Vicious Times Two!

- Newly Designed Mission-Based Levels
- Authentic Nintendo 64 Effects and Graphics
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- Fully Customizable Controls and Save Game Features
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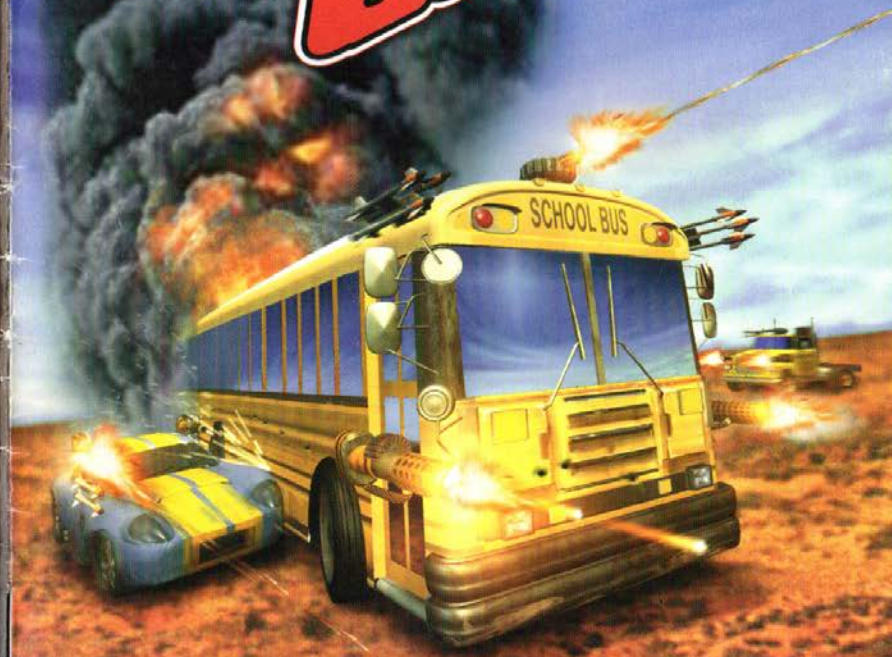
INSTRUCTION BOOKLET

VIGILANTE 8™



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TEEN
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AGES 13+
CONTENT RATED BY
ESRB

NINTENDO 64

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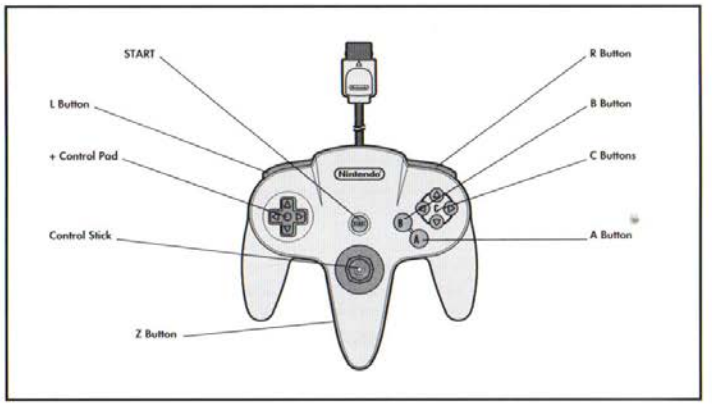
TABLE OF CONTENTS

Starting Up 2
Game Controls 3
Main Menu 5
Options Screen 8
The Game 9
HUD 9
Standard Weapons 10
Power-Ups 12
Rules of Engagement 13
Back Story 15
Characters, Vehicles & Special Weapons 16
Credits 26
Customer Support 27
Software License Agreement 28

GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual will refer to the default controller configuration. You can change the controller configuration in the Options screen accessed from the Main menu screen (see page 5).



Control Pad Up	Gas
Control Pad Right	Turn Right
Control Pad Left	Turn Left
Control Pad Down	Brake/Reverse
A	Gas
B	Hand Brake
Start	Pause
Control Stick Right	Turn Right
Control Stick Down + Hand Brake	Reverse
Control Stick L/R + Hand Brake	Tight Turn
Control Stick Left	Turn Left
Z	Machine Gun
C Button ▲	Rear View
C Button ◀	Toggle Weapons Left
C Button ▶	Toggle Weapons Right
C Button ▼	Select Targets
R	Fire Selected Weapon
L	First Person View

Game Controls

To select menu items use the Control Stick or the Control Pad up/down to highlight the option you want to select and press the A button to accept.

