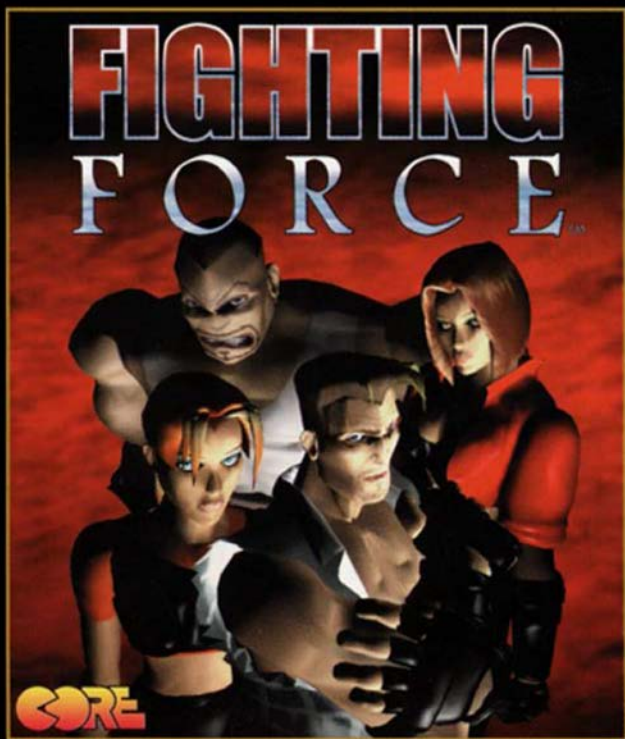


PREMIER COLLECTION



EIDOS
INTERACTIVE



EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Introduction

Place: Earth

Time: Years Past The Millennium

It is a few years past the Millennium and Dr Dex Zeng is **INFURIATED**.

As a former high powered **GOVERNMENT AGENT** with his nose in many areas (including the **SEEDY** and **LICENTIOUS New York UNDERGROUND**), as well as a renowned radical scientist and professor in Theology, Dr Dex Zeng **TRULY** believed the end of the world would come by the **YEAR 2000**.

EVENTS occurring toward the turn of the century confirmed to Dr. Zeng that the year 2000 would bring the **ARMAGEDDON**. The signs were clear! Zeng was so sure, in fact, that he even convinced many of his ex-employees (who happened to be prominent members of local militias) that this was fact and they helped him prepare for this almighty **CONCLUSION**.

Zeng is like a better functioning idiot savant. He is brilliant in what he does. He sets his mind to a goal and achieves it - no matter what.

Over the years, Zeng has developed a **MEGALOMANICAL** complex that many suspect may have been caused by the use of **SYNTHETIC DRUGS** he's made for the government and tested on himself and other family members.

Like the few megalomaniac's in history, he actually thinks he is the **KEEPER** of the **EARTH**. The Father Nature, the Chosen One. He feels that anyone in his **PRESENCE** should bow before him **AS THOUGH** he WERE a god.

Well in the year 2000, his years of perpetuation's of the **COMING OF THE END** drew close and when the **MILLENNIUM** hit us at 12:01 am January 1, 2000.....**NOTHING HAPPENED!**

Filled with outrage intensified by the millions of partiers and rioters that surround him, Dr Dex Zeng insists that **SOMETHING WENT WRONG**.

He knows from his years and years of reading, teaching and hypothesising that **IT WAS SUPPOSED TO HAPPEN**

Fortunately, Dr Zeng had a plan in **CASE** something like this did happen.

He is prepared to **FIX** the Apocalypse - to **FORCE** it - to **CORRECT** the malfunction.

And the scary part is - **HE IS ONE OF THE VERY FEW WHO CAN MAKE IT HAPPEN!**

Dr Zeng now believes that it is **HIS JOB**, to **AT ANY COST - END THE WORLD**. With the help of biological warfare devices and several militant followers, as well as his connections in the Underground, it shouldn't be difficult.

BUT, one of Dr. Zeng's lab assistants, Snapper, decides she can no longer stand this man's corruption and calls on a friend for help in stopping him.

With this act she helps bring together what will be known as one of the most **VOLATILE TEAMS EVER CREATED!**

IT'S TIME TO END ——— THE END OF THE WORLD

INSTALLation

To run Fighting Force a PC with a Pentium or Pentium compatible processor and a 3d accelerator card is required. A PC gamepad is also recommended.

To install Fighting Force insert the CD into the CD-ROM drive and the installation should start automatically.

