



NTSC U/C

PlayStation®



FIGHTING™ FORCE



EIDOS
INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE:

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, including games played on the PlayStation game console, 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:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is for use only with the PlayStation™ game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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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 **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 megalomaniacs 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.

When the **MILLENNIUM** hit us at 12:01 am January 1, 2000.....

NOTHING HAPPENED!

Filled with outrage intensified by those who surround him, Dr Dex Zeng insists that **SOMETHING WENT WRONG**.

He knows from his years and years of reading, teaching and hypothesizing 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 to 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

IN-GAME CONTROLS

(default controls)

DIRECTIONAL BUTTONS

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.

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

□ Button..... Kick, or use to discard object by throwing it.

○ Button..... Jump.

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

L1 Button..... Zoom camera in and out of the screen.

R1 Button..... Use in conjunction with the Directional buttons to run.

START Button...Pause / Un-pause the game.

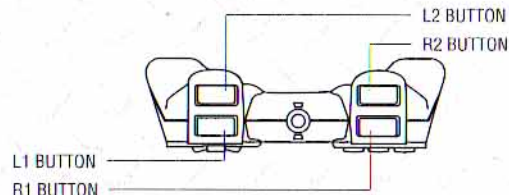
SELECT Button..After pausing the game, press this button to quit by following the on-screen prompts.

MENU CONTROLS

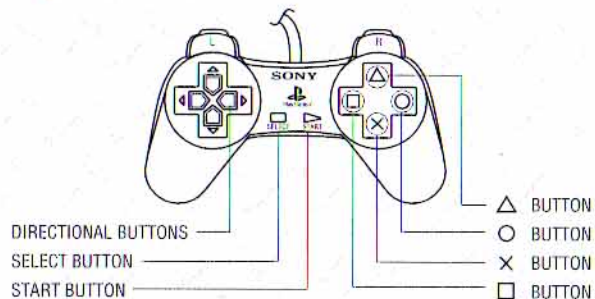
Through all menus please use the Directional buttons to navigate, the **× Button** to select and the **△ button** to go back one step.

Note: Try experimenting with different buttons to discover more moves.

CONTROLLER



Top View



Front View

STARTING THE GAME

It is advised that you do not insert or remove peripherals or Memory cards once the power has been switched on. You will first be presented with the Eidos/Core introduction followed by a brief game introduction before being taken to the Title Screen. Press the Start button to access the Main Title Menu.

MAIN TITLE 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. You must have 2 Controllers connected to be able to select this option.
- Options**..... Select to take you to the Options Screen.

CHARACTER SELECTION SCREEN

Here you will be able to select the character which you wish to play. Simply highlight the character using the right and left Directional buttons, and press the (X) Button to select. Once selected, your game will start.

Both players will not be able to select the same character in a 2 player game.

OPTIONS SCREEN

Here you will be able to select your in-game options. Use the Directional buttons to highlight, and where necessary, change the options. Pressing the Triangle Button returns 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.
- SFX Volume** Use right and left Directional buttons to set level.
- Stereo / Mono** STEREO (Default) / MONO
- Controller 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 Memory Card Data** Select to take you to the Load Game Screen.
- Load Settings** Use this option to load your Option Screen settings.
- Save Settings** Use this option to save your Option Screen settings.
- Screen Adjust** Select and you will be taken to the Screen Adjust page. Use the Directional buttons to position the screen as desired, press the Triangle Button to apply and return you to the Main Title Screen.
- HI-Scores** Select to view the current top 10 high scores.
- Exit** Select to return to the Title Screen.

SAVING YOUR GAME

Make sure that there are enough free blocks on your Memory card before commencing play.

Please note that if you do not have a memory card you will not be able to save your game.



At certain points in the game you will be prompted to decide whether or not to save your game to the Memory card. If you wish to do so, highlight and select YES. If you do not wish to save your game highlight and select NO. After making your selection, you will be returned to the point of the game from which you were prompted.

Your full game configuration will be saved within the save game.

Warning! Do not remove a memory card while the game is saving/loading; the game may not save or load correctly.