Game Reset

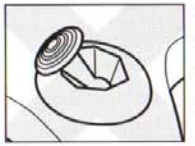
To abort the game, press **Start** to pause the game and display the pause menu. Choose **Quit** from this menu, and then highlight and select **Yes** to return to the Main menu screen.

STARTING UP

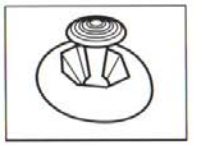
Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, *do not* move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



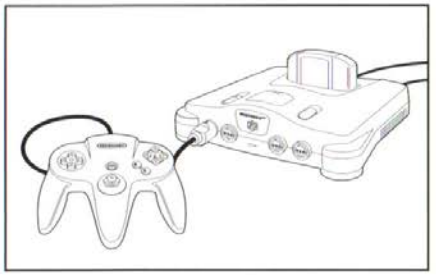
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** Buttons.

The Control Stick is a precision instrument – make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact a Nintendo Authorized Repair Center.

Holding the Nintendo® 64 Controller

While playing the *Vigilante 8* game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo® 64 Controller



To play Vigilante 8, connect a controller to socket one located on the front panel of the control deck.

If you change the connection during the game, you will need to turn the power OFF to make the connection active.

Rumble Pak™/Controller Pak

The Vigilante 8 game is compatible with the Rumble Pak accessory. Before using it, read the Rumble Pak accessory instruction booklet carefully.

The Controller Pak gives the player the option to save a game at the end of each level. You can swap the Rumble Pak and Controller Pak during the game, while on the pause screen. Press **Start** to pause the game.

N64 Expansion Pak

This game is compatible with the N64 Expansion Pak. Before using the N64 Expansion Pak, please read the N64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory. Press **Start** to pause the game and access the resolution options.

MAIN MENU

One Player

Choosing One Player allows you to choose between Quest, Arcade or Survival Mode.

Quest Mode

Quest mode consists of a series of four levels for each character. To win each level, you must complete the mission objectives and destroy all enemy vehicles. Enemy vehicles are automatically chosen and their number and skill increases with each level successfully passed.

After choosing the Quest mode you must select your vehicle. Use the Control Stick to cycle through the vehicles. After all four levels are completed, the ultimate fate of your character will be revealed. In addition, successfully completing all objectives will lead to "unlocking" additional characters/vehicles and arenas! If you fail to fulfill the mission objective in a Quest Mode, you can replay that level.

Arcade Mode

In Arcade mode, you must select an arena, a vehicle, and opponents. (You may select up to 12 enemy vehicles per arena.) Use the Control Stick to select the opposing vehicles and the number of times each can regenerate. Once you have chosen your opponent(s), press the **A** button to start the match.

Survival

In Survival mode, you must select an arena and a vehicle. The object of the survival mode is to see how many enemies you can destroy before you are eliminated. You will face an unlimited wave of enemies with a maximum of six enemies facing you at once. As an extra bonus, the player will get a wrench for totaling an enemy car.

Two Player

Choosing Two Player allows you to choose between Versus, Cooperative, or Quest Mode.

Versus Mode

In the two-player Versus mode, you can battle it out with another human opponent. The match ends when one player successfully destroys the other. By pressing **B** you can replay the same game. There are no enemy vehicles in Versus mode.

In two-player Versus mode, both players can select the arena. After the arena is selected, both players can select a vehicle. Use the Control Stick to select a vehicle and then press **A** to confirm the selection. Both players must select a vehicle to start the match.

Cooperative

The two-player cooperative mode allows two players to team up against a group of computer enemies. The enemy vehicles engage both players. The game ends when either of the players dies, so be sure to help your buddy! Your teammate is the gray dot on the radar.

Quest Mode

Quest mode consists of a series of four levels for each character. To win each level, you and your teammate must complete the mission objectives and destroy all enemy vehicles. Enemy vehicles are automatically chosen and their number and skill increases with each level successfully passed.

