

MECH WARRIOR 2

31ST CENTURY COMBAT

HEADS-UP DISPLAY

POWER-UPS



HEAT SINK



HEALTH



INVINCIBILITY



FIRE RATE INCREASE



STEALTH



WEAPONS RELOAD



JUMP JET



SPEED BURST

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

Targeting Bracket

Targeting Camera



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

Mission Objective

Targeting Reticle

Throttle Forward
(Green)
or
Reverse Throttle
(Blue)

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

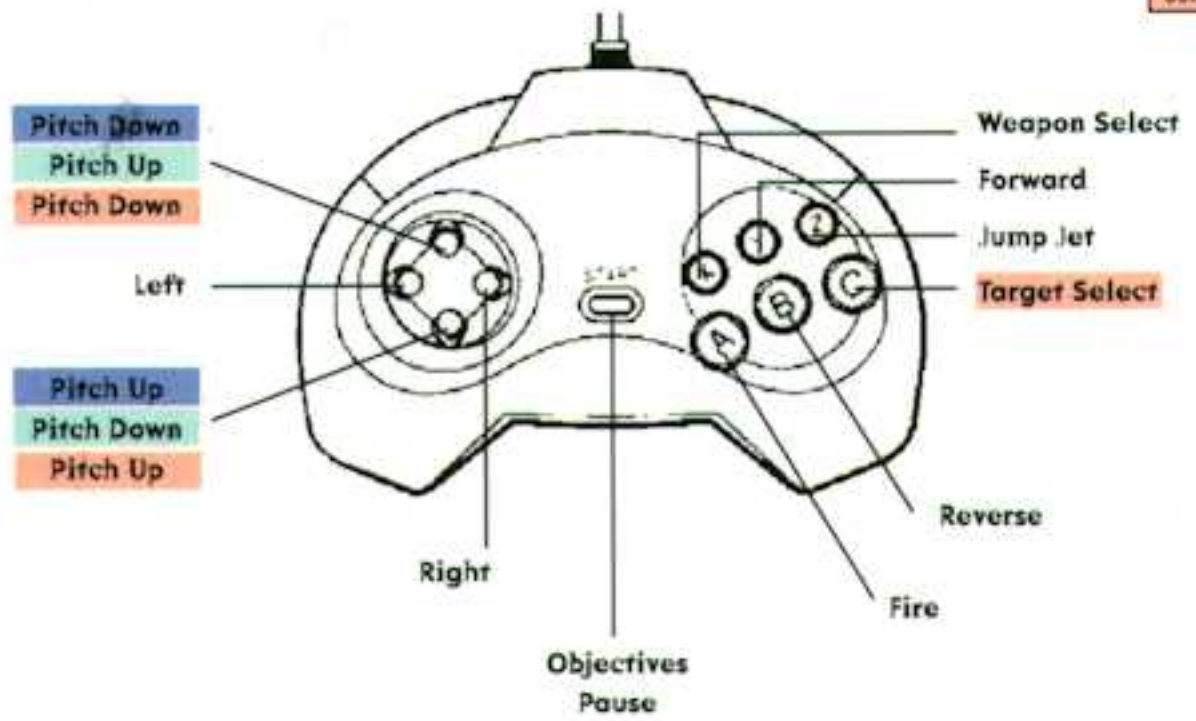
Heat Tracking
Indicator

Jump Thrust
Indicator

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

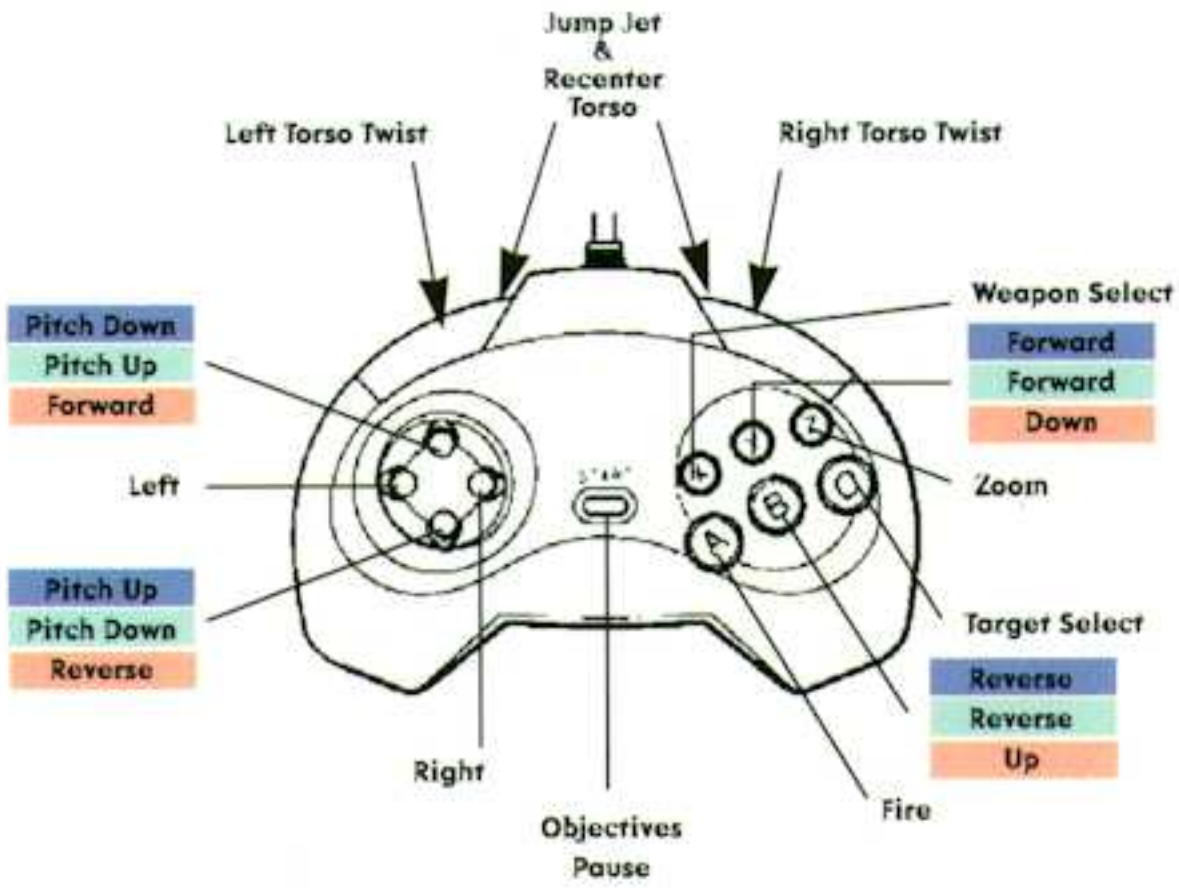
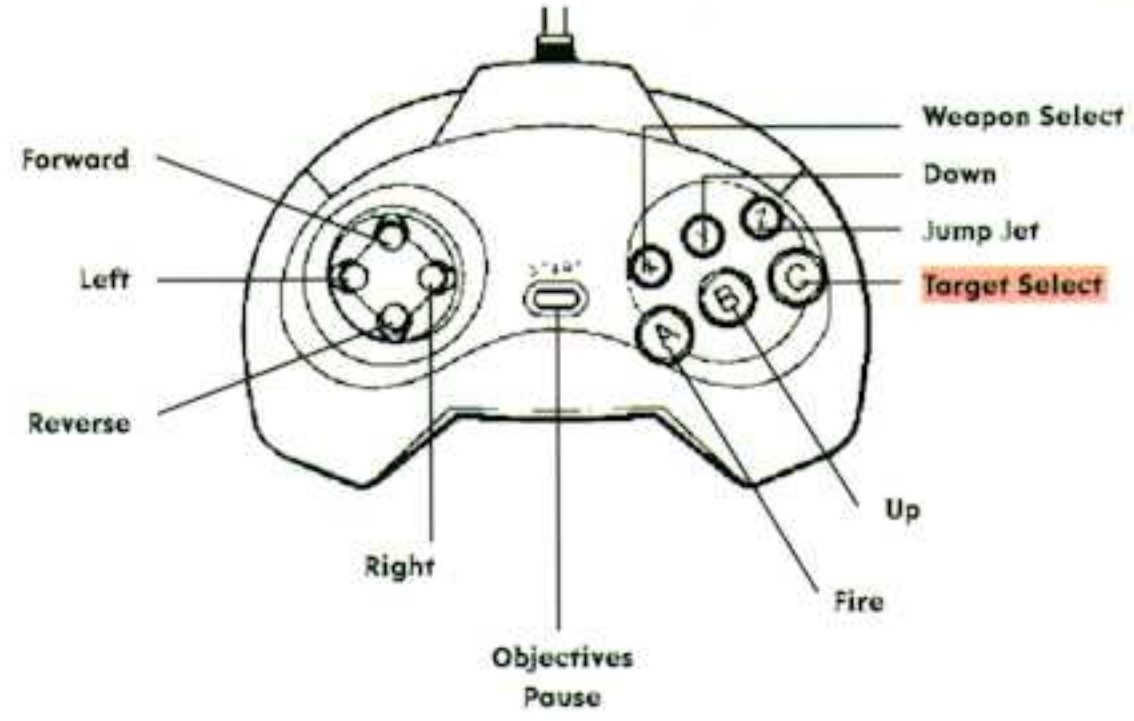
CONFIGURATIONS 1, 2 & 4

- Configuration 1
- Configuration 2
- Configuration 4



CONFIGURATIONS 3 & 5

- Configuration 5



- Configuration 6
- Configuration 7
- Configuration 8

CONFIGURATIONS 6, 7 & 8

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