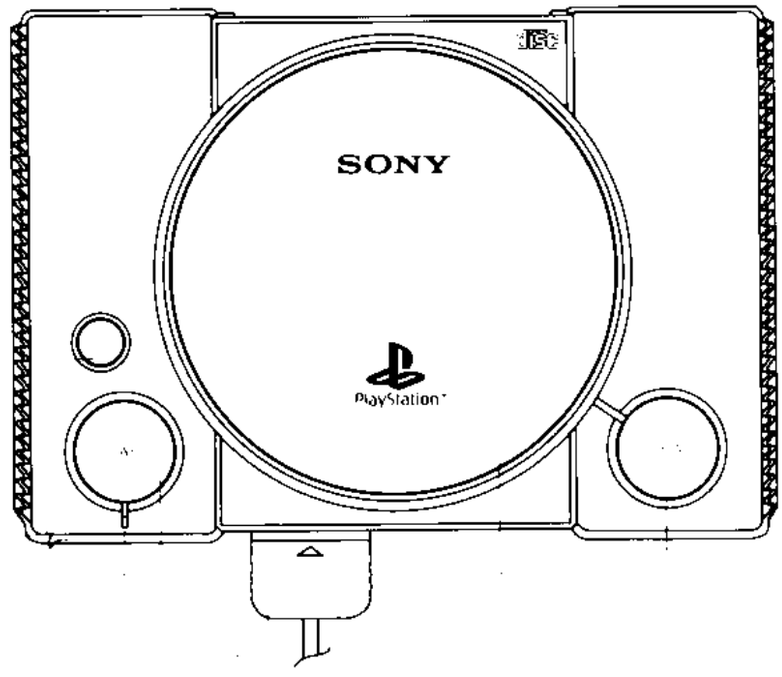

PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00510
PSX-4126.221.US
VIGILANTE 8
SCHOOL BUS
Fully Loaded.
Fully Loco.
ACTIVISION

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STARTING UP

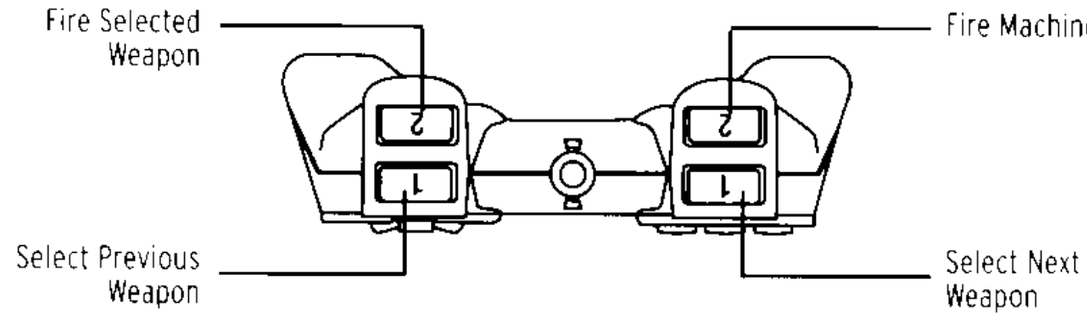


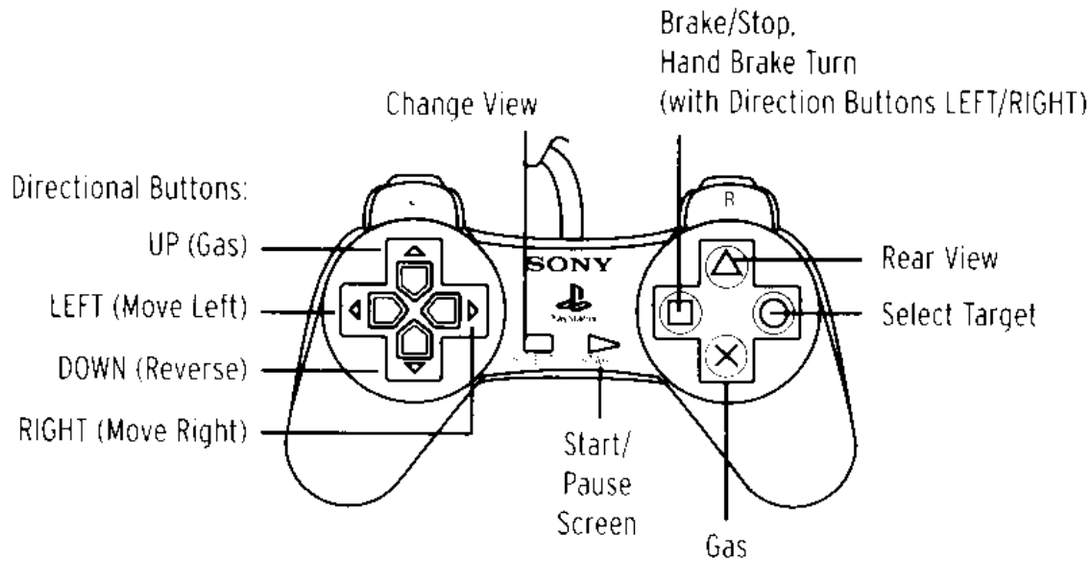
- Set up your PlayStation™ game console according to the instruction manual.
- Make sure the power is off before inserting or removing a disc.
- Insert the Vigilante 8 disc and close the disc cover.
- Insert game controllers and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.
- Make sure there is enough free blocks on your Memory card before commencing play.

