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ACTIVISION.

ARCADE COMBAT EDITION

MECHWARRIOR® 2

31ST CENTURY COMBAT



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KIDS TO ADULTS

K-A

CONTENT RATED BY ESRB

WARNINGS
Read Before Using Your Sega Saturn

Epilepsy Warning

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 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

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

Sega Saturn Video Game Use

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- 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 recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth, wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

ESRB Disclaimer

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



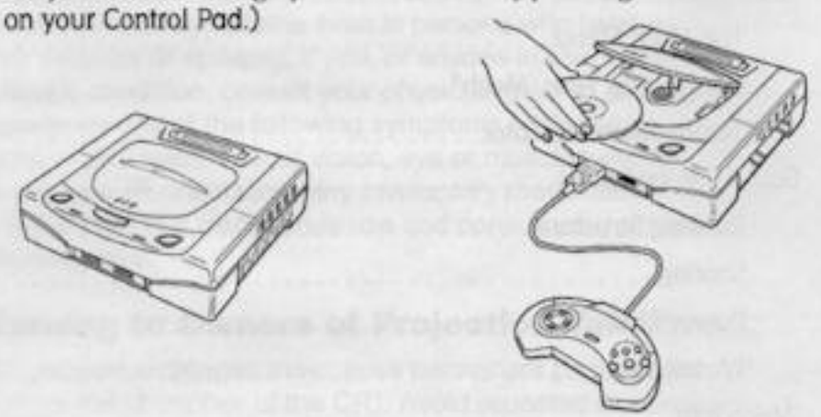
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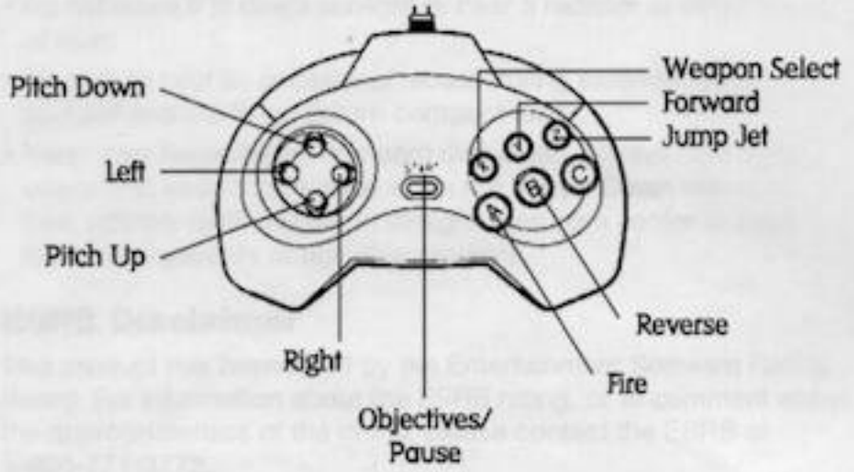
GETTING STARTED

1. Press the Open button to open the CD door. Place the MechWarrior 2 CD in the CD drive and close the door.
2. Press the Power Switch on your Sega Saturn™ system to turn the power ON.
3. Your system will automatically load MechWarrior 2. After a few seconds, the MechWarrior 2 title screen will appear. (You can skip the preview and bring up the title screen by pressing the Start Button on your Control Pad.)



USING THE SEGA SATURN CONTROL PAD

The following Control Pad configuration is the default configuration.