LOADING A SAVED GAME

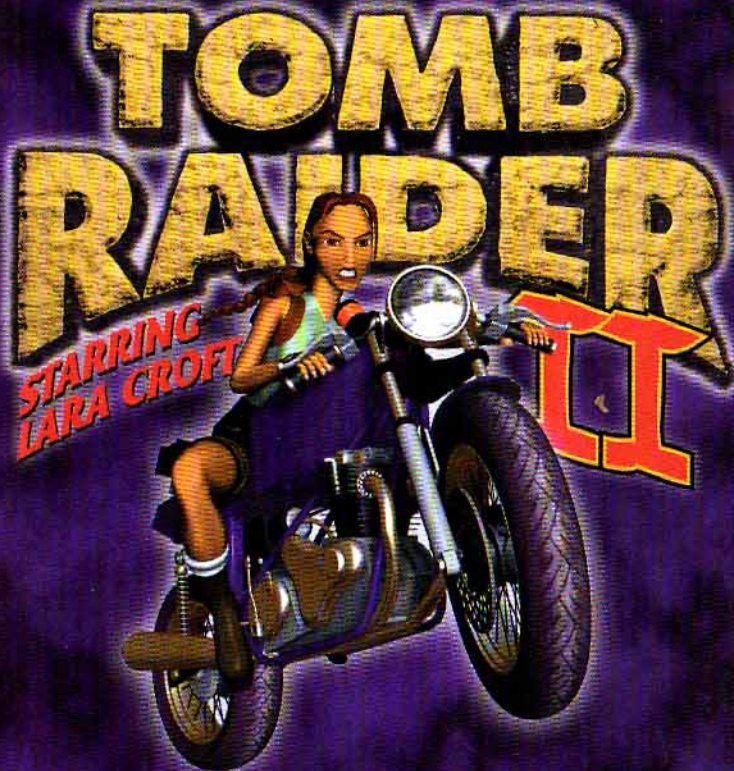
From the Options Screen selecting Load Memory Card Data will take you to the Load Game Screen. Here you will be able to load your saved game.

Displayed on-screen will be the name of your saved game file. Only one file will be held per Memory Card. Pressing the  Button will commence your game from the save game point, pressing the  button will return you to the Options Screen.

Please note you will only be able to Load a 2 player saved game if you have both Controllers connected.

QUITTING THE GAME

While playing the game, you can return to the Title Screen by pressing the Start button (to pause the game) then by pressing the Select button and following the on-screen prompts.



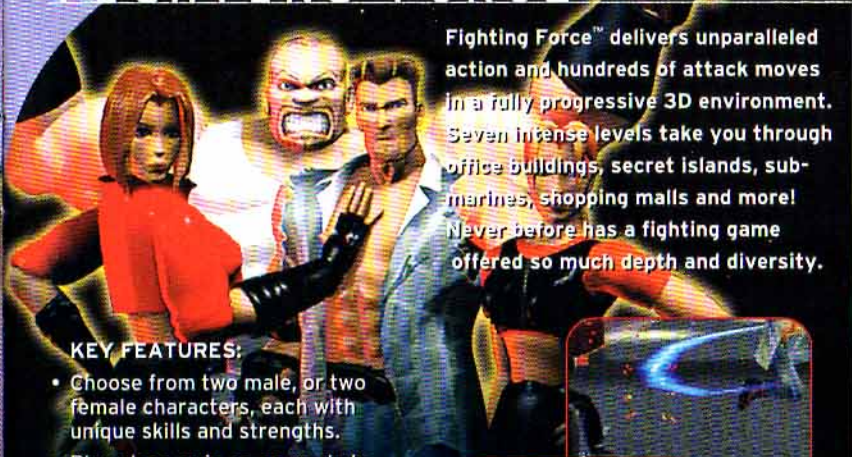
The Adventure Continues....

The Eidos Interactive logo is centered on a large, glowing blue and white circular graphic. Surrounding the logo are five circular inset images: a character in a purple mask, a skull with glowing eyes, a woman with a gun, a character with a large mouth, and a character in a red jacket.