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

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 Main menu screen (see page 5).





To select menu options, use the **Directional Buttons** 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: *Vigilante 8* supports a number of popular analog controllers; however, this section defines commands only for the controller. If you want to play with an analog controller, see Analog Controllers on page 6.

The player can re-map the controls in the Options screen (see page 5).

Game Reset

To abort a game in progress, press the **START** button to pause the game. Choose **Quit** from the menu to return to the Vigilante 8 title screen, then choose **Yes** to proceed with quitting or **No** to return to the pause menu.

Soft Reset

You can reset to the Vigilante 8 title screen at any time during gameplay by holding down the **SELECT** button, then pressing and holding the **START** button for two seconds.

MAIN MENU

One Player

Choosing One Player allows you to choose between one-player Quest mode or one-player Arcade mode.

Quest - Quest mode consists of a series of four levels for each character. To complete each level, you must destroy all enemy vehicles. Enemy vehicles are automatically chosen and their number and skill increases with each level successfully passed.

After choosing the Quest mode you must select your vehicle. Press the **Directional Buttons** to cycle through the vehicles. After all four levels are completed, the ultimate fate of your character will be revealed. In addition, successfully completing all objectives will lead to "unlocking" additional characters/vehicles and arenas! If you fail to fulfil the mission objective in a Quest mode, you can replay that level.

Arcade - In Arcade mode, you must select an arena, a vehicle, and opponents. (You may select up to 3 enemy vehicles per arena from a choice of 12.) Use the **Directional Buttons** to select the opposing vehicles and the number of times each will appear in the level. Once you have chosen your opponent(s), press the × button to start the match.

Two Player

Choosing Two Player allows you to choose between two-player Versus mode or two-player Cooperative.

Versus - In the two-player Versus mode, you can battle it out with another human opponent. The match ends when one player successfully destroys the other. You can then select **Replay** to restart another battle. There are no enemy vehicles in Versus mode.

In two-player Versus mode, either player can select the arena. After the arena is selected, both players can select a vehicle. Each player uses the **Directional Buttons** to select a vehicle and then × to confirm the selection. Both players must select a vehicle to start the match.

Cooperative - The two-player Cooperative mode allows two players to team up against a group of enemies. The enemy vehicles engage both players. The game ends when either of the players dies, so be sure to help your buddy!

OPTIONS SCREEN

Game Status

Shows the status on all unlocked/available characters and arenas. Press ○ to enter a passcode. When done, press × to accept the passcode. If the passcode is incorrect, a buzzer will sound. Press × to replay the ending movie for characters whose Quests have been completed. Please note that to unlock additional characters, you must complete two specific characters' quests as shown in the Game Status screen.

Memory Card

Load – Load a saved game
Save – Save current game
Delete – Delete a saved game

Difficulty

Unleaded – Easy Mode
Super Unleaded – Medium Mode
Premium Hi Octane – Hard Mode

Vigilante 8 displays multi-block saves by displaying the Icon and filename for the first block, then all subsequent blocks as 'Used block'. Please make sure that there are enough free blocks on your Memory card before commencing play.

Controller 1 & 2

Control Configuration: Pressing the × button allows the player to alter the control buttons in the game. You can reassign the buttons using the **Directional Buttons**. First select a button using the up/down buttons, then select a function using left and right.

Analog Controllers

Vigilante 8 supports analog controllers and Mad Catz. To calibrate an analog controller, follow these steps:

- If your controller has an Analog/Digital switch, it must be set to Analog to appear on the screen.
- Press × to select the controller. Then use up or down on the Directional Buttons to select an analog control.
- Press O to bring up the calibration bar. Move the stick to the left and right or up and down as far as possible.
- Press **START** when the control is in its release position to accept calibration.
- You may also configure other button functions in this screen.

Analog steering wheels are supported, however, several buttons are disabled so some controller functionality may be lost. Refer to the Control Configuration screen to see the button assignments for your individual wheel.

Mad Catz

The default controls for Mad Catz is shown below.

L button – Reverse
R button – Next Weapon
B button – Fire
A button – Machine Gun
Turn Wheel Left/Right – Steer vehicle Left/Right
I button/Left pedal – Accelerate
II button/ Right pedal – Brake

Note: When using a Mad Catz controller without a SELECT button the user must manually assign a button to activate change view. When using a Mad Catz controller the user must manually assign a button to use the rear view.

