

BAD BOYS™ II

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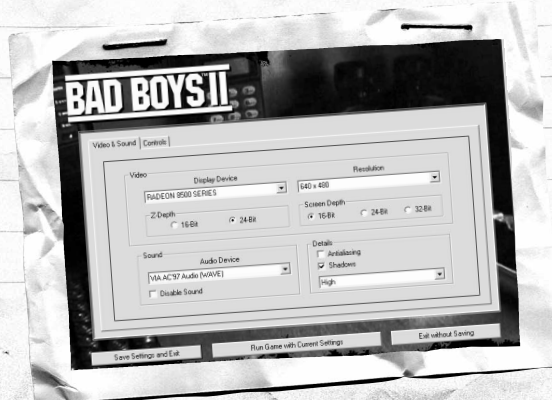
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INSTALLATION

1. Place your Bad Boys II Disc 1 CD-ROM into your computer's CD-ROM drive.
2. The disc should autorun and show the initial screen. If it does not autorun then double click on 'My Computer' on your desktop, double click on the CD-ROM drive and double click on the file setup.exe.
3. Click on the NEXT button to begin.
4. Please read through the software licenses agreement. Accept the terms of the agreement and click YES to proceed. If you do not accept the terms, installation will be terminated and you will not be able to play the game.
5. Now select the destination directory where you wish Bad Boys II to be installed. You can click the BROWSE button to change the destination directory. Click the NEXT button when you are happy with your selection.
6. Now select the Start Menu Program Folder from which you wish to run Bad Boys II. Click the NEXT button when you are happy with your selection.
7. Finally, click on the Install button to commence installation. During installation, when the prompt appears, insert Bad Boys II Disc 2 into your CD-ROM drive and click the OK button to continue installation.

SPECIAL NOTE: DirectX® 9 or greater is required for Bad Boys II to run. If you are unsure whether you have the correct version installed, check the Install DirectX 9 button on the Bad Boys II Set-Up Menu that appears after installing the game.



CONFIGURATION PROGRAM

The Bad Boys II Launcher program allows you to start playing or to configure the game.

VIDEO & SOUND OPTIONS

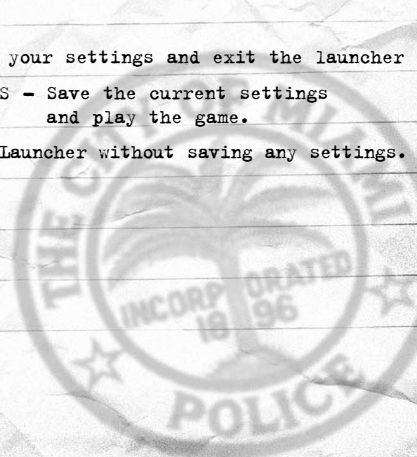
- DISPLAY DEVICE** - Select your 3D graphics card. This will usually default to the best device available and in most cases will not need adjustment.
- Z-DEPTH** - Set the way graphics are displayed. 24-Bit is recommended for the highest quality graphics and if possible this should not be lowered.
- RESOLUTION** - Set the in game screen resolution (only resolutions that your PC's 3D graphics card supports will be displayed).
- SCREEN DEPTH** - Change this option to improve the range of colours displayed (32-Bit is the best)
- AUDIO DEVICE** - Select your sound card. This will usually default to the best device available and in most cases will not need adjustment.
- ANTI_ALIASING** - Change this option to improve the quality of the graphics on the screen. This is a very intensive task and can slow down the game.
- SHADOWS** - Enable shadows on the player and enemy characters.
- DETAILS** - Sets the level of shadow detail the game will display. (High offers the best quality)

CONTROLS

This menu allows you to change all the in game controls.

SAVING YOUR SETTINGS

- SAVE SETTINGS AND EXIT** - Save your settings and exit the launcher
- RUN GAME WITH CURRENT SETTINGS** - Save the current settings and play the game.
- EXIT WITHOUT SAVING** - Exit the Launcher without saving any settings.



DEFAULT CONTROLS

COMMAND	EXPLORE MODE	COVER MODE
Space	Enter Cover Mode	Exit Cover Mode
Left Mouse Button	Fire Weapon	Fire Weapon
Right Mouse Button	Throw Grenade	Throw Grenade
Q	Swap Weapon / Pick-Up Weapon	Swap Weapon
Left Shift	Duck / Roll / Kick Open Door	Zoom In / Zoom Out
R	Reload	Reload
W	Forward	Lean Up from Cover
A	Strafe Left	Lean Left from Cover
S	Strafe Right	Lean Right from Cover
Esc/Backspace	Back	-

COMMAND	SNIPER MODE (when carrying sniper rifle)
Space	Enter/ Exit Sniper Mode
Left Mouse Button	Fire Weapon
R	Reload
W	Zoom In
S	Zoom Out

BAD BOYS II

Over the past six months a powerful, new drug has been emerging in the Miami scene and it is spreading fast. Orchid has been pounced upon by the youth community for its short-lived euphoric effect, but there are some dangerous side effects. It's highly addictive, with long-term usage causing serious hallucinations; this has caused several bizarre deaths.