SOFT RESET

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

INSTRUCTIONS

When you turn on the Saturn 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 press left/right to select the 'Mech you want to pilot in the first mission. Trial of Refusal is based on the campaign from the original MechWarrior 2 game. Wolf's Dragoons and Freebirth Trials are new 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 press left/right to select the 'Mech you want to pilot in the first mission. Trial of Refusal is based on the campaign from the original MechWarrior 2 game. Crusader Trials and Inner Sphere Trials are new 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, press left/right to select the 'Mech you want to pilot in combat, press up/down to choose a planet for battle, and press the **A** 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 **A** 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 **A** button to select. To play an old mission from a previously saved game, highlight the game file and press the **C** button. Press up/down to select the name of the old mission you want to play and press the **A** button to accept. Remember, each of your games 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. Press up/down to select the letter/symbol for each position. When you have correctly entered the complete Password, press the **A** 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 **C** 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 two 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 **C** 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 **A** button to accept your grouping choices. WARNING: Grouping too many weapons may cause your 'Mech to overheat and explode when fired. Press the **A** button again to accept all changes, or press the **B** 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 Heads Up Display (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, 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 (heat indicator, 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 impervius to enemy fire. *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 (V) 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	3/bullet	800	NON-Locking
LB 5-X AC	3	3/bullet	700	NON-Locking
LB 10-X AC	2	3/bullet	600	NON-Locking
LB 20-X AC	2	3/bullet	450	NON-Locking
Machine Gun	0	2	175	NON-Locking
Ultra AC/2	3	3/bullet	700	NON-Locking
Ultra AC/5	3	3/bullet	600	NON-Locking
Ultra AC/10	2	3/bullet	500	NON-Locking
Ultra AC/20	2	3/bullet	400	NON-Locking
SRM-2	6	2/missile	497	Locking
SRM-4	5	2/missile	497	Locking
SRM-6	4	2/missile	497	Locking
Streak SRM-2	6	2/missile	497	Locking
Streak SRM-4	6	2/missile	497	Locking
Streak SRM-6	6	2/missile	497	Locking
LRM-5	2	2/missile	1000	Locking
LRM-10	2	2/missile	1000	Locking
LRM-15	2	2/missile	1000	Locking
LRM-20	2	2/missile	1000	Locking

Firemoth

Wt: 20
Spd: 162
Class: Lt



Weapon	Ammo	Locations	Distance (m)	Group
SSRM-4	100	RIGHT ARM	497	
SSRM-4	100	LEFT ARM	497	
PULSE LASER (MED)		RIGHT TORSO	408	A
PULSE 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

Wt: 30
Spd: 97
Class: Lt



Weapon	Ammo	Locations	Distance (m)	Group
ER LASER (MED)		LEFT ARM	510	A
PULSE LASER (SM)		LEFT ARM	204	A
SSRM-4	100	RIGHT ARM	497	
LB-X AC-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

Wt: 35
Spd: 151
Class: Lt



Weapon	Ammo	Locations	Distance (m)	Group
SSRM-6	90	RIGHT ARM	497	
SSRM-6	90	LEFT ARM	497	
SSRM-4	100	RIGHT TORSO	497	A
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

Wt: 50
Spd: 86
Class: Med



Weapon	Ammo	Locations	Distance (m)	Group
ER LASER (MED)		LEFT ARM	510	A
PULSE LASER (MED)		LEFT ARM	408	A
PULSE LASER (MED)		LEFT ARM	408	B
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

Wt: 55
Spd: 97
Class: Med



Weapon	Ammo	Locations	Distance (m)	Group
ER LASER (MED)		RIGHT ARM	510	A
ER LASER (MED)		RIGHT ARM	510	B
ER LASER (MED)		LEFT ARM	510	A
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

Wt: 60
Spd: 86
Class: Med



Weapon	Ammo	Locations	Distance (m)	Group
PULSE LASER (MED)		RIGHT ARM	408	A
PULSE LASER (MED)		LEFT ARM	408	A
PULSE LASER (LRG)		RIGHT ARM	815	
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

Wt: 65
Spd: 86
Class: Med



Weapon	Ammo	Locations	Distance (m)	Group
ER PPC		LEFT ARM	746	
SSRM-6	90	RIGHT TORSO	497	
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 firing upon targets so that cockpit heat levels do not rise too high.

Summoner

Wt: 70
Spd: 86
Class: Med



Weapon	Ammo	Locations	Distance (m)	Group
ER PPC		RIGHT ARM	746	
LB-10X AC	100	LEFT ARM	600	
LRM-15	120	LEFT TORSO	1000	
MLASER (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

Wt: 75
Spd: 86
Class: Hvy



Weapon	Ammo	Locations	Distance (m)	Group
MACHINE GUN	200	CENTER TORSO	175	B
ER LASER (LRG)		LEFT ARM	1019	
ER LASER (MED)		LEFT ARM	510	A
PULSE 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