Analog Joystick

Except those shown below, all default controls for the Analog Joystick are the same as the controller configuration shown on page 3.

Left stick moved Left/Right – Steer vehicle Left/Right
Left stick moved Up/Down – Accelerate/Brake

Right stick moved Left/Right – Camera orbit
Right stick moved Up/Down – Camera dolly

Dual Shock Controllers

Vigilante 8 supports the Sony DUAL SHOCK Controller. The Dual Shock Controller has auto-calibration and a vibration mechanism. You may disengage vibration by following these steps:

- Press ✕ to select the controller.
- Use the UP/DOWN **Directional Button**s to select Dual Shock.

- Use the LEFT/RIGHT **Directional Buttons** to turn Dual Shock on or off.
- Press the ✕ or START button when finished.

When using the Analog Controller (DUAL SHOCK) the LED should be RED, the Left stick is used to control the direction of the vehicle, and the Right stock is used to control the direction of the camera.

Audio

Music – Allows the player to adjust the music volume.
Sound Effects – Allows the player to adjust the sound effects volume.
Mode – Allows the player to switch between stereo and mono.

Screen Adjust

Allows the player to adjust the screen. Use the **Directional Buttons** to adjust the screen. Press the ✕ button when finished.

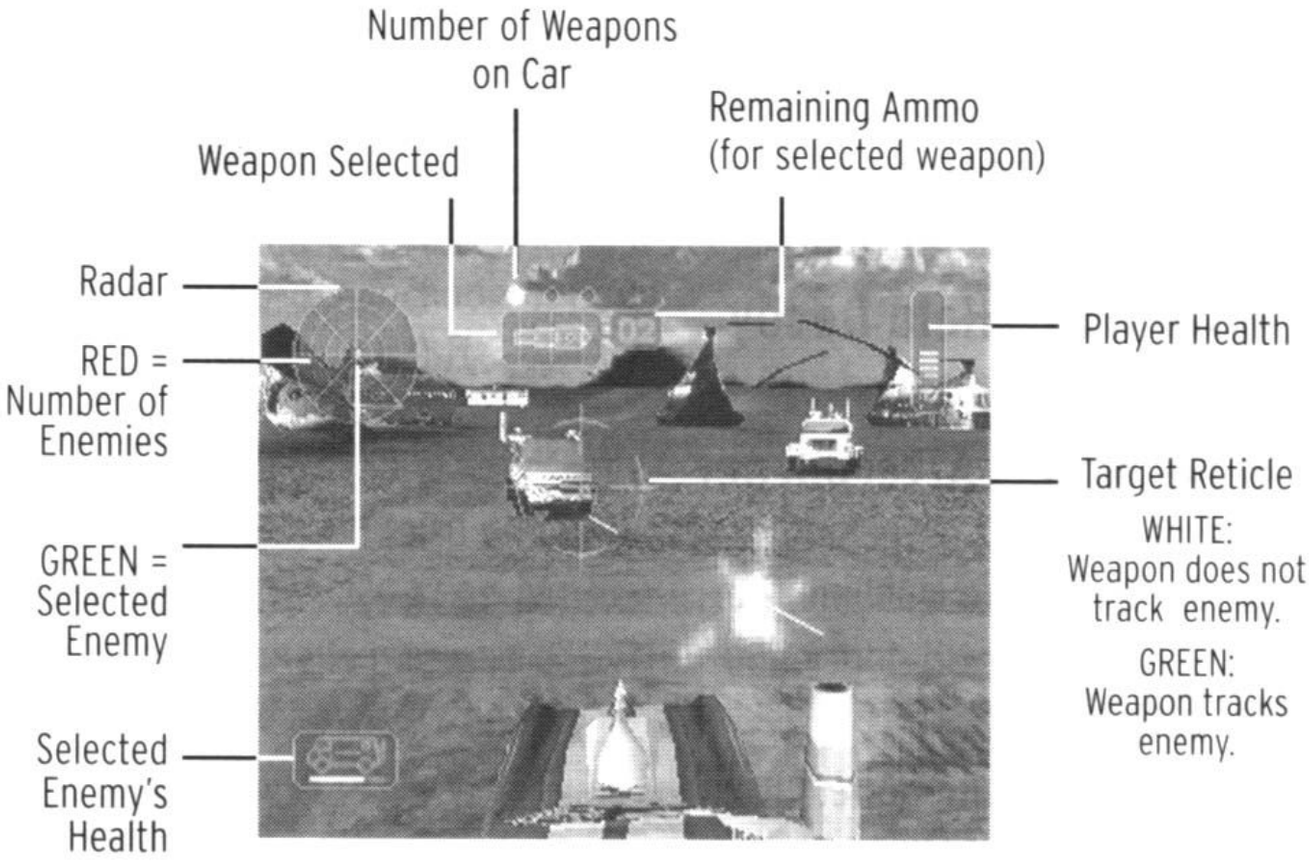
Credits

Check here by pressing the ✕ button to see the people behind the scenes.