As key members of the Tactical Narcotics Team (TNT), you play Mike Lowrey and Marcus Burnett. You are familiar with the dangerous effects of the drug and with the highly organised brutality of the cartels that feed the market.

Most sinister has been the emergence of a legendary figure in the East coast drug scene, Tulio Mendoza. He has been spotted in Miami. As a general of the Columbian cartels he has massive resources under his control. It is certain there is only one reason for his presence, to snuff out the competition and dominate the market.

Mendoza is thought to have links worldwide, however there are rumours that in Miami he has created an alliance with the Russian Mafia. He has remained untouched by the law. His total disregard of human life is only matched by his desire to constantly consume the finest Cuban cigars...

NAVIGATING THE MENUS

All menus within Bad Boys II are navigated in the same way. Use the up and down cursor keys to highlight the item/option you wish to select, and then press the Return key. To change an item when it is selected (for example, an option setting in the Audio menu), use the left and right cursor keys. Use the Back-space key to go back to the previous menu screen.

STARTING THE GAME

Once the introductory sequence is finished (or terminated by pressing the Return key) the Title Screen is displayed. Press the Return key to continue to the Main Menu. If you have not played the game previously (or have no game data loaded) select the New Game option to begin playing straightaway. If you have previously created game data, select the Continue Game option to carry on from where you left off.

THE MAIN MENU

There are six options on the Main Menu, some of which give access to the game and others to features and unlockable game options.

NEW GAME

Select this option to begin a new game, and start your investigation.

CONTINUE GAME

If you have saved game data, select this option to continue your investigation.

QUICK GAME

If you have saved game data, select this option to replay areas that you have already completed. Find more evidence to unlock more secrets!



OPTIONS

The Options menu is divided into three sub-menus, allowing you to change various controls and audio options.

CONTROLLER SETUP

INVERT Y AXIS

Toggle whether aiming is inverted in the Y Axis.

SENSITIVITY

Change the control sensitivity.

SETUP AUDIO

The Setup Audio displays sliding bars allowing independent control of the volume of the Music, SFX and Speech. Use the left and right cursor keys to increase or decrease the volume.

SUBTITLES

Toggle the subtitles on or off.

LOAD/ SAVE

The Load/ Save menu allows you to load or save game data.

POLICE HQ

The Police HQ provides options to practice your shooting skills, keep track of your progress, and select options that are progressively unlocked as you collect evidence during gameplay.

EVIDENCE

View the evidence you have gathered during your investigation and find out whether there are any outstanding items still to be found.

TARGET RANGE

Do you want to improve your shooting skills? Here you can blast away without endangering your partner!

GAME STATS

Check out your Police Records and see what kind of cop you are.

CHEATS

These are unlocked as you play through the game. Make sure you search for all the evidence!

CREDITS

Learn more about the game's creators.

QUIT

Return back to the Windows Desktop

THE PAUSE MENU

To pause the game, press the Pause key.

To resume the game, press the Pause key again or select Continue.

CONTROLLER SETUP

Change your control preferences. See Controller Setup on p.6

SETUP AUDIO

Change the volume of the Music, SFX and Speech.
See Setup Audio on p.6

RESTART STAGE

Restart the investigation, from the beginning of the stage.

QUIT TO MAIN MENU

Quit the investigation and return to the Main Menu.

GAME PLAY

Policing the streets of Miami is dangerous work, but playing in turn as Mike Lowrey and Marcus Burnett you have the right stuff to take down the vicious criminals you meet.

Will you go in guns blazing or will you use cover to your best advantage? Will you be able to arrest and disarm criminals when under fire? Can you make sure your partner's back is covered?

GAMEPLAY SCREEN

Understanding the gameplay screen is the first step in becoming a Bad Boy.



Armour Gauge - Protective armour, a cop's closest friend. This stuff will stop bullets in their tracks, but if it takes too many hits it becomes useless.

Health Gauge - Let this gauge drop to zero and Captain Howard will be sending a letter to your closest relatives. Remember to use cover to avoid getting shot. Pick up first aid kits to recover health.

Partners Health Gauge - displays your partner's health. Let your partner's health drop to zero and the investigation is over.

Evidence - displays the evidence collected during the current mission.

Active Weapon - Displays the weapon you are holding with amount of bullets left in your current clip and total amount remaining.

Grenades - Displays your current number of grenades.

Collateral Damage - When you destroy the property of the city and the city's civilians, the dollar total that the police department will have to pay out increases. Captain Howard is not going to be happy...