After choosing the Quest mode, you and your teammate must select your vehicles. Teammates must be from the same team, either Coyotes or Vigilantes. Use the Control Stick to cycle through the vehicles. After all four levels are completed, the ultimate fate of your character will be revealed. In addition, successfully completing all objectives will lead to "unlocking" additional characters/vehicles and arenas! If you fail to fulfill the mission objective in a Quest Mode, you can replay that level. If any player dies, you lose the level.

Multiplayer

Choosing Multiplayer allows you to choose between Brawl, Team or Smear modes.

Brawl (3-4 Players)

In the Multiplayer Brawl mode, you can battle it out with up to three other human opponents. The match ends when one player successfully destroys all the other players. By pressing **B** you can replay the same game. There are no enemy vehicles in Brawl mode.

After the arena is selected, all players can select a vehicle. Use the Control Stick to select a vehicle and then press **A** to confirm the selection. All players must select a vehicle to start the match.

Team (3-4 Players)

In the Multiplayer Team mode, you and a teammate can battle it out with two other human opponents. The match ends when one team successfully destroys the other team. By pressing **B** you can replay the same game. There are no enemy vehicles in Team mode.

In Team mode, any player can select the arena. After the arena is selected, all players must select a vehicle. Use the Control Stick to select a vehicle and then press **A** to confirm the selection. Players 1 & 2 are Team 1 and players 3 & 4 are Team 2. Your teammate is the gray dot on the radar.

Smear (3-4 Players)

In the Multiplayer Smear mode, it is player one versus up to three human opponents. The match ends when the team successfully destroys player one or vice versa. By pressing **B** you can replay the same game. There are no enemy vehicles in Smear mode.

After the arena is selected, all players must select a vehicle. Use the Control Stick to select a vehicle and then press **A** to confirm the selection. Your teammates' are the gray dots on the radar.

OPTIONS SCREEN

Game Status

Shows the status on all unlocked/available characters and arenas. Press **A** to replay the ending movie for characters whose Quests have been completed.

Passcode

Press the **A** button to enter a passcode. When done, press **A** to accept the passcode. If the passcode is incorrect, a buzzer will sound.

Controller Pak

Load – Load a saved game.
Save – Save current game.
Delete – Delete a saved game.

Difficulty

Unleaded – Easy Mode
Super Unleaded – Medium Mode
Premium Hi Octane – Hard Mode

Controllers 1 - 4

Pressing the **A** button allows the player to alter the control buttons in the game. You can reassign the buttons using the Control Stick. First select a button using the Control Stick up/down, then change its function using left and right.

Audio

Music – Allows the player to adjust the music volume.
Sound Effects – Allows the player to adjust the sound effects volume.
Mode – Allows the player to switch between stereo and mono.

Screen Adjust

Allows the player to adjust the screen. Use the Control Stick Directional Buttons to adjust the screen. Press the **A** button when finished.

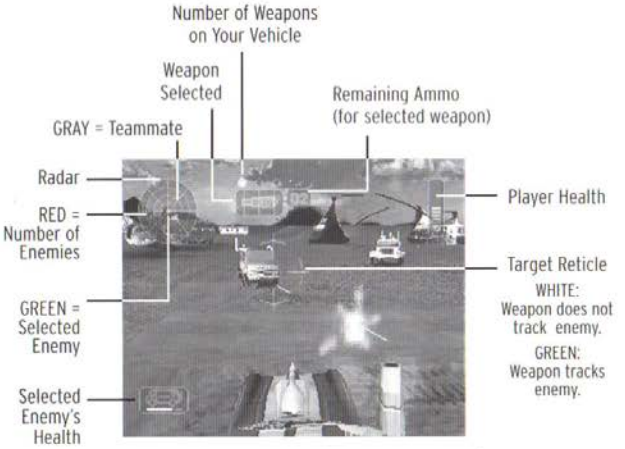
Credits

Check here to see the people behind the scenes.

THE GAME

The basic goal of the game is to eliminate all enemies by any means possible and collect your rewards. Vigilante 8 rewards you for fulfilling certain goals by unlocking new characters and new arenas in One Player Quest Mode. Once unlocked, they become available for other Modes of the game. Each car and arena has unique features that make driving exciting and challenging. Explore the arenas to look for weapons and power-ups that will add more firepower to your arsenal. Use your radar to scope out enemies. Secret moves are an effective way to stylishly finish off your opponent. Keep your eyes open for secret areas and special weapons.