THE GAME

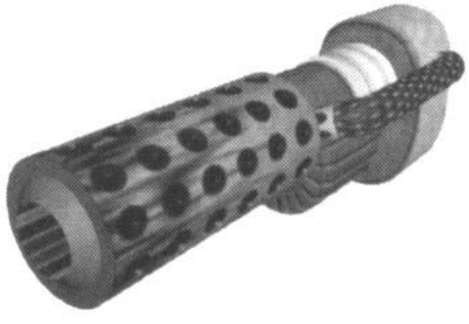
The basic goal of the game is to eliminate all enemies by any means possible and collect your rewards. *Vigilante 8* rewards you for fulfilling certain goals by unlocking new characters and new arenas in One Player Quest mode. Once unlocked, they become available for other modes of the game. Each car and arena has unique features that will make driving exciting and challenging. Explore the arenas to look for weapons and power-ups that will add more firepower to your arsenal. Use your radar to scope out enemies. Secret moves are an effective way to stylishly finish off your opponent. Keep your eyes open for secret areas and special weapons.

HUD



STANDARD WEAPONS

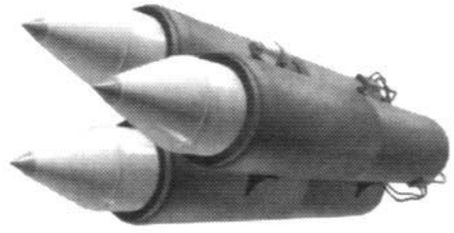
Mosquito Machine Gun



The Mosquito is made in Tijuana, Mexico. It is equally popular with both Coyotes and Vigilantes for its cheap price and unlimited ammo! Standard equipment on all cars.

Calibre: 5.56 mm **Fire rate:** 720 rounds/min

Interceptor Missiles



Homing missile developed at Site-4. This experimental weapon uses a combination of optical and heat-seeking tracking systems. While quite agile, its tracking accuracy is dependent upon target size.

Speed: 100 mph max **Range:** 1200 ft

Secret Move No.1: Halo Decoy

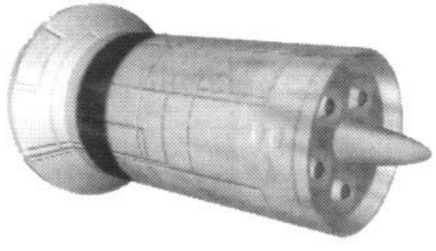
CLASSIFIED

Secret Move No.2: Afterburner

Fires two missiles without detaching it, resulting in a brief burst of speed.

Button Seq: Up-Up-Up-Fire Machine Gun **Cost:** 2 Missiles

Bull's Eye Rockets



This "homemade" rocket is quite powerful, but has limited range and no tracking ability.

Speed: 120 mph sustained **Range:** 650 ft

Secret Move No.1: Road Runner

Fires a special, non-explosive rocket which can stick to a vehicle's chassis and push the vehicle out of control.

Button Seq: Up-Down-Down-Fire Machine Gun **Cost:** 2 Rockets

Secret Move No.2: Stampede

CLASSIFIED

Sky Hammer Mortar



This fire-and-forget weapon was extremely hush-hush, until Sid broke into Site-4 and stole it. Adapted from a recovered UFO, the Sky Hammer fires an explosive charge of semi-intelligent alien matter. The blob is initially fired up to 200 feet into the air, then proceeds to fall down under gravity, tracking its target. While not extremely agile, it is able to adjust the trajectory by altering its organic shape in flight.

Calibre: N/A **Range:** 1000 ft

Secret Move No.1: Turtle Turnover

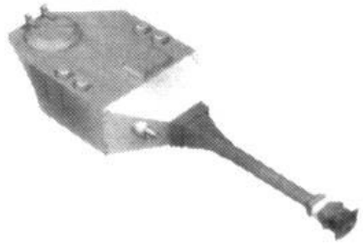
CLASSIFIED

Secret Move No.2: Crater Maker

Combines up to five shells into one powerful super-shot, often making a small crater when detonating over bare terrain.

Button Seq: Down-Down-Up-Fire Machine Gun **Cost:** 1 to 5 Shells

Bruiser Cannon



As the world's smallest artillery cannon, the Bruiser packs quite a punch. Unfortunately, its 360 degree auto-tracking turret is rather slow, thus not very effective while on the move.

Calibre: 60mm **Range:** 850 ft

Secret Move No.1: Cow Puncher

CLASSIFIED

Secret Move No.2: Buckshot

Fires up to six shells simultaneously. Great finishing move!

