bite is deadly, with twin racks of 10 long-range missiles that can certainly hasten the enemy's death. Should the Mad Dog injure an enemy at long range, it can take fate into its own hands (or arms in this case) and use its laser weapons to finish off its foe.

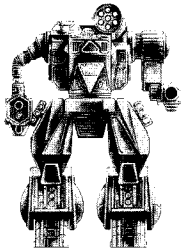
Hellbringer



Mech	Weapon	Ammo	Locations	Distance (m)	Group
HELLBRINGER	ER PPC		RIGHT ARM	746	A
Wt: 65	ER PPC		LEFT ARM	746	
Spd: 86	SSRM-6	90	RIGHT TORSO	497	
Class: Med	ER LASER (MED)		LEFT TORSO	510	A
	ER LASER (SM)		LEFT TORSO	255	B
	MACHINE GUN	200	RIGHT TORSO	175	B

The Hellbringer is an electronic marvel. Its blend of weapons systems is a sound combination of ammo efficiency, anti-'Mech capabilities, and long- and short-range functions. The only problem with this design is that it cannot handle the massive amounts of heat generated by its mixture of systems. Warriors must be cautious in their choice of targets so that cockpit heat levels do not rise too high.

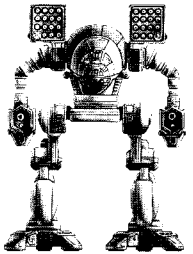
Summoner



Mech	Weapon	Ammo	Locations	Distance (m)	Group
SUMMONER	ER PPC		RIGHT ARM	746	
Wt: 70	LB-10X AC	100	LEFT ARM	600	
Spd: 86	LRM-15	120	LEFT TORSO	1000	
Class: Med	PULSE LASER (MED)		LEFT TORSO	408	
	SSRM-2	100	RIGHT TORSO	497	A
	SSRM-2	100	LEFT TORSO	497	A

The huge Summoner, standing at least a meter taller than most other 'Mechs, towers over opponents with its impressive and very lethal arsenal. Its mix of weapons complements this 'Mech's maneuverability to make it a deadly foe. This model carries a long-range missile launcher on its left shoulder, a PPC in one hand and a heavy autocannon in the other.

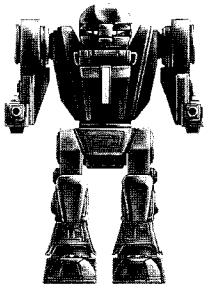
Timber Wolf



Mech	Weapon	Ammo	Locations	Distance (m)	Group
TIMBER WOLF	MACHINE GUN	200	CENTER TORSO	175	B
Wt: 75	ER LASER (LRG)		LEFT ARM	1019	
Spd: 86	ER LASER (MED)		LEFT ARM	510	A
Class: Hvy	ER LASER (MED)		LEFT TORSO	408	B
	LRM-20	120	LEFT TORSO	1000	
	ER LASER (SM)		RIGHT TORSO	255	B
	ER LASER (LRG)		RIGHT ARM	1019	
	ER LASER (MED)		RIGHT ARM	510	A
	LRM-20	120	RIGHT TORSO	1000	

The Timber Wolf displays impressive firepower, starting with double LRM-20 racks on the shoulders and continuing with large weapons pods on each arm, each packing an extended-range large laser and an extended-range medium laser. The Timber Wolf also carries a triple-threat on the Torso — two lasers straddle a machine gun, all of which combine for exceptional firepower during those "up-close and personal" assaults.

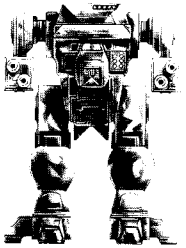
Gargoyle



Mech	Weapon	Ammo	Locations	Distance (m)	Group
GARGOYLE	LB-20X AC	100	RIGHT ARM	450	
Wt: 80	LB-20X AC	100	LEFT ARM	450	B
Spd: 86	ULTRA AC/10	100	RIGHT TORSO	500	B
Class: Hvy	ULTRA AC/10	100	LEFT TORSO	500	
	ER LASER (SM)		RIGHT ARM	255	A
	ER LASER (SM)		LEFT ARM	255	A
	GAUSS RIFLE	16	CENTER TORSO	1820	

Employing extensive and varied firepower, the Gargoyle is a unique design. The most common combination of weapons includes an LB-20X Autocannon and small extended-range laser on each arm, with two medium-range Ultra-Autocannons on the Torso. The almighty gauss rifle shoots from dead center on the Torso, and can obliterate targets from close to two kilometers out.