HUD



STANDARD WEAPONS

Mosquito Machine Gun

The Mosquito is made in Tijuana, Mexico. It is equally popular with both Coyotes and Vigilantes for its cheap price and unlimited ammo! Standard equipment on all cars.

Caliber: 5.56 mm **Fire rate**: 720 rounds/min

Interceptor Missiles

Homing missile developed at Site-4. This experimental weapon uses a combination of optical and heat-seeking tracking systems. While quite agile, its tracking accuracy is dependent upon target size.

Speed: 100 mph max. **Range**: 1200 ft

Secret Move #1: Halo Decoy

CLASSIFIED

Secret Move #2: Afterburner

Fires one missile without detaching it, resulting in a brief burst of speed.

Button Seq: Up-Up-Up-Fire Machine Gun **Cost**: 2 Missiles

Bull's Eye Rockets

This "homemade" rocket is quite powerful, but has limited range and no tracking ability.

Speed: 120 mph sustained **Range**: 650 ft

Secret Move #1: Road Runner

Fires a special, non-explosive rocket which can stick to a vehicle's chassis and push the vehicle out of control.

Button Seq: Up-Down-Down-Fire Machine Gun **Cost**: 2 Rockets

Secret Move #2: Stampede

CLASSIFIED

Sky Hammer Mortar

This fire-and-forget weapon was extremely hush-hush, until Sid broke into Site-4 and stole it. Adapted from a recovered UFO, the Sky Hammer fires an explosive charge of semi-intelligent alien matter. The blob is initially fired up to 200 feet into the air, then proceeds to fall down under gravity, tracking its target. While not extremely agile, it is able to adjust the trajectory by altering its organic shape in flight.

Caliber: N/A **Range**: 1000 ft

Secret Move #1: Turtle Turnover

CLASSIFIED

Secret Move #2: Crater Maker

Combines up to five shells into one powerful super-shot, often making a small crater when detonating over bare terrain.

Button Seq: Down-Down-Up-Fire Machine Gun **Cost**: 2 to 5 Shells

Bruiser Cannon

As the world's smallest artillery cannon, the Bruiser packs quite a punch. Unfortunately, its 360° auto-tracking turret is rather slow, thus not very effective while on the move.

Caliber: 60mm **Range**: 850 ft

Secret Move #1: Cow Puncher

CLASSIFIED

Secret Move #2: Buckshot

Fires up to six shells simultaneously. Great finishing move!

Button Seq: Down-Up-Up-Fire Machine Gun **Cost**: 2 to 6 Shells

Roadkill Mines

The Roadkill is a surface mine, manufactured specifically for mobile combat situations. Featuring "smart trigger" technology, it can be dropped from moving vehicles at high speed. The mine only detonates upon contact with vehicles.

Secret Move #1: Bear Hug

Mine retrofitted with a gravitational force-field device. The Bear Hug is activated automatically when a vehicle is detected in its vicinity, pulling it in. If trapped, the vehicle will be temporarily immobilized.

Button Seq: Left-Right-Down-Fire Machine Gun **Cost**: 2 Mines

Secret Move #2: Cactus Patch

CLASSIFIED

In addition to the standard weapons, you will come across two different crates:

Green Crate
Contains a Special Weapon

Brown Crate
Surprise: May contain any standard weapon or a Special Weapon

POWER-UPS

Shield (Green) – Special force-field protecting the vehicle from being damaged for a limited time.

Radar Jammer (Yellow) – Confuses enemy radar and homing devices for a limited time.

Weapon Upgrade (Blue) – Doubles the damage factor of any standard weapon fired for a limited time.

Repair Wrench – Partial damage repair.

RULES OF ENGAGEMENT

Driving

- Not all vehicles have fast acceleration, but you can shift down a gear for faster takeoff by double-tapping the Gas button at lower speeds.
- At higher speeds, use Quick Turn by pressing **B** and turning with the control stick/control pad, to perform a quick 180 degree spin!
- If you carry some missiles, you can use the Afterburner secret move for the ultimate boost, to enhance your jumps, or to get out of tight spots.
- If your engine stalls, press and hold the **Gas** button until it starts up again. It's a matter of timing.
- Stuck upside-down? Tap the Control Stick repeatedly left or right to roll the vehicle back onto its wheels!

