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GIGA WING 2
10 PTS.

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Dreamcast

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WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If anyone experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY. To reduce the possibility of such symptoms, the operator must follow those safety precautions at all times when using the Sega Dreamcast.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
* Before removing the disc, be sure it has stopped spinning.
* The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
* Do not allow fingerprints or dirt on either side of the disc.
* Avoid bending the disc. Do not touch, smudge or scratch its surface.
* Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
* Do not write on or apply anything to either side of the disc.
* Store the disc in its original case and do not expose it to high temperature and humidity.
* Do not leave the disc in direct sunlight or near a radiator or other source of heat.
* Use a cloth and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
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The Serbenian Republic is a beautiful region in the center of the Eurasian continent, nestled between the Black and Red Seas. For decades it has been one of the most peaceful countries in the Union.

Secretly, though, it’s been rumbling with unrest and dissatisfaction. Suddenly, the Republic army erupts in a wide-spread coup against the Union garrison and announces its independence. The Union government is shaken to its roots.

Other Allied Nations make a gesture of assisting the Union’s military government. But large-scale military intervention is viewed as unwise as the balance of power shifts daily between the rebels and the Union forces.

The Union government contacts Giga Wing, an elite special forces team, to take the situation in hand. Five young aces take off and head to the Serbenian Republic.

It’s an entirely new battle!
THE RISE OF GIGA WING!

Nothing is impossible for Giga Wing pilots!

Giga Wing is an independent group of air mercenaries originally formed by pilots of the elite Unit 100 Airborne. They played a legendary role in the last war, but have since resigned from the Unit in peacetime.

Since Giga Wing pilots do not pay tribute to any nation and aren't bound by any law, hopeful applicants are not questioned about their past or the history of their airships. The only qualification is excellence!

Only the highest qualified aces are allowed to join. Because of this, Giga Wing pilots display a battle prowess that significantly contributes to successful battles - while engaging the minimum number of pilots.

KART
A hero of the previous war. It is said that his squad's performance brought about an early end to the war. However, Kart's entire team was annihilated in a battle at Lullie Sea, leaving him with no one to lead. After the war, Kart became a mercenary, earning the ominous nickname "Companion Killer."

KINGFISHER
An all-around fighter equipped with a wide-range shot.

Speed: Medium (1)
Shot: Forward wide-range gun
Bomber: Spark Bomber
ROMI
A perfect ace pilot whose skill is unrivaled in the team. As a war orphan, Romi was raised in a military institution. While there, she received special education as a fighter pilot.

SPARROW
The fastest fighter equipped with a forward collective shot.

- Speed: Fastest (5)
- Shot: Forward collective gun
- Bomber: Wing Bomber (R)

LIMI
The last survivor of an ancient Serbenian family. Limi keeps alive the legend of the family’s powerful canon.

RAVEN
A technical fighter equipped with explosive shot.

- Speed: Fast (3)
- Shot: Forward explosive gun
- Bomber: Wing Bomber (L)
RALUGO

Ralugo once fought for independence for his family in Serbenia, but lost to the huge power of the empire. After living as a drifter, he has decided to become a Giga Wing mercenary.

CHERY

Officially registered as one of the replicoids (artificial soldiers) mass-produced during the war, in reality Chery is an original artificial human. She was found in a sanctuary.

STORK

A super-fast aircraft with the ability to shoot in all directions.

- Speed: Fast (4)
- Shot: All-direction homing gun
- Bomber: Prominence Bomber

ALBATROSS

A powerful fighter equipped with powerful close-range shot.

- Speed: Middle (2)
- Shot: Vicinity Bomb
- Bomber: Gravity Bomber
**SEGA DREAMCAST™**

**SEGA DREAMCAST HARDWARE UNIT**

- **DISC DOOR**
  - Open button: Press to open the Disc Door.

- **POWER BUTTON**
  - This turns the unit ON or OFF.

**CONTROL PORTS**

Use these ports to connect the Sega Dreamcast™ Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports.

- **GIGA WING 2** is a 1-to-4 player game.
- To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.
- Purchase additional controllers (sold separately) to play with two or more people.

**SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)**

To automatically save score rankings, option settings and other game information, insert a Visual Memory Unit (VMU) into Expansion Slot 1 of the controller in Control Port A BEFORE turning on the Sega Dreamcast.

**Note:** While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.
CONTROLLER

- The button assignments on pages 13-14 are the defaults. You can change them in Option Mode. (See page 23.)

- GIGA WING 2 is a 1-to-4 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.

- Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

- To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

SEGA DREAMCAST JUMP PACK™

GIGA WING 2 supports the Jump Pack vibration peripheral. When inserted into the Expansion Slot of a Sega Dreamcast controller or compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the gameplay experience. The Jump Pack cannot be used with the Arcade Stick.

Note: When inserted into Expansion Slot 1 of the Sega Dreamcast controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during gameplay or otherwise inhibit game play operation.

SEGA DREAMCAST CONTROLLER

OVERHEAD VIEW

- Analog Thumb Pad
- OR
  - Directional Button (D-Button)
  - Choose a game mode and character
  - Adjust Option Mode settings
  - Move your fighter in 256 directions plus increase/decrease speed (Analog Thumb Pad)
  - Move your fighter in 8 directions (Directional Button)

- X Button - Rapid fire
- Y Button - Not used
- B Button - Cancel selections
- A Button - Confirm selections
- Deploy Force Bomb
- Shoot
- Hold to use Reflect Force

FORWARD VIEW

- Start Button
  - Start game
  - Pause / Resume
  - Start Player 2 in mid-game

- Right Trigger (Trigger R)
  - Rapid fire

- Expansion Slot 1

- Left Trigger - Not used (trigger 1)

- Expansion Slot 2
Starting a Game

Press the Start Button at the Title screen to display the Main Menu. To make your selections, use the Directional Button/Joystick to choose and press the A Button to confirm.

- Before starting play, set game options by selecting OPTION. (See page 23 for Option Mode features.)
- Select a game mode by choosing ARCADE MODE or SCORE ATTACK MODE. (See page 20.)
- Choose your pilot from 5 characters.
- Choose your Reflect Type (see page 19).
- Watch the game demo (or cancel by pressing the B Button).
- GIGA WING 2 combat begins!

The button assignments on pages 13-14 are the defaults. You can change them in Option Mode. (See page 23.)

To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.
- **HIGH SCORE** - The highest score of the game mode.
- **TOTAL SCORE** - Your total score in the game so far.
- **SCORE MULTIPLIER** - (Score Attack Mode only) This increases your score. You can raise the score multiplier by performing special actions during battle.
- **FIGHTERS** - Number of fighters remaining.
- **FORCE BOMB** - Number of Force Bombs available.
- **REFLECT GAUGE** - When the OK sign is displayed, you can use Reflect Force.
- **BOSS BATTLE TIMER** - (Not shown) When the count down reaches zero, the boss will retreat. This is displayed only when you are fighting a boss character.
Control your fighter with the Directional Button, Analog Thumb Pad or Joystick. Evade enemies' attacks, and destroy the enemies with shots, Force Bombs and Reflect Force.

- Your fighter is destroyed when hit by an enemy attack. (It is not injured when it makes contact with an enemy itself.)
- A stage is cleared when you destroy a boss character or the time runs out.
- A game is over when you lose all your fighters or clear Stage 7.

**ITEMS**
When you destroy certain objects during battle, different items may appear.

- **POWER-UP** - Enhances your fighter's attack up to level 4.
- **FORCE BOMB** - Adds another bomb to your stock of Force Bombs.
- **SCORE MULTIPLIER ITEM** - Increases your score multiplier.

**NORMAL SHOT - A BUTTON**
- Enhance your Normal Shot up to level 4 by collecting power-up items.
- Hold down the X Button or Trigger R (X or Z Button for Arcade Stick) to rapid fire.

**FORCE BOMB - B BUTTON**
- Use a powerful attack. When you deploy a Force Bomb, all enemy bullets on screen are pulverized and the enemy takes massive damage. Your fighter also becomes invincible for a limited time. You cannot use the Force Bomb when the amount you have drops to zero.

**REFLECT FORCE - A BUTTON**
- Hold down the A Button (when the OK sign is displayed).
- You can select two different types of Reflect Force:
  - **REFLECT BARRIER** - Reflect enemies' bullets. The bullets that hit an enemy turn into score multiplier items.
  - **REFLECT LASER** - Absorb enemies' bullets, then target and fire them all at once.

Take advantage of invincibility during Reflect Barrier or Reflect Laser!
GAME MODES

ARCADE MODE
- NORMAL MODE - Up to 2 players can play simultaneously. (In 2-player games, a story scene appears between stages.) When 2 players start a game together, their scores and score multipliers are combined.
- 4 PLAYER MODE - Up to 4 players can play simultaneously. The beginning stage depends on the character you choose. A story scene appears between stages. In multi-player games, the story changes depending on the combination of the characters. The scores and score multipliers of all players are combined.

