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PlayStation

PAL

The main cover art for Strider 2. It features the character Strider, a black and red armored warrior with a sword, flying through a fiery, orange and yellow background. The title "STRIDER 2" is written in a large, stylized, purple and red font with a white outline. The Virgin Interactive logo is visible in the bottom left corner of the art, and the CAPCOM logo is in the bottom right corner.

STRIDER 2

CAPCOM

PlayStation®

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

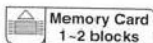
For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lit room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.

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1
Player



Memory Card
1-2 blocks



Vibration Function
Compatible



2 Discs

SLES-02867



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THE RISE OF STRIDER HIRYU

In the future, the world is ruled by a dictator known as Grandmaster.

Under his reign, excessive overpopulation has caused starvation and war among all the people of the world ...

Chronic environmental destruction has generated disease and genetic mutations ...

The world is polluted by increasing crime, drugs and human experimentation ...

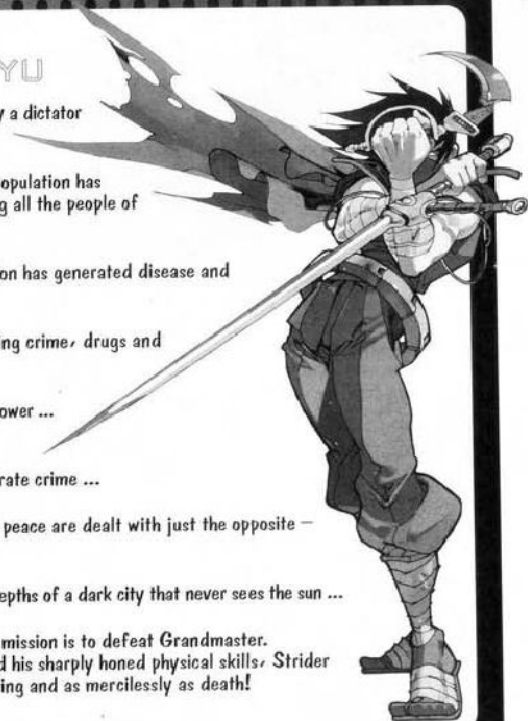
Corrupt politicians wield absolute power ...

Evil organizations devote themselves to large-scale corporate crime ...

Those who fight for justice and peace are dealt with just the opposite - imprisonment and ruin ...

Now, a warrior arises from the depths of a dark city that never sees the sun ...

His name is Hiryu. His assigned mission is to defeat Grandmaster. With his light sword Cypher and his sharply honed physical skills, Strider Hiryu pounces as quick as lightning and as mercilessly as death!



STRIDER 2

BACKGROUND

WHO IS HIRYU?

Hiryu is a special A-Class Strider and professional in assassination and destruction. He has mastered super-human physical skills and fights with his light sword Cypher. His real name, nationality, age, career and other data are all secret. As one of the few survivors of the recently defunct Striders organization, Hiryu is heading into his final mission.

WHAT IS A STRIDER?

A Strider is an agent of an espionage organization called "Striders," whose origins are closely related to the ninjas. "Striders" is a mercenary group that does not belong to any nation. Its agents specialize in underground activities such as information collection, destruction and assassination. The organization of Striders was recently destroyed and rumor has it that another Strider was involved in the sabotage that led to the group's annihilation.

WHAT IS CYPHER?

Cypher is a sword-shaped weapon Hiryu uses at all times. Its edge generates plasma and nothing can withstand its razor-sharp blade. It is extremely hard to wield Cypher and very few Striders can use it well.

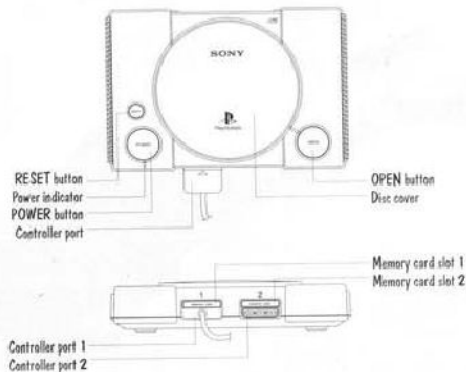


STRIDER 2

SETTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the STRIDER 2 disc and close the Disc Cover. Insert a game controller and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Tip: Watch the game demos before starting play for game hints.