EIDOS
I N T E R A C T I V E

YOU'VE BEEN WARNED

FIGHTING FORCE™

A group of four characters from the game Fighting Force: a woman in a red jacket, a man with a large mouth, a man in a blue suit, and a woman in a black and red outfit.

Fighting Force™ delivers unparalleled action and hundreds of attack moves in a fully progressive 3D environment. Seven intense levels take you through office buildings, secret islands, submarines, shopping malls and more! Never before has a fighting game offered so much depth and diversity.

KEY FEATURES:

- Choose from two male, or two female characters, each with unique skills and strengths.
- Play alone or in co-op mode to defeat your enemies.
- Pick up weapons such as knives, axes, and guns, or rip off the railing in an elevator as you interact with the environment as never before.
- Fight through multiple baddies at the same time.



DEATHTRAP DUNGEON™

Experience intense multiplayer action as you dive into the macabre and devilish 3D realm of Deathtrap Dungeon™. Fight to the bloody end against over 50 fiends and foes ranging from fire-breathing dragons to slithering serpents in a dynamic 3D environment.

KEY FEATURES:

- Select from swords and magic hammers to bombs and flame-throwers for bloody hand-to-hand combat.
- Explore 10 tortuous levels, each a huge map of mazes, corridors, and dungeons.
- Dive into spectacular full 3D gameplay with an intuitive third-person camera angle.
- Based on the multi-million selling Fighting Fantasy™ books by Ian Livingstone.



NINJA™

Enter a mystical world with a dark history of demon lords, ritual death ceremonies, and sacrificed souls. You'll need every weapon and magic spell you can earn as increasingly difficult enemies work together to defeat you.

KEY FEATURES:

- Three expansive worlds with 14 detailed levels, including catacombs, a cemetery, a burning village and volcanoes.
- Progressive storyline captivates gamers unlike traditional fighting games.
- Tons of weapons and magic spells to use against opponents.
- Enemies, creatures and bad ninjas with different skills work together to prevent you from reaching your goals.

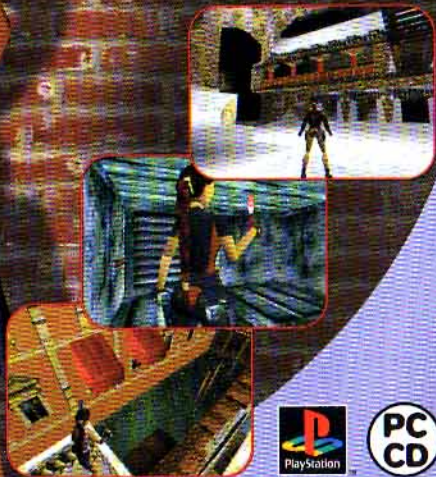


TOMB RAIDER 2™

The much anticipated sequel to the best-selling title sets Lara Croft off to more exotic locations that have her fighting underwater enemies, swinging from chandeliers, climbing up walls and exploring enormous new 3D worlds.

KEY FEATURES:

- New animated moves.
- New weapons, including underwater harpoons.
- New enemies, including more human foes.
- New light sourcing effects for more realistic graphics.
- Addictive gameplay combining action and adventure elements.



LUNATIK™

Lunatik™ is a top-down 3D Shoot 'Em Up, set in a future where Earth no longer exists. You're part of an indomitable civilization battling against everything the evil and powerful Corporate armies can throw at it.

KEY FEATURES:

- Eight vast 3D levels where gamers must fly, fight, and dodge enemies or be destroyed!
- A built-in radar system helps gamers react quickly to enemies and avoid collisions with structures.
- Three multiplayer modes: Co-operative, Destructive and Bomb Tag.
- Dramatic lighting and sound effects as well as music created by Rude Recordings help plunge gamers into the futuristic environment of Lunatik.