GAME MODES

During your investigation you can switch between two main Game Modes. Explore Mode allows you to explore the Miami environment and look for evidence whilst dispatching criminals. If the action gets heavy, use Cover Mode to take cover behind objects and scenery.

As your investigation progresses, there are two additional game modes: Sniper Mode and Boss Mode.

In Explore Mode you will see yellow Cover Points placed behind objects and scenery. Move close to a Cover Point and it will highlight orange. Now press the space key. You will move to the Cover Point and enter Cover Mode.

To exit Cover Mode, press the space key again, and you will return to Explore Mode.

EXPLORE MODE

This is the way to explore the mean streets of Miami. Investigate your world carefully, try to find evidence linking gang members to serious crimes and make sure no one gets the drop on you.



COVER MODE



Using cover is the best way to protect yourself while taking down gun-toting criminals. When you're in cover enemies can't shoot you (unless they come in from behind). When you're leaning out of cover you present a reduced target to your enemies, greatly reducing their chance of hitting you, while you have the opportunity to kick some ass.

ACTION	KEY
MOVEMENT	
Move forward or backward using the W and S keys.	W, A, S, D
Strafe left and right using the A and D keys.	
FIRE WEAPON	Left Mouse Button
RELOAD	R
Reload the weapon currently being used.	
ENTER COVER MODE	Space
Cover points are shown by circular indicators on the floor. If you plan to survive on the streets you'd better make use of these. Press the Space Key when you are close and you'll dive for cover.	
THROW GRENADE	Right Mouse Button
PICK-UP WEAPON/ SWAP WEAPON	Q
When standing close to a weapon pressing the Q key will pick it up replacing your current heavy weapon.	
NOTE: you always retain your pistol and may only carry one additional weapon.	
If you have two weapons in your possession, you can swap between them by pressing the Q key.	
DUCK/ ROLL/ KICK OPEN DOOR	Left Shift
When stationary press the Shift key to duck, and press it again to stand up. While moving, press the Shift key to roll. You will roll in the appropriate direction.	
NOTE: You cannot roll backwards.	
When standing in front of a closed door, an icon will appear showing whether the door can be kicked open. Press the Shift key when the icon appears to kick open the door.	

ACTION	KEY
LEAN OUT	W, A, D
You can only fire at enemies if you are leaning out from behind cover. Press and hold the relevant key to lean out. W leans up over objects, A leans to the left and D leans to the right. Depress the key to return to cover.	
FIRE WEAPON	Left Mouse Button
RELOAD	R
Reload the weapon currently being used.	
EXIT COVER MODE	Space
Return to Explore mode.	
THROW GRENADE	Right Mouse Button
SWAP WEAPON	Q
If you have two weapons in your possession, you can swap between them by pressing the Q key.	
ZOOM IN/ ZOOM OUT	Left Shift
Press the Shift key to toggle zoom in and zoom out.	
NOTE: Different weapons will allow different degrees of zoom.	

SNIPER MODE

If you have the sniper rifle, you can enter Sniper Mode. The only time you'll have to do this is when you're covering your partner from a distance.



ACTION	BUTTON
ZOOM IN Press the W key to zoom in.	W
ZOOM OUT Press the S key to zoom out.	S
FIRE WEAPON	Left Mouse Button
RELOAD Reload the weapon currently being used.	R
EXIT SNIPER MODE Return to Explore mode.	Space

BOSS MODE

When fighting some Gang Leaders, you will find yourself in Boss Mode. In Boss Mode you will always be in a Cover Point. Press the Space key and on screen arrows will point to other available Cover Points (if any are available). Continuing to hold the Space button, use the A key to move left or the D key to move right between Cover Points.

ARRESTING AND DISARMING CRIMINALS

The best cops try to keep the kill count down, and the arrest count up.

To arrest and disarm criminals, shoot them in the hands. They will go down, hands above their heads and drop their weapons on the floor. Feel free to use their dropped weapons; they won't need them where they're going. Try not to shoot criminals after arresting them; there is nothing worse than a maniac cop, executing criminals in police custody.

YOUR PARTNER

Sometimes the investigation will get tough, that's when you'll need the backup of your partner. He'll cover your back, but you better make sure you cover his. If he dies then your investigation will be over.

INVESTIGATION RESULTS SCREEN

At the end of every stage the quality of your police work will be examined.

Total Damage - The total damage in dollars that your Bad Boy police work has caused. If you cause too much damage Captain Howard is gonna be mad!



Evidence - The number of pieces of evidence that you have collected.

Disarms - The number of criminals you have disarmed and arrested.

Executions - The number of disarmed and arrested criminals that you have killed.

Kills - The number of criminals you have killed.

Accuracy - Your shooting accuracy.