Wt: 80
Spd: 86
Class: Hvy

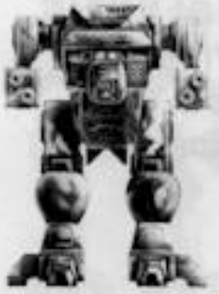


Weapon	Ammo	Locations	Distance (m)	Group
LB-20X AC	100	RIGHT ARM	450	
LB-20X AC	100	LEFT ARM	450	B
ULTRA AC/10	100	RIGHT TORSO	500	B
ULTRA AC/10	100	LEFT TORSO	500	
ER LASER (SM)		RIGHT ARM	255	A
ER LASER (SM)		LEFT ARM	255	A
GAUSS RIFLE	16	CENTER TORSO	1820	

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

Wt: 85
Spd: 64
Class: Hvy



Weapon	Ammo	Locations	Distance (m)	Group
ER PPC		RIGHT ARM	746	A
ER PPC		LEFT ARM	746	A
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

Wt: 100
Spd: 54
Class: Hvy



Weapon	Ammo	Locations	Distance (m)	Group
ER LASER (LRG)		LEFT ARM	815	A
ER LASER (LRG)		LEFT ARM	815	
PULSE LASER (MED)		LEFT ARM	408	B
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	
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.

Customer Support

Online Services with Activision forums, E-Mail and File Library Support

- **Internet:** support@activision.com or http://www.activision.com
- **America Online:** Use keyword "Activision" to locate the Activision forum.
- **CompuServe:** 76004,2122 or [GO GAMBPUB]
- **Activision BBS:** (310) 479-1335 Up to 28,800 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

MechWarrior 2 for the Saturn developed by Quantum Factory, Inc.

ARCADE COMBAT EDITION

MECHWARRIOR®2

31ST CENTURY COMBAT

POWER-UPS


HEAT SINK


HEALTH


INVINCIBILITY


FIRE RATE INCREASE


STEALTH


WEAPONS RELOAD


JUMP JET


SPEED BURST

HEADS-UP DISPLAY



Radar Display (Green = Friendly, Red = Enemy, Yellow = Projectiles, Blue = Objective)

Targeting Bracket

Weapons Display (Green = Ready, Red = Reloading, Black = Empty/ Damaged)

Mission Objective

Targeting Reticle

Throttle Forward (Green) *or* Reverse Throttle (Blue)

Targeting Camera

Enemy 'Mech Damage Display (Yellow=75%, Red=25%)

Heat Tracking Indicator

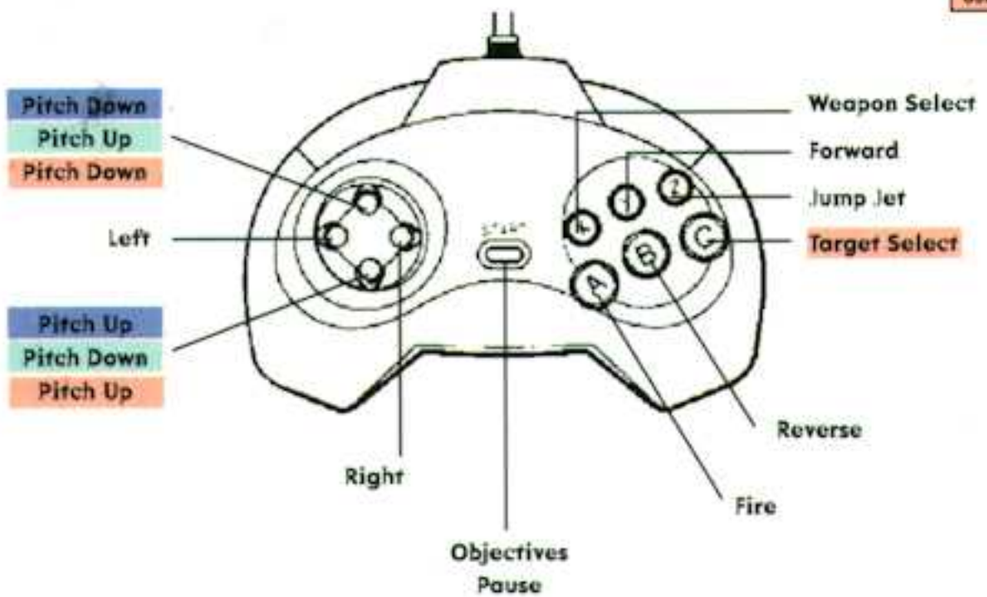
Jump Thrust Indicator

User 'Mech Damage Display (Blue=100%, Yellow=75%, Red=25%)