Button Seq: Down-Up-Up-Fire Machine Gun **Cost:** 1 to 6 Shells

Roadkill Mines

The Roadkill is a surface mine, manufactured specifically for mobile combat situations. Featuring "smart trigger" technology, it can be dropped from moving vehicles at high speed. The mine only detonates upon contact with vehicles.



Secret Move No.1: Bear Hug

Mine retrofitted with a gravitational force-field device. The Bear Hug is activated automatically when a vehicle is detected in its vicinity, pulling it in. If trapped, the vehicle will be temporarily immobilised.

Button Seq: Left-Right-Down-Fire Machine Gun **Cost:** 2 Mines

Secret Move No.2: Cactus Patch

CLASSIFIED

In addition to the standard weapons, you will come across two different crates:



Green Crate
Contains a Special Weapon



Brown Crate
Surprise: May contain any standard weapon or a Special Weapon

POWER-UPS

Shield (Green)— Special force-field protecting the vehicle from being damaged for a limited time.

Radar Jammer (Yellow)— Confuses enemy radar and homing devices for a limited time.



Weapon Upgrade (Blue)—Doubles the damage factor of any standard weapon fired for a limited time.



Repair Wrench—Partial damage repair.

RULES OF ENGAGEMENT

Driving

- Not all vehicles have fast acceleration, but you can shift down a gear for faster take off by double-tapping the Gas button at lower speeds.
- At higher speeds, use the Hand-Brake button when turning to perform a quick 180 degree spin!
- If you carry some missiles, you can use the Afterburner secret move for the ultimate boost, to enhance your jumps, or to get out of tight spots.
- If your engine stalls, press the Gas button repeatedly until it starts up again. It's a matter of timing.
- Stuck upside down? Tap the D-Pad repeatedly left or right to roll the vehicle back onto its wheels!

Weapons

- In addition to your machine gun, you can carry up to three weapons at a time. If you pick up more, your currently selected weapon will be discarded, so... plan ahead! Discarded standard weapons can be collected again... but you better be quick, before they disintegrate.

- Your weapons systems are prone to overheating, so their firing rates have been set for optimal performance at the factory. If you attempt to fire faster than allowed, you will hear a buzzer and the weapon won't fire. Likewise, if you keep firing your machine gun continuously, it will slow down to a crawl. So, learn the timing or give it a breather!

Targeting

- By default, your radar is set to auto-targeting mode–it will attempt to target the enemy directly ahead of you, regardless of the enemy's distance.
- You can override the selected target at any time by pressing the Select Target button, switching to the enemy closest to you. Pressing the button repeatedly allows you to cycle through all enemies. Once the override is engaged, your radar will remain locked onto its new target. When a new weapon is selected, or the selected enemy is destroyed, the radar will revert to auto-targeting mode.

Strategy

- While smaller vehicles are weaker, they are more difficult for the enemy to target. If you select a small car, just make sure to keep on moving. Also, do not try to ram vehicles larger than yours–stay out of their way!
- If you manage to hit your opponent with two (or more) different weapons simultaneously, it's a "whammy": you do more damage that way!
- By carefully choosing your attacks, you can bring your opponent to a "wrecked" state at near-zero health, stalling the vehicle for a few seconds before it explodes. This is your chance to "total" it with a secret move or a special weapon!

BACK STORY

It was the time of a worldwide oil shortage. The U.S.–heavily dependent on affordable gasoline–was on the verge of an economic breakdown. Strikes, riots, and crime were rampant. All available law enforcement was brought into metropolitan areas, leaving the outlands unprotected.

All this was music to the ears of the Oil Monopoly Alliance Regime (OMAR), a foreign multinational oil consortium bound on monopolising the world oil trade. The U.S. was the last country opposing OMAR's price fixing schemes and the vicious conglomerate was prepared to go to great lengths to bring the U.S. to its knees.

Enter Sid Burn, the best professional terrorist money could buy. Sid was promised $100 million by OMAR if he managed to push the U.S. economy over the edge. Sid immediately began to organise his troops in remote areas of the southwest. Known as the "Coyotes," these motorised gangsters soon became synonymous with vandalism and chaos. They began to target oil refineries and other vital industrial and commercial installations throughout the region. Small towns and settlements were terrorised.

With no one to turn to for protection, some desperate civilians decided to take the law into their own hands. Led by a trucker named Convoy and referred to simply as "Vigilantes," this oddball group of volunteers soon became a major hindrance to Sid's plans.

In the meantime, the U.S. government, feeling more vulnerable than ever, was intensifying its research and development of a new military arsenal. The most advanced weaponry, rumoured to be based on UFO technology, was located at Site-4, a secret facility at Papoose Lake, Nevada. This information was not lost on Sid. Hungry for more firepower, the Coyotes organised an ambush on the facility. The robbery went sour when the Vigilantes unexpectedly appeared at the scene. As a result, the world's most advanced weaponry found its way into the hands of both parties...