MEMORY CARDS

To save game settings and results and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play. <If you do not have a Memory Card, the game will allow you to play without saving game settings and results.>

See page 11 for more information on saving and loading game data.

STRIDER 2

STARTING THE GAME

GAME START

Press **START** during the intro and the Title screen will appear. Choose **GAME START** or **OPTION** with the Directional Buttons and confirm with the **X** button.



GAME START Start the game.

OPTION Adjust the difficulty level, button assignments, and other game settings. See page 11 for details.

MISSION SELECT

Choose a mission with the Directional Buttons and confirm with **START** or the **X** button.

At the start of a new game, three missions are available. You have 30 seconds to select your mission. When a mission starts, you'll see the mission objective and a mission map. As you complete these missions, more missions are unlocked.

MISSION CONTINUE

fail a mission you'll have the option to continue. Press **START** on the Continue screen before the time is up to resume the mission.



STRIDER 2

DEFAULT CONTROLS

DUALSHOCK™ ANALOG CONTROLLER

L1 Button - Used for soft reset only

Directional Buttons - Highlight selections on screens and menus
Move Strider Hiryu while walking, climbing, crouching and jumping

R1 Button - Used for soft reset only

▲ - Cancel selection
- Slide

● - Boost
■ - Attack

✖ - Confirm selection
- Skip menu screens
- jump

Start

Start game / Skip demo, Pause, Continue game

Select

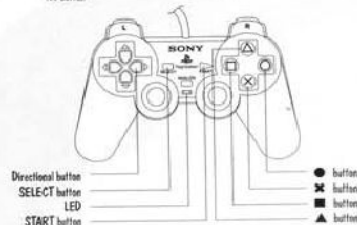
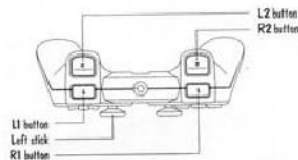
Open Pause menu when game is paused

Notes:

- These are the default button assignments. To change them, use the Key Config option in Option mode (see page 11).
- This game is for one player only.
- The LEFT and RIGHT ANALOG STICKS are not used in this game.
- This game is compatible with DUALSHOCK™ analog controller vibration.



The controls on this page are also used for digital controllers.



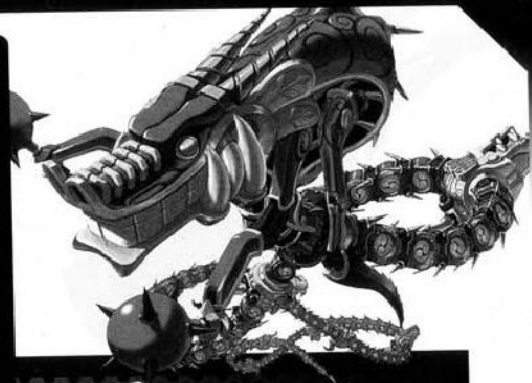
STRIDER HIROYU'S ACTIONS

- ② **DOUBLE JUMP** Press Jump <default **X** button>, then press it again while in the air.
- ② **WALL STICK** Jump toward a wall or ceiling to stick to it, then move with the Directional Buttons.
- ② **JUMP DOWN** Press Jump while holding **↓** to jump off a wall or ceiling.
- ② **BOOST** Press Boost <default **○** button>. Your attack will be super powerful for a while. Homing Plasma Waves will radiate from your Cypher sword. Boost requires one boost item <see page 10>.
- ② **DASH** Press the Directional button forward twice quickly. While dashing, press Jump for a longer jump.
- ② **SLIDE** Press Slide <default **▲** button> while on the ground. You can also press **↓** + Jump to slide.
- ② **BACKWARD SOMERSAULT** Simultaneously press Jump and a Directional Button against the sliding direction.
- ② **HASSOU JUMP** When on a wall, press Jump while holding a Directional Button against the wall.
- ② **SAVAGE SLASH** <Random Slashing> Press **↓** **↑** + Attack <default **■** button> while in the air.



COMBAT SCREEN

- ① **VITALITY GAUGE**
Strider Hiroyu's remaining vitality. As he takes hits, the bars disappear. When the last bar vanishes, the game ends.
- ② **BOOST COUNT**
Number of Boost items you have. Press the **○** button <default> to use one Boost and increase your attack power for a short time.