SCORE ATTACK MODE
Select a stage and try for the highest score possible.
- Choose SCORE ATTACK from the Main Menu.
- Choose a stage from the Stage Select screen.
- Choose the number of players, your Fighter and Reflect Type.

SCORE ATTACK MODE RULES:
- 1-4 player can play simultaneously with unlimited fighters.
- Your score multiplier increases as long as your fighter stays alive. If your fighter is destroyed or you use a Force Bomb, the score multiplier is reset to zero.
- When you defeat the boss character, your score and results are displayed.
- Score rankings are recorded separately from Arcade Mode scores.
RANKING
Check out the high score rankings of Arcade and Score Attack Modes.

GALLERY
Browse through Giga Wing artwork. Different images will be added as you progress and meet certain game conditions.

OPTION
Set various game options. See page 23.

SAVE & LOAD
Save your game file to a memory card, or load it and resume the game from its saved point.

When auto-save is turned ON in Option Mode, game information is saved and loaded automatically.

This game requires 19 free blocks to save game data. See page 25 for more information.

OPTION MODE
Adjust various game settings. Press the Directional Buttons/Analog Thumb Pad/Joystick ▲▼ to choose an option. Press ▶ to change the setting.

- DIFFICULTY - Adjust the difficulty level of Arcade Mode from 1 (easiest) to 8 (most difficult). The default is 4.
- PLAYER STOCK - Set the starting number of fighters in Arcade Mode from 1 to 9. The default is 3.
- FORCE BOMB STOCK - Set the starting number of Force Bombs in Arcade Mode from 0 to 5. The default is 2.
- AUDIO - Choose Stereo or monaural to match your speaker setup. The default is STEREO.
- AUTO SAVE - Turn the auto-save function ON/OFF. When ON, game information is saved and loaded automatically. The default is OFF.
- SOUND TEST - Sample game music and sound effects.
- CONTROLLER SETTING - Change button assignments and turn the controller vibration ON/OFF (when using a Jump Pack).
- SECRET OPTION - Secret options will be unlocked as your cumulative score increases.
- DEFAULT - Reset all options to their default status.
- EXIT - Return to the Main Menu.
During game play, you can pause with the Start button. The following options are available during pause. To resume your game, press the Start button again or choose CONTINUE from the options.

- **CONTINUE** - Resume your game.
- **RESTART** - Restart the stage from the beginning. All settings are reset to their default status. If you choose this in the Arcade Mode, it is counted as a continue, and your score will not be registered in the Champion Ranking.
- **CONTROLLER SETTING** - Change button assignments and turn the controller vibration ON/OFF (when using a Jump Pack).
- **QUIT GAME** - Quit the game and return to the Main Menu.

**SAVING & LOADING**

You can save your game information from Score Ranking Mode, Option Mode and Gallery to a memory card.

**SAVE**

You can save a game file by using the SAVE & LOAD option in Option Mode, or after playing the Arcade or Score Attack Mode. Follow the on-screen messages. When auto-save is on, your game data is saved automatically after playing each game mode.

**LOAD**

Your previously-saved game file is automatically loaded when you start the game. You can also manually load a game file by selecting SAVE & LOAD in Option Mode.

**CAUTIONS**

- This game requires 19 free blocks to save game data.
- An optional memory card is required to save or load your game data.
- While saving or loading, do not turn off your Sega Dreamcast or remove a memory card or controller.
STAGES

CITY
BOSS: GIMEL. Check the enemy's attack route from the air, wipe out the enemy army and rescue the state capitol.

CLOUD SEA
BOSS: DARET. Destroy the enemy fleet and take command of the air in the metropolitan center.

FACTORY
BOSS: YUDD. Break through the enemy's defense line, defeat the enemy in the military factory and destroy a weapon being secretly developed.

SANCTUARY
BOSS: YAVU. The cause of all the battles lies deep in the sanctuary. Giga Wing heads to the forbidden tower located in the center of the sanctuary.

TIP: LOOK FOR THE VOLCANON PHENOMENON!
Volcanon is the key to high score. When a certain number of score multiplier items appear on screen, a Volcanon phenomenon occurs. Now a large number of Score Multipliers appear. Collect as many as you can for super high scores!
DON'T FIGHT IT! SIGN UP TODAY.

JUST COMPLETE THIS ENTRY FORM OR SEND A 3x5 CARD WITH
YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH;
AND PARENT'S SIGNATURE (IF UNDER 18) TO:

CAPCOM EDGE 475 OAKMEADOW PARKWAY, SUNNYVALE, CA 94085

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