CHARACTERS, VEHICLES & SPECIAL WEAPONS

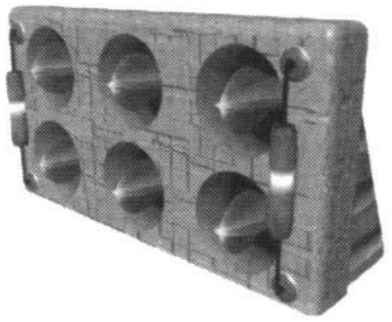
Vigilantes



CHASSEY BLUE

A beauty queen and secret government agent from D.C., Chassey joined the Vigilantes as part of her undercover assignment to neutralise the Coyotes.

Special Weapon: *Gridlock*
Developed for Chassey by government labs, the Gridlock launches an expanding grid of flares. The flares combust on impact in a gaseous discharge, capable of stalling and damaging almost any engine within the grid area.





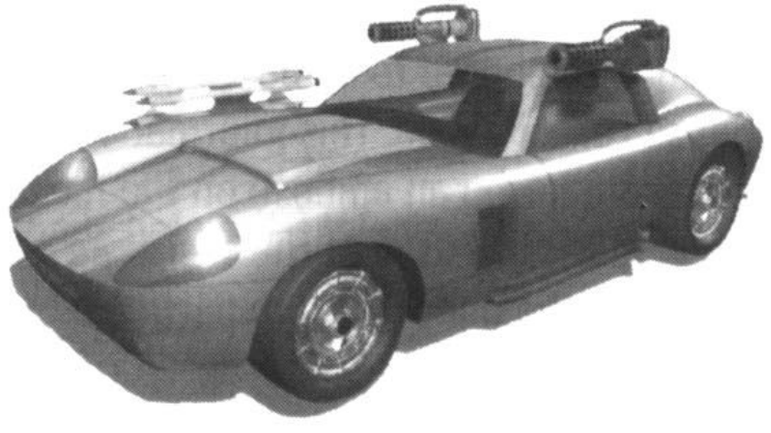
Speed:



Armour:



Tracking Avoidance:



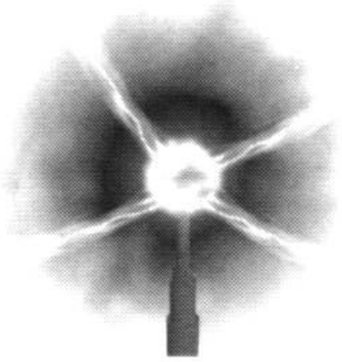
'67 RATTLER



SLICK CLYDE

A showoff playboy from Texas, Clyde was on his way to an auto show in Albuquerque when Convoy confiscated his truck and forced him to help the Vigilantes. (Now, Clyde wants to be the leader.)

Special Weapon: *White Lightning*
When Slick Clyde originally found this large "rod" at Site-4, he had no idea it was a lighting-inducing apparatus. He just thought it was a cool looking antenna! Its charge can fry an electrical system!



Speed:

Armour:

Tracking Avoidance:



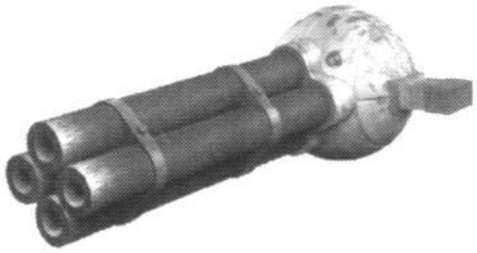
'70 CLYDESDALE



SHEILA

Convoy's stubborn 16 year-old niece, Sheila loves all the action. Convoy is furious with her, but she won't let him send her back home.

Special Weapon: *Tantrum Gun*
Sheila loves big guns and this 24mm gatling is as large as her dune buggy can carry. Features an auto-tracking turret. It can knock weapons off of enemies' cars!



Speed:

Armour:

Tracking Avoidance:



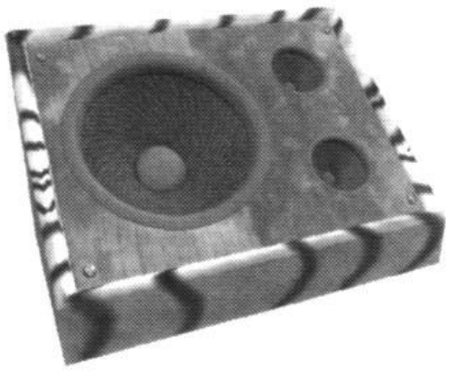


JOHN TORQUE

Torque, John Torque. A one-time Vegas hustler, he was recruited by Convoy for the good cause. Now, he's Convoy's right-hand man. Vowed never to gamble again.