- ③ **BOSS GAUGE**
Boss character's remaining vitality. Appears when Strider Hiroyu fights a boss, including the Area Boss. The color bar decreases as Strider Hiroyu's attacks take effect. When the gauge empties, the boss is defeated.
- ④ **SCORE**
Your current score for the stage.
- ⑤ **TIMER**
Time you have to clear the area. If it reaches zero before you meet and defeat the area boss, the game ends.

ITEMS

Collect items that appear on screen to increase your chances of winning. Some enemies drop items when they are defeated.

**HI**

Restores Strider Hiryu's vitality by one bar.

**HIRYU**

Completely restores Strider Hiryu's vitality.

**RYU**

Increases Strider Hiryu's maximum vitality by one bar.

**CYPHER**

Increases Strider Hiryu's attack power. When he gets attacked, the effect ends.

**BOOST**

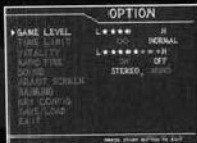
Adds one Boost item.

**SCORE**

Increases your score. There are several kinds of Score items you can collect.



OPTION MENU



Select **OPTION** on the Title screen to go to the Option Menu. Choose an option with the Directional Buttons $\uparrow\downarrow$. Change the setting with the Directional Buttons $\rightarrow\leftarrow$ or press the \star button to display a submenu.

- ① **GAME LEVEL** Add stars to make the game more difficult.
- ② **TIME LIMIT** Set the game time to Normal or ∞ (Infinity - no time limit).
- ③ **VITALITY** Add stars to give Strider Hiryu more vitality at the start.
- ④ **RAPID FIRE** Turn ON to attack rapidly by holding down the Attack button.
- ⑤ **SOUND** Choose STEREO or MONO to match your speaker setup.
- ⑥ **ADJUST SCREEN** Center your screen display.
- ⑦ **RANKING** View both Score and Time rankings. Press START to return to the Option Menu.
- ⑧ **KEY CONFIG** Reset the button assignments and turn the DUALSHOCK™ analog controller's vibration function ON/OFF.
- ⑨ **SAVE/LOAD** Save or load ranking data and option settings. Insert a Memory Card into Slot 1. This game uses one block on a Memory Card.
 - When you turn on your PlayStation game console with a Memory Card containing STRIDER 2 data, the game will load automatically.
 - Do not turn off or reset your PlayStation game console while saving/loading game data. Doing so may destroy the data.
- ⑩ **EXIT** Return to the Title screen. <You can also press START to return.>

PAUSE MENU

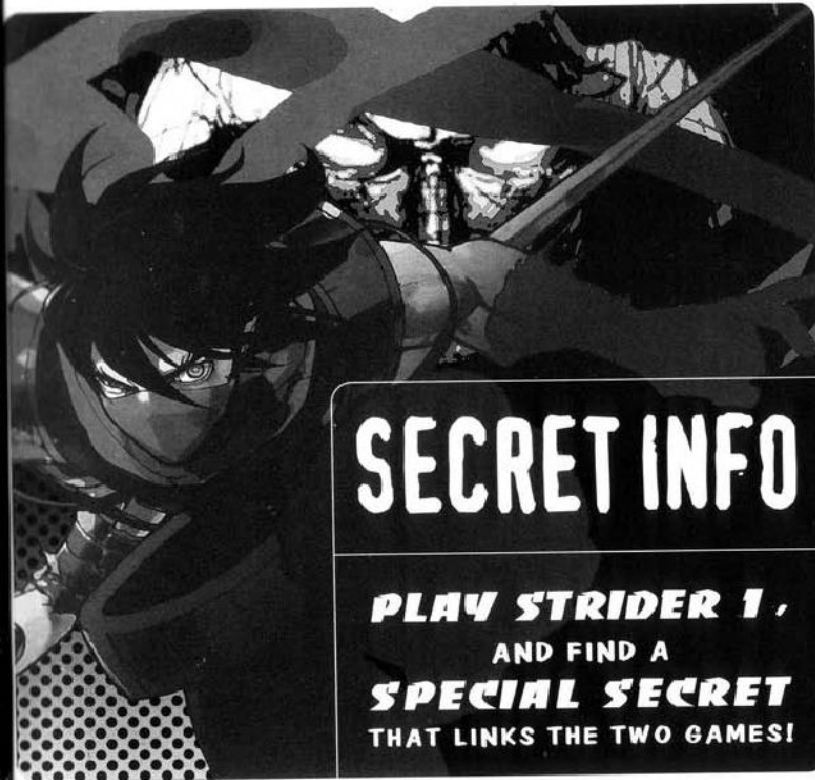
Press **START** any time during play to bring up the Pause Menu. Choose an option with the Directional Buttons $\downarrow\uparrow$ and then press the \times button.