You will receive a rating from Perfect Cop, when your police work is exemplary to Bad Boy Cop, when your work has been more destructive.

Captain Howard will debrief you afterwards. You know how he gets, just hope that he doesn't get too crazy...

SAVING AND LOADING

After completing a stage the game can be saved. All other game data including cheats and preferences are also saved. A prompt will be displayed asking if you wish to save your game. Choose to save your game. Your game data will now be saved.

When loading the game a prompt will be displayed asking if you wish to load your game data. Choose to load your game. On the Main Menu select Continue Game. Your game data will be used and you will start playing at the beginning of the level.

To replay a stage you have previously completed, load your game data. On the Main Menu select Quick Game. Select any stage you wish to replay.

Akimov, Kirill

Kapimoff.
17th April 1962
Money laundering
and racketeering.
Armed and dangerous.
Russian Mafia Leader.

WEAPONS

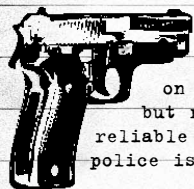
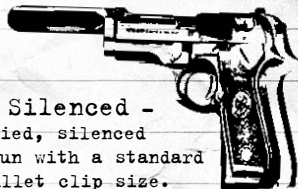
PISTOLS

45c -

Standard police issue handgun. Very reliable with a 12 bullet clip size.



9mm Silenced - Modified, silenced handgun with a standard 12 bullet clip size. Best used when discretion is called for.



45s - The average pistol on the streets but not as reliable as the police issue 45c.

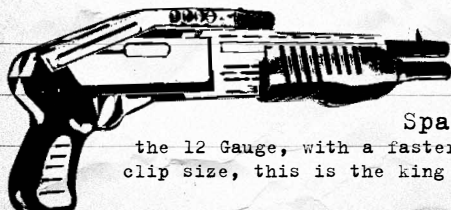
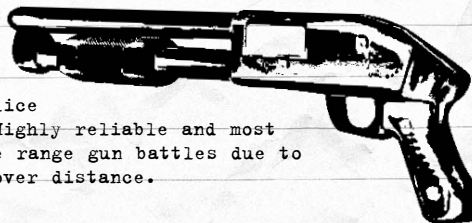


Enforcer - The most powerful handgun in the world. High velocity bullets but with a poor fire rate. Another favourite of the more up-market criminal.

SHOT GUNS

12 Gauge -

The standard police issue shotgun. Highly reliable and most useful for close range gun battles due to its inaccuracy over distance.

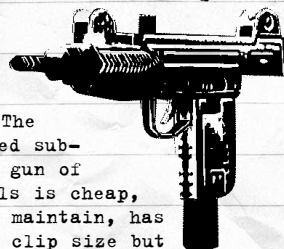


Spaz - More powerful than the 12 Gauge, with a faster fire rate and larger clip size, this is the king of shotguns.

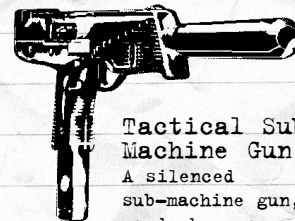
SUB MACHINE GUNS



MP5 - The standard police issue sub-machine, its only negative point is the relatively small clip size.

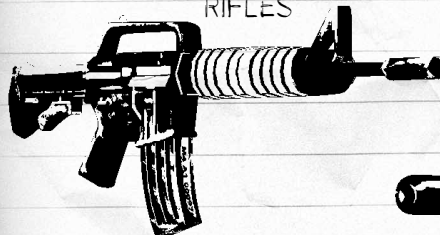


Easy 9mm - The preferred sub-machine gun of criminals is cheap, easy to maintain, has a large clip size but is inaccurate.

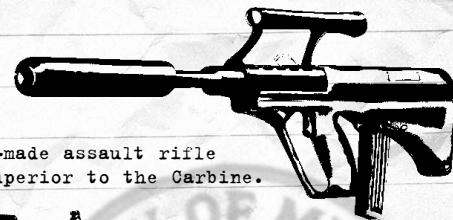


Tactical Sub Machine Gun - A silenced sub-machine gun, used where surprise is advantageous.

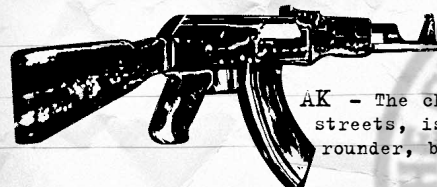
RIFLES



Carbine - The standard police issue assault rifle, is both powerful and accurate and well regarded in the force.



Steygeur - A well-made assault rifle that is marginally superior to the Carbine.



AK - The cheapest assault rifle on the streets, is generally a good all rounder, but has a suspect aim.



Sniper Rifle - The only weapon that is accurate over massive distances. Highly powerful, but with a long reload time; it can only be used in the most special of circumstances.

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