Special Weapon: *Bass Quake*

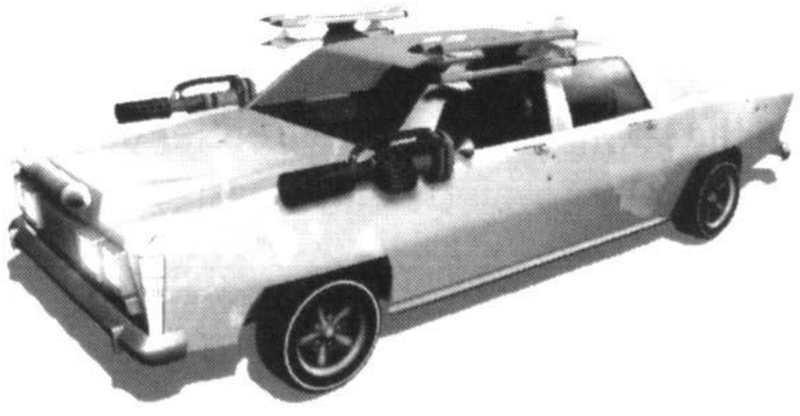
Torque bought the best car stereo money could buy and he needed the right speaker box to go with it. This custom-made bad boy has enough bass to ripple the earth!



Speed:

Armour:

Tracking Avoidance:



'69 JEFFERSON



DAVE (Locked)

Dave believes aliens are his friends and has been tracking them for years. He joined the Vigilantes in hope of entering Site-4 and seeing some aliens first hand.

Special Weapon: ?
Vehicle: ?



CONVOY (Locked)

Vigilantes' righteous leader. Originally a trucker, he decided to take the law into his own hands after being repeatedly ambushed by Coyotes on his transport routes.

Special Weapon: ?
Vehicle: ?

CHARACTERS, VEHICLES & SPECIAL WEAPONS

Coyotes



LOKI

Former military test pilot of secret craft at Site-4, Loki was released from duty after becoming mentally unstable. He is obsessed with flying and will do anything to pilot one of the "saucers" again!



Special Weapon: *Scatter Missiles*
A rack of three cruise missiles retrofitted by Loki with cluster-bomb warheads.


Speed:


Armour:


Tracking Avoidance:





HOUSTON 3

OMAR's scientists turned Houston into a bionic woman against her will. Half human, half machine, she was programmed to aid Sid in his quest for destruction and chaos.

Special Weapon: *Super Fantastic Death Ray 3-Ax*

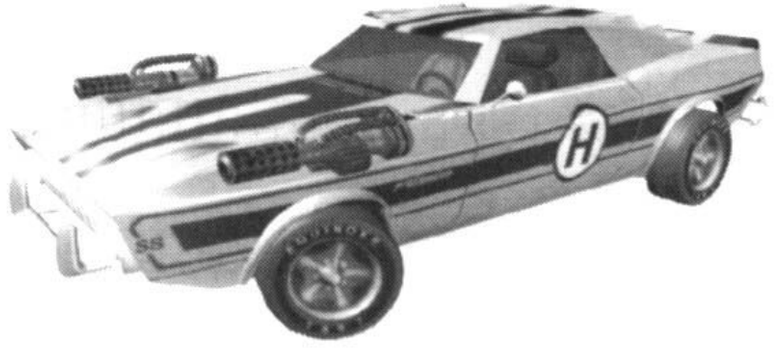
OMAR's scientists spared no expense when creating weaponry for the ultimate assassin. This blue laser ray will cut through anything and keep on going. It can knock power-ups off of enemies' cars!



Speed:

Armour:

Tracking Avoidance:



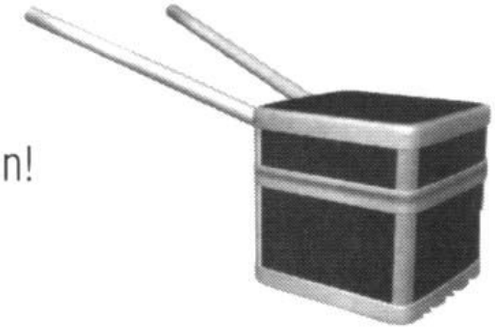
'75 PALAMINO



BOOGIE

A die hard dance fan, Boogie is the winner of several disco dancing competitions. When not shaking his booty, Boogie runs dirty jobs for Sid.