Follow on-screen instructions to guide you through the installation process.

Once the installation is complete run setup.exe in the directory you installed the game to select the hardware devices and set options. Click on Ok to save the options and exit the setup program.

You can now run the game by double clicking on the fforce.exe icon.

It is recommended that you shut down all other tasks before running Fighting Force.



SETUP Program

SELECTING A CARD

If you have more than one accelerator card installed you can select a card using the Direct Draw devices list box.

SETTING THE FULL-SCREEN DISPLAY MODE

Select a display mode using the Full screen display mode list box.

If the game is running too slowly choose a smaller screen size or set the Lock frame rate rendering option. You may not have enough video memory to run the game if the display size is too large.

SETTING THE WINDOW SIZE

Set the window size for windowed mode using the slider controls.

You may not have enough video memory to run the game if the window is too large.



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RENDERING OPTIONS

Z Buffering

Set this to use a z-buffer. Using a z-buffer will result in a better quality rendering and improve performance. The disadvantage is it uses up video memory, if you have a card with 2mb of video memory it may not be possible to use this option.

Perspective correction

Perspective correction is a technique that overcomes the 'texture warping' that you will see if this option is not used. It may degrade performance though.

Bilinear filtering

Setting this option will greatly improve the display quality but may degrade performance slightly.

Antialiasing

Check to see if your graphics card supports this option.

Triple buffering

This option may increase the performance slightly but uses up more video memory.

Run in a window

Windowed / full-screen mode. Not all cards support windowed mode.

Lock frame rate

Set this option if the game is running too slowly

In-Game Controls

KEYS

Cursor Keys

Up moves your character up the screen.
Down moves your character down the screen.
Right moves your character to the right.
Left moves your character to the left.

/ Back-fist (punch behind you), or use to grab your enemy when in close proximity.

Shift Kick, or use to discard object by throwing it.

Space Bar Jump.

Ctrl Punch , or use to pick up objects when your character is directly over them.

Insert Zoom camera in and out of the screen.

Alt Use in conjunction with the Directional buttons to run.

P Pause / Un-pause the game.

Q Quit.

Menu Controls

Through all menus please use the Cursor Keys to navigate, Return to select and Escape to go back one step.

Starting the game

You will be presented with the Eidos/Core introduction followed by a brief game introduction before being taken to the Title Screen, pressing Return will access the Main Title Menu.

MAIN **T I T L e** Menu

Here you will be able to select the following options:

- 1 Player Select to take you to the Character Selection Screen.
- 2 Players Select to take you to the Character Selection Screen.
- Options Select to take you to the Options Screen.

Character Selection Screen

Here you will be able to select the character with which you wish to play, simply highlight the character using the right and left Cursor Keys and press Return to select. Once selected your game will commence.

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OPTIONS Screen

Here you will be able to select your in-game options, use the Cursor Keys to highlight, and where necessary, change the options, pressing Escape will apply your options and return you to the Main Menu Screen.

THE OPTIONS AVAILABLE TO YOU ARE:

Difficulty	EASY / NORMAL (Default) / HARD
Music Volume	Use right and left Directional buttons to set level.
FX Volume	Use right and left Directional buttons to set level.
Control Settings	Select and you will be presented with 8 pre-set control configurations, selecting your desired control setting will return you to the Options Screen
Load Settings	Use this option to load your Option Screen settings.
Save Settings	Use this option to save your Option Screen settings.
Friendly Fire	ON (Default) / OFF, chose whether you wish to inflict damage to your partner (2 player game only).
Hi Scores	Select to view the current top 10 high scores.
Exit	Select to return to Character Selection Screen.

In-Game Display

Player 1 character name

Player 1 score

Player 2 character name

Player 2 score

Player 1 energy

Player 2 energy

Player 1's
Baddies name

Player 2's
Baddies name

Baddies energy

Baddies energy



Character Profiles

You will find following a detailed profile of our main characters along with an example of a special move, experiment with different button combinations to discover more!

MACE DANIELS

STATISTICS:

Age:	21
Height:	5'7
Weight:	126lbs
Hair:	Brunette
Eyes:	Green
Vitals:	38-22-38
IQ:	200



Snapper contacts a rough and ready Private Investigator who is well known for her dealings with the city's underbelly. Mace is one hot woman with a taste for blood as well as desire. She's the one who teases and taunts you just before she takes you out.