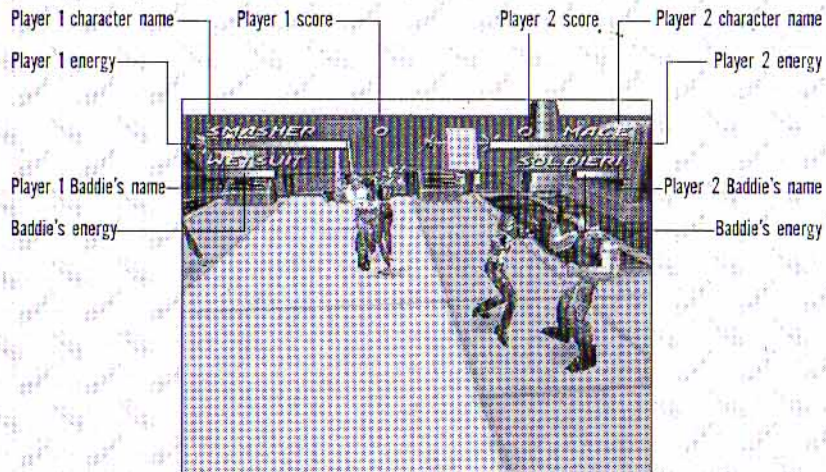
IAN LIVINGSTONE'S

DEATHTRAP Dungeon

Coming
early
1998

Not all organ
donors are
volunteers

IN-GAME DISPLAY



CHARACTER PROFILES

Snapper has contacted 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.

She believes the freaked-out Snapper and sees this as an opportunity to get some of the things she loves most — danger, fame and fortune.

Mace is beautiful — kinda' like Lara Croft. 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, make her a fighter who is the envy of men and women alike.

MACE DANIELS

STATISTICS:

Age: 21

Height: 5'7

Weight: 126lbs

Hair: Brunette

Eyes: Green

Vitals: 38-22-38

IQ: 200



A vigilante now, Hawk Manson was once a freedom fighter for all the social wrongs in the world. Well, nice guys finish last, and Hawk learned that lesson all too well.

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".

HAWK MANSON

STATISTICS:

Age: 26 Chest: 48"

Height: 6'2 Neck: 20"

Weight: 196lbs IQ: 187

Hair: Blonde

Eyes: Blue

Biceps: 36"

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.

BEN (SMASHER) JACKSON

STATISTICS:

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



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.

ALANA MCKENDRICK

STATISTICS:

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

We find out that Alana is Dr. Zeng's illegitimate daughter. 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 butt and believe me, some heads will CRACK!



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!

DOCTOR ZENG

STATISTICS:

Age: Unknown

Height: 6'3

Weight: 200lbs

Hair: N/A

Eyes: Grey

IQ: 300+++



Pickups

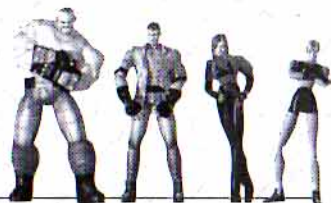
Be on the lookout for First Aid Kits and food items to replenish your health during your mission. Try punching and kicking as many objects as possible for they may conceal useful items or be used as weaponry throughout the game. You never know what you might find!

When enemies are defeated certain items may appear (coins, cash, gold bars, jewels). Pick up as much as you can to increase your score.

Stuck? Need some strategies? Call the Eidos Interactive Hint Line.

Eidos Hint Line
1-900-773-4367

Cost of Call \$0.95/minute/Must be 18 years or have Parent's Permission/Touch-Tone Phone Required



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Andrew Thompson, Susie Hamilton, Mike McGarvey,
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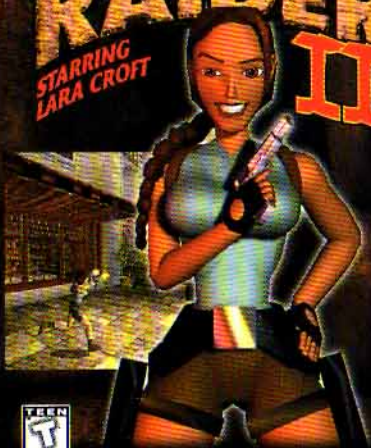
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LARA CROFT



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DEATHTRAP Dungeon™



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