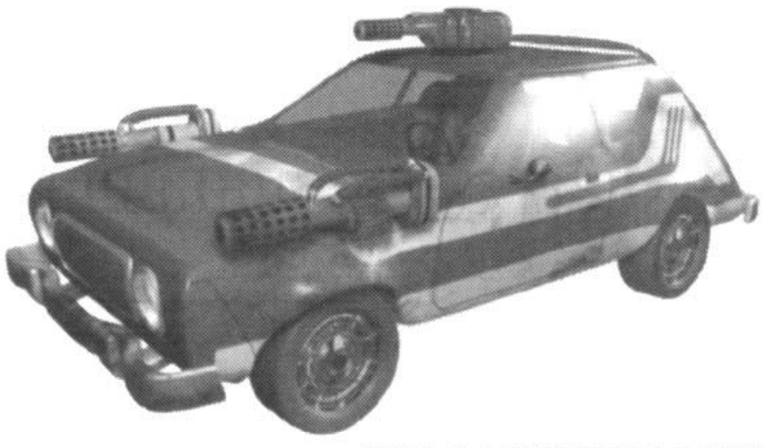
Special Weapon: *Disco Inferno*
Boogie's own invention.
An inflatable disco-ball firing explosive flares! Spin, baby, spin!



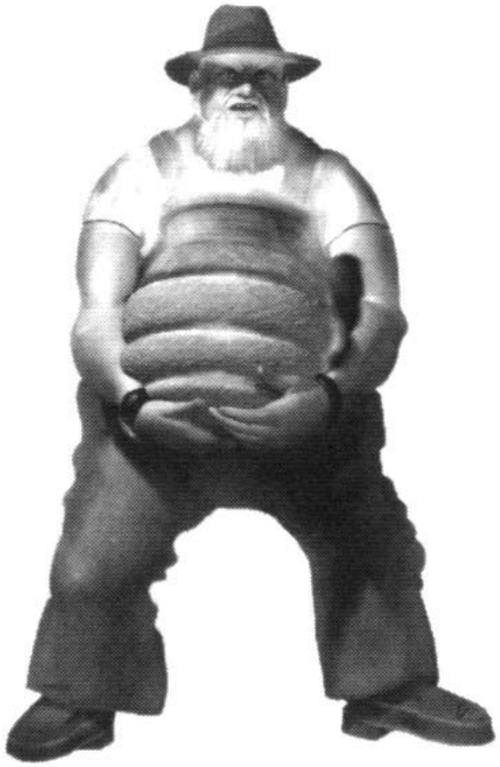
Speed:

Armour:

Tracking Avoidance:

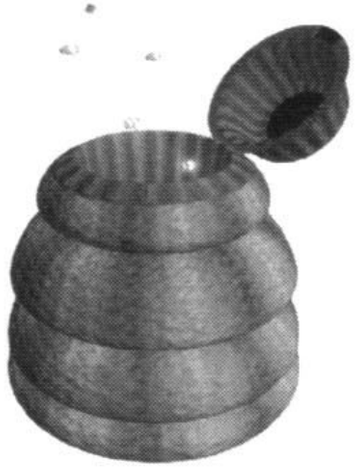


'76 LEPRECHAUN



BEEZWAX

An enraged Arizona bee keeper. When his bees were mutated by radiation from government nuclear tests, Beezwax joined the Coyotes in revenge.

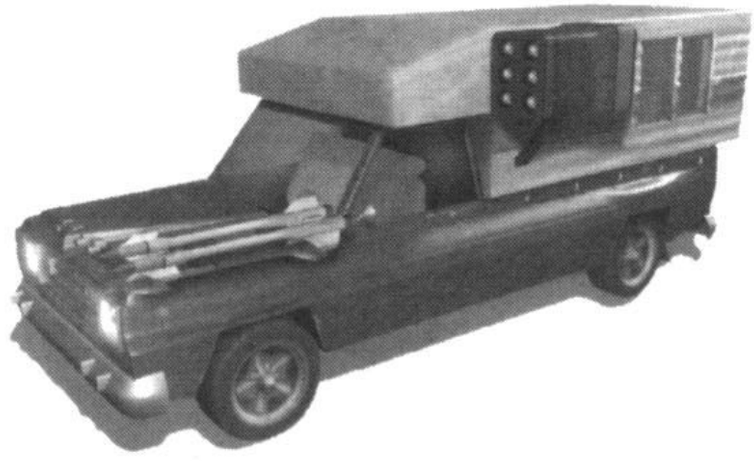


Special Weapon: *Gamma Swarm*
Don't let Beezwax unleash his mutant killer bees. They will "sting ya real good!" Can you outrun the swarm?!

Speed:

Armour:

Tracking Avoidance:



'70 STAG PICKUP



MOLO (Locked)

An obnoxious kid from New York, Molo was kicked out of school for bad behaviour. He stole a school bus and headed west to play bully with the big boys.
A wanna-be Coyote.

Special Weapon: ?
Vehicle: ?

SID BURN (Locked)

A born arsonist, Sid is the Coyotes' ruthless leader. He was promised $100 million by a foreign oil consortium to destabilise the U.S. economy by wreaking havoc in the southwest.

Special Weapon: ?
Vehicle: ?