MENU

CONTINUE
KEY CONFIG.
ADJUST SCREEN
EXIT



- 1 **CONTINUE** Resume the game.
<You can also press **START** to resume.>
- 2 **KEY CONFIG** Reset the button assignments <see above>
- 3 **ADJUST SCREEN** Center your screen display.
- 4 **EXIT** Return to the Title screen.



SECRET INFO

**PLAY STRIDER 1,
AND FIND A
SPECIAL SECRET
THAT LINKS THE TWO GAMES!**

STRIDER 1

THE ULTIMATE MISSION

In 2048, the world is ruled by a dictator known as Grandmaster.

In Eastern Europe, the site of Grandmaster's capital, the pressure of the government's tyranny has erupted in a battle between the Kazakhstan government and the rebel partisans.

Under these adverse conditions, an assassin is about to sneak into the capital that has so cruelly flaunted its absolute power.

The assassin's name is Hiryu, the youngest A-Class Strider in an assassin group called Striders. Originating from ninja stock, Striders are professionals in fighting and espionage.

Hiryu's assigned mission is the most important and dangerous in history ... to assassinate Grandmaster.

With his well-trained physical skills and fearsome weapons, can Strider Hiryu complete the ultimate mission? The fate of the entire planet is in his hands!



STRIDER 1

STARTING THE GAME

MODE SELECT

Press **START** at the Title screen and the Mode Select screen will appear. Choose a game mode with the Directional Buttons and confirm with the **X** button.



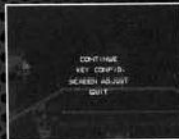
1P PLAY One player only.

2P PLAY Two players take turns playing. Each time either player's character dies, the players switch turns. You must insert a second controller <sold separately> into your PlayStation game console in order to play this mode.

OPTION Adjust the difficulty level, button assignments, and other game settings. See page 20.

PAUSE MENU

Press **SELECT** to open the Pause Menu. Choose an option with the Directional Buttons and confirm with the **X** button



CONTINUE Continue game.

SCREEN ADJUST Center your screen display.

KEY CONFIG Reset the button assignments and turn the **DUALSHOCK** analog controller's vibration function **ON/OFF**.

QUIT End game and return to the Title screen.



STRIDER 1

DEFAULT CONTROLS

DUALSHOCK™ ANALOG CONTROLLER

L1 Button - Used for soft reset only

Directional Buttons - Highlight selections on screens and menus

→← move Strider Hiryu when he's on the ground

↑↓ move Strider Hiryu when he's on a wall or ceiling

↓ + Jump make Strider Hiryu jump down from a wall or ceiling

R1 Button - Used for soft reset only

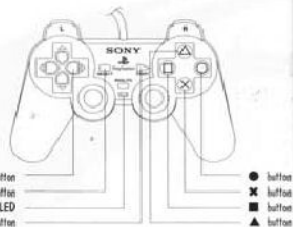
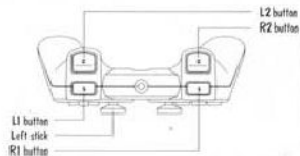
- ▲ - Cancel selection
- Hold to attack rapidly
- you can also slide by pressing ↓ + Jump>
- - Attack
- * - Confirm selection
- Jump

Start

Start game / Skip demo, Pause, Continue game

Select

Open Pause menu when game is paused

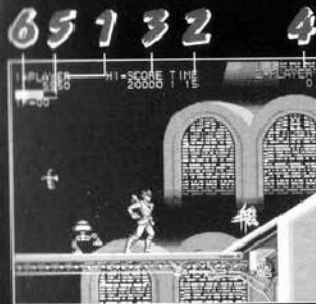


Notes:

- These are the default button assignments. To change them, use the Key Config option in Option mode. < see page 20 >
- The LEFT and RIGHT ANALOG STICKS are not used in this game.
- This game is compatible with DUALSHOCK™ analog controller vibration.