Weapons

- In addition to your machine gun, you can carry up to three weapons at a time. If you pick up more, your currently selected weapon will be discarded, so... plan ahead! Discarded standard weapons can be collected again... but you better be quick, before they disintegrate.
- Your weapons systems are prone to overheating, so their firing rates have been set for optimal performance at the factory. If you attempt to fire faster than allowed, you will hear a buzzer and the weapon won't fire. Likewise, if you keep firing your machine gun continuously, it will slow down to a crawl. So, learn the timing or give it a breather!

Targeting

- By default, your radar is set to auto-targeting mode–it will attempt to target the enemy directly ahead of you, regardless of its distance.
- You can override the selected target at any time by pressing the **Select Target** button, switching to the enemy closest to you. Pressing the button repeatedly allows you to cycle through all enemies. Once the override is engaged, it will remain locked onto its new target. When a

new weapon is selected, or the selected enemy is destroyed, the radar will revert to auto-targeting mode.

Strategy

- While smaller vehicles are weaker, they are more difficult for the enemy to target. If you select a small car, just make sure to keep on moving. Also, do not try to ram vehicles larger than yours–stay out of their way!
- If you manage to hit your opponent with two (or more) different weapons simultaneously–it's a "WHAMMY"– you do more damage that way!
- By carefully choosing your attacks, you can bring your opponent to a "wrecked" state at near-zero health, stalling the vehicle for a few seconds before it explodes. This is your chance to "TOTAL" it with a secret move or a special weapon!

BACK STORY

It was the time of a worldwide oil shortage. The U.S.–heavily dependent on affordable gasoline–was on the verge of an economic breakdown. Strikes, riots, and crime were rampant. All available law enforcement was brought into metropolitan areas, leaving the outlands unprotected.

All this was music to the ears of the Oil Monopoly Alliance Regime (OMAR), a foreign multinational oil consortium bound on monopolizing the world oil trade. The U.S. was the last country opposing OMAR's price fixing schemes and the vicious conglomerate was prepared to go to great lengths to bring the U.S. to its knees.

Enter Sid Burn, the best professional terrorist money could buy. Sid was promised $100 million by OMAR if he managed to push the U.S. economy over the edge. Sid immediately began to organize his troops in remote areas of the southwest. Known as the "Coyotes," these motorized gangsters soon became synonymous with vandalism and chaos. They began to target oil refineries and other vital industrial and commercial installations throughout the region. Small towns and settlements were terrorized...

With no one to turn to for protection, some desperate civilians decided to take the law into their own hands. Led by a trucker named Convoy and referred to simply as "Vigilantes," this oddball group of volunteers soon became a major hindrance to Sid's plans.

In the meantime, the U.S. government, feeling more vulnerable than ever, was intensifying its research and development of a new military arsenal. The most advanced weaponry, rumored to be based on UFO technology, was located at Site-4, a secret facility at Papoose Lake, Nevada. This information was not lost on Sid. Hungry for more firepower, the Coyotes organized an ambush on the facility. The robbery went sour when the Vigilantes unexpectedly appeared at the scene. As a result, the world's most advanced weaponry found its way into the hands of both parties...

What followed were no ordinary skirmishes. Auto clashes ensued all over the land, from Colorado's Rockies to California's farmlands, only to culminate in a battle like no other. To this day the events which took place are only a matter of speculation...

CHARACTERS, VEHICLES & SPECIAL WEAPONS

Vigilantes

CHASSEY BLUE

A beauty queen and secret government agent from D.C., Chassey joined the Vigilantes as part of her undercover assignment to neutralize the Coyotes.

Special Weapon: *Gridlock*

Developed for Chassey by government labs, the Gridlock launches an expanding grid of flares. The flares combust on impact in a gaseous discharge, capable of stalling and damaging almost any engine within the grid area.

'67 RATTLER

Speed:

Armor:

Tracking Avoidance:

SLICK CLYDE

A showoff playboy from Texas, Clyde was on his way to an auto show in Albuquerque when Convoy confiscated his truck and forced him to help the Vigilantes. (Now, Clyde wants to be the leader.)

Special Weapon: *White Lightning*

When Slick Clyde originally found this large "rod" at Site-4, he had no idea it was a lightning-inducing apparatus. He just thought it was a cool looking antenna! His Special Weapon can stall cars by frying their electrical system.