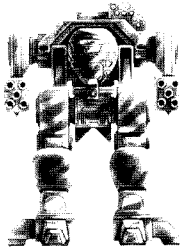
Warhawk



Mech	Weapon	Ammo	Locations	Distance (m)	Group
WARHAWK	ER PPC		RIGHT ARM	746	A
Wt: 85	ER PPC		LEFT ARM	746	A
Spd: 64	ER LASER (LRG)		RIGHT ARM	1019	
Class: Hvy	ER LASER (LRG)		LEFT ARM	1019	
	ER LASER (SM)		RIGHT ARM	255	B
	ER LASER (SM)		LEFT ARM	255	B
	ULTRA AC/20	100	RIGHT TORSO	400	
	SSRM-6	90	LEFT TORSO	497	

The Warhawk pairs PPCs and multiple lasers in the arms, adds an Ultra-20 Autocannon and streak target-locking missiles on the Torso, and can annihilate smaller 'Mechs with a single blast. A 'Mech for the tenacious attacker, its rock-solid armor protects in even the most heated of battles.

Dire Wolf



Mech	Weapon	Ammo	Locations	Distance (m)	Group
DIRE WOLF	ER LASER (LRG)		LEFT ARM	815	A
Wt: 100	ER LASER (LRG)		LEFT ARM	815	
Spd: 54	PULSE LASER (MED)		LEFT ARM	408	B
Class: Hvy	PULSE LASER (MED)		LEFT ARM	408	B
	PULSE LASER (MED)		LEFT ARM	408	
	LRM-10	120	LEFT TORSO	1000	
	ULTRA AC/10	100	RIGHT ARM	500	
	ER LASER (LRG)		RIGHT ARM	815	A
	ER LASER (LRG)		RIGHT ARM	815	
	LRM-10	120	RIGHT TORSO	1000	

The Dire Wolf, the largest and most heavily armored 'Mech chassis available, is quite literally a roaming slaughterhouse. An LRM-10 rack sits on the left shoulder, and each arm consists of a bundle of death—extended-range and pulse lasers on the left, with an Ultra-10 Autocannon thrown in on the right arm for good measure. Seven double-strength heat sinks are mounted in the Torso of this 'Mech to deal with heat buildup.

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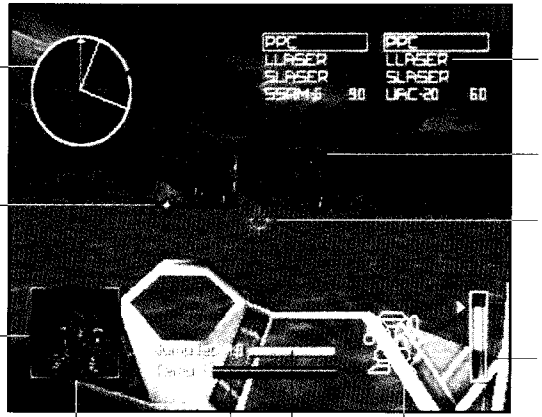


JUMP JET



SPEED BURST

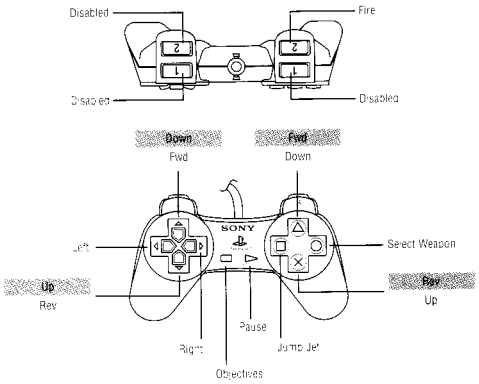
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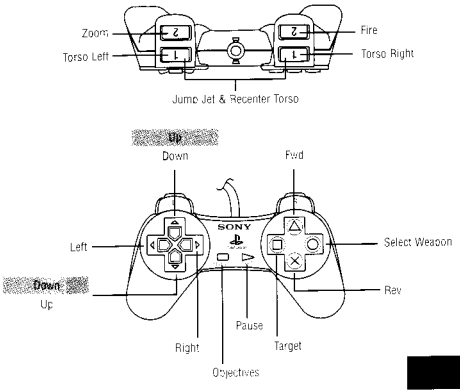
CONFIGURATIONS 1 & 6

Configuration 1
Configuration 6



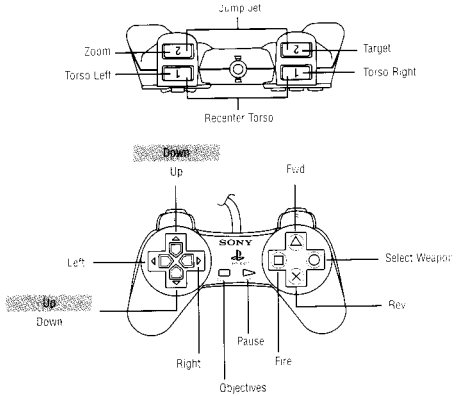
CONFIGURATIONS 5 & 7

Configuration 5
Configuration 7



CONFIGURATIONS 2 & 3

Configuration 2
Configuration 3



CONFIGURATIONS 4 & 8

Configuration 4
Configuration 8