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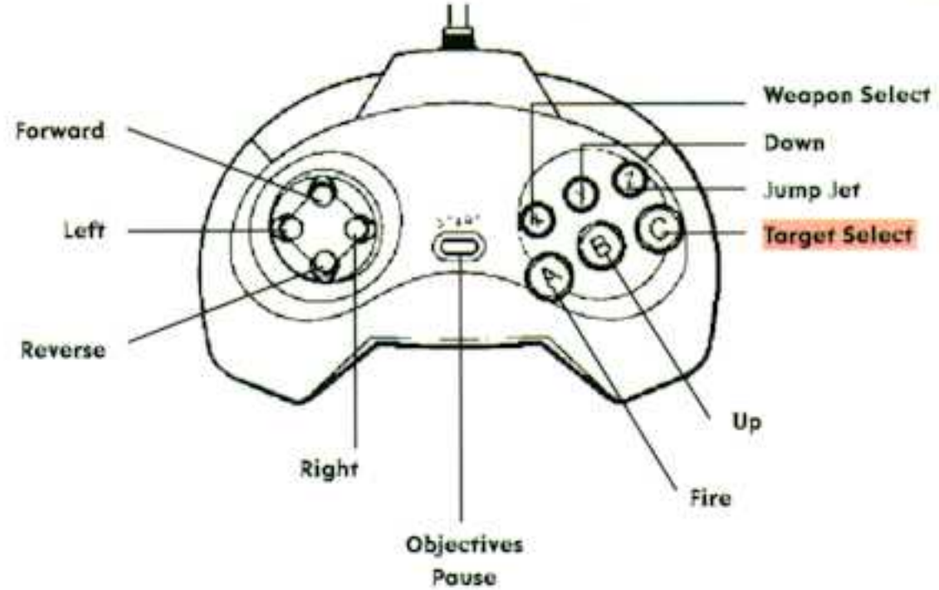
CONFIGURATIONS 1, 2 & 4

Configuration 1
Configuration 2
Configuration 4

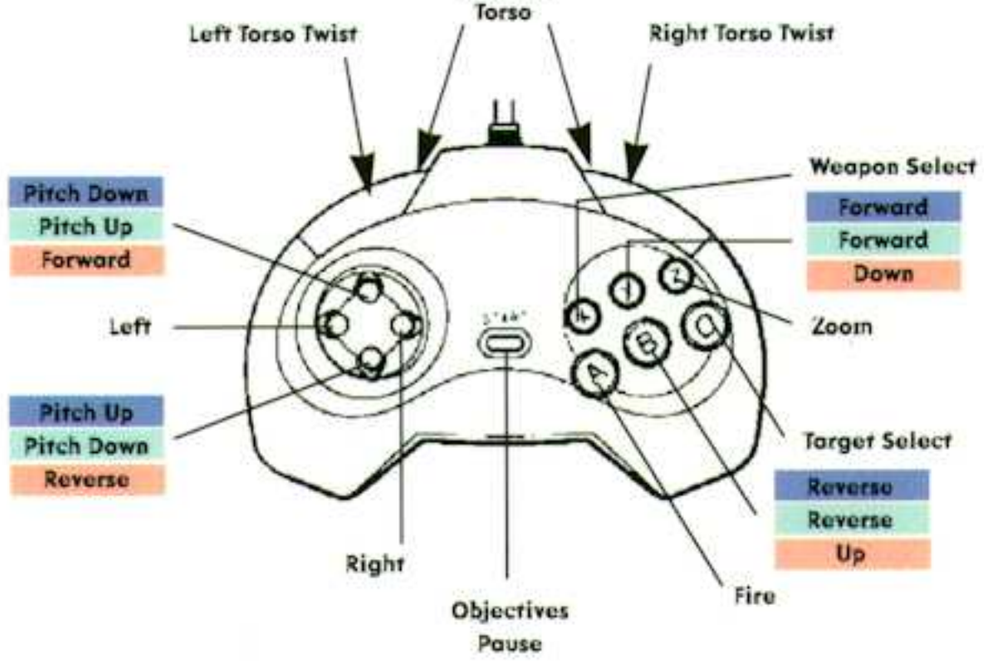


CONFIGURATIONS 3 & 5

Configuration 5



Jump Jet
&
Recenter



Configuration 6
Configuration 7
Configuration 8

CONFIGURATIONS 6, 7 & 8

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