STRIDER 1



COMBAT SCREEN

1

1P SCORE

Player 1's current score.

2

TIMER

Remaining time for the area. When it reaches zero, you lose one Life.

3

HIGH SCORE

The highest score made in the game.

4

2P SCORE

Player 2's current score.

5

VITALITY GAUGE

Strider Hiryu's remaining vitality. When it drops to zero, you lose one life.

6

LIVES REMAINING

Number of Lives you have left. Lose them all and you lose the game.



COMBAT SCREEN

STRIDER 1

ITEMS

You can find items by breaking item boxes, which you'll discover in certain places on the stage. Enemies may also drop item boxes.



HI

Restores Strider Hiryu's vitality by one.



HIRYU

Restores Strider Hiryu's vitality completely.



RYU

Increases Strider Hiryu's maximum vitality by one, up to five degrees.



CYPHER

Lengthens Strider Hiryu's attack range for the next few attacks.



INVINCIBILITY

Strider Hiryu becomes invincible for 30 seconds.



LUP

Adds another Life.



STRIDER 1

ROBOT ITEMS

Collect robot items to give Strider Hiryu special powers.

- OPTION A** A robot rotates around Strider Hiryu. When Strider Hiryu attacks, the robot also fires a bullet. When Strider Hiryu gets Option A, the color of the vitality gauge changes. If you lose a gauge with a changed color, you lose Option A.
- OPTION B** A tiger-shaped robot runs around Strider Hiryu and attacks enemies approaching him. The tiger robot disappears after a while or after it takes damage.
- OPTION C** A hawk-shaped robot flies over Strider Hiryu and attacks enemies approaching him.



OPTION MENU

OPTION MENU

Select **OPTION** on the Game Mode screen to go to the Option Menu. Choose an option with the Directional Buttons \downarrow \uparrow . Change the settings with the Directional Buttons \rightarrow \leftarrow , or press the \times button to display a submenu.



- DIFFICULTY** Add stars to make the game more difficult.
- TIME LIMIT** When ON, you'll have a limited time to clear each area.
- PLAYERS** Your starting number of Lives.
- EXTEND** Reach the score you set here to receive a bonus Life.
- SOUND MODE** Choose **STEREO** or **MONAURAL**.
- KEY CONFIG** Reset the button assignments and turn the **DUALSHOCK™** analog controller's vibration function **ON/OFF**.
- BMG TEST** Sample the game's background music.
- BMG/SE VOLUME** Adjust the volume of background music and sound effects.
- SCREEN ADJUST** Center your screen display.
- SAVE/LOAD** Save or load ranking data and option settings.
- SOUND REMIX** When this option is **ON**, each stage and boss character will have newly arranged music.

TECHNICAL SUPPORT

Thank you for purchasing Strider 2. If you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we are unable to give gameplay hints through our Technical Support number. Our Technical support lines are open between the hours of 10am and 5pm.

- Technical Support:** 020 7551 4266
- Fax:** 020 7551 4267
- WorldWide Web:** <http://www.vie.com>
- Address:** Customer Services Department
Virgin Interactive Entertainment Europe Ltd.
74a Charlotte Street
London
W1P 1LR

In the unlikely event of a software fault please return the complete package, with your receipt, to the original place of purchase and request a replacement.

If you do need to telephone us, please provide us with as much information as possible concerning your system.

When contacting us by post, ensure you include the Title & Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.

CAPCOM CAPCOM ENTERTAINMENT, INC. 475 Oakmead Parkway, Sunnyvale, CA 94086

TECHNICAL SUPPORT

HINTS AND TIPS

Do you need hints and tips for this game and other great Capcom titles on PlayStation?

Resident Evil 2
Giga Wing
Plasma Sword
Marvel Vs Capcom 2
Street Fighter 3: Double Impact

*If so, then call the official Capcom hint-line on
09067 535033*

All calls are charged at 75p a minute and the max call length is 4 minutes.

Please obtain permission from the person who pays the telephone bill before you dial this number.

This service is available to residents of the UK only.

NOTES