Mace Daniels has heard of Dr Zeng through Snapper and can't believe what she's hearing. She never thought of Dr Zeng as dangerous but then again, she hasn't exactly been paying attention to him.

Mace is beautiful - kinda' like a La Femme Nikita. She's not brash or loud or annoying. She would purr to her assailant rather than say, "Hey punk!" Mace is a woman aware of her sexual magnetism. Yet, she couldn't care less about men. She is always being pursued without giving ANYONE the time of day.

This, coupled with her array of martial arts and weaponry skills, makes her a fighter that men AS WELL AS WOMEN envy.

Special Move: Over the shoulder grab and throw / + Space Bar

Other Moves:

HAWK MANSON

STATISTICS:

Age:	26
Height:	6'2
Weight:	196lbs
Hair:	Blonde
Eyes:	Blue
Biceps:	36"
Chest:	48"
Neck:	20"
IQ:	187



An aggro vigilante now, Hawk Manson once was a freedom fighter for all the social wrongs in the world. Well, nice guys finish last and Hawk frustratedly decided to let the weak be weak and the strong be strong.

He has run into Mace several times and though the two are acquainted, they have never spent any real time together. Hawk has seen Mace fight and this is the one thing that stirs him inside like nothing else. When Mace approaches him for the job — by pinning him to the ground, smiling a sexy smile and telling him that she needs his help. Hawk is DEFINITELY stirred!

Hmm....there's some sort of chemistry here, but both are too headstrong and stubborn to admit it.

Hawk has several jobs at any given time, but he takes on this job because it is his chance to get closer to the elusive Mace Daniels. In addition to that, he also took the job because it is the first job in a long time that is tinged with a bit of "goodness".

Special Move: 360 spin-kick Ctrl + Space Bar

Other Moves:

STATISTICS:

Age: 29
Height: 6'4
Weight: 280lbs
Hair: Brown
Eyes: Hazel
Biceps: 48"
Chest: 60"
Neck: 26"
IQ: 106



After Hawk Manson agrees on bringing Dr Zeng down, he heads to one of the world's most dangerous prisons to find Ben (Smasher) Jackson.

Ben Jackson has been serving multiple life sentences and the prison is very fond of him. You see, they've been renting Ben Jackson out. The public doesn't know it, but it cuts down inmate deaths and above all, it brings the prison a wad of money every time he gets sent out.

The Prison's number one and repeat client of Ben's is Hawk Manson. Hawk has been bribing the prison for years. He wants Ben to be set free and made the bargain to "contract" Ben 15 times. Sorta like "Rent to Own".

Only a few problems: Ben is like a loose cannon. He smashes EVERYTHING in sight. His temper is immeasurable during heated times and you never know if he'll turn on YOU next.

Special Move: Forward Roll Alt (while moving forward to run) + Ctrl

Other Moves:

ALANA MCKENDRICK

ALANA



STATISTICS:

Age:	17
Height:	5'5
Weight:	108lbs
Hair:	Blonde
Eyes:	Blue
Vitals:	28-20-28
IQ:	240

Alana is a raver. She spends her nights dancing away and most of her days with little sleep while she goes to school. The semester is over and Alana is raging at all the cool warehouse parties where she hangs with her friends.

Alana has been planning on putting an end to Dr Zeng ever since he tried to experiment on her with drugs he had created.

We find out that Alana is Dr. Zeng's illegitimate daughter and not out of vengeance, but RESPONSIBILITY, does she decide she must find some way to stop her stepfather from doing this to others.

When Mace comes to her and asks for her help, Alana is overjoyed. A little too overjoyed. Mace wonders if Alana, at her young age, really understands how dangerous this is. Believe me, Alana knows. It's just not her style to get serious until she's kicking ass and believe me, some heads will CRACK!

Special Move: Grab and spin kick

/+Shift

Other Moves:

ZENG

DOCTOR ZENG

STATISTICS:

Age:	Unknown
Height:	6'3
Weight:	200lbs
Hair:	N/A
Eyes:	Grey
IQ:	300+++



This crime boss has his name suddenly on everybody's lips. It appears as if Dr. Zeng is up to no good, but what is he doing? It seems Dr. Zeng is trying to destroy the world as we know it. What he is really doing is still a little bit of a mystery, but it does involve some low down dirty tricks!

ZEN

Hints and Tips

Use your special moves sparingly as they will deplete your energy.

Try punching and kicking as many objects as possible they may conceal useful items or be used as weaponry throughout the game.

Experiment with various key combinations to discover new and special moves.

CREDITS

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