'70 CLYDESDALE

Speed:

Armor:

Tracking Avoidance:

SHEILA

Convoy's stubborn 16-year old niece, Sheila loves all the action. Convoy is furious with her, but she won't let him send her back home.

Special Weapon: *Tantrum Gun*

Sheila loves big guns and this 24mm gatling is as large as her dune buggy can carry. Features an Auto-tracking turret. It can knock weapons off of enemies' cars!

JOHN TORQUE

Torque, John Torque. A one-time Vegas hustler, he was recruited by Convoy for the good cause. Now, he's Convoy's right-hand man. Vowed never to gamble again.

Special Weapon: *Bass Quake*

Torque bought the best car stereo money could buy and he needed the right speaker box to go with it. This custom-made bad boy has enough bass to ripple the earth!

'74 STRIDER

Speed:

Armor:

Tracking Avoidance:

'69 JEFFERSON

Speed:

Armor:

Tracking Avoidance:

DAVE **(Locked)**
Dave believes aliens are his friends and has been tracking them for years. He joined the Vigilantes in hope of entering Site-4 and seeing some aliens first hand.

Special Weapon: Classified
Vehicle: Classified

CONVOY **(Locked)**
Vigilantes' righteous leader. Originally a trucker, he decided to take the law into his own hands after being repeatedly ambushed by Coyotes on his transport routes.

Special Weapon: Classified
Vehicle: Classified

Coyotes

LOKI
Former military test pilot of secret craft at Site-4, Loki was released from duty after becoming mentally unstable. He is obsessed with flying and will do anything to pilot one of the "saucers" again!

Special Weapon:
Scatter Missiles
A rack of three cruise missiles, retrofitted by Loki with cluster-bomb warheads.

'73 GLENN 4 x 4

Speed:
Armor:
Tracking Avoidance:

HOUSTON 3

OMAR's scientists turned Houston into a bionic woman against her will. Half human, half machine, she was programmed to aid Sid in his quest for destruction and chaos.

Special Weapon:
Super Fantastic Death Ray 3-Ax

OMAR's scientists spared no expense when creating weaponry for the ultimate assassin. This blue laser ray will cut through anything and keep on going... It can knock power-ups off of enemies' cars!

'75 PALAMINO

Speed:

Armor:

Tracking Avoidance:

BOOGIE

A die hard dance fan, Boogie is the winner of several disco dancing competitions. When not shaking his booty, Boogie runs dirty jobs for Sid.

Special Weapon: *Disco Inferno*

Boogie's own invention. An inflatable disco-ball firing explosive flares!
Spin, baby, spin!

'76 LEPRECHAUN

Speed:

Armor:

Tracking Avoidance:

BEEZWAX

Enraged Arizona bee keeper. When his bees were mutated by radiation from government nuclear tests, Beezwax joined the Coyotes in revenge.

Special Weapon: *Gamma Swarm*
Don't let Beezwax unleash his mutant killer bees. They will "sting 'ya real good!" Can you outrun the swarm?!

'70 STAG PICKUP

Speed:

Armor:

Tracking Avoidance:

MOLO (Locked)

An obnoxious kid from New York, Molo was kicked out of school for bad behavior. He stole a school bus and headed west to play bully with the big boys. A wanna-be Coyote.

Special Weapon: Classified
Vehicle: Classified

SID BURN (Locked)

A born arsonist, Sid is the Coyotes' ruthless leader. He was promised $100 million by a foreign oil consortium to destabilize the U.S. economy by wreaking havoc in the southwest.

Special Weapon: Classified
Vehicle: Classified

VIGILANTE 8 CREDITS

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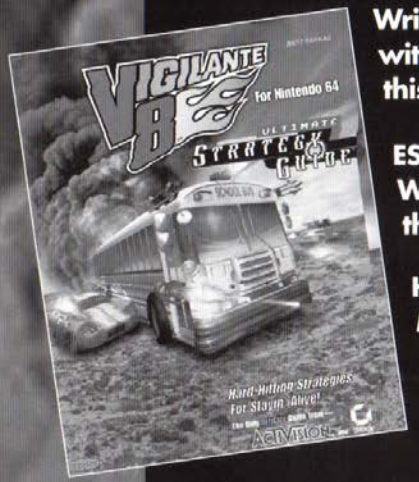

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